

Meten is weten, of toch niet?

@EricBouwers



Waarom zouden we software doormeten?

‘You can’t control what you can't measure.’

Waarom zouden we software doormeten?

‘You can’t improve what you can't measure.’

Software metingen worden gebruikt voor:

- **Het schatten van kosten en inspanning**
- **Productiviteit metrieken en modellen**
- **Data collectie**
- **Betrouwbaarheid modellen**
- **Performance evaluaties en modellen**
- **Structuur en complexiteit metrieken**
- **Capability-maturity assessments**
- **Management door metrieken**
- **Evaluaties van methodieken en tooling**
- **Kwaliteitsmodellen en -metingen**

**Welke software metrieken
gebruiken jullie?**

(Software) Metingen

Wat is meten?

*‘Formally, we define **measurement** as a mapping from the empirical world to the formal, relational world. ’*

*‘A **measure** is the number or symbol assigned to an entity by this mapping in order to characterize an attribute’*

Entiteit

Attribuut

Mapping

Meting

Entiteit

Product:

- Specificaties, Architecture diagrammen, Designs, **Code**, Test Data, ...

Proces:

- Maken van specificaties, Gedetailleerd ontwerp, Testen,

Resources:

- Personeel, Teams, Software, Hardware, Kantoren, ...

Attributen

Extern

Bruikbaarheid,
Betrouwbaarheid

Intern

Volume,
Gestructureerdheid,
Functionaliteit

Mapping

Definition Checklist for Source Statement Counts

Definition name: Physical Source Lines of Code Date: 8/7/92
(basic definition) Originator: SEI

Measurement unit:		Physical source lines	<input type="text" value="4"/>	
		Logical source statements	<input type="text"/>	
Statement type	Definition	<input type="text" value="4"/>	Data array	<input type="text"/>
When a line or statement contains more than one type, classify it as the type with the highest precedence.				
1 Executable	Order of precedence ->	<input type="text" value="1"/>	<input type="text" value="4"/>	
2 Nonexecutable				
3 Declarations		<input type="text" value="2"/>	<input type="text" value="4"/>	
4 Compiler directives		<input type="text" value="3"/>	<input type="text" value="4"/>	
5 Comments				
6 On their own lines		<input type="text" value="4"/>		<input type="text" value="4"/>
7 On lines with source code		<input type="text" value="5"/>		<input type="text" value="4"/>
8 Banners and nonblank spacers		<input type="text" value="6"/>		<input type="text" value="4"/>
9 Blank (empty) comments		<input type="text" value="7"/>		<input type="text" value="4"/>
10 Blank lines		<input type="text" value="8"/>		<input type="text" value="4"/>
11				

Representation Condition

Attribuut: Volume

Foo



Metriek

500 LOC

Metriek

~~1 Files~~

Metriek

Groot

Bar



100 LOC

~~5 Files~~

Klein

Meetschalen

Type	Toegestane operaties	Voorbeelden
Nominaal	= , ≠	A, B, C, D, E
Ordinaal	= , ≠, < , >	Small, large
Interval	= , ≠, < , > , + , -	Start date
Ratio	All	LOC
Absoluut	All	-

Samenvatting concepten

Attribuut
(Lengte)



Entiteit
(Kind)

Metriek
(cm)

Mapping
(Voeten op de grond)

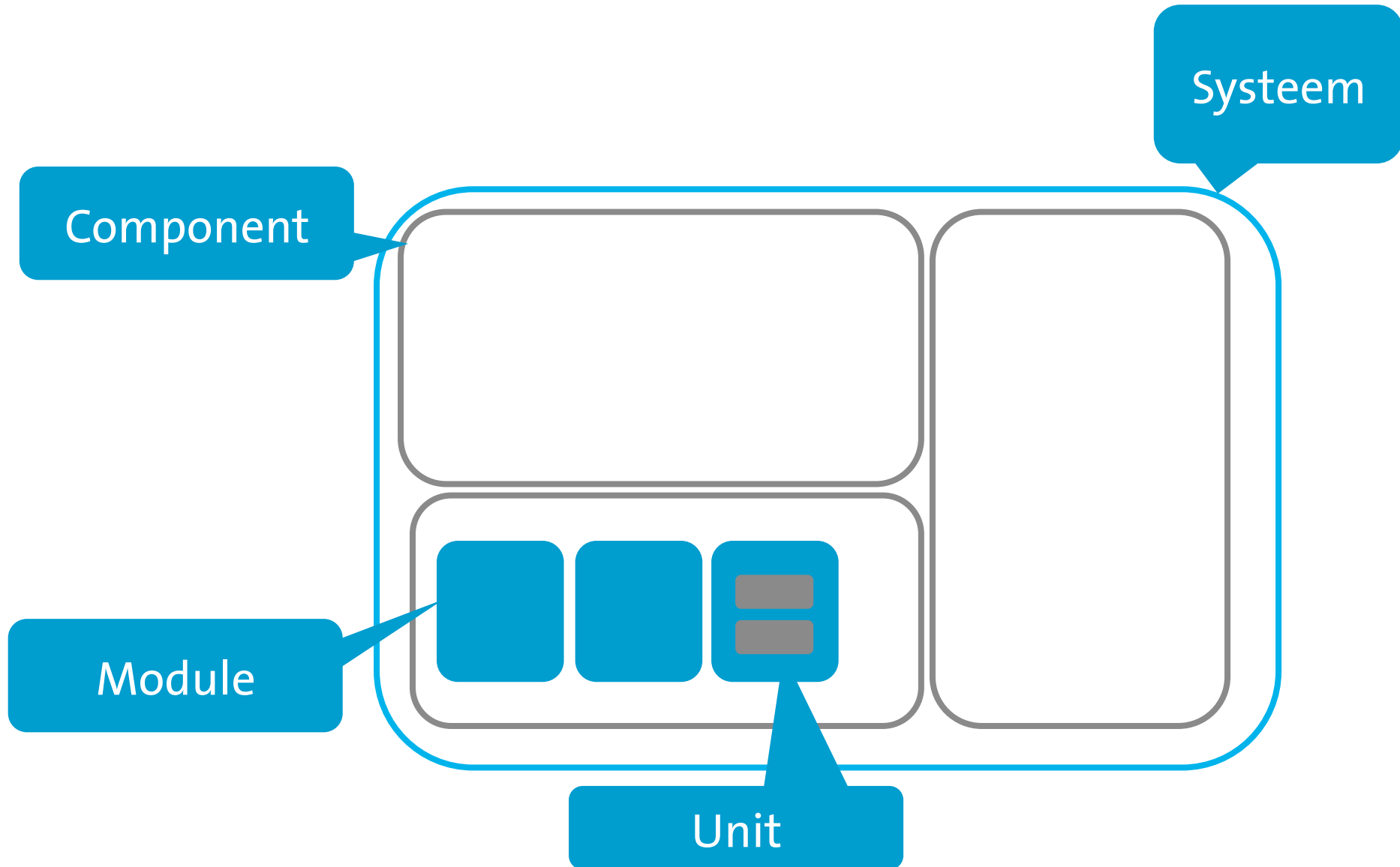
Waarom maakt dit uit?

Het beïnvloedt wat je zou willen ...

Entiteit: systeem

Production	Test
Manually-maintained	
Generated	
Library	
Example	

Het maakt uit wie het wil weten ...



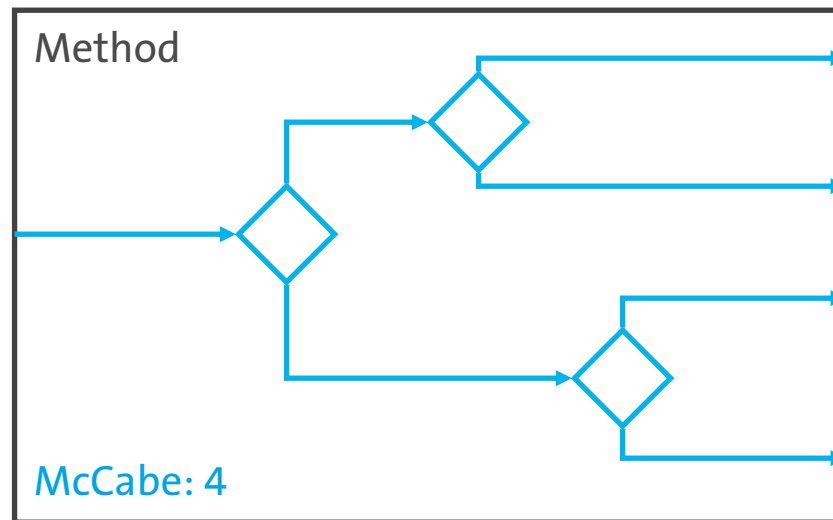
Aggregatie oefening

Van Unit naar Systeem

Unit meting:

T. McCabe, *IEEE Transactions on Software Engineering*, 1976

- Academisch: aantal onafhankelijke paden in een methode
- Intuïtief: aantal beslispunten in een methode
- Realiteit: het aantal if (for, while,...) statements



Beschikbare data

Voor 4 projecten, per unit:

- Lines of Code
- McCabe complexity

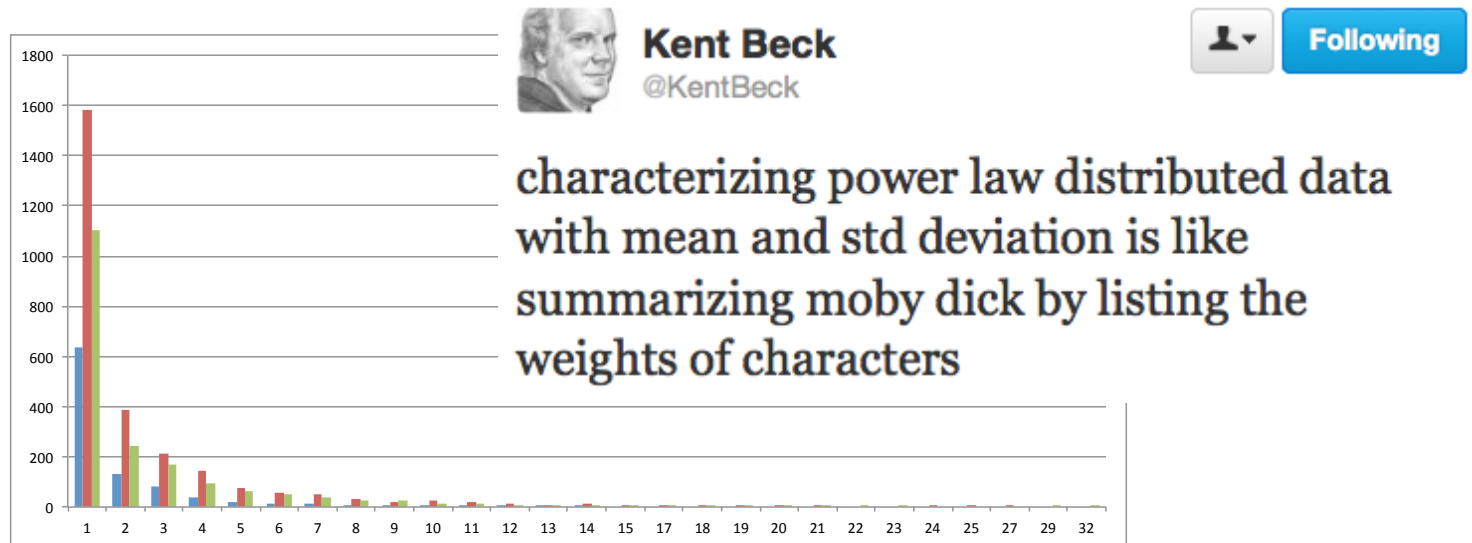
**In welk systeem is het testen van de units
over het algemeen uitdagender?**

Optie 1: Optellen

	Crawljax	GOAL	Checkstyle	Springframework
Totaal McCabe	1814	6560	4611	22937
Totaal LOC	6972	25312	15994	79474
Ratio	0,260	0,259	0,288	0,288

Optie 2: Gemiddelde

	Crawljax	GOAL	Checkstyle	Springframework
Gemiddelde McCabe	1,87	2,45	2,46	1,99



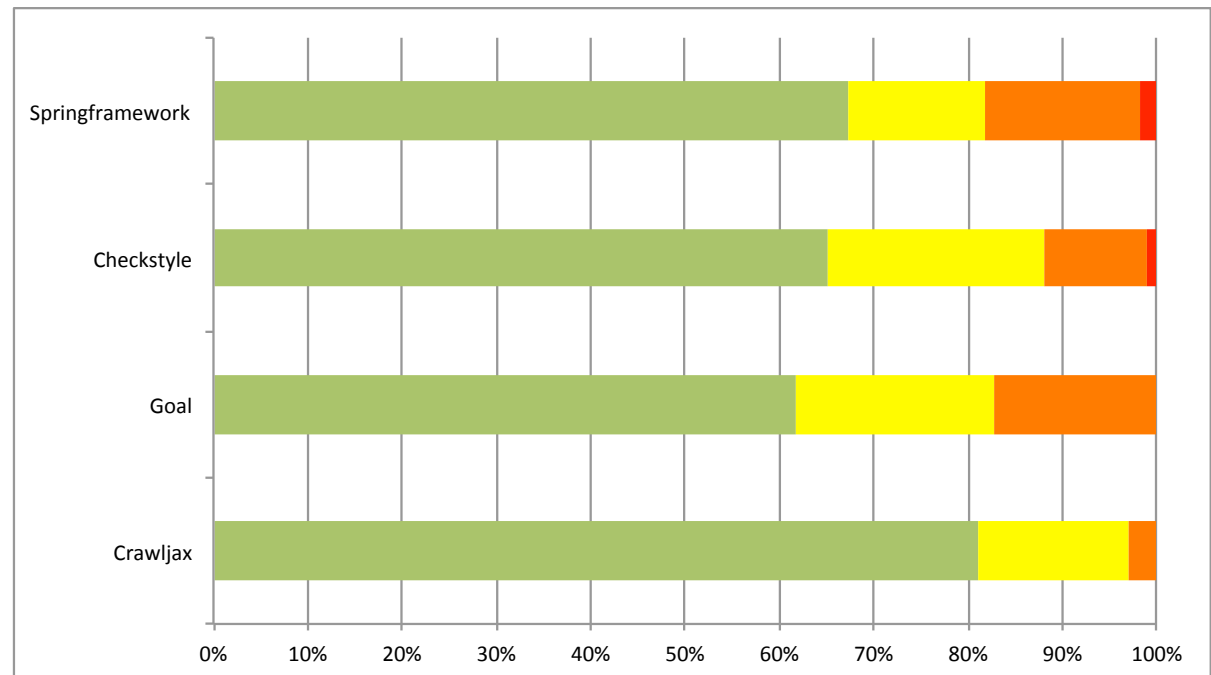
Optie 3: Kwaliteitsprofiel

Cyclomatic complexity	Risk category
1 - 5	Low
6 - 10	Moderate
11 - 25	High
> 25	Very high

Tel Lines of Code
per categorie



Lines of code per risk category			
Low	Moderate	High	Very high
70 %	12 %	13 %	5 %



Belangrijke zaken voor metingen

Volume

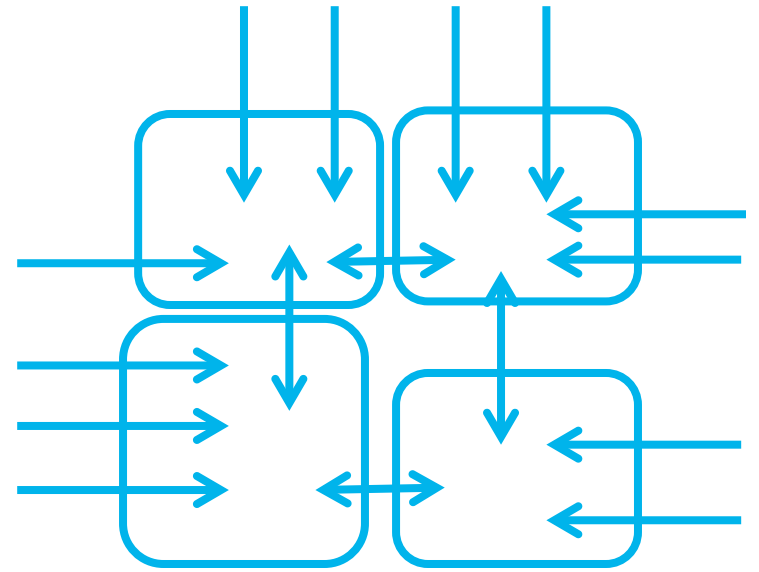
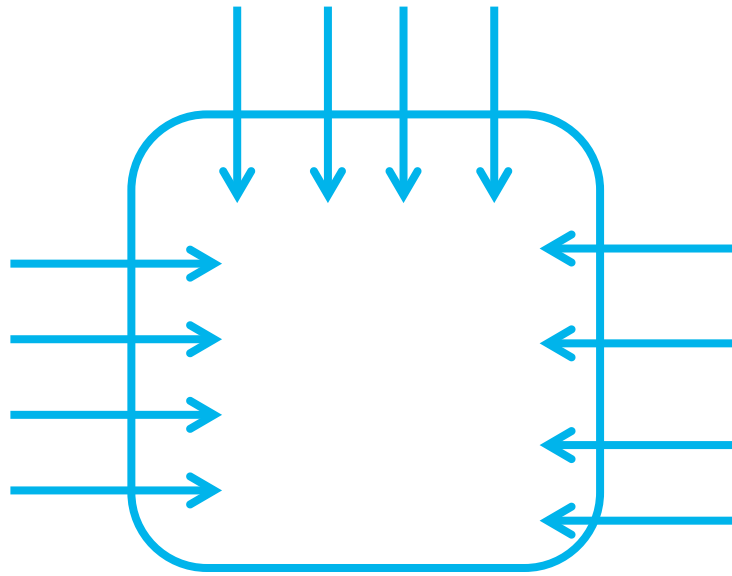
Uitlegbaarheid

Distributie

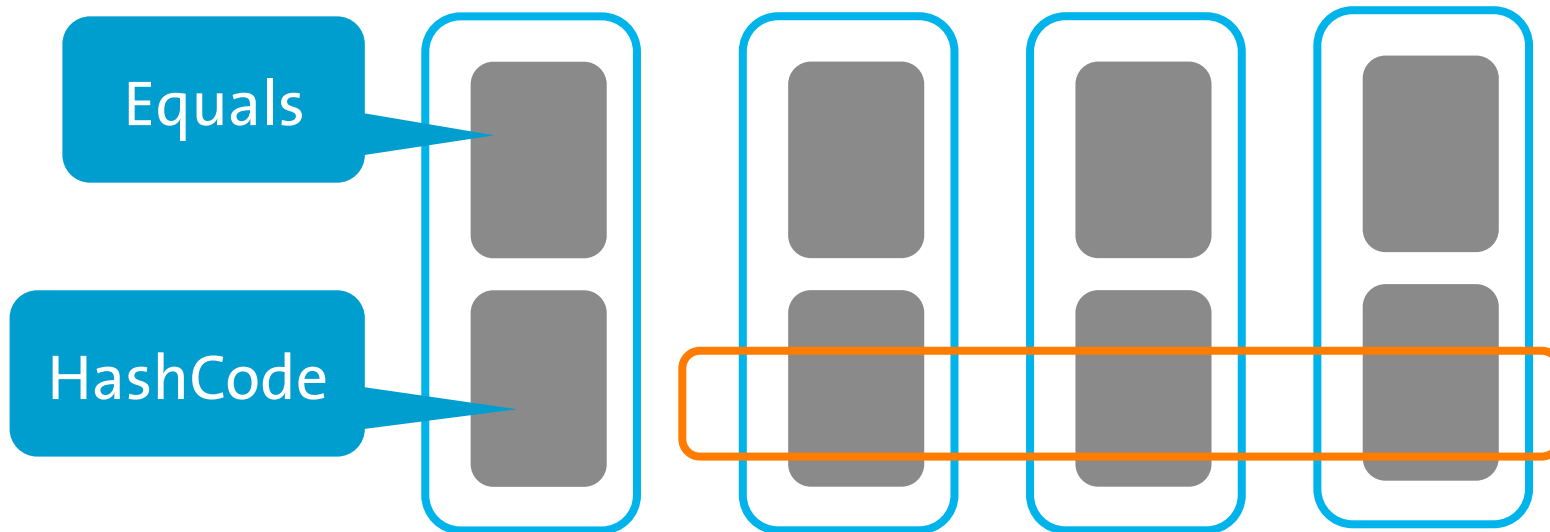
Valkuilen van het meten

One-track metric

Alleen kijken naar het volume

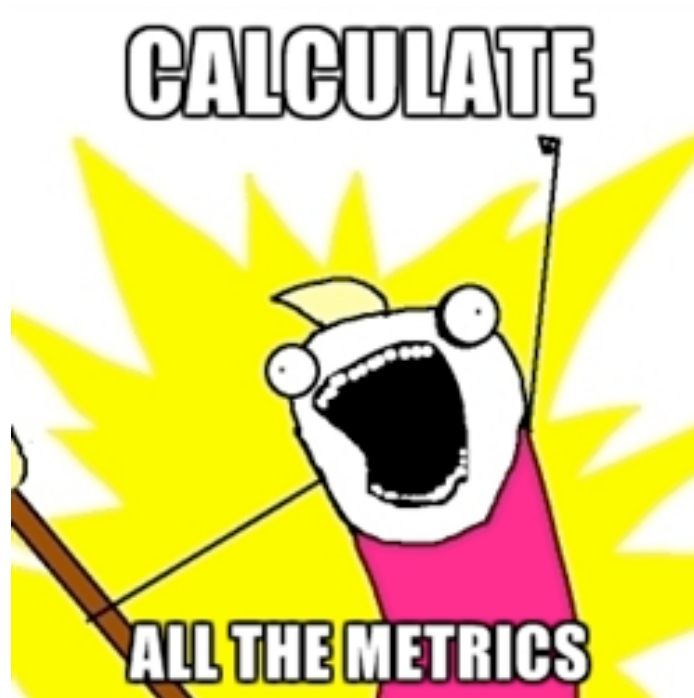


Combinatie van metingen levert meer inzichten op



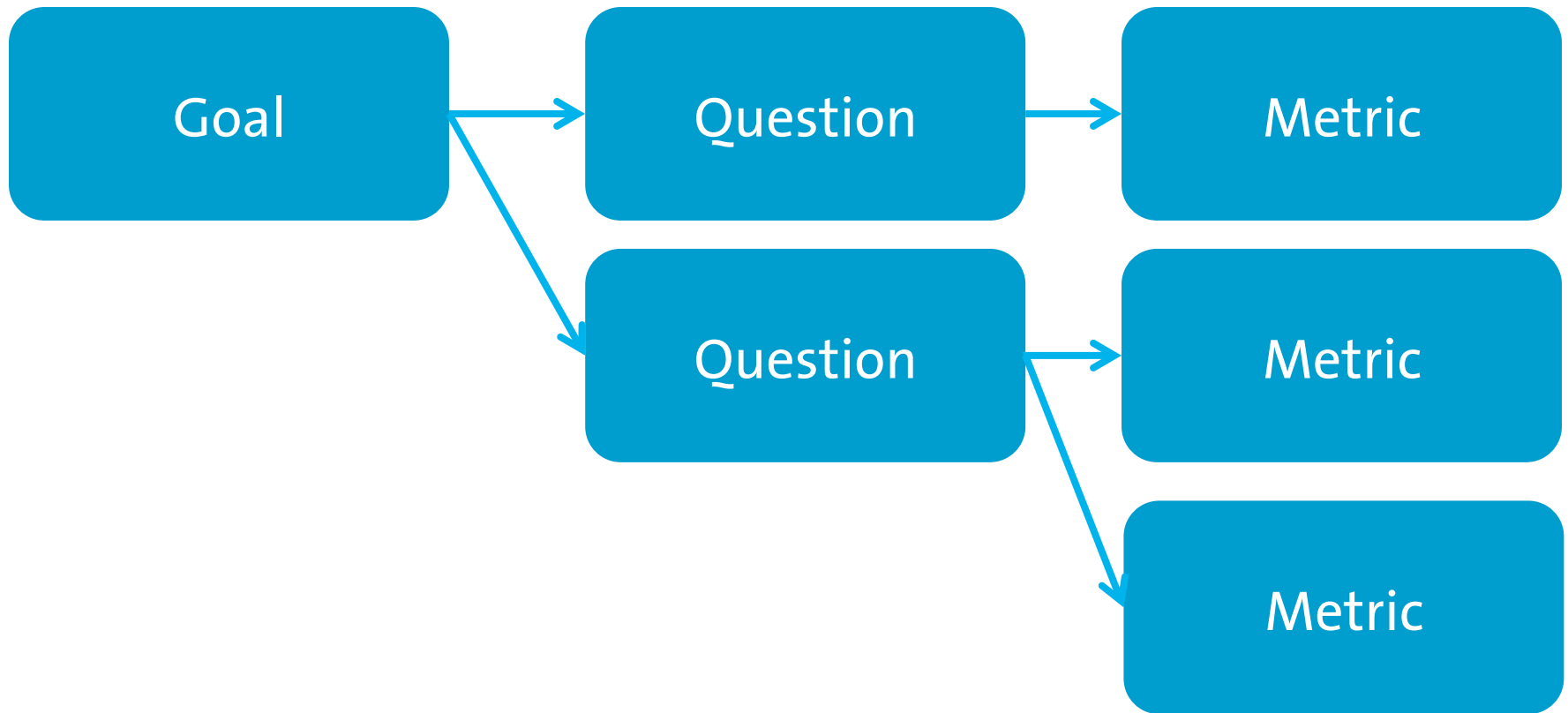
```
private String aap;  
private Number noot;  
private Date mies;  
  
@Override  
public int hashCode() {  
    final int prime = 31;  
    int result = 1;  
    result = prime * result + ((aap == null) ? 0 : aap.hashCode());  
    result = prime * result + ((mies == null) ? 0 : mies.hashCode());  
    result = prime * result + ((noot == null) ? 0 : noot.hashCode());  
    return result;  
}
```

Metrics Galore



Wat moeten we dan meten?

GQM



GQM - Voorbeeld

Goal	Purpose Issue Object (process) Viewpoint	Improve the timeliness of change request processing from the project manager's viewpoint
Question	Q1	What is the current change request processing speed?
Metrics	M1 M2 M3	Average cycle time Standard deviation % cases outside of the upper limit
Question	Q2	Is the (documented) change request process actually performed?
Metrics	M4 M5	Subjective rating by the project manager % of exceptions identified during reviews

Treating the metric

Metric in a bubble

Scope and Scale of NSA Collection

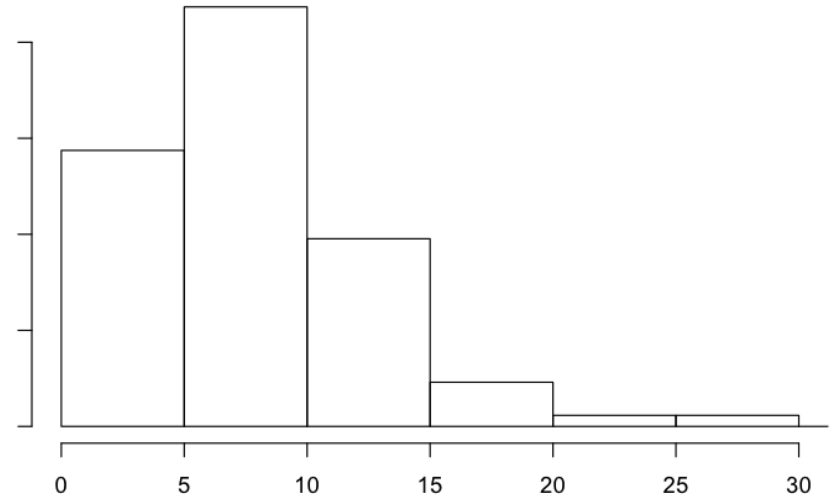
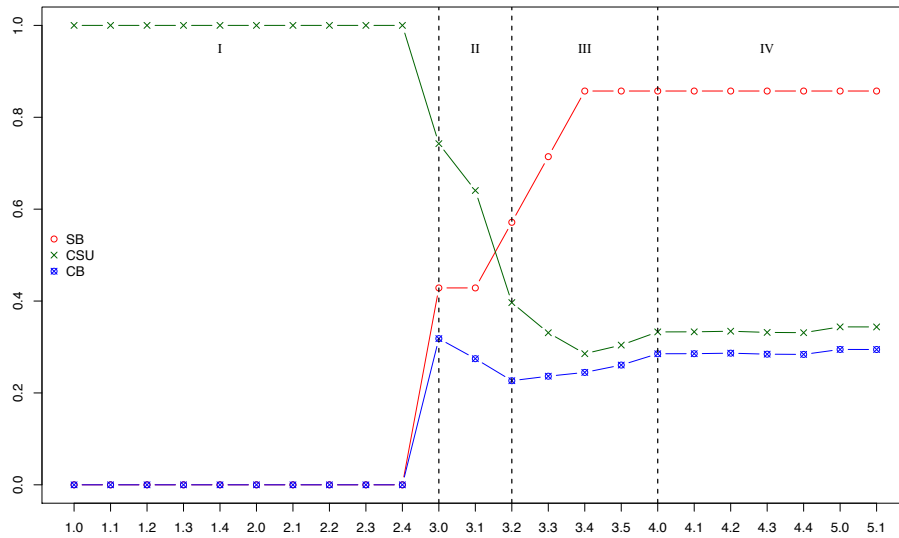
According to figures published by a major tech provider, the Internet carries 1,826 Petabytes of information per day. In its foreign intelligence mission, NSA touches about 1.6% of that. However, of the 1.6% of the data, only 0.025% is actually selected for review. The net effect is that NSA analysts look at 0.00004% of the world's traffic in conducting their mission – that's less than one part in a million. Put another way, if a standard basketball court represented the global communications environment, NSA's total collection would be represented by an area smaller than a dime on that basketball court.

0.23 petabytes aan
Facebook foto's

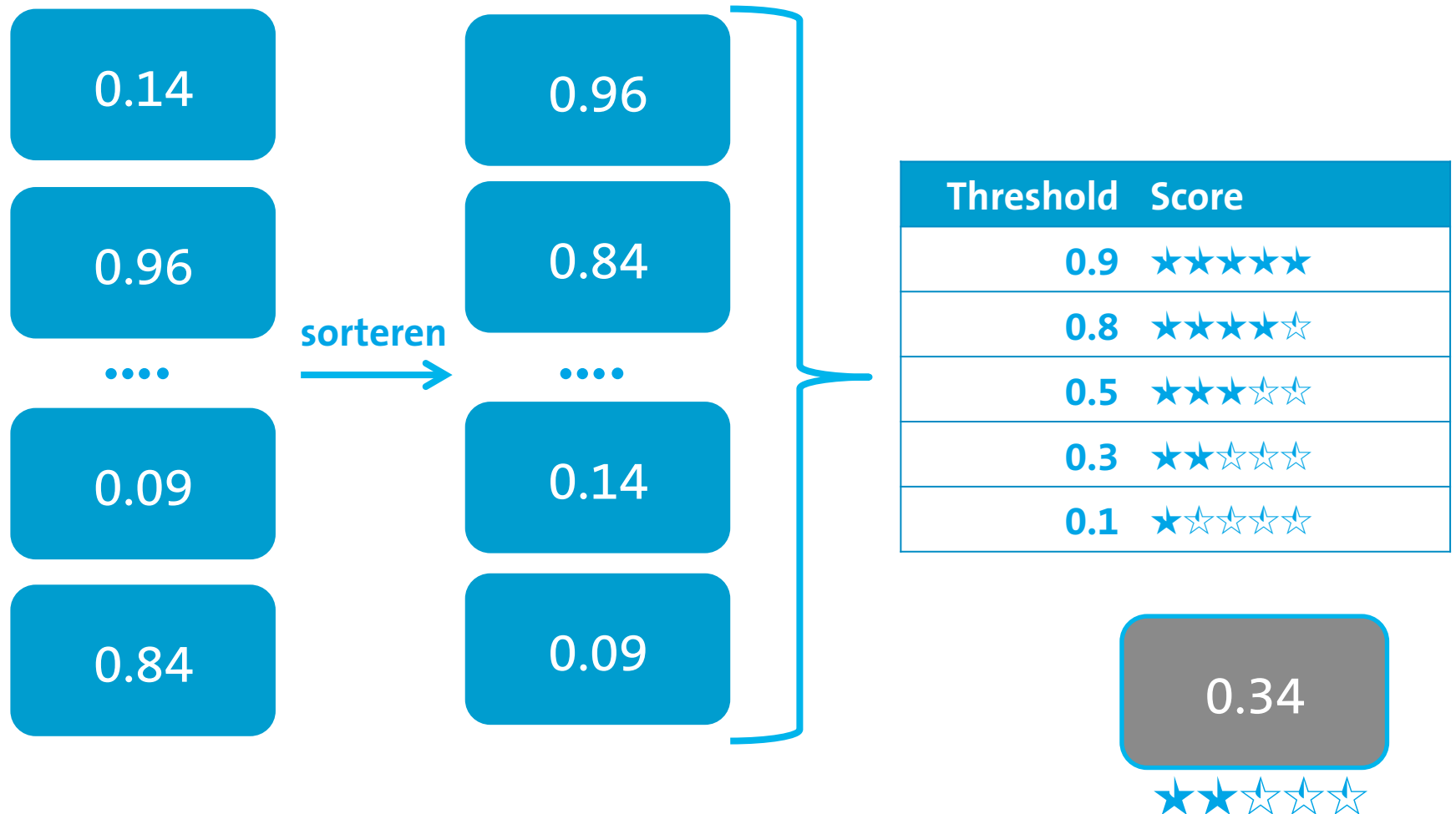
Realtime
entertainment is
62% van
internetverkeer

HTTP verkeer is
11.8% van het
internetverkeer

Metric in a bubble



Een voorbeeld van context *Benchmarking*



Valkuilen van het meten

	Te weinig	Te veel
Betekenis	Metric in a bubble	Treating the metric
# metrics	One-track metric	Metrics galore

Samenvatting

Uitdagingen in meten

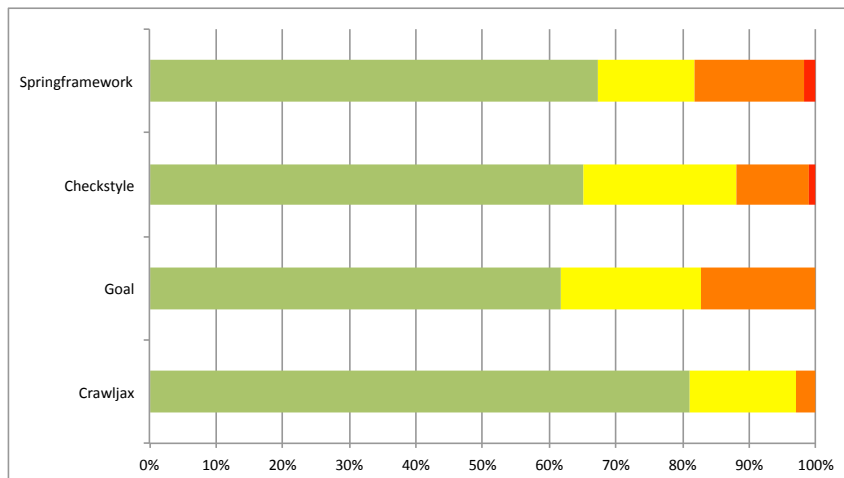
Entiteit

Attribuut

Mapping

Measure

Production	Test
Manually-maintained	
Generated	
Library	
Example	



	Te weinig	Teveel
Betekenis	Metric in a bubble	Treating the metric
# metrics	One-track metric	Metrics galore

Meten om te weten

Goal

Entiteit – Attribuu – Mapping

Context