

Software Maintenance At Commit-Time

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Motivations

- From 1997 to 2012, software industry production grew from \$149 billion to \$425 billion.
- The software industry's direct share of U.S. GDP went from 1.7% to 2.6%.
- Software accounted for 12.1% percent of all U.S. labor productivity gains from 1995 to 2004 and 15.4% from 2004 to 2012.

The U.S. Software Industry: An Engine for Economic Growth and Employment



DEVELOPED FOR THE PUBLIC POLICY DIMISION OF THE SOFTWARE & INFORMATION INDUSTRY ASSOCIATION (SIJA

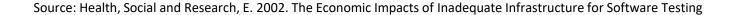
By Robert J. Shapiro of Sonecon



Motivations

- Maintenance of Software
 Systems can reach up to
 70% of the overall cost.
- Up to 50% of the overall maintenance cost can be spent on identifying and correcting defects.
- Defects in software cost the U.S. economy \$56
 billion annually.

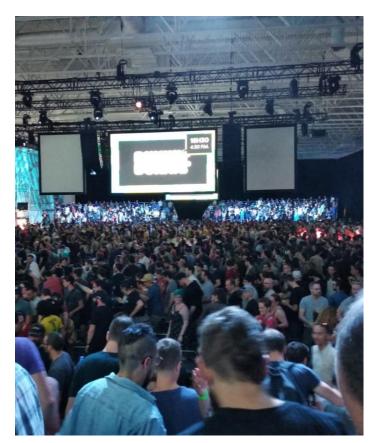






Motivations

- Offline.
- Little integration with dev.
- No or unclear call to actions.
- Extensive setup.
- False positives.

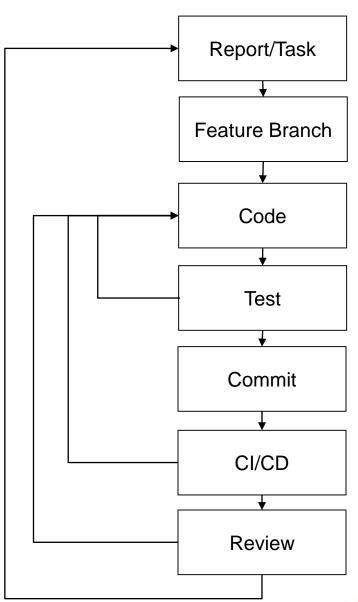


Source: Ubisoft Montreal Employees during the annual assembly



Classical Workflow & Challenges

- Increased complexity.
- High cost.
- Heavy reliance on people.
- Lack of automated tools.
- Time to market pressure.
- Maintaining quality.





Goal

To empower software developers with intelligent tools that detects defects as they write code, help reproduce on-field crashes and propose fixes without altering their workflows.





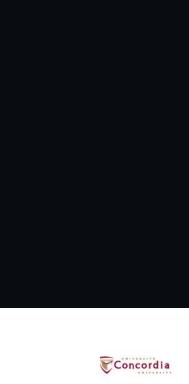








Results

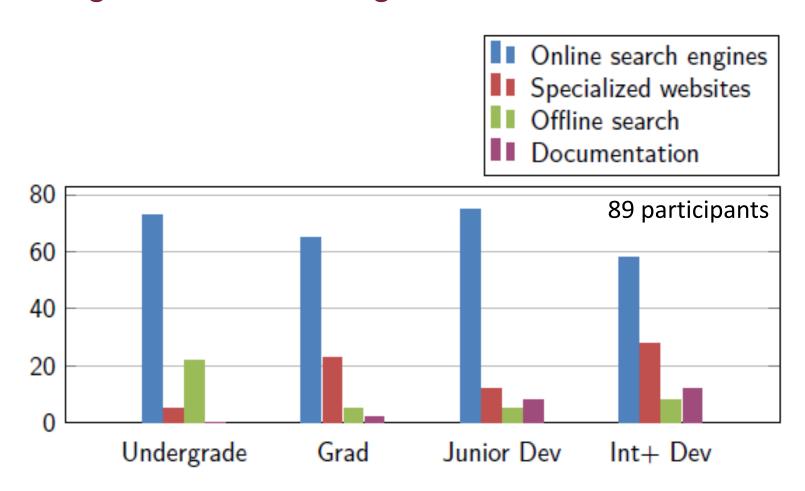


Contributions

- BUMPER: A Tool for Coping with Natural Language Searches of Millions of Bugs and Fixes.
- PRECINCT: An Approach for Preventing Clone Insertion at Commit-Time.
- BIANCA: Preventing Bug Insertion at Commit-Time Using Dependency Analysis and Clone Detection.
- CLEVER: Combining Code Metrics with Clone Detection for Just-In-Time Fault Prevention and Resolution in Large Industrial Projects.
- JCHARMING: A bug reproduction approach using crash traces and directed model checking.
- Towards a Classification of Bugs to Facilitate Software Maintainability Tasks.

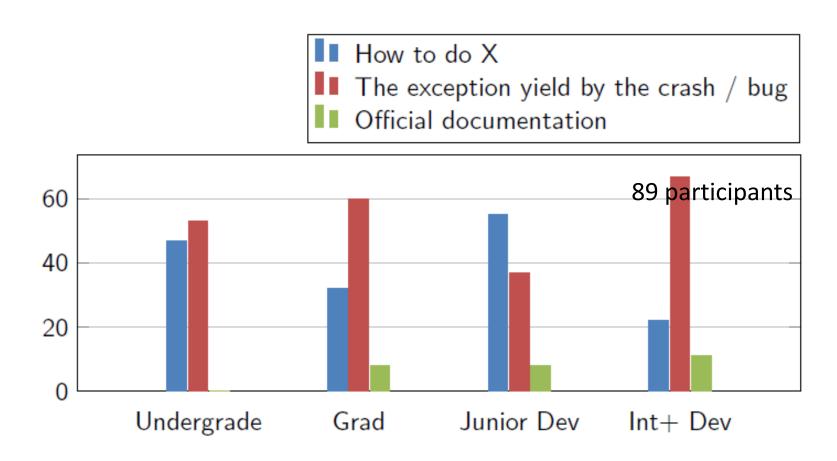


Where do developers look for information when facing an unknown bug/crash?





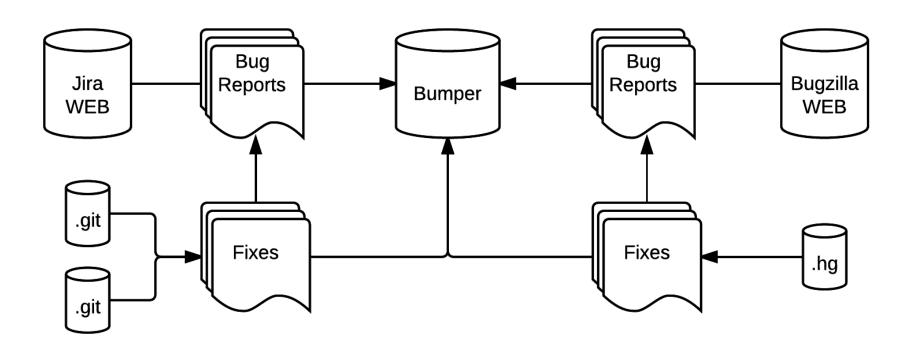
What do developers search for when facing an unknown bug/crash?



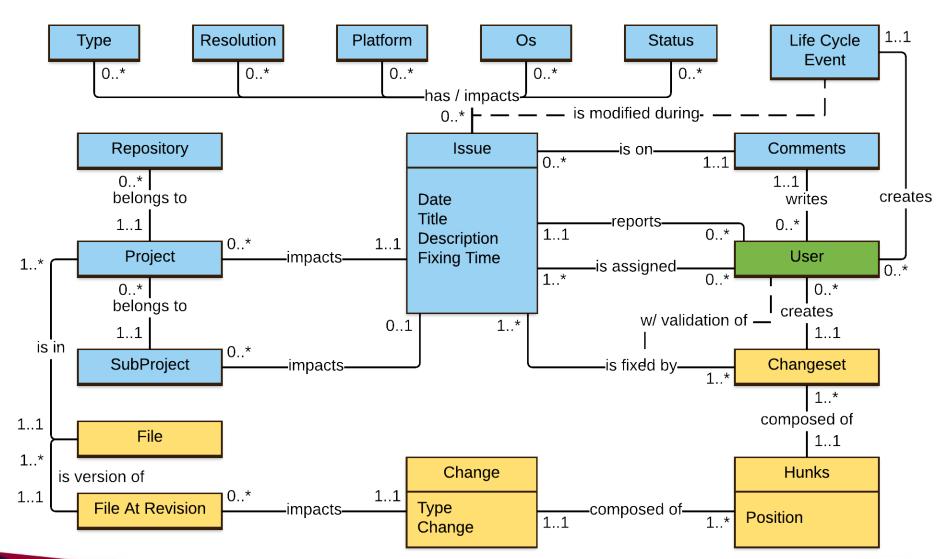


BUMPER

Aggregate millions of bugs / fixes.

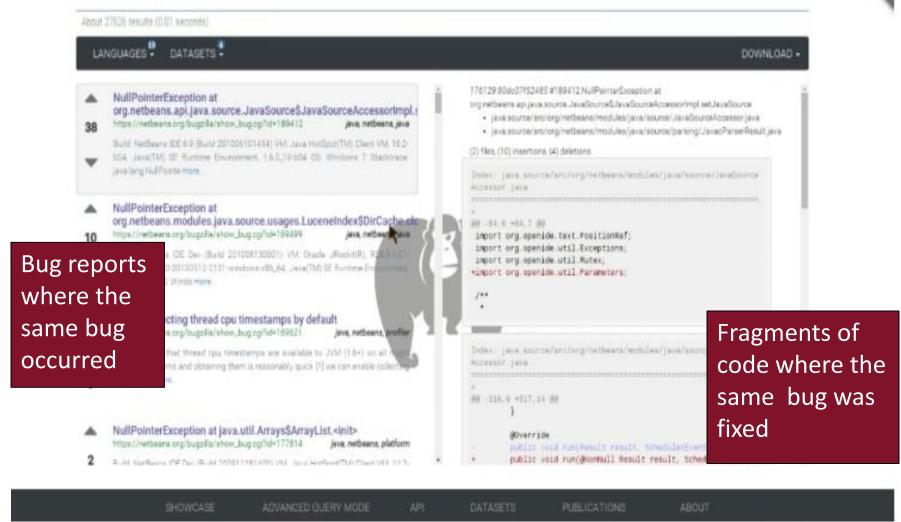


BUMPER

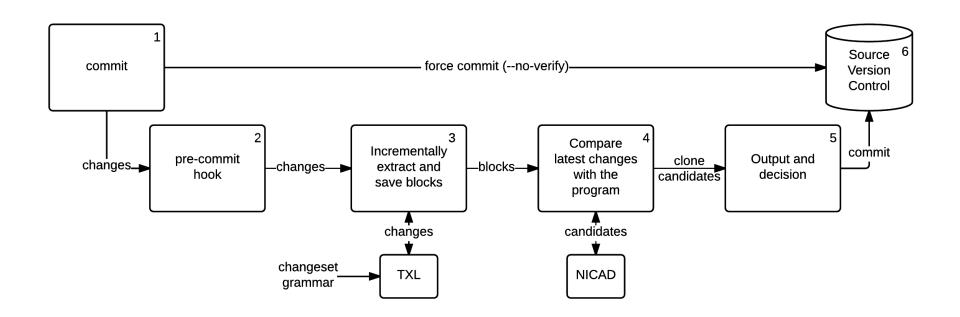


User query

Null Pointer Exception



Detect Near Miss Clones At Commit-Time



```
+ using System;
                                                                    A[] = A[]
                                                                    for(
+ public class Test
                                                                    B=0
                                                                    B<A.Length
+ public static void Main()
                                                                    B++
                                                                    ){
+ {
+ Console.WriteLine("Hello Concordia; let's sort...");
                                                                    for(
+ int[] array = new int[]{1, 5, 6, 2, 3};
                                                                    C=0
+ for(int i=0; i<array.Length; i++){
                                                                    C<A.Length
   for(int j=0; j<array.Length - 1; j++){
                                                                    C++
      if(array[j] > array[j+1]){
                                                                    ){
        int tmp = array[j+1];
                                                                    if(
        array[j+1] = array[j];
                                                                    A[C] >
+
        array[j] = tmp;
                                                                    A[C+1]
+
+
                                                                    D = A[C+1]
+
                                                                    A[C+1] = A[C]
+ }
                                                                    A[C] = D
+ Console.WriteLine(string.Join(",", array));
+ }
+ }
```



```
for(
C=A.Length
C<A.Length
C++
){
if(
A[C] >
A[C+1]
){
D = A[C+1]
A[C+1] = A[C]
A[C] = D
}
}
```

```
for(
C=B
C<A.Length
C++
){
if(
A[C] >
A[C+1]
){
D = A[C+1]
A[C+1] = A[C]
A[C] = D
}
```



```
@@ -315,36 +315,6 @@
  int initprocesstree_sysdep
     (ProcessTree_T **reference) {
       mach_port_deallocate(mytask, task);
  if (task_for_pid(mytask, pt[i].pid,
8 - &task) = KERN_SUCCESS) {

    mach_msg_type_number_t count;

10 - task_basic_info_data_t taskinfo;
```



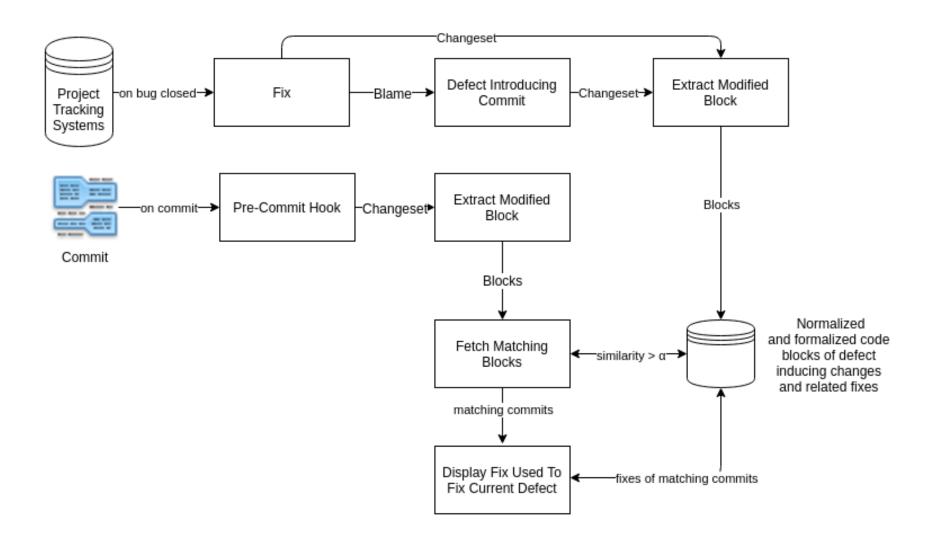
- Tested on 3 OSS
- 97.7% Precision
- 100% Recall
- 98.8% F1-Measure
- 6839 Clones
- 2.5x faster
- Workflow Compliant

BIANCA: Preventing Bug Insertion at Commit-Time Using Clone Detection

- BIANCA learns known defects by mining BUMPER-indexed systems.
- It intercepts developer's code and compares it to signatures of known defects.
- If a match exists, a flag is raised and a fix is proposed.

```
48 86 F7 OD 01 07 02 A0 82 24 OC 30 82 24 08 02
01 01 31 0B 30 09 06 05 2B 0E 03 02 1A 05 00 30
68 06 0A 2B 06 01 04 01 82 37 02 01 04 A0 5A 30
58 30 33 06 0A 2B 06 01 04 01 82 37 02 01 OF 30
25 03 01 00 A0 20 A2 1E 80 1C 00 3C 00 3C 00 3C
00 4F 00 62 00 73 00 6F 00 6C 00 65 00 74 00 65
00 3E 00 3E 00 3E 30 21 30 09 06 05 2B 0E
1A 05 00 04 14 DB F1 70 2C DC 6E EC 31 15
DC 94 F4 26 FC A2 8F OE 69 AO 82 1E E1 30 82 04
12 30 82 02 FA AO 03 02 01 02 02 0F 00 C1
3C 3C 88 11 D1 3E F6 63 EC DF 40 30 OD 06 09 2A
86 48 86 F7 OD O1 O1 O4 O5 OO 30 70 31 2B 30 29
06 03 55 04 0B 13 22 43 6F 70 79 72 69 67 68 74
20 28 63 29 20 31 39 39 37 20 4D 69 63 72 6F 73
6F 66 74 20 43 6F 72 70 2E
                           11 1E 30 1C 06
04 OB 13 15 4D 69 63 72 6F
                           🚏 3 6F 66 74 20 43 6F
72 70 6F 72 61 74 69 6F 6E 1 21 30 1F 06
04 03 13 18 4D 69 63 72 6F 73 6F 66 74 20 52 6F
6F 74 20 41 75 74 68 6F 72 69 74 79 30 1E 17 0D
39 37 30 31 31 30 30 37 30 30 30 30 5A 17 0D 32
30 31 32 33 31 30 37 30 30 30 30 5A 30 70 31 2B
30 29 06 03 55 04 0B 13 22 43 6F 70 79 72
68 74 20 28 63 29 20 31 39 39 37 20 4D 69
6F 73 6F 66 74 20 43 6F 72 70 2E 31 1E 30
O3 55 O4 OB 13 15 4D 69 63 72 6F 73 6F 66 74 20
43 6F 72 70 6F 72 61 74 69 6F 6E 31 21 30 1F 06
03 55 04 03 13 18 4D 69 63 72 6F 73 6F 66 74 20
52 6F 6F 74 20 41 75 74 68 6F 72 69 74 79 30 82
```







```
+ using System;
                                                                    A[] = A[]
                                                                    for(
+ public class Test
                                                                    B=0
                                                                    B<A.Length
+ public static void Main()
                                                                    B++
                                                                    ){
+ {
+ Console.WriteLine("Hello Concordia; let's sort...");
                                                                    for(
+ int[] array = new int[]{1, 5, 6, 2, 3};
                                                                    C=0
+ for(int i=0; i<array.Length; i++){
                                                                    C<A.Length
   for(int j=0; j<array.Length - 1; j++){
                                                                    C++
      if(array[j] > array[j+1]){
                                                                    ){
        int tmp = array[j+1];
                                                                    if(
        array[j+1] = array[j];
                                                                    A[C] >
+
        array[j] = tmp;
                                                                    A[C+1]
+
+
                                                                    D = A[C+1]
+
                                                                    A[C+1] = A[C]
+ }
                                                                    A[C] = D
+ Console.WriteLine(string.Join(",", array));
+ }
+ }
```



```
public class Test
public static void Main()
Console.WriteLine("Hello Concordia; let's
sort...");
int[] array = new int[]{1, 5, 6, 2, 3};
for(int i=0; i<array.Length; i++){</pre>
   for(int j=array.Length; j<array.Length - 1;</pre>
j++){
                  for(int j=i; j<array.Length - 1;</pre>
j++){
     if(array[j] > array[j+1]){
       int tmp = array[j+1];
       array[j+1] = array[j];
       array[j] = tmp;
Console.WriteLine(string.Join(",", array));
```

Sort is broken

#1 opened 11 seconds from now by MathieuNIs

```
for(
C=A.Length
C<A.Length
C++
){
if(
A[C] >
A[C+1]
){
D = A[C+1]
A[C+1] = A[C]
A[C] = D
}
```

```
for(
C=B
C<A.Length
C++
){
if(
A[C] >
A[C+1]
){
D = A[C+1]
A[C+1] = A[C]
A[C] = D
}
}
```

STABLE

BUGGY



```
public class Test
public static void Main()
Console.WriteLine("Hello Ubi; let's sort...");
int[] array = new int[]{1, 5, 6, 2, 3};
for(int i=0; i<array.Length; i++){
   for(int j=i; j<array.Length - 1; j++){</pre>
+ for(int j=array.Length; j<array.Length - 1;
j++){
     if(array[j] > array[j+1]){
       int tmp = array[j+1];
       array[j+1] = array[j];
       array[i] = tmp;
Console.WriteLine(string.Join(",", array));
```

Sort is broken

#1 by MathieuNls was closed 11 seconds from now

```
for(
                         for(
C=0
                         C=A.Length
                         C<A.Length
C<A.Length
C++
                         C++
){
if(
                         if(
A[C] >
                         A[C] >
A[C+1]
                         A[C+1]
D = A[C+1]
                         D = A[C+1]
A[C+1] = A[C]
                         A[C+1] = A[C]
A[C] = D
                         A[C] = D
```

BUGGY

STABLE



```
for(
C=0
C<A.Length
C++
){
if(
A[C] >
A[C+1]
){
D = A[C+1]
A[C+1] = A[C]
A[C] = D
}
```

```
for(
C=A.Length
C<A.Length
C++
){
if(
A[C] >
A[C+1]
){
D = A[C+1]
A[C+1] = A[C]
A[C] = D
}
```

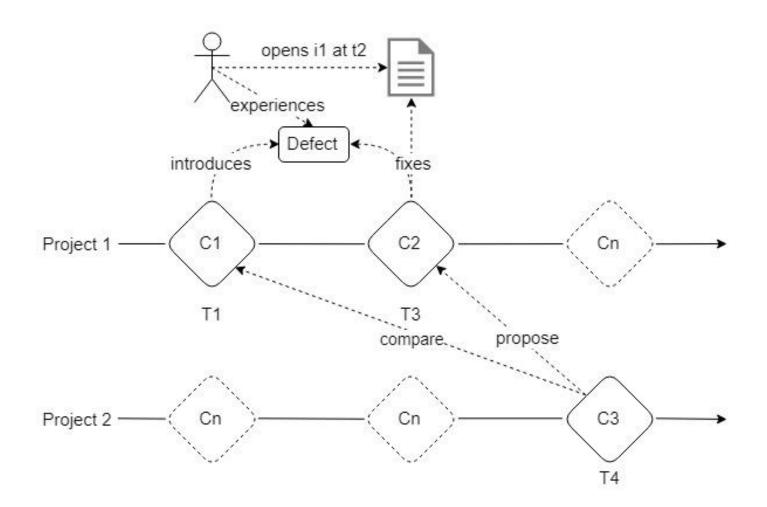
```
for(
C=B
C<A.Length
C++
){
if(
A[C] >
A[C+1]
){
D = A[C+1]
A[C+1] = A[C]
A[C] = D
}
```

STABLE

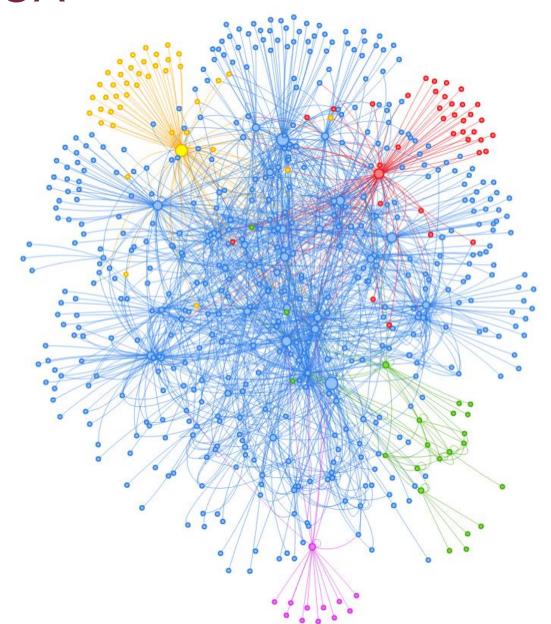
BUGGY

STABLE



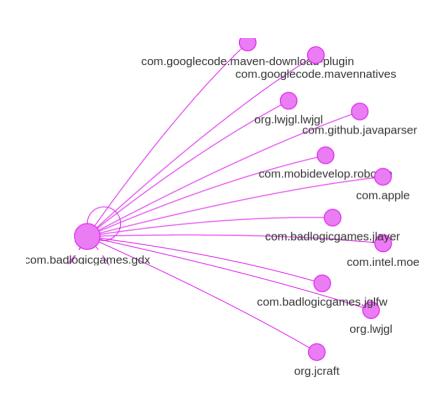








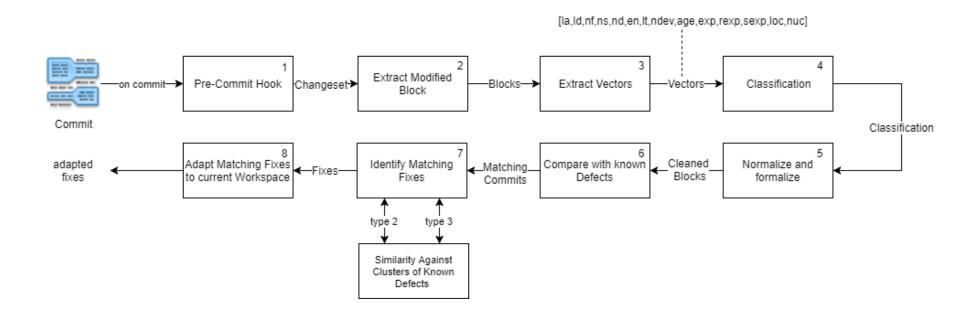
- Tested on 42 OSS
- 90.75% Precision
- 37.15% Recall
- 52.72% F1-Measure
- 41,225 defects
- 8.6% self-fixes
- 78% valid fix proposition
- Workflow Compliant





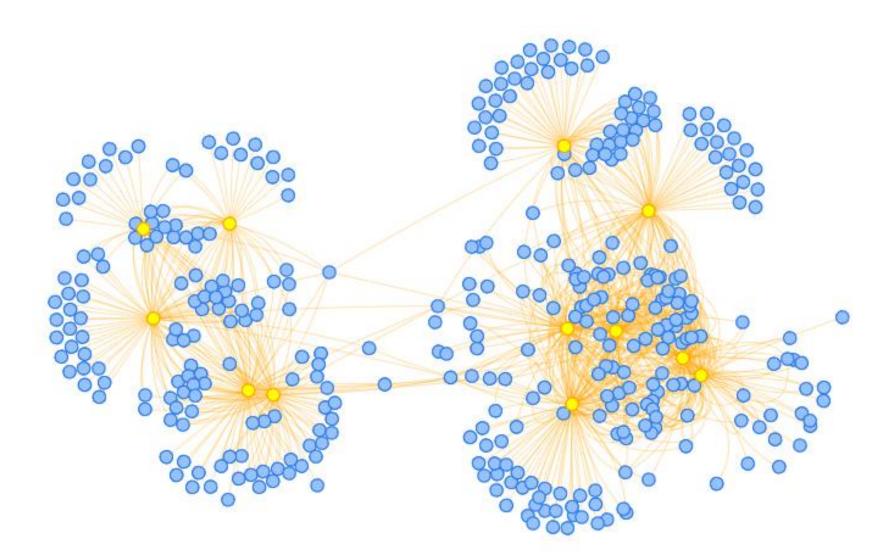
CLEVER

 Detect Bug Introduction At-Commit Time Using Clone Analysis And Code Metrics





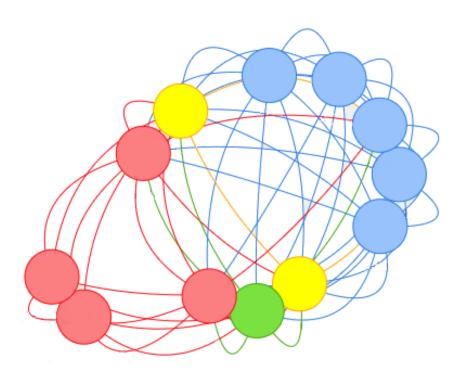
CLEVER





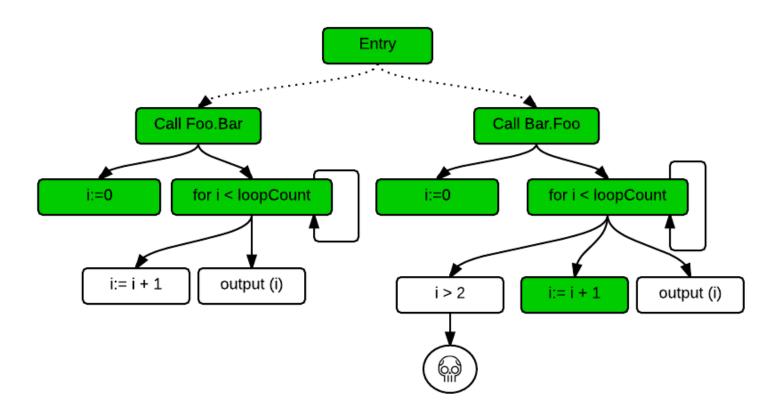
CLEVER

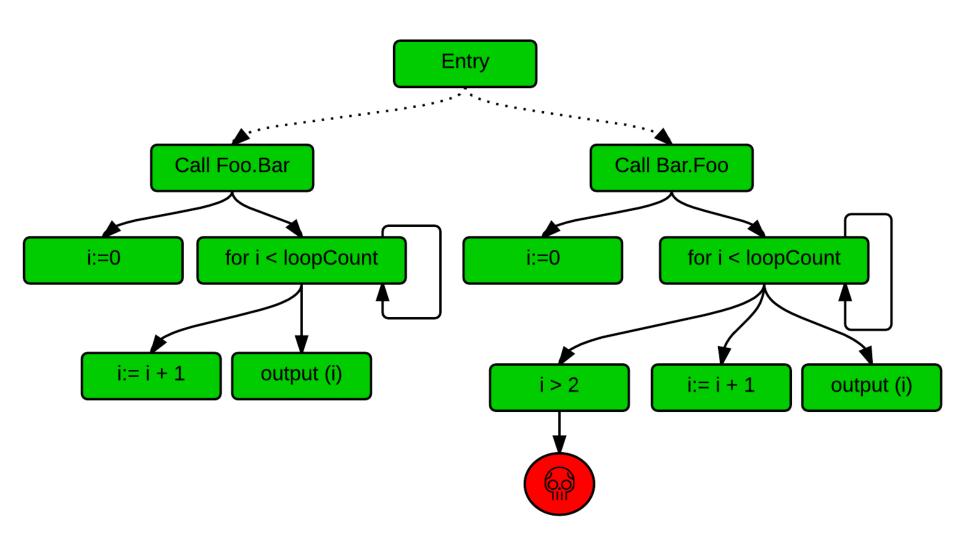
- Tested on 12 CSS
- 79% Precision
- 65% Recall
- 66% valid fix proposition
- Workflow Compliant
- ~2 seconds to ~25 seconds

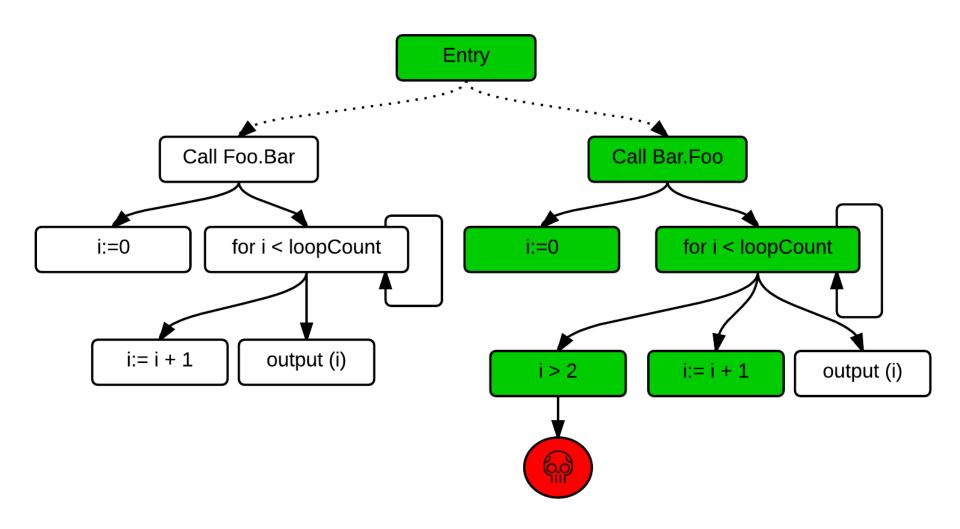




 Reproduce on-field crashes using stack traces and directed model checking

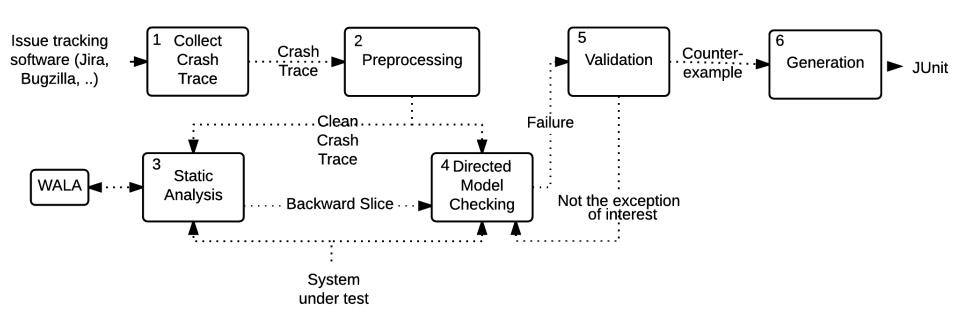






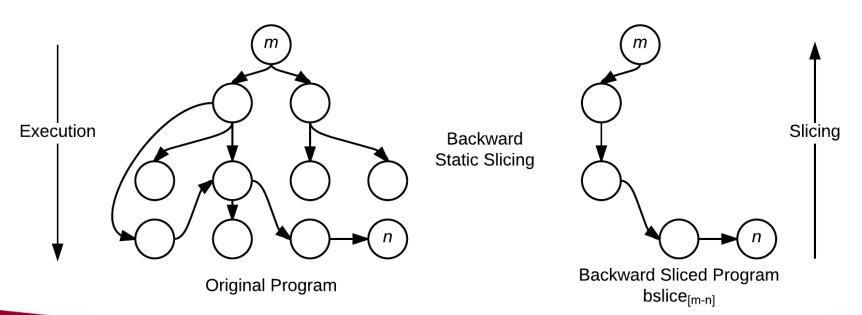


 Reproduce on-field crashes using stack traces and directed model checking



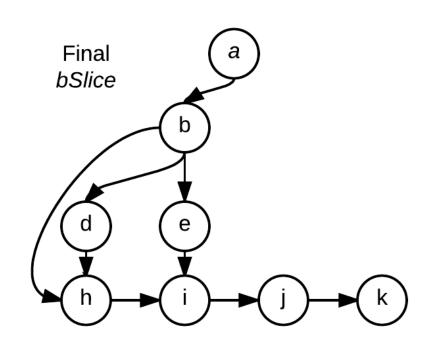
1.javax.activity.InvalidActivityException:loopTimes should be < 3</p>

- at Foo.bar(Foo.java:10)
- at GUI.buttonActionPerformed(GUI.java:88)
- 4. at GUI.access\$0(GUI.java:85)
- at GUI\$1.actionPerformed(GUI.java:57)
- caused by java.lang.IndexOutOfBoundsException: 3
- 7. at jsep.Foo.buggy(Foo.java:17)
- 8. and 4 more ...





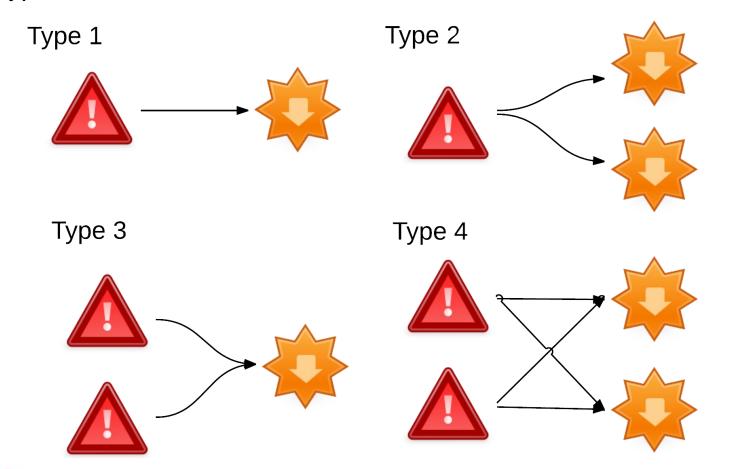
- Tested on 10 OSS
- 80% success ratio.
- 32 defects.
- Produce unit test that exercise the crash.
- 19 minutes per crash.





Bug Taxonomy

 Categorizing Defects by their fix location and predicting defects type



Bug Taxonomy

- Type 4 are predominant
- Type 4 are the most complex
 - duplicate, time to fix, comments, reopening, files changed, severity, changesets, churns

Ecosystem	T1	T2	Т3	T4	Pearson's chi-squared p-Value
Apache	1968 (14.3 %)	1248~(9.1~%)	3101~(22.6~%)	7422 (54 %)	
Netbeans	776~(2.9~%)	240 (0.9 %)	$8372\ (31.3\ \%)$	17366~(64.9~%)	< 0.01
Overall	2744~(6.8~%)	$1488 \ (3.7 \ \%)$	11473~(28.3~%)	$24788 \ (61.2 \ \%)$	



Bug Taxonomy

- Tested on 2 OSE (388 OSS).
- Predict Type 4 defects using SVM on the report words.
- 65.40% precision.
- 94.16% recall.
- 77.19% F1-measure.



Conclusion

- We proposed approaches that fit into the workflow of developers to:
 - Improve coding productivity (BUMPER).
 - Prevent Clone Insertion At Commit-Time (PRECINCT).
 - Prevent Bug Insertion At Commit-Time (BIANCA+CLEVER).
 - Reproduce On-Field Crashes At Report Time (JCHARMING).
 - Propose a new taxonomy of bugs based on their fixes.
- Validated on 455 OSS and CSS.



- Abdelwahab Hamou-Lhadj, Mathieu Nayrolles: A Project on Software Defect Prevention at Commit-Time: A Success Story of University-Industry Research Collaboration. (SER&IP 2018, Co-located with the International Conference on Software Engineering 2018).
- Mathieu Nayrolles, Abdelwahab Hamou-Lhadj: CLEVER: Combining Code Metrics with Clone Detection for Just-In-Time Fault Prevention and Resolution in Large Industrial Projects. (MSR 2018, Co-located with the International Conference on Software Engineering 2018).
- Mathieu Nayrolles, Abdelwahab Hamou-Lhadj: Towards a Classification of Bugs to Facilitate Software Maintainability Tasks. (SQUADE 2018, Co- located with the International Conference on Software Engineering 2018).



- Mathieu Nayrolles, Abdelwahab Hamou-Lhadj, Sofiene Tahar, Alf Larsson: A bug reproduction approach based on directed model checking and crash traces. *Journal of Software: Evolution* and Process 29(3) (2017).
- Mathieu Nayrolles, Abdelwahab Hamou-Lhadj: BUMPER: A Tool for Coping with Natural Language Searches of Millions of Bugs and Fixes. International Conference on Software Analysis, Evolution and Reengineering 2016: 649-652.
- Mathieu Nayrolles, Abdelwahab Hamou-Lhadj, Sofiene Tahar, Alf Larsson: JCHARMING: A bug reproduction approach using crash traces and directed model checking. *International* Conference on Software Analysis, Evolution and Reengineering 2015: 101-110. Best Paper Award



- Abdou Maiga, Abdelwahab Hamou-Lhadj, Mathieu Nayrolles, Korosh Koochekian Sabor, Alf Larsson: An empirical study on the handling of crash reports in a large software company: An experience report. *International Conference on Software* Maintenance and Evolution 2015: 342-351
- Mathieu Nayrolles, Eric Beaudry, Naouel Moha, Petko Valtchev, Abdelwahab Hamou-Lhadj: Towards Quality-Driven SOA Systems Refactoring Through Planning. *International* Multidisciplinary Conference on e-Technologies 2015: 269-284.



THE GLOBE AND MAIL*

FINANCIAL POST

WIRED



















Closing Remarks

The truth is a moving target

When is the right time for JIT Software Maintenance



