Bug Study Instrument

First please filter whether this issue contains a defect and is related to a reproducibility process. If not, move on to the next issue !!! (but remember to **record the issue ID** in the spreadsheets)

*Sometimes there is a **one-to-many** relationship between an issue report and the underlying defect(s). Please use multiple rows in such a case, with the same GitHub Issue ID number but **different details**.

*If you spend more than 10 minutes on a single question, please **mark the question & issue.**We may need to discuss about that during our meetings.

*If the comments are in another language rather than English, please use translation tools to help your understanding. Also please mark the info you got by translation, e.g. highlighting, commenting.

- 1. What framework does the model use?
 - a. TensorFlow
 - b. Pytorch
 - c. Keras
 - d. Caffe
 - e. Other
- 2. What is the project type of the repository?
 - a. Zoo
 - b. Solo (Prototype)
 - c. Solo (Replication)
- 3. What is the type of the issue reporter?
 - a. Re-user: uses the same code and same data.
 - b. Adaptor: adapts code to other tasks (different dataset) and finds inconsistency compared to expectations.
 - c. Enhancer: adds new features in the code (e.g., layer modification, hyper-parameter tuning, multi-GPU training configuration).
 - d. Replicator: Attempts to use the documented algorithm + same data + configuration, but with a distinct implementation (e.g., porting an implementation from TensorFlow to PyTorch).
- 4. Did the work use the same data?
 - a. Yes
 - b. No
 - c. Not mentioned

- 5. Did the work use the same code?
 - a. Yes
 - b. No
 - c. Not mentioned
- 6. Which deep learning stage does the defect exist in?
 - a. Environment
 - b. Data pipeline
 - c. Modeling
 - d. Training

7. What is the **Bug Manifestation** of the work?

- a. Basic defects: the code does not run (e.g. it crashes, behaves very incorrectly, runs out of memory).
- b. Reproducibility defects: the code using the same data runs without basic defects, but does not match the documented performance (e.g., accuracy, latency).
- c. *Evolutionary defects:* the code and/or data has been changed to adapt to the user's needs. It runs without basic defects but does not match the specification/desired performance.
- 8. What are the **Impacts** of the defect? (Check all that apply)
 - a. Bad Performance (lower speed)
 - b. Bad Performance (lower accuracy)
 - c. Numerical instability: The results are Inf, NaN or Zero which are caused by division (i.e., division by zero returns not-a-number value), logarithm (i.e., logarithm of zero returns ° that could be transformed into not-a-number); Or the results appear random for each running; Or floating point overflow.
 - d. Crash: The system stops unexpectedly
 - e. Data Corruption: The data is corrupted as it flows through the model and causes unexpected outputs
 - f. Hang: It ceases to respond to inputs
 - g. Incorrect Functionality: The system behaves in an unexpected way without any runtime or compile-time error/warning.
 - h. Memory Exhaustion: The software halts due to unavailability of the memory resources. This can be caused by, either the wrong model structure or not having enough computing resources to train a particular model.
 - i. Other

9. What kind of defect is it? (General Code Error)

a. Algorithm/method: an error in the sequence or set of steps used to solve a particular problem or computation, including mistakes in computations, incorrect

- implementation of algorithms, or calls to an inappropriate function for the algorithm being implemented.
- Assignment/Initialization: a variable or data item that is assigned a value incorrectly or is not initialized properly or where the initialization scenario is mishandled (e.g. incorrect publish or subscribe, incorrect opening of file, etc.).
- c. Checking: Inadequate checking for potential error conditions, or an inappropriate response is specified for error conditions.
- d. Data Structure: Error in specifying or manipulating data items, incorrectly defined data structure, pointer or memory allocation errors, or incorrect type conversions.(i.e. Array, Linked List, Stack, Queue, Trees, Graphs)
- e. External Interface: Errors in the user interface (including usability problems) or the interfaces with other systems. (e.g. API error)
- f. Internal Interface: Errors in the interfaces between system components, including mismatched calling sequences and incorrect opening, reading, writing, or closing of files and databases.
- g. Logic: Incorrect logical conditions, including incorrect blocks, incorrect boundary conditions being applied, or incorrect expression.
- h. Non-functional Defects: Includes non-compliance with standards, failure to meet non-functional requirements such as portability and performance constraints, and lack of clarity of the design or code to the reader.
- i. Timing/Optimization: Errors that will cause timing or performance problems
- j. Configuration: Error in non-code (e.g., configuration files) that affects functionality.
- k. Others: Other bugs that do not fall into one of the above categories.

10. What are the **root causes** of the defect?

- **a.** Data Pipeline defect:
 - Data Preprocessing Bug: If an input to the deep learning software is not properly formatted, cleaned, well before supplying it to the deep learning model.
 - ii. Corrupt Data (Data Flow Bug): Due to the type or shape mismatch of input data after it has been fed to the DL model.
 - iii. Training Data Quality

- b. Modeling defect:
 - i. Layers
 - 1. Activation Function
 - 2. Layer Properties
 - 3. Missing/Redundant/Wrong Layer
 - ii. Model Type & Properties
 - 1. Model/Weight
 - 2. Network structure
 - 3. Multiple initialization
- c. Training defect
 - i. Optimizer
 - ii. Loss Function
 - iii. Evaluation
 - iv. Hyperparameters
 - v. Training Configuration
 - vi. Other Training Process
- d. Environment defect:
 - i. API defect: Caused by APIs, this includes API mismatch, API misuse, API change, etc.
 - ii. GPU Usage bug
 - iii. Wrong Environment Configuration
- e. Insufficient/Incorrect Documentation
- f. Other