

# The Influence of Organizational Structure on Software Quality: An Empirical Case Study

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# **SOFTWARE METRICS**

# Code Churn

- Software change history
- Large / recent changes
- Total added, modified and deleted LOC
- Number of times that a binary was edited
- Number of consecutive edits

# Code Complexity

- Gathered from code itself
- Multiple complexity values
- Cyclomatic complexity
- Fan-In / Fan-Out of functions
- Lines of Code
- Weighted methods per class
- Depth of Inheritance
- Coupling between objects
- Number of subclasses
- Total global variables

# Dependencies

- Components that a class uses
- Both data and call dependencies
- Incoming / outgoing direct / indirect dependencies to a binary
- Layer information: Distance of a binary from the system kernel

# Code coverage

- Degree to which the source code is tested

```
foo (x: INTEGER; y: INTEGER): INTEGER
  local
    c: INTEGER
  do
    c := y
    if x > 5 and y > 0 then
      c := x
    end
    Result := x * c
  end
```

# Statement coverage

- Has each node in the program been executed?

```
foo (x: INTEGER; y: INTEGER): INTEGER
  local
    c: INTEGER
  do
    Statement 1    c := y
    Statement 2    if x > 5 and y > 0 then
    Statement 3    c := x
                  end
    Statement 4    Result := x * c
  end
```

A testing suite which includes `foo(7, 1)` would cover all statements of this code.

# Branch coverage

- Has each control structure been evaluated both to true and false?

```
foo (x: INTEGER; y: INTEGER): INTEGER
  local
    c: INTEGER
  do
    c := y
    if x > 5 and y > 0 then
      c := x
    end
    Result := x * c
  end
```

foo(7, 1) and foo(7, 0) together would cover this branch completely

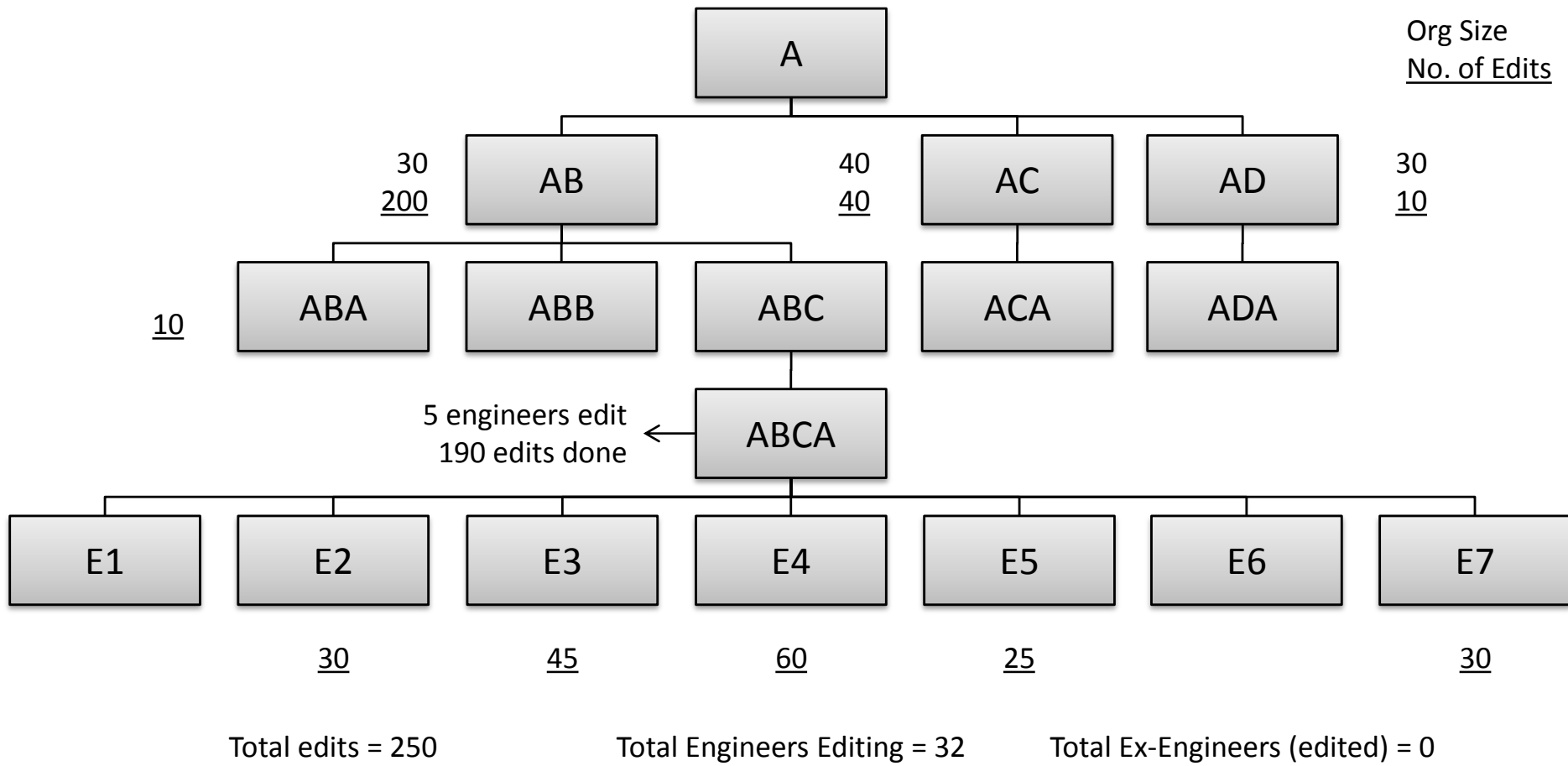


# Pre-release defects

- Number of pre-release bugs found in a binary
- Strong relationship between development defects per module and field defects per module

# **ORGANIZATIONAL METRICS**

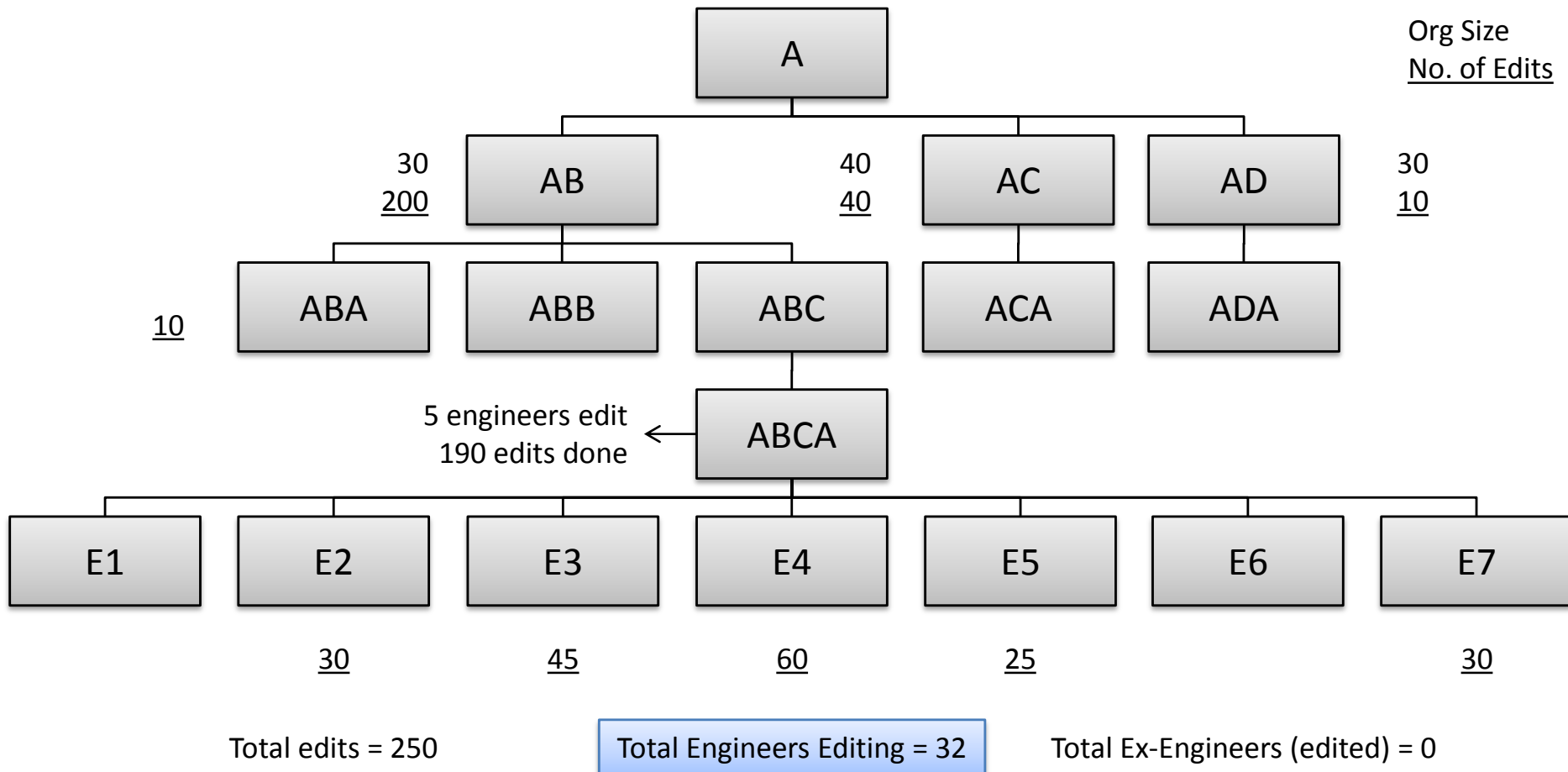
# Organizational Structure



# Number of Engineers

- Touched a binary
  - Still employed by the company
- 
- › The more people who touch the code the lower the quality

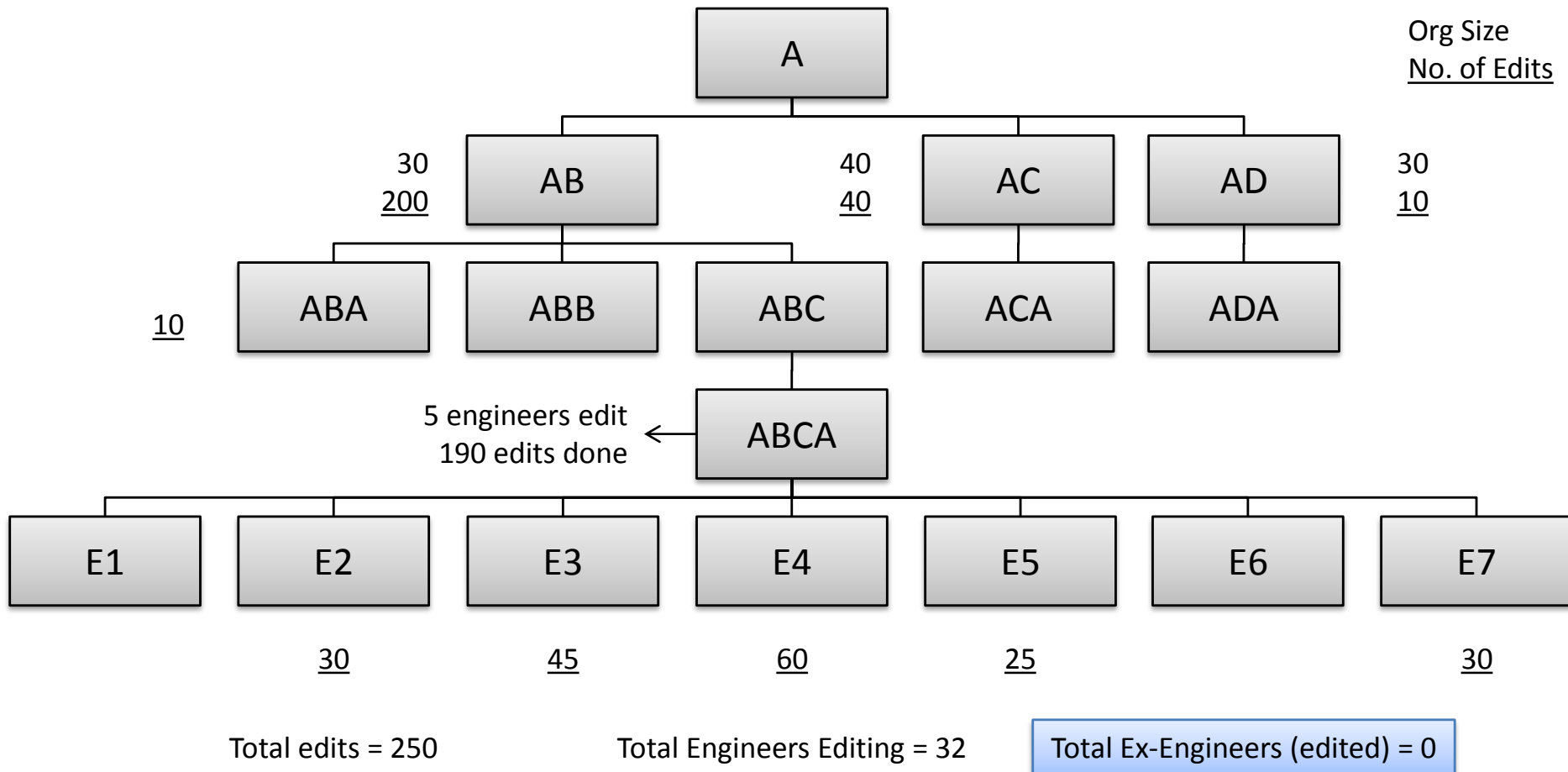
# Organizational Structure



# Number of Ex-Engineers

- Touched a binary
  - Left the company
- 
- › A large loss of team members affects the knowledge retention and thus quality

# Organizational Structure

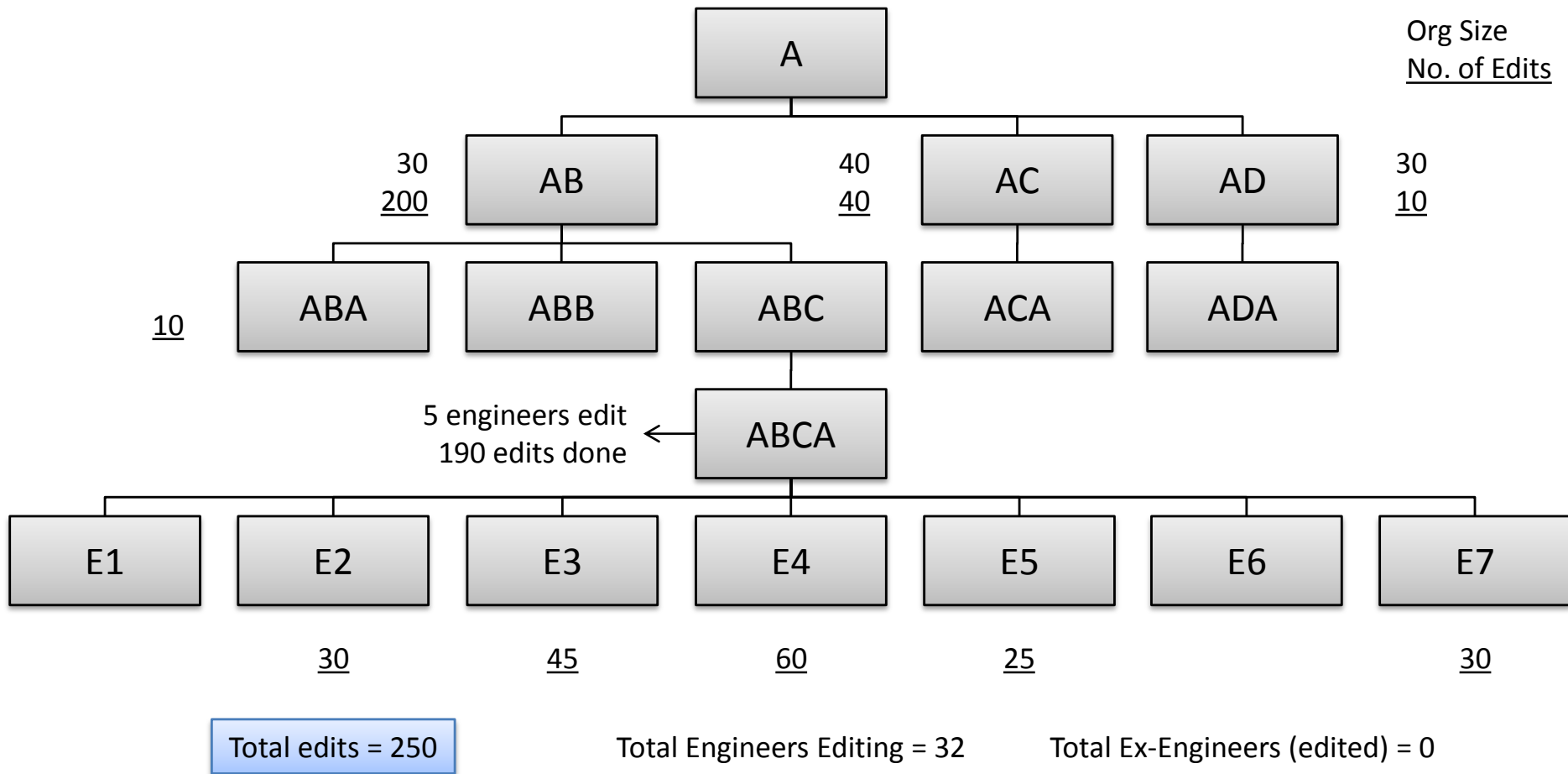


# Edit Frequency

- Number of edits
  - › The more edits to components the higher the instability and lower the quality



# Organizational Structure

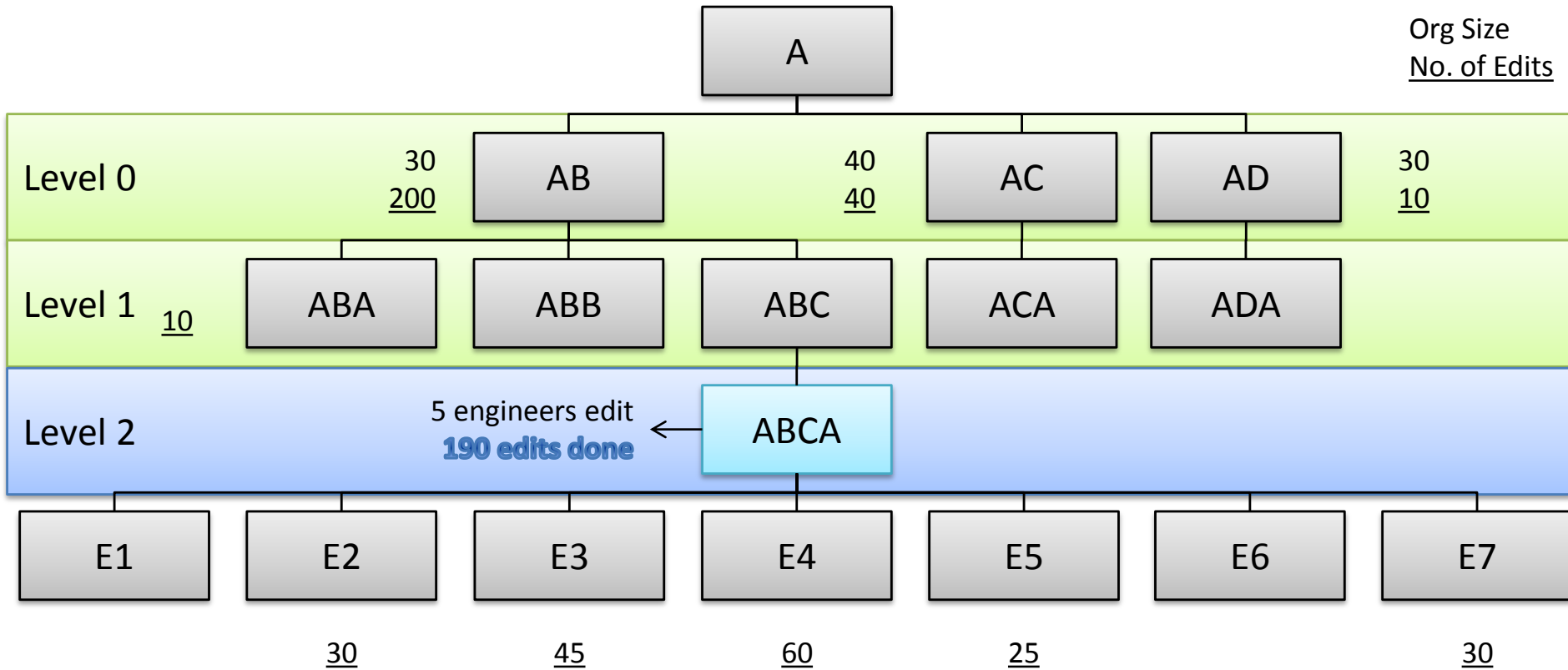


# Depth of Master Ownership (DMO)

- Level of ownership
  - More than 75% of the edits done by engineers which report to the owner
- › The lower level is the ownership the better is the quality

# Organizational Structure

Org Size  
No. of Edits



Total edits = 250

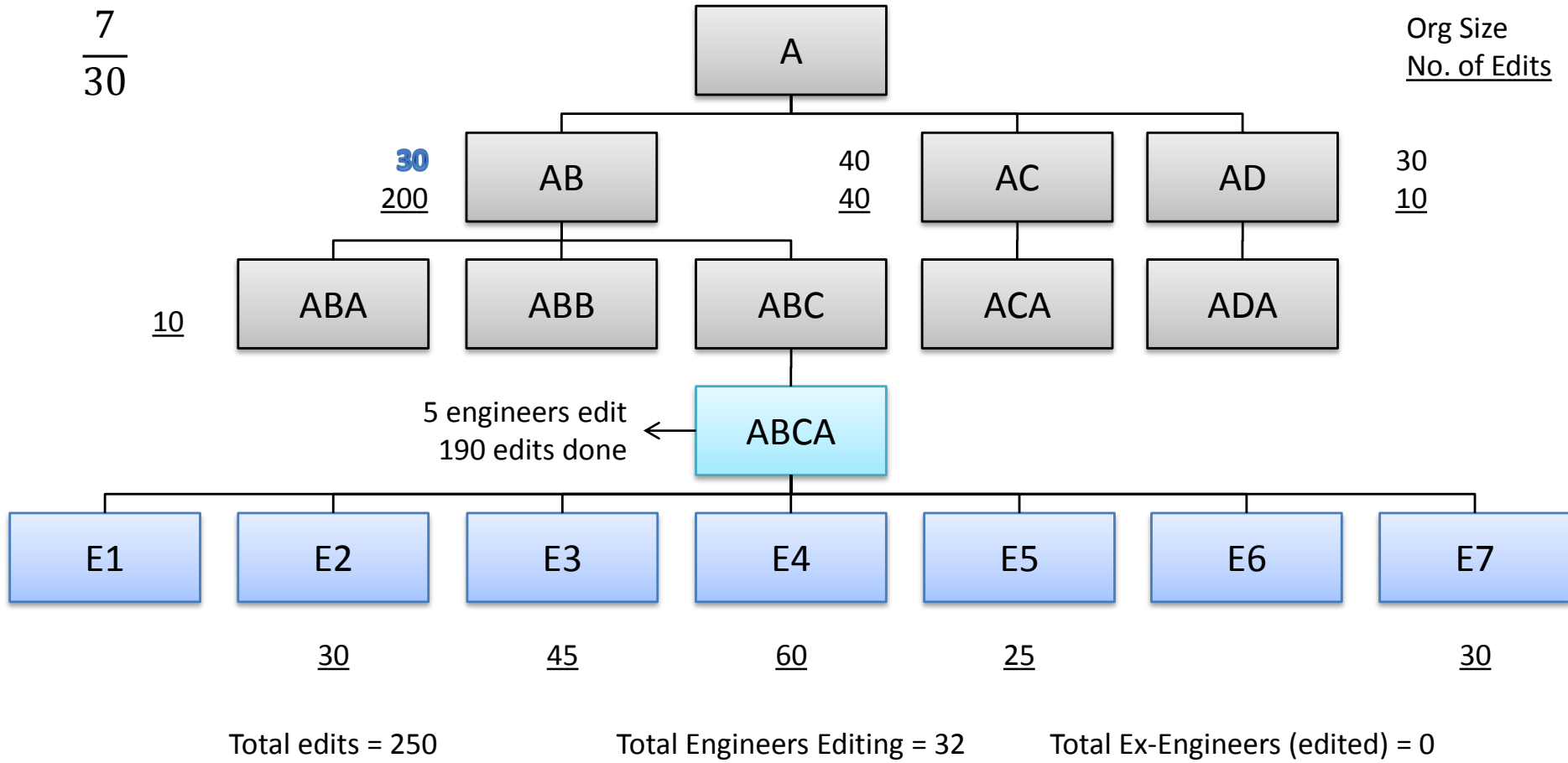
Total Engineers Editing = 32

Total Ex-Engineers (edited) = 0

# Percentage of Org contributing to development

- $$\frac{\text{Number of people reporting at the DMO level}}{\text{Master owner org size}}$$
- › The more cohesive are the contributors (organizationally) the higher is the quality

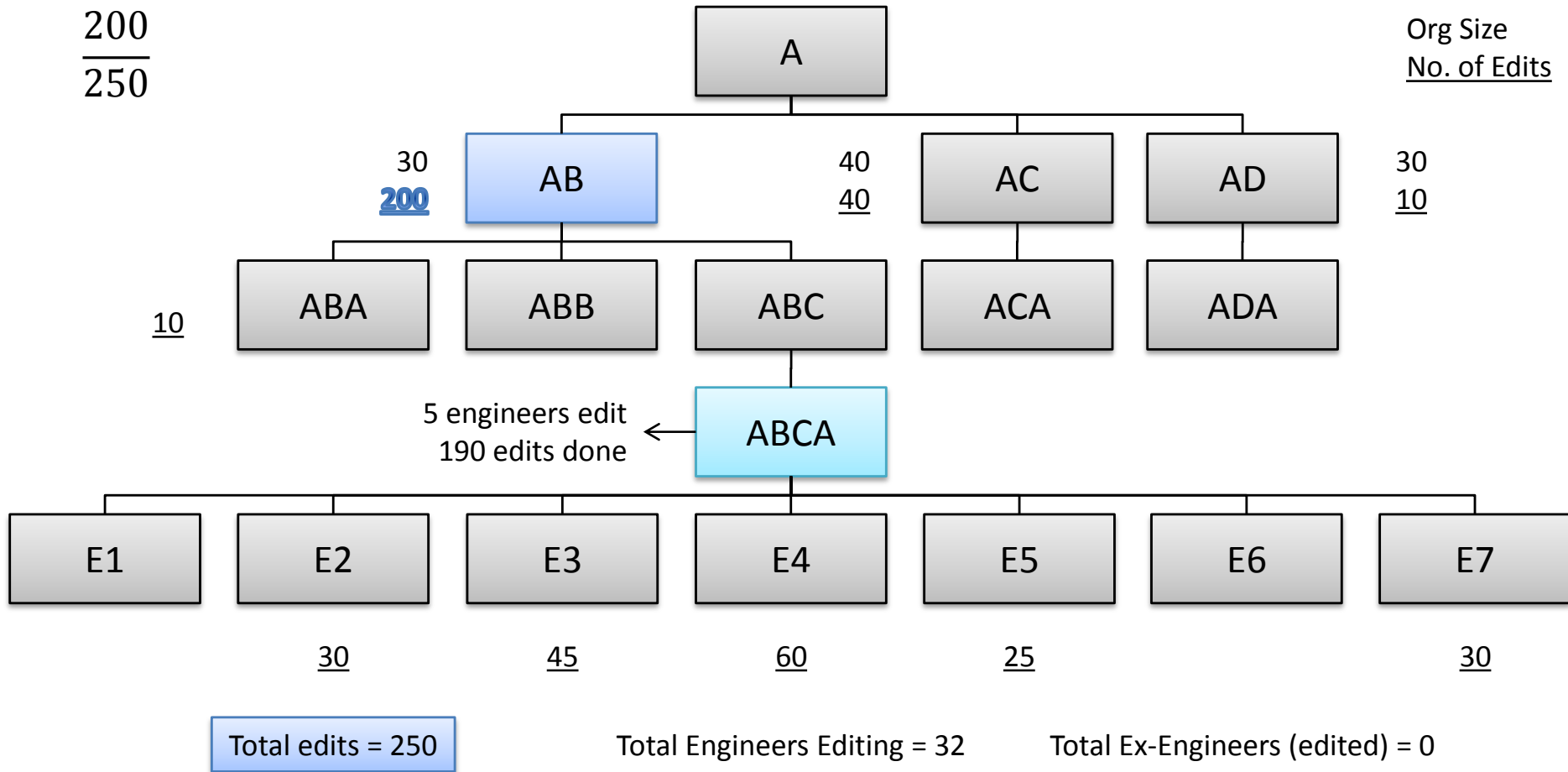
# Organizational Structure



# Level of Organizational Code Ownership

- If there is an owner:  
Percent of edits from the owner's organization
  - If there is no owner:  
Percent of edits from the organization which made the majority of edits
- › The more cohesive are the contributions (edits) the higher is the quality

# Organizational Structure

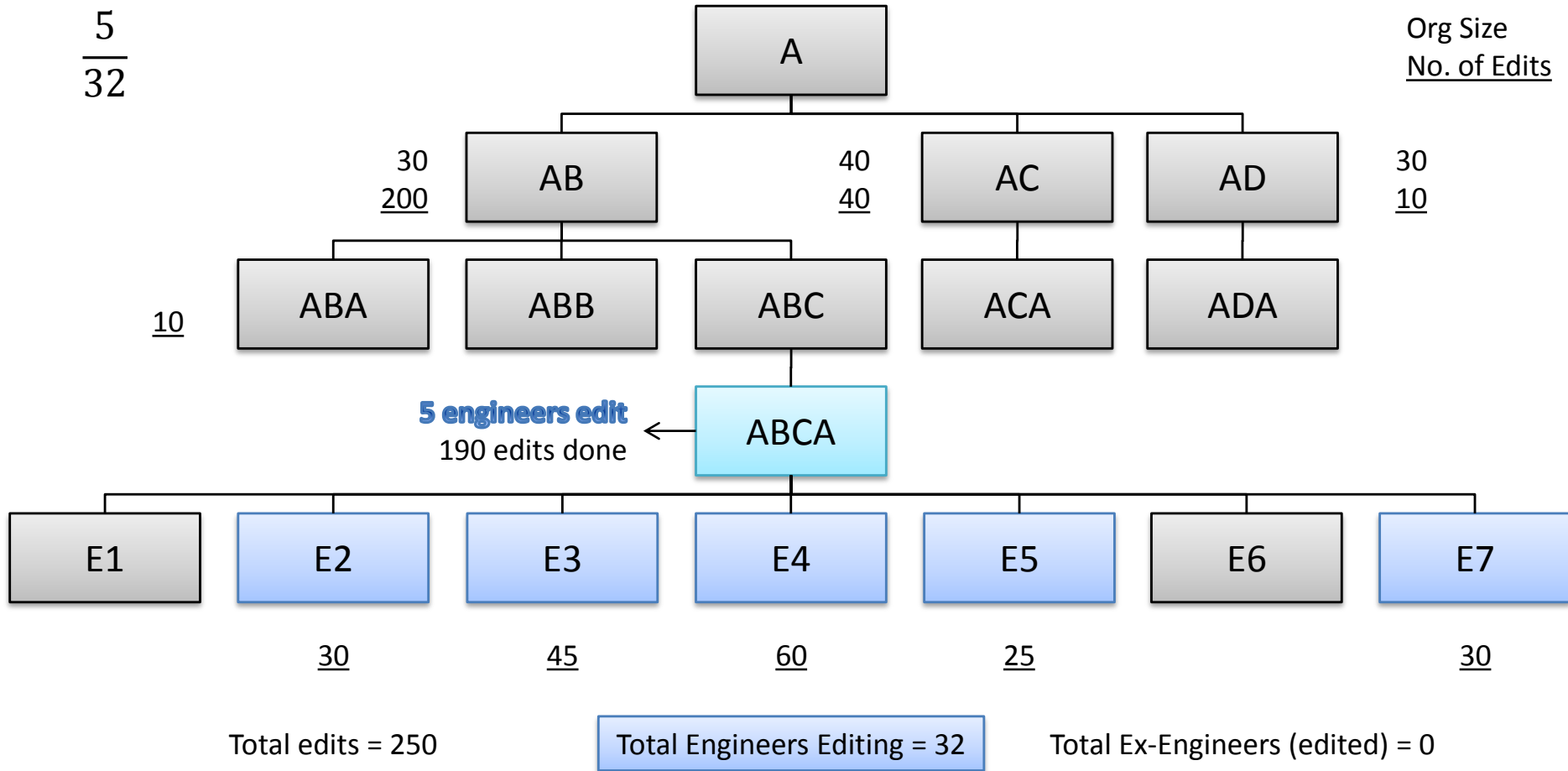


# Overall Organization Ownership

- $$\frac{\text{Number of people at the DMO level making edits}}{\text{Total Engineers Editing}}$$
- › The more the diffused contribution to a binary the lower is the quality



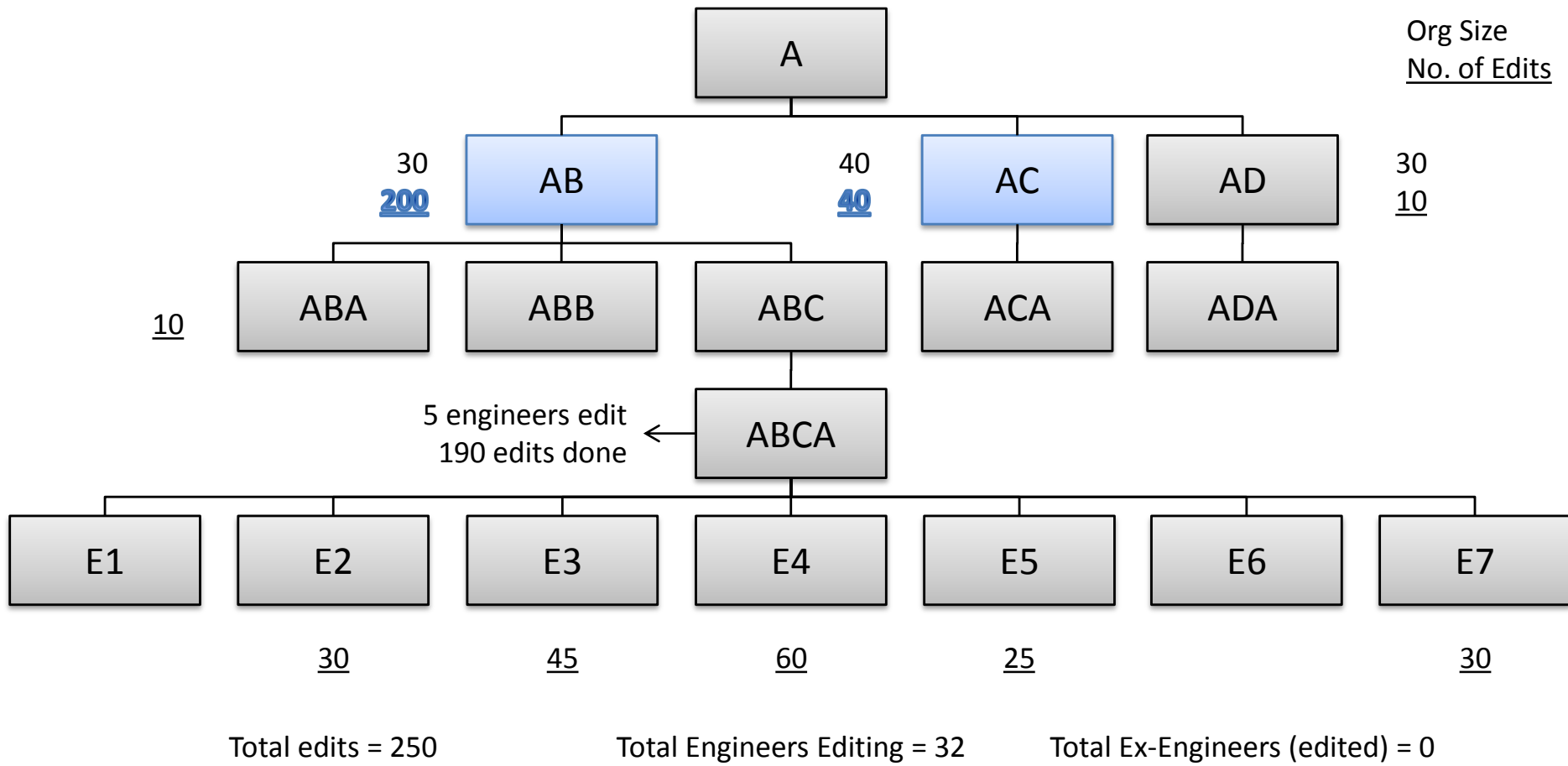
# Organizational Structure



# Organization Intersection Factor

- Number of different organizations that contribute greater than 10% of edits
- › The more diffused the different organizations contributing code, the lower is the quality

# Organizational Structure



# **CASE STUDY**

# Case study

- Windows Vista:  
3404 binaries  
50+ Million LOC
- Access to people management software to  
build tree maps for organizational metrics
- 50 random splits:  
2/3 to build prediction model  
1/3 to verify prediction accuracy

# Precision and recall

		Predicted	
		Not Failure-prone	Failure-prone
Actual	Not failure-prone	<b>A</b>	<b>B</b>
	Failure-prone	<b>C</b>	<b>D</b>

$$Precision = \frac{d}{b + d}$$

Percentage of correct  
failure-prone predictions

$$Recall = \frac{d}{c + d}$$

Percentage of correctly  
identified failure-prone  
binaries

# Comparization

Model	Precision	Recall
Organizational Structure	86.2%	84.0%
Code Churn	78.6%	79.9%
Code Complexity	79.3%	66.0%
Dependencies	74.4%	69.9%
Code Coverage	83.8%	54.4%
Pre-Release Bugs	73.8%	62.9%

# Threats to validity

- Internal validity:  
Influence of study to Windows
- Construct validity:  
Errors in measurement
- External validity:  
All data from one software system



