A Qualitative S

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***Abstract*—Software performance is one of the imp**
qualities that makes software stand out in a competitive m
However, in earlier work we found that performance
take more time to fix, need to be fixed by more e
enced developers and require changes to more code
non-performance bugs. In order to be able to impro
resolution of performance bugs, a better understand
needed of the current practice and shortcomings of rep
reproducing, tracking and fixing performance bugs. This
qualitatively studies a random sample of 400 performan
non-performance bug reports of Mozilla Firefox and
Chrome across four dimensions (Impact, Context, Fix a
validation). We found that developers and users face pro
in reproducing performance bugs and have to spend