

# ICSE 2012

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## Problems in Server-side script

- Amplifying Tests to Validate Exception Handling Code
- A tactic-centric approach automating traceability of quality concerns

# June 6

## Keynote 1

沒怎麼聽懂，只記得講到了finance is not money但是沒聽懂這個和軟件有什麼關係。

## Cost Estimation for Distributed Software Project

講到他們試圖改善現有的模型去更精確地評估軟件開發的開銷。

他們會給PM建議之前的項目的歷史數據，然後對於新項目，他們建議歷史上已有的項目的數據，從而幫助PM得到更精確的評估。他們試圖儘量減少項目評估對

PM 的經驗的需求，從而幫助即使經驗很少的PM也能準確評估項目的開銷。

他們的觀點：

Context-specific solutions  
needed!

我們需要更上下文相關的解決方案！

Early user participation is key!

早期用戶的參與是關鍵

## Characterizing Logging Practices in Open-Source Software

Common mistakes in logging messages

在日誌記錄中容易犯的錯誤

他們學習了歷史上的log記錄，然後試圖找到重複修改的輸出log的語句，確定log中存在的問題。他們首先確定修改是事後修改。

通常的修改的比例（9027個修改）

45% 靜態文本

27% 打印出的變量

26% 調試等級verbosity

2% 日誌輸出的位置

他們發現有調試等級的變化，是因為安全漏洞之類的原因，或者在開銷和數據 之間的權衡。

大多數對log的變量的修改都是為了增加一個參數。他們之前的LogEnhancer是為了解決這個問題而提出的，通過靜態檢查，提醒程序員是否忘記了某個參數

對text的修改是因為要改掉過時的代碼信息，避免誤導用戶。

他們的實驗是採用了基於code clone 的技術，找到所有log語句，然後找不一致的clone，然後自動提出建議。

## Combine Functional and Imperative Pgrm for Multicore Sw: Scala & Java

趨勢：到處都是多核，但是併發程序呢？

他們研究的對象是Scala和Java，因為可以編譯後確認JVM字節碼的語義。

- **Java:**

- 共享內存
- 顯示創建的線程
- 手動同步
- Wait/Notify機制

- **Scala:**

- 高階函數
- Actors, 消息傳遞
- lists, filters, iterators
- while
- 共享狀態, OO
- import java.\* 能從java導入任何庫
- auto type inference 自動類型推導

實驗的參與者都經過4周的訓練，實驗項目是工業等級的開發項目

結果：

scala 的項目平均比java多花38%的時間，主要都是花在Test和debug上的時間。

程序員的經驗和總體時間相關，但是對test和debug沒有顯著影響。

scala的爲了讓編程更有效率的設計，導致debug更困難。比如類型推導，debug 的時候需要手動推導，來理解正在發生什麼。

scala的程序比java小，中位數2.6%，平均15.2%

- **性能比較：**
  - 單核：scala的線性程序的性能比java好
  - **4核：**
    - scala 7s @ 4 threads
    - java 4s @ 8 threads
    - **median**
      - 83s scala
      - 98s java
  - 32core: best scala 34s @ 64 threads
- **結論**
  - java有更好的scalability
- **scala類型推導**
  - 45%說對攜帶碼有幫助
  - 85%說導致程序錯誤
- **調試**
  - 23%認為scala簡單
  - 77%認為java簡單

multi-paradigam are better

# Sound Empirical Evidence in Software Testing

Test data generation 測試數據自動生成

Large Empirical Studies - not always possible

For open source software - big enough

# Identifying Linux Bug Fixing Patch

- **current practice:**
  - manual
- **Current research:**
  - keywords in commits
  - link bug reports in bugzilla

Try to solve classification problem

- **issue**
  - pre-identified
  - post-identified
- **data**
  - from commit log
- **feature extraction**
  - text pre-process stemmed non-stop words



- model learning

research questions

# Active Refinement of Clone Anomaly Reports

motivating

- code clones, clone groups
- clone used to detect bugs
- anomaly : inconsistent clone group many anomaly clone are not bug, high false positive

## approach

- reorder by sorted bug reports
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# June7

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# Keynotes 2: Sustainability with Software - An Industrial Perspective

## Sustainability

- **Classic View: Independent view with overlap**
  - Social
  - Environment
  - Economic
- **Nested view**
  - **Environment**
    - **Social**
      - Economic

## Triple bottom line

- **economic**
  - global business, networks , global econ
- **env**
  - natural res, climate change, population grow
- **social**
  - awareness, connectivity, accountability

# Green IT

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- **reduce IT energy**
  - more than 50% cooling - doing nothing
- **mini e-waste: not properly recycled**
  - 80% in EU
  - 75% in US
- foster dematerialization

In-Memory Technology: Expected Sustainable Benefits

## What can we do?

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- consider all software lifecycle phases in your design
- avoid energy expensive behavior in your codes
- design lean architectures

## Green by IT

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- 2% green IT
- 98% green IT

## On How Often code is cloned across repositories

Line based hashing code clone detection

never do anything harder than sorting

hashing a window of 5 lines of normalized  
(tokenized) code, dropping 3/4 of the hashing

把ccfinder一個月的工作縮短到了3, 4天。沒有比較  
presion和recall。

14% type1

16% type2

17% type3 (not really type2)

## Graph-based analysis and prediction for sw evolution

graph are everywhere

- internet topology
- social net
- chemistry
- biology

in sw - func call graph - module dependency graph

developer interaction graph - commit logs - bug reports

experiment 11 oss, 27~171 release, > 9 years

## predictors

- **NodeRank**
  - similar to pagerank of google
  - measure relative importance of each node
  - **func call graph with noderank**
    - compare rank with severity scale on bugzilla
  - **correlation between noderank and BugSeverity**
    - func level 0.48 ~ 0.86 varies among projects.
    - model level > func level

- **ModularityRatio**

- cohesion/coupling ratio:  
 $\text{IntraDep}(M)/\text{InterDep}(M)$
- forecast maintenance effort
- **use for**
  - identify modules that need redesign or refactoring

- **EditDistance**

- bug-based developer collaboration graphs
- $\text{ED}(G1, G2) = |V1| + |V2| - 2|V1 \cap V2| + |E1| + |E2| - 2|E1 \cap E2|$
- **use for**
  - release planning
  - resource allocation

graph metrics

- **graph diameter**

- average node degree indicates reuse

- clustering coefficient
- assortativity
- num of cycles

## Conclusion

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"Actionable intelligence" from graph evolution

- studie 11 large long-live proj's
- predictors
- identify pivotal moments in evolution

## What make long term contributors: willingness and opportunity in OSS

OSS don't work without contributors form community

mozilla (2000-2008)

$10^{2.2}$  LTC <- 2 order ->  $10^{4.2}$  new contributors  
<- 3.5 order ->  $10^{7.7}$  users

gnome (1999-2007)

$10^{2.5}$  LTC <- 1.5 order ->  $10^{4.0}$  new contributors  
<- 3.5 order ->  $10^{6.5}$  users

## approach

- read issues of 20 LTC and 20 non-LTC
- suvery 56 (36 non-LTC and 20 LTC)
- extract practices published on project web

sites

## summeray

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- Ability/Willingness distinguishes LTCs
- **Environment**
  - **macro-climate**
    - popularity
  - **micro-climate**
    - attention
    - number of peers
    - performance of peers

regression model

newcomers to LTC conversion drops

### **actions in first month predicts LTCs**

- 24% recall
- 37% precision

develop of auxiliary functions:  
should you be agile?

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a empirical assessment of pair programming and test-first programming

can agile help auxiliary functions?

## experiment

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- pair vs solo
- test-first vs test-last
- students vs professors

## research questions

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- r1: can pair help obtain more correct impl
- r2: can test-first
- r3: dst test1 encourage the impl or more test cases?
- r4: does test1 course more coverage

## result

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- **test-first**
  - higher coverage
  - non change with correctness
- **pair**
  - improve on correctness

- longer total programming time

## Static Detection of Resource Contention Problems in Server-side script

Addressed the race condition of accessing database or filesystem of PHP

## Amplifying Tests to Validate Exception Handling Code

異常處理的代碼不但難寫，而且難以驗證。各種組合情況難以估計，尤其是手機系統上。

## A tactic-centric approach automating traceability of quality concerns

tactic traceability information models

