

# ICSE 2012

## 目录

- June 6
  - Keynote 1
  - Cost Estimation for Distributed Software Project
  - Characterizing Logging Practices in Open-Source Software
  - Combine Functional and Imperative Prgm for Multicore Sw: Scala & Java
  - Sound Empirical Evidence in Software Testing
  - Identifying Linux Bug Fixing Patch
  - Active Refinement of Clone Anomaly Reports
- June 7
  - Keynotes 2: Sustainability with Software - An Industrial Perspective
    - Green IT
    - What can we do?
    - Green by IT
  - On How Often code is cloned across repositories

- Graph-based analysis and prediction for sw evolution
  - graph are everywhere
  - predictors
  - Conclusion
- What make long term contributors: willingness and opportunity in OSS
  - approach
  - summeray
- develop of auxiliary functions: should you be agile?
  - experiment
  - research questions
  - result
- Static Detection of Resource Contention 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

没怎么听懂，只记得讲到了finance is not money但是没听懂这个和软件有什么关系。

## Cost Estimation for Distributed Software Project

讲到他们试图改善现有的模型去更精确地评估软件开发的开销。

他们会给PM建议之前的项目的历史数据，然后对于新项目，他们建议历史上已有的项目的数据，从而帮助PM得到更精确的评估。他们试图尽量减少项目评估对PM 的经验的需求，从而帮助即使经验很少的PM也能准确评估项目的开销。

他们的观点：

Context-specific solutions needed!

我们需要更上下文相关的解决方案！

Early user participation is key!

早期用户的参与是关键

# Characterizing Logging Practices in Open-Source Software

Common mistakes in logging messages

在日志记录中容易犯的错误

他们学习了历史上的log记录，然后试图找到重复修改的输出log的语句，确定log 中存在的问题。他们首先确定修改是事后修改。

通常的修改的比例（9027个修改）

45%	静态文本
27%	打印出的变量
26%	调试等级verbosity
2%	日志输出的位置

他们发现有调试等级的变化，是因为安全漏洞之类的原因，或者在开

销和数据 之间的权衡。

大多数对log的变量的修改都是为了增加一个参数。他们之前的LogEnhancer是为了解决这个问题而提出的，通过静态检查，提醒程序员是否忘记了某个参数

对text的修改是因为要改掉过时的代码信息，避免误导用户。

他们的实验是采用了基于code clone 的技术，找到所有log语句，然后找不一致的clone，然后自动提出建议。

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

趋势：到处都是多核，但是并发程序呢？

他们研究的对象是Scala和Java，因为可以编译后确认JVM字节码的语义。

- **Java:**

- 共享内存
- 显示创建的线程
- 手动同步
- Wait/Notify机制

- **Scala:**

- 高阶函数
- Actors, 消息传递
- lists, filters, iterators
- while
- 共享状态, OO
- import java.\* 能从java导入任何库
- auto type inferance 自动类型推导

实验的参与者都经过4周的训练，实验项目是工业等级的开发项目

结果：

scala 的项目平均比java多花38%的时间，主要都是花在Test和debug上的时间。

程序员的经验和总体时间相关，但是对test和debug没有显著影响。

scala的为了让编程更有效率的设计，导致debug更困难。比如类型推导，debug 的时候需要手动推导，来理解正在发生什么。

scala的程序比java小，中位数2.6%，平均15.2%

- **性能比较：**

- 单核：scala的线性程序的性能比java好

- **4核：**

- scala 7s @ 4 threads

- java 4s @ 8 threads

- **median**

- 83s scala

- 98s java

- 32core: best scala 34s @ 64 threads

- **结论**

- java有更好的scalability

- **scala类型推导**

- 45%说对携带码有帮助

- 85%说导致程序错误

- **调试**

- 23%认为scala简单

- 77%认为java简单

multi-paradigam are better

# Sound Empirical Evidence in Software Testing

Test data generation 测试数据自动生成

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 note bug, high false positive

## approach

- reorder by sorted bug reports
- 

## June7

## Keynotes 2: Sustainability with Software - An Industrial Perspective

Sustainability

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

- **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?

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

## Green by IT



- 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一个月的工作缩短到了3, 4天。没有比较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 mantenance 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

"Actionable intelligence" from graph evolution

- studie 11 large long-live projs
- 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

- Ability/Willingness distinguishes LTCs
- **Environment**
  - **macro-climate**
    - popularity
  - **micro-climate**
    - attention
    - bumber 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?

a empirial assessment of pair programming and test-first programming

can agile help auxiliary functions?

## experiment

- pair vs solo

- test-first vs test-last
- students vs professors

## research questions

- 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

- **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

异常处理的代码不但难写，而且难以验证。各种组合情况难以估计，

尤其是手机 系统上。

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

tactic traceability information models