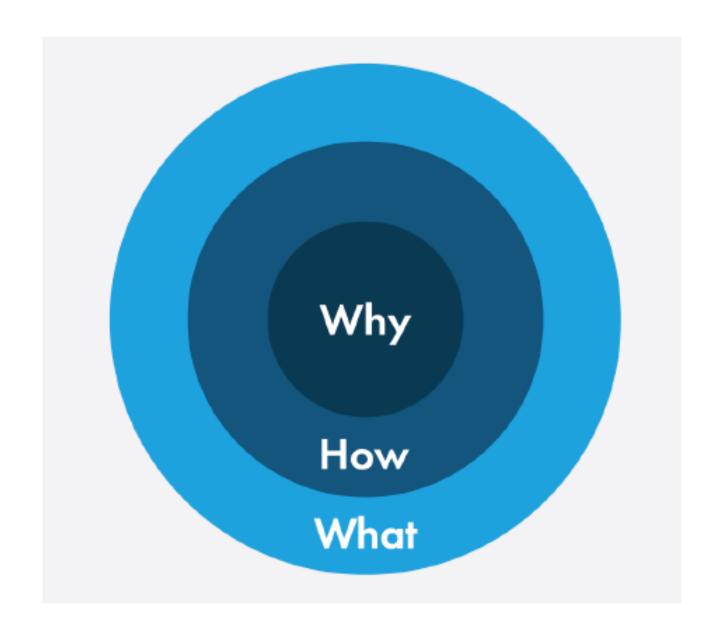


Integration of Multiple Static Analysis Tools in a Single Interface

G. S. Varma

- Supervisors:
- Prof. Dr. Eric Bodden
- Dr.-Ing. Ben Hermann



Problem Statement

How to integrate the results of multiple static analysis tools

in a unified user interface?

3 Research Questions

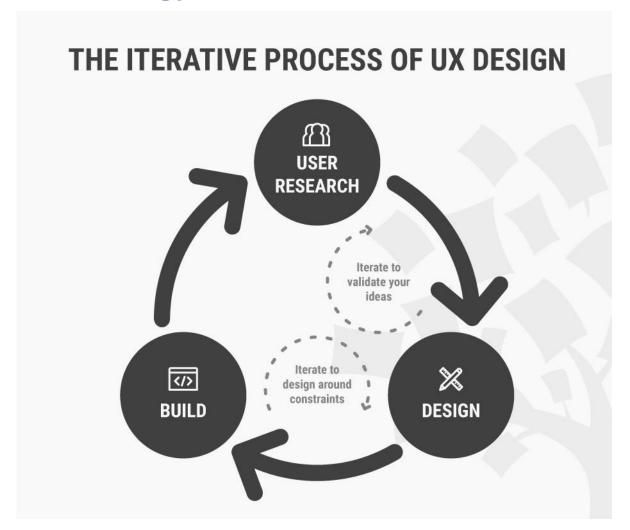
Research Questions

RQ 1: How to display results of the same codebase from different analysis tools?

RQ 2: What feedback works to know that bug fixing is on-going?

RQ 3: How to carry traceability of bug fixing?

Research Methodology



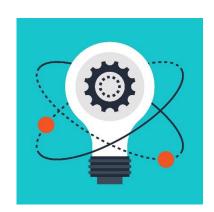
How to Change Your Career from Graphic Design to UX Design. url: https://www.interaction-design.org/literature/article/how-to-change-your-career-fromgraphic-design-to-ux-design.

Our Approaches

- Software Engineering disciplines:
 - Complex datasets
 - Compiler reporting
 - Continuous integration
 - Refactoring tools
 - Issue tracker
 - Stack Overflow
 - Gamification
 - Usability Engineering

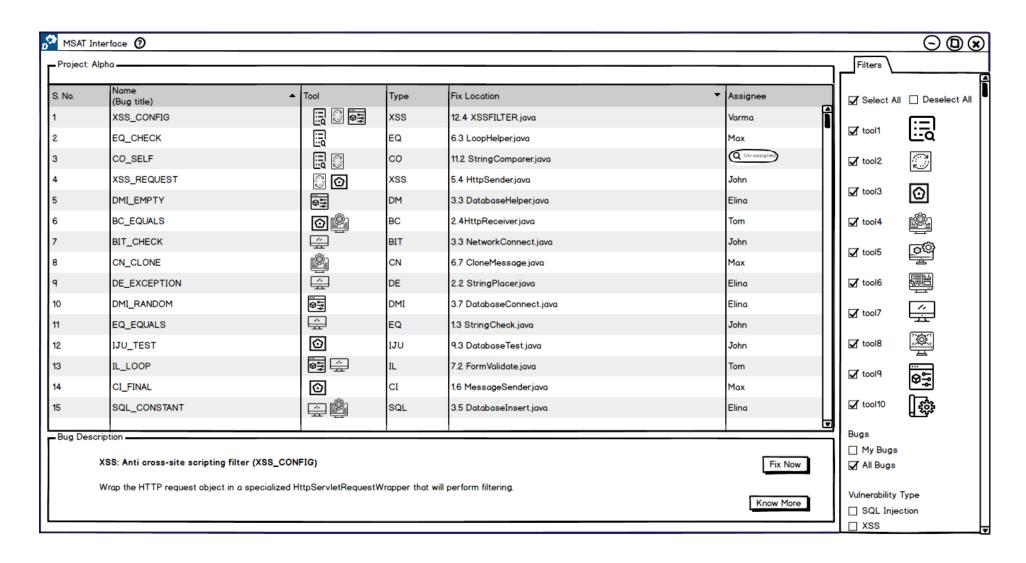
Evaluation

- Experimental Design
 - Recruit Test Users
 - Order of evaluation altered
 - Perform Tasks (Metric 1 Task Success)
 - Likert Scale (Metric 2 Perceived Usability)
 - Usability inspection methods: Cognitive Walkthrough

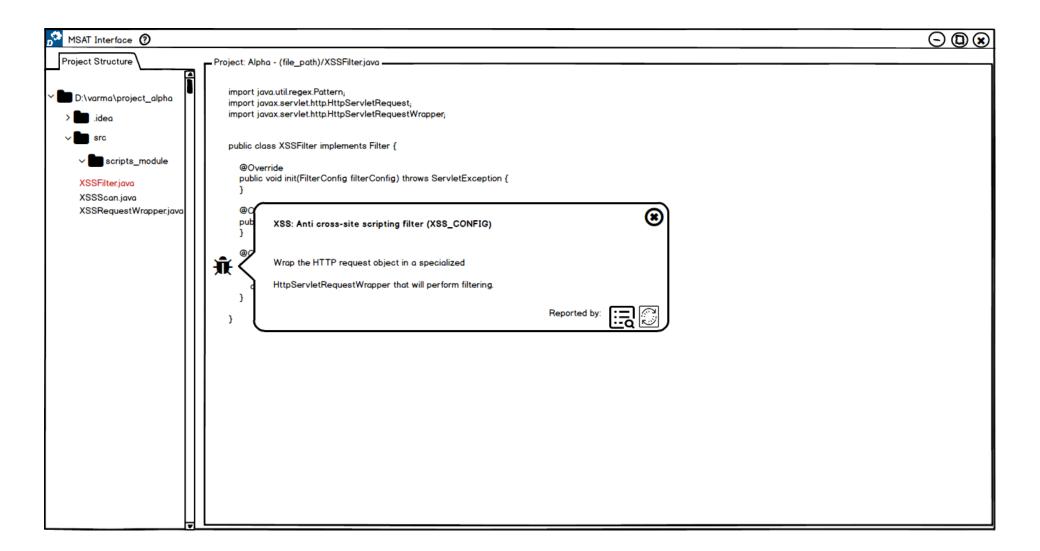


Rensis Likert. "A technique for the measurement of attitudes." In: Archives of psychology (1932).

Analysis View



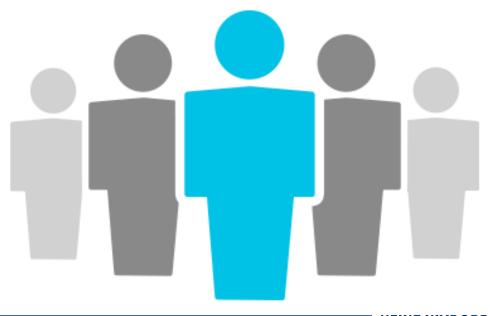
Code View



UX Design Cycle 1

UX 1

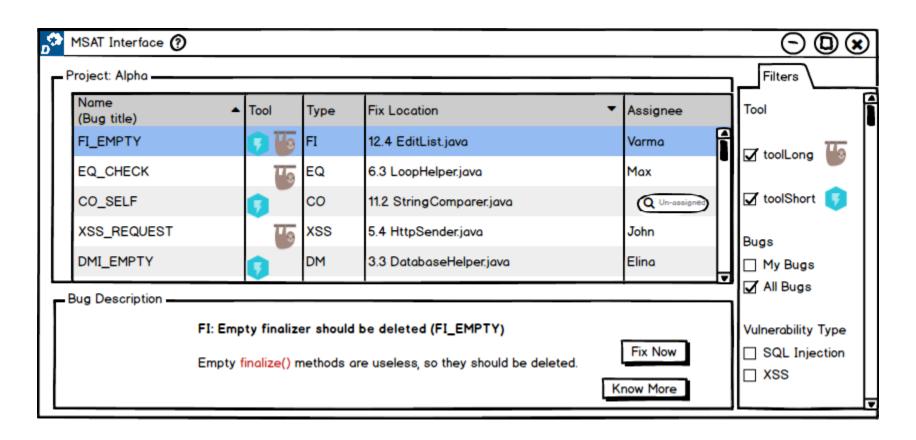
- Users: 5
- Sub research questions: 9
- Each session: ~ 90 minutes



UX 1

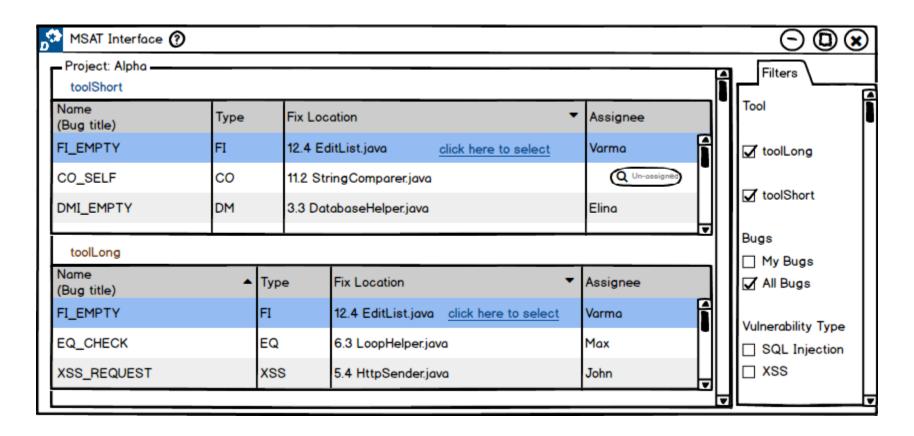
	Analysis View
RQ 1 (display)	TagsSingle ListSeparate ListStatistics Screen
RQ 2 (feedback)	Animated IconsProgress BarPopup
RQ 3 (trace)	• Numbers

[RQ 1.1] Does a separate list or single list help the user to identify the common bug?



Single List

[RQ 1.1] Does a separate list or single list help the user to identify the common bug?



Seperate List

[RQ 1.1] Does a separate list or single list help the user to identify the common bug?

Results:

	Single List	Separate List
Task Success	100 %	100 %
Usability	8	7.6
Votes	2	3



Separate List – "more effective when using more tools"

UX 1 - Findings

	Analysis View
RQ 1 (display)	 Tags Single List Separate List Statistics Screen
RQ 2 (feedback)	 Animated Icons Progress Bar Popup
RQ 3 (trace)	• Numbers

UX 1 – Lessons

Analysis View



- Improvisations for next UX cycle:
 - Increase code base
 - Volume of bugs (+ scroll)
 - Integrate more tools
 - Code view perspective
 - + new sub RQ's

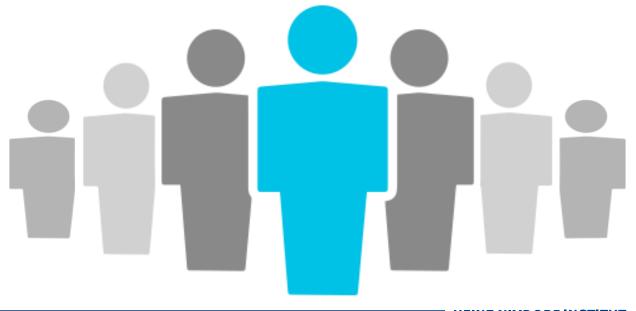
UX Design Cycle 2

UX 2

■ Users: 7

Sub research questions: 9

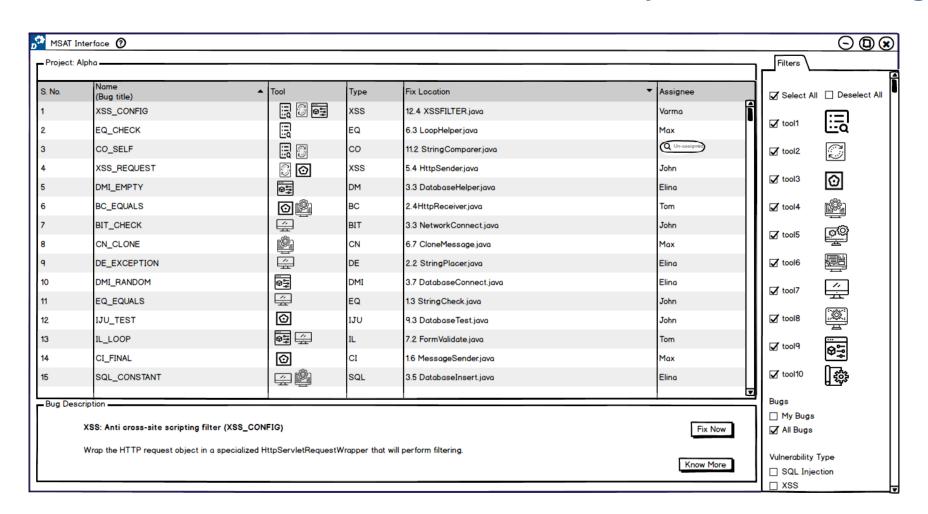
Each session: ~ 105 minutes



UX 2

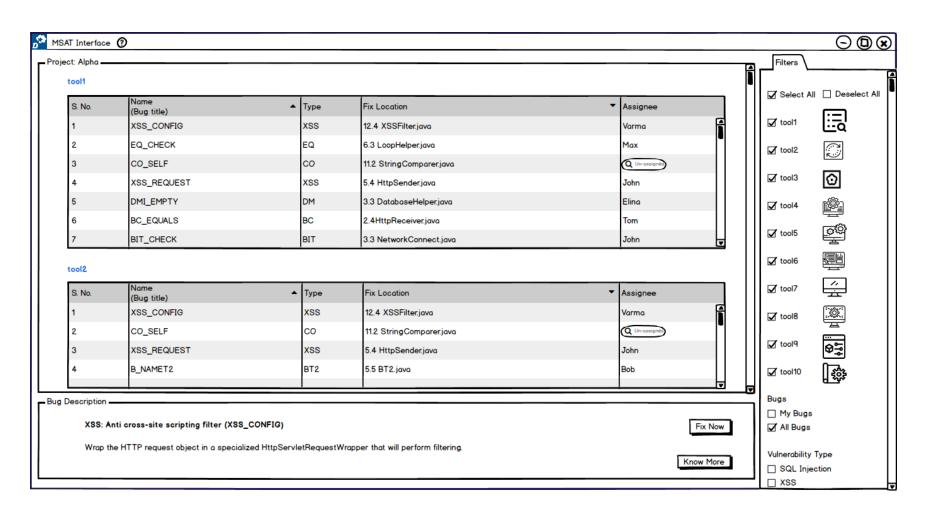
	Analysis View	Code View
RQ 1 (display)	TagsSingle ListSeparate List	Multiple IconsSingle Icon
RQ 2 (feedback)	Animated IconsProgress BarPopup	Toasts (alerts)Spinner (status)
RQ 3 (trace)	NumbersAdjectives	Before/After

[RQ 1.1] Does a separate list or single list help the user to identify the common bug?



Single List

[RQ 1.1] Does a separate list or single list help the user to identify the common bug?



Separate List

[RQ 1.1] Does a separate list or single list help the user to identify the common bug?

Results:

	Single List	Separate List
Task Success	71.43 %	42.85 %
Usability	8.14	5.43
Votes	5	0



Single List – "effortless to perceive, more user friendly"

UX 2 - Findings

	Analysis View	Code View
RQ 1 (display)	TagsSingle ListSeparate List	Multiple IconsSingle Icon
RQ 2 (feedback)	 Animated Icons Progress Bar Popup 	Toasts (alerts)Spinner (status)
RQ 3 (trace)	NumbersAdjectives	Before/After

UX 2 - Lessons

- **Analysis View**
- Code View
- UX 1 Scalability



- Improvisations for next UX cycle:
 - UX 2 Scalability
 - + new sub RQ's

UX Design Cycle 3

UX 3

■ Users: 5

Sub research questions: 13

Each session: ~ 120 minutes



UX 3

	Analysis View	Code View
RQ 1 (display)		 Next List view Bug icons Table view Vertical view Horizontal view Similar boxes Similar list
RQ 2 (feedback)	Animated IconsProgress BarPopup	Toasts (alerts)Spinner (status)
RQ 3 (trace)		Before/AfterTable view

[RQ 2.1]

How usable are each feedback functionality compared to the scenario of using unified UI to native UIs?

Evaluation Setup: 3 native UI tools for a JavaScript project.



- IDE SonarLint
- WEB SonarQube







- ESLint The pluggable linting utility for JavaScript and JSX. url: https://eslint.org/
- Sonarlint Fix issues before they exist. url: https://www.sonarlint.org/
- Sonarqube Code Quality and Security . url: https://www.sonarqube.org/

[RQ 2.1]

How usable are each feedback functionality compared to the scenario of using unified UI to native UIs?

Result	MSAT-UI	Native UI
Animated Icons	8.4	0
Progress Bar	7.6	0.8
Pending Status Popup	7.8	0
Alerts	9.2	0
Status	8.8	4



Almost all users agreed the ideas being novel and hardly present with native Uls.

UX 3 - Findings

	Analysis View	Code View
RQ 1 (display)		 Next List view Bug icons Table view Vertical view Horizontal view Similar boxes Similar list
RQ 2 (feedback)	 Animated Icons Progress Bar Popup 	Toasts (alerts)Spinner (status)
RQ 3 (trace)		Before/AfterTable view

Limitations

- Number of participants: > 5
- UX 1 5
- UX 2 7
- UX 3 5

- Priming, Recency bias: Latin Square partition
- Closed Study, Design Tool

balsamiq*

- Why You Only Need to Test with 5 Users. url: https://www.nngroup.com/articles/why-you-only-need-to-test-with-5-users
- Balsamiq Rapid, effective and fun wireframing software. url: https://balsamiq.com/

Findings

	Analysis View	Code View
RQ 1 (display)	Single list	List viewSingle iconTable viewSimilar list
RQ 2 (feedback)	Animated IconsProgress BarPopup	Toasts (alerts)
RQ 3 (trace)	Adjectives	Table view

Future Work

- Q. Would having tabs help scale the tools visibility with bugs results?
- Q. Do graphs help in understanding the bugs reported?

RQ 4: How is teamwork facilitated in bug fixing in context of multiple tools?

... many more!

Summary

- Importance of Static Analysis tools
- Usage of Multiple Static Analysis tools
- Need for a single user interface for multiple tools
- This thesis work followed UX Design Cycle to achieve usable prototypes focussing on primary research questions such as,
 - How to display results of the same codebase from different analysis tools?
 - What feedback works to know that bug fixing is on-going?
 - How to carry traceability of bug fixing?

Backup Slides

Static Code Analysis

- Johnson et al.
- Christakis et al.

Usability Issues

- Habib et al.
- Brittany Johnson, Yoonki Song, Emerson Murphy-Hill, and Robert Bowdidge. 2013. Why don't software developers use static analysis tools to find bugs?.
 In Proceedings of the 2013 International Conference on Software Engineering (ICSE '13). IEEE Press, Piscataway, NJ, USA, 672-681.
- Maria Christakis and Christian Bird. 2016. What developers want and need from program analysis: an empirical study. In *Proceedings of the 31st IEEE/ACM International Conference on Automated Software Engineering* (ASE 2016). ACM, New York, NY, USA, 332-343. DOI: https://doi.org/10.1145/2970276.2970347
- Habib, A., & Pradel, M. (2018, September). How many of all bugs do we find? a study of static bug detectors. In ASE (pp. 317-328).

Multiple Tools

- Developers use multiple static analysis tools each having own coverage.
- Research trends:
- Prioritise the bug warning alerts

(Flynn et al.)

Merges 3 tools for Java to show warnings

(Meng et al.)

- Lori Flynn, William Snavely, David Svoboda, Nathan VanHoudnos, Richard Qin, Jennifer Burns, David Zubrow, Robert Stoddard, and Guillermo Marce-Santurio. 2018. Prioritizing alerts from multiple static analysis tools, using classification models. In *Proceedings of the 1st International Workshop on Software Qualities and Their Dependencies* (SQUADE '18). ACM, New York, NY, USA, 13-20. DOI: https://doi.org/10.1145/3194095.3194100
- N. Meng, Q. Wang, Q. Wu and H. Mei, "An Approach to Merge Results of Multiple Static Analysis Tools (Short Paper)," 2008 The Eighth International Conference on Quality Software, Oxford, 2008, pp. 169-174.doi: 10.1109/QSIC.2008.30

Multiple Tools

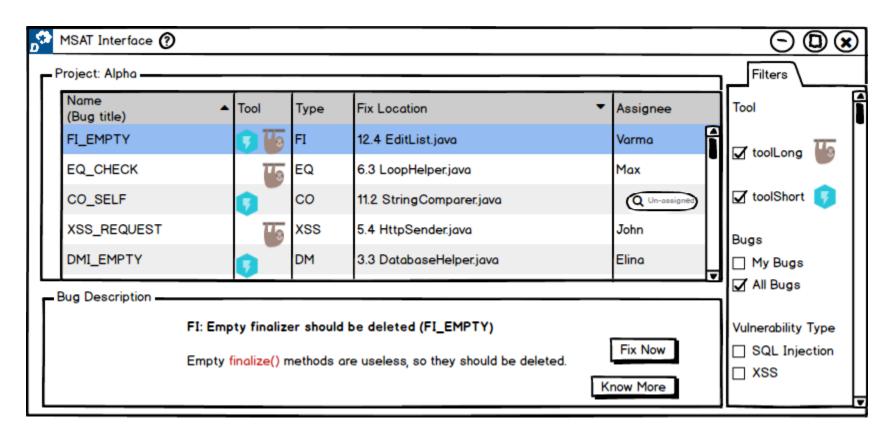
- (Sadowski et al.) Tricorder
- Shipshape
- Tricium
- **Parfait** (Cifuentes et al.)

But USABILITY is not addressed...

- Caitlin Sadowski, Jeffrey van Gogh, Ciera Jaspan, Emma Söderberg, and Collin Winter. 2015. Tricorder: building a program analysis ecosystem. * In Proceedings of the 37th International Conference on Software Engineering - Volume 1 (ICSE '15), Vol. 1. IEEE Press, Piscataway, NJ, USA, 598-608.
- Cristina Cifuentes and Bernhard Scholz. 2008. Parfait: designing a scalable bug checker. In Proceedings of the 2008 workshop on Static analysis (SAW '08). ACM, New York, NY, USA, 4-11. DOI=http://dx.doi.org/10.1145/1394504.1394505

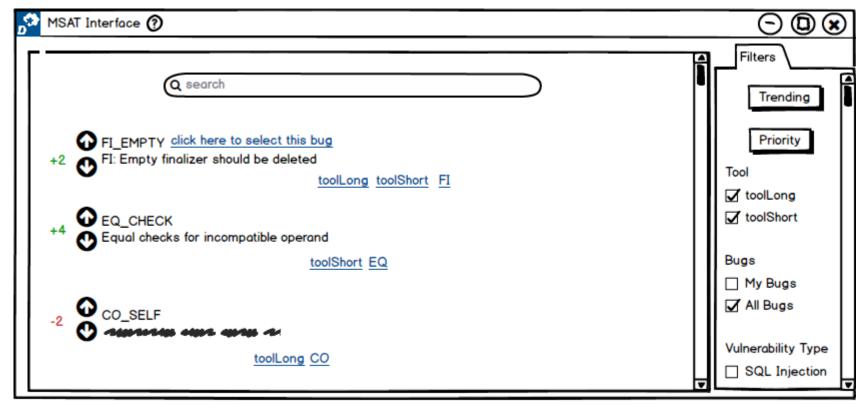
UX 1

[RQ 1] Does a separate list or single list help the user to identify the common bug?



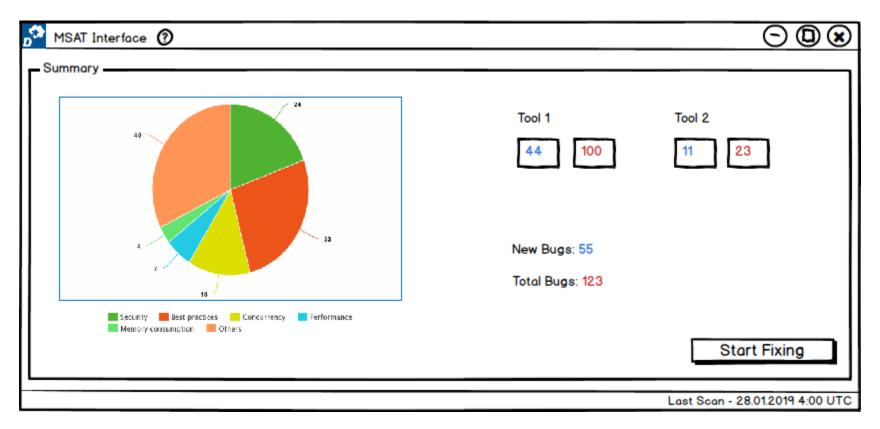
Separate list outwins the single list with a slight majority of 3 out 5.

[RQ 1] Will having tags help in scalability of bugs?



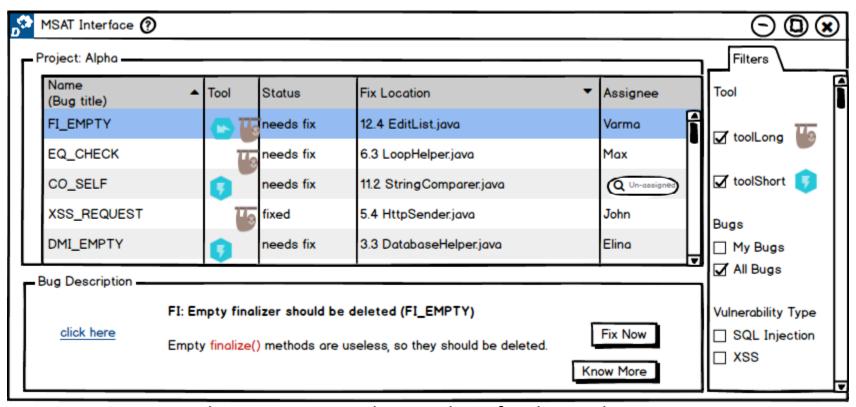
Yes! However, the interface is confusing. Users preferred single list in table format solution idea as it suffices this scalability concern.

[RQ 1] Does the given statistics screen help the user in understating the analysis results overview?



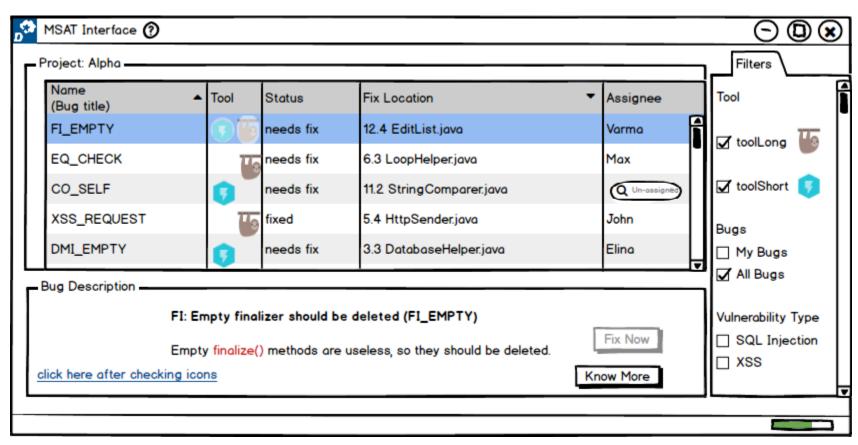
Yes! It is conducive, especially when codebase is vast, and we use more analysis tools.

[RQ 2] Will the animation (rotation) of icons for tools suffice the feedback required by the user?



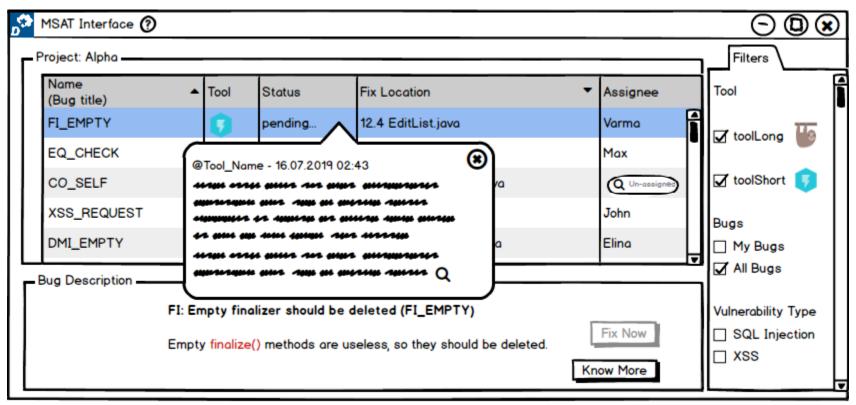
No! Users interested to see how far the analysis done and also to have more detailed information on it.

[RQ 2] Will stating the progress of analysis for each tool be better than animation provided as feedback to the user?



Yes! in terms of knowing the progress in completion of analysis.

[RQ 2] Does having more textual information with a popup feedback is required by the user?



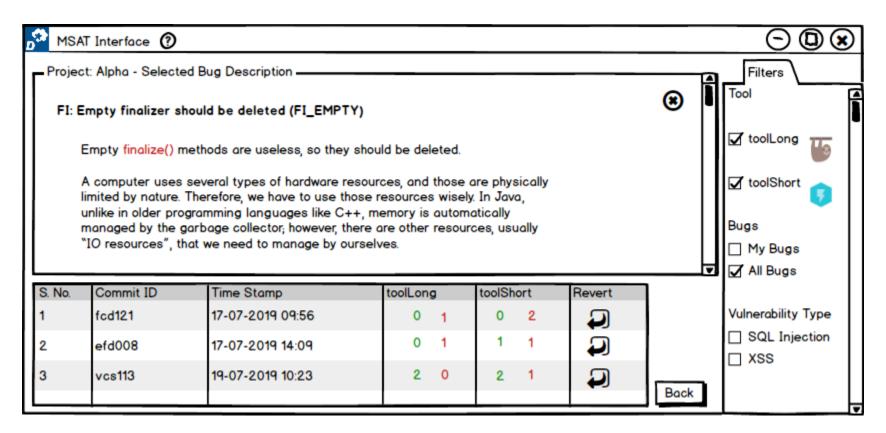
Yes! More information as possible is more beneficial from a user perspective being a developer or tester.

[RQ 2] Do users require multiple feedbacks, i.e., any combination of animated icons, progress bar or pending status popup?

- All the 3 feedback features
- Animated Icons What bugs are being analysed?
- Progress Bar How far the bugs got analysed?
- Pending Status more information on analysis

Yes! Especially progress bar with pending status popup.

[RQ 3] Whether the given UI, i.e., previous commits in the process of fixing a bug-finding with numbers determining the adding or removing of other bugs be able to address the scenario from the user perspective?



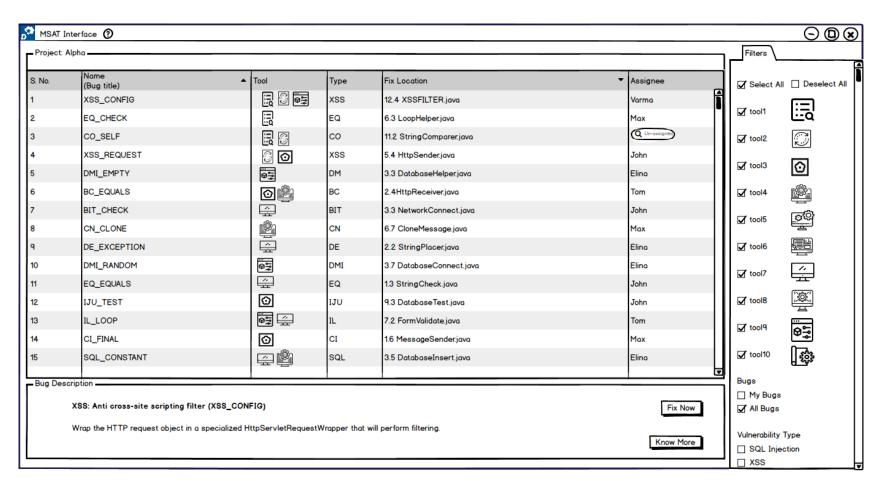
Yes! The proposed design is helpful for the given scenario.

[Post] Does onboard phase is required to understand the UI better?

No! enough text on screen would suffice.

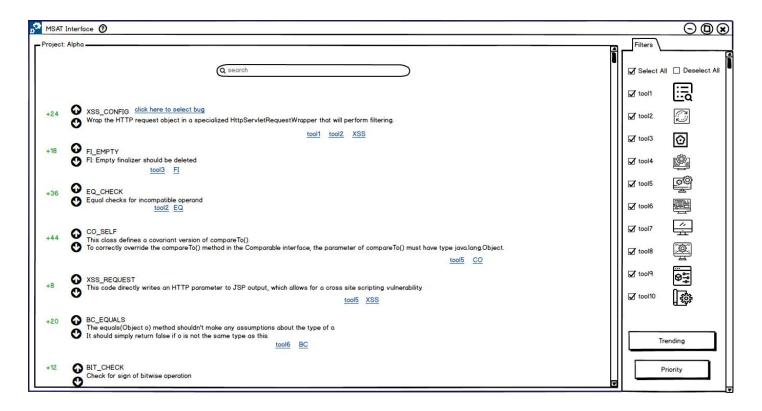
UX 2

[RQ 1] From analysis view perspective, does a separate list or single list help the user to identify the common bug?



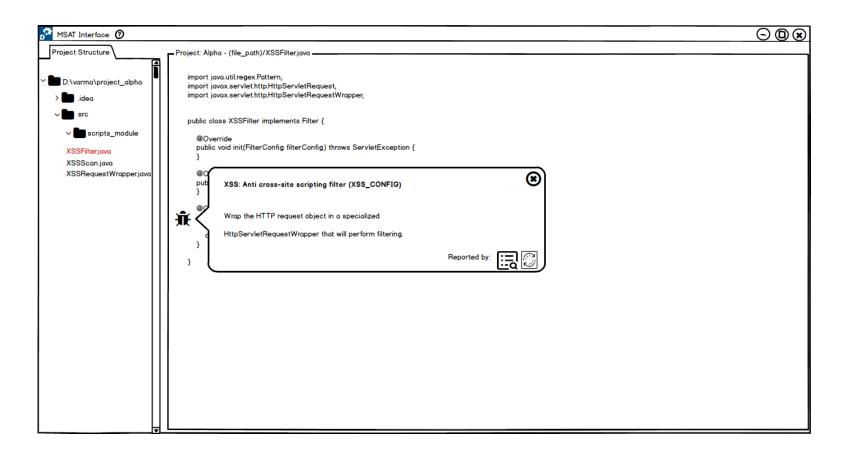
Users preferred single list as it is more user-friendly and effortless to perceive.

[RQ 1] From analysis view perspective, will tags help in scalability of bug results in comparison to separate list or single list?



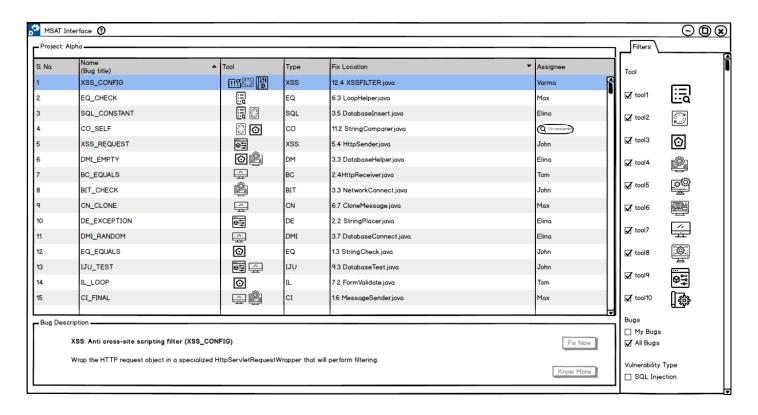
No! Although the proposed design is novel and more open, couple of users explicitly stated it to be confusing. Most users agreed with single list solution idea for this scenario.

[RQ 1] From code view perspective, will single icon suffice the showing of different tools icons?



Yes! Single icon solution idea outwins multiple icons solution idea with a majority of 5 out of 7 users.

[RQ 2] When submitting the bug for analysis, what feedback does user feel convenient among animation, progress bar or popup?



Each has its prominence. However, users felt that pending status is more useful among them.

[RQ 2] Does a single type of feedback suffice or requires combination?

All 3 solution ideas as each could be depict different understandings.

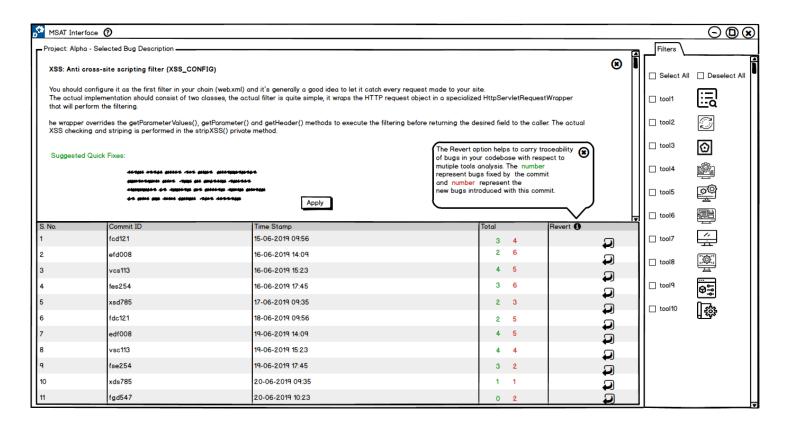
Users felt the requirement of the combination of all feedbacks as each serve in its scope.

[RQ 2] From code view perspective, i.e., once user fixed a bug and submitted for analysis and then off the analysis results screen, then is popup notifications with analysis progress information better to busy status (spinner)?



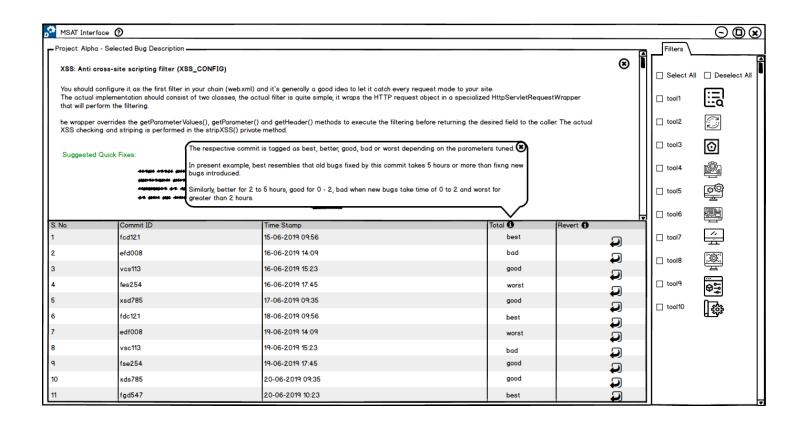
Popup notifications solution idea outwins status spinner with majority of 4 out of 7. Although remaining said it is annoying, but if needs implemented they would prefer to have when bug fix fails.

[RQ 3] In tracing, will the user need to know the changes made to fix a bug affecting the analysis of other tools?



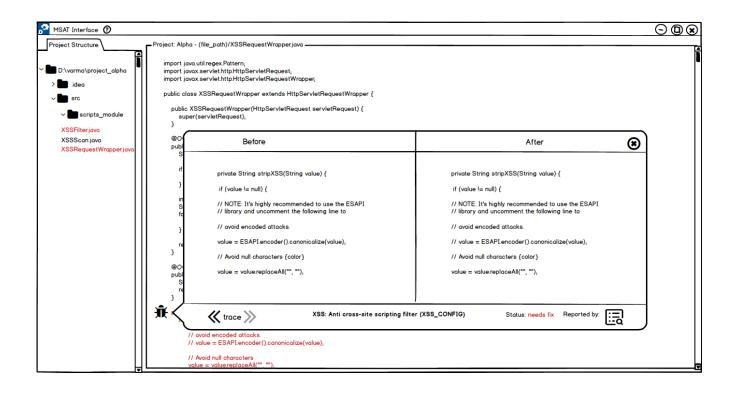
Yes! With number representation, it is good, but those do not represent difficulty.

[RQ 3] Does adjective mapping ease the user to trace the changes made in code in terms of bugs existence?



Yes! With number representation, it is good, but those do not represent difficulty.

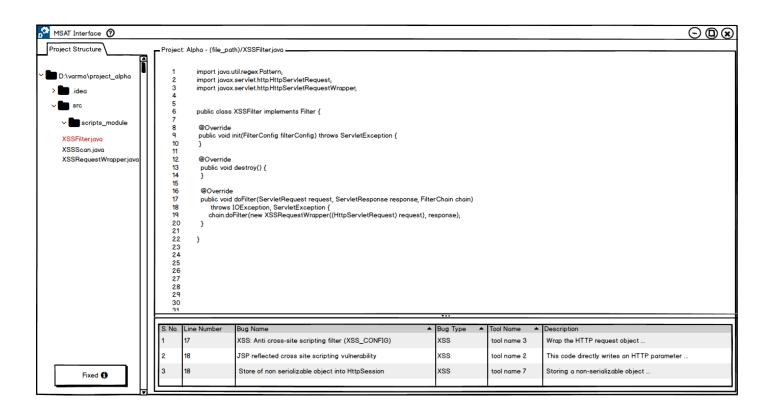
[RQ 3] From code view perspective, will the bug tool icons with before/after code help understand the user in easing to fix it?



Yes! Users felt helpful in tracing, although they did not understand the design in first glance as it is novel.

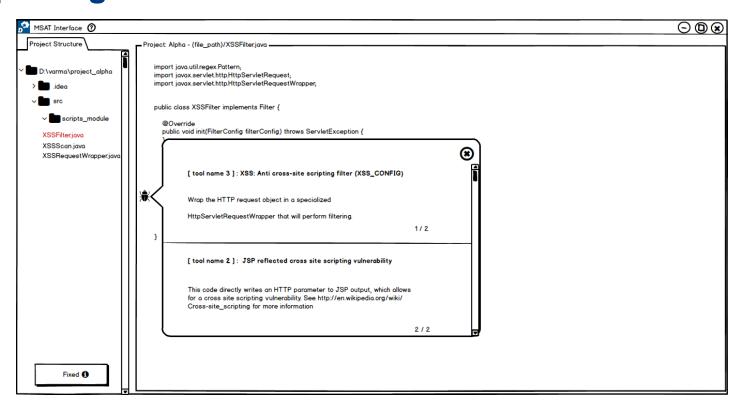
UX 3

Do users prefer bug icons or list view for bugs in same file?



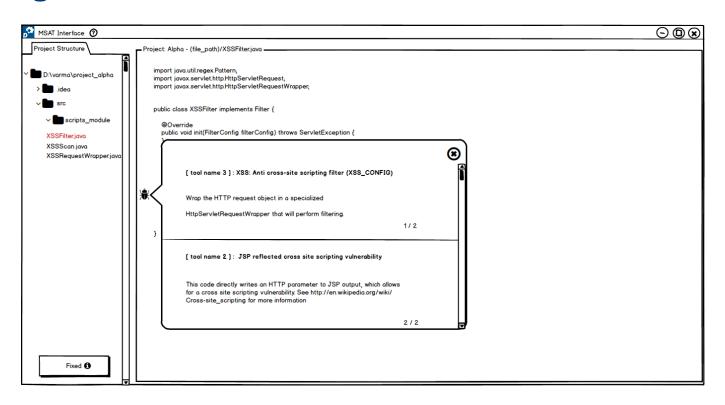
Users preferred list view as it is more comfortable and friendly UI. In case of huge codebase, bug icons solution idea would take more time in scrolling to identify bugs.

Do users prefer to see bugs one by one or at once in the context of multiple bugs at the same time?



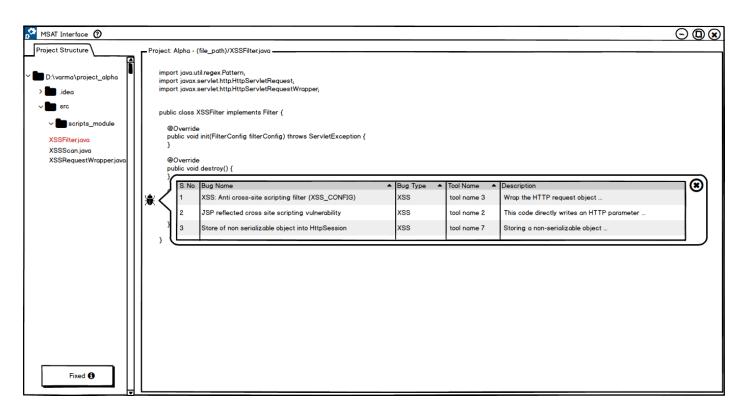
Users preferred horizontal view as it helps in comparing results when using multiple tools. In general, users would like to go one by one and understand the results. 73

Does vertical view help in getting an overview of the presence of multiple bugs over horizontal views?



The users mostly prefer horizontal view solution idea as they got used to such proposed UI concerning scrolling. In case of vertical view solution idea, users felt it is best suited for more landscape screens and touch screens.

Do users prefer for table view over text description shown for multiple bugs at a line of code?



Users preferred table view over text descriptions as it helps to sort the results and so support comparison.

In context of same bug identified but with different line numbers, would have 'similar bugs' in bug description with on click pops up similar bug description boxes at the identified line or a list at the bottom help user in locating actual line where bug

exist?



list

Users preferred list solution idea as with additional popups; it would be confusing and time-consuming.

[RQ 2] Evaluation Set Up: 5 Feedbacks – MSAT-UI Vs Native Uls

Three different native UI tools for a single JavaScript project.

CLI – ESLint



IDE – SonarLint



WEB - SonarQube

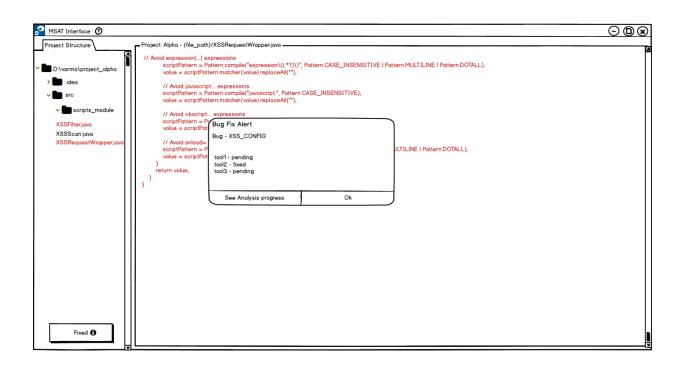


How usable are each feedback functionality compared to the scenario of using unified UI to native UIs?

- Animated Icons
- Progress Bar
- Pending Status Popup
- Alerts
- Status
- Almost all users agreed the ideas being novel and hardly present with native Uls.

Each proposed feedback play an essential role in providing the information to the user. Some are absent in existing tools.

Does alert notification help in fixing more bugs in contrast to its absence in current tools UI?



Users felt it as useful to have. As in case of success, it helps the developer have positive fulfilment in fixing the bug and in case of failure, the developer could re-try the bug fix again easily.

Does MSAT UI with five different mechanisms helps in fixing more bugs in comparison to using multiple tools with native user interfaces?

- Alert when bug fix failed, helps to work on the bug again (state of work flow)
- Status time for analysing

Yes! Users will be attentive with the provided feedbacks.

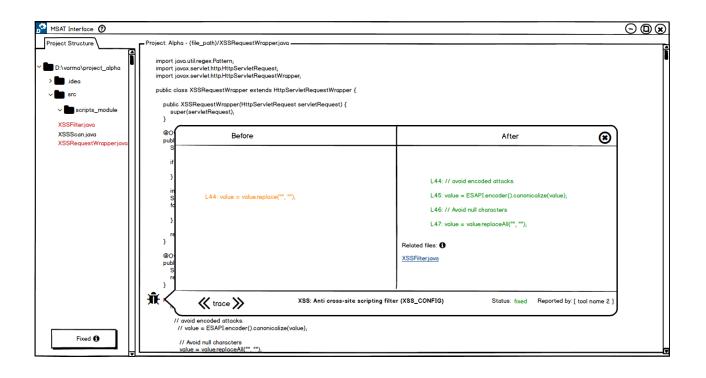
Does MSAT UI with five different mechanisms helps in fixing the bugs in a faster way in comparison to using multiple tools with native user interfaces?

- Visualisations provided by these 5 feedback helps!
- Example: Progress Bar helps in waiting than making system hang

Yes! with the help of direct visualisations provided by the proposed feedbacks. Notably, 'alert' is helpful to try again to fix the bug immediately in case of bug fix fail.

[RQ 3]

Do users prefer having multiple windows to single window in tracing previous bug fixes in a method?



Users preferred single window as it is easy to perceive results.

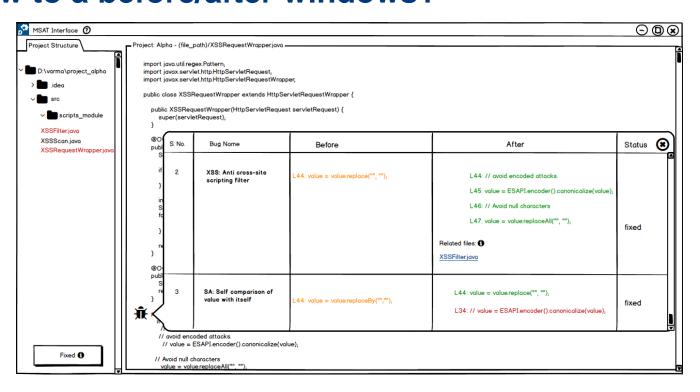
[RQ 3]

Do users be able to keep up in state of workflow as tools scale?

- Yes! proposed solution ideas promised to keep up the scalability.
- However, users preferred 'table view' as easy with their consistency model.

[RQ 3]

While tracing previous bug fixes in a method, do users prefer a table view to a before/after windows?



Users found both are useful, but in case of scalability, 4 out of 5 users preferred table view.

Q. Do users prefer having tool names in general?

Yes!

- Compare tool performance
- Helps to have much information as possible