

32. Different Types of Research Papers in Software Engineering

Lecturer: Dr. Sebastian Götz

- 1) Shaw's classification of Hypothesis and Questions
- 2) Types of papers

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<http://st.inf.tu-dresden.de/teaching/acse>

Obligatory Literature

2

Academic Skills in Computer Science (ASICS)

- ▶ [Shaw-Research] Mary Shaw. What makes good research in software engineering? Int. Journal of Software Tools for Technology Transfer (STTT), 4(1):1-7, 2002.
- ▶ [Shaw-ETAPS02] Mary Shaw. Slide set of key note at ETAPS 2002. Good summary of [Shaw-Research]
- ▶ [Gonzalez] Fabio A. Gonzalez. Writing a Research Paper Depto. de Ing. de Sistemas e Industrial Universidad Nacional de Colombia, Bogota



References

3 Academic Skills in Computer Science (ASICS)

- ▶ Dieter Rombach. Klaus Endres. A Handbook of Software and Systems Engineering. Addison-Wesley.
- ▶ [Xu-Nygard] Dianxiang Xu and Kendall E. Nygard. Threat-driven modeling and verification of secure software using aspect-oriented petri nets. IEEE Trans. Software Eng, 32(4):265-278, 2006.



32.1 Shaw's Classification of Research Hypotheses in Software Engineering

.. and how to make more template abstracts out of the classes

Shaw's Original Facet Classification

5

Academic Skills in Computer Science (ASICS)

Research Question

Research Result

Research Validation

Method

Development Method/
means of design

Design pattern

Method for analysis

Method for comparison

Design, evaluation, analysis of a
particular instance

Generalization or
characterization

Feasibility

Procedure / technique

Model

Qualitative or
descriptive model

Analytic model (quantitative,
continuous)

Empirical model

Tool / System /
Notation (language)

Specific solution

(Experience) Report

Analysis

Evaluation

Experience

Example

Persuasion



Research Questions

6

Type of Question	Examples of Research Questions	
New Development Method or means of development	How can we do/create (or automate doing) X? Is there a best practice how to do X? A design pattern?	
Optimized Development Method	What is a better way to do/create X?	
Method for analysis	How can I evaluate the quality/efficiency/correctness of X? How do I choose between X and Y?	
Method for comparison	How do I systematically compare between X and Y? What are the criteria for comparison and contrast?	
Design, evaluation, or analysis of a particular instance	What is a (better) design or implementation for application X? What is property X of artifact/method Y? How does X compare to Y? What is the current state of X / practice of Y?	
Generalization or characterization	Given X, what will Y (necessarily) be? What, exactly, do we mean by X? What are the important characteristics of X? What is a good formal/empirical model for X? What are the varieties of X, how are they related?	
Advantages of classifications	Investigate the special features of all classes of a classification. Find criteria to test membership in these classes and then apply the special features. Example: AG hierarchy, XGRS classes	
Feasibility	Does X even exist, and if so what is it like? Is it possible to accomplish X at all?	



Research Results

Types of Research Results		Example of Research Result
Procedure / Technique / Process		New/better ways to do development/analysis tasks
Model	Qualitative or descriptive model	Structure/taxonomy/ontology for problem area; framework Informal guidance, informal domain analysis
	Analytic model	Structural model that permits formal analysis, automation
	Empirical model	Empirical predictive models based on real data
Tool / System		Tool that embodies model or technique
Notation (language)		New language with better X. Ex.: Gradual typing;
Specific solution		Solution to application problem applying SE principles, or result of specific analysis
(Experience) Report		Interesting observations, rules of thumb, heuristics best practices, case studies, industrial case studies
Theorem		New theorem in an existing model. Ex: Register allocation with graph cliques is polynomial (complexity), equivalence

Research Validation (Evaluation)

Type of validation	Examples of Phrases
Analysis	I have analyzed my result and find it satisfactory throughfor a empirical model: ..data on controlled use .for a controlled experiment: ...a carefully designed statistical experiment
Experience	My result has been used on real examples by someone other than me, and the evidence of its correctness / usefulness / effectiveness isfor a qualitative model:narrative .for a empirical model, tool: ... some data, usually statistical, on practice .for a notation, technique: ... a comparison of this with similar results in actual use
	Here's an example of how it works on... .for a toy example: perhaps motivated by reality .for a slice of life: a system that I have been developing
	Given the stated criteria, my result... .for a descriptive model: .. adequately describes the phenomena of interest .for a qualitative model: ...accounts for the phenomena of interest... .for an empirical model: ...is able to predict ... because ..., or ... gives results that fit real data ... Includes feasibility studies, pilot projects
Persuasion	I thought hard about this, and I believe that... .for a technique: ..if you do it the following way... .for a system: ... a system constructed like this would... .for a model: ... this model seems reasonable... .for feasibility: ... my working system is persuasive, even without analysis
Blatant assertion	No serious attempt to evaluate result

32.2 Types of Papers based on the Shaw Facets

32.2.1 Problem Analysis Papers

Problem-Objective Analysis Papers

12

Academic Skills in Computer Science (ASICS)

- ▶ Use ZOPP, B-POPP, GQM, AO-PA, etc. to analyze the problems and goals of
 - a stakeholder
 - a domain
 - a method
- ▶ Define success factors for possible future solutions
- ▶ Indicate how solutions could look like



Critique Paper (Limitation Paper, Technical Problems Paper)

13

Academic Skills in Computer Science (ASICS)

A critique paper contains an analysis

- ▶ why another approach is **deficient**,
 - e.g., Bug in proof found
- ▶ why it has its limits,
 - limits were not mentioned
 - limits were newly found
- ▶ why a paper used **unrealistic assumptions**
 - why an idealized research result does not work in practice
 - Invalid assumptions (invalid warrant)
 - why a paper should have used a qualifier, but didn't
- ▶ Why a technique is not **useful** or **relevant**
 - E. W. Dijkstra. Goto statement considered harmful. Communications of the ACM, 11:147-, 1968. Final judgement on unstructured programming in C and C++.
 - Per Brinch Hansen. Java's Insecure Parallelism. ACM SIGPLAN Notices, 34 (4):8, April 1999. Brinch Hansen's condemnation of Java, based on his background on monitors:
 - Per Brinch Hansen. Monitors and Concurrent Pascal: a personal history. ACM SIGPLAN Notices, 28(3):1-35, March 1993.

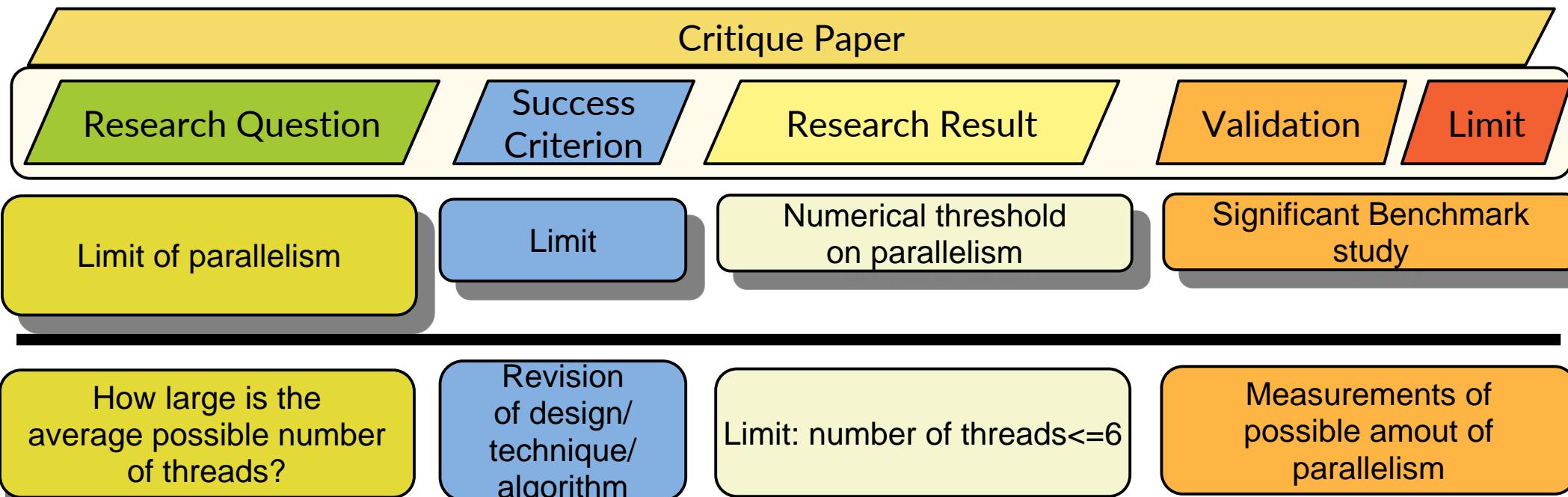


Critique Paper (Limitation Paper, Technical Problems Paper)

14

Academic Skills in Computer Science (ASICS)

- ▶ In a well-known approach, you have identified a **technical problem**
 - a deficiency | a limit | a prerequisite or precondition
 - In your paper, you cure the technical problem, remove the limit, generalize the preconditions
- ▶ **Limit discussion:** discuss the limits of the well-known technology.
 - D. W. Wall. Limits of instruction-level parallelism. In Conference on Architectural Support of Operating Systems IV, pages 176-188. ACM, 1991.
 - Wall's paper showed that on instruction level, many programs have only up to 6 threads, which limits parallelism



32.2.2 Teaching Papers

- ▶ A new language may solve some problems easier than another existing one

Tutorial Paper

- ▶ A good **tutorial paper** contains:
 - A set of running examples
 - Bottom-up explanation of concepts and ideas
 - Precise definitions of concepts
 - Classifications of concepts
 - Illustrative figures
 - Some theorems (idealistic research)
 - or case studies (practical research)
- ▶ Examples:
 - Markus Müller-Olm, David Schmidt, Bernhard Steffen. Model-Checking. A Tutorial Introduction. Springer LNCS, Volume 1694, 1999, p 848ff
 - <http://www.springerlink.com/content/l437dulbgk67jl6m/>
 - [BW04] Timed Automata: Semantics, Algorithms and Tools, Johan Bengtsson and Wang Yi. In Lecture Notes on Concurrency and Petri Nets. W. Reisig and G. Rozenberg (eds.), LNCS 3098, Springer-Verlag, 2004
 - <http://www.it.uu.se/research/group/darts/papers/texts/by-lncs04.ps>

Tutorial Paper

17

Academic Skills in Computer Science (ASICS)

- ▶ Speeds up comprehension

Tutorial Paper

Research Question

Success Criterion

Research Result

Validation

Limit

Tutorial

Olympic

Insight

Examples

How to use X?
How to program X?
How to overview
technology T?

Simpler, more
comprehensive
overview

Pedagogic structure
Good examples

Easy to read
Comprehensive examples
Illustrative diagrams

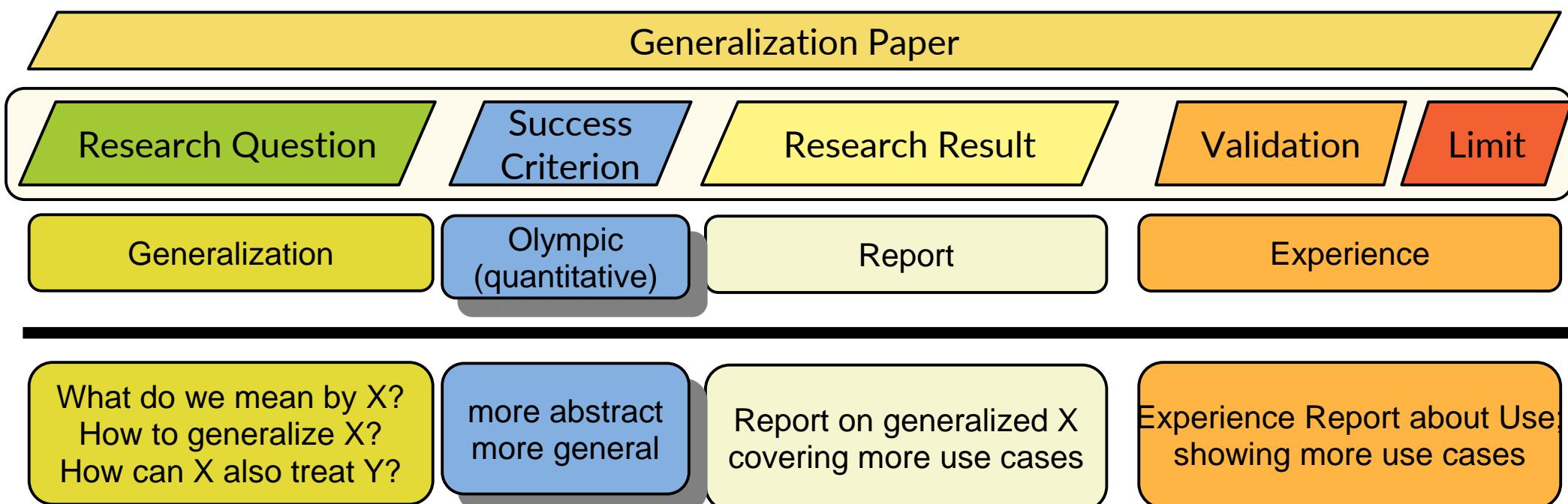


Generalization Paper, Based on Experience

18

Academic Skills in Computer Science (ASICS)

- ▶ A **generalization paper** introduces a more general technique, or generalizes or abstracts several other techniques
- ▶ Difficult to write

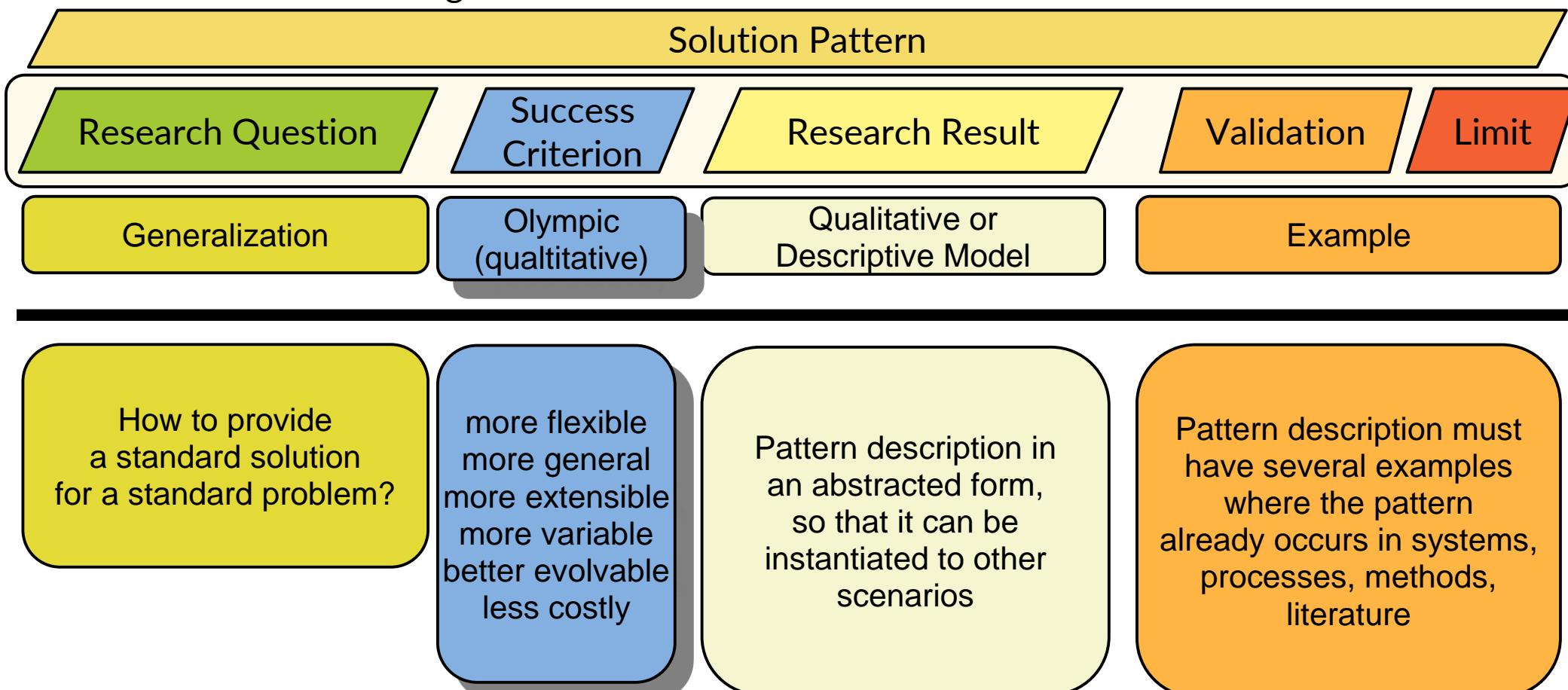


“Solution Pattern” Paper: Special form of Generalization Paper

19

Academic Skills in Computer Science (ASICS)

- ▶ How can I solve a standard problem in a specific context with a standard solution?
 - Process patterns, organizational patterns, anti-patterns, ...
 - See course “Design Patterns and Frameworks”

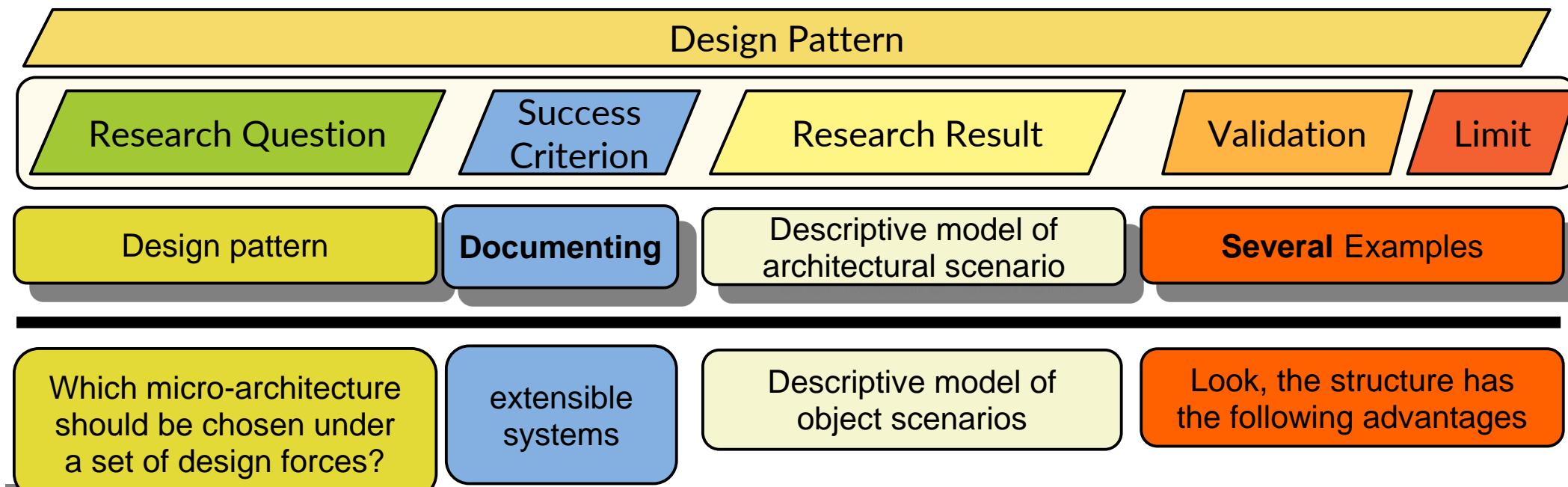


Design Pattern Papers

20

Academic Skills in Computer Science (ASICS)

- ▶ Design papers need to discuss well-known *design* solutions for well-known problems
 - The criteria of a pattern catalogue (e.g., Gamma)
 - The forces under which they apply
 - Solution patterns
- ▶ The research hypothesis is “**documenting**” because a design pattern should not be new, but well-experienced
 - There must be several examples, because the pattern must be well-experienced



32.2.3 Typical Structures of POSE Papers

[Gonzalez] Paper Structure (Sections)

23

Academic Skills in Computer Science (ASICS)

- ▶ **Title:** should already contain the controlling idea (thesis)
- ▶ **Attribution:** Author list, ev. with footnotes on supporting research organizations
- ▶ **Abstract** e.g., with MOPARC or Gul Caramel
- ▶ **Introduction** should follow a ZOPP-like problem analysis
 - Paragraphs with Background, Problem, Success criteria, Research Question, Research Method, Research Result, Solution: Way how to achieve the result, Roadmap
- ▶ **Background:** Terminology, background works
- ▶ **Solution**
 - Depends on the type of research question, method
- ▶ **Validation**, e.g., Experimental evaluation: what are the findings of the experiments or analyses?
- ▶ **Discussion:** Discuss advantages, disadvantages, limits, unique features
- ▶ **Comparison to Related Work:** what is the unique feature of the result?
- ▶ **Conclusion:** Draw a conclusion
- ▶ **Acknowledgement:** Often, research funding organizations want to be acknowledged. Do also not forget helpful colleagues or your supervisor
- ▶ **References**
- ▶ **Appendices**



Shaw's Paper Structure (Sections)

24

Academic Skills in Computer Science (ASICS)

- ▶ <http://spoke.compose.cs.cmu.edu/write/t/d/std-otl.htm>
- ▶ **Abstract**
- ▶ **Introduction** (with motivation, problem definition, research question, overview/roadmap of the paper)
- ▶ **Related work A** (Background: what is necessary to understanding the present result)
- ▶ **Meat of the paper** (the part of the structure that depends on the result; pretty different)
- ▶ **Related work B** (relations to other work that compare this work to alternatives or otherwise require the present result as a prerequisite)
- ▶ **Summary, conclusions, next steps**
- ▶ **Acknowledgements**, in particular funding sources
- ▶ **Bibliography**
- ▶ **Possibly appendices** (the standard rule for appendices places them after the bibliography, which is a nuisance)



Bundy's Paper Structure

25

Academic Skills in Computer Science (ASICS)

- ▶ <http://homepages.inf.ed.ac.uk/bundy/how-tos/writingGuide.html>
- ▶ **Title** should summarize the hypothesis (thesis, contribution) of the paper. The “controlling idea” must shine out
- ▶ **Abstract** state the contribution
- ▶ **Introduction** motivate the contribution of the paper
- ▶ **Literature Survey** allows for positioning the paper into the context
- ▶ **Background (Background:** what is necessary to understanding the present work)
- ▶ **Theory**
- ▶ **Specification**
- ▶ **Implementation**
- ▶ **Evaluation**
- ▶ **Related work** comparison with competitors
- ▶ **Further Work**
- ▶ **Conclusion**
- ▶ **Appendices**



32.3 More Specific, Newman-Abstract-Like Papers

- ▶ All Newman template abstracts can be entered into the Shaw classification.

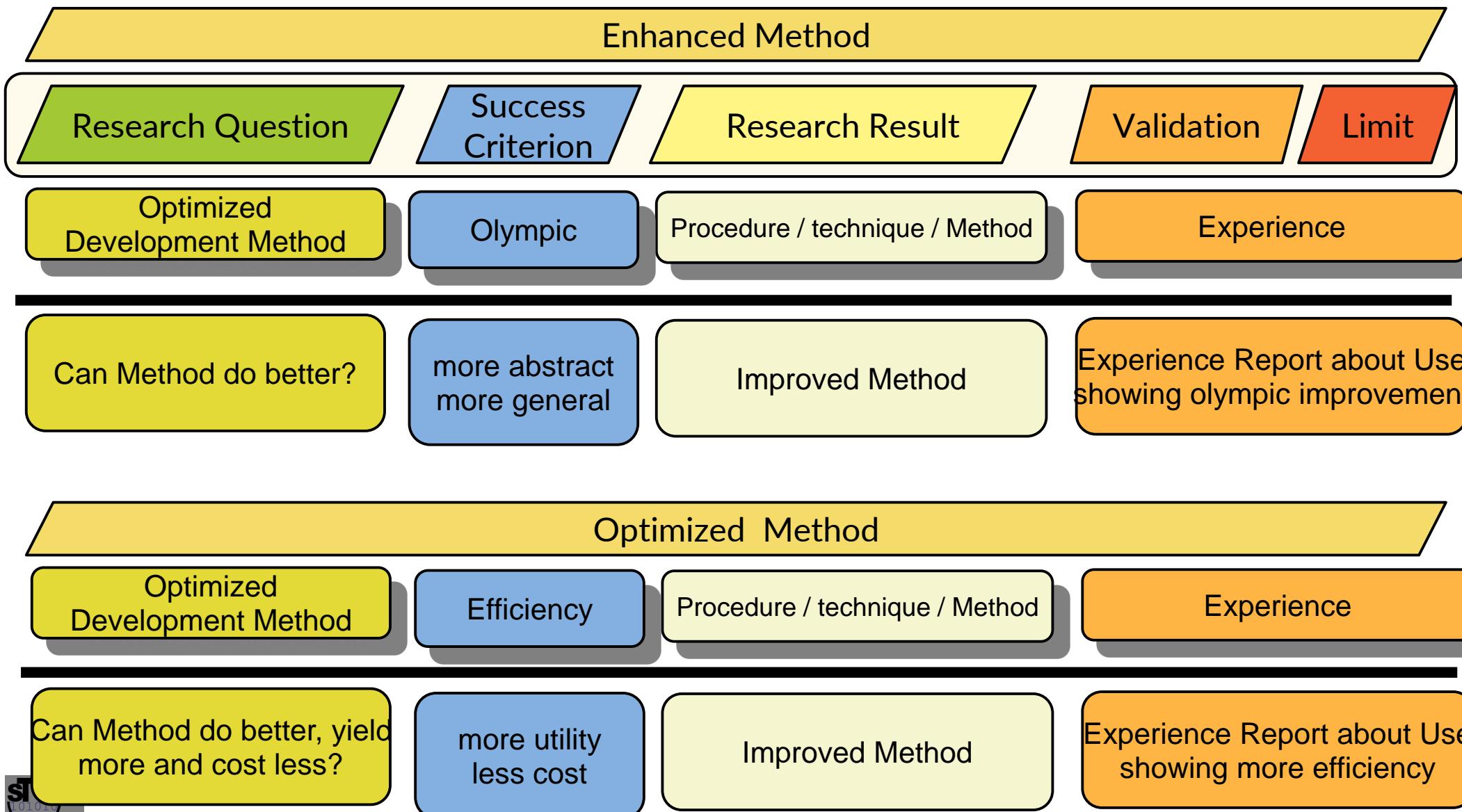
32.3.1 New Solution Paper (Enhanced Solution)

Enhanced/Improved Method (Optimization Hypothesis)

28

Academic Skills in Computer Science (ASICS)

- ▶ Special subclass of “Enhanced Solution”



Optimization Technology Paper

29

Academic Skills in Computer Science (ASICS)

- ▶ Present an optimization technology (more than an optimized algorithm)
- ▶ Show why the current technology is too slow or inefficient
- ▶ Show metamodels of optimizing technology
- ▶ Give a systems' component diagram
- ▶ Give some central algorithms
 - Prove termination
 - Analyze complexity
 - Prove quality features
- ▶ Show a case study which proves that your stuff is more efficient

Optimized Technology

Optimized
Technology

Efficiency

Procedure / technique

Experience

Can technology do better,
yield
more and cost less?

more utility
less cost

Improved technique

Benchmark study

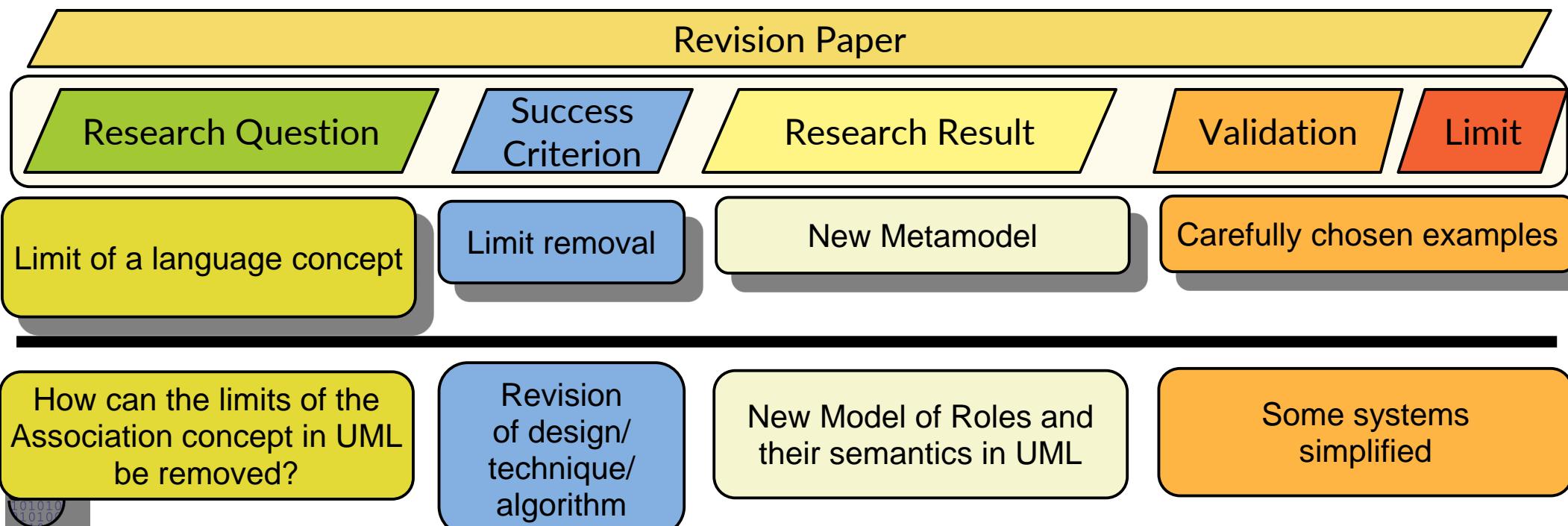


Language Revision Papers (Better Language)

30

Academic Skills in Computer Science (ASICS)

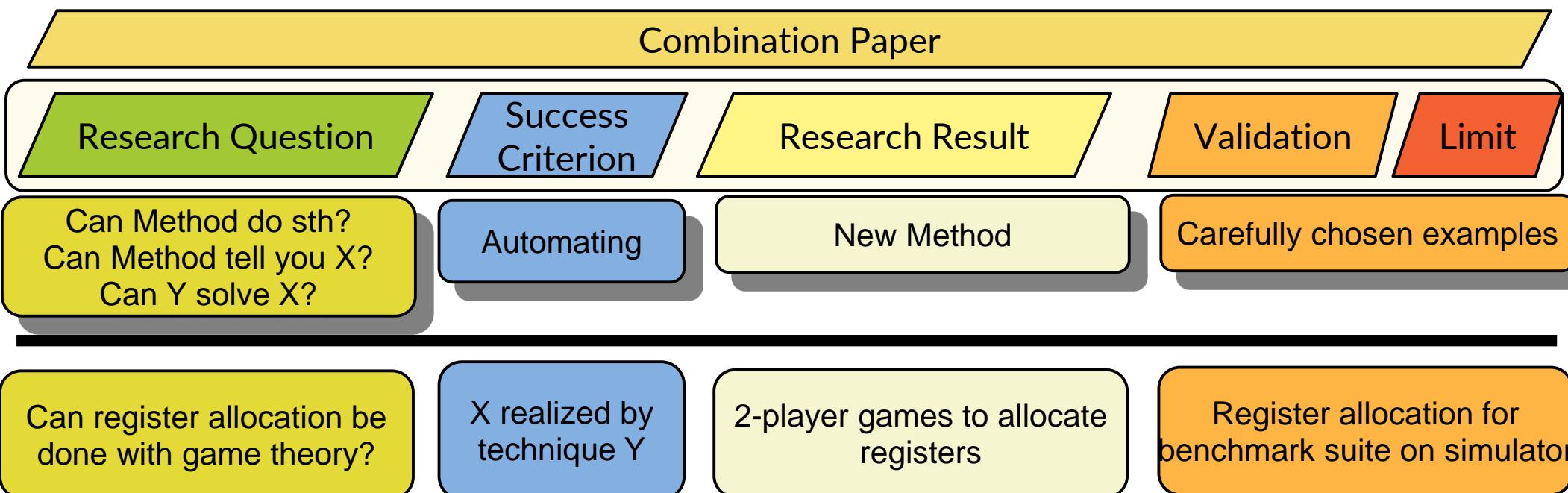
- ▶ A **revision paper** extends a critique paper with a revision proposal
- ▶ Friedrich Steimann. A radical revision of UML's role concept. In Andy Evans, Stuart Kent, and Bran Selic, editors, UML 2000 - The Unified Modeling Language. Advancing the Standard. Third International Conference, York, UK, October 2000, Proceedings, volume 1939 of LNCS, pages 194-209. Springer, 2000.
- ▶ Friedrich Steimann and Thomas Kühne. A radical reduction of UML's core semantics. Lecture Notes in Computer Science, 2460:34-, 2002.



New Method (with Automation Hypothesis), Validated with Examples

31

Academic Skills in Computer Science (ASICS)

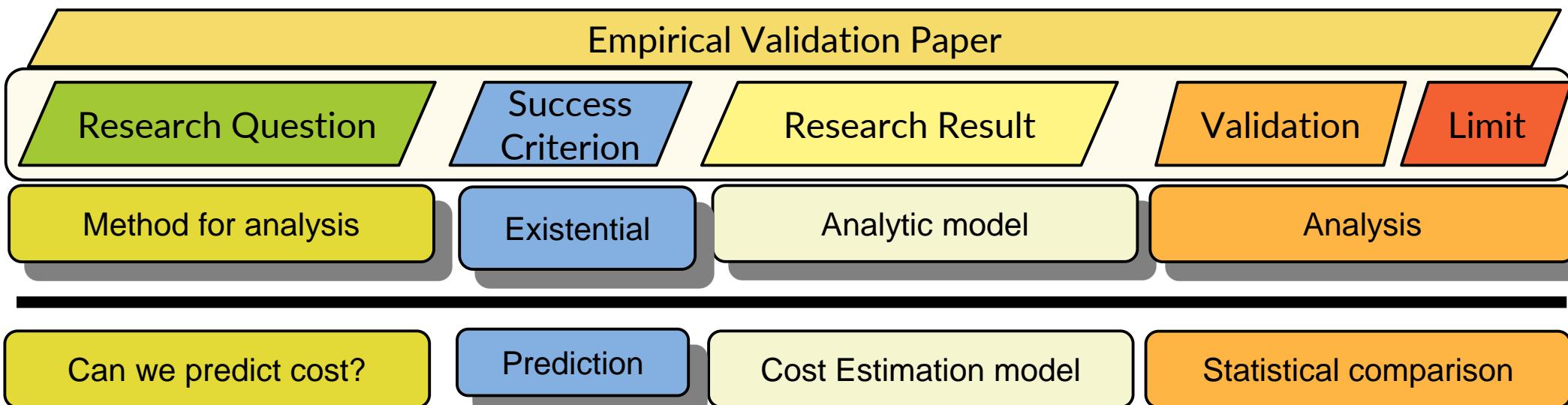


- ▶ A **combination result** shows that a so far uncorrelated method from another branch in science can solve problem X
 - Ex.: Graph rewrite systems can describe program optimizations
 - How to use Datalog to solve traffic problems

Empirical Validation by Statistics

32

Academic Skills in Computer Science (ASICS)



- ▶ Empirical validation is possible by
 - statistics
 - controlled experiments with user groups
 - field studies
- ▶ Example: [Xu-Nygard] reduces attack trees to aspect-oriented PetriNets and verifies absence of intrusions: first time automating intrusion checking

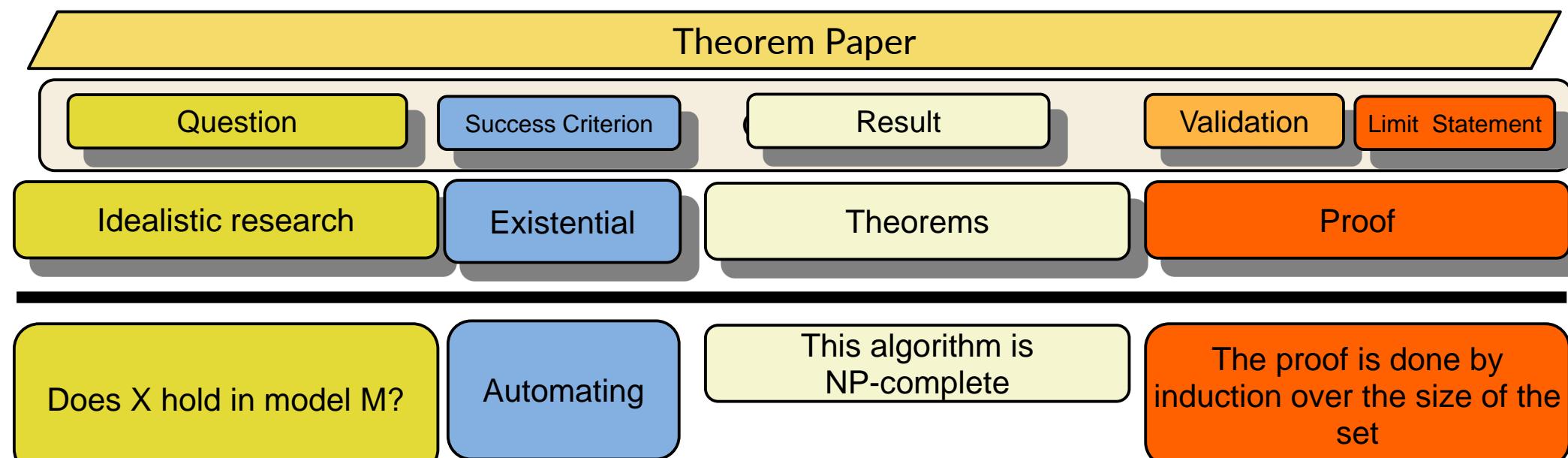
32.3.2 New Knowledge Paper (Enhanced Idealized Model)

Theorem Paper

34

Academic Skills in Computer Science (ASICS)

- ▶ A theorem paper is always working on an idealized research result, based on a model of reality
- ▶ LogP Papers of Löwe, Zimmermann, Eisenbiegler discuss the LogP-model of distributing data and computations on distributed machines
 - Much better than the usual PRAM model, because parallel distributed machine is modeled more realistically (L – latency, o - overhead, g - gap)
- ▶ Wolf Zimmermann and Wulf Löwe. Foundations for the integration of scheduling techniques into compilers for parallel languages. IJCSE, 1(2/ 3/4):99-109, 2005.



Algorithm Analysis/Design Paper

35

Academic Skills in Computer Science (ASICS)

- ▶ Papers presenting a new or optimized algorithm need to discuss:
 - Correctness
 - Termination
 - Complexity on a RAM, PRAM or on a logp-machine
 - NP-completeness, decidability
 - for practical algorithms: linearity, $n \log n$, quadratic, cubic
- ▶ Prove quality features, such as memory consumption, energy consumption

Algorithm analysis Paper

Question

Success Criterion

Result

Validation

Limit Statement

Specific instance

Existential

Theorems

Proof

Is algorithm A correct?
Does algorithm A terminate?
What is its complexity?
Are there optimizations?

Automating

This sorting algorithm is
 $O(n \log n)$

The proof is done by
induction over the size of the
set

32.3.3. Writing a Systems Paper (Enhanced Tool)

Roy Levin and David D. Redell. An Evaluation of the Ninth SOSP Submissions or How (and How Not) to Write a Good Systems Paper. ACM SIGOPS Operating Systems Review, Vol. 17, No. 3 (July, 1983), pages 35-40

<http://infolab.stanford.edu/~widom/paper-writing.html>.

System and Tool Papers

37

Academic Skills in Computer Science (ASICS)

- ▶ System papers need to discuss:
 - Deficiencies or limits of other systems
 - Market data or studies of economical need
 - Success factors and requirements for the system
 - Unique features not available in other systems
 - Components of the system that contribute to the unique features
 - why is automation with a tool important?
 - Important use cases, limits of the system, empirical evaluation
- ▶ Tools are special systems which automate things that should otherwise be done by hand
 - Aching factors: what aches if the tool is not available?

System Presentation Paper

Question

Success Criterion

Result

Validation

Limit Statement

Specific instance

Automating

System

Experience

What can system S do?

Formalize
textual
requirements

System components:
Requirements editor
Requirements checker
Requirements parser
Formalizer

Look, the tool worked in the
following industrial projects

32.3.4. Experience and Heuristics

Design Papers (“White Paper”, “Red Book”)

39

Academic Skills in Computer Science (ASICS)

- ▶ Design papers describing the design of a new technology can describe:
 - Basic concepts of the domain
 - Success factors and requirements for the design
 - Deficiencies or limits of other designs
 - Overview of the design
 - Design rationale (why was the design chosen like that? Which other solutions were rejected?)
 - Unique features not available in other designs
 - Important use cases

„White“ Paper

Question

Success Criterion

Result

Validation

Limit Statement

Specific instance

Automating

Design

Experience

What can design D do?

Problem to
automate

Design overview
Design rationale
Demarcation

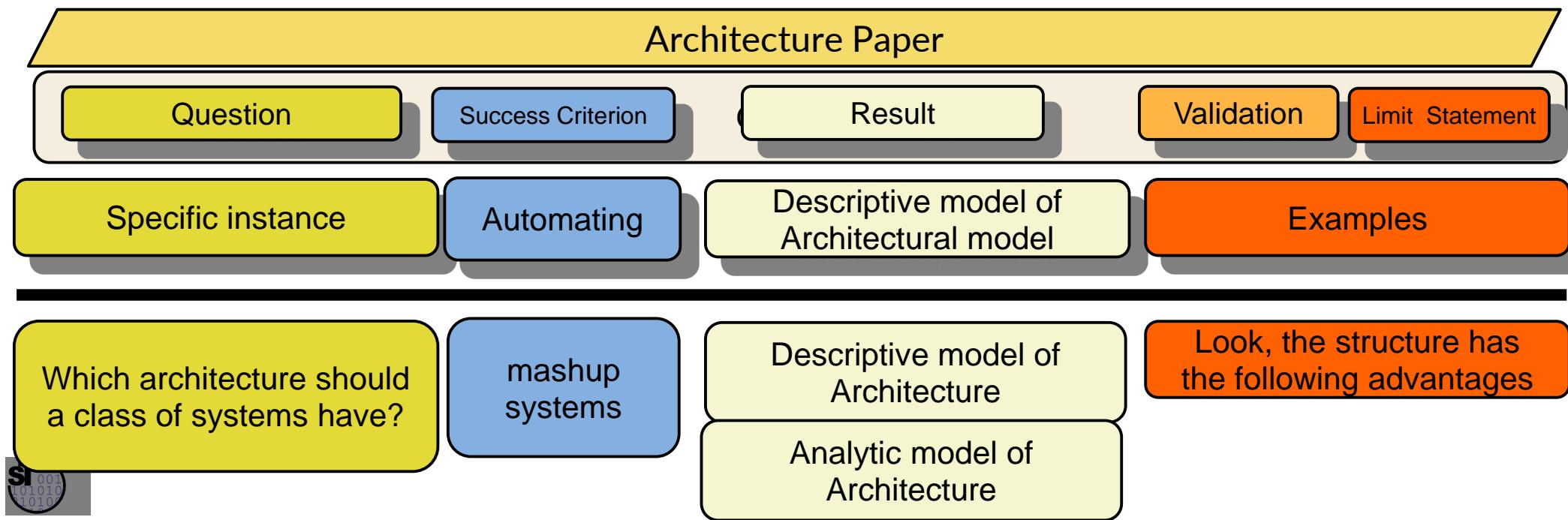
Important use cases

Architecture Papers

40

Academic Skills in Computer Science (ASICS)

- ▶ Architecture papers need to discuss
 - Deficiencies or limits of other systems
 - Market data or studies of economical need
 - Success factors and requirements for the system
 - Unique features not available in other systems
 - Components of the system that contribute to the unique features
 - why is automation with a tool important?
 - Important use cases, limits of the system, empirical evaluation



Experiment Papers

41

Academic Skills in Computer Science (ASICS)

- ▶ Experimental papers measure with benchmarks olympic or efficiency features of programs, processes, techniques
- ▶ Benchmark suites, such as:
- ▶ Java Grande Benchmark
- ▶ Spec benchmark
- ▶ Java Qualitas Corpus
 - Ewan D. Tempero, Craig Anslow, Jens Dietrich, Ted Han, Jing Li, Markus Lumpe, Hayden Melton, and James Noble. The Qualitas Corpus: A curated collection of java code for empirical studies. In Jun Han and Tran Dan Thu, editors, APSEC, pages 336-345. IEEE Computer Society, 2010.
 - Roberto Tonelli, Giulio Concas, Michele Marchesi, and Alessandro Murgia. An analysis of SNA metrics on the Java Qualitas Corpus. In Arun Bahulkar, K. Kesavasamy, T. V. Prabhakar, and Gautam Shroff, editors, ISEC, pages 205-213. ACM, 2011.



32.3.5. Experimental Analysis Papers

Experimental Analysis Papers

43

Academic Skills in Computer Science (ASICS)

- ▶ Experimental analysis papers measure features of software with analysis techniques.
- ▶ Metric papers:
 - Santonu Sarkar, Avinash C. Kak, and Girish Maskeri Rama. Metrics for Measuring the Quality of Modularization of Large-Scale Object-Oriented Software. IEEE Transactions On Software Engineering, Vol. 34, No. 5, September/October 2008.



The End

44

Academic Skills in Computer Science (ASICS)

- ▶ What have we learned?
 - Different types of research papers
 - Their typical structure

