

# Discovering the Undercurrents: A Glimpse at Technical Debt in Self-Adaptive Systems



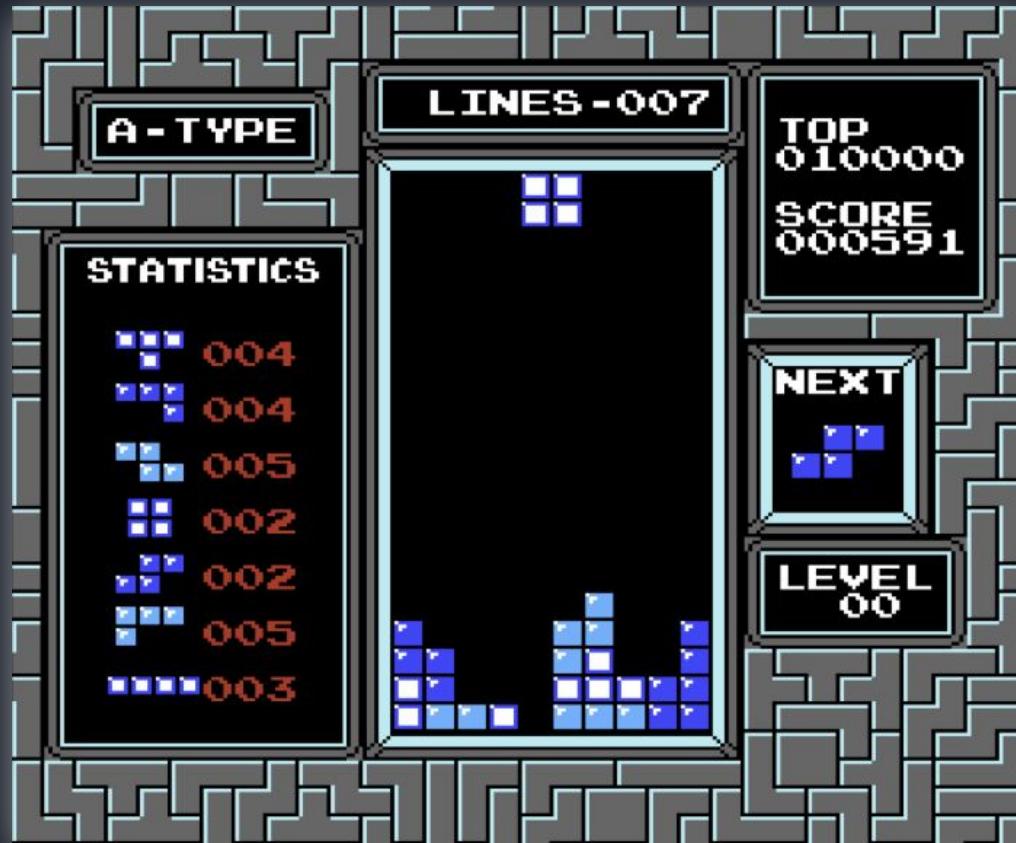
**Roberto Verdecchia**  
University of Florence

# Technical Debt is a game of Tetris™

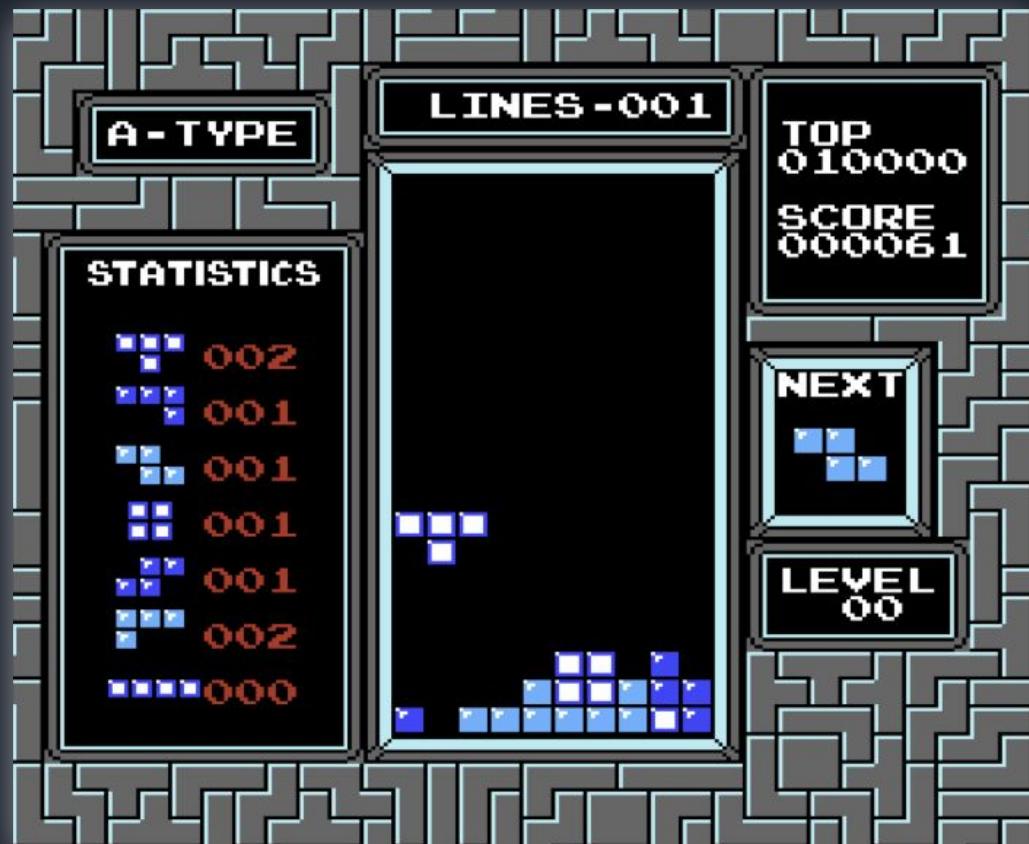


<https://medium.com/s/story/technical-debt-is-like-tetris-168f64d8b700>

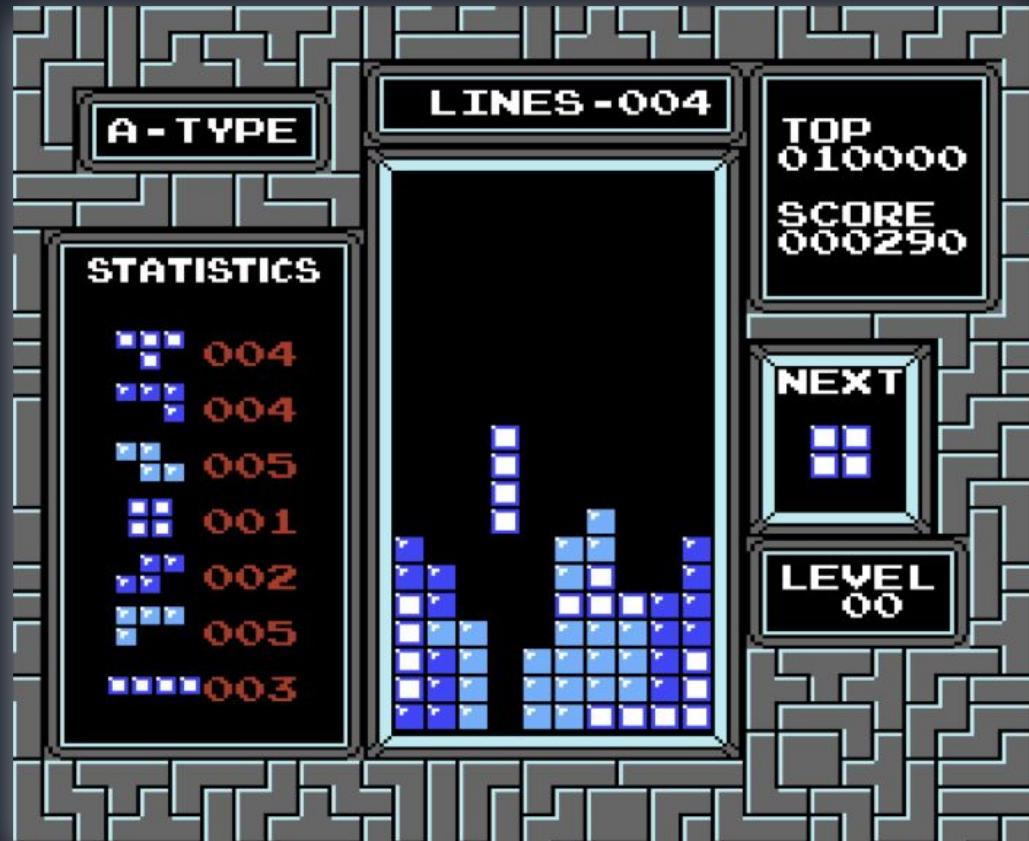
# Technical Debt is a game of Tetris™



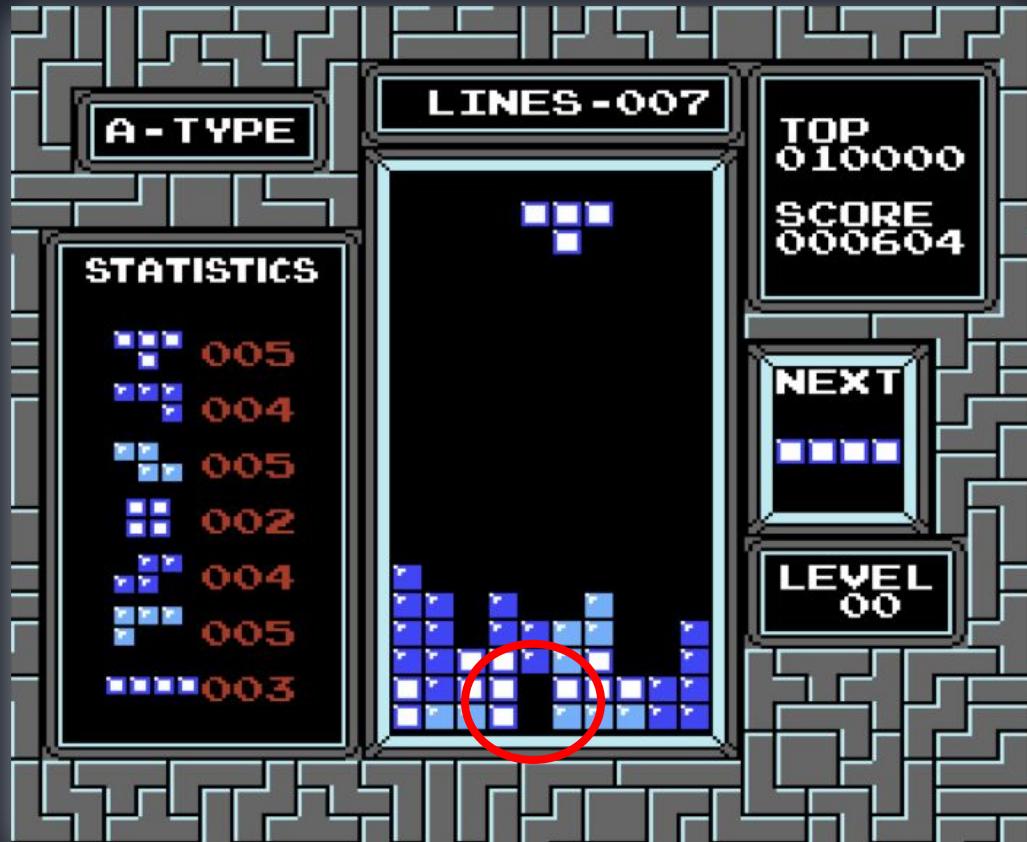
At the start  
complexity is low...



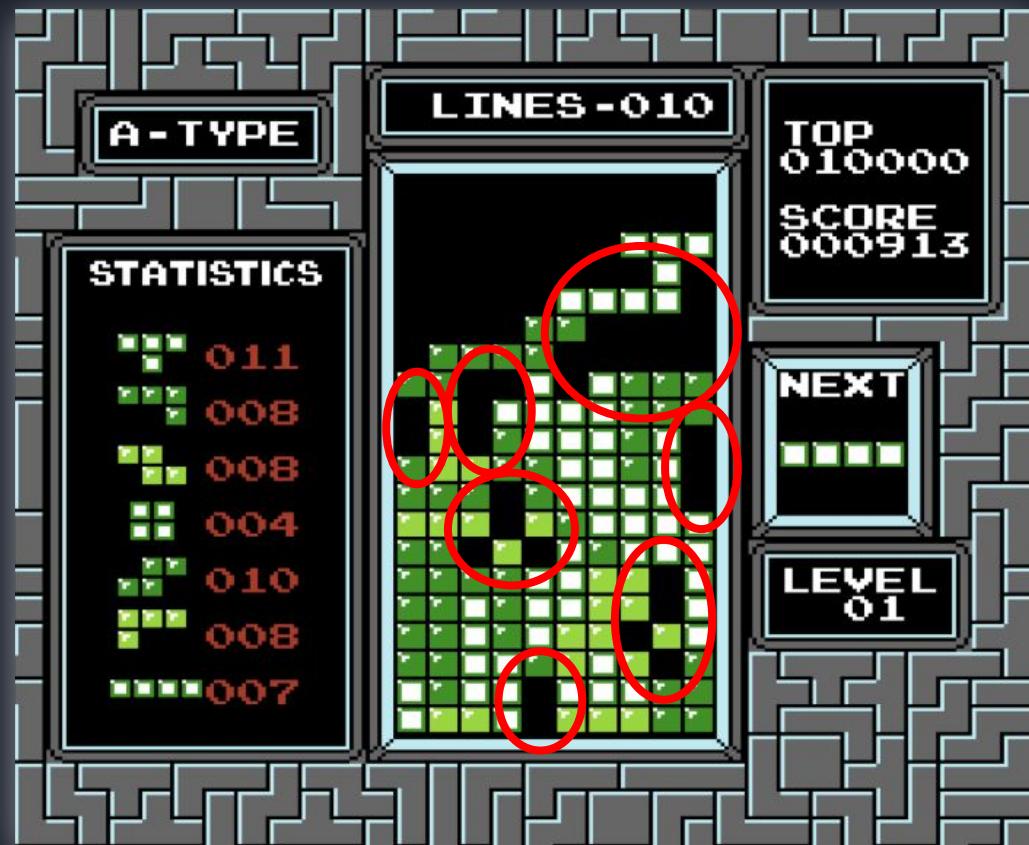
**Building on the side  
might be a sound  
strategy**



Some gaps make the game more difficult, but are acceptable

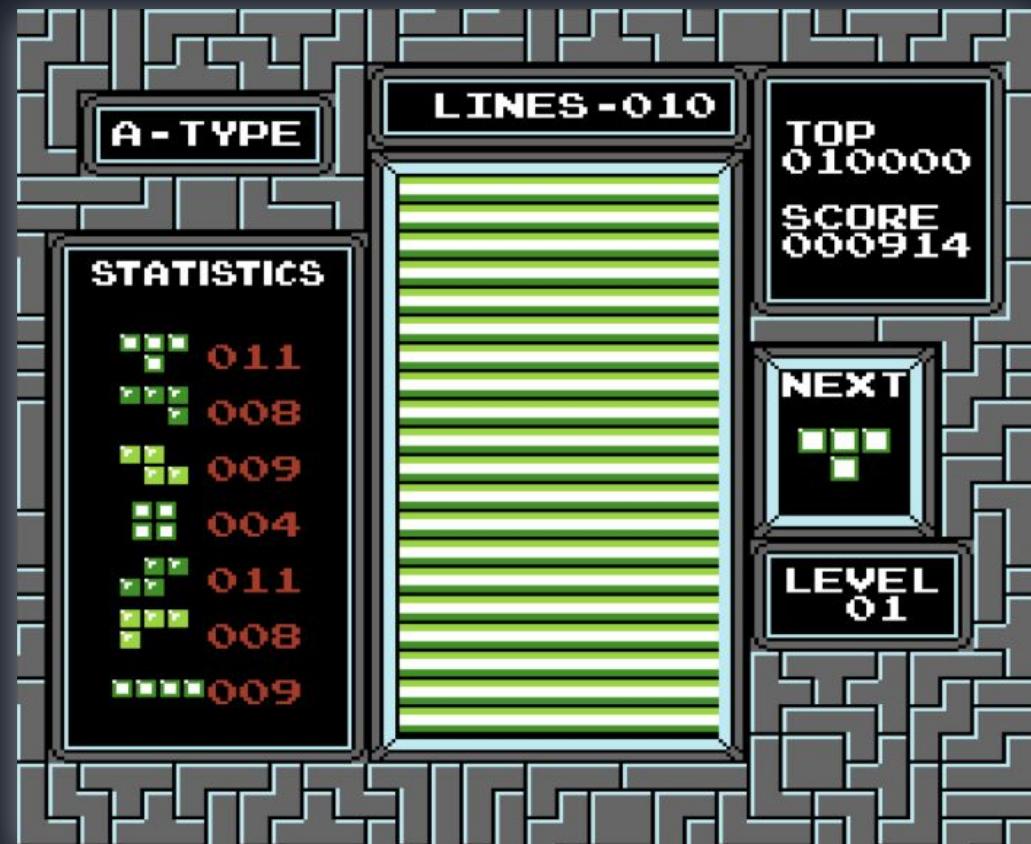


Too many gaps hinder  
positioning new blocks



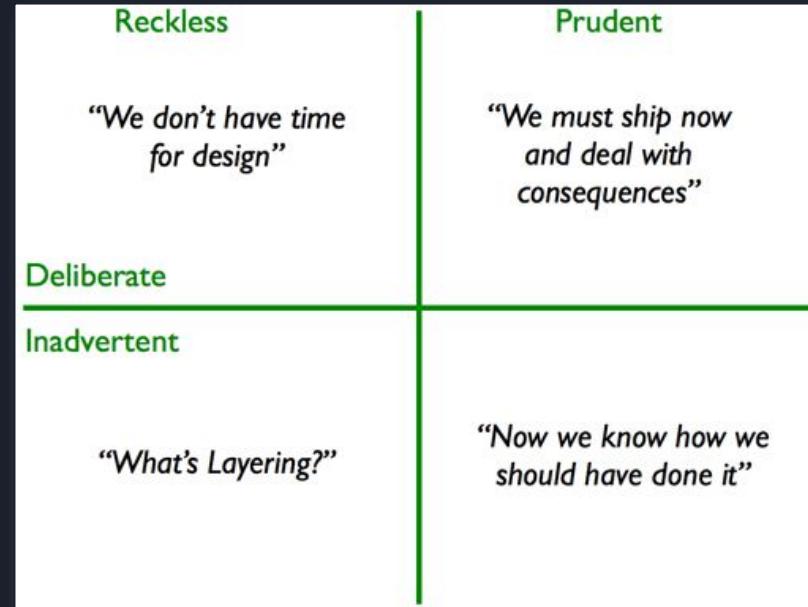
**Unable to place new  
blocks?**

**Game Over!**



# Technical debt core concepts

- **Technical debt principal:** Cost of fixing the short-term expedient
- **Technical debt interest:** Extra effort needed to extra effort needed to maintain the system



# Technical debt types

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# A systematic mapping study on technical debt and its management



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ARTICLE INFO

## ABSTRACT

**Context:** Technical debt (TD) is a metaphor reflecting technical compromises that can yield short-term benefit but may hurt the long-term health of a software system.

**Objective:** This work aims at collecting studies on TD and TD management (TDM), and making a classification and thematic analysis on these studies, to obtain a comprehensive understanding on the TD concept and an overview on the current state of research on TDM.

**Method:** A systematic mapping study was performed to identify and analyze research on TD and its management, covering publications between 1992 and 2013.

**Results:** Ninety-four studies were finally selected. TD was classified into 10 types, 8 TDM activities were identified, and 29 tools for TDM were collected.

**Conclusions:** The term "debt" has been used in different ways by different people, which leads to ambiguous interpretation of the term. Code-related TD and its management have gained the most attention. There is a need for more empirical studies with high-quality evidence on the whole TDM process and on the application of specific TDM approaches in industrial settings. Moreover, dedicated TDM tools are needed for managing various types of TD in the whole TDM process.

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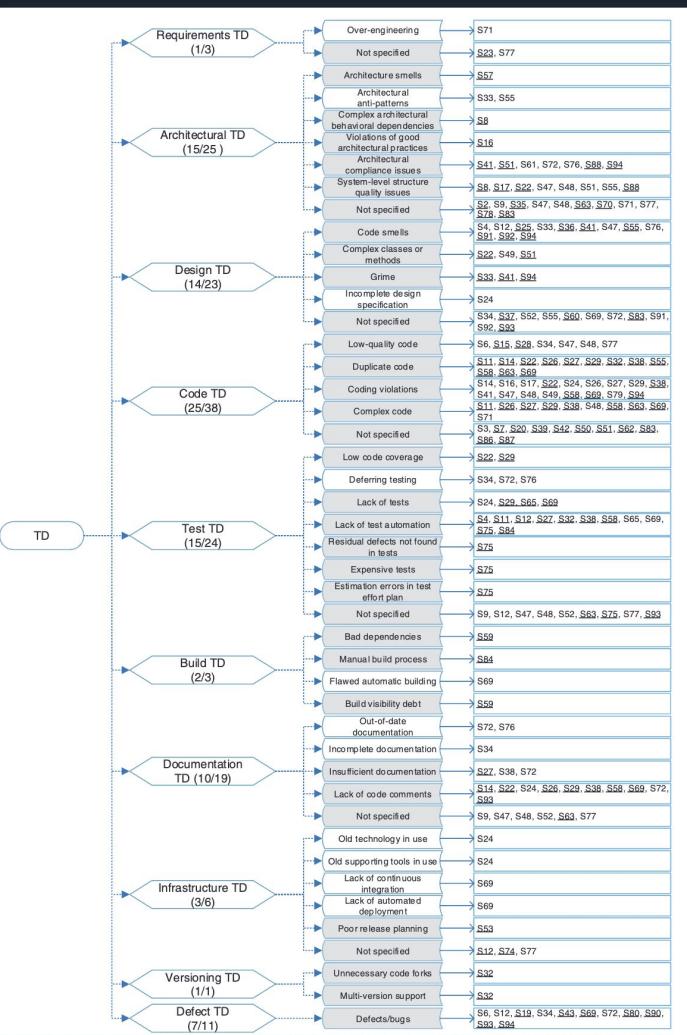
## 1 Introduction

Technical debt (TD) is a metaphor reflecting technical compromises that can yield short-term benefit but may hurt the long-term health of a software system. This metaphor was initially concerned with software implementation (i.e., at code level), but it has been gradually extended to software architecture, detailed design, and even documentation, requirements, and testing (Brown et al., 2010). Although the technical debt metaphor was proposed two decades ago, it has only received significant attention from researchers in the past few years.

accumulated incrementally, which in turn results in challenges for maintenance and evolution tasks.

Both intentional and unintentional TD ([McConnell, 2008](#)) should be managed in order to keep the accumulated TD under control ([Lim et al., 2012](#)). TD management (TDM) includes activities that prevent potential TD (both intentional and unintentional) from being incurred, as well as those activities that deal with the accumulated TD to make it visible and controllable, and to keep a balance between costs and quality of the software system.

In order to systematically manage TD, it is necessary to have a clear and thorough understanding on the state of the art of TDM. Different methods and tools have been used, proposed, and developed for TDM.



# Technical debt types



**Code TD:** complex code, code violations, dead code, ...



**Test TD:** low coverage, flaky tests, underperforming tests, ...



**Architecture TD:** architectural smells, technology lock-in, stuck on POF, ...



**Requirements TD**, e.g., ill-defined requirements, simplistic context definition...



**Requirements TD**, e.g., unclear requirements, simplistic context definition...

## Technical debt analysis approaches: Quantitative analyses



On the diffuseness of technical debt items and accuracy of remediation time when using SonarQube

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## ARTICLE INFO

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## 1 Introduction

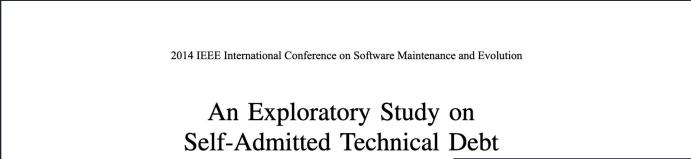
Improving software quality requires a lot of effort, and software companies have been investing in refactoring activities to remove everything that can impact the quality of their products, including technical issues [1,2] like non-compliance with specific coding rules or with documentation conventions. Neglecting such issues can reduce the overall quality and consequently increase the *Technical Debt (TD)* of the entire system over time.

TD has been defined as "making technical compromises that are expedient in the short term, but that create a technical context that increases

pedant in the short term, but this creates a technical context that increases complexity and cost in the long term” [3]. Software companies usually adopt static analysis tools to measure software quality and TD [4–6]. Among the static analysis tools available, SonarQube<sup>1</sup> is one of the most used—e.g., it has been adopted by more than 100K organizations including nearly 15K public open-source projects [7]. Sonar-

The diffuseness of TD items in software systems is well-known [19], whereas the overreach on software quality needs further attention [19]. In our previous work [19], we proposed a "surgically-precise" TD method to enable a more precise and fine-grained lens of TD results. The results highlighted the need to keep track of the actual TD results to fix TD items, in order to assess the estimated number of TD items.

mediation time suggested by SonarQube to fix TD relatedness of TD items. To assess the accuracy of SonarQube's time we needed to compare the actual time with the one so, we conducted a case study where we asked 65 junior developers to remove TD items from 15 open-source Java projects. We removed TD items from 15 open-source Java projects. With the effort (i.e., time) developers spent to remedy TD items.



2014 IEEE International Conference on Software Maintenance and Evolution

## An Exploratory Study on Self-Admitted Technical Debt

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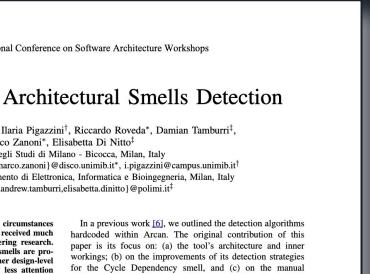
**Abstract**—Throughout a software development life cycle, developers knowingly commit code that is either incomplete, requires rework, produces errors, or is a temporary workaround. Such incomplete or temporary workarounds are commonly referred to as ‘technical debt’. Our experience indicates that self-admitted technical debt is common in software projects and may negatively impact software maintenance, however, to date very little is known about them.

Therefore, in this paper, we use source-code contents in famous large open source software projects - Eclipse, Chromium and Apache - to identify the amount of self-admitted technical debt. Using the identified technical debt, we study: 1) why the amount of self-admitted technical debt found in the software projects; 2) why this self-admitted technical debt was introduced into the software projects; and 3) how likely is the self-admitted technical debt to be removed after it is identified. The results show that the amount of self-admitted technical debt exists in about 31% of the files. Furthermore, we find that developers with higher experience tend to introduce most of the self-admitted technical debt and that time pressures and complexity of tasks correlate well with the amount of self-admitted technical debt. Lastly, the correlation between the amount of self-admitted technical debt addressed or removed in the future, only between 26.3% - 63.5% of self-admitted technical debt gets removed from the introduction.

## I. INTRODUCTION

Delivering high quality, defect-free software is the goal of all software projects. To ensure the delivery of high quality software, software project often plan their development as maintenance efforts. However, in many cases, developers are rushed into completing tasks for various reasons. A few of these reasons mentioned in prior work include, cost reduction, satisfying customers and market pressure from competition [1]. Intuition and general belief indicate that such rushed development tasks (also known as technical debt) negatively impact software maintenance and overall quality [2].

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an: a Tool for Architectural Smells Detection

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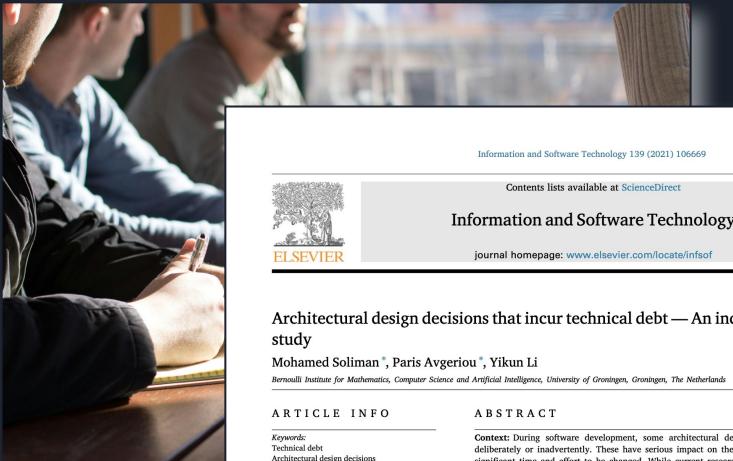
## 1. INTRODUCTION

It is an established fact that good software architecture and design lead to better evolvability, maintainability, availability, security, software cost reduction and more [1]. Conversely, when that architecture and design process are compromised by poor or hasted design choices, the architecture is often subject to different architectural problems or downfalls, that may lead to software faults, failures or quality downfalls such

to aid the detection and removal of architecture smells

This paper introduces Arcan, a static-analysis software system to support software developers and designers during the development of distributed systems. Arcan is based on the dependency analysis at file level and one at package level. Code tool prototypes have been developed to support Arcan. In particular, we outline how ARVieweditor and Designite are commercial tools and according to our knowledge the other tools are not yet publicly available. Moreover, these tools are not yet commercially available. Instead, we propose three novel tools: Arcan, Arcan-Tool and Arcan-Server. Structure, Structure 101 and Cast are able to detect differences of architectural violations as dependency cycles. Arcan is able to detect violations of dependencies by analyzing Java files, detects three ASs, we compare the Cyclic Dependency AS among classes and packages, and the Cyclic Dependency AS among classes and components.

# Technical debt analysis approaches: Qualitative analyses



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## Architectural design decisions that incur technical debt — An industry study

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**Keywords:** Technical debt; Architectural design decisions; Architectural knowledge; Architectural technical debt

**ABSTRACT**

**Context:** During software development, some architectural decisions are deliberately or inadvertently made. These have serious impact on the development time and effort to be changed. While current research addresses technical debt separately, debt incurred during architectural design has not been specifically explored in practice.

**Objective:** In this case study, we explore debt-incurring architectural decisions. Specifically, we explore the main types of DADDs, why and how they are performed, and how practitioners deal with these types of design decisions.

**Method:** We performed interviews with a focus group with practical software engineers discussing the consequences of DADDs with such practitioners. We provide the following contributions: 1) A conceptual current ontology on architectural design decisions. 2) A process on how to identify DADDs. 3) A conceptual model which shows the relationships between the DADDs. 4) The main factors that influence the way of dealing with DADDs.

**Conclusion:** The results can support the development of new approaches for debt management from the perspective of Design Decisions. Moreover, architecture knowledge related to DADDs.

## 1. Introduction

Architectural design decisions (ADDs) have the biggest impact on the quality of a software system, and they are hard to change after their implementation [1]. Some ADDs incur technical debt, i.e., they "set up a technical context that can make future changes more costly or impossible" [2]. We call these *Debt-incurring Architectural Design Decisions* (DADDs), and their impact is well recognized by both practitioners and researchers [3,4]. DADDs can either deliberate or inadvertent [5].

Deliberate DADDs are taken because of time pressure or lack of resources: a solution is chosen that is quicker and cheaper but compromises maintainability and evolvability. For example, instead of adhering to the layered structure of the architecture, shortcuts are created that bypass layers. This results in implementing the required features quicker, but those shortcuts create ripple effects when making process changes.

Inadvertent DADDs, are decisions that, when taken, do not bear any near-term costs, but the outcome may be problematic. However, it is the

effort on maintenance, thus being an example of inadvertent technical debt, that becomes obsolete after a few years, an optimal decision in the past, and unnecessary complexity.

Related research work on an empirically explored different types of technical debt (TD) include classification [5], their causes, trends [6] and effects [5]. Moreover, methods were proposed to identify ATD (e.g. through capturing architectural bad smells from existing systems) [1,2]. Nevertheless, current studies have not examined ATD from the perspective of the Architecture Design Decisions (ADDs) that it either deliberately or inadvertently. This perspective is of paramount importance to inform the development of approaches to manage ATD, as well as tools to support the decision making process.

In this paper, we aim at exploring the current state of practice in industry regarding DADDs: we determine types of DADDs, we study the

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## Building and evaluating a theory of architectural technical debt in software-intensive systems<sup>a</sup>

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**Keywords:** Software engineering; Software architecture; Technical debt; Software evolution; Grounded theory; Focus group

**ABSTRACT**

Architectural technical debt in software-intensive systems is a notorious design decision that, once made, requires significant effort to be removed, even if optimal when made. Significantly older progress types of debt, such as code-level technical debt, can be readily detected by refactoring with minimal or only incremental efforts, architectural debt will require significant cost, daunting, and often avoided.

In this paper, we aim at building a better understanding of how software practitioners conceptualize architectural debt, and how they deal with it. In order to apply a mixed methods approach supported by a grounded theory study. With the grounded theory method we examine theory on architectural qualitative data from software architects and senior technical staff from a wide range of software development organizations. We applied the focus group method theory and refined it according to the new data collected.

The results of our study show that, starting from the gathered data passing conceptual model of architectural technical debt, identifying and its symptoms, causes, consequences, management strategies, and common concerned focus groups, we assessed that the theory adheres to the four e-groundedness criteria, i.e., the theory fits its underlying data, is able to work, has new data appears.

By grounding the findings in empirical evidence, the theory provides with much knowledge on the crucial factors of architectural technical debt in practice.

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## 1. Introduction

Technical Debt (TD) is a concept that has been, with us for a long time, at least since 1992 when Cunningham crafted the phrase [Cunningham, 1992], but it only got some real attention from researchers in the last 10 years [Brown et al., 2010]. What is technical debt? "In software-intensive systems, technical debt consists of design or implementation constructs that are expedient in the short term, but set a long-term cost trap. Off the decisions related to the choice of strict composition in subsystems, interfaces, (i.e., frameworks, packages, libraries, etc.) to facilitate reuse and maintainability, the problem is that as systems grow in size and their lifespan, many of these original design choices limit future evolution or even prevents developers to find workarounds and ofte

qualities, primarily maintainability and reusability" [16].

Technical debts can take many different forms, and can be found in many domains [et al., 2012]. While much of the literature today addresses code-level technical debt (e.g., Technical Debt Maturity (ATD)) [17], the focus of this paper is on architectural technical debt (ATD). The focus of ATD is on the architecture of the system, i.e., the design of the system. ATD is substantial (an average of 25% of the overall development), but mostly not systematic: only a few participants (26%) use a tool, and only 72% methodically track Technical Debt. We found that the most used and effective tools are backlog and static analyzers. By studying the approaches used in the case study, we propose how companies start tracking Technical Debt and what the benefits and challenges are. Finally, we propose a Strategic Adoption Model for the introduction of tracking Technical Debt in software organizations.

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## 1. Introduction

Large software companies need to support continuous and fast delivery of customer value both in the short and long term. However, this can be hindered if both the evolution and maintenance of the systems are hampered by Technical Debt.

Technical Debt (TD) has been studied recently in the software engineering literature [1–4]. TD is composed of a debt, which is a sub-optimal technical solution that leads to short-term benefits as well as to the future payment of interest, which is the extra cost due to the presence of TD (for example, slow feature development or low quality) [1]. The principal is regarded as the cost of refactoring TD. Although accumulating Technical Debt might prove useful in some cases, in others, the interest might largely surpass the short-term gain, for example, by causing development crises in the long term [5].

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## Technical Debt tracking: Current state of practice A survey and multiple case study in 15 large organizations

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**ABSTRACT**

Large software companies need to support continuous and fast delivery of customer value both in the short and long term. However, this can be hindered if both the evolution and maintenance of the systems are hampered by Technical Debt. Although a lot of theoretical work on Technical Debt has been produced recently, its practical management lacks empirical studies. In this paper, we investigate the state of practice in several companies to understand what the cost of managing TD is, what tools are used to track TD, and what the main challenges are. To this end, we conducted a survey and a case study: a survey involving 226 respondents from 15 organizations and an in-depth multiple case study in three organizations including 13 interviews and 79 Technical Debt issues. We selected the organizations where Technical Debt was better tracked in order to distill best practices. We found that the development of automated tools for tracking Technical Debt is substantial (an average of 25% of the overall development), but mostly not systematic: only a few participants (26%) use a tool, and only 72% methodically track Technical Debt. We found that the most used and effective tools are backlog and static analyzers. By studying the approaches used in the case study, we propose how companies start tracking Technical Debt and what the benefits and challenges are. Finally, we propose a Strategic Adoption Model for the introduction of tracking Technical Debt in software organizations.

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# Technical debt is context specific



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## Architectural Technical Debt in Microservices: A case study in a large company

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**Abstract—Introduction:** Software companies aim to achieve continuous delivery and quickly provide value to their customers. A popular strategy is to use microservices architectures. However, such an architecture is also subject to debt, which hinders the continuous delivery process and then negatively affects the software released to the market.

**Objectives:** The main goal of this study is to identify issues, solutions and risks related to Architecture Technical Debt in microservices.

**Method:** We conducted an exploratory case study of a real life project with about 1000 services in a large, international company. Through qualitative analysis of documents and interviews, we identified the technical debt in the communication layer of a system with microservices architecture.

**Results:** Our main contributions are a list of Architecture Technical Debt issues specific for the communication layer in a system with microservices architecture, as well as their negative impact (interest) and solution to reduce the debt and its cost (principal). Among the found Architecture Technical Debt issues were the existence of business logic in the communication layer and a high amount of point-to-point connections between services. The studied solution consists of the implementation of other layers to move the business logic from the communication layer to the domain layer, the removal of business logic from the communication layer, and migration from services to use the communication layer correctly. We also contributed with a list of possible risks that can affect the payment of the debt, the lack of funding and inadequate prioritization.

**Conclusion:** We found issues, solutions and possible risks that are specific for microservices architectures not yet encountered in

on long-standing systems using such technology [1]. This holds also with respect to what is defined (or considered) as a good microservices architecture, and, consequently, such an architecture can lead to costs and risks.

Architecture is inherently context specific and fact based [2], of qualities and structural features that are different from traditional systems. An example of this is the use of a collection self-contained microservices connected by a messaging system usually called communication layer. However, knowledge about what is either a virtuous or a harmful design of such architectures is still missing [1], especially for evidence collected in a systematic research fashion and in the context of well-established industrial systems.

Understanding more about the negative effect (interest) of Architectural Technical Debt (ATD), about possible solutions and their cost (principal of ATD) would be useful for organizations and development teams that adopt microservices. Consequently, our research questions are:

- RQ1:** What is ATD in microservices?
- RQ1.1:** What is the negative impact (interest) generated by ATD in microservices?
- RQ1.2:** What is a solution for the identified ATD in microservices and its associated refactoring cost (principal)?

We have investigated a large company developing financial

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New trends and ideas

Does migrating a monolithic system to microservices decrease the technical debt?

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Refactoring

**ABSTRACT**

**Background:** Monolithic systems are often migrated to microservices because they are easier to port. However, this migration may increase technical debt because of the need to re-implement parts of the system before a migration. **Objectives:** The objective of this study is to understand how the migration of a monolithic system to microservices can affect the technical debt of the system. **Method:** We conducted a mixed-method case study on a real-life application with 13 microservices, 977 commits, and 38k lines of code. Our approach combined repository mining, automated code analysis, and semi-structured interviews. **Results:** The findings are discussed with the lead developer of the application, followed by a reflective thematic analysis. **Results:** Despite periods of no TD growth, TD generally increases over time. TD variations can occur irrespective of microservice counts or commit activity. TD and microservice numbers are often correlated. Adding or removing a microservice impacts TD similarly, regardless of existing microservice count. **Conclusions:** Developers must be cautious about the potential technical debt they might introduce, irrespective of the development activity conducted or the number of microservices involved. Maintaining steady technical debt during prolonged periods of time is possible, but growth, particularly during innovative phases, may be unavoidable. While monitoring technical debt is the key to start managing it, technical debt code analysis tools must be used wisely, as their output always necessitates also a qualitative system understanding to gain the complete picture.

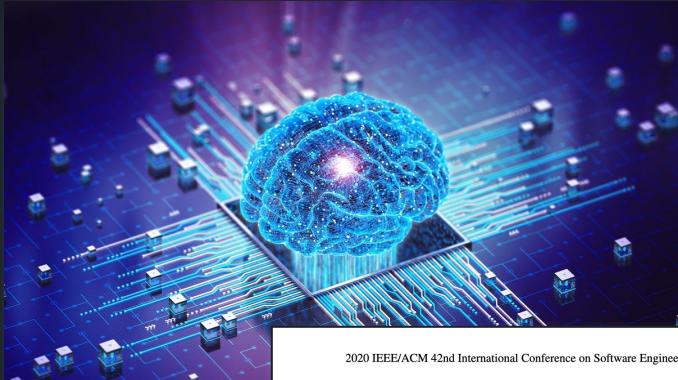
**Keywords:** Technical Debt · Microservices · Software Evolution

## Technical Debt in Microservices: A Mixed-Method Case Study

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# Technical debt is context specific



2020 IEEE/ACM 42nd International Conference on Software Engineering: Software Engineering in Society (SEIS)



## Is Using Deep Learning Framework Characterizing Technical Debt in Deep Lear

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applications. Based on our findings, we highlight future research directions and provide recommendations for practitioners.

### CCS CONCEPTS

• Software and its engineering → Software evolution; Maintaining software.

**KEYWORDS**  
Self-admitted Technical Debt, Deep Learning, Categorization, Empirical Study

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Jiakun Liu, Qiao Huang, Xia Xia, Emad Shihab, David Lo, and Shaping Li. 2020. Is Using Deep Learning Frameworks Free? Characterizing Technical Debt in Deep Learning Frameworks. In *Software Engineering in Society (ICSE-SEIS'20)*, May 23–29, 2020, Seoul, Republic of Korea. ACM, New York, NY, USA, 10 pages. <https://doi.org/10.1145/3377815.3381377>

### 1 INTRODUCTION

In this paper, we analyze the comments indicating technical debt (self-admitted technical debt) in 7 of the most popular open-source deep learning frameworks. Although framework developers are aware of such technical debt, typically the application developers are not. We find that: 1) there is a significant number of technical debt in all the studied deep learning frameworks; 2) there is design defect debt, documentation debt, test debt, requirement debt, development debt, and deployment debt.

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## Characterizing Technical Debt and Antipatterns in AI-Based Systems: A Systematic Mapping Study

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**Abstract—Background:** With the rising popularity of Intelligence (AI), there is a growing need to build complex AI-based systems in a cost-effective and in a way like traditional software. Technical Debt emerge naturally over time in these systems, therefore challenges and risks if not managed appropriately. The of data science and the stochastic nature of AI-based may also lead to new types of TD or antipatterns, yet fully understood by researchers and practitioners. The main goal of this paper is to provide a clear overview characterization of the typical TD (both established ones) that appear in AI-based systems, as well as the and related solutions that have been proposed. **Method:** the process of a systematic mapping study, 21 prima are identified and analyzed. **Results:** Our results show established TD types, variations of them, and four types (data, model, configuration, and ethics debt) in AI-based systems. (ii) 72 antipatterns are discussed literature, the majority related to data and model and (iii) 46 solutions have been proposed, either to specify TD types, antipatterns, or TD generalities. **Conclusion:** Our results can support AI professionals with regarding and communicating aspects of TD present in their. Additionally, they can serve as a foundation for future to further our understanding of TD in AI-based systems. **Index Terms—**Artificial Intelligence, Machine Learning, Data, Debt, Antipatterns, Systematic Mapping Study.

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ELSEVIER

Technical debt in AI-enabled systems: On the prevalence, severity, impact, and management strategies for code and architecture\*

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### ARTICLE INFO

**Keywords:**  
AI technical debt  
Software quality  
Survey studies  
Software engineering for artificial intelligence  
Empirical software engineering

### ABSTRACT

**Context:** Artificial Intelligence (AI) is pervasive in several application domains and promises to be even more diffused in the next decades. Developing high-quality AI-enabled systems — software systems embedding one or multiple AI components, algorithms, and models — could introduce critical challenges for mitigating specific risks related to the systems' quality. Such development alone is insufficient to fully address socio-technical consequences and the need for rapid adaptation to evolutionary changes. Recent work proposed the concept of AI technical debt, a potential liability concerned with developing AI-enabled systems whose impact can affect the system's quality. While the problem of AI technical debt is rapidly gaining the attention of the software engineering research community, scientific knowledge that contributes to understanding and managing the matter is still limited.

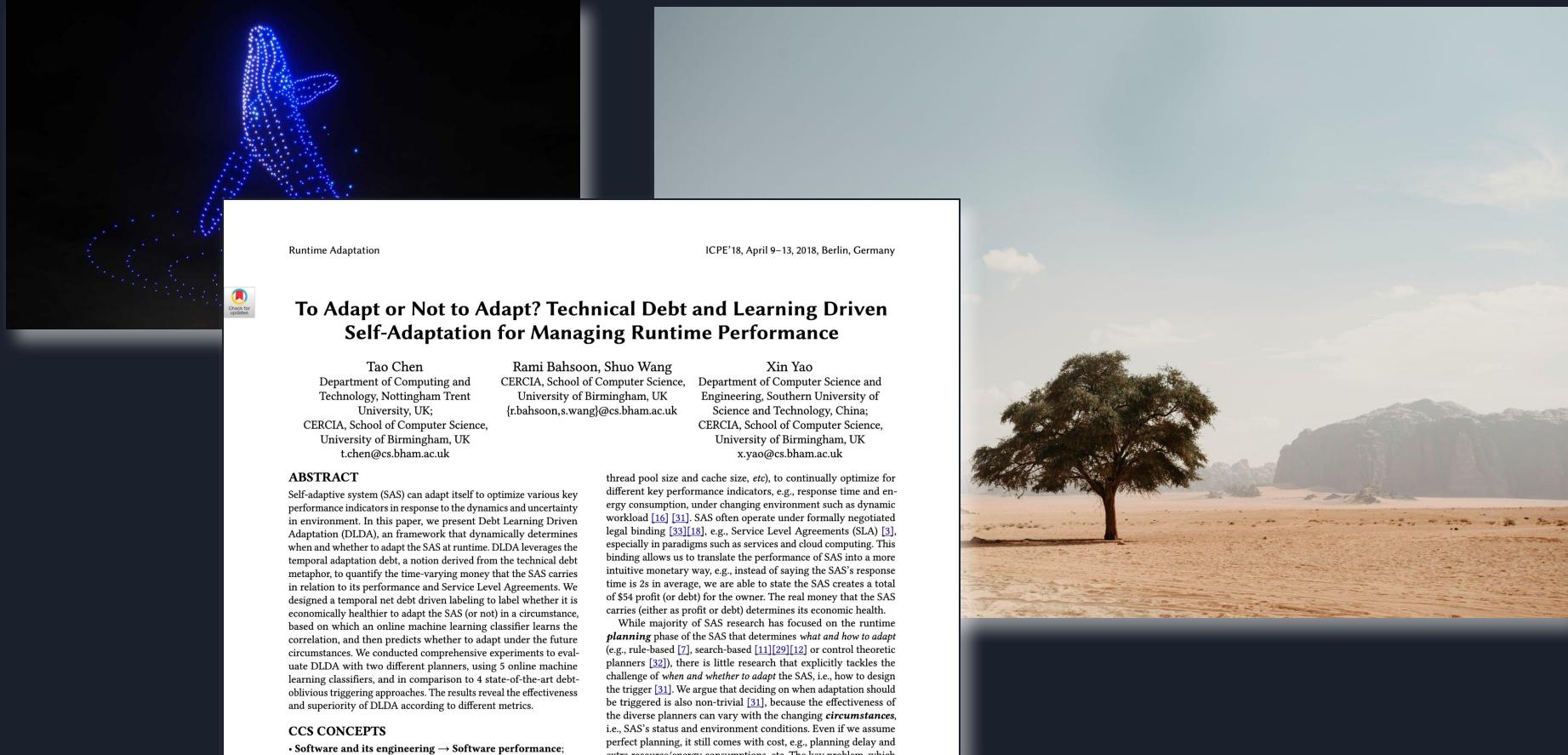
**Objective:** In this paper, we leverage the expertise of practitioners to offer useful insights to the research community, aiming to enhance researchers' awareness about the detection and mitigation of AI technical debt. Our ultimate goal is to empower practitioners by providing them with tools and methods. Additionally, our study sheds light on novel aspects that practitioners might not be fully acquainted with, contributing to a deeper understanding of the subject.

**Method:** We develop a survey study featuring 53 AI practitioners, in which we collect information on the practical experience of AI technical debt, the detection and mitigation techniques applied to the code and the architecture other than the strategies applied by practitioners to identify and mitigate them.

**Results:** The key findings of the study reveal the multiple impacts that AI technical debt issues may have on the quality of AI-enabled systems (e.g., the high negative impact that *Undeclared consumers* has on security, whereas *Jumbled Model Architecture* can induce the code to be hard to maintain) and the little support practices have to deal with them, limited to apply manual effort for identification and refactoring.



# Technical debt is context specific



Runtime Adaptation

ICPE'18, April 9–13, 2018, Berlin, Germany

 Check for updates

## To Adapt or Not to Adapt? Technical Debt and Learning Driven Self-Adaptation for Managing Runtime Performance

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### ABSTRACT

Self-adaptive system (SAS) can adapt itself to optimize various key performance indicators in response to the dynamics and uncertainty in environment. In this paper, we present Debt Learning Driven Adaptation (DLDA), an framework that dynamically determines when and whether to adapt the SAS at runtime. DLDA leverages the temporal adaptation debt, a notion derived from the technical debt metaphor, to quantify the time-varying money that the SAS carries in relation to its performance and Service Level Agreements. We designed a temporal net debt driven labeling to label whether it is economically healthier to adapt the SAS (or not) in a circumstance, based on which an online machine learning classifier learns the correlation, and then predicts whether to adapt under the future circumstances. We conducted comprehensive experiments to evaluate DLDA with two different planners, using 5 online machine learning classifiers, and in comparison to 4 state-of-the-art debt-oblivious triggering approaches. The results reveal the effectiveness and superiority of DLDA according to different metrics.

### CCS CONCEPTS

- Software and its engineering → Software performance;

thread pool size and cache size, etc), to continually optimize for different key performance indicators, e.g., response time and energy consumption, under changing environment such as dynamic workload [16] [31]. SAS often operate under formally negotiated legal binding [33][18], e.g., Service Level Agreements (SLA) [3], especially in paradigms such as services and cloud computing. This binding allows us to translate the performance of SAS into a more intuitive monetary way, e.g., instead of saying the SAS's response time is 2s in average, we are able to state the SAS creates a total of \$54 profit (or debt) for the owner. The real money that the SAS carries (either as profit or debt) determines its economic health.

While majority of SAS research has focused on the runtime planning phase of the SAS that determines *what and how to adapt* (e.g., rule-based [7], search-based [11][29][12] or control theoretic planners [32]), there is little research that explicitly tackles the challenge of *when and whether to adapt* the SAS, i.e., how to design the trigger [31]. We argue that deciding on when adaptation should be triggered is also non-trivial [31], because the effectiveness of the diverse planners can vary with the changing *circumstances*, i.e., SAS's status and environment conditions. Even if we assume perfect planning, it still comes with cost, e.g., planning delay and extra resource/energy consumptions, etc. The key problem, which

# Technical Debt in SAS: The State of the art

- *When and whether to adapt a Self Adaptive System?*
- TD modeling
  - Principal cost: Cost of adaptation
  - Interest: Penalty due to inability to react to the changing environment
- Goal: Adapting the SAS if and only if it can make the SAS economically healthier than not adapting it
- Approach:
  - Train a binary classifier
  - Set of temporal debt labels
  - Decide whether it is economically healthier to adapt a SAS or not

Runtime Adaptation ICPE'18, April 9–13, 2018, Berlin, Germany

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**Just one piece of a much bigger puzzle...**



# Trivial low hanging fruits: “General” TD in SAS

- Gravitating around the generic question:  
*Do TD types showcase peculiarities in SAS?*
- Code TD:
  - *Are some rule violations more recurrent in SAS?*
  - *Which SAS components are more affected by code TD?*
  - *What are the most recurrent causes of complex code in SAS?*
- Self-admitted TD (SATD) in SAS:
  - *What is the recurrence of SATD items in SAS?*
  - *To what extent are state of the art SATD tools effective in SAS?*



# Trivial low hanging fruits: “General” TD in SAS

- Architecture TD:
  - *Which architectural smells are more recurrent in SAS?*
  - *Are there common technology lock-ins in SAS?*
- Infrastructure TD:
  - *Do some recurrent DevOps processes require manual intervention in SAS?*
  - *Are some deprecated technologies still widely used in SAS?*
- ...



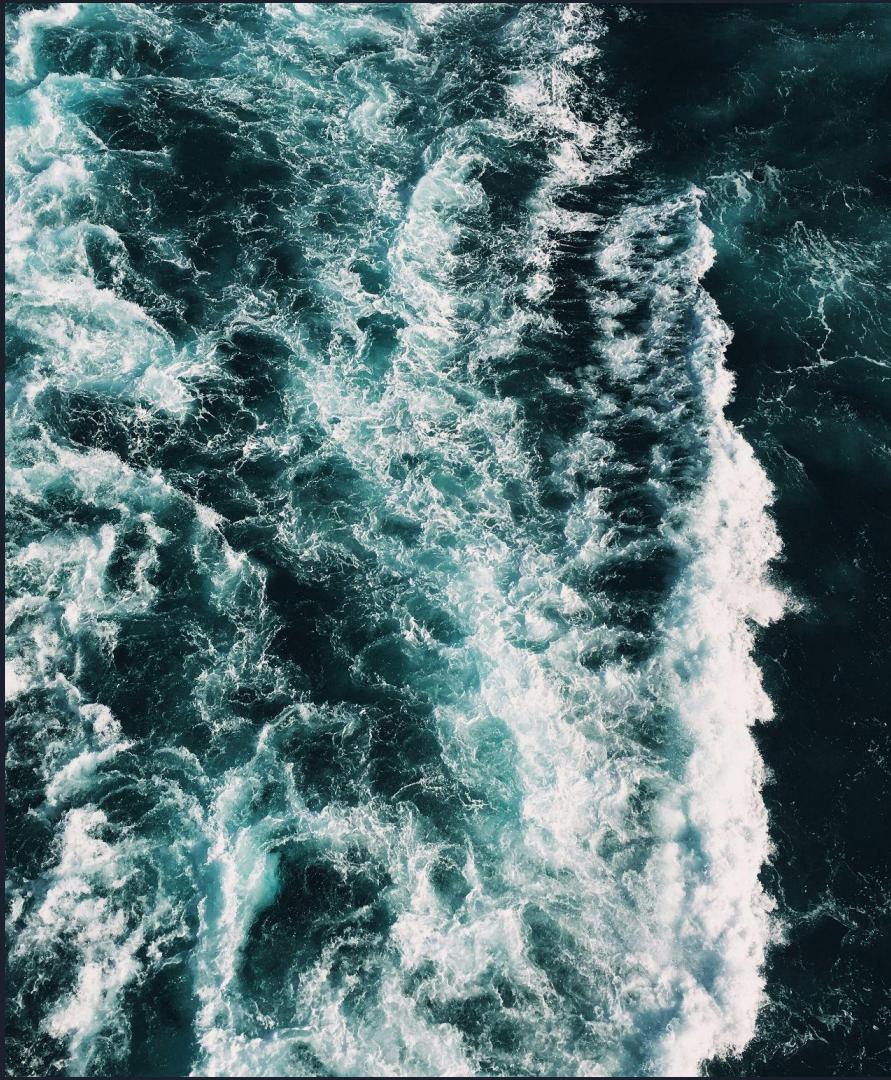
# Going beyond: TD of SAS

- Understand, identify, monitor, and manage TD *specific* to SAS
- First step: Characterizing TD of SAS
  - **Interest:** Penalty due to inability to react to the changing environment
  - **Principal:** Cost of adaptation... + ?
- Starts from personal knowledge, intuition, and systematic qualitative data collection



# Going beyond: TD of SAS

- **TD specific to SAS environment:**
  - Ill-understood or rushed environment definition
  - Coarse environmental condition monitoring
  - Outdated environment modeling
  - ....



# Going beyond: TD of SAS

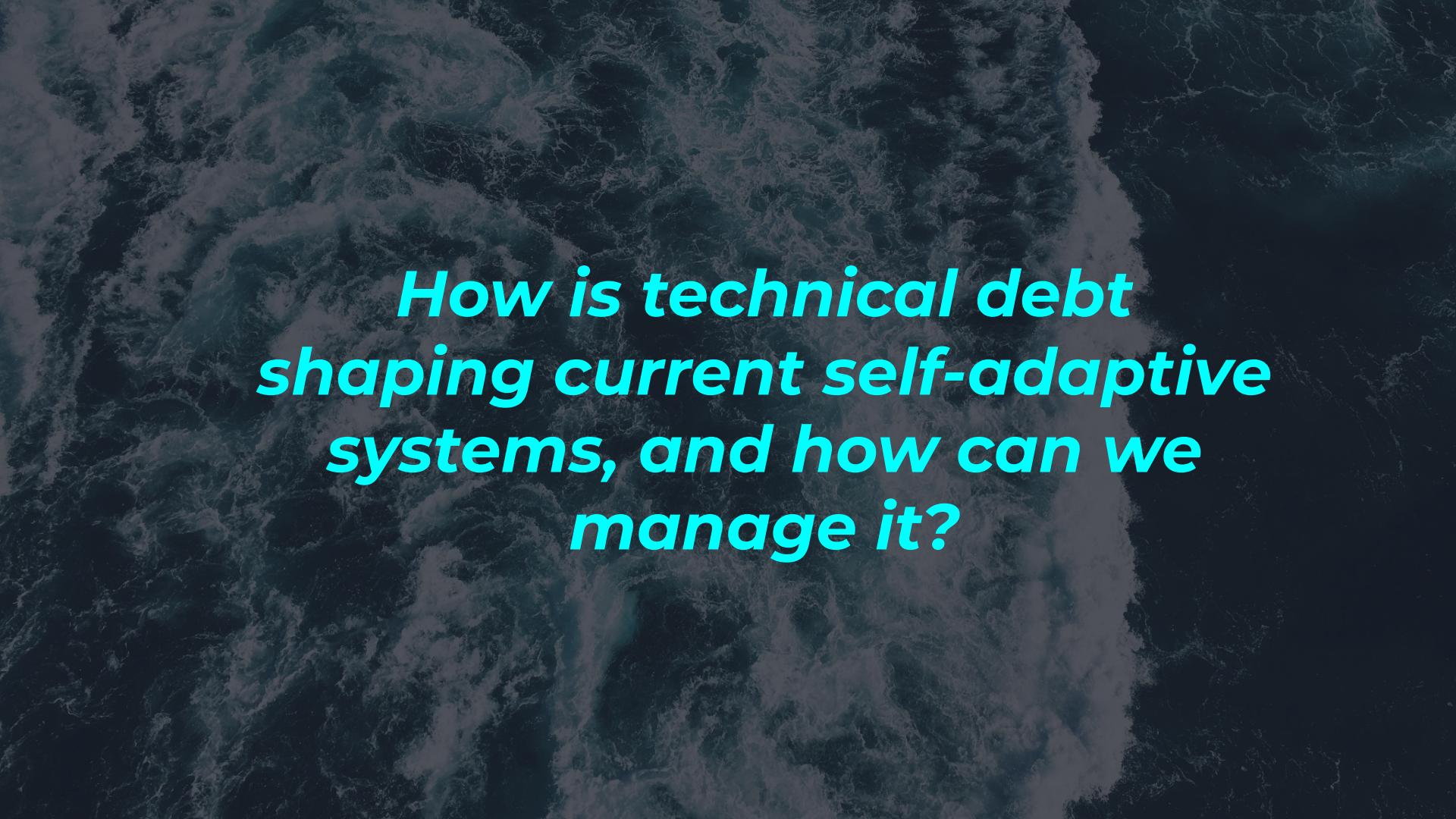
- **TD specific to SAS adaptation:**
  - Rushed adaptation policy
  - Over adapting for the sake of simplicity
  - Choosing ill-suited adaptation strategy (periodic vs event-driven adaptation)
  - Simplistic event prediction
  - ....



# Going beyond: TD of SAS

- TD specific to *Service Agreement Levels and KPIs of SAS*:
  - Misaligned KPIs and SLAs
  - Over-optimizing for SLA compliance
  - Overemphasis on easily measurable KPIs
  - Overly granular KPIs
  - Ignoring KPI interdependencies leading to conflicting adaptations
  - Inadequate KPI evolution w.r.t. changing business goals
  - ...





*How is technical debt  
shaping current self-adaptive  
systems, and how can we  
manage it?*

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## Technical debt types



**Code TD:** complex code, code violations, dead code, ...



**Test TD:** low coverage, flaky tests, underperformance tests, ...



**Architecture TD:** architectural smells, technology lock-in, stuck on POF, ...



**Requirements TD**, e.g., ill-defined requirements, simplistic context definition...



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## Technical debt is context specific



Runtime Adaptation

ICPE '16, April 9–13, 2016, Berlin, Germany

### To Adapt or Not to Adapt? Technical Debt and Learning Driven Self-Adaptation for Managing Runtime Performance

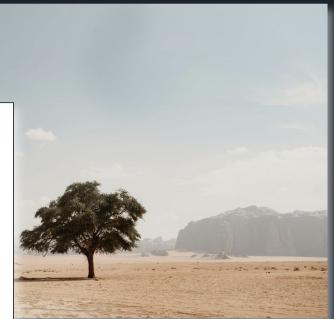
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**ABSTRACT**  
Self-adaptive systems (SAS) can be used to optimise various key performance indicators in response to dynamics and uncertainty in a system's environment. Learning Driven Self-Adaptation (LDSAs) is a framework that dynamically decreases system's technical debt by learning from the system's history. Temporal adaptation debt, a notion derived from the technical debt concept [1], is a measure of the system's self-adaptation debt in relation to its performance and Service Level Agreements. We demonstrate that LDSAs can be used to manage runtime performance debt in SAS. LDSAs can be used to identify which part of a system is economically feasible to adapt at the moment and in a circumstance, based on the current system's performance and SLA constraints. We conducted experiments to evaluate the effectiveness of LDSAs in managing runtime performance debt. We also compare LDSAs with other self-adaptation approaches in terms of effectiveness and superiority of LDSAs according to different metrics.

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