

A Survey on Machine Learning: Code Smells and Antipatterns

Rodger Byrd
rbyrd2@uccs.edu

I. ABSTRACT

Recently, machine learning methods have been applied to detect and correct code smells, but this is a new field and it is not mature.

II. INTRODUCTION

A good overview of code smells is covered in *A Survey on software smells* [1]. The paper only mentions For my next detailed read I chose a paper called *A systematic literature review: Refactoring for disclosing code smells in object oriented software* [2].

All cause confusion to the reader of the code. Developers spend more time reading than writing (citation?) code. If these smells and antipatterns can be detected and corrected, it will lead to more sustainable, more stable code with less time spent by the developer so less cost as well.

There are five types of code smell detection[64], they are:

- 1) Metrics based smell detection
- 2) Rules/heuristic-based smell detection
- 3) History based smell detection
- 4) Optimization based smell detection
- 5) Machine Learning based smell detection

This paper will focus on the fifth type of smell detection which is machine learning.

A. Code Smells and Antipatterns

Code smells are similar to antipatterns, but code smells may not always be bad. I've also seen antipatterns referred to as Atoms of Confusion [11] and nano patterns, which are very small anti-patterns like the size of a single method. An example of confusing code is shown below in in 1. Some developers will expect the output to be 25 and some will be 13 because they don't understand intuitively how the macro function works (the correct answer is 13).

Listing 1. Example Atom of Confusion

```
#DEFINE M 2+3

int main() {
    int x=5, y;
    y= x * M;
    cout << y << endl;
    return 0;
}
```

Kent Beck coined the term "code smell" [3] and defined as "certain structures in the code that suggest (sometimes they scream for) the possibility of refactoring". They are also sometimes referred to as architecture smells. Some common examples of code smells are as follows:

- a) *Large Class - Bloaters*: methods and classes that have grown so large they become unsustainable, and usually accumulate over time.
- b) *Lazy Class*: methods and classes so small they are pointless or useless.
- c) *Object-Oriented Abusers*: misuse of object-oriented programming principles
- d) *Change Preventers*: where multiple places in code need to be updated for a single change made somewhere else.
- e) *Dispensables*: pointless or useless code.
- f) *Duplicate*: code that is copy and pasted in multiple places in the code base.
- g) *Couplers*: excessive coupling between classes.

The term antipattern was coined by Andrew Koenig [4]. It is defined as a commonly reinvented bad solution to a problem. Some common examples of antipatterns are as follows:

- h) *Singleton Overuse*: Overuse of singletons as they violate information hiding
- i) *Functional Decomposition*: functional methods are remnants of procedural languages and conflict with object-oriented practices
- j) *Poltergeist*: short-lived, limited functionality object used to perform initialization or invoke methods in another class.
- k) *Spaghetti*: very long methods and classes with many lines of code.
- l) *Blob*: a class with lots of attributes and methods, which can be unrelated.
- m) *Copy-Paste*: code copied multiple times in the code base.
- n) *Lava Flow*: Ancient code which can't be modified for fear of introducing errors.

Some papers use the terms antipatterns and code smells interchangeably[2]. For the purposes of this paper, smells are precursors to anti-patterns. A code smell signals that code should be refactored and is an indicator of problem, whereas an antipattern is a definitive problem. The existence of code smells and antipatterns implies that there are going to be problems with software sustainment and imply there are issues with the design.

B. Machine Learning

Machine learning is defined as computers learning to solve problems without being explicitly programmed, although they are “trained”[5]. Arthur Samuel coined the term Machine Learning in 1959[78]. Machine learning is a subset of artificial intelligence. It uses algorithms and statistical models to execute a task without explicitly being programmed. Machine learning is used in a wide variety of applications such as email spam filtering, search engines, video surveillance, and image curation.

There are many types of learning algorithms, such as: unsupervised learning, supervised learning, reinforcement learning, self learning, feature learning, sparse dictionary learning, anomaly detection, and association rules.

Models used for machine learning include: Artificial Neural networks, decision trees, support vector machines, bayesian networks and genetic algorithms.

Training

Training dataset vs test dataset

III. RESULTS

Tian et al.[17] performed a survey on stack overflow related to how developers discuss code smells and antipatterns. They found that developers have difficulty detecting and refactoring code smells due to the lack of available tools and difficulty quantifying the cost.

A. Topic Maps

A large topic map is included below in figure 1. Machine learning is emphasized with a red circle.

Include chart based on source of papers?

B. Performance

In a comparison of the 32 different machine learning algorithms[35] it was determined that the J48 and Random Forest algorithms have the best performance detecting code smells and the support vector machines had the worst performance. They also showed the algorithms had greater than 96% accuracy and only required 100 training examples to get above 95%.

The performance of machine learning code smell detection techniques needs to be compared to heuristic methods to determine whether it has better performance. Heuristic methods use detection rules based on software metrics. (Pecorelli et al.) showed[73] that their Naive Bayesian machine learning code smell detection algorithm performed at the same level or below the DECOR heuristic method. It can't be said for certain that all machine learning code smell detection will perform at that level as it may be due to the datasets used for training or testing.

C. Code Smell Detection

Machine learning algorithms, such as Random Forest, J48 and SVM can be used to detect code smells.[56]. (Reshi and Singh) showed that those algorithms could be used to identify code smells implying that it could be used for preventative

maintenance and do document defects or their absence in software. They performed the assessment on the open source Eclipse software so their work could be verifiable. Others have created novel algorithms[29] like a hybrid J48 algorithm with optimization.

a) *Mobile Applications*: Code smells in mobile applications could lead to poor performance. Algorithms have been developed[71] to generate detection rules for Android applications.

b) *Detection Improvements*: Sharma et al.[70] look at the feasibility of using Transfer-learning to improve the performance of machine learning algorithms when detecting code smells. This opens the opportunity to use transfer learning to do code smell detection on programming languages where smell detection tools are not yet available. Using machine learning code smell detection has shown that code smells are a strong predictor of class change proneness[28] with greater than 70% probability. Software change proneness is related to its quality and sustainability. Foidl and Felderer have proposed[67] a risk-based approach to weight the input data quality of the machine learning algorithm with the impact of the “badness” of the identified code smell. This method could help to optimize and prioritize software maintenance efforts for large scale sustainment projects.

c) *Defect Prediction*:

d) *Techniques and Tools*: Tian et al.[17] performed a survey on stack overflow related to how developers discuss code smells and antipatterns. They found that developers have difficulty detecting and refactoring code smells due to the lack of available tools and difficulty quantifying the cost. Test tools for performance recognizing design smells using iPlasma with the J48 Decision Tree algorithm[2] against open source software.

e) *Deep Learning - Neural Networks*: The biggest challenge for deep learning based code smell detection[59] is that it requires larger training datasets than typical machine learning algorithms. In [59] Liu et al. showed that an automated approach for building training datasets was possible and that Deep Learning could be used to detect code smells.

D. Code Smell Correction

a) *Smell Removal*:

b) *Refactoring*:

E. Code Smell Classification

Severity

F. Code Smell Prediction

IV. DISCUSSION

a) *What do the Character Need to do or Get (Goal)*:

The anti-patterns need to be understood and identified. Once that happens developers can change their best practices. The best practices should be created in such a way that the typical misunderstandings of the developer

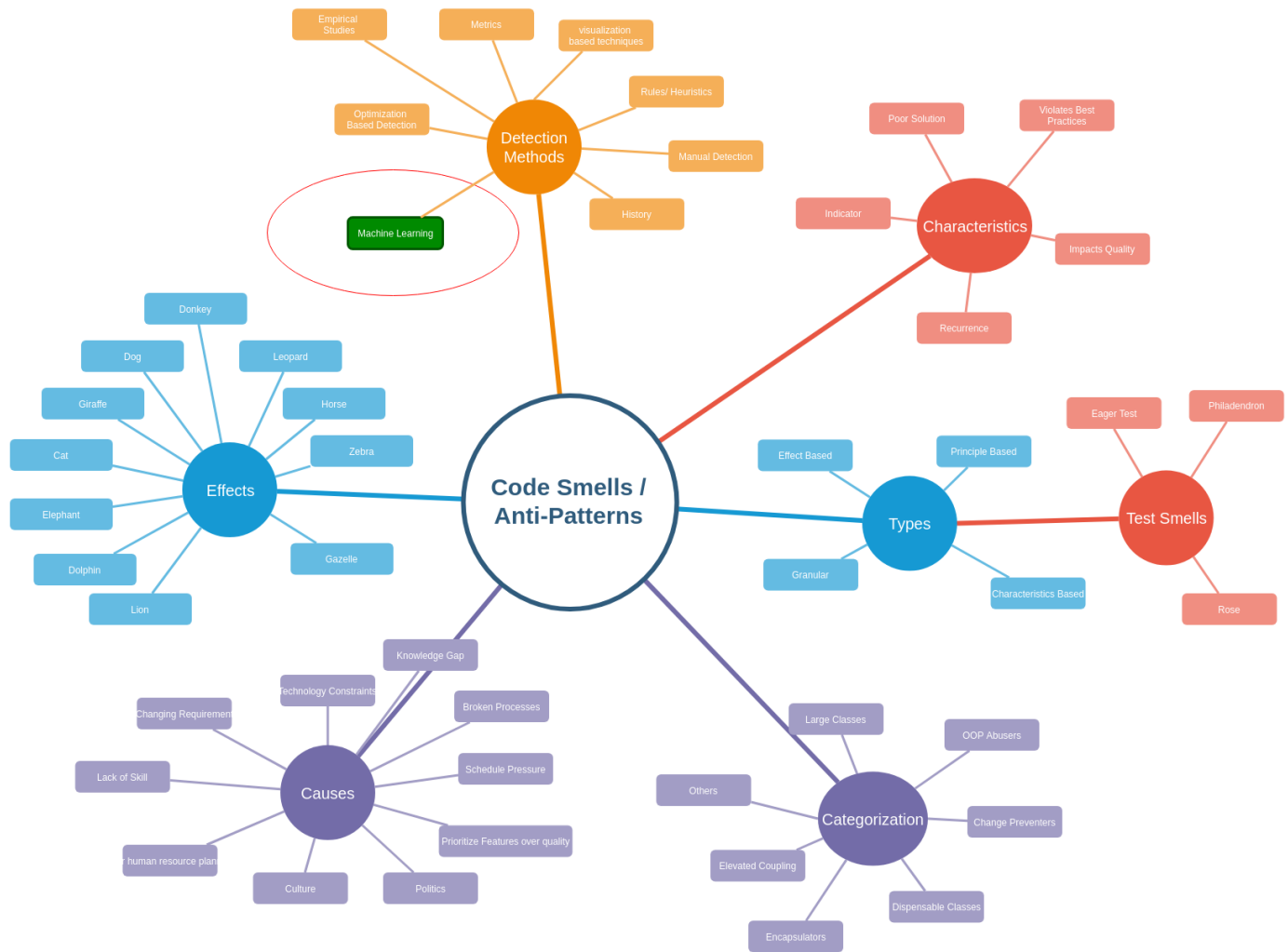


Fig. 1. High level topic map on code smells and antipatterns

b) What Character Traits Make them Interesting: What's interesting about anti-patterns is that they have a very human aspect to them. They overlap the way humans think with the way code is written. They connect common ways of human misunderstanding to software development. Personally, I think most developers expect code to work as they understand it to. They don't spend a lot of time thinking about how code will work in ways they don't expect. It is in the nature of most engineers to see things in mathematical/binary ways and ignore the human aspects to what they are working on. Example boeing 737 max. Code developers expected pilots to respond with typical emergency procedure, but when the errors occurred they pilots were overwhelmed by the amount of feedback they recieved in the cockpit (need reference).

c) What Conflicts/Problems Block the Character: The problem is people don't realize they are implementing anti-patterns at the time they are writing code. The interesting things about it are how do we find them. How do we detect them, and what is the fix when we identify the problem.

d) How do they Create Risk and Danger: Because we know that the anti-patterns cause confusion in the developer, they create risk because they create unstable code. This is risk for the owner of the software and the customer of the developer who uses code

e) What Does the Character Do (Struggles) to Reach Goal: This is something I think is interesting, is how are these problems identified. It isnt' enough to just use expert advice/knowledge. There must be a way to mathematically demonstrate or by experimentation that particular code patterns cause problems.

f) Who is the Main Character: The main character is the anti-pattern. I need to find a way to clearly define the anti-pattern conceptually.

Meaning that an anti-pattern is a known bad problem, where a code smell may lead to a problem. An example anti-pattern is shown in listing 1. Some developers will expect the output to be 25 and some will be 13 because they don't understand intuitively how the macro function works (the correct answer is 13).

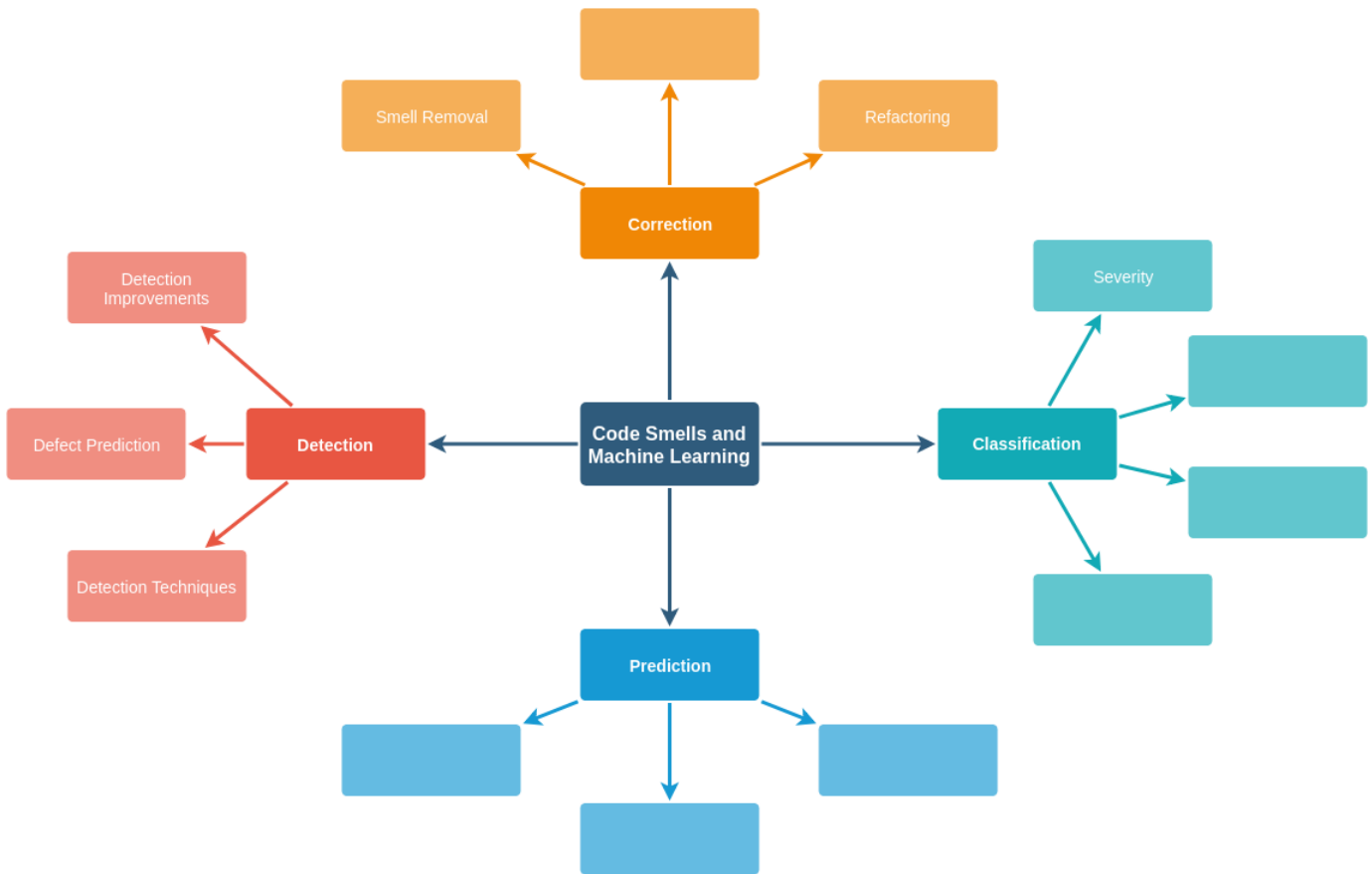


Fig. 2. Detail of topic map on machine learning related to code smells and antipatterns

On second thought, is the character the developer? And is what is interesting about it their human nature which leads them to confusion? I would guess that most developers think that a compiler is well-defined and bugs in code must be due to lack of understanding not code structure that is good at confusing human nature.

g) *Why is That Goal Important (motive):* Note: not many papers about code smells talk about why it is important.

h) *What Sensory Details Will Make the Story Seem Real:* Real world examples of the problem Temp Az, person hit by self driving car[?]

V. CONCLUSION

The files for this latex document are in the github repository located at <https://github.com/rodger79/CS6000>

REFERENCES

- [1] T. Sharma and D. Spinellis, "A survey on software smells," *Journal of Systems and Software*, vol. 138, pp. 158 – 173, 2018. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S0164121217303114>
- [2] S. Singh and S. Kaur, "A systematic literature review: Refactoring for disclosing code smells in object oriented software," *Ain Shams Engineering Journal*, vol. 9, no. 4, pp. 2129 – 2151, 2018. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S2090447917300412>
- [3] M. Fowler, *Refactoring: improving the design of existing code*. Addison-Wesley Professional, 2018.
- [4] A. Koenig, "Patterns and antipatterns," *The patterns handbook: techniques, strategies, and applications*, vol. 13, p. 383, 1998.
- [5] C. M. Bishop, *Pattern recognition and machine learning*. springer, 2006.
- [6] M. Mantyla, J. Vanhanen, and C. Lassenius, "A taxonomy and an initial empirical study of bad smells in code," in *International Conference on Software Maintenance, 2003. ICSM 2003. Proceedings.*, Sep. 2003, pp. 381–384.
- [7] R. Arcoverde, A. Garcia, and E. Figueiredo, "Understanding the Longevity of Code Smells: Preliminary Results of an Explanatory Survey," in *Proceedings of the 4th Workshop on Refactoring Tools*, ser. WRT '11. New York, NY, USA: ACM, 2011, pp. 33–36, event-place: Waikiki, Honolulu, HI, USA. [Online]. Available: <http://doi.acm.org/10.1145/1984732.1984740>
- [8] A. Yamashita and L. Moonen, "Do developers care about code smells? An exploratory survey," Oct., pp. 242–251.
- [9] V. Garousi and B. Kk, "Smells in software test code: A survey of knowledge in industry and academia," *Journal of Systems and Software*, vol. 138, pp. 52 – 81, 2018. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S0164121217303060>
- [10] N. Yoshioka, H. Washizaki, and K. Maruyama, "A survey on security patterns," *Progress in Informatics*, no. 5, p. 35, Mar. 2008. [Online]. Available: http://www.nii.ac.jp/pi/n5/5_35.html
- [11] D. Gopstein, J. Iannacone, Y. Yan, L. DeLong, Y. Zhuang, M. K.-C. Yeh, and J. Cappos, "Understanding Misunderstandings in Source Code," in *Proceedings of the 2017 11th Joint Meeting on Foundations of Software Engineering*, ser. ESEC/FSE 2017. New York, NY, USA: ACM, 2017, pp. 129–139, event-place: Paderborn, Germany. [Online]. Available: <http://doi.acm.org/10.1145/3106237.3106264>
- [12] Z. Li, T.-H. P. Chen, J. Yang, and W. Shang, "Dlfinder: Characterizing and Detecting Duplicate Logging Code Smells," in *Proceedings of the 41st International Conference on Software Engineering*, ser. ICSE '19. Piscataway, NJ, USA: IEEE Press, 2019, pp. 152–

- 163, event-place: Montreal, Quebec, Canada. [Online]. Available: <https://doi.org/10.1109/ICSE.2019.00032>
- [13] M. S. Haque, J. Carver, and T. Atkison, "Causes, Impacts, and Detection Approaches of Code Smell: A Survey," in *Proceedings of the ACMSE 2018 Conference*, ser. ACMSE '18. New York, NY, USA: ACM, 2018, pp. 25:1–25:8, event-place: Richmond, Kentucky. [Online]. Available: <http://doi.acm.org/10.1145/3190645.3190697>
- [14] F. A. Fontana, V. Lenarduzzi, R. Roveda, and D. Taibi, "Are architectural smells independent from code smells? An empirical study," *Journal of Systems and Software*, vol. 154, pp. 139 – 156, 2019. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S0164121219301013>
- [15] B. Walter, F. A. Fontana, and V. Ferme, "Code smells and their collocations: A large-scale experiment on open-source systems," *Journal of Systems and Software*, vol. 144, pp. 1 – 21, 2018. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S0164121218301109>
- [16] S. S. Afjehei, T.-H. P. Chen, and N. Tsantalis, "iPerfDetector: Characterizing and detecting performance anti-patterns in iOS applications," *Empirical Software Engineering*, Apr. 2019. [Online]. Available: <https://doi.org/10.1007/s10664-019-09703-y>
- [17] F. Tian, P. Liang, and M. A. Babar, "How Developers Discuss Architecture Smells? An Exploratory Study on Stack Overflow," in *2019 IEEE International Conference on Software Architecture (ICSA)*, Mar. 2019, pp. 91–100.
- [18] C. Vassallo, S. Proksch, H. C. Gall, and M. Di Penta, "Automated Reporting of Anti-patterns and Decay in Continuous Integration," in *Proceedings of the 41st International Conference on Software Engineering*, ser. ICSE '19. Piscataway, NJ, USA: IEEE Press, 2019, pp. 105–115, event-place: Montreal, Quebec, Canada. [Online]. Available: <https://doi.org/10.1109/ICSE.2019.00028>
- [19] D. Taibi, V. Lenarduzzi, and C. Pahl, *Microservices Anti Patterns: A Taxonomy*, 2019.
- [20] A. Tahir, A. Yamashita, S. Licorish, J. Dietrich, and S. Counsell, "Can You Tell Me if It Smells?: A Study on How Developers Discuss Code Smells and Anti-patterns in Stack Overflow," in *Proceedings of the 22nd International Conference on Evaluation and Assessment in Software Engineering 2018*, ser. EASE'18. New York, NY, USA: ACM, 2018, pp. 68–78, event-place: Christchurch, New Zealand. [Online]. Available: <http://doi.acm.org/10.1145/3210459.3210466>
- [21] R. Ibrahim, M. Ahmed, R. Nayak, and S. Jamel, "Reducing redundancy of test cases generation using code smell detection and refactoring," *Journal of King Saud University - Computer and Information Sciences*, 2018. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S1319157818300296>
- [22] H. Brabra, A. Mtibaa, F. Petrillo, P. Merle, L. Sliman, N. Moha, W. Gaaloul, Y.-G. Guhneuc, B. Benatallah, and F. Gargouri, "On semantic detection of cloud API (anti)patterns," *Information and Software Technology*, vol. 107, pp. 65 – 82, 2019. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S095058491830226X>
- [23] S. Hussain, J. Keung, M. K. Sohail, A. A. Khan, G. Ahmad, M. R. Mufti, and H. A. Khatak, "Methodology for the quantification of the effect of patterns and anti-patterns association on the software quality," *IET Software*, vol. 13, no. 5, pp. 414–422, 2019.
- [24] Y. Lyu, D. Li, and W. G. J. Halfond, "Remove RATs from Your Code: Automated Optimization of Resource Inefficient Database Writes for Mobile Applications," in *Proceedings of the 27th ACM SIGSOFT International Symposium on Software Testing and Analysis*, ser. ISSTA 2018. New York, NY, USA: ACM, 2018, pp. 310–321, event-place: Amsterdam, Netherlands. [Online]. Available: <http://doi.acm.org/10.1145/3213846.3213865>
- [25] A. Abadi, M. Abadi, and I. Ben-Harrush, "Fixing anti-patterns in javascript," US Patent US9983975B2, May, 2018. [Online]. Available: <https://patents.google.com/patent/US9983975B2/en>
- [26] M. Kessentini, R. Mahauouchi, and K. Ghedira, "What you like in design use to correct bad-smells," *Software Quality Journal*, vol. 21, no. 4, pp. 551–571, Dec. 2013. [Online]. Available: <https://doi.org/10.1007/s11219-012-9187-6>
- [27] A. Kaur, K. Kaur, and S. Jain, "Predicting software change-proneness with code smells and class imbalance learning," in *2016 International Conference on Advances in Computing, Communications and Informatics (ICACCI)*, Sep. 2016, pp. 746–754.
- [28] N. Pritam, M. Khari, L. H. Son, R. Kumar, S. Jha, I. Priyadarshini, M. Abdel-Basset, and H. V. Long, "Assessment of Code Smell for Predicting Class Change Proneness Using Machine Learning," *IEEE Access*, vol. 7, pp. 37 414–37 425, 2019.
- [29] A. Kaur, S. Jain, and S. Goel, "SP-J48: a novel optimization and machine-learning-based approach for solving complex problems: special application in software engineering for detecting code smells," *Neural Computing and Applications*, Apr. 2019. [Online]. Available: <https://doi.org/10.1007/s00521-019-04175-z>
- [30] A. Maiga, N. Ali, N. Bhattacharya, A. Saban, Y. Guhneuc, and E. Aimeur, "SMURF: A SVM-based Incremental Anti-pattern Detection Approach," in *2012 19th Working Conference on Reverse Engineering*, Oct. 2012, pp. 466–475.
- [31] L. Kumar and A. Sureka, "An Empirical Analysis on Web Service Anti-pattern Detection Using a Machine Learning Framework," in *2018 IEEE 42nd Annual Computer Software and Applications Conference (COMPSAC)*, vol. 01, Jul. 2018, pp. 2–11.
- [32] D. D. Nucci, F. Palomba, D. A. Tamburri, A. Serebrenik, and A. D. Lucia, "Detecting code smells using machine learning techniques: Are we there yet?" in *2018 IEEE 25th International Conference on Software Analysis, Evolution and Reengineering (SANER)*, Mar. 2018, pp. 612–621.
- [33] R. Malhotra, "A systematic review of machine learning techniques for software fault prediction," *Applied Soft Computing*, vol. 27, pp. 504 – 518, 2015. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S1568494614005857>
- [34] F. A. Fontana and M. Zanoni, "Code smell severity classification using machine learning techniques," *Knowledge-Based Systems*, vol. 128, pp. 43 – 58, 2017. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S0950705117301880>
- [35] F. Arcelli Fontana, M. V. Mntyl, M. Zanoni, and A. Marino, "Comparing and experimenting machine learning techniques for code smell detection," *Empirical Software Engineering*, vol. 21, no. 3, pp. 1143–1191, Jun. 2016. [Online]. Available: <https://doi.org/10.1007/s10664-015-9378-4>
- [36] *Findings from FUMEC University Provides New Data on Machine Learning (Machine Learning Techniques for Code Smells Detection: a Systematic Mapping Study)*, 2019.
- [37] U. Azadi, F. A. Fontana, and M. Zanoni, "Poster: machine learning based code smell detection through WekaNose," in *2018 IEEE/ACM 40th International Conference on Software Engineering: Companion Proceedings (ICSE-Companion)*. IEEE, 2018, pp. 288–289.
- [38] M. Kessentini, "Understanding the Correlation between Code Smells And Software Bugs," 2019.
- [39] A. Barbez, F. Khomh, and Y.-G. Guhneuc, "A Machine-learning Based Ensemble Method For Anti-patterns Detection," *CoRR*, vol. abs/1903.01899, 2019. [Online]. Available: <http://arxiv.org/abs/1903.01899>
- [40] S. Saluja and U. Batra, "Assessing Quality by Anti-pattern Detection in Web Services," Social Science Research Network, Rochester, NY, SSRN Scholarly Paper ID 3350876, Mar. 2019. [Online]. Available: <https://papers.ssrn.com/abstract=3350876>
- [41] W. Song, C. Zhang, and H. Jacobsen, "An Empirical Study on Data Flow Bugs in Business Processes," *IEEE Transactions on Cloud Computing*, pp. 1–1, 2018.
- [42] M. I. Azeem, F. Palomba, L. Shi, and Q. Wang, "Machine learning techniques for code smell detection: A systematic literature review and meta-analysis," *Information and Software Technology*, vol. 108, pp. 115 – 138, 2019. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S0950584918302623>
- [43] V. Garousi, B. Kucuk, and M. Felderer, "What We Know About Smells in Software Test Code," *IEEE Software*, vol. 36, no. 3, pp. 61–73, May 2019.
- [44] D. Arcelli, V. Cortellessa, and D. D. Pompeo, "Performance-driven software model refactoring," *Information and Software Technology*, vol. 95, pp. 366 – 397, 2018. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S0950584917301787>
- [45] S. Fakhoury, V. Arnaoudova, C. Noiseux, F. Khomh, and G. Antoniol, "Keep it simple: Is deep learning good for linguistic smell detection?" in *2018 IEEE 25th International Conference on Software Analysis, Evolution and Reengineering (SANER)*, Mar. 2018, pp. 602–611.
- [46] Z. Li, X.-Y. Jing, and X. Zhu, "Progress on approaches to software defect prediction," *IET Software*, vol. 12, no. 3, pp. 161–175(14), Jun. 2018. [Online]. Available: <https://digital-library.theiet.org/content/journals/10.1049/iet-sen.2017.0148>
- [47] J. Carver, B. Penzenstadler, and A. Serebrenik, "Software Analysis, Evolution, and Reengineering, and ICT Sustainability," *IEEE Software*, vol. 35, no. 4, pp. 78–80, Jul. 2018.

- [48] M. A. Zaidi and R. Colomo-Palacios, "Code Smells Enabled by Artificial Intelligence: A Systematic Mapping," in *Computational Science and Its Applications ICCSA 2019*, S. Misra, O. Gervasi, B. Murgante, E. Stankova, V. Korkhov, C. Torre, A. M. A. Rocha, D. Taniar, B. O. Apduhan, and E. Tarantino, Eds. Cham: Springer International Publishing, 2019, pp. 418–427.
- [49] G. M. Ubayawardana and D. D. Karunaratna, "Bug Prediction Model using Code Smells," in *2018 18th International Conference on Advances in ICT for Emerging Regions (ICTer)*, Sep. 2018, pp. 70–77.
- [50] X. Ban, S. Liu, C. Chen, and C. Chua, "A performance evaluation of deep-learned features for software vulnerability detection," *Concurrency and Computation: Practice and Experience*, vol. 31, no. 19, p. e5103, 2019. [Online]. Available: <https://onlinelibrary.wiley.com/doi/abs/10.1002/cpe.5103>
- [51] L. Pellegrini and V. Lenarduzzi, "Are Code Smells the Root Cause of Faults?: A Continuous Experimentation Approach," in *Proceedings of the 19th International Conference on Agile Software Development: Companion*, ser. XP '18. New York, NY, USA: ACM, 2018, pp. 28:1–28:3, event-place: Porto, Portugal. [Online]. Available: <http://doi.acm.org/10.1145/3234152.3234153>
- [52] T. Sharma, "Detecting and Managing Code Smells: Research and Practice," in *Proceedings of the 40th International Conference on Software Engineering: Companion Proceedings*, ser. ICSE '18. New York, NY, USA: ACM, 2018, pp. 546–547, event-place: Gothenburg, Sweden. [Online]. Available: <http://doi.acm.org/10.1145/3183440.3183460>
- [53] V. K. Kulamala, A. S. C. Teja, A. Maru, Y. Singla, and D. P. Mohapatra, "Predicting Software Reliability using Computational Intelligence Techniques: A Review," in *2018 International Conference on Information Technology (ICIT)*, Dec. 2018, pp. 114–119.
- [54] N. Tsuda, H. Washizaki, Y. Fukazawa, Y. Yasuda, and S. Sugimura, "Machine Learning to Evaluate Evolvability Defects: Code Metrics Thresholds for a Given Context," in *2018 IEEE International Conference on Software Quality, Reliability and Security (QRS)*, Jul. 2018, pp. 83–94.
- [55] K. Karauzovi-Hadiabdi and R. Spahi, "Comparison of Machine Learning Methods for Code Smell Detection Using Reduced Features," in *2018 3rd International Conference on Computer Science and Engineering (UBMK)*, Sep. 2018, pp. 670–672.
- [56] J. A. Reshi and S. Singh, "Investigating the Role of Code Smells in Preventive Maintenance," *Journal of Information Technology Management*, vol. 10, no. 4, pp. 41–63, 2019.
- [57] H. Liu, Z. Xu, and Y. Zou, "Deep Learning Based Feature Envy Detection," in *Proceedings of the 33rd ACM/IEEE International Conference on Automated Software Engineering*, ser. ASE 2018. New York, NY, USA: ACM, 2018, pp. 385–396, event-place: Montpellier, France. [Online]. Available: <http://doi.acm.org/10.1145/3238147.3238166>
- [58] B. Grodnyomchai, K. Chalapat, K. Jitkajornwanich, and S. Jaiyen, "A Deep Learning Model for Odor Classification Using Deep Neural Network," in *2019 5th International Conference on Engineering, Applied Sciences and Technology (ICEAST)*, Jul. 2019, pp. 1–4.
- [59] H. Liu, J. Jin, Z. Xu, Y. Bu, Y. Zou, and L. Zhang, "Deep Learning Based Code Smell Detection," *IEEE Transactions on Software Engineering*, pp. 1–1, 2019.
- [60] P. Kokol, M. Zorman, G. Zlahtic, and B. Zlahtic, *Code smells*, 2018.
- [61] K. Alkharabsheh, J. A. Taboada, Y. Crespo, and T. Alzu'bi, "Improving Design Smell Detection for Adoption in Industry," in *2018 8th International Conference on Computer Science and Information Technology (CSIT)*, Jul. 2018, pp. 213–218.
- [62] N. Kamaraj and A. Ramani, "Search-Based Software Engineering Approach for Detecting Code-Smells with Development of Unified Model for Test Prioritization Strategies," *International Journal of Applied Engineering Research*, vol. 14, no. 7, pp. 1599–1603, 2019.
- [63] A. Gupta, B. Suri, V. Kumar, S. Misra, T. Blauskas, and R. Damaevius, "Software code smell prediction model using Shannon, Rnyi and Tsallis entropies," *Entropy*, vol. 20, no. 5, p. 372, 2018.
- [64] M. Lafi, J. W. Botros, H. Kafaween, A. B. Al-Dasoqi, and A. Al-Tamimi, "Code Smells Analysis Mechanisms, Detection Issues, and Effect on Software Maintainability," in *2019 IEEE Jordan International Joint Conference on Electrical Engineering and Information Technology (JEEIT)*, Apr. 2019, pp. 663–666.
- [65] R. Spahi and K. Kara\djuzovi-Hadiabdi, "Class Level Code Smell Detection using Machine Learning Methods," *book of*, p. 74, 2018.
- [66] F. Ferreira, L. L. Silva, and M. T. Valente, *Software Engineering Meets Deep Learning: A Literature Review*, 2019.
- [67] H. Foidl and M. Felderer, "Risk-based Data Validation in Machine Learning-based Software Systems," in *Proceedings of the 3rd ACM SIGSOFT International Workshop on Machine Learning Techniques for Software Quality Evaluation*, ser. MaLTSeSQuE 2019. New York, NY, USA: ACM, 2019, pp. 13–18, event-place: Tallinn, Estonia. [Online]. Available: <http://doi.acm.org/10.1145/3340482.3342743>
- [68] J. A. Reshi and S. Singh, *Predicting Software Defects through SVM: An Empirical Approach*, 2018.
- [69] Y. Wang, S. Hu, L. Yin, and X. Zhou, "Using Code Evolution Information to Improve the Quality of Labels in Code Smell Datasets," in *2018 IEEE 42nd Annual Computer Software and Applications Conference (COMPSAC)*, vol. 01, Jul. 2018, pp. 48–53.
- [70] T. Sharma, V. Efsthathiou, P. Louridas, and D. Spinellis, *On the Feasibility of Transfer-learning Code Smells using Deep Learning*, 2019.
- [71] J. Rubin, A. N. Henniche, N. Moha, M. Bouguessa, and N. Bousbia, "Sniffing Android Code Smells: An Association Rules Mining-Based Approach," in *2019 IEEE/ACM 6th International Conference on Mobile Software Engineering and Systems (MOBILESoft)*, May 2019, pp. 123–127.
- [72] A. Kaur and S. Singh, "International Journal of Applied Engineering Research." [Online]. Available: https://www.ripublication.com/ijaer18/ijaerv13n11_176.pdf
- [73] F. Pecorelli, F. Palomba, D. Di Nucci, and A. De Lucia, "Comparing Heuristic and Machine Learning Approaches for Metric-based Code Smell Detection," in *Proceedings of the 27th International Conference on Program Comprehension*, ser. ICPC '19. Piscataway, NJ, USA: IEEE Press, 2019, pp. 93–104, event-place: Montreal, Quebec, Canada. [Online]. Available: <https://doi.org/10.1109/ICPC.2019.00023>
- [74] P. Kriens and T. Verbelen, *Software Engineering Practices for Machine Learning*, 2019.
- [75] B. Chernis and R. Verma, "Machine Learning Methods for Software Vulnerability Detection," in *Proceedings of the Fourth ACM International Workshop on Security and Privacy Analytics*, ser. IWSPA '18. New York, NY, USA: ACM, 2018, pp. 31–39, event-place: Tempe, AZ, USA. [Online]. Available: <http://doi.acm.org/10.1145/3180445.3180453>
- [76] Y. Xiong, B. Wang, G. Fu, and L. Zang, "Learning to Synthesize," in *Proceedings of the 4th International Workshop on Genetic Improvement Workshop*, ser. GI '18. New York, NY, USA: ACM, 2018, pp. 37–44, event-place: Gothenburg, Sweden. [Online]. Available: <http://doi.acm.org/10.1145/3194810.3194816>
- [77] M. Hirsch, A. Rodriguez, J. M. Rodriguez, C. Mateos, and A. Zunino, "Spotting and Removing WSDL Anti-pattern Root Causes in Code-first Web Services Using NLP Techniques: A Thorough Validation of Impact on Service Discoverability," *Computer Standards & Interfaces*, vol. 56, pp. 116 – 133, 2018. [Online]. Available: <http://www.sciencedirect.com/science/article/pii/S0920548917300892>
- [78] A. L. Samuel, "Some studies in machine learning using the game of checkers. Iirecent progress," in *Computer Games I*. Springer, 1988, pp. 366–400.