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Coláiste na Tríonóide, Baile Átha Cliath

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Measuring Software Engineering Report

Software Engineering - CSU33012

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1 Measuring engineering activity

As software engineers, it is important that we are able to monitor and measure our engineering activity. Not only to discover issues within the process of software engineering, but to also start a conversation about fixing those issues to improve the software engineering process over time.

There are a number of ways of measuring software engineering activity. There are an infinite number of ways of doing so, and I will now discuss a few possible examples one could analyze to measure software engineering.

1.1 Frequency of commits

The frequency of commits is a relatively straightforward method of measuring software engineering activity. It is logical to think that the frequency of the commits by a software engineer can give us an indication of their productivity and fluidity of their workflow.

If we wanted to assess the activity of a project, we know that the less active a project is, the longer the time between commits of individual developers (Kolassa, Riehle & A. Salim 2013). This acts as a straightforward way of measuring the activity of software engineers on a short and large time scale.

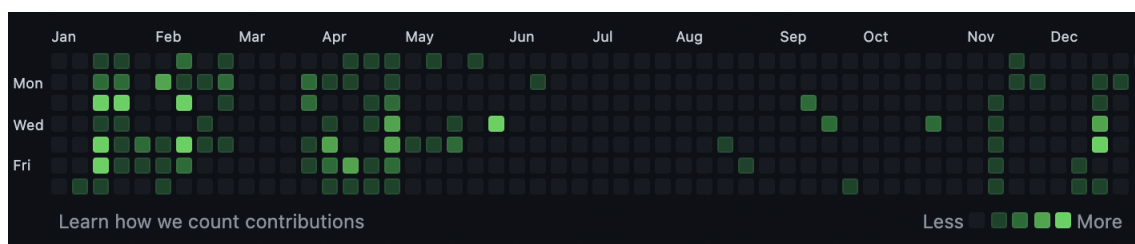


Figure 1: The frequency of commits can be used to measure software engineering activity. We can see the frequency of commits over the past year for my own GitHub profile above.

1.2 Code complexity

The complexity of the code written by a software engineer acts as a strong indicator to measure software engineering activity. Software engineering is a complex field. In a utopian world we would be able to solve all easy solutions for everything. Although we are able to solve some problems like this, software engineers are required to develop complex solutions for complex problems.

As a software engineer writes code for a piece of software, software complexity is a measurement of the resources expended through the software life cycle (Renato R.Gonzalez 1995). These resources could include money for a company, but energy and time for the software engineers working on a project which allows us to measure their activity.

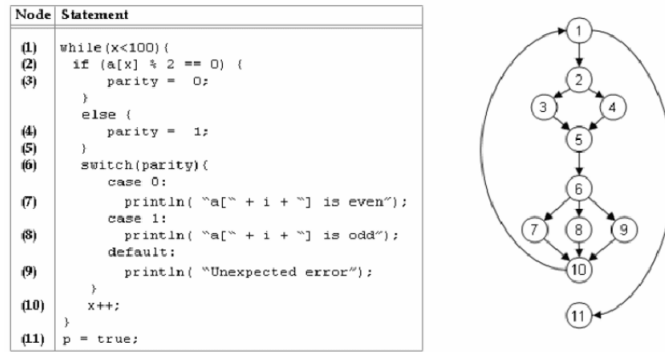


Figure 2: The code complexity of code written by a software engineer acts as a feasible method of measuring software engineering activity by solving complicated problems [3].

1.3 Size of commits

The size of commits is an interesting indicator of software engineering activity. As mentioned before, we can use the frequency of commits to measure software engineering activity, however the size of each commit is vital to the development of a software system.

Most developers follow the behaviour of committing small amounts of code frequently, to utilize version control to roll back to previous versions if anything goes wrong. However in a study it was found that many of the large commits actually modify the architecture of the system (Hindle, M. German & Holt 2008).

This is important for any project, and acts as an important step in the software engineering process. This study found that small changes were corrective in nature, while larger commits were used to perfect a system which is more global in scope.

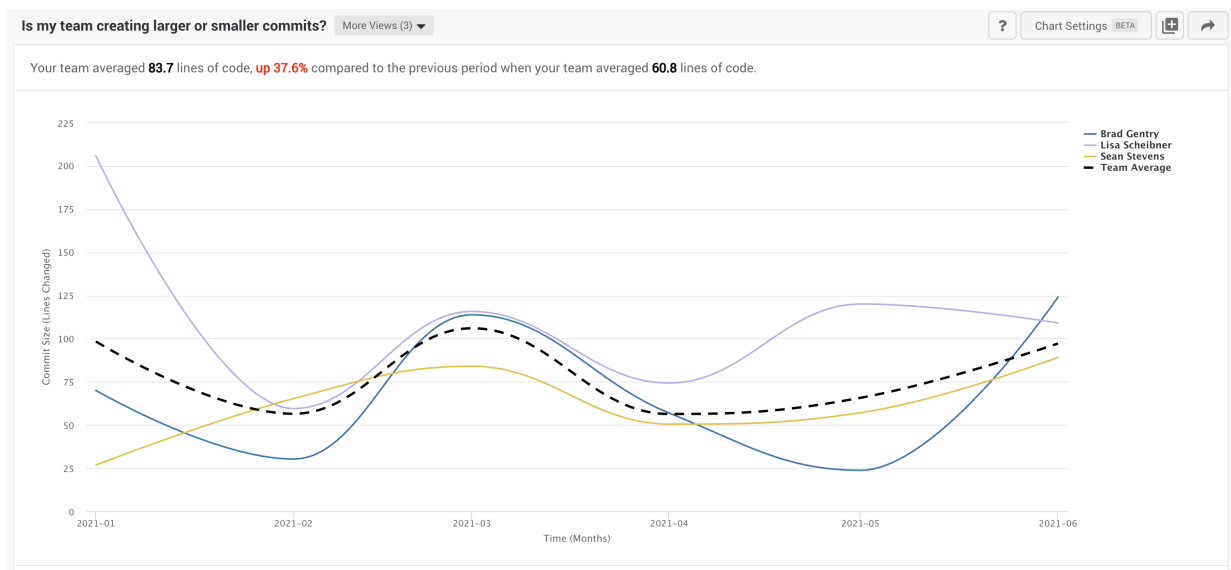


Figure 3: A team can measure the size of commits by each team member over time to measure software engineering activity [5].

1.4 Number of forks

The number of forks in a repository is a great way of measuring the effectiveness of a software engineering project. Software engineering is about working together. Nowadays, Open Source allows us to collaboratively work together with people from all around the world.

When there are more forks, there are more maintainers who are able to evolve a piece of software in face of change (Baudry & Monperrus 2012). Therefore, there would be more people to improve the project over time, hence we can measure this engineering activity.

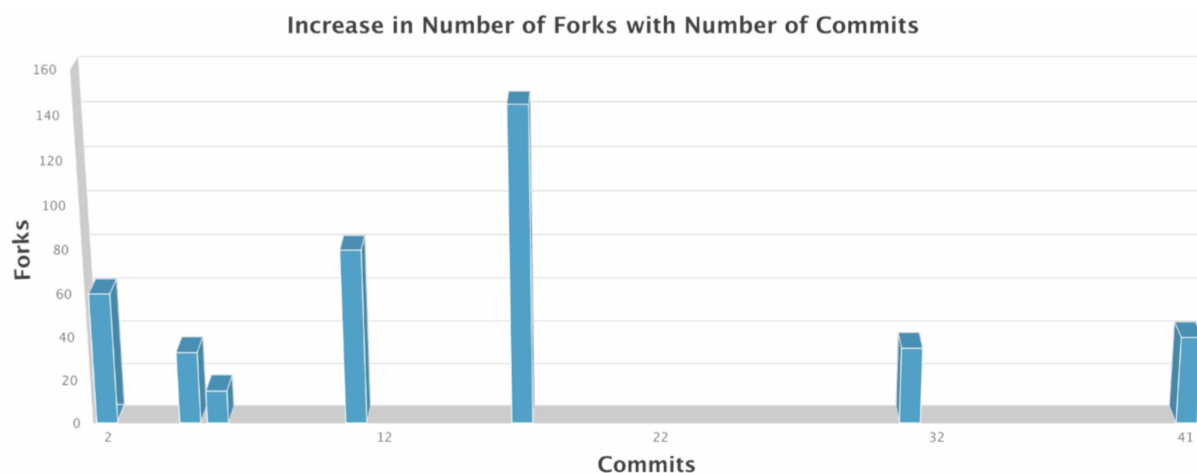


Figure 4: The number of forks in a repository is a great way to analyze the software engineering activity of a project. It shows how many people are copying the project locally to potentially contribute to it.

2 Gathering and processing data

There are various platforms from which one can gather and perform calculations over data regarding software engineering activity. These platforms are essential as they allow us to comprehend software engineering activity.

Among the various platforms from which we can gather software engineering data, I will mention a few in this section, and also discuss a platform which allows the previous two platforms providing data to compute heavy computations without hardware limitations.

2.1 GitHub API

The GitHub API is a platform on which one can gather and perform calculations over data regarding software engineering. Using Java, one could use the Eclipse EGit GitHub API Core 2.1.5 API to interrogate the GitHub API. You can gather information about the repositories of a user such as the number of commits, number of forks, number of watchers, and size in kilobytes. You can analyze each commit and see the author of each of them.

By using the GitHub API, you can gather all this data and store it in a database. If you use a cloud database such as MongoDB Atlas, you can then use the MongoDB Atlas API to access the your data. You can then use data processing to process the data you want, and visualize it in another application using Javascript libraries.

This allows you to access important software engineering data, store it in a database, and visualize large volumes of data with the help of algorithms. There are simple and more complex algorithms and data structures that can be used to gather software engineering data.

```
//Set data for forks and commits graph.
this.forksAndCommits = [];
const numberOfRepos = Object.keys(response.data).length;
const percent = parseInt(this.selected.substring(0,
4).match(/\\d|\\.|-/g).join('')) / 100;
for(var i = 0; i < numberOfRepos*percent; i++){
    this.forksAndCommits.push([response.data[i].NumberOfCommits,
    response.data[i].NumberOfForks]);
}

//Set data for size and forks graph.
this.sizeAndForks = [];
for(var j = 0; j < numberOfRepos*percent; j++){
    this.sizeAndForks.push([response.data[j].NumberOfForks,
    response.data[j].Size]);
}
const map = new Map();
for(var z = 0; z < numberOfRepos; z++){
    if(map.has(response.data[z].Language)){
        map.set(response.data[z].Language,
        response.data[z].NumberOfCommits +
        map.get(response.data[z].Language));
    }
    else {
        map.set(response.data[z].Language,
        response.data[z].NumberOfCommits);
    }
}

//Set data for language and commits graph.
this.languagesAndCommits = [];
map.delete(null);
for (const [key, value] of map) {
    this.languagesAndCommits.push({
        text: key.toString() + " (" + value + " commits)",
        values: [value],
    });
}
```

Listing 1: Algorithms such as simply iterating through all the data from a response and data structures such as maps to hold this data is important when processing data measuring software engineering activity.

2.2 Team collaboration tool usage

When working in a team, it is important to talk to team members about the complexity in your code or if you are stuck on a problem. Keeping in contact with team members regularly allows software engineers to work collaboratively and efficiently.

Team collaboration tools such as Microsoft Teams or Slack allow you to view usage reports or an analytics dashboard. By using these platforms, one can gather data about measuring software engineering. These usage reports come in various forms.

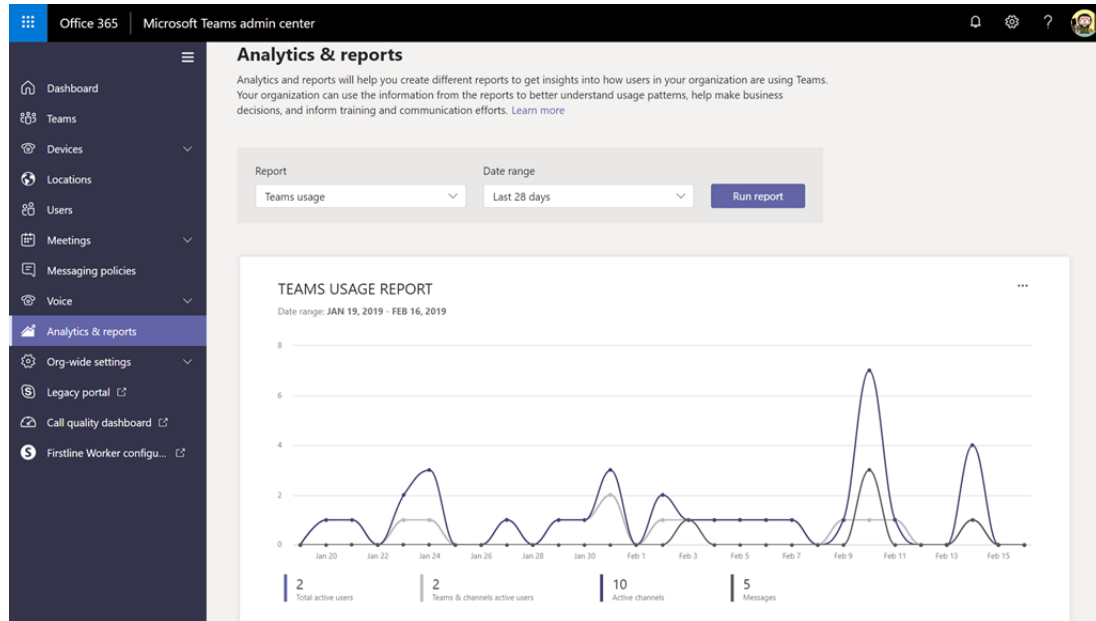


Figure 5: In Microsoft Teams, you can view analytics about the usage of particular channels, the active user in those channels, and it can process this data and visualize it for you [6].

By analyzing these reports, one can gather data about software engineering productivity assuming the channels are purely used for software engineering discussions. One could then perform calculations on this data using a programming language to reason about the data given to them. It may find out things such as the lower overall productivity of software engineers on particular days of the week, or particular times of the day. Such information is important to know, hence this method is effective at reasoning about software engineering data.

2.3 Cloud services

I mentioned two ways of gathering this data above, but what about processing this data on a large scale? Cloud services like Amazon Web Services, Microsoft Azure and Google Cloud allow us to use virtual servers to utilize their computing power to process the data we have at hand.

Without the appropriate computing power, we will not be able to process the data to comprehend it. With the help of cloud computing, one can utilize technologies such as Kubernetes and the cheap access to considerably fast hardware to compute and analyze data.

For example, if a company was trying to research software engineering productivity in a company of 100,000 employees, it would require the necessary hardware capabilities to perform heavy calculations on every employee to calculate overall software engineering productivity.



PRODUCT	aws	Microsoft Azure	Google Cloud Platform
Virtual Servers	Instances	VMs	VM Instances
Platform-as-a-Service	Elastic Beanstalk	Cloud Services	App Engine
Serverless Computing	Lambda	Azure Functions	Cloud Functions
Docker Management	ECS	Container Service	Container Engine
Kubernetes Management	EKS	Kubernetes Service	Kubernetes Engine
Object Storage	S3	Block Blob	Cloud Storage
Archive Storage	Glacier	Archive Storage	Coldline
File Storage	EFS	Azure Files	ZFS / Avere
Global Content Delivery	CloudFront	Delivery Network	Cloud CDN
Managed Data Warehouse	Redshift	SQL Warehouse	Big Query

Figure 6: Each cloud service has it's own benefits and provides slightly different services, but they can be used to provide adequate computing power to compute large computations [7].

3 Computations on software engineering data

There are multiple computations that could be done over software engineering data to profile the performance of software engineers. These computations are important as they allow us to compute vital information from the data we have.

3.1 Simple counting

Simple counting is a simple concept, but it is one of the foundations of discrete mathematics and computer science. We can use simple counting to count various data such as the number of commits for each programming language used by a user, or the number of followers of a GitHub user. As trivial as it sounds, it is actually one of the simplest yet most effective computations we can do to analyze and reason about the software engineering data.

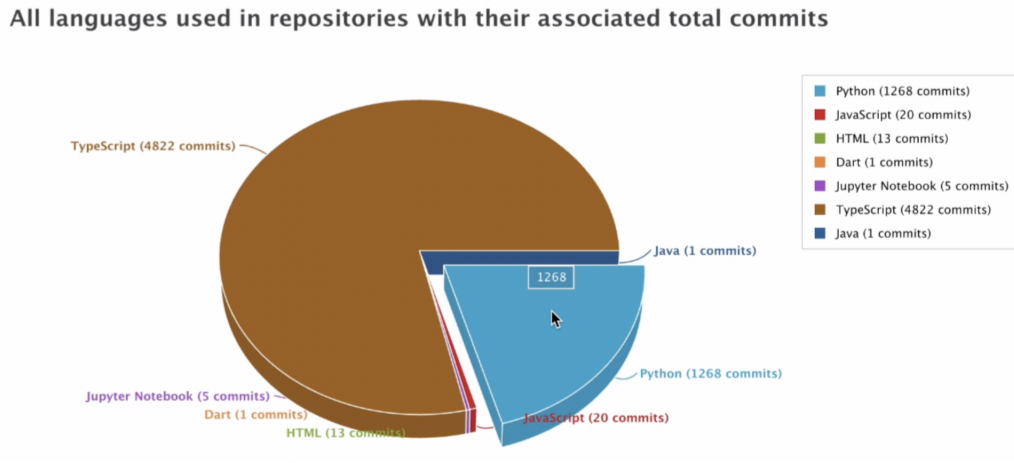


Figure 7: With simple counting, you can effectively count data such as the number of commits for different programming languages.

3.2 Expert systems

Expert Systems have built on many years of work in artificial intelligence (AI) on problem solving, and have become a commercially successful demonstration of the power of AI (G. Buchanan & Q. Smith 1998). With expert systems, a computer is able to copy the decision making of a human using a knowledge base with an inference or rules engine and is able to come up with meaningful results. For example, there was an expert system developed to measure software engineering (He et al 2003). This allows one to specify the data that was wanted from a project, and the expert system was able to process the data and visualize the findings.

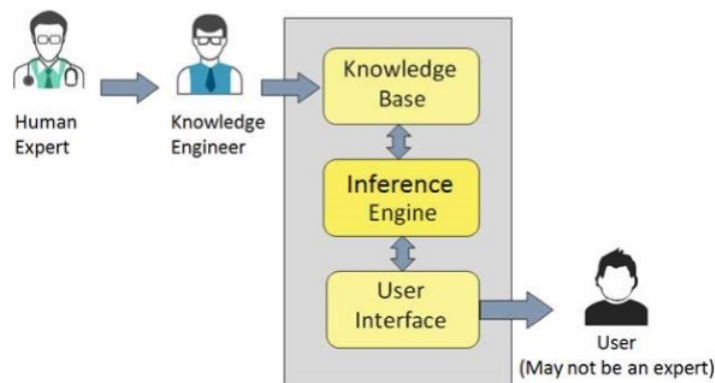


Figure 8: A example of how an expert system works [10].

3.3 Machine learning

Machine Learning is the study of computer algorithms that improve automatically through experience (Mitchell & Hill, 1997). Machine learning is used everywhere nowadays. From

image and speech recognition, to statistical arbitrage and predictive analysis, machine learning helps us to solve real world problems. In terms of measuring software engineering data, machine learning can be used to use past commit frequency to predict future data about a repository. By measuring past software engineering data, we can predict future software engineering data with machine learning algorithms such as linear regression. For example, there was an experiment done to measure software development productivity using linear regression (Helie et al, 2018). Productivity was measured using 2 factors: quantity and quality of code.

4 Ethical issues surrounding personal data processing.

There may be concerns about the ethical, legal and potential moral issues surrounding the processing of personal data to measure software engineering as discussed above. Personally, I do not think there are any ethical issues surrounding the collection and processing of software engineering data. If anything, I think it would help the field of software engineering for the better. We would be able to come up with interesting theories based on human behaviour by evaluating software engineers. These theories will help us to improve the field for the next generation of software engineers. It does not necessarily cross any lines to analyze the performance of software engineers as they go about their work, as it does not impact their workflow. It acts as a method of improving the field they work in. The practicing software engineer has great potential to effect the lives of others (Gotterbarn, 1991), and improving the experience and productivity for them shouldn't be seen as an unethical thing.

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