

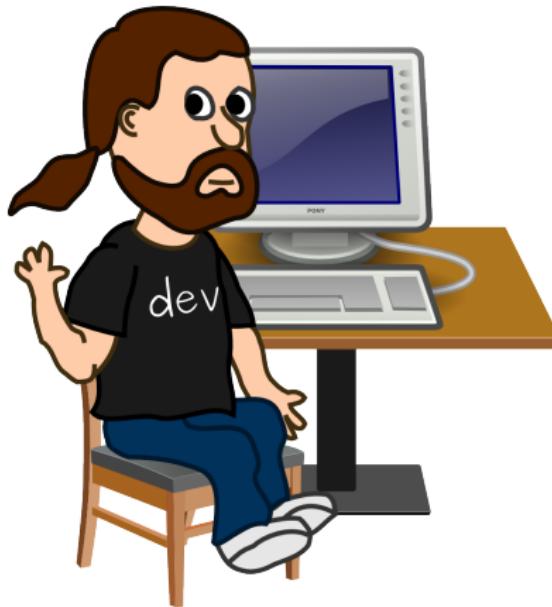
# Empirical Software Engineering: Complexity Matters

**Marcelo Serrano Zanetti**

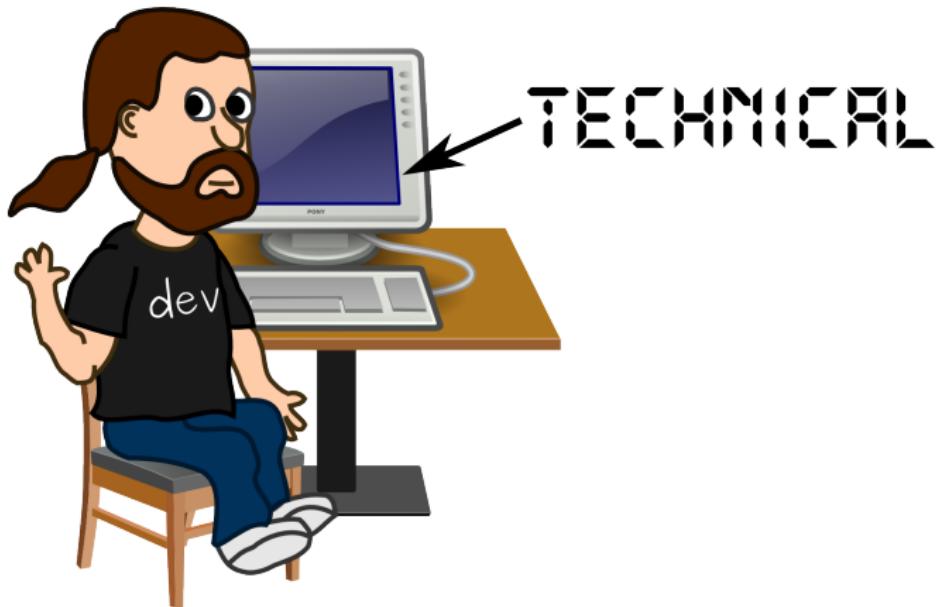
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# Empirical Software Engineering



# Empirical Software Engineering

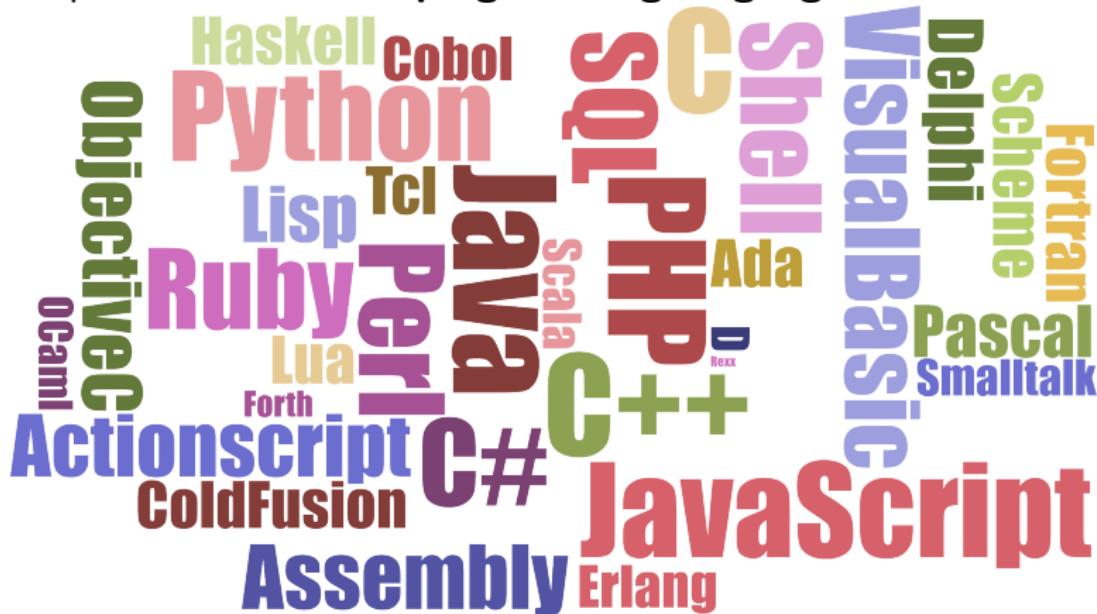


# What Works Best and When?

- How do we optimize project performance?

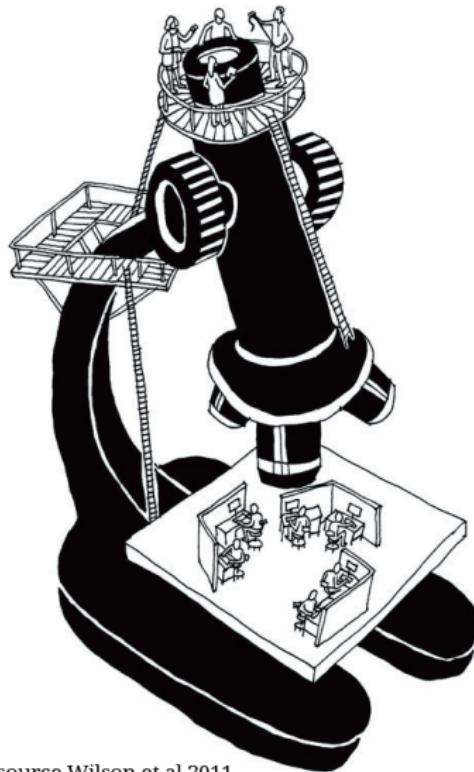
# What Works Best and When?

- How do we optimize project performance?
- Example: the choice of a **programming language**



based on raw data from [LangPop.com](http://LangPop.com) 2011

# Empirical (Scientific) Software Engineering



source Wilson et al 2011



— Pardon me, but what exactly is not trivial  
from what you have told us so far?

# Software is Written By People



# Software is Written By People



# Catastrophic Complex Social Interactions

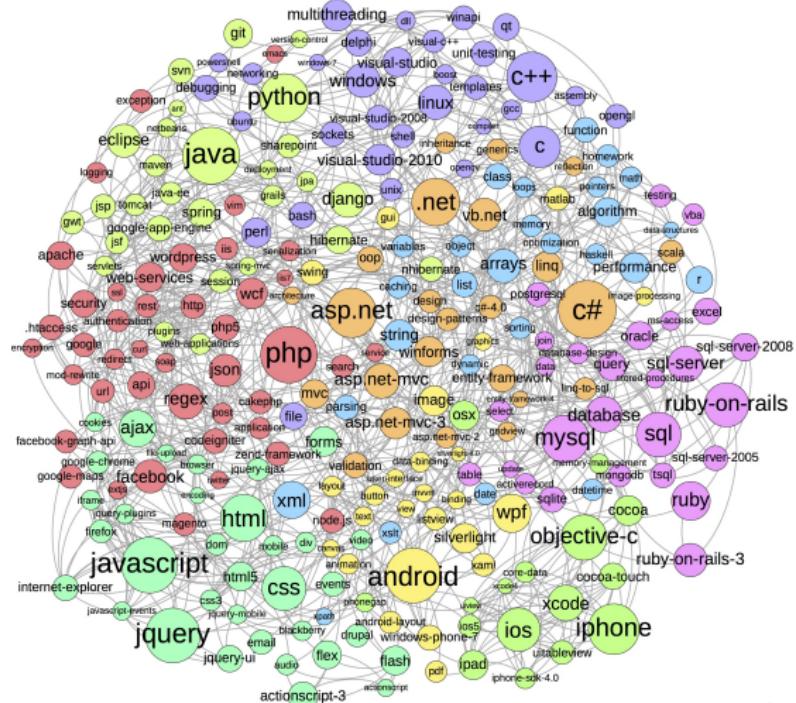


Millennium Bridge



– I knew it all along ...

# How do We Handle Complexity?



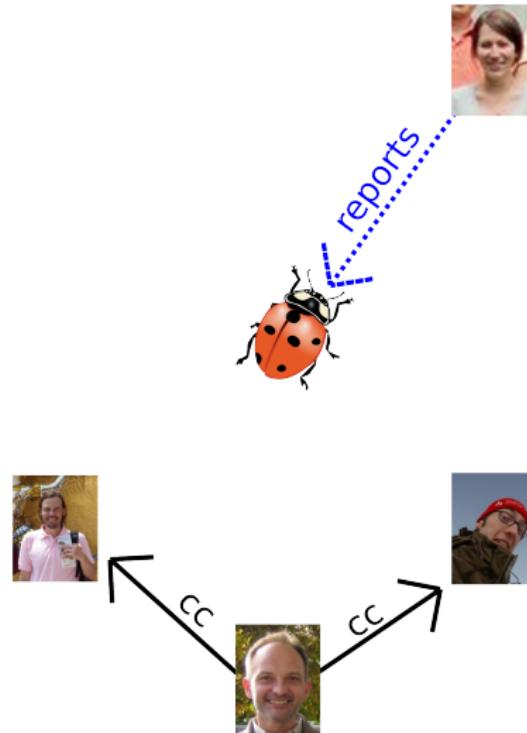
source Piotr Migdal 2012

# Network Science!

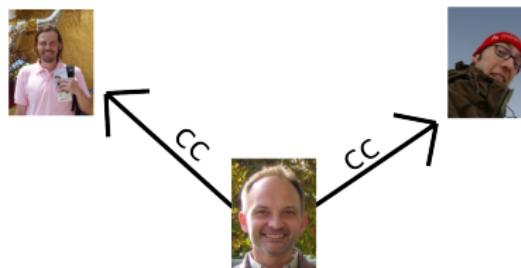
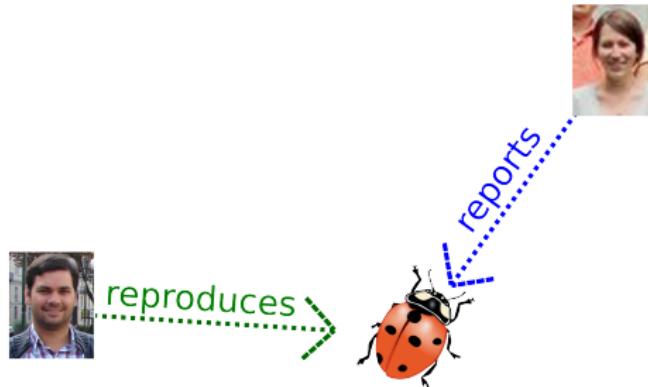
# Networks in Collaborative Software Development



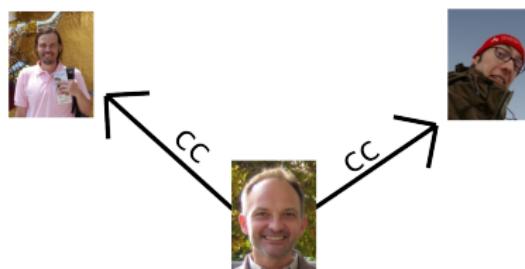
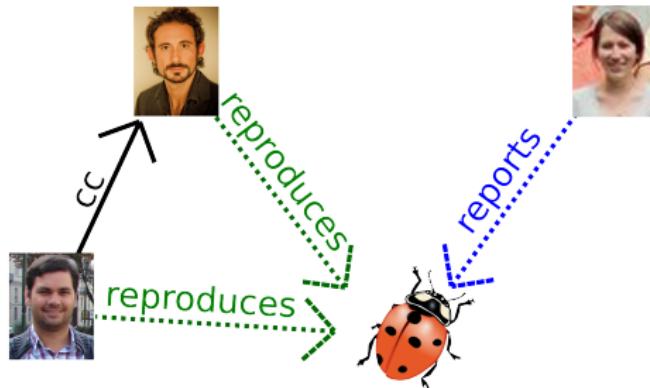
# Networks in Collaborative Software Development



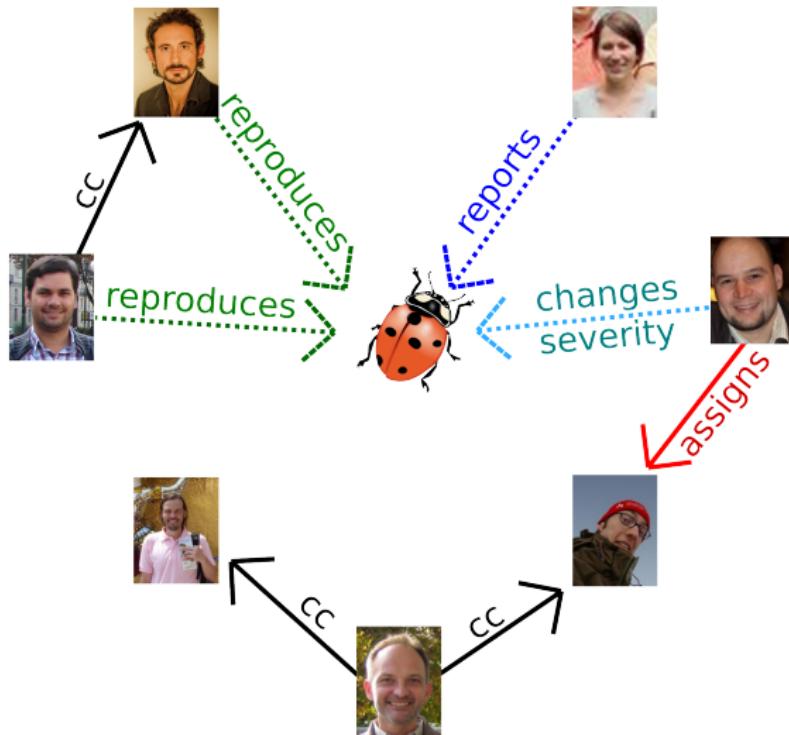
# Networks in Collaborative Software Development



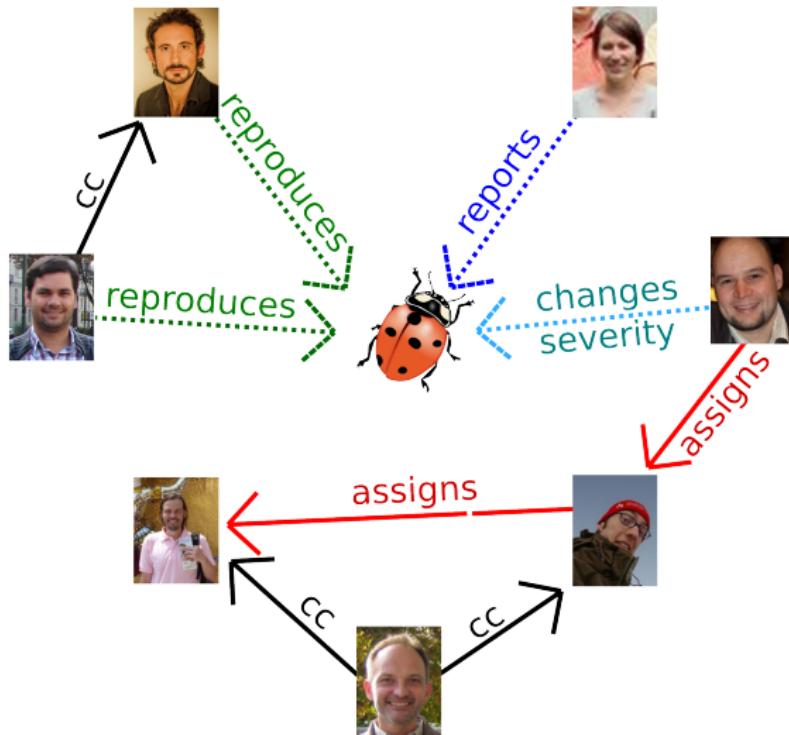
# Networks in Collaborative Software Development



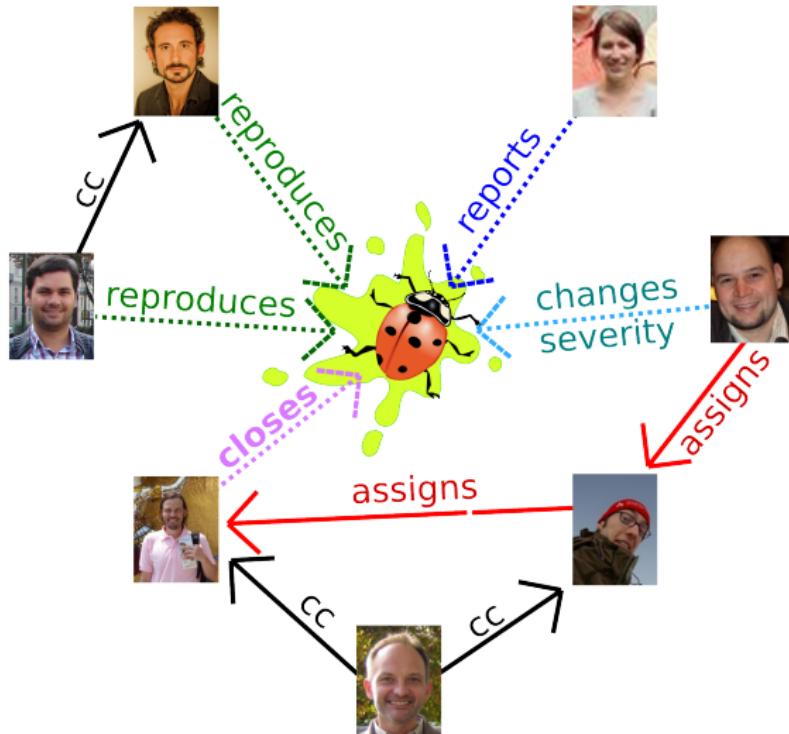
# Networks in Collaborative Software Development



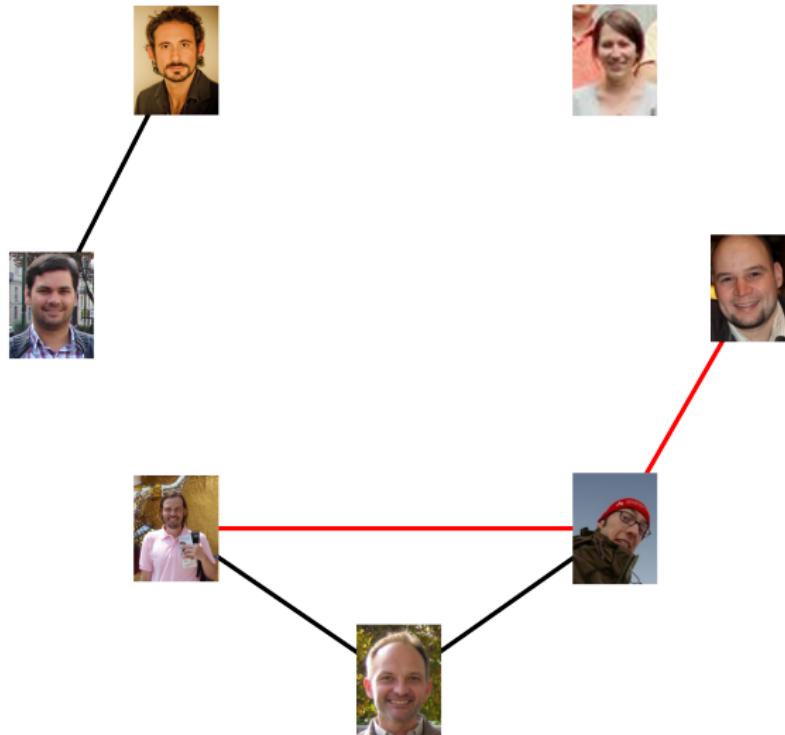
# Networks in Collaborative Software Development



# Networks in Collaborative Software Development



# Networks in Collaborative Software Development



# Who Writes Valid Bug Reports?



- **valid** bug report:  
resolved as **FIX** or **WON'T FIX**
- **faulty** bug report:  
resolved as **DUPLICATE** or **INCOMPLETE** or **INVALID**

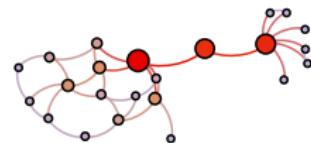
# Who is Important in a Network? Depends ...



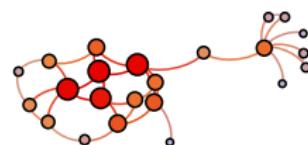
degree centrality



closeness centrality



betweenness centrality

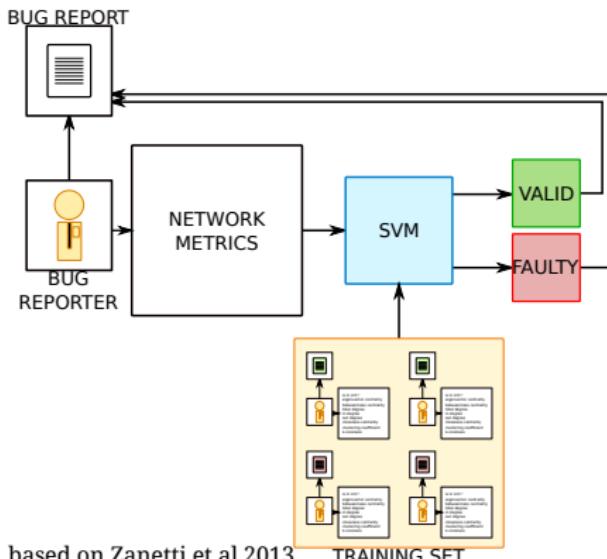


eigenvector centrality



clustering coefficient

# Accurate Automatic Prioritization of Bug Reports



$\text{max}(\text{precision})$

VALID

90.3%

$\text{max}(\text{precision})$

FAULTY

86.9%

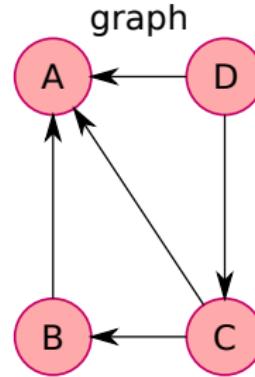


Fascinating! Can you help me minimizing the actual number of bugs in the source code? I find humans to be very unreliable programmers ...

# Source Code Can Also Be Seen as a Network

source code

```
class A {  
    // definition of class A  
};  
class B {  
    A* ab;  
    // rest of definition of class B  
};  
class C {  
    A* ac;  
    B* bc;  
    // rest of definition of class C  
};  
class D: public C {  
    A* ad;  
    // rest of definition of class D  
};
```

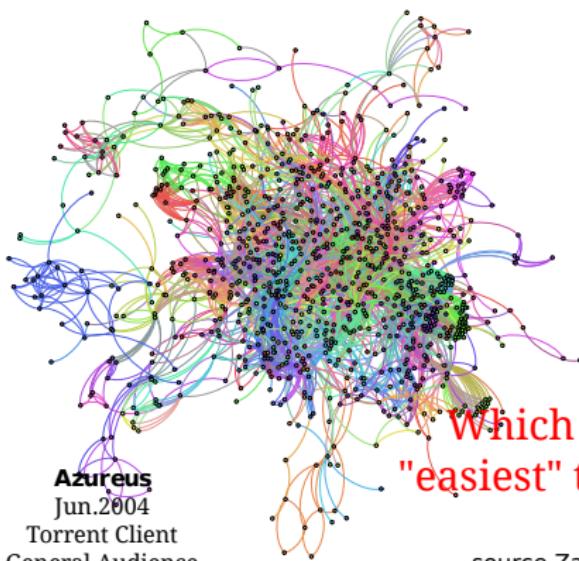


edge list:

B,A  
C,A  
C,B  
D,C  
D,A

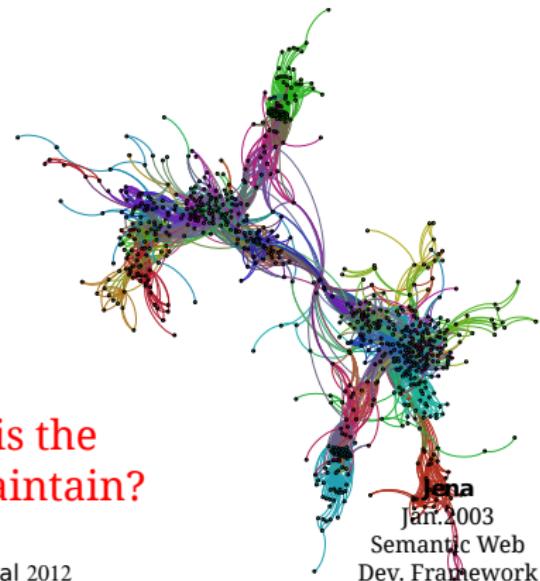
based on Myers 2003

# Source Code Can Also Be Seen as a Network

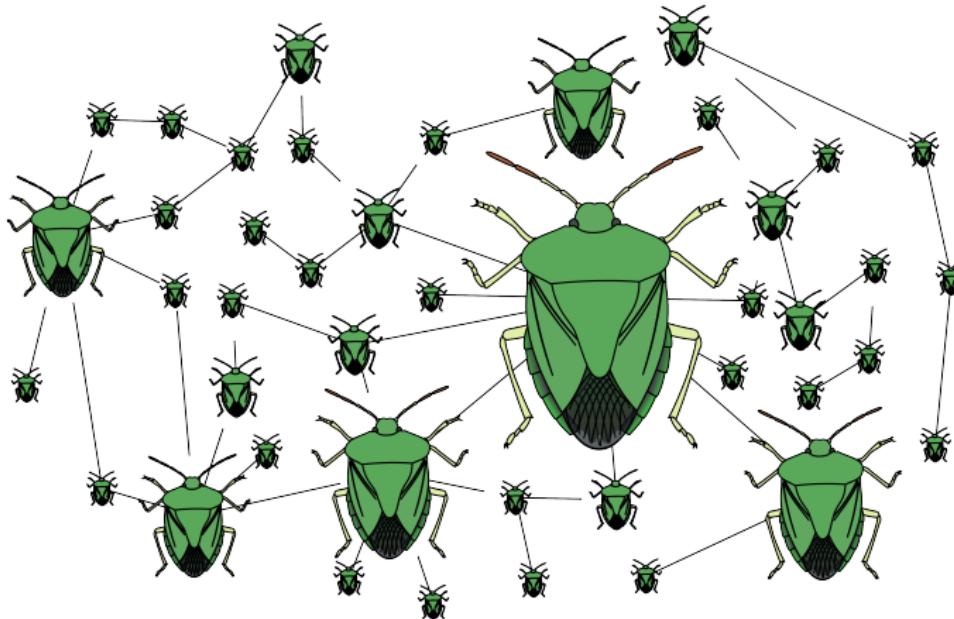


Which one is the  
"easiest" to maintain?

source Zanetti et al 2012



# Network Importance Influences Failure Severity



Bhattacharya et al (2012) show that the **importance of nodes** in a code network is indicative of the **severity of possible failures**

# New Opportunities Ahead ... Go for It!



source [StuckinCustoms](#) 2007

# Open Source Software for Network Analysis

- Libraries:

[NETWORKX](#) (PYTHON)

[IGRAPH](#) (PYTHON, R, C, RUBY)

- Visualization tools:

[GEPHI](#)

[CUTTLEFISH](#)

- Source code call graph generator:

[CODEVIZ](#)

[DOXYGEN](#)

[CDA](#)

## References

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- Myers, *Software systems as complex networks: structure, function, and evolvability of software collaboration graphs*, Phys.Rev.E 68, 046116, 2003
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- Zelkowitz, *Techniques for Empirical Validation*, Basili et al (Eds.): *Empirical Software Engineering Issues*, LNCS 4336, pp. 4–9, 2007