Abstract

According to Software maintenance consumes 75% of the total IT budget of a company [4].

According to Curtis [4], in 2018, number of software failures had surpassed 100M which consequently represent a significant waste of resources.

Contents

A	bstract	i
A	bbreviations	v
1	Introduction	ix
	1.1 Benefits of Architecture Recovery	ix

List of Figures

List of Tables

Abbreviations

AI Artificial Intelligence

ML Machine Learning

AV Autonomous Vehicle

ASIL Automotive Safety Integrity Level

MDE Model Driven Engineering

PDF Probability Distribution Function

RL Reinforcement Learning

GSN Goal Structuring Notation

EDA Exploratory Data Analysis

GAN Generative Adversarial Network

iCM Intuitive Certainty Measure

Contents

List of Figures

List of Tables

Chapter 1

Introduction

1.1 Benefits of Architecture Recovery

- New members of a development team can benefit from the architecture by having access to the group memory of all the artifacts generated during the development process. Tools such as Hipikat [1] can generate such a memory by analyzing which developers have the most contribution for a component. Leveraging this information, new developers will know which team member to contact in case of any questions.
- Project managers can benefit from the information on which parts of the project is actively changing and how this change is affecting the structure of the project [5].
- By creating a mapping between the changes and author identifiers, project managers can also understand who has worked on an artifact and thus, is more knowledgeable about a problem at hand for the same artifact [3].

- Identify the distance between the requirement and implementation of the system, i.e., as-is-architecture and as-it-should-be architecture [2]
- Architecture Recovery can help learn the structure of a program and how it satisfies the domain needs

Bibliography

- [1] Davor Čubranić, Gail C. Murphy, Janice Singer, and Kellogg S. Booth. Hipikat: A project memory for software development. In *IEEE Trans. Softw. Eng.*, volume 31, pages 446–465, jun 2005.
- [2] Wolfgang Eixelsberger. Recovery of a Reference Architecture, A case study. Technical report, 1998.
- [3] Tudor Grba, Adrian Kuhn, Mauricio Seeberger, and Stéphane Ducasse. How developers drive software evolution. In *Int. Work. Princ. Softw. Evol.*, volume 2005, pages 113–122, 2005.
- [4] Herb Krasner. The Cost of Poor Quality Software in the US: A 2018 Report The Cost of Poor Software Quality in the US: A 2018 Report 2 Contents. Technical report, CISQ, 2018.
- [5] MM Lehman. Programs, life cycles, and laws of software evolution; Programs, life cycles, and laws of software evolution. Technical report, 1980.