# Empirical study on chat rooms for Stack Overflow questions

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What are chat rooms in Stack Overflow?

### Chat rooms FAQ

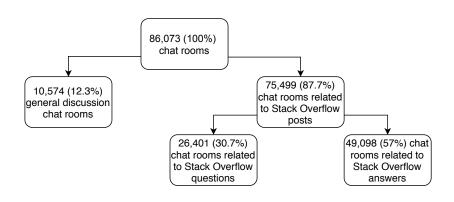
#### What is this?

It's a real time, persistent collaborative chat for the Stack Overflow community. Only members of Stack Overflow with at least 20 reputation may talk here – but all the conversations are free, open, and public to read by anyone.

#### What can we chat about?

This site is an extension of Stack Overflow, so discussion should more or less revolve around the same topics you'd find at Stack Overflow — but in an interactive, less strictly Q&A focused way. Do have fun, but please keep it professional and always be respectful of your fellow community members.

## Types of Chat Rooms



## How are question chat rooms created?

P

You can do it with cvGetPerspectiveTransform and cvWarpPerspective . -Piotr Praszmo Jan 31 '12 at 17:02 in CvMat\* cvGetPerspectiveTransform(const CvPoint2D32f\* src. const CvPoint2D32f\* dst. CvMat\* mapMatrix), src would be my 4 points in my boxPoints, and dst the points [0.0], [0,destImq->width], [destImq->height,0], [destImq->height,destImq->width] ? - CTZStef Jan 31 '12 at 17:11 Yes. I'm not sure about the order of vertices, but you will see if you need to swap them. — Piotr Praszmo Jan 31 '12 at 17:25 I googled on it a little, the order of vertices seems to be good; however it acts strangely, I get a full white image... see my edit above - CTZStef Jan 31 '12 at 17:32 Actually I get a full black image... - CTZStef Jan 31 '12 at 17:47 Transformation seems correct. I'm not sure what cvAnd is supposed to do. Check if ROIimg contains expected image. - Piotr Praszmo Jan 31 '12 at 17:56 Yes it does, I check this here: cvCvtColor(ROlimg,in,CV\_GRAY2BGR); Even if I try it on another image, like my first image in, thresImgResized is always black - CTZStef Jan 31 '12 at 18:05 let us continue this discussion in chat - Piotr Praszmo Jan 31 '12 at 18:07

#### Begining of chat room



Jan 31, 13:07

Banthar

You can do it with cvGetPerspectiveTransform and cvWarpPerspective.

CTZStef

in CvMat\* cvGetPerspectiveTransform(const CvPoint2D32f\* src, const CvPoint2D32f\* dst, CvMat\* mapMatrix), src would be my 4 points in my boxPoints, and dst the points [0,0], [0,destImg->width], [destImg->height,0], [destImg->height,destImg->width] ?

#### ... Omitted messages...



then I will approve it and open a new question if I need further help THANK you very much Banthar for your help!!!!! Jan 31, 13:33

14 days later...



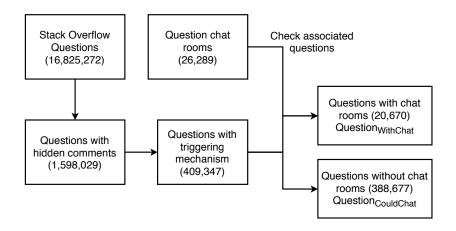
This room has been automatically frozen for inactivity

Feb 14, 19:52

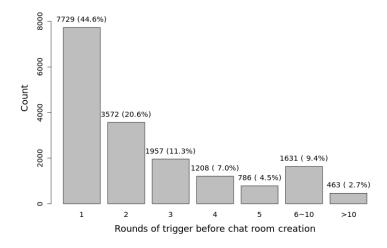
The last message was posted 2780 days ago.

#### End of chat room

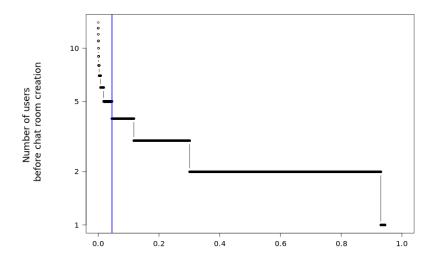
### Data selection



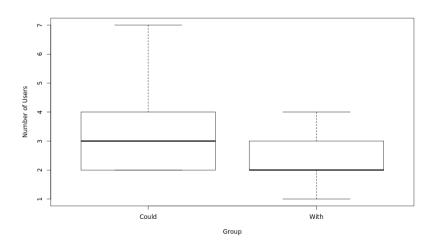
## Rounds of trigger



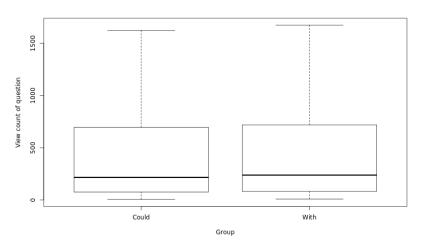
# 62.9% of chat rooms are created after two users in comments



## Question With Chat have less users in comments before chat

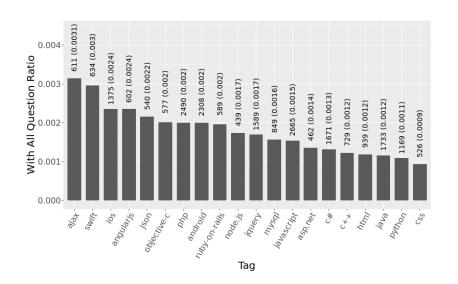


# No difference between number of views between Question<sub>WithChat</sub> and Question<sub>CouldChat</sub>

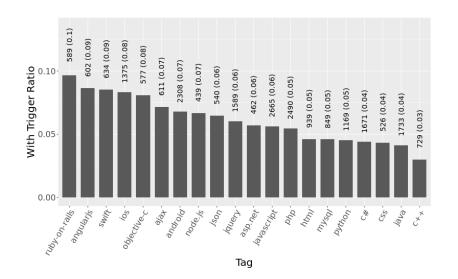


74.0% of sample test have p.value >= 0.05

## Chat room usage differs across communities

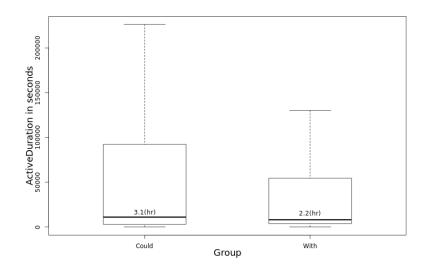


## Trgger acceptence rate differs across communities



What are the effects of chat rooms?

### Discussions finishes faster with chat rooms



Thank you!