

# Speculative Analysis

# Homework 2

- On pair programming
- Due Monday, Oct 7, 9 AM on moodle
- This homework requires creativity
  - Creativity cannot be forced in the last day
  - Start early!

# What's going on with projects?

- 621 students assemble into project groups
  - see **project group self-assembly** on moodle
  - due Monday Oct 7 as well
- 521 students **do not have to do a project**
  - but can if they want to
- Everyone who does a project will do 1 paper presentation
- Everyone else will do 2 paper presentations

# What do I have to do by Monday?

- Homework 2
- 621 students: self-assemble into groups
  - complete moodle group selection assignment
- 521 students: if you want to do a project, complete moodle group selection assignment

# DECISION MAKING

Implement a new feature?

Incorporate another developer's changes?

Fix a bug?

## DECISION MAKING

Upgrade a library?

Refactor for code reuse?

Run tests?

Implement a new feature?

Incorporate another developer's changes?

Fix a bug?

## DECISION MAKING

Developers often make decisions based on experience and intuition.

Upgrade a library?

Refactor for code reuse?

Run tests?

Can we predict the future  
to help make decisions?



# Speculative analysis: predict the future and analyze it



**current program**

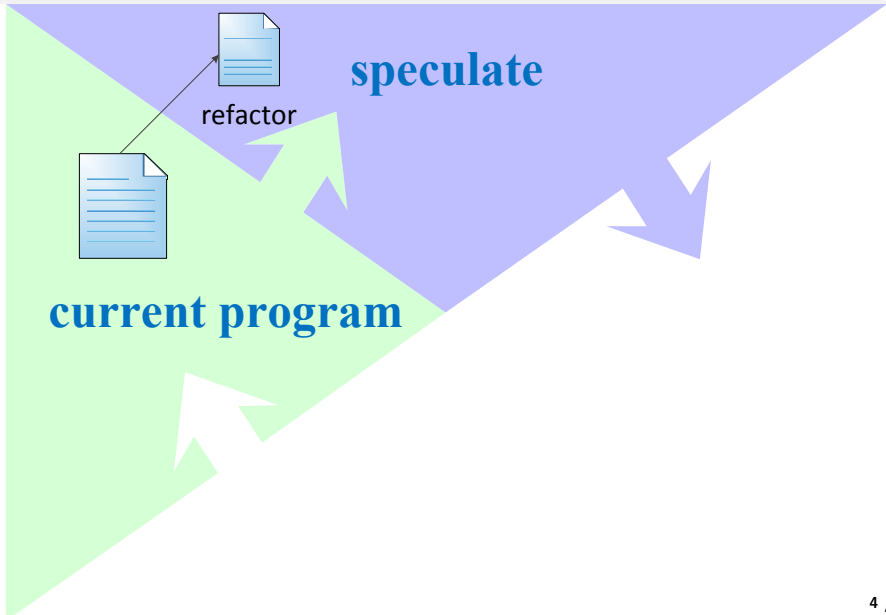
# Speculative analysis: predict the future and analyze it

**speculate**

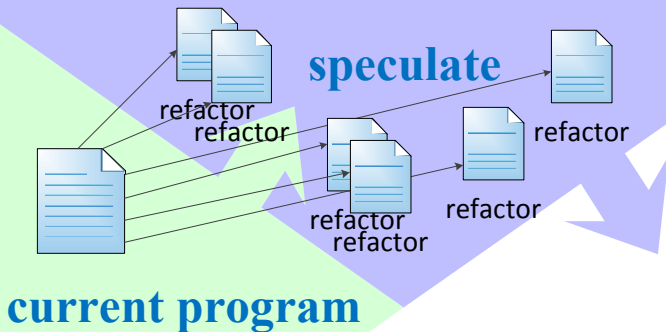
The diagram features two large, overlapping triangular shapes. A light green triangle on the left contains a blue document icon and the text 'current program'. A light blue triangle on the right contains the text 'speculate'. A large, light green arrow points from the 'current program' area towards the 'speculate' area. A large, light blue arrow points from the 'speculate' area back towards the 'current program' area, indicating a feedback loop.

**current program**

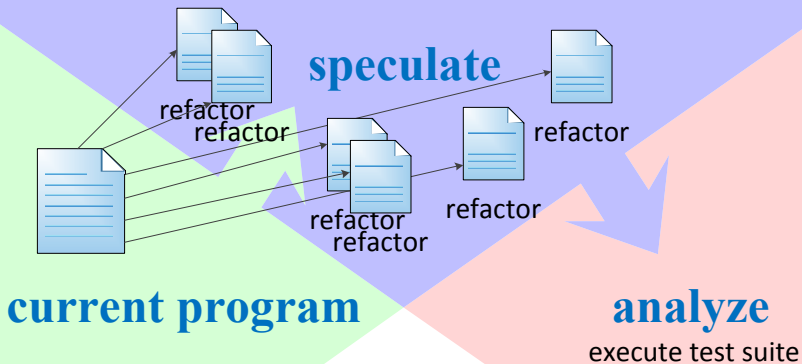
# Speculative analysis: predict the future and analyze it



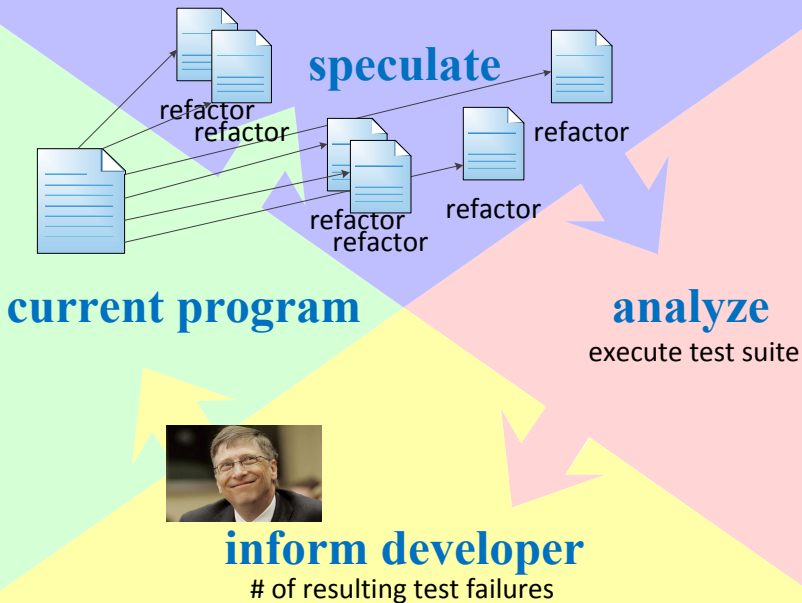
## Speculative analysis: predict the future and analyze it



# Speculative analysis: predict the future and analyze it

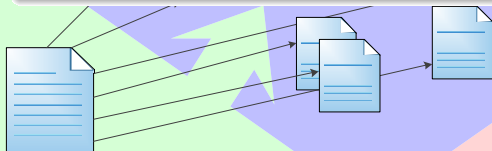


# Speculative analysis: predict the future and analyze it



# Speculative analysis: research questions

Are there domains for which speculative analysis is possible?



**current program**

Can speculative analysis be made computationally feasible?



Can speculative analysis help, and not overwhelm, developers?

## Quick Fix Scout













Collaborators: Kıvanç Muşlu, Reid Holmes, Michael D. Ernst, and David Notkin



```
public class UnresolvableType {  
  
    private string name;  
  
    public void setName(String arg) {  
        name = arg;  
    }  
}
```

Eclipse provides Quick Fixes to resolve compilation errors.

```
public class UnresolvableType {  
    private string name;  
  
    public void setName(String arg)  
    {  
        name = arg;  
    }  
}
```

-  Create class 'string'
-  Create interface 'string'
-  Change to 'String' (javax.swing)
-  Change to 'String' (java.lang)
-  Change to 'STRING' (javax.print.DocFlavor)
-  Change to 'StringBuffer' (java.lang)
-  Change to 'StringHolder' (org.omg.CORBA)
-  Change to 'StringReader' (java.io)
-  Change to 'StringWriter' (java.io)
-  Create enum 'string'
  -  Add type parameter 'string' to 'UnresolvableType'
  -  Fix project setup...

Press 'Ctrl+1' to go to original position

But Eclipse can't tell which fix is best.

```
public class UnresolvableType {
```

```
    private string name;
```

```
    public void setName(string name) {
```

```
        name = arg;
```

```
    }
```

```
}
```

- 🔗 (0) Change to 'String' (java.lang)
- 🔗 (1) Change to 'StringBuffer' (java.lang)
- 🔗 (1) Change to 'StringHolder' (org.omg.CORBA)
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- 🔗 (1) Change to 'StringReader' (java.io)
- 🕒 (1) Create class 'string'
- 📘 (1) Create interface 'string'
- 📄 (1) Create enum 'string'
- 🔗 (1) Add type parameter 'string' to 'UnresolvableType'
- 🔗 (2) Fix project setup...

Press 'Ctrl+1' to go to original position

We can speculatively apply each fix to find out how many errors remain.

```
public class UnresolvableType {  
  
    private string name;  
  
    public void setName(String arg) {  
        name = arg;  
    }  
}
```

**C** Create class 'name'

**I** Create interface 'name'

➤ Change to 'NA' (javax.print.attribute.standard.MediaSize)

➤ Change to 'Name' (java.util.jar.Attributes)

➤ Change to 'Name' (javax.lang.model.element)

➤ Change to 'Name' (javax.naming)

➤ Change to 'Name' (javax.xml.soap)

➤ Change to 'NameList' (org.w3c.dom)

➤ Change to 'Naming' (java.rmi)

➤ Change to 'Node' (javax.xml.soap)

➤ Change to 'Node' (org.w3c.dom)

**E** Create enum 'name'

○ Add type parameter 'name' to 'UnresolvableType'

○ Add type parameter 'name' to 'setName(String)'

➤ Fix project setup...

Press 'Ctrl+1' to go to original position

Sometimes, local fixes cannot resolve an error.

```
public class UnresolvableType {
```

```
    private string name;
```

```
    public void setName(String arg) {
```

```
        name = arg;
```

```
    }
```

```
}
```

➤ (0) UnresolvableType.java:4:18: Change 'string' to 'String' (java.lang)

➤ (2) Change to 'Node' (org.w3c.dom)

➤ (2) Change to 'Name' (javax.naming)

➤ (2) Change to 'Naming' (java.rmi)

➤ (2) Change to 'Name' (javax.xml.soap)

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➤ (2) Change to 'Name' (javax.lang.model.element)

○ (2) Add type parameter 'name' to 'setName(String)'

○ (2) Add type parameter 'name' to 'UnresolvableType'

➤ (2) Fix project setup...

Ⓞ (2) Create class 'name'

Ⓜ (2) Create interface 'name'

ⓔ (2) Create enum 'name'

➤ (2) Change to 'NA' (javax.print.attribute.standard.MediaSize)

➤ (2) Change to 'Name' (java.util.jar.Attributes)

Press 'Ctrl+1' to go to original position

Speculation can discover remote fixes that resolve errors.

## Complex error dependencies

```
public class ExceptionalObject {  
    public void exceptionalMethod() {  
        throw new MyException();  
    }  
}
```

...

```
public class SafeObject {  
    public void safeMethod() {  
        try {  
            ExceptionalObject eo =  
                new ExceptionalObject();  
            eo.exceptionalMethod();  
        } catch (MyException e) {}  
    }  
}
```

<http://quick-fix-scout.googlecode.com>

## Complex error dependencies

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public class ExceptionalObject {  
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    }  
}
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public class SafeObject {  
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        try {  
            ExceptionalObject eo =  
                new ExceptionalObject();  
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        } catch (MyException e) {}  
    }  
}
```

Remove catch clause  
Replace catch clause with throws  
Press 'Ctrl+1' to go to original position

## Complex error dependencies

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public class ExceptionalObject {
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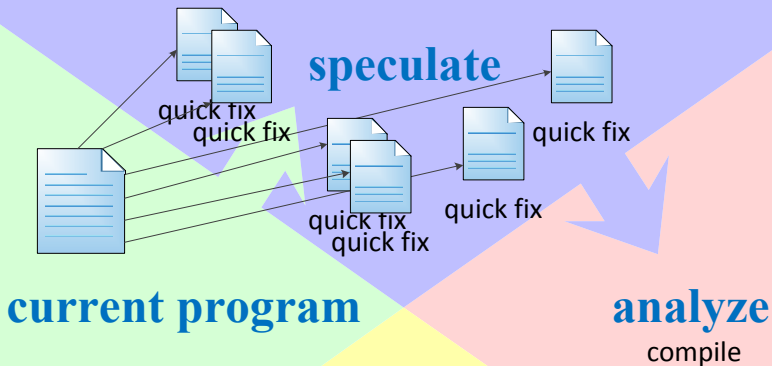
- J (0) ExceptionalObject.java:6:12: Add throws declaration to 'exceptionalMethod'
- J (1) Replace catch clause with throws
- J (1) Remove catch clause

Press 'Ctrl+1' to go to c

<http://quick-fix-scout.googlecode.com>

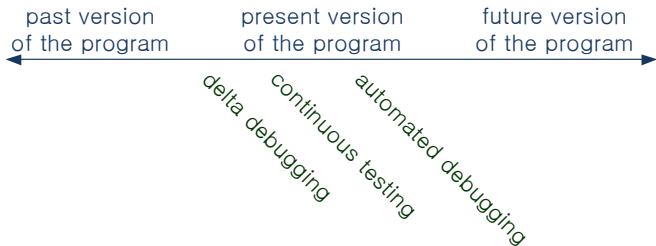


# Speculative analysis for Quick Fix

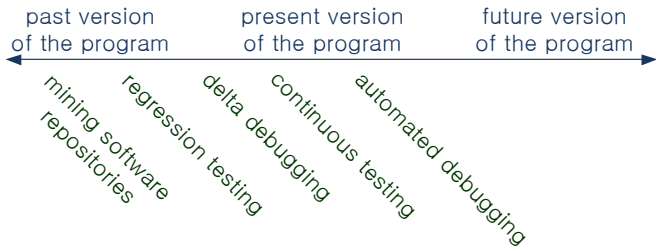


**inform developer**  
# of resulting compilation errors

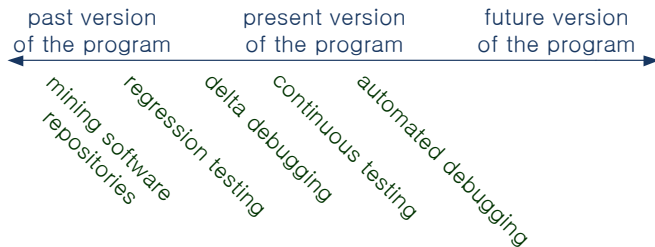
## Exploring the future



## Exploring the future



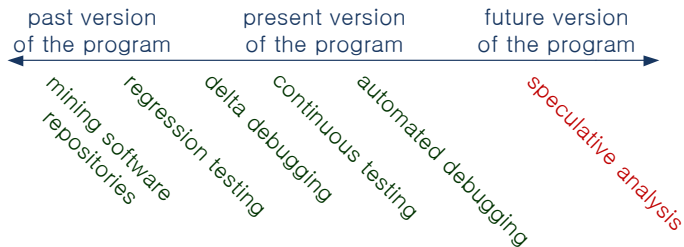
## Exploring the future



### Continuous development

- compilation [Childers et al. 2003; Eclipse 2011]
- execution [Henderson and Weiser 1985; Karinthi and Weiser 1987]
- testing [Saff and Ernst 2003, 2004]
- version control integration [Guimarães and Rito-Silva 2010]

## Exploring the future



### Continuous development

- compilation [Childers et al. 2003; Eclipse 2011]
- execution [Henderson and Weiser 1985; Karinthi and Weiser 1987]
- testing [Saff and Ernst 2003, 2004]
- version control integration [Guimarães and Rito-Silva 2010]

Speculative analysis is **predictive**.

## Proactive detection of collaboration conflicts

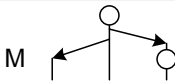
Collaborators: Reid Holmes, Michael D. Ernst, and David Notkin

## Version-control terminology

Proactive conflict detection applies to both centralized and distributed version control.

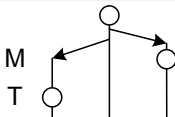
	distributed (hg, git)	centralized (cvs, svn)
local commit:	commit	save
incorporate:	pull and push	update and commit

# The Gates conflict

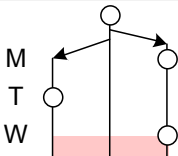




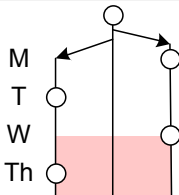
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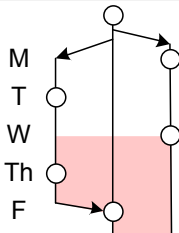
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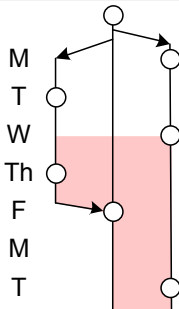
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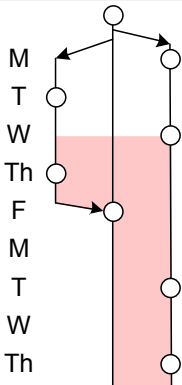
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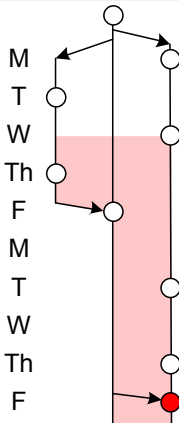
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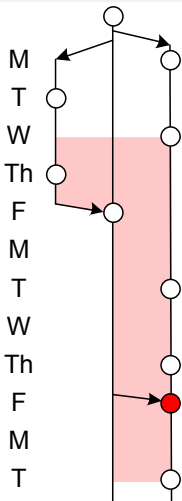
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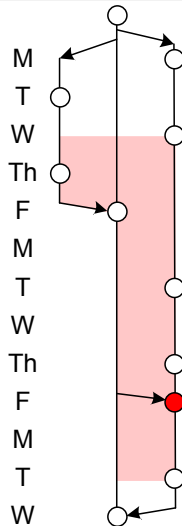


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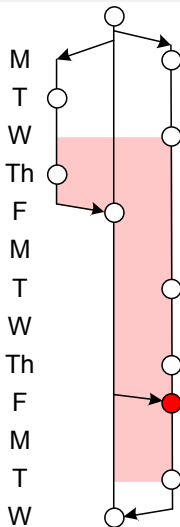




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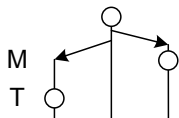


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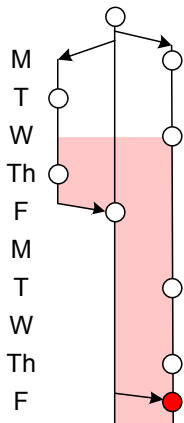
The information was all there, but the developers didn't know it.

## What could well-informed developers do?



- avoid conflicts

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- avoid conflicts

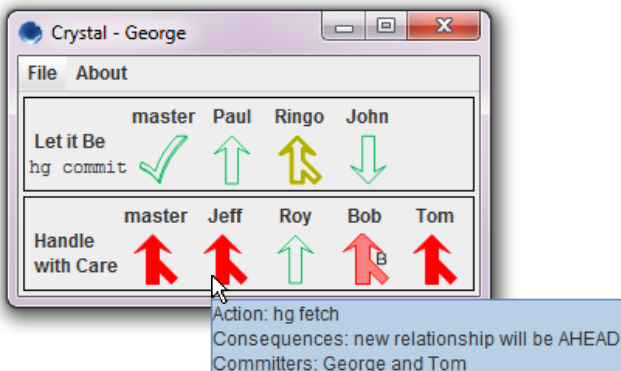
- become aware of conflicts earlier

# Introducing Crystal: a proactive conflict detector

## DEMO

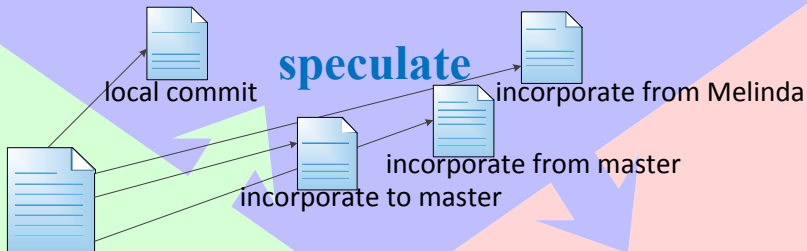
# Introducing Crystal: a proactive conflict detector

## DEMO



<http://crystalvc.googlecode.com>

# Speculative analysis in collaborative development



**current program**

**analyze**

merge  
compile  
test  
...



**inform developer**

collaborative relationships

## Reducing false positives in conflict prediction

### Collaborative awareness

- Palantír [Sarma et al. 2003]
- FASTDash [Biehl et al. 2007]
- Syde [Hattori and Lanza 2010]
- CollabVS [Dewan and Hegde 2007]
- Safe-commit [Wloka et al. 2009]
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## Reducing false positives in conflict prediction

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Crystal analyzes **concrete artifacts**,  
eliminating false positives and false negatives.

## Utility of conflict detection

- Are textual collaborative conflicts a real problem?
- Can textual conflicts be prevented?
- Do build and test collaborative conflicts exist?

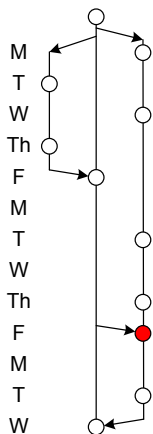
## Are textual collaborative conflicts a real problem?

### histories of 9 open-source projects:

size:	26K–1.4M SLoC
developers:	298
versions:	140,000

Perl5, Rails, Git, jQuery, Voldemort,  
MaNGOS, Gallery3, Samba, Insoshi

# Are textual collaborative conflicts a real problem?

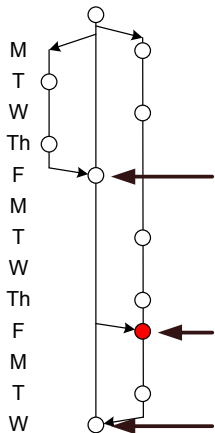


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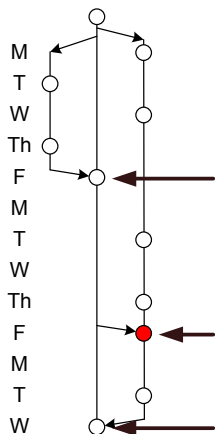
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# Are textual collaborative conflicts a real problem?



How frequent are textual conflicts?

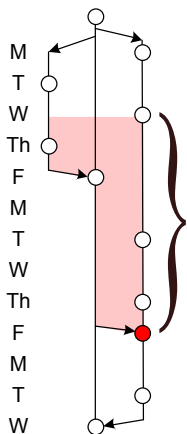
## Are textual collaborative conflicts a real problem?



How frequent are textual conflicts?

16% of the merges have textual conflicts.

## Are textual collaborative conflicts a real problem?

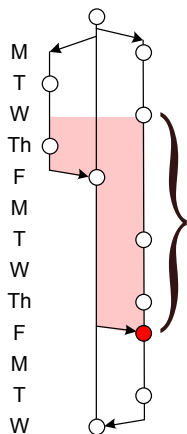


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How long do textual conflicts persist?

# Are textual collaborative conflicts a real problem?



How frequent are textual conflicts?

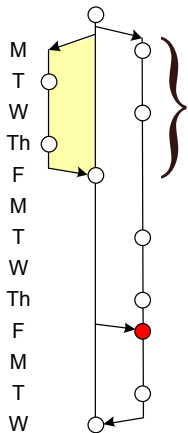
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How long do textual conflicts persist?

Conflicts live a mean of 9.8 and median of 1.6 days.  
The worst case was over a year.



# Are textual collaborative conflicts a real problem?



How frequent are textual conflicts?

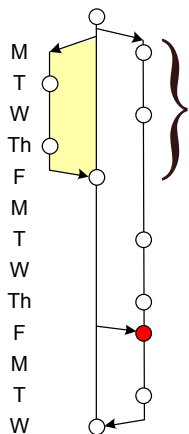
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Conflicts live a mean of 9.8 and median of 1.6 days.  
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How long do textually-safe merges persist?

# Are textual collaborative conflicts a real problem?



How frequent are textual conflicts?

16% of the merges have textual conflicts.

How long do textual conflicts persist?

Conflicts live a mean of 9.8 and median of 1.6 days.  
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How long do textually-safe merges persist?

Textually-safe merges live a mean of 11.0 and  
median of 1.9 days.

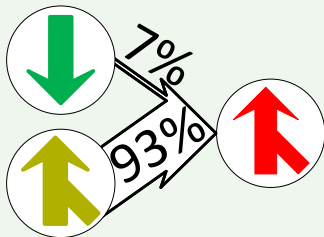
## Can textual conflicts be prevented?

Where do textual conflicts come from?

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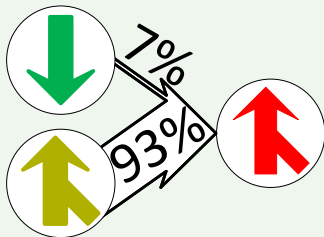
93% of textual conflicts developed from safe merges.



## Can textual conflicts be prevented?

Where do textual conflicts come from?

93% of textual conflicts developed from safe merges.



The information Crystal computes can help prevent conflicts.

## Do build and test collaborative conflicts exist?

program	conflicts			safe merges
	textual	build	test	
Git	17%	<1%	4%	79%
Perl5	8%	4%	28%	61%
Voldemort	17%	10%	3%	69%

Does merged code fail to build or fail tests?

One in three conflicts are build or test conflicts.

## Microsoft Beacon

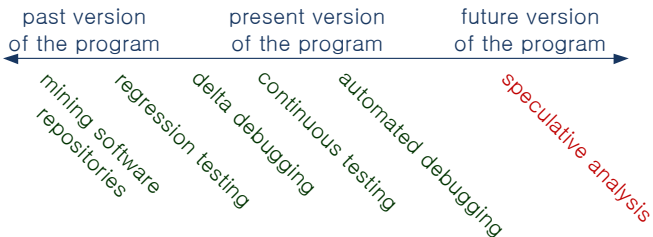
- A centralized version control-based tool.
- Microsoft product groups are using Beacon to help identify conflicts earlier in the development process.

### Next steps:

- Measure Crystal's effect on conflict frequency and persistence
- Evaluate qualitative effects on user experience
- Identify what helps and what does not

Additional collaborators: Kıvanç Muşlu, Christian Bird, Thomas Zimmermann

## Contributions of speculative analysis



### Improving developer awareness when making decisions

- compute precise, accurate information
- convert a pull mechanism to a push one



## Expanding the space of speculative analysis

Identify a domain with:

- likely, automatable developer actions
- informative, efficient analyses
- inferable developer intent

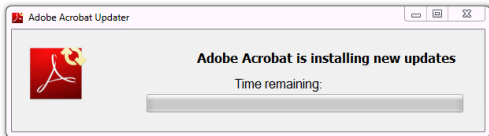
### Next speculations:

- automated fault removal
- code parallelization
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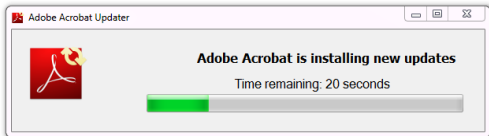
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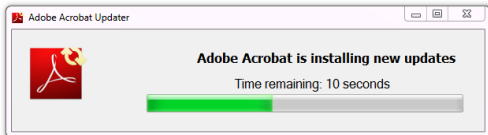
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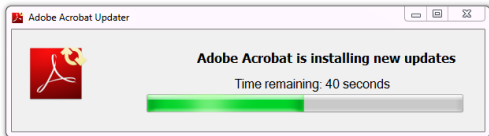
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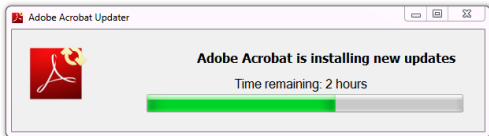
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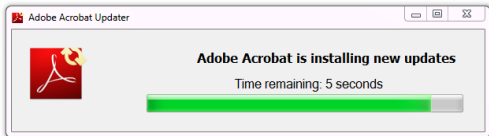
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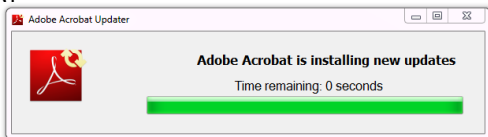
### Next speculations:

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- code parallelization
- test generation and augmentation

## Expanding the space of speculative analysis

Identify a domain with:

- likely, automatable developer actions
- informative, efficient analyses
- inferable developer intent<sup>+</sup>



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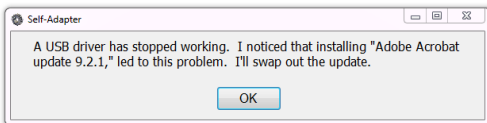
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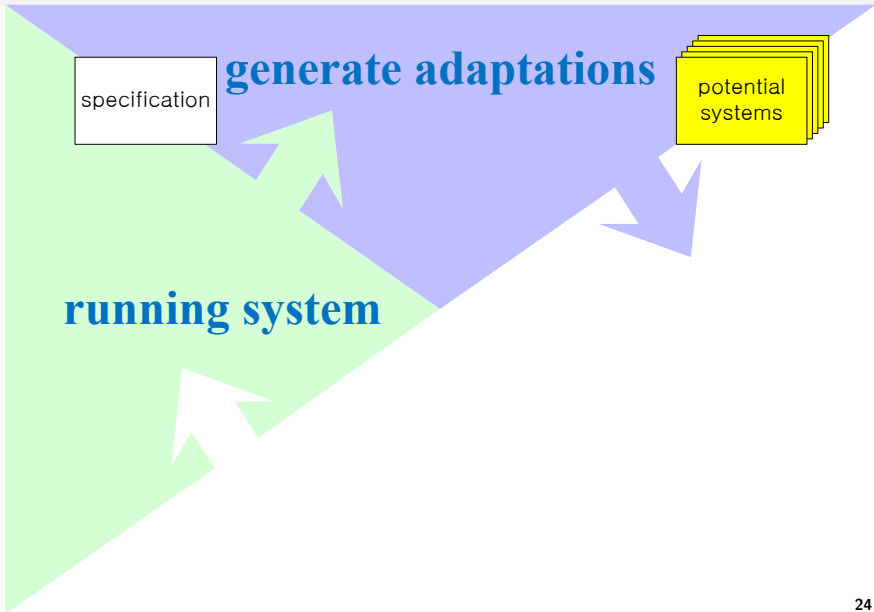
- automated fault removal
- code parallelization
- test generation and augmentation

# Automating decision making: self-adaptation

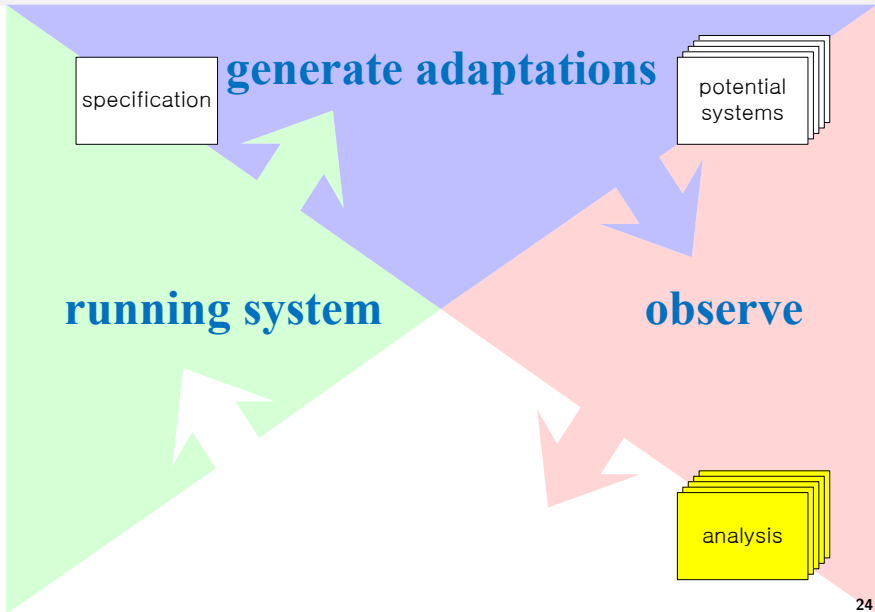
specification

**running system**

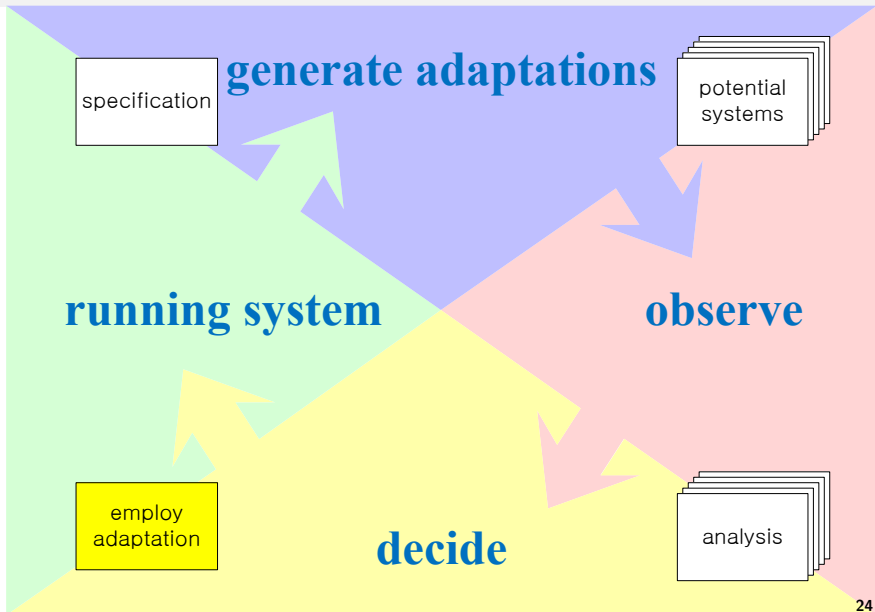
# Automating decision making: self-adaptation



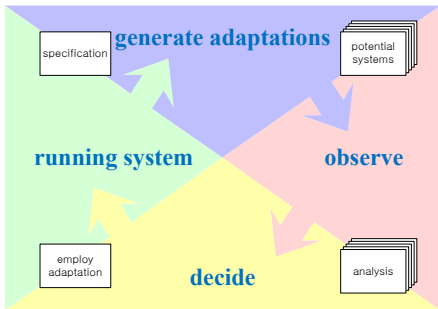
# Automating decision making: self-adaptation



# Automating decision making: self-adaptation



# Future research: automation



- 1 Automating decision making: removing the developer
- 2 Using new automation to enrich speculative analysis
- 3 Bridging requirement specification and behavioral model inference



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