

# 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**

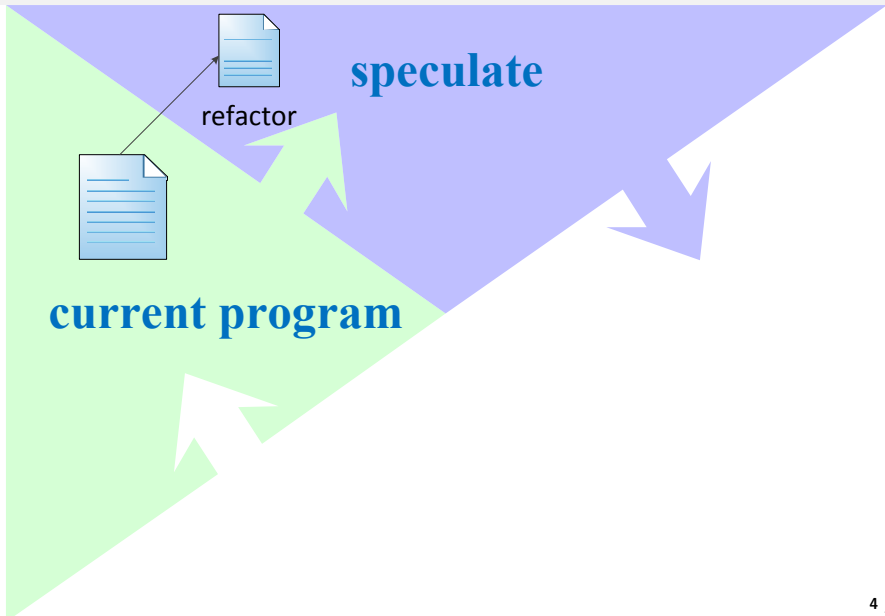
# Speculative analysis: predict the future and analyze it



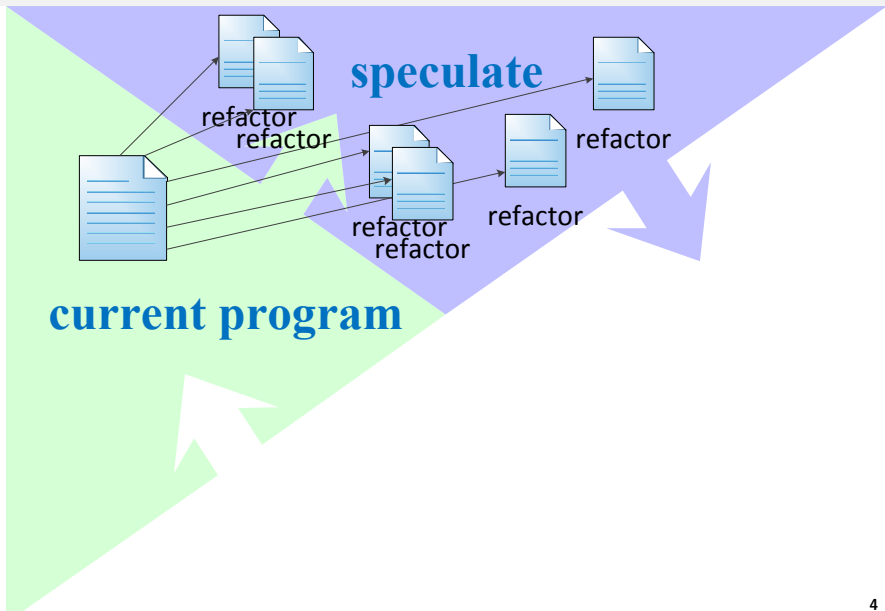
**current program**

**speculate**

# Speculative analysis: predict the future and analyze it

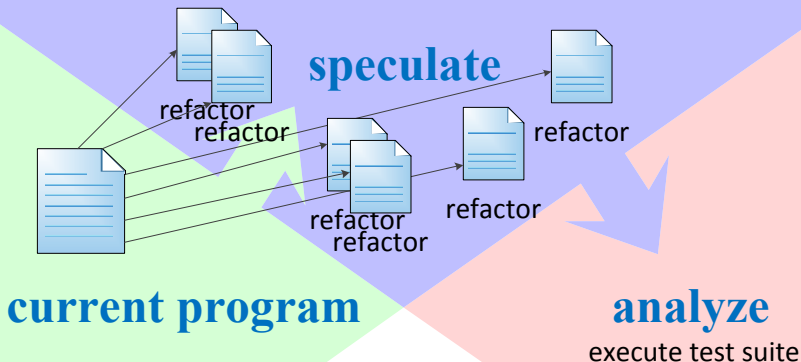


# Speculative analysis: predict the future and analyze it

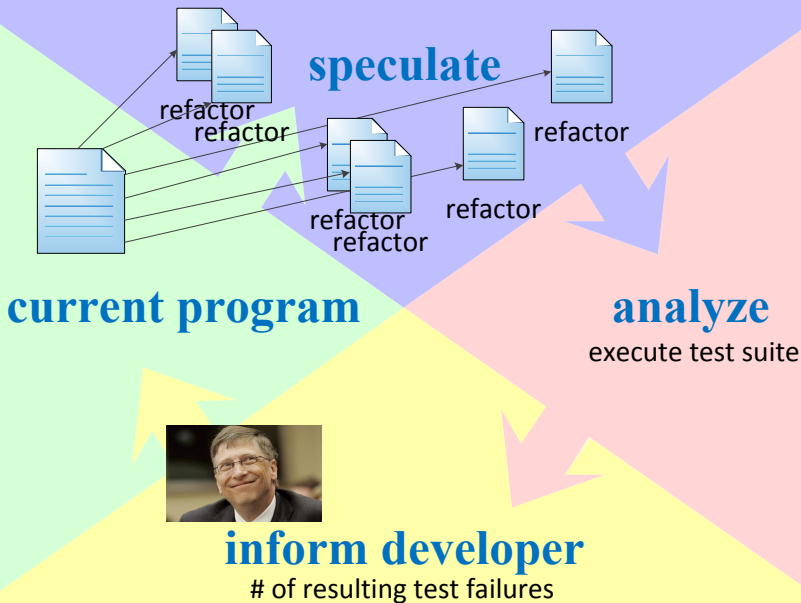




## Speculative analysis: predict the future and analyze it

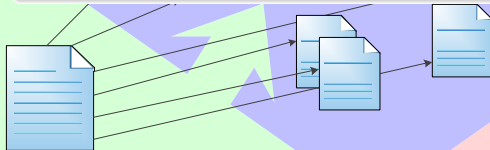


# Speculative analysis: predict the future and analyze it



# 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: Kivanç Muşlu, Reid Holmes, Michael D. Ernst, and David Notkin

The image shows a vertical toolbar on the left side of the Eclipse IDE. It contains several icons: a yellow circle with a red 'x' (Error), a blue circle with a white 'x' (Warning), a green circle with a white 'x' (Info), and a blue circle with a white 'x' (Warning). Below these icons is a small blue circle with a white minus sign. The main editor area displays the following Java code:

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

The code is color-coded: 'public' is purple, 'class' is purple, 'UnresolvableType' is black, '{' is black, 'private' is purple, 'string' is blue, 'name;' is black, 'public' is purple, 'void' is purple, 'setName' is black, '(String arg)' is black, '{' is black, 'name' is blue, '= arg;' is black, '}' is black, and the final '}' is black. The words 'string' and 'name' are underlined with red wavy lines, indicating compilation errors.

Eclipse provides Quick Fixes to resolve compilation errors.

```
public class UnresolvableType {
```

```
    private string name;
```

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

```
        name = arg;
```

```
    }
```

```
}
```

- Create class 'string'
- Create interface 'string'
- Change to 'Spring' (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 set
```

```
        name = arg
```

```
    }
```

```
}
```

- ➡ (0) Change to 'String' (java.lang)
- ➡ (1) Change to 'StringBuffer' (java.lang)
- ➡ (1) Change to 'StringHolder' (org.omg.CORBA)
- ➡ (1) Change to 'STRING' (javax.print.DocFlavor)
- ➡ (1) Change to 'StringWriter' (java.io)
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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;  
    }  
}
```

- ⓐ Create class 'name'
- ⓑ 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)
- ⓒ 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)

➡ (2) Change to 'Node' (javax.xml.soap)

➡ (2) Change to 'NameList' (org.w3c.dom)

➡ (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'

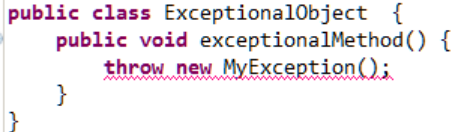
➡ (2) Change to 'NA' (javax.print.attribute.standard.MediaSize)

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

Press 'Ctrl+1' to go to original position

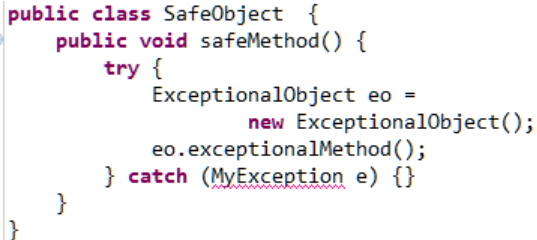
Speculation can discover remote fixes that resolve errors.

## 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

```
public class ExceptionalObject {  
    public void exceptionalMethod() {  
        throw new MyException();  
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            eo.exceptionalMethod();  
        } catch (MyException e) {}  
    }  
}
```

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

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

## Complex error dependencies

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

...

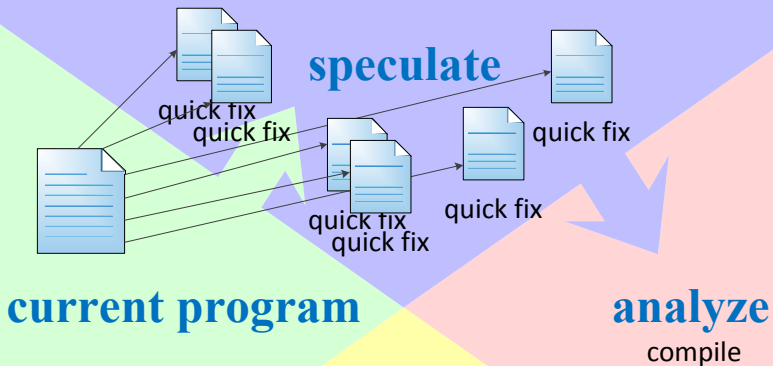
```
public class SafeObject {  
    public void safeMethod() {  
        try {  
            ExceptionalObject eo =  
                new ExceptionalObject();  
            eo.exceptionalMethod();  
        } catch (MyException e) {}  
    }  
}
```

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

Press 'Ctrl+1' to go to c

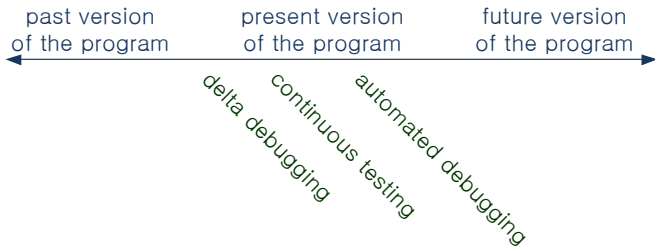
<http://quick-fix-scout.googlecode.com>

## Speculative analysis for Quick Fix

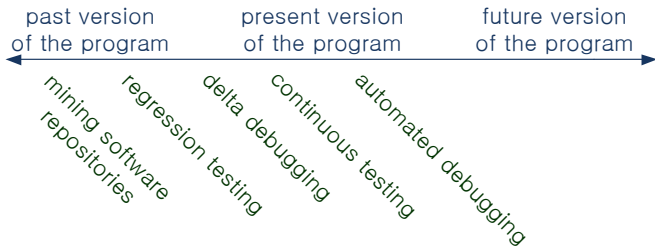


**inform developer**  
# of resulting compilation errors

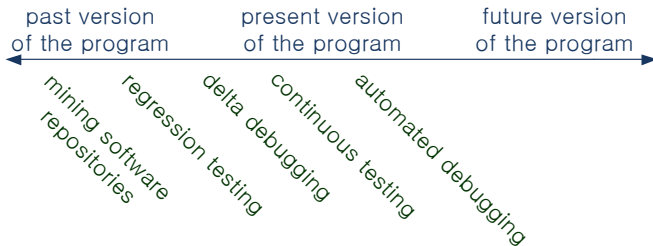
## Exploring the future



## Exploring the future



## Exploring the future

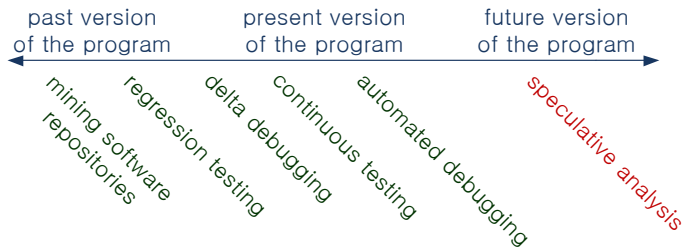


### Continuous development

- compilation [Childers et al. 2003; Eclipse 2011]
- execution [Henderson and Weiser 1985; Karinthe 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; Karinthe and Weiser 1987]
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- version control integration [Guimarães and Rito-Silva 2010]

Speculative analysis is **predictive**.

## Proactive detection of collaboration conflicts

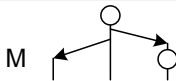
Collaborators: Reid Holmes, Michael D. Ernst, and David Notkin

# Version-control terminology

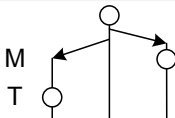
Proactive conflict detection applies to both centralized and distributed version control.

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

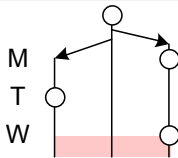
# The Gates conflict



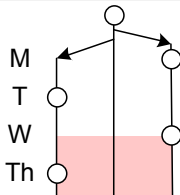
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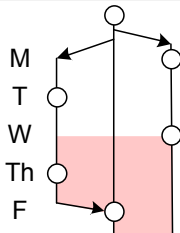
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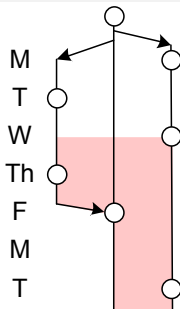


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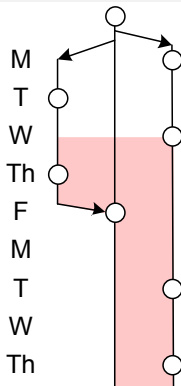




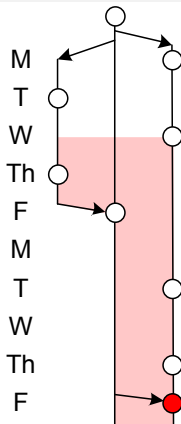
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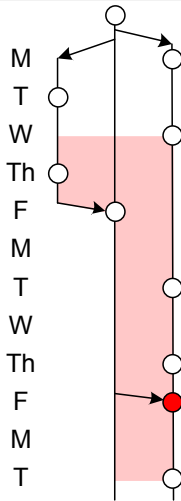
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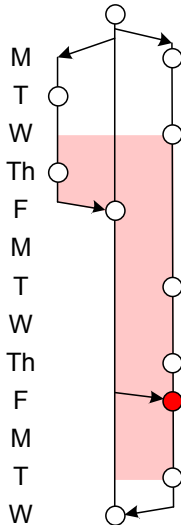
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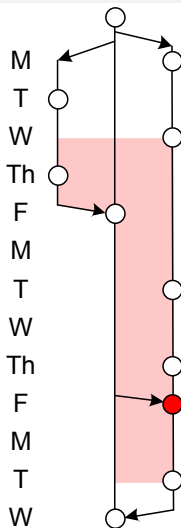
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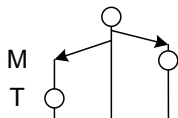


# The Gates conflict



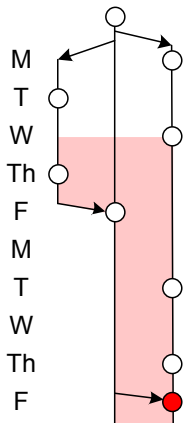
The information was all there, but the developers didn't know it.

## What could well-informed developers do?



- avoid conflicts

# What could well-informed developers do?



- avoid conflicts

- become aware of conflicts earlier

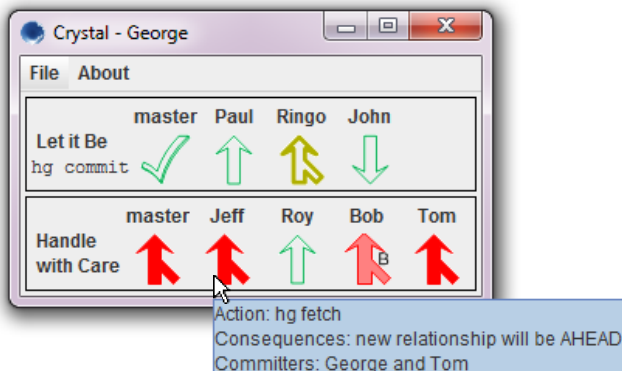


## Introducing Crystal: a proactive conflict detector

# DEMO

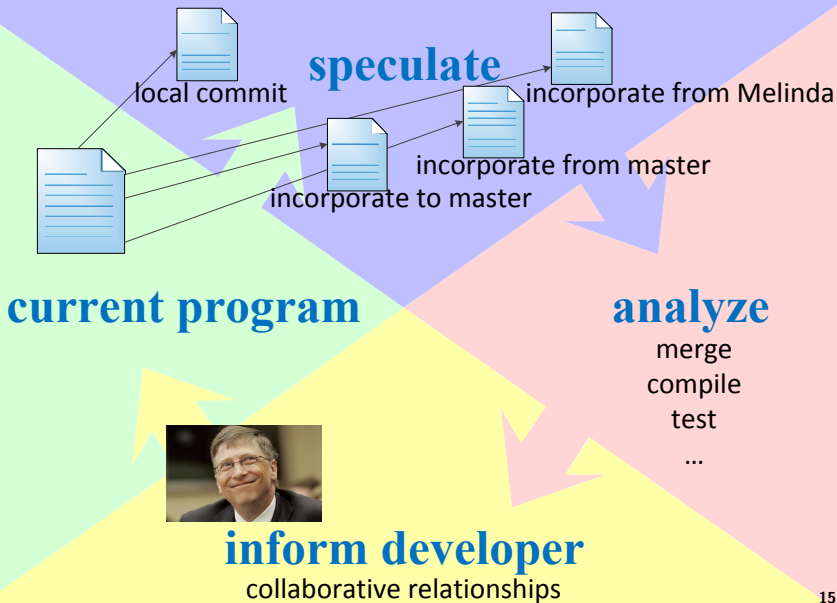
# Introducing Crystal: a proactive conflict detector

## DEMO



<http://crystalvc.googlecode.com>

# Speculative analysis in collaborative development



## 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]
- SourceTree [Streeting 2010]

## Reducing false positives in conflict prediction

### Collaborative awareness

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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?

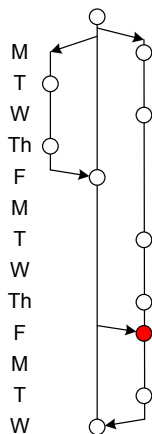
## Are textual collaborative conflicts a real problem?

### 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?



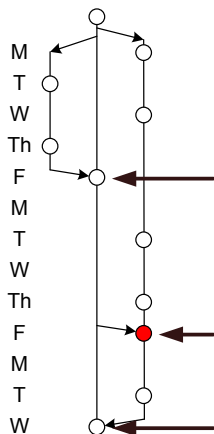
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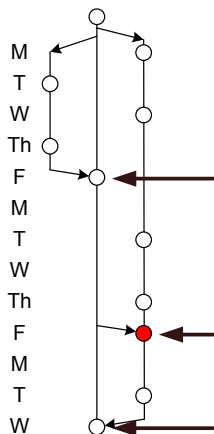


# Are textual collaborative conflicts a real problem?



How frequent are textual conflicts?

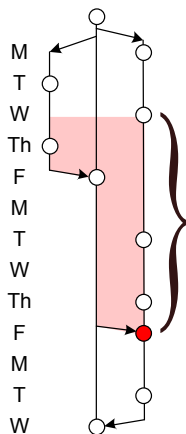
## Are textual collaborative conflicts a real problem?



## How frequent are textual conflicts?

16% of the merges have textual conflicts.

# Are textual collaborative conflicts a real problem?

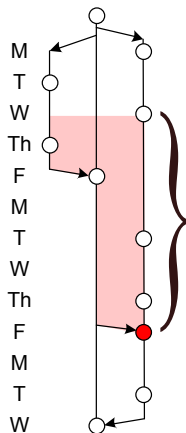


How frequent are textual conflicts?

16% of the merges have textual conflicts.

How long do textual conflicts persist?

# Are textual collaborative conflicts a real problem?



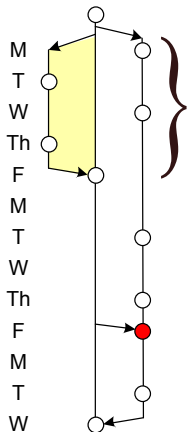
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How long do textual conflicts persist?

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?

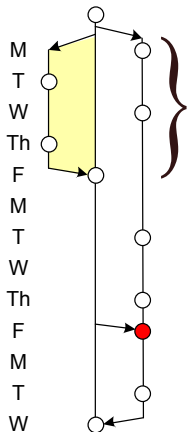
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Conflicts live a mean of 9.8 and median of 1.6 days.  
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How long do textually-safe merges persist?

# 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.

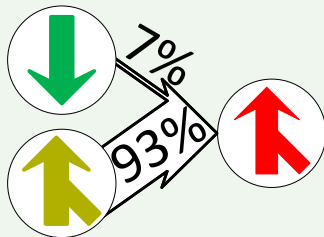
## Can textual conflicts be prevented?

Where do textual conflicts come from?

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93% of textual conflicts developed from safe merges.

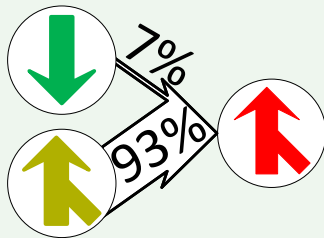




## Can textual conflicts be prevented?

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

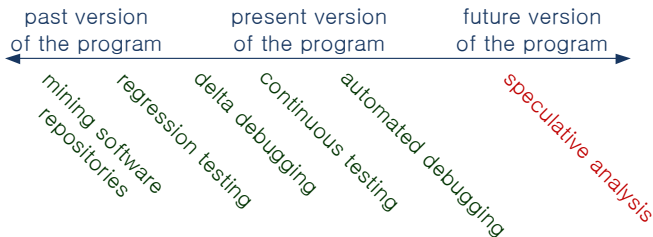
- A centralized version control-based tool.
- Microsoft product groups are using Beacon to help identify conflicts earlier in the development process.

## 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: Kivanç 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

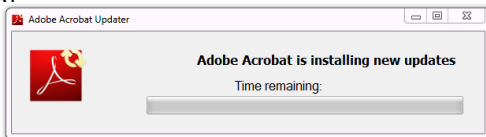
### Next speculations:

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

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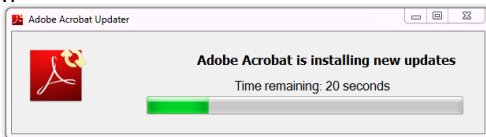
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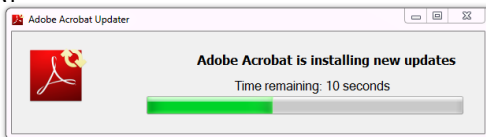
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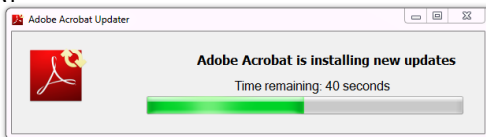
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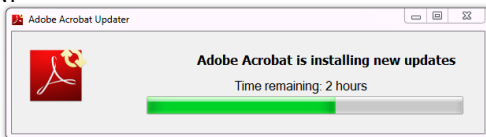
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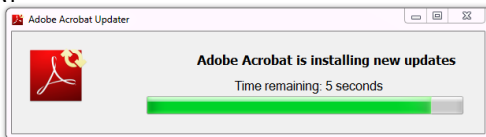
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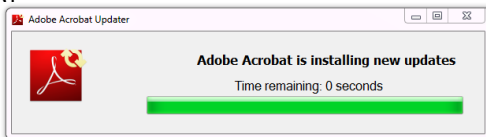
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- inferable developer intent<sup>+</sup>



## Next speculations:

- automated fault removal
- 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

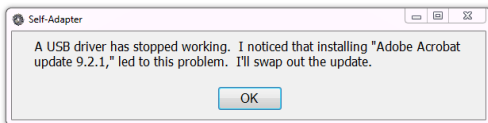
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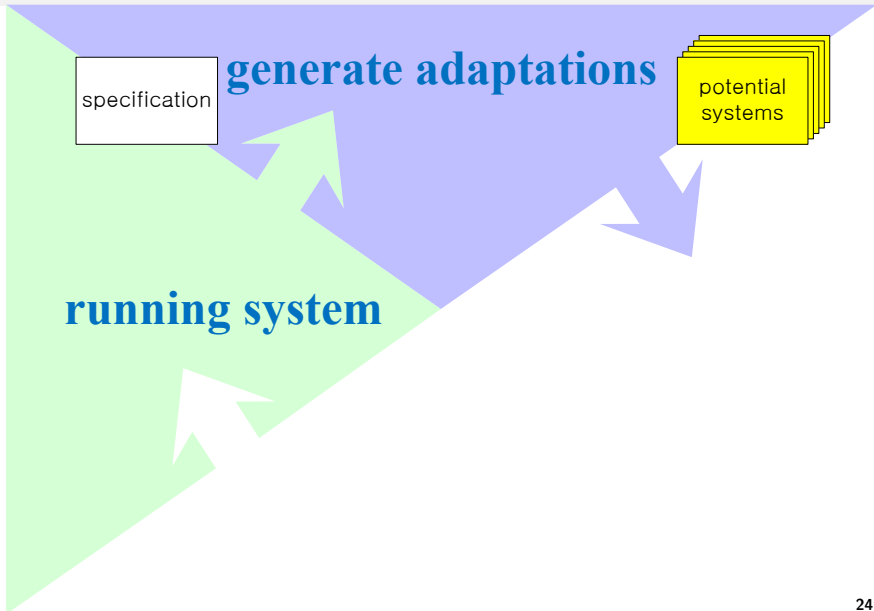
## Automating decision making: self-adaptation

specification

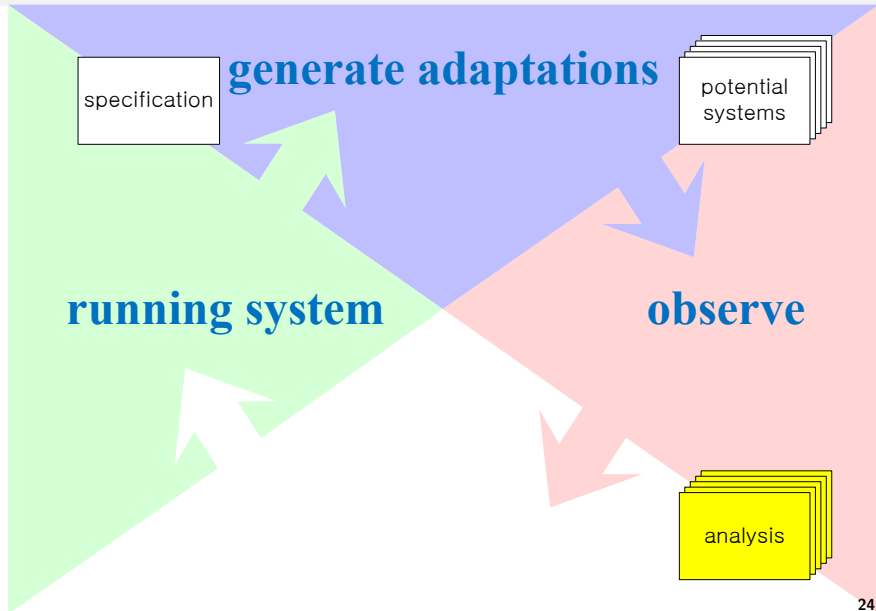
**running system**



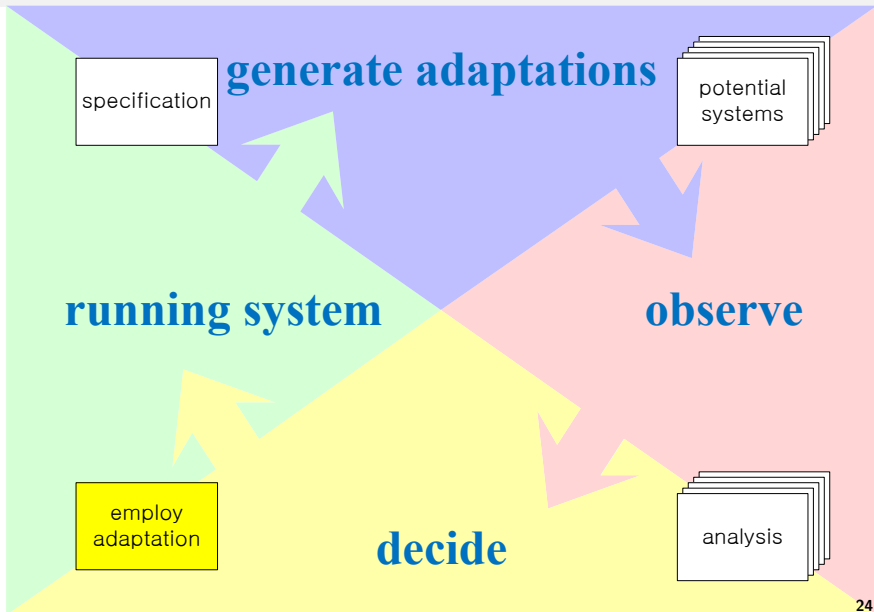
## Automating decision making: self-adaptation



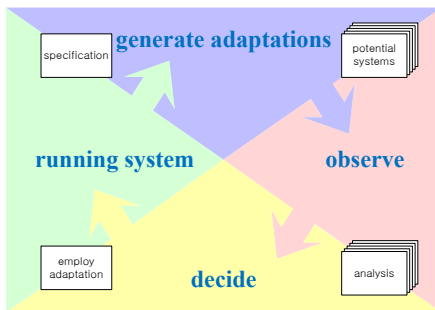
## Automating decision making: self-adaptation



## 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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