Software Evolution: a Maintenance Perspective

S. Ducasse

http://rmod.lille.inria.fr


Merge
Trace
Reflection
Language
Validation
Semantic
Object
analysis
Analyses
Layers
Evolution
Traits
Architecture
Aspects
Bootstrap
Serialization
Teaching
Engineering
Information
Repositories
Code
Tools
Visual
Dependency
Encapsulation
Quality
Reengineering
Understanding
IDE
Software
Reflective
Moose
Models
Comprehension
Class
Scripting
Identification
Pharo
Dynamic
Programming
History
Maps
Development
Meta
Modules
Interexchange
Proxy
Duplicated
Remodularisation
formats
Checking
Reverse
Visualization
Mining
Metrics
Array
Web
Extraction
Rules
Extensions
Design
Patterns
Feature
Cycles

- http://stephane.ducasse.free.fr
- Co-creator of Moose

- Co-founder of http://www.synectique.eu
- Core http://www.pharo-project.org developer
- Coder and designer

RMOD Challenges

How can we build evolvable software?

- systems that runs 24h 7/7
- in my system some objects were born in 1980 and migrated since then, how can we make this the default?

How can we build dynamic but safer?

- Need for reflective and dynamic systems
- Can we make them safer?

Two faces of the same coin

How to help maintaining large systems?

- we design meta analyses & tools (to invent new tools and analyses ;))

What is the language runtime infrastructure to support evolution?

- we are rethinking dynamic language fundamentals
- Mixing OSes and languages

Axis 2- Past: Dynamic Language Infrastructure

La perfection est atteinte, non pas lorsqu'il n'y a plus rien à ajouter, mais lorsqu'il n'y a plus rien à retirer. St-Exupery

Some Topics

Classboxes: Modules for open-classes [OOPSLA'05]

OOPAL: OOP + APL Generalizing message passing [OOPSLA'03]

Encapsulation for dynamic languages [ECOOP '04, OOPSLA'04]

Reusable behavior: Traits [ECOOP'03, OOPSLA'03, Toplas, ..., OOPSLA'07]

Impacts

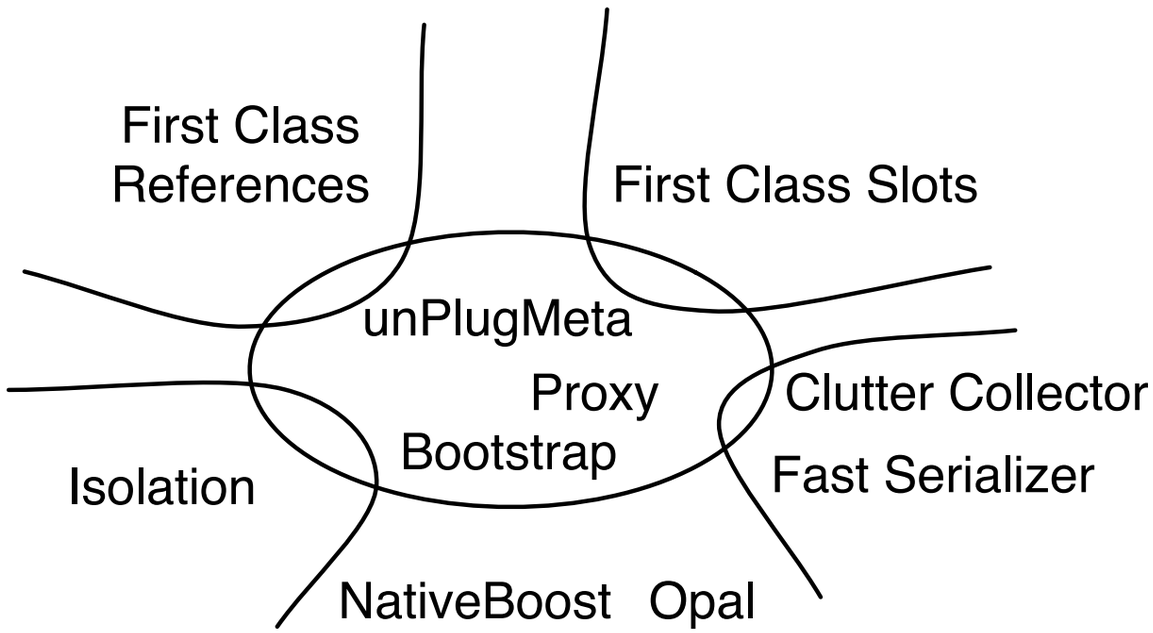
Traits used by

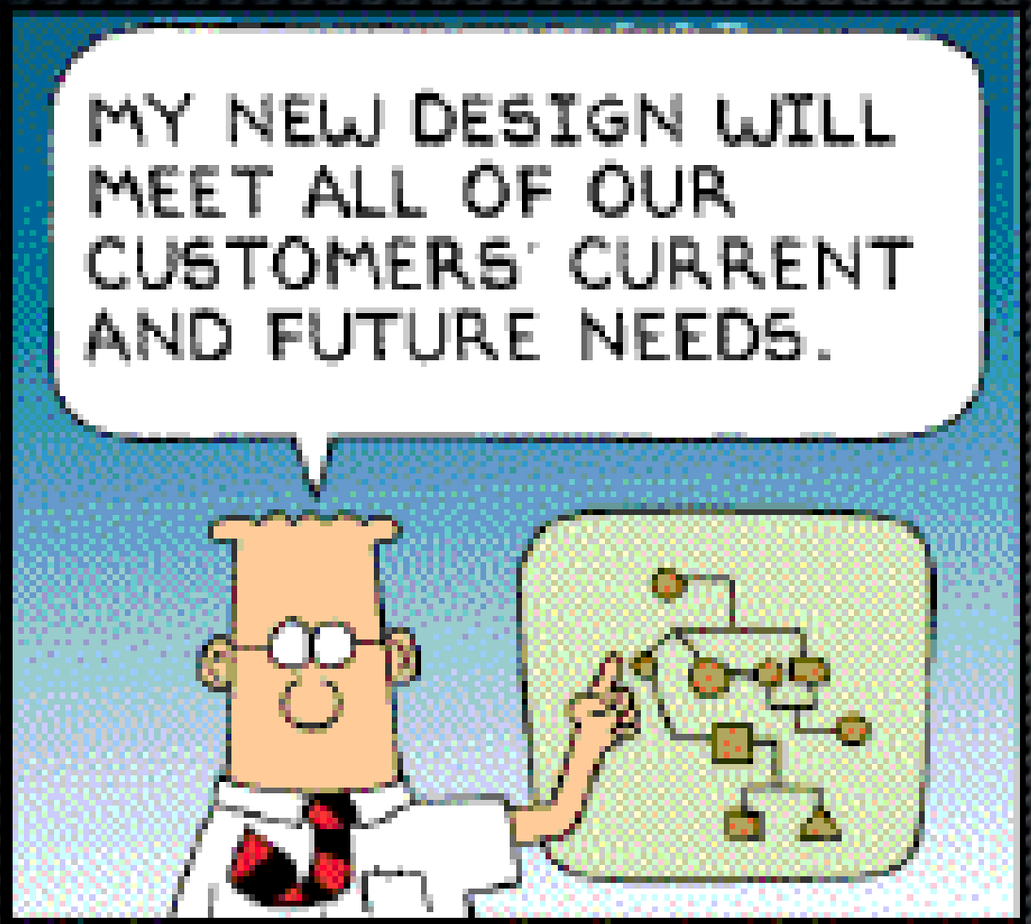
Perl-6, PHP 5.4, Squeak/Pharo, Dr-Scheme

variant Fortress (SUN Microsystems), Scala (EPFL), Multiple type systems (Drossopoulos, Reppy, Liquori, Bono...)

Infrastructure for Safer Reflective Systems

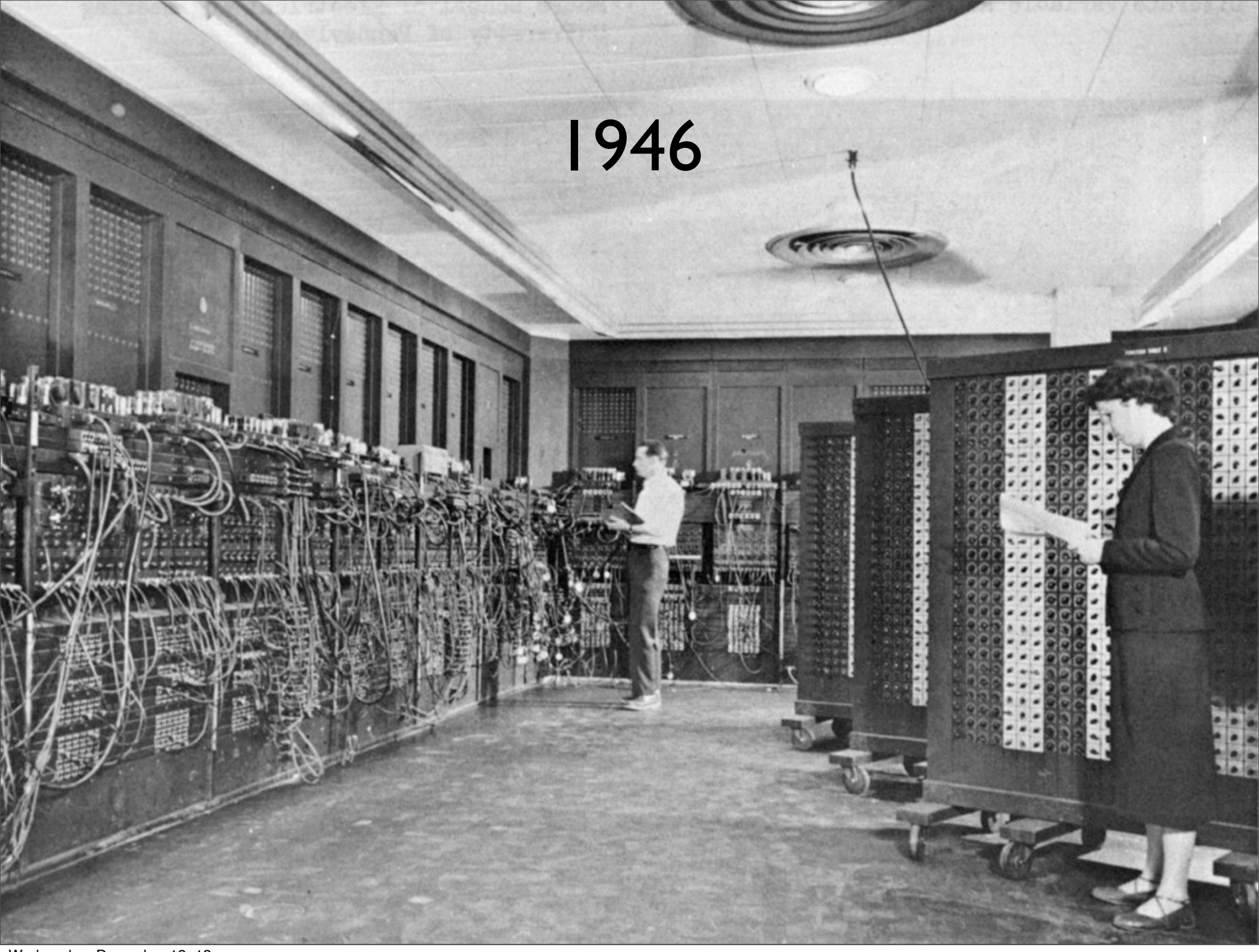
- Unpluggable reflection
- Isolation
- Fast serializers
- First class references
- Clutter collector (memory)




MY NEW DESIGN WILL MEET ALL OF OUR CUSTOMERS' CURRENT AND FUTURE NEEDS.

Software is

Complex


1946

1’000’000 lines of code

* 2s = 2’000’000 seconds

/ 3600 = 560 hours

/ 8 = 70 days

/ 20 = 3 months

Facts

- Cobol > 60% world software
- 70% of business applications
- Applications cobol handle 85%
- Cobol grows of 5 billions lines of code per year [eWeeks, 2001]

Counting a bit

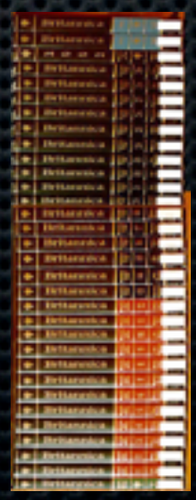
- 1 sheet ~ 60 lines of code
- Two sides ~ 120 loc

Windows NT 3.1 (1993)

- 4 à 5 MLOC

3.75m

3.2m



Encyclopedia Britanica
(15 ed., 32 volumes)

Windows server 2003
50 MLOC

41.m

46 m

Business Relevance

- 1990 → 120 billions LOC in maintenance (Ulrich, 1990) 100 km height :)
- 2000 → 250 billions LOC in maintenance (Sommerville, 2000)
- Maintained code double every 7 years (Müller et al., 1994)

What? It still exist?

- Advanced languages (OO, AOP)
- Modern Processes (RUP, Agiles)
- Quality (CMMi)
- New Development (MDE, SOA)

One upon a time

- Un marchand de moules construit un magasin à Dunkerque ...

Il était une fois ...

- Les affaires marchent bien

Il était une fois ...

- Vraiment bien

Il était une fois ...

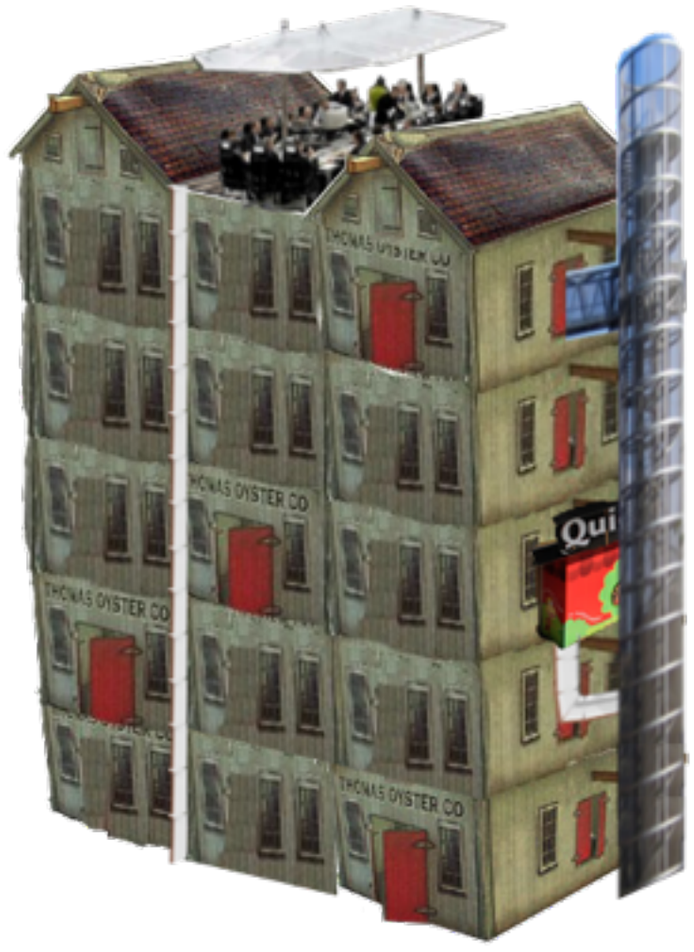
- Les employés veulent un restaurant

Il était une fois ...

- Les directeurs, une terrasse

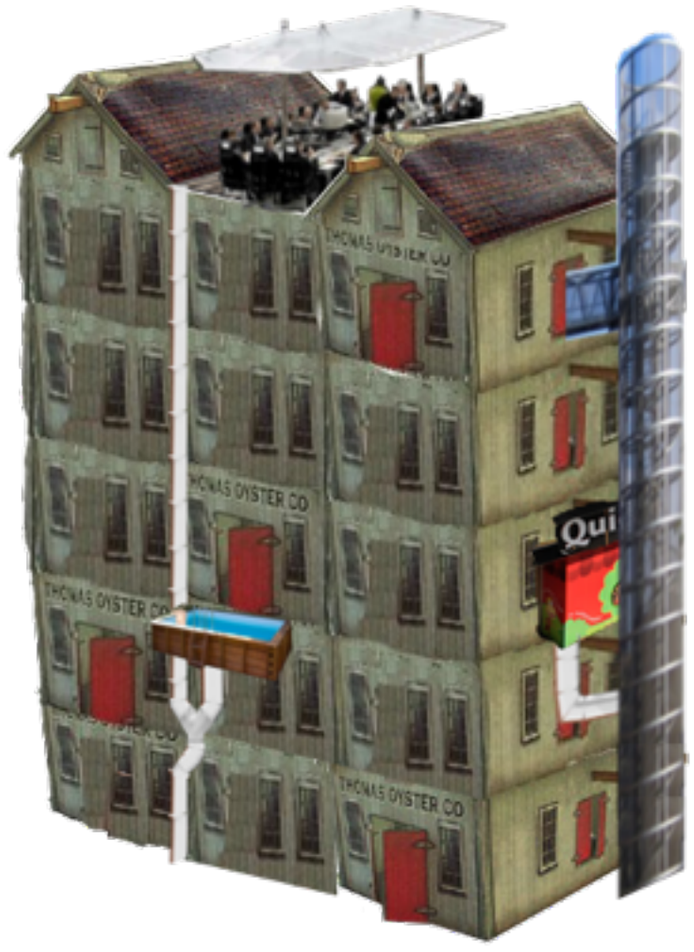
Il était une fois ...

- La loi impose une sortie de secours



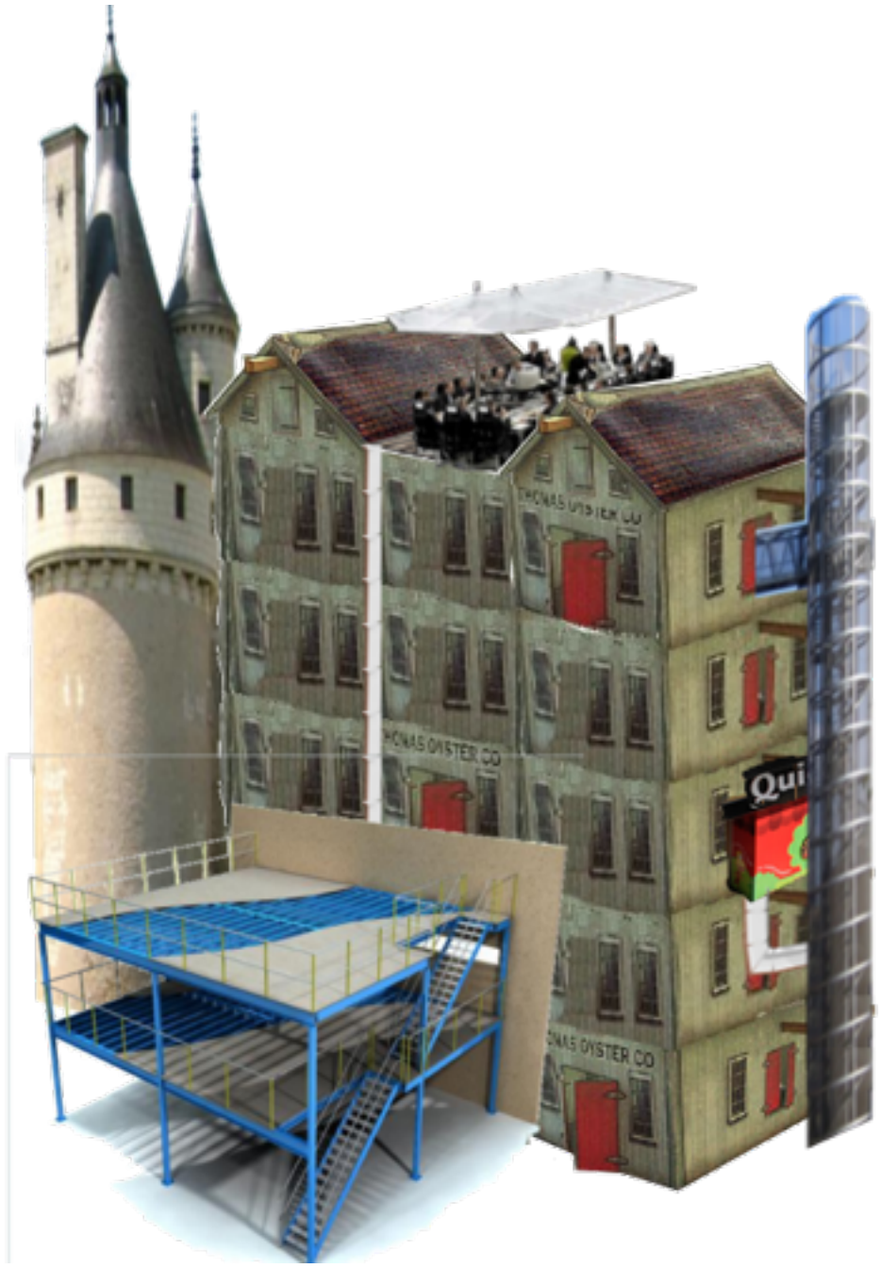
Il était une fois ...

- La concurrence offre des *goodies* aux clients, l'entreprise … une piscine !



Il était une fois ...

- etc …



Laws of software evolution

- **Continuing change**
  - A program that is used in a real-world environment must change, or become progressively less useful in that environment.
- **Increasing complexity**
  - As a program evolves, it becomes more complex, and extra resources are needed to preserve and simplify its structure.

Software is a living entity...

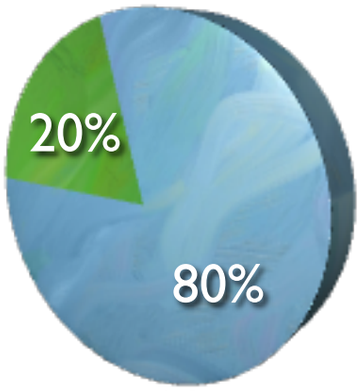
- Early decisions were certainly good at that time
- But the context changes
- Customers change
- Technology changes
- People change

Maintenance = Success!!

We only maintain useful successful software

Maintenance is controlled by external factors (Success, laws, people...) and not driven by software

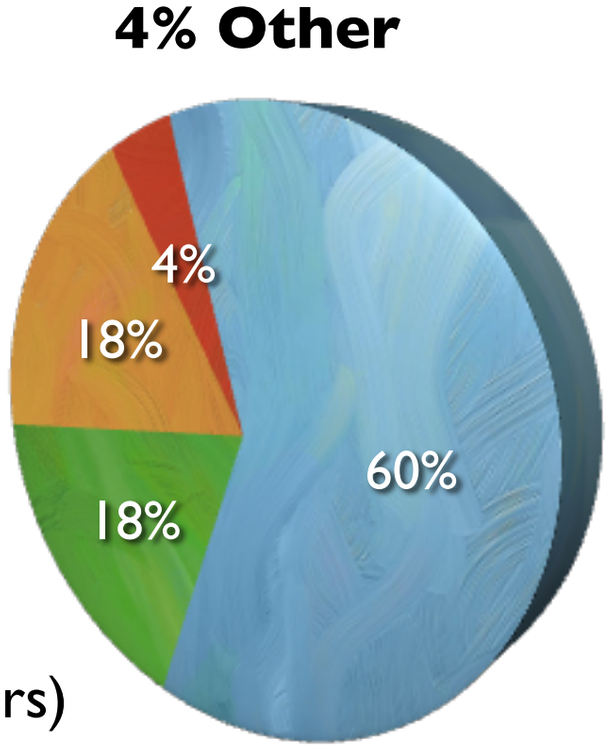
Maintenance is *continuous* Development



Between **50**% and **80**% of ***global*** effort is spent on "maintenance" !

18% Adaptive
(new platforms or OS)

18% Corrective
(fixing reported errors)



60% Perfective
(new functionality)

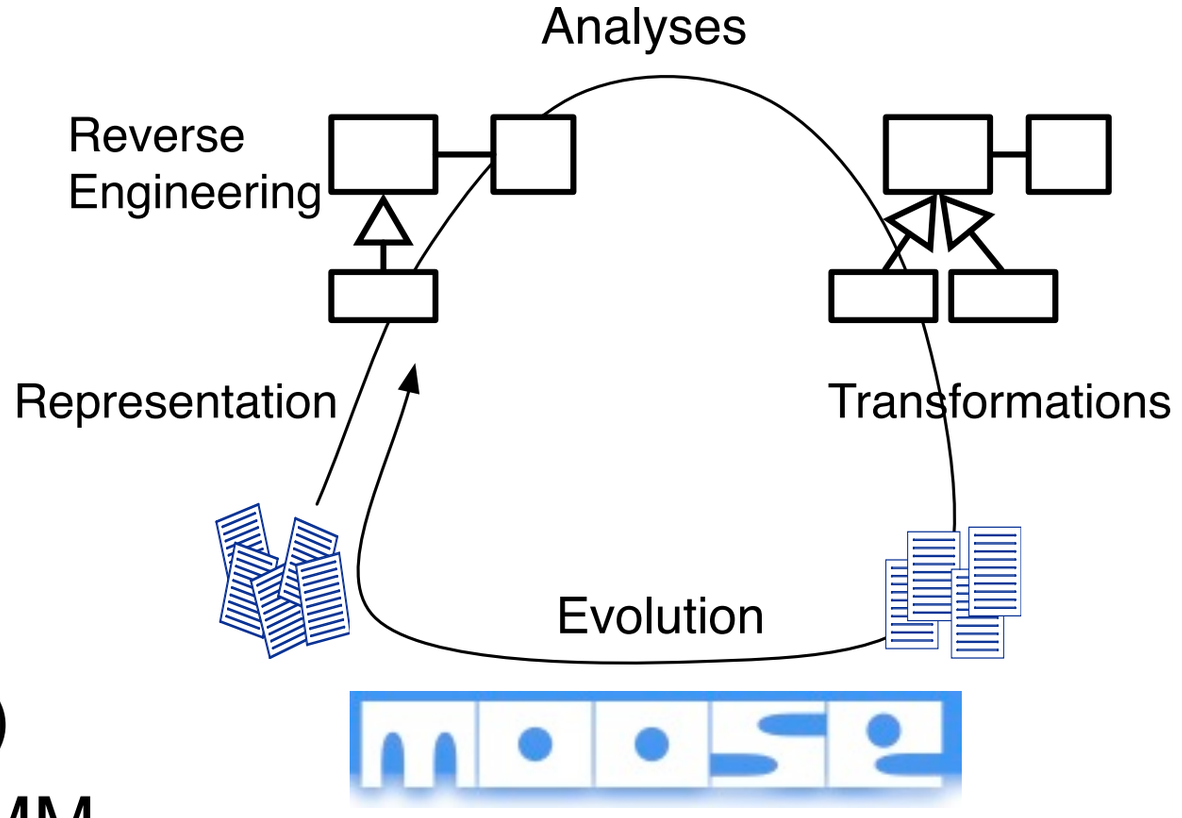
"Maintenance"

RMOD

RMoD: code analysis, metamodeling, software metrics, program understanding, program visualization, evolution analysis, refactorings, legacy code, quality, ...

Current focus

- Remodularization analyses
- Quality models (PSA-Airfrance)
- ***Towards semantic merge***
- Rule and bug assessment



Collaborations

Soft-VUB (Belgium), Pleiad (Chile)

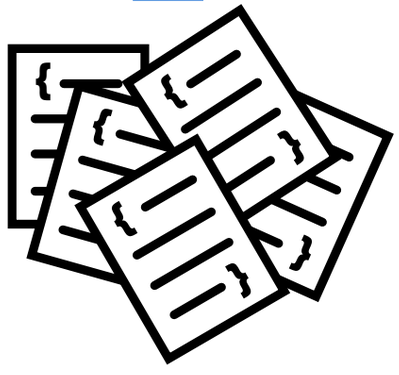
UFMG (Brazil), SCG (Swiss), LIRMM

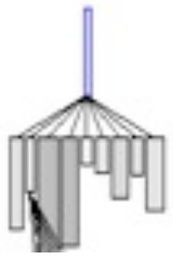
classes select: #isGod

McCabe = 21

LOC = 753,000

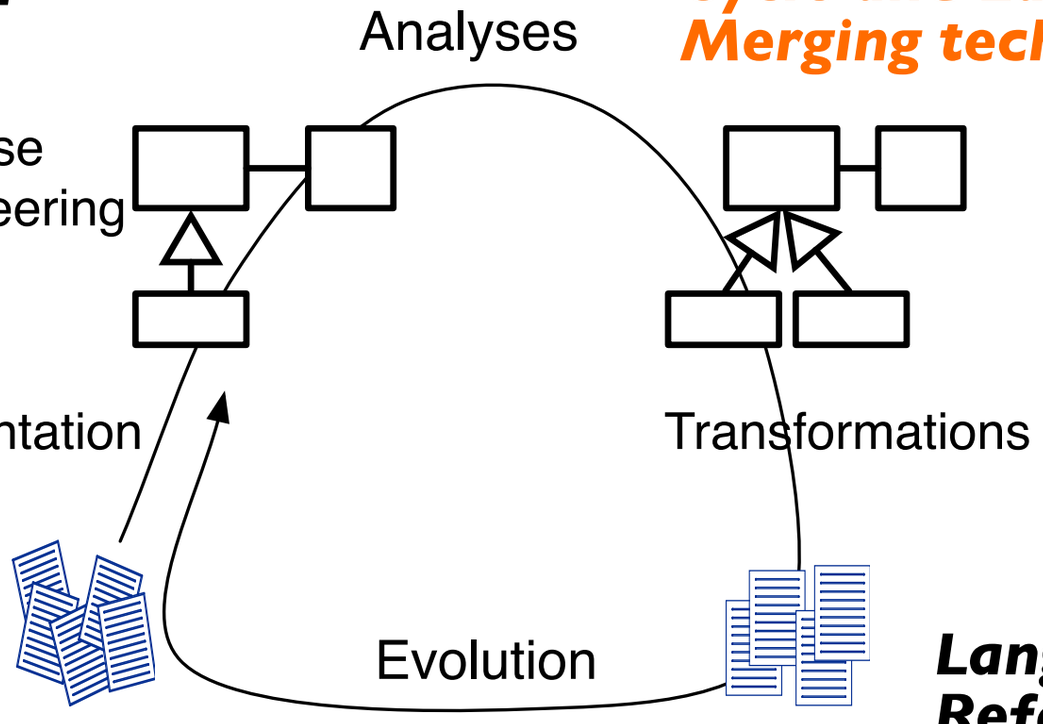
...





Understanding Large Systems
Static/Dynamic Information
Feature Analysis
Class Understanding
Package Blueprints
Distribution Maps

Software Metrics
Quality Models
Duplicated Code Identification
Test Generation
Code Pattern Identification
Cycle and Layer Identification
Merging technics



Language Independent Refactorings

Language Independent Meta Model (FAMIX)
An Extensible Reengineering Environment

Reengineering Patterns
Version Analyses
HISMO metamodel

One picture is worth one thousand words

Which one?

How could it be that simple?

Program visualization is difficult

Limited number of colors: 12

Blur and color emergence

Limited screen size

Limited context, edges crossing

Limited short-term memory (three to nine)

Difficult to remember too many symbols/semantics

Culture, Colorblind

How many 5?

3332123466509000096766689877835367
78667609109198189717464330398217 68
3446786586088022116768768778976 2

How many 5?

3332123466509000096766689877835367

78667609109198189717464330398217 68

3446786586088022116768768778976 2

Preattentive attributes

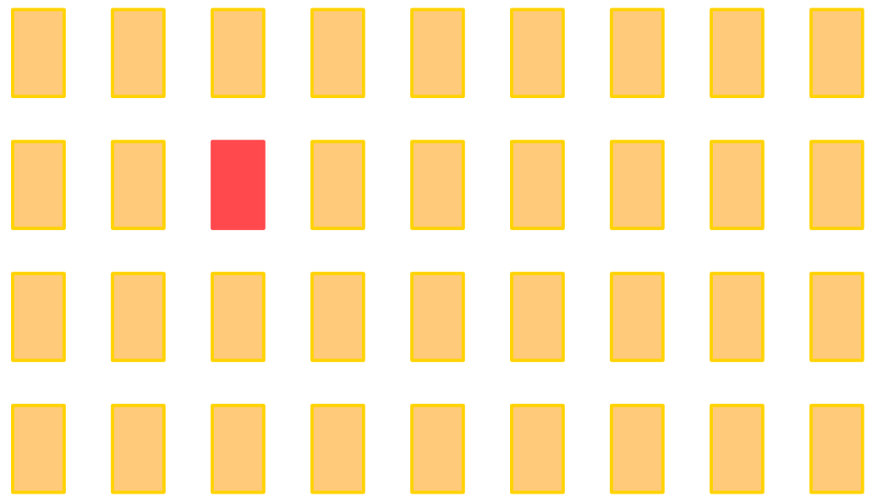
Color intensity

Form: orientation, line length, line width, size, shape, added marks, enclosure

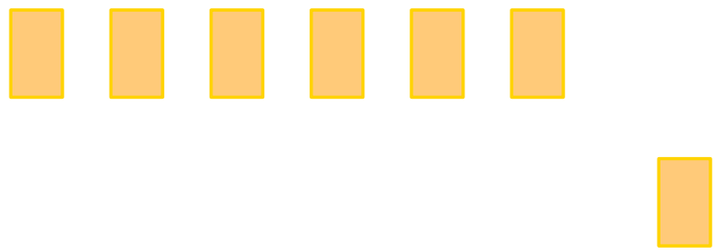
Spatial position (2D location)

Motion (flicker)

Color / intensity

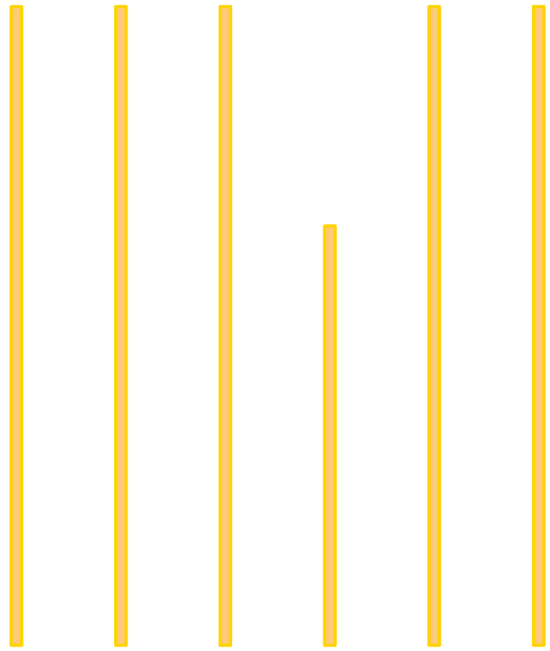


Position

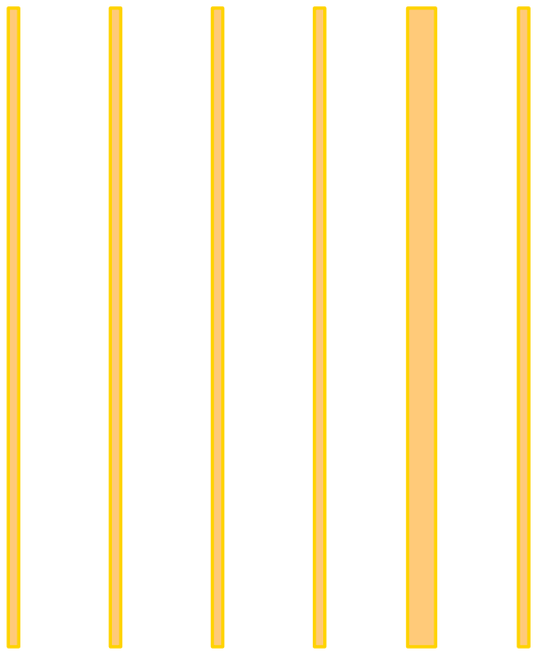


Form / Orientation

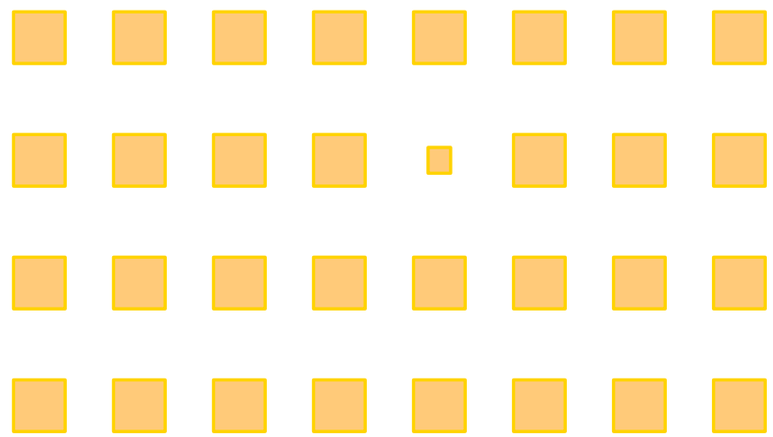
Form / Line length



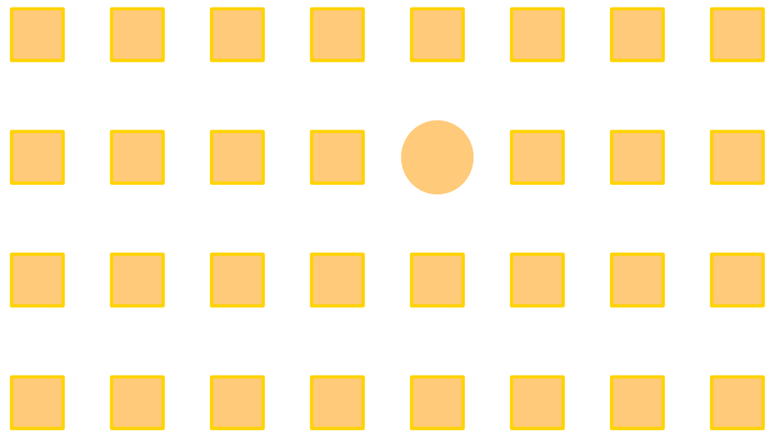
Form / Line width



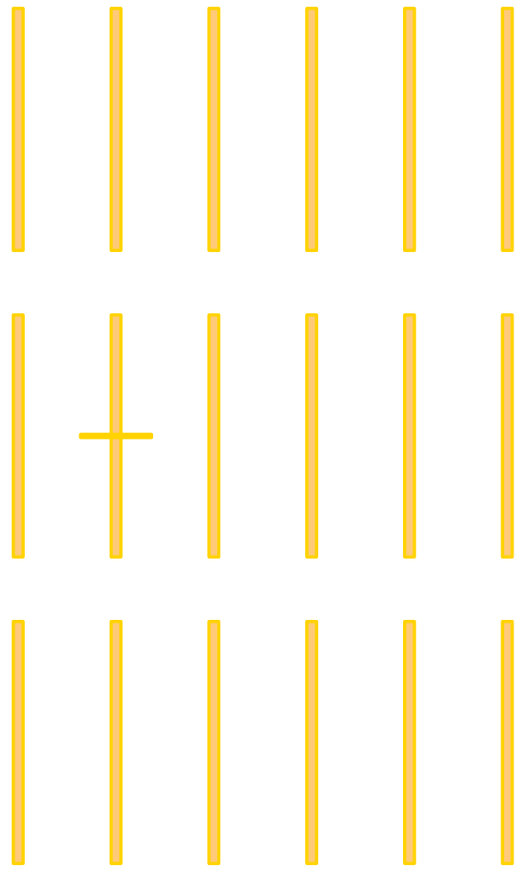
Form / Size



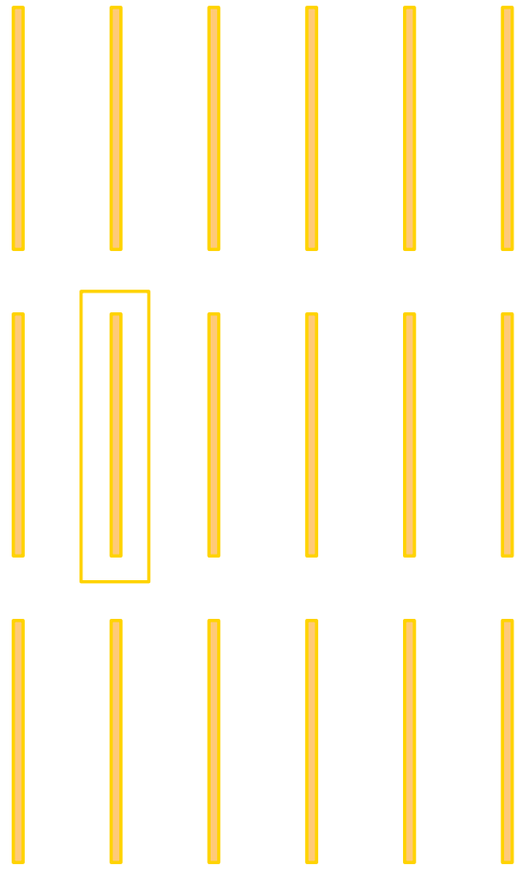
Form / Shapes



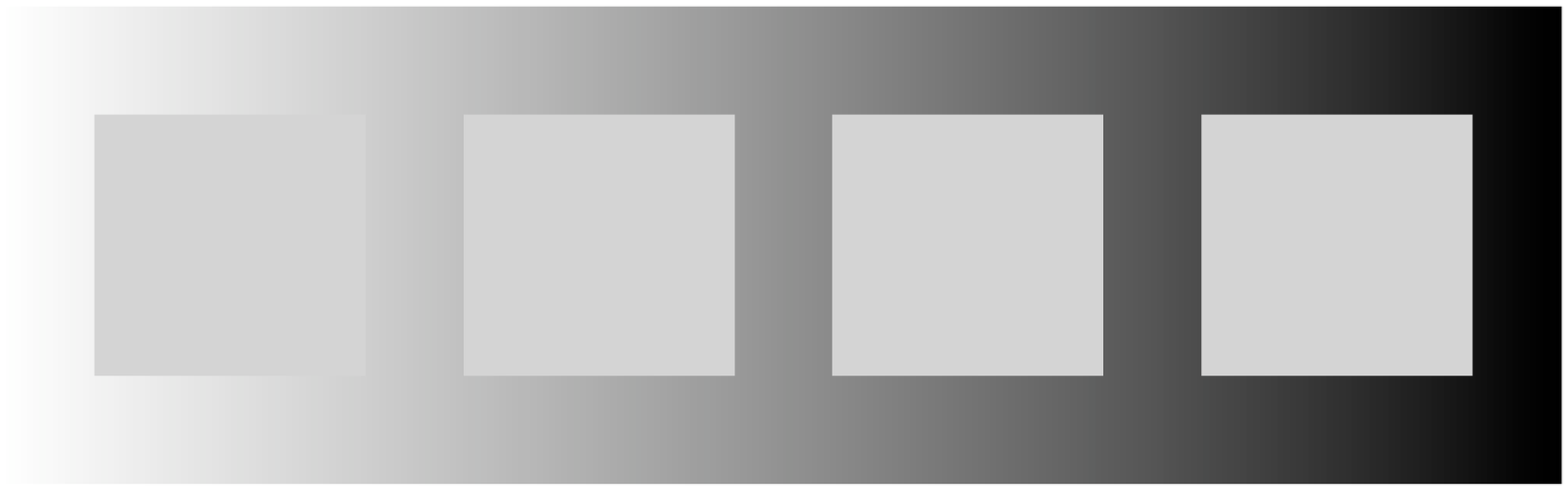
Form / Added marks



Form / Enclosure



Context



Gestalt Principles of Visual Perception

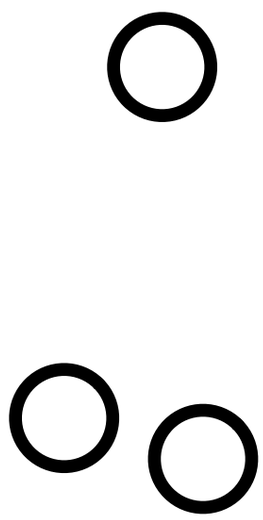
Back in 1912, from the Gestalt School of psychology

Still stand today

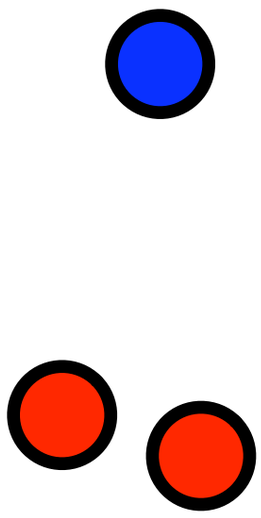
Gestalt means patterns

How do we perceive pattern, form, and organization?

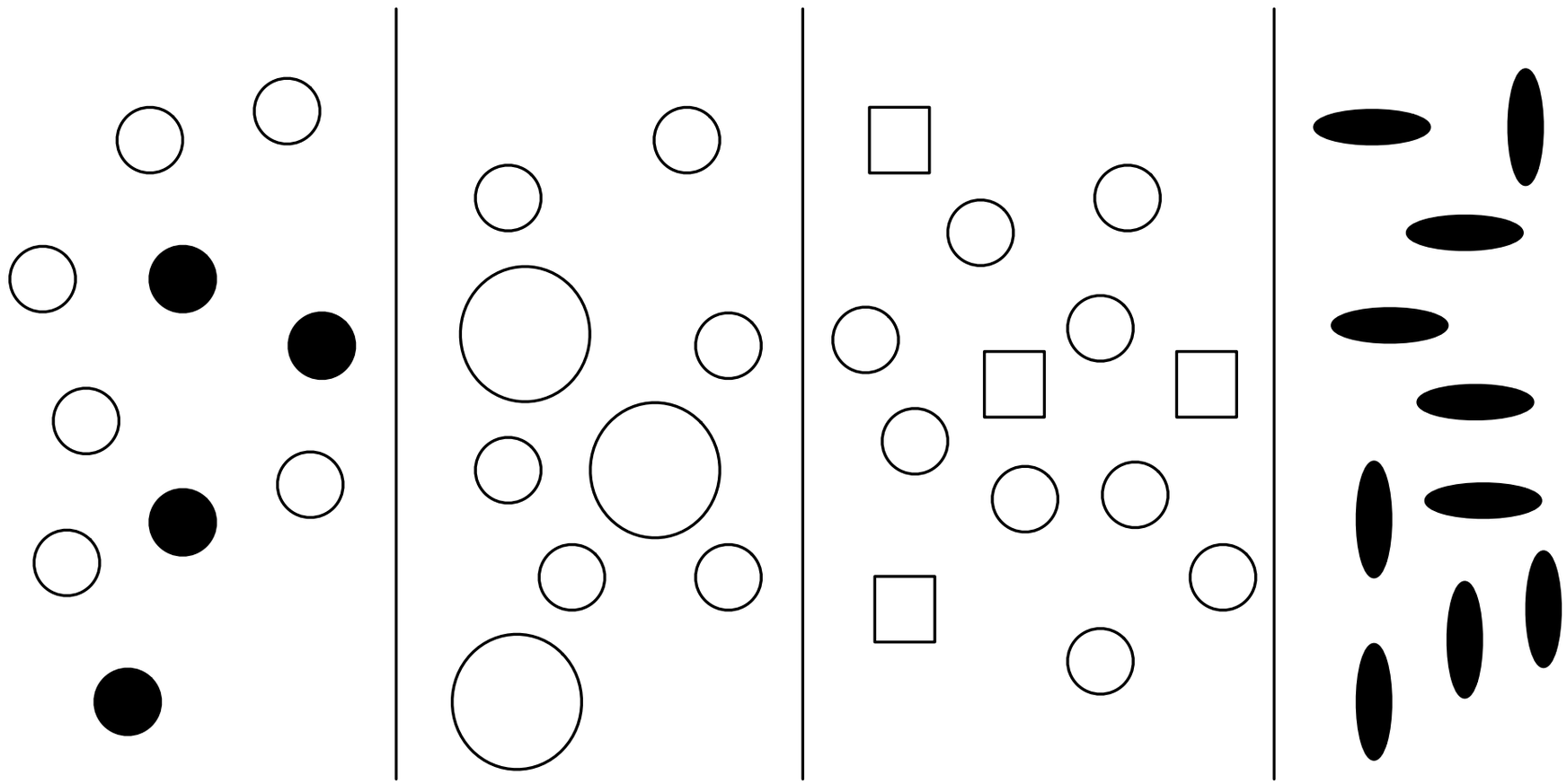
Principle of Proximity



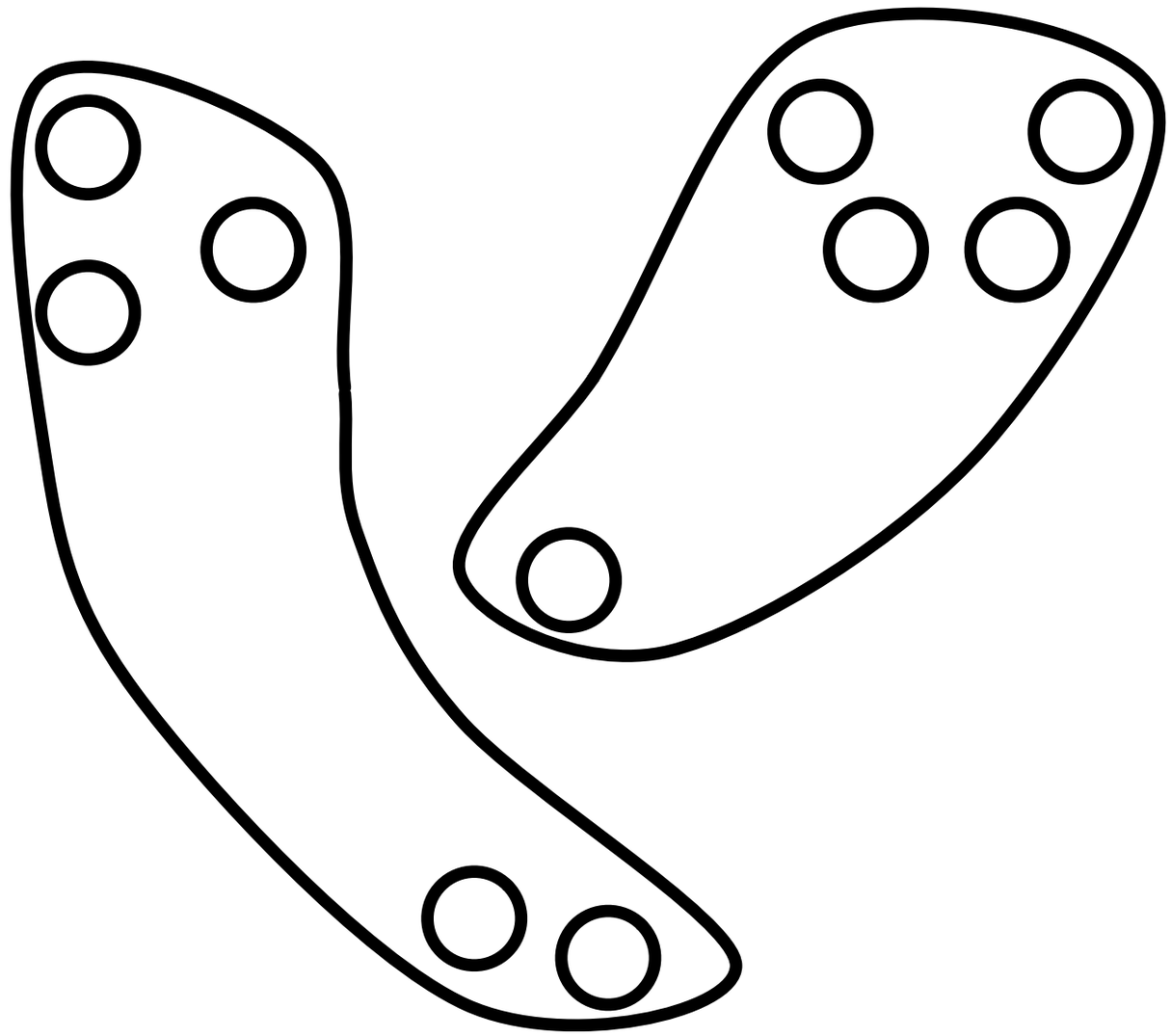
Principle of Similarity



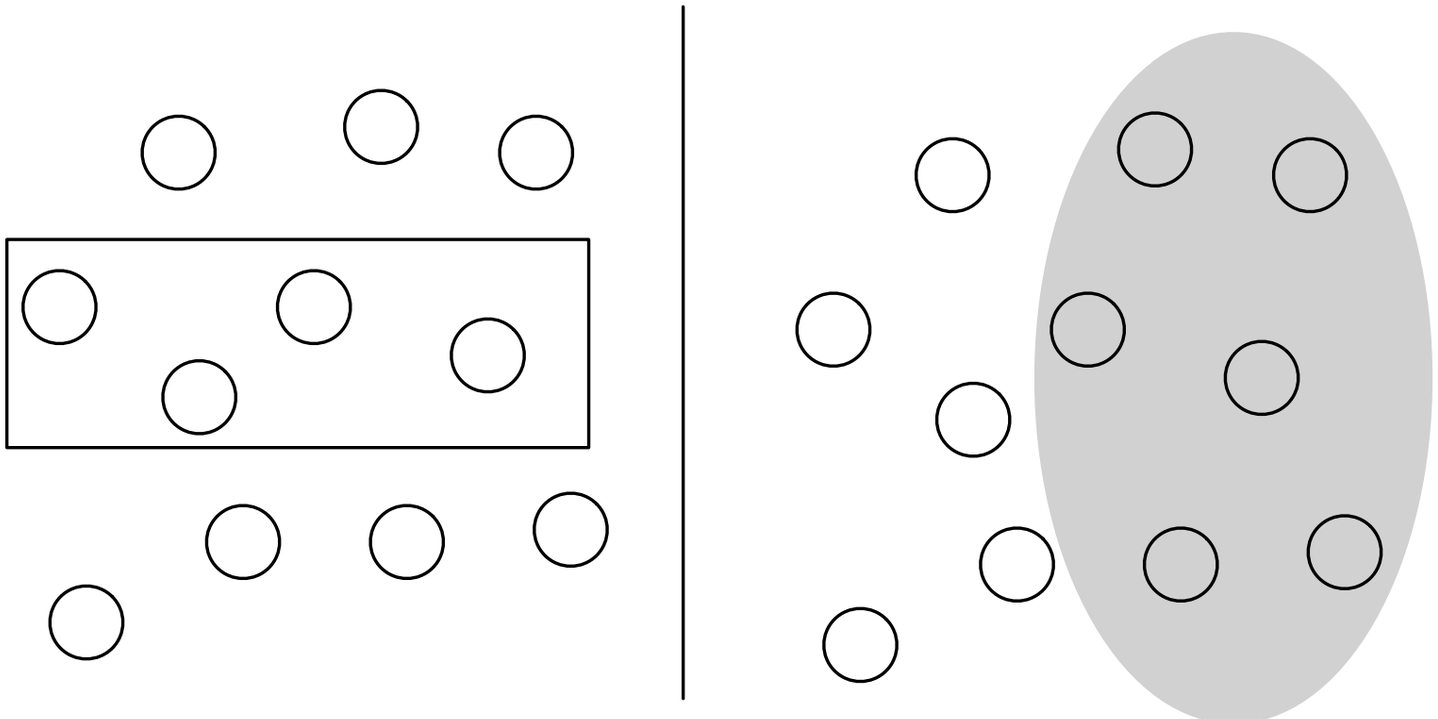
Principle of Similarity



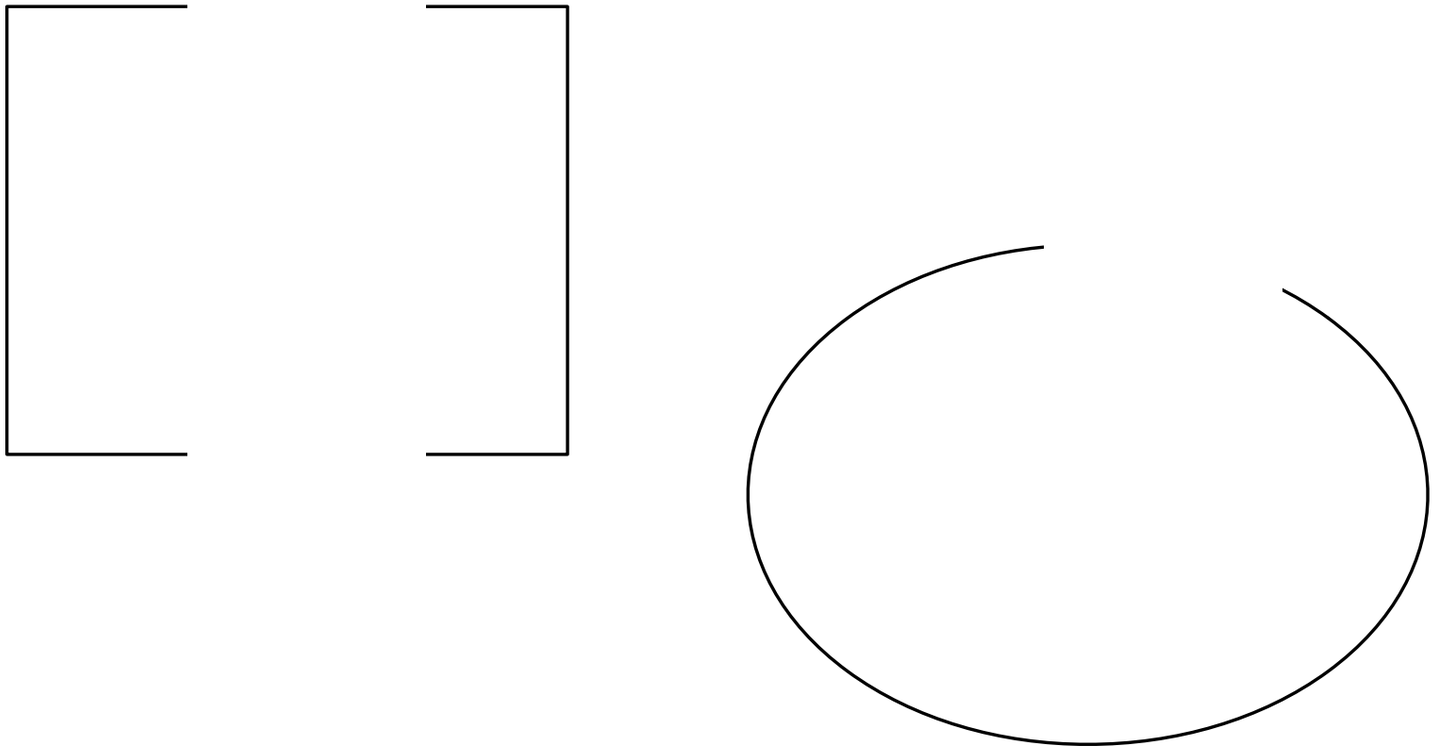
Principle of Enclosure



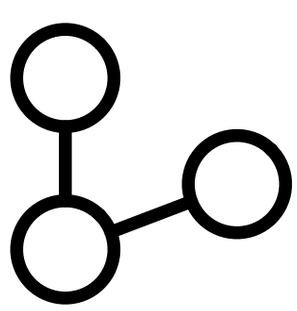
Principle of Enclosure

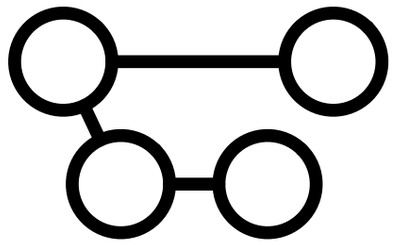


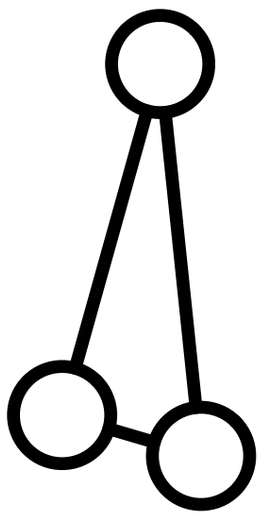
Principle of Closure



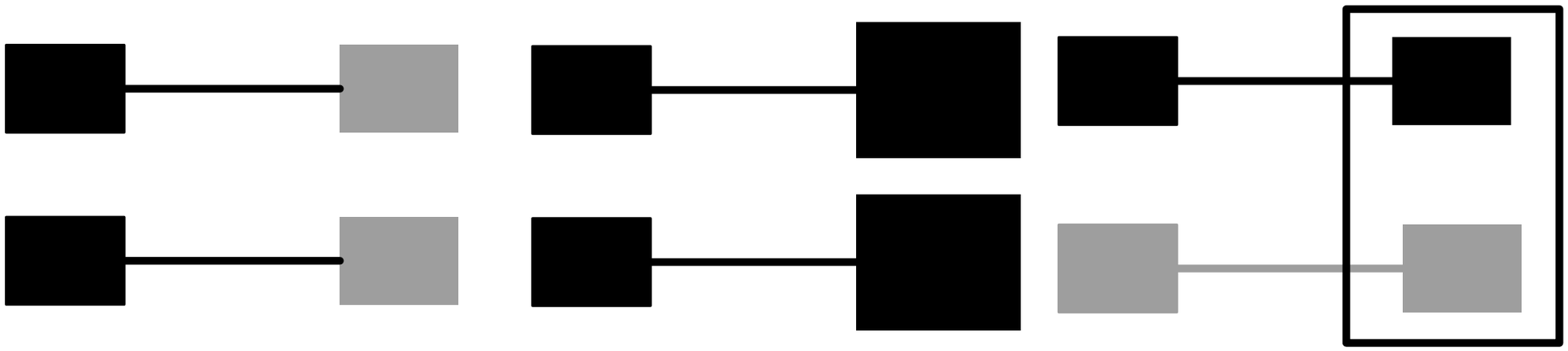
Principle of connectivity







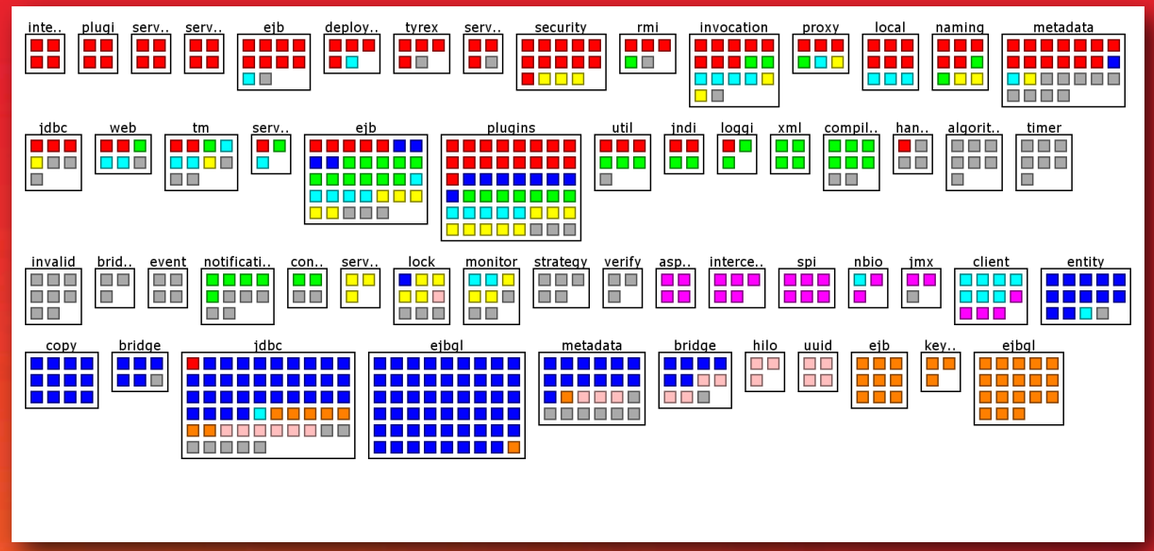
Principle of connectivity



How properties spread on a system?

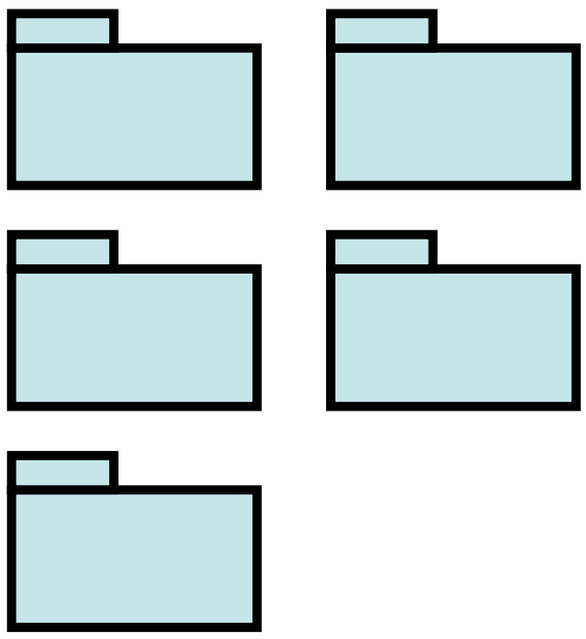
- Where author X worked?
- What are the classes under development the last two weeks?

- Distribution Map [ICSM]

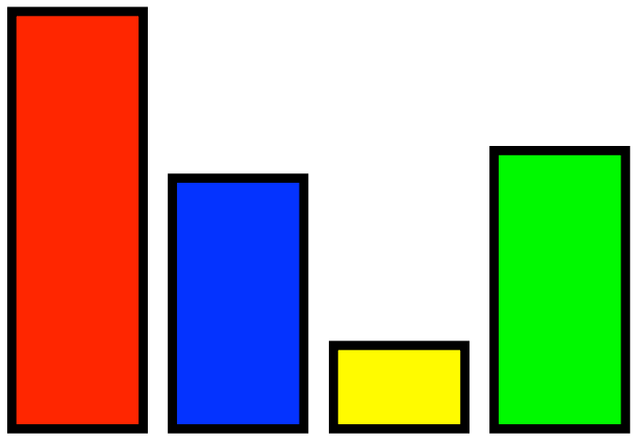


We take any two partitions, and

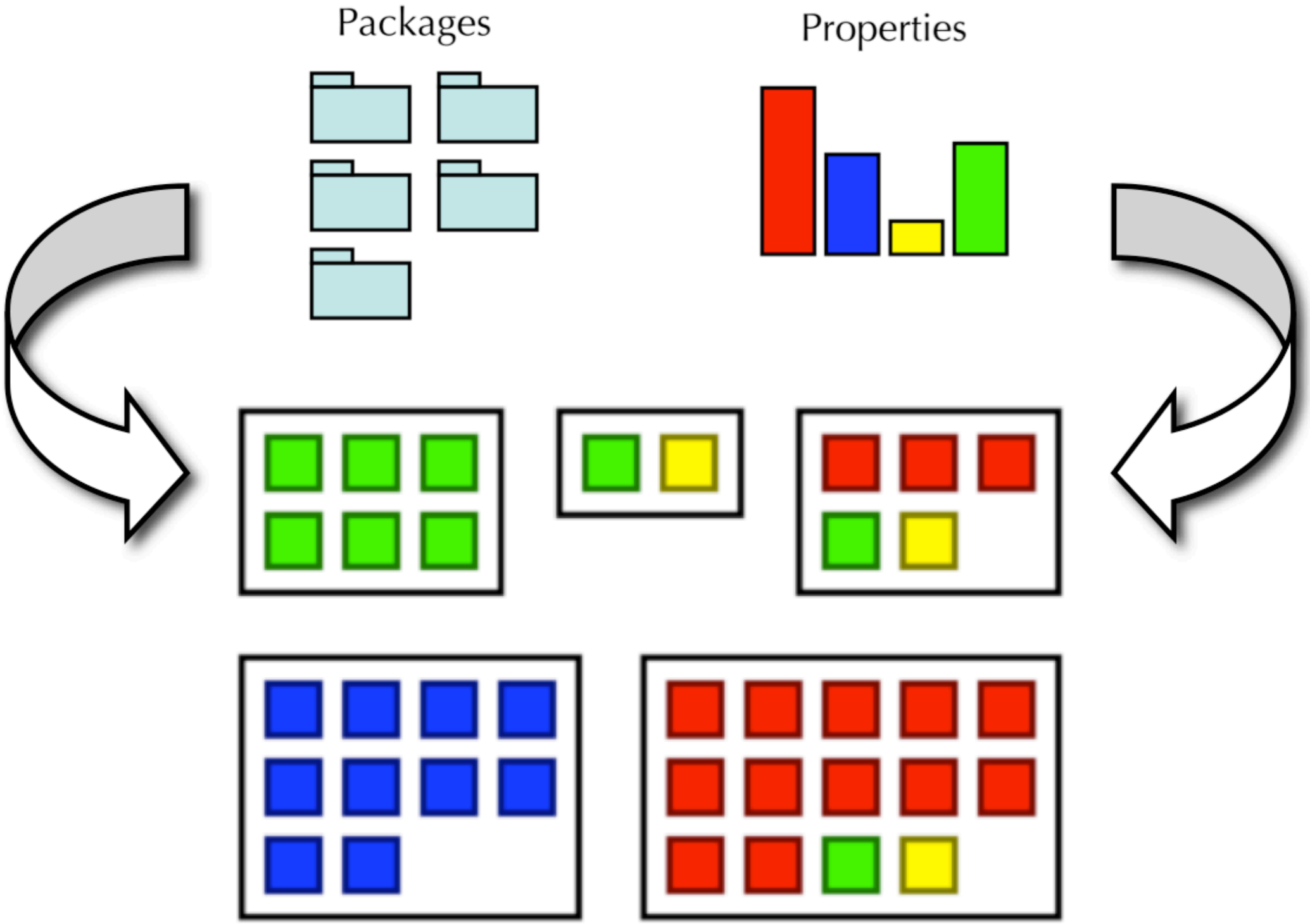
Packages



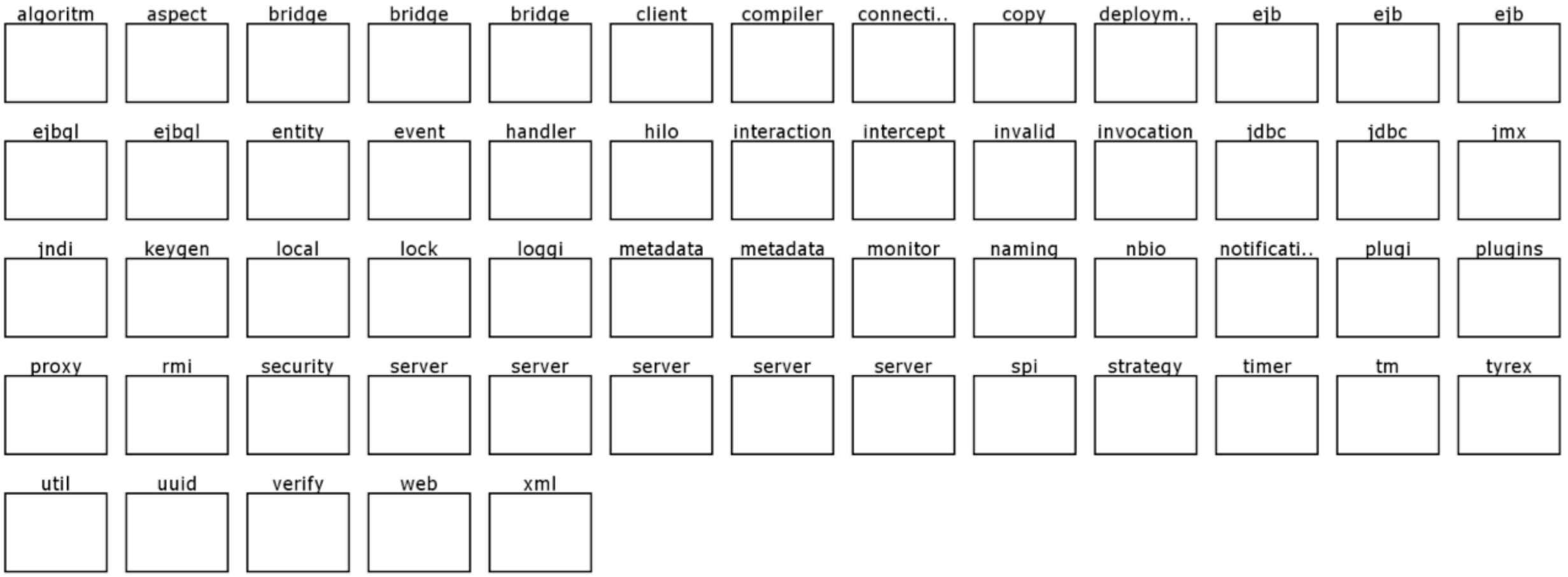
Properties



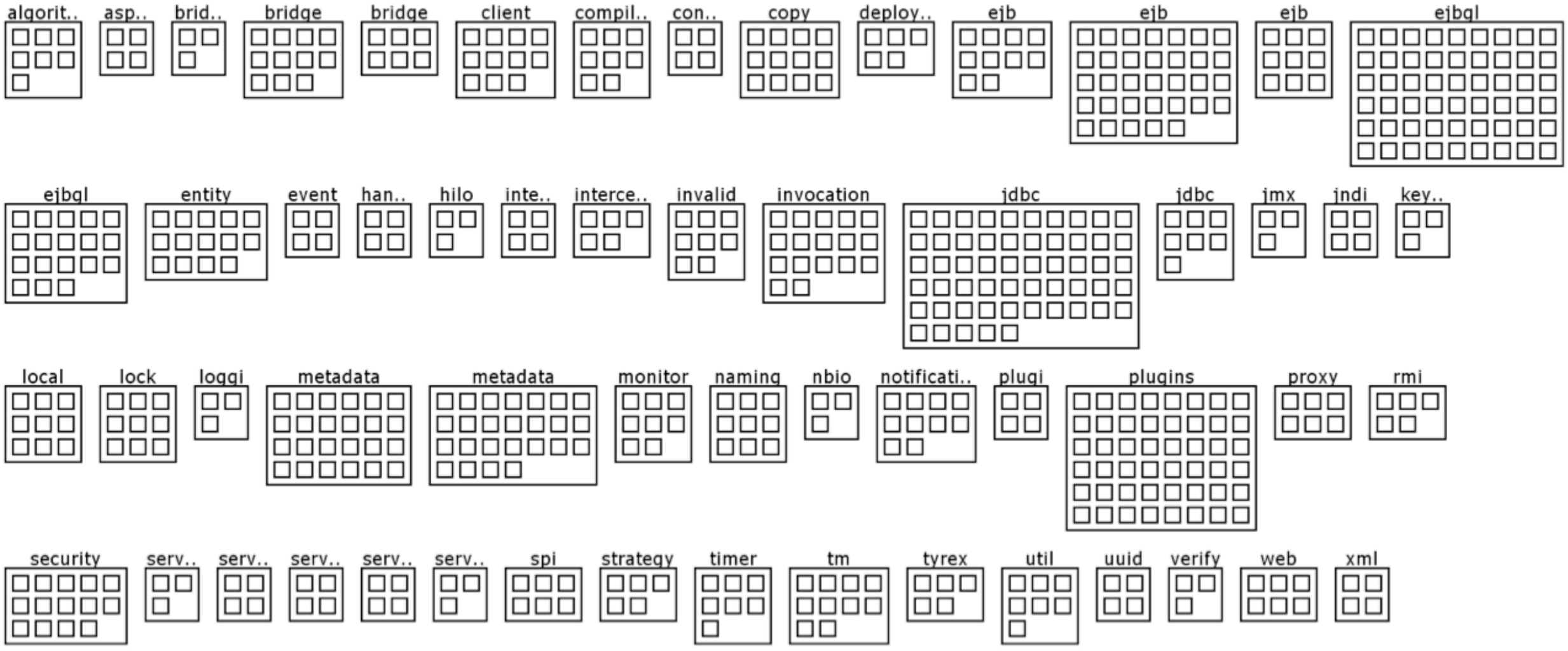
and create a Distribution Map.



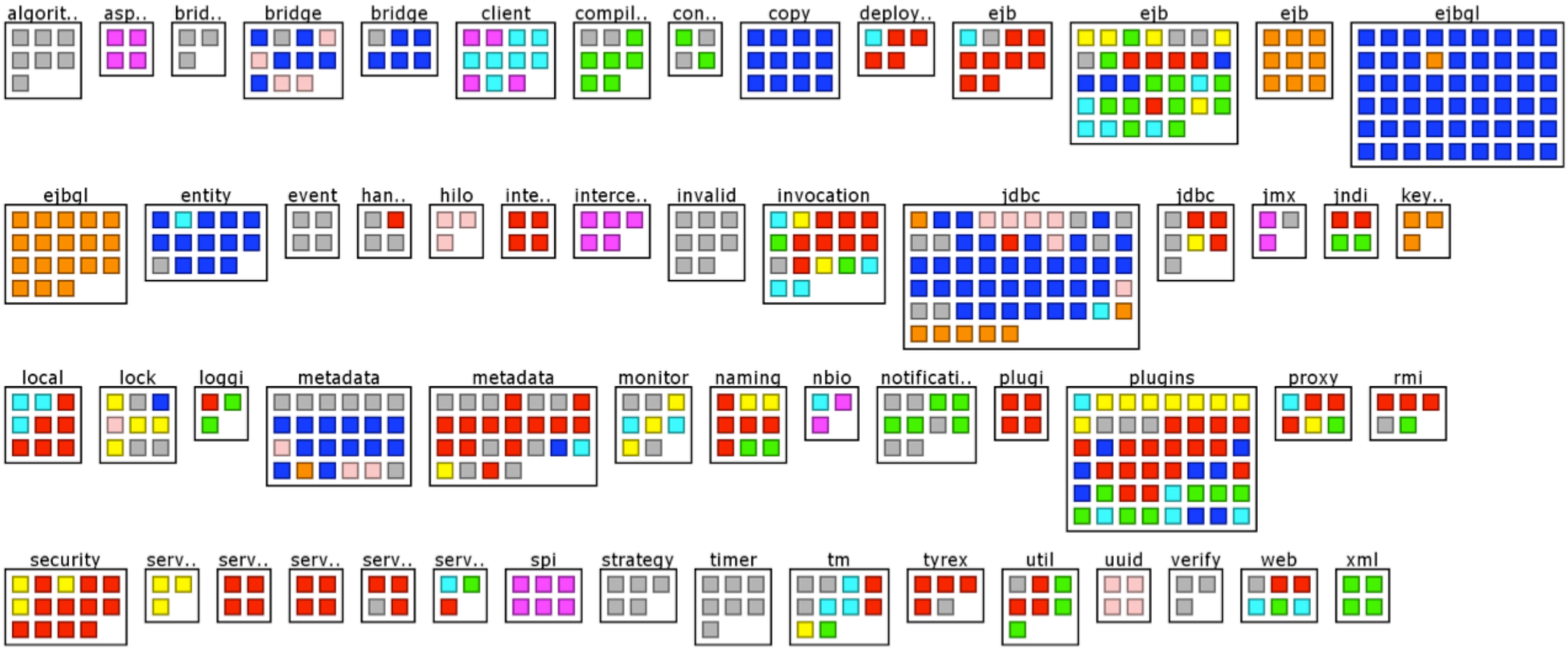
Step 1 — for each package draw a rectangle



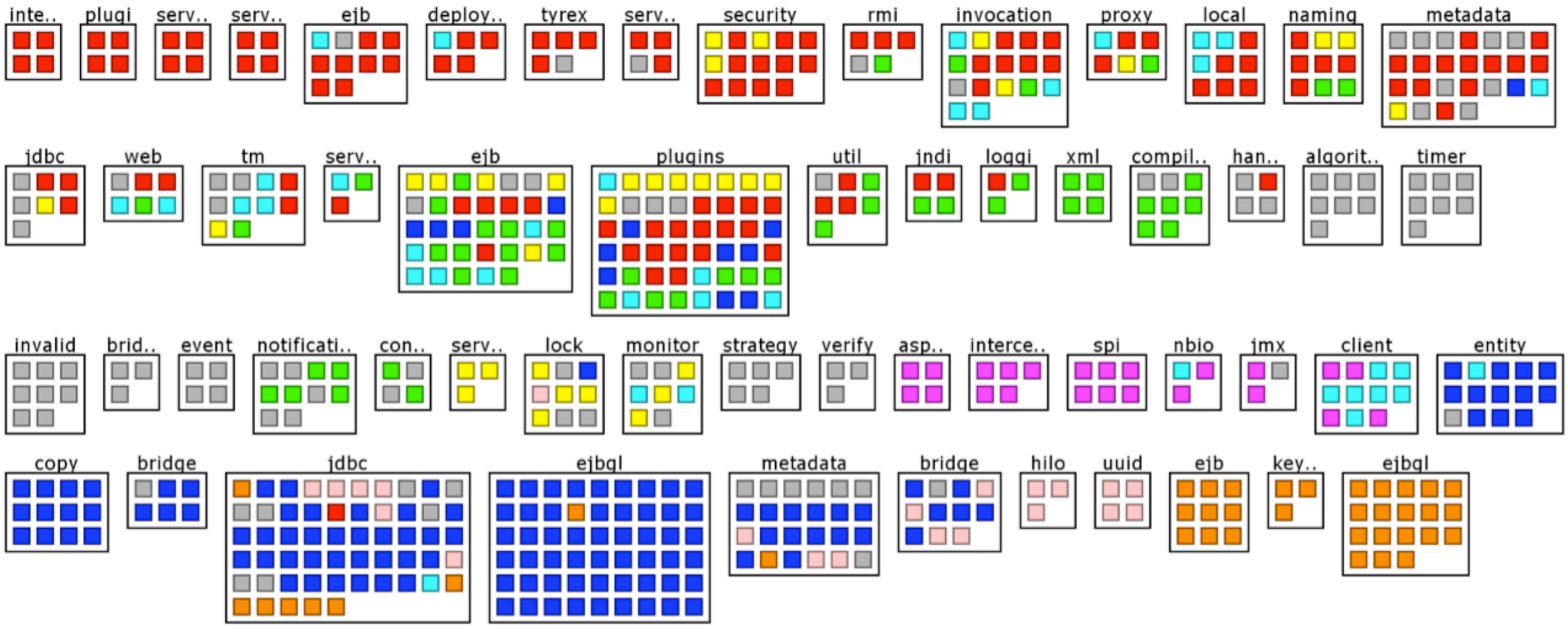
Step 2 — populate packages with classes



Step 3 — color the classes by property

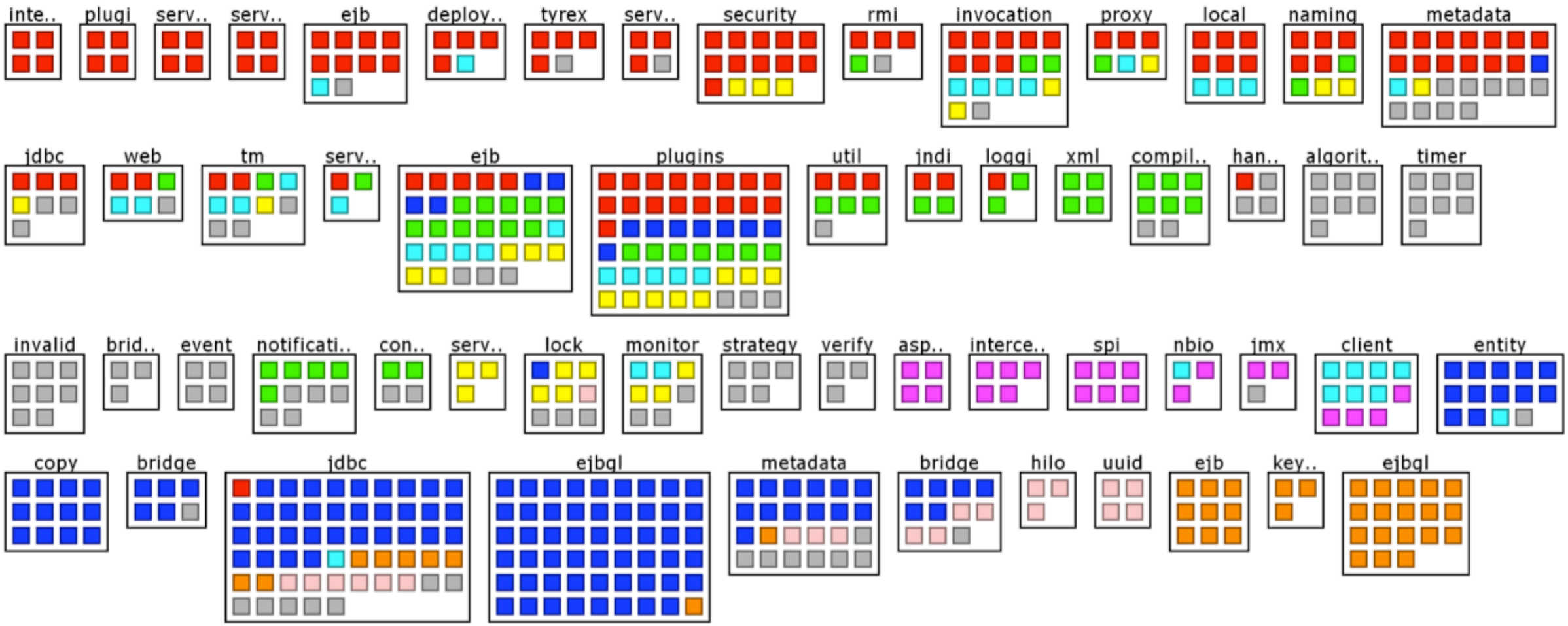


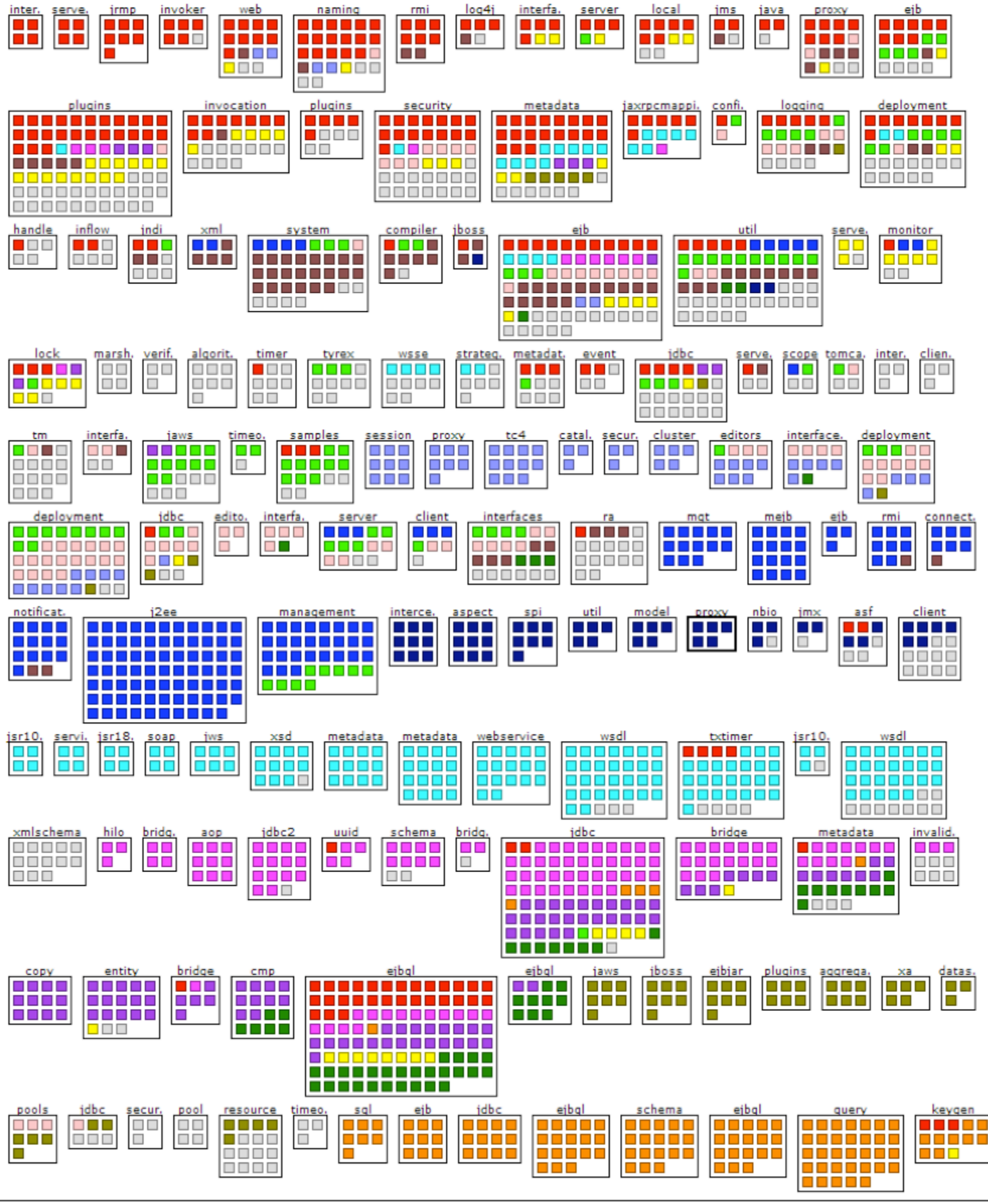
Step 4 — sort packages by content



Sorting with dendrogram seriation.

Step 5 — sort classes by properties




inter.
serve.
jrmp
invoker
web
naming
rmi
log4j
interfa.
server
local
jms
java
proxy
ejb
plugins
invocation
plugins
security
metadata
jaxrpcmappi.
confi.
logging
deployment
handle
inflow
jndi
xml
system
compiler
jboss
ejb
util
serve.
monitor
lock
marsh.
verif.
algorit.
timer
tyrex
wsse
strateg.
metadat.
event
jdbc
serve.
scope
tomca.
inter.
clien.
tm
interfa.
jaws
timeo.
samples
session
proxy
tc4
catal.
secur.
cluster
editors
interface.
deployment
deployment
jdbc
edito.
interfa.
server
client
interfaces
ra
mgt
mejb
ejb
rmi
connect.
notificat.
j2ee
management
interce.
aspect
spi
util
model
proxy
nbio
jmx
asf
client
jsr10.
servi.
jsr18.
soap
jws
xsd
metadata
metadata
webservice
wsdl
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schema
bridg.
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jaws
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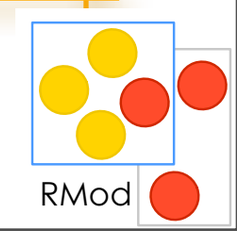
ejbql
schema
ejbql
query
keygen

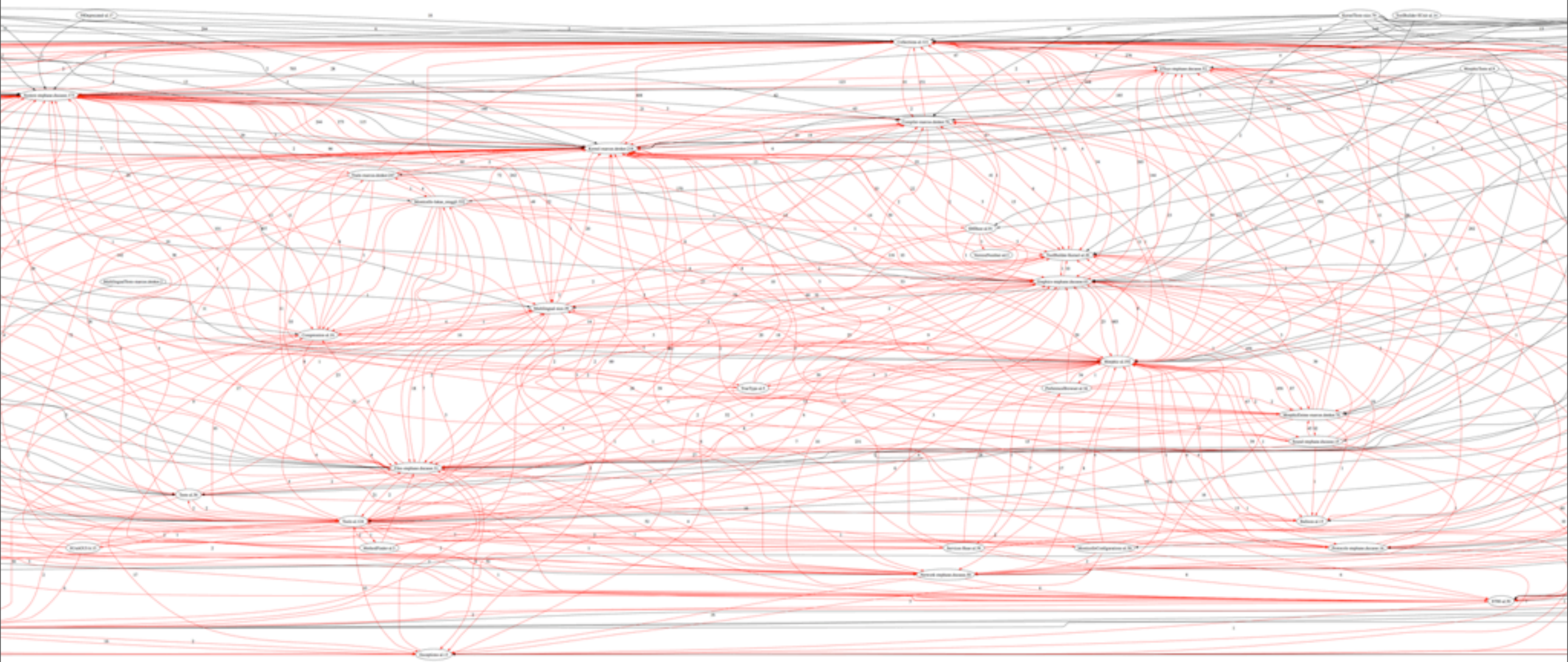
Challenges

- How to modularize a system?
- Where are the cycles?
- What produce cycles?
- Where are the layers

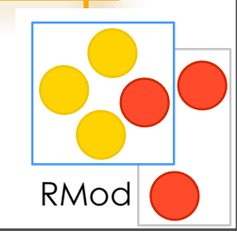
Graph you said?



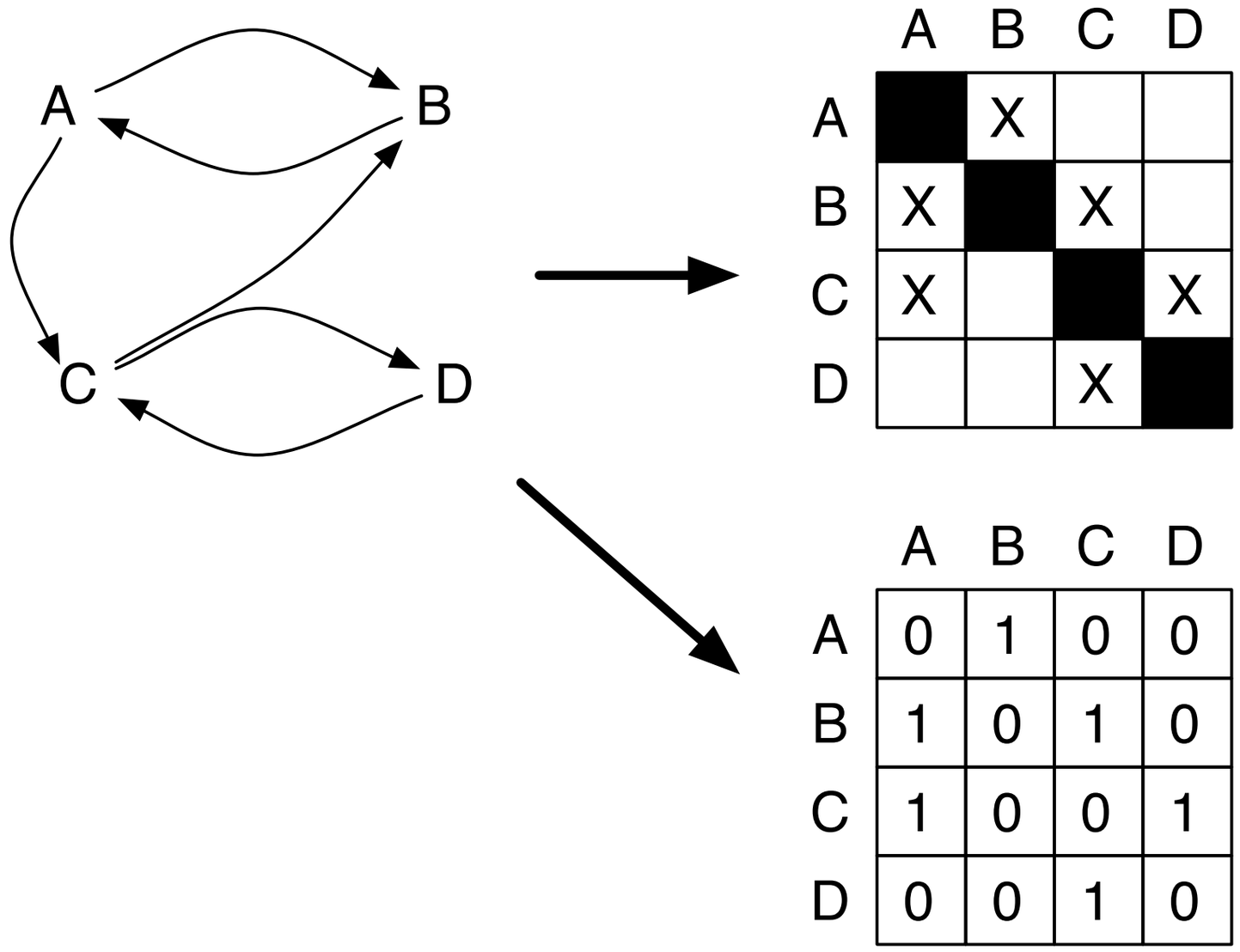
Graph you said?



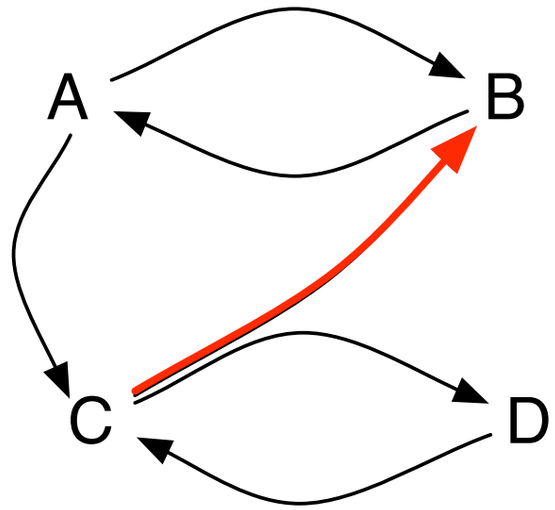
Graph you said?



Building a DSM



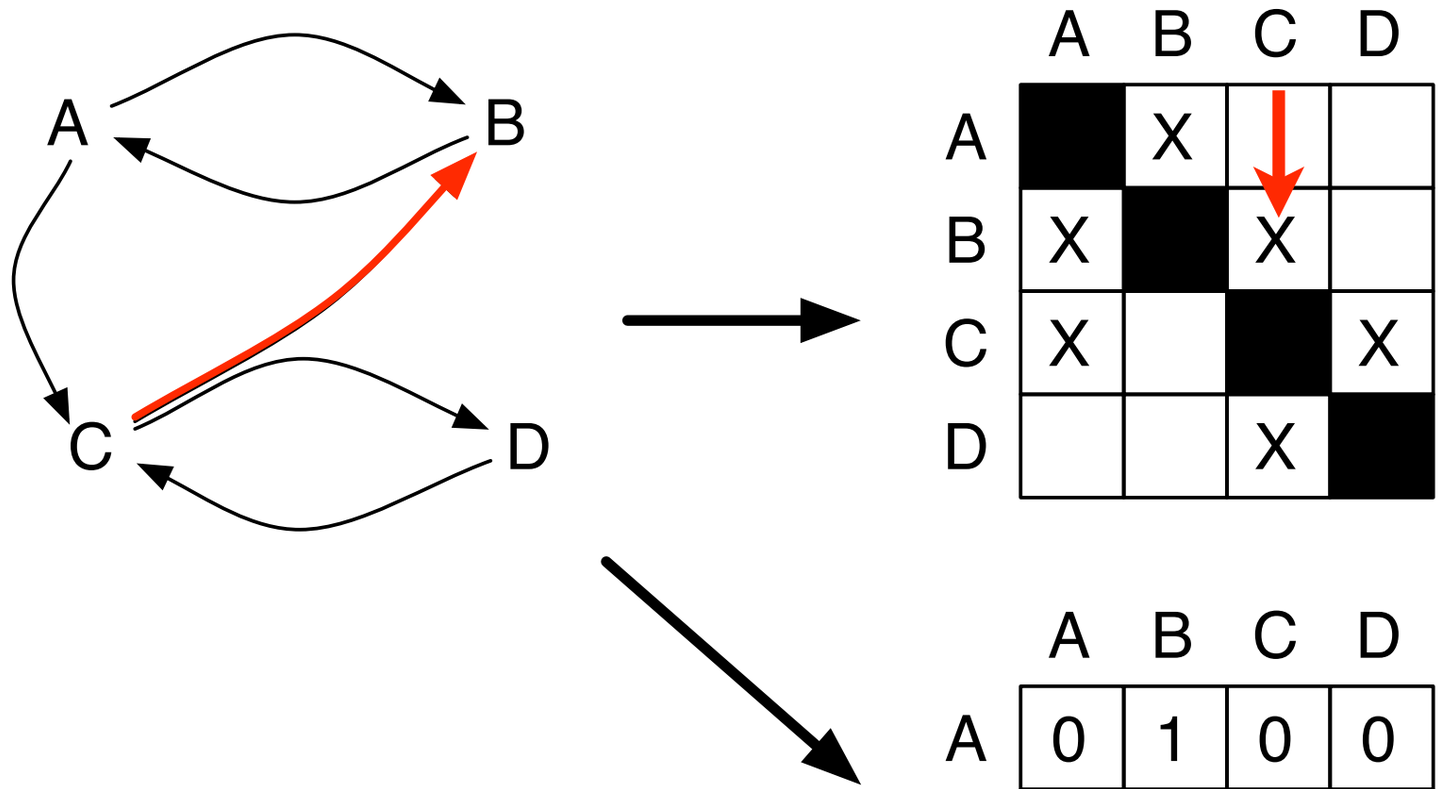
Building a DSM



	A	B	C	D
A		X		
B	X		X	
C	X			X
D			X	

	A	B	C	D
A	0	1	0	0
B	1	0	1	0
C	1	0	0	1
D	0	0	1	0

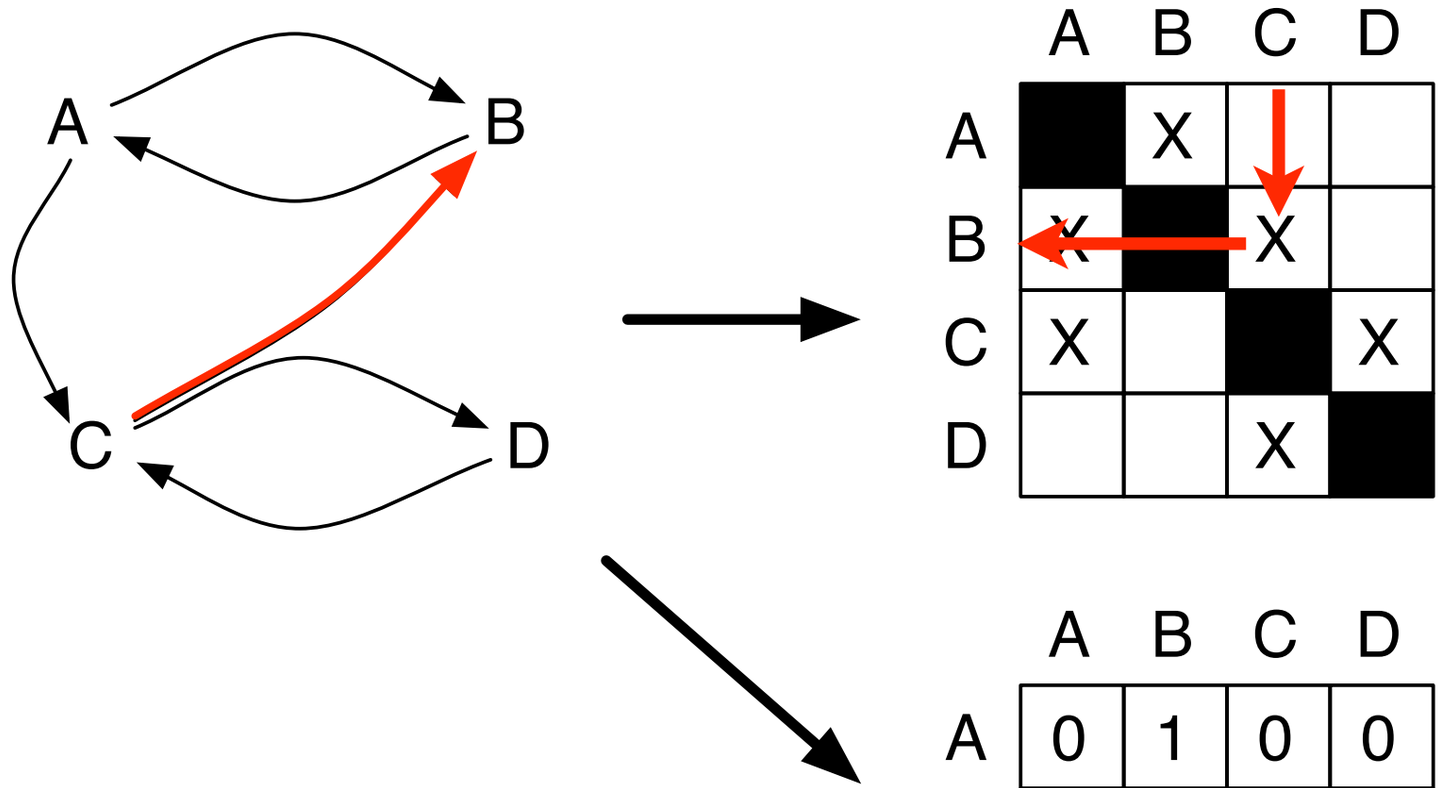
Building a DSM



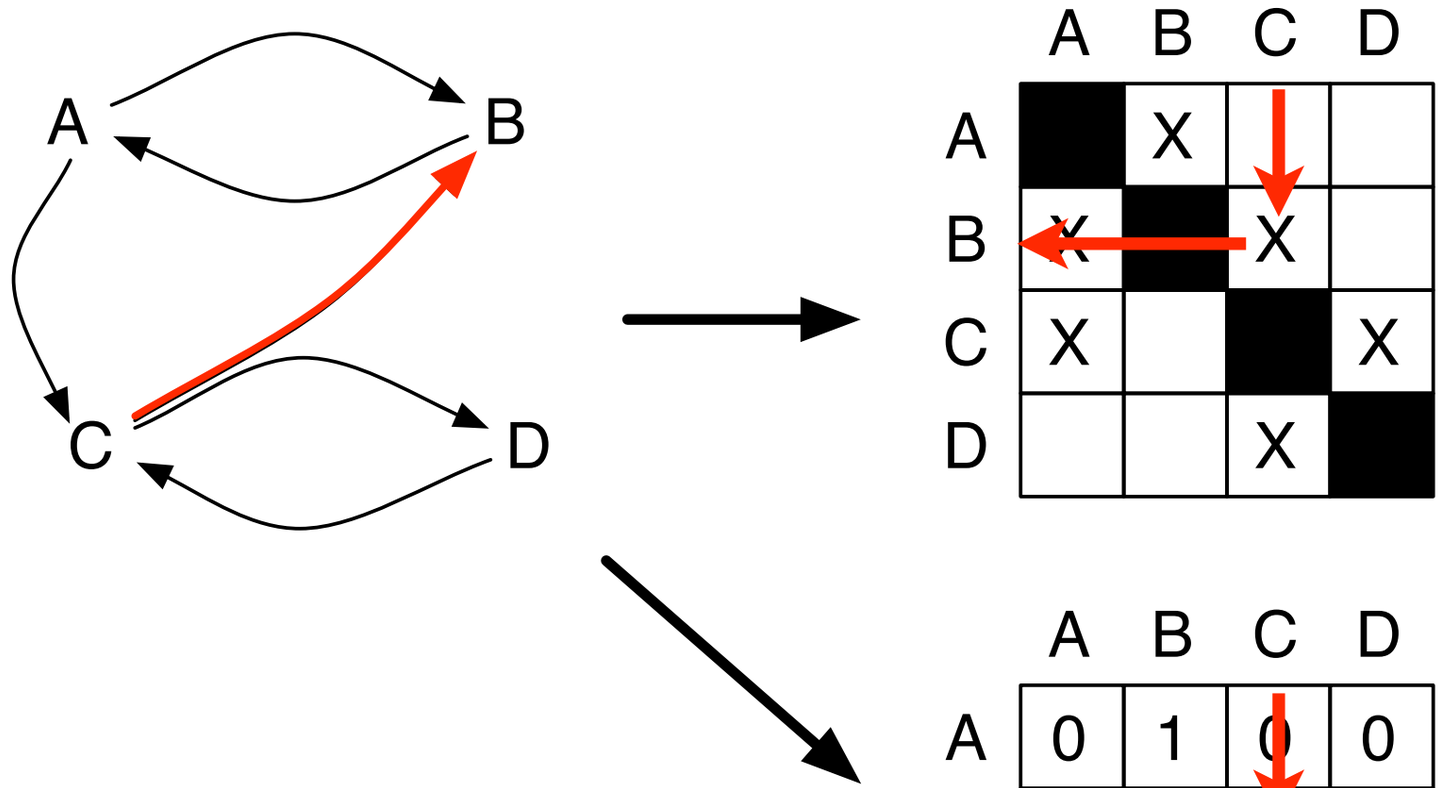
	A	B	C	D
A		X		
B	X		X	
C	X			X
D			X	

	A	B	C	D
A	0	1	0	0
B	1	0	1	0
C	1	0	0	1
D	0	0	1	0

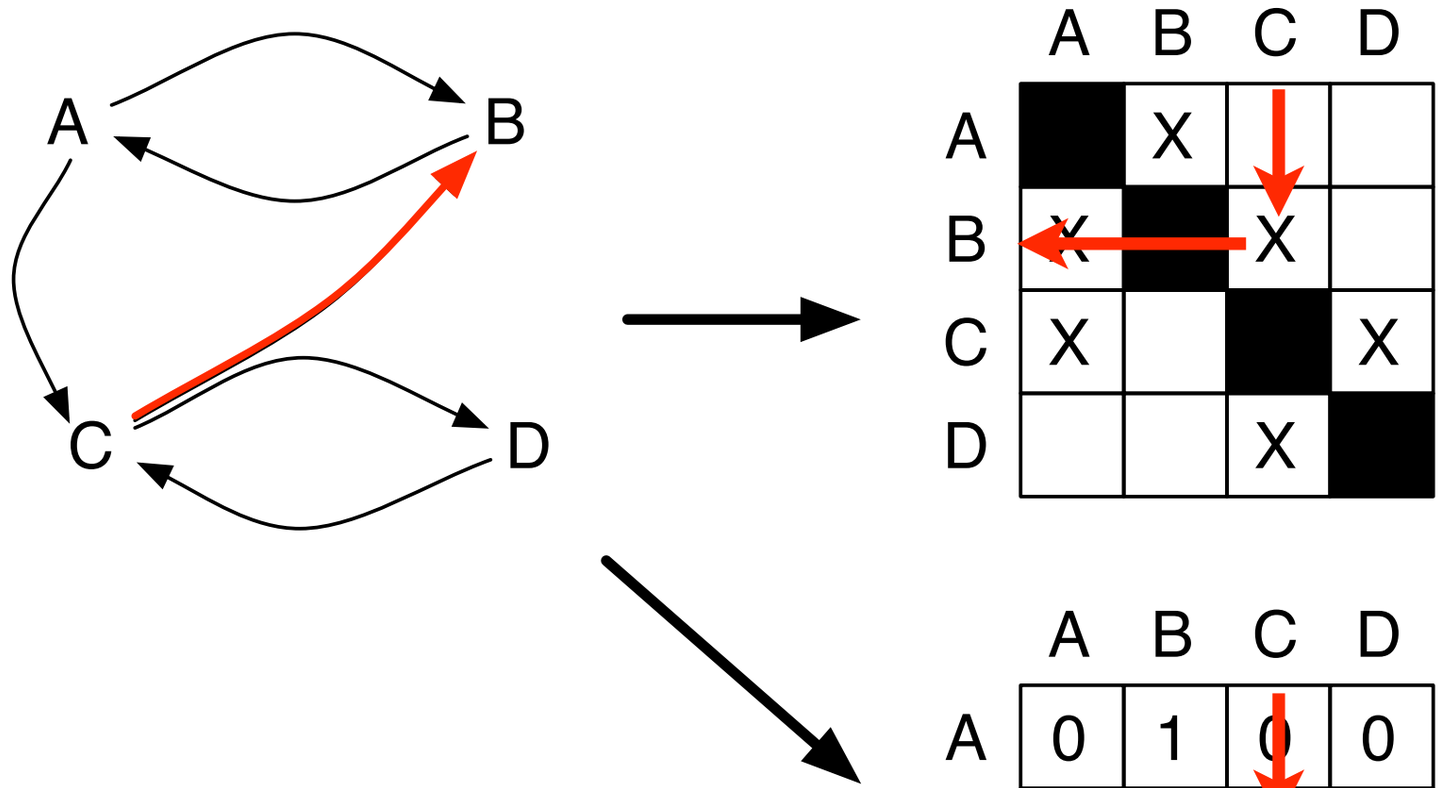
Building a DSM



Building a DSM



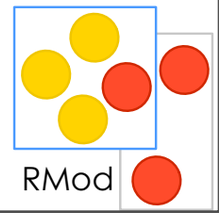
Building a DSM



7 Packages visualization

- 1 cell = 1 dependency
- 1 column = used packages
- 1 line = using packages

	x	x	x	x	x	x	x	x	x	x
x										
x										
x				71	3					
x	2	1	8		7	6				
x						3				
x	4	51		2	2		2			
x	4			10	4	34		3		
x		15					1			
x		30								
x		2		2		6				



7 Packages visualization

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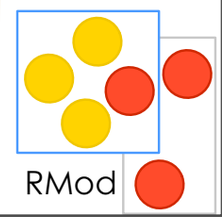
	x	x	x	x	x	x	x	x	x	x
x										
x										
x				71	3					
x	2	1	8		7	6				
x						3				
x	4	51		2	2		2			
x	4			10	4	34		3		
x		15					1			
x		30								
x		2		2		6				



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	x	x	x	x	x	x	x	x	x	x
x										
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x				71	3					
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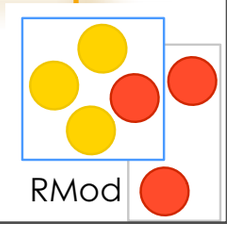
x	4	51		2	2		2			
x	4			10	4	34		3		
x		15					1			
x		30								
x		2		2		6				



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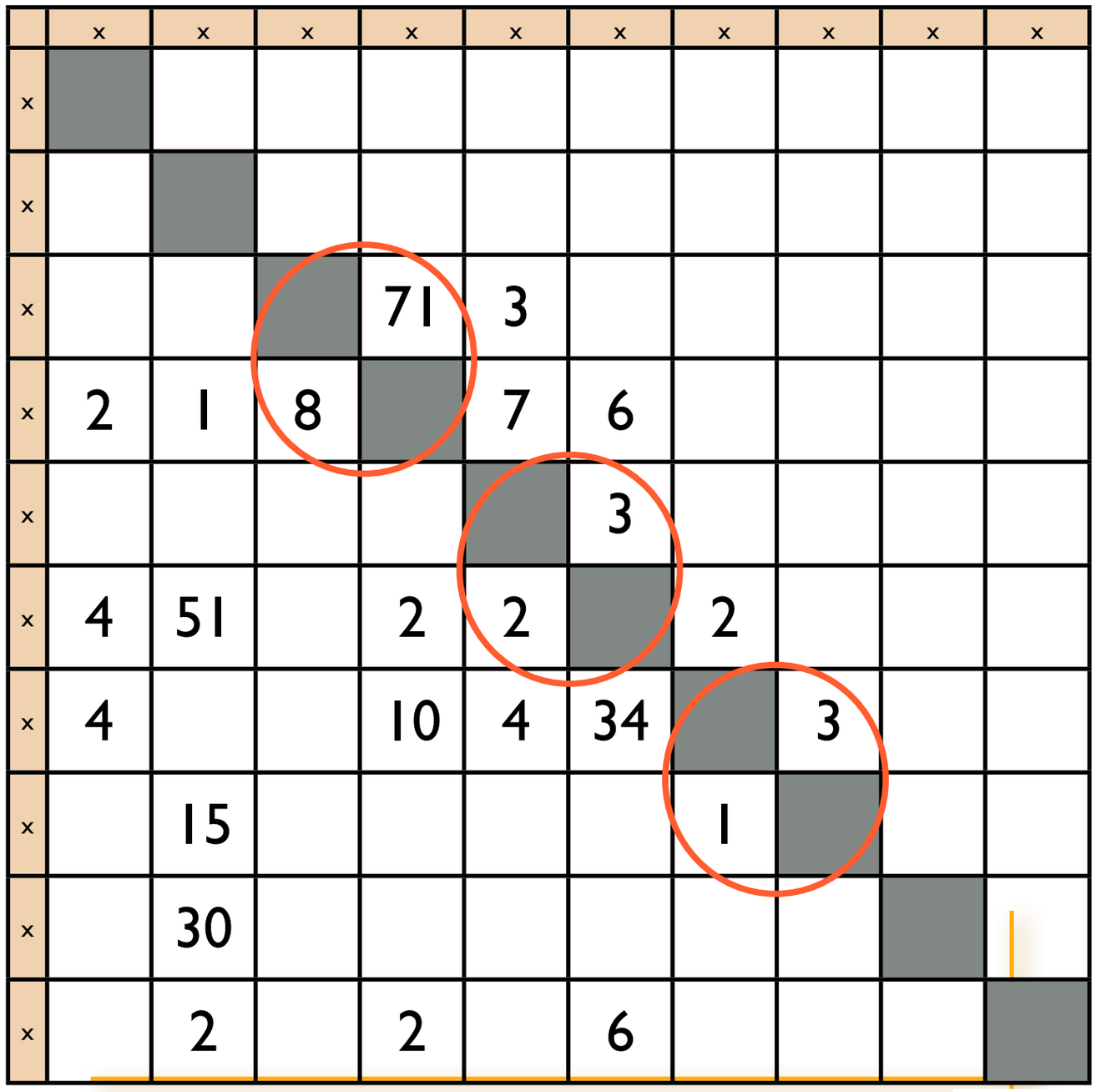

7 Packages visualization

- 1 cell = 1 dependency
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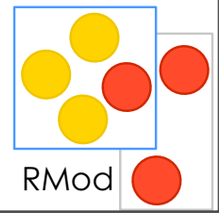
- 1 line = using packages

	x	x	x	x	x	x	x	x	x	x
x										
x										
x				71	3					
x	2	1	8		7	6				
x						3				
x	4	51		2	2		2			
x	4			10	4	34		3		
x		15					1			
x		30								
x		2		2		6				



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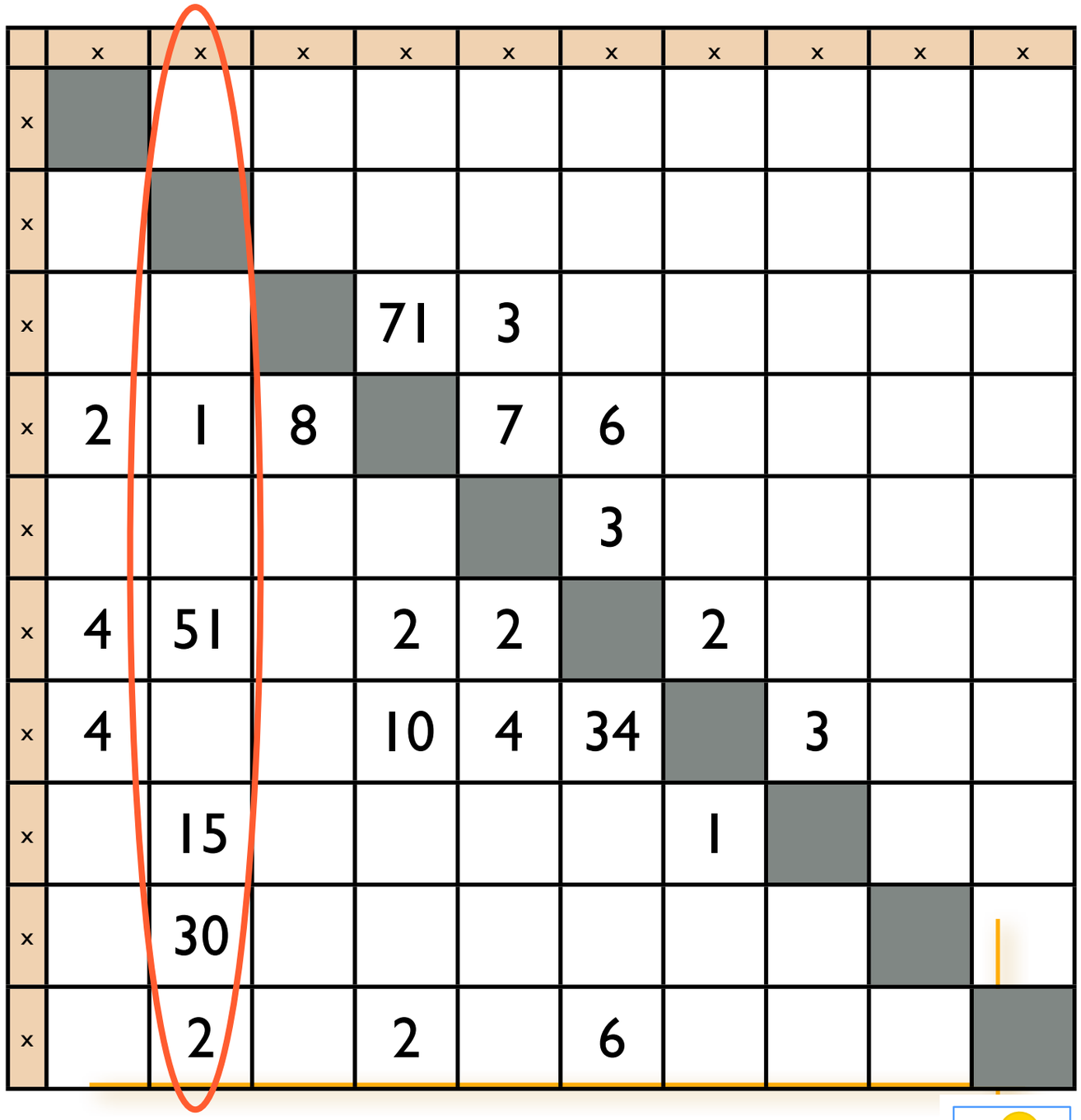

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	x	x	x	x	x	x	x	x	x	x
x										
x										
x				71	3					
x	2	1	8		7	6				
x						3				
x	4	51		2	2		2			
x	4			10	4	34		3		
x		15					1			
x		30								
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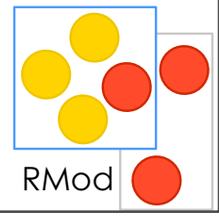

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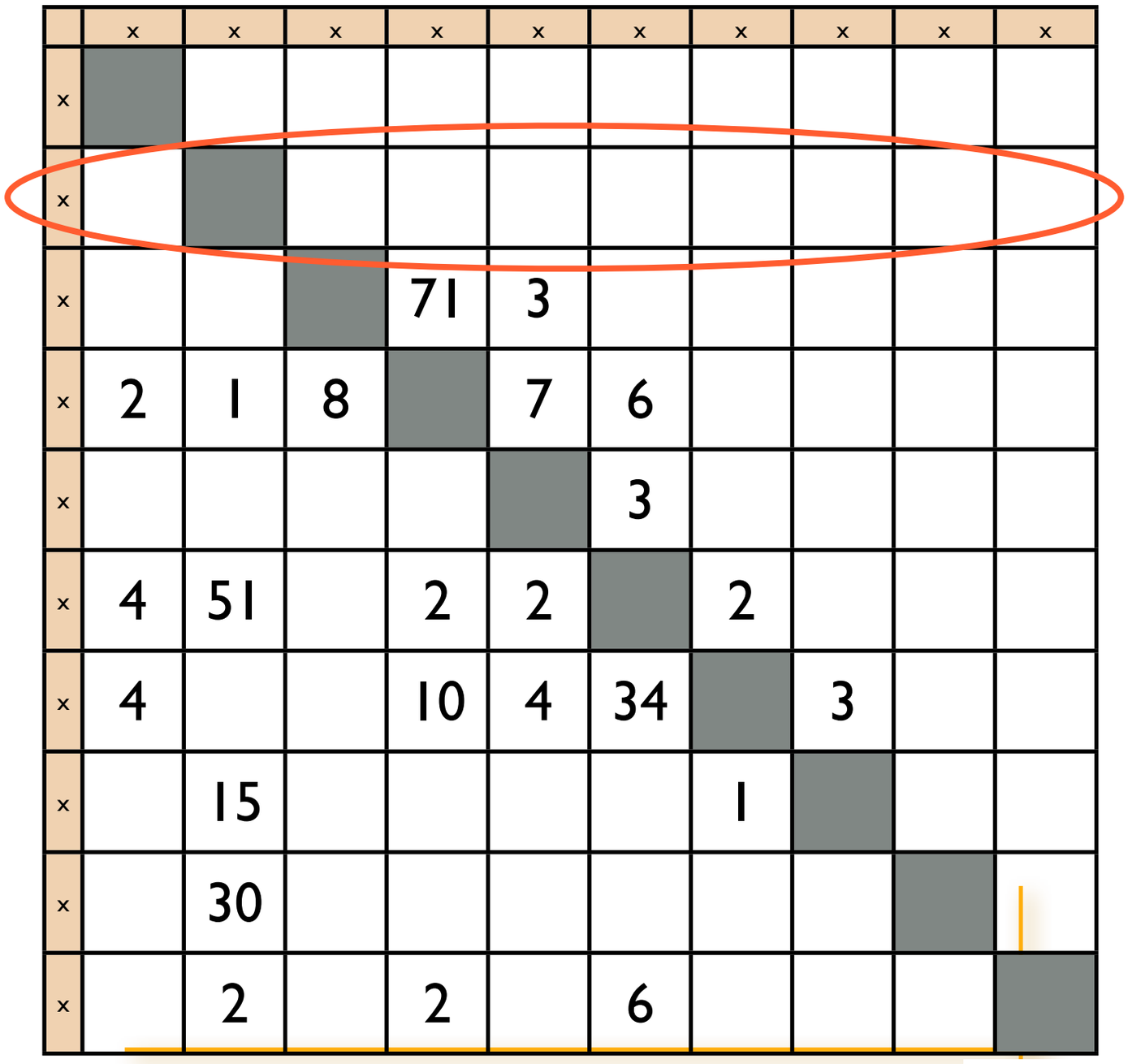
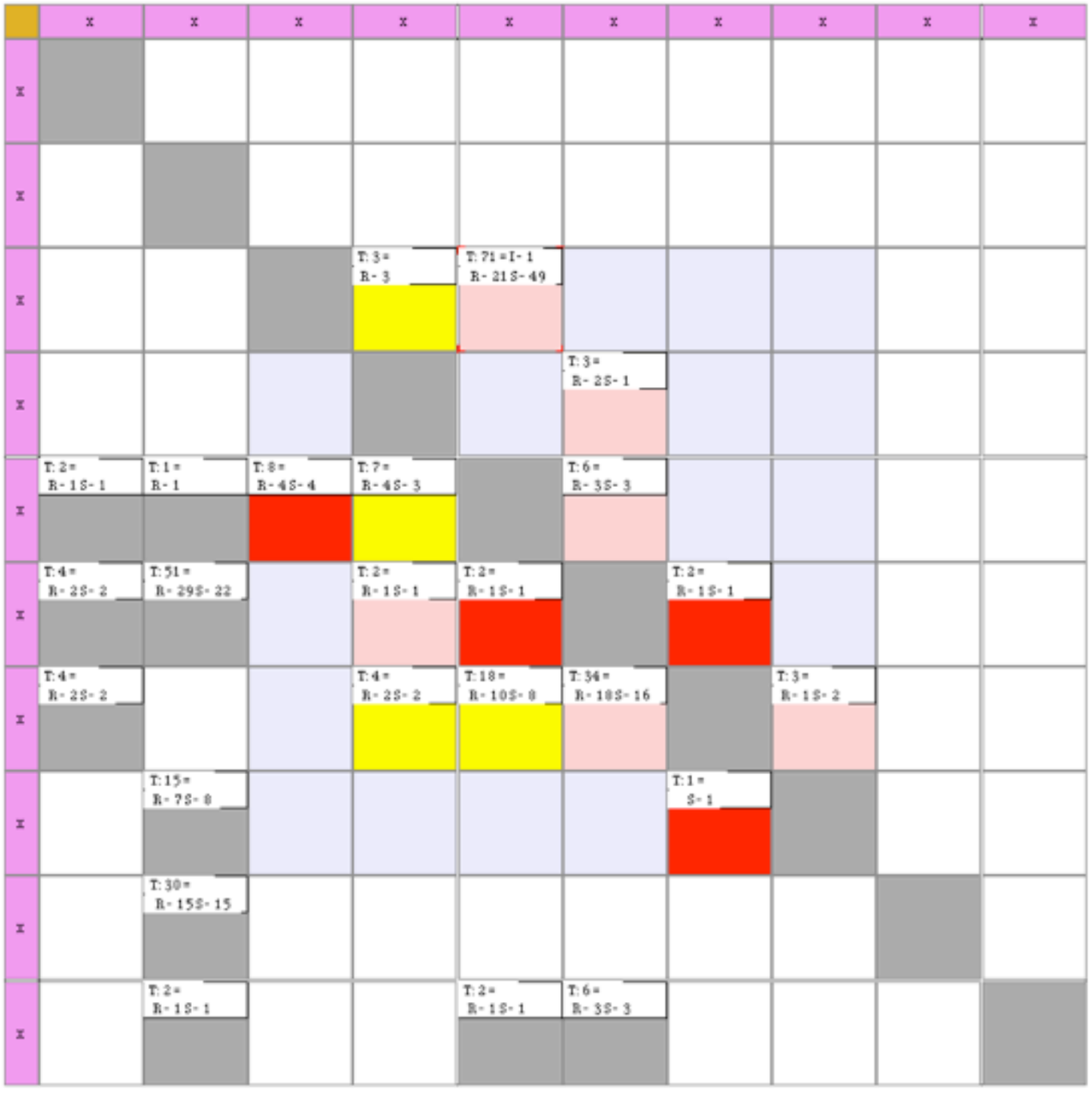
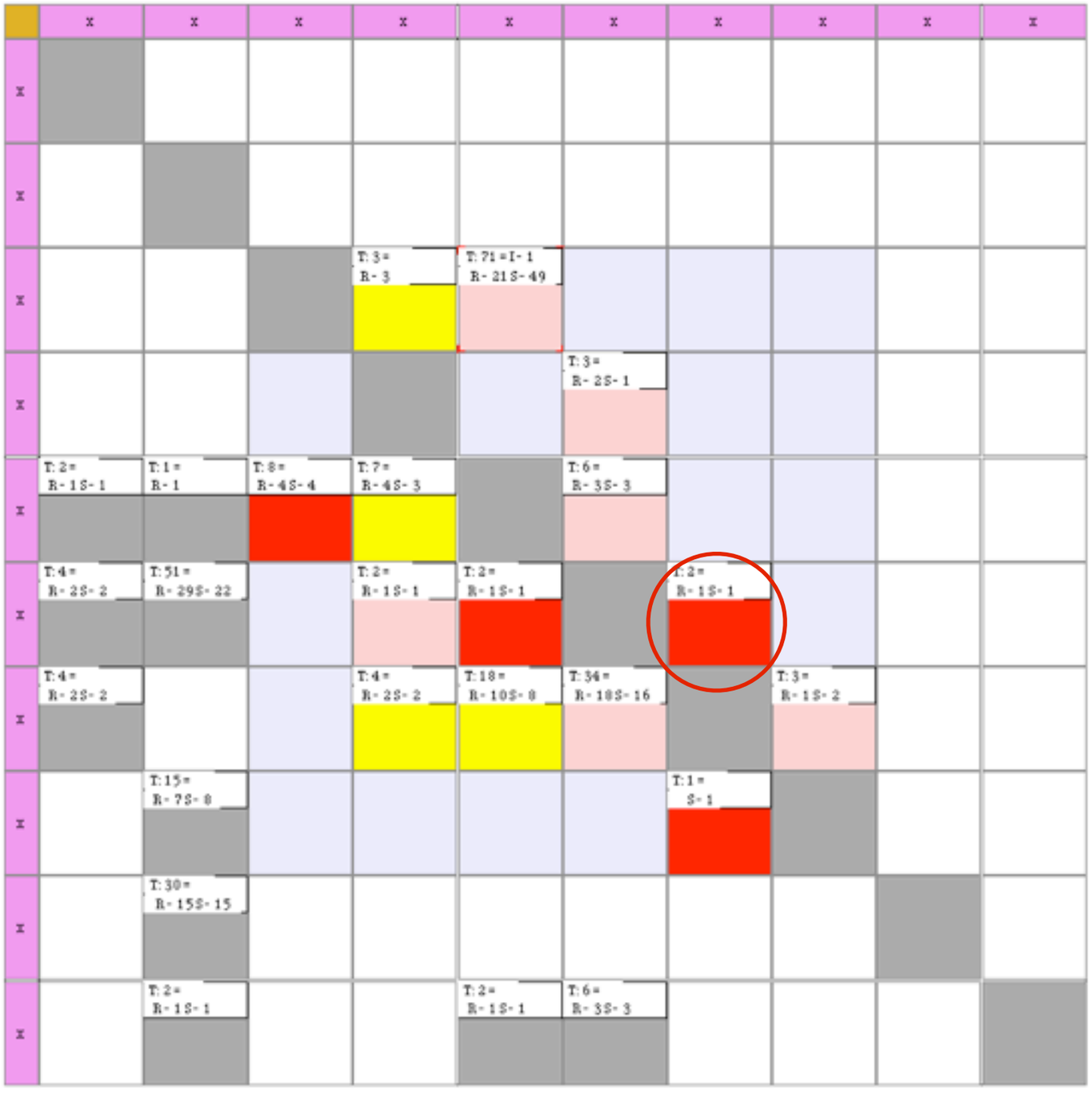


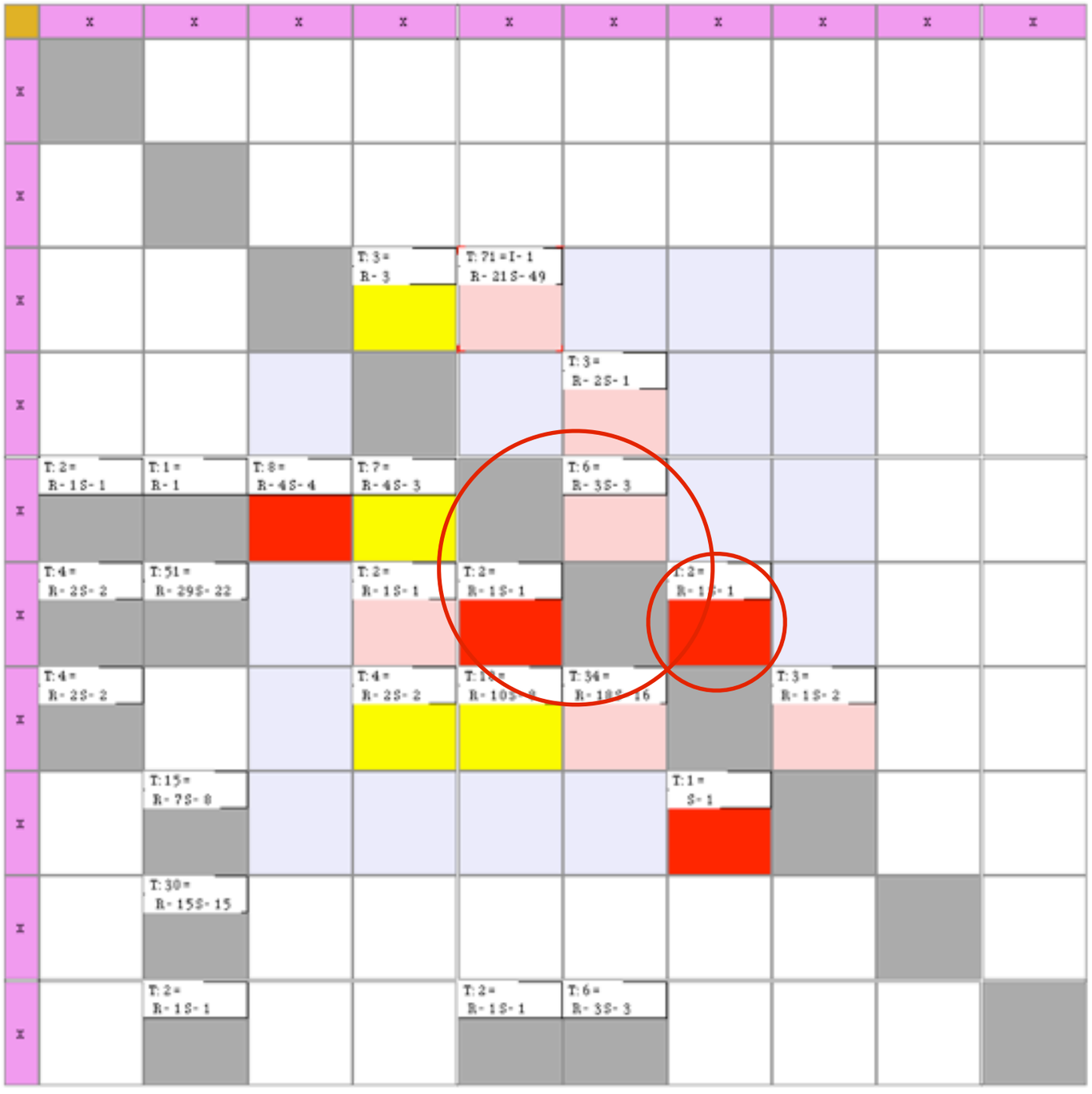
Identify cycles



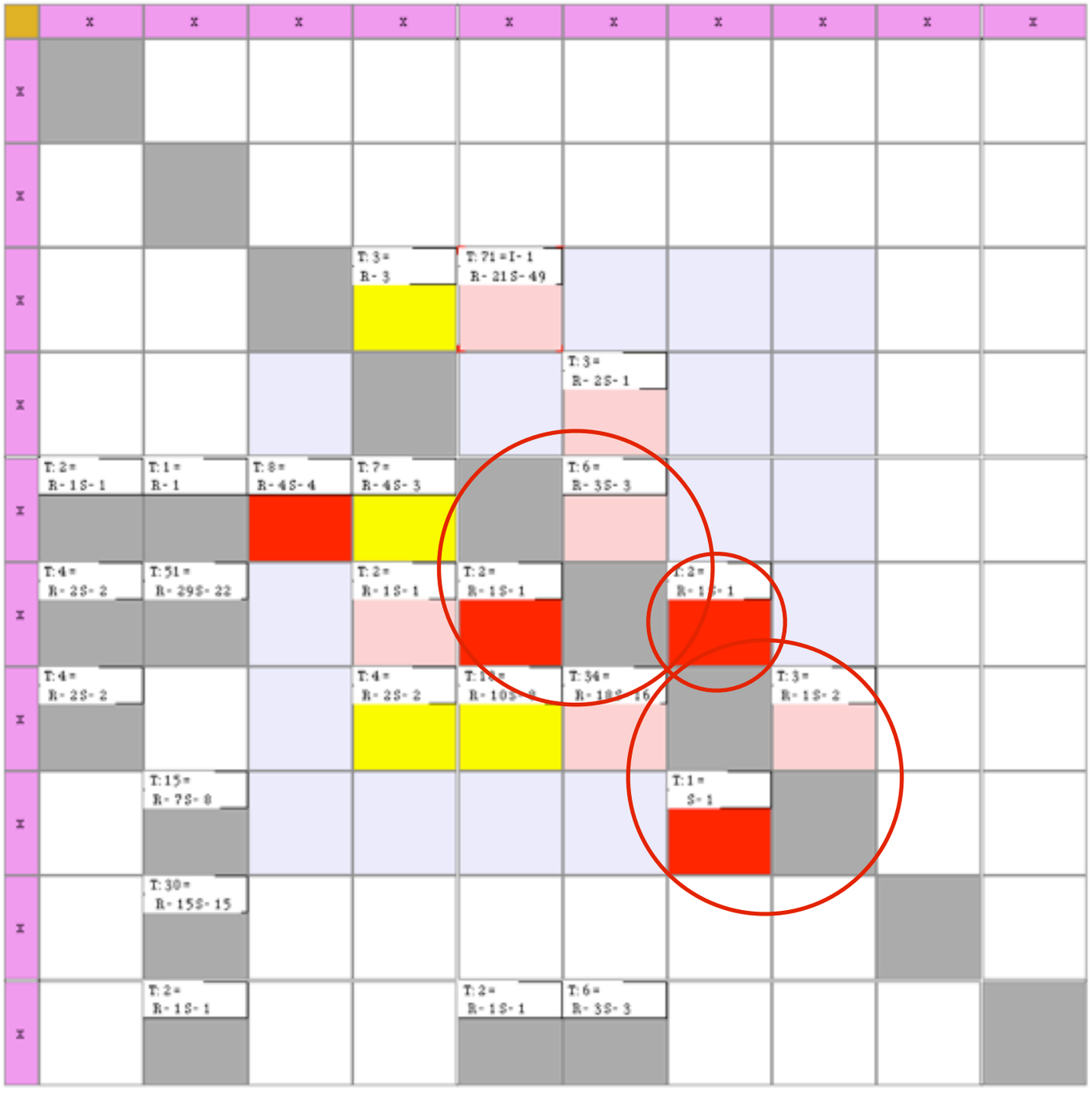
Identify cycles



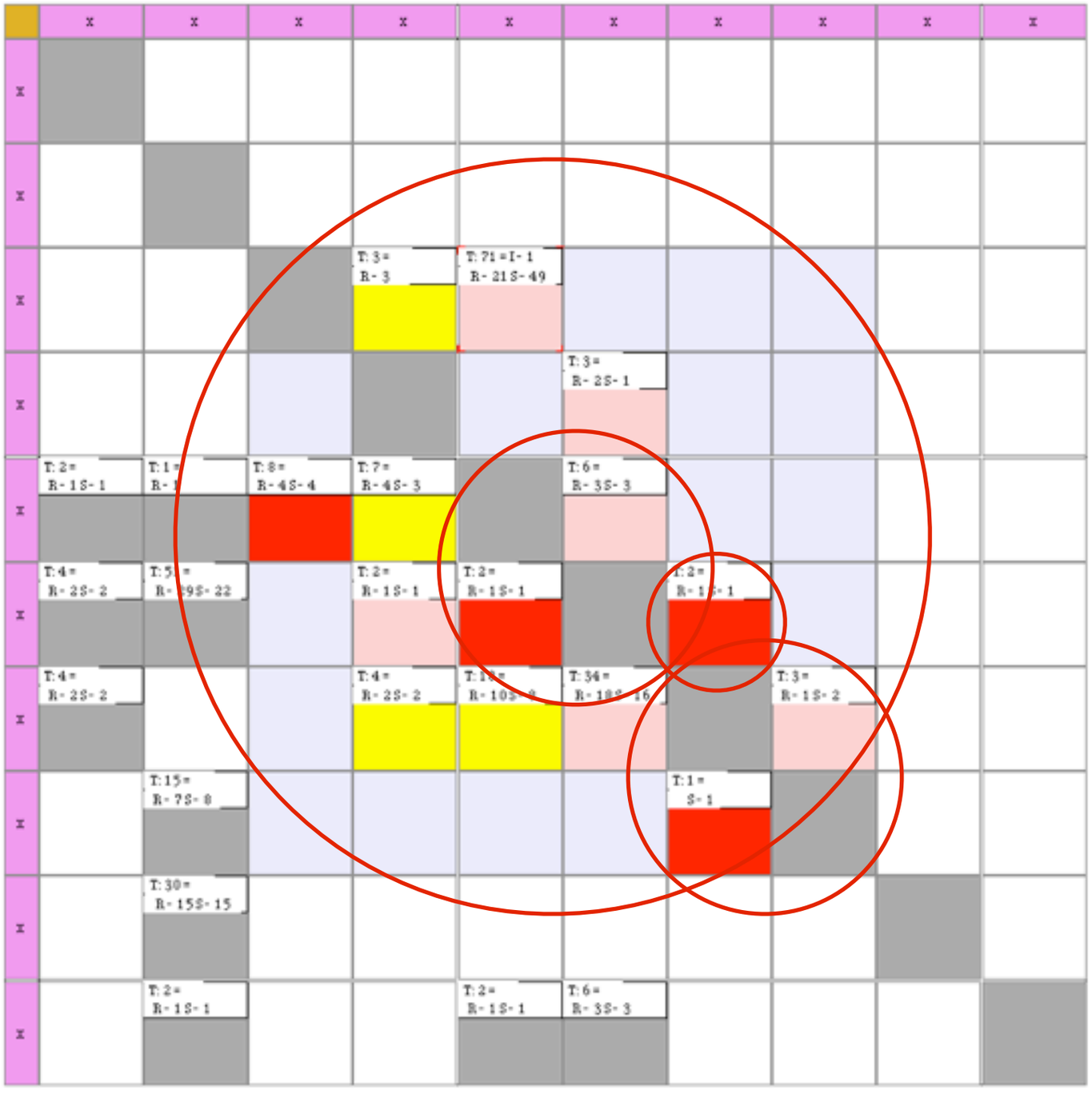
Identify cycles



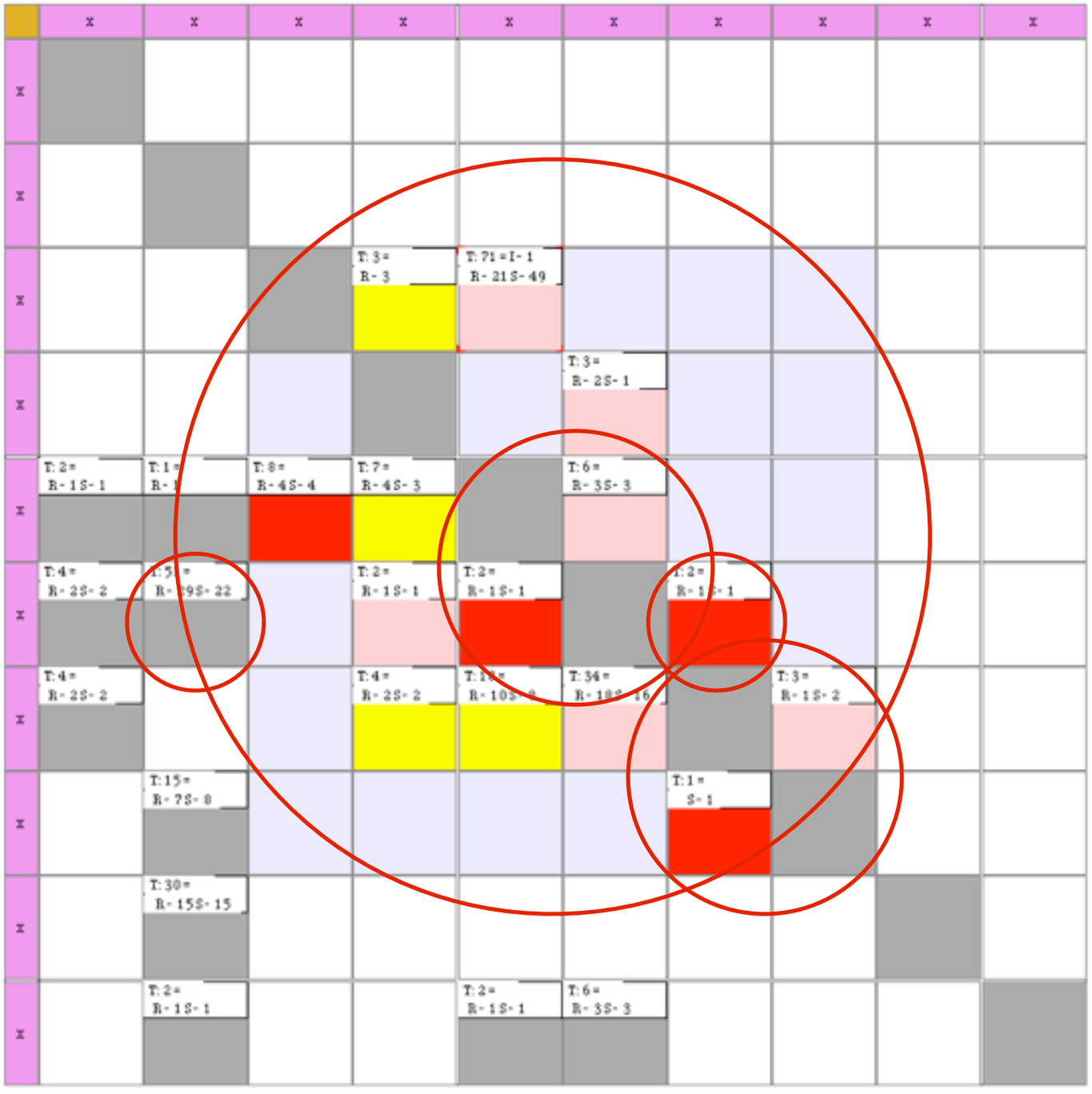
Identify cycles



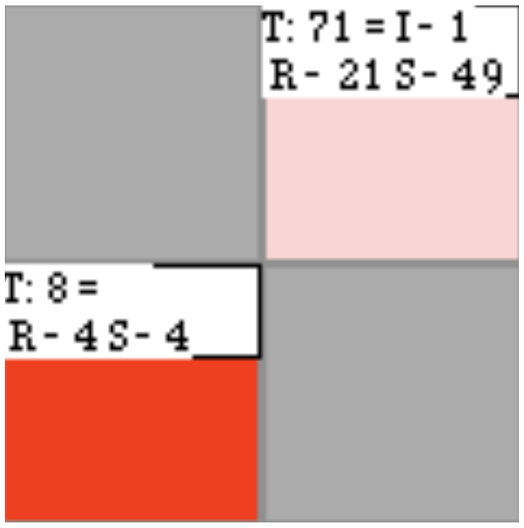
Identify cycles



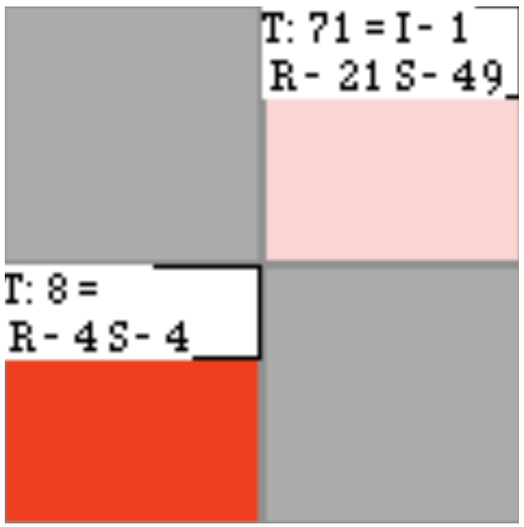
Identify cycles

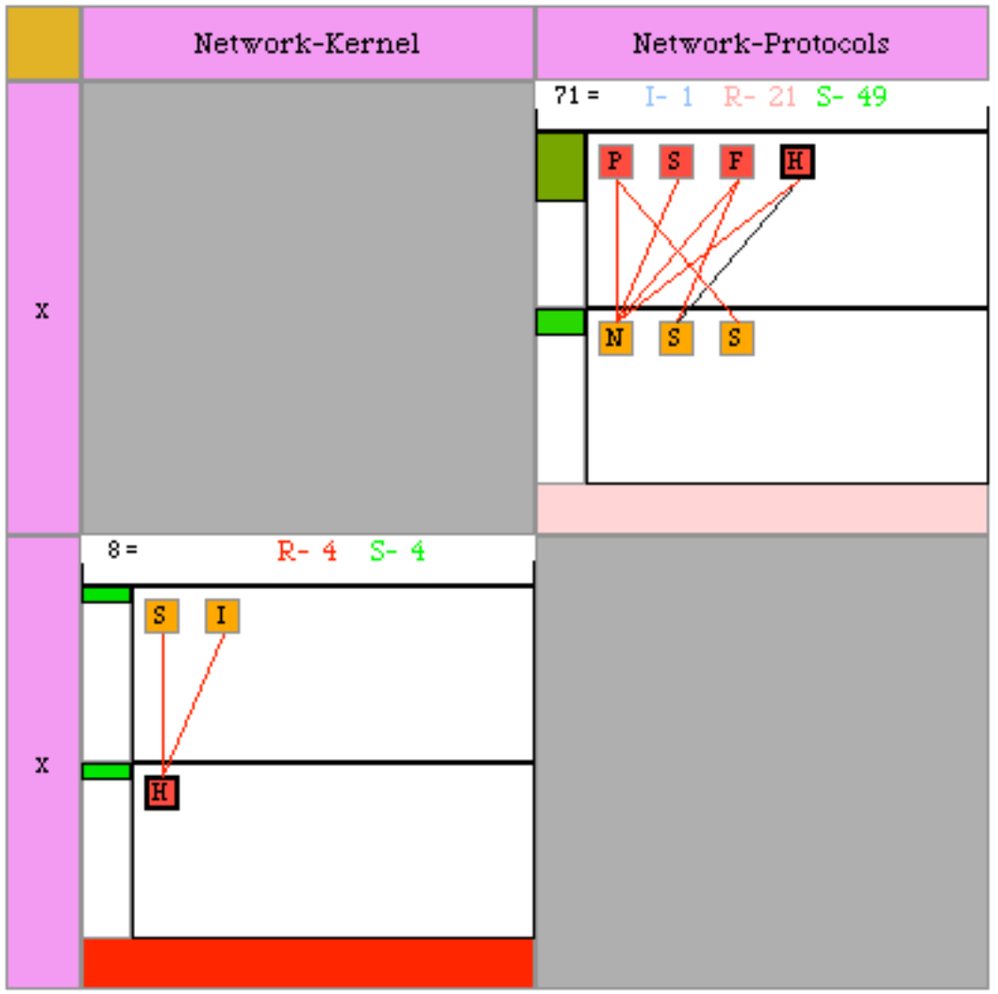


Causes and distribution



Causes and distribution





I: outgoing funnel

D: two classes referring each other
F: candidate for direct cycle fix

E: high % of source

A: indirect cycle

F: candidate for direct cycle fix

I: incoming funnel

G: invocations

B: complex cycle

B: complex cycle

E: high % of target impacted

C: accesses

C: accesses

H: inheritance + other

Challenges

- How to help taking the right decision?
- What are possible futures impact of a change?

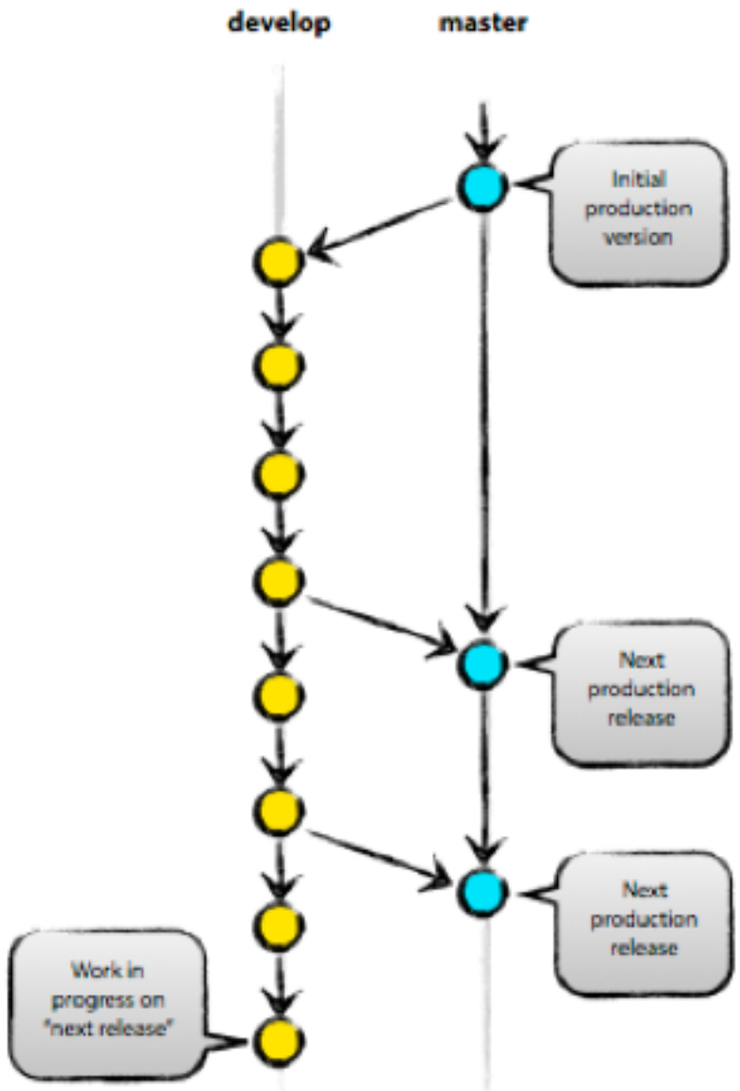
Orion

- Supporting multiple versions of analyzed projects
- Applying analyses on different modifications
- Comparing different futures

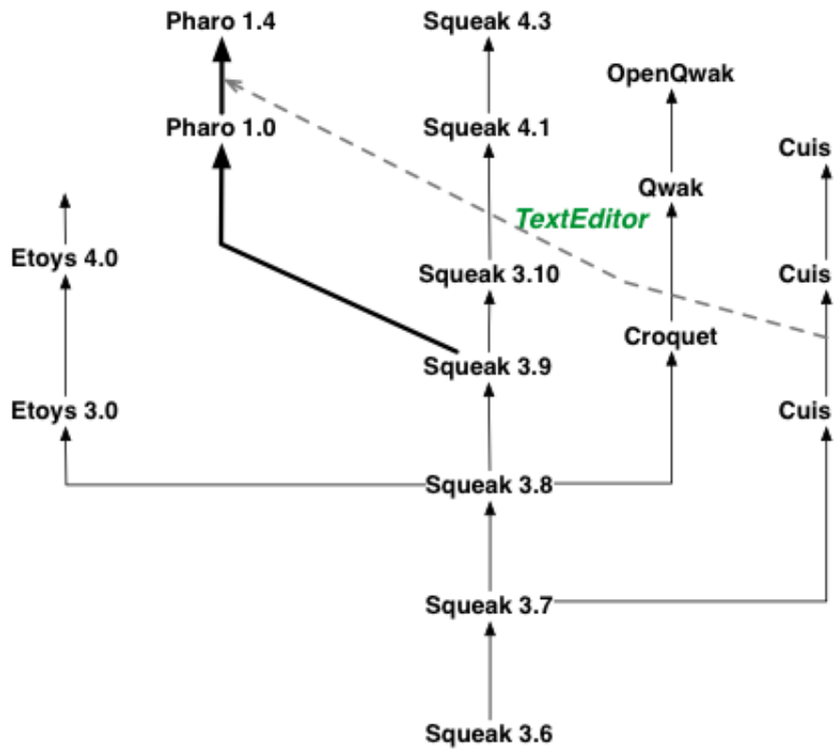
Challenges

- How can we help merging?
- What is the impact of a change?

How to support merging branches?



Git



Forks

Manual tasks are needed

Dependencies between changes

Integrator is not the author of the changes

No guarantee that the system will work

Assisted Integration

Approach Overview

Assisted Integration

Approach Overview

Source Code Meta-Model (Ring)

Assisted Integration

Approach Overview

Source Code Meta-Model (Ring)

Assisted Integration

Approach Overview

Single delta (commit)

Source Code Meta-Model (Ring)

Assisted Integration

Approach Overview

Single delta (commit)

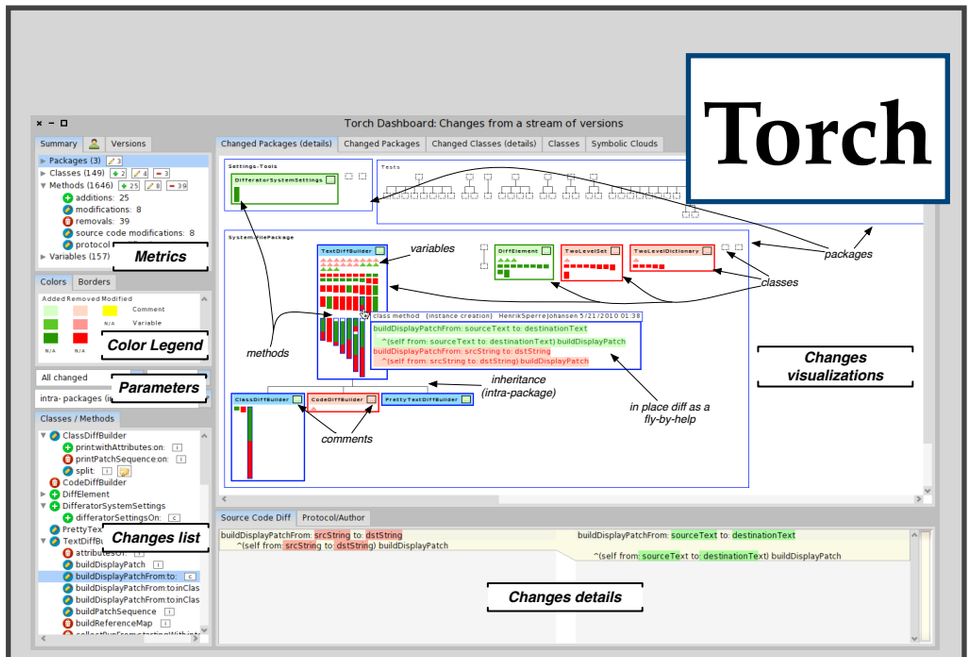
Single-delta Change Meta-Model and Analyses (RingS)

Source Code Meta-Model (Ring)

Assisted Integration

Approach Overview

Single delta (commit)



Single-delta Change Meta-Model and Analyses (RingS)

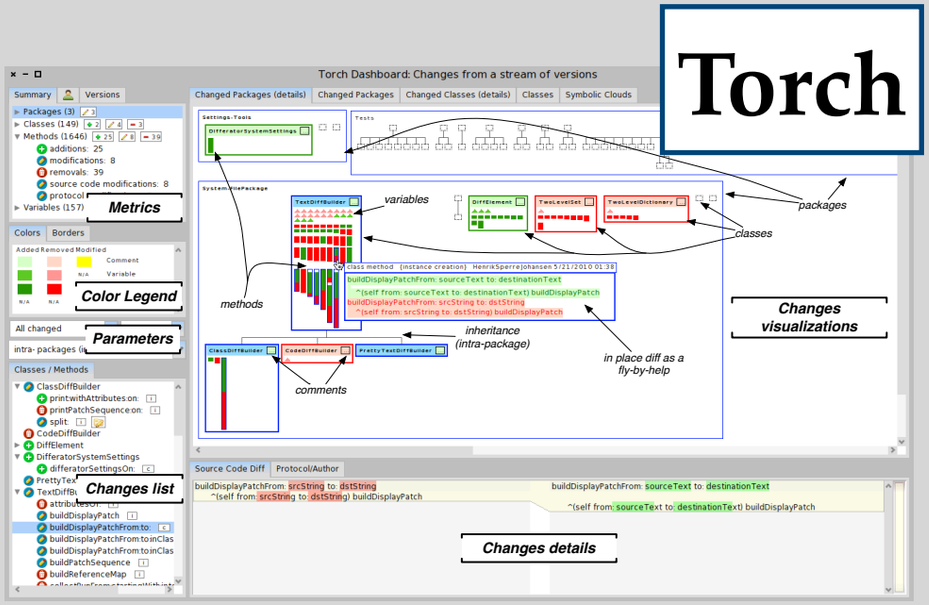
Source Code Meta-Model (Ring)

Assisted Integration

Approach Overview

Stream of changes (chains of commits)

Single delta (commit)



Single-delta Change Meta-Model and Analyses (RingS)

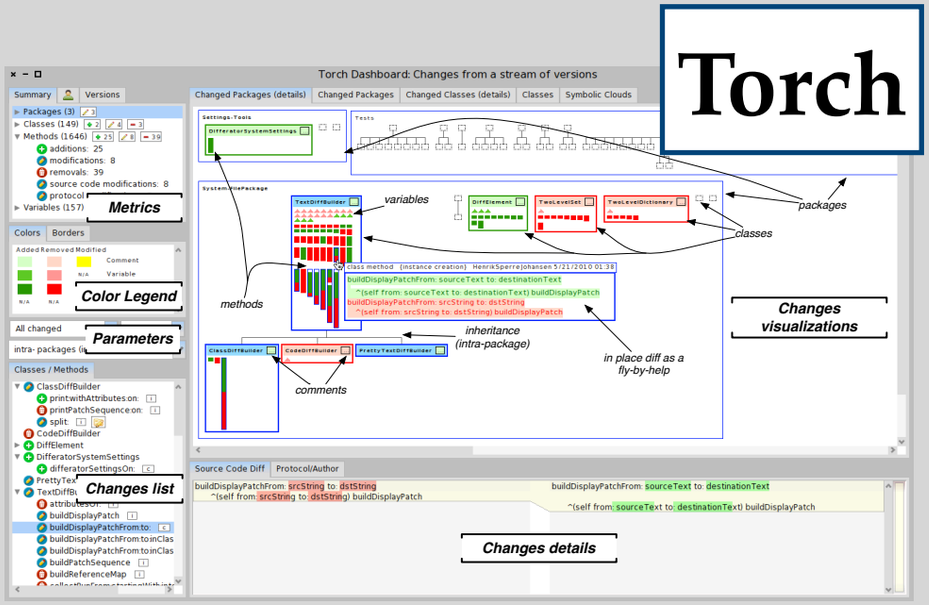
Source Code Meta-Model (Ring)

Assisted Integration

Approach Overview

Stream of changes (chains of commits)

Single delta (commit)



History Meta-Model and Analyses (RingH)

Single-delta Change Meta-Model and Analyses (RingS)

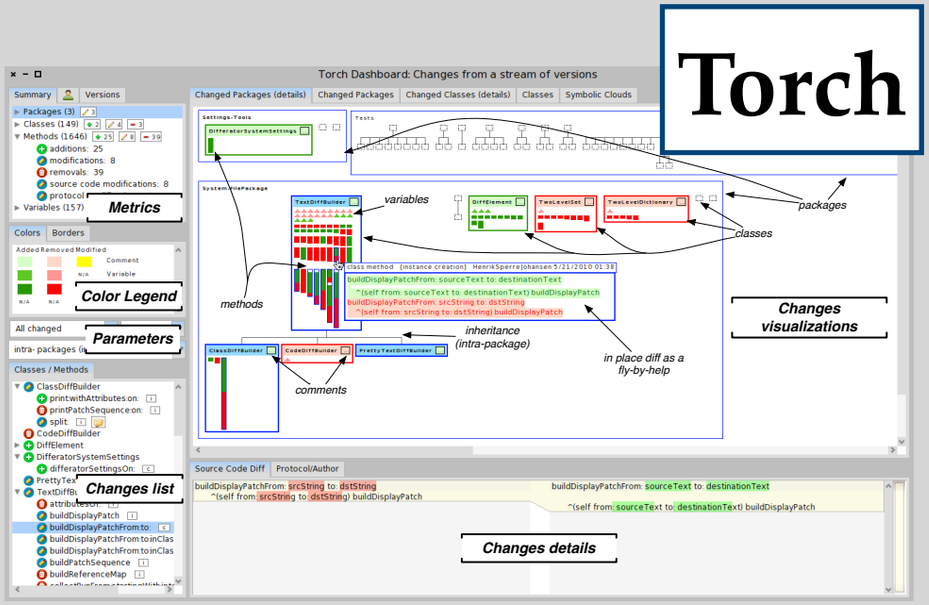
Source Code Meta-Model (Ring)

Assisted Integration

Approach Overview

Stream of changes (chains of commits)

Single delta (commit)



Change & Dependency Meta-Model and Analyses (RingC)

History Meta-Model and Analyses (RingH)

Single-delta Change Meta-Model and Analyses (RingS)

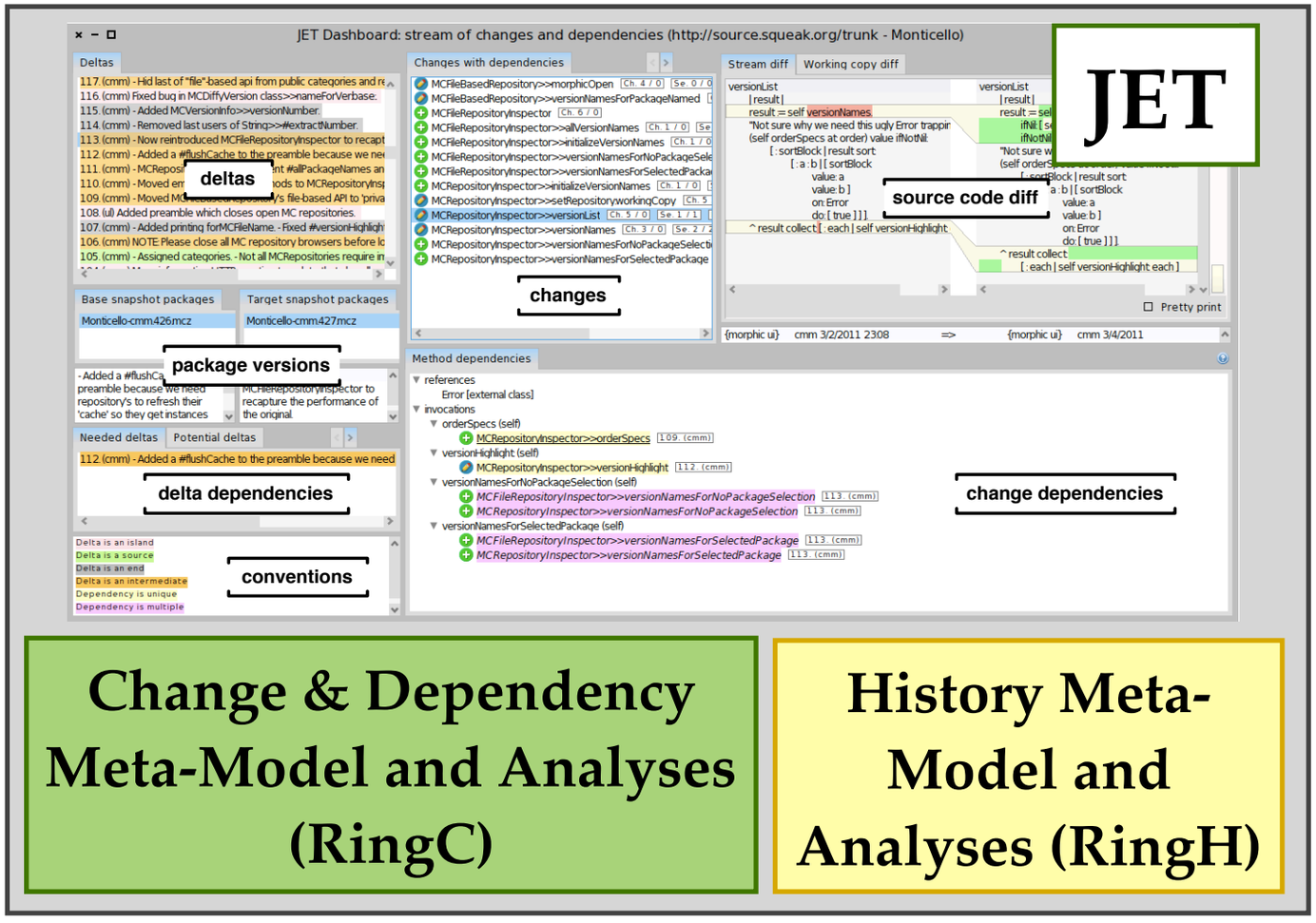
Source Code Meta-Model (Ring)

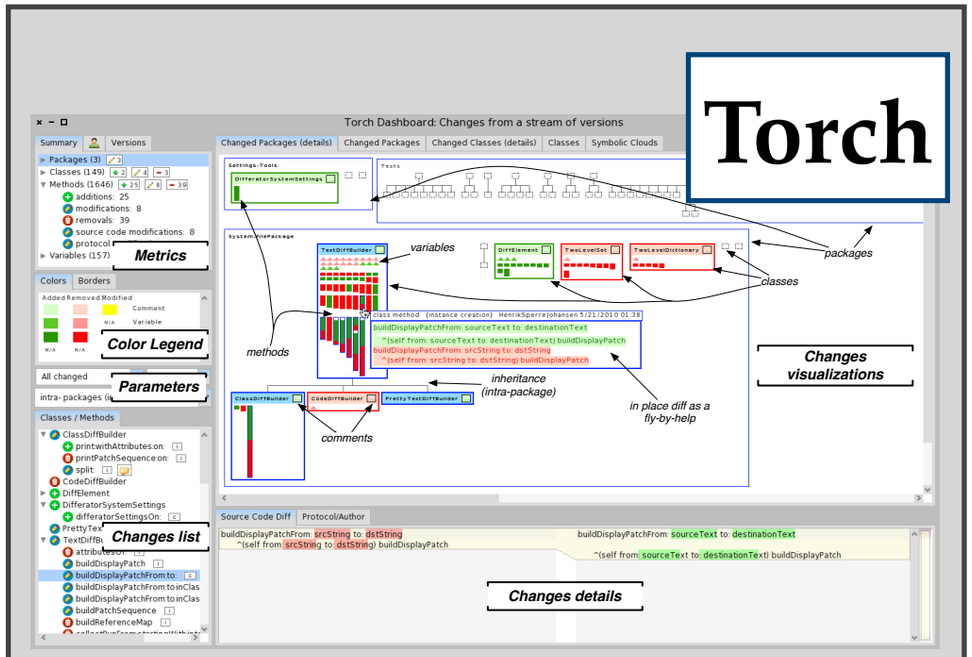
Assisted Integration

Approach Overview

Stream of changes (chains of commits)

Single delta (commit)



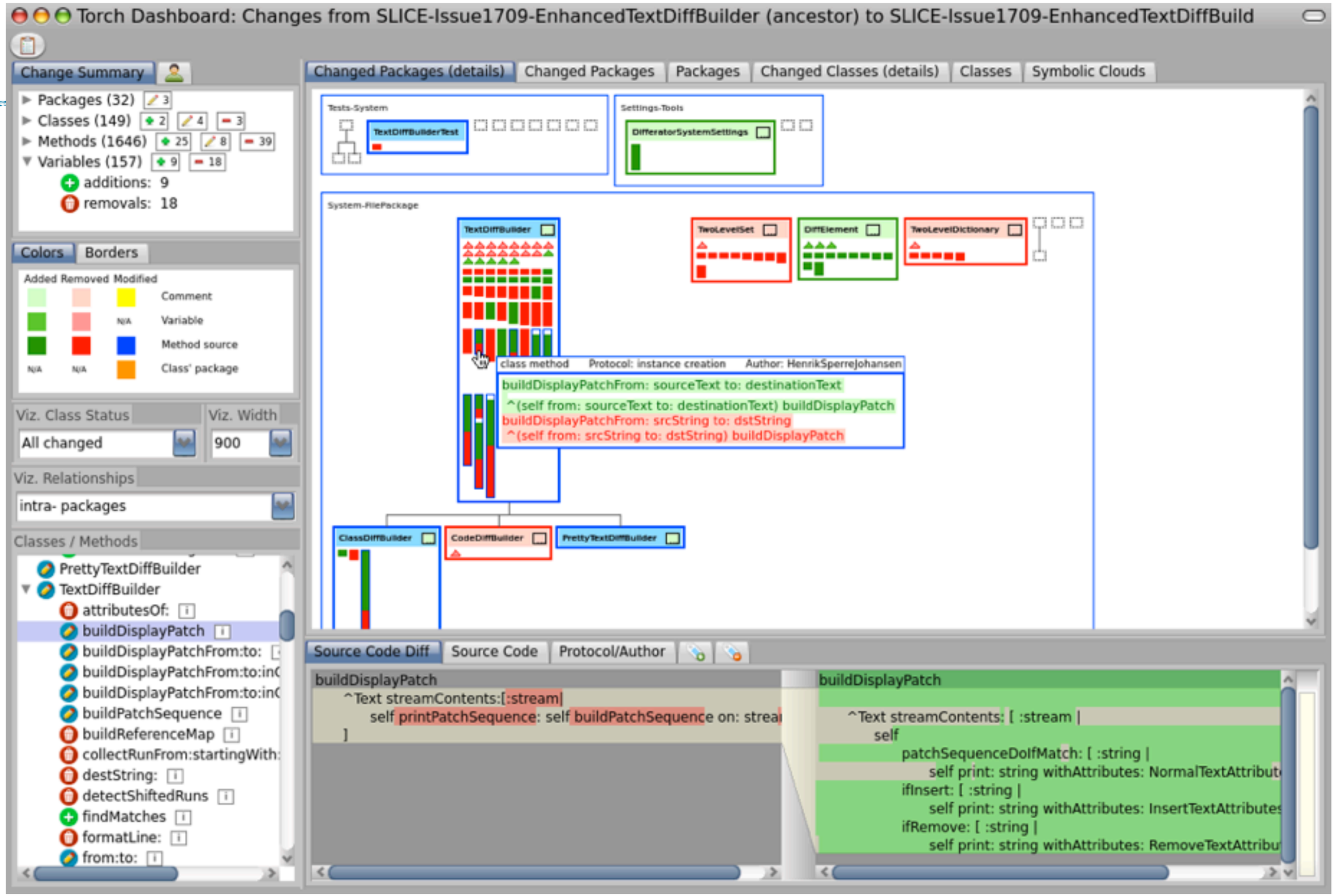


Change & Dependency Meta-Model and Analyses (RingC)

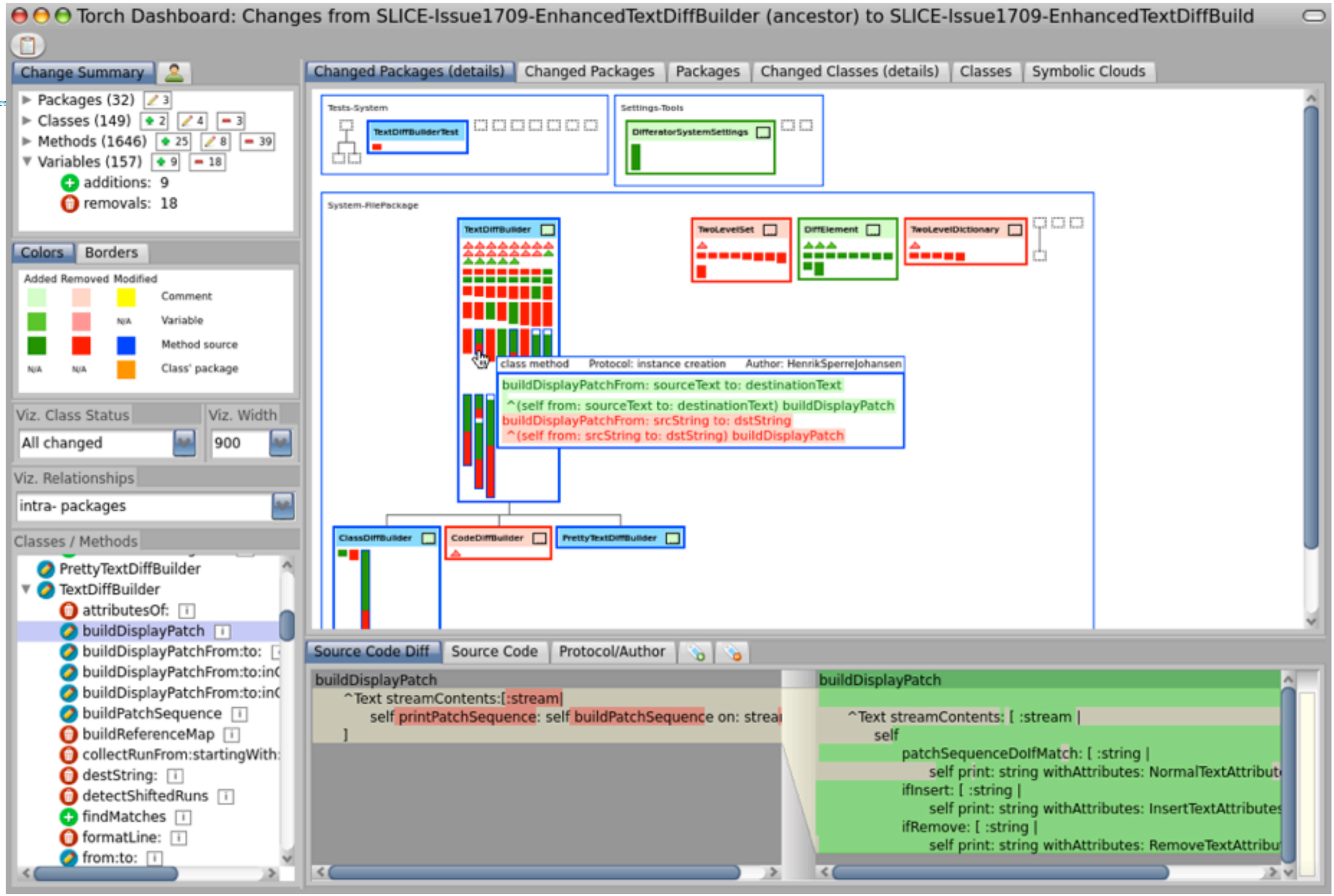
History Meta-Model and Analyses (RingH)

Single-delta Change Meta-Model and Analyses (RingS)

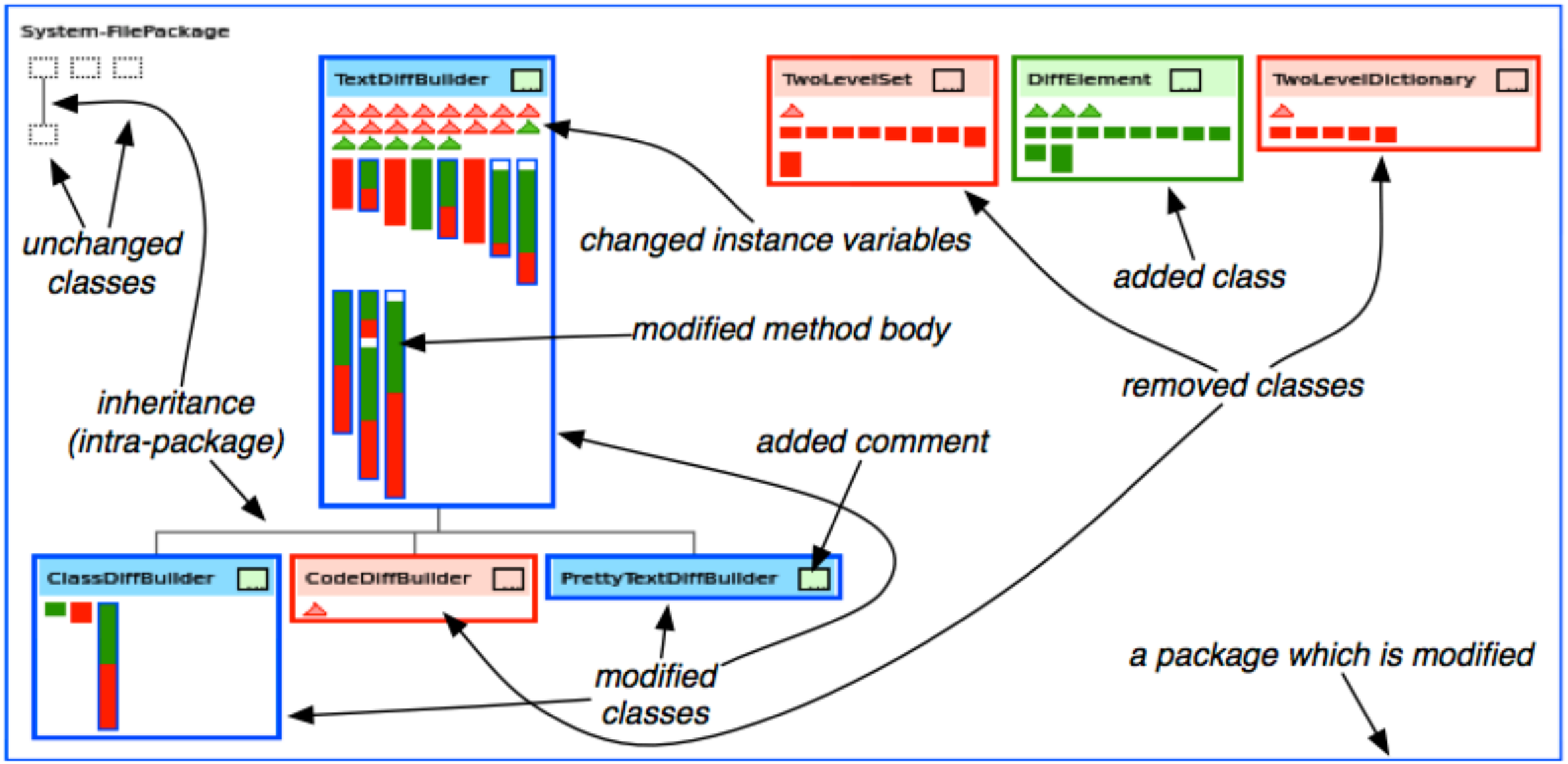
Source Code Meta-Model (Ring)


Torch Dashboard: Changes from SLICE-Issue1709-EnhancedTextDiffBuilder (ancestor) to SLICE-Issue1709-EnhancedTextDiffBuild
Change Summary
Packages (32) 3
Classes (149) 2 4 3
Methods (1646) 25 8 39
Variables (157) 9 18
additions: 9
removals: 18
Colors
Borders
Added Removed Modified
Comment
Variable
Method source
Class' package
Viz. Class Status
All changed
Viz. Width
900
Viz. Relationships
intra- packages
Classes / Methods
PrettyTextDiffBuilder
TextDiffBuilder
attributesOf:
buildDisplayPatch
buildDisplayPatchFrom:to:
buildPatchSequence
buildReferenceMap
collectRunFrom:startingWith:
destString:
detectShiftedRuns
findMatches
formatLine:
from:to:
Changed Packages (details)
Changed Packages
Packages
Changed Classes (details)
Classes
Symbolic Clouds
Tests-System
TextDiffBuilderTest
Settings-Tools
DifferatorSystemSettings
System-FilePackage
TextDiffBuilder
TwoLevelSet
DiffElement
TwoLevelDictionary
class method
Protocol: instance creation
Author: HenrikSperreJohansen
buildDisplayPatchFrom: sourceText to: destinationText
^(self from: sourceText to: destinationText) buildDisplayPatch
buildDisplayPatchFrom: srcString to: dstString
^(self from: srcString to: dstString) buildDisplayPatch
ClassDiffBuilder
CodeDiffBuilder
PrettyTextDiffBuilder
Source Code Diff
Source Code
Protocol/Author
buildDisplayPatch
^Text streamContents:[:stream|
self printPatchSequence: self buildPatchSequence on: strea
]
buildDisplayPatch
^Text streamContents: [:stream |
self
patchSequenceDoIfMatch: [:string |
self print: string withAttributes: NormalTextAttribut
ifInsert: [:string |
self print: string withAttributes: InsertTextAttributes
ifRemove: [:string |
self print: string withAttributes: RemoveTextAttribu

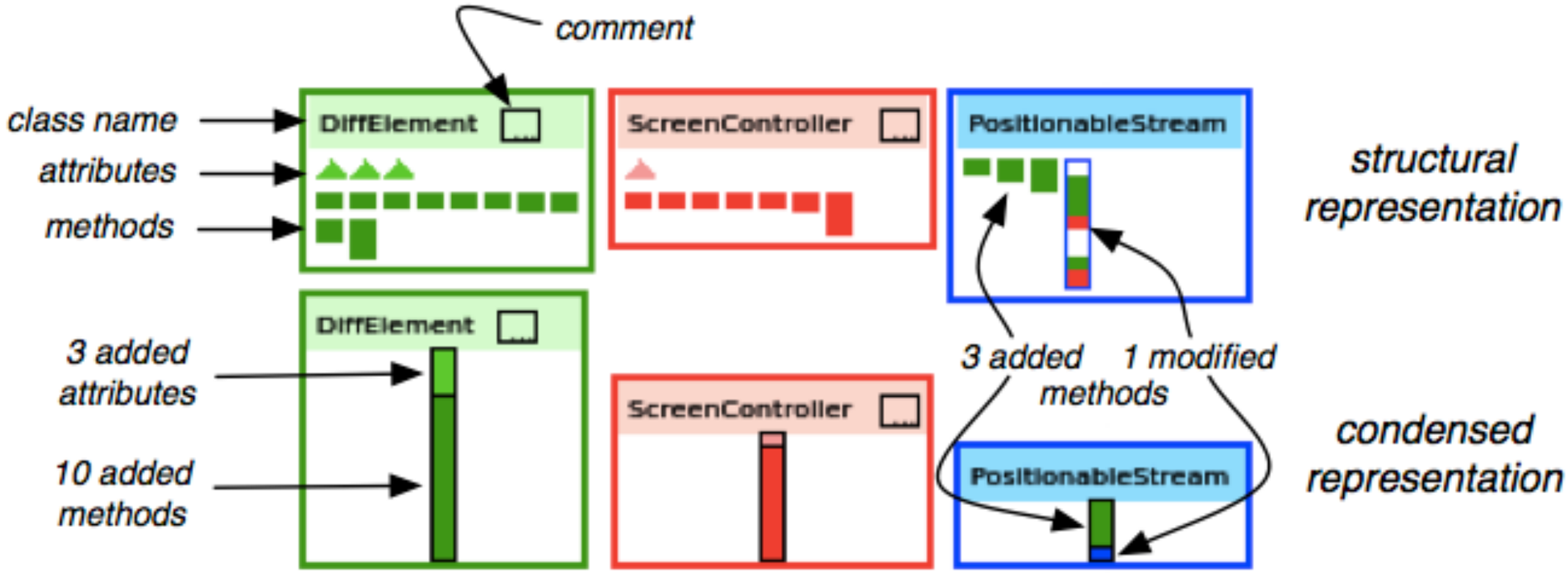
Torch: Supporting Commit Understanding



Package Structure

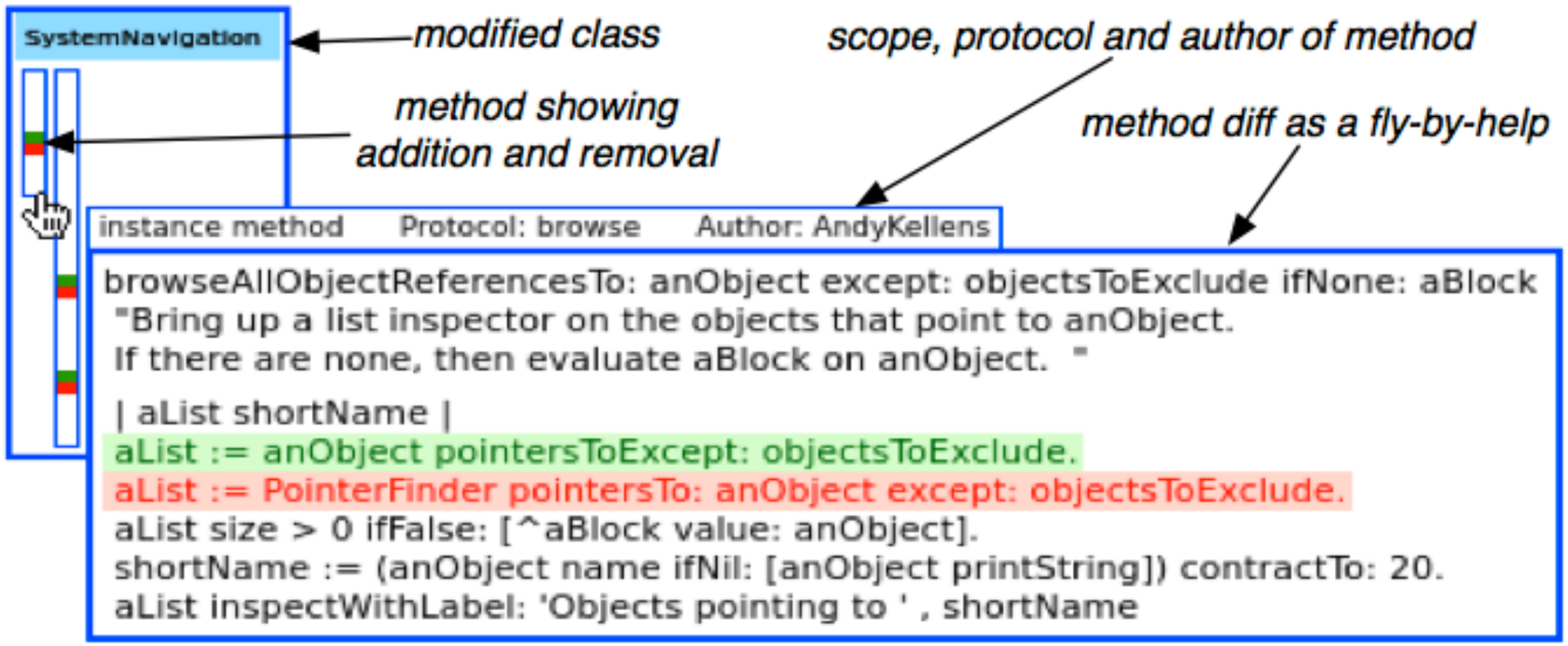


Class Representation

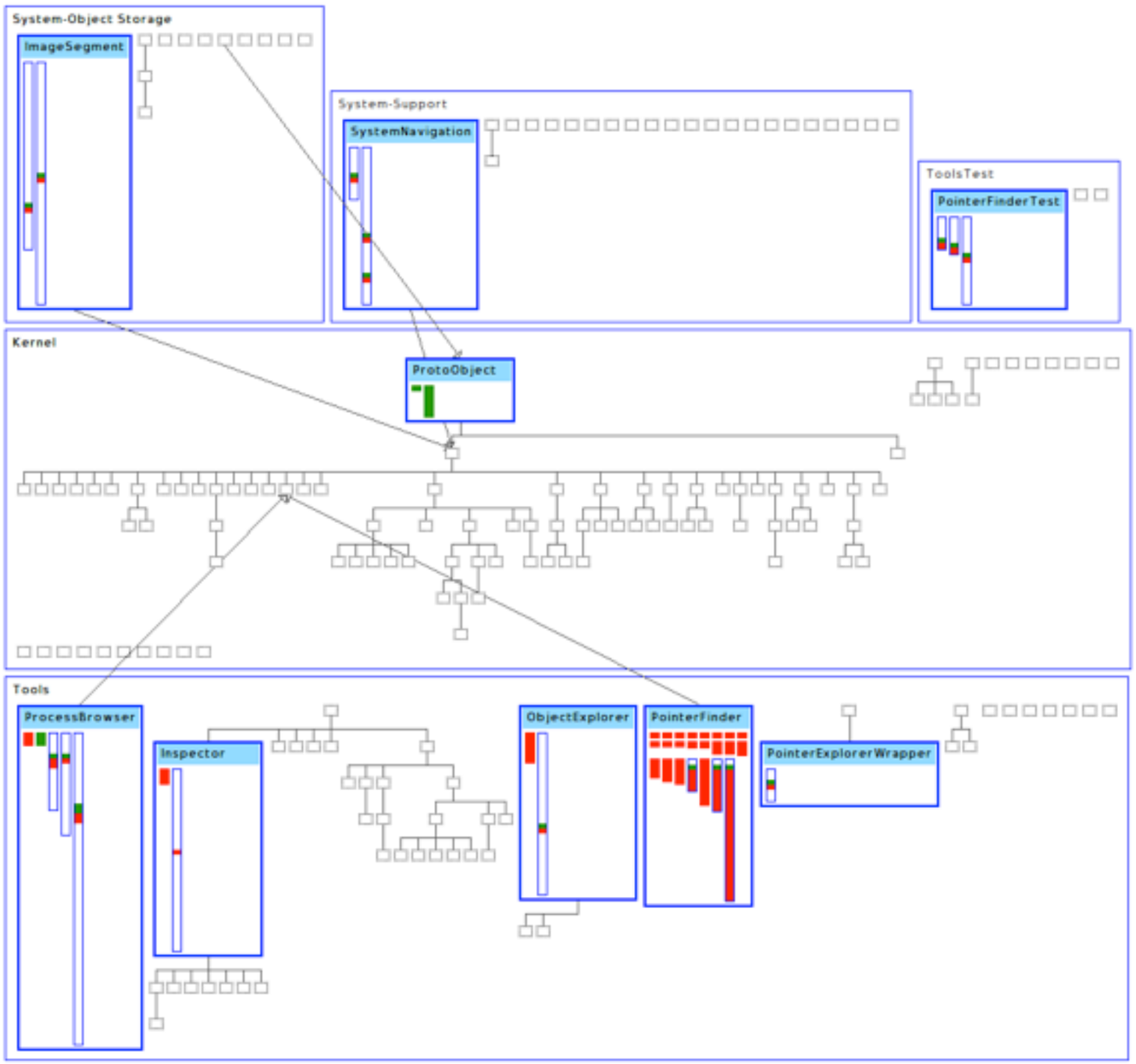


Visual representation of changed classes

Omnipresent source code

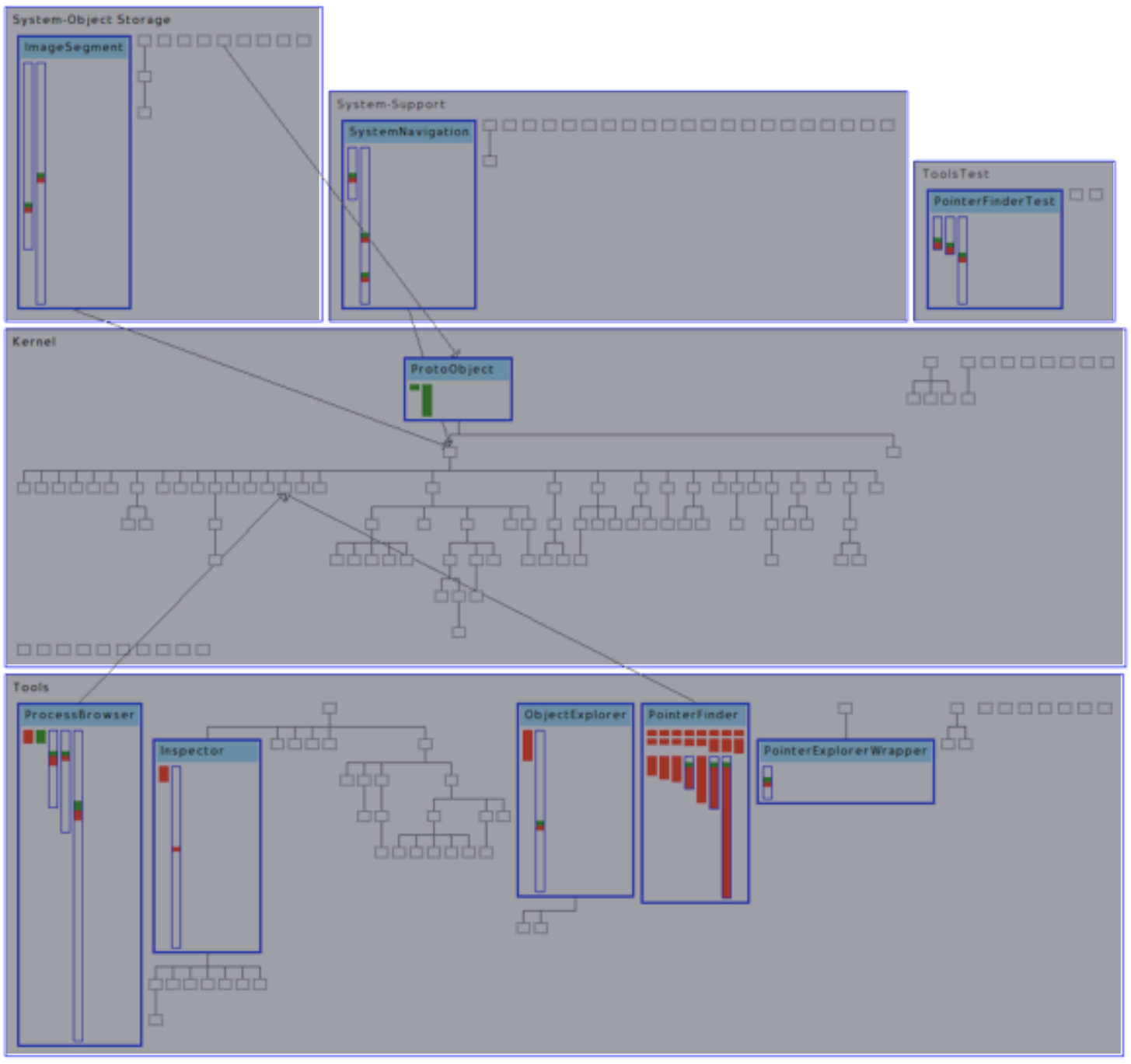


Torch: Which changes?
Where? Who? What?



A set of changes, involving:

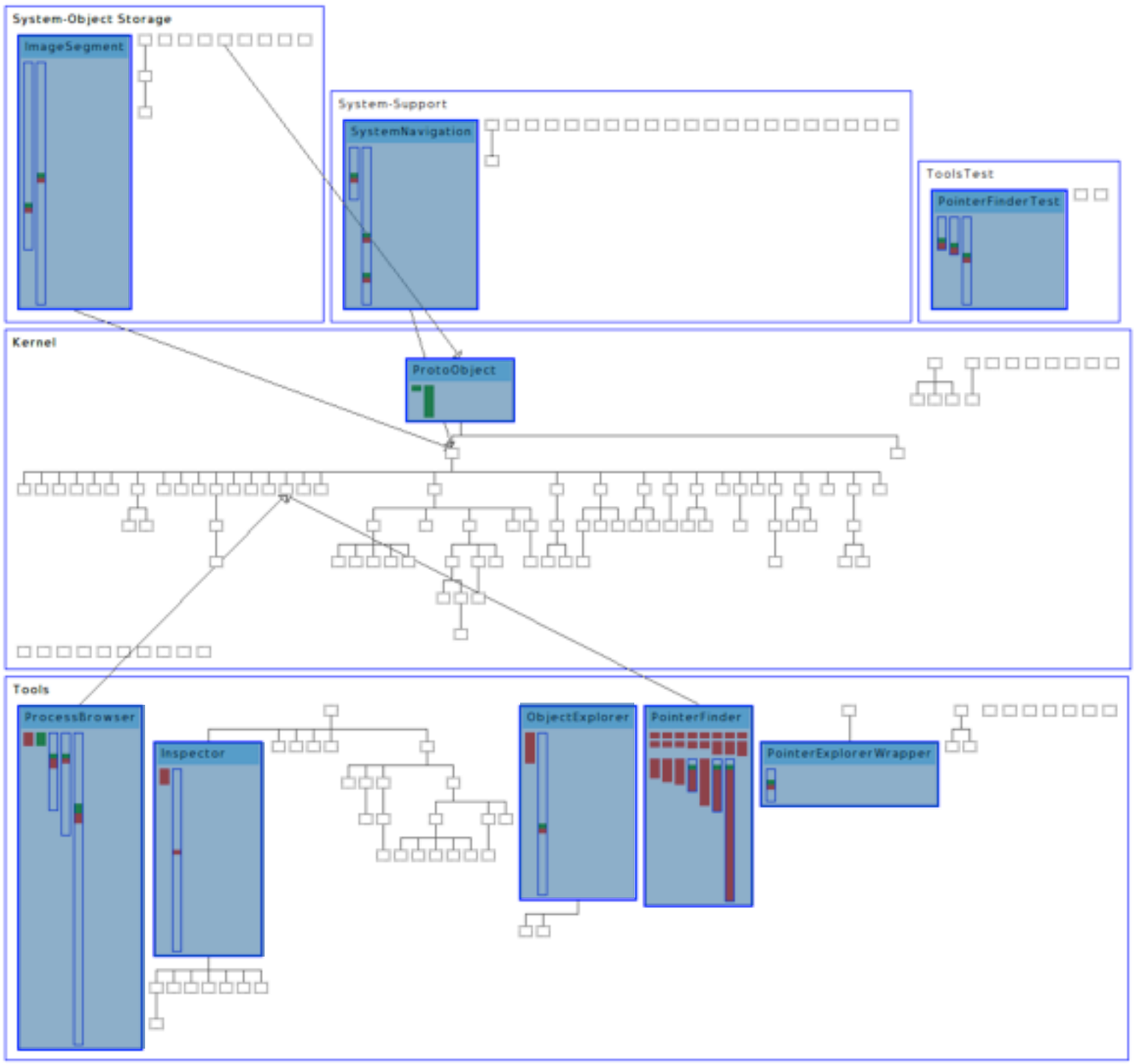
Torch: Which changes?
Where? Who? What?



A set of changes, involving:

5 packages,

Torch: Which changes?
Where? Who? What?

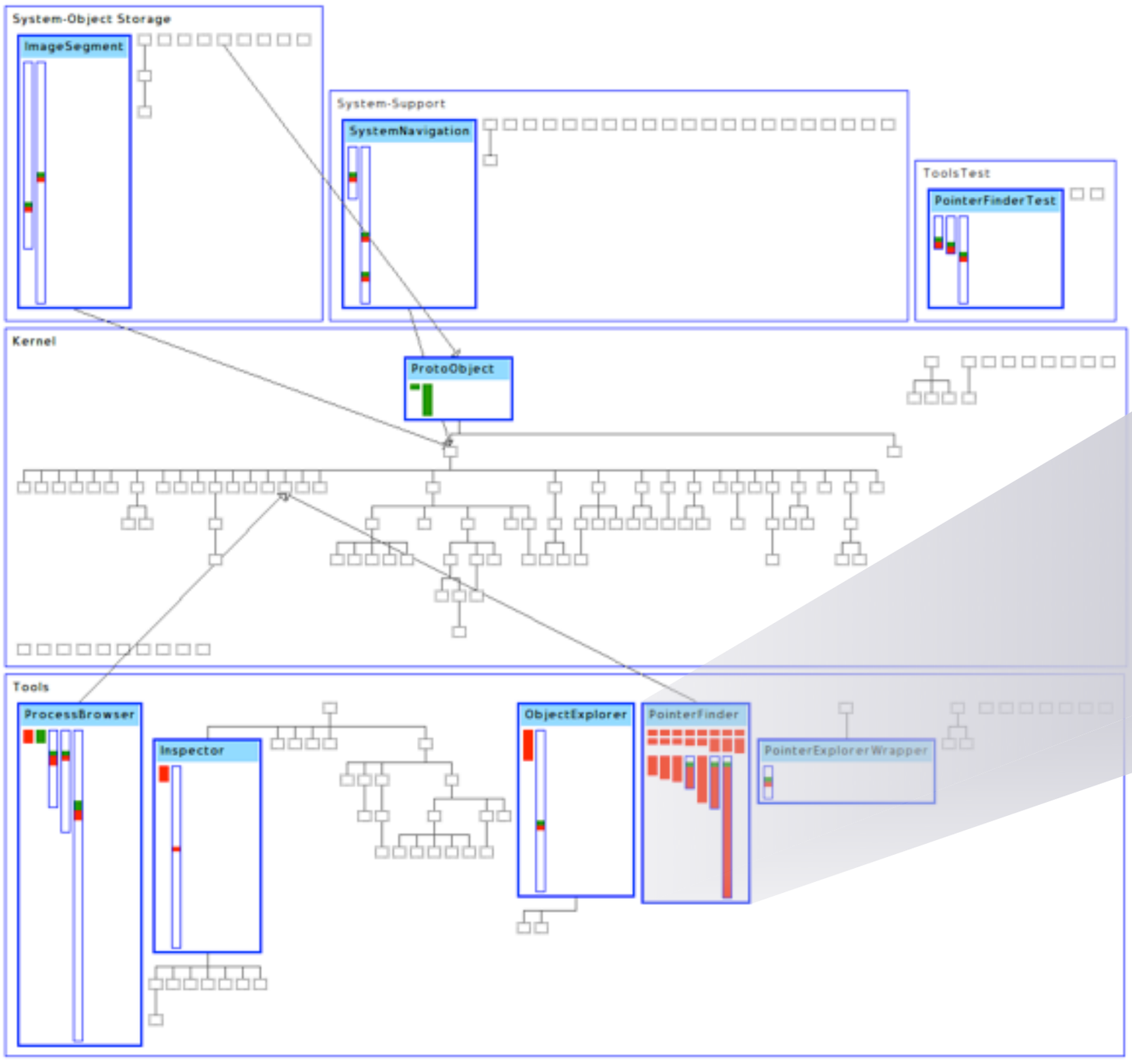


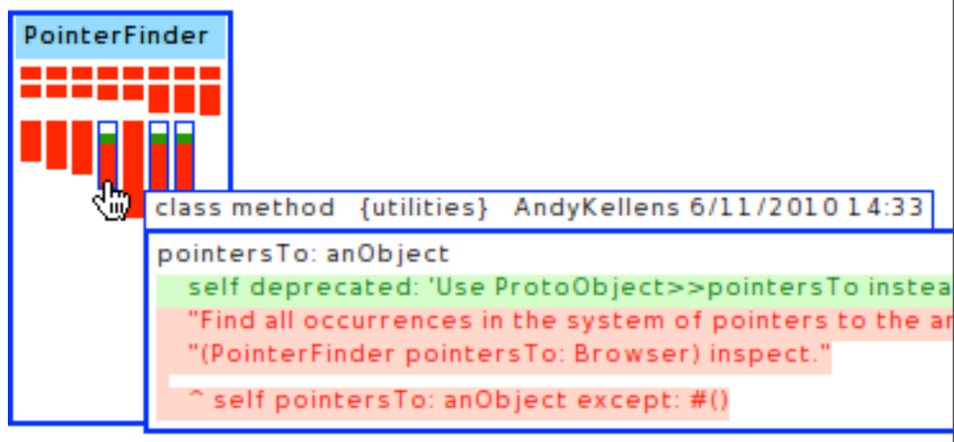
A set of changes, involving:

5 packages,

9 classes,

Torch: Which changes?
Where? Who? What?





A set of changes, involving:

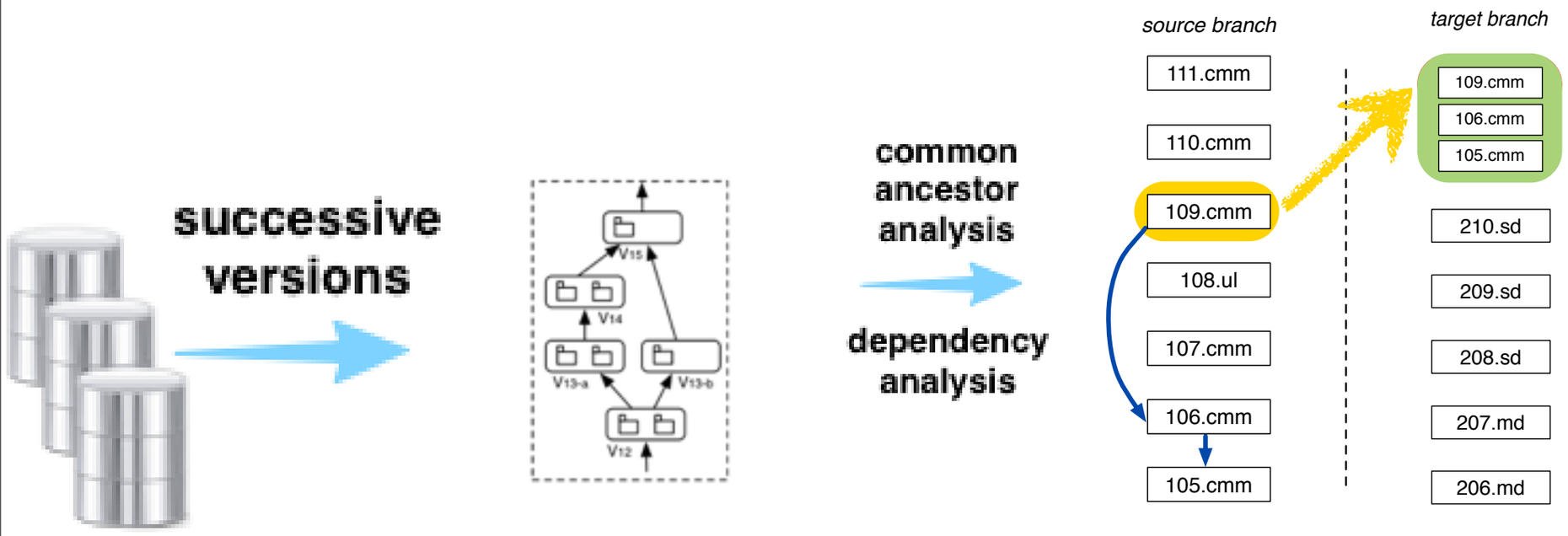
5 packages,

9 classes,

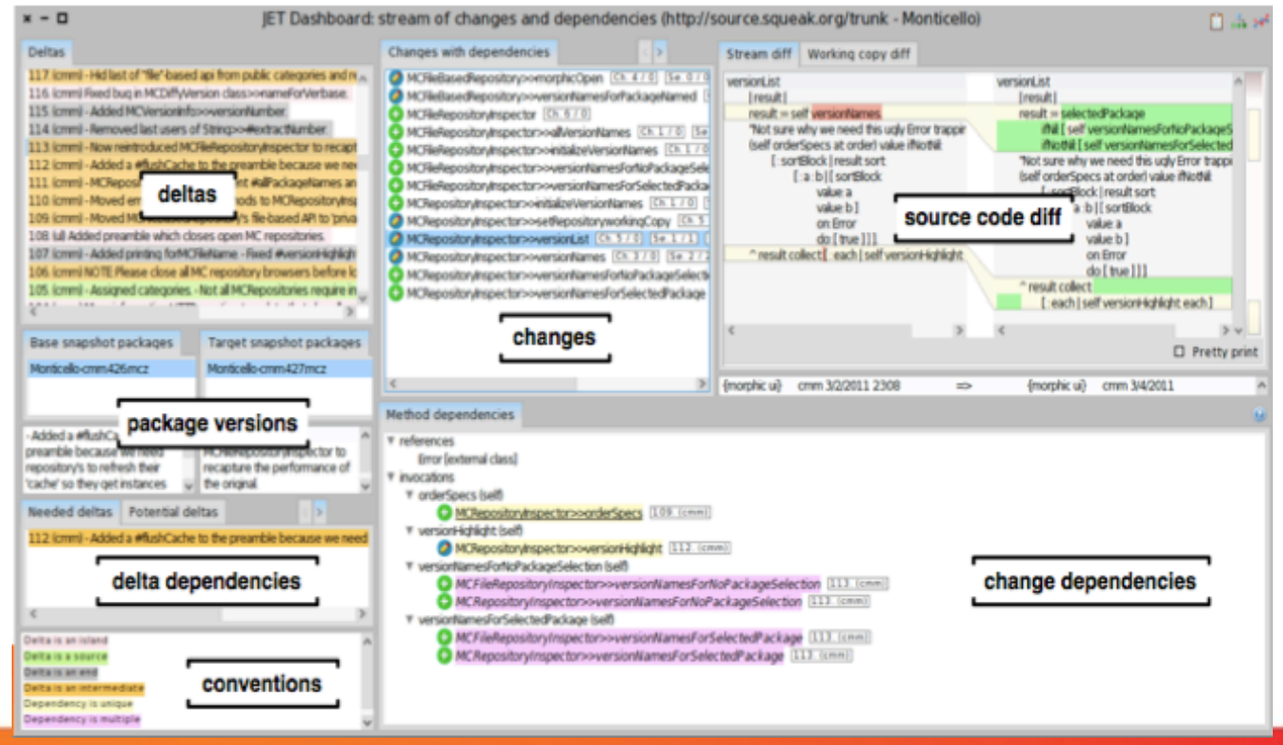
~40 methods

Streams of Changes:

On what other changes does this change depend?



characterization of dependencies and deltas

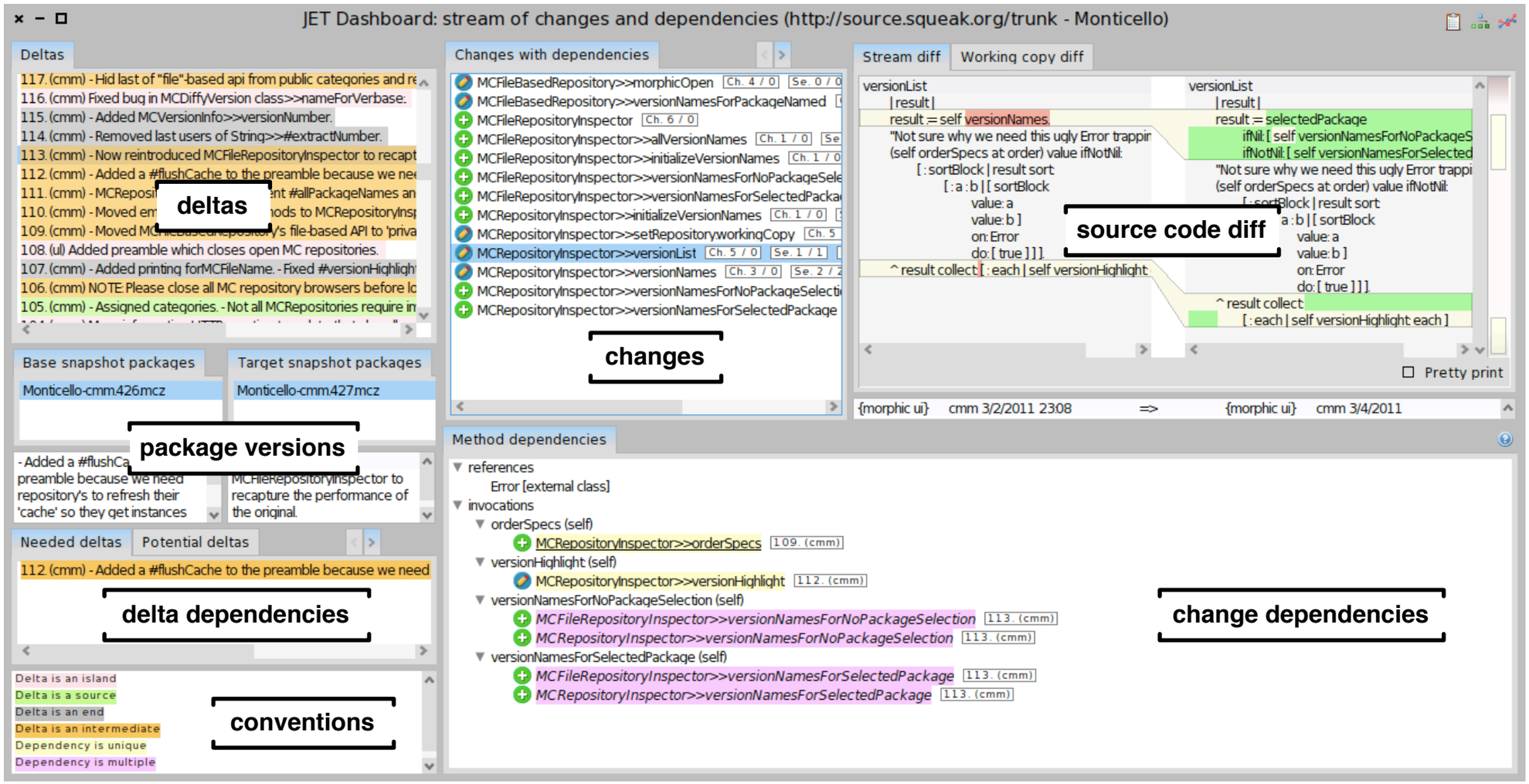


The JET Tools

Characterizing Streams of Changes

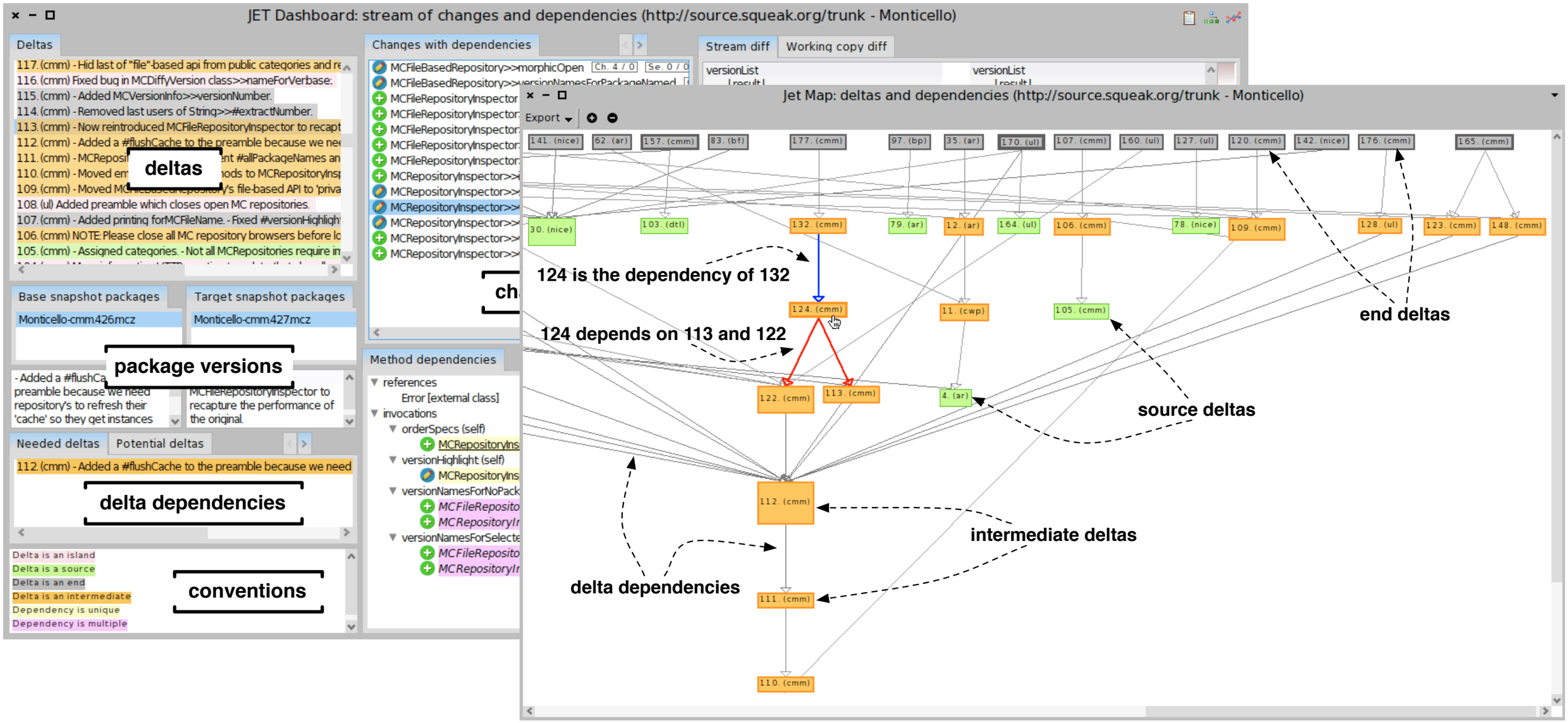
The JET Tools

Characterizing Streams of Changes



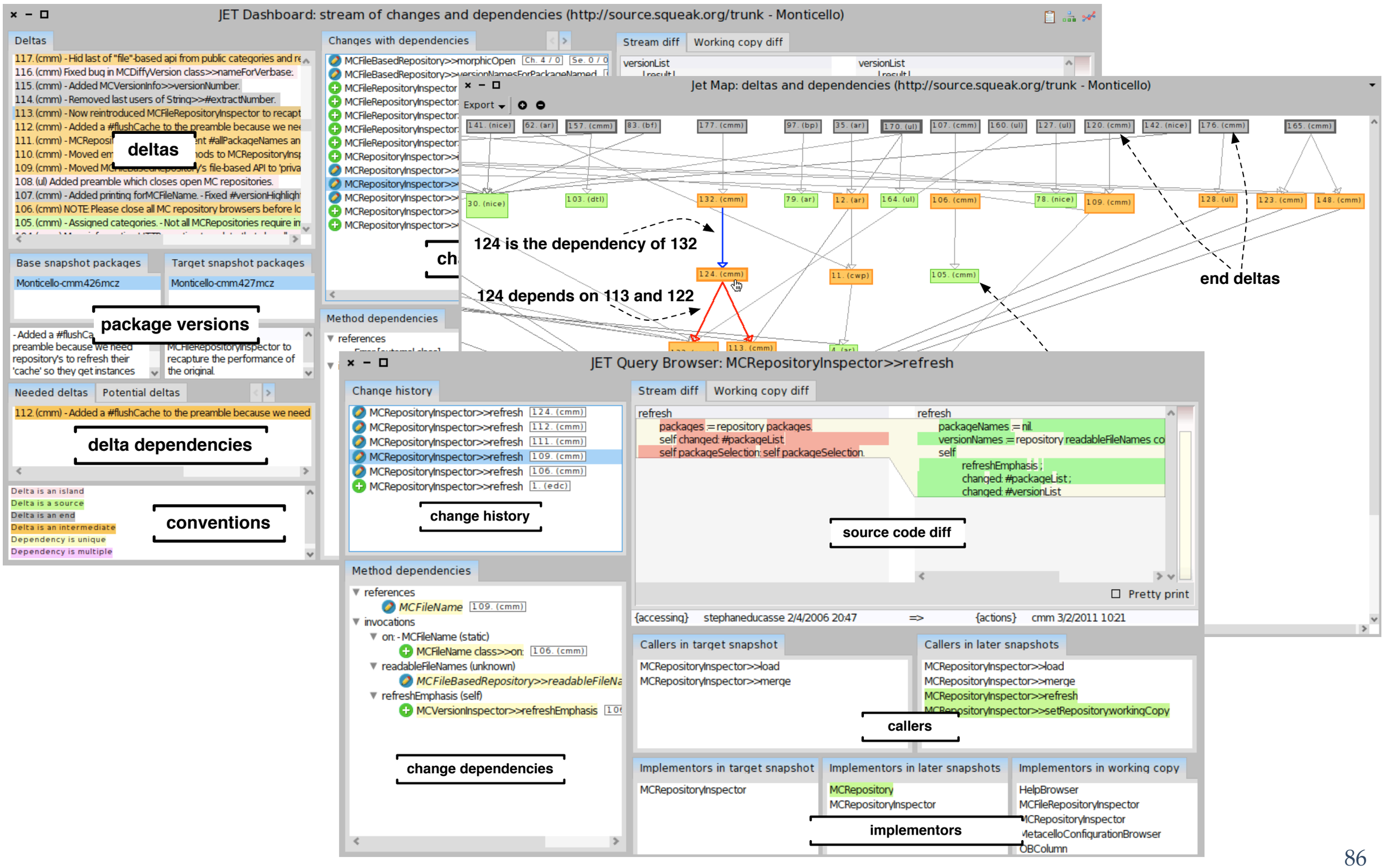
The JET Tools

Characterizing Streams of Changes



The JET Tools

Characterizing Streams of Changes



Maintenance is important and Fun ;)

- http://rmod.lille.inria.fr
- http://www.synectique.eu