

SOFTWARE SYSTEMS THROUGH COMPLEX NETWORKS SCIENCE

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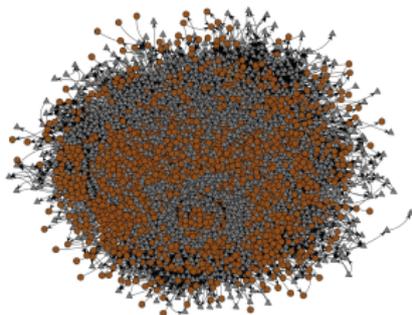
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OUTLINE

- 1 INTRODUCTION
- 2 SOFTWARE NETWORKS
- 3 ANALYSIS AND DISCUSSION
 - Scale-free networks
 - Small-world networks
 - Network nodes
 - Network modules
- 4 APPLICATIONS
- 5 CONCLUSIONS

INTRODUCTION

- Software is among most sophisticated human-made systems.
- Little is known about the structure of 'good' software.
- The above dilemma was denoted *software law* problem.
- Networks provide a possible framework for software analysis.



We review different network analysis techniques → software engineering!

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SOFTWARE NETWORKS

Class dependency networks:

- software project classes \rightarrow nodes,
- software (inter-)class dependencies \rightarrow links.

```
class A extends S implements I {
    F field;
    public A (P parameter) {
        ...
    }
    public R function(P parameter) {
        ...
        return R;
    }
}
```

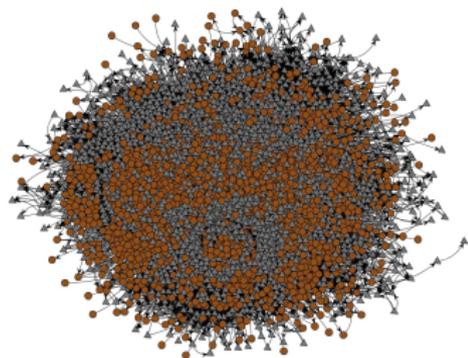
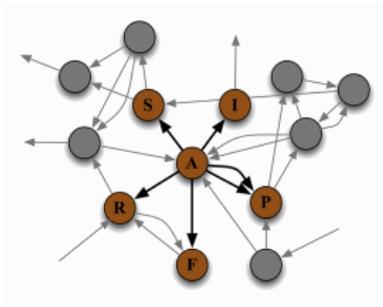


FIGURE: (left) Java class and corresponding class dependency network.

(right) Class dependency network of java and javax namespaces of Java.

SOFTWARE NETWORKS II

Class dependency networks:

- constructed merely from signatures,
- related to information flow within the project,
- mesoscopic structures coincide with project packages.

Network	Project	n	m	k	LCC	$ A $	$ P $
<i>flmng</i>	Flamingo 4.1	141	269	3.82	0.88	153	18
<i>colt</i>	Colt 1.2.0	243	720	5.93	0.94	267	21
<i>jung</i>	JUNG 2.0.1	317	719	4.54	0.96	357	41
<i>org</i>	Java 1.6.0.7	709	3571	10.07	0.69	778	50
<i>weka</i>	Weka 3.6.6	953	4097	8.60	0.98	1054	84
<i>javax</i>	Java 1.6.0.7	1595	5287	6.63	0.44	1889	118
<i>java</i>	Java 1.6.0.7	1516	10049	13.26	1.00	1518	56

TABLE: Class dependency networks used in the study.

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SCALE-FREENESS – COMPLEXITY AND REUSABILITY

Scale-free networks:

- degree distribution follows a power-law $p_k \sim k^{-\gamma}$, $\gamma > 1$,
- γ related to spreading processes (e.g., bug propagation),
- an artifact of Yule's process (*rich-get-richer* phenomena).

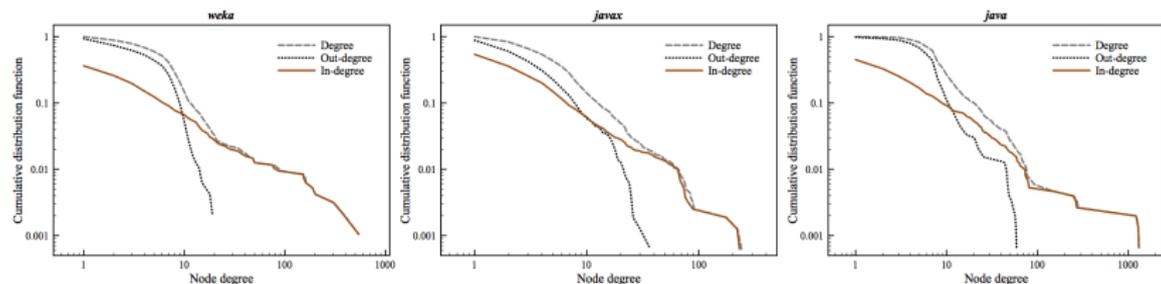


FIGURE: Degree distributions of *weka*, *javax* and *java* networks.

Distributions p_k^{in} and p_k^{out} are related to code reusability and complexity!

SCALE-FREENESS – COMPLEXITY AND REUSABILITY II

<i>weka</i>			<i>javax</i>			<i>java</i>		
Node	k_i^{in}	k_i^{out}	Node	k_i^{in}	k_i^{out}	Node	k_i^{in}	k_i^{out}
Instances	541	5	JComponent	235	11	String	1308	7
Instance	381	4	Accessible	222	1	Class	1288	4
ClassAssigner	0	19	JTable	6	37	FileDialog	0	59
Filter	0	19	JTextPane	0	30	Frame	4	58

TABLE: Hubs (i.e., high degree nodes) within *weka*, *javax* and *java* networks.

Software networks:

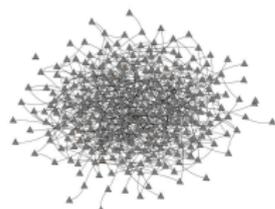
- scale-free nature of p_k^{in} and highly truncated p_k^{out} ,
- lower γ implies higher code reuse and decreases fault propagation,
- classes with high k_i^{out} (and k_i^{in}) should be implemented with care.

SMALL-WORLDNESS – STRUCTURE AND DESIGN

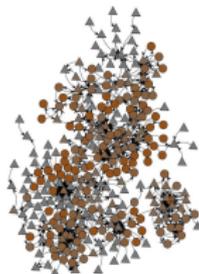
Small-world networks:

- large clustering or transitivity $C \gg C_{ER}$,
- short distances between the nodes $l \approx l_{ER}$.

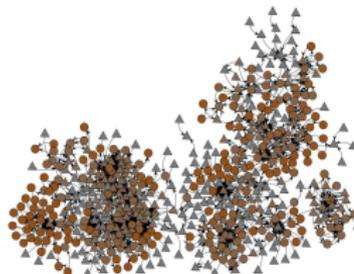
random — $l = 3.88$



jung — $l = 4.19$



jung & colt — $l = 5.37$



jung & java — $l = 2.18$

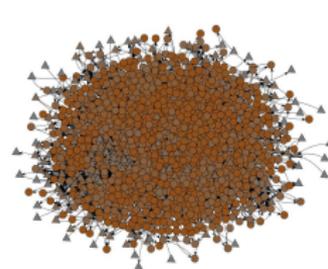


FIGURE: A random graph, *jung*, *jung & colt* and *jung & java* networks. l equals 3.88, 4.19, 5.37 and 2.18, while node symbols correspond to clustering C .

C and l are related to characteristics and structural design of the project!

SMALL-WORLDNESS – STRUCTURE AND DESIGN II

Network	γ	C	D	C_{ER}	I	E	I_{ER}	n_d/n
<i>flmng</i>	3.0	0.25	0.31	0.03	4.05	0.03	3.47	0.38
<i>colt</i>	2.7	0.41	0.47	0.02	3.44	0.03	3.16	0.30
<i>jung</i>	2.5	0.37	0.42	0.01	4.19	0.02	3.88	0.48
<i>org</i>	2.2	0.57	0.62	0.01	2.68	0.03	2.81	0.39
<i>weka</i>	3.0	0.39	0.43	0.01	2.91	0.01	3.39	0.12
<i>javax</i>	2.6	0.38	0.44	0.00	3.88	0.02	3.16	0.30
<i>java</i>	2.4	0.69	0.73	0.01	2.18	0.02	3.09	0.17

TABLE: Statistics for class dependency networks used in the study.

Software networks:

- well designed project should have $C \gg C_{ER}$ and $I \approx I_{ER}$,
- one should be wary of $I \gg I_{ER}$ throughout the project evolution,
- projects should not be combined with the core of the language.

NODES – VULNERABILITY AND ROBUSTNESS II

<i>weka</i>			<i>javax</i>			<i>java</i>		
Node	CC_i	BC_i	Node	CC_i	BC_i	Node	CC_i	BC_i
Prediction...	0.03	0.00	DefaultCell...	0.10	0.00	FileDialog	0.09	0.00
Classifier	0.03	0.01	JTable	0.10	0.12	Dialog	0.09	0.00
Instances	0.01	0.51	JComponent	0.04	0.23	String	0.02	0.36
RevisionHandler	0.00	0.26	Accessible	0.01	0.18	Object	0.02	0.32

TABLE: Seed nodes (i.e., influential nodes) within *weka*, *javax* and *java* networks.

Software networks:

- classes with high BC_i (and DC_i) should be implemented with care,
- classes with high CC_i can be adopted for effective, efficient testing.

NODES – CONTROLLABILITY

Network controllability:

- driver nodes n_d can control the output of the entire project,
- contrary to seed nodes, driver nodes tend to avoid hubs,
- most software network are not highly controllable.

Network	γ	C	D	C_{ER}	I	E	I_{ER}	n_d/n
<i>flmng</i>	3.0	0.25	0.31	0.03	4.05	0.03	3.47	0.38
<i>colt</i>	2.7	0.41	0.47	0.02	3.44	0.03	3.16	0.30
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TABLE: Statistics for class dependency networks used in the study.

Software networks:

- controllability can be limited by decreasing k or γ

MODULES – AGGREGATION AND MODULARITY

Network aggregation and modularity:

- software packages reflect in different structural modules,
- visualization classes aggregate into densely connected communities,
- parsers arrange into functional modules with common linkage pattern.

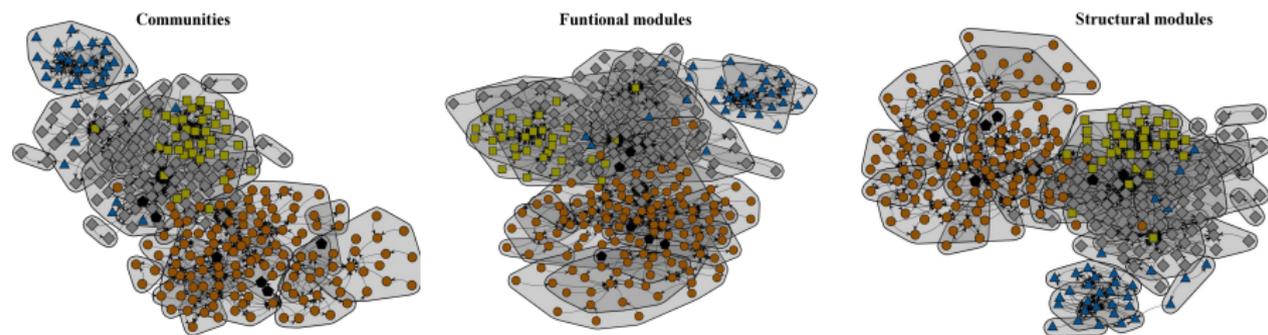


FIGURE: (left) Communities representing modular structure. (middle) Functional modules representing functional partitioning. (right) General structural modules.

MODULES – AGGREGATION AND MODULARITY II

General structural modules most accurately model the package structure!

Network		MO		CP		MM		GP	
<i>flmng</i>	16	0.580	14	0.609	27	0.521	16	0.610	26
<i>colt</i>	19	0.519	10	0.473	20	0.533	19	0.530	26
<i>jung</i>	39	0.614	13	0.650	30	0.661	39	0.680	41
<i>org</i>	47	0.503	11	0.537	30	0.378	39	0.536	33
<i>weka</i>	81	0.558	26	0.410	49	0.430	63	0.314	28
<i>javax</i>	107	0.704	59	0.761	155	0.392	89	0.747	192

TABLE: Normalized mutual information of packages and network modules.

Software networks:

- community structure signifies highly modular structure of the project,
- functional modules are related to functional roles within the project.

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APPLICATIONS – SOFTWARE PROJECT ABSTRACTION

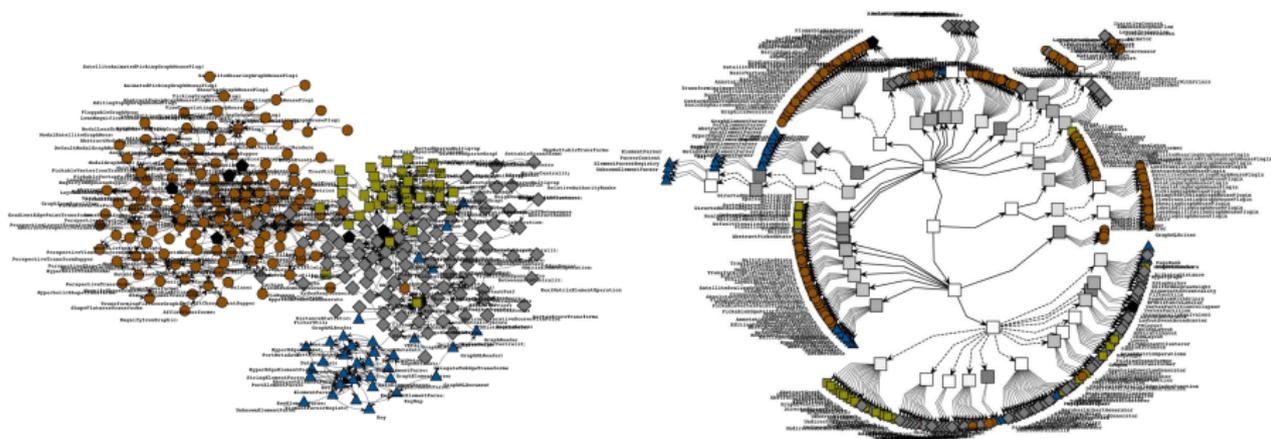


FIGURE: (left) *jung* network where node symbols represent high-level packages. (right) Revealed hierarchy of structural modules that is consistent with packages.

APPLICATIONS – SOFTWARE PACKAGE PREDICTION

Software package prediction:

- package of a class is the most likely package within its module,
- nodes are weighted according to Jaccard similarity.

Network	l	l_∞	P	P_4	P_3	P_2	P_1
<i>flmng</i>	2.65	4	0.566	←	0.572	0.793	1.000
<i>colt</i>	3.35	4	0.654	←	0.756	0.942	1.000
<i>jung</i>	2.97	4	0.617	←	0.663	0.857	1.000
<i>org</i>	3.50	7	0.616	0.616	0.714	0.989	1.000
<i>weka</i>	3.02	6	0.684	0.692	0.736	0.871	1.000
<i>javax</i>	3.11	5	0.626	0.631	0.816	0.982	1.000

TABLE: Classification accuracy for software package prediction.

Packages can be predicted with $\approx 80\%$ probability for most classes, package hierarchy can be precisely identified for over 60% of the classes!

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CONCLUSIONS

Conclusions:

- a study of software networks constructed from Java source code,
- macroscopic, mesoscopic and microscopic network properties,
- different network-based software project quality indicators,
- prominent set of techniques for software engineering.

Future work:

- comparison with other software quality metrics,
- framework that could be easily applied in practice,
- extension to also intra-class dependencies.

Thank you.

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