

# Impact Analysis

SWE 795, Fall 2019  
Software Engineering Environments

# Today

- Part 1 (Lecture)(~40 mins)
  - Impact Analysis
- Part 2 (Project Presentations, Part 1)(~40 mins)
- Break
- Part 3 (Project Presentations, Part 2)(~50 mins)

# Impact analysis

- "Identifying the potential consequences of a change, or estimating what needs to be modified to accomplish a change"
- Using investigation to determine what needs to be done to make change consistently

# What strategies do you use for impact analysis?

# Where do defects come from?

1. Omitted logic  
Code is lacking which should be present. Variable A is assigned a new value in logic path X but is not reset to the value required prior to entering path Y.
2. Failure to reset data  
Reassignment of needed value to a variable omitted. See example for "omitted logic."
3. Regression error  
Attempt to correct one error causes another.
4. Documentation in error  
Software and documentation conflict; software is correct. User manual says to input a value in inches, but program consistently assumes the value is in centimeters.
5. Requirements inadequate  
Specification of the problem insufficient to define the desired solution. See Figure 4. If the requirements failed to note the interrelationship of the validity check and the disk schedule index, then this would also be a requirements error.
6. Patch in error  
Temporary machine code change contains an error. Source code is correct, but "jump to 14000" should have been "jump to 14004."
7. Commentary in error  
Source code comment is incorrect. Program says DO I=1,5 while comment says "loop 4 times."
8. IF statement too simple  
Not all conditions necessary for an IF statement are present.  
IF A<B should be IF A<B AND B<C.
9. Referenced wrong data variable  
Self-explanatory  
See Figure 3. The wrong queues were referenced.
10. Data alignment error  
Data accessed is not the same as data desired due to using wrong set of bits. Leftmost instead of rightmost substring of bits used from a data structure.
11. Timing error causes data loss  
Shared data changed by a process at an unexpected time.  
Parallel task B changes XYZ just before task A used it.
12. Failure to initialize data  
Non-preset data is referenced before a value is assigned.

[Glass TSE81]

# Where do defects come from?

Gould [14] Novice Fortran	Assignment bug Iteration bug Array bug	Software errors in assigning variables' values Software errors in iteration algorithms Software errors in array index expressions	Requires understanding of behavior Requires understanding of language Requires understanding of language
Eisenberg [15] Novice APL	Visual bug Naive bug Logical bug Dummy bug Inventive bug Illiteracy bug Gestalt bug	Grouping related parts of expression Iteration instead of parallel processing Omitting or misusing logical connectives Experience with other languages interfering Inventing syntax Difficulties with order of operations Unforeseen side effects of commands	'...need to think step-by-step'  '...seem to be syntax oversights'  '...failure to see the whole picture'

Adapted from Ko & Myers, JVLC05

# Where do defects come from?

Knuth [18] While writing TeX in SAIL and Pascal	Algorithm awry Blunder or botch Data structure debacle Forgotten function Language liability Module mismatch Robustness Surprise scenario Trivial typos	Improperly implemented algorithms Accidentally writing code not to specifications Software errors in using data structures Missing implementation Misunderstanding language/environment Imperfectly knowing specification Not handling erroneous input Unforeseen interactions in program elements Incorrect syntax, reference, etc.	'proved...incorrect or inadequate' 'not...enough brainpower' 'did not preserve...invariants' 'I did not remember everything'  'I forgot the conventions I had built' 'tried to make the code bullet-proof' 'forced me to change my ideas' 'my original pencil draft was correct'
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Adapted from Ko & Myers, JVLC05

# Where do defects come from?

Eisenstadt [19]	Clobbered memory	Overwriting memory, subscript out of bounds	Also identified why software errors were difficult to find: cause/effect chasm; tools inapplicable; failure did not actually happen; faulty knowledge of specs; “spaghetti” code.
Industry experts			
COBOL, Pascal, Fortran, C			
Vendor problems		Buggy compilers, faulty hardware	
Design logic		Unanticipated case, wrong algorithm	
Initialization		Erroneous type or initialization of variables	
Variable		Wrong variable or operator used	
Lexical bugs		Bad parse or ambiguous syntax	
Language		Misunderstandings of language semantics	

Adapted from Ko & Myers, JVLC05

# Reasoning about correctness

information type	search times	% agreed info is...				frequency and outcome of searches				frequency of sources		
		min	mid	max	import.	unavail.	inacc.	acquired	deferred	gave up	beyond obs.	-
s1 Did I make any mistakes in my new code?	0 1 6	■ 59	■ 7	■ 12	.....	.....	.....	.....	.....	.....	.....	bug report 10 compile 26 intuition 6 unit test 4
a2 What have my coworkers been doing?	0 1 11	■ 17	■ 10	■ 10	.....	.....	.....	.....	.....	.....	.....	coworker 20 email 13 tool 4 bug alert 4 im 2
u3 What code caused this program state?	0 2 21	■ 90	■ 49	■ 32	.....	.....	.....	.....	.....	.....	.....	bug report 16 br 3 intuition 3 log 3 tools 3 code 2 coworker 1
r2 In what situations does this failure occur?	0 2 49	■ 80	■ 32	■ 20	.....	.....	.....	.....	.....	.....	.....	br 8 coworker 8 inference 5 tools 3 dbug 2 comment 1
d2 What is the program <i>supposed</i> to do?	0 1 21	■ 93	■ 29	■ 29	.....	.....	.....	.....	.....	.....	.....	spec 13 coworker 9 docs 5 email 1
a1 How have resources I depend on changed?	0 1 9	■ 41	■ 15	■ 15	.....	.....	.....	.....	.....	.....	.....	tools 12 coworker 6 email 4 br 2 code 1
u1 What code <i>could</i> have caused this behavior?	0 2 17	■ 73	■ 20	■ 22	.....	.....	.....	.....	.....	.....	.....	coworker 5 intuition 4 log 4 br 4 dbug 2 im 1 code 1 spec 1
c2 How do I use this data structure or function?	0 1 14	■ 71	■ 20	■ 29	.....	.....	.....	.....	.....	.....	.....	docs 11 code 5 coworker 4 spec 1
d3 Why was this code implemented this way?	0 2 21	■ 61	■ 37	■ 39	.....	.....	.....	.....	.....	.....	.....	code 4 intuition 4 history 3 coworker 2 dbug 2 tools 2 comment 1 br 1
b3 Is this problem worth fixing?	0 2 6	■ 44	■ 10	■ 20	.....	.....	.....	.....	.....	.....	.....	coworker 12 email 2 br 1 intuition 1
d4 What are the implications of this change?	0 2 9	■ 85	■ 44	■ 49	.....	.....	.....	.....	.....	.....	.....	coworker 13 log 1
d1 What is the <i>purpose</i> of this code?	1 1 5	■ 56	■ 24	■ 29	.....	.....	.....	.....	.....	.....	.....	intuition 5 code 2 dbug 2 tools 2 spec 1 docs 1
u2 What's statically related to this code?	0 1 7	■ 66	■ 27	■ 27	.....	.....	.....	.....	.....	.....	.....	tools 8 intuition 2 email 1
b1 Is this a legitimate problem?	0 1 2	■ 49	■ 17	■ 34	.....	.....	.....	.....	.....	.....	.....	br 5 coworker 1 log 1
s2 Did I follow my team's conventions?	0 7 25	■ 41	■ 10	■ 15	....	....	....	....	....	....	....	docs 2 tools 2 memory 1
r1 What does the failure look like?	0 0 2	■ 88	■ 24	■ 23	....	....	....	....	....	....	....	br 3 screenshot 2
s3 Which changes are part of this submission?	0 2 3	■ 61	■ 7	■ 5	....	....	....	....	....	....	....	tools 2 memory 2
c3 How I can coordinate this with this other code?	1 1 4	■ 75	■ 28	■ 30	....	....	....	....	....	....	....	docs 2 code 1 coworker 1
b2 How difficult will this problem be to fix?	2 2 4	■ 41	■ 15	■ 32	...	...	...	...	...	...	...	code 1 coworker 1 screenshot 1
c1 What can be used to implement this behavior?	2 2 2	■ 61	■ 27	■ 22	..	..	..	..	..	..	..	memory 1 docs 1
a3 What information was relevant to my task?	1 1 1	■ 59	■ 15	■ 13	..	..	..	..	..	..	..	memory 2

## Intent and Implementation (32)

What is the intent of this code? (12) [15]

What does this do (6) in this case (10)? (16) [24]

How does it implement this behavior? (4) [24]

What parameter values could lead to this case?  
What are the possible actual methods called by a here? (6)

How do calls flow across process boundaries? (1)

How many recursive calls happen during this op

Is this method or code path called frequently, or

What throws this exception? (1)

What is catching this exception? (1)

## Refactoring (25)

Is there functionality or code that could be refactored? (4)

Is the existing design a good design? (2)

Is it possible to refactor this? (9)

How can I refactor this (2) without breaking existing users(7)? (9)

Should I refactor this? (1)

Are the benefits of this refactoring worth the time investment? (3)

## Contracts (17)

What assumptions about preconditions does this

What assumptions about pre(3)/post(2)condition

What exceptions or errors can this method gener

What are the constraints on or normal values of

What is the correct order for calling these method

these objects? (2)

What is responsible for updating this field? (1)

## History (23)

When, how, by whom, and why was this code changed or inserted? (13)[7]

What else changed when this code was changed or inserted? (2)

How has it changed over time? (4)[7]

Has this code always been this way? (2)

What recent changes have been made? (1)[15][7]

Have changes in another branch been integrated into this branch? (1)

## Performance (16)

What is the performance of this code (5) on a lan

Which part of this code takes the most time? (4)

Can this method have high stack consumption fr

How big is this in memory? (2)

How many of these objects get created? (1)

## Teammates (16)

Who is the owner or expert for this code? (3)[7]

How do I convince my teammates to do this the

Did my teammates do this? (1)

## Implications (21)

What are the implications of this change for (5) API clients (5), security (3), concurrency (3), performance (2), platforms (1), tests (1), or obfuscation (1)? (21) [15][24]

## Policies (15)

What is the policy for doing this? (10) [24]

Is this the correct policy for doing this? (2) [15]

How is the allocation lifetime of this object main

# Investigating code to learn facts

- Developers navigated code to answer questions and learn **facts about code**
  - Examples:
  - Whenever the window scrolls, the caret status must be updated.
  - Whenever the cursor moves, the caret status must be updated.
  - Whenever the buffer changes, the caret status should be updated once.
  - EditBus is for low frequency events, not high frequency events like buffer edits
  - When the buffer change EditBus message is sent, the text area has not yet been updated with the new buffer's info.
- Developers sometimes were **unsuccessful** answering their questions.  
made optimistic or pessimistic assumptions
- Developers sometimes made **false assumptions**

# Examples of false beliefs and questions answered incorrectly

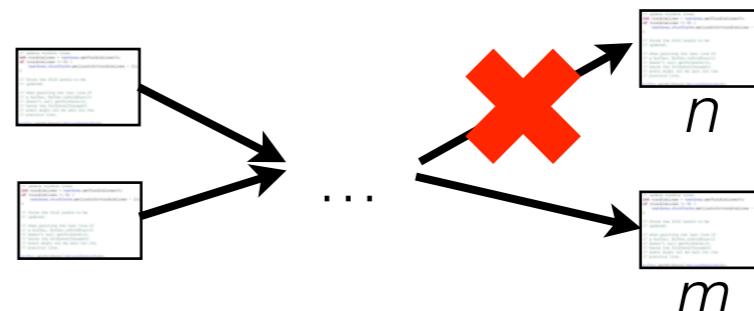
## False assumption

Method  $m$  need not invoke method  $n$ , as it is only called in a situation in which  $n$  has already been called.

...

## Correct fact about control flow

$m$  is called in several additional situations in which  $n$  has not been called.

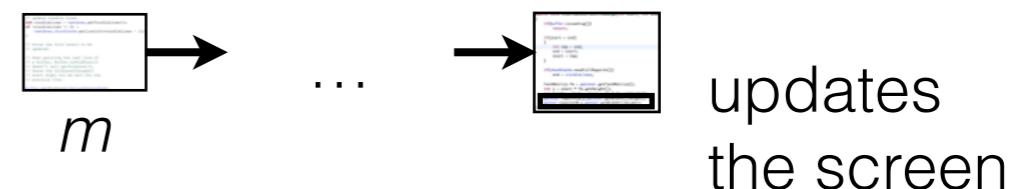


## Question answered incorrectly

Why is calling  $m$  necessary?

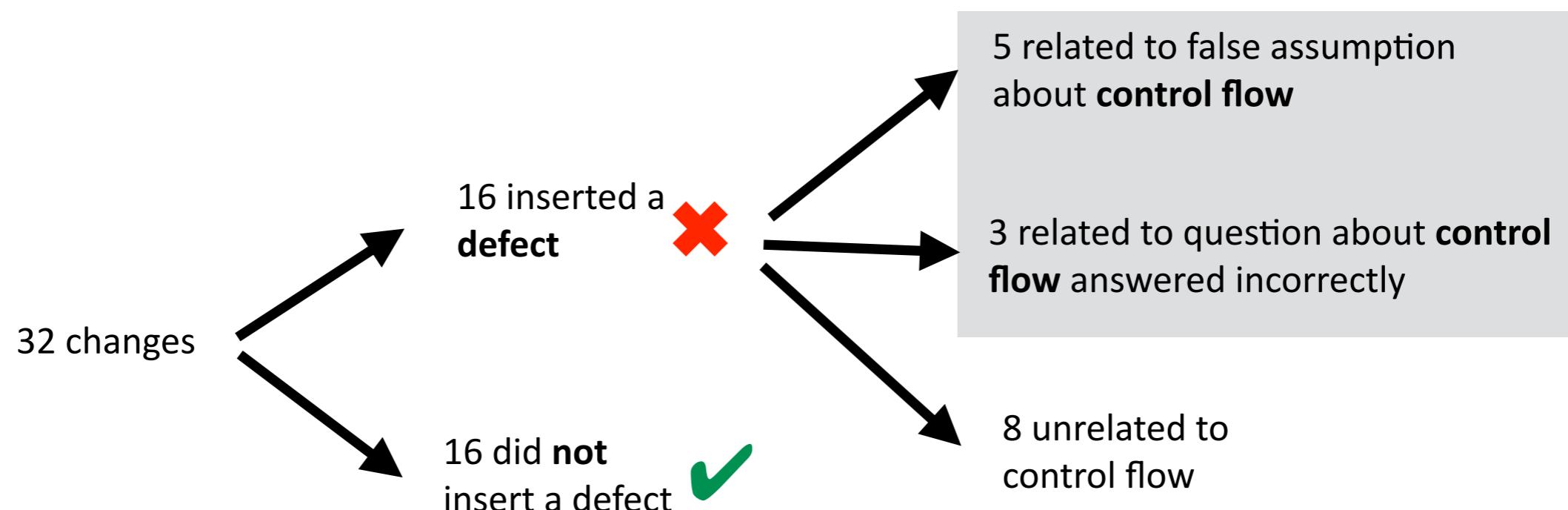
## Correct fact about control flow

$m$  indirectly calls a function that updates the screen.



# False facts lead to defects

- ▶ Developers seek task-relevant information by asking **questions** and **navigating** code to learn facts about code
- ▶ Developers built **mental models** (sometimes externalized in sketches and notes) of control flow
- ▶ Developers sometimes hold **false beliefs** about code because they answered questions incorrectly or made false assumptions
- ▶ False beliefs about **control flow** led developers to introduce defects



# Impact analysis

38. Where should this branch be inserted or how should this case be handled? (1.4, 1.5, 1.6, 1.8, 1.9, 2.11, 2.15)
39. Where in the UI should this functionality be added? (1.1, 1.5, 1.7, 2.1, 2.6)
40. To move this feature into this code, what else needs to be moved? (2.7, 2.13)
41. How can we know that this object has been created and initialized correctly? (1.10, 1.12)
42. What will be (or has been) the direct impact of this change? (1.5, 1.7, 1.8, 1.10, 1.11, 1.12, 2.1, 2.2, 2.4, 2.6, 2.7, 2.8, 2.12, 2.15)
43. What will the total impact of this change be? (2.1, 2.2, 2.3, 2.4, 2.5, 2.9, 2.10, 2.11)
44. Will this completely solve the problem or provide the enhancement? (1.1, 1.9, 1.11, 2.12, 2.14)

# Design space of bug fixes

**data propagation (across components):**

how far is information allowed to propagate?

**error surface:**

how much information is revealed to users?

**behavioral alternatives:**

is a fix perceptible to the user?

**functionality removal:**

how much of a feature is removed during a bug fix?

**refactoring:**

degree to which code is restructured.

**internal vs. external:**

how much internal/external code is changed?

**accuracy:**

degree to which the fix utilizes accurate information.

**hardcoding:**

degree to which a fix hardcodes data.



Fig. 3. Two fixes for the same hypothetical bug plotted in our design space.

# Design space of bug fixes

FACTORS THAT INFLUENCE ENGINEERS' BUG FIX DESIGN

		Microsoft					Other Developers				
		Never	Rarely	Sometimes	Usually	Always	Never	Rarely	Sometimes	Usually	Always
(A)	Phase of the release cycle	2%	6%	17%	35%	37%	14%	11%	27%	22%	16%
	Changes few lines of code	3%	10%	32%	38%	17%	5%	3%	27%	54%	11%
	Requires little testing effort	3%	12%	31%	37%	16%	5%	24%	30%	30%	11%
	Takes little time to implement	3%	10%	43%	30%	13%	3%	14%	35%	30%	19%
(B)	Doesn't change interfaces or break backwards compatibility	0%	2%	8%	36%	53%	0%	0%	14%	32%	54%
(C)	Maintains the integrity of the original design	1%	5%	16%	50%	28%	0%	5%	24%	32%	35%
(D)	Frequency in practice	2%	17%	39%	33%	8%	3%	27%	43%	22%	5%

E. Murphy-Hill, T. Zimmermann, C. Bird and N. Nagappan, "The Design Space of Bug Fixes and How Developers Navigate It," in *IEEE Transactions on Software Engineering*, vol. 41, no. 1, pp. 65-81, 1 Jan. 2015. doi: 10.1109/TSE.2014.2357438

# Do developers do impact analysis?

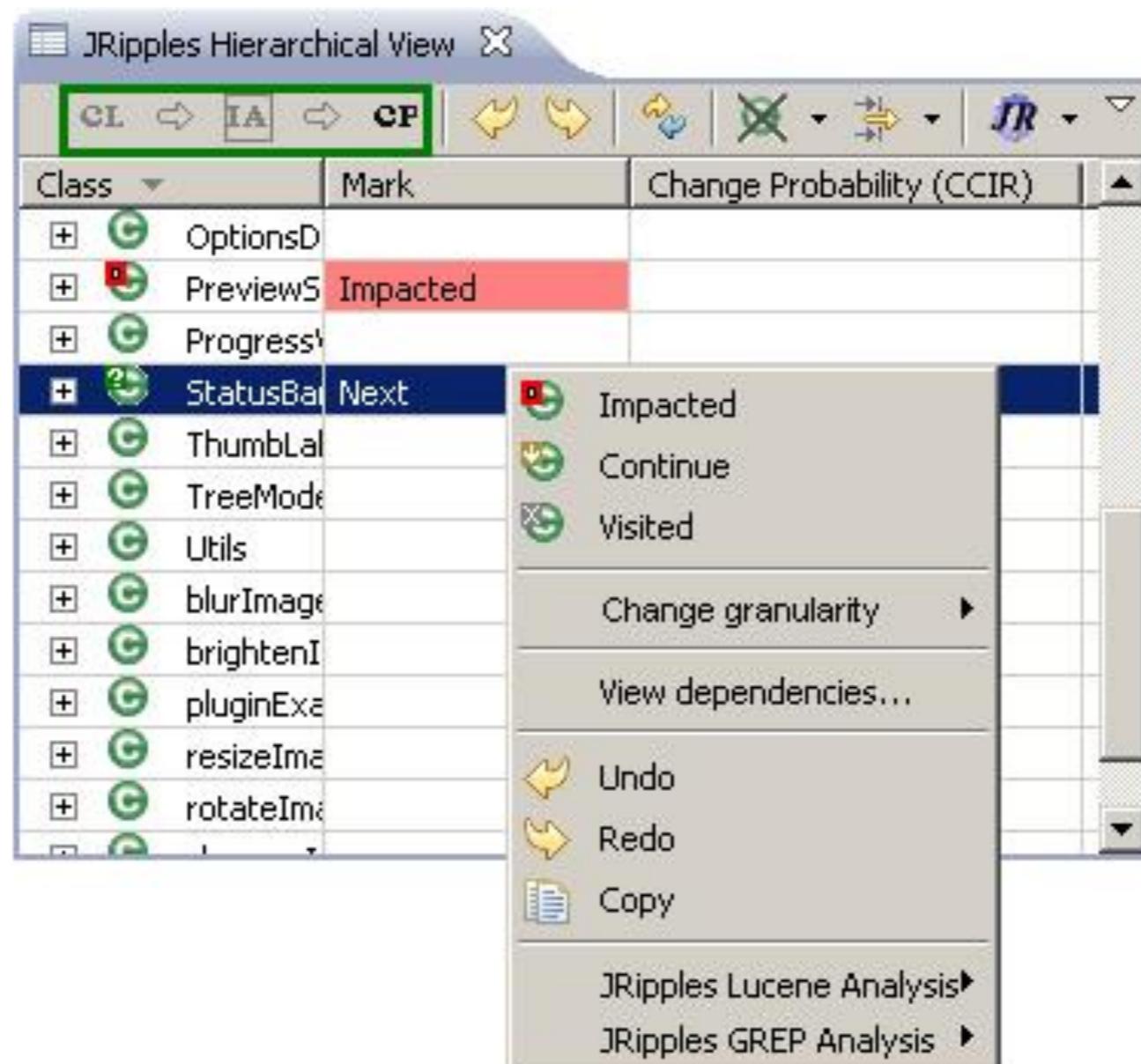
- Do developers believe that they do it?
  - "I always try to understand how I can influence the code. If I'm uncertain about my changes I can make a list of influenced part and give it to our QA[Quality Assurance] engineers. They are checking all cases."
  - "I have to make sure that my change will not cause bugs or other problems for other parts of the project or systems components ... "
  - "After my changes I have to find direct and indirect calls of this method and make sure that system will be ok after my changes."

# Techniques for impact analysis

- Find element that changes
- Find related elements where change might "ripple" to impact
- Show to user related elements to inspect
- Elements
  - method
  - statement in slice
  - class in UML diagram
- Many approaches
  - Lehnert identified 150

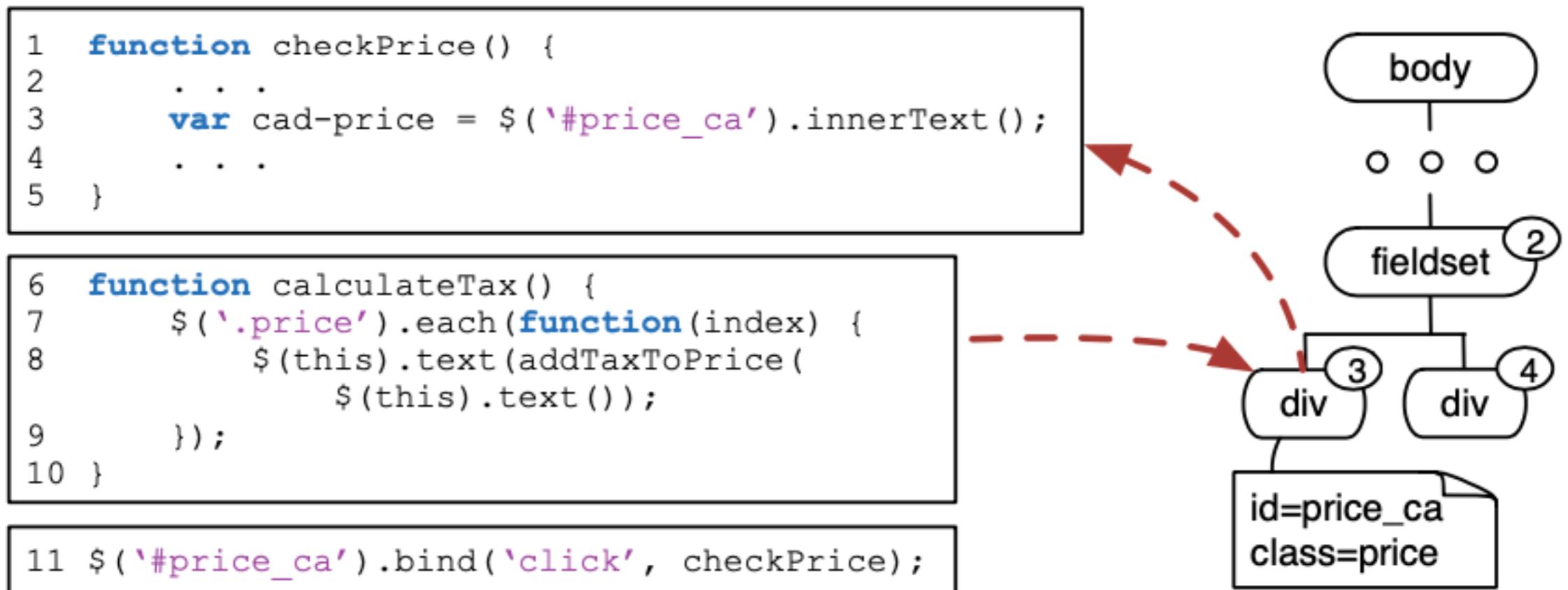
Lehnert, Steffen. "A review of software change impact analysis." (2011).

# JRipples



<http://jripples.sourceforge.net/>

# Impact in JavaScript



■ **Figure 3** Impact transfer through DOM elements.

# Tracking Impact in JavaScript

```

1  function checkPrice() {
2      var itemName = extractName($('#item231'));
3      var cadPrice = $('#price_ca').innerText;
4      $.ajax({
5          url : "prices/latest.php",
6          type : "POST",
7          data : itemName,
8          success : eval(getAction() + "Item")
9      );
10     confirmPrice();
11 }
12 function updateItem(xhr) {
13     var updatedInfo = getUpdatedPrice(xhr.responseText);
14     suggestItem.apply(this, updatedInfo);
15 }
16 function suggestItem() {
17     if (arguments.length > 2) {
18         displaySuggestion(arguments1);
19     }
20 }
21 function calculateTax() {
22     $(".price").each(function(index) {
23         $(this).text(addTaxToPrice($(this).text()));
24     });
25 }
26 $("#price-ca").bind("click", checkPrice);
27 $("prices").bind("click", calculateTax);

```

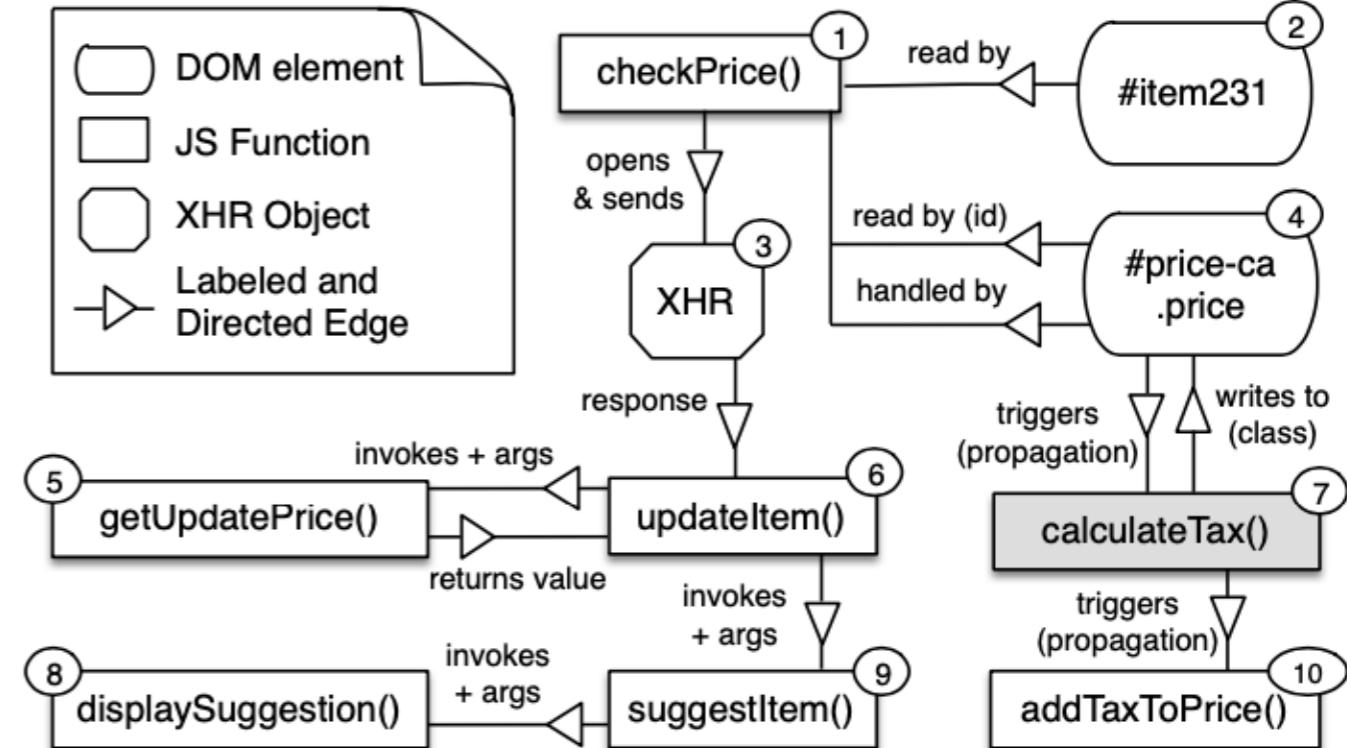
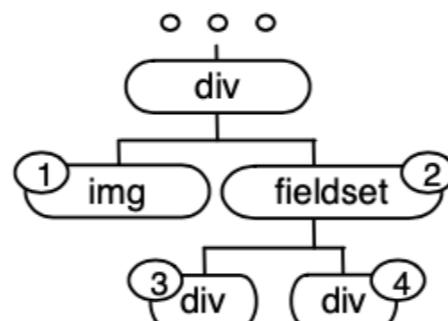


Figure 1 Motivating example: JavaScript code

```

1 <img id='item231' src='img/items/231.png'
      itemName='dress' />
2 <fieldset name='prices'>
3     <div class='price' id='price-ca'>120</div>
4     <div class='price' id='price-us'>110</div>
5 </fieldset>

```



# Visualizing architectural changes

green: added  
yellow: modified  
black: deleted  
pink: phantom  
grey: unchanged

