Software Engineering Research

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What makes us tick? <u>GOAL:</u> Produce software at lower cost, with fewer people, at a faster schedule. <u>Approach:</u> Improve software engineering activities:

Requirements Design Coding Quality Control

Example results.

- "I've invented a new language to program security in distributed systems that allows 3rd party development"
- "I've invented a new tool which automatically finds defects in programs that query databases"
- "I've discovered a way to predict defect rates in java classes based on their structure"
- "I've discovered a new way to organize software teams to produce IT applications faster, cheaper, and better"
 "I've discovered that what we believe about n-version
 - programming is wrong, wrong, wrong".

What's the field like?

 Source of problems. Solutions come from related fields: programming languages+compilers algorithms formal methods, social science

What goes on here?

- Devanbu: programming models, middleware, software quality, open-source development. • Su, Chen, Levitt: Software Quality, analysis, theory of programming languages. Pandey: programming models for new paradígms (sensor networks)
- Olsson: Concurrent Programming.

The Lay of the Land

- Major conferences: SIGSOFT, ICSE (~15% acceptance rate).
- Major Journals: ACM TOSEM, IEEE TSE, Software Practice & Experience.
- Major Universities: UCI, CMU, MIT, Toronto, UBC, Waterloo, UT Austin, UC Davis, USC, U Washington, U Virginia, U Colorado.
- Faculty Jobs: Usually more openings than candidates.

Main topics. Improving Software Cost, Quality, Interval

 Models: theories, abstractions (e.g., UML, Z, Formal Logic, Petri nets)

- Methods: Procedures (e.g., Extreme Programming, coverage testing)
 Tools: Automation/Support (e.g.,
 - debuggers.

Example: Model

Problem: How do we develop distributed, heterogeneous systems? Solution: Easier programming w/CORBA How?

* Interface definition Language
* Tools to generate code
* Type-checked development.
* Run-time environment support
Validation:

Examples, Comparison with old way. Performance evaluation.

Example: Tool

<u>Problem</u>: Developing concurrent systems is hard, e.g., device drivers <u>Solution</u>: Find defects automatically in source code. <u>How?</u>

* Abstract a finite-state model
* Describe the desired property
* Check the finite model.

Validation:

* Can we prove that it is sound?
* How efficient is it? Scaling?
* What is the rate of false positives?

Example: Process

Problem: Allocating scarce inspection time. Solution: Find defect-prone elements of systems. <u>How?</u>

* Identify process goal & metric.
* Define plausible predictive product metrics
* Make stastical prediction.

Validation:

* Theoretically validate metrics (axiomatics).
* statistical (non-parametric?) validation using historical data.

So, where is the field going? What are the interesting problems? How do I find a thesis topic? How do I publish papers? How do I find an academic job?

Burning Issues



Separation vs. crosscutting
Abstraction vs. Performance
Protection vs. performance
Agility, flexibility vs. Reliability, Quality.
Precision vs. Scaling

Separation vs. Crosscutting Goal: Separation of concerns (why?) <u>Problem:</u> Some concerns are hard to decompose (e.g., Security, Fault-tolerance, billing etc affect all components).

<u>Approaches</u>: Aspect-Oriented programming, Reflection, Monadic programming, Mixin Layers <u>Issues</u>: Correctness, Efficiency, Understandability.

Abstraction vs. Performance

<u>Goal</u>: Brevity, Comprehensibility, SoC <u>Problem</u>: Performance, and inflexibility. <u>Approaches</u>: multi-layer optimization, partial evaluation.

Issues: Correctness, ease of use.

Protection vs. Performance

<u>Goal</u>: Protect crítical resources <u>Problem</u>: Inflexibility. <u>Approaches</u>: "safe" extension mechanisms, such as sandboxes.

Issues: Correctness, power.



Precision vs. Scalability.

<u>Goal</u>: Build analysis tools that find defects accurately.

Problem: Undecidability & combinatorial blowup.

<u>Approaches</u>: Build sound but imprecise tools. <u>Issues</u>: Improving precision. Specialization. Interactivity. Better algorithms, hardware.

Succeeding in Research

Read, read, read.

• Be a fashion plate and a name dropper.

• Write Code. Hack. Read Code.

 Attend Seminars: Systems, PL, but also security and theory.

Talk, argue, canoodle, díscuss.

• Question everything, and everyone.

Writing Papers-1

The Role of Conferences.
The reviewing process in conferences.
The burden on the authors. <u>Must write</u> with extreme care!!!! Wordsmith!!

 Give your advisor a draft 2 weeks before the due date.

Writing Papers 2.

 Outline: Introduction, example(s), broad related work, solution, evaluation, narrow work, conclusion.

Role of each section.

Writing Papers -3

- Introduction: Problem explained in broadest setting (clarify, don't oversell).
- Example: Be current, simple, and to the point.
- Broad related work: Why is the example not solved?
- Contribution: Explain model, method, and tool.
 Explain roles (new ones).

Writing Papers-4

- Evaluation: consider the <u>culture</u> of your audience!!
 Formal, Examples, Performance studies, statistical validity etc.
- Close Related work: Be very precise, and nonjudgement. Be shamelessly diplomatic. Look at the program committee, don't be stupid.
- Conclusion. Summarize carefully, don't oversell. Give web page for some software (even prototype).

Finding Academic Jobs

- Plan your graduation time carefully, based on your ambitions.
- Talk to your advisor about an external member.
- Go to workshops, conferences, chat up the big wigs. Ask them for letters.
- Have your advisor email colleagues in target universities.

Summary

- Exciting, inter-disciplinary field, requiring "lateral" thinking.
- The "action" is in managing tradeoffs of current interest.
- Conference papers are critical, and not easy.
- Academic job market is stable, and good.