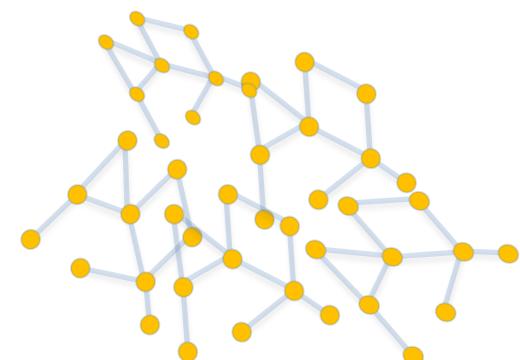


# Trends in Object-Oriented Software Evolution: Investigating Network Properties

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*NIER track - 34th International Conference on Software Engineering*

# Facts



*The growth of **social networks** is phenomenal*



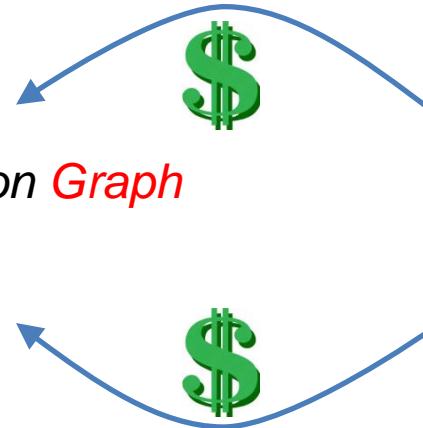
**Open Graph**  
A new class of apps



*social networks  
are **Graphs***

*Research on **Graph Properties***

**Social**  
**Network**  
**Analysis**



**YAHOO!**  
RESEARCH

Microsoft  
**Research**

**Google**  
Research

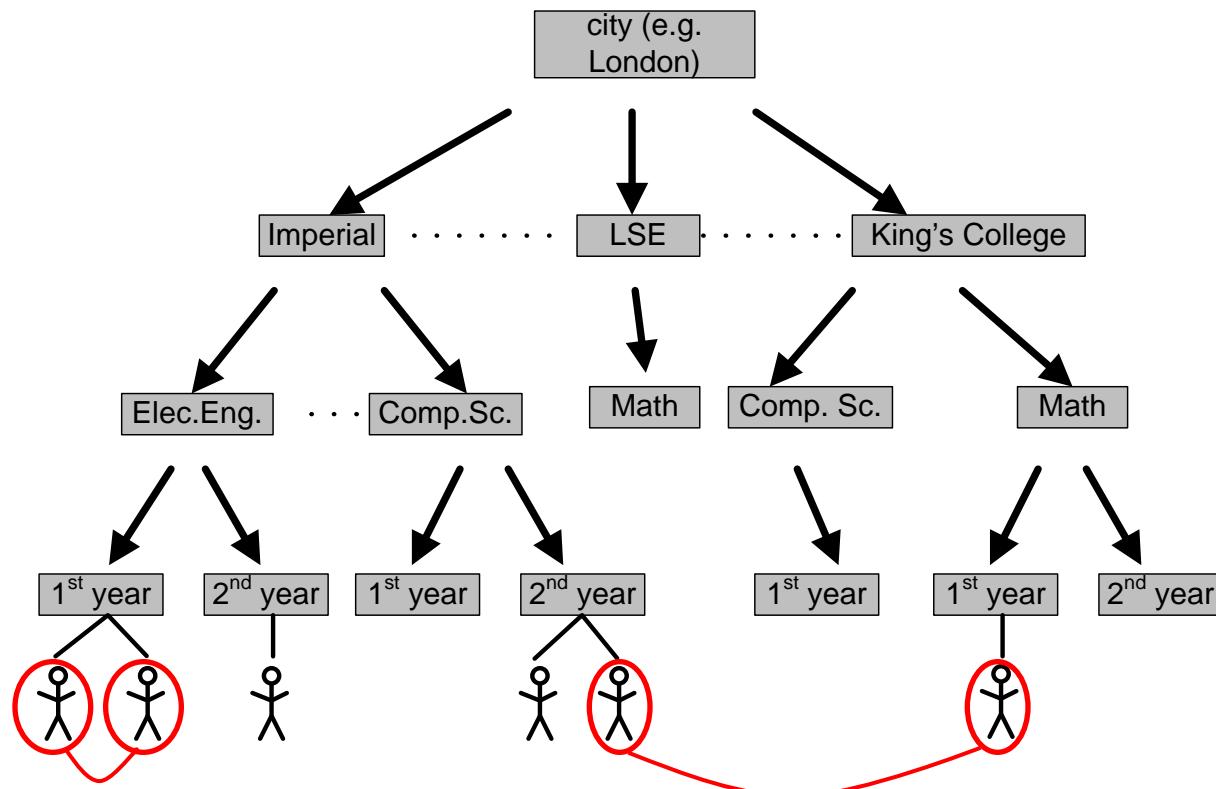
# ... but networks (and software) are not static

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- Research has focused into the evolution of networks in order to derive models that govern their growth
- Software systems can be naturally represented as graphs
- *Trends in software evolution can be studied using SNA*
- Macroscopic phenomena at the network level might reveal:
  - the presence of design problems
  - the application of maintenance activities
  - the need to formulate “evolution-oriented” design rules

# Community Guided Attachment

- Social setting: individuals tend to be similar to their friends (*homophily*)
  - *we select friends that have similar characteristics (selection)*
  - *we modify our behavior (social influence)*



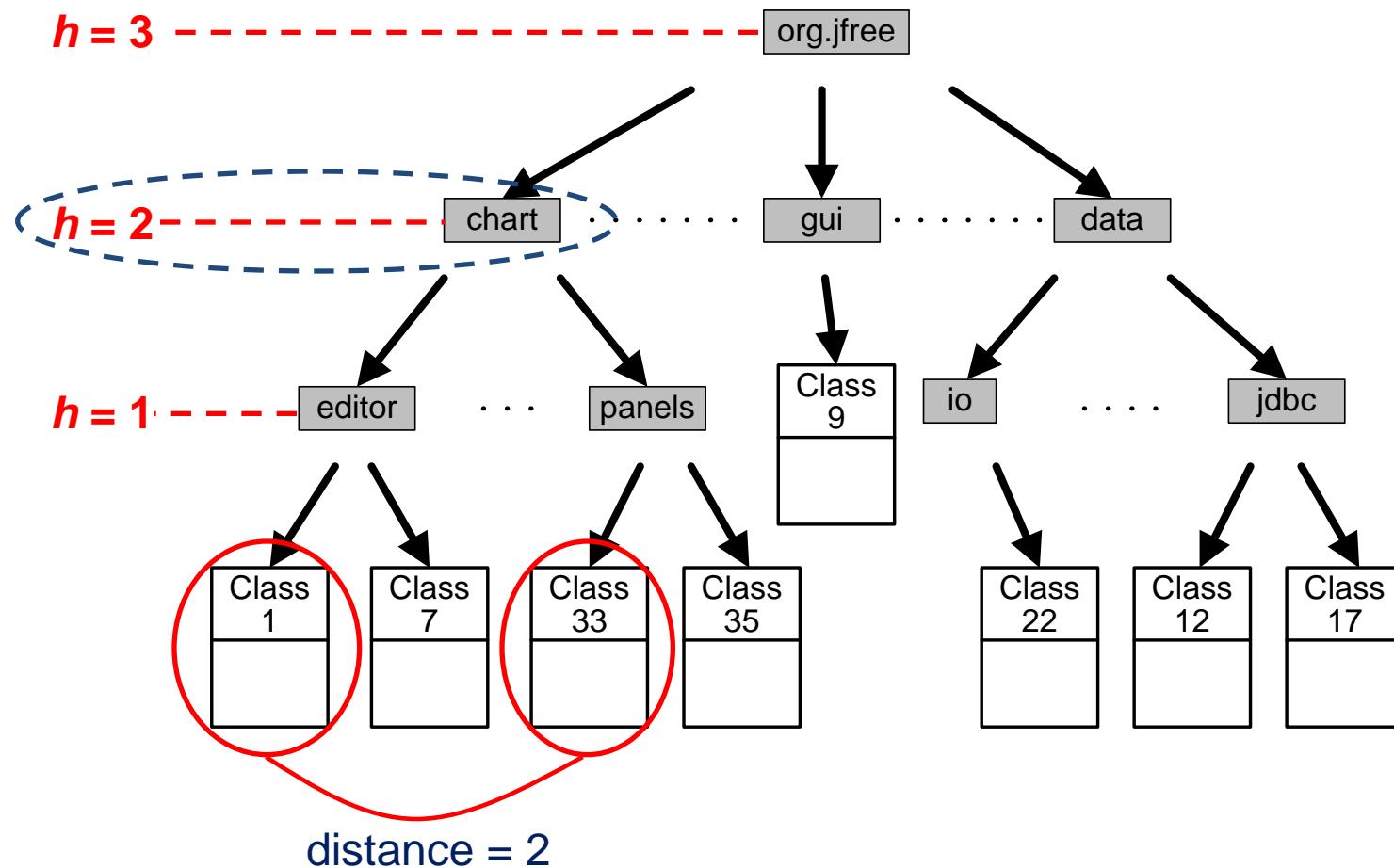
# Community Guided Attachment - 2

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- Obviously software modules do not select their collaborators and do not modify their behavior for social reasons
- But, designers of classes make them interact with other classes that are conceptually similar
- Usually modules are organized in **distinct communities** (e.g. packages, namespaces)

# Community Guided Attachment - 3

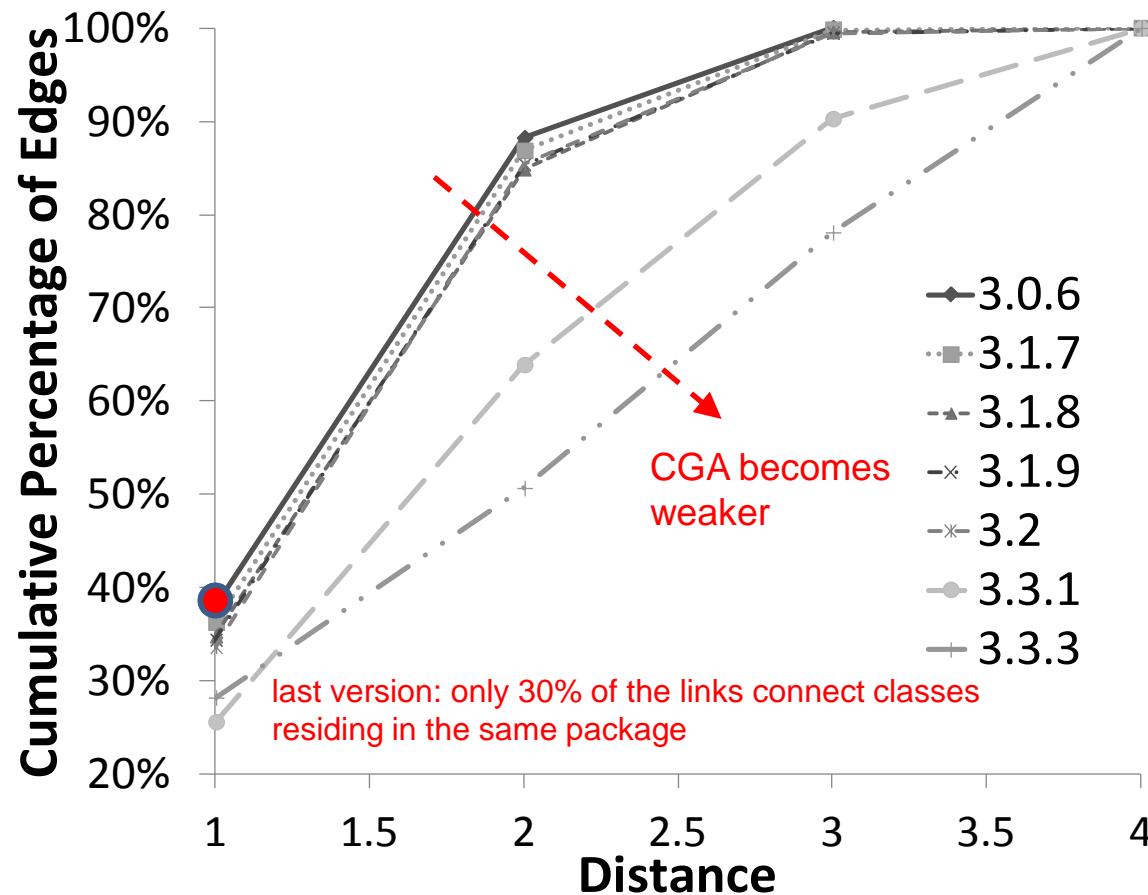
**Intuitive Assumption:** Cross-package links  
should be harder to form than intra-package links



# Community Guided Attachment - 4

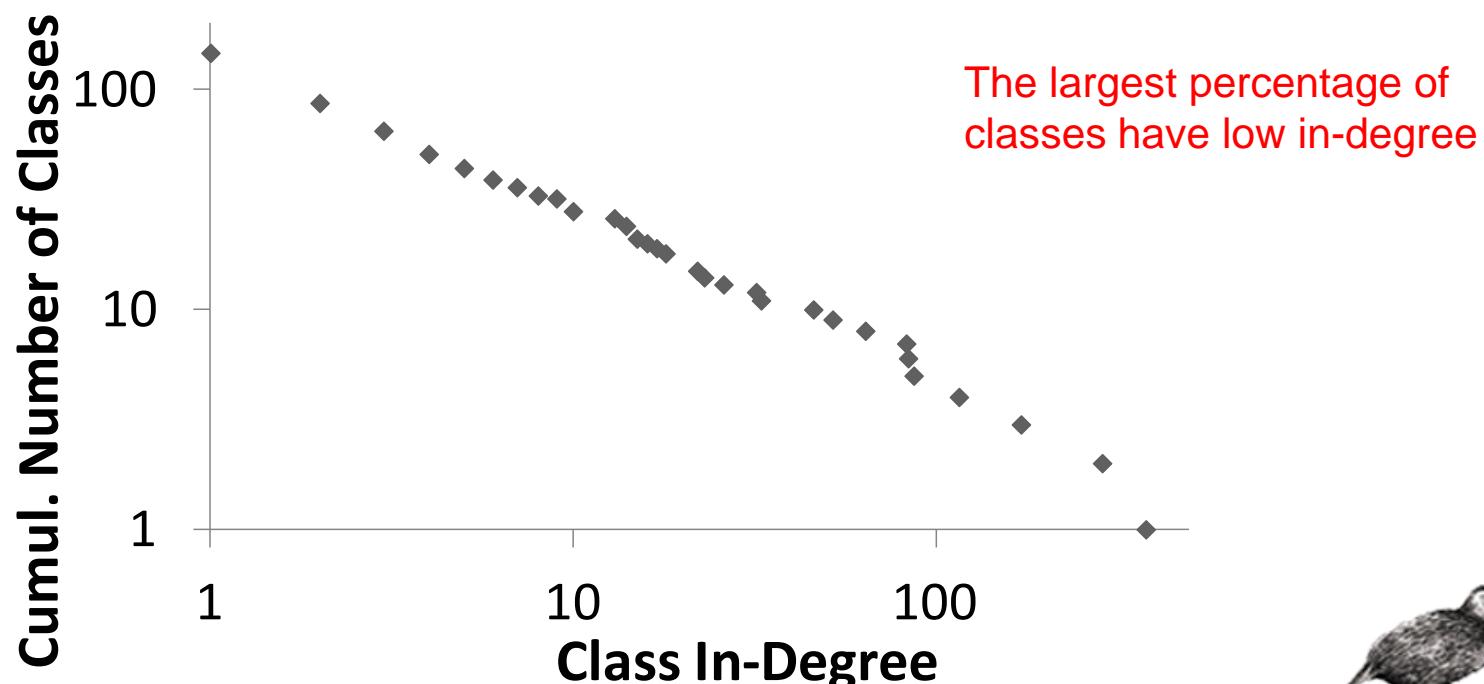
CGA = large percentage of links among classes in the same package

1<sup>st</sup> version:  
40% of the links  
connect classes  
residing in the  
same package



# Preferential Attachment

- One of the most extensively studied issues in Network Analysis is whether networks are **scale-free**
- According to many researchers, in a scale-free network the degree distribution follows a **power law** \*

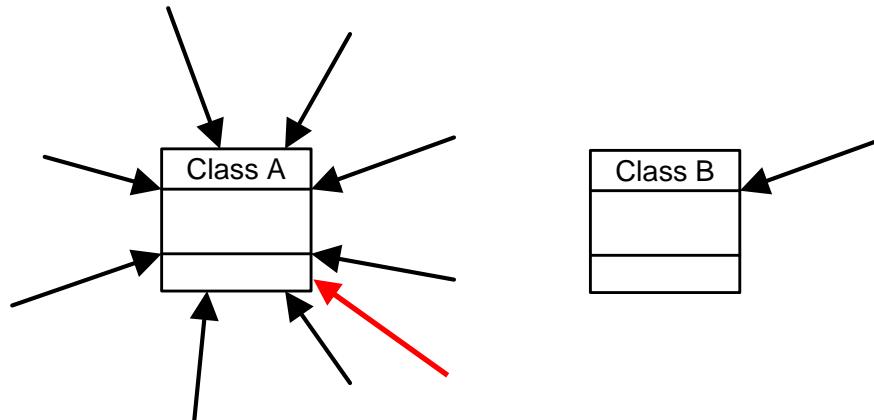


\* however power laws in the degree distribution are not sufficient to prove the existence of scale-freeness "Mathematics and the Internet: A Source of Great Potential", Willinger, Alderson, Doyle, Notices of the AMS, 56, 2009

# Preferential Attachment - 2

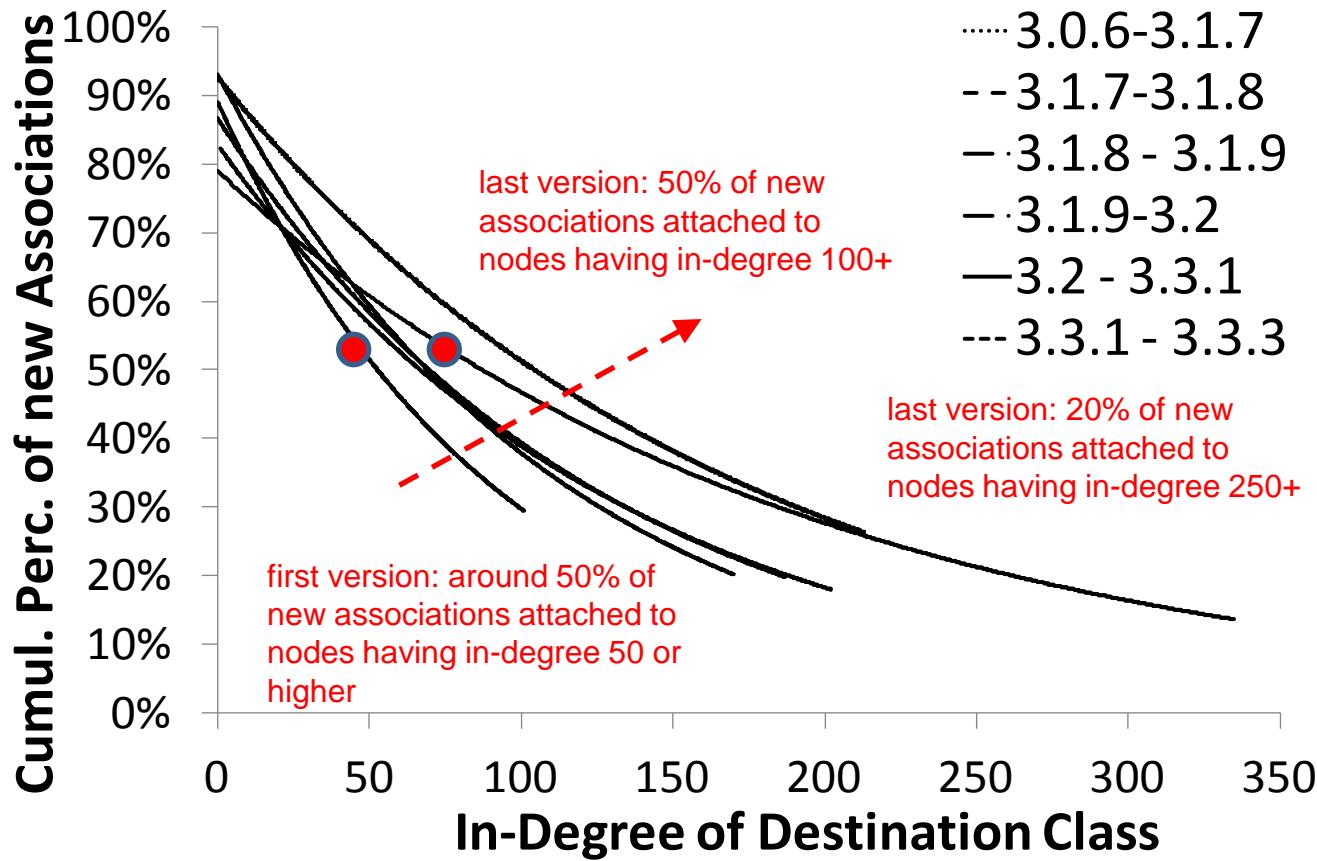
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- What leads to scale-free networks and power law phenomena ?
- **PA model**: when a network evolves, the number of new links attracted by each node is proportional to its degree
- “*Rich-gets-richer*”: For an OO system implies that *God* classes act as attractors for new classes that join the network



# Preferential Attachment - 3

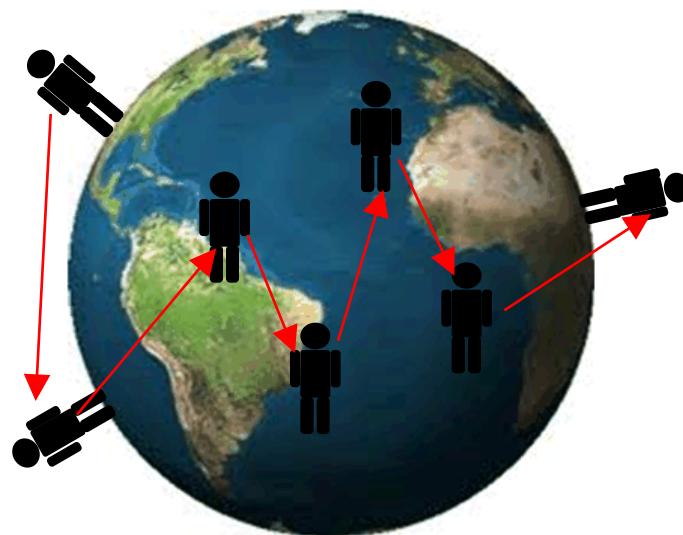
- Is PA present in software ?



# Small World Phenomena

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- A network is said to exhibit the *small-world phenomenon* if any two nodes have a high probability of being associated through a short path
- Popularly known as *six degrees of separation*

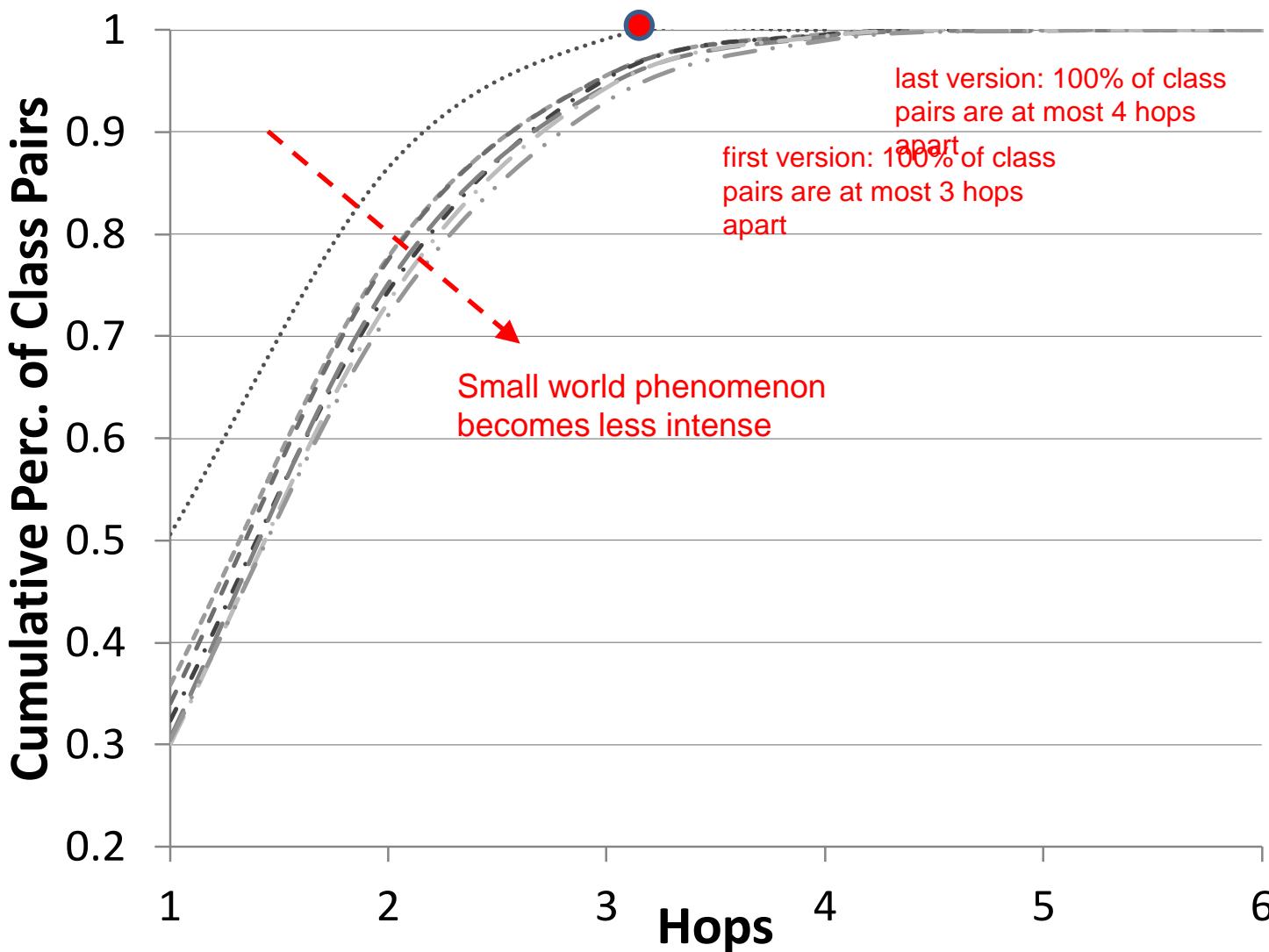


# Small World Phenomena - 2

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- According to Watts and Strogatz this property stems from **homophily** and the presence of **weak ties** (edges that connect distant nodes)
- Both properties are present in OO systems:
  - Classes tend to link to classes in the same neighborhood
  - Links are also formed between classes of different packages

# Small World Phenomena - 3



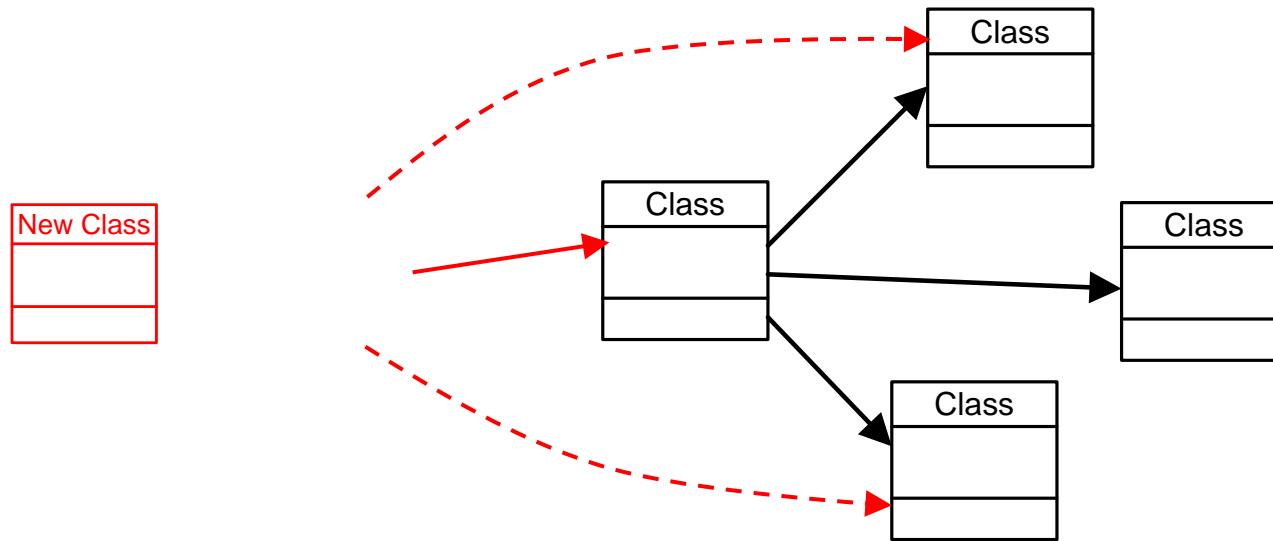
# Small World Phenomena - 4

- Small-world phenomena are expected when the underlying model of growth follows a “**forest-fire**” model



# Small World Phenomena - 5

- This is not how OO software evolves



# Conclusions

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- The analysis of evolving software to reveal the underlying trends can be a challenging task
- Network Analysis can provide valuable insight into evolution phenomena – possibly related to qualitative properties
- No model sufficient to explain how software evolves
- Major difference between software and social networks: In software we can intentionally modify structure
  - Investigate the impact of design improving activities

*Thank you for your attention*