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Implementation on Automated Bugs Triage System with Software Data Reduction Techniques

Iffat Tanveer Ansari[1], Mirza Moiz Baig[2]

[1]Department of CSE, JD College of Engineering & Management, Nagpur, India

[2]Professor, Department of CSE, JD College of Engineering & Management, Nagpur, India

Abstract: ***Software companies spend over 45 percent of cost in dealing with software bugs. An inevitable step of fixing bugs is bug triage, which aims to correctly assign a developer to a new bug. To decrease the time cost in manual work, text classification techniques are applied to conduct automatic bug triage. In this paper, we address the problem of data reduction for bug triage, i.e., how to reduce the scale and improve the quality of bug data. We combine instance selection with feature selection to simultaneously reduce data scale on the bug dimension and the word dimension. To determine the order of applying instance selection and feature selection, we extract attributes from historical bug data sets and build a predictive model for a new bug data set. We empirically investigate the performance of data reduction on totally 600,000 bug reports of two large open source projects, namely Eclipse and Mozilla. The results show that our data reduction can effectively reduce the data scale and improve the accuracy of bug triage. Our work provides an approach to leveraging techniques on data processing to form reduced and high-quality bug data in software development and maintenance.***

Keywords: Instance Selection, Data reduction, System Testing, System Design, Module description, Input and Output Design

1. Introduction

Mining software repositories is an interdisciplinary domain, which aims to employ data mining to deal with software engineering problems. In modern software development, software repositories are large-scale databases for storing the output of software development, e.g., source code, bugs, emails, and specifications. Traditional software analysis is not completely suitable for the large-scale and complex data in software repositories. Data mining has emerged as a promising means to handle software data. By leveraging data mining techniques, mining software repositories can uncover interesting information in software repositories and solve real world software problems.

A bug repository (a typical software repository, for storing details of bugs), plays an important role in managing software bugs. Software bugs are inevitable and fixing bugs is expensive in software development. Software companies spend over 45 percent of cost in fixing bugs. Large software projects deploy bug repositories (also called bug tracking systems) to support information collection and to assist developers to handle bugs. In a bug repository, a bug is maintained as a bug report, which records the textual description of reproducing the bug and updates according to the status of bug fixing. A bug repository provides a data platform to support many types of tasks on bugs, e.g., fault prediction, bug localization , and reopened bug analysis. In this paper, bug reports in a bug repository are called bug data.

2. Input and Output Design

Input Design

The input design is the link between the information system and the user. It comprises the developing specification and procedures for data preparation and those steps are necessary to put transaction data in to a usable form for processing can be achieved by inspecting the computer to read data from a written or printed document or it can occur by having people keying the data directly into the system. The design of input focuses on controlling the amount of input required, controlling the errors, avoiding delay, avoiding extra steps and keeping the process simple. The input is designed in such a way so that it provides security and ease of use with retaining the privacy. Input Design considered the following things:

- What data should be given as input?
- How the data should be arranged or coded?
- The dialog to guide the operating personnel in providing input.
- Methods for preparing input validations and steps to follow when error occur.

Objectives

1. Input Design is the process of converting a user-oriented description of the input into a computer-based system. This design is important to avoid errors in the data input process and show the correct direction to the management for getting correct information from the computerized system.

2. It is achieved by creating user-friendly screens for the data entry to handle large volume of data. The goal of designing input is to make data entry easier and to be free from errors. The data entry screen is designed in such a way that all the data manipulates can be performed. It also provides record viewing facilities.

3. When the data is entered it will check for its validity. Data can be entered with the help of screens. Appropriate messages are provided as when needed so that the user will not be in maize of instant. Thus the objective of input design is to create an input layout that is easy to follow

Output Design:

A quality output is one, which meets the requirements of the end user and presents the information clearly. In any system

results of processing are communicated to the users and to other system through outputs. In output design it is determined how the information is to be displaced for immediate need and also the hard copy output. It is the most important and direct source information to the user. Efficient and intelligent output design improves the system's relationship to help user decision-making.

1. Designing computer output should proceed in an organized, well thought out manner; the right output must be developed while ensuring that each output element is designed so that people will find the system can use easily and effectively. When analysis design computer output, they should Identify the specific output that is needed to meet the requirements.

2. Select methods for presenting information.

3. Create document, report, or other formats that contain information produced by the system.
The output form of an information system should accomplish one or more of the following objectives.

- Convey information about past activities, current status or projections of the
- Future.
- Signal important events, opportunities, problems, or warnings.
- Trigger an action.
- Confirm an action.

In this paper, we address the problem of data reduction for bug triage, i.e., how to reduce the bug data to save the labor cost of developers and improve the quality to facilitate the process of bug triage. Data reduction for bug triage aims to build a small-scale and high-quality set of bug data by removing bug reports and words, which are redundant or non-informative. In our work, we combine existing techniques of instance selection and feature selection to simultaneously reduce the bug dimension and the word dimension. The reduced bug data contain fewer bug reports and fewer words than the original bug data and provide similar information over the original bug data. We evaluate the reduced bug data according to two criteria: the scale of a data set and the accuracy of bug triage. To avoid the bias of a single algorithm, we empirically examine the results of four instance selection algorithms and four feature selection algorithm.

3. Module Description

Instance Selection
Instance selection and feature selection are widely used techniques in data processing. For a given data set in a certain application, instance selection is to obtain a subset of relevant instances (i.e., bug reports in bug data) while feature selection aims to obtain a subset of relevant features (i.e., words in bug data). In our work, we employ the combination of instance selection and feature selection.

Data Reduction:

- In our work, to save the labor cost of developers, the data reduction for bug triage has two goals.
  1) Reducing the data scale.
  2) Improving the accuracy of bug triage.
- In contrast to modelling the textual content of bug reports in existing work, we aim to augment the data set to build a preprocessing approach, which can be applied before an existing bug triage approach. We explain the two goals of data reduction as follows.

4. System Design

Data Flow Diagram / Use Case Diagram / Flow Diagram:
The DFD is also called as bubble chart. It is a simple graphical formalism that can be used to represent a system in terms of the input data to the system, various processing carried out on these data, and the output data is generated by the system.

Data Flow Diagram:

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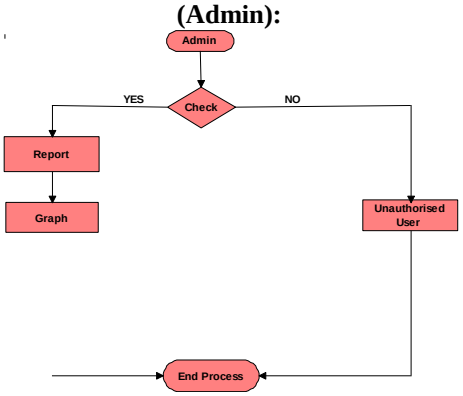

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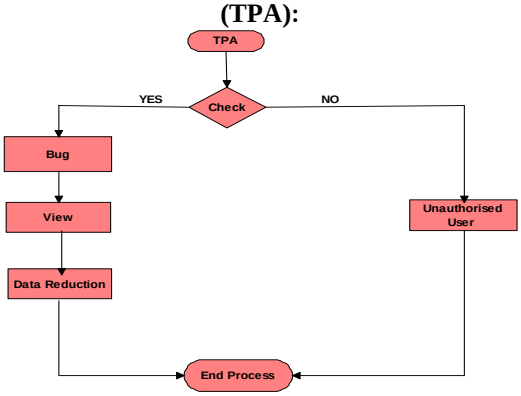

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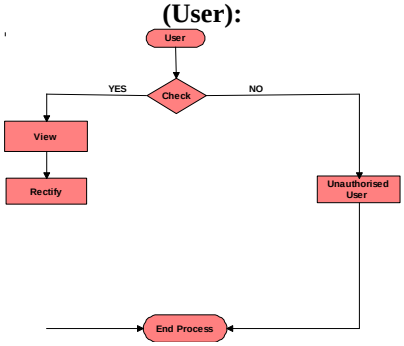

Component Diagram:

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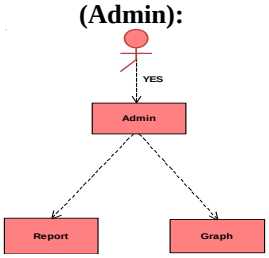

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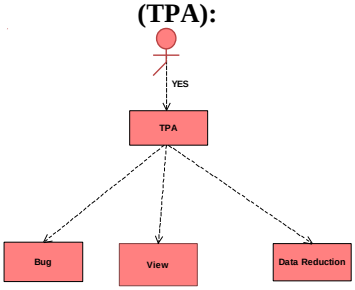

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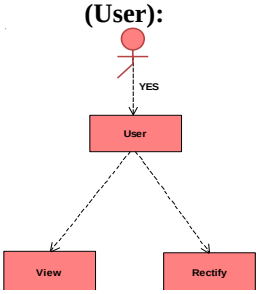

Use case Diagram:

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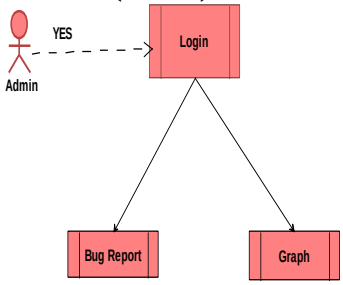

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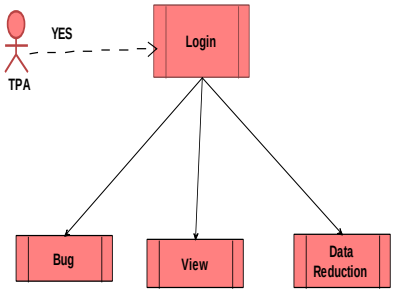

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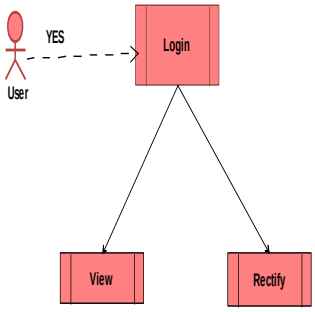

Activity Diagram:

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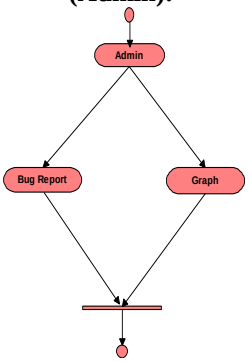

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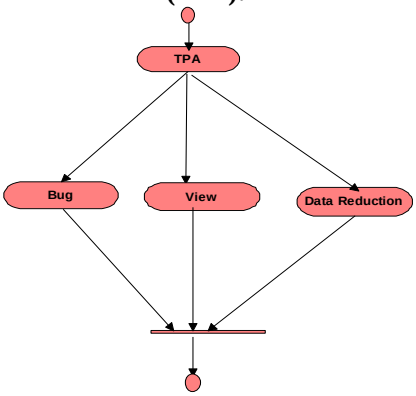

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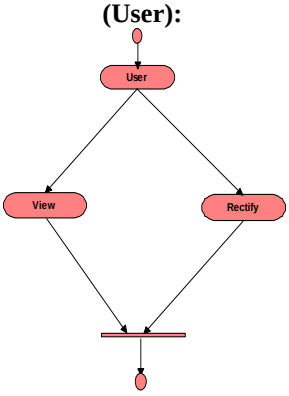

Sequence Diagram:

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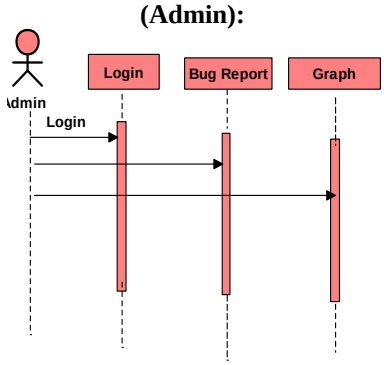

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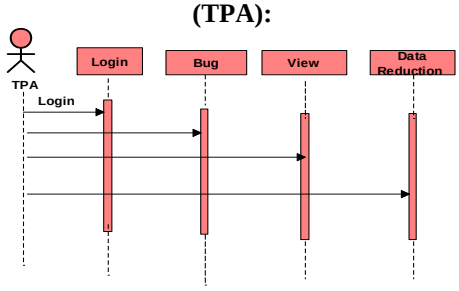

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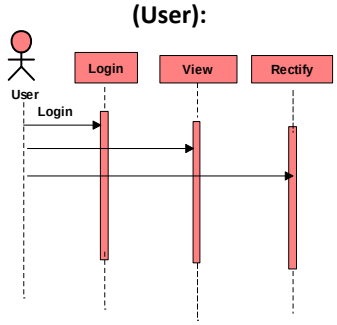

5. System Testing

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub assemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

Unit testing:
Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

Integration testing:
Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfaction, as shown by successfully unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the combination of components

Functional test:
Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centered on the following items:
Valid Input: identified classes of valid input must be accepted.
Invalid Input: identified classes of invalid input must be rejected.
Functions: identified functions must be exercised.
Output: identified classes of application outputs must be exercised.
Systems/Procedures: interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

System Test:
System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

White Box Testing:
White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

Black Box Testing:
Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box .you cannot “see” into it. The test provides inputs and responds to outputs without considering how the software works.

Unit Testing:
Unit testing is usually conducted as part of a combined code and unit test phase of the software lifecycle, although it is not uncommon for coding and unit testing to be conducted as two distinct phases.

Test strategy and approach:
Field testing will be performed manually and functional tests will be written in detail.

Test objectives
- All field entries must work properly.
- Pages must be activated from the identified link.
- The entry screen, messages and responses must not be delayed.

Features to be tested
- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

Integration Testing: Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects. The task of the integration test is to check that components or software applications, e.g. components in a software system or – one step up – software applications at the company level – interact without error.

Test Results: All the test cases mentioned above passed successfully. No defects encountered.

Acceptance Testing: User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

Test Results: All the test cases mentioned above passed successfully. No defects encountered.

6. Conclusion

Bug triage is an expensive step of software maintenance in both labor cost and time cost. In this paper, we combine feature selection with instance selection to reduce the scale of bug data sets as well as improve the data quality. To determine the order of applying instance selection and feature selection for a new bug data set, we extract attributes of each bug data set and train a predictive model based on historical data sets. We empirically investigate the data reduction for bug triage in bug repositories of two large open source projects, namely Eclipse and Mozilla. Our work provides an approach to leveraging techniques on data processing to form reduced and high-quality bug data in software development and maintenance. In future work, we plan on improving the results of data reduction in bug triage to explore how to prepare a high quality bug data set and tackle a domain specific software task. For predicting reduction orders, we plan to pay efforts to find out the potential relationship between the attributes of bug data sets and the reduction orders.

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