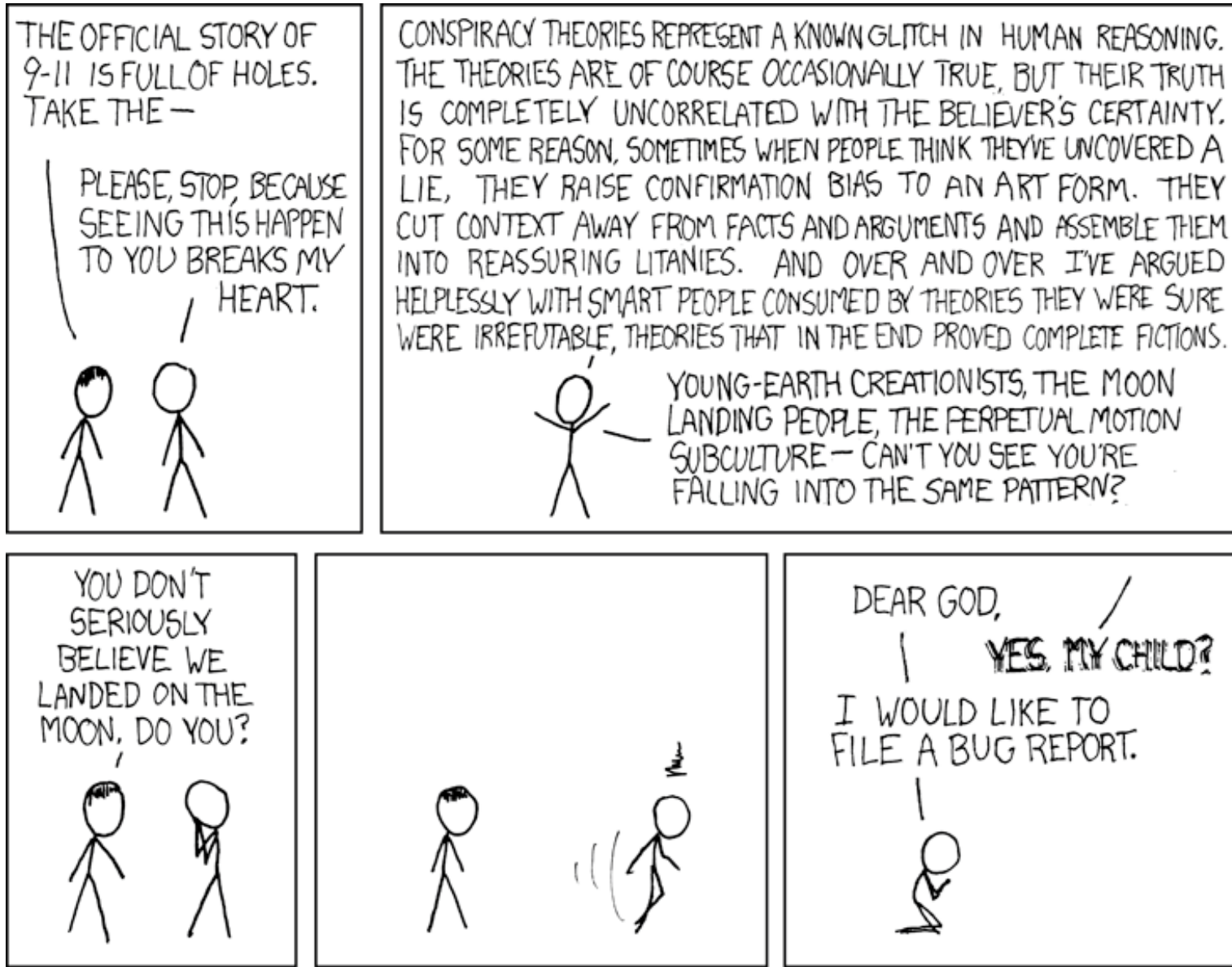


Defect Reporting and Triage



Exam 1

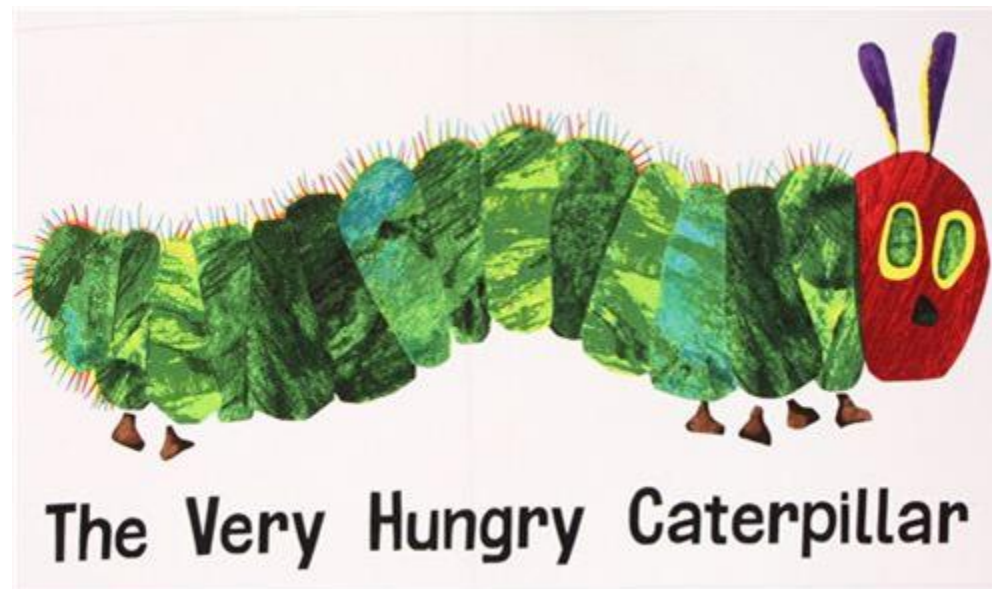
- Mar 5, Tuesday: Lecture time (75 mins)
- In-person, paper-based
- Open book, open notes, open internet
- "I will learn X on the fly" does not work well
- No ChatGPT, no discussion
- 7 Questions
 - 6 + 1 extra credit question
 - Extra credits will be added directly to the exam grade (100+5, but cannot exceed 100)
 - If you are stuck on one, move forward and come back later
- Student Center: I will send them the pdf of the exam

Exam 1

- Grading will be done the same day
- Clear handwriting
- Empty answer got 30% of the points (not applied to Extra Credits)

The Story So Far ...

- Quality assurance is critical to software engineering.
- Static (code review, inspection, dataflow analysis) and dynamic (testing, instrumentation) approaches are common
- What happens to all of the **bugs** those find?



One-Slide Summary

- A software **defect report** includes information and communications related to addressing a software issue.
 - Defect reports have many **components**.
- Defect reports are subject to **triage** based on **severity** and **priority** information.
- Defect reports have a **lifecycle** that is complicated and non-linear with multiple possible **resolutions**.

Is This Really A Problem?


- “Every day, almost 300 bugs appear that need triaging. This is far too much for only the Mozilla programmers to handle.”
 - Mozilla Developer



Is This Really A Problem?

- “Every day, almost 300 bugs appear that need triaging. This is far too much for only the Mozilla programmers to handle.”
 - Mozilla Developer, **2005**

Plus ça change ...

 Bugzilla [Browse](#) [Advanced Search](#) [New Account](#) [Log In](#) [Forgot Password](#)

Sun Feb 11 2018 04:01:56 PST

This list is too long for Bugzilla's little mind; the Next/Prev/First/Last buttons won't appear on individual bugs.

Status: UNCONFIRMED, NEW, ASSIGNED, REOPENED Creation date: (Is greater than or equal to) -52w

10000 bugs found.

ID	Product	Comp	Assignee ▲	Status ▲	Resolution	Summary	Changed
1433881	Mozilla Developer Ne	Localization	a.topal	UNCO	---	Add option for Bosnian translation to MDN Web docs	Mon 09:05
1406748	Taskcluster	Platform Libraries	anejaalisha	UNCO	---	Add utility function to clients to handle limit/continuationToken automatically for API endpoints	2017-10-09
1409766	NSS	CA Certificate Mis-I	arkadiusz.lawniczak	UNCO	---	Certum: CAA Mis-Issuance on CNAME pointing directly to restrictive CAA record	Fri 14:04
1420860	NSS	CA Certificate Mis-I	arkadiusz.lawniczak	UNCO	---	Asseco/Certum: CAA Mis-Issuance on mix of wildcard and non-wildcard DNS names in SAN	Wed 23:17
1390709	Marketing	User Engagement	ccollins	UNCO	---	"Join the fight for an open Internet" announcement shall include a reference to the info on the initiative	2017-08-21
1346294	Bugzilla	Bugzilla-General	christophe.jaillet	UNCO	---	When you try to display only the disabled users, the complete list is returned instead	2017-03-15
1433072	Developer Documentat	General	cmills	UNCO	---	Create page: https://developer.mozilla.org/en-US/docs/Learn/Drafts/Python_on_the_client/Sharing_code_between_client_and_server	2018-01-30
1388776	Bugzilla	Creating/Changing Bu	create-and-change	UNCO	---	Mandatory text boxes should not be hidden by default	2017-08-09
1399115	Bugzilla	Creating/Changing Bu	create-and-change	UNCO	---	'See Also' rejects 'short' Bugzilla URLs (as suggested by ye ole' mod_rewrite tip)	2017-09-12
1432875	Bugzilla	Database	database	UNCO	---	MariaDB Compatibility Problems	2018-01-24
1401312	Shield	Shield Study	dmarti	UNCO	---	[Shield] write PHD document for filterbubbler study	2017-09-24
1394237	Bugzilla	Documentation	documentation	UNCO	---	Broken link to bug filing guidelines in Index 2.2.1 from bugzilla's documentation.	2017-11-16
1433083	Bugzilla	Documentation	documentation	UNCO	---	Documentation for 3.5.1.3. Apache with mod_perl — broken link	2018-01-25
1347875	Firefox for Android	General	droeh	UNCO	---	ANR executing service org.mozilla.firefox/org.mozilla.gecko.media.MediaControl Service	2017-04-26
1341669	Bugzilla	Creating/Changing Bu	dylan	UNCO	---	problem submitting new bug	2017-03-17
1342187	JSS	Library	edewata	UNCO	---	Error reporting improvement for PFX.verifyAuthSafes().	2017-04-10
1376759	Bugzilla	Email Notifications	email-notifications	UNCO	---	Long comments break sending of bug notification emails	2017-06-28

“Just Yesterday”

100,000/year = 270/day

Tue Oct 13 2020 11:28:53 PDT

Resolution: --- **Classification:** Client Software, Developer Infrastructure, Components, Server Software, Other **Updated:** (is greater than or equal to) 2020-10-11 **Opened:** (changed after) 2020-10-11 **Opened:** (changed before) 2020-10-12 23:59:59

215 bugs found.

ID	Type	Summary	Product	Comp	Assignee	Status	Resolution	Updated
1670801	+	Upgrade deployment of ccadb2onecrl to v0.0.4	Core	Security Block-lists	eolson	ASSI	---	10:48:31
1670643	⚙️	Firefox window closes automatically after printing via print preview	Toolkit	Printing	nobody	NEW	---	10:51:19
1670712	📄	Perma abort: certificate for hg.mozilla.org has unexpected fingerprint sha256:ff:e7:8d:93:e9:56:3c:c0:19:fc:00:4c:18:b9:86:e5:08:e5:10:f5:e2:ea:48:e8:22:d3:a3:3a:ca:99:c3:4c	Developer Services	Mercurial: hg.mozill	sheehan	NEW	---	08:25:18
1670540	⚙️	Assertion failure: isInt32(), at js/Value.h:724 with FakeDOMObject and transplanting	Core	JavaScript Engine	evilpies	ASSI	---	08:20:33
1670772	+	Disable EV treatment for 6 GeoTrust, thawte, and VeriSign root certs	Core	Security: PSM	nobody	NEW	---	Mon 11:39
1670542	⚙️	544.1% glvideo Mean tick time across 100 ticks: (windows7-32-shippable) regression on push 91f4934e4063a412c9057545dc6707b8f0fc1413 (Wed October 7 2020)	Core	Canvas: WebGL	nobody	NEW	---	Mon 11:13
1670560	⚙️	Intermittent deadlock in WebRTCMediaDataDecoder::InitDecode	Core	WebRTC: Audio/Video	jyavenard	NEW	---	06:08:01
1670827	📄	Add AVIF telemetry probes	Core	ImageLib	cchang	NEW	---	00:00:32
1670751	+	[meta] Build Firefox with macOS 11 SDK (for in Firefox dependencies)	Core	Widget: Cocoa	nobody	NEW	---	01:56:07

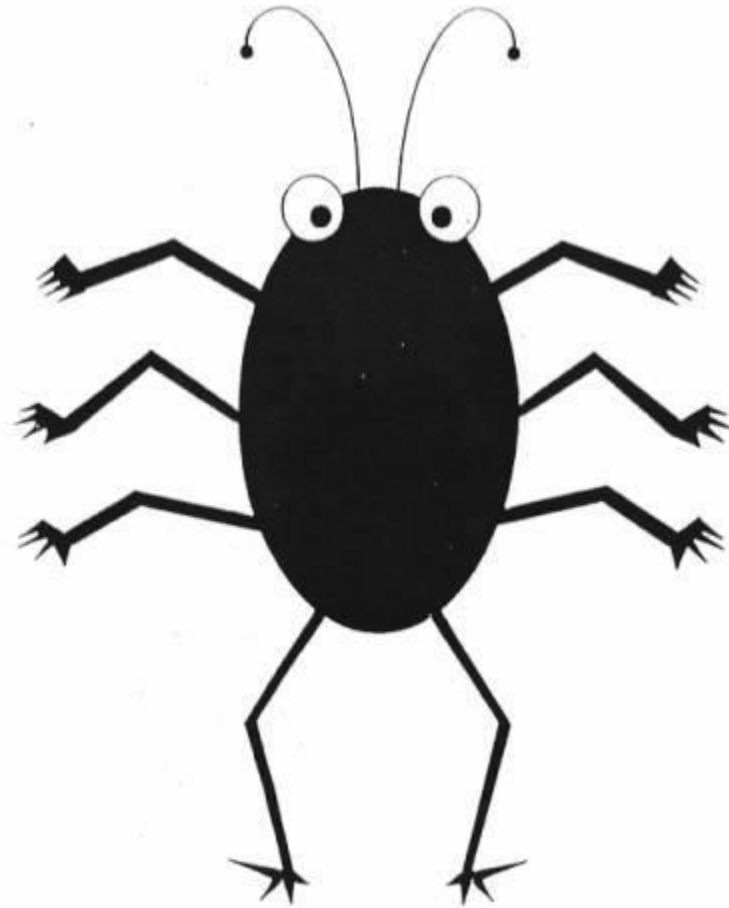
Terminology (1/2)

- The software maintenance lexicon is full of ambiguity
 - Terms adapted from “standard” engineering, etc.
- A **fault** is an exceptional situation at *run time*
 - In EE: “short circuit”, “stuck-at fault”
 - In CS: “trap”, “exception”
- A **defect** is any characteristic of a product which hinders its usability for its intended purpose
 - In real life: “design defect”, “manufacturing defect”
 - In CS: a **bug** is a *static defect in the source code*

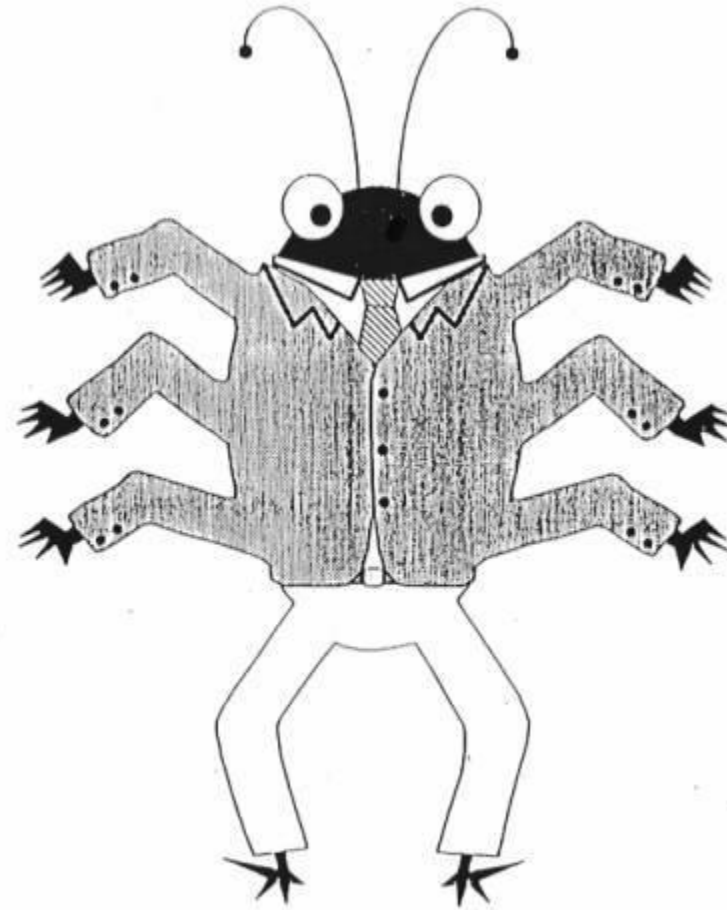
Terminology (2/2)

- A **bug report** provides information about a defect
 - Created by testers, users, tools, etc.
 - Often contains multiple types of information
 - Often tracked in a database
- A **feature request** is a potential change to the intended purpose (requirements) of software
 - In CS: an **issue** is either a bug report or a feature request (cf. “issue tracking system”) - did you start HW6 yet??
- Not used here: “mistake”, “error”, etc.

These Terms Are Somewhat Subjective



BUG



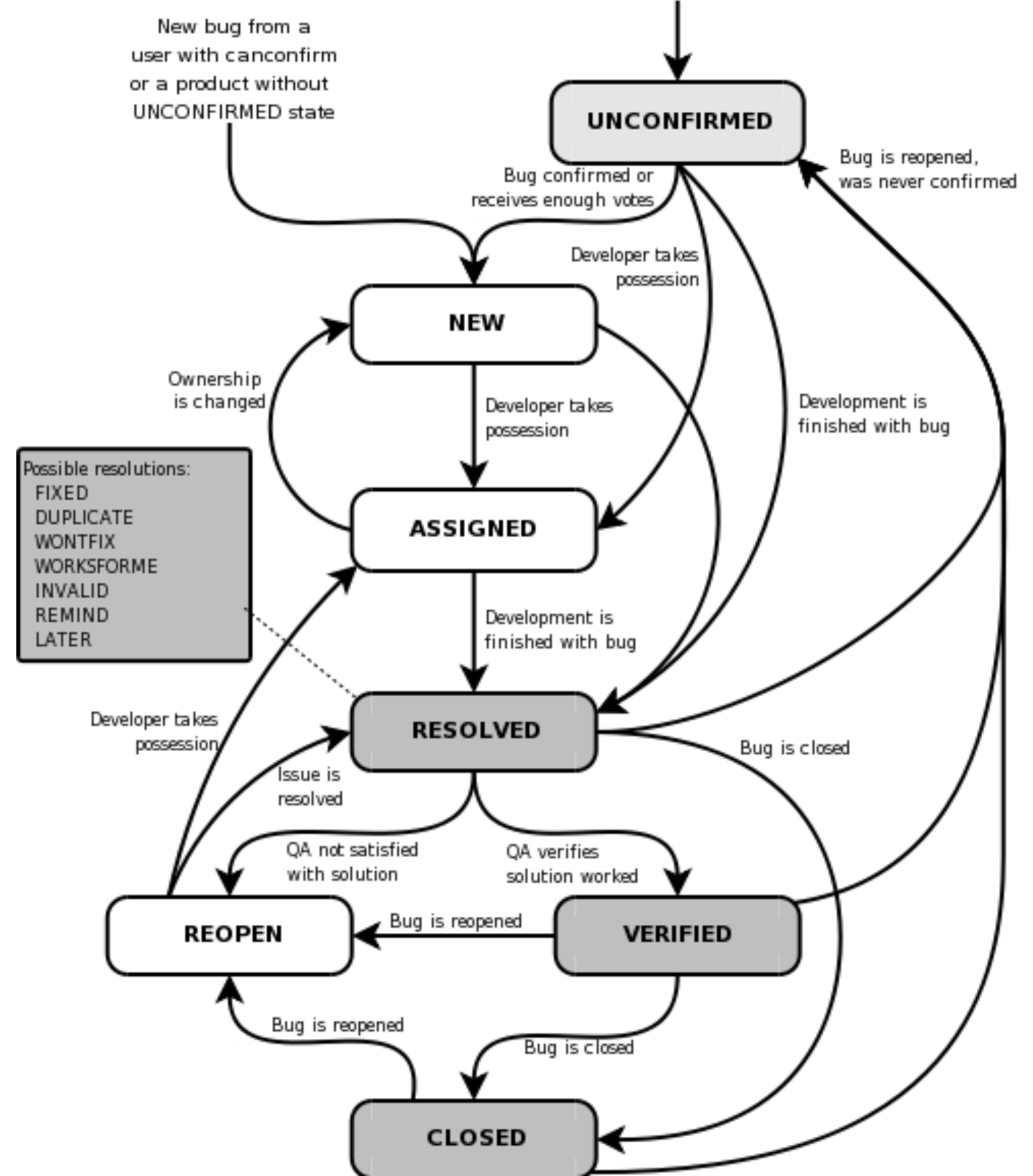
FEATURE

Defect Report Lifecycle

- The **defect report lifecycle** consists of a number of possible stages and actions, including **reporting, confirmation, triage, assignment, resolution, and verification.**
 - Not every defect report follows the same path
 - The overall process is *not linear*
 - There are multiple entry points, some cycles, and multiple exit points (and some never leave ...)
- The **status** of a defect report tracks its position in the lifecycle (“new”, “resolved”, etc.)

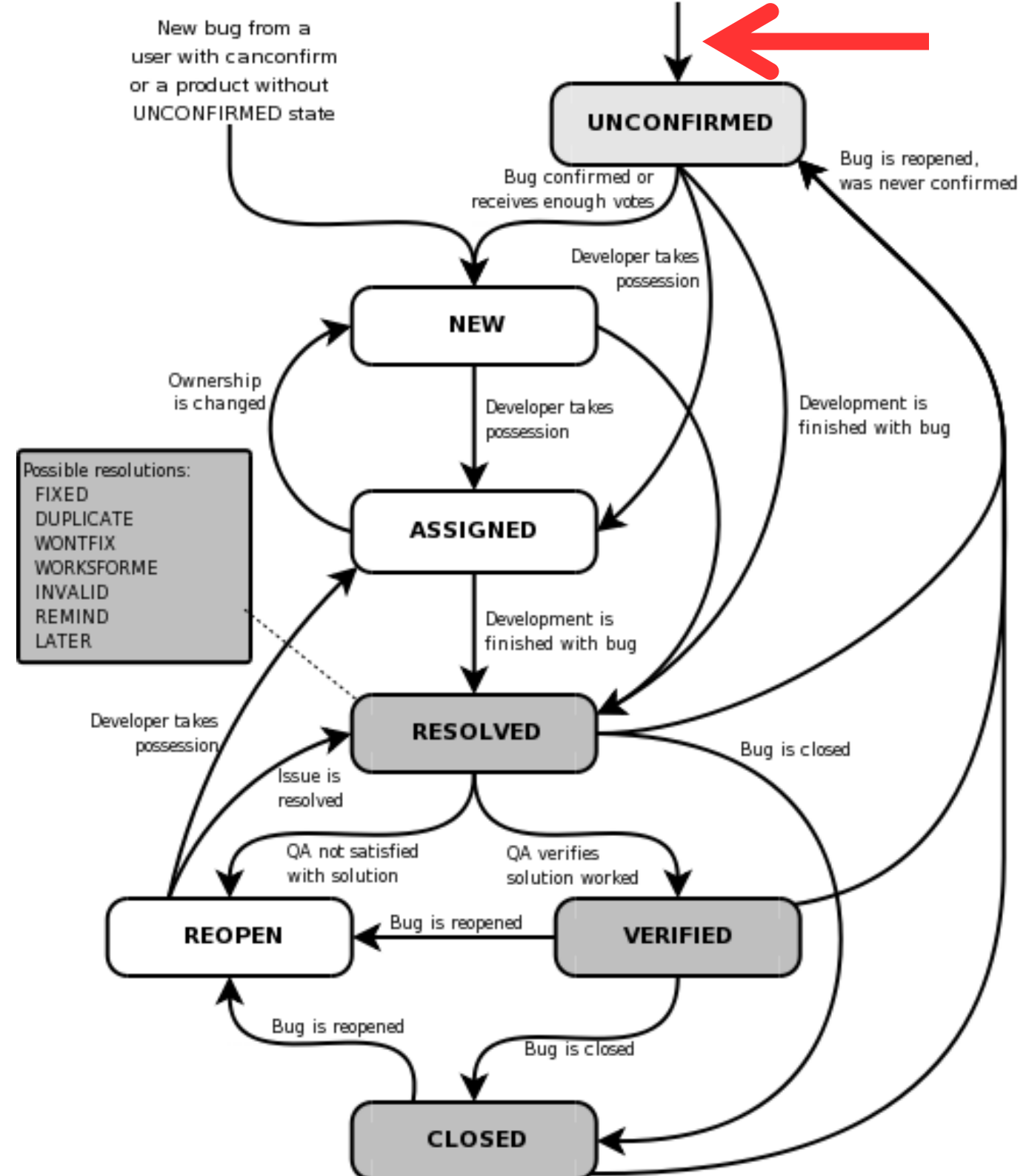
Report Lifecycle

- Bugzilla is a widely-used open-source issue tracker
- GitHub's built-in issue tracker is similar (less structured)



Bug is Reported

- New bug reports enter the system



Bug Report Sources

- Internal
 - Developers
 - QA / Testers
 - Reports are usually detailed, sophisticated
- External
 - Beta Testers
 - End Users
 - Reports are usually more general

Do End Users Submit Bug Reports?

Sending an error report to Microsoft



End-User Bug Reports

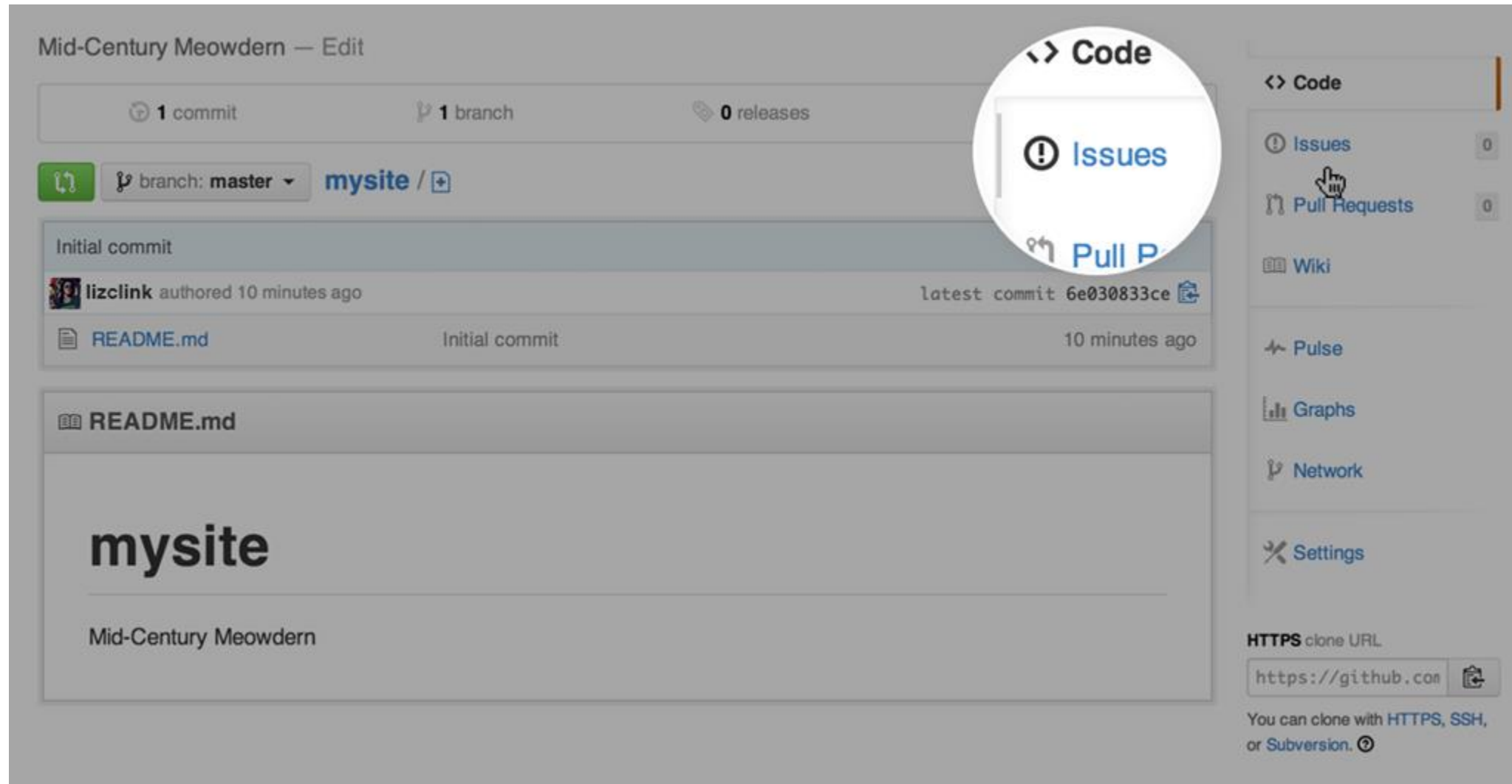
- Modern view: cannot count on end users to describe bugs in a helpful manner
 - The larger your user base is or the more of a “margin” business model you have, the truer this becomes
- Instead: these are **aggregated**





**KEEP
CALM
AND
FILE A
BUG REPORT**

Bug Reporting: GitHub



The screenshot shows the GitHub interface for a repository named "Mid-Century Meowdern". At the top, it indicates "1 commit", "1 branch", and "0 releases". Below this, the current branch is "master" and the repository name is "mysite". The main content area shows an "Initial commit" by "lizclink" from 10 minutes ago, with a file named "README.md". A callout box highlights the "Issues" link in the top navigation bar. The right sidebar contains links for "Code", "Issues", "Pull Requests", "Wiki", "Pulse", "Graphs", "Network", and "Settings". At the bottom right, there is a "HTTPS clone URL" field with the value "https://github.com" and a note that you can clone with HTTPS, SSH, or Subversion.

Mid-Century Meowdern — Edit

1 commit 1 branch 0 releases

branch: master mysite / +

Initial commit

lizclink authored 10 minutes ago latest commit 6e030833ce

README.md Initial commit 10 minutes ago

README.md

mysite

Mid-Century Meowdern

<> Code

Issues 0

Pull Requests 0

Wiki

Pulse

Graphs

Network

Settings

HTTPS clone URL

https://github.com

You can clone with HTTPS, SSH, or Subversion.

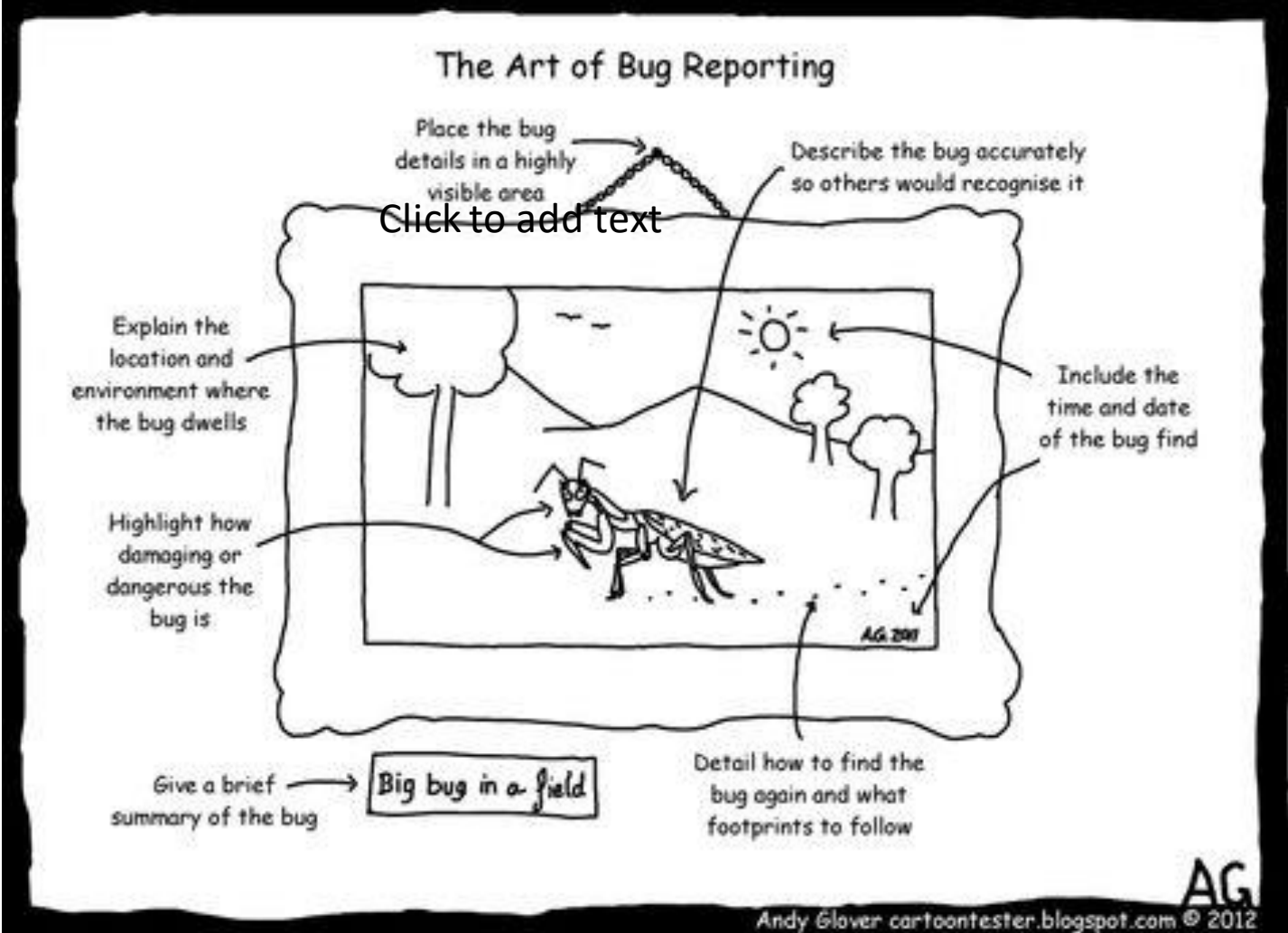
Issues Pull requests Labels Milestones Filters [New Issue](#)

🔔 104 Open ✓ 9,660 Closed Author ▾ Labels ▾ Milestones ▾ Assignee ▾ Sort ▾

- 🔔 **.form-group-sm .form-group-lg shrink textarea** confirmed css 4
#13989 opened 11 hours ago by limitstudios 🚩 v3.2.1
- 🔔 **Tooltip unnecessarily breaks into multiple lines when positioned to the right** confirmed js 0
#13987 opened 15 hours ago by hnrc02 🚩 v3.2.1
- 🔔 **Tooltip Arrows in Modal example facing wrong way** css 6
#13981 opened a day ago by SDCore
- 🔔 **Table improvement** css 0
#13978 opened a day ago by Tjoosten
- 🔔 **docs/dist files** docs 7
#13977 opened 2 days ago by XhmikosR 🚩 v3.2.1
- 🔔 **Potential solution to #4647** js 4
#13976 opened 2 days ago by julioarmandof
- 🔔 **Bootstrap site: right-hand navigation text becomes rasterized after scrolling** css docs 4
#13974 opened 2 days ago by mg1075 🚩 v3.2.1
- 🔔 **Dropdown toggle requires two clicks** js 1
#13972 opened 2 days ago by Kizmar

The Anatomy of a Bug Report

- What should be in a bug report?



Defect Report Components

The image shows a screenshot of a bug report interface with several red arrows pointing to specific components. The components are:

- Title:** Points to the bug ID "Bug 1194147" and the title "[AriesKK][Lock Screen]The home button will overlap with the lock icon on lockscreen."
- Assignee:** Points to the name "prateekjadhvani" in the status line.
- Status:** Points to the word "NEW" in the status line.
- Product:** Points to the "Product: Firefox OS" field in the product details section.

The bug report content includes:

- Bug ID:** Bug 1194147
- Title:** [AriesKK][Lock Screen]The home button will overlap with the lock icon on lockscreen.
- Status:** NEW Assigned to prateekjadhvani
- Product Details:**
 - Product: Firefox OS
 - Component: Gaia::System::Lockscreen
 - Status: NEW
 - Reported: 3 years ago
 - Modified: 2 years ago
- People:** Reporter: zouyi(Leave from Mozilla), Assigned: prateekjadhvani
- Tracking:**
 - Version: unspecified
 - Target: ---
 - Platform: ARM Gonk (Firefox OS)
- Firefox Tracking Flags:** (b2g-v2.5 affected, b2g-master affected)
- Details:** (Whiteboard: [2.5-aries-test-run-1])
 - Whiteboard: [2.5-aries-test-run-1]
 - Votes: 0 votes
 - QA Whiteboard: [MGSEI-Triage+]


Defect Report Attachments

- Screenshots
- Videos
- Stack Traces
- Data Files

- Note: **rarely** present
- Note: may come from **multiple** sources

▼ **Attachments** (6 attachments)

[AriesKK_v2.5.3gp](#)
3 years ago [zouyi\(Leave from Mozilla\)](#)
3.71 MB, video/3gpp

 [AriesKK_v2.5.png](#)
3 years ago [zouyi\(Leave from Mozilla\)](#)
741.35 KB, image/png

[Arieskk_v2.5_1.3gp](#)
2 years ago [zouyi\(Leave from Mozilla\)](#)
7.50 MB, video/3gpp

[logcatl_1110.txt](#)
2 years ago [zouyi\(Leave from Mozilla\)](#)
388.33 KB, text/plain

[Bug log: logcat_1412.txt](#)
2 years ago [SandKing](#)
287.58 KB, text/plain

[Bug video: Aries_v2.5.3GP](#)
2 years ago [SandKing](#)
3.45 MB, video/3gpp

"Ideal" Defect Report Comment: "Reproduction"

[1.Description]:

[AriesKK v2.5][Lock Screen]Enable PIN, and enter the EMERGENCY CALL from lockscreen, then launch camera by tapping HW-camera key, and return to EMERGENCY CALL again, tap home button, you will find the home button overlaps with lock icon.
See attachment: AriesKK_v2.5.3gp and logcat.txt
Found at: 10:33

[2.Testing Steps]:

Precondition: Set the lock screen PIN

1. Lock screen;
2. Slide the circle to unlock icon
3. Tap "EMERGENCY CALL"
4. Long tap HW-Camera key to launch camera
5. Tap home button
6. Repeat step 1~step 3
7. Tap home button

[3.Expected Result]:

7. Return to lock screen, and it is shown normally without any overlap

[4.Actual Result]:

7. Home button will overlap with lock icon

[5.Reproduction build]:

Device: Aries KK 2.5(Affected)
Build ID 20150811234258
Gaia Revision c7875bbc8b32e7b95cc55c9690b03b140905d84d
Gaia Date 2015-08-11 18:18:36
Gecko Revision <https://hg.mozilla.org/mozilla-central/rev/d4f3a8a75577e4af2914a4e899ca2e724f9715c4>
Gecko Version 43.0a1
Device Name aries
Firmware(Release) 4.4.2
Firmware(Incremental) eng.worker.20150811.230622
Firmware Date Tue Aug 11 23:06:29 UTC 2015
Bootloader s1

[6.Reproduction Frequency]:

Always Recurrence,5/5



10/10

WOULD

MERGE INTO
MASTER

Defect Reports: Conversations

- Defect reports are *not* static
- Instead, they are **updated over time**
 - Request more info
 - Assign to a dev
 - Discuss solutions
- The report is a log of all relevant activity

 Gerry Chang [:gchang]
Comment 2 • 3 years ago

This issue still happens in below build.
Build ID 20150825021113
Gaia Revision b441bde54293bea5254dc340845effe951fa3906
Gaia Date 2015-08-24 17:47:19
Gecko Revision <https://hg.mozilla.org/mozilla-central/rev/04b8c412d9f58fb>
Gecko Version 43.0a1
Device Name aries
Firmware(Release) 4.4.2

Hi Fred,
Can you help to dispatch this to right owner?

Flags: needInfo?(gasolin)

 gasolin@mozilla.com
Comment 3 • 3 years ago


Though its not a priority with soft homescreen button,
greg could you put it in the backlog?

Flags: needInfo?(gasolin) → needInfo?(gweng)

 Greg Weng [:snowmantw][:gweng][:A]
Comment 4 • 3 years ago


Could we analyze if it's Software Home Button issue or LockScreen issue first?

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 Prateek Jadhwan [:prateekjadhwan] (Assignee)
Comment 5 • 2 years ago

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 Prateek Jadhwan [:prateekjadhwan] (Assignee)
Updated • 2 years ago

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Comment 6 • 2 years ago

:gweng Would it be possible for you to assign it to me?
Thanks

Flags: needInfo?(gweng)

 [:fabrice] Fabrice Desré
Updated • 2 years ago

Assignee: nobody → prateekjadhwan

Trivia: Computing History

- This computer system was released in 2006 and featured an IBM Cell processor. It not only ran video games, but also was used in cluster computing for high-performance protein folding computation. The HPC community created its own Linux variant for this system: Yellow Dog Linux
- Initially, it sold at a \$200 - \$300 loss per unit, leading to the eventual retirement of the company's President

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Ken Kutaragi



PS3

Trivia: Movies

- This giant, lumbering paranormal monster from the Ghostbusters franchise appears when Gozer tells the heroes that it will take the form of the next thing they think of. Ray tries to think of “the most harmless thing ... that could never possibly destroy us.”

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[Stay Puft Marshmallow Man](#)



Psychology: Delayed Gratification

- A child is offered a choice between one reward *now* or two rewards *15 minutes later*.
- Over 600 children took part.
- Some would “cover their eyes with their hands or turn around so that they can't see the tray, others start kicking the desk, or tug on their pigtails, or stroke the marshmallow as if it were a tiny stuffed animal,” while others would simply eat the marshmallow as soon as the researchers left.

Psychology: Delayed Gratification

- Results:
 - A minority choose the single reward immediately
 - A majority attempted to wait the 15 minutes
 - One-third of those who attempted succeeded
 - Age was a major correlated factor
 - Trust/belief in reward also a major factor
- This work is well-known because of the associated follow-up studies and correlations

Psychology: Delayed Gratification

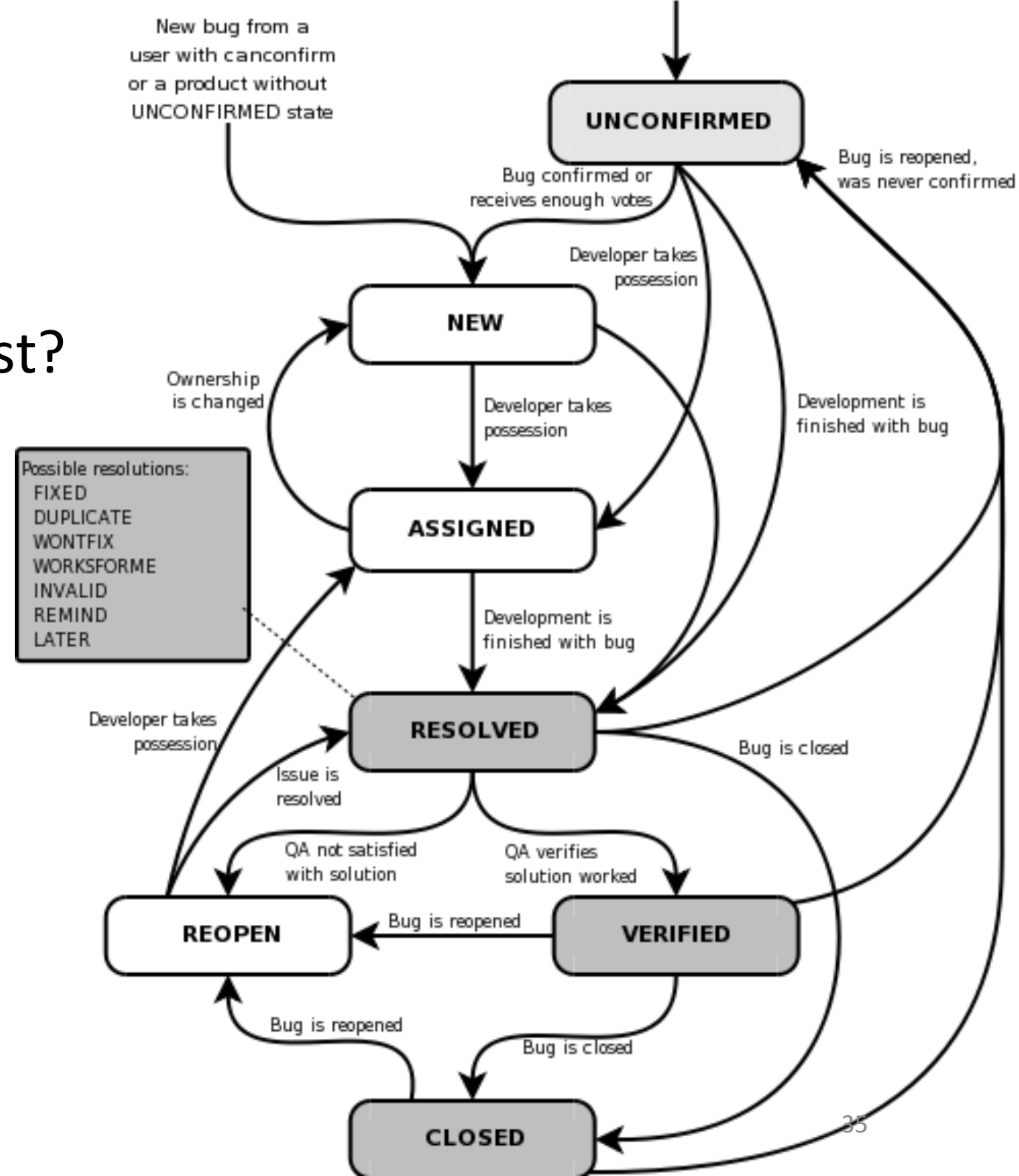
- The ability to delay gratification also correlates with higher SAT scores
- Brain imaging study of a sample from the original Stanford participants when they reached mid-life showed key differences between those with high delay times and those with low delay times in two areas: the prefrontal cortex (more active in high delayers) and the ventral striatum, (more active in low delayers) when they were trying to control their responses to temptations

Psychology: Delayed Gratification

- Also correlates with educational attainment, body-mass index, cognitive and academic competence, and ability to cope with frustration and stress in adolescence
- [Mischel, Walter; Ebbesen, Ebbe B. 1970. "Attention in delay of gratification". *Journal of Personality and Social Psychology*. 16 (2): 329–337]
- Implications for SE: "quick and dirty" fix or desire to "just start coding" vs. planning and using an SE process

Bug Triage

- Which bugs should we address first?



Triage

- **Triage** is the assignment of degrees of urgency to wounds or illnesses to decide the order of treatment of a large number of patients or casualties
- There are always more defect reports than resources available to address them
- Cost-benefit analysis
 - How expensive is it to **fix** this bug?
 - How expensive is it to **not** fix this bug?



Which Bugs Should We Fix?

- Common **Myth**:



Severity

- **Severity** is the degree of impact that a defect has on the development or operation of a component or system
 - “cost of not fixing it”
 - Bugzilla severity labels:

Severity	Meaning
Blocker	Blocks further development and/or testing work.
Critical	Crashes, loss of data (internally, not your edit preview!) in a widely used and important component.
Major	Major loss of function in an important area.
Normal	Default/average.
Minor	Minor loss of function, or other problem that does not affect many people or where an easy workaround is present.
Trivial	Cosmetic problem like misspelled words or misaligned text which does not really cause problems.
Enhancement	Request for a new feature or change in functionality for an existing feature.

Priority

- **Defect Priority** (Bug Priority) indicates the importance or urgency of fixing a defect.
- Phabricator examples:
 - **Needs Triage** - Default option, priority has not yet been determined
 - **Unbreak Now!** - Something is broken and needs to be fixed immediately, setting anything else aside
 - **High** - Someone is working or planning to work on this task soon
 - **Normal** - Less than High, but someone still plans to work on it
 - **Low** - Less than Normal, but someone still plans to work on it
 - **Lowest** - Nobody plans to work on this task

Priority Assignment Example

- Phabricator Agile example:
 - **High priority** for tasks committed for the current sprint, or that need to find an owner who can start working on them soon
 - **Normal priority** for tasks that are not critical for the current sprint or candidates for a next sprint
 - **Low priority** for tasks that we can live without, usually sitting in the backlog, sometimes added to a sprint
 - “As a rule of thumb, limit High priority task assignments for a single person to three, five in exceptional times.”

Severity vs. Priority

- Severity and Priority are often correlated, but are officially independent
 - A “Normal” Severity issue could currently be “Low” Priority if there are many outstanding “Critical” Severity issues, etc.
- Severity and Priority are used together (along with complexity, risk, etc.) to evaluate, prioritize and assign the resolution of reports
 - Distributed on-line voting (e.g., in open source)
 - In-person meeting (e.g., commercial)

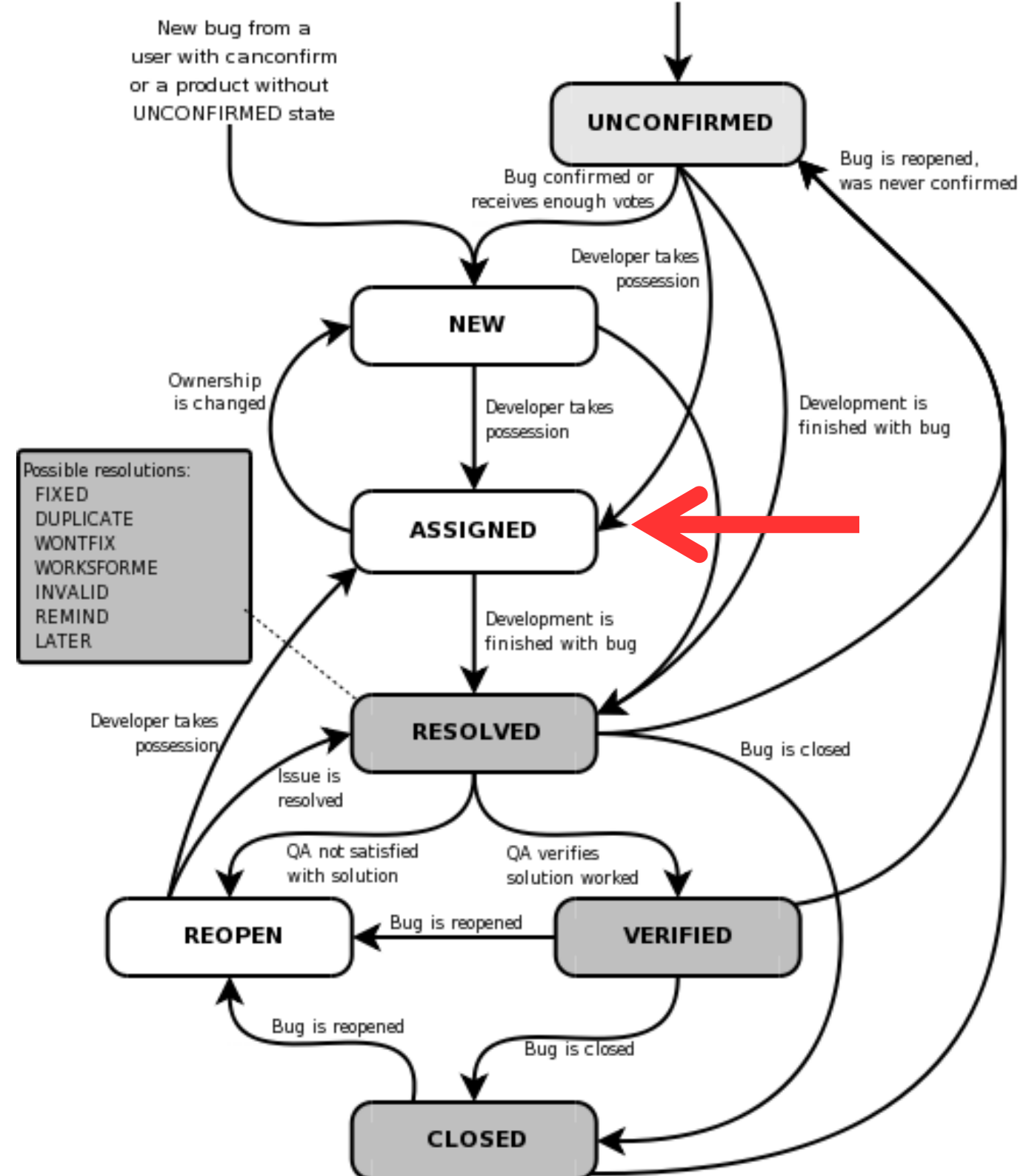
Simple Lie

- Supply + Demand → Price
- Severity + Priority → Triage



Bug Assignment

- Who should fix this bug?



Example

- **Severity** and **Priority** discussions
- **Assignment** discussions

Bug 1383052
**Intermittent dom/canvas/test/test_bitmapre
Host::Lock]**

NEW Unassigned

▼ **Status** (NEW bug which is in the backlog of work)

Product: > Core
Component: > Canvas: 2D
Importance: P3 critical
Status: NEW

Gerry Chang [:gchang]
Comment 2 • 3 years ago

This issue still happens in below build.
Build ID 20150825021113
Gaia Revision b441bde54293bea5254dc340845effe951fa3906
Gaia Date 2015-08-24 17:47:19
Gecko Revision <https://hg.mozilla.org/mozilla-central/rev/04b8c412d9f58fb>
Gecko Version 43.0a1
Device Name aries
Firmware(Release) 4.4.2

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[:fabrice] Fabrice Desré
Updated • 2 years ago

Assignee: nobody → prateekjadhwan

Defect Assignment

- An **assignment** associates a developer with the responsibility of addressing a defect report
- The current state of the art is “manual”
 - Distributed: developers watch the incoming bug report queue and claim defects for themselves
 - Centralized: one or more people in QA watch the incoming bug report queue and assign reports to a pool of developers
- Usually based who “owns” the implicated code

Near Future: Automatic Assignment

Who Should Fix This Bug?

John Anvik, Lyndon Hiew and Gail C. Murphy
Department of Computer Science
University of British Columbia
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ABSTRACT

Open source development projects typically support an open bug repository to which both developers and users can report bugs. The reports that appear in this repository must be triaged to determine if the report is one which requires attention and if it is, which developer will be assigned the responsibility of resolving the report. Large open source developments are burdened by the rate at which new bug reports appear in the bug repository. In this paper, we present a semi-automated approach intended to ease one part of this process, the assignment of reports to a developer. Our approach applies a machine learning algorithm to the open bug repository to learn the kinds of reports each developer resolves. When a new report arrives, the classifier produced by the machine learning technique suggests a small number of developers suitable to resolve the report. With this approach, we have reached precision levels of 57% and 64% on the Eclipse and Firefox development projects respectively.

However, this potential advantage also comes with a significant cost. Each bug that is reported must be *triaged* to determine if it describes a meaningful new problem or enhancement, and if it does, it must be assigned to an appropriate developer for further handling [13]. Consider the case of the Eclipse open source project¹ over a four month period (January 1, 2005 to April 30, 2005) when 3426 reports were filed, averaging 29 reports per day. Assuming that a triager takes approximately five minutes to read and handle each report, two person-hours per day is being spent on this activity. If all of these reports led to improvements in the code, this might be an acceptable cost to the project. However, since many of the reports are duplicates of existing reports or are not valid reports, much of this work does not improve the product. For instance, of the 3426 reports for Eclipse, 1190 (36%) were marked either as invalid, a duplicate, a bug that could not be replicated, or one that will not be fixed.

As a means of reducing the time spent triaging, we present

Near Future: Automatic Assignment

Who Should Fix This Bug?

Seven Years Later

ABSTRACT

Open source development bug repositories have many bug reports. The reports must be triaged to determine attention and if it is, responsibility of resolution. Open source developments are burdened with many bug reports appear in the bug reports. A semi-automated approach to the triage process, the assignment of reports to a developer. Our approach applies a machine learning algorithm to the open bug repository to learn the kinds of reports each developer resolves. When a new report arrives, the classifier produced by the machine learning technique suggests a small number of developers suitable to resolve the report. With this approach, we have reached precision levels of 57% and 64% on the Eclipse and Firefox development projects respectively.

Abstract—Large software development projects receive many bug reports and each of these reports needs to be triaged. An important step in the triage process is the assignment of the report to a developer. Most previous efforts towards improving bug report assignment have focused on using an activity-based approach. We address some of the limitations of activity-based approaches by proposing a two-phased location-based approach where bug report assignment recommendations are based on the predicted location of the bug. The proposed approach utilizes a noun extraction process on several information sources to determine bug location information and a simple term weighting scheme to provide a bug report assignment recommendation. We found that by using a location-based approach, we achieved an accuracy of 89.41% and 59.76% when recommending five developers for the Eclipse and Mozilla projects, respectively.

Index Terms—Bug Report Assignment, File Activity Histories, Named Entity Recognition, POS Filtering, Mining Software Artifacts.

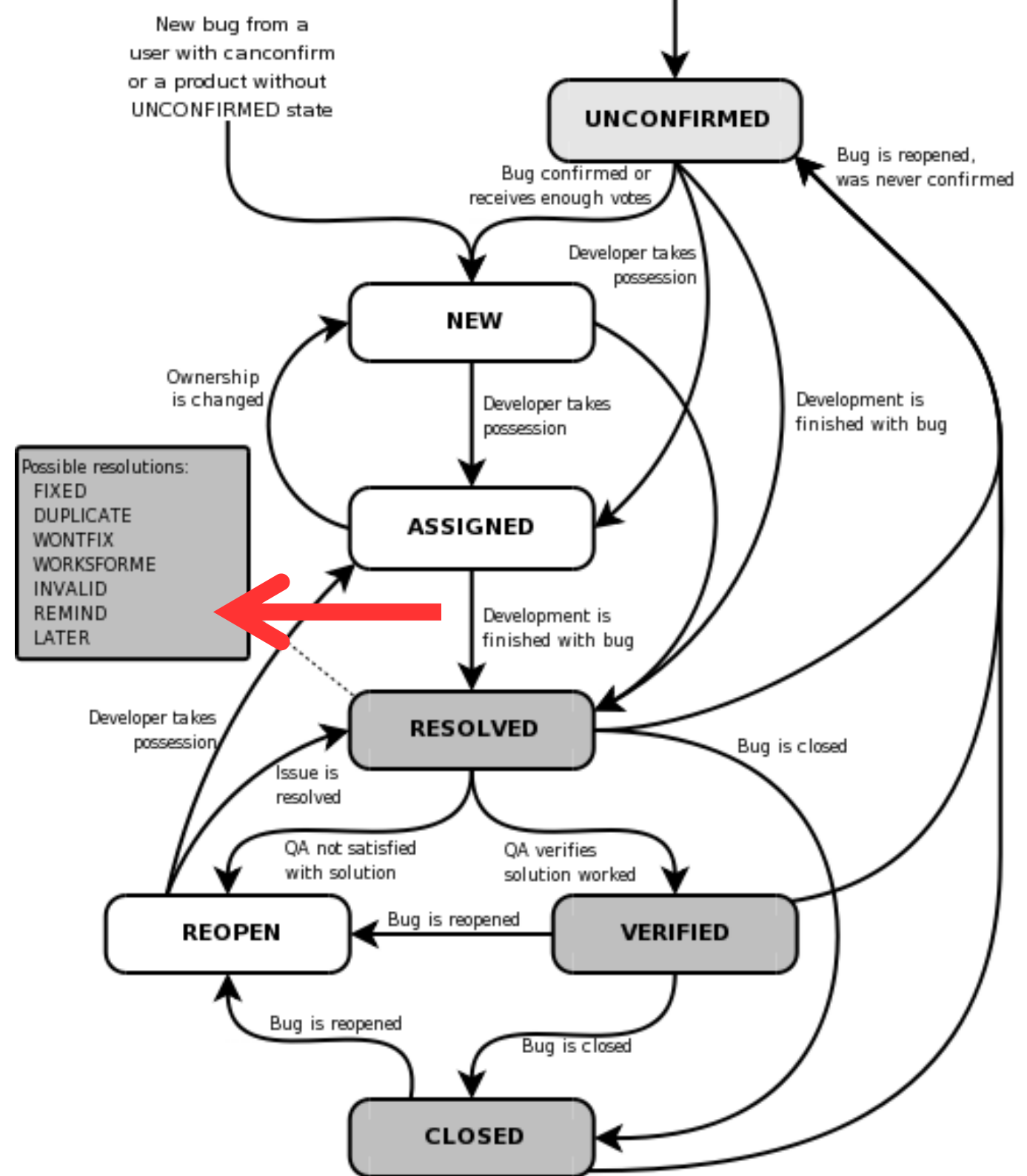
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Bug Resolution

- Did we fix it?



Defect Resolution

- Now that the defect report has been assigned to a developer, it can be localized, debugged, etc. Those are future lecture topics!
- A defect report **resolution** status indicates the result of the most recent attempt to address it
 - Important: resolved need **not** mean “fixed”

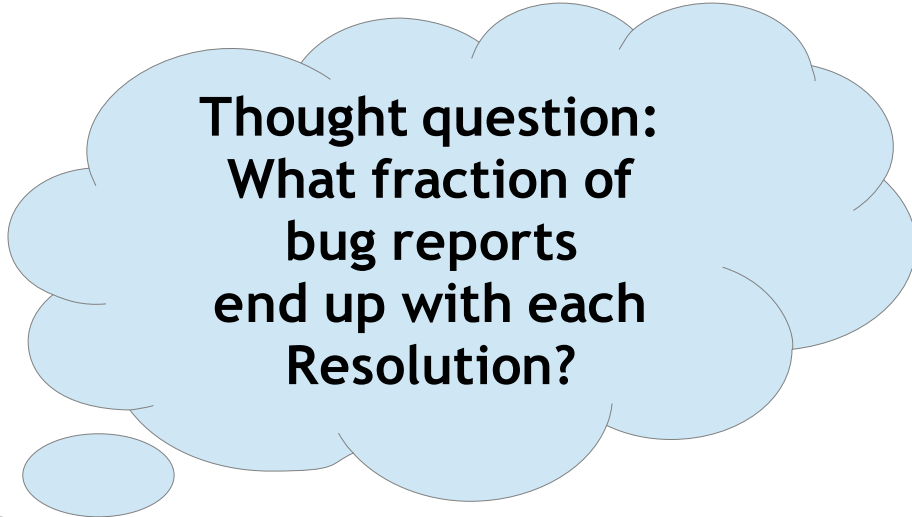


Possible Resolutions

- Bugzilla resolution options:
 - **FIXED** (give commit #)
 - **INVALID** (bug report is invalid)
 - **WONTFIX** (we don't ever plan to fix it)
 - **DUPLICATE** (link to other bug report #)
 - **WORKSFORME** (cannot reproduce, a.k.a. “WFM”)
 - **MOVED** (give link: filed with wrong project)
 - **NOTABUG** (report describes expected behavior)
 - **NOTOURBUG** (is a bug, but not with our software)
 - **INSUFFICIENTDATA** (cannot triage/fix w/o more)

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Thought question:
What fraction of
bug reports
end up with each
Resolution?

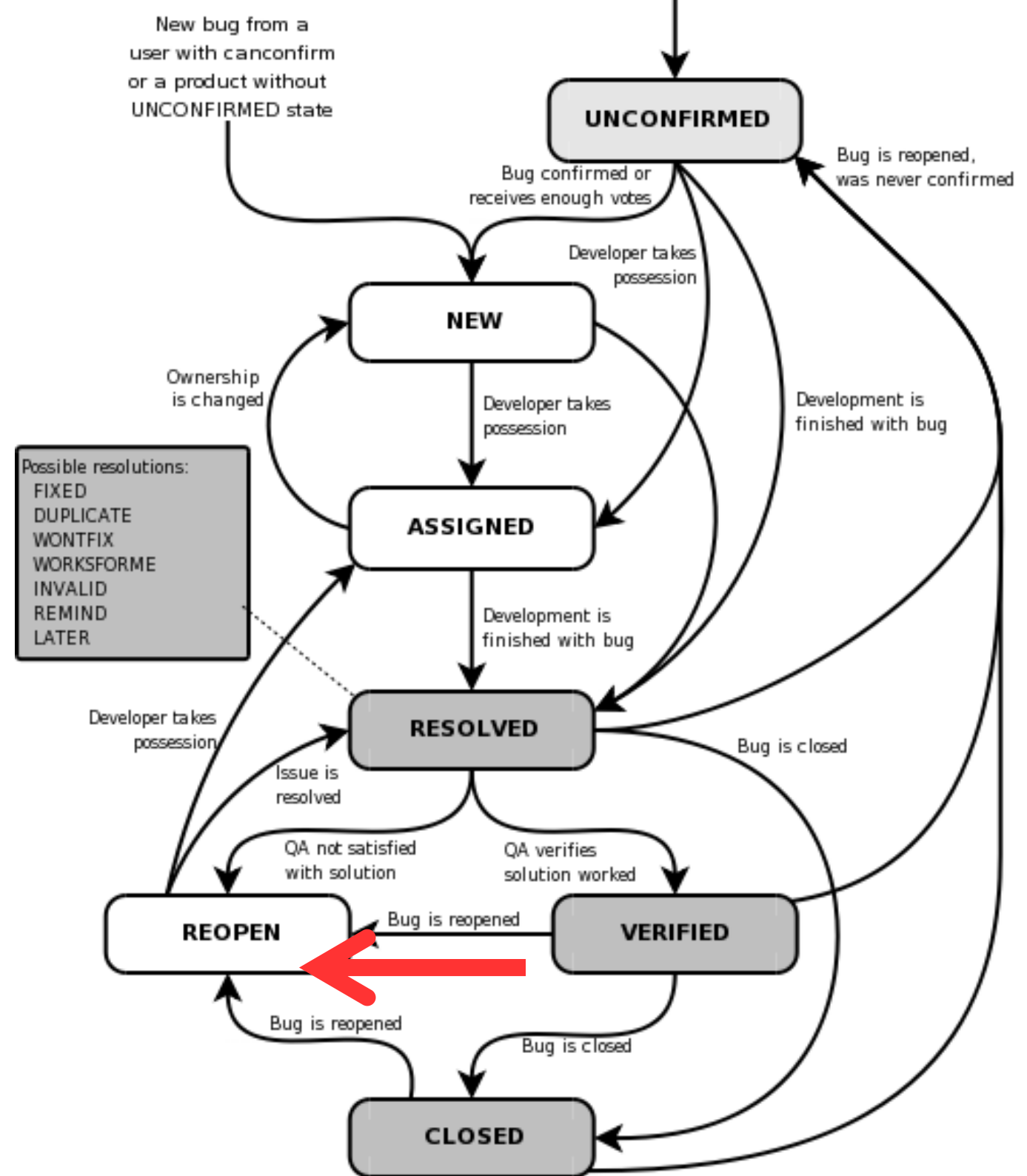
Duplicate, Invalid

A significant fraction of submitted bug reports are spurious duplicates that describe already-reported defects. Previous studies report that as many as 36% of bug reports were duplicates or otherwise invalid [2]. Of the 29,000 bug reports used in the experiments in this paper, 25.9% were identified as duplicates by the project developers.

- [Jalbert et al. Automated Duplicate Detection for Bug Tracking Systems. DSN 2008.]

Reopen?

- I thought we fixed it!



Reopened

- A defect report that was previously resolved (e.g. “FIXED”) may be **reopened** if later evidence suggests the old resolution is no longer adequate
 - “We thought this fixed it, but now others are reporting it.”
 - “We thought this was out of scope, but now we really need to address it.”
- Compare: **regression** testing
- Surely this only happens rarely?

Many Fixes Are Wrong

Even On Mature, Critical Software

This paper presents a comprehensive characteristic study on incorrect bug-fixes from large operating system code bases including Linux, OpenSolaris, FreeBSD and also a mature *commercial* OS developed and evolved over the last 12 years, investigating not only the mistake patterns during bug-fixing but also the possible *human reasons* in the development process when these incorrect bug-fixes were introduced. Our major findings include: (1) at least 14.8%~24.4% of sampled fixes for post-release bugs¹ in these large OSes are incorrect and have made impacts to end users. (2) Among several common bug types, concurrency bugs are the most difficult to fix correctly: 39% of concurrency bug fixes are incorrect. (3) Developers and reviewers for incorrect fixes usually do not have enough knowledge about the involved code. For example, 27% of the incorrect fixes are made by developers who have never touched the source code files associated with the fix. Our results provide useful guidelines to design new tools and also to improve the development process. Based on our findings, the commercial software

Large Study of Bug Reports

- 2000 defect reports in Linux, Mozilla, Apache
 - Memory Bugs: ~15%;
 - Semantic Bugs: ~75%;
 - Concurrency Bugs: ~10%
 - Bug→Crash: ~20%;
 - Bug→Wrong Behavior: ~80%
 - Why Crash? Memory Bugs ~55%
- Most common? ~50% of Mozilla bugs are GUI issues
- Whence security bugs? 30% memory bug causes (severe), 70% semantic bug causes

HW4: specially designed

- I removed the "static analysis" part: only about Unit Testing now
- Will be officially activated on 11:59pm, Sunday Mar 3

Object not found!

The requested URL was not found on this server. The link on the [referring page](#) seems to be wrong or outdated. Please inform the author of [that page](#) about the error.

If you think this is a server error, please contact the [webmaster](#).

Error 404

huang.isis.vanderbilt.edu

Apache/2.4.56 (Unix) OpenSSL/1.1.1t PHP/8.2.4 mod_perl/2.0.12 Perl/v5.34.1

HW4: 85% practice on jUnit + 15% exploration on SE Training and Education

- Will be officially activated on 11:59pm, Sunday Mar 3
- "Only and Special" homework to practice unit testing with several most advanced CS Education recommendations
 - Three groups: G1, G2, G3
 - Please follow the specific link sent to you once the homework is activated
 - Your instructions can be slightly different from others!
 - So don't ask your friends for their link
 - But the tasks are exactly the same
 - The link contains all detailed information and instructions for HW4
- You must work alone on HW4 (no teams allowed)

More about HW4

- Much easier than all other homework in terms on "how long it takes"; harder in terms of "special instructions I have to follow"
- Two tasks on Unit Testing "Don't worry, you will have enough time!"
 - Task 1 - "**MarsRoverAPI**" : no coding, **20 mins**
 - Task 2 - "**BowlingScoreKeeper**" : coding for unit testing, **60 mins**
 - Task 1 is a "warm up" for Task 2
 - Don't worry, the instructions will provide all information for Task 1 and 2 to help you understand it - the whole design is verified in a big study before
- Screen recording – one recording for the entire HW4 (Task 1&2)
 - **One continuous block of time for HW4**
 - All submission instructions will be clearly provided in the link
 - Take your time to understand the "bowling rules" first before recording
 - Recording – actual time you work on the tasks
- Grading
 - "Try your best" within the time: "80% of you reached expectation, then everyone get full credits"
 - How do we reward great performance?
 - Extra credits for top 10% in each group (we have 3 groups, you don't compete with people outside your own group)

Questions?

- Exam1