

Software Visualization



CS 4460

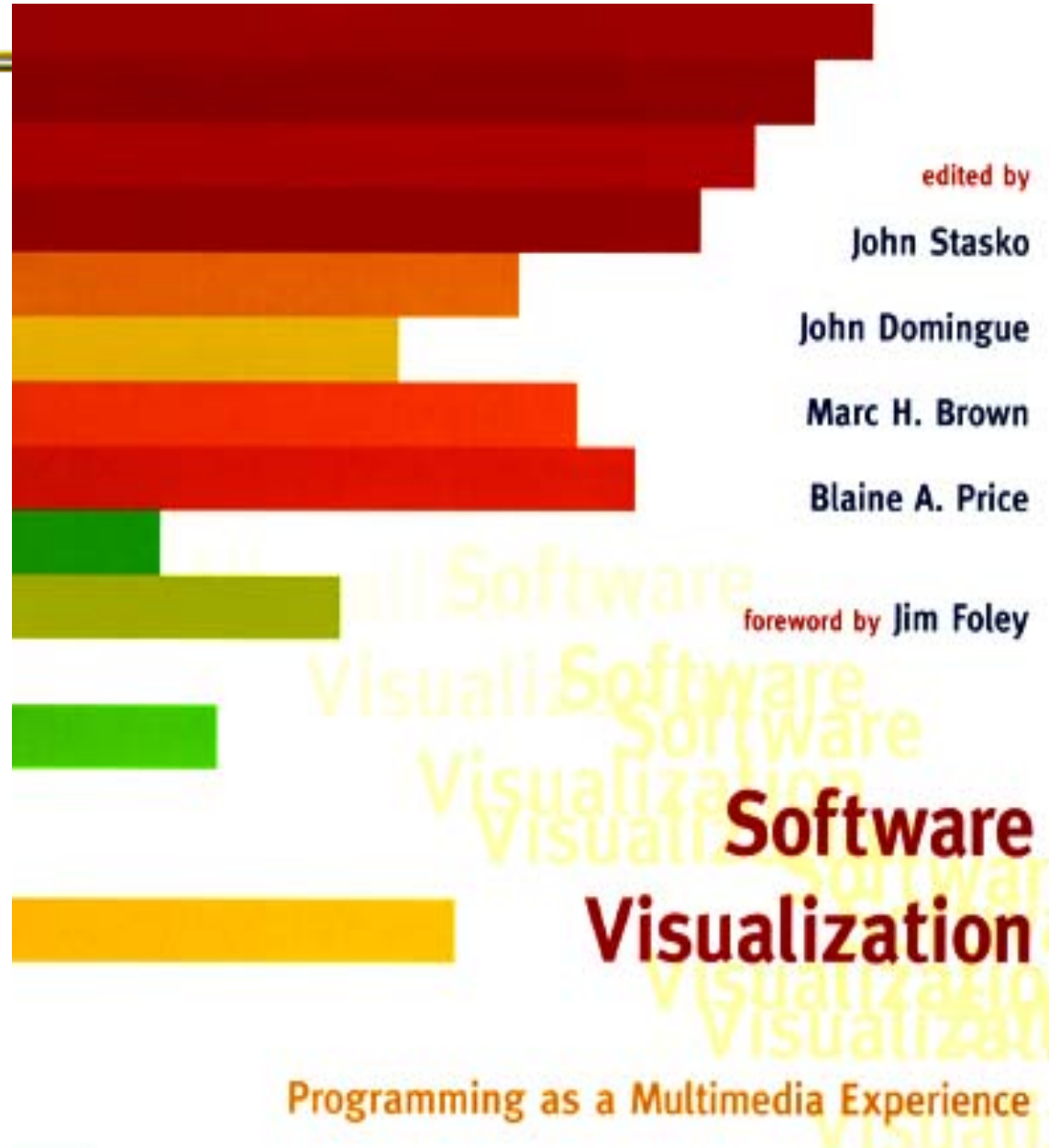
Last Revision: November 2016

Software Visualization

Definition

“The use of the crafts of typography, graphic design, animation, and cinematography with modern human-computer interaction and computer graphics technology to facilitate both the human understanding and effective use of computer software.”

Price, Baecker and Small, '98



Subdomains



- Two main subareas of software visualization
 - Program visualization
 - Use of visualization to help programmers, coders, developers
 - Software engineering focus
 - Algorithm visualization
 - Use of visualization to help teach algorithms and data structures
 - Pedagogy focus

Caveat



- This is a HUGH area
- Presentation goal: provide flavor of kinds of techniques and systems that have been created
 - Lots of screen shots
 - Some videos

Program Visualization



- Can be as simple as enhanced views of program source
- Can be as complex as views of the execution of a highly parallel program, its data structures, run-time heap, etc.

PV is a big research Area



2nd IEEE Working
Conference on
Software Visualization

Sep 29 - 30, 2014, Victoria, CA

ACM Symposium on Software Visualization

October 25-26, 2010 Salt Lake City, Utah, USA

Co-Located with [IEEE VisWeek 2010](#)

SoftVis 2010 Program

October 25

9:10am

Welcome and Keynote Presentation

A Pragmatic Perspective on Software Visualization
Arie van Deursen (*Delft University of Technology*)

2:10pm

Session 1: New Visualization and Interaction Techniques

Session Chair: John Stasko (*Georgia Institute of Technology*)

An Interactive Ambient Visualization for Code Smells
Emerson Murphy-Hill (*North Carolina State University*)
Andrew P. Black (*Portland State University*)

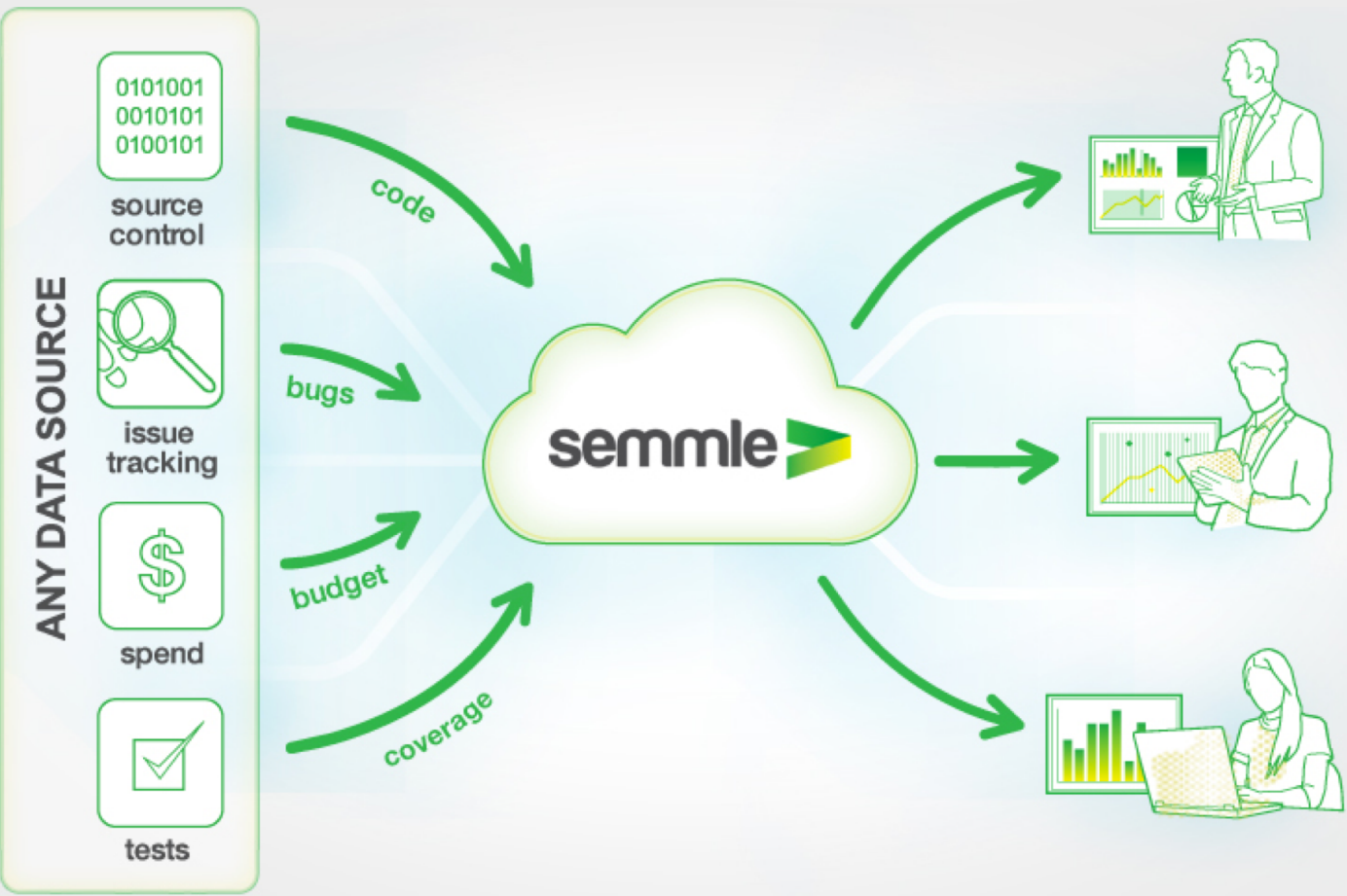
CodePad: Interactive Spaces for Maintaining Concentration in Programming Environments
Chris Parnin (*Georgia Institute of Technology*)
Carsten Görg (*Georgia Institute of Technology*)
Spencer Rugaber (*Georgia Institute of Technology*)

PV is a Big Product Category



- Do Google searches on
 - Program visualization
 - Code visualization
 - Software visualization
- Lots of companies/products
- List of some tools at <http://softvis.wordpress.com/tools/>
- <https://scitools.com/feature-category/graphing/>

<http://semml.com/solutions/>



Executive >

- Orchestrate outsourcing
- Control costs
- Comply with regulatory standards

Management >

- Identify training needs
- Assess impact of architecture changes
- Set maintenance priorities

Technical >

- Benchmark your performance
- Pinpoint code discrepancies
- Maximize your contribution



Beautiful code

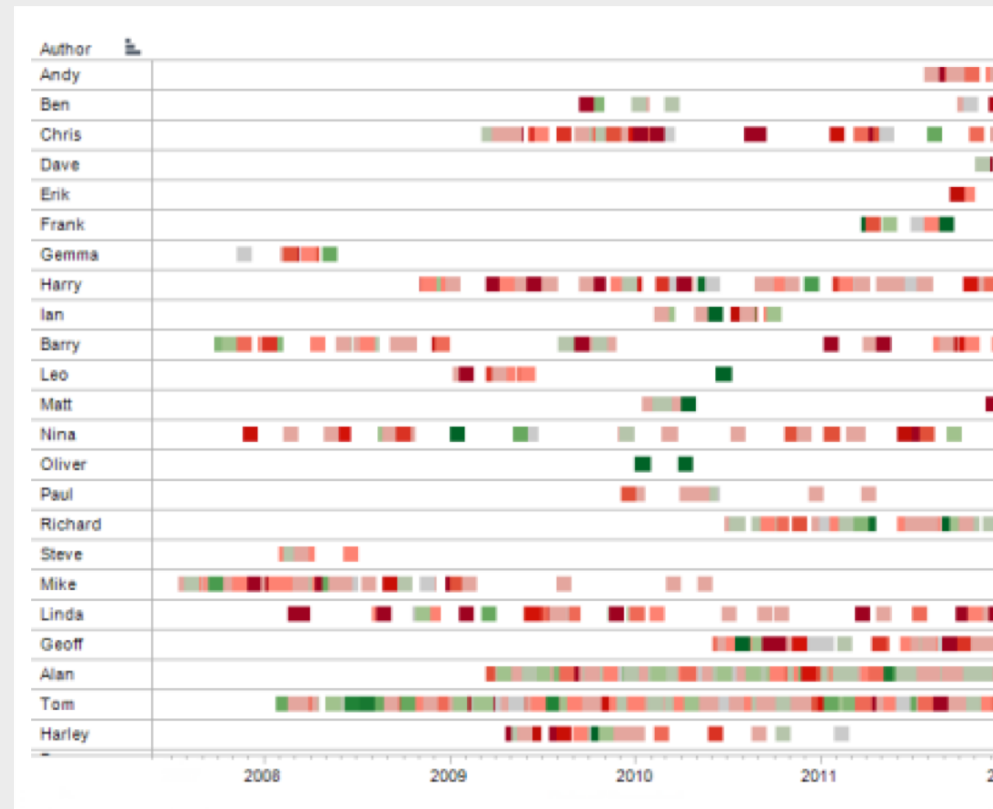
|

Who's creating it?

If you're in the business of producing code, you take professional pride in what you do. How do you find out if your pride is justified? Are you making the contribution you think you are? Are other developers doing it better? Use Semml to:

- Compare how much you contribute and how good it is
- See graphically presented tips on improvement
- Take credit for your clean-up work.

Semml shows you where you excel, and gives you a view you might never have had of how you can go further. It creates an environment where everyone appreciates the value and power of perfectly written code.



What Might We Visualize?



1. Structure of code base
 - Static – not execution time
2. Dynamic (run-time) behavior of code base
3. Software development team & code base dynamics
 - Code repository structure/evolution
 - Program team communications patterns





Talk to your
neighbor 😊

Static Structure of Code Base



- Call graphs
- Object class hierarchy
- Scope of variables
- Code module sizes
- ??
- ??

Execution Data



Summaries, such as

- Total running time
- Number of times a method was called
- Amount of time CPU was idle
- Bytes read/written
- Memory high-water mark
- Etc etc etc

Details, such as

- Memory allocations
- System calls
- Cache misses
- Page faults
- Pipeline flushes
- Process scheduling
- Completion of disk reads or writes
- Message receipt
- Application phases
- Etc etc etc

Test Results



- Hundreds, maybe thousands of tests
- For each test:
 - Purpose
 - Result (pass or fail)
 - Could be per-configuration or per-version
 - Relevant parts of the code

Really Detailed Execution Data



- Logging virtual machines can capture *everything*
 - Enough data to *replay* program execution and recreate the entire machine state at any point in time
 - Allows “time-traveling”
 - For long running systems, data could span months
- Uses:
 - Debugging
 - Understanding attacks

Team and Code Base Evolution/Dynamics



- Who wrote code
- Who modified code
- History of code modifications (ala Wikipedia)
- Programmer productivity
- Programmer bug frequency
- Programmer interactions
- ??
- ??

VISSOFT 2014 Program



- [Combining Tiled and Textual Views of Code](#)
- [Integrating Anomaly Diagnosis Techniques into Spreadsheet Environments](#)
- [Action-Based Visualization](#)
- [Slicing-Based Techniques for Visualizing Large Metamodels](#)
- [Search Space Pruning Constraints Visualization](#)
- [Live coding the SynthKit: Little Bits as an Embodied Programming Language](#)
- [A Domain-Specific Language for Visualizing Software Dependencies as a Graph](#)
- [Feature Relations Graphs: A Visualisation Paradigm for Feature Constraints in Software Product Lines](#)
- [Validation of Software Visualization Tools: A Systematic Mapping Study](#)
- [Using a Task-Oriented Framework to Characterize Visualization Approaches](#)
- [Mr. Clean: A Tool for Tracking and Comparing the Lineage of Scientific Visualization Code](#)
- [Visual Clone Analysis with SolidSDD](#)
- [Polyptychon: A Hierarchically-Constrained Classified Dependencies Visualization](#)
- [How Developers Visualize Compiler Messages: A Foundational Approach to Notification Construction](#)
- [Lightweight Structured Visualization of Assembler Control Flow Based on Regular Expressions](#)
- [Templated Visualization of Object State with Vebugger](#)
- [The Challenge of Helping the Programmer during Debugging](#)
- [ChronoTwigger: A Visual Analytics Tool for Understanding Source and Test Co-evolution](#)
- [Visualizing the Evolution of Systems and Their Library Dependencies](#)
- [AniMatrix: A Matrix-Based Visualization of Software Evolution](#)
- [Visualizing Developer Interactions](#)
- [Information Visualization for Agile Software Development](#)
- [FAVe: Visualizing User Feedback for Software Evolution](#)

SoftVis 2010 Program

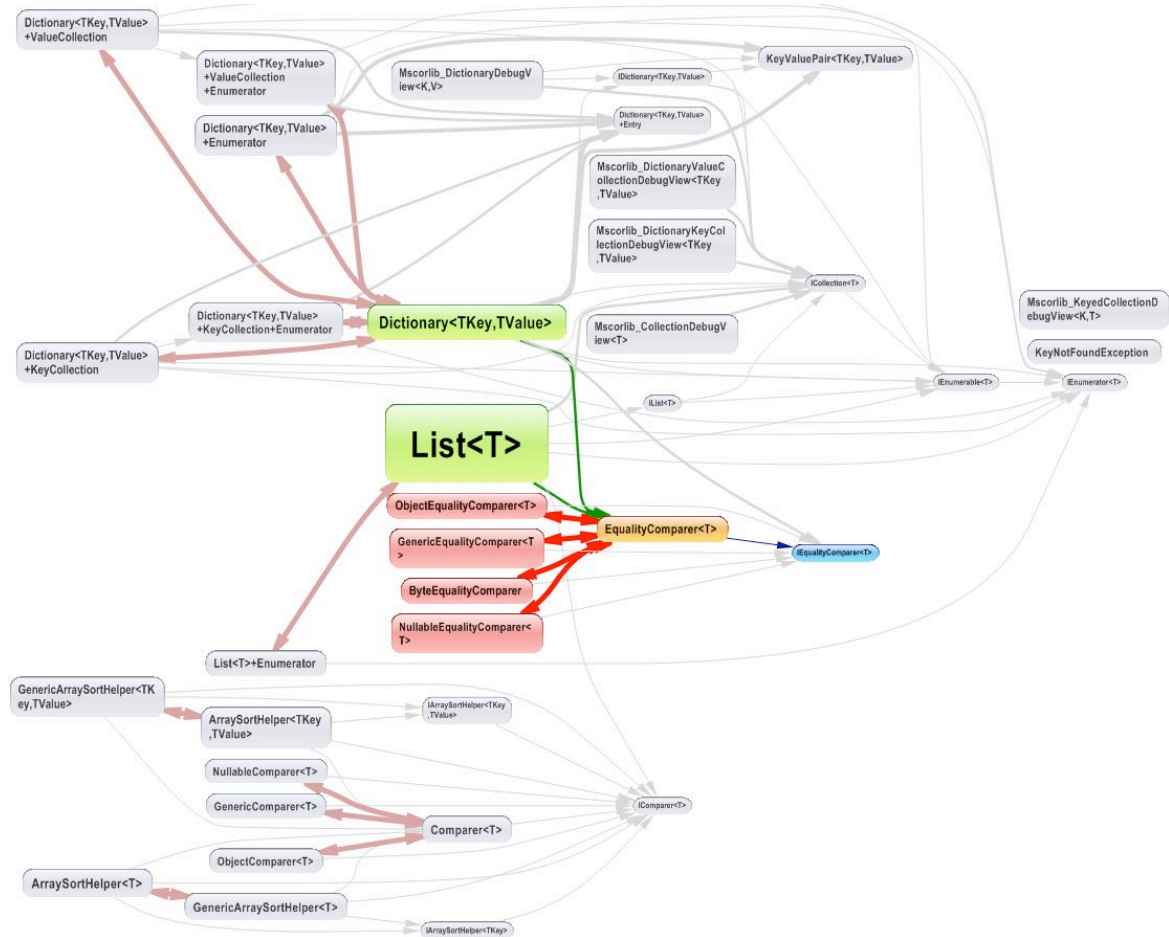


- An Interactive Ambient Visualization for Code Smells
- CodePad: Interactive Spaces for Maintaining Concentration in Programming Environments
- User Evaluation of Polymetric Views Using a Large Visualization Wall
- Software Evolution Storylines
- AllocRay: Memory Allocation Visualization for Unmanaged Languages
- Heapviz: Interactive Heap Visualization for Program Understanding and Debugging
- A Map of the Heap: Revealing Design Abstractions in Runtime Structures
- Trevis: A Context Tree Visualization & Analysis Framework and Its Use for Classifying Performance Failure Reports
- Exploring the Inventor's Paradox: Applying Jigsaw to Software Visualization
- Dependence Cluster Visualization
- Towards Anomaly Comprehension: Using Structural Compression to Navigate Profiling Call-Trees
- Embedding Spatial Software Visualization in the IDE: An Exploratory Study
- 3D Kiviati Diagrams for the Interactive Analysis of Software Metric Trends
- Graph Works - Pilot Graph Theory Visualization Tool
- Visualizing Software Entities Using a Matrix Layout
- ImpactViz: Visualizing Class Dependencies and the Impact of Changes in Software Revisions
- VIPERS: Visual Prototyping Environment for Real-Time Imaging Systems
- Towards Automated Analysis and Visualization of Distributed Software Systems
- TIE: An Interactive Visualization of Thread Interleavings
- GEM: Graphical Explorer of MPI Programs
- Fault Forest Visualization
- Visualizing Windows System Traces
- Understanding Complex Multithreaded Software Systems by Using Trace Visualization
- Zinsight: A Visual and Analytic Environment for Exploring Large Event Traces
- Jype - A Program Visualization and Programming Exercise Tool for Python Off-Screen Visualization Techniques for Class Diagrams
- An Automatic Layout Algorithm for BPEL Processes
- Visual Comparison of Software Architectures
- Representing Development History in Software Cities
- Frank xDIVA: Automatic Animation Between Debugging Break Points
- Understanding Relaxed Memory Consistency Through Interactive Visualization of the Execution of Object Orientated Concurrent Programs

Commercial System Screen Shots



Dependency Graph



Ndepend commercial product;

<http://www.ndepend.com/SampleReports/OnDb4o/NdependReport.html#/?screen=Main>

Graph and Matrix Rep'n

The screenshot displays the NDepend interface in Microsoft Visual Studio. The main window is split into two panes: a Dependency Graph on the left and a Dependency Matrix on the right.

Dependency Graph: Shows a network of nodes representing .NET assemblies. The nodes are: PaintDotNet.Effects, PaintDotNet.Data, PdnLib, PaintDotNet.Resources, PaintDotNet.SystemLayer, PaintDotNet.StylusReader, System.Runtime.Serialization.Formatters.Soap, System.Xml, System, System.Drawing, ISharpCode.SharpZipLib, System.Windows.Forms, and mscorlib. Edges represent dependencies, with thickness indicating the strength of coupling. A red arrow points from PaintDotNet.Data to PdnLib, indicating a direct dependency.

Dependency Matrix: A table showing the relationship between assemblies. The rows and columns are ordered as follows: PaintDotNet.Effects, PaintDotNet.Data, PdnLib, PaintDotNet.Resources, PaintDotNet.SystemLayer, PaintDotNet.StylusReader, mscorlib, System.Windows.Forms, System.Drawing, System, System.Xml, System.Runtime.Serialization.Fc, and ISharpCode.SharpZipLib. The matrix shows the number of members involved in the dependency between assemblies.

| | 0 | 1 | 2 | 3 | 4 | 5 |
|---------------------------------|----|-----|-----|-----|-----|-----|
| PaintDotNet.Effects | 0 | 5 | 136 | 96 | | |
| PaintDotNet.Data | 1 | 5 | 249 | 46 | 16 | |
| PdnLib | 2 | 156 | 160 | 23 | 102 | |
| PaintDotNet.Resources | 3 | 7 | 5 | 12 | 2 | |
| PaintDotNet.SystemLayer | 4 | 19 | 63 | 3 | 2 | |
| PaintDotNet.StylusReader | 5 | | | | 2 | |
| mscorlib | 6 | 93 | 161 | 296 | 73 | 204 |
| System.Windows.Forms | 7 | 158 | 166 | 220 | 7 | 96 |
| System.Drawing | 8 | 68 | 116 | 396 | 8 | 60 |
| System | 9 | 11 | 16 | 52 | 3 | 26 |
| System.Xml | 10 | | 7 | | | |
| System.Runtime.Serialization.Fc | 11 | | 4 | | | |
| ISharpCode.SharpZipLib | 12 | | | | | |

Context-Sensitive Help: A tooltip explains the graph's edge thickness: "The edge pointed indicates that the .net assembly **PaintDotNet.Data** is directly using the .net assembly **PdnLib**. On this graph, the thicknesses of edges are proportional to the strength of coupling in terms of **number of members involved** (see the option Edge Thickness)." It also includes a "How to obtain a ..." section with options like "Dependency Graph", "Callers - Callees Graph", "Class Inheritance Graph", "Coupling Graph", "Path from A to B Graph", and "Dependency Cycle Graph".

Ndepend Video <http://www.ndepend.com/features/> - overview

Code Hierarchy Treemap; Lines of Code

The screenshot displays the Microsoft Visual Studio interface with the Metrics tool open. The Metrics tool shows a treemap visualization of code hierarchy based on Lines of Code (LOC). The treemap is color-coded by namespace, with blue representing the top 100 methods. A context menu is visible over the treemap, listing selection options: Select Top 10, 20, 50, 100, 200, 500, 1000, 2000, and 5000. The CQL Query window shows a query for the top 100 methods by LOC.

Metrics Tool Configuration:

- Level: Method
- Metric: # lines of code (LOC): 1 line = 10,6 pixels

CQL Query:

```
SELECT TOP 100 METHODS ORDER BY NbLinesOfCode DESC
```

| methods | # lines code (LOC) |
|--------------------------------------|--------------------|
| 100 methods matched | |
| nunit-gui-runner (14 methods) | 2 496 |
| nunit.uikit (20 methods) | 3 785 |
| pnunit-launcher (2 methods) | 343 |
| nunit.uiexception.tests (12 methods) | 2 175 |
| nunit-console-runner (3 methods) | 344 |
| nunit.core (15 methods) | 3 388 |
| nunit.framework.tests (8 methods) | 3 078 |
| NUnit.Framework.Tests (8 methods) | 1 799 |
| EqualsFixture (1 method) | 218 |
| =EqualsSameTypes() | 62 |
| NullableTypesTests (1 method) | 127 |
| =CanCompareNullableMixedNum | 57 |
| NotEqualFixture (1 method) | 54 |
| =NotEqualSameTypes() | 42 |
| GreaterFixture (1 method) | 73 |
| LessEqualFixture (2 methods) | 106 |
| LessFixture (1 method) | 88 |
| GreaterEqualFixture (1 method) | 82 |
| | 5 535 |

Context-Sensitive Help:

In this Metric View, each rectangle represents a **method**. The area of a rectangle is proportional to the **# lines of code (LOC)** of the corresponding method.

This graphic is a **Treemap** that represents code hierarchically; brothers methods are grouped in their declaring type rectangle, same for types declared in the same namespace, and namespaces declared in the same assembly.

Blue rectangles represent the **100 methods** matched by the active CQL query.

Treemap helps see patterns that would be hard to spot with other ways

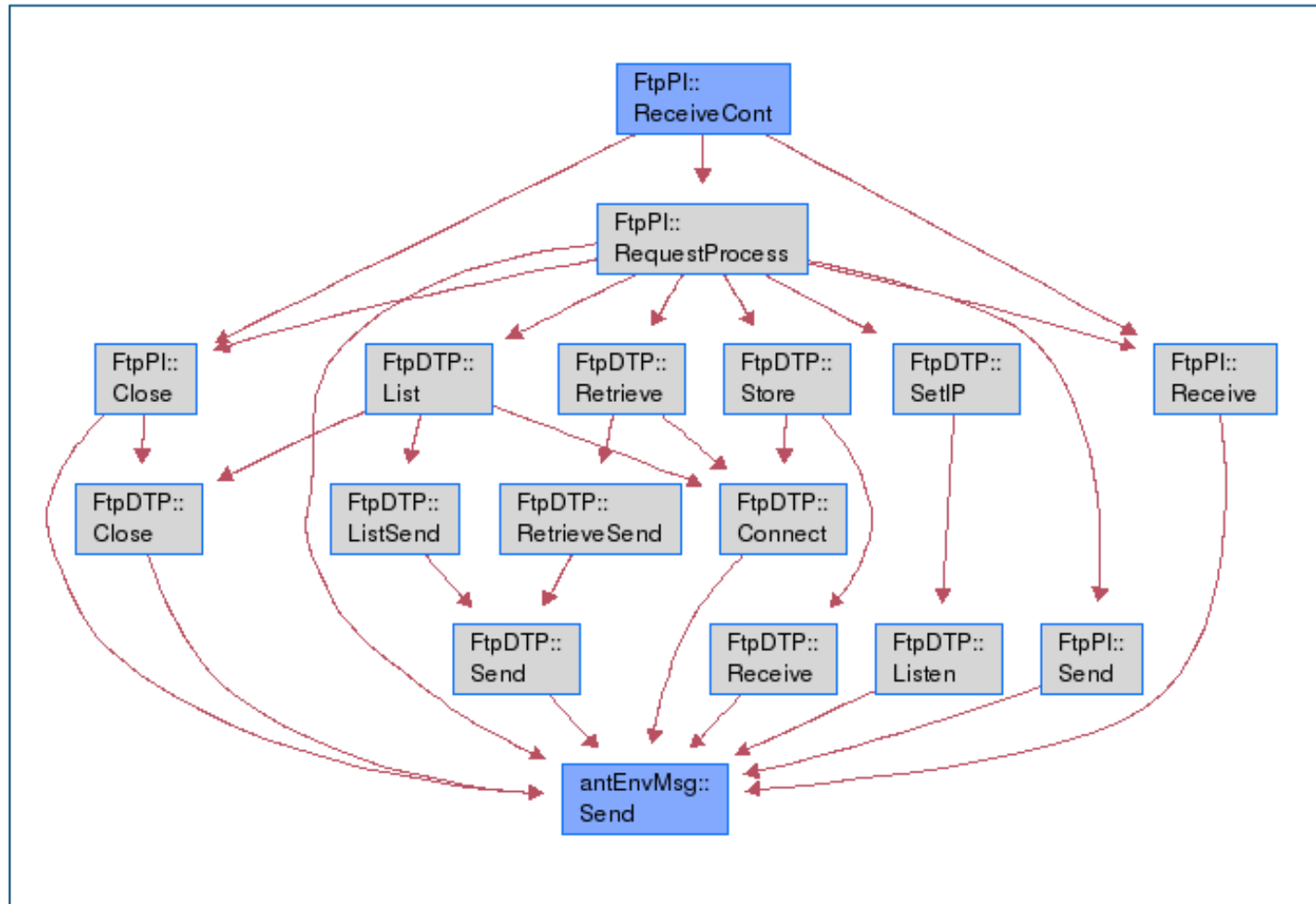
- Too Big - Too Complex
- Flaws Localization
- Code Coverage Density
- Top-Down Code Exploration
- Code Structure Observations

NDepend

Imagix - <http://www.imagix.com/>



Through the **Paths Between Functions** query, Imagix 4D identifies both direct and transitive call dependencies between the two target functions. Any and all paths through the calling hierarchy in which one function calls the other are displayed.



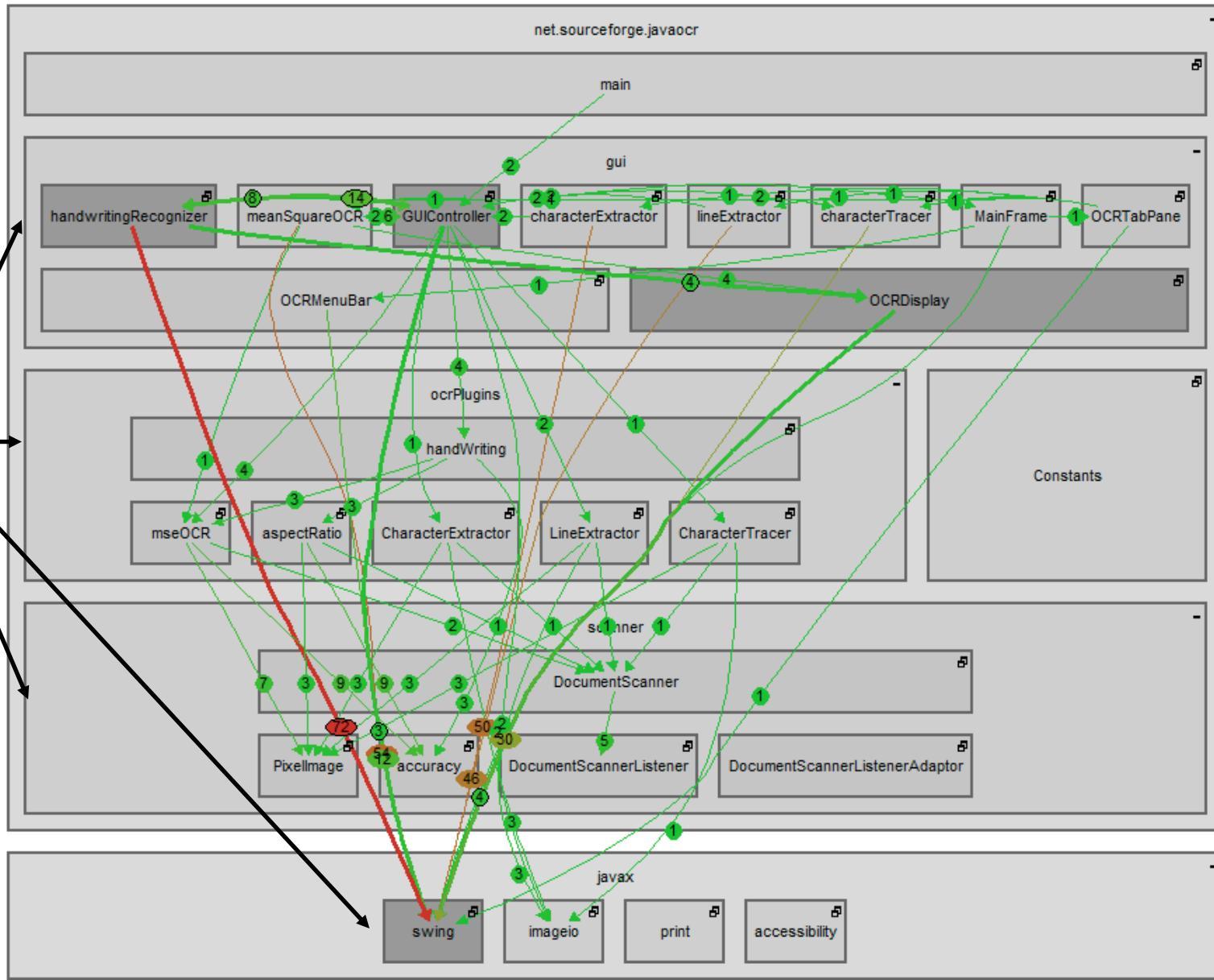
The functions (blue-sided rectangles) and calls (red lines) in the call tree from ReceiveCont to Send are laid out from top to bottom.

Imagix

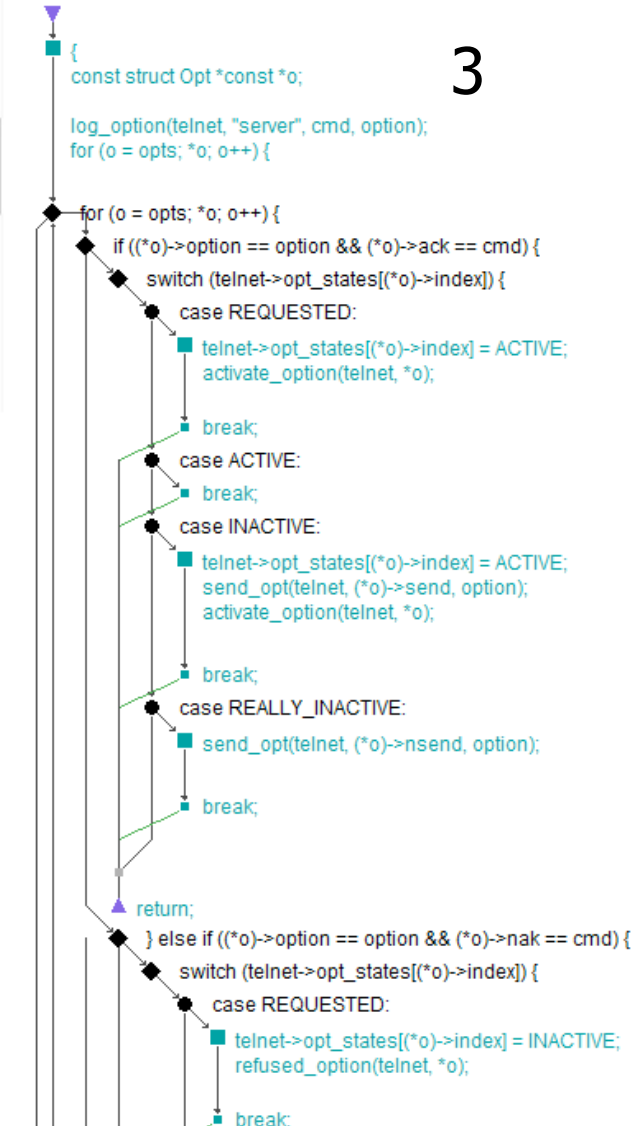
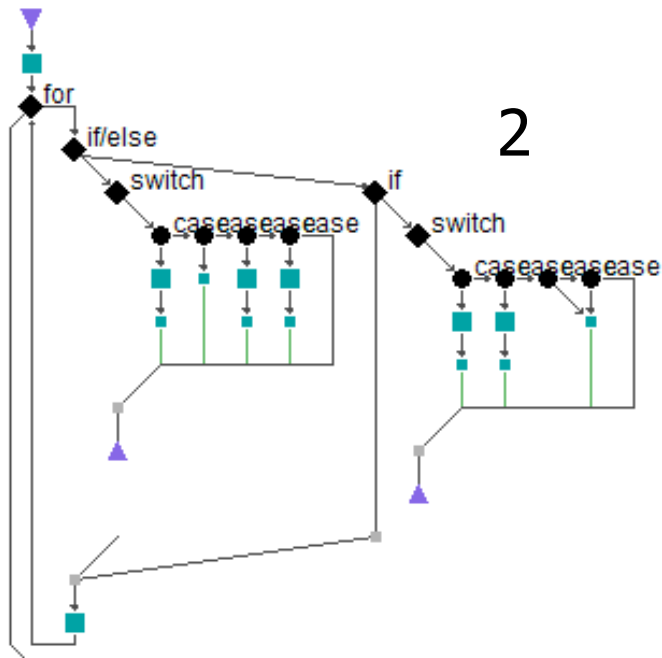
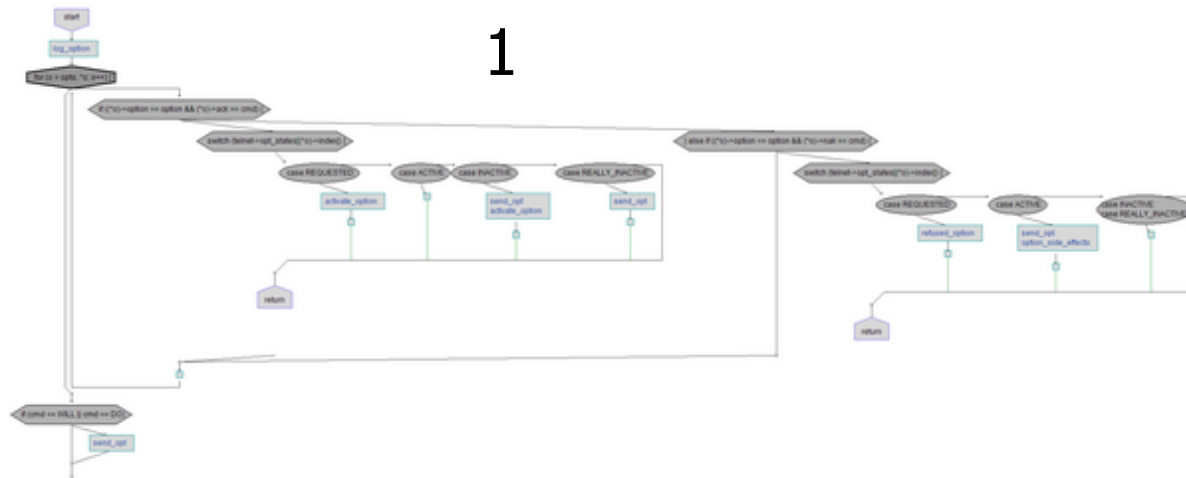
Relationship strength among subsystems – shown by colors and numbers

Semantic substrates?

Subsystems



Imagix – Three Levels of Code Views



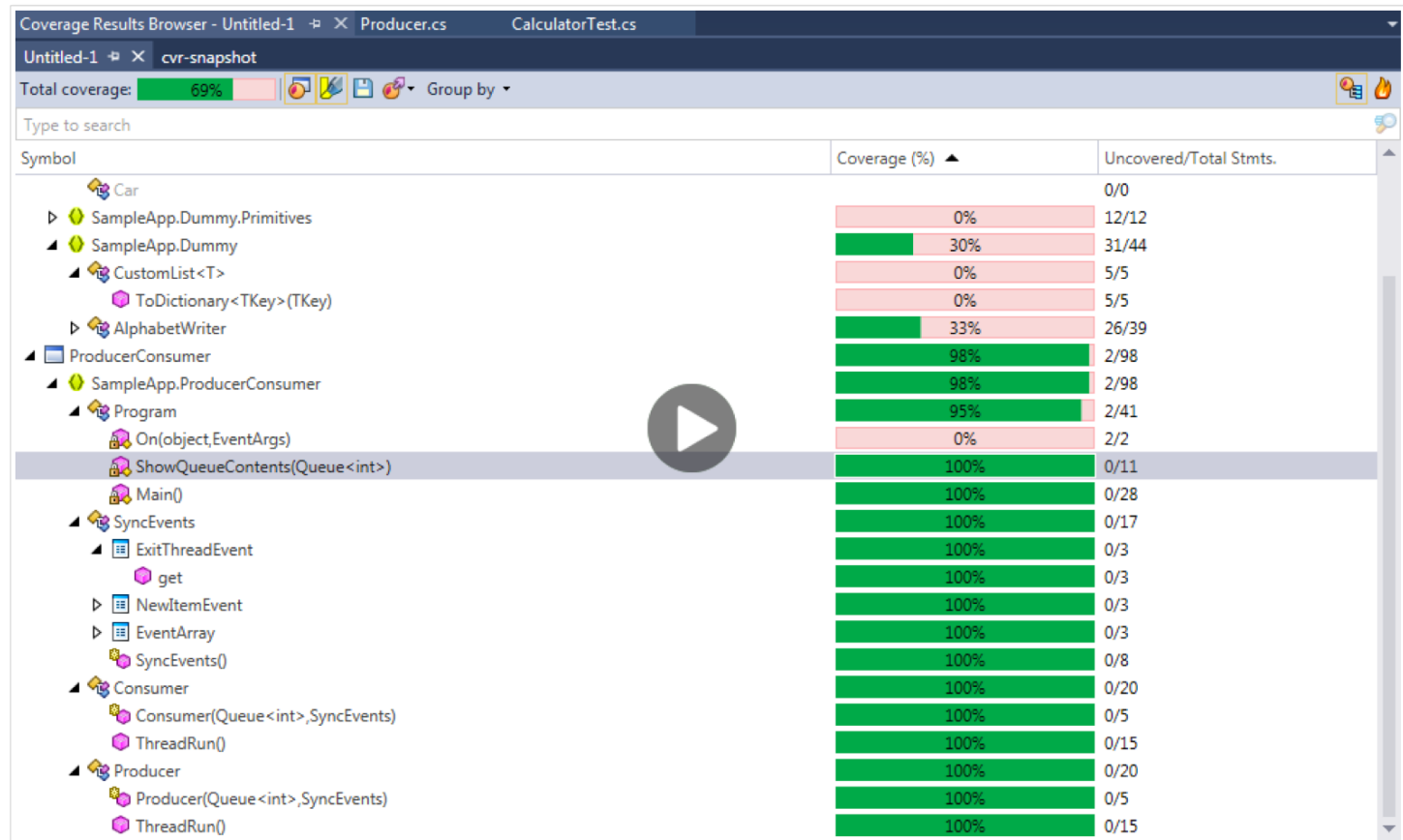
Test Coverage



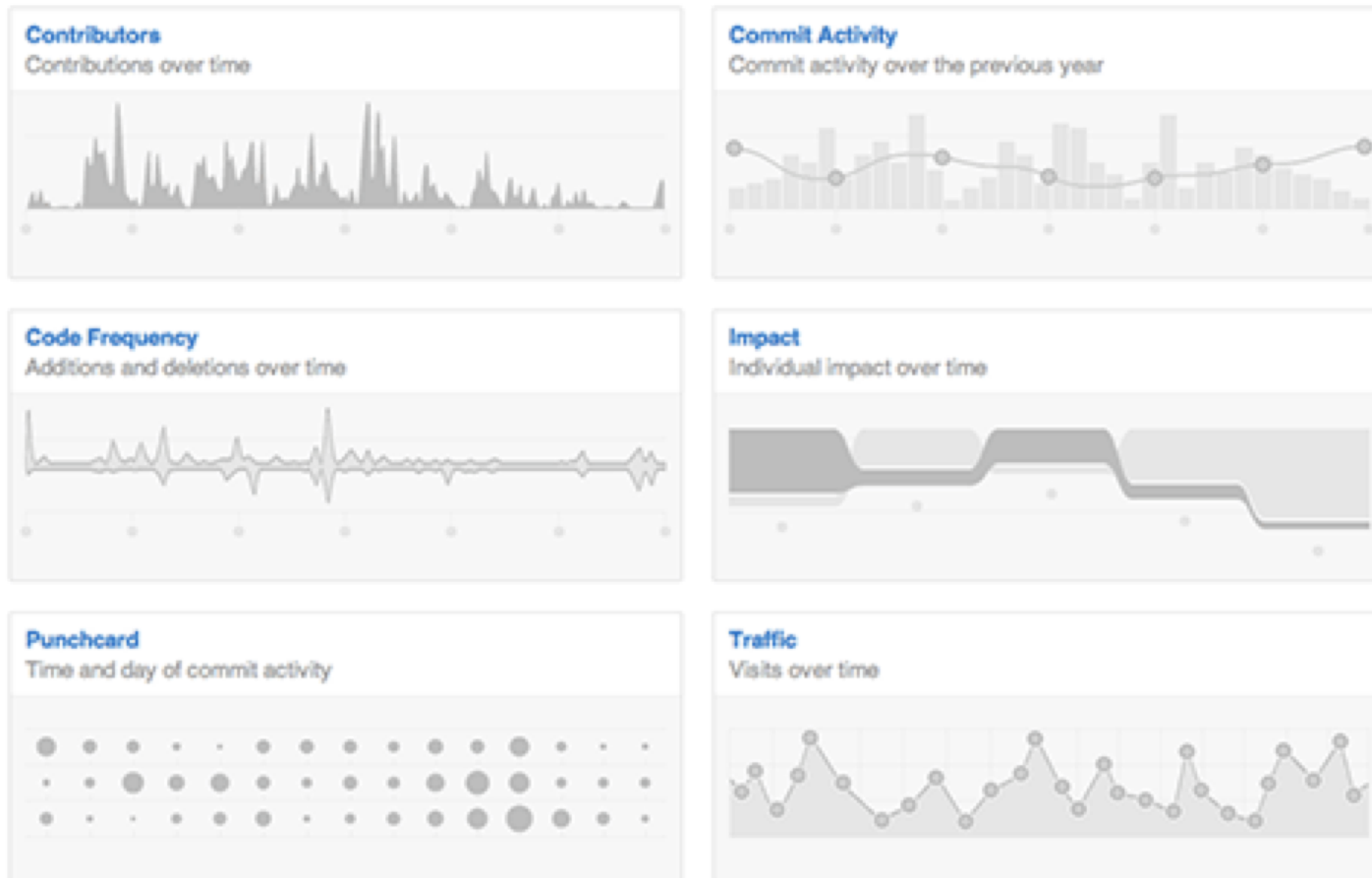
Analyse .NET code coverage

Make sure you know to what extent your code is covered with unit tests. dotCover calculates and reports statement-level code coverage in applications targeting .NET Framework 2.0 to 4.5 or Silverlight 4 or 5.

dotCover



GitHub Does Software Vis ☺

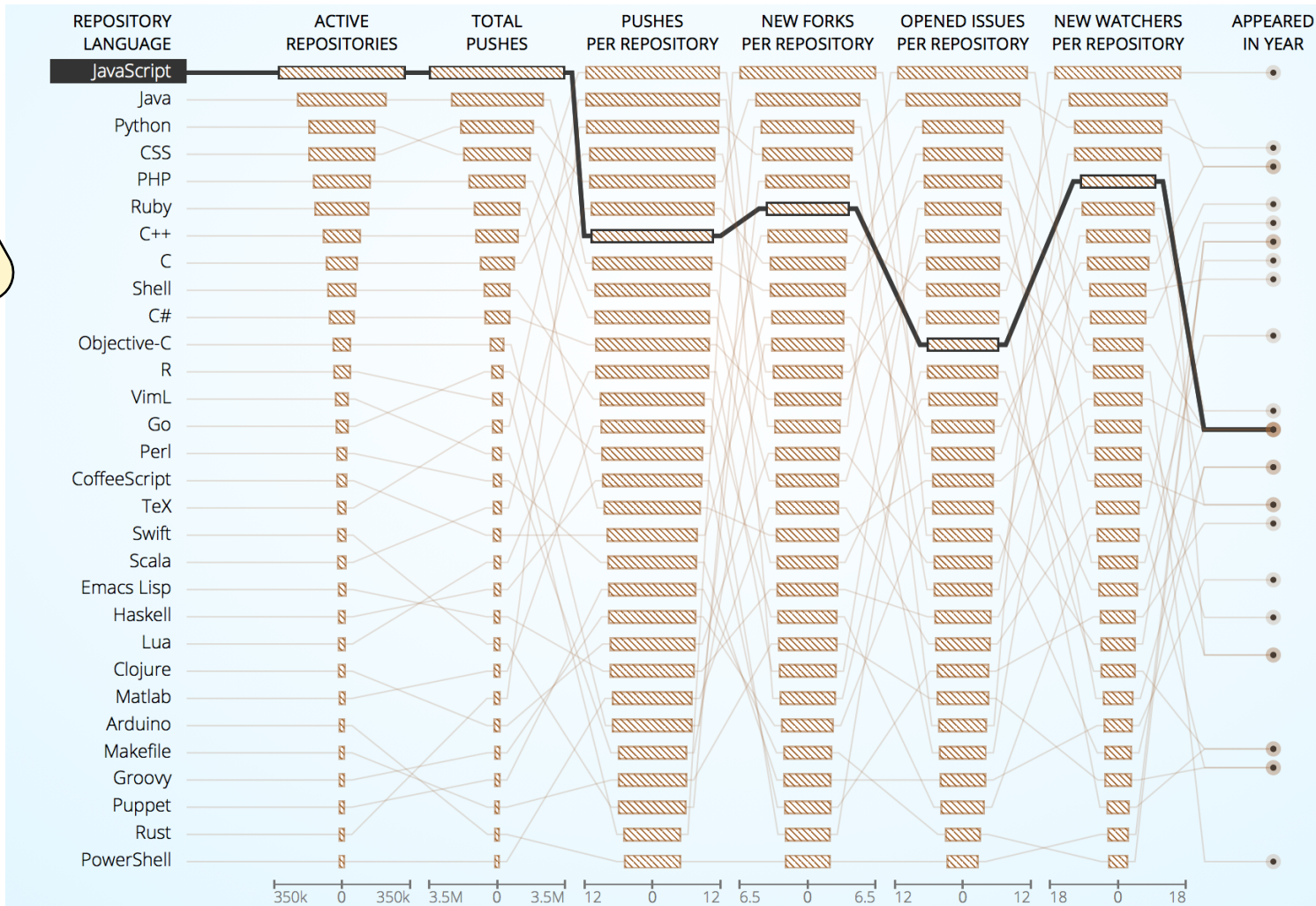


<https://github.com/blog/1093-introducing-the-new-github-graphs/>

Languages in GitHub



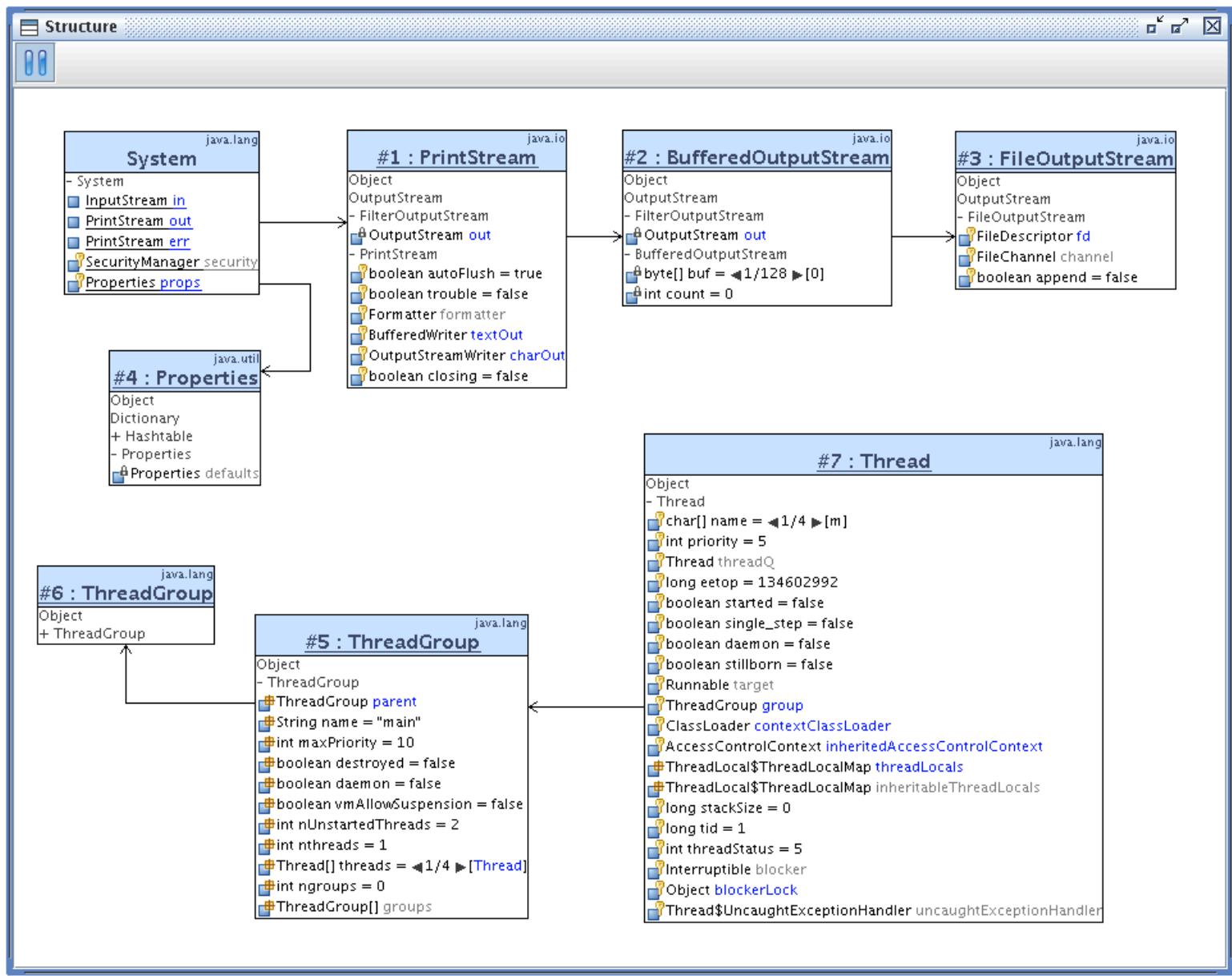
Parallel Coordinates ☺



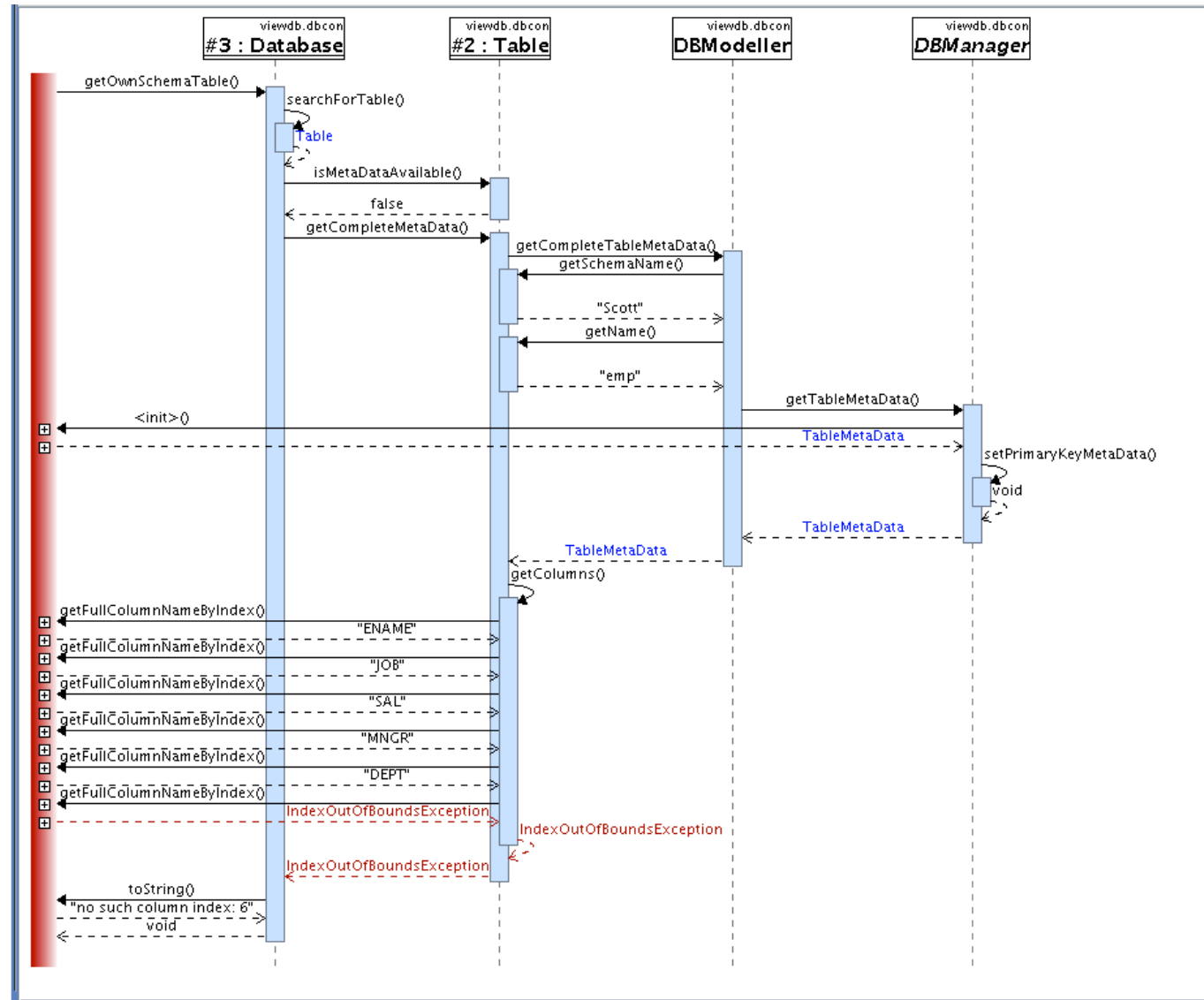
Open Source System Screen Shots



- From jBixbe
 - <http://www.jbixbe.com/index.html>



Message Exchanges



Multi-threading

The screenshot displays an IDE interface for debugging a multi-threaded application. On the left, the 'Sources' pane shows a project structure with threads like 'Smoker with paper (timed waitir)', 'Smoker with matches (waiting)', 'Smoker with tobacco (waiting)', 'Waitress (runnable)', 'DestroyJavaVM (runnable)', 'Reference Handler (waiting)', 'Finalizer (waiting)', and 'Signal Dispatcher (runnable)'. The main area contains four thread execution monitors:

- Waitress:** Shows the execution of `run()`, `bringPaperAndTobacco()`, and `putDownPaper()`. It is synchronized with `#2 : Table`.
- Smoker with paper:** Shows `run()`, `smoke()`, and `sleep()`. It is synchronized with `#2 : Table`.
- Smoker with matches:** Shows `run()`, `takeTobacco()`, and `wait()`. It is synchronized with `#2 : Table`.
- Smoker with tobacco:** Shows `run()`, `takePaper()`, and `wait()`. It is synchronized with `#2 : Table`.

The code editor shows the `putDownPaper()` method in `Waitress`:

```
56 synchronized void putDownPaper() {  
57     paper = true;  
58     this.notifyAll();  
59 }
```

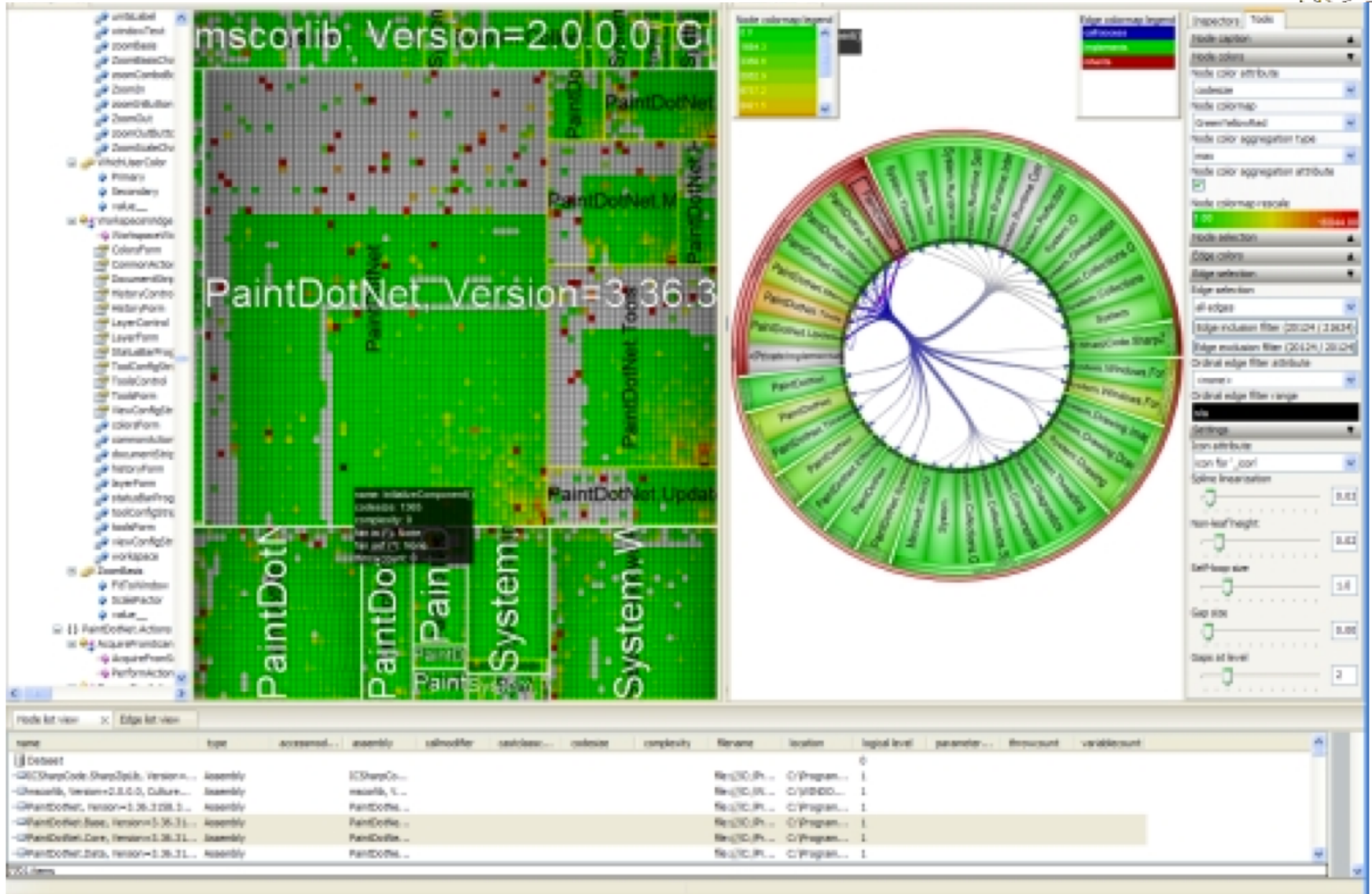
The Structure pane shows the state of the `#2 : Table` object:

```
Object  
- Table  
boolean paper = true (Waitress)  
boolean matches = false  
boolean tobacco = false
```

ThreadFinished: main
ThreadStarted: DestroyJavaVM
ThreadStarted: Smoker with tobacco
ThreadStarted: Waitress
BreakpointReached: debuggees.Waitress.run():190 [Waitress]
MethodEntered: debuggees.Waitress.bringPaperAndTobacco():172 [Waitress]

SolidSX

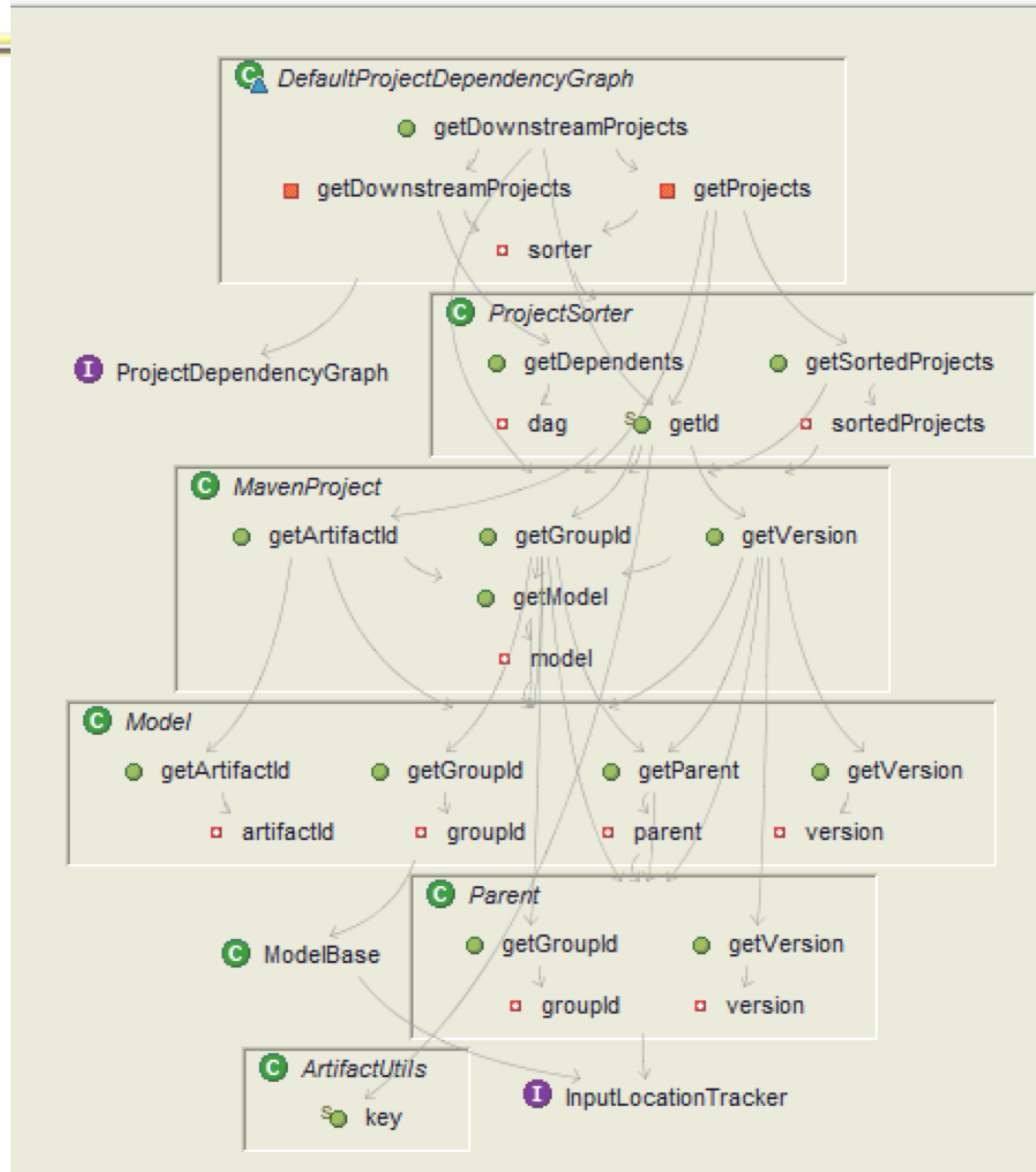
<https://www.youtube.com/watch?v=Rd-0CgqifS4#t=50>



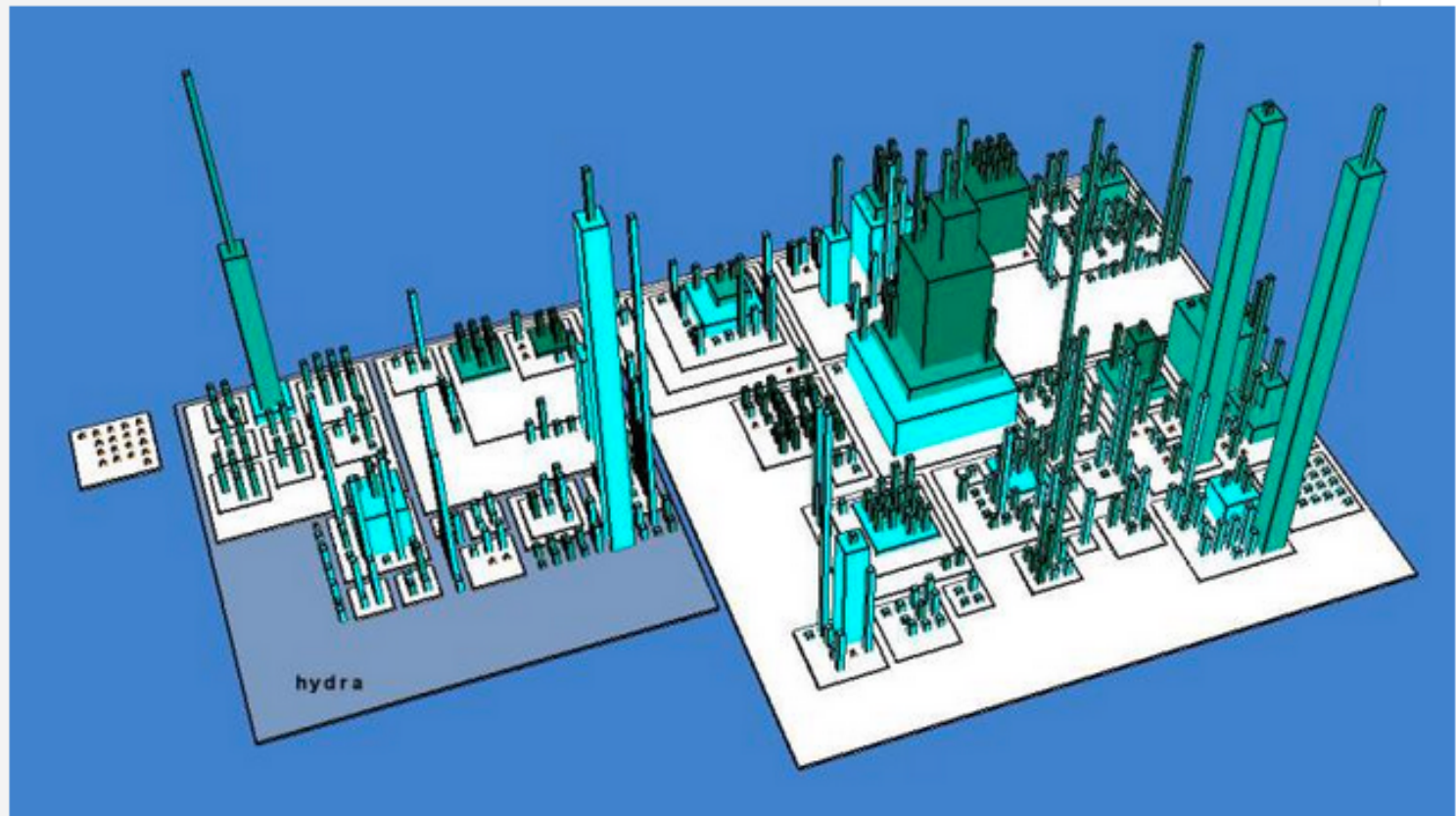
SolidSX allows you to open multiple views on the same data. This image shows the Radial, Treemap and List views on the PaintDotNet dataset produced by the SolidSX.NET importer.

Structure 101

<http://structure101.com/resources/#resources=0>



Codstruction – Eclipse Plug-In



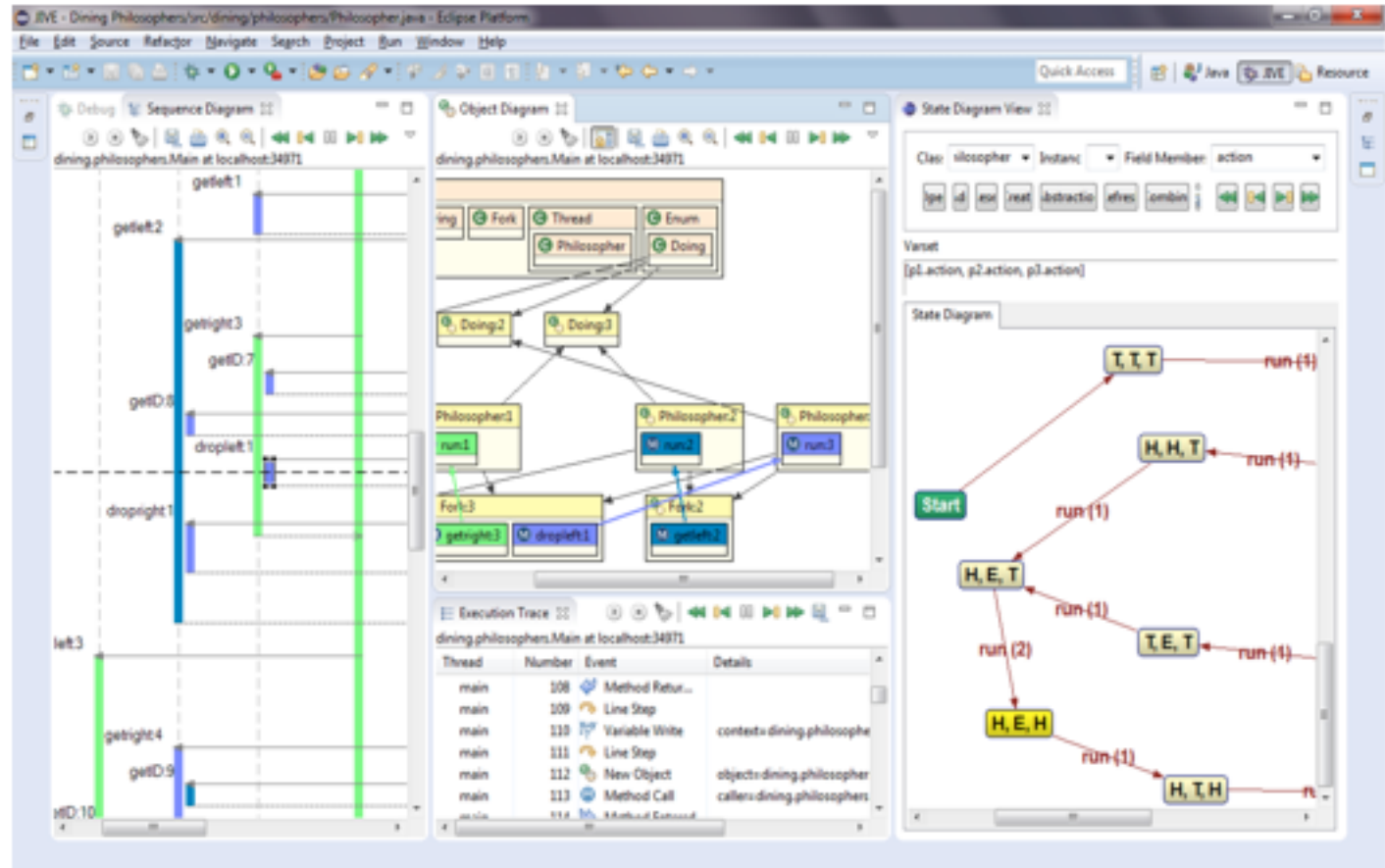
My current prototype inspired by CodeCity. This is a screen-shot of visualization on the same project the one visualized by X-ray above. Each colored box represent a class and class hierarchy is represented by box stacking. Height of box is proportional to number of methods of the class.

<https://codstruction.wordpress.com/>

Jive – Another Eclipse Plug-in



https://www.youtube.com/watch?v=ifQFeWT0RZ0&feature=player_embedded



<http://www.cse.buffalo.edu/jive/>

Stargate: An Author-Centric Approach to Software Project Visualization



Ogawas and Ma, Stargate: An
Author-Centric Approach to
Software Project Visualization
Proceedings of IEEE PacificVis
2008 March, 2008

Stargate – Start with Modified Sunburst

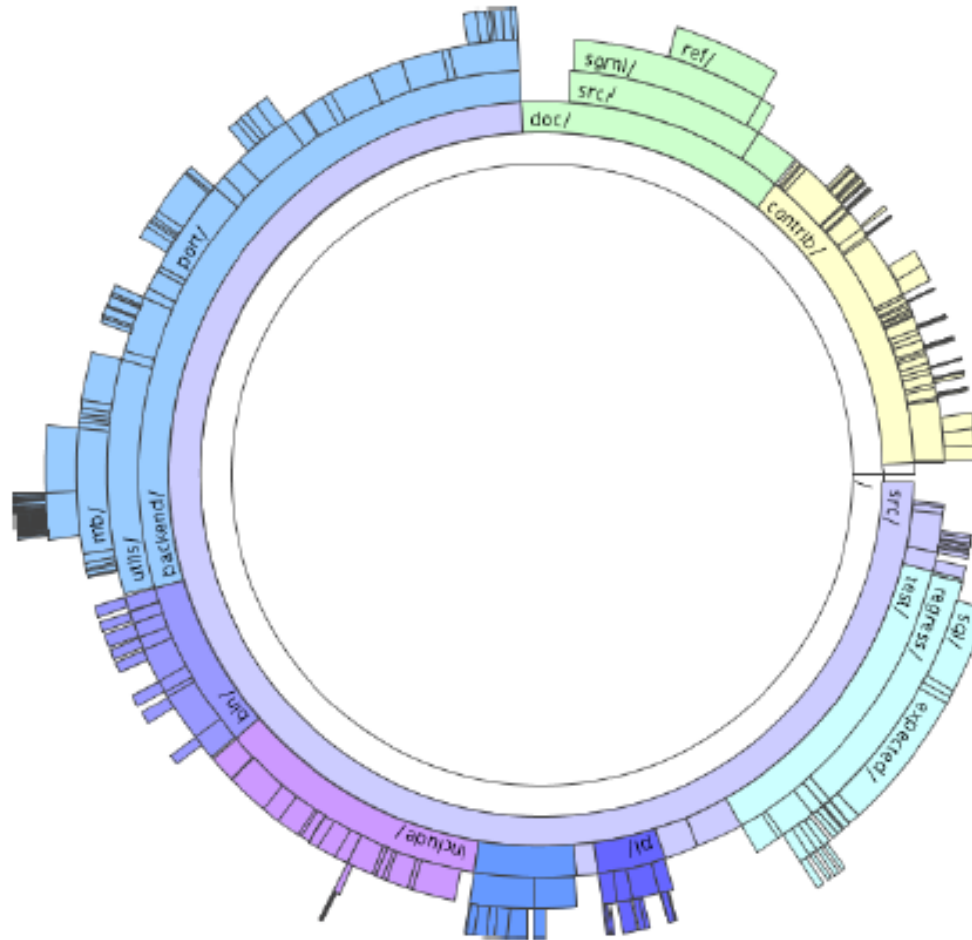
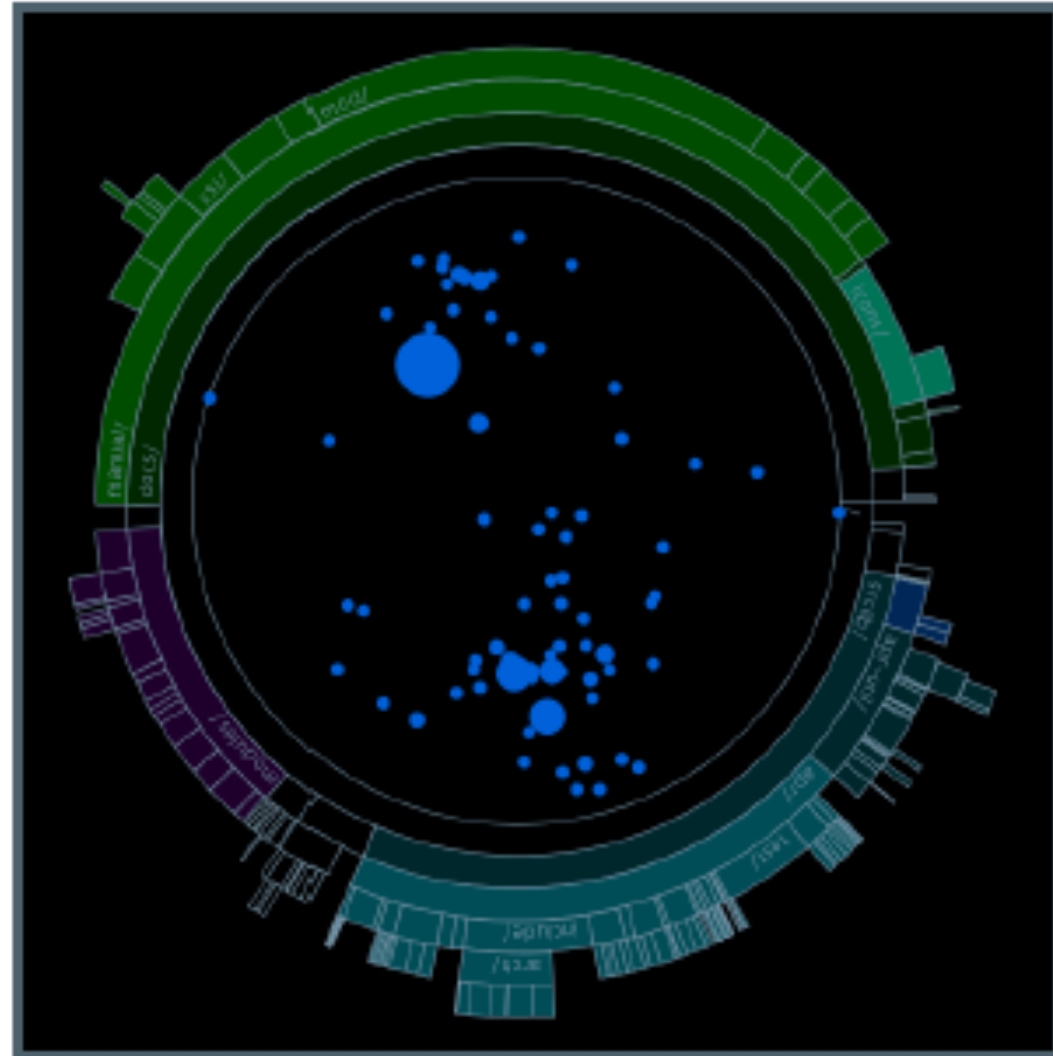


Figure 2: The Gate component. This is the directory hierarchy of the PostgreSQL version control repository. The documents directory is colored green (at the top) and the source code directory is colored in various shades of blue.

Stargate – Add Developers



- Dots are developers
 - Placed close to files they worked on
 - Size => amount of activity
- File colors => File type



Stargate – Add Communications

- Email communications among developers

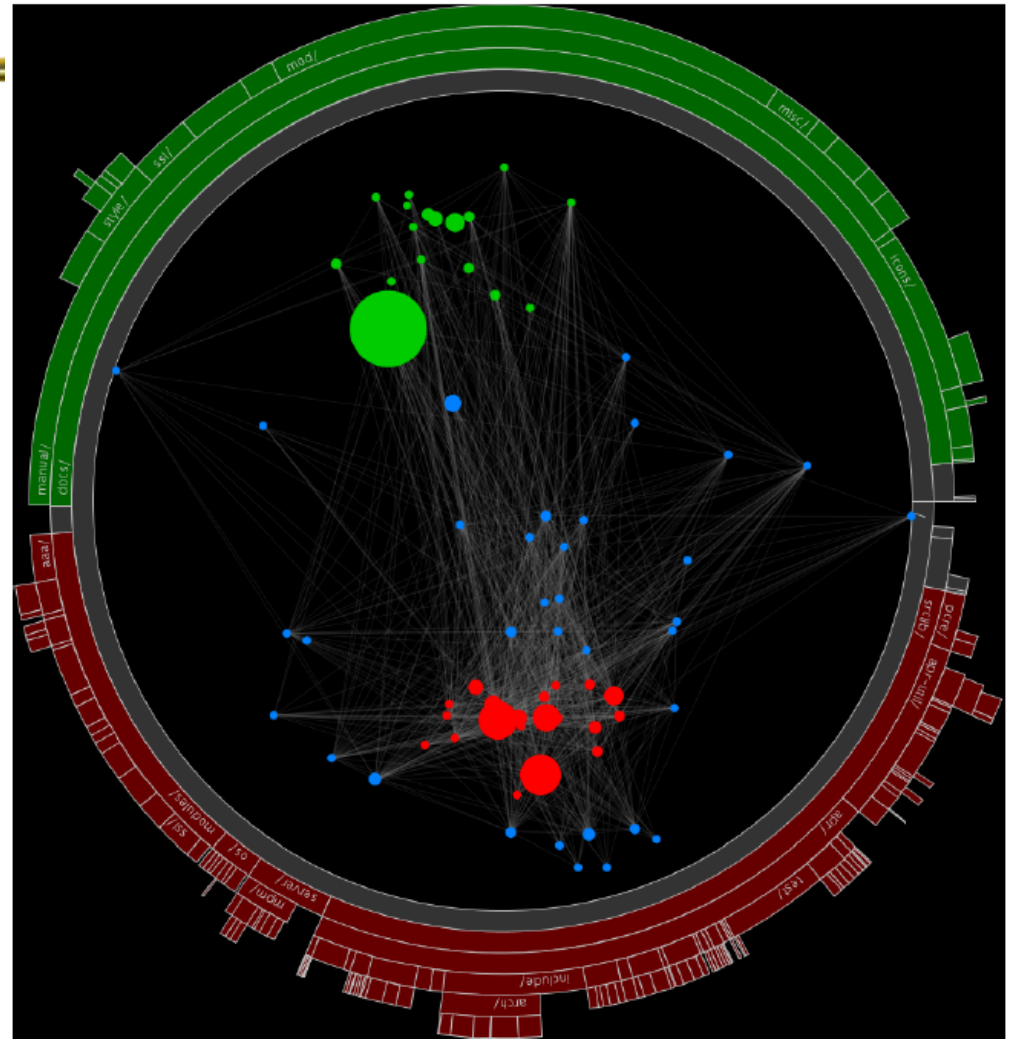
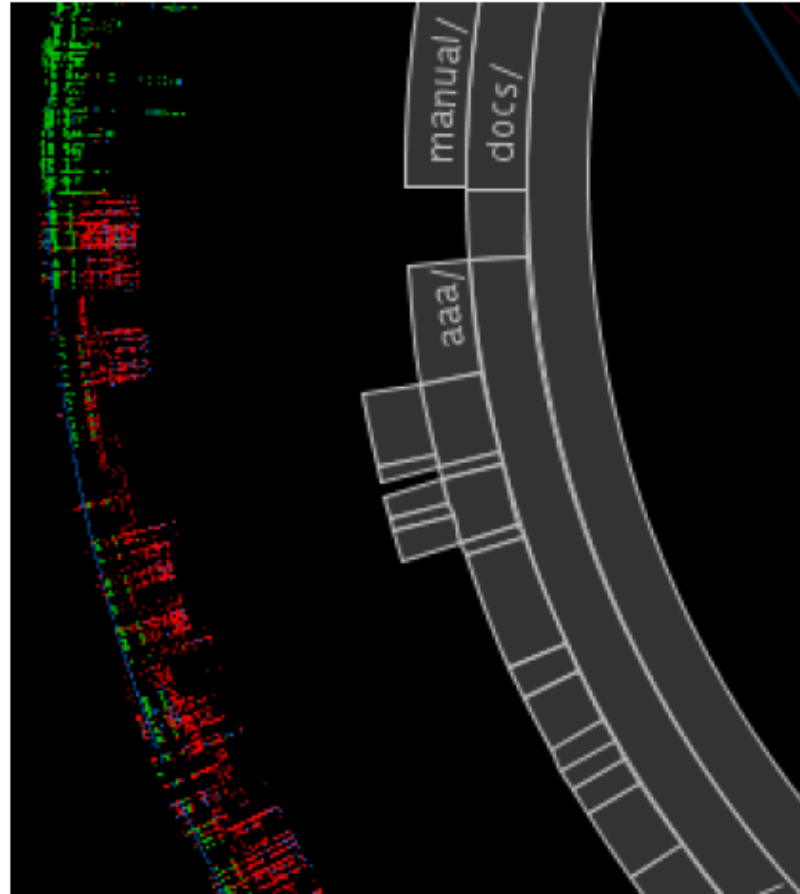
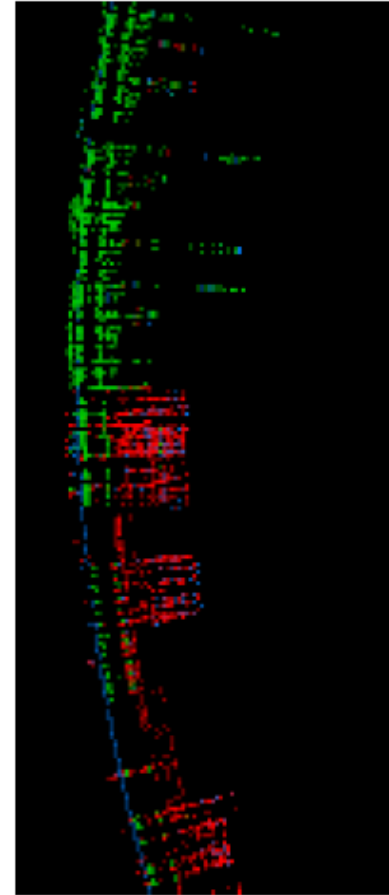


Figure 10: Overview of the Apache project at the latest timestep. The documentation directory and documenters have been colored green. The source code directory and core developers have been colored red.

Stargate – Add File History



(a) Stardust



(b) Detail

Figure 6: The stardust. Each line represents a file. Each colored dot on the line represents a change to the file. Dot color corresponds to the developer that made that change. Time flows radially outward.

Stargate Video



- <http://vidi.cs.ucdavis.edu/research/videos/stargate>
- (Show from SV folder)

SV Takeaways



- Multiple dimensions to SV
 - Static code/program relationships
 - Dynamic code/program relationships
 - Testing/coverage
 - Project evolution
- Many methods we have studied are applicable, such as ways to depict
 - Time-varying behaviors
 - Object relationships

Back to GitHub – Design Exercise



- Use GitHub Viz tools on your repository
 - 4460 project or other
 - What are they lacking?
 - Sketch ways to extend
- OR
- Sketch new Viz tools for GitHub

The End

