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How do Developers Fix Cross-project Correlated Bugs?

A case study on the GitHub scientific Python ecosystem

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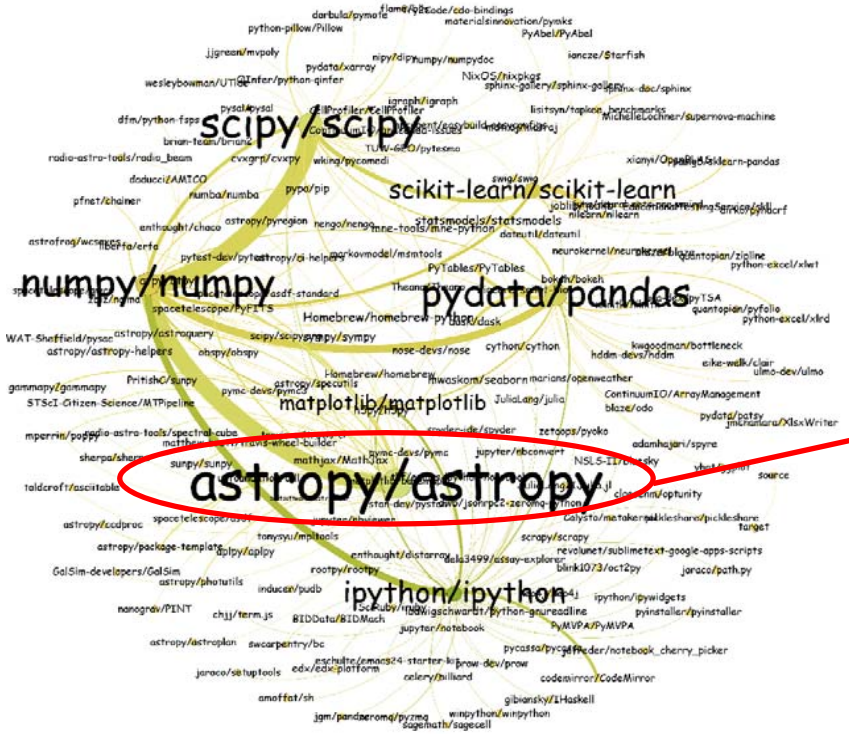
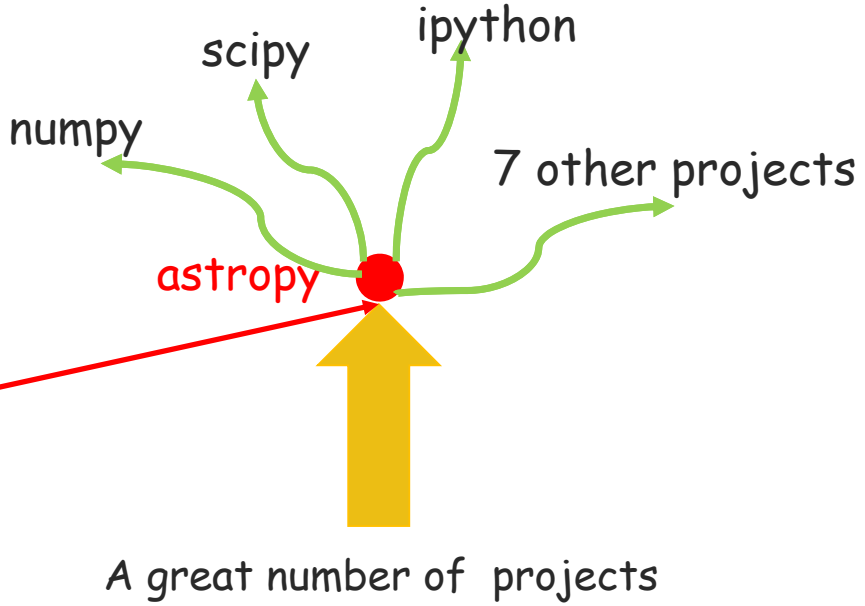
- Objective
- Study Design
- Study Results
- Discussions
- Conclusion

Background—*GitHub Ecosystems*

- Dependency between projects

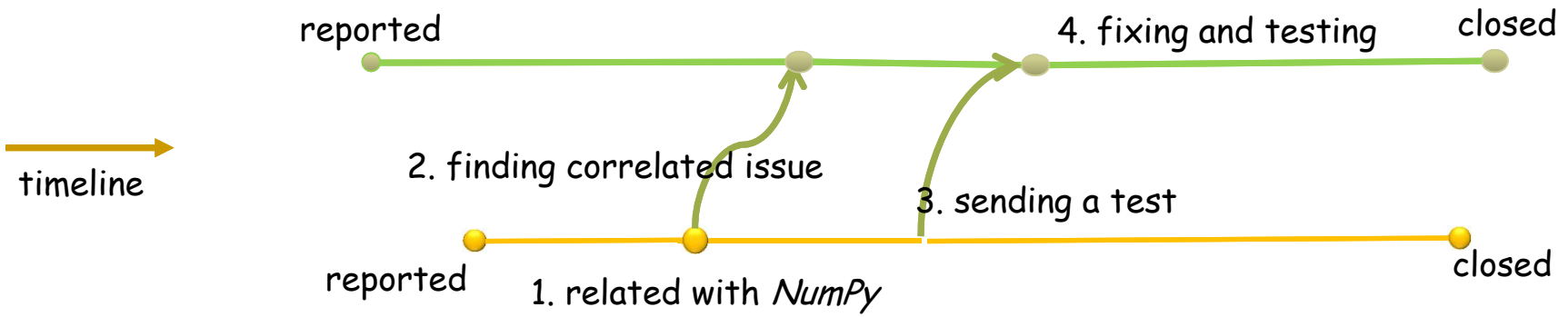




Motivation—*Cross-project correlated bugs*

Upstream project: numpy

numpy/numpy#6467



Downstream project: astropy

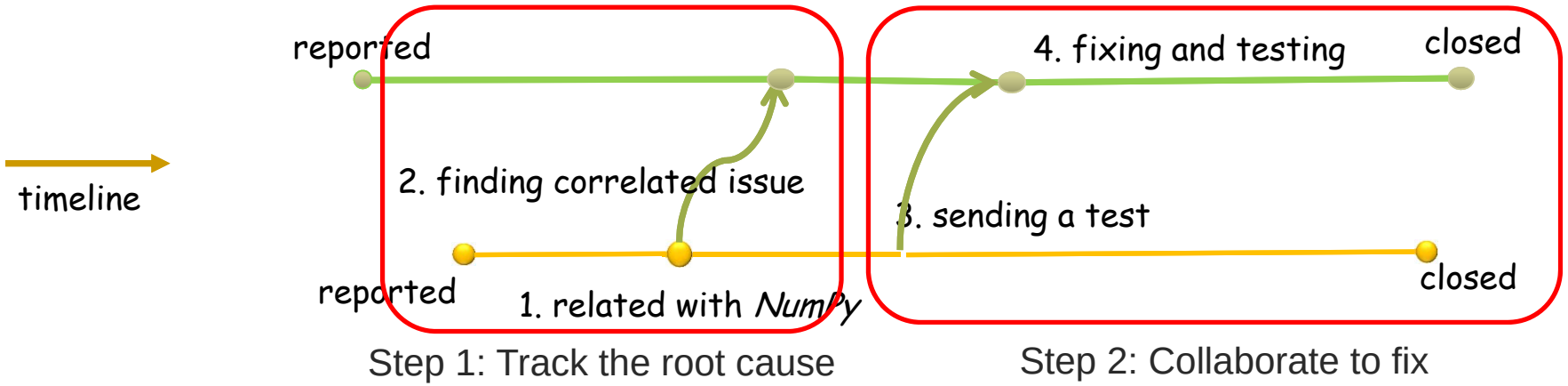
astropy/astropy#4259

An average of 17.28% of bugs are cross-project ones.

Motivation—*Cross-project correlated bugs*

Upstream project: numpy

numpy/numpy#6467

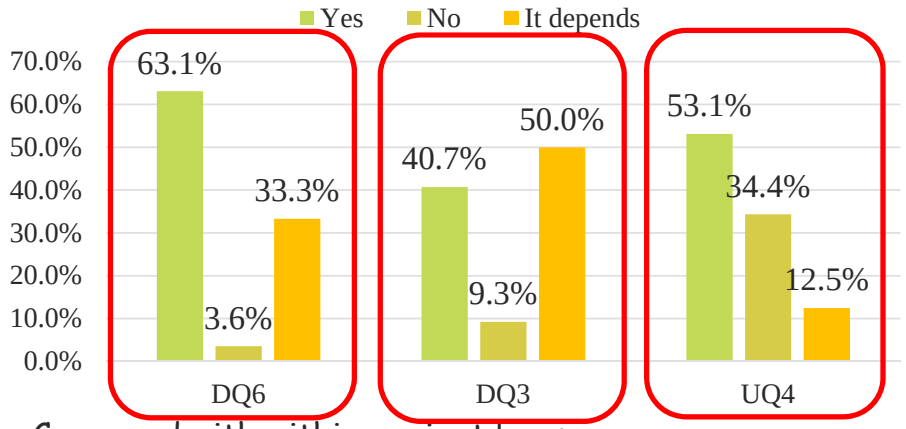


Downstream project: astropy

astropy/astropy#4259

Motivation—*Cross-project bugs*

Survey results



- Compared with within-project bugs,
  - DQ6. more difficult to deal with ?
  - DQ3. have more severe impact ?
  - UQ4. pay more attention ?

DQ: for downstream developers UQ: for upstream developers

Statistical comparison

- Cross-project bugs vs. within-project bugs
- Based on the data collected from bug reports

Results:

- Requiring more time to fix
- More comments in bug reports
- More participants during fixing

- More severe impact
- More difficult to fix
- Attracting more attention

Objective

To investigate how software practitioners fix cross-project correlated bugs

- **Focusing on two aspects:**
  1. cross-project root cause tracking
     - as the bug carries over from one project to another, it becomes harder to trace the bug back to its root
  2. coordination in bug fixing
     - while waiting for an upstream fix, the downstream developers need to coordinate their project with the upstream one in order to minimize any undesirable impact of the cross-project bugs

Study design—*Studied Projects*

- GitHub Scientific Python ecosystem
  - Seven seed projects

- totally 271 pairs of cross-project correlated bugs
- involving 204 projects

Study design—*Research Questions*

- **Research questions**

1. **How long** does it take to find the root cause of cross-project correlated bugs, that is, to link the downstream bug to the criminal upstream bug?
2. **What factors** are important to track the root cause of cross-project correlated bugs?
3. How do downstream developers **coordinate with upstream projects** to deal with cross-project correlated bugs after identifying the root cause?

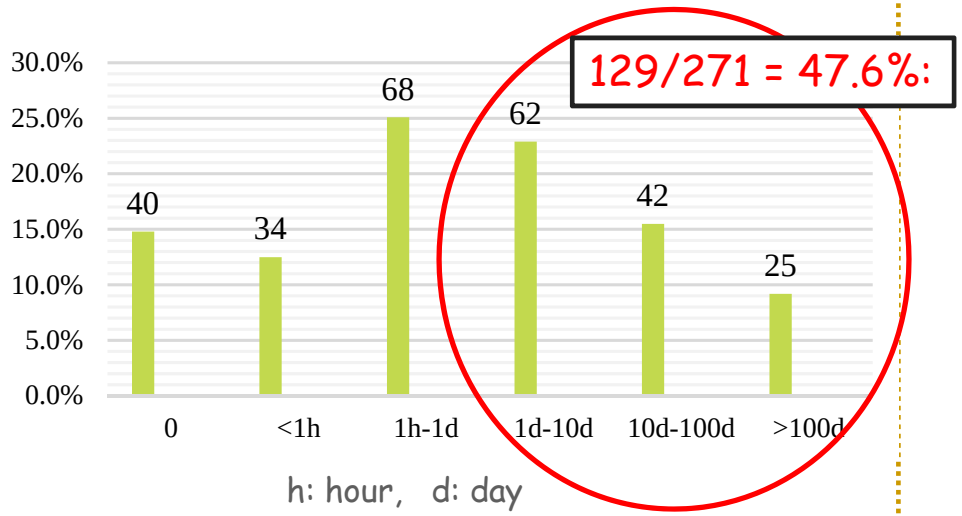
Study design—*Research Methods*

- **Manual inspection**
  - Three authors of the paper
- **Online survey**
  - 116 responses
  - response rate: 17.2%

Summarizing the findings

Results–*RQ1:Difficulty of Finding the Root Cause*

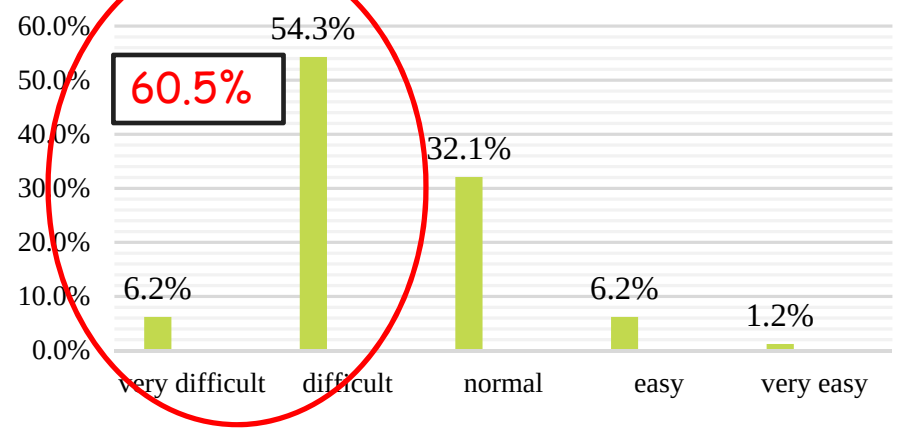
- **Manual inspection**
  - *How long to find the root cause?*



- The root causes of nearly half of the cross-project bugs are identified in a relatively long time (one day to more than 100 days).

Results–*RQ1:Difficulty of Finding the Root Cause*

- **Survey results**
  - DQ2: is it difficult to find the root causes for cross-project bugs?



- 60.5% of the downstream developers thought it difficult or very difficult to find the root cause.

Results–*RQ2:Factors for Tracking the Root Cause*

- Manual inspection

Stack traces

the sequences of calls to the failure

Communication

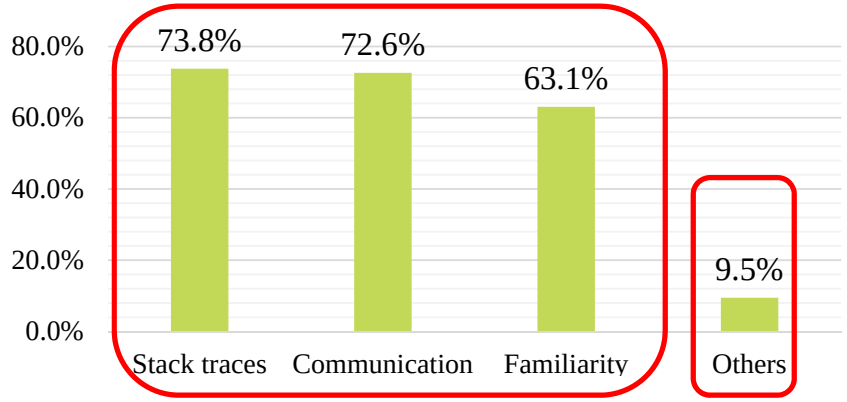
between upstream and downstream developers

Familiarity

expertise in the buggy component

Results-*RQ2:Factors for Tracking the Root Cause*

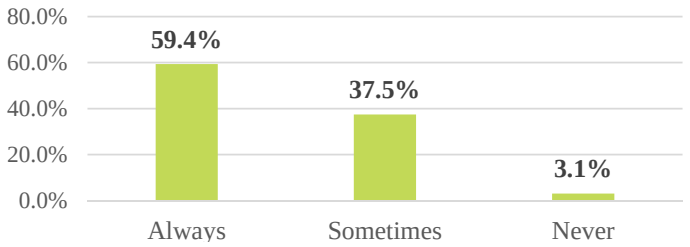
- **Survey results**
  - DQ4: what factors may act as positive roles to find the root-causes of cross-project bugs?



  - Others: test cases, documentation, stack overflow, …

Results-*RQ2:Factors for Tracking the Root Cause*

- Communication

	Downstream	Upstream
Attitude	*"One is rarely facile with the upstream project's internals, so communication is essential"*	UQ3. As an upstream developer, do you care about the opinions from the downstream projects or communicate with the downstream developers? 
Focus	Responsiveness: early and friendly responses	Content: concrete description of the bug and the requirements of the downstream project

Results–*RQ3:Practices of Downstream Developers*

- Manual inspection

Working around the bug locally (60)

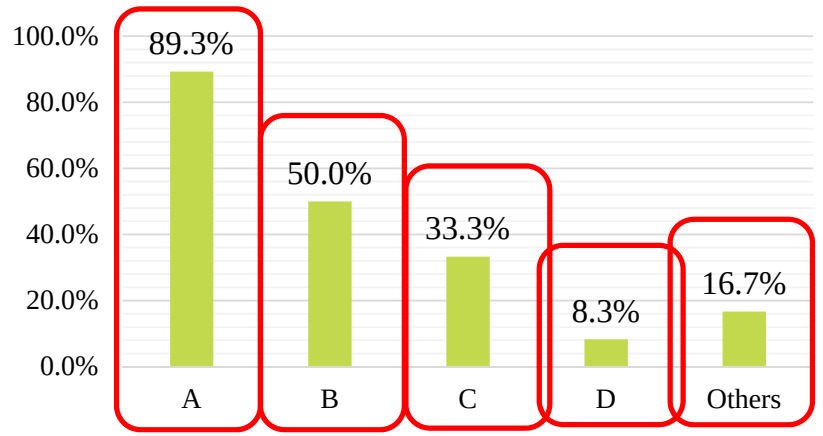
Workaround: a temporary solution injected in the downstream code locally

Restricting the dependent upstream versions (8)

Doing nothing bug waiting for the upstream fix (49)

Results–*RQ3:Practices of Downstream Developers*

- **Survey results**
  - DQ7. What do downstream developers usually do with a cross-project bug?



A. Proposing a workaround
B. Restricting the upstream versions
C. Doing nothing but waiting
D. Using a different upstream project

Others: Actively help the upstream project by proposing/pushing solutions

"Whatever is easiest in their specific circumstances, above are good examples! but probably work around the issue."

Results–*RQ3:Practices of Downstream Developers*

- **Workaround**
  - Problems:
    - version-dependent codes
    - ➔adding maintenance burden
  - Implications:
    - tools to support synthesis and maintenance of workarounds

A bug in numpy 1.6 affected astropy.

- Affected code in astropy:

```
format_ufunc = np.vectorize(do_format, otypes=['U'])
result = format_ufunc(values)
```

- Workaround:

```
if numpy_version < 1.7:
    # work around it
     new code
else:
```

Discussions—*Dilemmas in collaboration*

- **Cross-project testing**

  → to prevent cross-project bugs

  - **Downstream**
    - it would be helpful if the testing suites for downstream projects are run before releasing an upstream version.
  - **Upstream**
    - impossible to get the complete list of downstream projects
    - different ways for downstream projects to run their tests
    - time consuming

to develop tools for effective cross-project testing

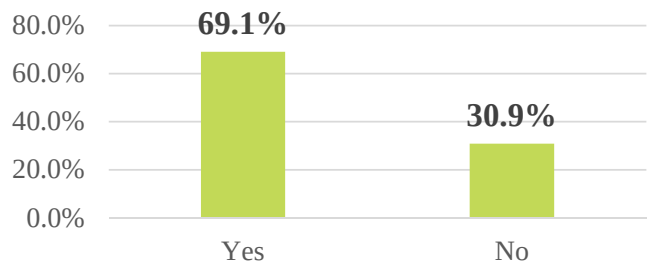
Discussions—*Dilemmas in collaboration*

- **Notification of bug fixes**

  → to deprecate outdated workarounds

  - **Downstream**
    - helpful
  - **Upstream**
    - an extra burden

DQ8. Is it necessary for the affected downstream projects to be notified?



to improve the notification scheme of GitHub so that it can send automatic massages

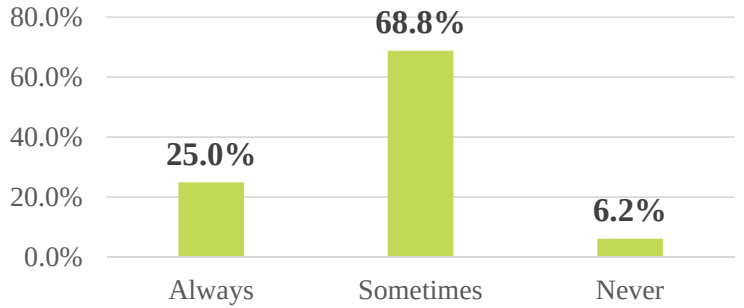
Discussions—*Dilemmas in collaboration*

- **Releasing the bug fix version**

  Problem: *"release cycles of downstream and upstream projects are out of sync"*

  - **Downstream**
    - hoping for a quick release
  - **Upstream**
    - preferring to give a bit of time for reflection

UQ8. When scheduling a bug-fix release, will you consider the requirements of the important downstream projects?



"The reformation should help best of both-ends."

Related Work

- **Practices in fixing bugs**

  T. Zimmermann, N. Nagappan, P. J. Guo, and B. Murphy, "Characterizing and predicting which bugs get reopened"

  G. Canfora, L. Cerulo, M. Cimitile, and M. Di Penta, "Social interactions around cross-system bug fixings: the case of FreeBSD and OpenBSD"

  S. Breu, R. Premraj, J. Sillito, and T. Zimmermann, "Information needs in bug reports: improving cooperation between developers and users"

- **Collaboration on GitHub**

  L. Dabbish, C. Stuart, J. Tsay, and J. Herbsleb, "Social coding in GitHub: transparency and collaboration in an open software repository"

  A. Lima, L. Rossi, and M. Musolesi, "Coding together at scale: GitHub as a collaborative social network"

- **Evolution of software ecosystems**

  J. Bosch and P. M. Bosch-Sijtsema, "Softwares product lines, global development and ecosystems: collaboration in software engineering"

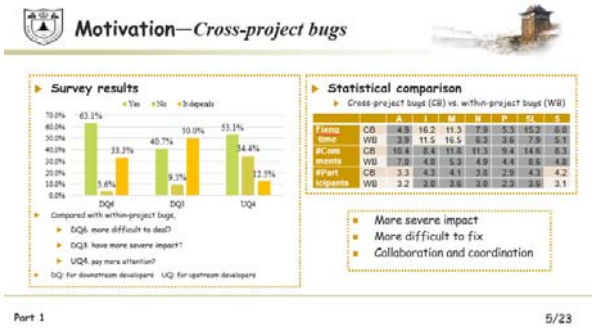
  A. Decan, T. Mens, M. Claes, and P. Grosjean, "On the development and distribution of R packages: an empirical analysis of the R ecosystem"

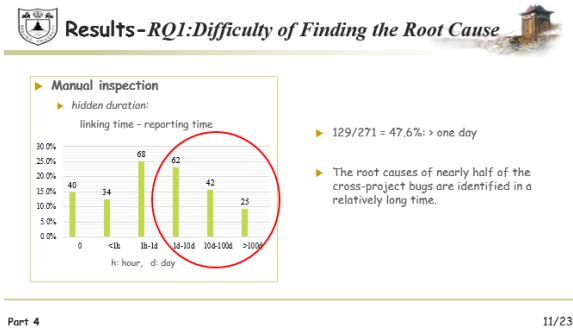
Conclusion and Future Work

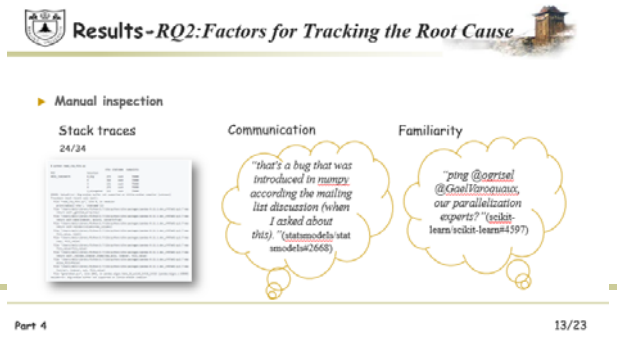
- How do developers fix cross-project bugs?
  - More difficult to repair and more severe
  - Beneficial factors for finding the root cause
    - Stack traces, communication, and familiarity
  - Common practices for downstream developers
    - The workaround
- Future work:
  - Workarounds
  - Tool support

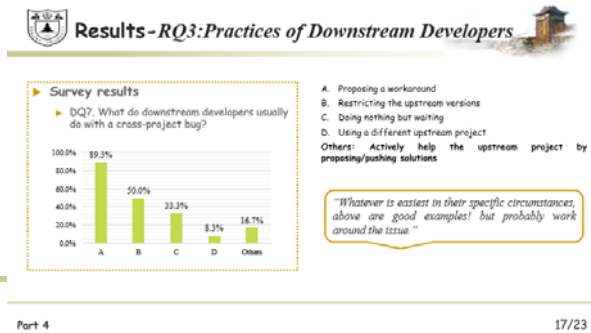
Thank you !

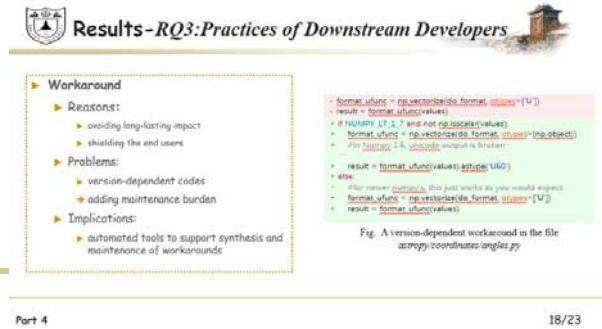
Q & A


Motivation—Cross-project bugs
Survey results
Yes
No
It depends
63.1%
33.3%
3.6%
40.7%
30.0%
9.3%
53.1%
34.4%
12.5%
DQ6
DQ3
UQ4
Compared with within-project bugs,
DQ6: more difficult to deal?
DQ3: have more severe impact?
UQ4: pay more attention?
DQ: For downstream developers UQ: For upstream developers
Statistical comparison
Cross-project bugs (CB) vs. within-project bugs (WB)
More severe impact
More difficult to fix
Collaboration and coordination
Part 1
5/23


Results-RQ1:Difficulty of Finding the Root Cause
Manual inspection
hidden duration:
linking time - reporting time
40
34
68
62
42
25
0
<1h
1h-1d
1d-10d
10d-100d
>100d
h: hour, d: day
129/271 = 47.6%: > one day
The root causes of nearly half of the cross-project bugs are identified in a relatively long time.
Part 4
11/23


Results-RQ2:Factors for Tracking the Root Cause
Manual inspection
Stack traces
24/24
Communication
"that's a bug that was introduced in numpy according the mailing list discussion (when I asked about this)." (statsmodels/statsmodels#2668)
Familiarity
"ping @ogrisel @GaelVaroquaux, our parallelization experts?" (scikit-learn/scikit-learn#4597)
Part 4
13/23


Results-RQ3:Practices of Downstream Developers
Survey results
DQ7. What do downstream developers usually do with a cross-project bug?
89.3%
50.0%
33.3%
8.3%
16.7%
A
B
C
D
Others
A. Proposing a workaround
B. Restricting the upstream versions
C. Doing nothing but waiting
D. Using a different upstream project
Others: Actively help the upstream project by proposing/pushing solutions
"Whatever is easiest in their specific circumstances, above are good examples! but probably work around the issue."
Part 4
17/23


Results-RQ3:Practices of Downstream Developers
Workaround
Reasons:
avoiding long-lasting impact
shielding the end users
Problems:
version-dependent codes
adding maintenance burden
Implications:
automated tools to support synthesis and maintenance of workarounds
Fig. A version-dependent workaround in the file astropy/coordinates/angles.py
Part 4
18/23