

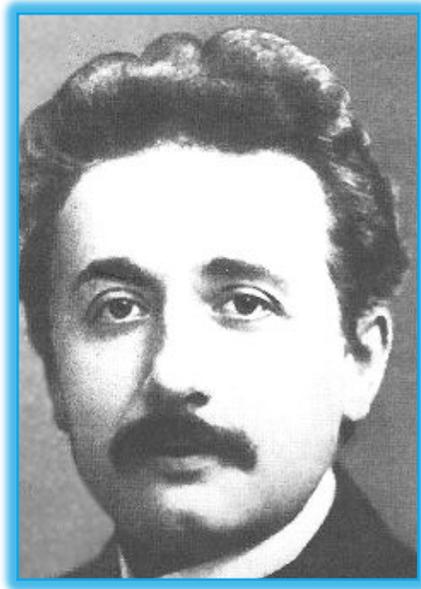
# Interactive visual analysis

insights into software comprehension

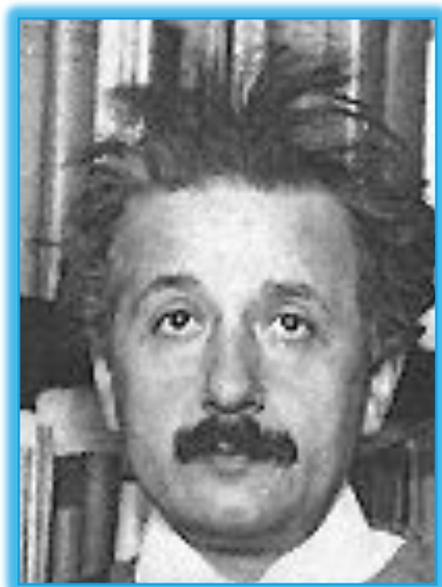
**Roberto Therón**

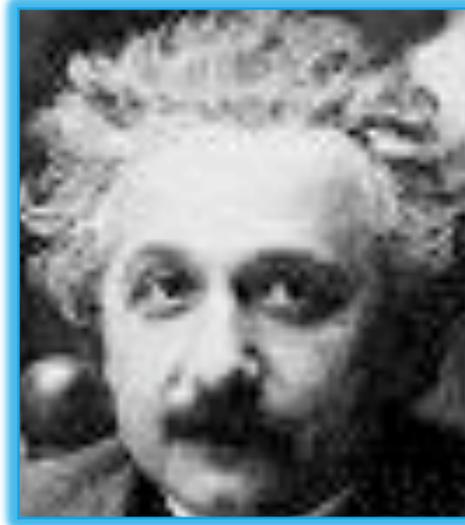


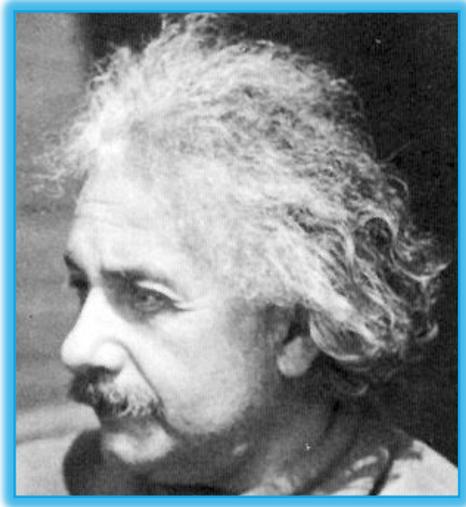




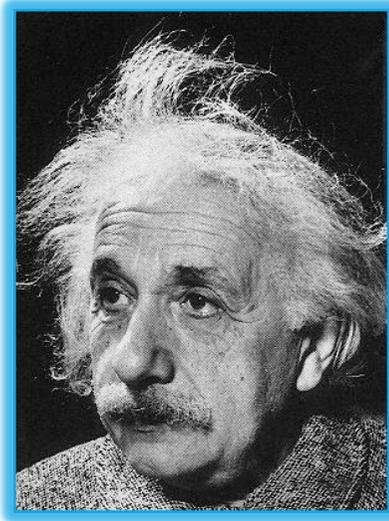


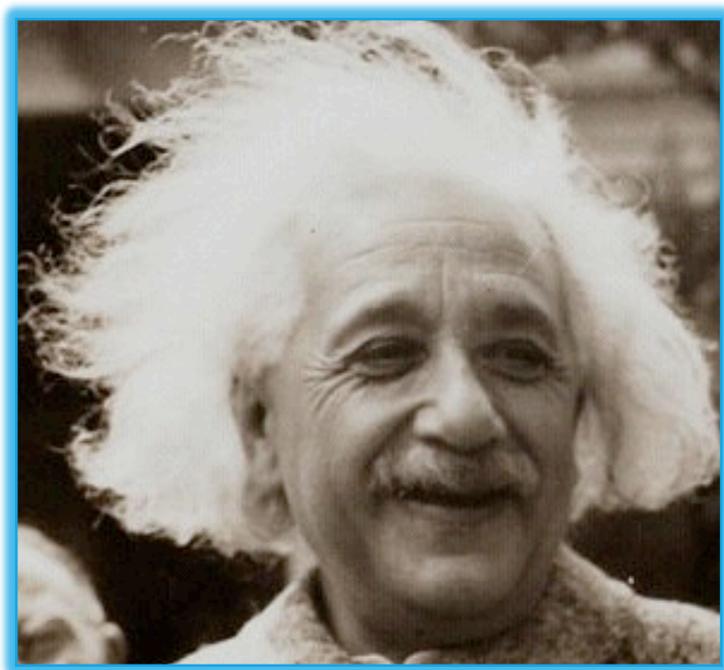


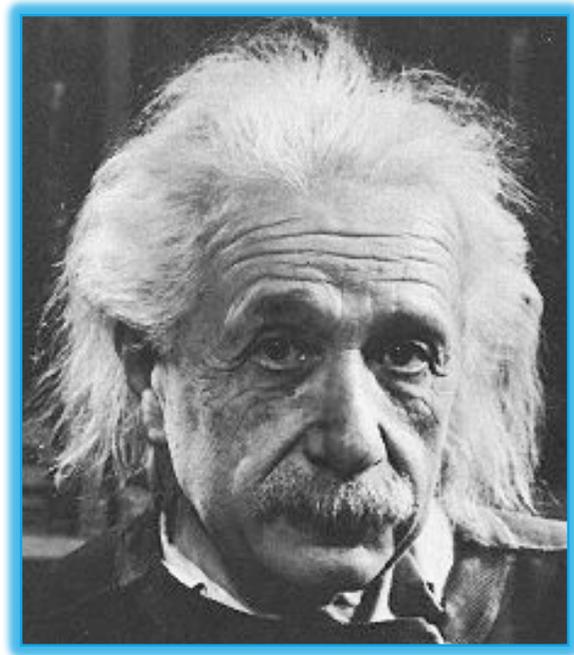


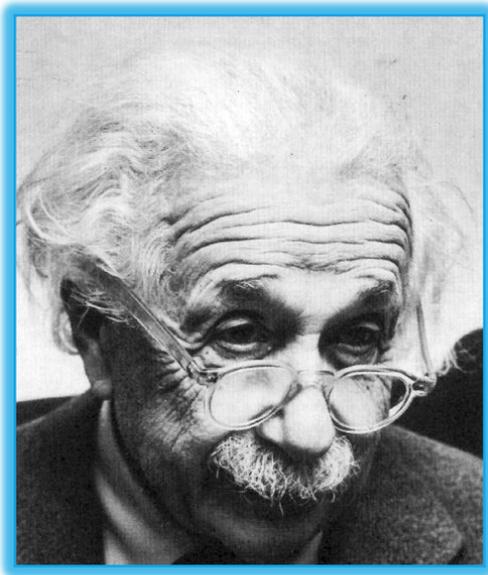


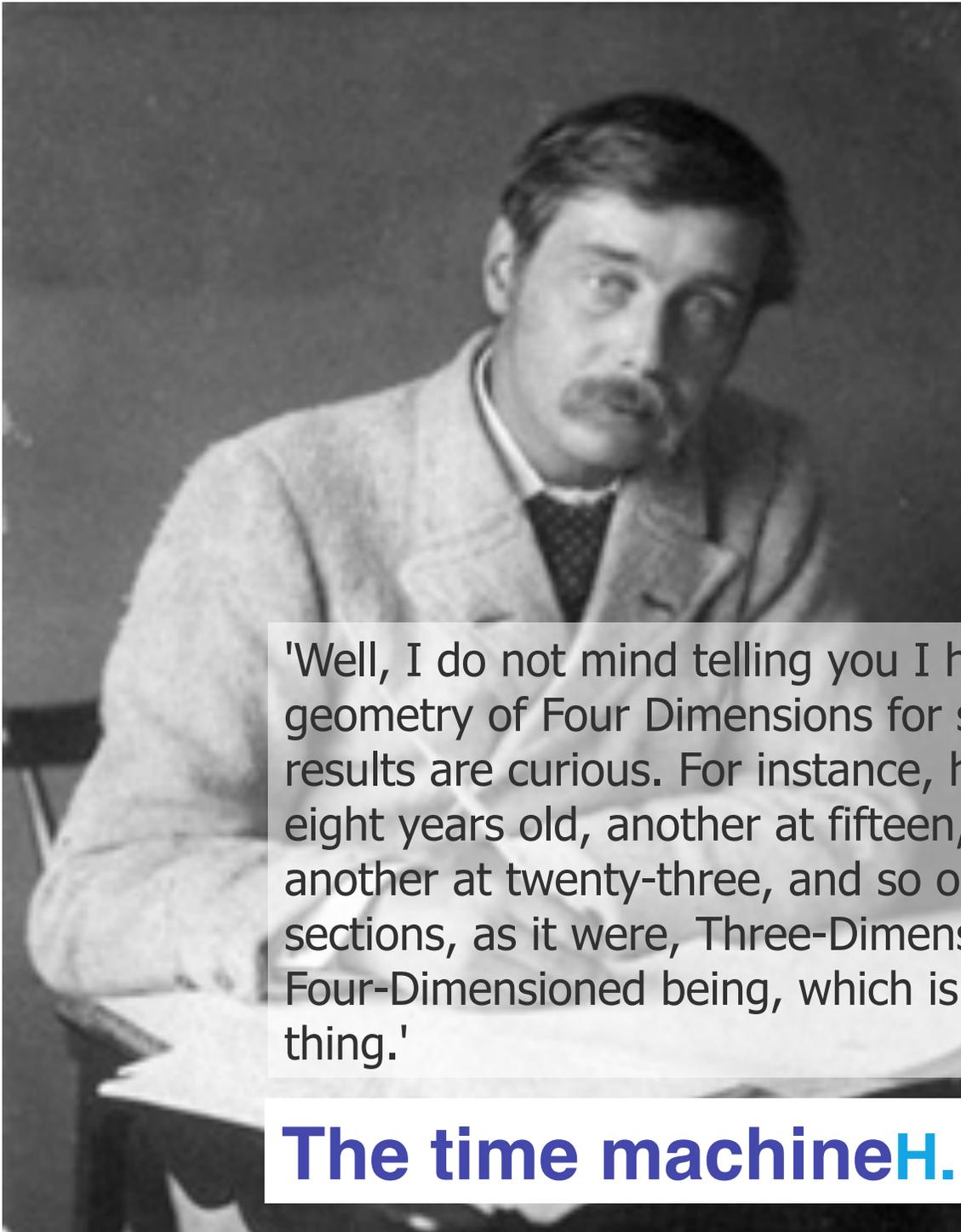












'Well, I do not mind telling you I have been at work upon this geometry of Four Dimensions for some time. Some of my results are curious. For instance, here is a portrait of a man at eight years old, another at fifteen, another at seventeen, another at twenty-three, and so on. All these are evidently sections, as it were, Three-Dimensional representations of his Four-Dimensioned being, which is a fixed and unalterable thing.'

**The time machine** H. G. Wells 1895

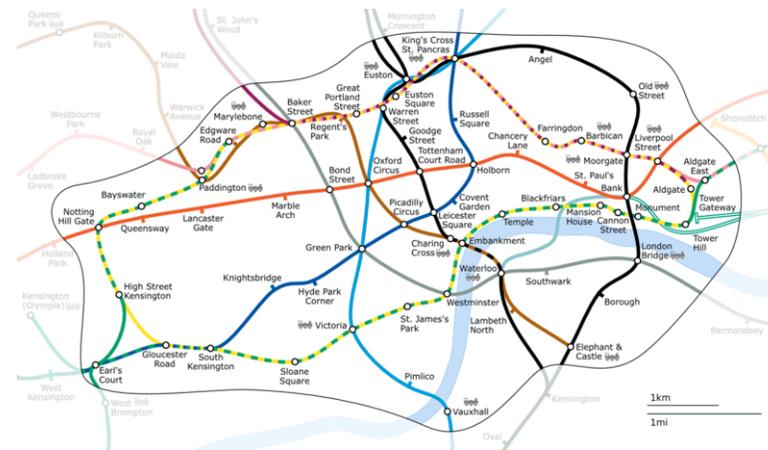
His



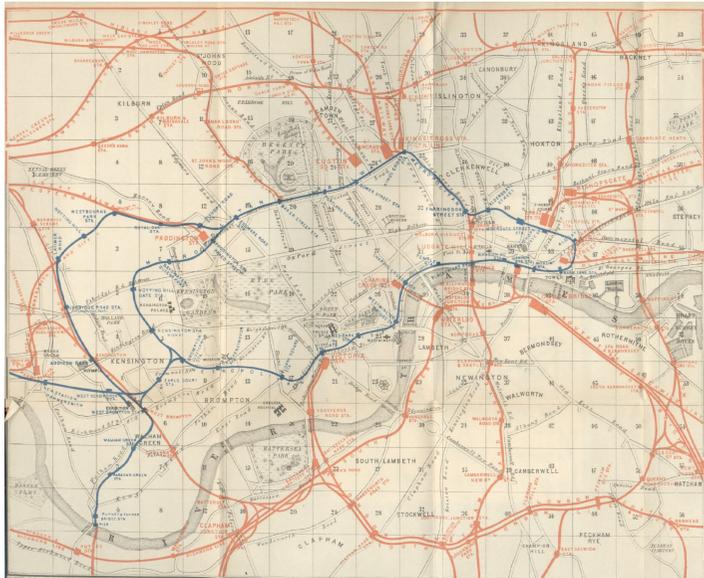
Redesign of the London underground map (1933). [Harry Beck](#)



# History: work in progress



# The problem

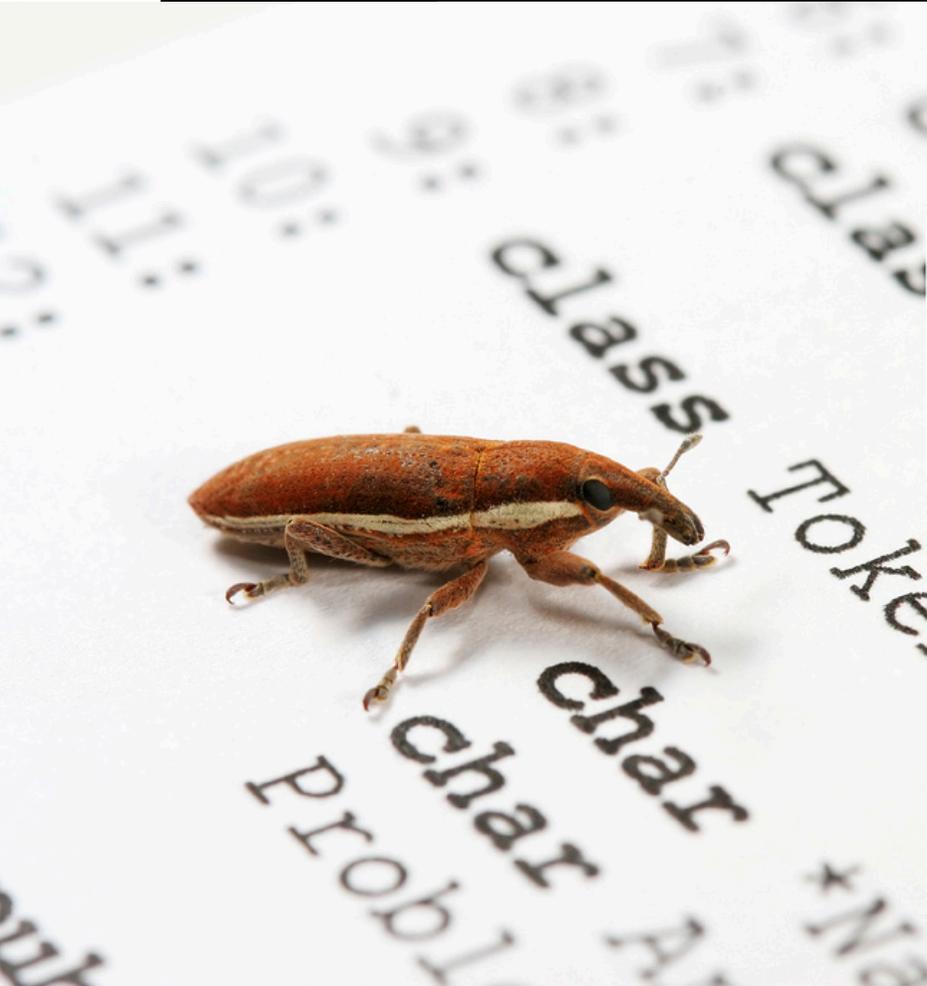


*data transference*

**visualization**



# The big problem

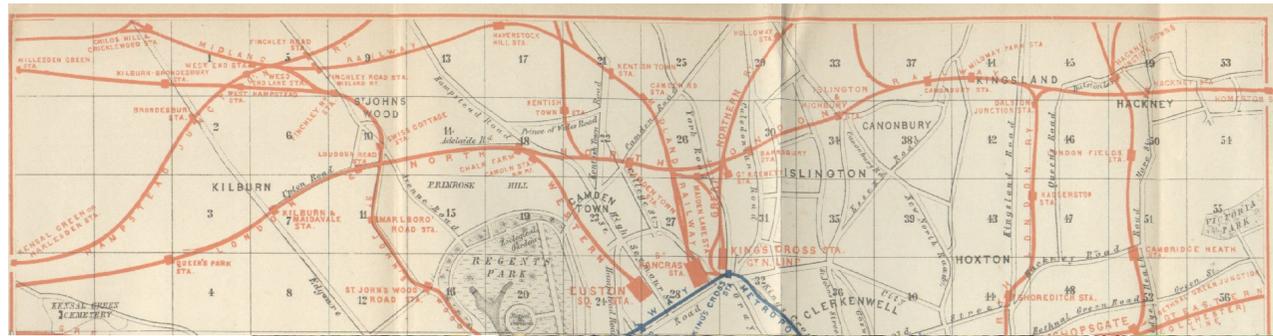


*data transference*  
**interactive**  
**visualization**



Where do  
we go?





Avoid highways

[Get reverse directions](#)

**From:** Victoria Station  
Westminster, London SW1V, UK  
Via A202/Camberwell New Rd [Edit](#)

**Drive:** 5.3 mi – about 19 mins

1. Head west toward A3213/Belgrave Rd 226 ft
2. Turn right at A3213/Belgrave Rd 282 ft
3. Turn left at A3214/Buckingham Palace Rd 0.1 mi
4. Turn left at St George's Dr 0.2 mi
5. Turn left at Eccleston Square 0.1 mi
6. Turn right at A3213/Belgrave Rd  
Continue to follow A3213 0.4 mi
7. Turn left at A3213/Bessborough St  
Continue to follow A3213 0.2 mi
8. Turn right at A202/Vauxhall Bridge Rd 0.4 mi
9. Slight left at A3036/Wandsworth Rd 20 ft
10. A3036/Wandsworth Rd turns slightly right and becomes A202/Kennington Ln 0.2 mi
11. Turn right at A202/Durham St 0.1 mi
12. Turn left at A202/Harleyford Rd  
Continue to follow A202 1.4 mi
13. Turn right at A215/Camberwell Green  
Continue to follow A215 1.7 mi
14. Turn left at A2214/Half Moon Ln 0.2 mi
15. Turn right at Burbage Rd 0.3 mi

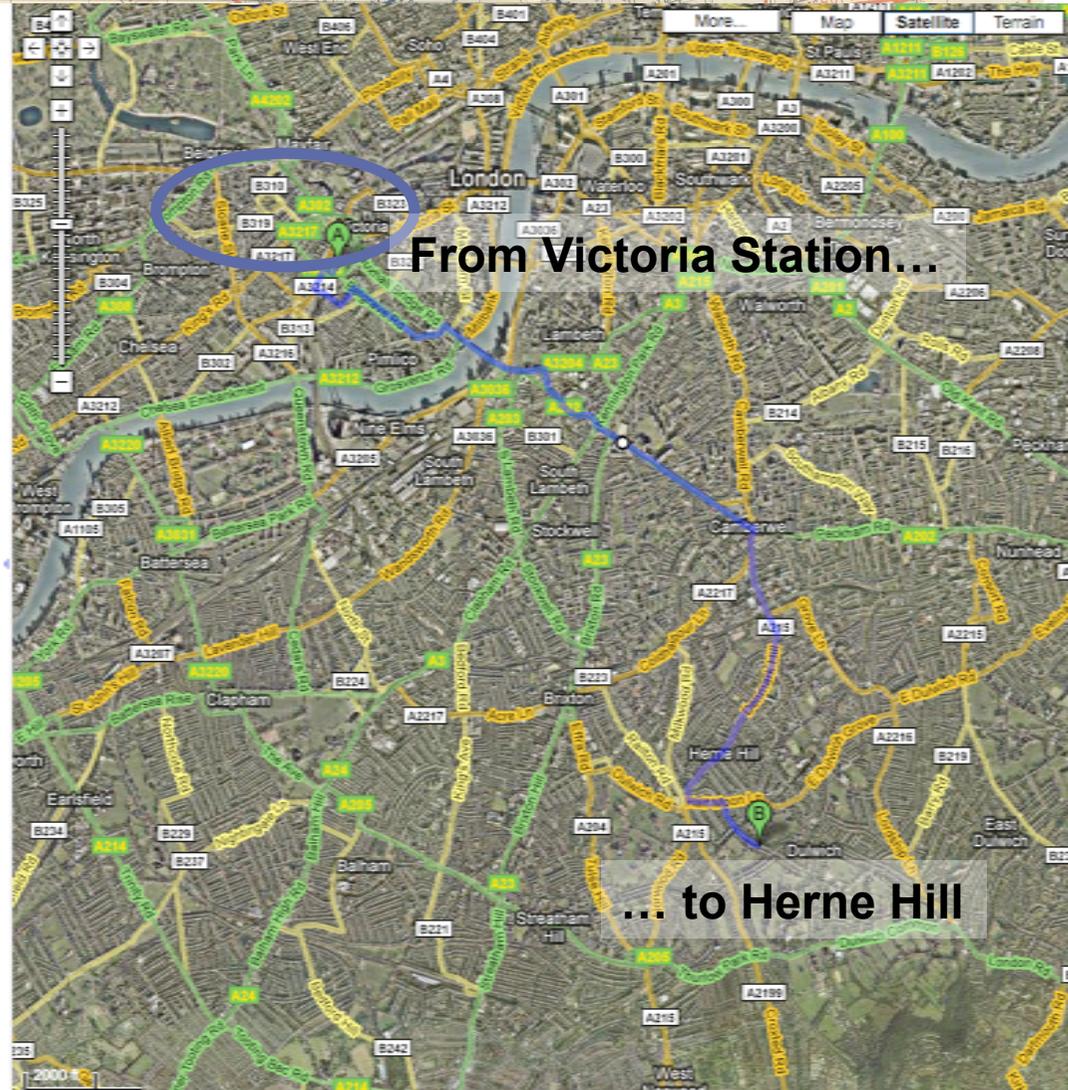
**To:** Burbage Rd  
Southwark, London SE24, UK [Edit](#)

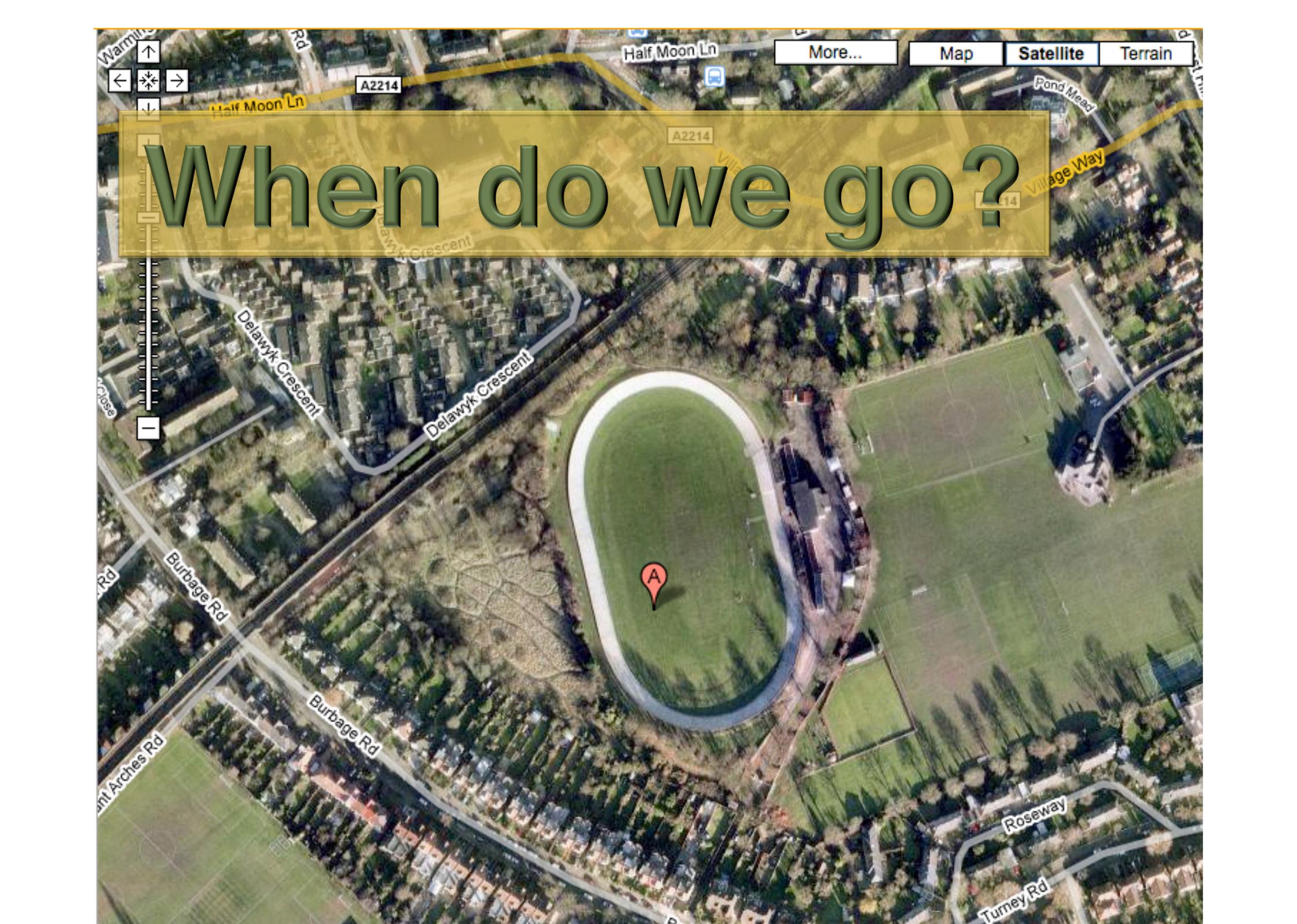
[km](#) | [miles](#)

[Add destination...](#)

These directions are for planning purposes only. You may find that construction projects, traffic, or other events may cause road conditions to differ from the map results.

Map data ©2008 Tele Atlas

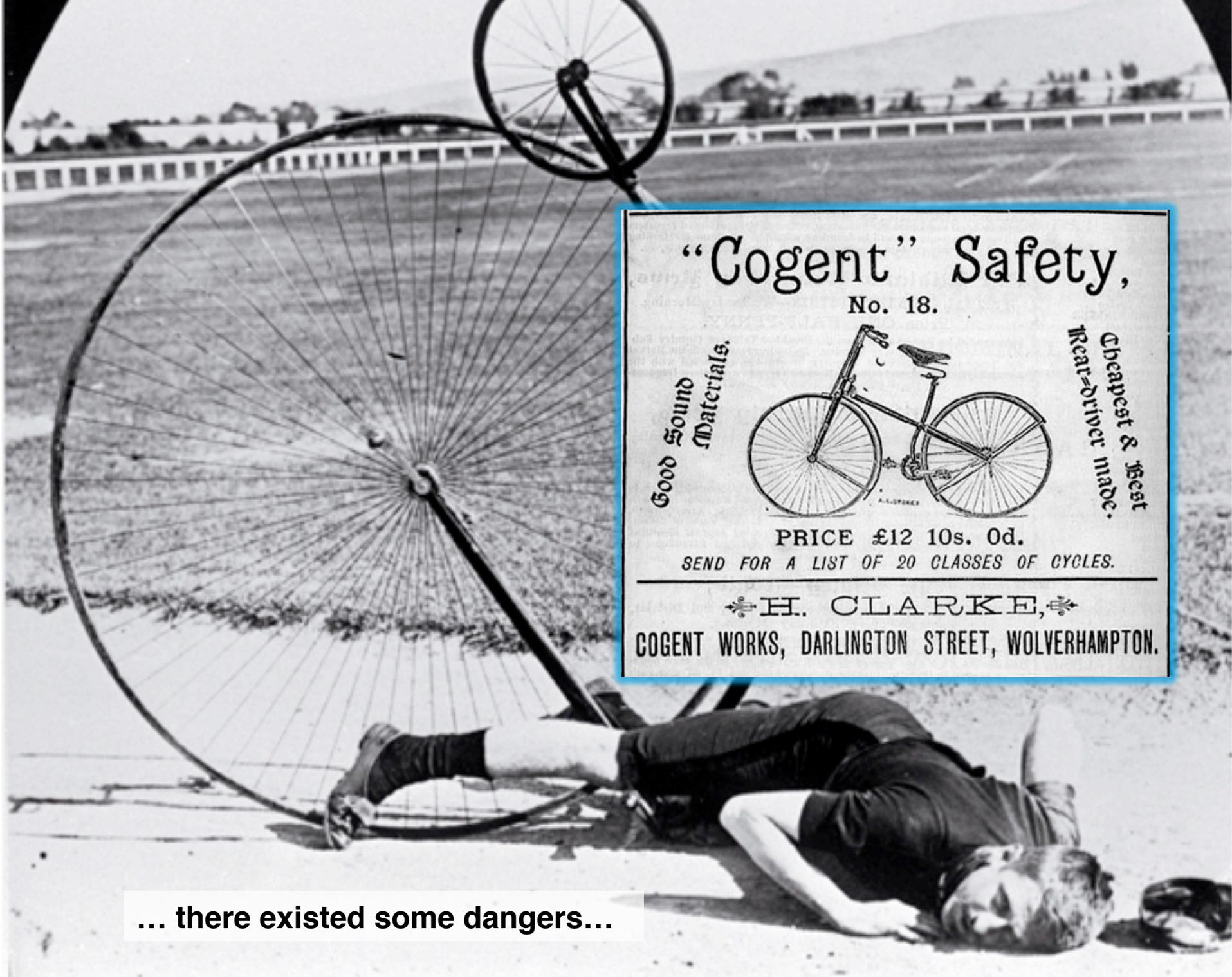


A satellite map showing a residential neighborhood. A large, oval-shaped green field with a white border is the central focus, with a red pin labeled 'A' placed on it. The field is surrounded by houses and trees. To the left, there are roads labeled 'Delawyk Crescent' and 'Burbage Rd'. To the right, there are roads labeled 'Roseway' and 'Turney Rd'. At the top, there are roads labeled 'Half Moon Ln' and 'Village Way'. A yellow line runs across the top of the map. In the top right corner, there are buttons for 'More...', 'Map', 'Satellite', and 'Terrain'. In the top left corner, there are navigation arrows and a 'Close' button. A scale bar is visible on the left side of the map.

When do we go?



**7th September 1932: A group of elderly cycling enthusiasts on their Victorian-style penny farthings, training for the 'ordinary' race at Herne Hill track... Funny!, but...**



# “Cogent” Safety,

No. 18.

Good Sound  
Materials.



Cheapest & Best  
Rear-Drive made.

PRICE £12 10s. 0d.

SEND FOR A LIST OF 20 CLASSES OF CYCLES.

— H. CLARKE, —

COGENT WORKS, DARLINGTON STREET, WOLVERHAMPTON.

... there existed some dangers...

**PENNY FARTHING**  
ПЕНИ ФАРТИНГ

**Vs.**  
VS.

**SAFETY BICYCLE**  
БЕЗОПАСНОЕ ВЕЛОСИПЕД



For Dunlop and the other protagonists of the air tire, originally the air tire meant a solution to the vibration problem. However, the group of sporting cyclists riding their high-wheelers did not accept that as a problem at all. Vibration presented a problem only to the (potential) users of the low-wheeled bicycle. Three important social groups were therefore opposed to the air tire. But then the air tire was mounted on a racing bicycle. When, for the first time, the tire was used at the racing track, its entry was hailed with derisive laughter. This was, however, quickly silenced by the high speed achieved, and there was only astonishment left when it outpaced all rivals (Croon 1939). Soon handicappers had to give racing cyclists on high-wheelers a considerable start if riders on air-tire low-wheelers were entered. After a short period no racer of any pretensions troubled to compete on anything else (Grew 1921).

---

***The Social Construction of Facts and Artifacts: Or How the Sociology of Science and the Sociology of Technology Might Benefit Each Other***

*Trevor J. Pinch and Wiebe E. Bijker*





### Exploring the Role of Visualization and Engagement in Computer Science Education

Report of the Working Group on "Improving the Educational Impact of Algorithm Visualization"

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**Abstract**  
Visualization technology can be used to graphically illustrate concepts in computer science. We argue that such technology, no matter how well it is designed, is of

### Merging Interactive Visualizations with Hypertextbooks and Course Management

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**ABSTRACT**  
As a report of a working group at IEEE VIS 2008, this paper provides a vision of how visualization and the adjacent area

**Categories and Subject Descriptors**  
K.3.2 [Computers and Education]: Computer & Information Science Education; Computer Science Education

### Optimizing the stack size of recursive functions

Stefan Schaeckeler\*, Wojtja Shang

ELSEVIER

ARTICLE INFO  
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Received in revised form 11 March 2008  
Accepted 22 April 2008

**ABSTRACT**  
Recursive computation systems, such as compilers for program sets, often are important as if not more important than optimization for execution speed. Commonly, compilers try to reduce the code segment but neglect the stack segment, although the stack can significantly grow during the execution of recursive functions because a separate activation record is required for each recursive call. In formal parameters or local variables located at all recursive calls, it is not possible to reduce the stack size by reducing formal parameters and local variables global offsets, live ranges of formal parameters and local variables can be split at recursive calls through program transformations. These splitting transformations allow us to further optimize the stack size of all our benchmark functions. In all formal parameters and local variables can be declared global, then such functions may be transformed into iterations. This paper proposes all such benchmark functions.

### Evaluating the Educational Impact of Visualization

Report of the Working Group on "Techniques for Educational Impact of Visualization"

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**ABSTRACT**  
The educational impact of visualization depends on various

### Software Visualization

Stephan Diehl

Visualizing the Structure, Behaviour, and Evolution of Software

With 124 Figures, including 75 in Colour, and 5 Tables

**ABSTRACT**  
The educational impact of visualization depends on various

### Animal: A System for Supporting Multiple Roles in Algorithm Animation

GUIDO RÖSSLING<sup>a</sup> AND BERND FRISCHBENT<sup>b</sup>

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Many algorithm animation tools have been developed over the last years. The users of such tools can be separated into four roles: the original algorithm programmer, developers of the animation tool, visualizers that generate the animation and end users viewing the animation. Most tools focus on providing features for one or two of these roles. The ANIMAL system is designed to present valuable benefits for the last three roles. The principal research contributions of this work lie in dynamic extensibility, internationalization, of GUI components and animation content, reusable animation display and handle input and output facilities. We also present several core features of ANIMAL including dynamic reconfiguration, internationalization in both GUI and animation, display scaling, export facilities and full video player

### Software Visualization and Measurement in Software Engineering Education: An Experience Report

James H. Cross II, T. Dean Hendrix, Karl S. Matzias, and Larry A. Harvowitz  
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**Abstract**—By supporting well defined cognitive processes employed during a comprehension task, graphical representations of software could have a beneficial effect on comprehension efficiency and effectiveness. Documented empirical evidence of measurable benefits of software visualization is, however, limited in scope and often contradictory. The GRASP research project is currently evaluating the effects of software visualizations in both software engineering education as well as in software production environments. This paper describes the experimental framework and design used for evaluation in an academic setting.

**Introduction**  
The idea that representing something visually can help understanding has long been presented as common practice and in the literature. Indeed, it is quite worth a thousand

### Software Visualization in the Large

Thomas Ball  
Eugene O. Rice  
Ball Laboratories

**ABSTRACT**  
The well known fact that large computer programs are complex and difficult to write, maintain, and test, presents a significant barrier to the development of software. These are the most serious barriers to the development of software. These are the most serious barriers to the development of software. These are the most serious barriers to the development of software.

### Towards Intelligent Tutoring in Algorithm Visualization

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**ABSTRACT**  
Algorithm visualization systems have indeed made several steps forward in their educational benefits over the last years. However, we still have to improve algorithm visualization by taking it further in the direction of personalized intelligent tutoring. In this paper, we describe pedagogical requirements for algorithm visualization used in intelligent tutoring.

**Categories and Subject Descriptors**  
K.3.2 [Computers and Education]: Computer Use in Education  
—Computer-assisted instruction

**General Terms**  
Algorithms  
Algorithm Visualization, Intelligent Tutoring

**Keywords**  
Algorithms, Visualization, Intelligent Tutoring

**1. INTRODUCTION**  
Algorithm visualization (AV) has seen an increasing amount of interest in the past years, as evidenced by the growing number of publications, as well as the formation of the International Symposium on Visualization (VisVis) in 2005, in the context of

**2. PEDAGOGICAL AV REQUIREMENTS**  
Rößling and Naps [9] summarize key findings of current research projects in AV use. They outline nine different pedagogical requirements for algorithm visualization:

1. the optimization status of applets to overcome the restrictions in applets due to the consistency on the browser / Java virtual machine support;
2. prefer programming systems over sophisticated systems due to the chance for reuse and better integration into a programming class;
3. allow users to generate steps to the algorithm, using appropriate input helpers;
4. support for visualization revisiting so that users can return to the phase after they have back of the content [1, 11];
5. offer a view of the visualization system that can also be used to help to understand visualization steps [3];
6. integrate processes of the algorithm behavior [6];
7. keep them well a distance for course management facilities [4].



# The Future of software visualization

## Among other challenges:

*Integration* Software visualization will be doomed to remain an academic endeavor if we do not succeed in integrating it into working environments and thus into the work flow of programmers, designers and project managers. [...]

*3D visualization* In modern computer games, 3D graphics and narrative elements help the user to find her way through the virtual worlds. Recently, for every major operating system, 3D desktops have been released, or at least some animated 3D effects have been added to the old 2D desktop. Today's software visualization tools do not even exploit the graphics power of an average PC or laptop. 3D visualization may fulfill its promises (see

*End-user visualization:* Today, software visualization tools are used by software developers. Some kinds of visualizations may be helpful for end-users who want to get some information about an application that they are using. For example, they may want to know what components are required

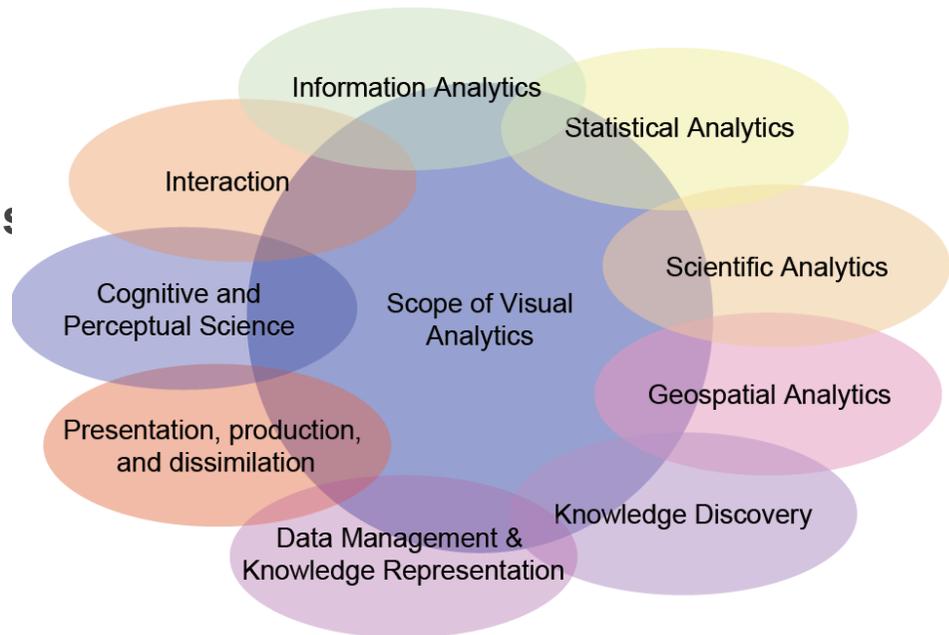
(Diehl, 2007)

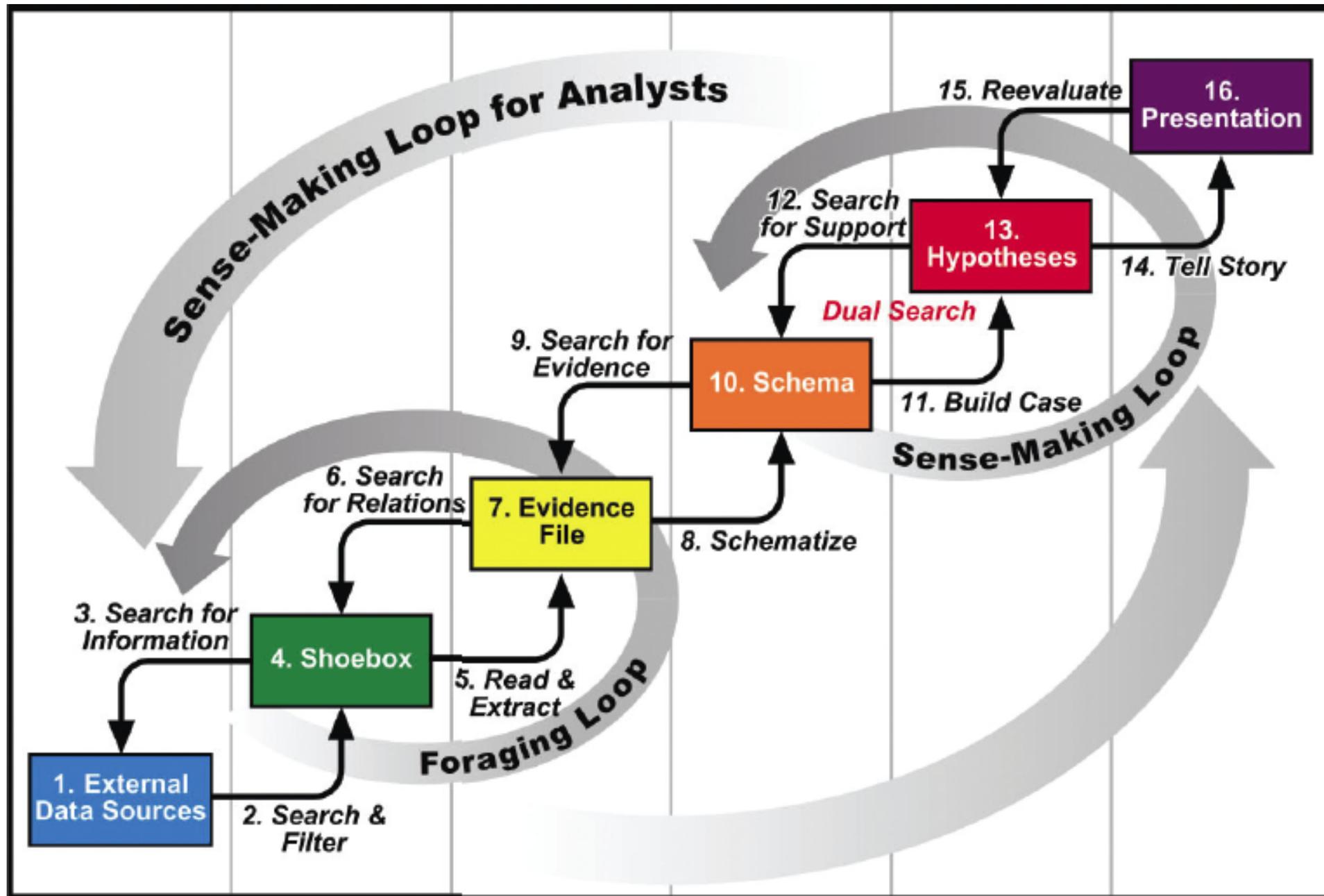
# The interactive visual approach

Visual Analytics is the science of analytical reasoning facilitated by highly interactive visual interfaces.

The visual analytics process aims at tightly coupling automated analysis methods and interactive representations and combines the strengths of machines with those of humans

(Keim, 2006)

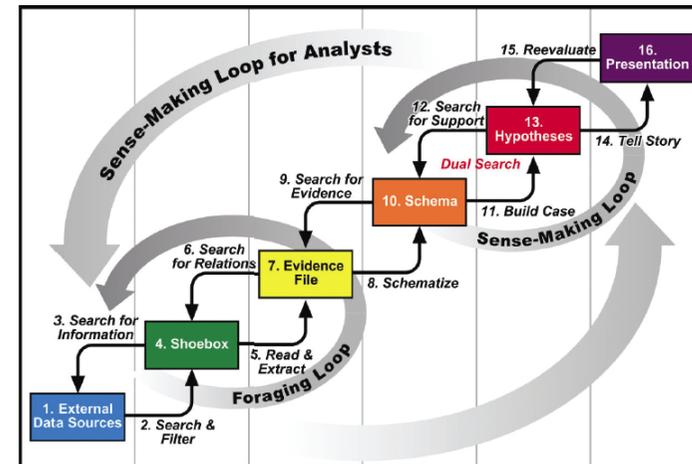


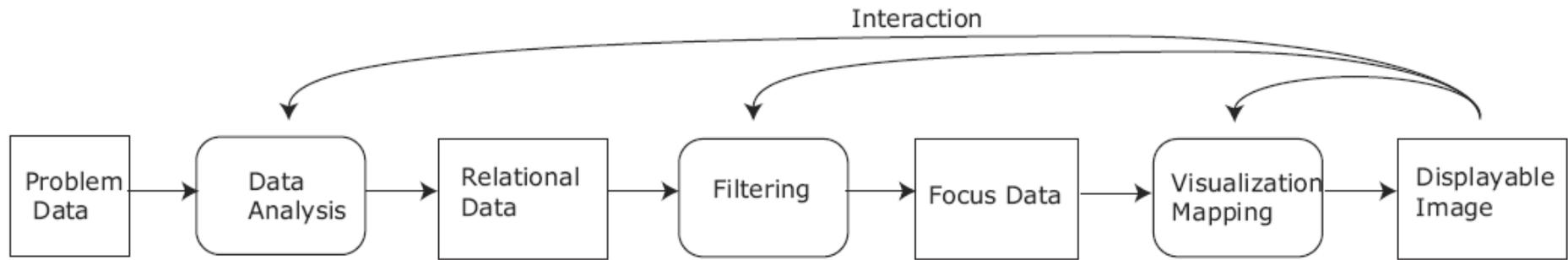


J. Thomas – Visual Analytics Initiative

# Visualization mantras

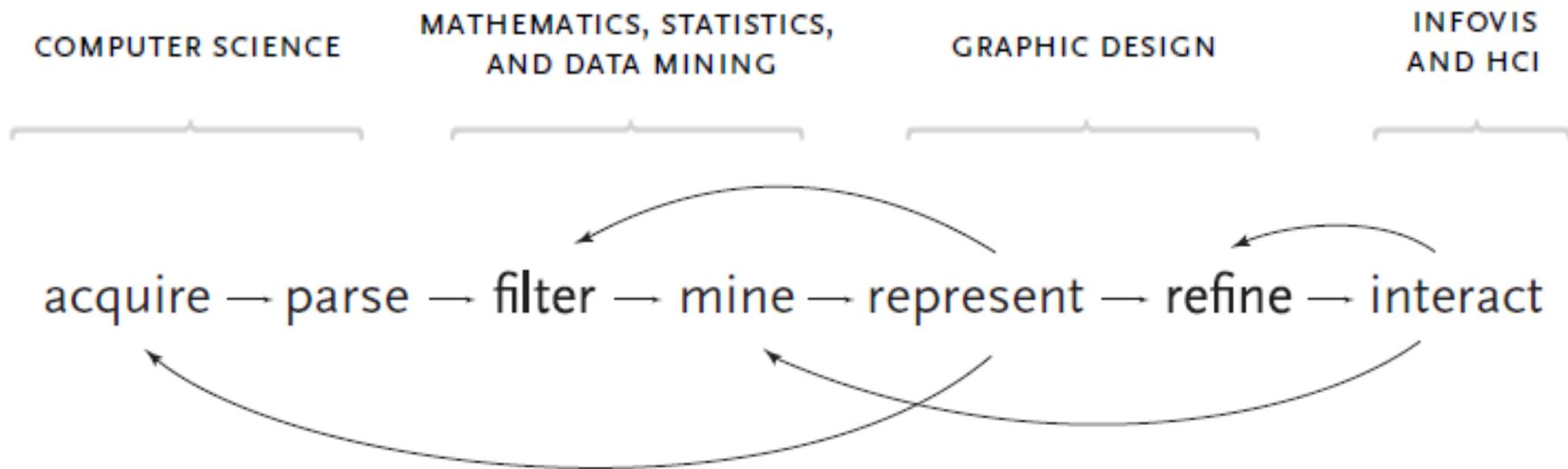
- Visual Information Seeking Mantra
  - Overview, Zoom-in / Filter, and Details on Demand (Shneiderman, 1996)
- Visual Analytics Mantra
  - Analyse first, Show the Important, Zoom, filter and analyse, Details on demand (Keim 2006)





## Computacional Información Design

(Ben Fry, 2004)



# Example: Evolution of Software

- Visualization of the collaboration history in the development of software items
- **Source:** Repositories of Software Configuration Management tools
  - relationships between the programmers and software items
  - creation of baselines, branches and revisions
  - Temporal information

# Aim

- First contribution to the SCM tool (PlasticSCM) developed by Códice Software
  - Revision Tree: an interactive 2D visualization
    - Visualiation of the contributions of the team members, through several revisions, baselines and long periods of time, on the same item or document within the software project.
- We support our visualization through the use several information visualization techniques:
  - grid-based structure,
  - selection, navigation, filtering and zoom interaction mechanisms
  - polyfocal display,
  - tree hierarchy (a directed graph),
  - time line.

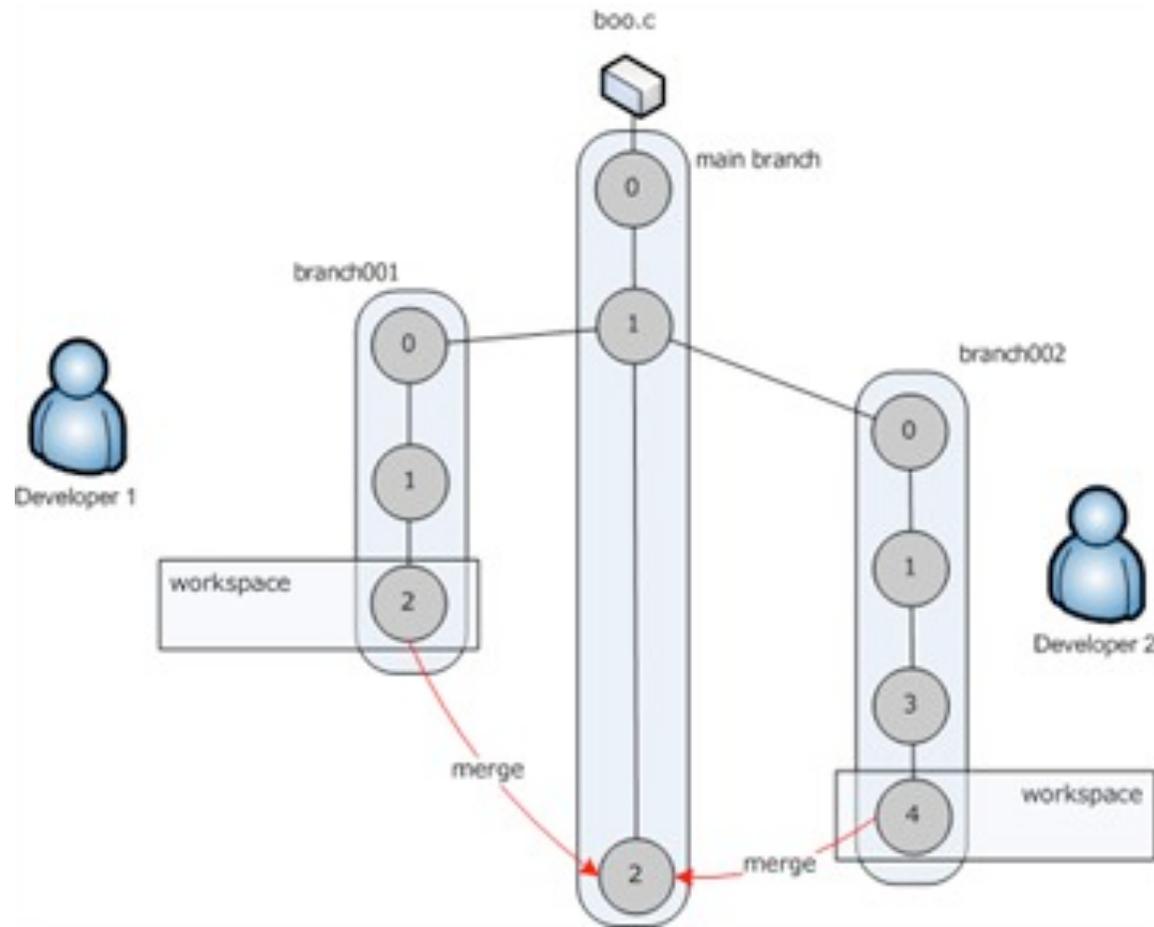
# Background

- Software Configuration Management (SCM) controls the evolution of complex systems taking into consideration
  - communication at every level of the organization
  - changes of code and documentation.
- SCM tools must provide
  - management of the component database,
  - concurrency
  - collaboration,
  - recording changes
    - time, date, modules affected, modification duration, who did the change.
- However, in spite of the richness of this data source
  - *there is an important lack of mechanisms to convey, how the contribution and collaboration among team members occurs in a particular project.*

# Background

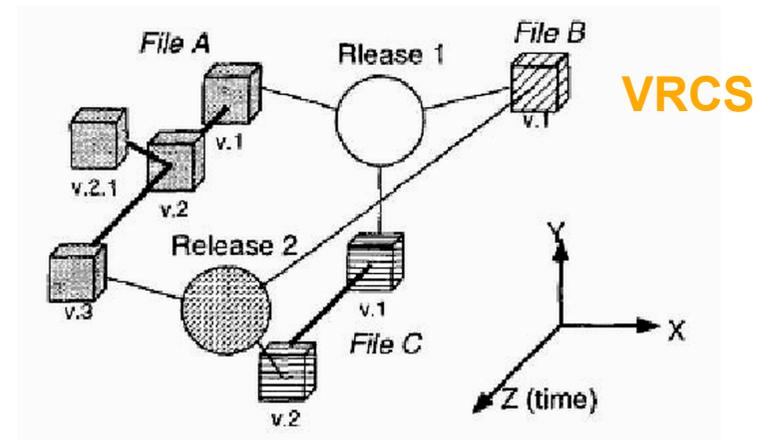
- Plastic SCM supports parallel development so different developers are able to include changes at the same time on the same code base.
- Plastic SCM is able to manage **thousands of branches on a single repository** with no restriction, providing easy and effective management of files through the development cycle.
  - Understanding of what is really happening inside the team?

# Background

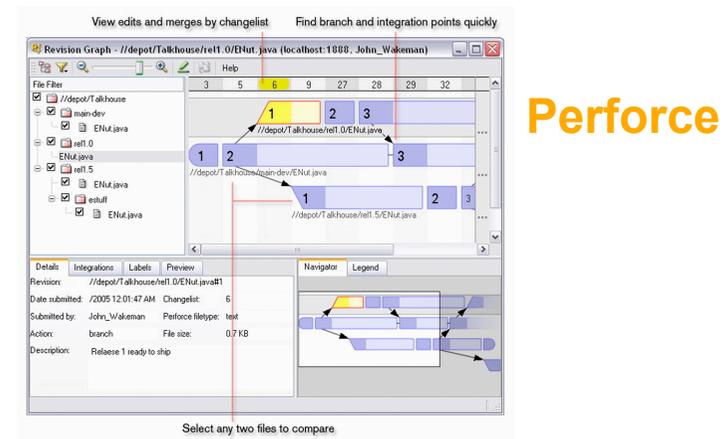


# Background

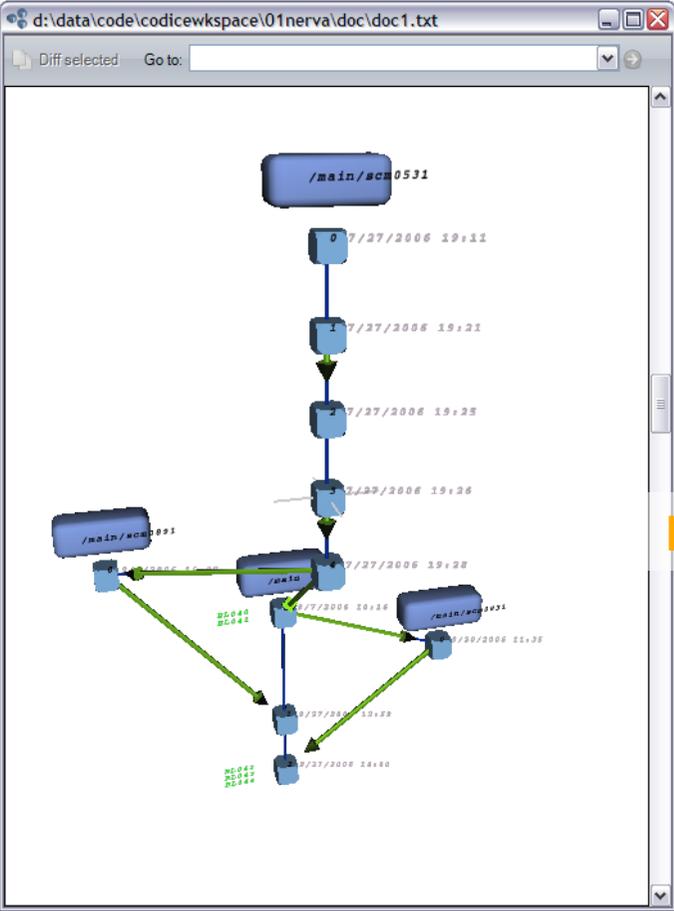
- **VRCS:**
  - evolution of items from the repository of the software management configuration tool.
    - each software item is represented by using two dimensions and the overall visualization with three dimensions



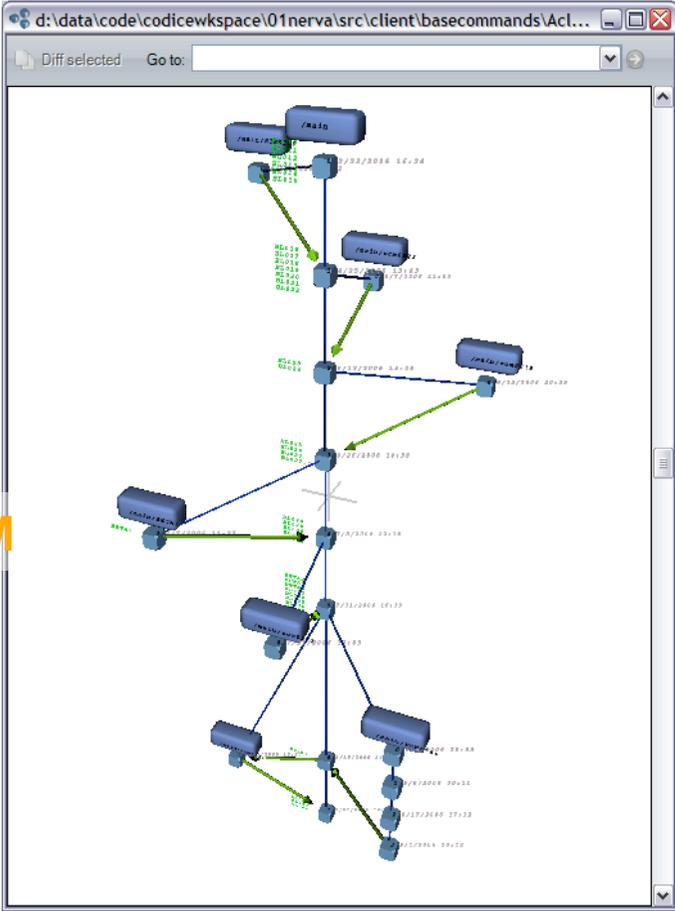
- **Perforce:**
  - a two dimensional visualization and uses a graph to show the relationships between baselines, branches and revisions. It features an overview + detail approach rather than a more convenient focus + context approach



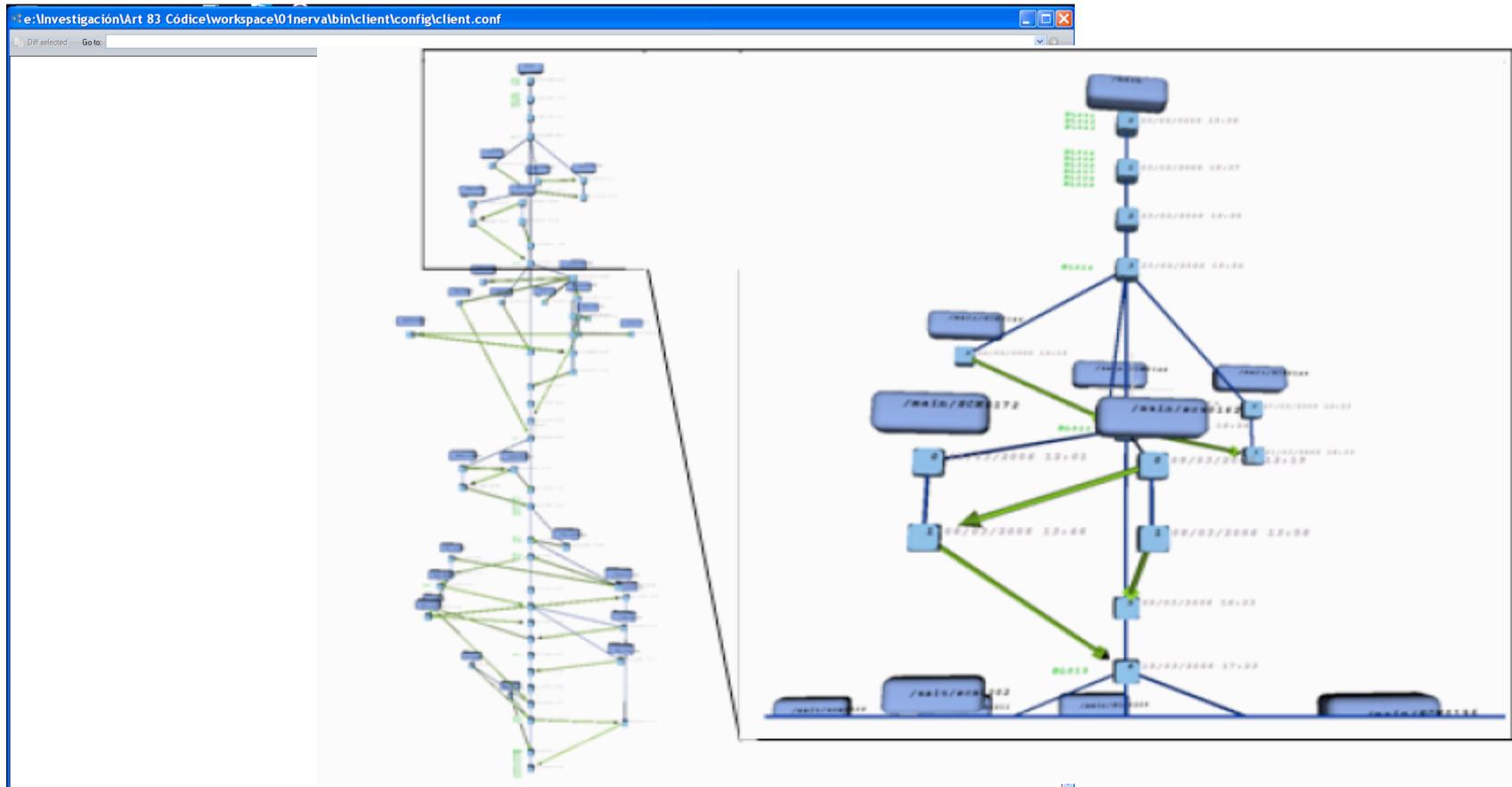
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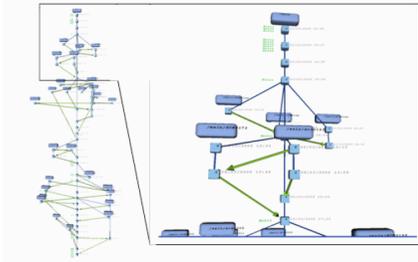


PlasticSCM

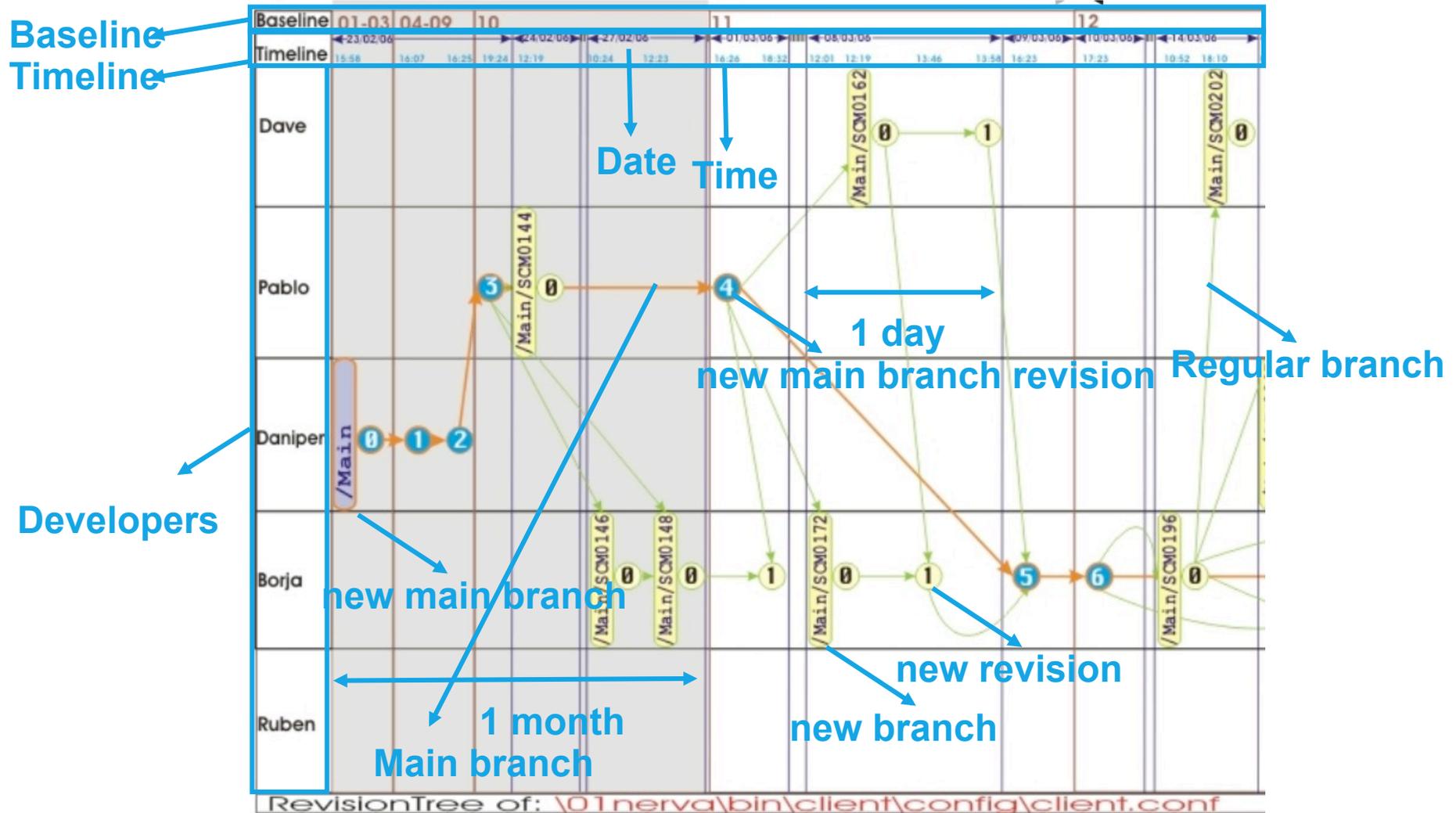


# Background



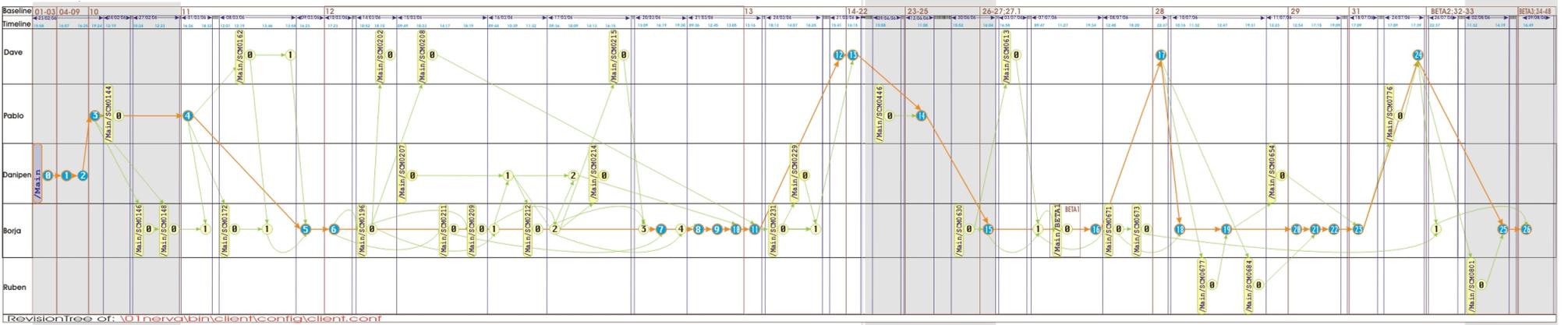
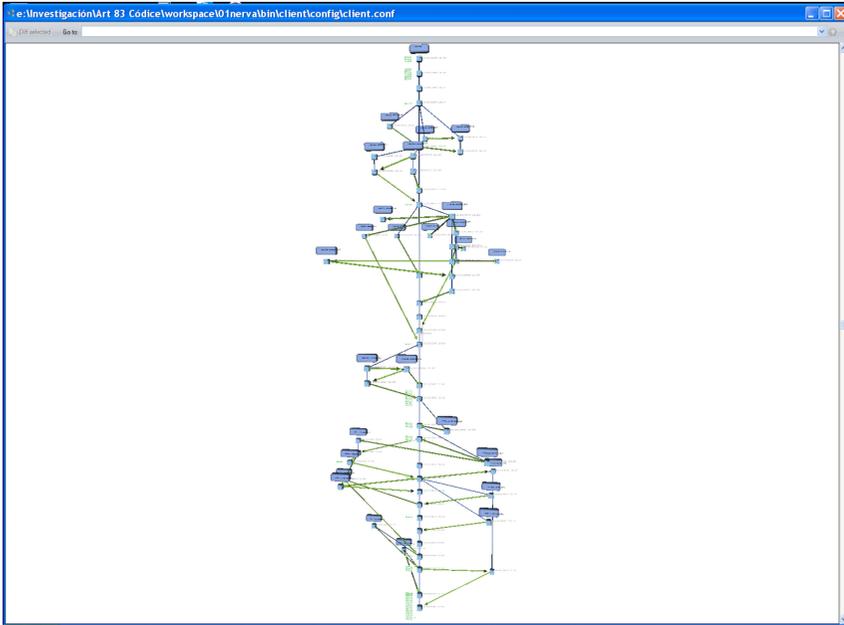


# RevisionTree



# RevisionTree--design

- grid-based structure
  - it provides an intuitive mechanism to visualize the working relationship between authors and baselines by using the rows to represent the authors and the columns for the baselines
  - Default view:
    - Uses of variable width columns to accommodate the revisions in each baseline, the distribution of the rows is uniform,
- Graph layout
- Focus+context interaction
- *This sketch allows us to appreciate all the baselines and revisions of the item at a glance, as well as the relationships among baselines and the hierarchical association between baselines and revisions.*



# Validation

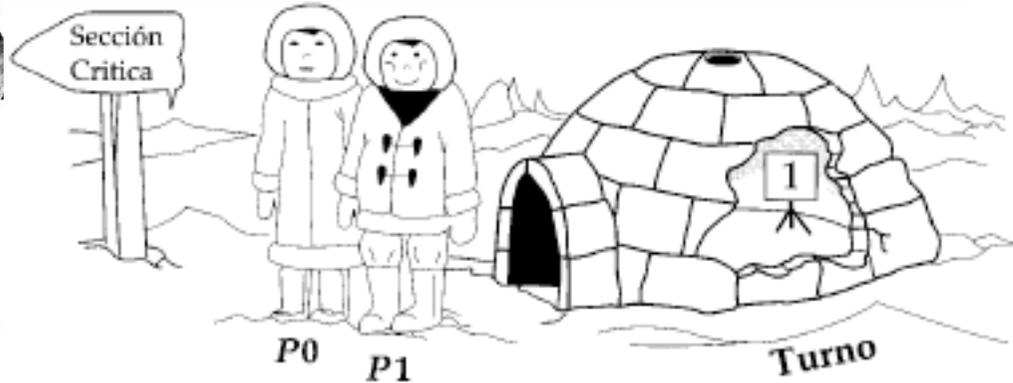
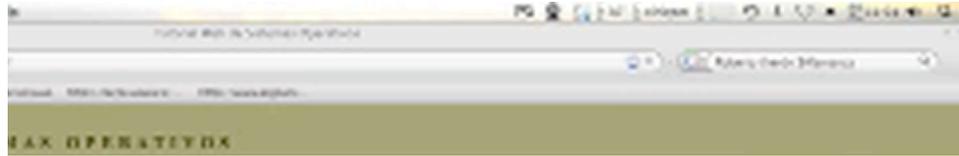
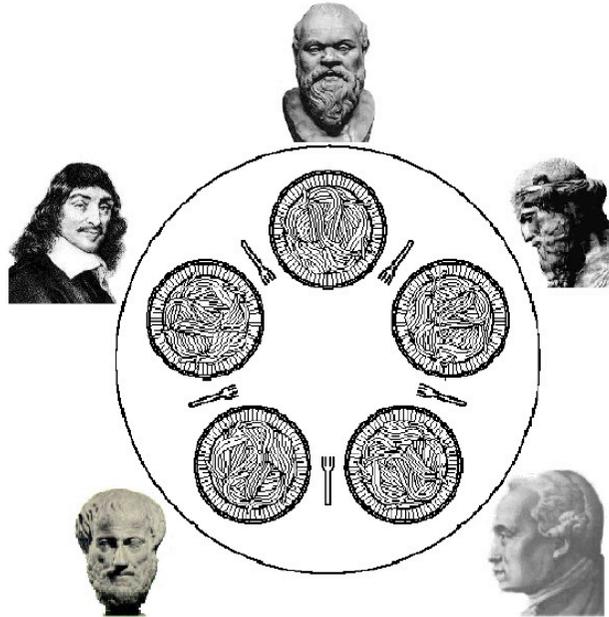
- In-house validation (CódigoSoftware)
  - it is evident that it is possible to obtain a great amount of information at a glance
    - detailed explanation is not required;
    - it is easy to follow up on contributions to the development of a software item and understand how it has evolved throughout.
  - It provides useful information for project managers
    - who has been working most in the development of the item,
    - Has someone quit or been fired ?
    - Anomaly discovery:
      - Were the last revisions, made by a given programmer, merged?
      - is there a merge that has never been done?

# Validation

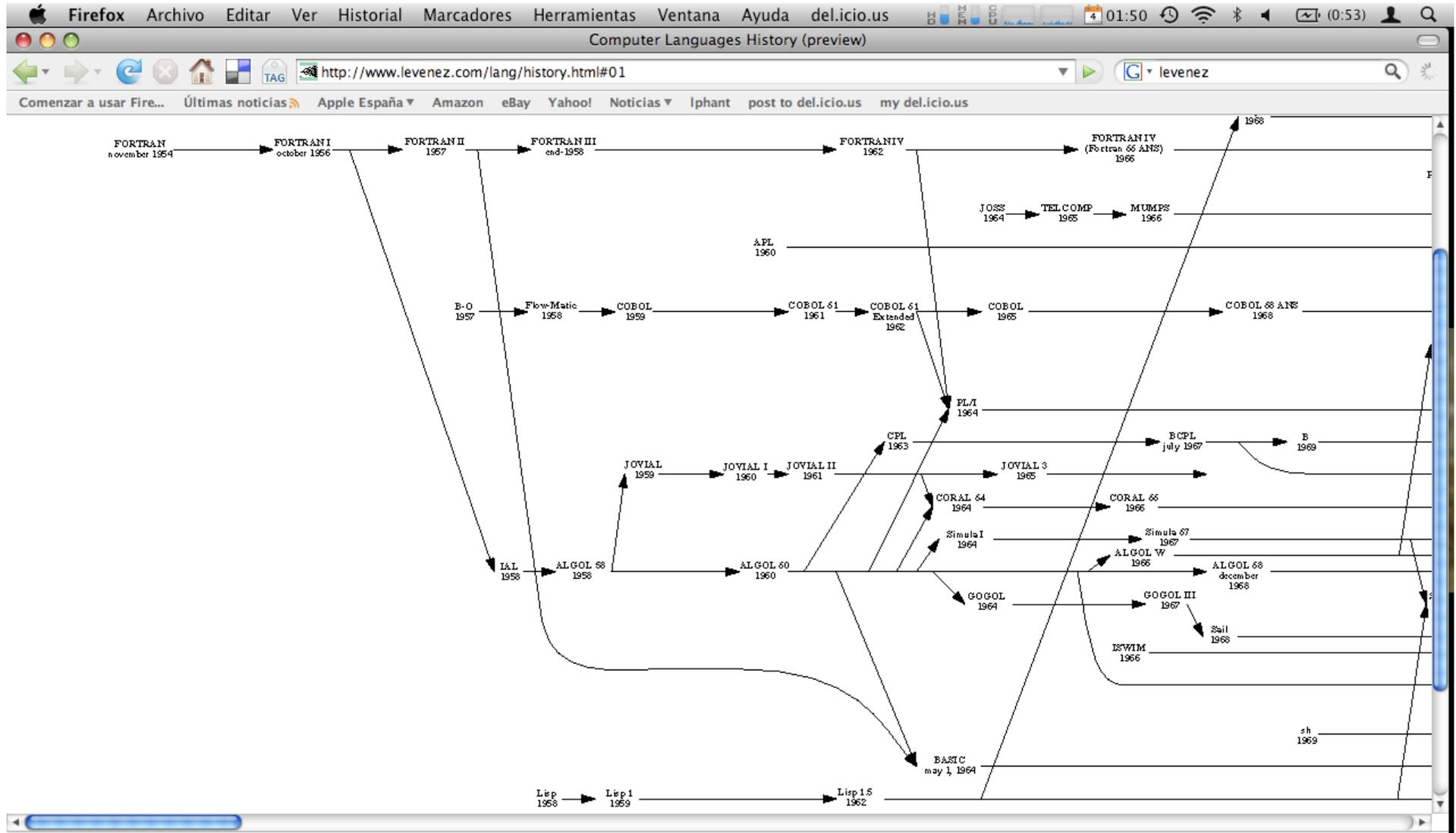
Questions	PlasticSCM	VRCS	Perforce
Does the visualization provide a context view?			✓
How many developers are participating in the development of the software item?			
Who are the developers contributing to the evolution?			
Who is the programmer with more contributions to the evolution of the item?			
How many baselines constitute the whole evolution process?	✓	✓	
Does the tool offer information about dates and times of the creation of baselines and revisions?			✓
Is there a revision without been merged after a long time?			✓
How long has been the development of the item?	✓	✓	✓
Which baseline has more branches and revisions?			
Which branch has more modification activity?			✓
Which is the period of time that does not show any activity?			
Is there a period when the item was stable and then suddenly started having a lot of activity?			
Is it possible to compare baseline activity?			



# Example: Algorithms

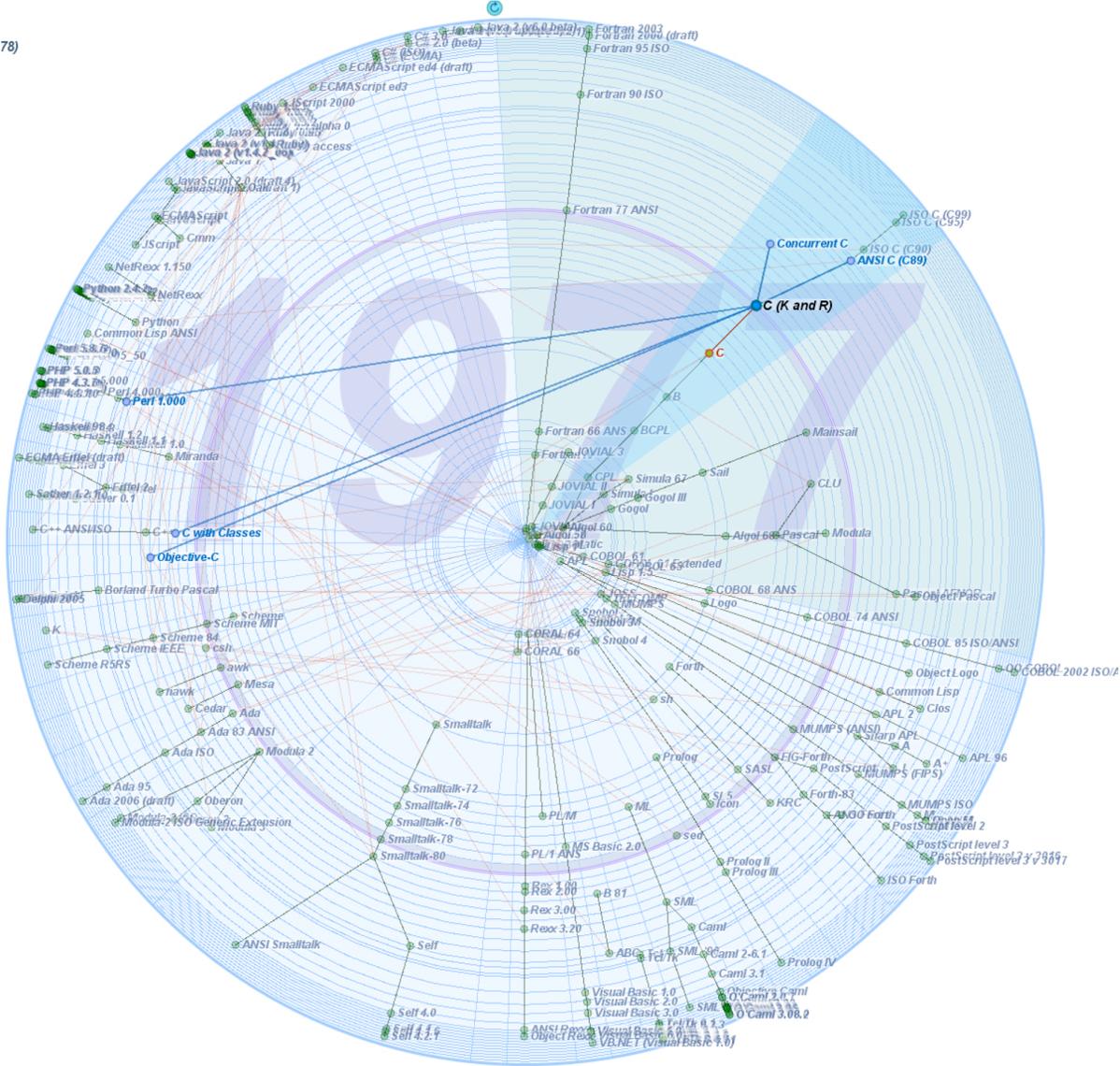


# Example: Hierarchies + Time

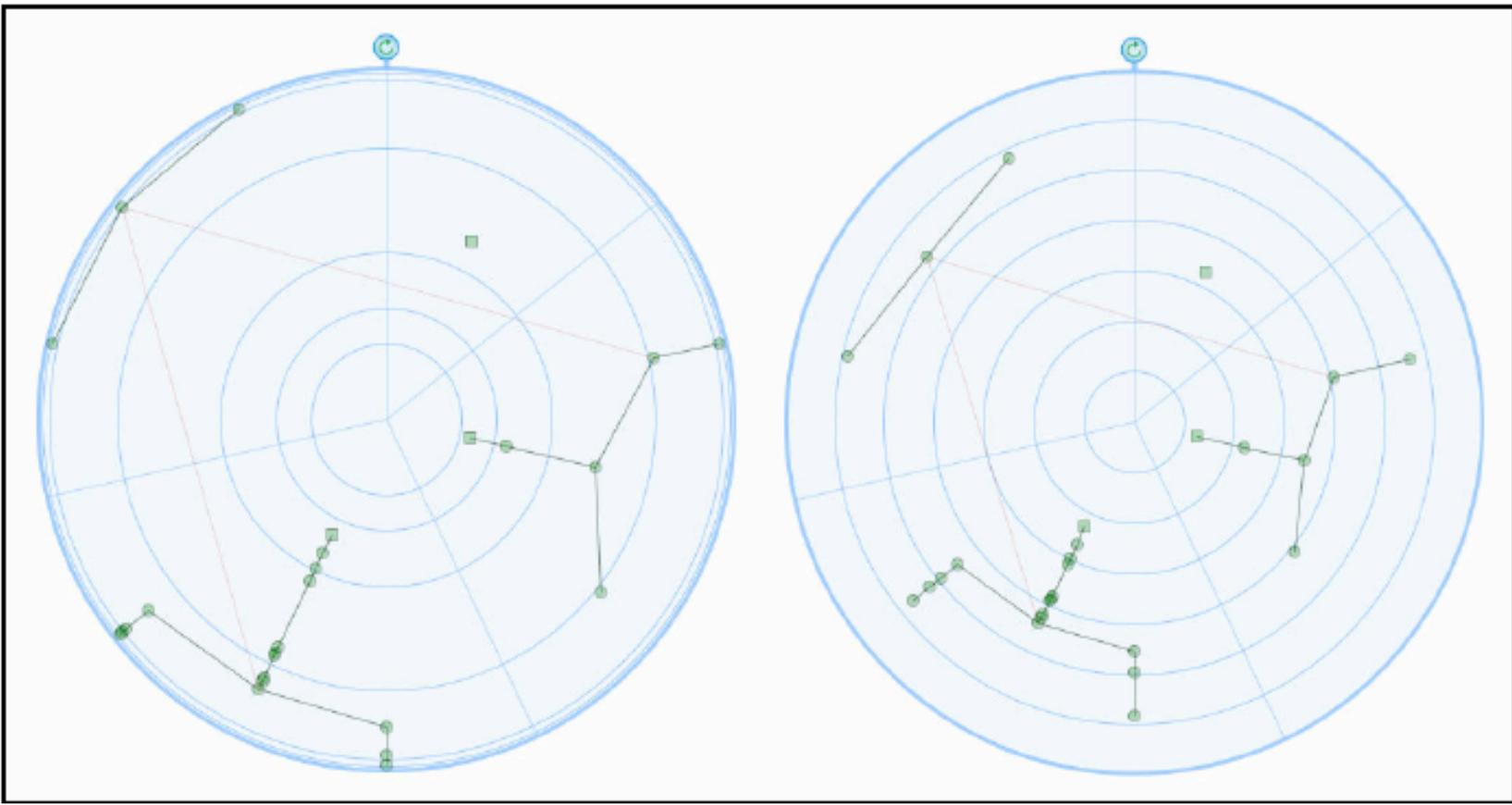


# Example: Hierarchies + Time

1: Fortran  
o: C (K and R) (1978)



# Example: Hierarchies + Time





# Example: Hierarchies + Time

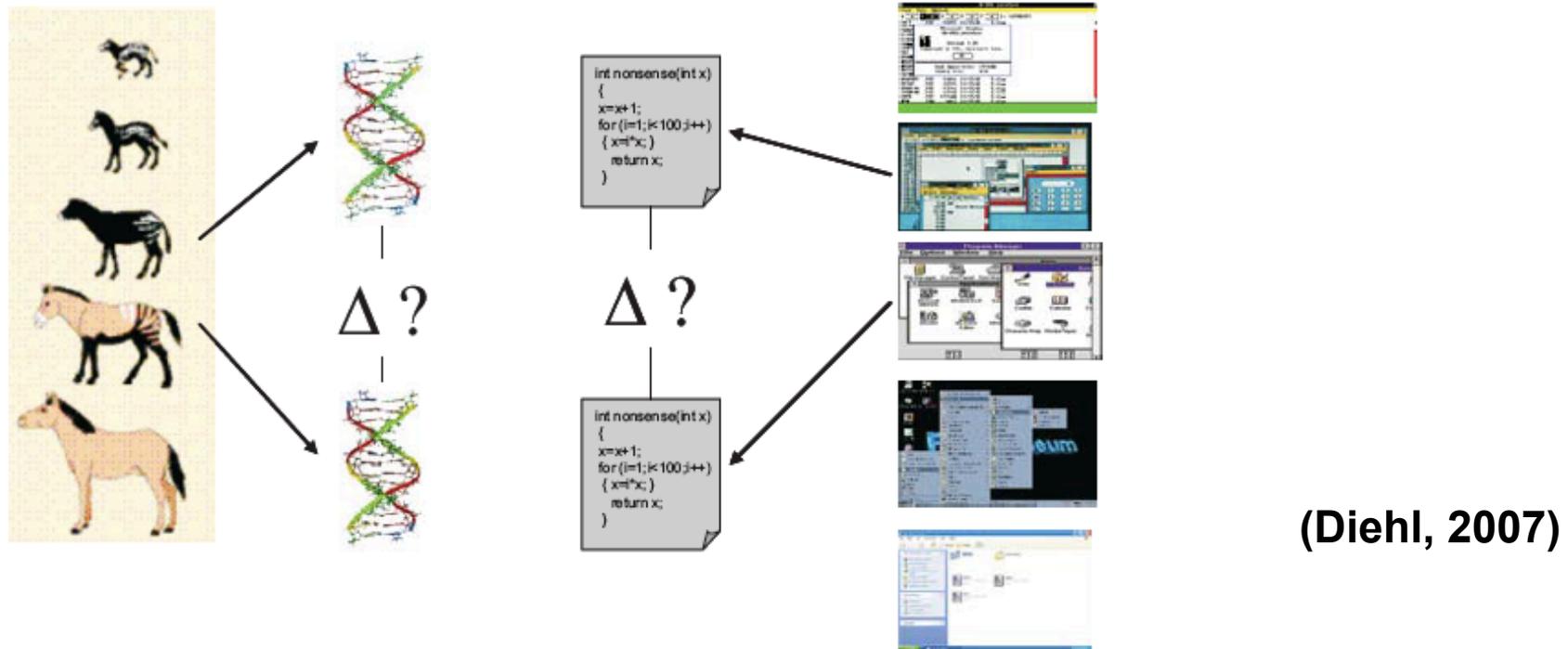


Fig. 5.1. Analogy between biological and software evolution

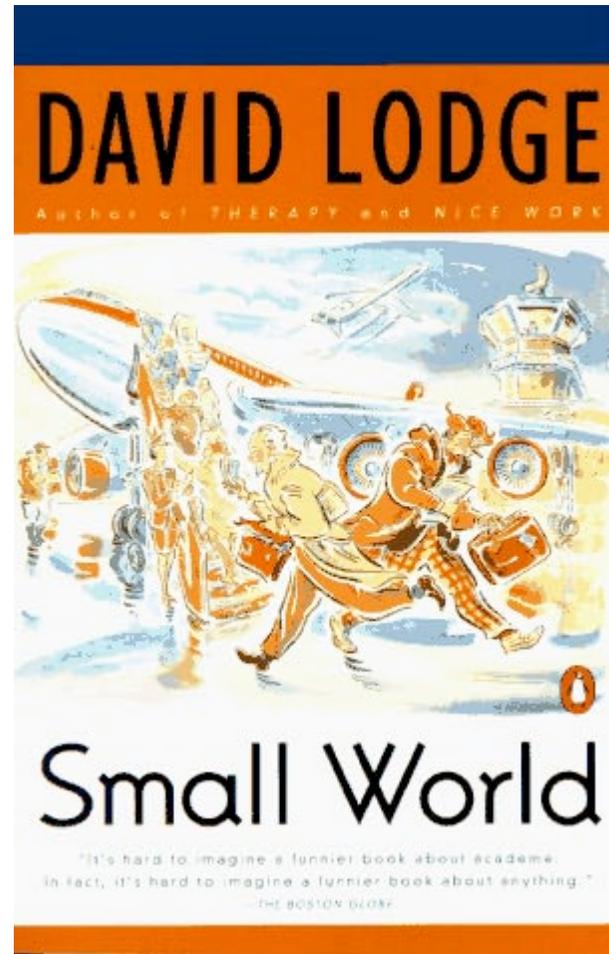
As shown in Fig. 5.1, evolutionary biologists look for differences in genes. Finding common patterns in these differences enables them to formulate rules about how a certain species evolves or even how species in general evolve. Genes are often called the programs of life. By use of this analogy, software evolution researchers can use methods similar to those of evolutionary biologists.

# Example: Hierarchies + Time

## Treevolution

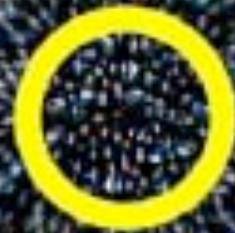
Visual analysis of phylogenetic trees

# Example: **Visual analytics**



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"Six Degrees Club" logo from the Six Degrees Club, Inc.

# SIX DEGREES



THE SCIENCE OF  
A CONNECTED AGE

DUNCAN J. WATTS

# Small World

The small world experiment comprised several experiments examining the **average path length for social networks of people** in the United States. The research was groundbreaking in that it suggested that human society is a small world type network characterized by short path lengths

(Stanley Milgram)

*six degrees of separation*

Duncan J. Watts: D. J. Watts and S. H. Strogatz. Collective dynamics of 'small-world' networks, Nature, 393:440-442 (1998)

Bacon number

Erdős number

Films: 27  
Avg. Opening BoxOffice: 1.37E7 \$  
Acc. Box Office: 1.11E9 \$  
Avg. Box Office: 5.06E7 \$  
Acc. Budget: 7.13E9 \$  
Average Budget: 3.96E7 \$  
Avg. Screens: 1827.0  
Avg. IMDb Rating: 5.42  
Awards: 9 (FOR YEAR (2005))  
Nominations: 0

Films: 9  
Avg. Opening BoxOffice: 6851275 \$  
Acc. Box Office: 1.51E8 \$  
Avg. Box Office: 2.39E7 \$  
Acc. Budget: 1.58E9 \$  
Average Budget: 3.95E7 \$  
Avg. Screens: 1649.0  
Avg. IMDb Rating: 5.96  
Awards: 0  
Nominations: 0

Matthew Perry (f)



19 August, 1969  
Williamstown, Massachusetts, USA  
Born in Williamstown, Massachusetts, USA  
Matthew Perry was raised in Oakland...

Courteney Cox



15 June, 1964  
Birmingham, Alabama, USA  
Courteney Cox was born on June 15th, 1964 into an affluent Southern family...

Jennifer Aniston



11 February, 1969  
Sherman Oaks, California, USA  
Born in Sherman Oaks, California. Jennifer Aniston spent a year of her...

David Schwimmer (f)

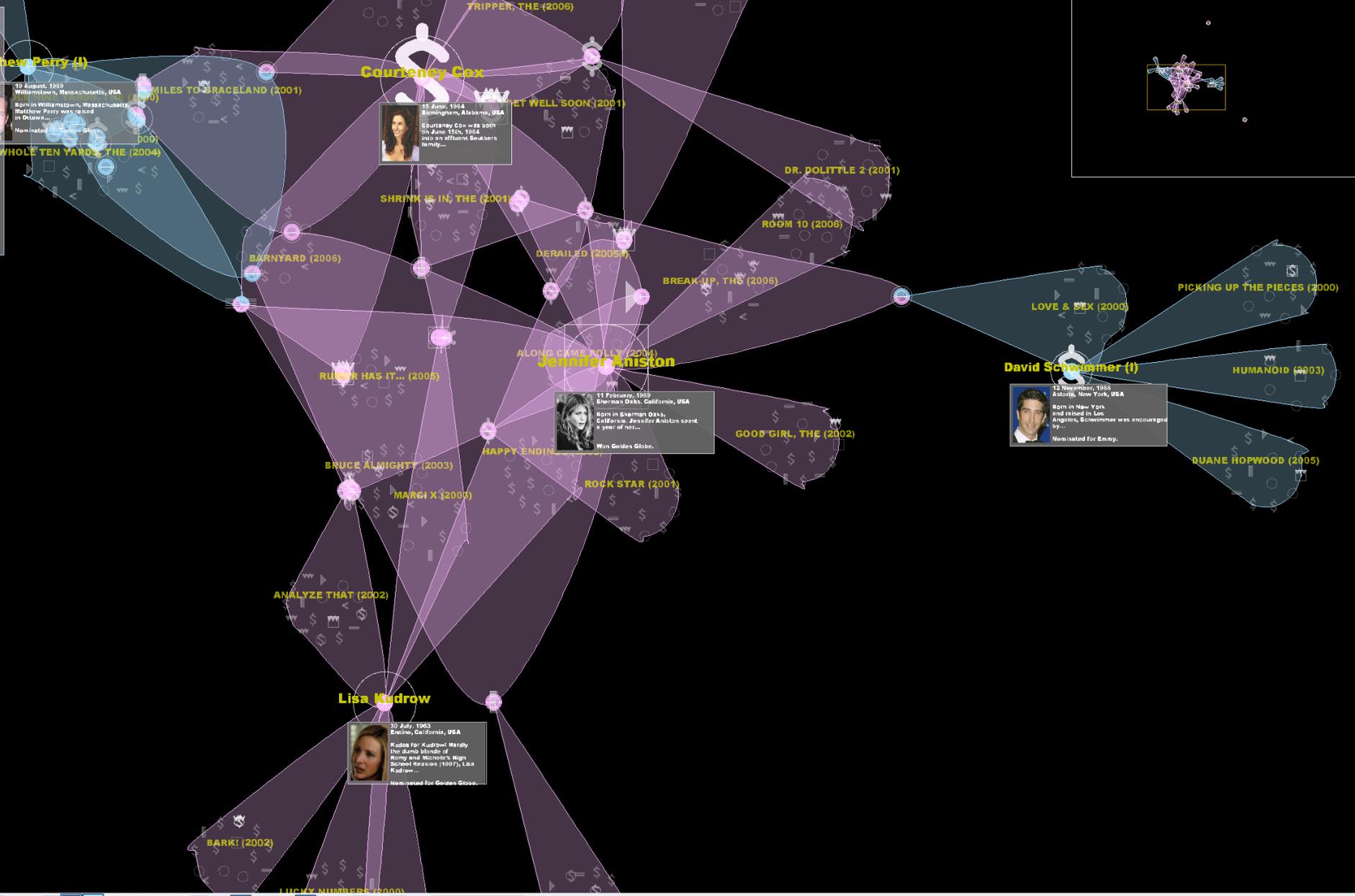


12 November, 1966  
Boston, New York, USA  
Born in New York and raised in Los Angeles, Schwimmer was encouraged by...

Lisa Kudrow



30 July, 1963  
Encino, California, USA  
Kudos for Kudrow! Heraly the same blonde of Romy and Michele's High School Reunion (1997), Lisa Kudrow...

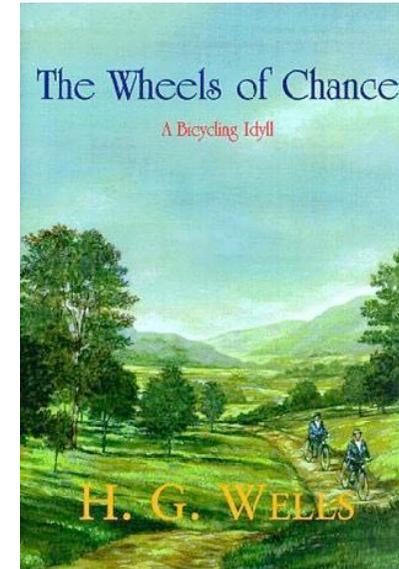


# Example: **Visual Analytics**

Step 1: Single Movie

# Conclusions

- Give the end users the opportunity to view what they are looking for
- Developers: focus on genuine user needs
- Provide multiple-linked views
- Make use of the plethora of visualization techniques available
- Do not underestimate the importance of aesthetics
- Rethink the problem as a whole (CID)
- And...



'Every time I see an adult on a bicycle, I no longer despair for the future of the human race.'

**Unknown source**1904

'Cycle tracks will abound in Utopia.'

**A modern utopia**1905

**H. G. Wells**

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<http://carpe.usal.es/~roberto>

Visualizing working groups  
in research papers



VNiVERSiDAD  
D SALAMANCA

VNiVERSiTAS  
STVDII  
SALAMANIINI



Universidad de Salamanca  
GIR MIDA information visualization and visual analytics

