

What is Software Engineering?

Martin Kellogg

Reading quiz: SE + research

Q1: **TRUE** or **FALSE**: the author argues that major results in fields like software engineering gain credibility over time as successive papers provide incremental improvement of the result and progressively stronger credibility.

Q2: When and where is this class' final exam? (Give the date, start time, and room. Hint: it is in one of the two rooms that class is held in, so you just need to unambiguously specify which.)

Reading quiz: SE + research

Q1: **TRUE** or **FALSE**: the author argues that major results in fields like software engineering gain credibility over time as successive papers provide incremental improvement of the result and progressively stronger credibility.

Q2: When and where is this class' final exam? (Give the date, start time, and room. Hint: it is in one of the two rooms that class is held in, so you just need to unambiguously specify which.)

Reading quiz: SE + research

Q1: **TRUE** or **FALSE**: the author argues that major results in fields like software engineering gain credibility over time as successive papers provide incremental improvement of the result and progressively stronger credibility.

Q2: When and where is this class' final exam? (Give the date, start time, and room. Hint: it is in one of the two rooms that class is held in, so you just need to unambiguously specify which.)

Monday, December 16th at 11:30am, in GITC 1100.

Announcements

- Exam review session will be on **Friday evening**
 - 5-6:30pm on Zoom; I will post the link on Discord
 - bring questions; ends early if there are no more questions
- Extra OH Friday morning 9-10:30 (but no regular OH on Thursday)
- Course evaluations close tonight
 - please fill it out! I do read them...
 - I'll give you ~15-20 minutes at the end of class today (hopefully)
- Final demo attendance is mandatory
 - all demos are in my office (GITC 4314)
 - time slots will be strictly enforced

What is Software Engineering?

Today's agenda:

- **What is research? How is it similar/different from SE generally?**
- Your relationship to researchers, as a developer
- What sort of problems does SE research solve

What is research?

What is research?

- *Research* is the process of innovation: creating or discovering something that has never been built/known before

What is research?

- **Research** is the process of innovation: creating or discovering something that has never been built/known before
- All software development is to some extent **innovative**

What is research?

- **Research** is the process of innovation: creating or discovering something that has never been built/known before
- All software development is to some extent **innovative**
 - the cost of copying software is zero, so any new software has **by definition** not been created before

What is research?

- **Research** is the process of innovation: creating or discovering something that has never been built/known before
- All software development is to some extent **innovative**
 - the cost of copying software is zero, so any new software has **by definition** not been created before
 - this contrasts with many other fields, where practitioners (“engineers” or otherwise) are **not** doing anything fundamentally novel

What is research?

- **Research** is the process of innovation: creating or discovering something that has never been built/known before
- All software development is to some extent **innovative**
 - the cost of copying software is zero, so any new software has **by definition** not been created before
 - this contrasts with many other fields, where practitioners (“engineers” or otherwise) are **not** doing anything fundamentally novel
 - in those field, anyone doing something new is doing “research”

What is research?

- If all software development is innovative, what distinguishes **computer science research** from just doing software engineering?

What is research?

- If all software development is innovative, what distinguishes **computer science research** from just doing software engineering?
 - the key difference is that most computer science research is **meta** in some way

What is research?

- If all software development is innovative, what distinguishes **computer science research** from just doing software engineering?
 - the key difference is that most computer science research is **meta** in some way
 - e.g., it might explore how to build **classes** of programs, like operating systems (OS) or compilers (PL)

What is research?

- If all software development is innovative, what distinguishes **computer science research** from just doing software engineering?
 - the key difference is that most computer science research is **meta** in some way
 - e.g., it might explore how to build **classes** of programs, like operating systems (OS) or compilers (PL)
 - or, it might explore **foundational notions** of what computers can and cannot do (CS theory)

What is research?

- If all software development is innovative, what distinguishes **computer science research** from just doing software engineering?
 - the key difference is that most computer science research is **meta** in some way
 - e.g., it might explore how to build **classes** of programs, like operating systems (OS) or compilers (PL)
 - or, it might explore **foundational notions** of what computers can and cannot do (CS theory)
 - or explore what computers we can **physically build** (arch)

What is research?

- So then what's meta about **software engineering** research?

What is research?

- So then what's meta about **software engineering** research?
- Software engineering researchers study:

What is research?

- So then what's meta about **software engineering** research?
- Software engineering researchers study:
 - **what** developers do
 - e.g., studies of developers, what makes them more or less productive, etc.

What is research?

- So then what's meta about **software engineering** research?
- Software engineering researchers study:
 - **what** developers do
 - e.g., studies of developers, what makes them more or less productive, etc.
 - **how** they do it
 - e.g., software architecture, design patterns

What is research?

- So then what's meta about **software engineering** research?
- Software engineering researchers study:
 - **what** developers do
 - e.g., studies of developers, what makes them more or less productive, etc.
 - **how** they do it
 - e.g., software architecture, design patterns
 - better ways to improve **software quality**
 - e.g., new kinds of testing, static analysis, etc.

What is research?

- So then what's meta about **software engineering** research?
- Software engineering researchers study:
 - **what** developers do
 - e.g., studies of developers, what makes them more or less productive, etc.
 - **how** they do it
 - e.g., software architecture, design patterns
 - better ways to improve **software quality**
 - e.g., new kinds of testing, static analysis, etc.
 - and anything else related to improving **developer productivity**

What is research?

We'll come back to this stuff later in the lecture in a bit more detail, with some examples.

- So then what's meta about
- Software engineering research
 - **what** developers do
 - e.g., studies of developers, what makes them more or less productive, etc.
 - **how** they do it
 - e.g., software architecture, design patterns
 - better ways to improve **software quality**
 - e.g., new kinds of testing, static analysis, etc.
 - and anything else related to improving **developer productivity**

Who does research?

Who does research?

- Most computer science research occurs in **universities**
 - including NJIT!

Who does research?

- Most computer science research occurs in **universities**
 - including NJIT!
- Most research is actually done by **students** (especially **PhD students**), working under a professor

Who does research?

- Most computer science research occurs in **universities**
 - including NJIT!
- Most research is actually done by **students** (especially **PhD students**), working under a professor
 - professor supplies high-level research vision + experience and training

Who does research?

- Most computer science research occurs in **universities**
 - including NJIT!
- Most research is actually done by **students** (especially **PhD students**), working under a professor
 - professor supplies high-level research vision + experience and training
 - student does the grunt work of writing code, gather data, etc.

Who does research?

- Most computer science research
 - including NJIT!
- Most research is actually done by **students** (especially **PhD students**), working under a professor
 - professor supplies high-level research vision + experience and training
 - student does the grunt work of writing code, gather data, etc.

Not just PhD students: as an **undergraduate** you can get involved in research too (I did!)

Who does research?

- Most computer science research occurs in **universities**
 - including NJIT!
- Most research is actually done by **students** (especially **PhD students**), working under a professor
 - professor supplies high-level research vision + experience and training
 - student does the grunt work of writing code, gather data, etc.
- Some research is done in industry

Who does research?

- Most computer science research occurs in **universities**
 - including NJIT!
- Most research is actually done by **students** (especially **PhD students**), working under a professor
 - professor supplies high-level research vision + experience and training
 - student does the grunt work of writing code, gather data, etc.
- Some research is done in industry
 - e.g., Microsoft has MSR, AWS has ARG, etc.

Who does research?

- Most computer science research occurs in **universities**
 - including NJIT!
- Most research is actually done by **students** (especially **PhD students**), working under a professor
 - professor supplies high-level research vision + experience and training
 - student does the grunt work of writing code, gather data, etc.
- Some research is done in industry
 - e.g., Microsoft has MSR, AWS has ARG, etc.
 - sometimes developers do research by accident, too!

Who does research?

- Most computer science research occurs in **universities**
 - including NJIT!
- Most research is accomplished by **students** (working with professor supervision and training)
 - student does the grunt work of writing code, gather data, etc.
- Some research is done in industry
 - e.g., Microsoft has MSR, AWS has ARG, etc.
 - sometimes developers do research by accident, too!

However, developers rarely **publish** their research, which is important if you want it to be a part of the **total sum of human knowledge**.

Aside: should you do a PhD?

Aside: should you do a PhD?

- In my experience, most undergrads think that doing a PhD is just like “more school”.

Aside: should you do a PhD?

- In my experience, most undergrads think that doing a PhD is just like “**more school**”.
 - This is a long way from the truth: being a PhD student is more like a **job** that gives you a PhD when you do it long enough

Aside: should you do a PhD?

- In my experience, most undergrads think that doing a PhD is just like “**more school**”.
 - This is a long way from the truth: being a PhD student is more like a **job** that gives you a PhD when you do it long enough
 - for example, PhD students in CS are typically **paid**, although not very much (“stipends”)

Aside: should you do a PhD?

- In my experience, most undergrads think that doing a PhD is just like “**more school**”.
 - This is a long way from the truth: being a PhD student is more like a **job** that gives you a PhD when you do it long enough
 - for example, PhD students in CS are typically **paid**, although not very much (“stipends”)
 - the PhD student’s **advisor** (a professor) is their boss

Aside: should you do a PhD?

- In my experience, most undergrads think of a PhD like “**more school**”.

- This is a long way from reality, which is more like a **job** that gives you

- for example, PhD students in CS are typically **paid**, although not very much (“stipends”)
- the PhD student’s **advisor** (a professor) is their boss

Another misconception: in the US, you usually **do not** need a master’s degree to start a PhD program!

Aside: should you do a PhD?

- In my experience, most undergrads think that doing a PhD is just like “**more school**”.
 - This is a long way from the truth: being a PhD student is more like a **job** that gives you a PhD when you do it long enough
 - for example, PhD students in CS are typically **paid**, although not very much (“stipends”)
 - the PhD student’s **advisor** (a professor) is their boss
- For this reason, in my opinion more undergraduates should at least **consider** doing a PhD

Aside: should you do a PhD?

- In my experience, most undergrads think that doing a PhD is just like “**more school**”.
 - This is a long way from the truth: being a PhD student is more like a **job** that gives you a PhD when you do it long enough
 - for example, PhD students in CS are typically **paid**, although not very much (“stipends”)
 - the PhD student’s **advisor** (a professor) is their boss
- For this reason, in my opinion more undergraduates should at least **consider** doing a PhD
 - it might be more affordable than you think!

Aside: should you do a PhD?

- Pros of doing a PhD:

Aside: should you do a PhD?

- Pros of doing a PhD:
 - you become a **world expert** in a topic

Aside: should you do a PhD?

- Pros of doing a PhD:
 - you become a **world expert** in a topic
 - push forth the **bounds of human knowledge**

Aside: should you do a PhD?

- Pros of doing a PhD:
 - you become a **world expert** in a topic
 - push forth the **bounds of human knowledge**
 - some jobs are **only accessible** to people with PhDs:

Aside: should you do a PhD?

- Pros of doing a PhD:
 - you become a **world expert** in a topic
 - push forth the **bounds of human knowledge**
 - some jobs are **only accessible** to people with PhDs:
 - professor
 - although you can **teach** without a PhD, you can't get tenure without one

Aside: should you do a PhD?

- Pros of doing a PhD:
 - you become a **world expert** in a topic
 - push forth the **bounds of human knowledge**
 - some jobs are **only accessible** to people with PhDs:
 - professor
 - although you can **teach** without a PhD, you can't get tenure without one
 - industrial researcher
 - e.g., static analysis designer, ML architecture developer, etc.

Aside: should you do a PhD?

- Cons of doing a PhD:

Aside: should you do a PhD?

- Cons of doing a PhD:
 - it's a **bad financial decision** (due to opportunity cost)
 - PhD students get paid, but much less than e.g., software engineer salaries

Aside: should you do a PhD?

- Cons of doing a PhD:
 - it's a **bad financial decision** (due to opportunity cost)
 - PhD students get paid, but much less than e.g., software engineer salaries
 - it takes a **long time**
 - typically 4 to 6 years, sometimes longer

Aside: should you do a PhD?

- Cons of doing a PhD:
 - it's a **bad financial decision** (due to opportunity cost)
 - PhD students get paid, but much less than e.g., software engineer salaries
 - it takes a **long time**
 - typically 4 to 6 years, sometimes longer
 - it's **mentally taxing**
 - you're working on only one thing for 4-6 years!
 - rates of mental health problems among PhD students are much higher than the general population

Aside: should you do a PhD?

- If despite those cons, you think a PhD is something you might be interested in, come **talk to me** (or another professor in the department)

Aside: should you do a PhD?

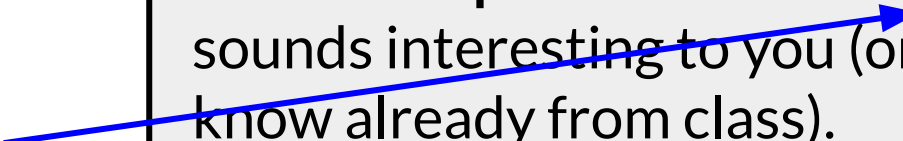
- If despite those cons, you think a PhD is something you might be interested in, come **talk to me** (or another professor in the department)

Which professor to approach? Choose a **research professor** whose work sounds interesting to you (or who you know already from class).

Aside: should you do a PhD?

- If despite those cons, you think a PhD is something you might be interested in, come **talk to me** (or another professor in the department)

to find out about a professor's work, google "their name NJIT" and read their website



Which professor to approach? Choose a **research professor** whose **work** sounds interesting to you (or who you know already from class).

Aside: should you do a PhD?

- If despite those cons, you think a PhD is something you might be interested in, come **talk to me** (or another professor in the department)

Which professor to approach? Choose a **research professor** whose work sounds interesting to you (or who you know already from class).

- at NJIT, research professors all have “professor” in the title
- teaching professors are “lecturers”

Aside: should you do a PhD?

- If despite those cons, you think a PhD is something you might be interested in, come **talk to me** (or another professor in the department)
 - high-quality PhD programs require **letters of recommendation** from professors you've worked with, so you should work with a professor :)

Aside: should you do a PhD?

- If despite those cons, you think a PhD is something you might be interested in, come **talk to me** (or another professor in the department)
 - high-quality PhD programs require **letters of recommendation** from professors you've worked with, so you should work with a professor :)
 - it's best to approach professors about joining their research group when you're a **sophomore or junior**

Aside: should you do a PhD?

- If despite those cons, you think a PhD is something you might be interested in, come **talk to me** (or another professor in the department)
 - high-quality PhD programs require **letters of recommendation** from professors you've worked with, so you should work with a professor :)
 - it's best to approach professors about joining their research group when you're a **sophomore or junior**
 - at this stage, you know enough to be useful, but you'll be around long enough that you can ramp up on a project

What is Software Engineering?

Today's agenda:

- What is research? How is it similar/different from SE generally?
- **Your relationship to researchers, as a developer**
- What sort of problems does SE research solve

Research to a developer

- Assuming you're not going to do a PhD, why should you care about research in software engineering (or CS in general)?

Research to a developer

- Assuming you're not going to do a PhD, why should you care about research in software engineering (or CS in general)?
 - CS is a very **fast-changing**, young field
 - implying best practices change a lot: what we've covered in 490 might not be true anymore in 5/10/20 years

Research to a developer

- Assuming you're not going to do a PhD, why should you care about research in software engineering (or CS in general)?
 - CS is a very **fast-changing**, young field
 - implying best practices change a lot: what we've covered in 490 might not be true anymore in 5/10/20 years
 - Many developers are also working in fast-changing **domains** within CS
 - e.g., if you're working on ML, you'll want to keep up with the latest ML research

Research to a developer

- You may also have **industrial researchers** embedded in your company

Research to a developer

- You may also have **industrial researchers** embedded in your company
 - if you're at a "big tech" company, you definitely do; other places, it's a maybe

Research to a developer

- You may also have **industrial researchers** embedded in your company
 - if you're at a "big tech" company, you definitely do; other places, it's a maybe
- Especially if you're working on something **cutting edge** and you're considering trying to keep up with the latest research yourself, finding an industrial researcher in your company is a good idea
 - they can keep up with the research so you don't have to!

Keeping up with research

Keeping up with research

- **Industry-focused** academic publications
 - e.g., CACM (“Communications of the ACM”) is great for this

Keeping up with research

- **Industry-focused** academic publications
 - e.g., CACM (“Communications of the ACM”) is great for this
- Find some **technology bloggers** that you like
 - common tech blog entry: a review of a recent paper by the blogger (they read it so you don’t have to!)

Keeping up with research

- **Industry-focused** academic publications
 - e.g., CACM (“Communications of the ACM”) is great for this
- Find some **technology bloggers** that you like
 - common tech blog entry: a review of a recent paper by the blogger (they read it so you don’t have to!)
- Attend **industry conferences** (at your employer’s expense...)

Keeping up with research

- **Industry-focused** academic publications
 - e.g., CACM (“Communications of the ACM”) is great for this
- Find some **technology bloggers** that you like
 - common tech blog entry: a review of a recent paper by the blogger (they read it so you don’t have to!)
- Attend **industry conferences** (at your employer’s expense...)
- Keep up with research areas you’re particularly interested in directly, by reading (or, more likely, **skimming**) papers
 - more advice on this next

Reading papers

- I strongly recommend that you **skim** papers as a developer
 - (if you're going to read them at all)

Reading papers

- I strongly recommend that you **skim** papers as a developer
 - (if you're going to read them at all)
- “**skimming**” = “reading only the **most important results**, and skipping the details of how those results were reached”

Reading papers

- I strongly recommend that you **skim** papers as a developer
 - (if you're going to read them at all)
- “**skimming**” = “reading only the **most important results**, and skipping the details of how those results were reached”
 - in academic papers, this usually means reading just the abstract and introduction (and maybe the conclusion)

Reading papers

- I strongly recommend that you **skim** papers as a developer
 - (if you're going to read them at all)
- “**skimming**” = “reading only the **most important results**, and skipping the details of how those results were reached”
 - in academic papers, this usually means reading just the abstract and introduction (and maybe the conclusion)
- Be careful, though: **not** all academic papers are **equally high-quality**!

Reading papers

- I strongly recommend that you **skim** papers as a developer
 - (if you're going to read them at all)
- “**skimming**” = “reading only the **most important results**, and skipping the details of how those results were reached”
 - in academic papers, this usually means reading just the abstract and introduction (and maybe the conclusion)
- Be careful, though: **not** all academic papers are **equally high-quality!**
 - as a dev, you're not trained to judge this, so relying on peer review + recommendations from e.g., tech bloggers is smart

Reading papers

- I strongly recommend that you **skim** papers as a developer
 - (if you're going to read them at all)
 - “**skimming**” = “reading only the abstract, conclusion, and introduction, skipping the details of the body text”
 - in academic papers
 - Be careful, though: **not all papers are high-quality!**
 - as a dev, you're not trained to read them
- Exception:** papers published by **industrial research labs** (e.g., Google Research, MSR) are almost always written in a style closer to what developers are trained to read. These are often the ones you want to focus on as a developer, anyway!
- review + recommendations from e.g., tech bloggers is smart

Reading papers: finding papers

Reading papers: finding papers

- In computer science, new research is usually published in **conferences** (not journals)

Reading papers: finding papers

- In computer science, new research is usually published in **conferences** (not journals)
 - conferences have shorter **publication lag**, often < 6 months

Reading papers: finding papers

- In computer science, new research is usually published in **conferences** (not journals)
 - conferences have shorter **publication lag**, often < 6 months
- If you want to get a feel for the latest research in a part of CS, you need to find the **best conferences** for that field
 - usually, fields have many conferences, of which only 2-4 are high-quality

Reading papers: finding papers

- In computer science, new research is usually published in **conferences** (not journals)
 - conferences have shorter **publication lag**, often < 6 months
- If you want to get a feel for the latest research in a part of CS, you need to find the **best conferences** for that field
 - usually, fields have many conferences, of which only 2-4 are high-quality
- To find the best conferences, you could:

Reading papers: finding papers

- In computer science, new research is usually published in **conferences** (not journals)
 - conferences have shorter **publication lag**, often < 6 months
- If you want to get a feel for the latest research in a part of CS, you need to find the **best conferences** for that field
 - usually, fields have many conferences, of which only 2-4 are high-quality
- To find the best conferences, you could:
 - ask a peer in industrial research (if you have one)

Reading papers: finding papers

- In computer science, new research is usually published in **conferences** (not journals)
 - conferences have shorter **publication lag**, often < 6 months
- If you want to get a feel for the latest research in a part of CS, you need to find the **best conferences** for that field
 - usually, fields have many conferences, of which only 2-4 are high-quality
- To find the best conferences, you could:
 - ask a peer in industrial research (if you have one)
 - use a website like csrankings.org

What is Software Engineering?

Today's agenda:

- What is research? How is it similar/different from SE generally?
- Your relationship to researchers, as a developer
- **What sort of problems does SE research solve**

Software Engineering Research

Software Engineering Research

- Some research areas in CS are united by **methodology**
 - e.g., most PL papers are “compilers for X”

Software Engineering Research

- Some research areas in CS are united by **methodology**
 - e.g., most PL papers are “compilers for X”
- Other areas are united by **application**
 - e.g., most OS papers are about operating systems

Software Engineering Research

- Some research areas in CS are united by **methodology**
 - e.g., most PL papers are “compilers for X”
- Other areas are united by **application**
 - e.g., most OS papers are about operating systems
- Software engineering research is united by an application:
developer productivity

Software Engineering Research

- Some research areas in CS are united by **methodology**
 - e.g., most PL papers are “compilers for X”
- Other areas are united by **application**
 - e.g., most OS papers are about operating systems
- Software engineering research is united by an application:
developer productivity
 - as a developer, this is an application you probably care about

Software Engineering Research

- Some research areas in CS are united by **methodology**
 - e.g., most PL papers are “compilers for X”
- Other areas are united by **application**
 - e.g., most OS papers are about operating systems
- Software engineering research is united by an application:
developer productivity
 - as a developer, this is an application you probably care about
 - so SE research is particularly important to developers!

What's Hot in Software Engineering Research

- My goal in this section is to give you a **taste** of some of research going on in the software engineering community right now
 - these slides aren't exhaustive

What's Hot in Software Engineering Research

- My goal in this section is to give you a **taste** of some of research going on in the software engineering community right now
 - these slides aren't exhaustive
- If you **want to know more** about any of this, come by my office hours or make an appointment with me - I love to talk about this stuff!

What's Hot: Using LLMs in SE

Applications of LLM and Other AI Technologies













































































-    Liuqing Chen , Yunnong Chen , Shuhong Xiao , Yaxuan Song , Lingyun Sun , Yankun Zhen , Tingting Zhou , Yanfang Chang 
EGFE: End-to-end Grouping of Fragmented Elements in UI Designs with Multimodal Learning. 11:1-11:12
-    Cuiying Gao , Gaozhun Huang , Heng Li , Bang Wu , Yueming Wu , Wei Yuan 
A Comprehensive Study of Learning-based Android Malware Detectors under Challenging Environments. 12:1-12:13
-    Antonio Mastropaolo , Fiorella Zampetti , Gabriele Bavota , Massimiliano Di Penta 
Toward Automatically Completing GitHub Workflows. 13:1-13:12
-    Junjielong Xu , Ziang Cui , Yuan Zhao , Xu Zhang , Shilin He , Pinjia He , Liqun Li , Yu Kang , Qingwei Lin , Yingnong Dang , Saravan Rajmohan , Dongmei Zhang 
UniLog: Automatic Logging via LLM and In-Context Learning. 14:1-14:12
-    Yutong Wang , Cindy Rubio-González 
Predicting Performance and Accuracy of Mixed-Precision Programs for Precision Tuning. 15:1-15:13
-    Benjamin Steenhoek , Hongyang Gao , Wei Le 
Dataflow Analysis-Inspired Deep Learning for Efficient Vulnerability Detection. 16:1-16:13
-    Aidan Z. H. Yang , Claire Le Goues , Ruben Martins , Vincent J. Hellendoorn 
Large Language Models for Test-Free Fault Localization. 17:1-17:12

What's Hot: Using LLMs in SE

Applications of LLM and Other AI Technologies

- Liqing Chen , Yunnong Chen , Shuhong Xiao , Yaxuan Song , Lingyun Sun , Yankun Zhen , Tingting Zhou , Yanfang Chang : **EGGE: End-to-end Grouping of Fragmented Elements in UI Designs with Multimodal Learning**, 11:1–11:12

DNN and Language Models for Code

-    Binhang Qi , Hailong Sun , Hongyu Zhang , Ruobing Zhao , Xiang Gao :
Modularizing while Training: A New Paradigm for Modularizing DNN Models. 31:1-31:12
 -    Lipeng Ma , Weidong Yang , Bo Xu , Sihang Jiang , Ben Fei , Jiaqing Liang , Mingjie Zhou , Yanghua Xiao :
KnowLog: Knowledge Enhanced Pre-trained Language Model for Log Understanding. 32:1-32:13
 -    Changan Niu , Chuanyi Li , Vincent Ng , David Lo , Bin Luo :
FAIR: Flow Type-Aware Pre-Training of Compiler Intermediate Representations. 33:1-33:12
 -    Qi Guo , Junming Cao , Xiaofei Xie , Shangqing Liu , Xiaohong Li , Bihuan Chen , Xin Peng :
Exploring the Potential of ChatGPT in Automated Code Refinement: An Empirical Study. 34:1-34:13
 -    Boxi Yu , Jiayi Yao , Qiurai Fu , Zhiqing Zhong , Haotian Xie , Yaoliang Wu , Yuchi Ma , Pinjia He :
Deep Learning or Classical Machine Learning? An Empirical Study on Log-Based Anomaly Detection. 35:1-35:13
 -    Yangruibo Ding , Benjamin Steenhoeck , Kexin Pei , Gail E. Kaiser , Wei Le , Baishakhi Ray :
TRACED: Execution-aware Pre-training for Source Code. 36:1-36:12
 -    Hao Yu , Bo Shen , Dezhi Ran , Jiaxin Zhang , Qi Zhang , Yuchi Ma , Guangtai Liang , Ying Li , Qianxiang Wang , Tao Xie :
CoderEval: A Benchmark of Pragmatic Code Generation with Generative Pre-trained Models. 37:1-37:12
 -    Shibbir Ahmed , Hongyang Gao , Hridesh Rajan :
Inferring Data Preconditions from Deep Learning Models for Trustworthy Prediction in Deployment. 38:1-38:13

What's Hot: Using LLMs in SE

Applications of LLM and Other AI Technologies

Liuqing Chen, Yunnong Chen, Shuhong Xiao, Yaxuan Song, Lingyun Sun, Yankun Zhen, Tingting Zhou, Yanfang Chang:
EGEE: End-to-end Grouping of Fragmented Elements in UI Designs with Multimodal Learning. 11:1-11:12

DNN and Language Models for Code

Binhang Qi, Hailong Sun, Hongyu Zhang, Ruobing Zhao, Xiang Gao:
Modularizing while Training: A New Paradigm for Modularizing DNN Models. 31:1-31:12

Testing with and for AI

Reload this page

Sidong Feng, Chunyang Chen:

Prompting Is All You Need: Automated Android Bug Replay with Large Language Models. 67:1-67:13

Neelofar, Aldeida Aleti:

Towards Reliable AI: Adequacy Metrics for Ensuring the Quality of System-level Testing of Autonomous Vehicles. 68:1-68:12

Yakun Zhang, Wenjie Zhang, Dezhi Ran, Qihao Zhu, Chengfeng Dou, Dan Hao, Tao Xie, Lu Zhang:
Learning-based Widget Matching for Migrating GUI Test Cases. 69:1-69:13

Yinlin Deng, Chunqiu Steven Xia, Chenyuan Yang, Shizhuo Dylan Zhang, Shujing Yang, Lingming Zhang:
Large Language Models are Edge-Case Generators: Crafting Unusual Programs for Fuzzing Deep Learning Libraries. 70:1-70:13

Yuanhong Lan, Yifei Lu, Zhong Li, Minxue Pan, Wenhua Yang, Tian Zhang, Xuandong Li:
Deeply Reinforcing Android GUI Testing with Deep Reinforcement Learning. 71:1-71:13

What's Hot: Using LLMs in SE

All ICSE 2024

Applications of LLM and Other AI Technologies

- □ ↻ 🔍 Liuqing Chen , Yunnong Chen , Shuhong Xiao , Yaxuan Song , Lingyun Sun , Yankun Zhen , Tingting Zhou , Yanfang Chang :
EGGE: End-to-end Grouping of Fragmented Elements in UI Designs with Multimodal Learning. 11:1–11:12

DNN and Language Models for Code

- Modularizing while Training: A New Paradigm for Modularizing DNN Models.** 31:1-31:12

Testing with and for AI

-      Sidong Feng , Chunyang Chen :
Prompting Is All You Need: Automated Android Bug Replay with Large Language Models. 67:1-67:13
 -      Neelofar , Aldeida Aleti :
Towards Reliable AI: Adequacy Metrics for Ensuring the Quality of System-level Testing of Autonomous Vehicles. 68:1-68:12
 -      Yakun Zhang , Wenjie Zhang , Dezhi Ran , Qihao Zhu , Chengfeng Dou , Dan Hao , Tao Xie , Lu Zhang :
Learning-based Widget Matching for Migrating GUI Test Cases. 69:1-69:13
 -      Yinlin Deng , Chunqiu Steven Xia , Chenyuan Yang , Shizhuo Dylan Zhang, Shujing Yang , Lingming Zhang :
Large Language Models are Edge-Case Generators: Crafting Unusual Programs for Fuzzing Deep Learning Libraries. 70:1-70:13
 -      Yuanhong Lan , Yifei Lu , Zhong Li , Minxue Pan , Wenhua Yang , Tian Zhang , Xuandong Li :
Deeply Reinforcing Android GUI Testing with Deep Reinforcement Learning. 71:1-71:13

Advice: Large Language Models (LLMs) in SE

Advice: Large Language Models (LLMs) in SE

- Current trends suggest that LLMs are going to be a **major part** of software engineering (and many other disciplines) going forward

Advice: Large Language Models (LLMs) in SE

- Current trends suggest that LLMs are going to be a **major part** of software engineering (and many other disciplines) going forward
 - many engineers **want** to use them, even if they're not currently permitted to due to legal risks
 - great for generating boilerplate, tests, etc.

Advice: Large Language Models (LLMs) in SE

- Current trends suggest that LLMs are going to be a **major part** of software engineering (and many other disciplines) going forward
 - many engineers **want** to use them, even if they're not currently permitted to due to legal risks
 - great for generating boilerplate, tests, etc.
- My view: LLMs are like an **untrustworthy but very smart compiler**

Advice: Large Language Models (LLMs) in SE

- Current trends suggest that LLMs are going to be a **major part** of software engineering (and many other disciplines) going forward
 - many engineers **want** to use them, even if they're not currently permitted to due to legal risks
 - great for generating boilerplate, tests, etc.
- My view: LLMs are like an **untrustworthy but very smart compiler**
 - unlike traditional compiler, do not promise to preserve semantics (and might **hallucinate**)

Advice: Large Language Models (LLMs) in SE

- Current trends suggest that LLMs are going to be a **major part** of software engineering (and many other disciplines) going forward
 - many engineers **want** to use them, even if they're not currently permitted to due to legal risks
 - great for generating boilerplate, tests, etc.
- My view: LLMs are like an **untrustworthy but very smart compiler**
 - unlike traditional compiler, do not promise to preserve semantics (and might **hallucinate**)
 - but input can be natural language or a specification, rather than another program

Advice: Large Language Models (LLMs) in SE



























































- Current trends suggest that LLMs are going to be a **major part** of software engineering (and **code generation**)
 - many engineers **want** LLMs to be **permitted** to due to LLMs
 - great for generating code
- My view: LLMs are like a **compiler**
 - unlike traditional compilers, LLMs don't understand semantics (and might **hallucinate**)
 - but input can be natural language or a specification, rather than another program

Possible future workflow:

1. LLMs generate code
2. deductive verification tools check for correctness
3. SDE reviews final code

What's Hot: Automated Program Repair

AI&SE Program Repair

-    Julian Aron Prenner , Romain Robbes 
Out of Context: How important is Local Context in Neural Program Repair? 83:1-83:13
-    Hadeel Eladawy , Claire Le Goues , Yuriy Brun 
Automated Program Repair, What Is It Good For? Not Absolutely Nothing! 84:1-84:13
-    Wenzhang Yang , Linhai Song , Yinxing Xue 
Rust-lancet: Automated Ownership-Rule-Violation Fixing with Behavior Preservation. 85:1-85:13
-    Fairuz Nawer Meem , Justin Smith , Brittany Johnson 
Exploring Experiences with Automated Program Repair in Practice. 86:1-86:11
-    Yiu Wai Chow , Luca Di Grazia , Michael Pradel 
PyTy: Repairing Static Type Errors in Python. 87:1-87:13
-    Xin Zhou , Kisub Kim , Bowen Xu , DongGyun Han , David Lo 
Out of Sight, Out of Mind: Better Automatic Vulnerability Repair by Broadening Input Ranges and Sources. 88:1-88:13
-    Changhua Luo , Wei Meng , Shuai Wang 
Strengthening Supply Chain Security with Fine-grained Safe Patch Identification. 89:1-89:12
-    Shaoheng Cao , Minxue Pan , Yu Pei , Wenhua Yang , Tian Zhang , Linzhang Wang , Xuandong Li 
Comprehensive Semantic Repair of Obsolete GUI Test Scripts for Mobile Applications. 90:1-90:13
-    Zunchen Huang , Chao Wang 
Constraint Based Program Repair for Persistent Memory Bugs. 91:1-91:12

What's Hot: Automated Program Repair

- Basic *automated program repair* (APR) idea:
 - given a test suite with one failing test and the program source
 - make some change so that the test passes

What's Hot: Automated Program Repair

- Basic *automated program repair* (APR) idea:
 - given a test suite with one failing test and the program source
 - make some change so that the test passes
- Modern APR revival is based on **promise of LLMs**

What's Hot: Automated Program Repair

- Basic *automated program repair* (APR) idea:
 - given a test suite with one failing test and the program source
 - make some change so that the test passes
- Modern APR revival is based on **promise of LLMs**
- But we've been here before...
 - back in 2012, we had APR systems claiming ~50% repair rate

What's Hot: Automated Program Repair

- Basic *automated program repair* (APR) idea:
 - given a test suite with one failing test and the program source
 - make some change so that the test passes
- Modern APR revival is based on **promise of LLMs**
- But we've been here before...
 - back in 2012, we had APR systems claiming ~50% repair rate
 - this was mostly hype + bad measurements
 - ask me for more details...
 - maybe this time will be different?

What's Hot: Fuzzing

Fuzzing and Symbolic Execution

-     Yue Sun , Guowei Yang , Shichao Lv , Zhi Li , Limin Sun :
Concrete Constraint Guided Symbolic Execution. 122:1-122:12
-     Luiz Carvalho , Renzo Degiovanni , Maxime Cordy , Nazareno Aguirre , Yves Le Traon , Mike Papadakis :
SpecBCFuzz: Fuzzing LTL Solvers with Boundary Conditions. 123:1-123:13
-     Zhiwu Xu , Bohao Wu , Cheng Wen , Bin Zhang , Shengchao Qin , Mengda He :
RPG: Rust Library Fuzzing with Pool-based Fuzz Target Generation and Generic Support. 124:1-124:13
-     Xindi Zhang , Bohan Li , Shaowei Cai :
Deep Combination of CDCL(T) and Local Search for Satisfiability Modulo Non-Linear Integer Arithmetic Theory. 125:1-125:13
-     Chunqiu Steven Xia , Matteo Paltenghi , Jia Le Tian , Michael Pradel , Lingming Zhang :
Fuzz4All: Universal Fuzzing with Large Language Models. 126:1-126:13
-     Shuohan Wu , Zihao Li , Luyi Yan , Weimin Chen , Muhui Jiang , Chenxu Wang , Xiapu Luo , Hao Zhou :
Are We There Yet? Unraveling the State-of-the-Art Smart Contract Fuzzers. 127:1-127:13
-     Shuo Yang , Jiachi Chen , Mingyuan Huang, Zibin Zheng, Yuan Huang:
Uncover the Premeditated Attacks: Detecting Exploitable Reentrancy Vulnerabilities by Identifying Attacker Contracts. 128:1-128:12
-     Katherine Hough , Jonathan Bell :
Crossover in Parametric Fuzzing. 129:1-129:12
-     Shengcheng Yu , Chunrong Fang , Mingzhe Du , Yuchen Ling , Zhenyu Chen , Zhendong Su :
Practical Non-Intrusive GUI Exploration Testing with Visual-based Robotic Arms. 130:1-130:13
-     Xuwei Liu , Wei You , Yapeng Ye , Zhuo Zhang , Jianjun Huang , Xiangyu Zhang :
FuzzInMem: Fuzzing Programs via In-memory Structures. 131:1-131:13
-     Danushka Liyanage , Seongmin Lee , Chakkrit Tantithamthavorn , Marcel Böhme :
Extrapolating Coverage Rate in Greybox Fuzzing. 132:1-132:12

What's Hot: Fuzzing

Fuzzing and Symbolic Execution

-     Yue Sun , Guowei Yang , Shichao Lv , Zhi Li , Limin Sun :
Concrete Constraint Guided Symbolic Execution. 122:1-122:12
-     Luiz Carvalho , Renzo Degiovanni , Maxime Cordy , Nazareno Aguirre , Yves Le Traon , Mike Papadakis :
SpecBCFuzz: Fuzzing LTL Solvers with Boundary Conditions. 123:1-123:13

Fuzzing and Vulnerability Detection

-     Zhiwei Wang :
RPG
-     Xindong Chen :
Deep
-     Chunqiang Wang :
Fuzz
-     Shudong Wang :
Are
-     Shudong Wang :
Unc
-     Katharine Ross :
Cros
-     Shengyu Wang :
Prac
-     Xuwei Wang :
Fuzz
-     Daniel Wang :
Extr
-     Junda He , Zhou Yang , Jieke Shi , Chengran Yang , Kisub Kim , Bowen Xu , Xin Zhou , David Lo :
Curiosity-Driven Testing for Sequential Decision-Making Process. 165:1-165:14
-     Yuqiang Sun , Daoyuan Wu , Yue Xue , Han Liu , Haijun Wang , Zhengzi Xu , Xiaofei Xie , Yang Liu :
GPTScan: Detecting Logic Vulnerabilities in Smart Contracts by Combining GPT with Program Analysis. 166:1-166:13
-     Qi Zhan , Xing Hu , Zhiyang Li , Xin Xia , David Lo , Shanping Li :
PS3: Precise Patch Presence Test based on Semantic Symbolic Signature. 167:1-167:12
-     Zhijie Zhong , Zibin Zheng , Hong-Ning Dai , Qing Xue , Junjia Chen , Yuhong Nan :
PrettySmart: Detecting Permission Re-delegation Vulnerability for Token Behaviors in Smart Contracts. 168:1-168:12
-     Huaning Wang , Zhanyong Tang , Shin Hwei Tan , Jie Wang , Yuzhe Liu , Hejun Fang , Chunwei Xia , Zheng Wang :
Combining Structured Static Code Information and Dynamic Symbolic Traces for Software Vulnerability Prediction. 169:1-169:13
-     Feng Luo , Ruijie Luo , Ting Chen , Ao Qiao , Zheyuan He , Shuwei Song , Yu Jiang , Sixing Li :
SCVHunter: Smart Contract Vulnerability Detection Based on Heterogeneous Graph Attention Network. 170:1-170:13
-     Xun Deng , Sidi Mohamed Beillahi , Cyrus Minwalla , Han Du , Andreas G. Veneris , Fan Long :
Safeguarding DeFi Smart Contracts against Oracle Deviations. 171:1-171:12

Wrapup

- If you remember one thing from this class:
 - software engineering is all about trade-offs!
- I hope you enjoyed CS 490 this semester
- Remaining class time: course evaluations
 - I do read them!
 - find it at canvas.njit.edu or blue.njit.edu/blue