

What is Software Engineering?

Martin Kellogg

What is Software Engineering?

Today's agenda:

- Reading Quiz
- 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
- Course Evaluation

What is Software Engineering

Today's agenda:

- Reading Quiz
- What is research? How is it done?
- Your relationship to research
- What sort of problems do we solve?
- Course Evaluation

Announcements:

- Canvas assignment for SE panel is up (you must submit at least one question before lecture on Tuesday)
- All remaining assignments are up on Canvas (incl. optional #2)
- Individual reflection due date is EoD May 5; all other project parts are due at the beginning of the final exam slot (8:30am on May 5)
- still working on practice exam; it'll be up before the weekend

What is Software Engineering?

Today's agenda:

- **Reading Quiz**
- 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
- Course Evaluation

Reading Quiz: What is SE?

Q1: the author says that which of the following are common in software engineering research, based on the ICSE papers that she examined (list all that apply):

- A. improved method or means of developing software
- B. methods for analysis of correctness (testing and verification)
- C. neuroimaging studies of humans reading code
- D. ethnographic studies of software engineers “in the wild”

Q2: **TRUE** or **FALSE**: the key problem that the author identifies in software engineering research is that it lacks a good “layperson’s” explanation of the field (like physics or biology has)

Reading Quiz: What is SE?

Q1: the author says that which of the following are common in software engineering research, based on the ICSE papers that she examined (list all that apply):

- A. improved method or means of developing software
- B. methods for analysis of correctness (testing and verification)
- C. neuroimaging studies of humans reading code
- D. ethnographic studies of software engineers “in the wild”

Q2: **TRUE** or **FALSE**: the key problem that the author identifies in software engineering research is that it lacks a good “layperson’s” explanation of the field (like physics or biology has)

Reading Quiz: What is SE?

Q1: the author says that which of the following are common in software engineering research, based on the ICSE papers that she examined (list all that apply):

- A. improved method or means of developing software
- B. methods for analysis of correctness (testing and verification)
- C. neuroimaging studies of humans reading code
- D. ethnographic studies of software engineers “in the wild”

Q2: **TRUE** or **FALSE**: the key problem that the author identifies in software engineering research is that it lacks a good “layperson’s” explanation of the field (like physics or biology has)

What is Software Engineering?

Today's agenda:

- Reading Quiz
- **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
- Course Evaluation

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 (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 (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 ac(**students**), working
 - professor supply 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 what you might expect, 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)

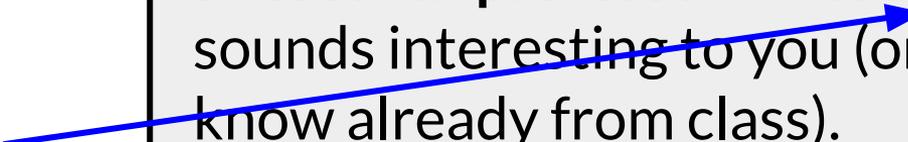
Which professor to approach? Choose a **research professor** whose work sounds interesting to you (or who you know already from class).

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:

- Reading Quiz
- 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
- Course Evaluation

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

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, introduction, and conclusion, skipping the details of the body”
 - in academic papers, skip the body and introduction (and conclusion)
- Be careful, though: **not all papers are high-quality!**
 - as a dev, you're not trained to read them. A good review + recommendations from e.g., tech bloggers is smart

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!

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](https://www.csrankings.org)

What is Software Engineering?

Today's agenda:

- Reading Quiz
- 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**
- Course Evaluation

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 will 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 will 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 the most exciting 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 the most exciting 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: Testing Self-driving Cars

Software Testing I

-     Guannan Lou, Yao Deng, Xi Zheng, Mengshi Zhang, Tianyi Zhang:
Testing of autonomous driving systems: where are we and where should we go? 31-43
-     Yinlin Deng, Chenyuan Yang, Anjiang Wei, Lingming Zhang:
Fuzzing deep-learning libraries via automated relational API inference. 44-56
-     Penghui Li, Wei Meng, Kangjie Lu:
SEDiff: scope-aware differential fuzzing to test internal function models in symbolic execution. 57-69
-     Ali Reza Ibrahimzada , Yigit Varli, Dilara Tekinoglu, Reyhaneh Jabbarvand:
Perfect is the enemy of test oracle. 70-81
-     Yao Deng, Xi Zheng, Mengshi Zhang, Guannan Lou, Tianyi Zhang:
Scenario-based test reduction and prioritization for multi-module autonomous driving systems. 82-93
-     Haoxiang Tian, Yan Jiang, Guoquan Wu, Jiren Yan, Jun Wei, Wei Chen, Shuo Li, Dan Ye:
MOSAT: finding safety violations of autonomous driving systems using multi-objective genetic algorithm. 94-106

What's Hot: Testing Self-driving Cars

Software Testing I

all from FSE '22

-    Guannan Lou, Yao Deng, Xi Zheng, Mengshi Zhang, Tianyi Zhang:
Testing of autonomous driving systems: where are we and where should we go? 31-43
-    Yinlin Deng, Chenyuan Yang, Anjiang Wei, Lingming Zhang:
Fuzzing deep-learning libraries via automated relational API inference. 44-56
-    Penghui Li, Wei Meng, Kangjie Lu:
SEDiff: scope-aware differential fuzzing to test internal function models in symbolic execution. 57-69
-    Ali Reza Ibrahimzada , Yigit Varli, Dilara Tekinoglu, Reyhaneh Jabbarvand:
Perfect is the enemy of test oracle. 70-81
-    Yao Deng, Xi Zheng, Mengshi Zhang, Guannan Lou, Tianyi Zhang:
Scenario-based test reduction and prioritization for multi-module autonomous driving systems. 82-93
-    Haoxiang Tian, Yan Jiang, Guoquan Wu, Jiren Yan, Jun Wei, Wei Chen, Shuo Li, Dan Ye:
MOSAT: finding safety violations of autonomous driving systems using multi-objective genetic algorithm. 94-106

What's Hot: Devs + the brain

ICSE '21

-     Madeline Endres, Zachary Karas, Xiaosu Hu, Ioulia Kovelman , Westley Weimer:
Relating Reading, Visualization, and Coding for New Programmers: A Neuroimaging Study. 600-612

FSE '22

-     Norman Peitek, Annabelle Bergum, Maurice Rekrut, Jonas Mucke, Matthias Nadig, Chris Parnin, Janet Siegmund, Sven Apel:
Correlates of programmer efficacy and their link to experience: a combined EEG and eye-tracking study. 120-131

What's Hot: Testing + Analysis of Android

Software Testing II

-     Cong Li, Yanyan Jiang, Chang Xu:
Cross-device record and replay for Android apps. 395-407
-     Alberto Martin-Lopez, Sergio Segura, Antonio Ruiz-Cortés:
Online testing of RESTful APIs: promises and challenges. 408-420
-     Yixue Zhao , Saghar Talebipour, Kesina Baral, Hyojae Park, Leon Yee, Safwat Ali Khan, Yuriy Brun, Nenad Medvidovic, Kevin Moran:
Avzug: automating usage-based test generation from videos of app executions. 421-433
-     Jue Wang, Yanyan Jiang, Ting Su, Shaohua Li, Chang Xu, Jian Lu, Zhendong Su:
Detecting non-crashing functional bugs in Android apps via deep-state differential analysis. 434-446
-     Seulbae Kim, Taesoo Kim:
RoboFuzz: fuzzing robotic systems over robot operating system (ROS) for finding correctness bugs. 447-458

What's Hot: Testing + Analysis of Android

FSE '22

Software Testing II

-     Cong Li, Yanyan Jiang, Chang Xu:
Cross-device record and replay for Android apps. 395-407
-     Alberto Martin-Lopez, Sergio Segura, Antonio Ruiz-Cortés:
Online testing of RESTful APIs: promises and challenges. 408-420
-     Yixue Zhao , Saghar Talebipour, Kesina Baral, Hyojae Park, Leon Yee, Safwat Ali Khan, Yuriy Brun, Nenad Medvidovic, Kevin Moran:
August: automating usage-based test generation from videos of app executions. 421-433
-     Jue Wang, Yanyan Jiang, Ting Su, Shaohua Li, Chang Xu, Jian Lu, Zhendong Su:
Detecting non-crashing functional bugs in Android apps via deep-state differential analysis. 434-446
-     Seulbae Kim, Taesoo Kim:
RoboFuzz: fuzzing robotic systems over robot operating system (ROS) for finding correctness bugs. 447-458

What's Hot: Testing + Analysis of Android

FSE '22

In our own department, **Iulian Neamtiu** (and his students) work on this!

Software Testing II

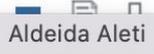
-     Cong Li, Yanyan Jiang, Chang Xu:
Cross-device record and replay for Android apps. 395-407
-     Alberto Martin-Lopez, Sergio Segura, Antonio Ruiz-Cortés:
Online testing of RESTful APIs: promises and challenges. 408-420
-     Yixue Zhao , Saghar Talebipour, Kesina Baral, Hyojae Park, Leon Yee, Safwat Ali Khan, Yuriy Brun, Nenad Medvidovic, Kevin Moran:
August: automating usage-based test generation from videos of app executions. 421-433
-     Jue Wang, Yanyan Jiang, Ting Su, Shaohua Li, Chang Xu, Jian Lu, Zhendong Su:
Detecting non-crashing functional bugs in Android apps via deep-state differential analysis. 434-446
-     Seulbae Kim, Taesoo Kim:
RoboFuzz: fuzzing robotic systems over robot operating system (ROS) for finding correctness bugs. 447-458

What's Hot: Understanding Code Review

All from FSE '22

■     Qianhua Shan, David Sukhdeo, Qianying Huang, Seth Rogers, [Lawrence Chen](#), Elise
Using nudges to accelerate code reviews at scale. 472-482

■     Enrico Fregnan, Larissa Braz, Marco D'Ambros, Gül Çalikli, Alberto Bacchelli:
First come first served: the impact of file position on code review. 483-494

■      Aldeida Aleti Yang Hong, Chakkrit Tantithamthavorn, Patanamon Thongtanunam, [Aldeida Aleti](#):
CommentFinder: a simpler, faster, more accurate code review comments recommendation. 507-519

■     Prahar Pandya, Saurabh Tiwari:
CORMS: a GitHub and Gerrit based hybrid code reviewer recommendation approach for modern code review. 546-557

■     Larissa Braz, Alberto Bacchelli:
Software security during modern code review: the developer's perspective. 810-821

What's Hot: ML + SE

All from FSE '22

Machine Learning I



Mengdi Zhang, Jun Sun:

Adaptive fairness improvement based on causality analysis. 6-17



Saikat Chakraborty, Toufique Ahmed, Yangruibo Ding, Premkumar T. Devanbu, Baishakhi Ray:

NatGen: generative pre-training by "naturalizing" source code. 18-30

What's Hot: ML + SE

All from FSE '22

Machine Learning I

-     Mengdi Zhang, Jun Sun:
Adaptive fairness improvement based on causality analysis. 6-17
-     Saikat Chakraborty, Toufique Ahmed, Yangruibo Ding, Premkumar T. Devanbu, Baishakhi Ray:
NatGen: generative pre-training by "naturalizing" source code. 18-30

Machine Learning II

-     Junming Cao, Bihuan Chen, Chao Sun, Longjie Hu, Shuaihong Wu, Xin Peng:
Understanding performance problems in deep learning systems. 357-369
-     Moshi Wei, Yuchao Huang, Junjie Wang, Jiho Shin, Nima Shiri Harzevili, Song Wang:
API recommendation for machine learning libraries: how far are we? 370-381
-     Chaozheng Wang, Yuanhang Yang, Cuiyun Gao, Yun Peng, Hongyu Zhang, Michael R. Lyu:
No more fine-tuning? an experimental evaluation of prompt tuning in code intelligence. 382-394

What's Hot: ML + SE

All from FSE '22

Machine Learning I

-     Mengdi Zhang, Jun Sun:
Adaptive fairness improvement based on causality analysis. 6-17
-     Saikat Chakraborty, Toufique Ahmed, Yangruibo Ding, Premkumar T. Devanbu, Baishakhi Ray:
NatGen: generative pre-training by "naturalizing" source code. 18-30

Machine Learning II

Machine Learning III

-     Thanh Le-Cong , Hong Jin Kang, Truong Giang Nguyen, Stefanus Agus Haryono, David Lo , Xuan-Bach D. Le, Huynh Quyet Thang:
AutoPruner: transformer-based call graph pruning. 520-532
-     Xinwen Hu, Yu Guo, Jianjie Lu, Zheling Zhu, Chuanyi Li, Jidong Ge, Liguu Huang, Bin Luo:
Lighting up supervised learning in user review-based code localization: dataset and benchmark. 533-545
-     Prahar Pandya, Saurabh Tiwari:
CORMS: a GitHub and Gerrit based hybrid code reviewer recommendation approach for modern code review. 546-557
-     Moayad Alshangiti, Weishi Shi, Eduardo Lima, Xumin Liu, Qi Yu:
Hierarchical Bayesian multi-kernel learning for integrated classification and summarization of app reviews. 558-569
-     Liming Dong, He Zhang, Wei Liu, Zhiluo Weng, Hongyu Kuang:
Semi-supervised pre-processing for learning-based traceability framework on real-world software projects. 570-582

ang:
-381

nael R. Lyu:
de intelligence. 382-394

What's Hot: Synthesis + Repair

All from FSE '22
(note more ML!)

Program Repair/Synthesis

-     Wonseok Oh, Hakjoo Oh:
PyTER: effective program repair for Python type errors. 922-934
-     Michael Fu, Chakkrit Tantithamthavorn, Trung Le, Van Nguyen, Dinh Q. Phung:
VulRepair: a T5-based automated software vulnerability repair. 935-947
-     Spandan Garg, Roshanak Zilouchian Moghaddam, Colin B. Clement, Neel Sundaresan, Chen Wu:
DeepDev-PERF: a deep learning-based approach for improving software performance. 948-958
-     Chunqiu Steven Xia, Lingming Zhang:
Less training, more repairing please: revisiting automated program repair via zero-shot learning. 959-971
-     Zhengkai Wu, Vu Le, Ashish Tiwari, Sumit Gulwani, Arjun Radhakrishna, Ivan Radicek, Gustavo Soares, Xinyu Wang, Zhenwen Li, Tao Xie:
NL2Viz: natural language to visualization via constrained syntax-guided synthesis. 972-983

What's Hot in Software Engineering Research

- I don't have time to cover everything :(

What's Hot in Software Engineering Research

- I don't have time to cover everything :(
- If you want to learn more about some of these, consider doing the “optional reading activity” for today's class:
 - browse the FSE '22 proceedings
 - read 10 abstracts
 - make a list of words you don't know + look them up and submit the definitions (+ list of abstracts)
 - goal: see a bit of the breadth of the SE field and practice skimming research results

What is Software Engineering?

Today's agenda:

- Reading Quiz
- 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
- **Course Evaluation**

Course Evaluation

- This is my first semester teaching undergrads, so I'd **really appreciate** your feedback (sorry you're guinea pigs!)

Course Evaluation

- This is my first semester teaching undergrads, so I'd **really appreciate** your feedback (sorry you're guinea pigs!)
- You can find it on Canvas or at <https://blue.njit.edu/blue/>

Course Evaluation

- This is my first semester teaching undergrads, so I'd **really appreciate** your feedback (sorry you're guinea pigs!)
- You can find it on Canvas or at <https://blue.njit.edu/blue/>
- I'd especially like feedback on:
 - How could I have helped to keep your group on track for the project? More deadlines? Earlier demos? Something else?
 - Should this class have a midterm next semester?
 - Is Covey.Town a good project? If not, what's wrong with it?
 - Did we cover any topics you already knew about from other classes? Topics you wish we'd gone into in more depth?