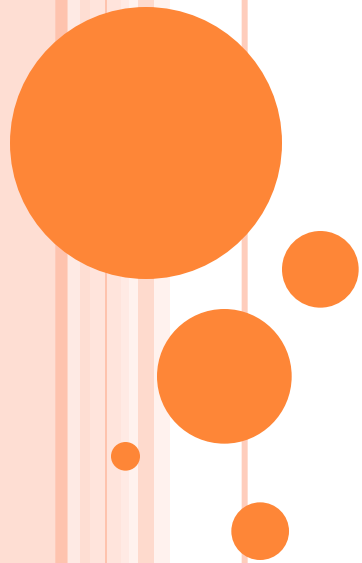


SOFTWARE ENGINEERING



LECTURE-14



Metrics

TOPICS COVERED

- Introduction
- Attributes Of Effective Software Metrics
- Metrics for SRS Attributes
- Component-level Design Metrics

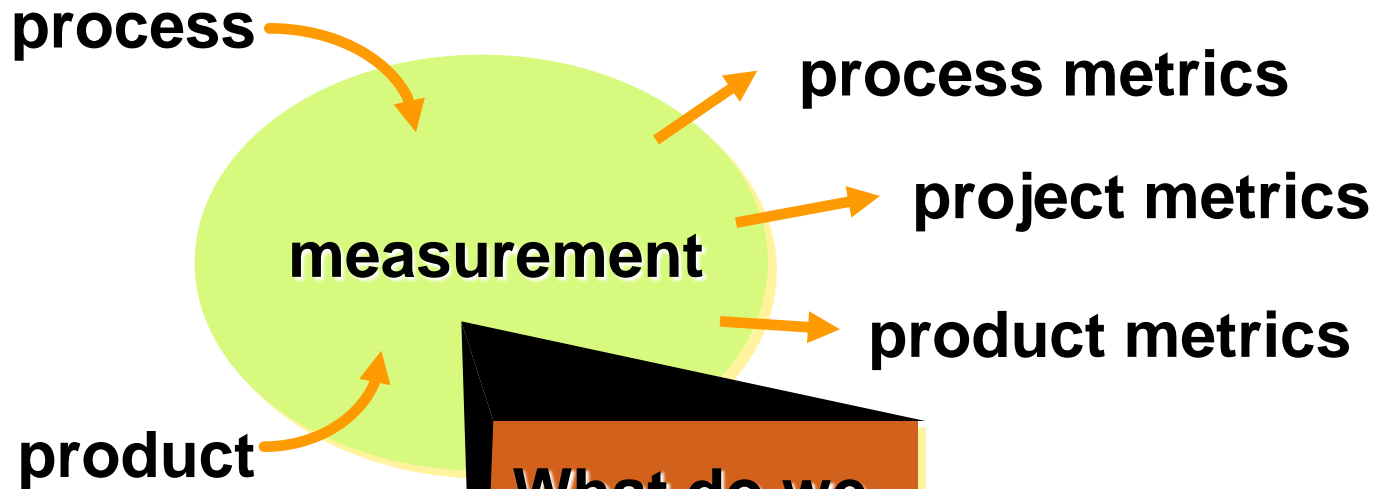
DEFINITION

- **Measure:** A quantitative indication of the extent, amount, dimensions, capacity, or size of some attribute of a product or process.
- **Metric:** A quantitative measure of the degree to which a system, component, or process possesses a given attribute.
A comparison of 2 or more measures.
- **Indicator:** A metric or combination of metrics that provide insight into the software process, a software project or the product.

WHY DO WE MEASURE?

- ***To understand*** what is happening during development and maintenance.
- ***To control*** what is happening on our projects.
- ***To improve*** our process and products.

A GOOD MANAGER MEASURES



**What do we
use as a
basis?**

- **size?**
- **function?**

PROCESS METRICS

- majority focus on quality achieved as a consequence of a repeatable or managed process
- statistical SQA data
 - error categorization & analysis
- defect removal efficiency
 - propagation from phase to phase

Defect Removal Efficiency

$$\text{DRE} = (\text{errors}) / (\text{errors} + \text{defects})$$

where

errors = problems found before release

defects = problems found after release

PROJECT METRICS

○ Objectives:

- To minimize the development schedule
- To assess product quality on an ongoing basis.

○ Examples:

- Effort/time per SE task
- Errors uncovered per review hour
- Scheduled vs. actual milestone dates
- Changes (number) and their characteristics
- Distribution of effort on SE tasks

PRODUCT METRICS

○ Objectives:

- focus on the quality of deliverables

○ Examples:

- measures of analysis model
- complexity of the design
 - internal algorithmic complexity
 - architectural complexity
 - data flow complexity
- code measures (e.g., Halstead)
- measures of process effectiveness
 - e.g., defect removal efficiency

MEASUREMENT PROCESS

- Formulation
- Collection
- Analysis
- Interpretation
- Feedback

FORMULATION PRINCIPLES

- The objectives of measurement should be established before data collection begins
- Each technical metric should be defined in an unambiguous manner.
- Metrics should be derived based on a theory that is valid for the domain of application.
- Metrics should be tailored to best accommodate specific products and processes.

COLLECTION & ANALYSIS PRINCIPLES

- Whenever possible, data collection and analysis should be automated.
- Valid statistical techniques should be applied to establish relationships between internal product attributes and external quality characteristics.
- Interpretative guidelines and recommendations should be established for each metric.

ATTRIBUTES OF EFFECTIVE SOFTWARE METRICS

- Simple and Computable
- Empirically and Intuitively
- Consistent and Objective
- Programming language independent
- An effective mechanism for quality feedback

MEASURING SOFTWARE QUALITY: MCCALL'S QUALITY FACTORS

○ Product Operation

- Correctness
- Reliability
- Usability
- Integrity
- Efficiency

○ Product Revision

- Maintainability
- Testability
- Flexibility

○ Product Transition

- Reusability
- Portability
- Interoperability

MEASURING SOFTWARE QUALITY: MCCALL'S QUALITY FACTORS

Reliability

- Consistency
- Accuracy
- Error-tolerance
- Simplicity

Maintainability

- Concision
- Consistency
- Modularity
- Self-documentation
- simplicity

MEASURING QUALITY IN SOFTWARE REQUIREMENTS SPECIFICATION (SRS)

- Unambiguous
- Complete
- Correct
- Understandable
- Verifiable
- Internally consistent
- Externally consistent
- Achievable
- Concise
- Design independent
- Traceable
- Modifiable
- Electronically stored
- Executable/Interpretable
- Annotated by relative importance
- Annotated by relative stability
- Annotated by version
- Not redundant
- At right level of detail
- Precise
- Reusable
- Traced
- Organized
- Cross-referenced

METRICS FOR SRS ATTRIBUTES

- n_f = functional requirements
- n_{nf} = non-functional requirements
- n_r = total requirements = $n_f + n_{nf}$

UNAMBIGUOUS

- A SRS is unambiguous if and only if every requirement stated therein has only one possible interpretation.
- Metric:

$$Q_1 = \frac{n_{ui}}{n_r}$$

n_{ui} is the number of requirements for which all reviewers presented identical interpretations.

0 - every requirement has multiple interpretation

1 - every requirement has a unique interpretation

COMPLETENESS

- A SRS is complete if everything that the software is supposed to do is included in the SRS.

- Metric:

$$Q_2 = \frac{n_A}{n_r}$$

- n_A is the number of requirements in block A

CORRECTNESS

- A SRS is correct if and only if every requirement represents something required of the system to be built
- Metric:

$$Q_3 = \frac{n_C}{n_C + n_I}$$

- n_C is the number of correct requirements
- n_I is the number of incorrect requirements

UNDERSTANDABLE

- A SRS is understandable if all classes of SRS readers can easily comprehend the meaning of all requirements with a minimum of explanation.
- Metric:

$$Q_4 = \frac{n_{ur}}{n_r}$$

n_{ur} is the number of requirements for which all reviewers thought they understood.

CONCISE

- A SRS is concise if it is as short as possible without adversely affecting any other quality of the SRS.
- Metric:

$$Q_5 = \frac{1}{\textit{size}+1}$$

- size is the number of pages

NOT REDUNDANT

- A SRS is redundant if the same requirement is stated more than one.
- Metric:

$$Q_6 = \frac{n_f}{n_u}$$

- n_f is the actual functions specified
- n_u is the actual unique functions specified

HIGH-LEVEL DESIGN METRICS

- High-level design metrics focus on characteristics of the program architecture with an emphasis on the architectural structural and the effectiveness of modules
- Metrics:
 - Card and Glass (1990)
 - Henry and Kafura (1981)
 - Fenton (1991)

CARD AND GLASS (1990)

- 3 software design complexity measures:
 - structural complexity
 - data complexity
 - system complexity

CARD AND GLASS (1990)

- Structural complexity ($S(i)$)

$$S(i) = f_{out}^2(i)$$

where f_{out} is the fan-out of module i

- Data complexity ($D(i)$)

$$D(i) = v(i) / [f_{out}^2(i) + 1]$$

where $v(i)$ is the number of input and output variables that are passed to and from module i

- System complexity ($C(i)$)

$$C(i) = S(i) + D(i)$$

HENRY & KAFURA (1981)

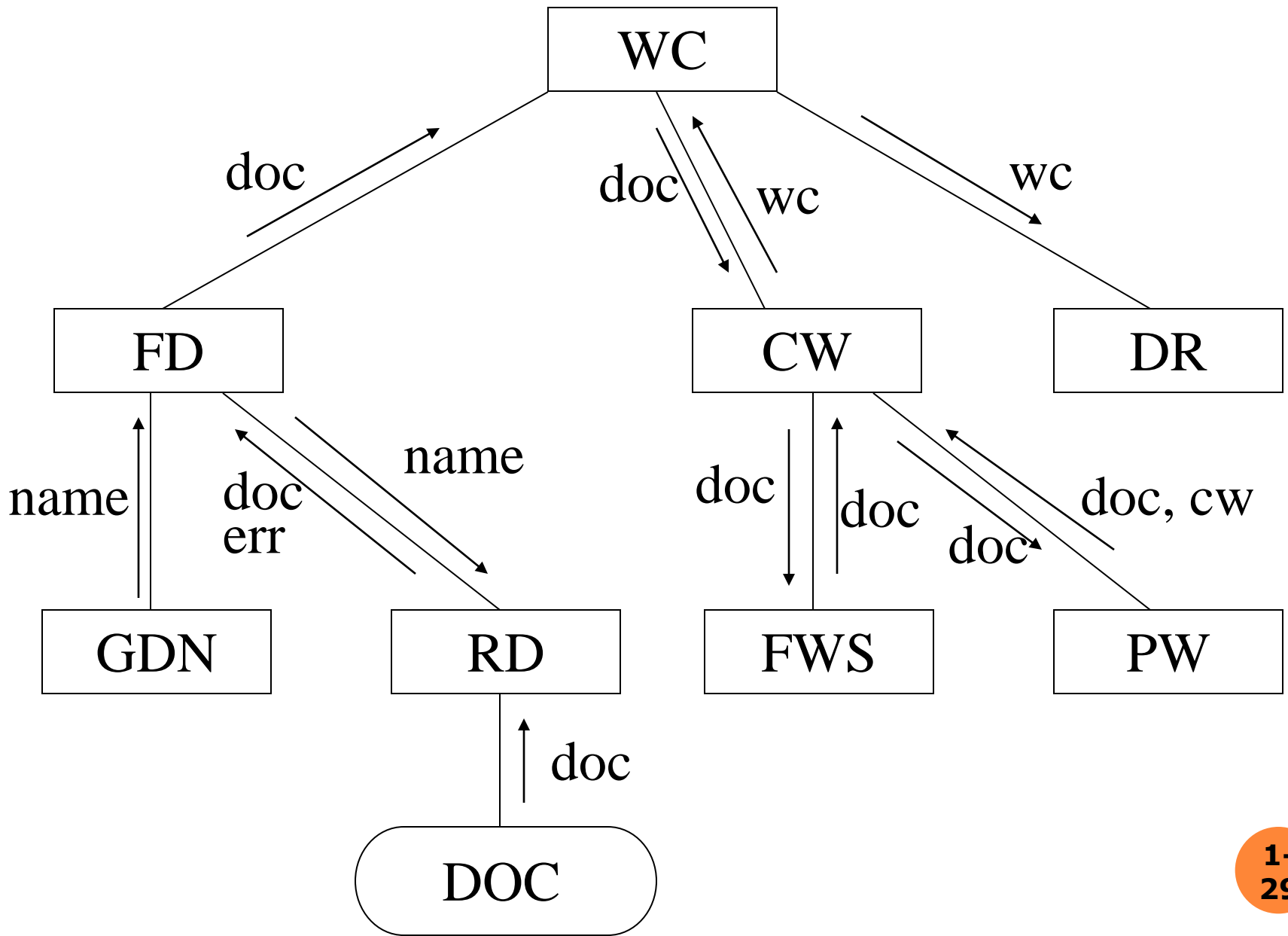
$$\textit{Complexity} = \textit{length}(i) \times [f_{in}(i) + f_{out}(i)]^2$$

where $\textit{length}(i)$ = the number of programming language statements in module i

$f_{in}(i)$ = the number of fan-in of module i

$f_{out}(i)$ = the number of fan-out of module i

- fan-in = the number of local flows of information that terminate at a module + the number of data structures from which information is retrieved.
- Fan-out = the number of local flows of information that emanate from a module plus the number of data structures that are updated by that module



FENTON (1991)

- Measure of the connectivity density of the architecture and a simple indication of the coupling of the architecture.

$$r = a/n$$

r = arc-to-node ratio

a = the number of arcs (lines of control)

n = the number of nodes (modules)

- Depth = the longest path from the root (top) to a leaf node
- Width = maximum number of nodes at any one level of the architecture

COMPONENT-LEVEL DESIGN METRICS

- Cohesion Metrics
 - Bieman and Ott (1994)
- Coupling Metrics
 - Dhama (1995)
- Complexity Metrics
 - McCabe (1976)

BIEMAN AND OTT (1994)

- Data slice is a backward walk through a module that looks for data values that affect the module location at which the walk began.
- Data token are variables and constants defined for a module.
- Glue tokens are data tokens that lie on one or more data slice.
- Superglue tokens are the data tokens that are common to every data slice in a module.

BIEMAN AND OTT (1994)

- Strong functional cohesion (SFC)

$$\text{SFC}(i) = \text{SG}(\text{SA}(i)) / \text{tokens}(i)$$

$\text{SG}(\text{SA}(i))$ = superglue tokens

PROCEDURE SUM AND PRODUCT












```
(N : Integer;  
  Var  SumN, ProdN : Integer);  
Var      I : Integer  
Begin  
  SumN    := 0;  
  ProdN   := 1;  
  For I   := 1 to N do begin  
    SumN := SumN + I  
    ProdN:= ProdN + I  
  End;  
End;
```

Data Slide for SumN

```
(N : Integer;  
  Var SumN, ProdN : Integer);  
  Var I : Integer  
  Begin  
    SumN := 0;  
    ProdN := 1;  
    For I := 1 to N do begin  
      SumN := SumN + I  
      ProdN := ProdN * I  
    End;  
  End;
```

Data Slice for SumN = $N_1 \cdot \text{SumN}_1 \cdot I_1 \cdot \text{SumN}_2 \cdot 0_1 \cdot I_2 \cdot 1_2 \cdot N_2 \cdot \text{SumN}_3 \cdot \text{SumN}_4 \cdot I_3$

Data Slide for ProdN

```
( : Integer;  
Var SumN,  : Integer);  
Var  : Integer  
Begin  
  SumN := 0;  
   := ;  
  For  :=  to  do begin  
    SumN := SumN + I  
     :=  +   
  End;  
End;
```

Data Slice for ProdN = $N_1 \cdot \text{ProdN}_1 \cdot I_1 \cdot \text{ProdN}_2 \cdot 1_1 \cdot I_2 \cdot 1_2 \cdot N_2 \cdot \text{ProdN}_3 \cdot \text{ProdN}_4 \cdot I_4$

Data token	SumN	ProdN
N_1	1	1
Sum N_1	1	
Prod N_1		1
I_1	1	1
Sum N_2	1	
O_1	1	
Prod N_2		1
1_1		1
I_2	1	1
1_2	1	1
N_2	1	1
Sum N_3	1	
Sum N_4	1	
I_3	1	
Prod N_3		1
Prod N_4		1
I_4		1

SUPER GLUE

S₁

|

|

|

|

S₂

|

|

|

|

|

|

S₃

|

|

|

|

Super Glue

Super Glue

Glue

Glue

FUNCTIONAL COHESION

- Strong functional cohesion (SFC)

$$\text{SFC}(i) = \text{SG}(\text{SA}(i)) / \text{tokens}(i)$$

$\text{SG}(\text{SA}(i))$ = superglue tokens

$$\text{SG}(\text{SumAndProduct}) = 5/17 = 0.294$$

DHAMA (1995)

- Data and control flow coupling
 - d_i = number of input data parameters
 - c_i = number of input control parameters
 - d_o = number of output data parameters
 - c_o = number of output control parameters
- Global coupling
 - g_d = number of global variables used as data
 - g_c = number of global variables used as control
- Environmental coupling
 - w = number of modules called (fan-out)
 - r = number of modules calling the module under consideration (fan-in)

DHAMA (1995)

- Coupling metric (m_c)

$$m_c = k/M, \text{ where } k=1$$

$$M = d_i + a^* c_i + d_o + b^* c_o + c^* g_c + w + r$$

where $a=b=c=2$

COUPLING METRIC - EXAMPLE

MODULE 1

Package sort1 is

type array_type is array (1..1000) of integer;

procedure sort1 (n: in integer;

 to_be_sorted: in out array_type;

 a_or_d: in character) is

location, temp: integer;

begin

 for start in 1..n loop

 location := start;

 loop to get min or max each time

 for i in (start + 1)..n loop

 if a_or_d = 'd' then

 if to_be_sorted(i) > to_be_sorted(location) then

 location := i;

 endif;

 else if to_be_sorted(i) < to_be_sorted(location) then

 location := i;

 endif

 endloop;

 temp := to_be_sorted(start);

 to_be_sorted(start) := to_be_sorted(location);

 to_be_sorted(location) := temp;

endloop

COUPLING METRIC - EXAMPLE

MODULE2

Package sort2 is

type array_type is array (1..1000) of integer;

Procedure sort2 (n: in integer;

to_be_sorted: in out array_type;

a_or_d: in character);

procedure find_max (n: in integer;

to_be_sorted: in out array_type;

location: in out integer);

procedure find_min (n, start: in integer;

to_be_sorted: in out array_type;

location: in out integer);

procedure exchange (start: in integer;

to_be_sorted: in out array_type;

location: in out integer);

endsort2;

COUPLING METRIC - EXAMPLE

```
procedure find_max (n, start : in
  integer; to_be_sorted: in out
  array_type; location: in out
  integer); is
begin
  location := start;
  for i in start + 1..n loop
    if to_be_sorted(i) >
      to_be_sorted(location)
    then
      location := i;
    endif;
  endloop
end find_max;
```

```
procedure find_min (n, start: in
  integer; to_be_sorted: in out
  array_type; location: in out
  integer) is
begin
  location := start;
  for i in start + 1..n loop
    if to_be_sorted(i) <
      to_be_sorted(location)
    then
      location := i;
    endif;
  endloop
end find_min;
```

COUPLING METRIC - EXAMPLE

```
procedure exchange (start: in
  integer; to_be_sorted: in out
  array_type; location: in out
  integer) is
temp: integer;
begin
temp := to_be_sorted(start);
to_be_sorted(start) :=
  to_be_sorted(location);
to_be_sorted(location) := temp;
end exchange;
```

```
Procedure sort2 (n: in integer;
  to_be_sorted: in out array_type;
  a_or_d: in character)is
location : integer;
begin
  for start in 1..n loop
    if a_or_d = 'd' then
      find_max(n, start, to_be_sorted,
        location);
    else
      find_min(n, start, to_be_sorted,
        location);
    endif;
    exchange(start, to_be_sorted,
      location);
  endloop;
end sort2;
end sort2;
```

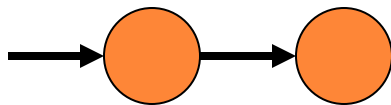
MCCABE (1976)

○ Cyclomatic Complexity ($V(G)$)

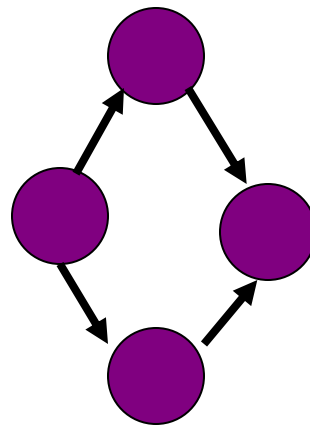
- $V(G)$ = the number of region of the flow graph + the area outside the graph
- $V(G) = E - N + 2$
where E = the number of flow graph edges
 N = the number of flow graph nodes
- $V(G) = P + 1$
where P = the number of predicate nodes

FLOW GRAPH NOTATION

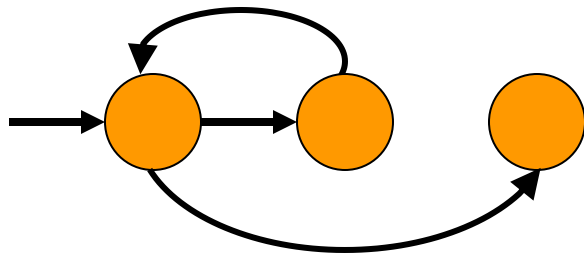
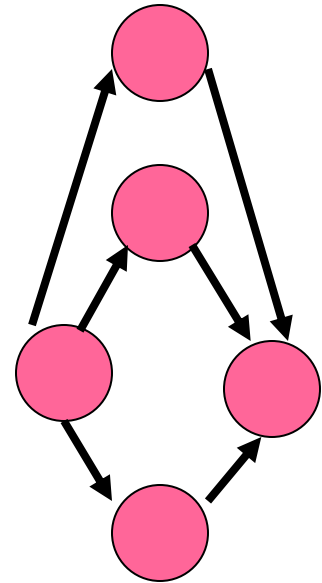
Sequence



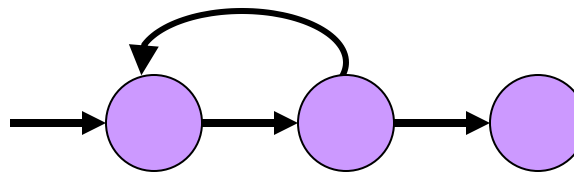
IF



CASE

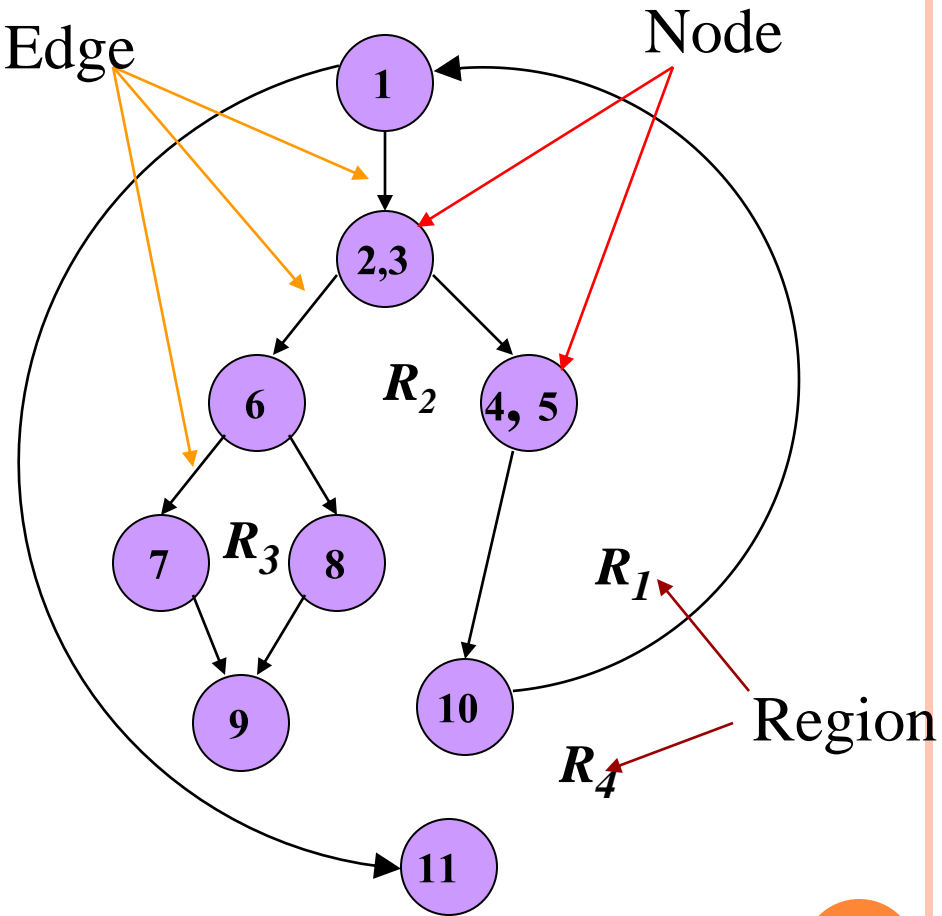
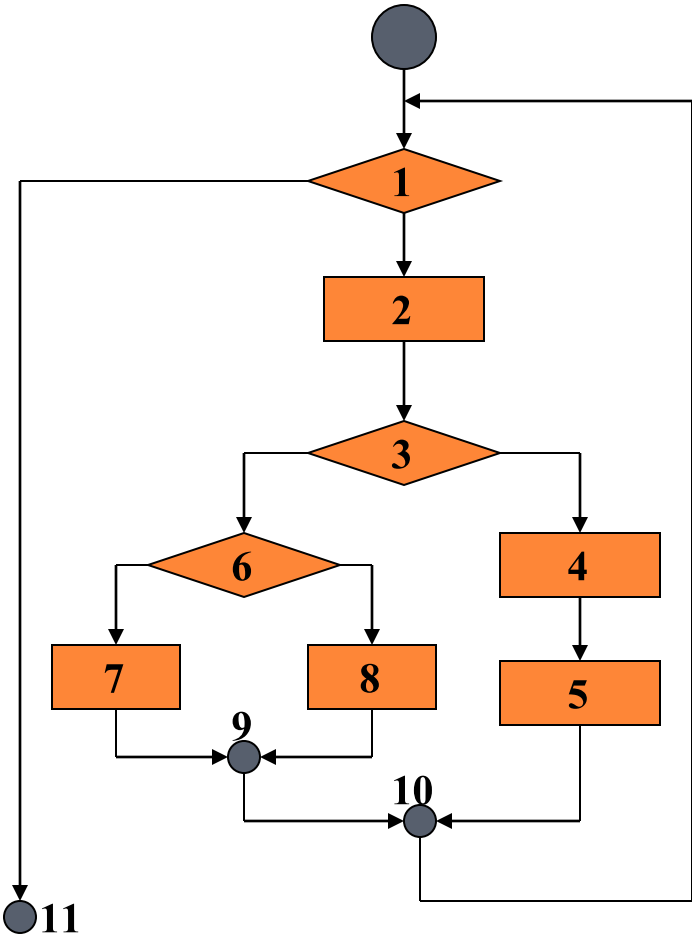


While



Until

CYCLOMATIC COMPLEXITY - EXAMPLE



METRICS FOR TESTING

- Size of the software
- High-level design metric
- Cyclomatic complexity

METRICS FOR MAINTENANCE

- Fix Backlog and Backlog Management Index
- Fix Response Time
- Percent Delinquent Fixes
- Fix Quality
- Software Maturity Index (SMI)

FIX BACKLOG AND BACKLOG MANAGEMENT INDEX

- Fix backlog is a work load statement for software maintenance.
- It is a simple count of reported problems that remain opened at the end of each month or each week.
- Backlog management index (BMI)

$$\text{BMI} = \frac{\text{Number of problems closed during the month}}{\text{Number of problem arrivals during the month}} \times 100\%$$

FIX RESPONSE TIME

- Fix response time metric
 - = Mean time of all problems from open to closed

PERCENT DELINQUENT FIXES

- For each fix, if the turnaround time exceeds the response time criteria by severity, then it is classified as delinquent
- Percent delinquent fixes =

Number of fixes that exceeds the fix response time criteria by severity level

Total number of fixes delivered in a specified time

X 100%

FIX QUALITY

- Fix quality or the number of defective fixes metric = the percentage of all fixes in a time interval that are defective.
- A fix is defective if it did not fix the problem that was reported, or if it fixed the original problem but injected a new defect.
- A defective fix can be recorded in the month it was discovered or in the month when the fix was delivered.

SOFTWARE MATURITY INDEX (SMI)

- **$SMI = [M_T - (F_a + F_c + F_d)] / M_T$**

M_T = the number of modules in the current release

F_c = the number of modules in the current release that have been changed

F_a = the number of modules in the current release that have been added

F_d = the number of modules from the preceding release that were deleted in the current release

SOFTWARE METRICS ETIQUETTE

- Use common sense and organizational sensitivity when interpreting metrics data.
- Provide regular feedback to the individuals and teams who have worked to collect measures and metrics.
- Don't use metrics to appraise individuals
- Work with practitioners and teams to set clear goals and metrics that will be used to achieve them.
- Never use metrics to threaten individuals or teams.
- Metrics data that indicate a problem area should not be considered “negative”. These data are merely an indicator for process improvement.
- Don't obsess on a single metric to the exclusion of other important metrics.