An Exploratory Study Into the Prevalence of Botched Code Integrations

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Textual Conflicts

```
function foo(x) {
  if (x < 0) {
    return -x;
  }
  return x;
}</pre>
```

Textual Conflicts

```
function foo(x) {
    if (x < 0) {
        return -x;
    }
    return x;
}

function foo(x) {
    if (x < 0) {
        return -x;
    }
    return 0;
}</pre>
```

Textual Conflicts

```
function foo(x) {
                      if (x < 0) {
                        return -x;
                      return x;
function foo(x) {
                                         function foo(x) {
 if (x < 0) {
                                          if (x < 0) {
   return -x;
                                            return -x;
                                          return 1;
 return 0;
```

Semantic Conflicts

```
function foo(x) {
  if (x < 0) {
    return -x;
  }
  return x;
}</pre>
```

Semantic Conflicts

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function foo(x) {
    if (x < 0) {
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    }
    return x;
}

function foo(x) {
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}</pre>
```

Semantic Conflicts

```
function foo(x) {
                      if (x < 0) {
                        return -x;
                      return x;
function foo(x) {
                                         function foo(x) {
 if (x < 0) {
                                           if (x < 0) {
   return -x;
                                             return -x;
                                           return 1;
  return x;
foo(10);
```

Research Questions Dataset Research Method Result

Research Questions

RQ1

How often does code integration lead to semantic conflicts?

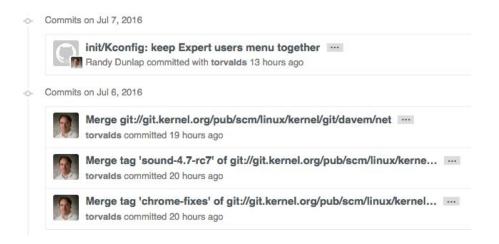
RQ2

How much effort is needed to fix semantic conflicts after code integration?

RQ3

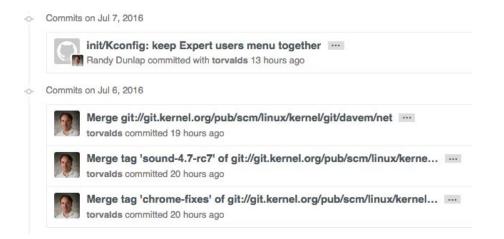
How long does it take to fix semantic conflicts after code integration?

GitHub





GitHub





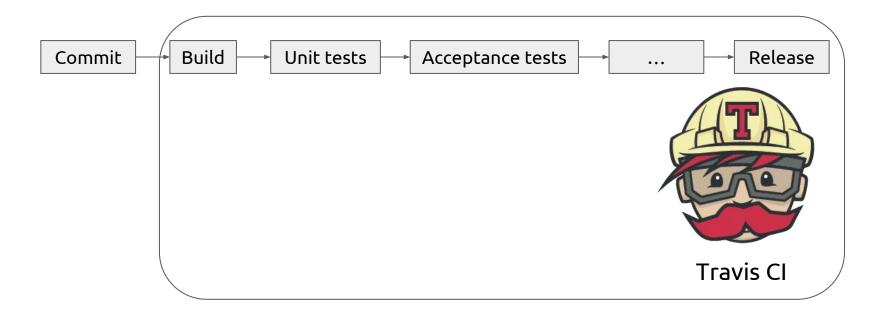
GHTorrent 150GB MySQL dump, 400M commits

Georgios Gousios, The GHTorrent Dataset and Tool Suite, MSR 2013.

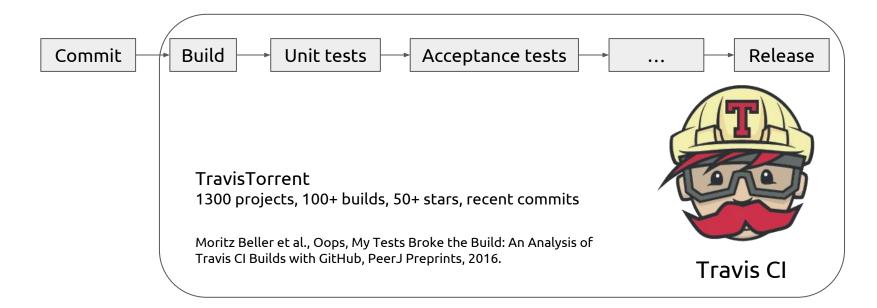
Continuous Delivery



Continuous Delivery



Continuous Delivery



Travis CI API

Builds

state
started_at
finished_at
commit_id
repository_id

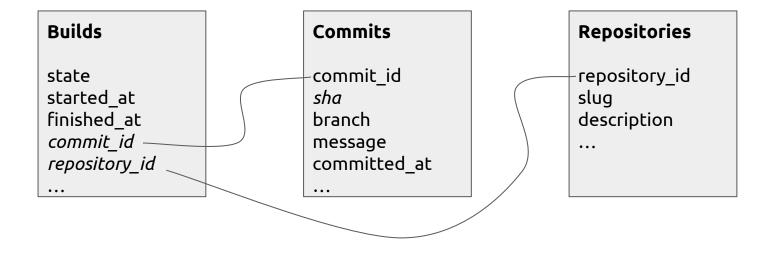
Commits

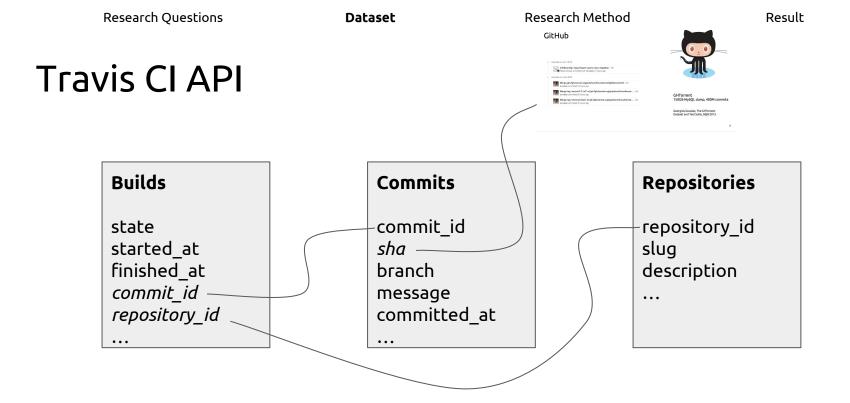
commit_id
sha
branch
message
committed_at
...

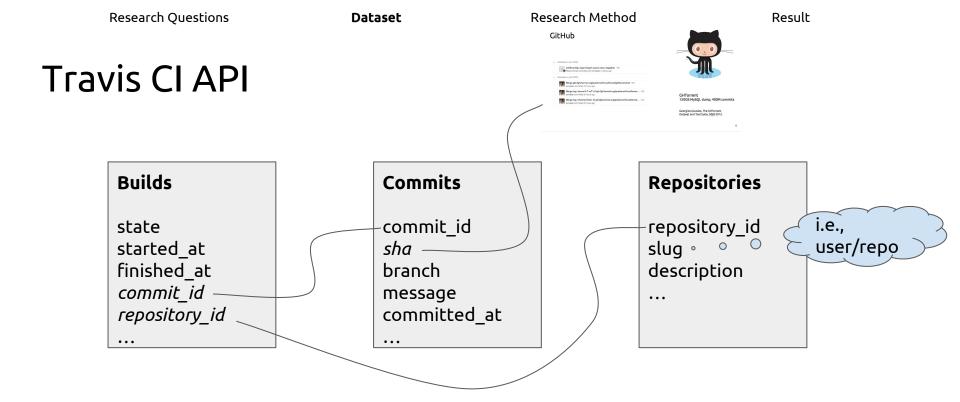
Repositories

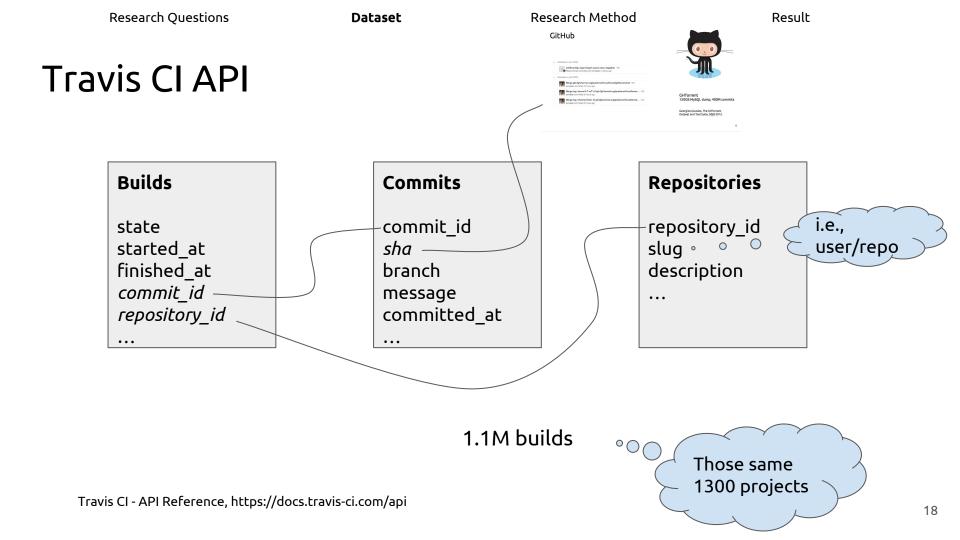
repository_id slug description ...

Travis CI API



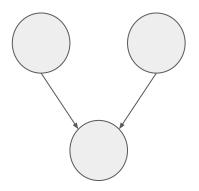






Research Questions Dataset Research Method Result

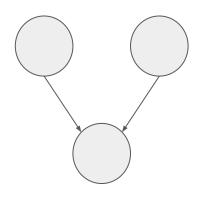
Identify Merge Commits



Number of parents

```
SELECT c.sha,dcs.state,dcs.repository_id
FROM (
    SELECT DISTINCT sha,state,repository_id
    FROM WardTravisCommits AS wtc
    INNER JOIN WardTravisBuilds AS wtb ON wtb.commit_id = wtc.id
) AS dcs
INNER JOIN commits AS c ON c.sha = dcs.sha
INNER JOIN commit_parents AS cp ON c.id = cp.commit_id
GROUP BY c.id,dcs.state
HAVING COUNT(*) > 1
```

Identify Merge Commits



```
SELECT c.sha,dcs.state,dcs.repository_id
FROM (

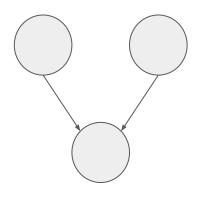
Get commits
and their builds

SELECT DISTINCT sha,state,repository_id
FROM WardTravisCommits AS wtc
INNER JOIN WardTravisBuilds AS wtb ON wtb.commit_id = wtc.id

AS dcs
INNER JOIN commits AS c ON c.sha = dcs.sha
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HAVING COUNT(*) > 1
```

Number of parents

Identify Merge Commits



```
SELECT c.sha,dcs.state,dcs.repository_id
FROM (

Get commits
and their builds

As long as they
have two or more
parents

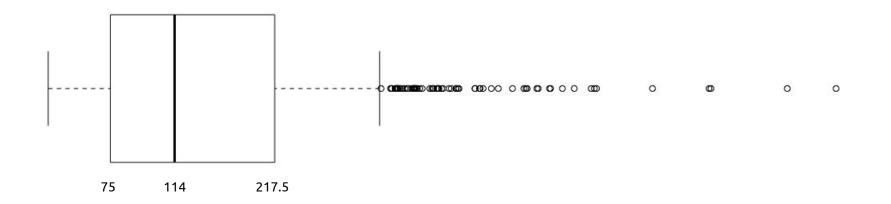
SELECT DISTINCT sha,state,repository_id
FROM WardTravisCommits AS wtc
INNER JOIN WardTravisBuilds AS wtb ON wtb.commit_id = wtc.id

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INNER JOIN commits AS c ON c.sha = dcs.sha
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```

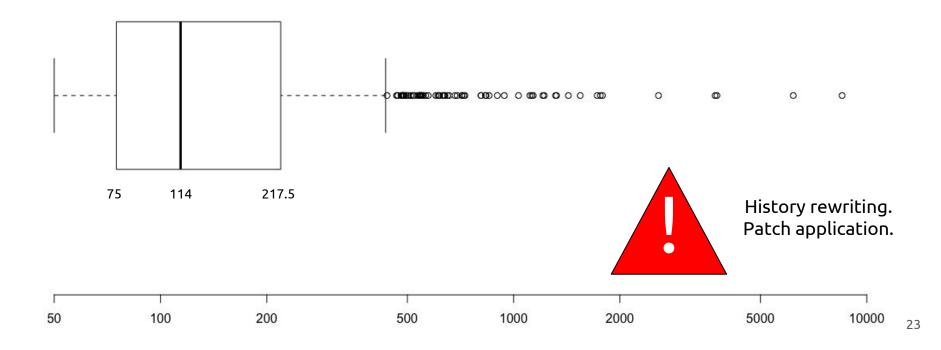
Number of parents

Enough Merge Commits? 584 Projects with 50+ Builds of Merge Commits

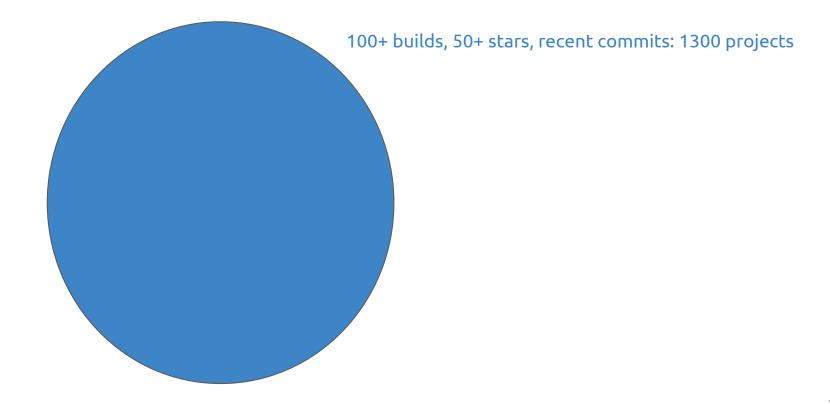




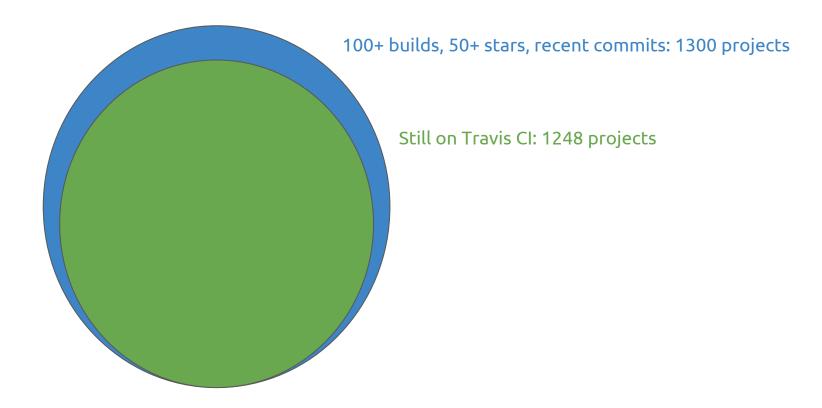
Enough Merge Commits? 584 Projects with 50+ Builds of Merge Commits



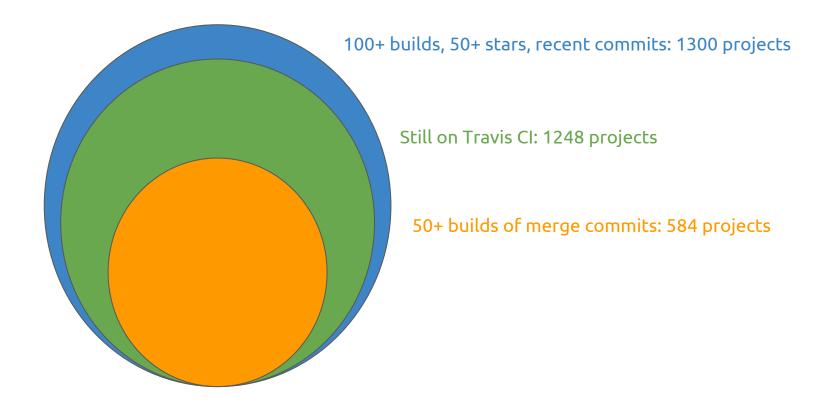
Dataset



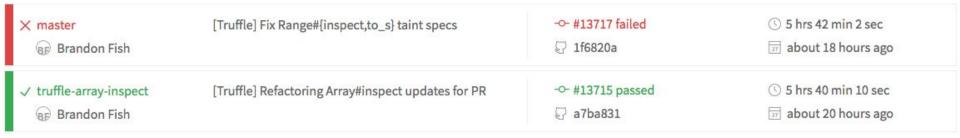
Dataset



Dataset



What Is Failure?



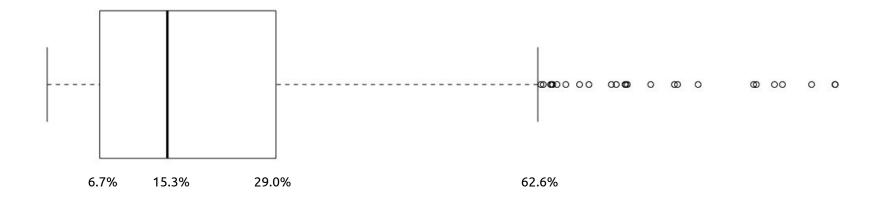


Travis CI

What Is Failure?

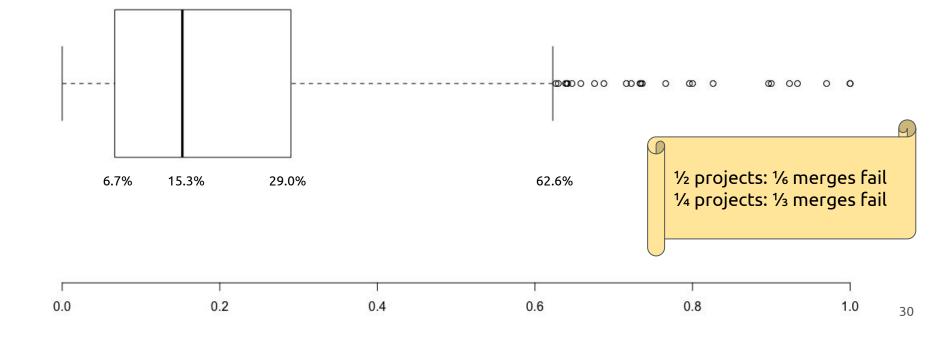


Failed Merge Commit Builds per Project

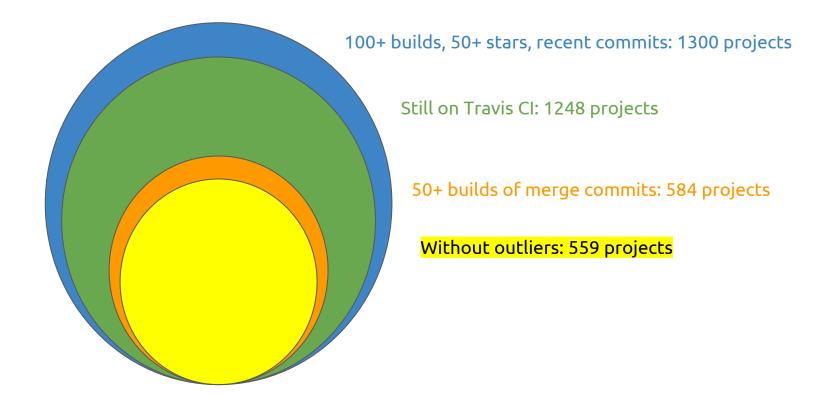




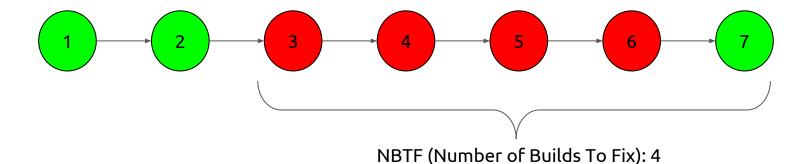
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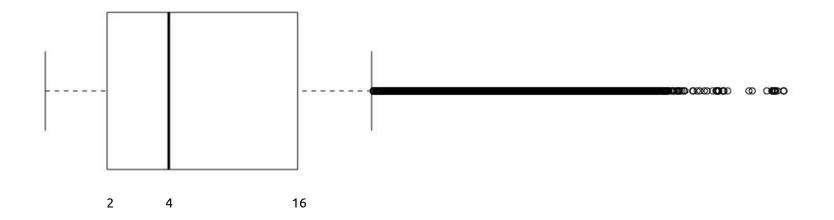
Dataset revisited

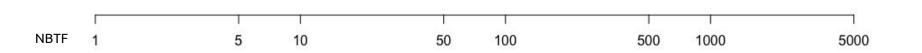


How Much Effort in Fixing the Build?

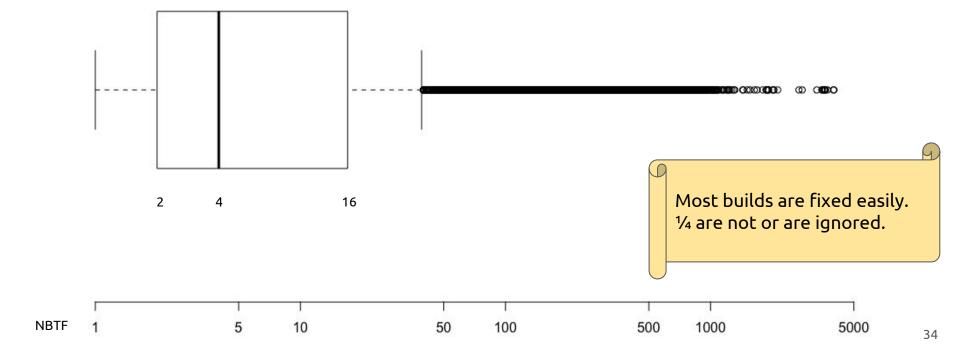


How Much Effort in Fixing the Build?





How Much Effort in Fixing the Build?



How Much Effort in Fixing the Build? NBTF only proxy for effort Most builds are fixed easily. 2 16 4 ¼ are not or are ignored.

100

500

1000

5000

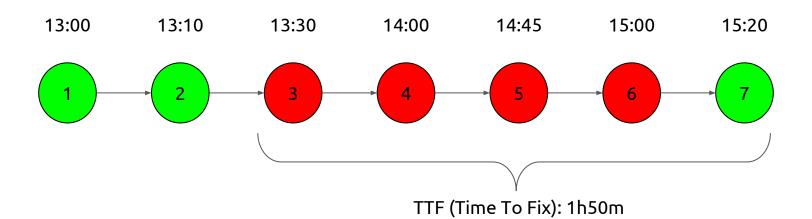
35

50

NBTF

5

10



Time range (disjunct)	Amount	Relative	Cumulative
Less than 1 hour	8031	28.2%	28.2%
Less than 12 hours	6062	21.3%	49.4%
Less than 1 day	2392	8.4%	57.8%
Less than 7 days	5556	19.5%	77.3%
Less than 1 month (30 days)	3321	11.6%	88.9%
Less than 1 year (365 days)	2967	10.4%	99.3%
More than 1 year	198	0.7%	100%

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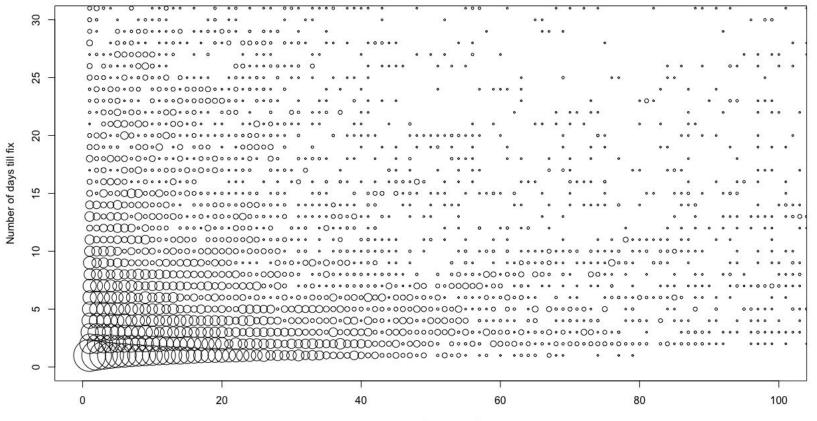


Result

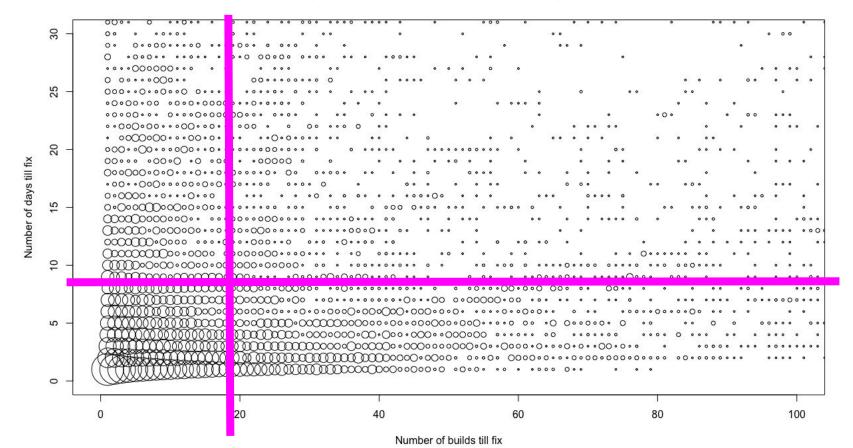
Time taken ≠ time worked on

Most builds are fixed within a day.

Number of Builds To Fix vs Time To Fix



Number of Builds To Fix vs Time To Fix



Answers to Research Questions

RQ1

Conflicts after code integration happen often.

For half of the projects, the build did not succeed for 1/4 merge commits.

RQ2

Multiple builds are needed to fix the majority of botched code integrations.

RQ3

The majority of botched code integrations are fixed within a day.

Future

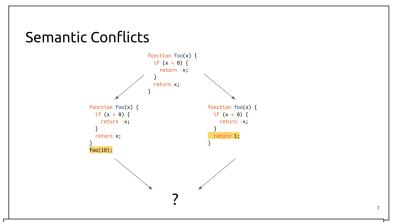
This study

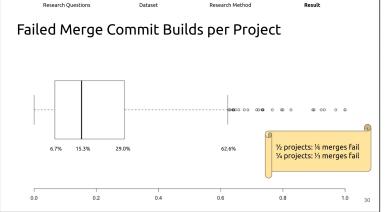
- Filter out projects that do not *really* follow continuous delivery
- Refine effort estimation using commit information
- Use TravisTorrent information to refine failure categorization

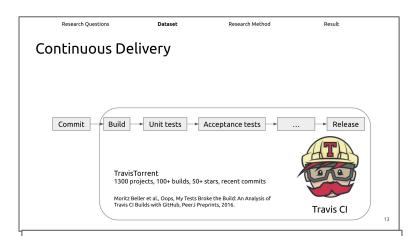
Long term

- Help developers with merging
- Behavioural differencing with dynamic symbolic execution

Summary







Future

This study

- Filter out projects that do not really follow continuous delivery
- Refine effort estimation using commit information
- Use TravisTorrent information to refine failure categorization

Long term

- Help developers with merging
- Behavioural differencing with dynamic symbolic execution