

# A tale about software profiling, debugging, testing, and visualization

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*University of Chile & Object Profile*

*bergel.eu*

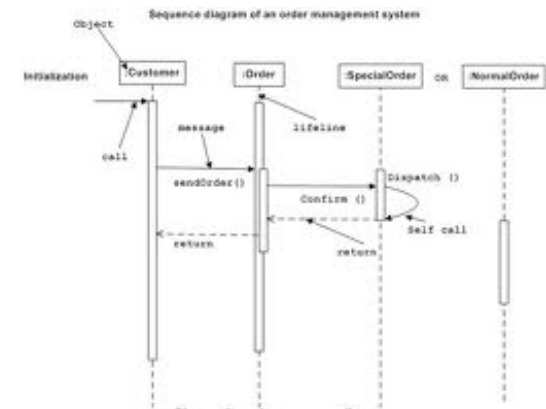
*objectprofile.com*



# Three-polar identity disorder

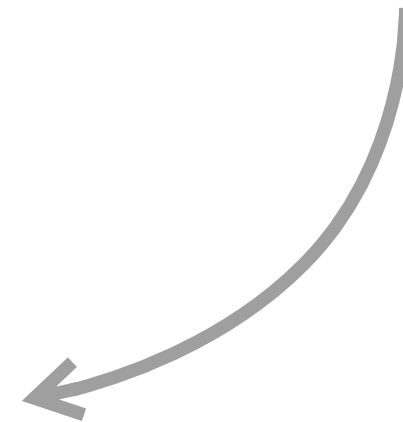
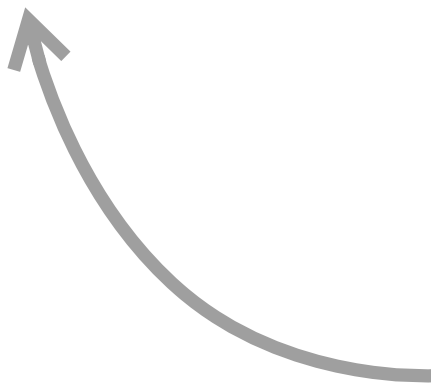
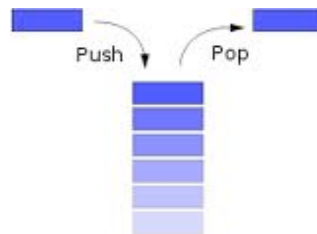
```
// explode splits s into an array of UTF-8 sequences, one per Unicode
// Invalid UTF-8 sequences become correct encodings of U+FFFD.
func explode(s string, n int) []string {
    if n <= 0 {
        n = len(s)
    }
    a := make([]string, n)
    var size, rune int
    na := 0
    for len(s) > 0 {
        if na+1 >= n {
            a[na] = s
            na++
            break
        }
        rune, size = utf8.DecodeRuneInString(s)
        s = s[size:len(s)]
        a[na] = string(rune)
        na++
    }
    return a[0:na]
}
```

textual description



interaction of objects

stack, heap, ...



# Execution profiling with Kai

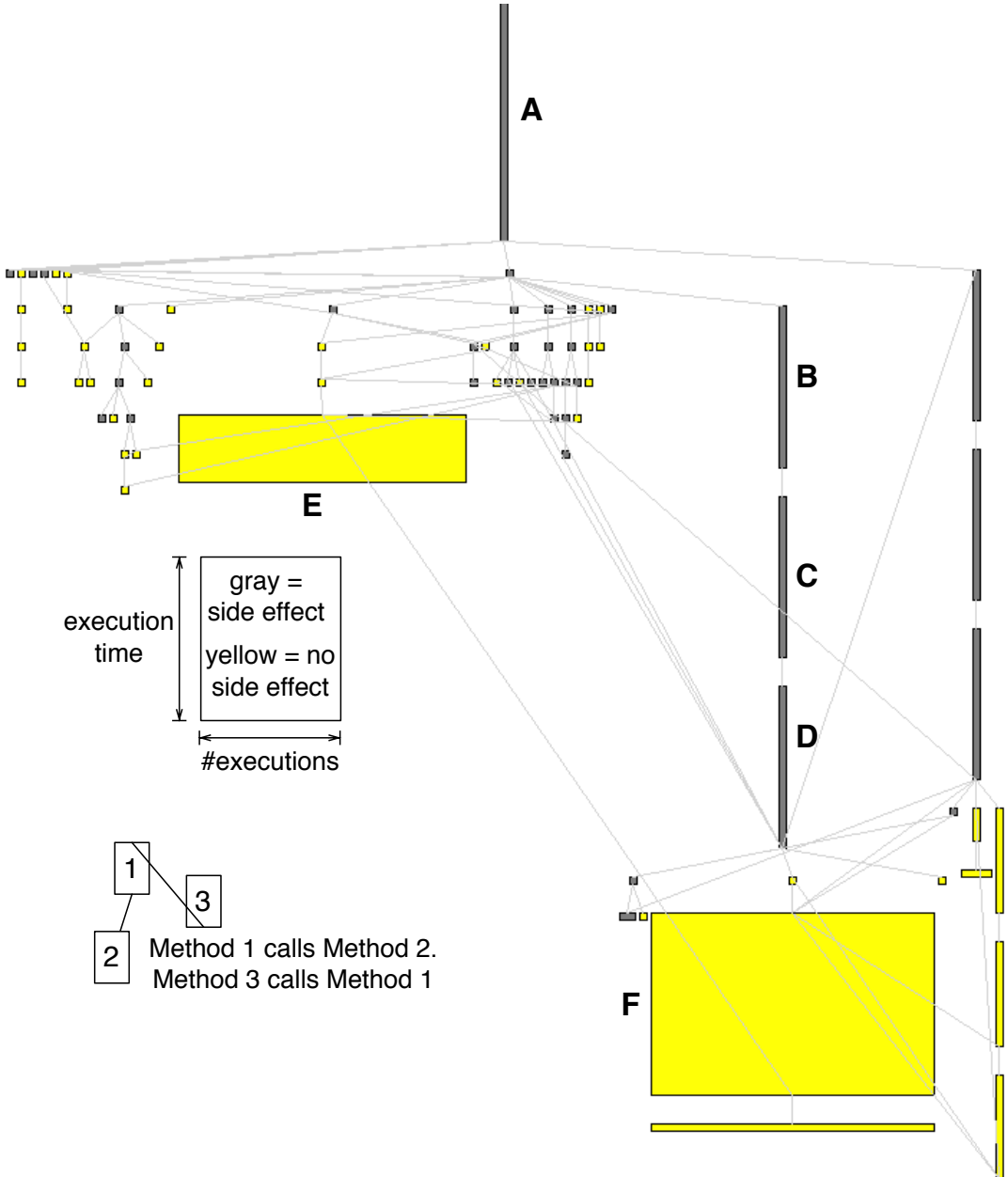
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Traditional code profilers are driven by the method stack, discarding the notion of sending messages

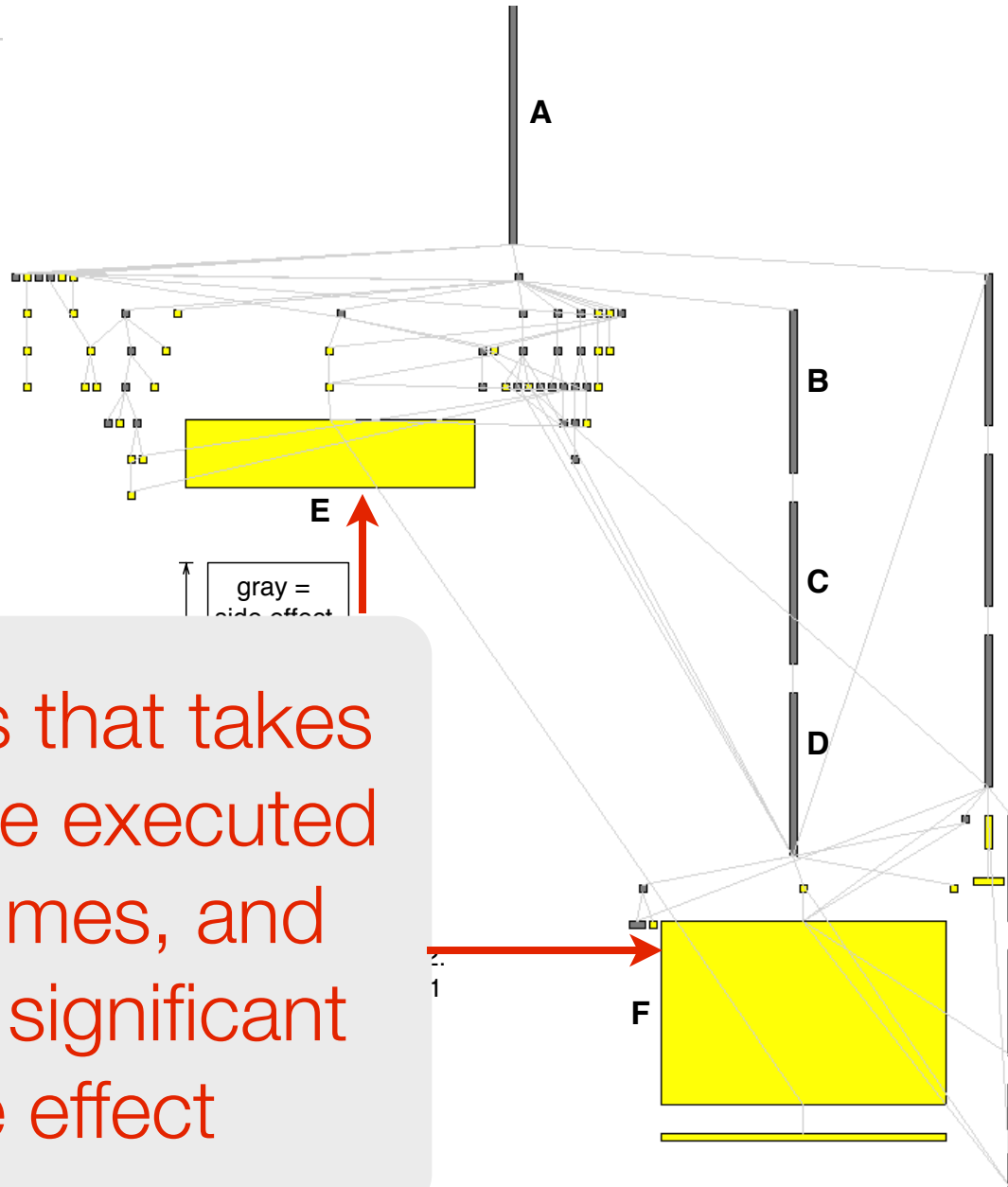
*How to answer to “Is there a slow method that is called too often?”*

Visually compare *time* and the number of *executions*

# Profiling blueprint



# Profiling blueprint



methods that takes times, are executed many times, and without significant side effect

# Adding a memoization

---

```
ROElement>>bounds
```

```
"Return the bounds of the element"
```

```
^
```

```
self position extent: (shape extentFor:  
self)
```

# Adding a memoization

---

```
ROElement>>bounds
```

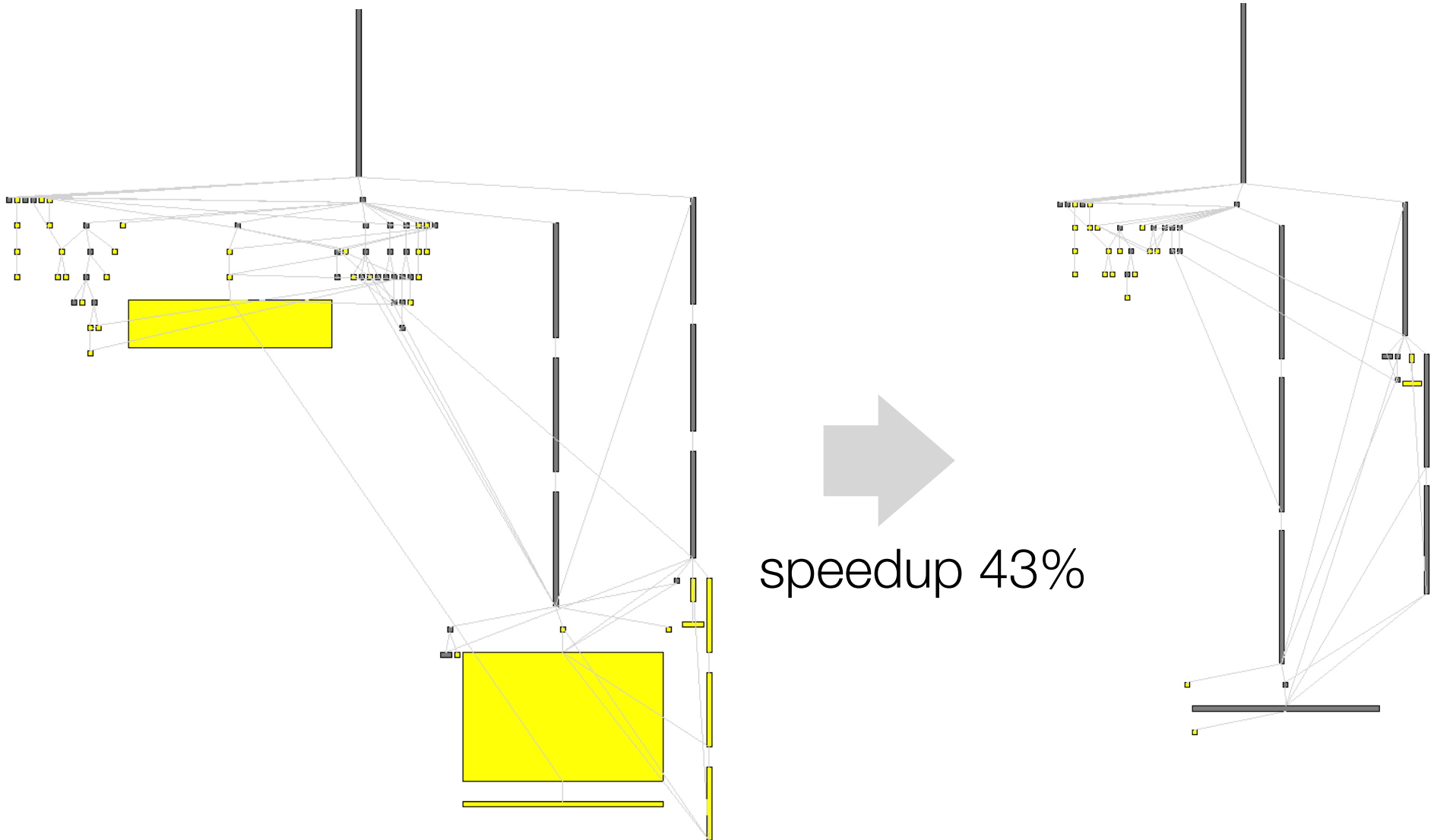
```
"Return the bounds of the element"
```

```
boundsCache ifNotNil: [ ^ boundsCache ].
```

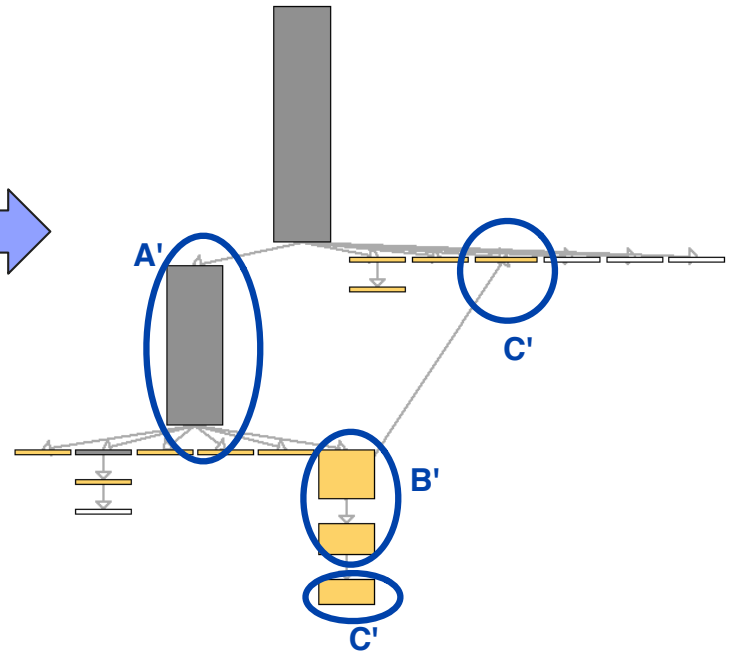
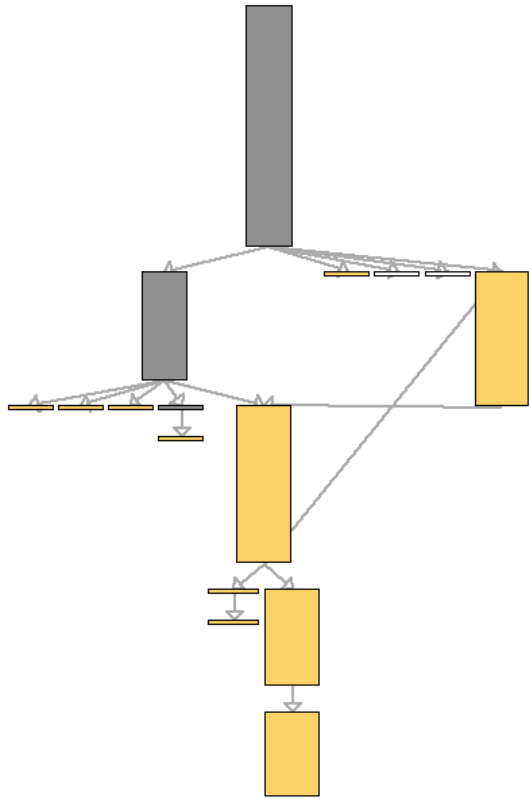
```
^ boundsCache :=
```

```
    self position extent: (shape extentFor:  
self)
```

# Effect of the memoization







*Execution profiling blueprints. Software: Practices and Experience, 2012*

*Visualizing Dynamic Metrics with Profiling Blueprints. Proceedings of the TOOLS, 2010*

*Counting Messages as a Proxy for Average Execution Time in Pharo. Proceedings of ECOOP, 2011*

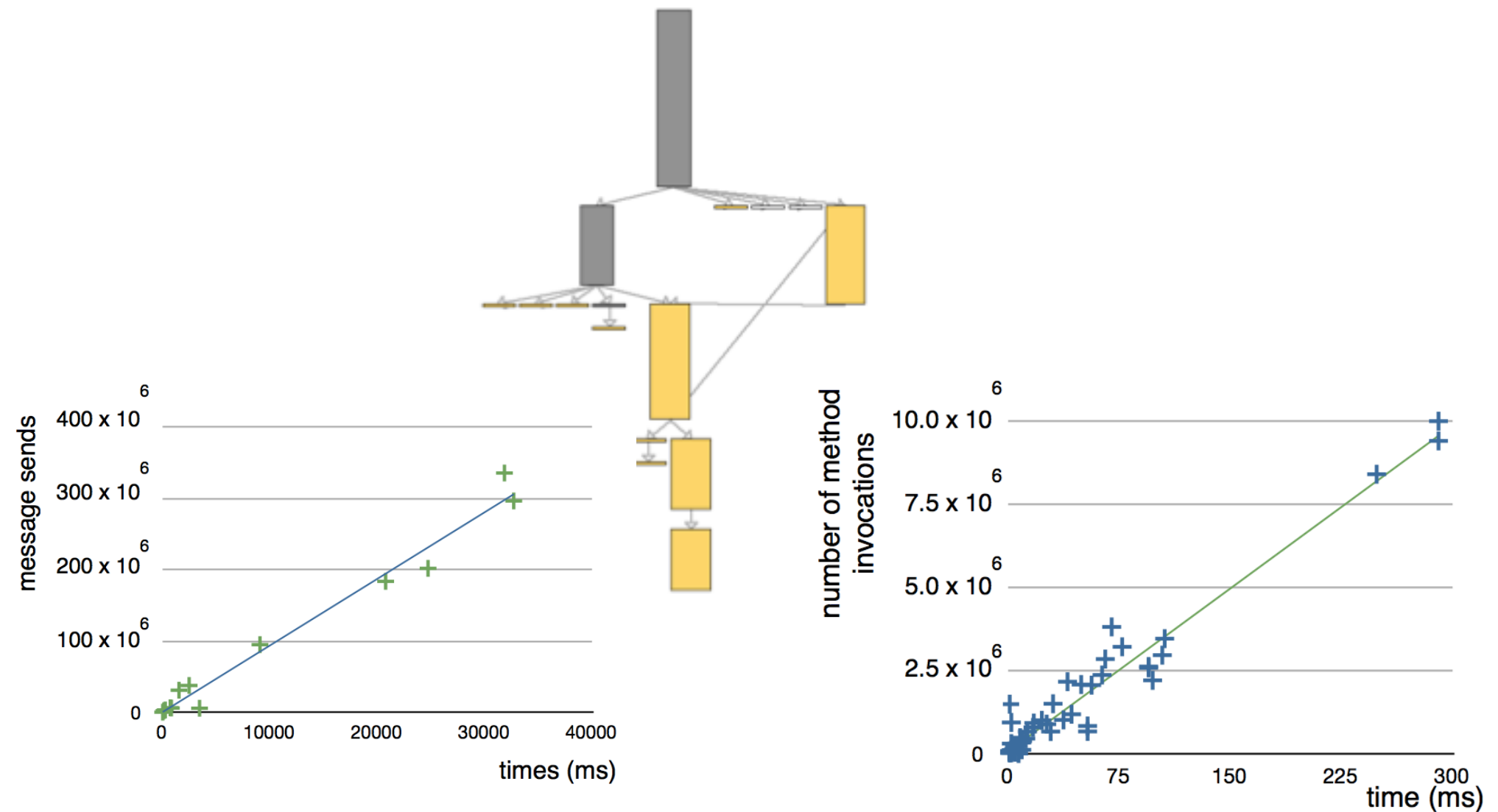


Fig. 1. Linear regression for the 16 Pharo applications.

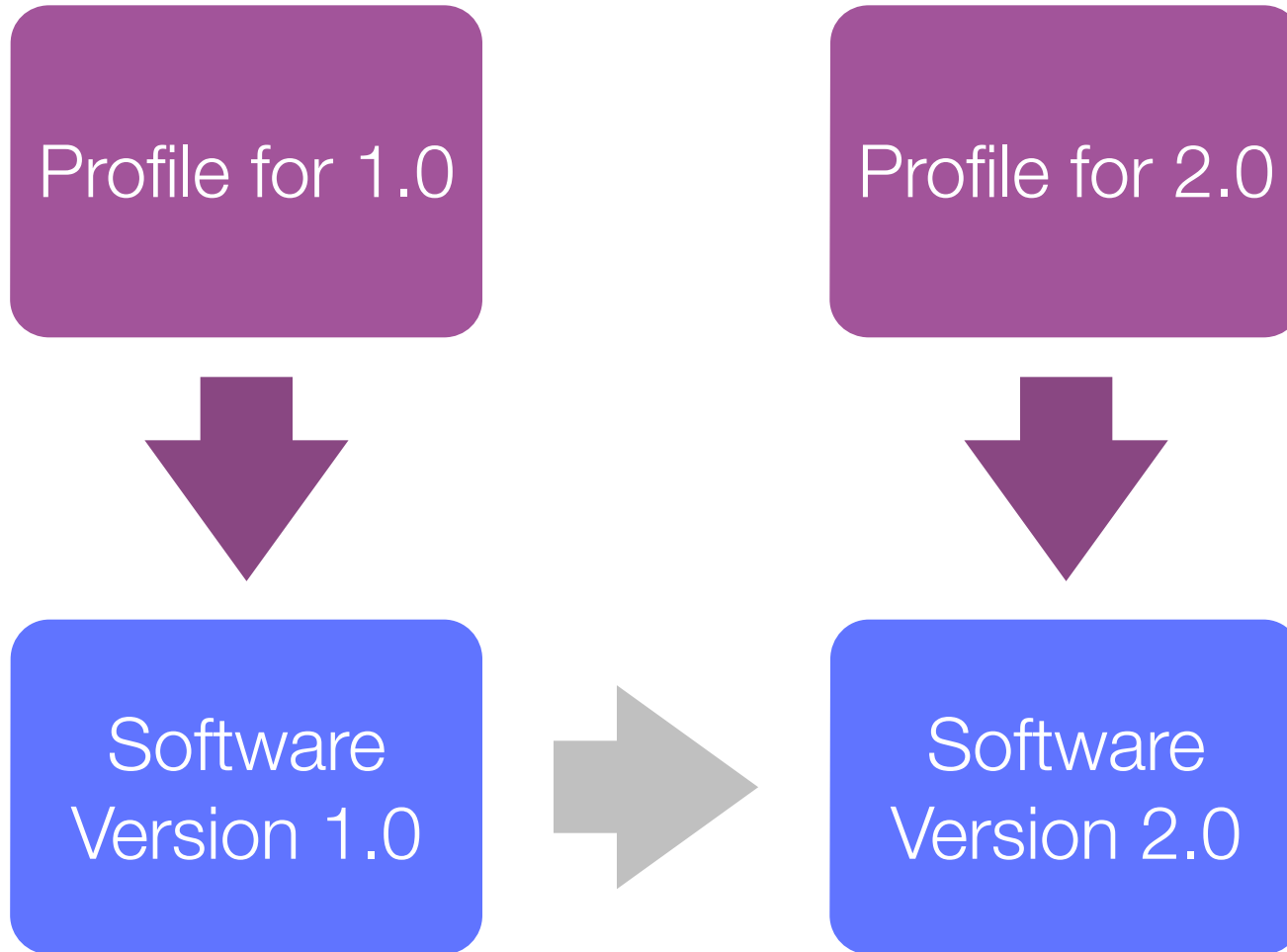
# Tracking Performance Evolution

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Understanding of performance evolve across multiple software revisions is difficult

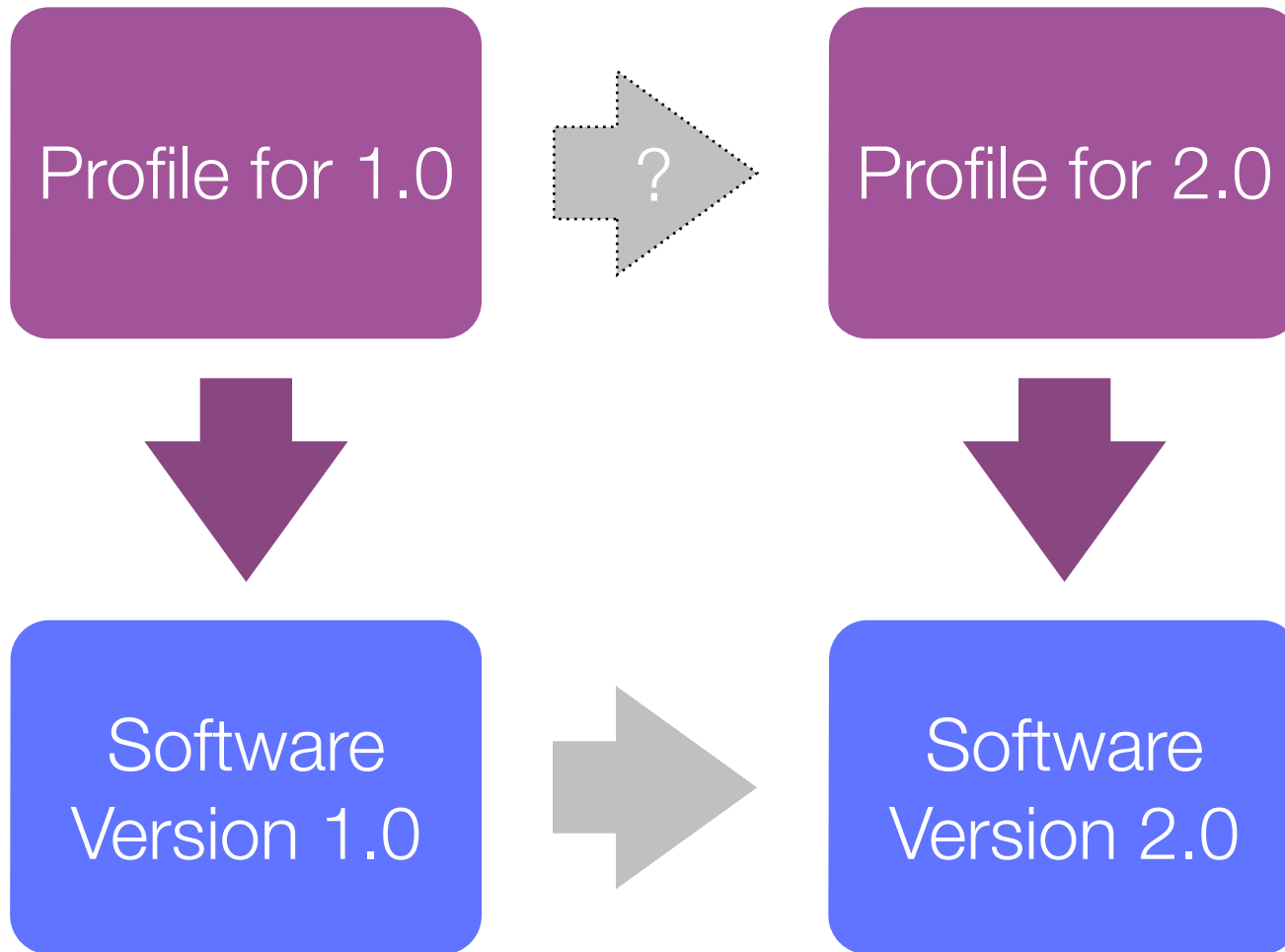
# Measuring performance evolution

---



# Measuring performance evolution

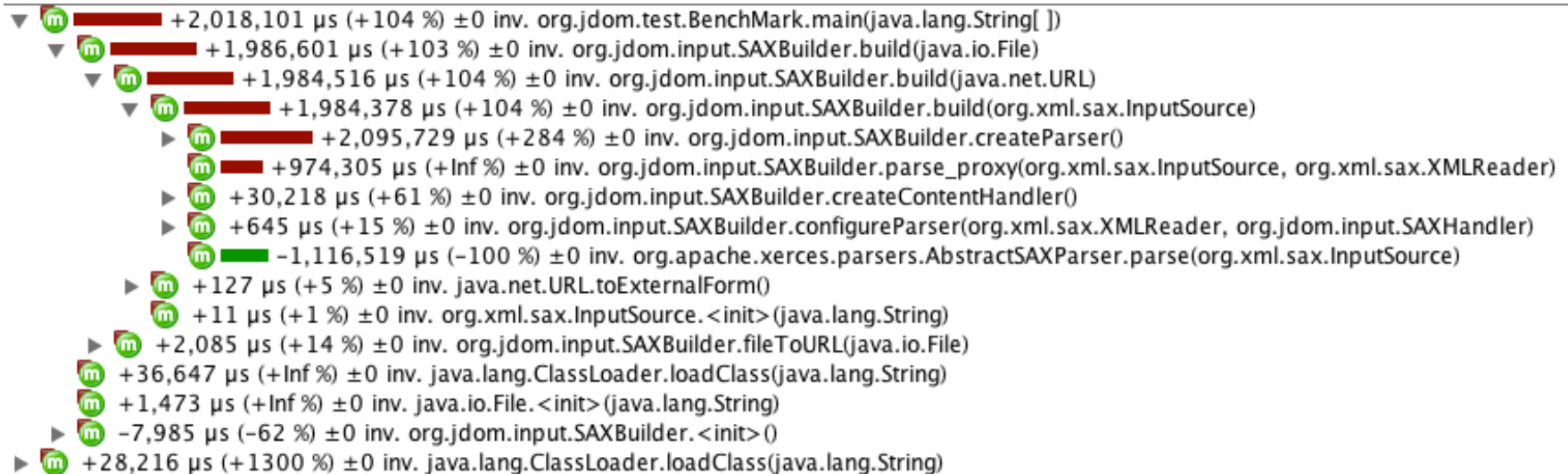
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# Yourkit

Name	Time Diff (ms)	Old Time (ms)	New Time (ms)
<All threads>	+1,101	856	1
org.jdom.test.BenchMark.main(String[])	+1,112	840	1
org.jdom.input.SAXBuilder.build(File)	+1,114	828	1
org.jdom.input.SAXBuilder.build(URL)	+1,134	808	1
org.jdom.input.SAXBuilder.build(InputSource)	+1,155	787	1
org.jdom.input.SAXBuilder.parse_proxy(InputSource, XMLReader)	+971	0	
org.jdom.input.SAXBuilder.new_method()	+570	0	
org.apache.xerces.parsers.AbstractSAXParser.parse(InputSource)	+400	0	
org.jdom.input.SAXBuilder.createParser()	+589	325	
org.jdom.input.SAXBuilder.configureParser(XMLReader, SAXHandler)	+25	0	
org.jdom.input.SAXBuilder.createContentHandler()	+14	16	
org.apache.xerces.parsers.AbstractSAXParser.parse(InputSource)	-445	445	
java.net.URL.toExternalForm()	-20	20	
org.jdom.input.SAXBuilder.fileToURL(File)	-20	20	
org.jdom.input.SAXBuilder.<init>()	+2	0	
java.lang.ClassLoader.loadClass(String)	-4	11	
java.lang.ref.Finalizer\$FinalizerThread.run()	+4	0	
java.lang.ClassLoader.loadClass(String)	-15	15	

# JProfiler



# Measuring performance evolution

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Variation have to be manually tracked

Relevant metrics are missing

Poor visual representation



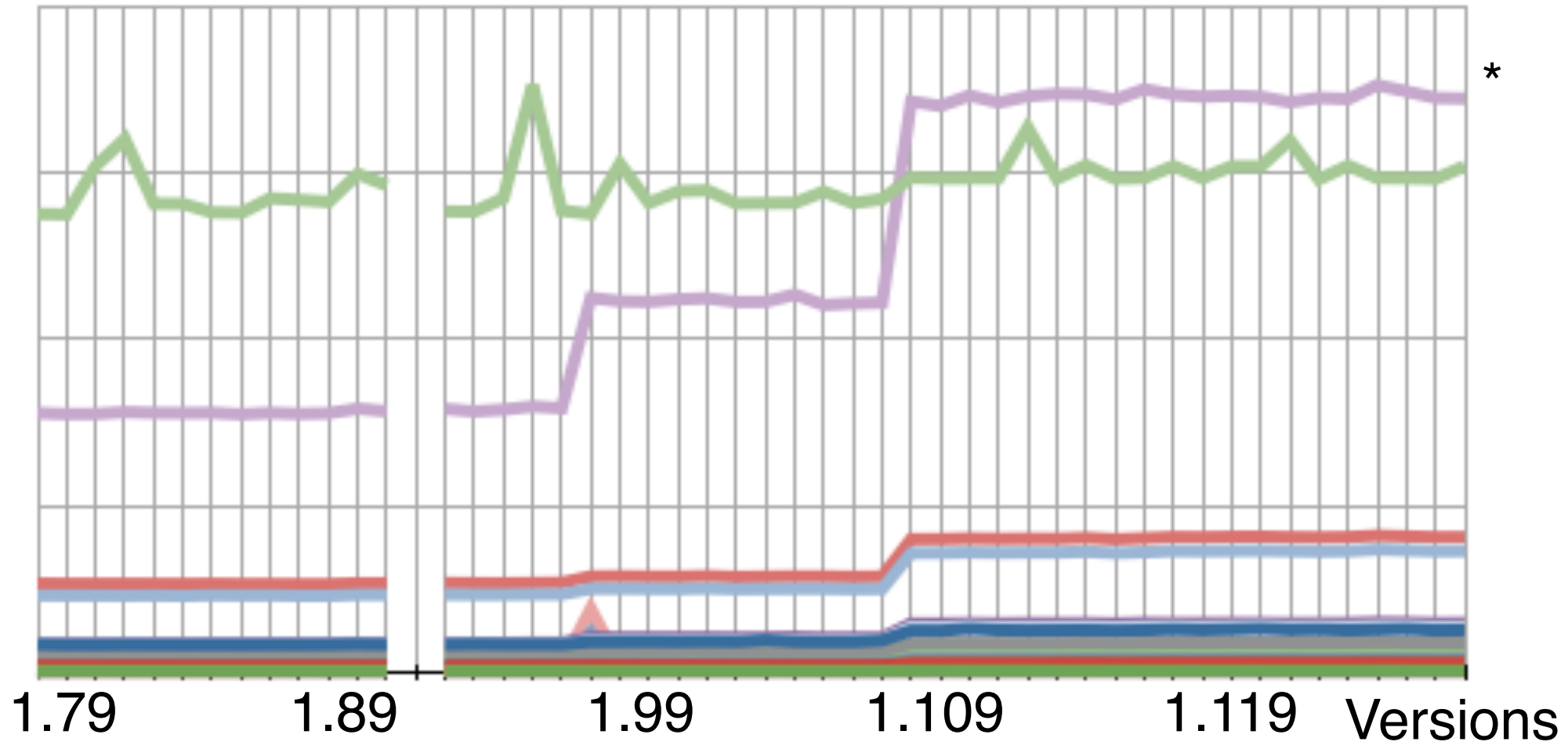
# Framework to measure evolution

---

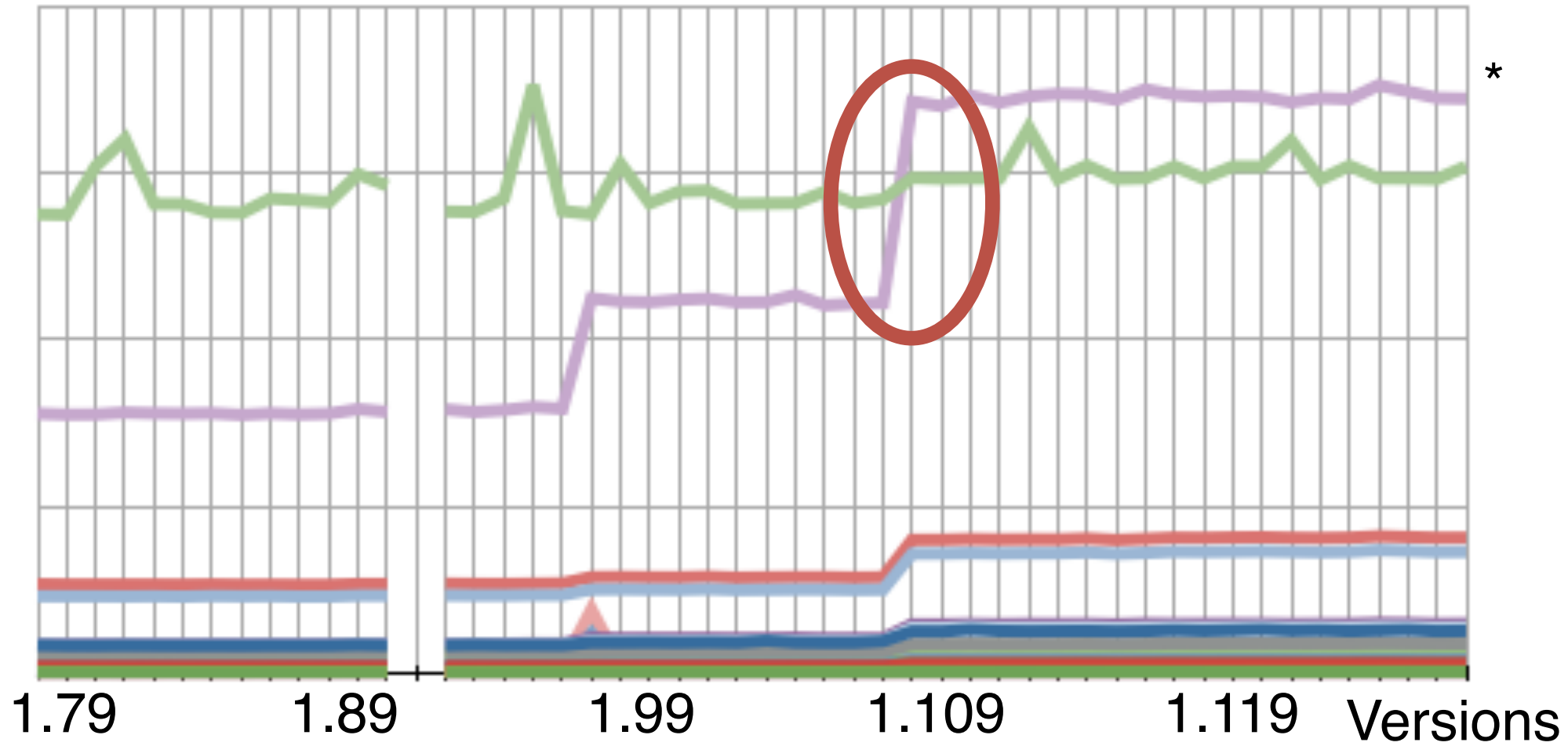
```
data := Rizel new  
  
    setTestsAsBenchmarks;  
  
    trackLast: 100 versionsOf: 'Roassal';  
  
    run.
```

```
data export...
```

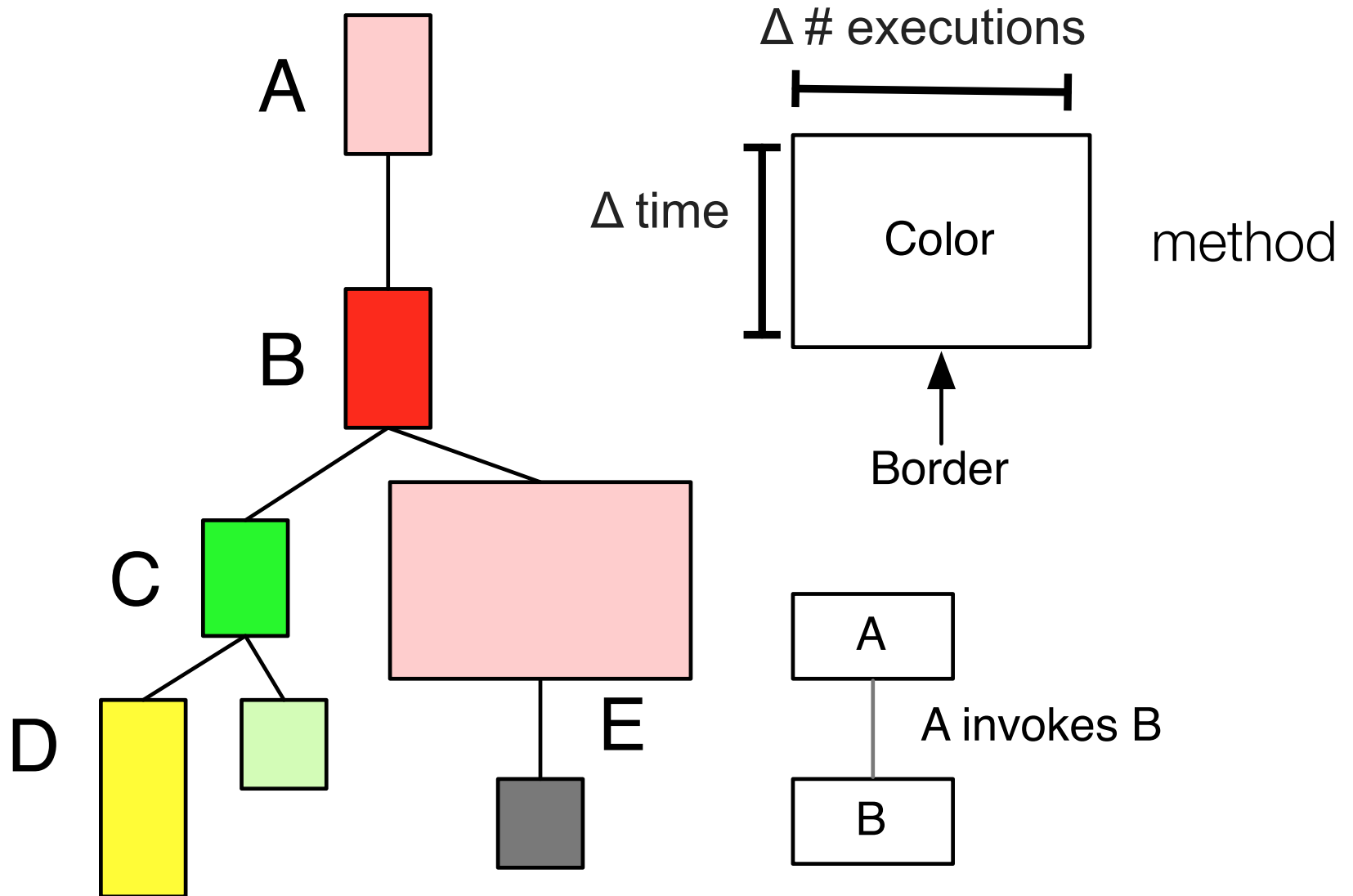
Execution  
time



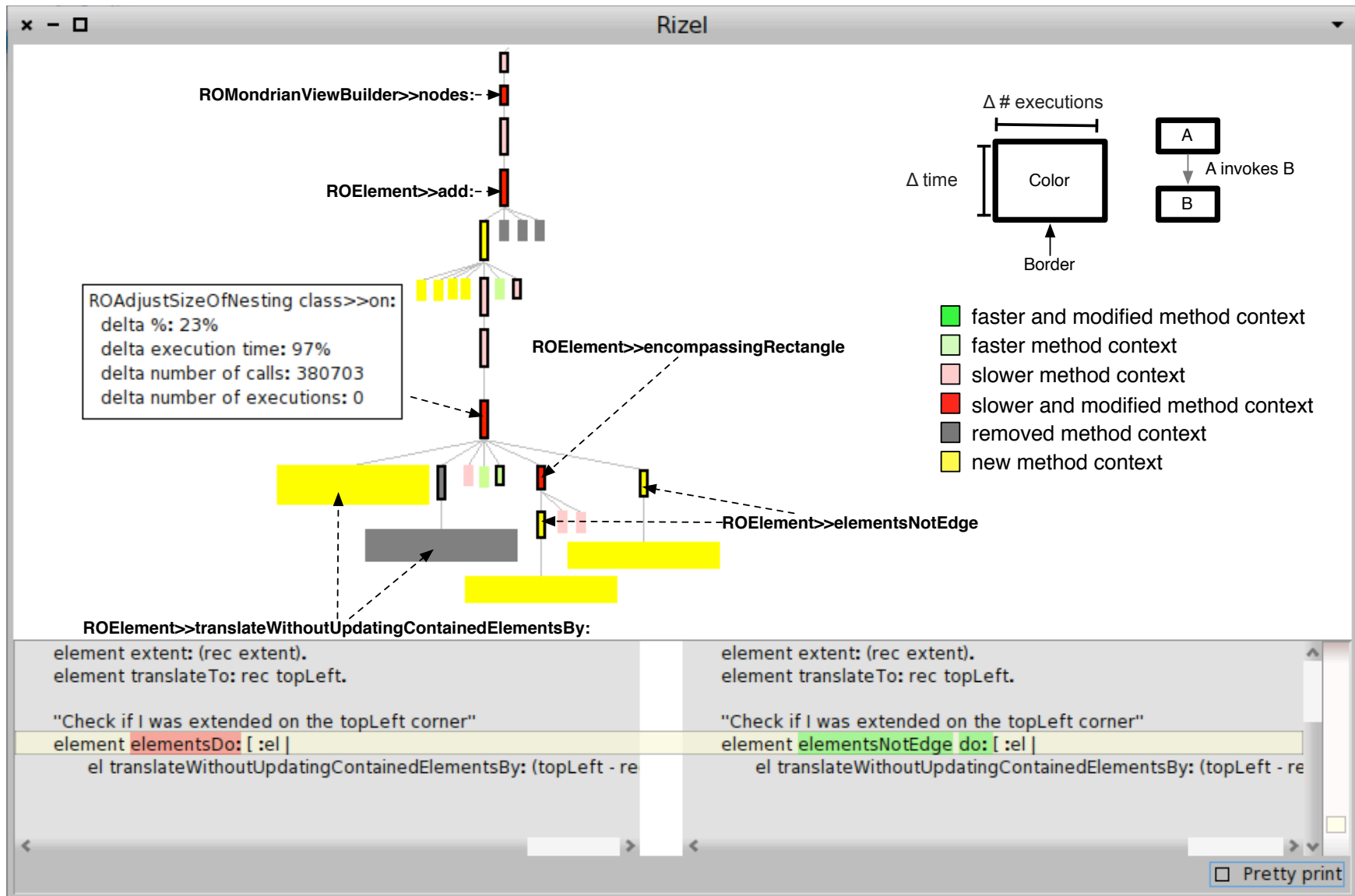
Execution  
time



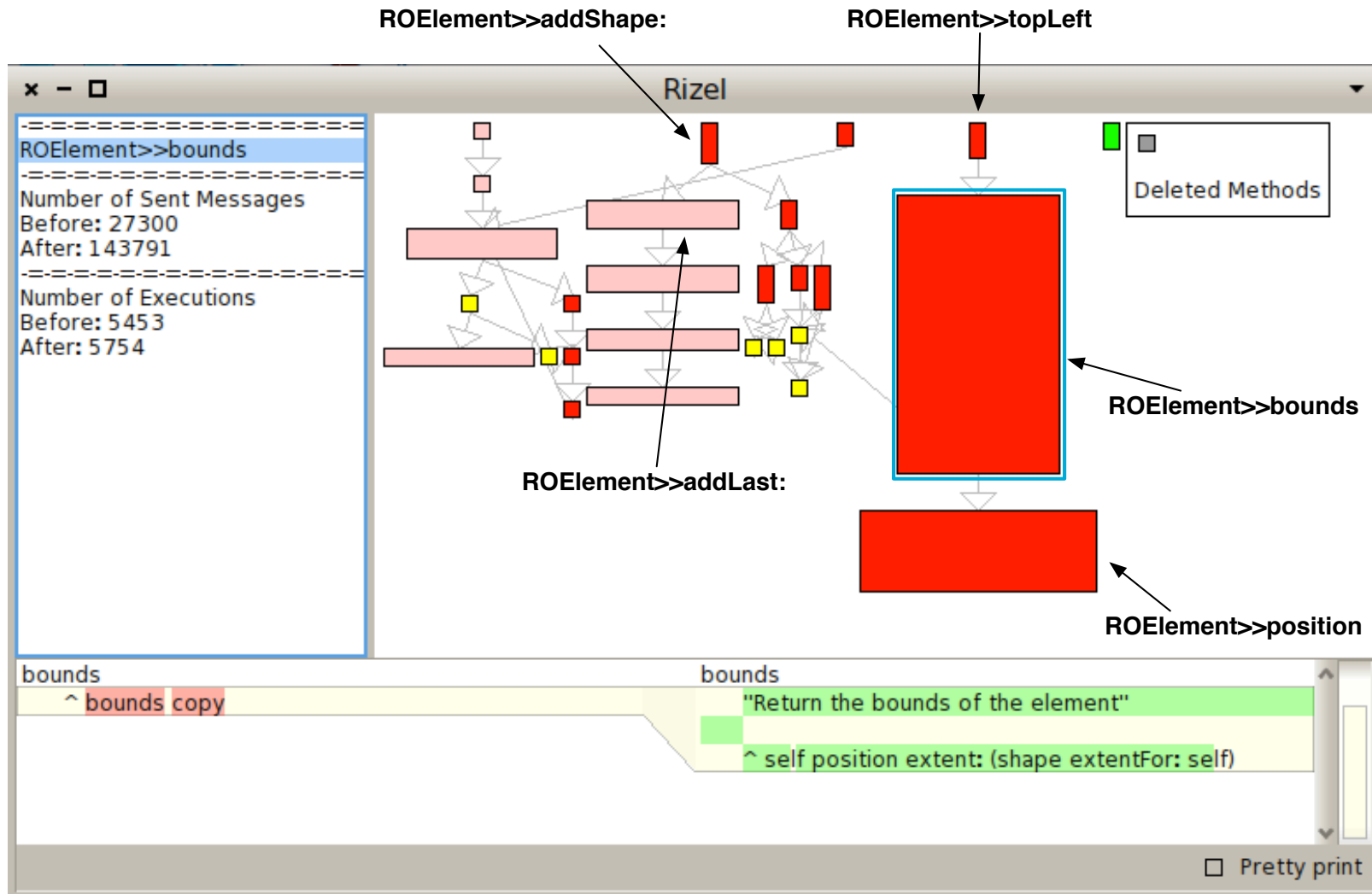
# Performance Evolution Blueprint



# Rizel in action



# Rizel in action



# Test coverage with Hapao

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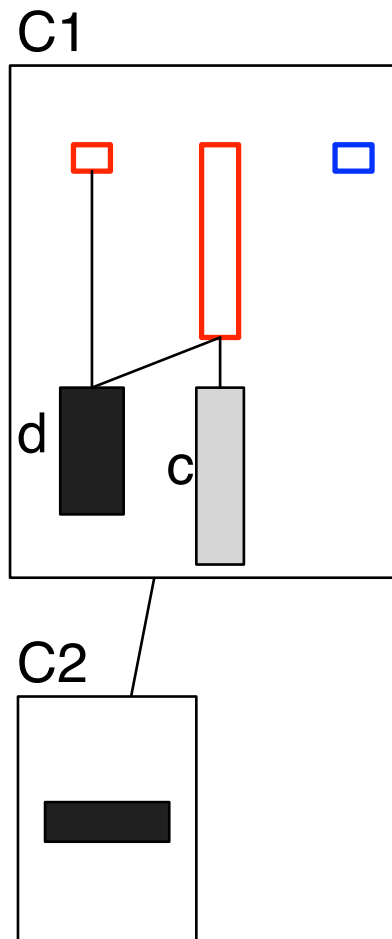
*Traditional* code coverage *tools* have a *binary view* of the world

*Is my code well covered or not?*

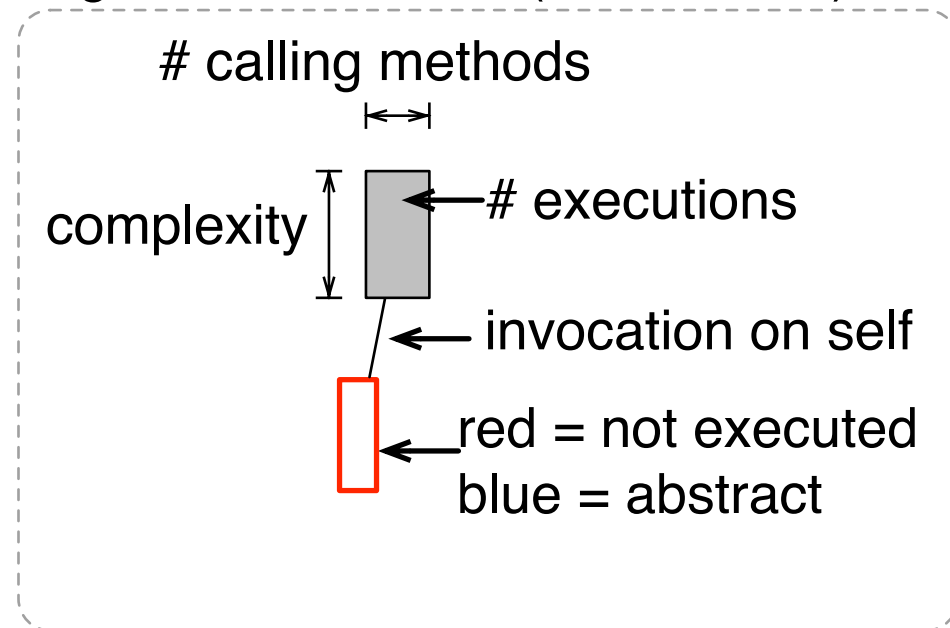
*Which method should you test first in order to increase the coverage?*

Visual *qualitative assessment* of the coverage

# Test blueprint



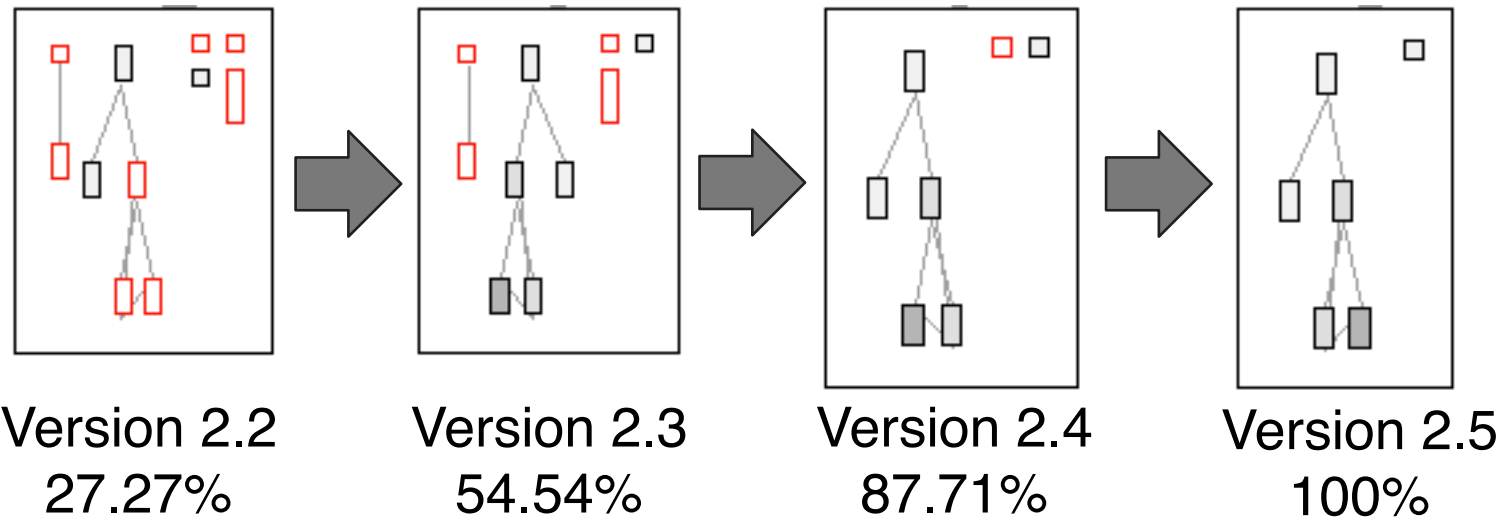
Legend for methods (inner boxes)



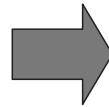
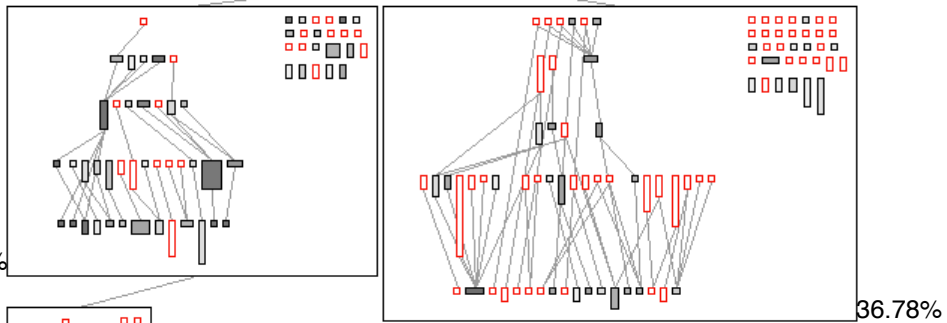
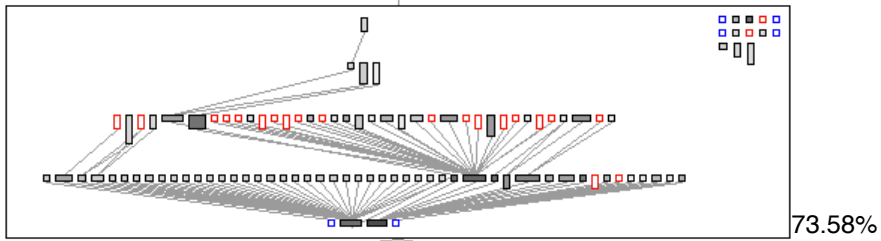
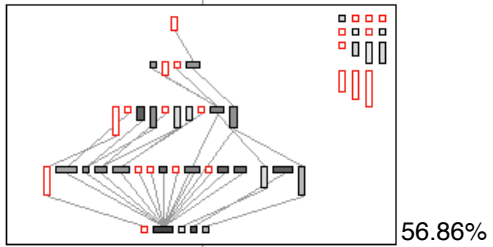
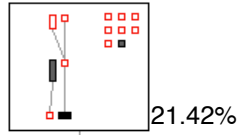


# Successive improvement

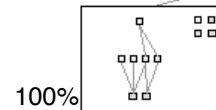
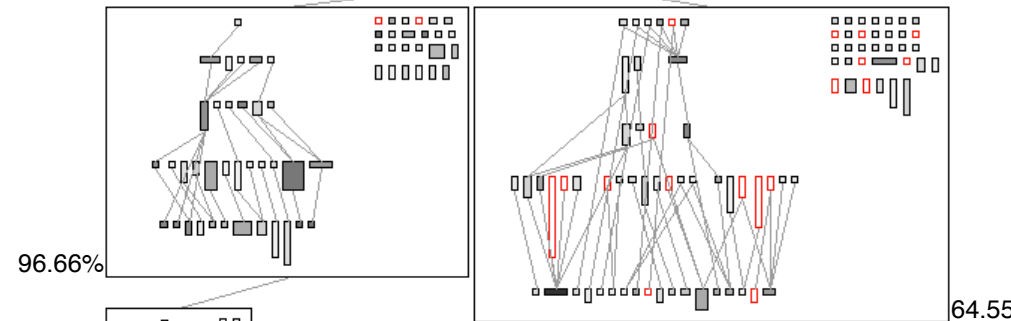
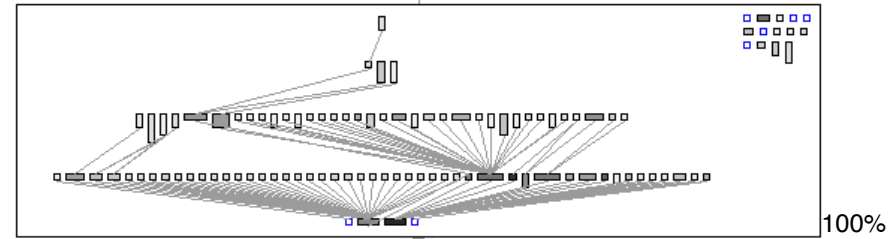
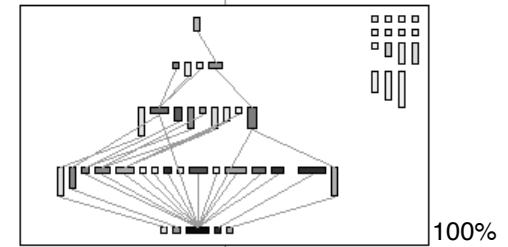
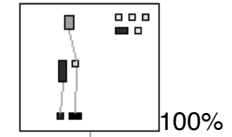
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Moose-Test-Core.13  
Moose-Core.313

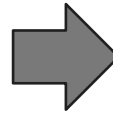
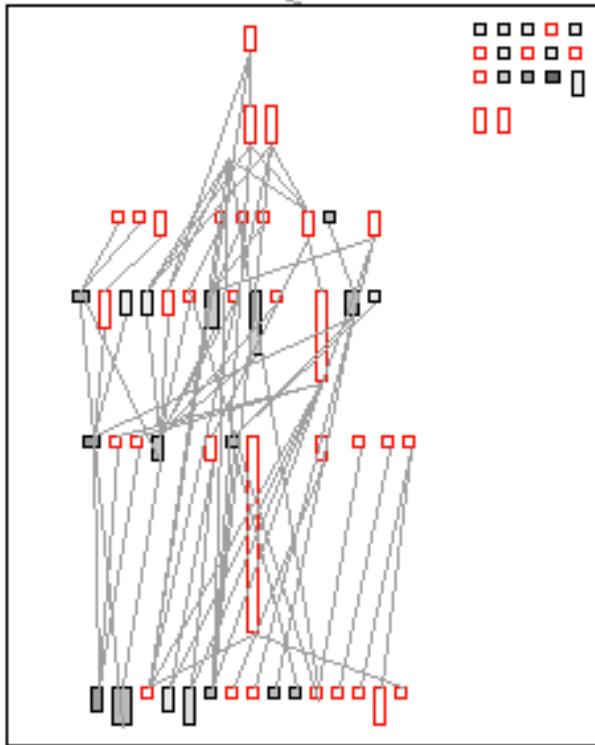


Moose-Test-Core.48  
Moose-Core.326

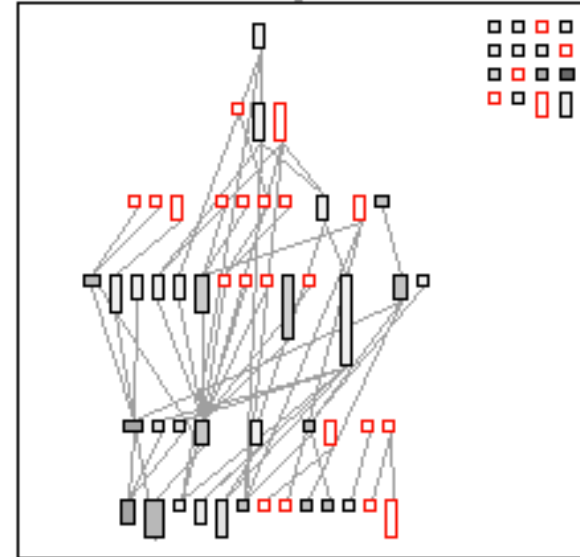


# Reducing code complexity

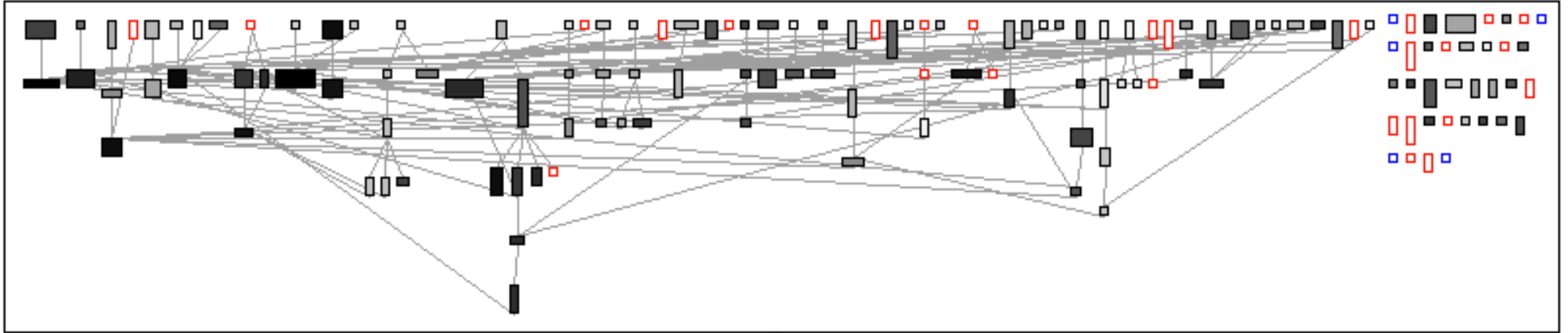
Version 1.58.1  
Coverage: 40.57%



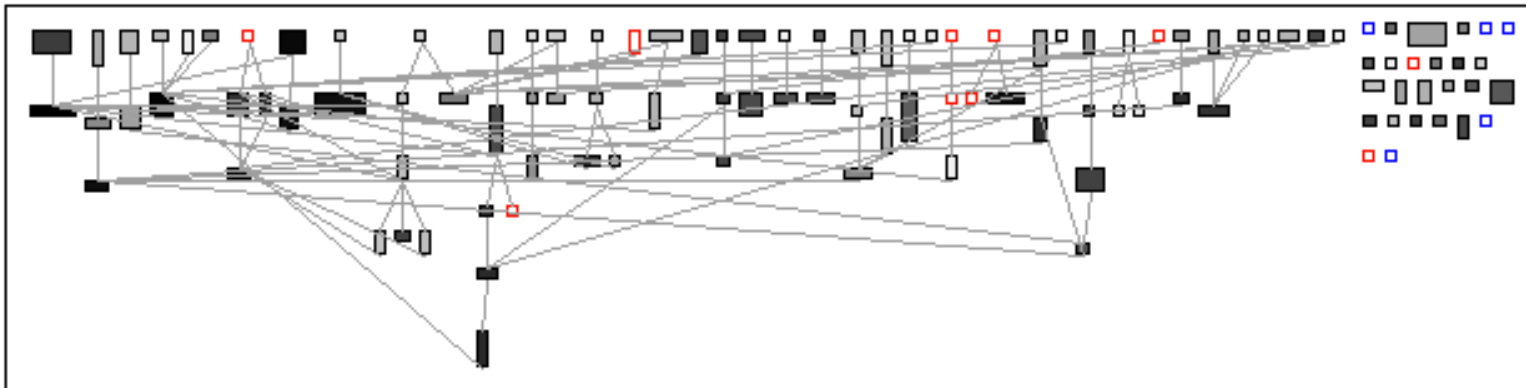
Version 1.58.9  
Coverage: 60.60%



# Reducing code complexity



Version 2.10

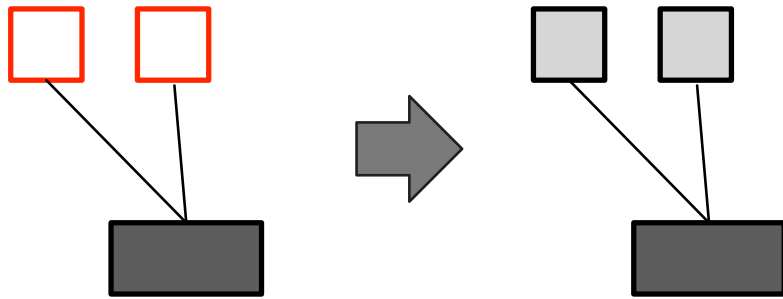


Version 2.17

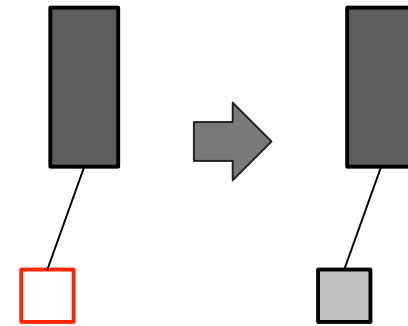
# 4 patterns

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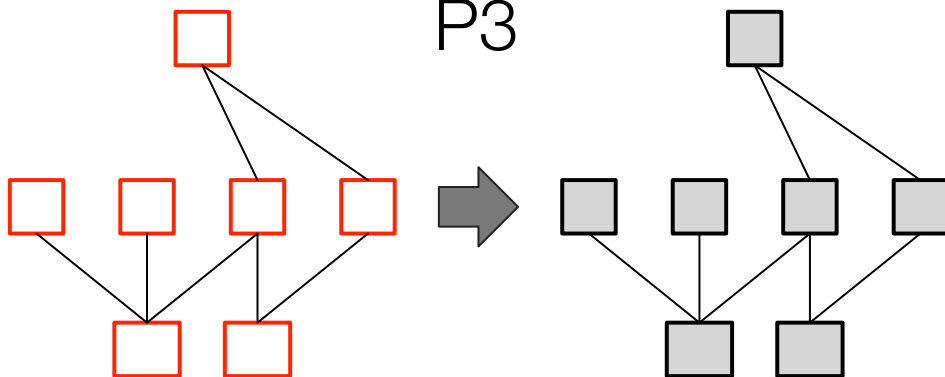
P1



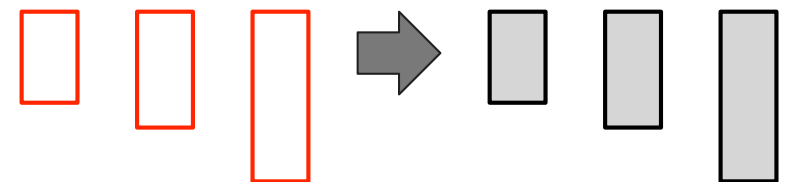
P2

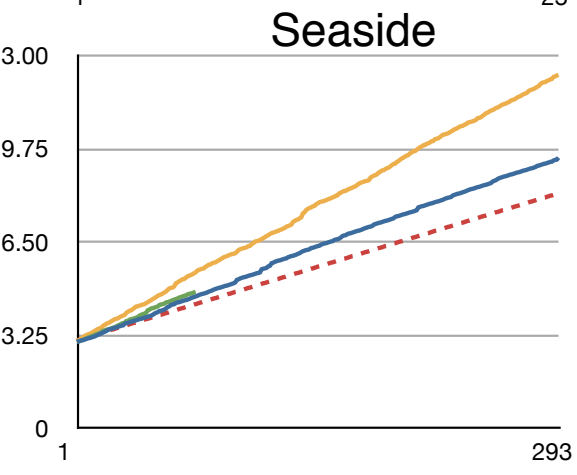
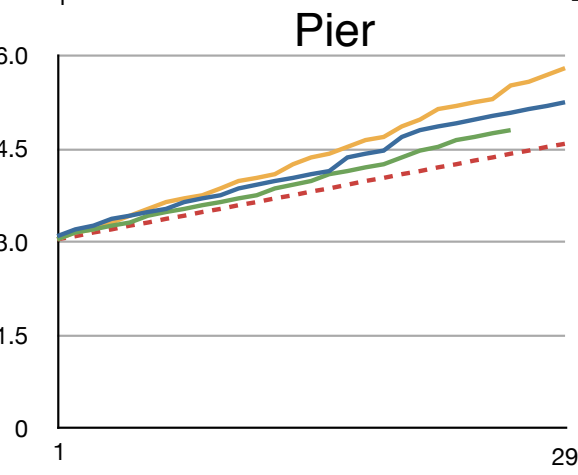
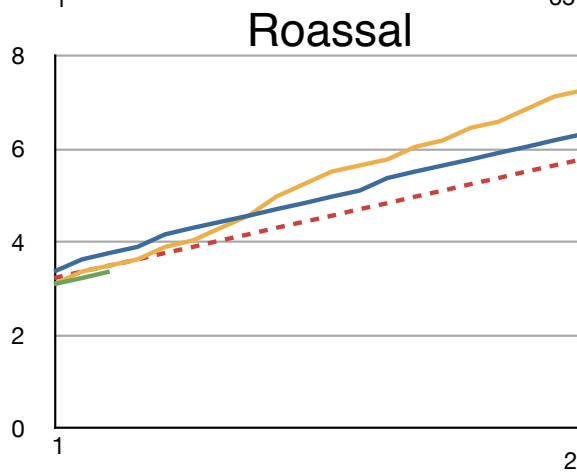
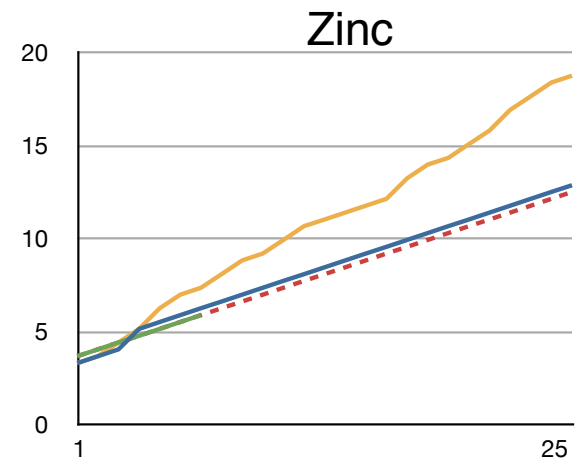
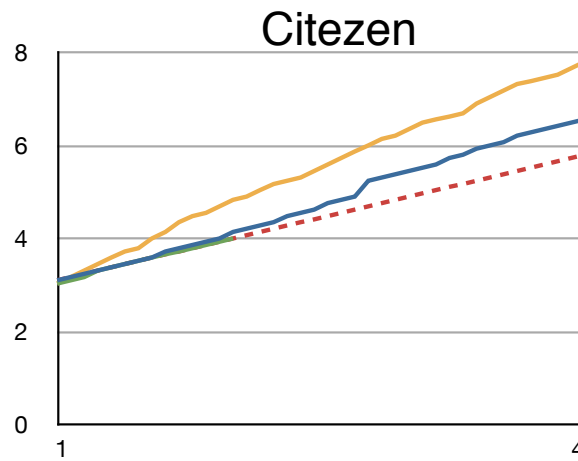
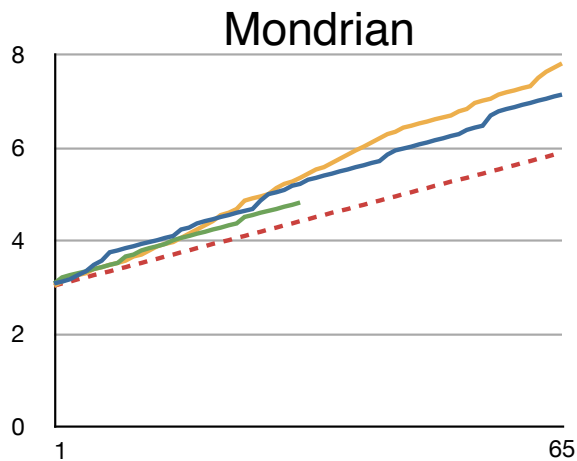


P3



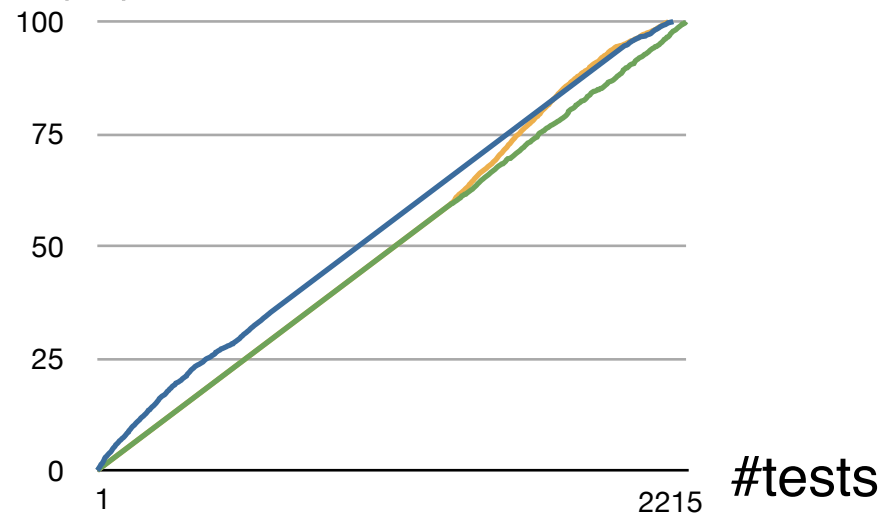
P4





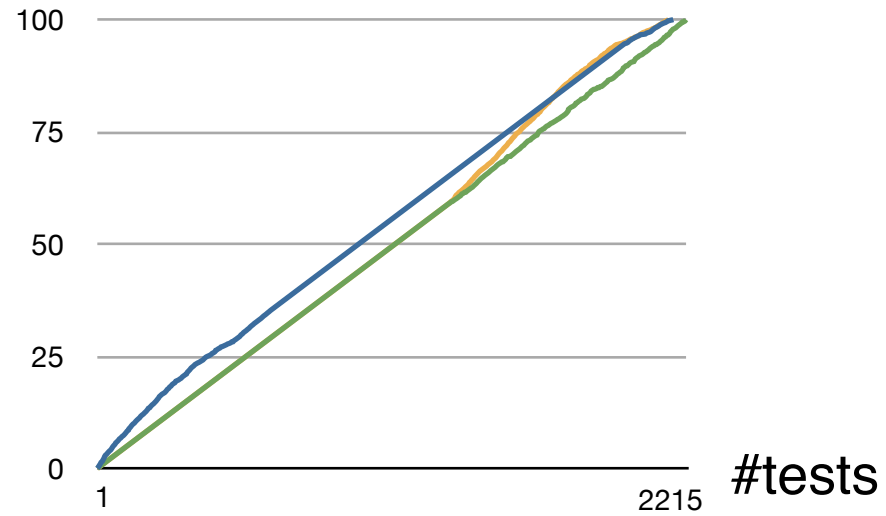
— P1      — P2      — P3      - - - P4

coverage (%)



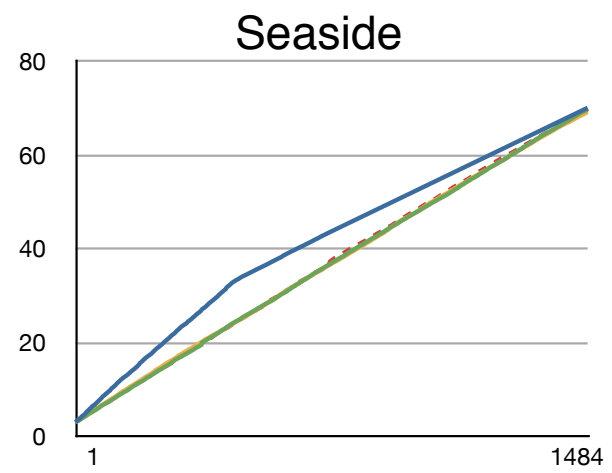
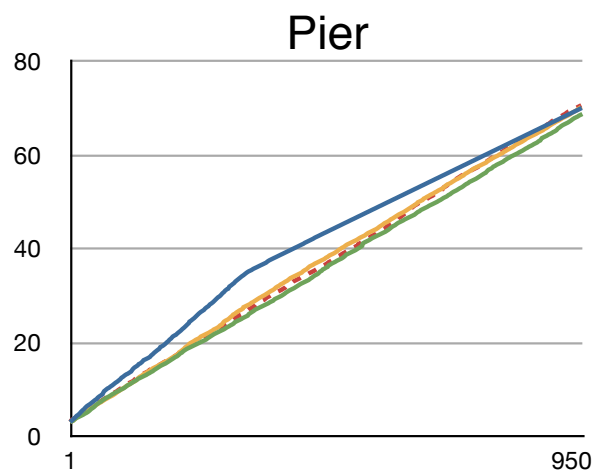
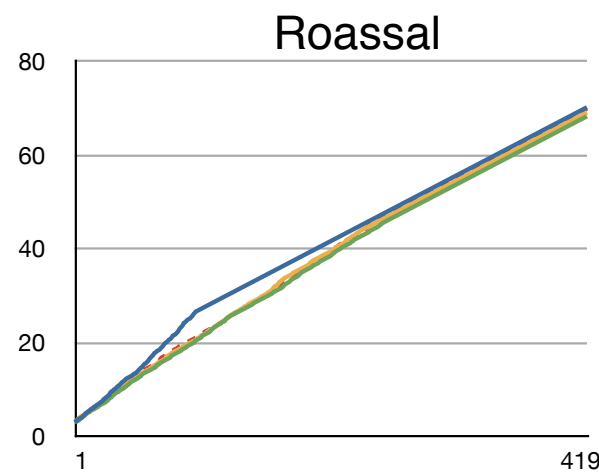
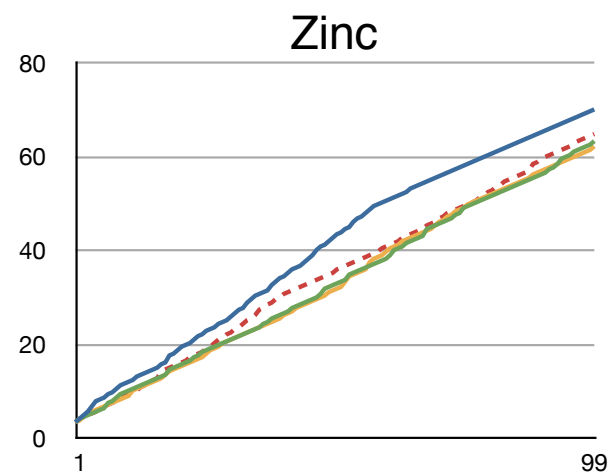
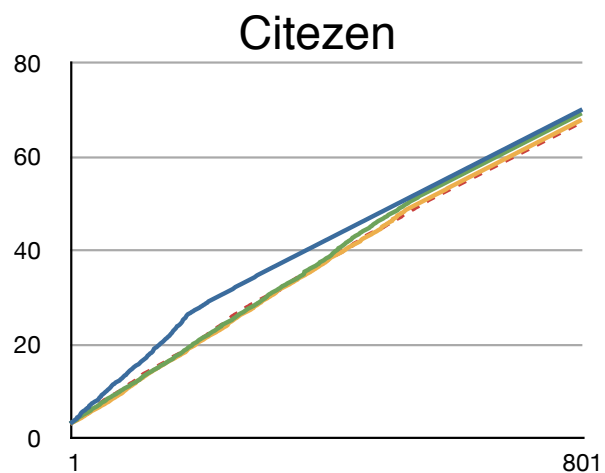
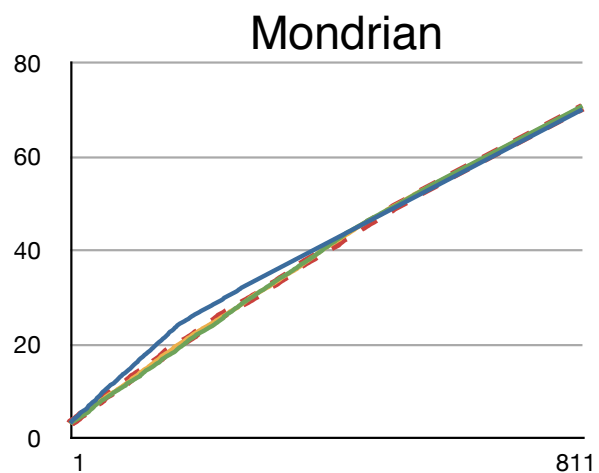
— P3, P1, P4, P2    — P1, P4, P2, P3    — P4, P1, P3, P2

coverage (%)



— P3, P1, P4, P2 — P1, P4, P2, P3 — P4, P1, P3, P2

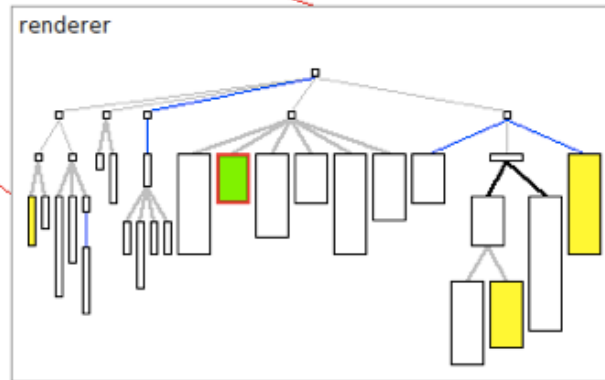
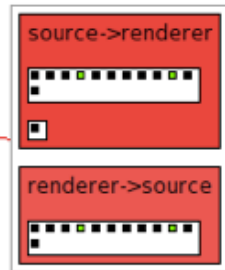
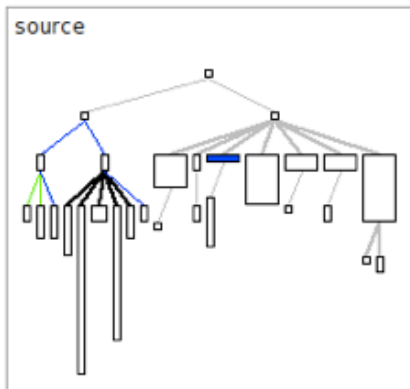
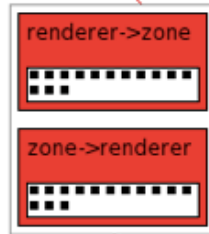
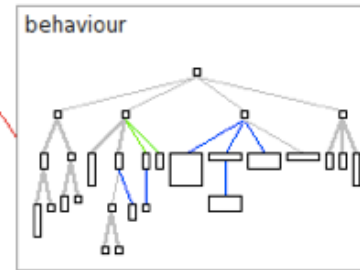
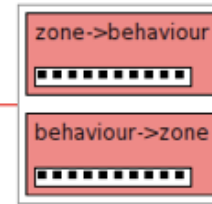
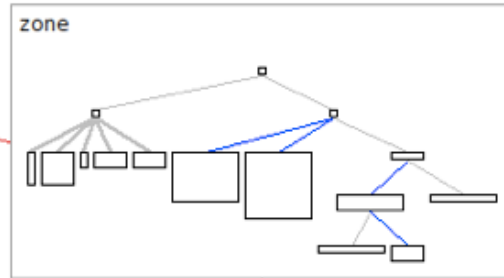
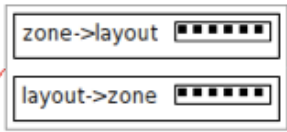
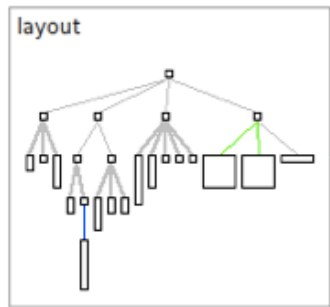


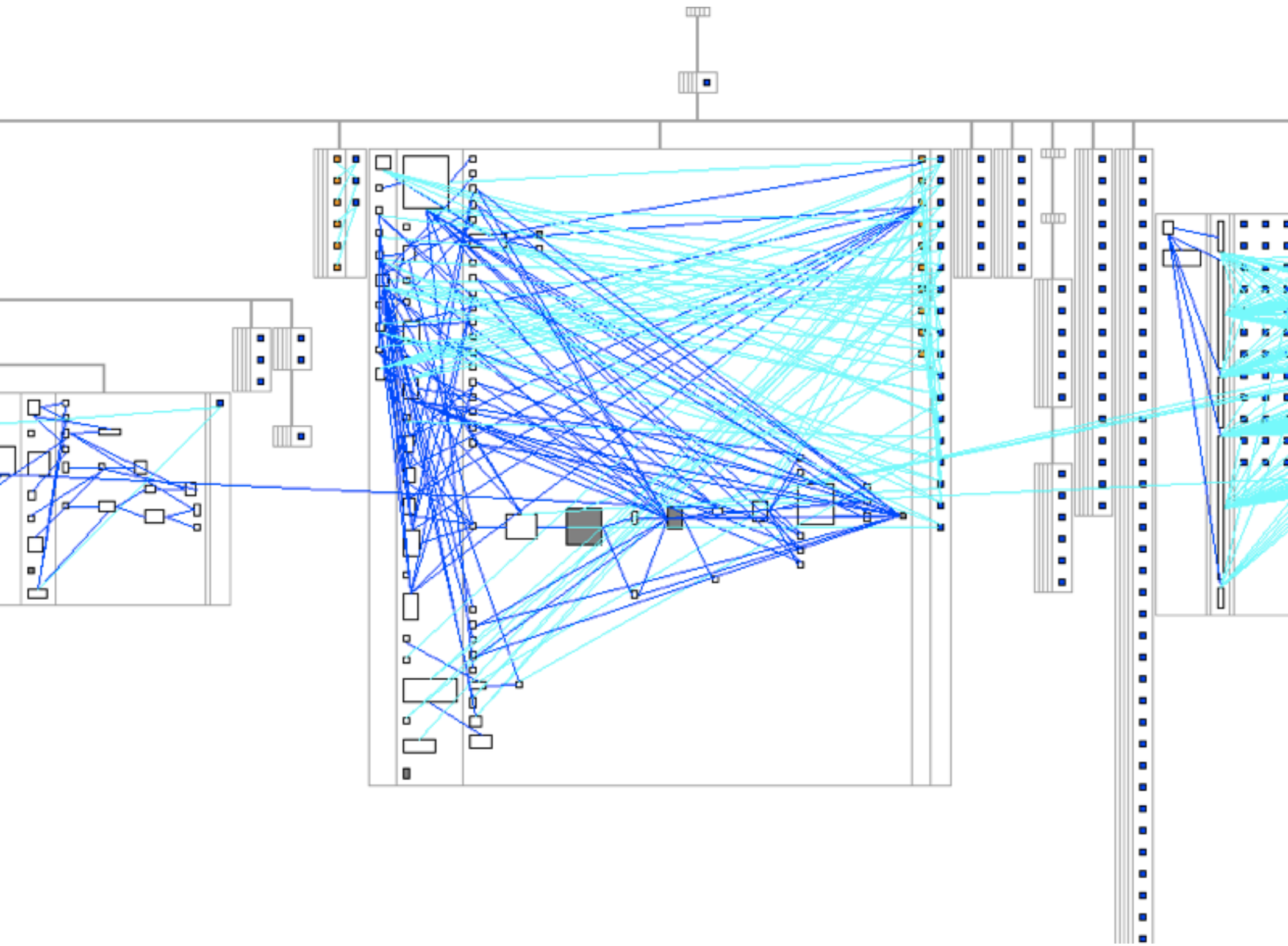


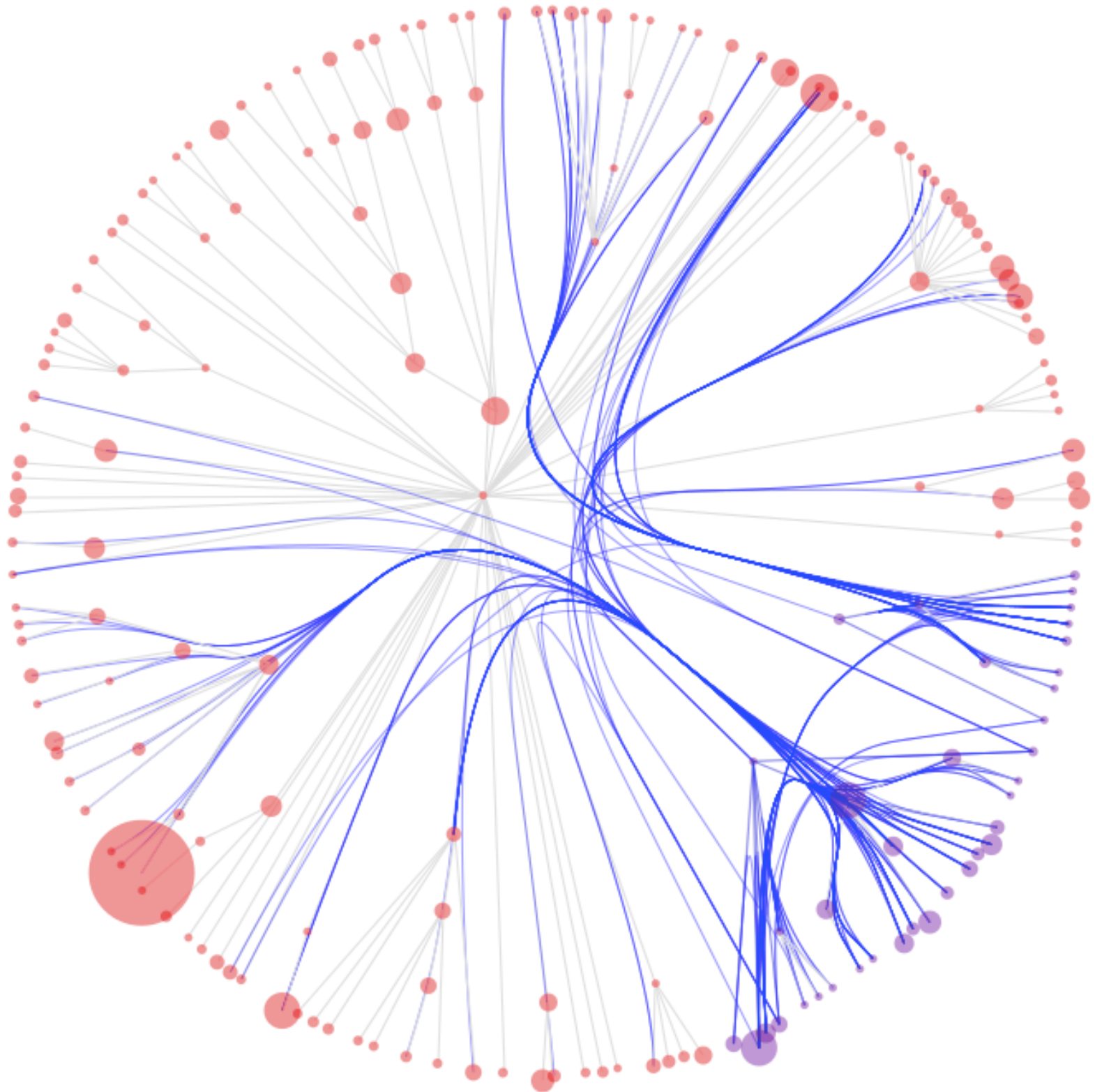
— Optimal    — Random1    — Random2    - - Random3

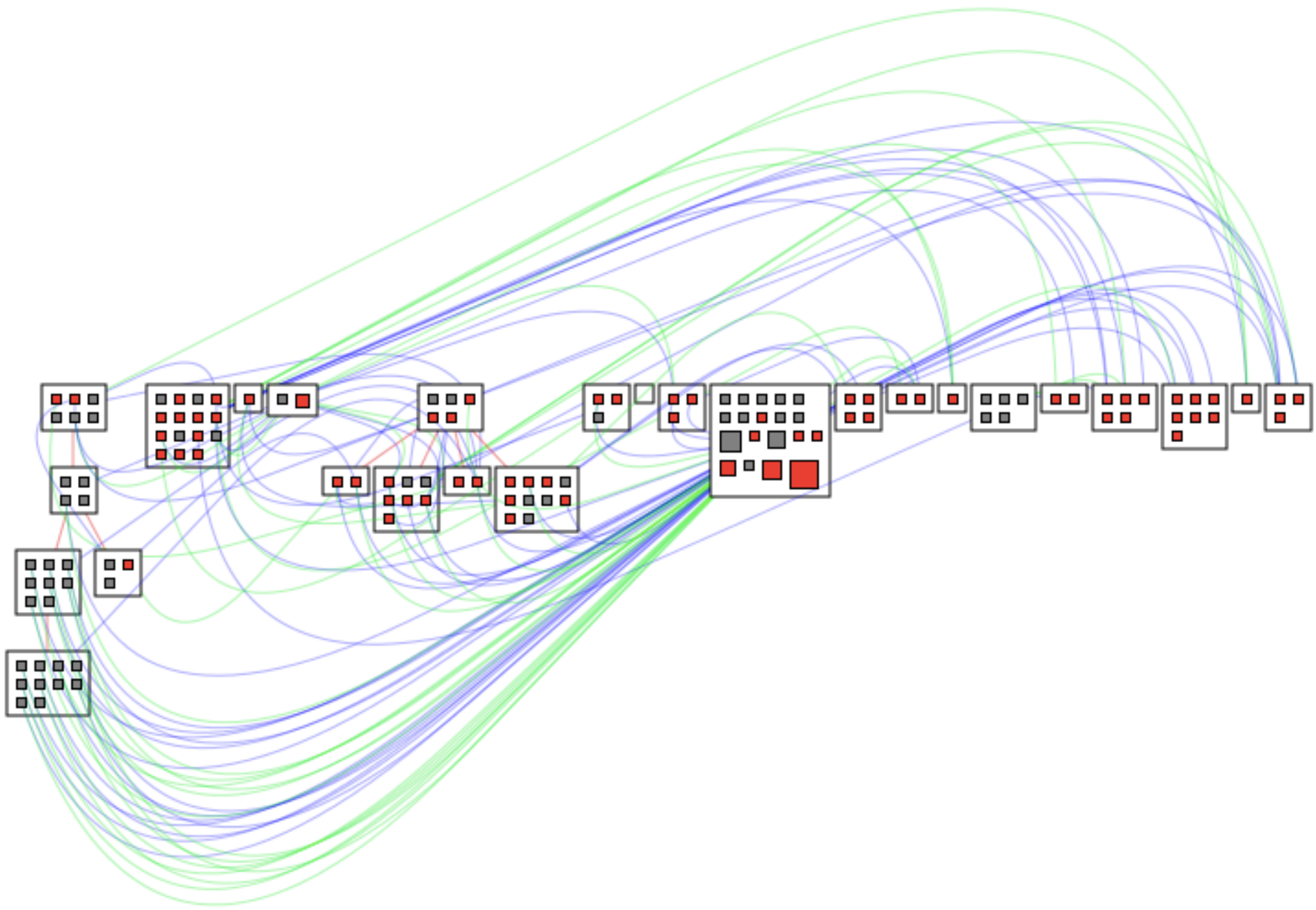


Agile Visualization Engine



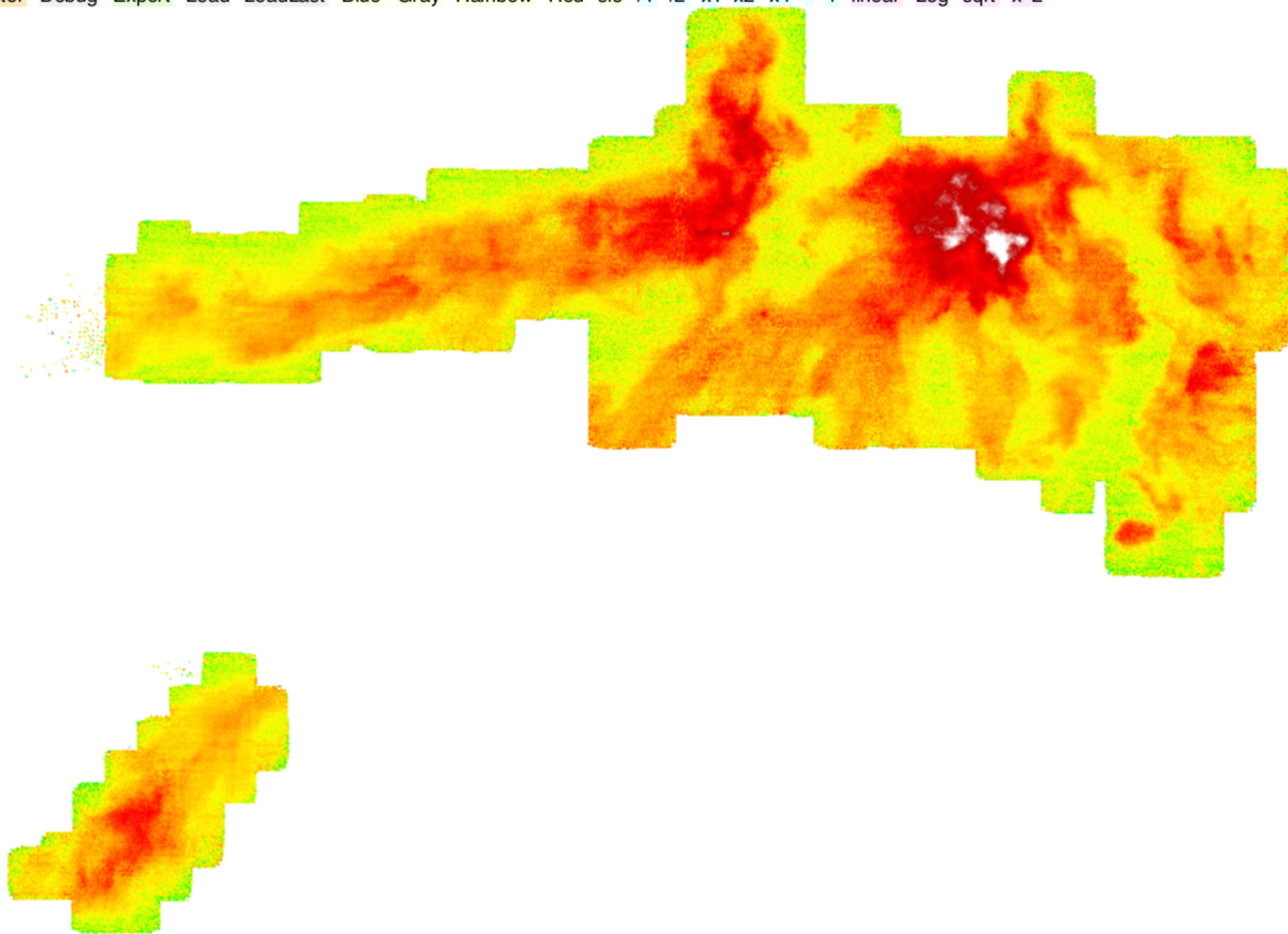








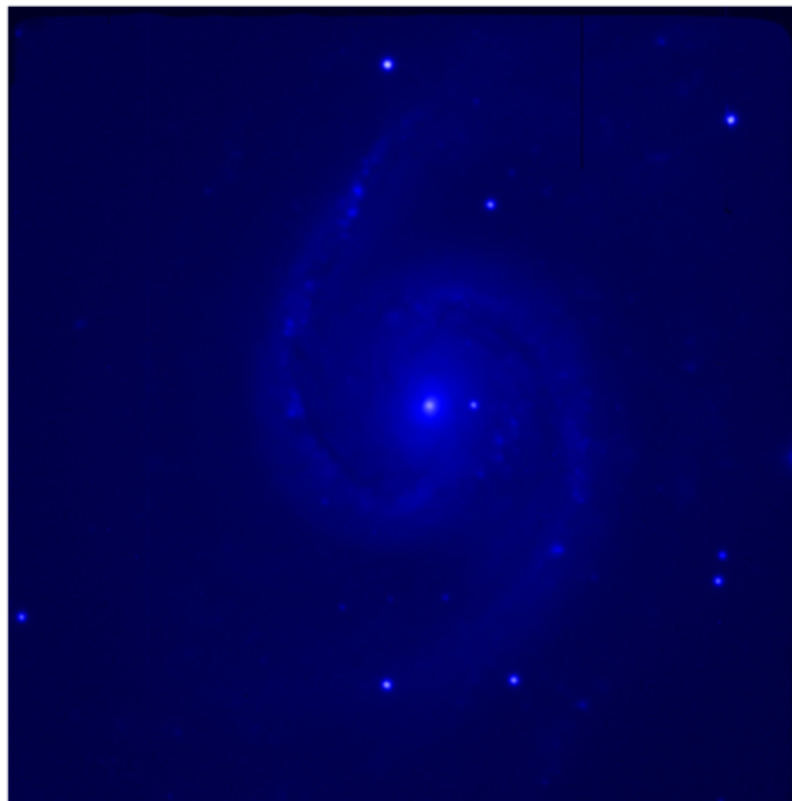
Center Debug Export Load LoadLast Blue Gray Rainbow Red s/s /4 /2 x1 x2 x4 - + linear Log sqrt x^2



moosetechnology.org

### AstroCloud

Center Debug Export Load LoadLast Blue Gray Rainbow Red sls /4 /2 x1 x2 x4 - + linear Log sqrt x^2



429

157

AstroCloud>>#selectIfM... AstroCloud>>#min ACTransLogCommand>>#level RTMultiLinearColor AstroCloud

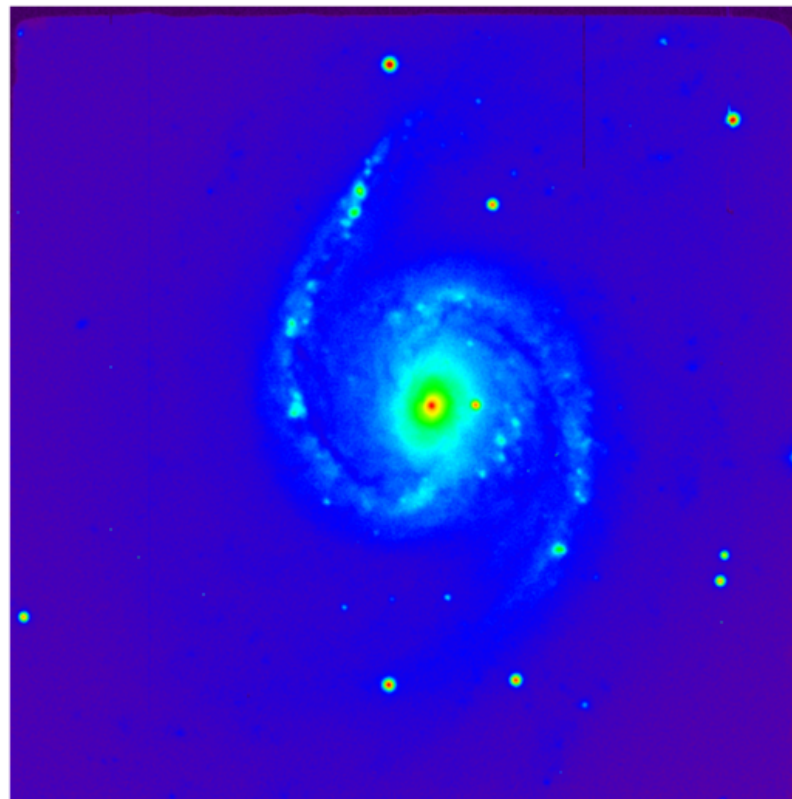


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AstroCloud

Center Debug Export Load LoadLast Blue Gray Rainbow Red sls /4 /2 x1 x2 x4 - + linear Log sqrt x^2



Right sidebar containing a vertical scroll bar, a lock icon, a document icon with '010', an information icon 'I', a green circle icon 'G', a vertical color gradient bar, and numerical values '429' and '157'.

AstroCloud>>#selectIfM... AstroCloud>>#min ACTransLogCommand>>#level RTMultiLinearColor AstroCloud



Pharo is a dynamic object-oriented programming language. Pharo's model and syntax are uniform, simple and expressive. These properties, when added to a powerful and flexible programming environment, regularly attract new developers. The community around Pharo has been steadily increasing over the years. This community is actively creating exciting and innovative software artifacts helping the development of advanced software systems. Pharo leverages the software building experience to its best by offering open and object-oriented programming environments and libraries.

The book covers a large spectrum of topics ranging from central language aspects such as blocks and exceptions to package management and graphics oriented frameworks. Recent frameworks like Roassal and Petit Parser are covered. This book contains unique material often presented in a tutorial form with many experiences to carry on. Everybody will learn something reading this book : programmers familiar with Pharo will enjoy the highlights made of some particularly beautiful aspects of Pharo as well as discovering new and powerful frameworks. Practitioners making their debut with Pharo will board for a wonderful journey in the realm of objects.

Deep into Pharo not only presents some internal aspects of Pharo but it presents important libraries that proved to be important for a business and development perspective.

**Square Bracket Associates**



ALEXANDRE BERGEL - DAMIEN CASSOU - STÉPHANE DUCASSE - JANNIK LAVAL



ALEXANDRE BERGEL - DAMIEN CASSOU  
STÉPHANE DUCASSE - JANNIK LAVAL

ESUG 2013 Edition

# Conclusion

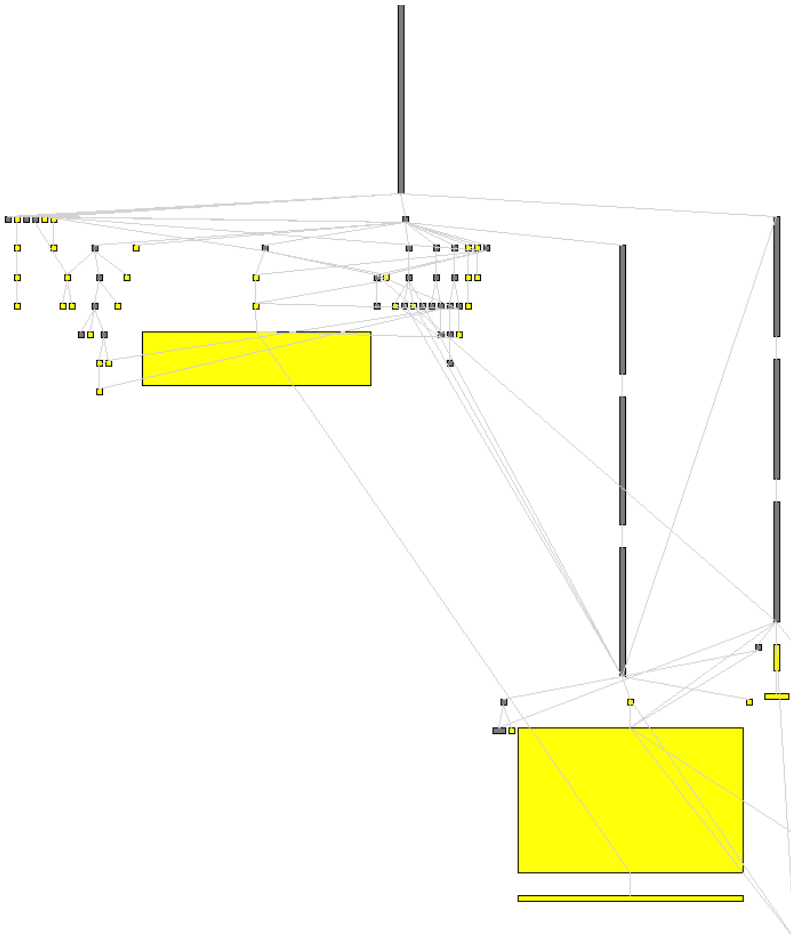
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Little innovation in the tools we commonly use

Profilers, debuggers, testing tools have not significantly evolved

Fantastic opportunities for improvement

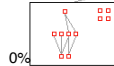
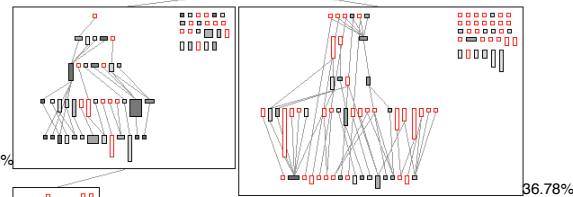
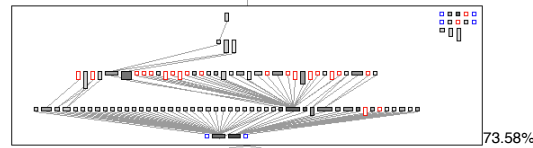
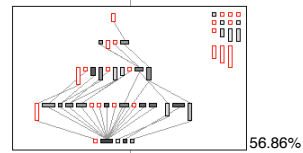
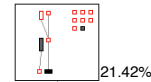
Kai, Rizel, Hapao, Roassal are just a beginning



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