# The AI in SE Applications Ladder: Recommendations for an Organisational Strategy

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Professor of Software Engineering (SE) in Sweden. Research is focused on Software Quality, Human factors in SE, and Applying Al.

Programmer since 38 years and consultant since 25 years. Sold my first program at age 13.

While doing research in academia I have worked with Tech and Software companies to apply AI to improve Software Engineering.

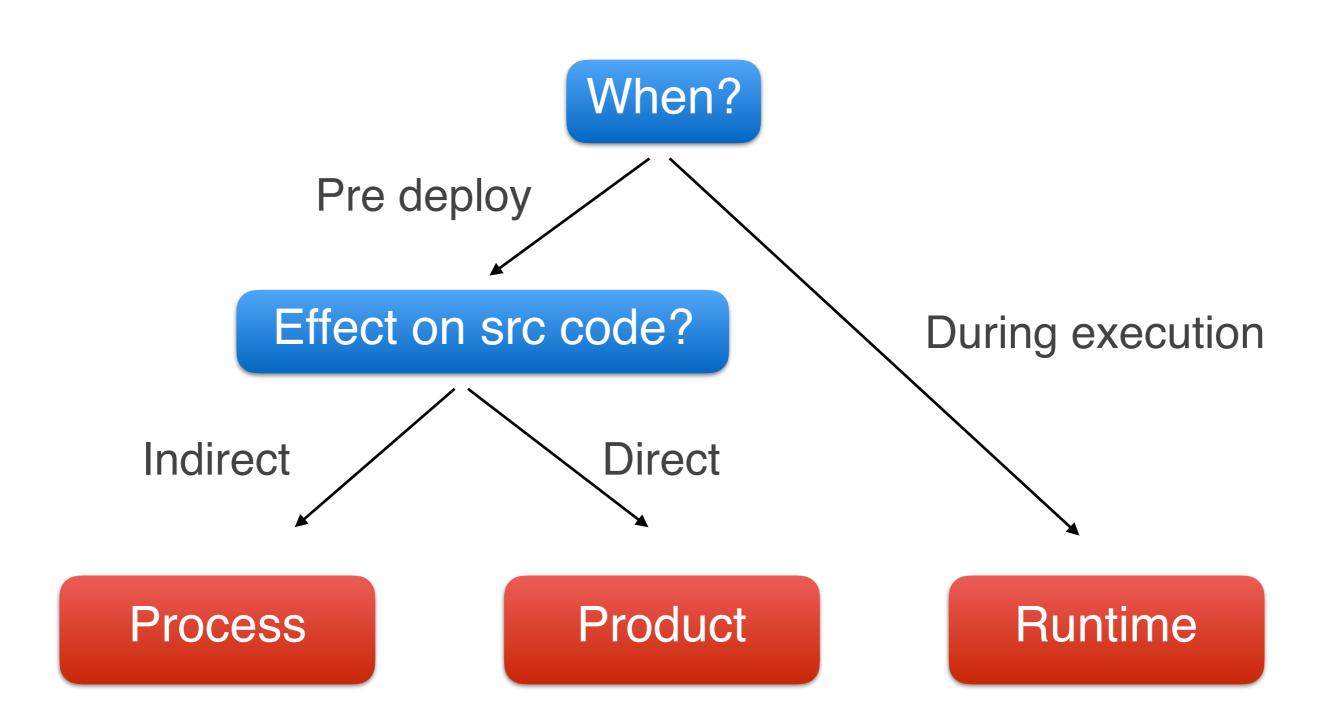
## Al can be applied in many different ways in Software Engineering (SE)

# Al is not a single thing; it's a "moving set" of advanced technologies.

A simple model of Al-in-SE applications help in analysis and for strategy

- **Point** of AI application?
  - Determines how big an impact the AI and amount of control developers have on SW behaviour.
- Type of AI technology?
  - 5 main tribes + supporting technologies
- Al Automation Level?
  - From 1 (manual) to 10 (autonomous AI)
- Other and more detailed dimensions, for example:
  - **Shape** of artefact/software?
    - Traditional (Source code or Binary) or AI-specific (ANN)

# **Point of Application?**



## Type of <u>AI</u> technology?

## So what is AI then?

Moving target definition of AI:

*"How to make computers do things which, at the moment, people do better" — Elaine Rich & Kevin Knight* 

# Type of <u>AI</u> technology?

# The Five Tribes of Machine Learning

Tribe	Origins	Master Algorithm
Symbolists	Logic, philosophy	Inverse deduction
Connectionists	Neuroscience	Backpropagation
Evolutionaries	Evolutionary biology	Genetic programming
Bayesians	Statistics	Probabilistic inference
Analogizers	Psychology	Kernel machines

[Domingos2015 "The Master Algorithm"]

# Supporting technologies:

**Advanced Statistics + Search/Optimisation** 

## Al Automation level?

#### TABLE I LEVELS OF AUTOMATION OF DECISION AND ACTION SELECTION

HIGH 10. The computer decides everything, acts autonomously, ignoring the human.

9. informs the human only if it, the computer, decides to

8. informs the human only if asked, or

- 7. executes automatically, then necessarily informs the human, and
- 6. allows the human a restricted time to veto before automatic execution, or
- 5. executes that suggestion if the human approves, or
- suggests one alternative
- narrows the selection down to a few, or

2. The computer offers a complete set of decision/action alternatives, or

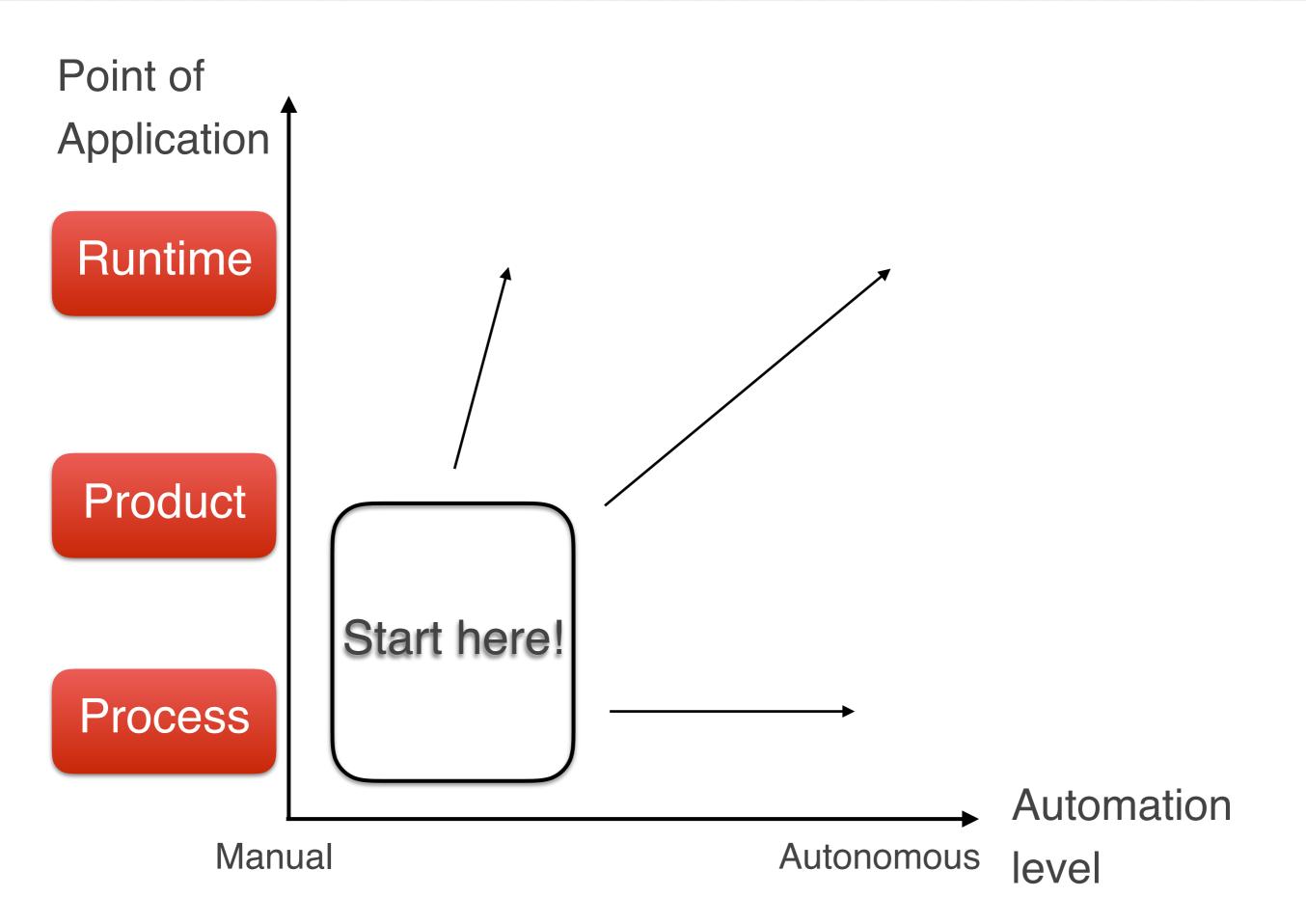
LOW 1. The computer offers no assistance: human must take all decisions and actions.

## Sheridan1980 from [Frohm2008]

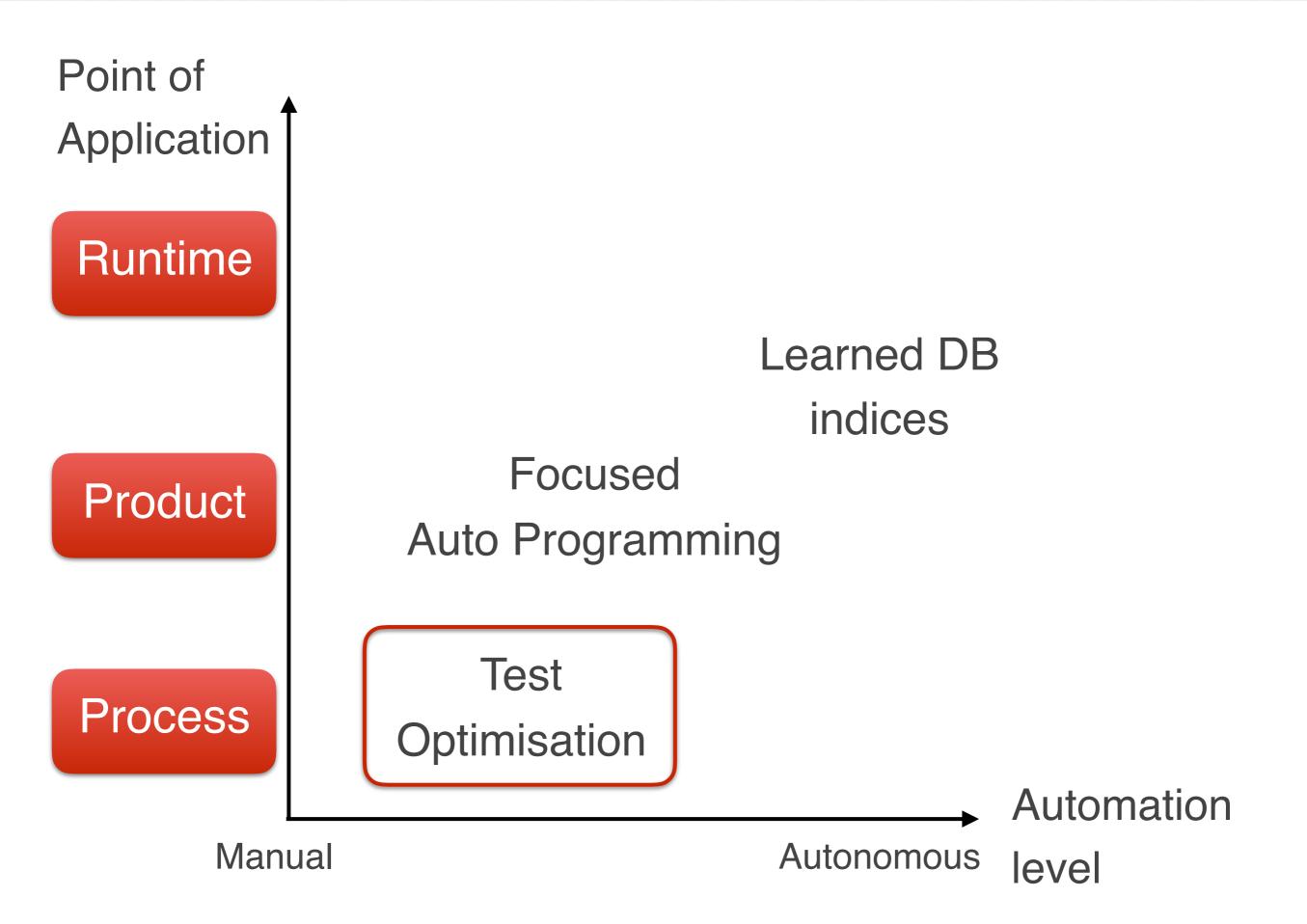
- A ladder of increasing risk:
  - Product more risky than Process
  - Runtime more risky than Product
- Higher levels of automation have higher levels of risk
  - Less time to "reverse" decisions
- Thus:
  - If an AI technology is new to your company, start at low level of automation & at a "lower" point of application.
  - Build more experience then expand "out and up"



## Al-in-SE applications have different levels of risk/gain



## Al-in-SE applications have different levels of risk/gain



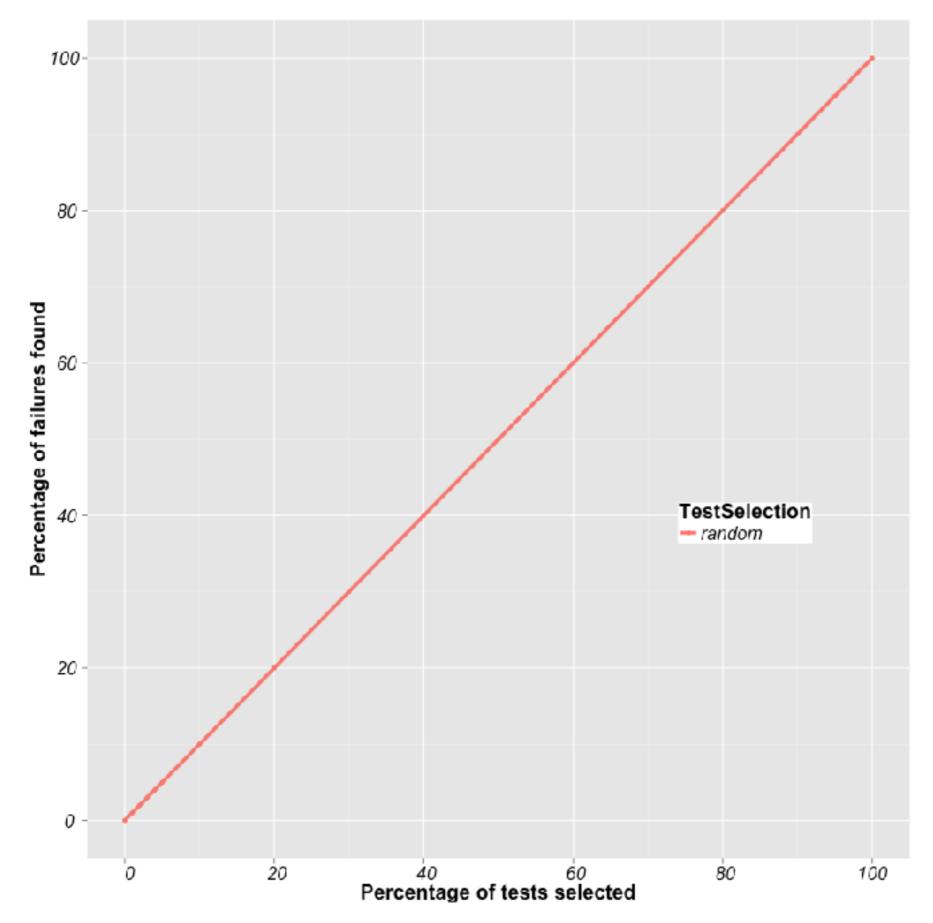


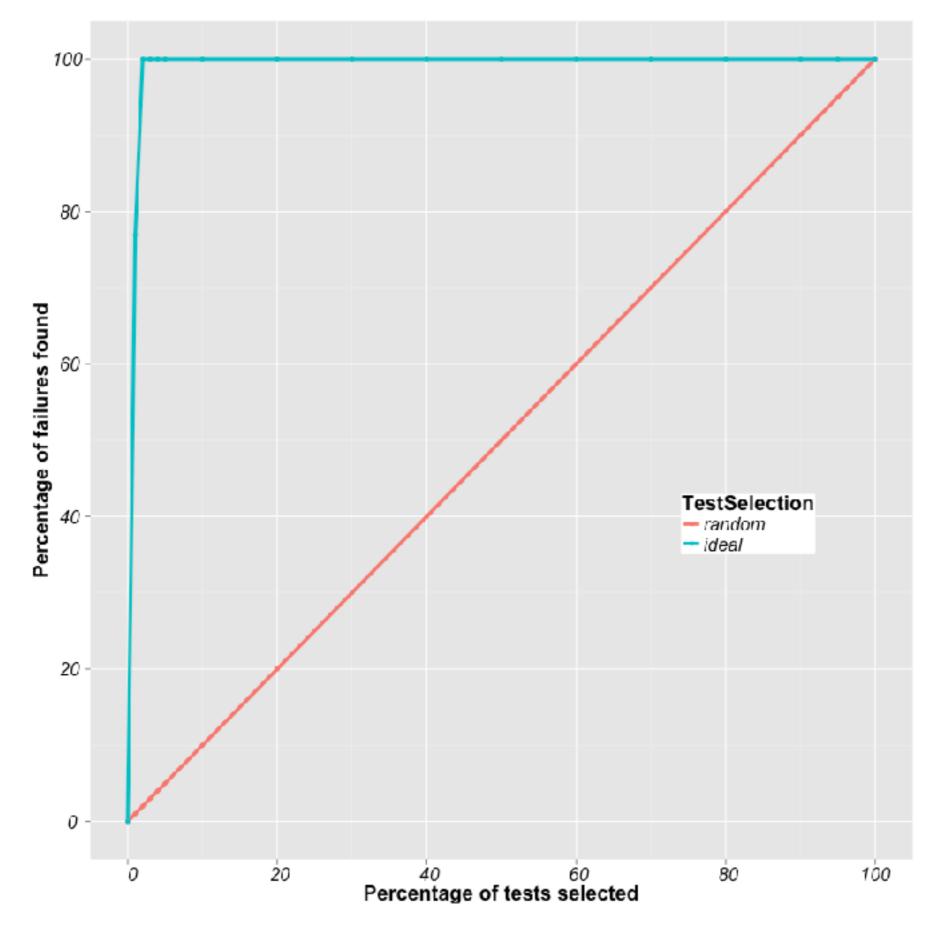


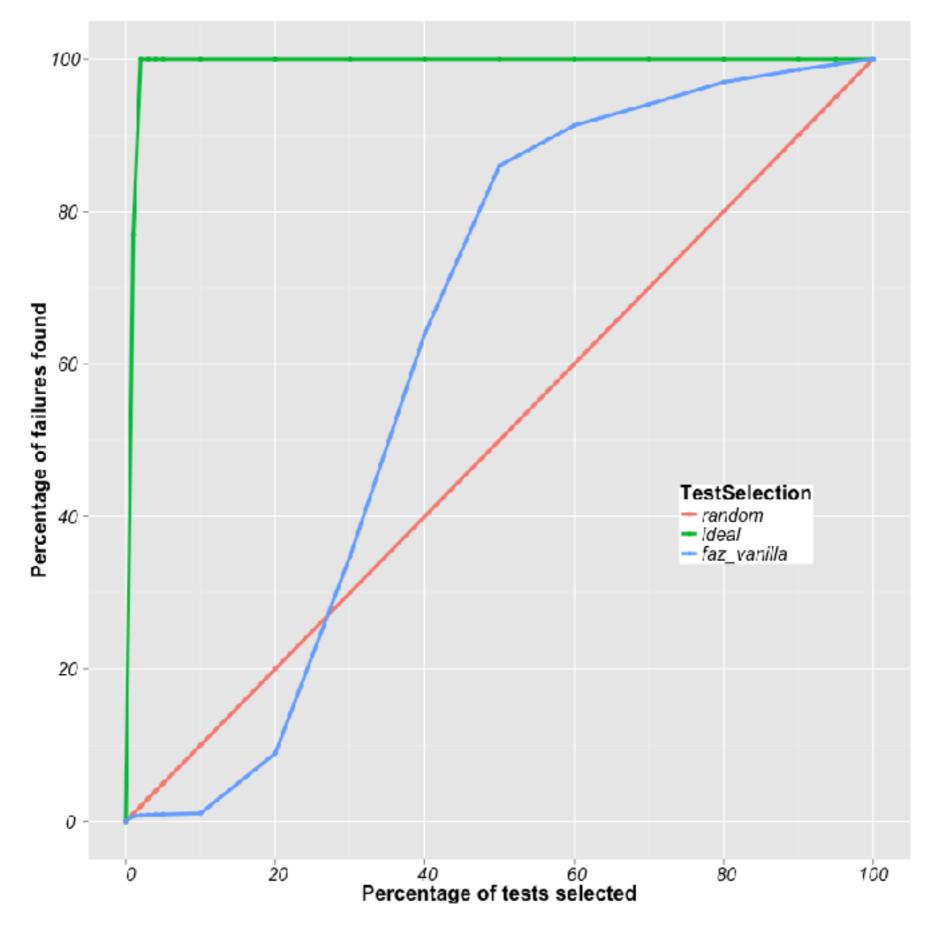
# **Technologies Sweden AB**

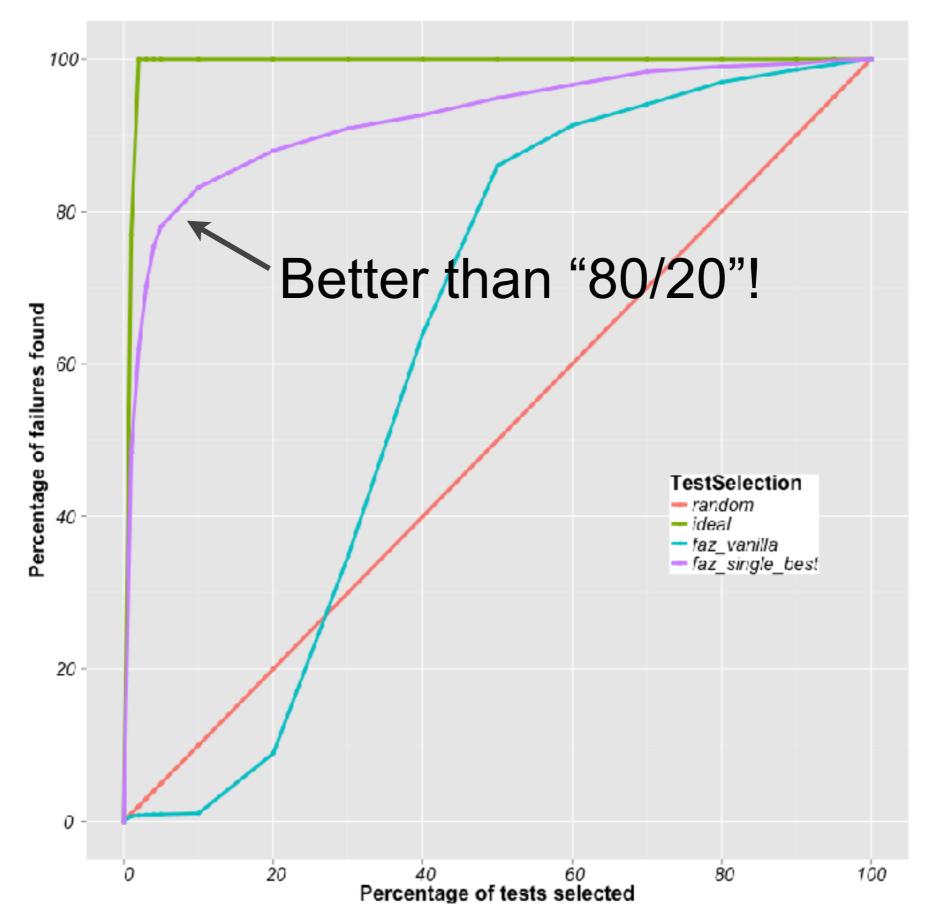
Per Vollmer's Team

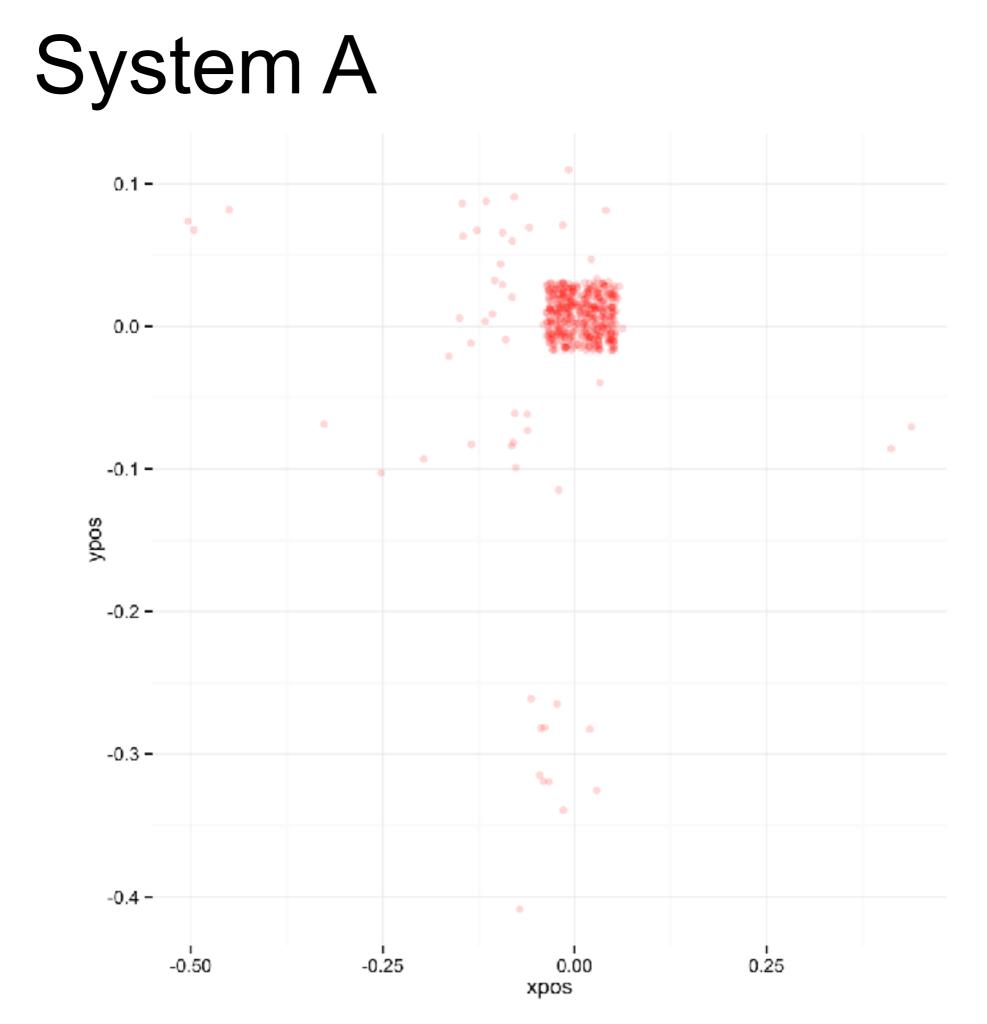
Model Model++		

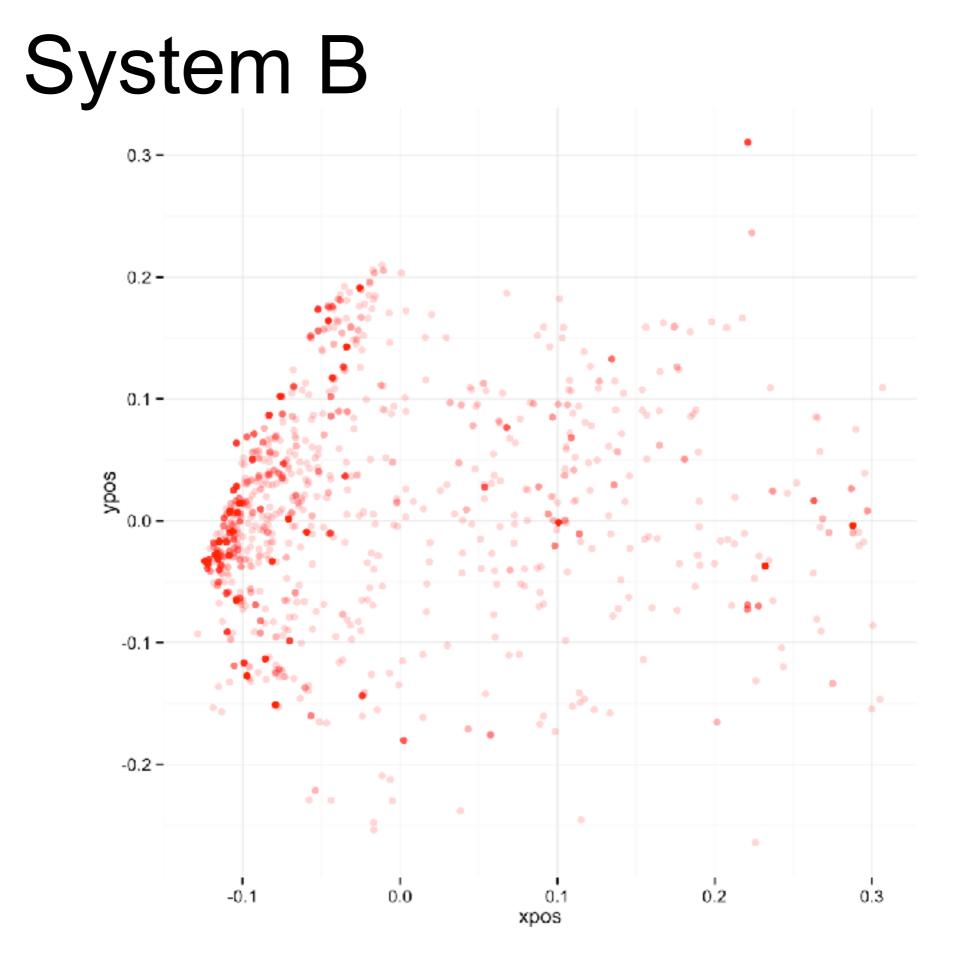




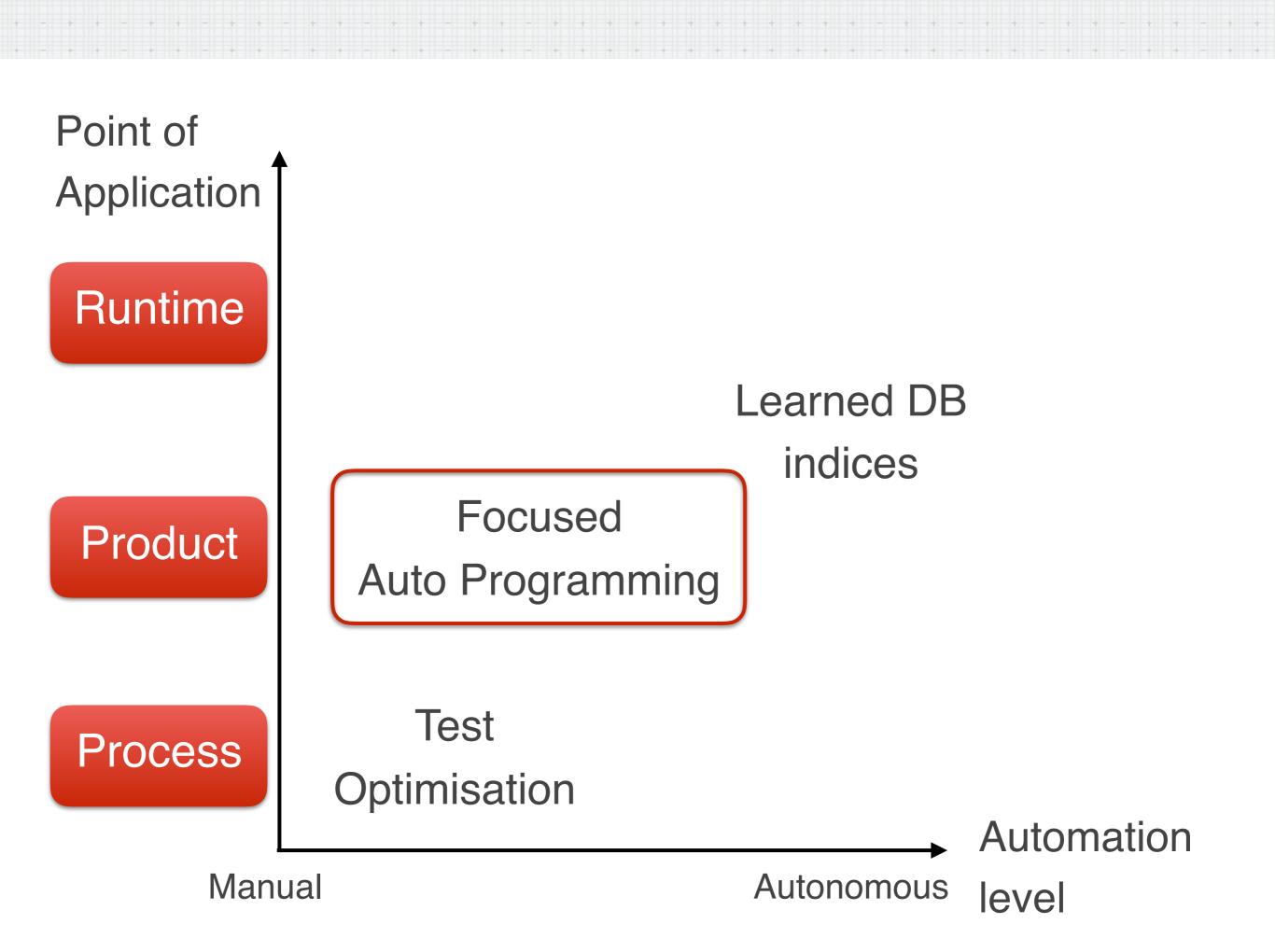








- Quality of data more important than advanced AI/ML
  - How much data do you have?
  - Do the data represent all important aspects?
- Simple statistical models often almost as good as advanced AI/ML
  - Data often unreliable => simple models give (at least) 80% of value for 20% of complexity
  - Statistical models easier to understand => robust
- Online algorithms almost always worth it => scalability
- Visualising results important for impact, Human + AI > AI
- An AI system is not enough, people need training + understanding to change their behaviour



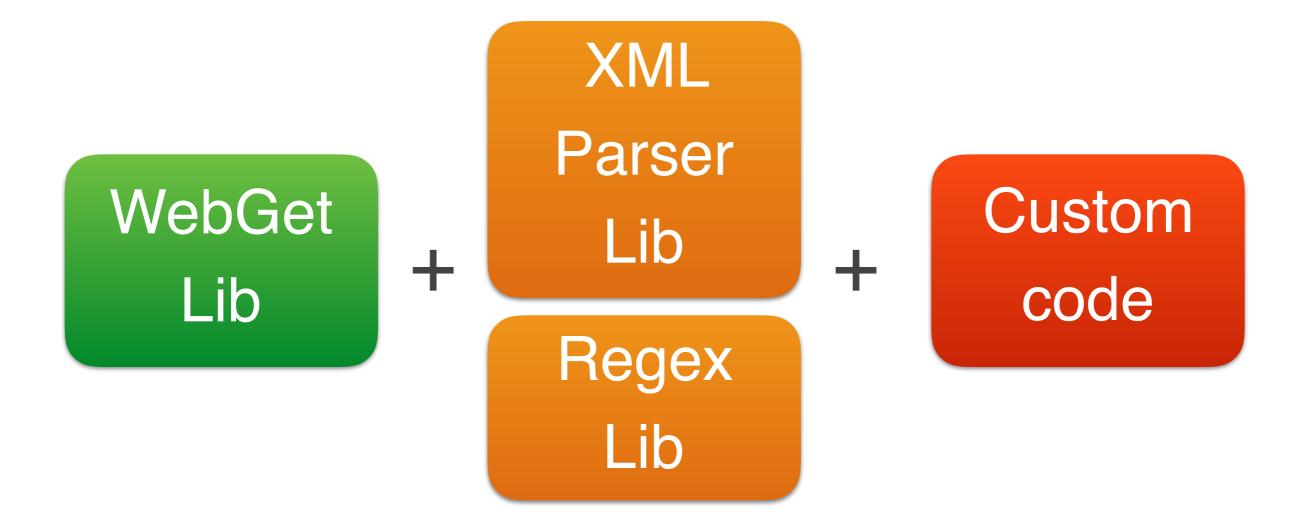
- I propose we should study FAP! aka...
  - Domain-specific Automated Programming (DAP)
  - Task-specific Automated Programming (TAP)
- Defined as: "Focused application of search and optimisation to create/adapt/tune (parts of) program code during its development, setup and/or execution"
  Focused here essentially means "human-guided", i.e. it is a hybrid/interactive development philosophy

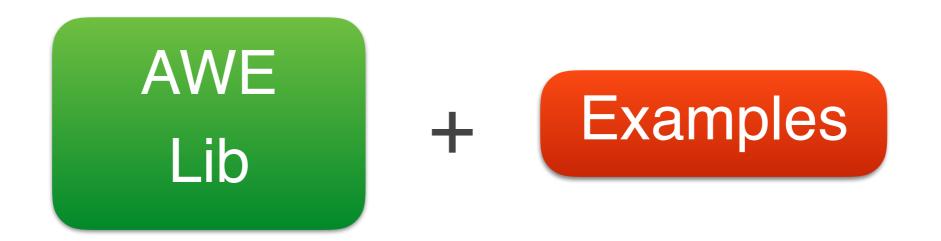
### **Example: Web extraction library**

V Basili	🖾 Fallow 👻		Google Scholar		
Professor Emeritus University of Maryland Software Engineering Verified email at cs.umd.edu - Homepage			Citation indices	All	Q Since 2012
			Citations h-Index	33501 82	9054 41
Title 1–20	Cited by	Year	i10-index	248	123
Experience factory VR Basili, G Caldiera, HD Rombach Encyclopedia of software engineering	3557	1994			Ь÷.
A validation of object-oriented design metrics as quality indicators VR Basili, LC Briand, WL Melo	1755	1996	2009 2010 2011 2012	2 2013 2014	2015 2016 2017

"name": "V Basili", "citations": 33501, "h-index": 82

### Web extraction, traditional solution vs AdaptiLib





#### **Example: Adaptive Web Extraction (AWE!) library, in practice**

```
examples = [
```

```
("scholar.google.se/citations?user=B3C4aY8AAAAJ&hl=en",
```

```
{"name": "V Basili",
    "citations": 38599,
    "h-index": 83}),
("scholar.google.se/citations?user=Zj897NoAAAAJ&hl=en",
{"name": "Lionel Briand",
    "citations": 23720,
    "h-index": 71})]
```

gscholar\_ex = create\_extractor(examples)

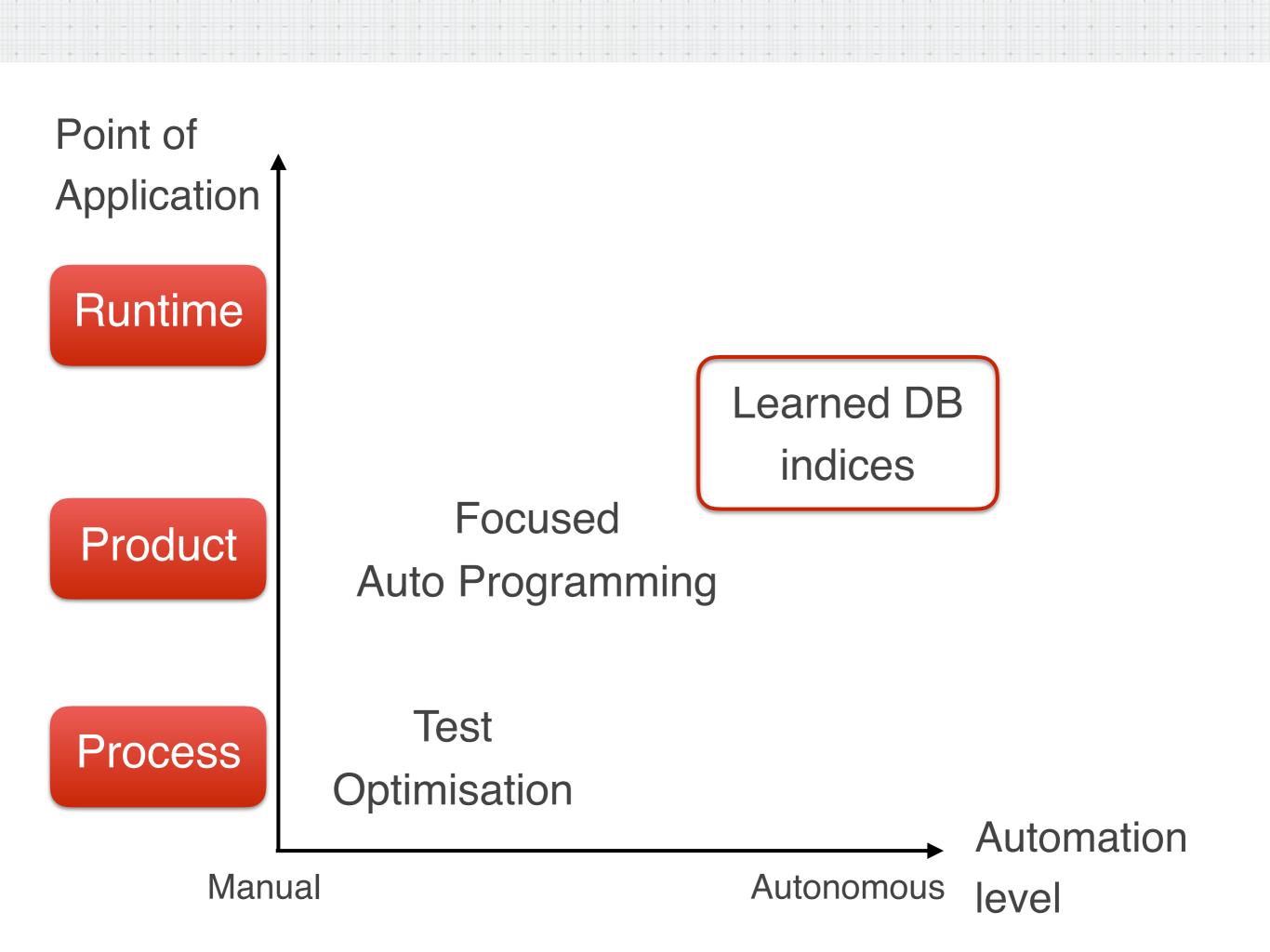
extract(gscholar\_ex, "scholar.google.se/citations? user=CQDOm2gAAAAJ&hl=en")

```
# returns:
```

# {"name": "Barbara Ann Kitchenham",

```
# "citations": 24122,
```

# "h-index": 66})]



### Product/NeuralNet/10 Al-in-SE: Learned DB Indices

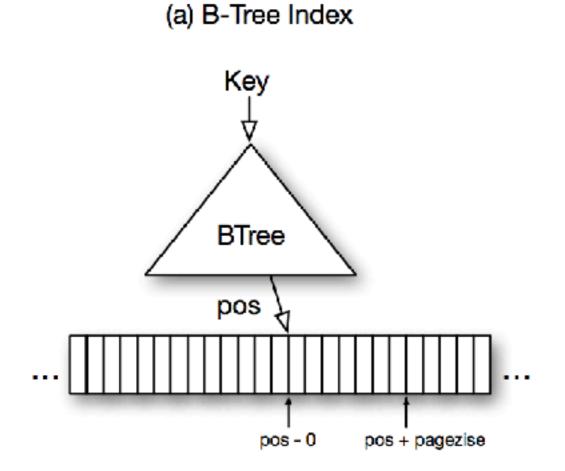
#### The Case for Learned Index Structures

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## [https://arxiv.org/pdf/1712.01208.pdf]

### Product/NeuralNet/10 Al-in-SE: Learned DB Indices

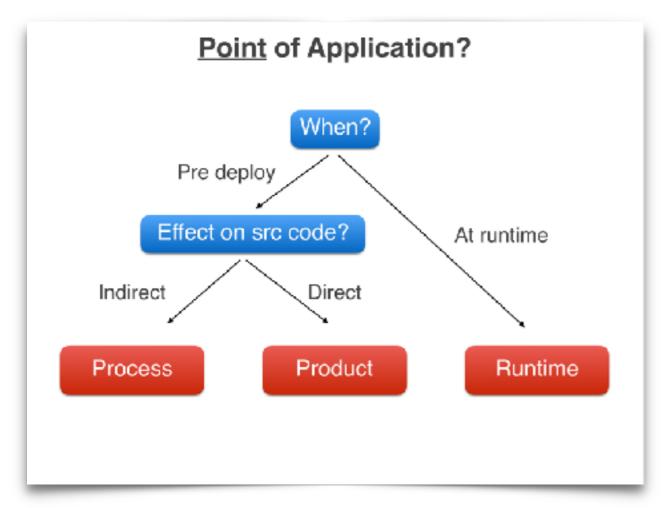


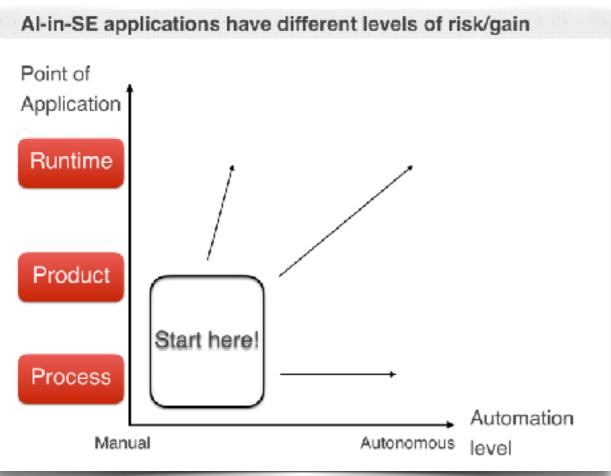
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Туре	Config	Search	Total	Model	Search	Speedup	Size	Size	Model Err
			(ns)	(ns)	(ns)		(MB)	Savings	± Err Var.
Btree	page size: 16	Binary	280	229	51	6%	104.91	700%	4 ± 0
	page size: 32	Binary	274	198	76	4%	52.45	300%	16 ± 0
	page size: 64	Binary	277	172	105	5%	26.23	100%	32 ± 0
	page size: 128	Binary	265	134	130	0%	13. <b>1</b> 1	0%	64 ± 0
	page size: 256	Binary	267	114	153	1%	6.56	-50%	128 ± 0
Learned Index	2nd stage size: 10,000	Binary	98	31	67	-63%	0.15	-99%	8 ± 45
		Quaternary	101	31	70	-62%	0.15	-99%	8 ± 45
	2nd stage size: 50,000	Binary	85	39	46	-68%	0.76	-94%	3 ± 36
		Quaternary	93	38	55	-65%	0.76	-94%	3 ± 36
	2nd stage size: 100,000	Binary	82	41	41	-69%	1.53	-88%	2 ± 36
		Quaternary	91	41	50	-66%	1.53	-88%	2 ± 36
	2nd stage size: 200,000	Binary	86	50	36	-68%	3.05	-77%	2 ± 36
		Quaternary	95	49	46	-64%	3.05	-77%	2 ± 36
Learned Index	2nd stage size: 100,000	Binary	157	116	41	-41%	1.53	-88%	2 ± 30
Complex		Quaternary	161	111	50	-39%	1.53	-88%	2 ± 30

Figure 4: Map data: Learned Index vs B-Tree

## [https://arxiv.org/pdf/1712.01208.pdf]





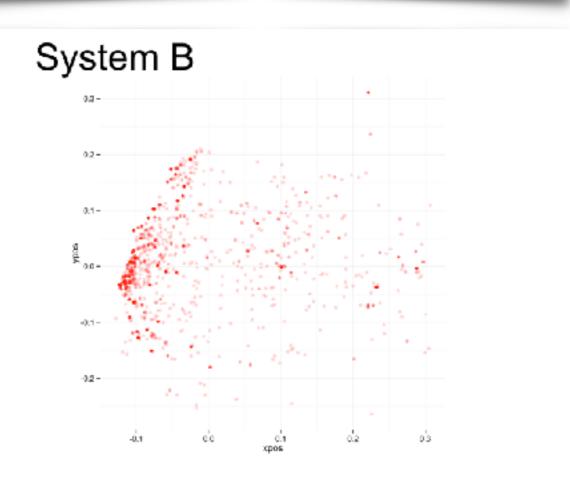
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#### Supporting technologies:

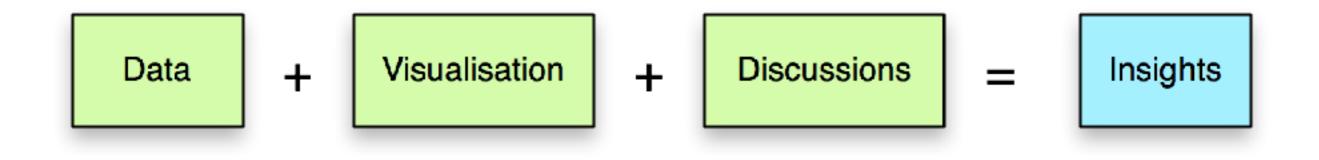
Advanced Statistics + Search/Optimisation



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# Test case Half life

