



The Impact of Continuous Integration on Other Software Development Practices: A Large-Scale Empirical Study







TU/e Eindhoven University of Technology



Interventions are common in software engineering

- SVN -> git
- push —> pull request
- ? —> continuous integration
- ...

How to measure effects using trace data?









Today

Methodology to empirically study the effects of an intervention

(continuous integration)

Interrupted time series

Multiple regression w/ controls for confounds









- $y_i = \alpha + \beta \cdot time_i + \beta \cdot time_i$
 - $\mathbf{y} \cdot intervention_i +$
 - $\delta \cdot time_after_intervention_i + \epsilon_i$





Effects of adopting Travis CI



Lots of folklore, e.g., Martin Fowler:

- Everyone Commits To the Mainline Every Day
- Fix Broken Builds Immediately
- Keep the Build Fast

Why CI?

•

https://martinfowler.com/articles/originalContinuousIntegration.html



165,549 GitHub projects using Travis

24 active periods x 7 programming languages

Created by Ramesha from Noun Project

Impact on automated testing?



RQs



Smaller code changes



Created by Barracuda from Noun Project

More issues and pull requests closed



Created by Genius Icons from Noun Project

Quick pull requests resolution

Churn			
		Churn in non-merge commits	Churn in merge commits
	Intercept (a)	1,336***	-1,297**
	log(TotalCommits)	0,529**	1,113**
	AgeAtTravis	-0,003*	-0,005**
	log(NumAuthors)	-0,233**	-0,522**
	time (β)	-0,007	-0,012*
	interventionTrue (γ)	0,071	0,220**
	time_after_intervention (δ)	-0,009	-0,022**

Churn		
	Churn in non-merge commits	Churn in merge commits
Intercept (a)	1,336***	-1,297**
log(TotalCommits)	0,529**	1,113**
AgeAtTravis Cont	rol variables	-0,005**
log(NumAuthors)	-0,233**	-0,522**
time (β)	-0,007	-0,012*
interventionTrue (ɣ)	0,071	0,220**
time_after_intervention (δ)	-0,009	-0,022**

Churn			
		Churn in non-merge commits	Churn in merge commits
	Intercept (a)	1,336***	-1,297**
	log(TotalCommits)	0,529**	1,113**
	AgeAtTravis Cont	rol variables	-0,005**
	log(NumAuthors)	-0,233**	-0,522**
	time (β)	-0,007	-0,012*
	interventionTrue (ɣ)	n.s.	0,220**
	time_after_intervention (δ)	-0,009	-0,022**

Churn in non-merge commits is not affected by time or Travis CI

Churn



Churn in non-merge commits

-0,022**

time_after_intervention (δ)

Churn in non-merge commits is not affected by time or Travis CI

-0,009

Churn				
		Churn in non-merge commits	Churn in merge commits	
	Intercept (a)	1,336***	-1,297**	
	log(TotalCommits)	0,529**	1,113**	
	AgeAtTravis Cont	rol variables	-0,005**	
	log(NumAuthors)	-0,233**	-0,522**	
	time (β)	-0,007	-0,012*	
	interventionTrue (ɣ)	n.s.	0,220**	
	time_after_intervention (δ)	-0,009	-0,022**	
'n	urn in non-merge comm	nite is not affected	by time or Travis	

Churn in **non-merge commits** is **not affected** by time or Travis CI **Discontinuity in merge com.**: preparation for transition, clean-up

Churn			
		Churn in non-merge commits	Churn in merge commits
	Intercept (a)	1,336***	-1,297**
	log(TotalCommits)	0,529**	1,113**
	AgeAtTravis Contr	rol variables	-0,005**
	log(NumAuthors)	-0,233**	-0,522**
	time (β)	-0,007	-0,012*
	interventionTrue (γ)	n.s.	0,220**
	time_after_intervention (δ)	-0,009	-0,022**
_			· · · - ·

Churn in **non-merge commits** is **not affected** by time or Travis CI **Discontinuity in merge com.**: preparation for transition, clean-up **Decrease** in churn in **merge commits** is **amplified** by Travis CI

Churn

Churn in merge commits



Churn in **non-merge commits** is **not affected** by time or Travis CI **Discontinuity in merge com.**: preparation for transition, clean-up **Decrease** in churn in **merge commits** is **amplified** by Travis CI

Triangulation: user survey



introduced Travis to their projects

Discontinuity in merge commits: preparation for transition, clean-up **R25**: "contributors couldn't be trusted to run test suite on their own"

R38: Travis as "a part of automated package/release effort"

Decrease in churn in merge commits is amplified by Travis CI

R4: "commits became smaller and more frequent, to check the build; pull requests became easier to check"

Closed PRs

Among others:

 On average, more PRs are being closed per unit time after adopting Travis CI

ESEC/FSE '15

Quality and Productivity Outcomes Relating to Continuous Integration in GitHub

Bogdan Vasilescu^{†*}, Yue Yu^{‡†*}, Huaimin Wang[‡], Premkumar Devanbu[†], Vladimir Filkov[†]

[†]Department of Computer Science University of California, Davis Davis, CA 95616, USA {vasilescu, ptdevanbu, vfilkov}@ucdavis.edu

[‡]College of Computer National University of Defense Technology Changsha, 410073, China {yuyue, hmwang}@nudt.edu.cn

ABSTRACT

Software processes comprise many steps; coding is followed by building, integration testing, system testing, deployment, operations, among others. Software process integration and automation have been areas of key concern in software engineering, ever since the pioneering work of Osterweil; market pressures for Agility, and open, decentralized, software development have provided additional pressures for progress in this area. But do these innovations actually help projects? Given the numerous confounding factors that can influence project performance, it can be a challenge to discern the effects of process integration and automation. Software project ecosystems such as GITHUB provide a new opportunity in this regard: one can readily find large numbers of projects in various stages of process integration and automation, and gather data on various influencing factors as well as productivity and quality outcomes. In this paper we use large, historical data on process metrics and outcomes in GITHUB projects to discern the effects of one specific innovation in process automation: continuous integration. Our main finding is that continuous integration improves the productivity of project teams, who can integrate more outside contributions, without an observable diminishment in code quality.

Categories and Subject Descriptors

D.2.5 [Software Engineering]: Testing and Debugging— $Testing\ tools$

General Terms

Experimentation, Human Factors

Keywords

Continuous integration, GitHub, pull requests

*Bogdan Vasilescu and Yue Yu are both first authors, and contributed equally to the work.

1. INTRODUCTION

Innovations in software technology are central to economic growth. People place ever-increasing demands on software, in terms of features, security, reliability, cost, and ubiquity; and these demands come at an increasingly faster rate. As the appetites grow for ever more powerful software, the human teams working on them have to grow, and work more efficiently together.

Modern games, for example, require very large bodies of code, matched by teams in the tens and hundreds of developers, and development time in years. Meanwhile, teams are globally distributed, and sometimes (e.g., with open source software development) even have no centralized control. Keeping up with market demands in an agile, organized, repeatable fashion, with little or no centralized control, requires a variety of approaches, including the adoption of technology to enable process automation. Process Automation per se is an old idea, going back to the pioneering work of Osterweil [32]; but recent trends such as open-source, distributed development, cloud computing, and software-as-a-service, have increased demands for this technology, and led to many innovations. Examples of such innovations are distributed collaborative technologies like git repositories, forking, pull requests, continuous integration, and the DEVOPS movement [36]. Despite rapid changes, it is difficult to know how much these innovations are helping improve project outcomes such as productivity and quality. A great many factors such as code size, age, team size, and user interest can influence outcomes: therefore, teasing out the effect of any kind of technological or process innovation can be a challenge.

The GITHUB ecosystem provides a very timely opportunity for study of this specific issue. It is very popular (increasingly so) and hosts a tremendous diversity of projects. GITHUB also comprises a variety of technologies for distributed, decentralized, social software development, comprising version control, social networking features, and process automation. The development process on GITHUB is more democratic than most open-source projects: anyone can submit contributions in the form of *pull requests*. A pull request is a candidate, proposed code change, sometimes responsive to a previously submitted modification request (or issue). These pull requests are reviewed by project insiders (aka core developers, or integrators), and accepted if deemed of sufficient quality and utility. Projects that are more popular and widely used can be expected to attract more interest, and more pull requests; these will have to be

Closed PRs





