

# Understanding the Redundancy of Software Systems

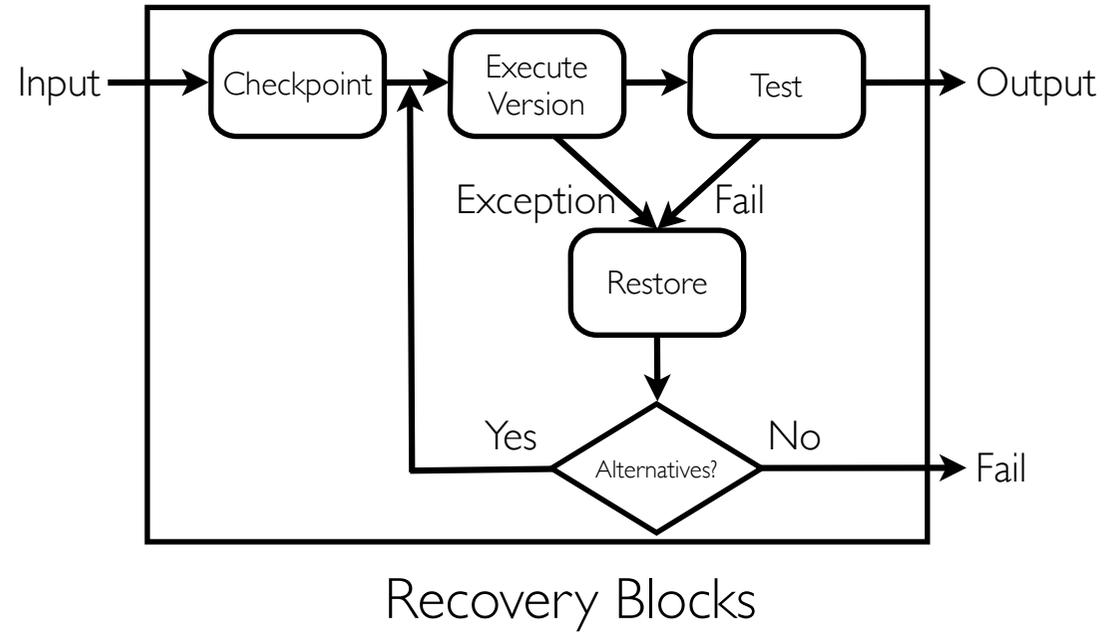
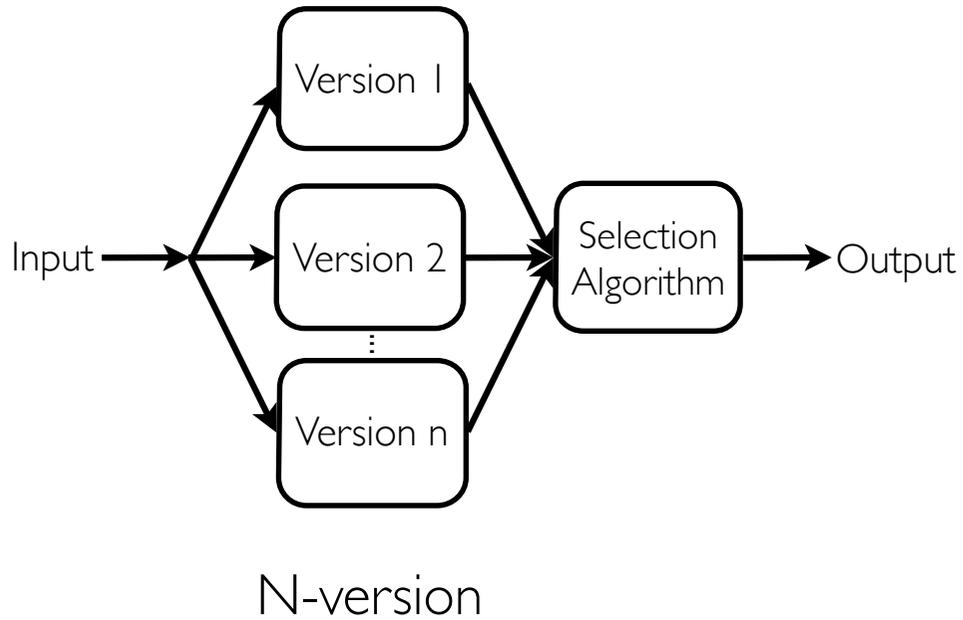
**Andrea Mattavelli**

Research Advisor: Prof. Mauro Pezzè  
Research Co-Advisor: Prof. Antonio Carzaniga

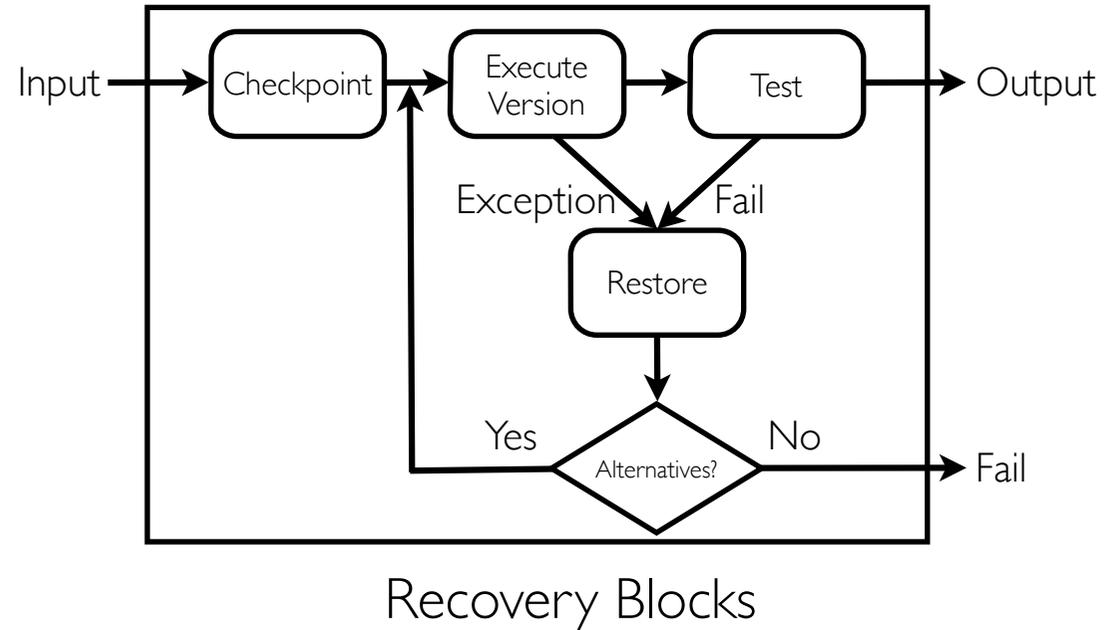
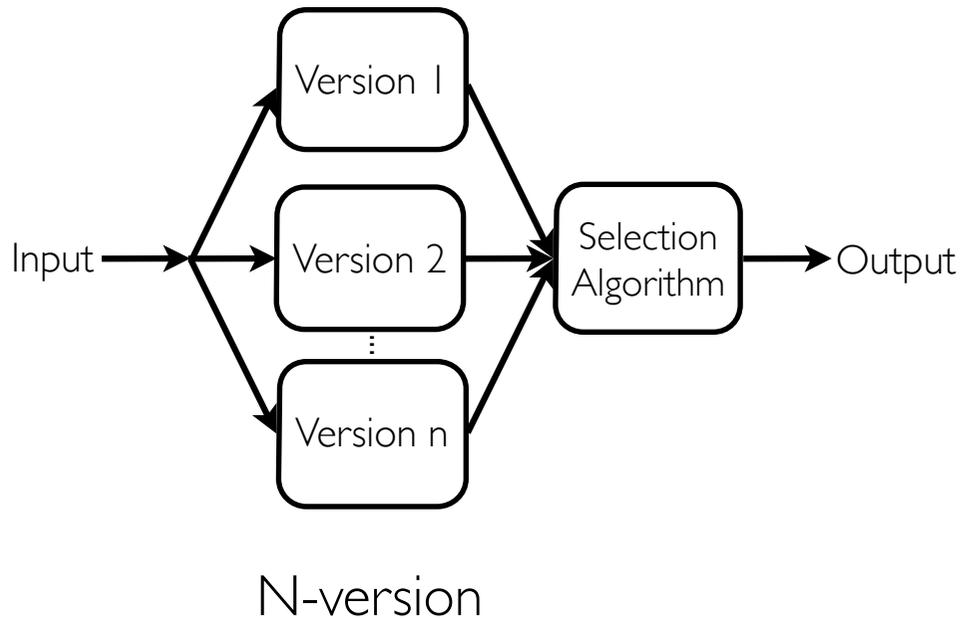
# Redundancy

“ Informally, a system is redundant when it is able to perform the **same functionality** by executing **different code**.

# Software Redundancy



# Deliberate Redundancy



# Intrinsic Redundancy

“ Modern software systems contain a form of redundancy that is indeed **intrinsically** present.

# Intrinsic Redundancy: Examples

## Joda-Time

```
DateTime t = new DateTime();  
//...  
//get the beginning of the day for time t  
DateTime beginDay = t.millisOfDay().withMinimumValue();
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## Google Guava

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MultiMap m = new MultiMap();  
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} 2 LOC  
(~0.1%)

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```

} 0 LOC  
(0%)

# Using Intrinsic Redundancy



Self-healing



Test oracles



Automatic repair



Security

# Studying Intrinsic Redundancy

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# Studying Intrinsic Redundancy

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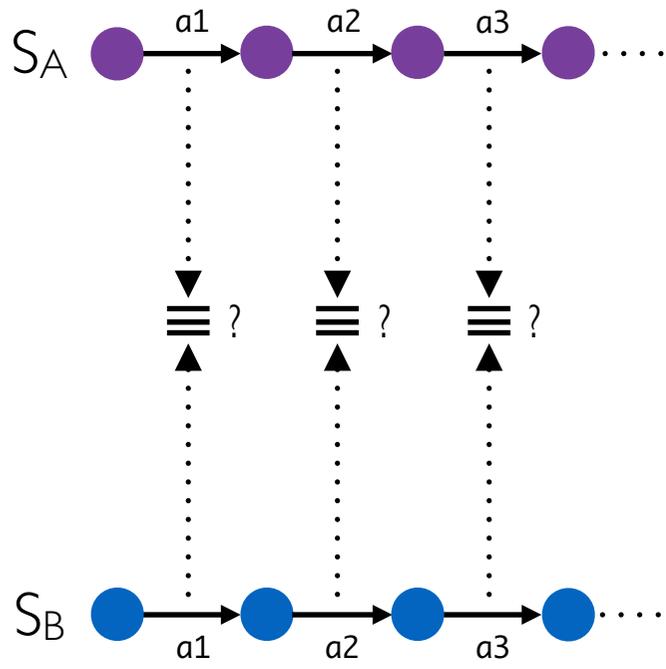
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=

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+

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Observational Equivalence  
[Hennessy et al.]

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# What Is Its Essence?

**redundancy**  
=  
**functional equivalence** + **execution diversity**

put(K key, V value)



com.google.collect.LinkedListMap.put@123  
com.google.collect.LinkedListMap.put@125  
com.google.collect.LinkedListMap.put@126  
com.google.collect.LinkedListMap.put@127  
com.google.collect.LinkedListMap.put@132  
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putAll(K key, Iterable values)

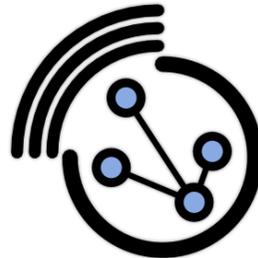


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How Pervasive Is It?

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Joda-Time



GraphStream



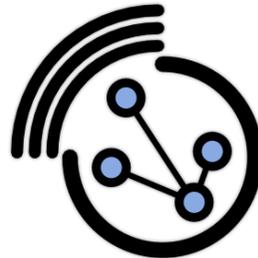
# How Pervasive Is It?

Joda-Time



4700+

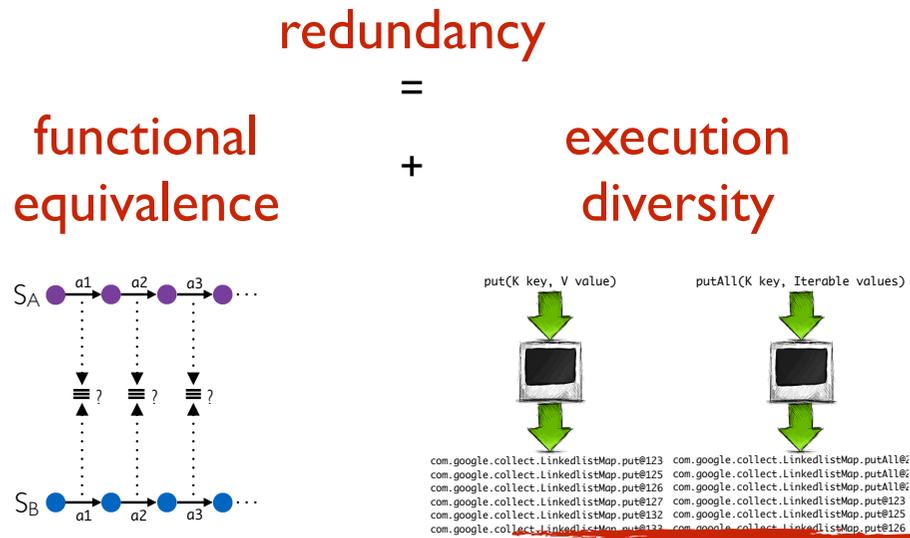
equivalent method sequences



GraphStream

**Intrinsic redundancy**

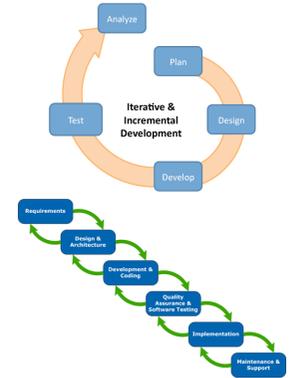
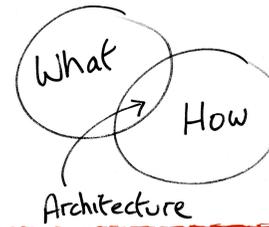
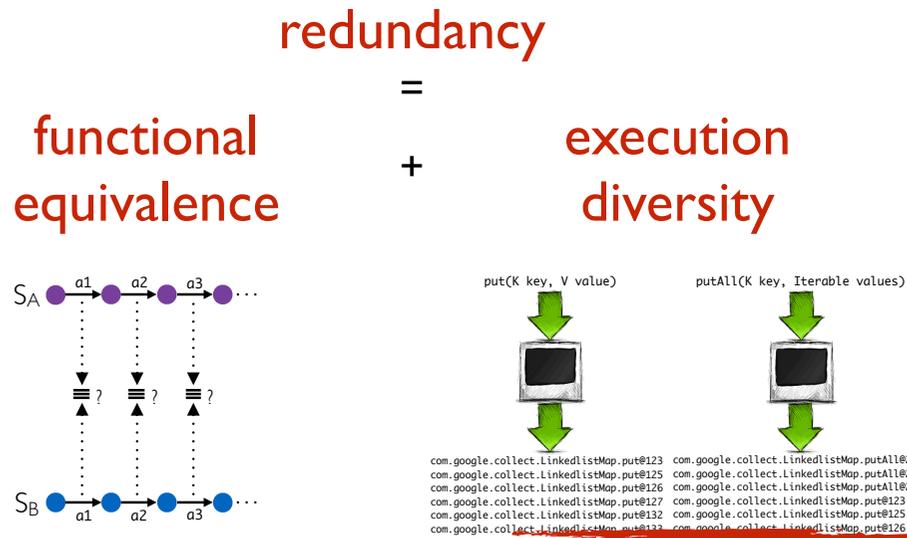
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**Intrinsic redundancy**

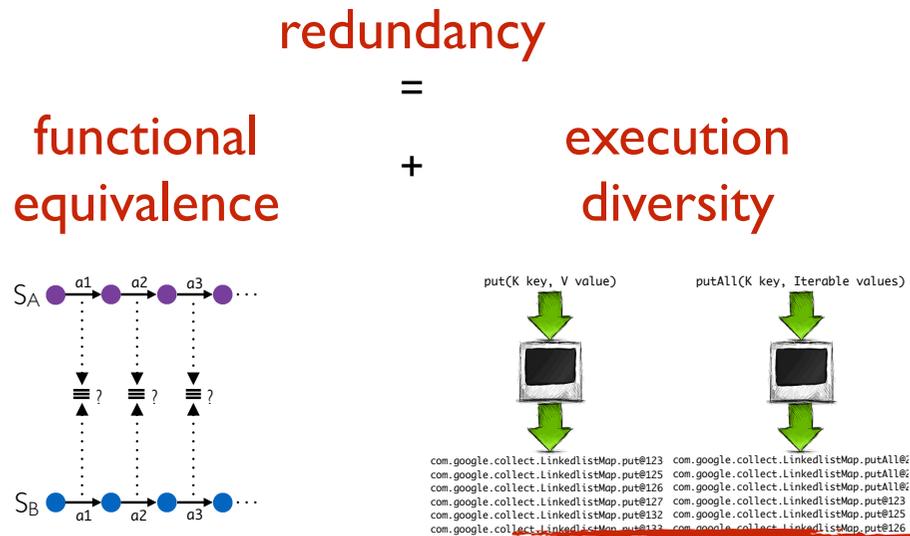
# What Is Its Essence?

# How Pervasive Is It?



**Intrinsic redundancy**

# What Is Its Essence?



# How Pervasive Is It?

## Intrinsic redundancy

# How to Identify It?

pop()

```

Object o = s.peek();
int index = s.size();
index = index - 1;
s.remove(index);
return o;
    
```

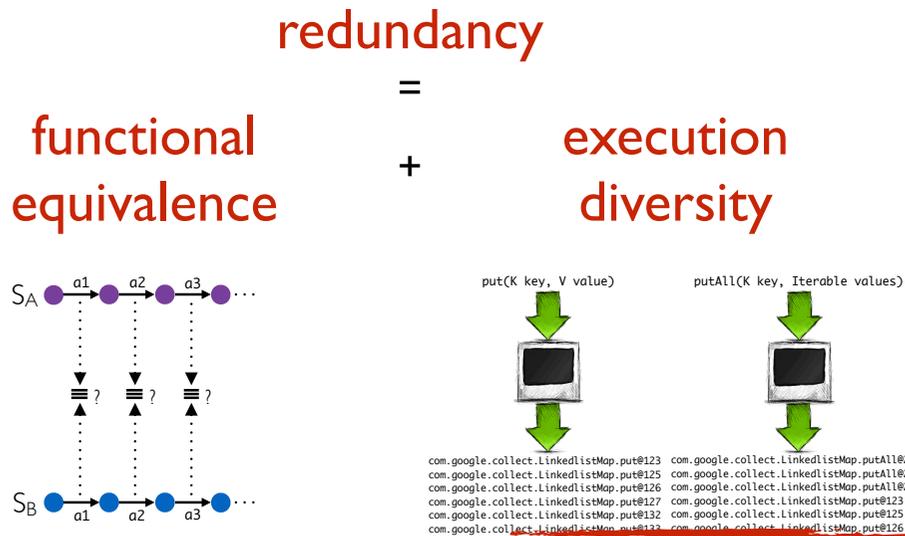
```

Stack s = new Stack();
s.push(0);
s.push(1);

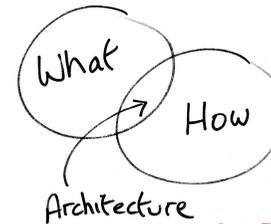
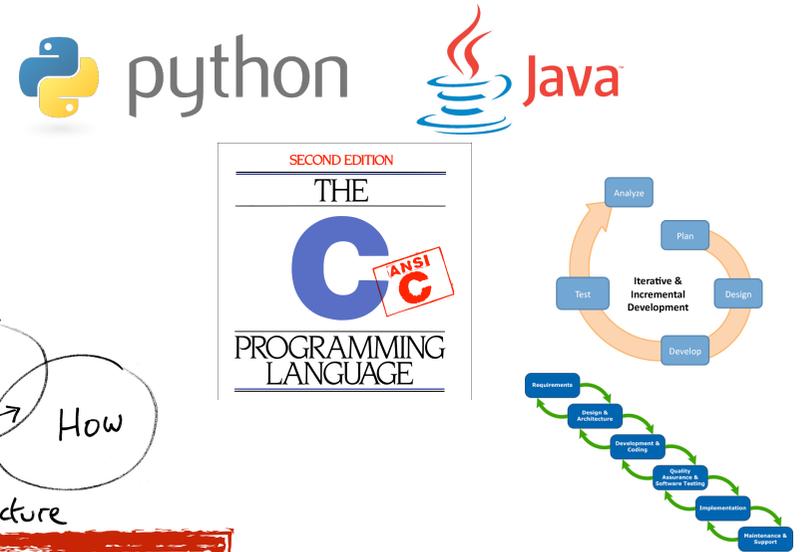
Stack s = new Stack();
s.push(-174);
    
```

Execution Scenarios

# What Is Its Essence?



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int index = s.size();
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return o;
```

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Stack s = new Stack();
s.push(0);
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Stack s = new Stack();
s.push(-174);
```

Execution Scenarios

## Why?

- Design for reusability
- Non-functional requirements
- Replicated Functionalities
- Backward compatibility