

Understanding Asynchronous Interactions In Full-Stack JavaScript

Saba Alimadadi, Ali Mesbah and Karthik Pattabiraman

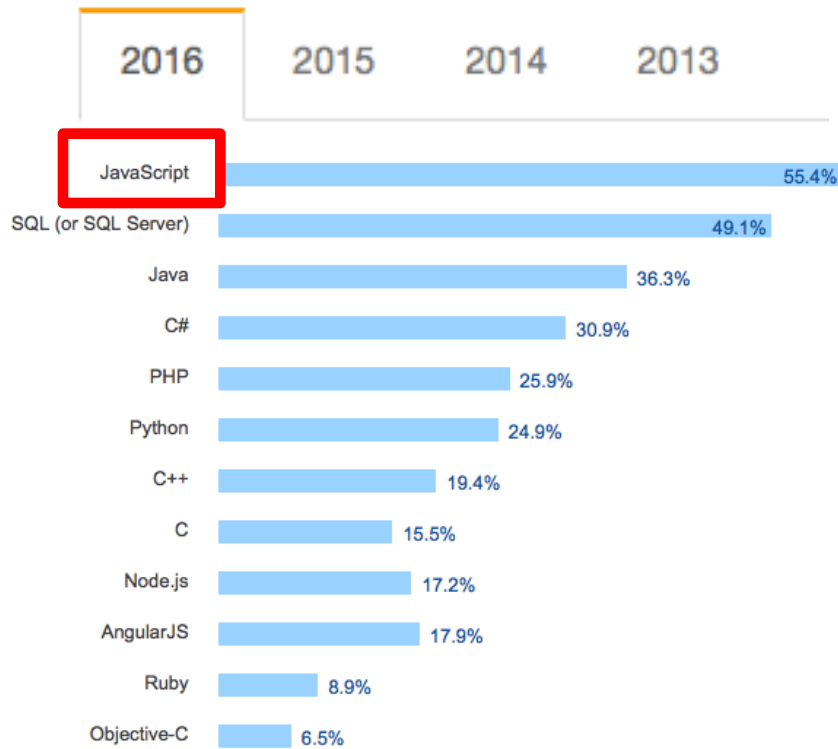
ICSE 2016

saba@ece.ubc.ca

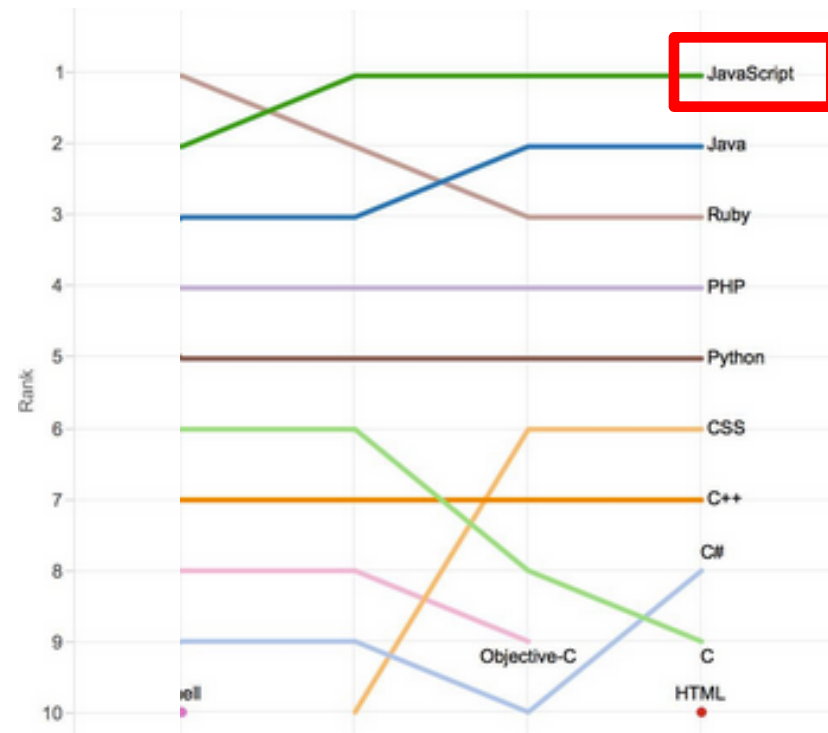
Sahand: <http://github.com/saltlab/sahand>



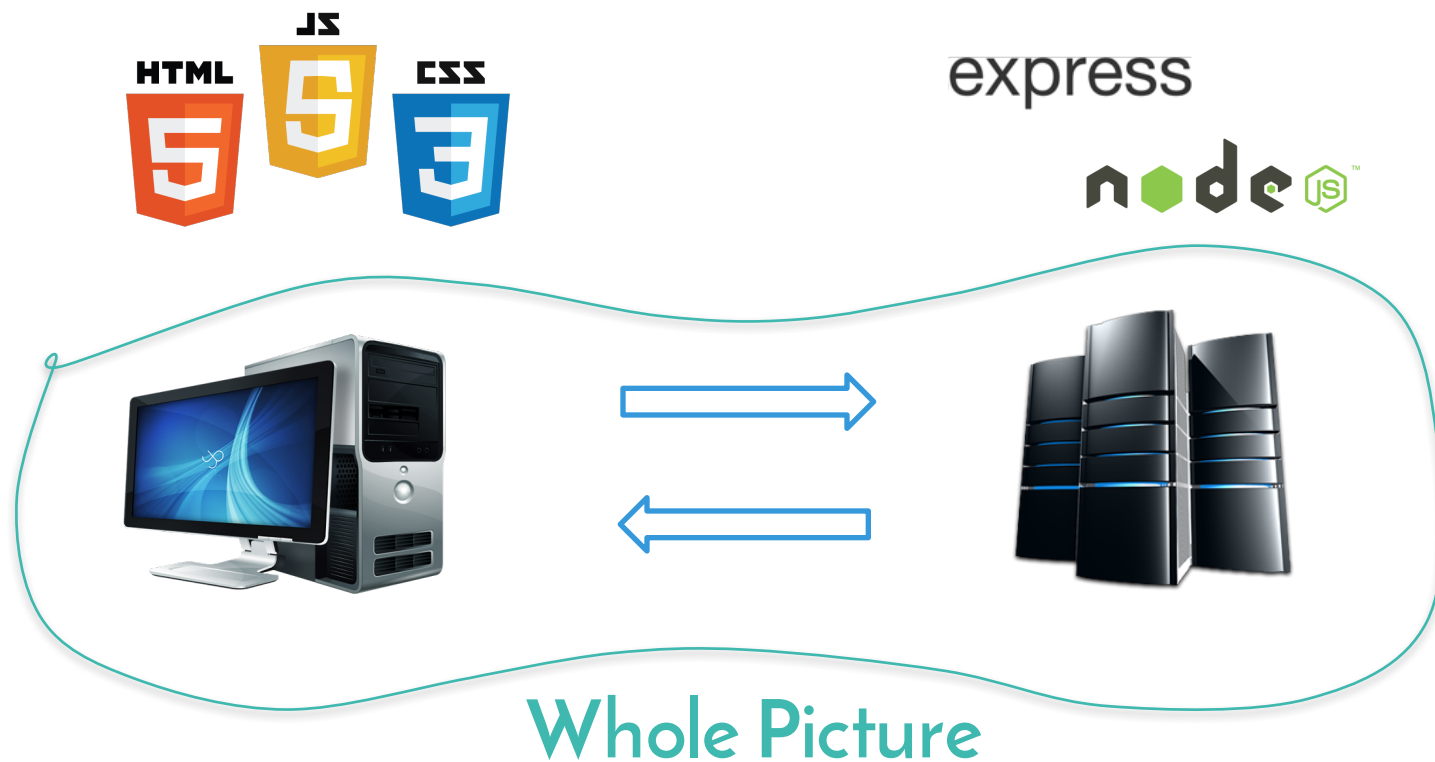
JavaScript: Most popular language



JavaScript: Top languages on GitHub



Understanding JavaScript Apps



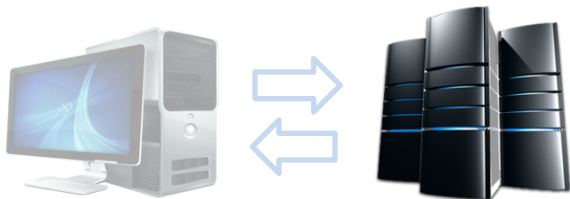
Challenge 1. **Server-Side** Callbacks

- Asynchronous execution
- Callback **hell**

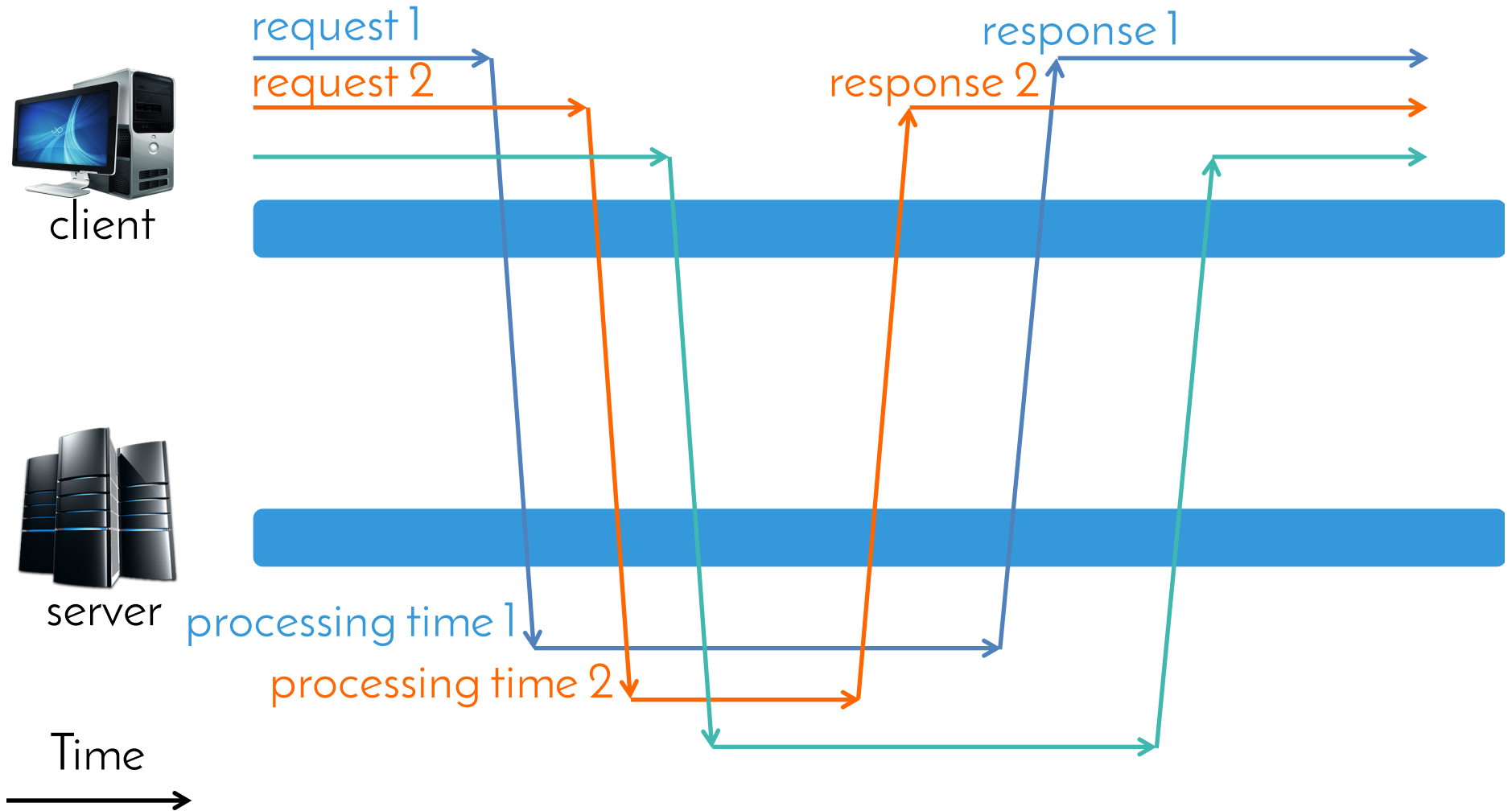
Little pyramid
of **doom**



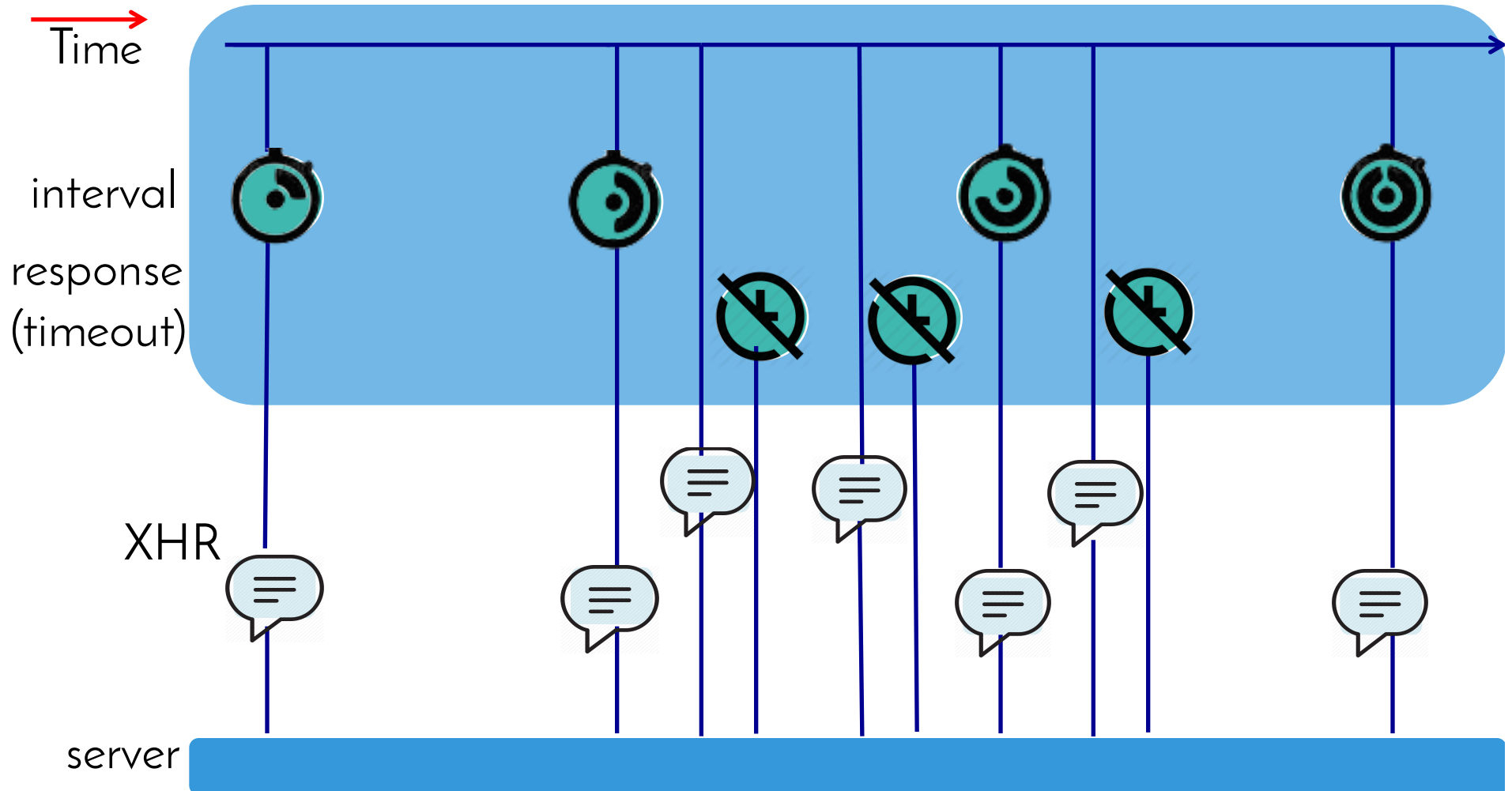
```
fs.readdir(source, function(err, files) {  
  files.forEach(function(filename, fileIndex)  
    gm(source + filename).size(function(err, values) {  
      widths.forEach(function(width, widthIndex) {  
        this.resize(w, h).write(newName, function(err) {  
          })  
        })  
      })  
    })  
  })  
}) // example from callbackhell.com
```



Challenge 2. Network Communications



Challenge 3. Asynchronous **Client** Side



Summary of Challenges

- Server-side callbacks
- Network communication
- Asynchronous client side

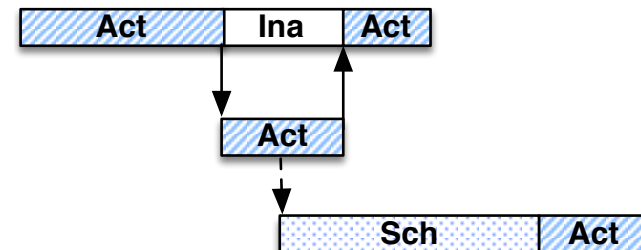
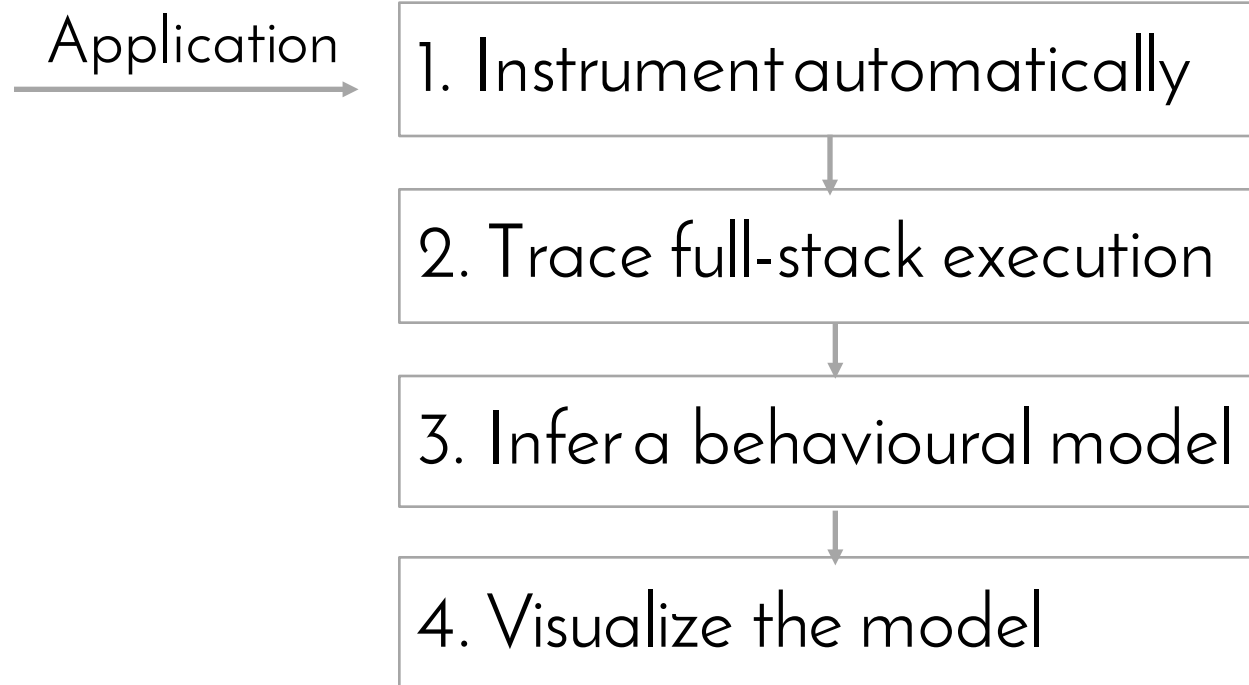
Related work:

Zaidman et al.
EMSE'13

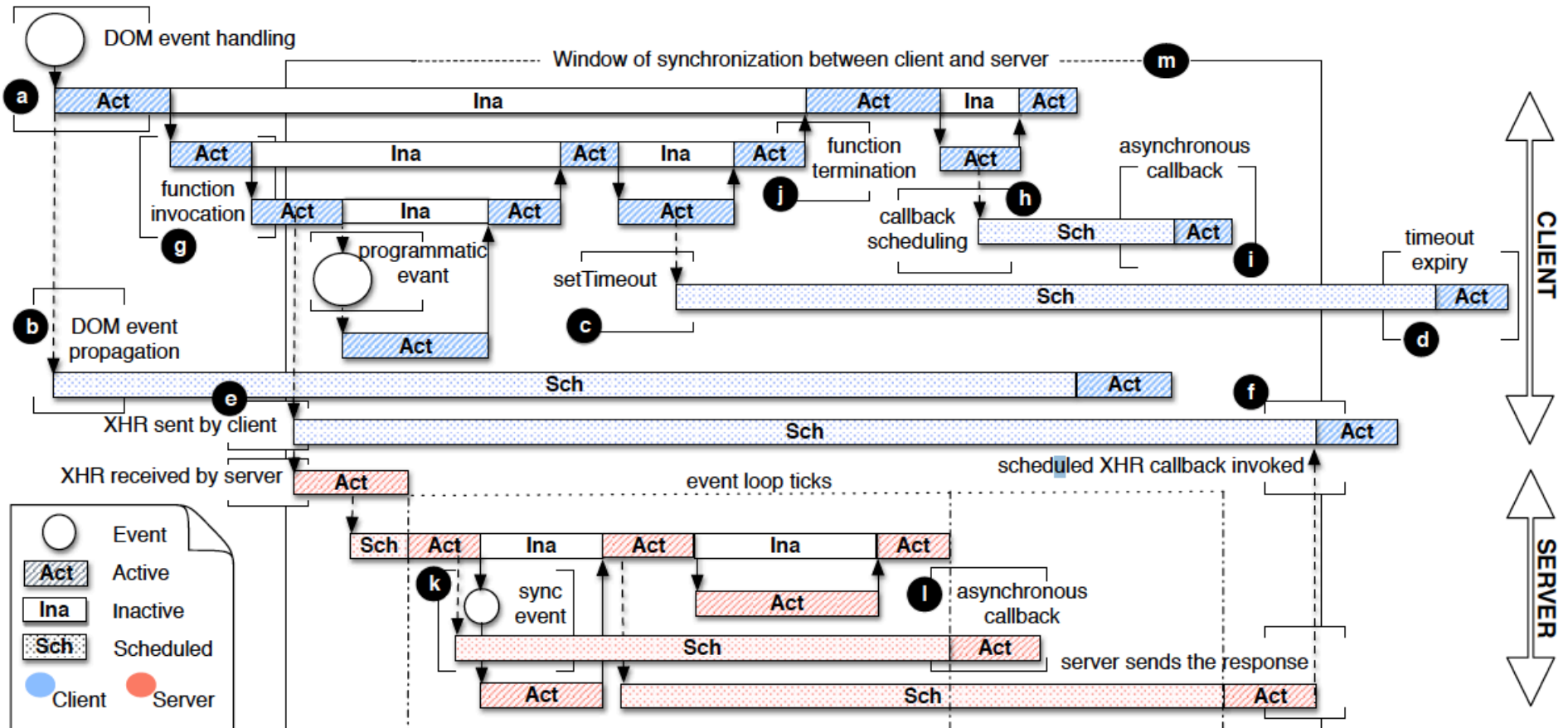
Hirschman et al.
UIST'14

Alimadadi et al.
ICSE'14, ECOOP'15

Our Approach: *Sahand*



Real Behavioural Models Are Complex



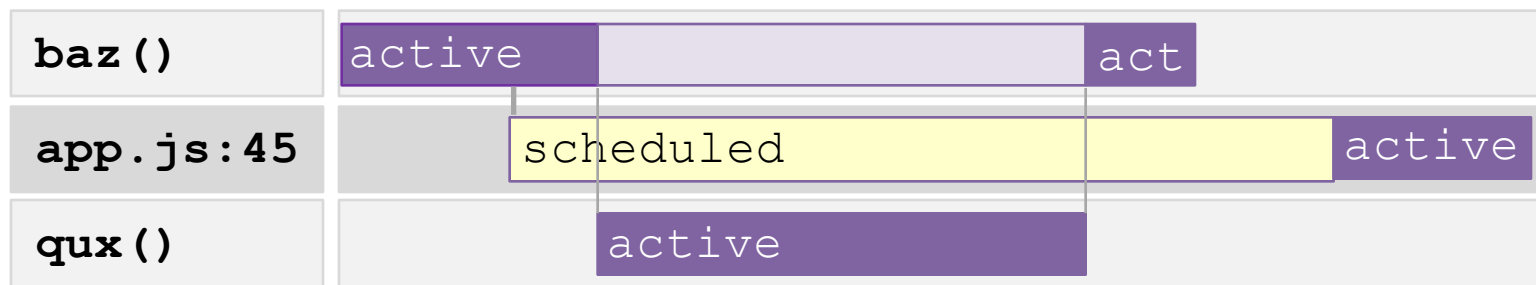
Visualization

Client-Side

Analysis



Connecting client and server



Server-Side

Analysis



Visualization

Client-Side Analysis

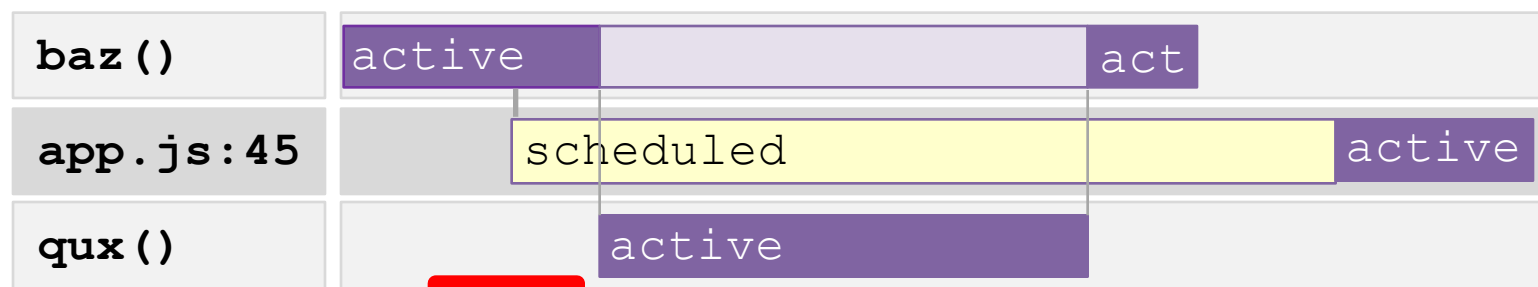


Events and DOM interactions

Timeouts

XHRs

Time — Temporal primitives → Time points



Server-Side Analysis



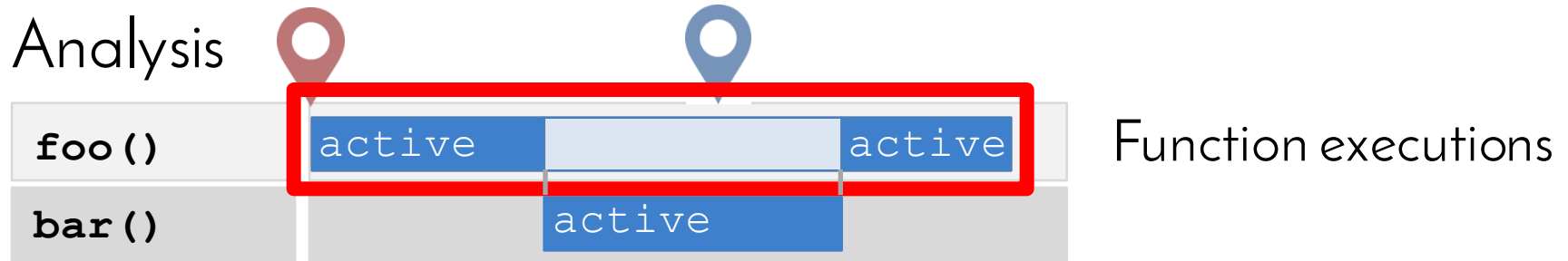
Event loop



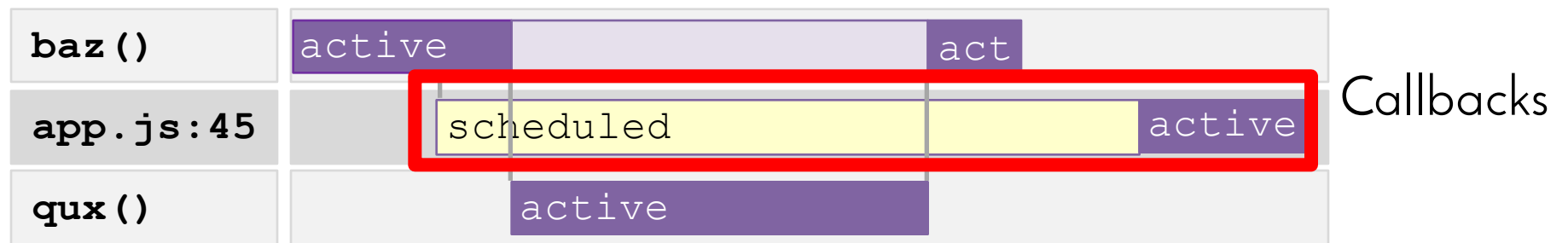
Visualization

Client-Side

Analysis



Time — Temporal primitives → Time intervals



Server-Side

Analysis

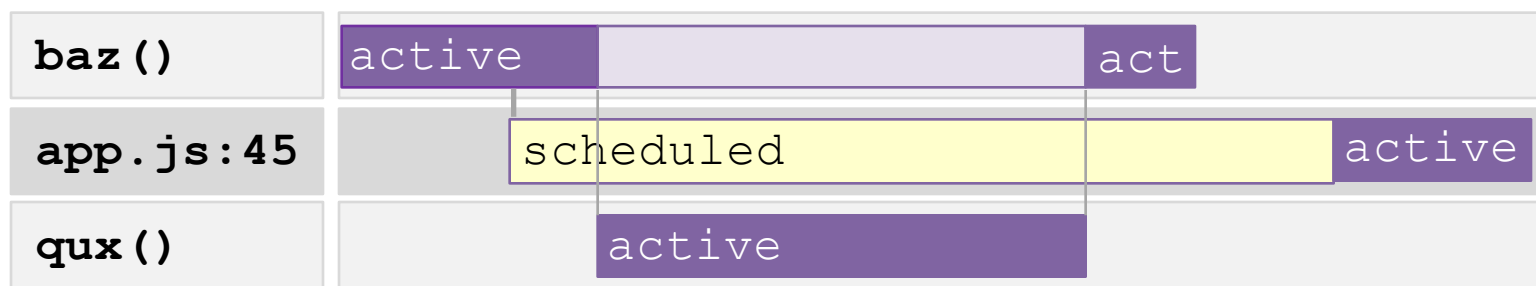


Visualization

Client-Side Analysis



Time — Structure of time → Linear & Branching



Server-Side Analysis



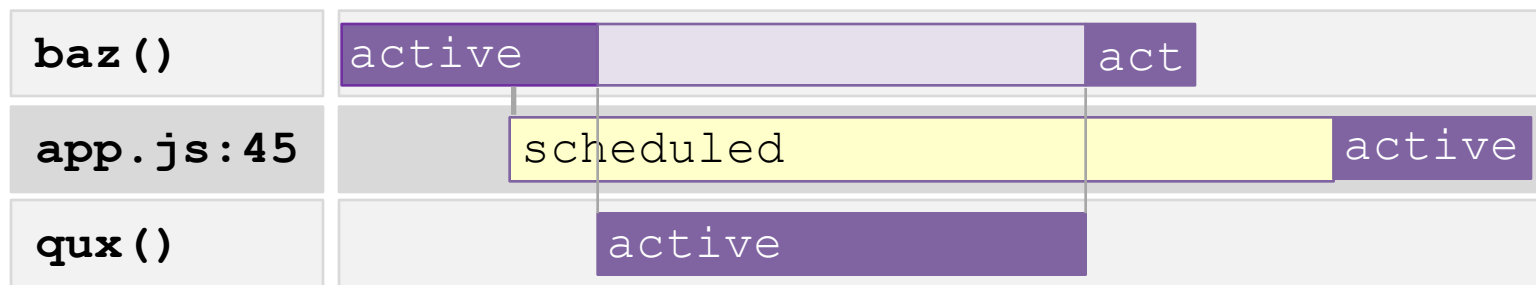
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Server-Side

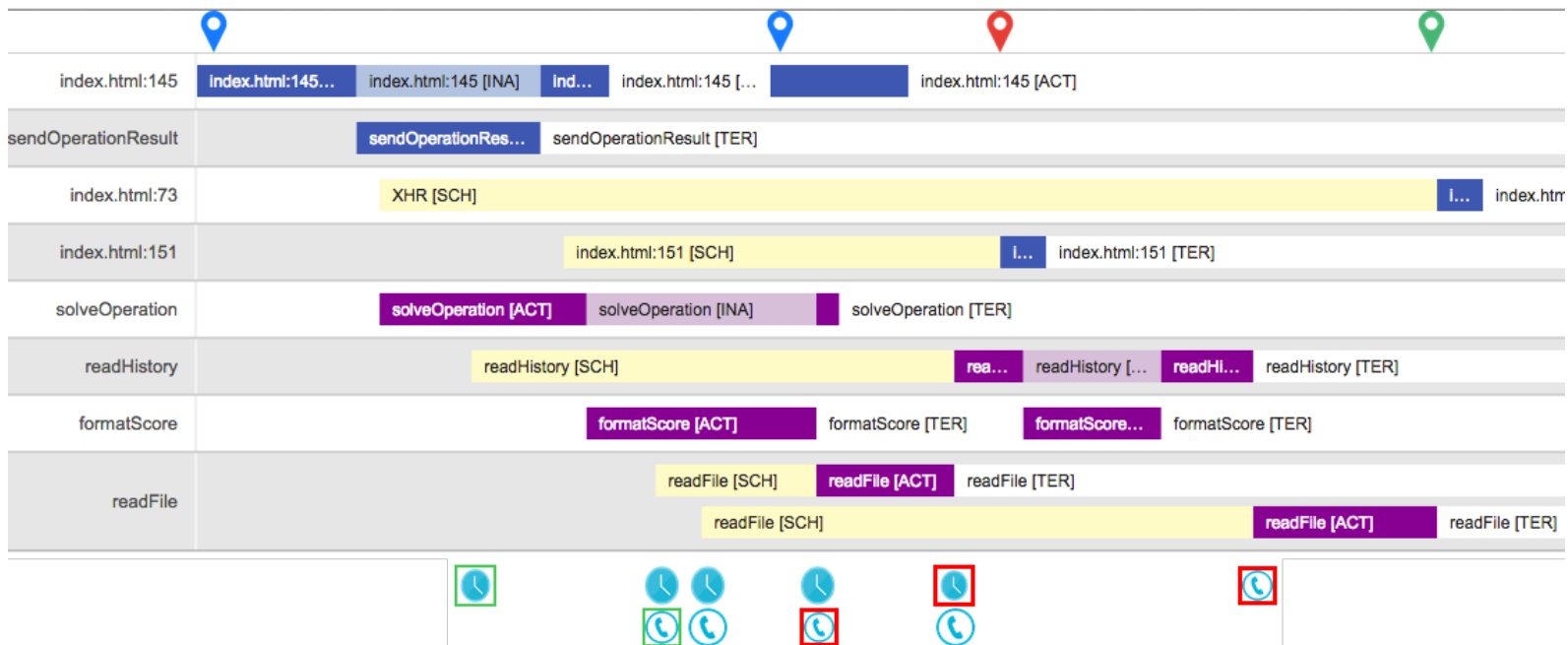
Analysis



Implementation: *Sahand*

- Express.js application
- Proxy -> dynamic instrumentation
- Esprima, Estraverse, Esgen

<https://github.com/saltlab/sahand>



Evaluation

Does using *Sahand* improve developers' performance in program comprehension tasks?



Controlled Experiment

- *Sahand*'s effect on developers' performance
- 12 Participants
- Object: full-stack JavaScript application

The screenshot shows a dark-themed interface for a game called "Math-race". At the top left, it says "Math-race" in orange and "connected!" in a green box. Below that, a text input field contains the name "saba". The main part of the screen displays a math problem: $7 - 15 =$ followed by a large white rectangular input box. At the bottom, there are three panels: "Current game" with a 2-second timer, "Game history" showing a list of players and scores, and "Hall of Fame" showing top scores.

Math-race connected!

Your name:

$7 - 15 =$

Current game (ends in **2** secs)

Solve the math quest and be the first one to score!

Game history

game played at: 12/5/2016 14:22

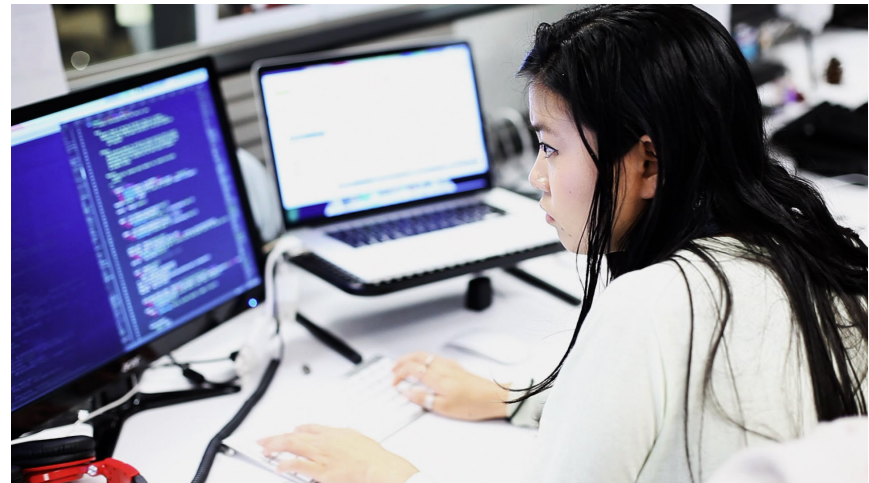
1. bahar: **4**
2. havva: **1**

Hall of Fame (top scores)

1. Casit **13** (9/5/2016 18:01)
2. umar **12** (9/5/2016 5:59)
3. Casit **11** (10/5/2016 15:14)

Controlled Experiment

- Design
 - Control: tool and expertise level
 - Measure: performance
- Procedure
 - Pre-questionnaire
 - Tutorial
 - Tasks
 - Post-questionnaire

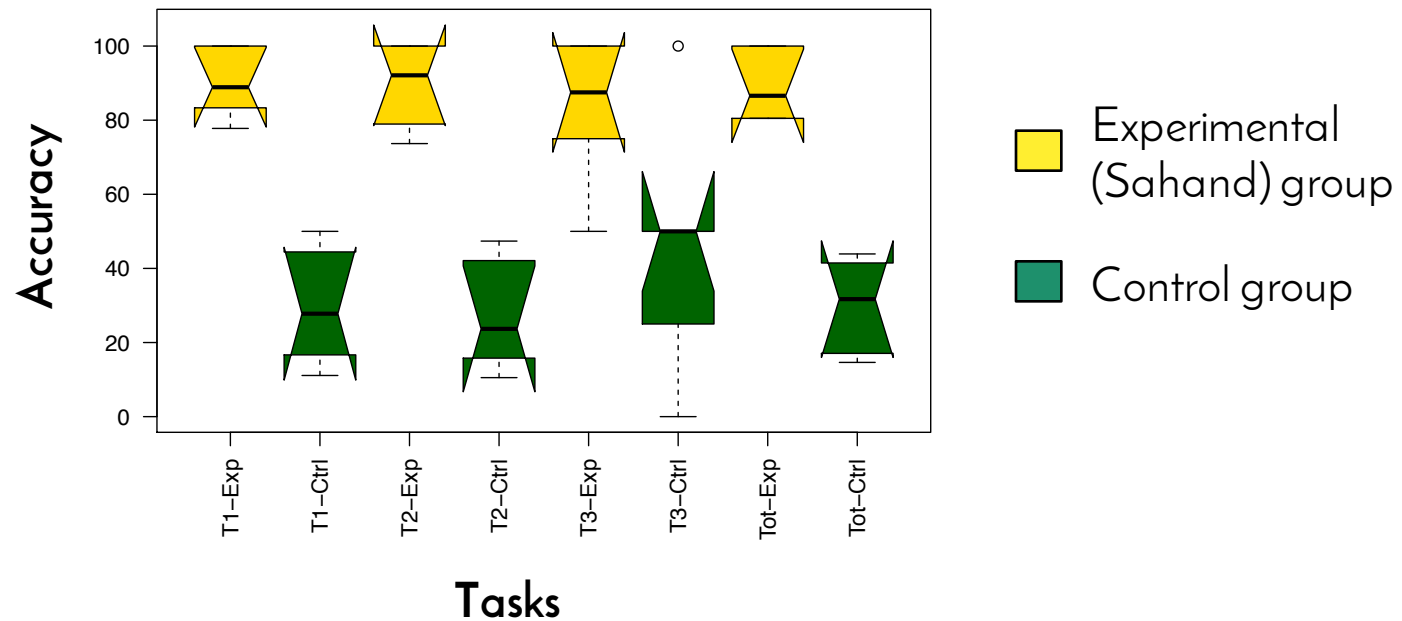


Results Highlight

Using *Sahand*

3 times more accuracy

In the same time



Sahand: <http://github.com/saltlab/sahand>

Summary of Challenges

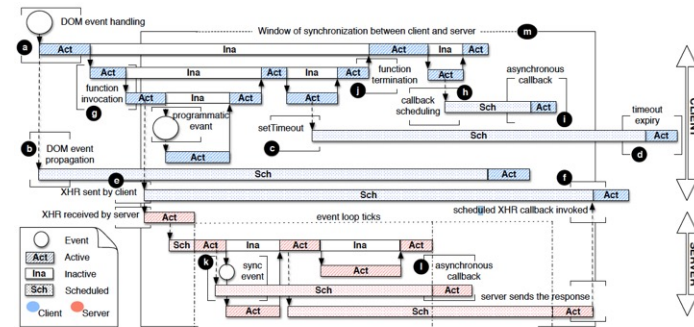
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- Asynchronous client side

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6

Behavioral Model: Example



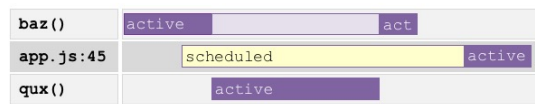
11

Visualization

Client-Side Analysis



Connecting client and server



Server-Side Analysis



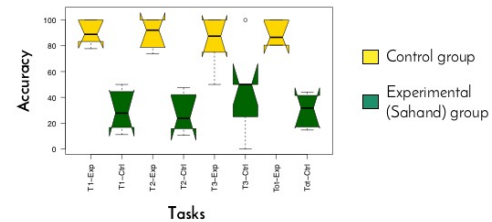
12

Results Highlight

Using Sahand

3 times more accuracy

In the same time



20

Saba Alimadadi

Hire Me!