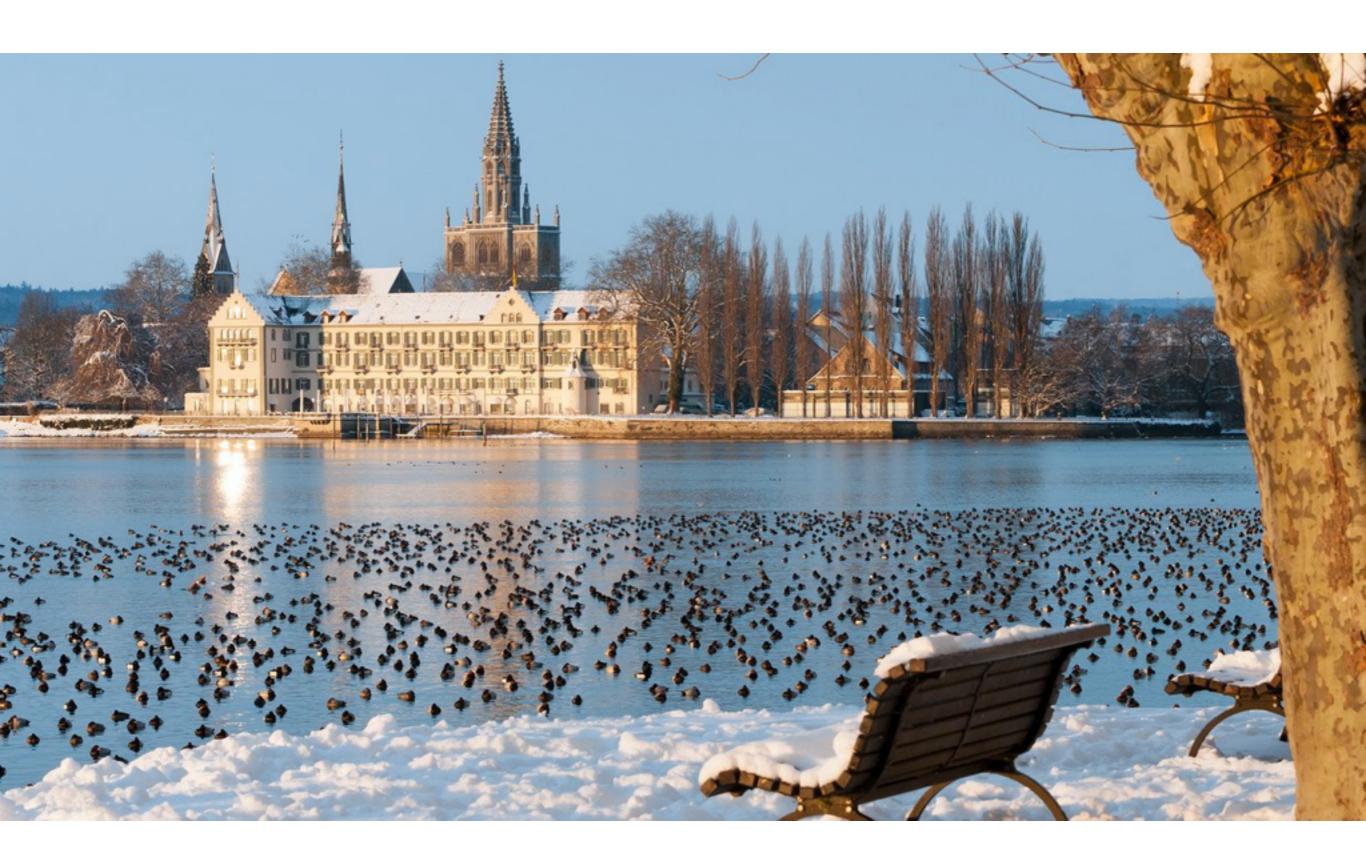
Research stay

Nov. 2016 - Feb. 2017

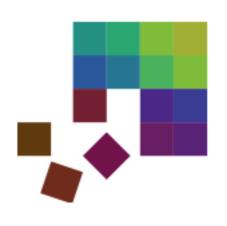


Konstanz, Germany





Data Analysis and Visualization Group. University of Konstanz





b UNIVERSITÄT BERN

On the Impact of the Medium in Visualizations for Software Comprehension

Leonel Merino₁, Johannes Fuchs₂, Michael Hund₂, Mohammad Ghafari₁, Oscar Nierstrasz₁, Craig Anslow₃, Michael Behrisch₂, Daniel Keim₂

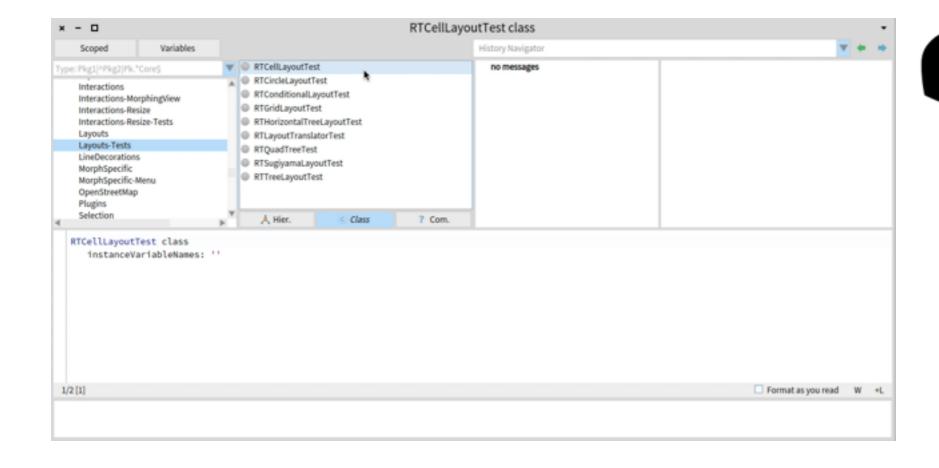
²Data Analysis and Visualization Group University of Konstanz

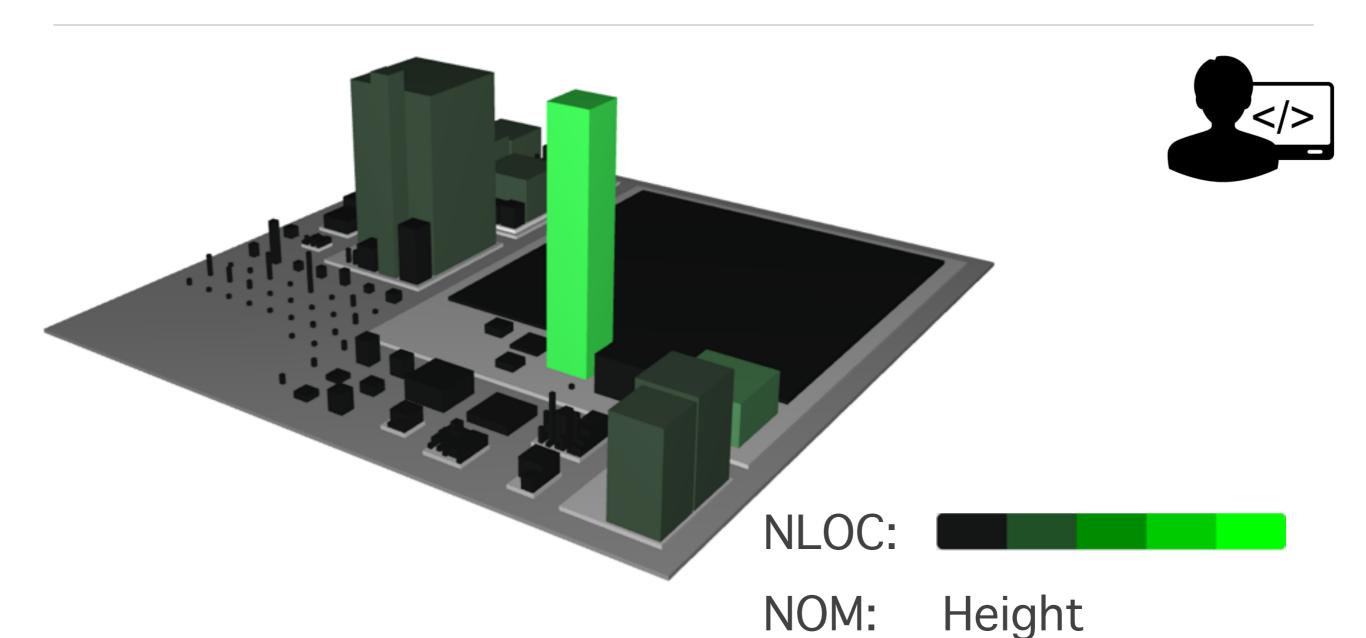
¹Software Composition Group University of Bern ³School of Engineering and Computer Science Victoria University of Wellington



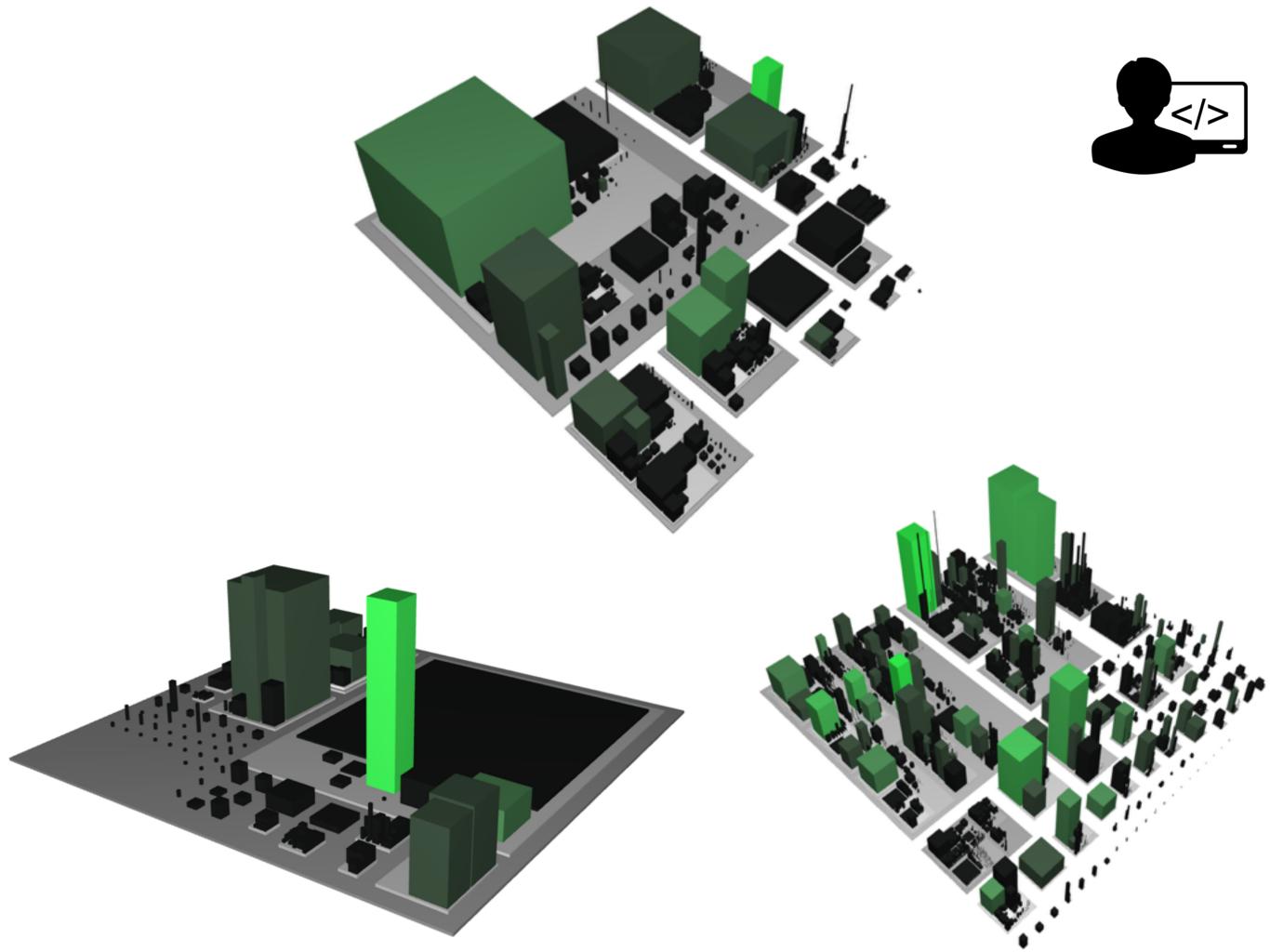
Software Comprehension

Developers spend most of their time understanding software systems

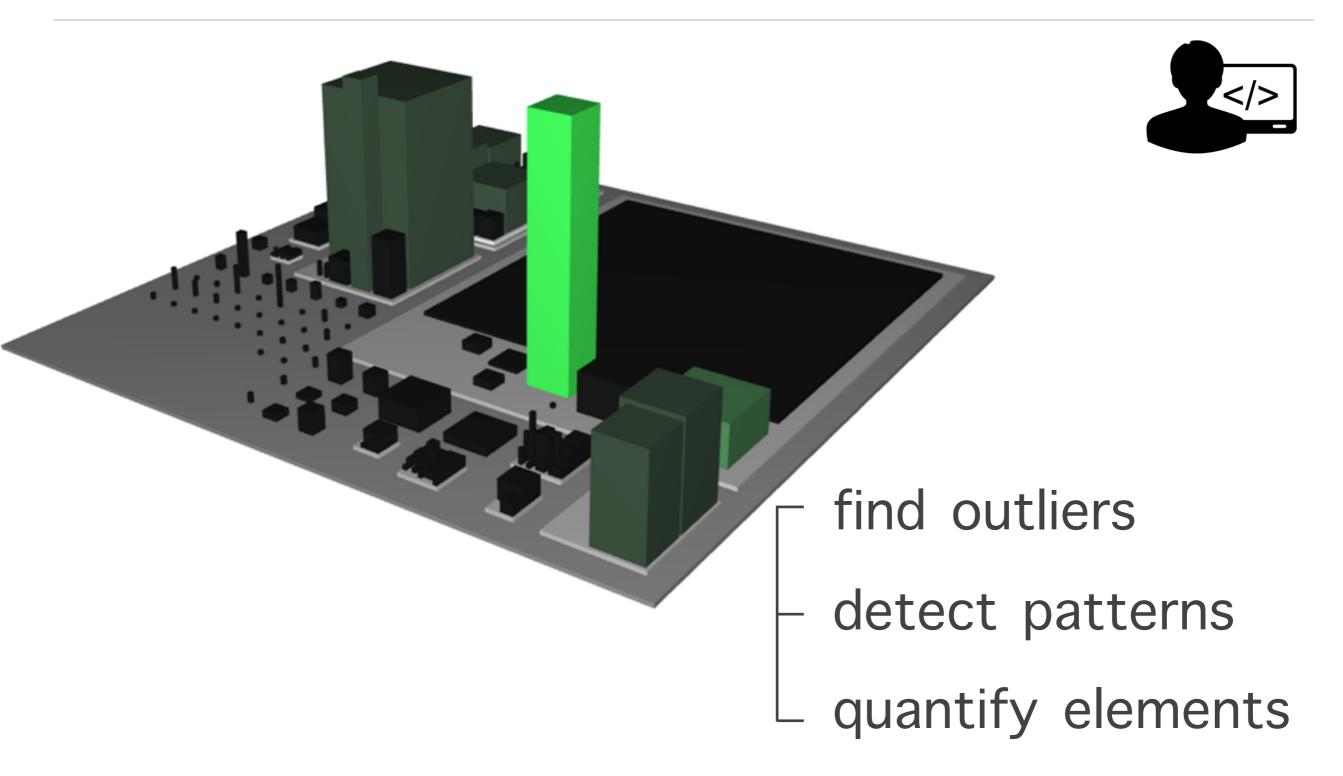




NOA: Width/Depth



Overview

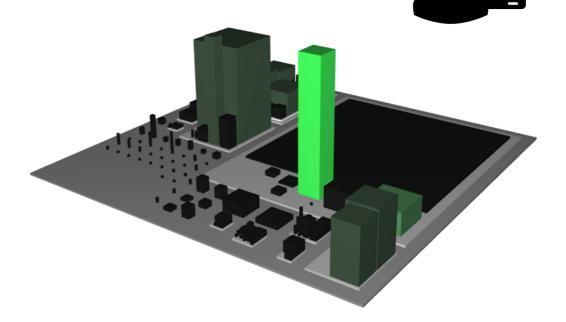


Performance

find outliers

detect patterns

quantify elements



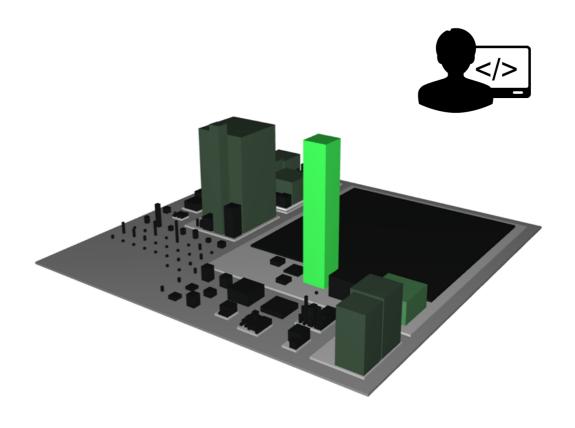
Performance

find outliers

detect patterns

quantify elements

Memorability



Performance

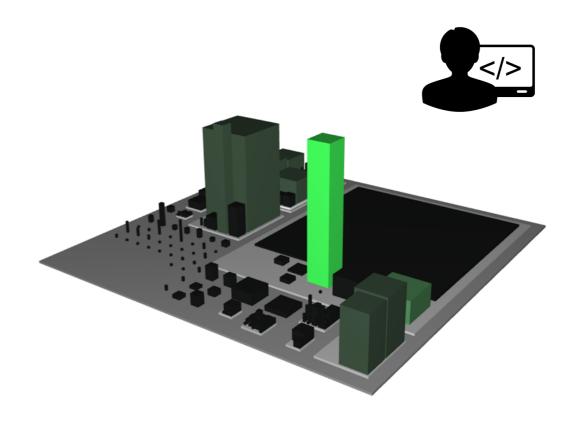
find outliers

detect patterns

quantify elements

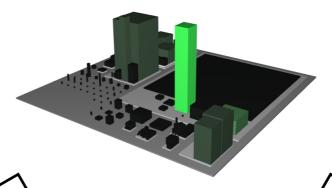
Memorability

Experience









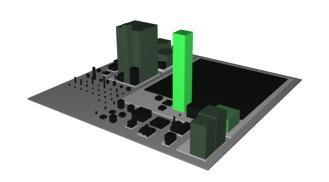








The Impact of the Medium









Performance

Memorability

User Experience



Controlled Experiment



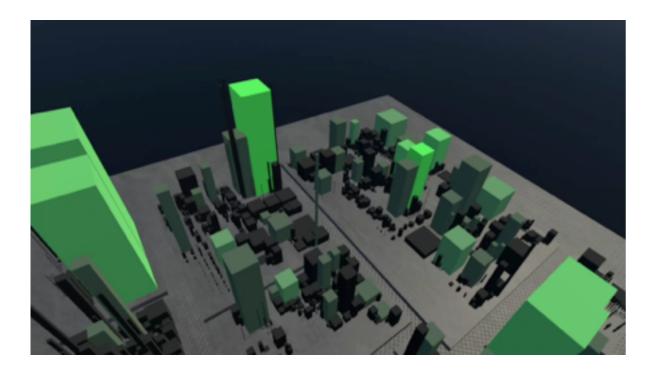


Deployment: SCS



| Visualization | CodeCity in Moose 5 |
|---------------|--|
| Apparatus | Apple MacBook Pro with a resolution of 1440 x 900 pixels |
| Location | Konstanz (4) + Bern (5) |
| Participants | 1 PostDoc, 3 BA/MA, 5 PhD |
| Subject | Axion, Freemind, Azureus |





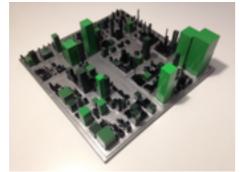
| Visualization | Custom development in Unity 5.5 |
|---------------|---|
| Apparatus | HTC Vive VR Headset with a 2160 x 1200 combined resolution, 90 Hz refresh rate and 110° field of view |
| Location | Konstanz (9) |
| Participants | 1 PostDoc, 3 BA/MA, 5 PhD |
| Subject | Axion, Freemind, Azureus |



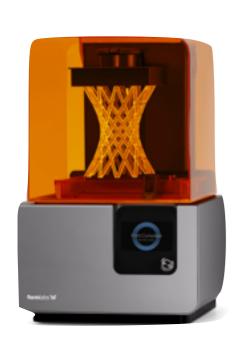


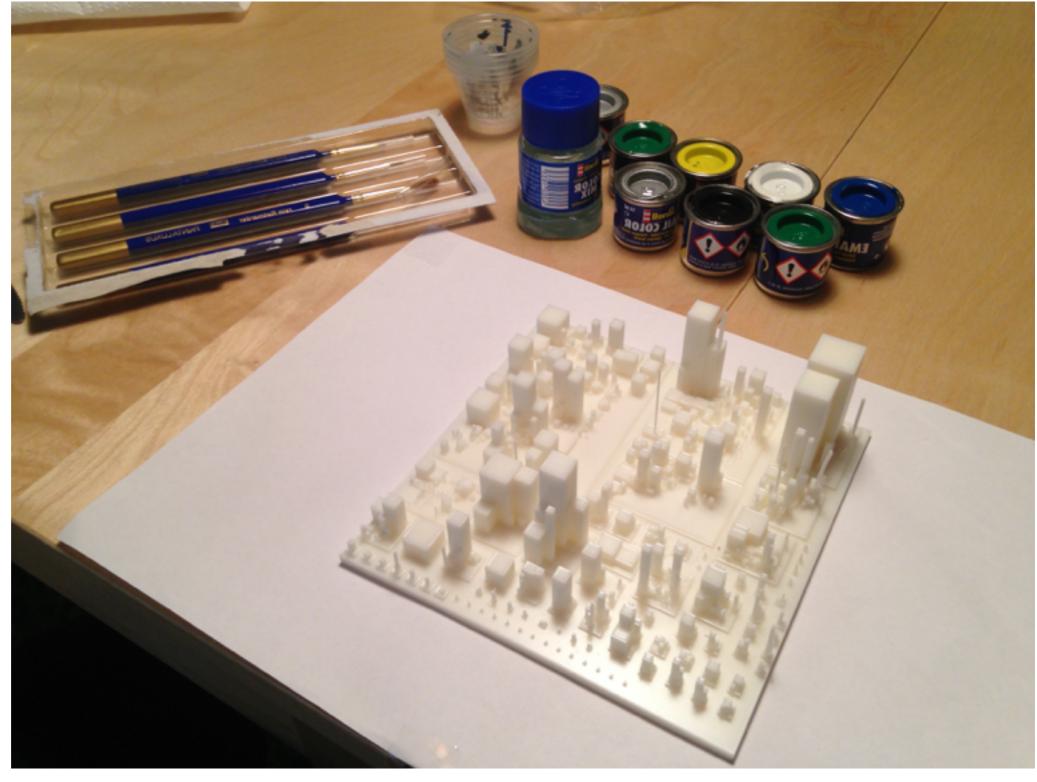




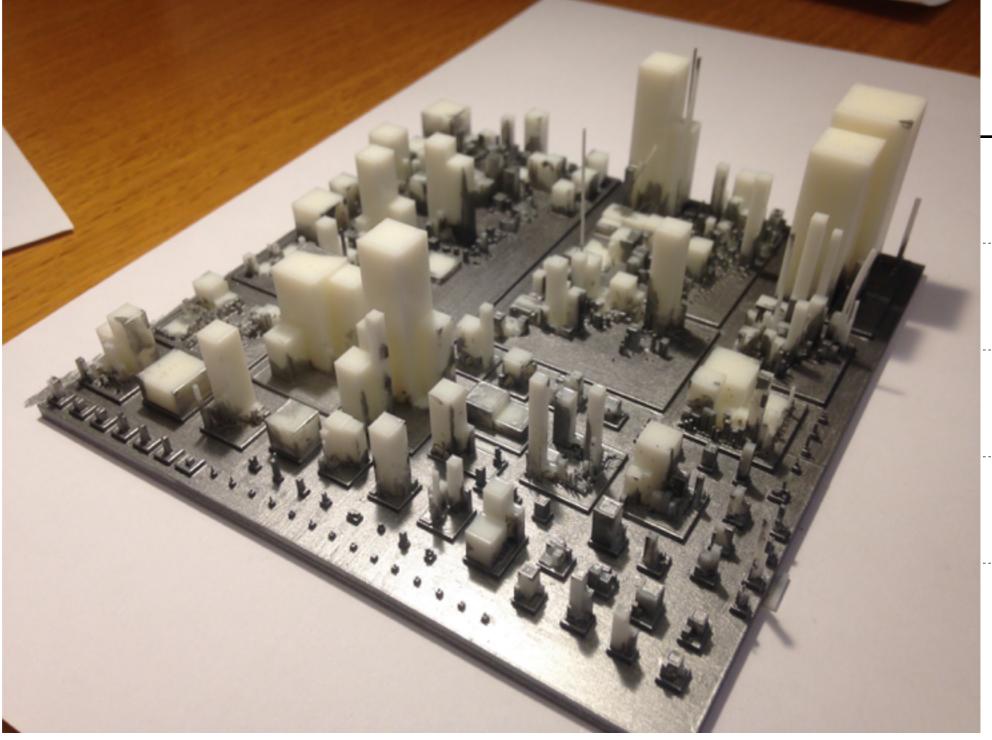


| Visualization | Model exported to the Stereo Lithography (STL) format from the I3D implementation (in Unity) |
|---------------|--|
| Apparatus | Form 2 3D printer by form- labs based on stereolithography (SLA) technology |
| Location | Konstanz (0) + Bern (9) |
| Participants | 1 PostDoc, 3 BA/MA, 5 PhD |
| Subject | Axion, Freemind, Azureus |

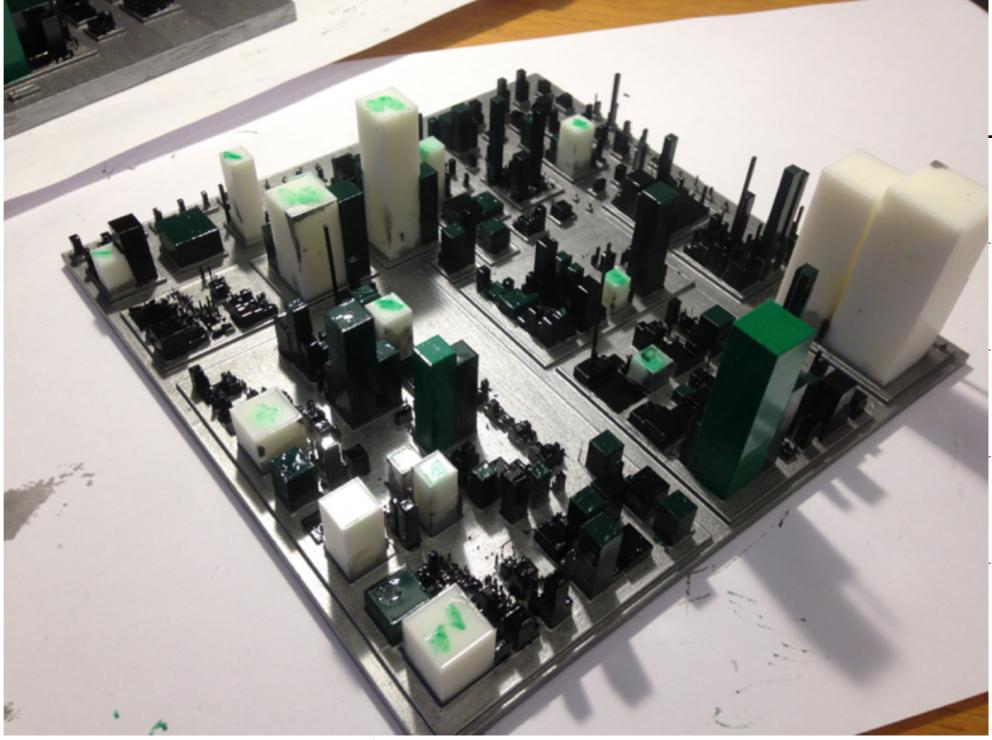




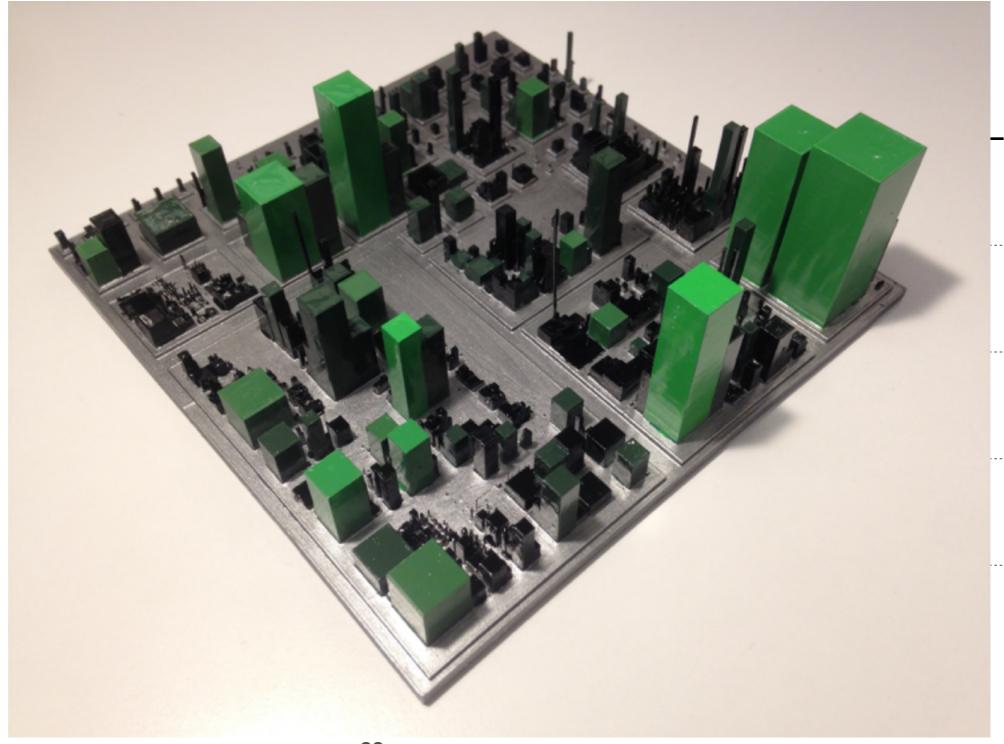




















Model exported to the Stereo

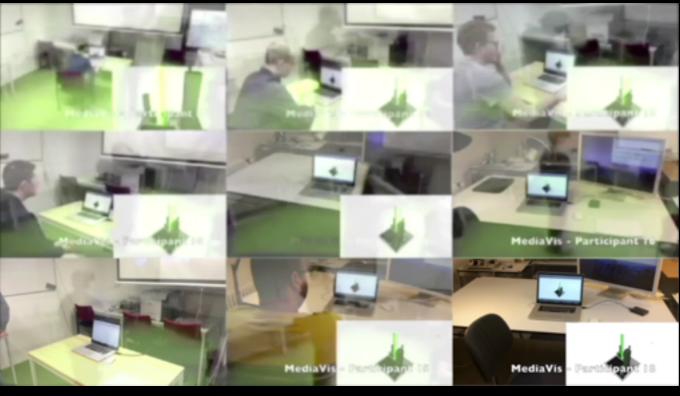
Visualization Lithography (STL) format from the



| | | I3D implementation (in Unity) |
|--|--------------|---|
| Name of the last o | A . | Form 2 3D printer by form- labs based on stereolithography (SLA) technology |
| | Location | Konstanz (0) + Bern (9) |
| | Participants | 1 PostDoc, 3 BA/MA, 5 PhD |
| | Subject | Axion, Freemind, Azureus |
| | | |





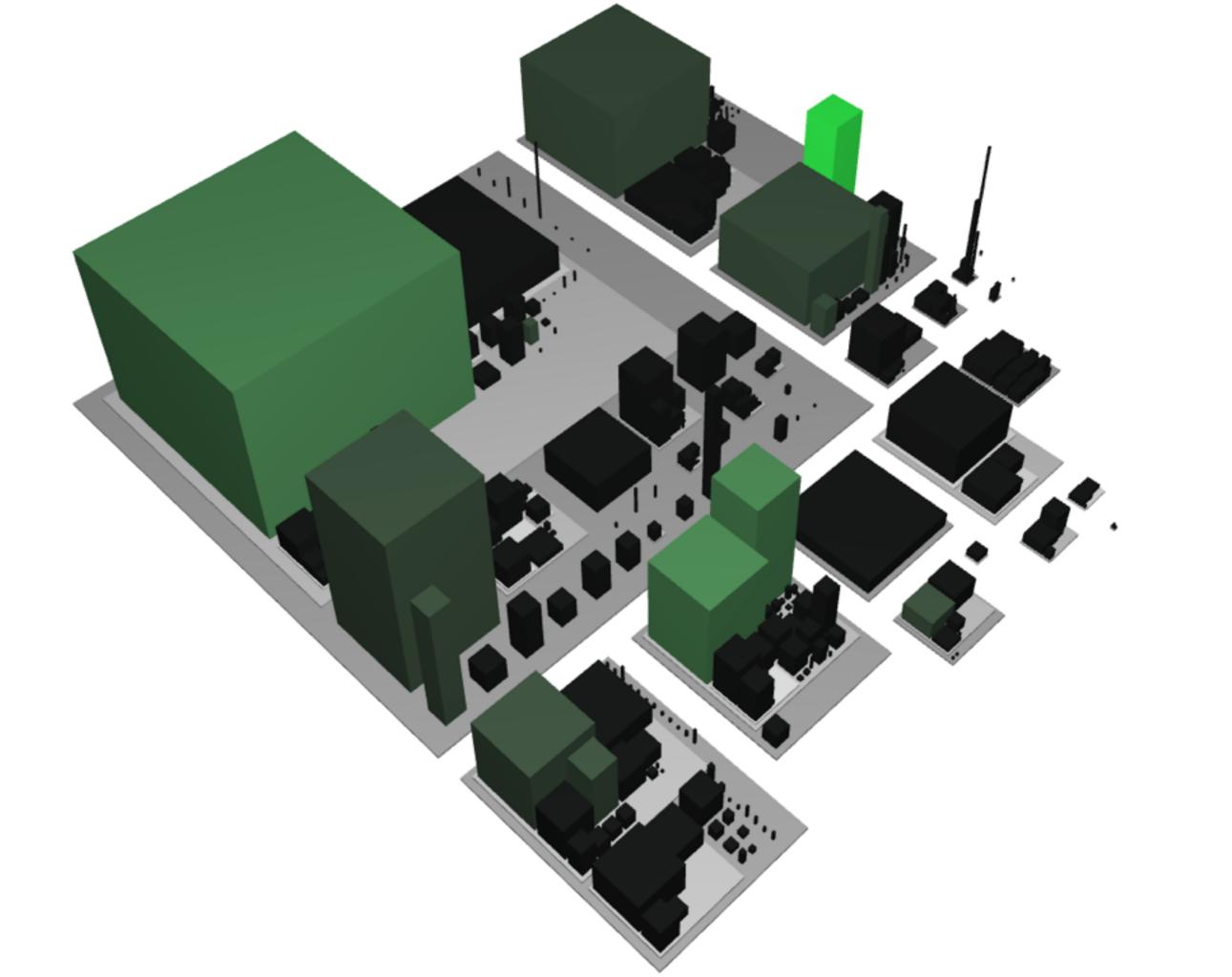


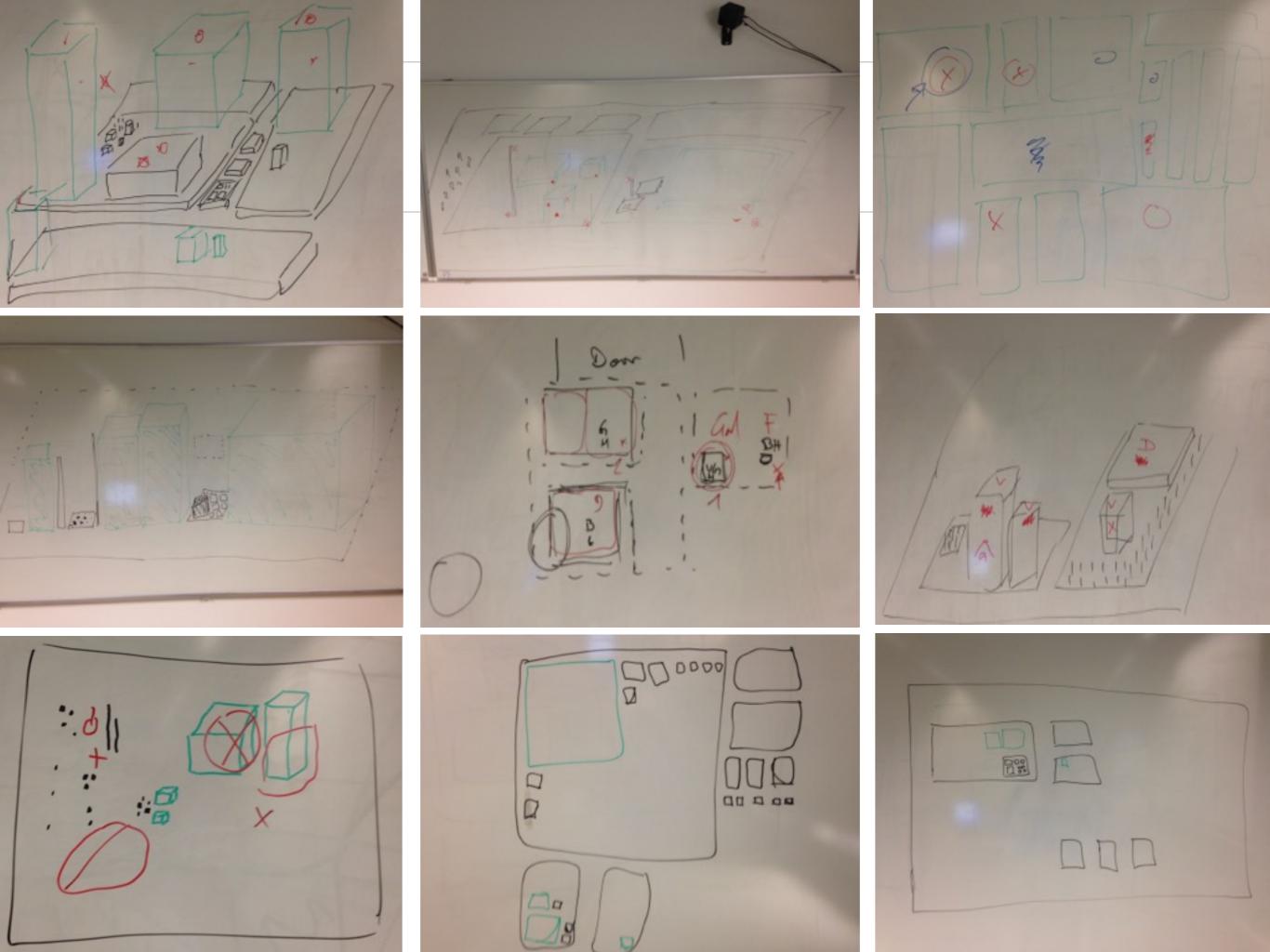
00' | Axion

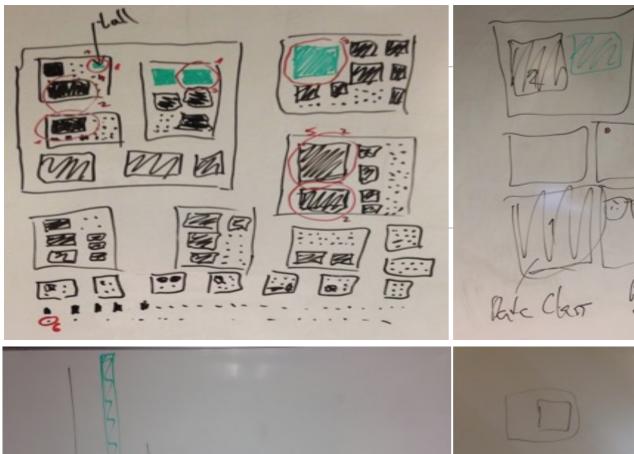
30' Freemind

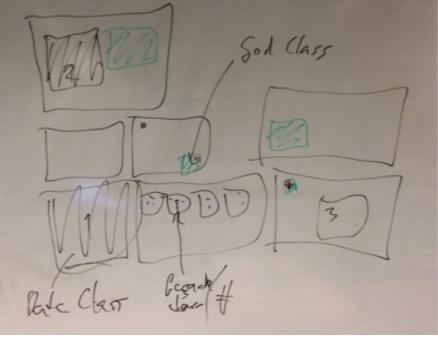
60' Azureus

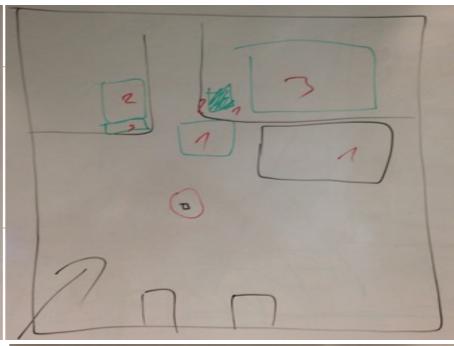


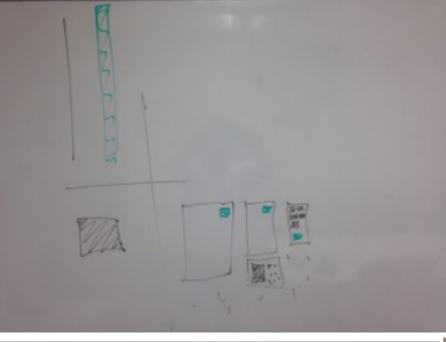


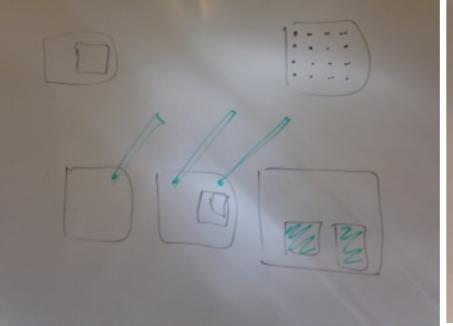


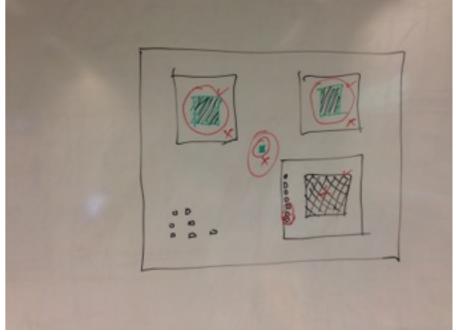


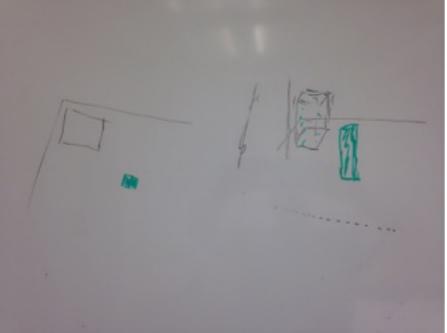


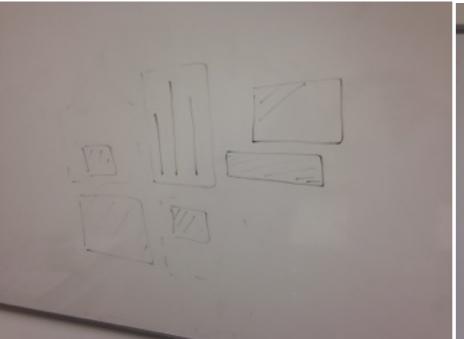


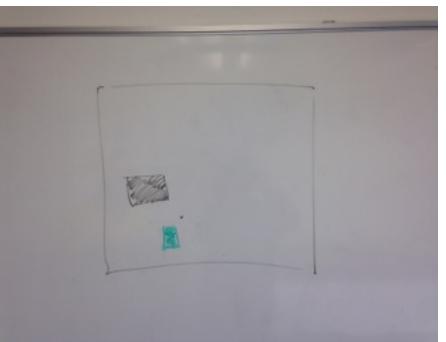


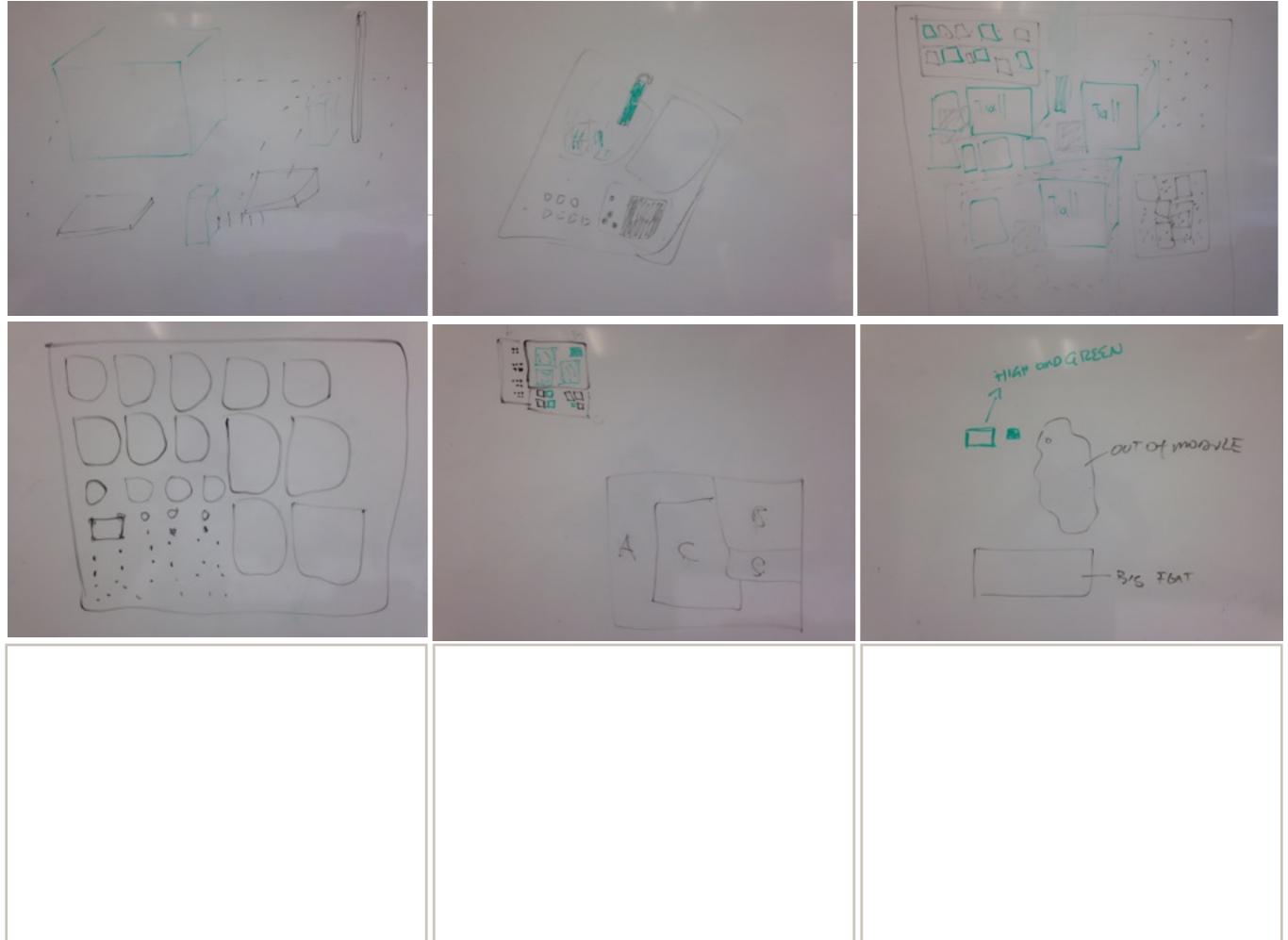


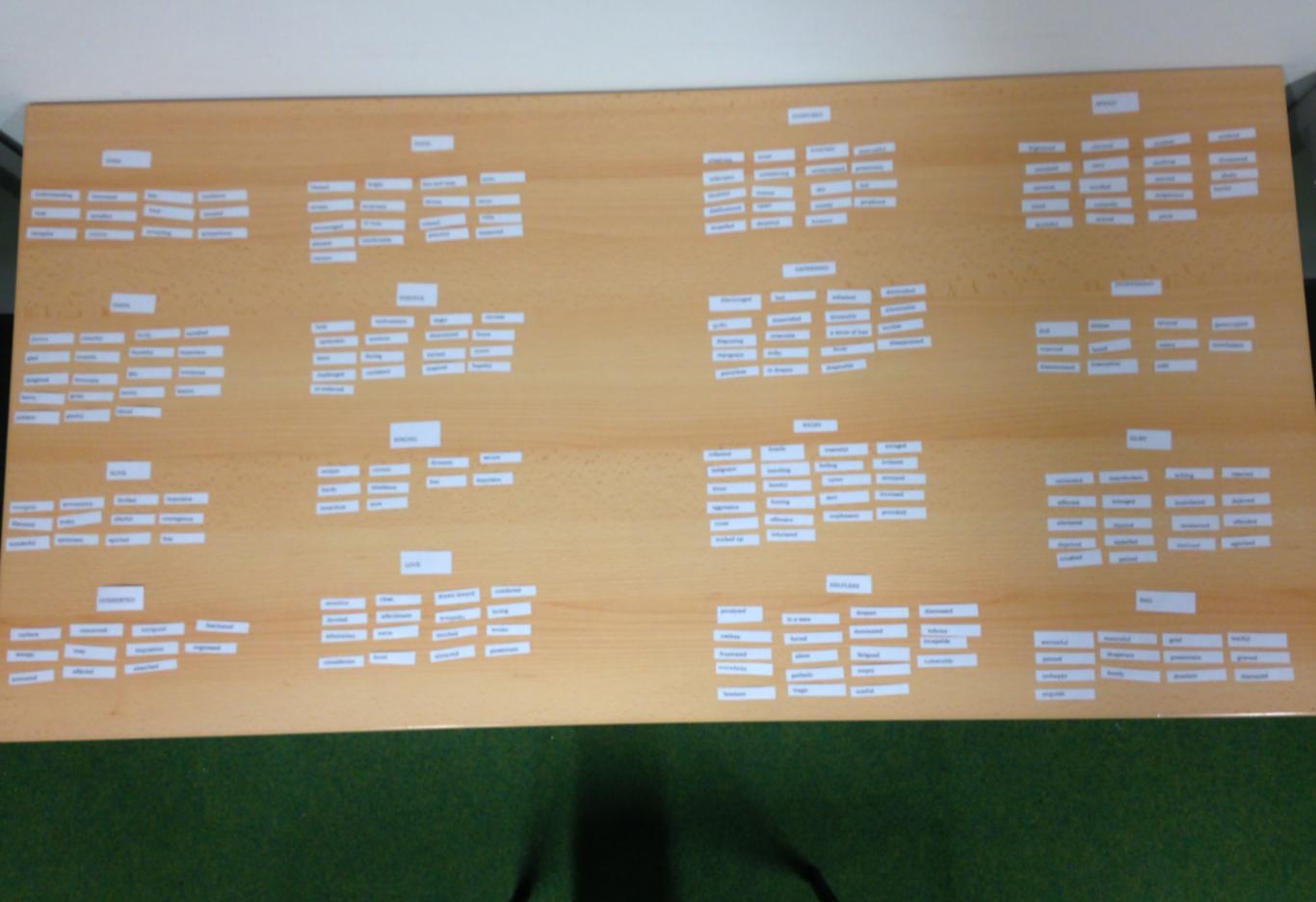


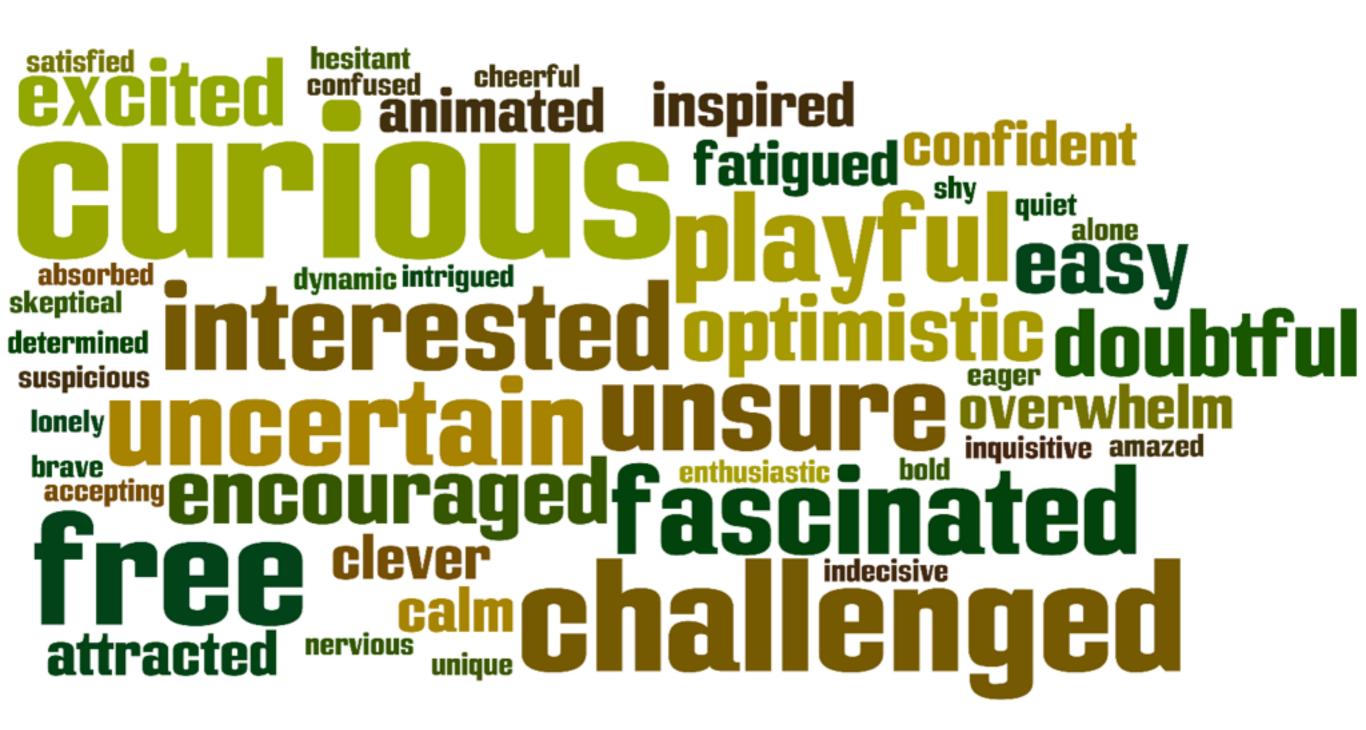


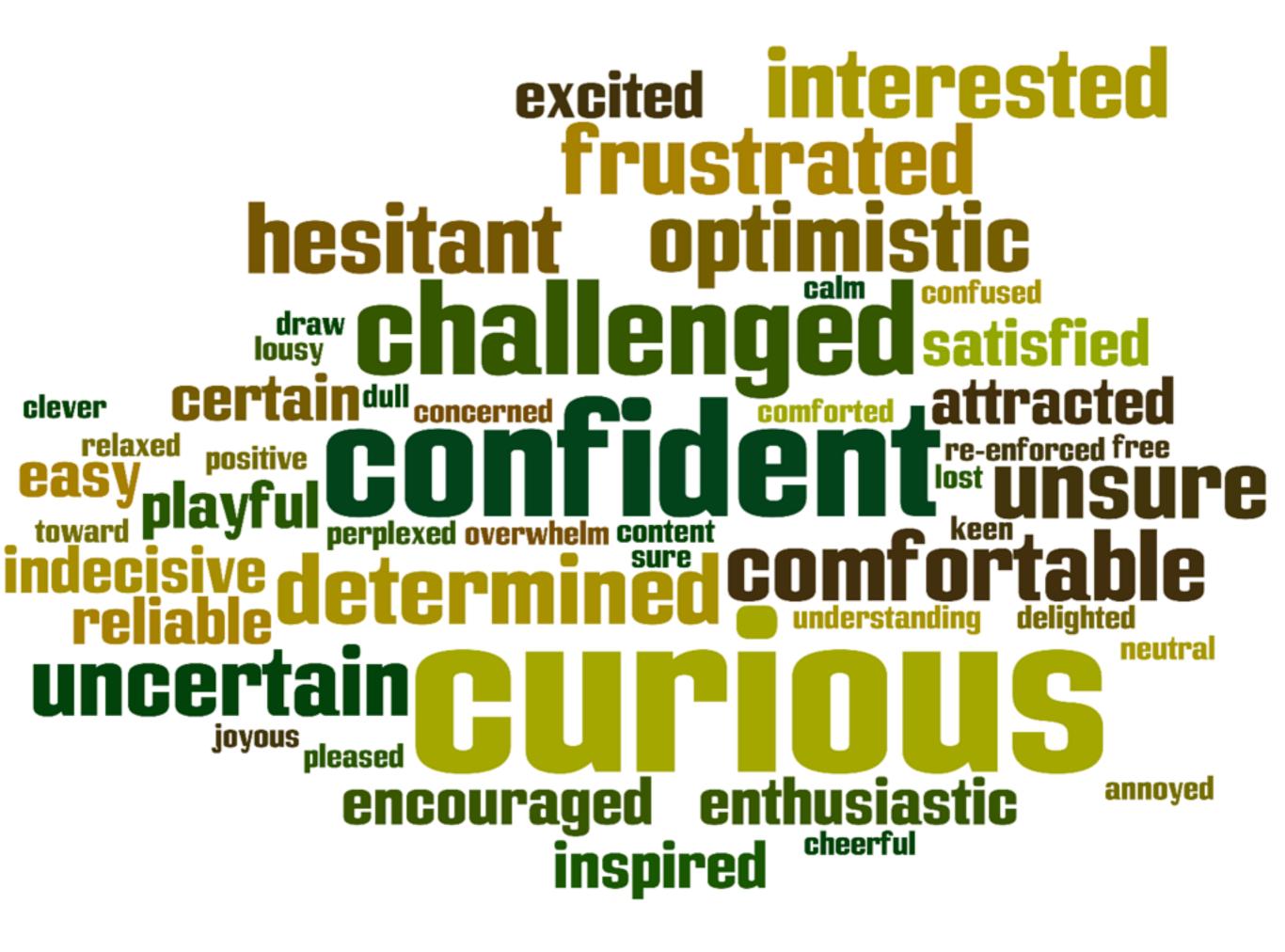


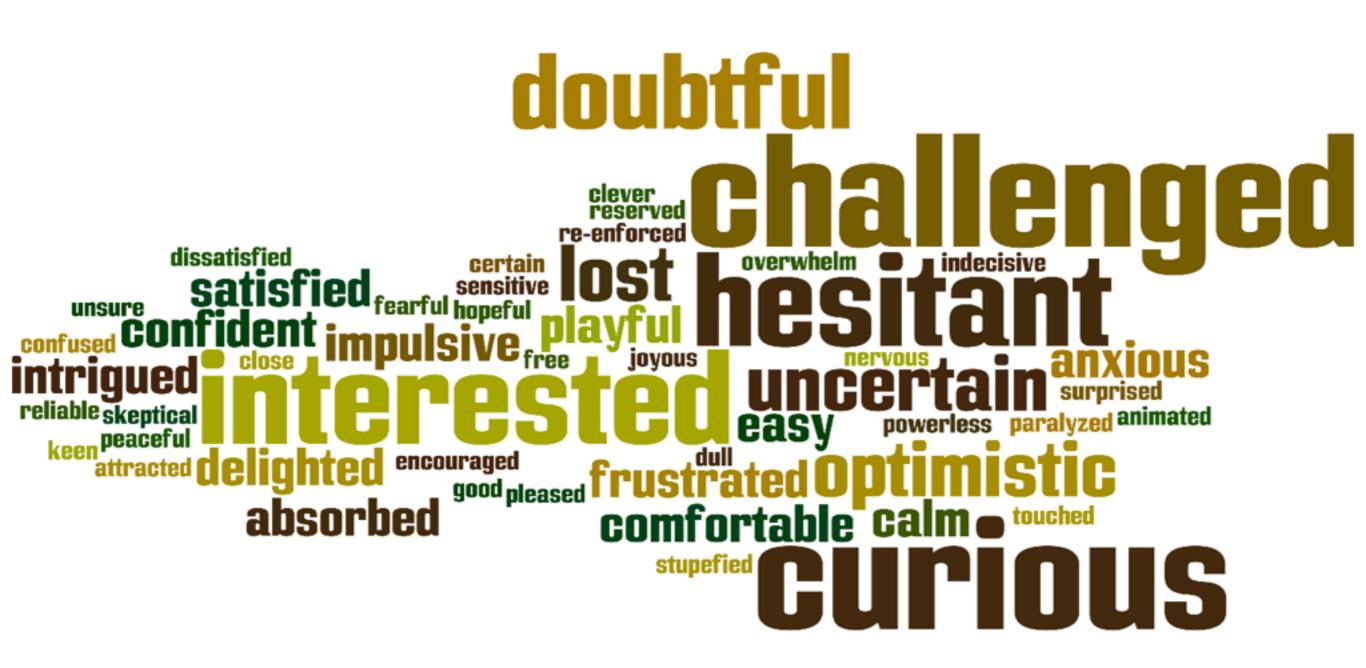












| | | | Freemind (600 classes) | | | Azureus (6600 classes) | | |
|--------------------|----------------|--------------------|------------------------|--------|-------|------------------------|--------|-------|
| | | | Best | Medium | Worst | Best | Medium | Worst |
| | Finding | Time to completion | P3D | SCS | I3D | | | |
| outliers | Accuracy | P3D=SCS=I3D | | | | | | |
| Performance | Finding | Time to completion | SCS | I3D | P3D | | | |
| remonnance | patterns | Accuracy | SCS | P3D | =I3D | | | |
| | Location and | Time to completion | I3D | P3D | SCS | | | |
| Quantification | Quantification | Accuracy | SCS | I3D | P3D | | | |
| Memorability | | | | | | | | |
| User Experience | | | | | | | | |

| | | | Freemind (600 classes) | | | Azureus (6600 classes) | | |
|--------------------|----------------|--------------------|------------------------|--------|-------------|------------------------|--------|-------|
| | | | Best | Medium | Worst | Best | Medium | Worst |
| | Finding | Time to completion | P3D | SCS | I3D | P3D | SCS | I3D |
| outliers | Accuracy | P3D=SCS=I3D | | | P3D=SCS=I3D | | | |
| | Finding | Time to completion | SCS | I3D | P3D | P3D | I3D | SCS |
| Performance | patterns | Accuracy | SCS P3D=I3D | | | P3D=SCS=I3D | | |
| Location and | Location and | Time to completion | I3D | P3D | SCS | I3D | SCS | P3D |
| | Quantification | Accuracy | SCS | I3D | P3D | I3D | P3D | SCS |
| Memorability | | | | | | | | |
| User Experience | | | | | | | | |

| | | | Freemind (600 classes) | | | Azureus (6600 classes) | | |
|-----------------------------|----------------|--------------------|------------------------|---------|-------------|------------------------|--------|-------|
| | | | Best | Medium | Worst | Best | Medium | Worst |
| | Finding | Time to completion | P3D | SCS | I3D | P3D | SCS | I3D |
| outliers | Accuracy | P3D=SCS=I3D | | | P3D=SCS=I3D | | | |
| | Finding | Time to completion | SCS | I3D | P3D | P3D | I3D | SCS |
| Performance | patterns | Accuracy | | P3D=I3D | | P3D=SCS=I3D | | |
| Location and Quantification | Location and | Time to completion | I3D | P3D | SCS | I3D | SCS | P3D |
| | Quantification | Accuracy | SCS | I3D | P3D | I3D | P3D | SCS |
| Memorability | | I3D | SCS | P3D | | | | |
| User Experience | | | | | | | | |

| | | | Freemind (600 classes) | | | Azureus (6600 classes) | | |
|--------------------|--------------|--------------------|-------------------------|--------|-------------|------------------------|--------|-------|
| | | | Best | Medium | Worst | Best | Medium | Worst |
| | Finding | Time to completion | P3D | SCS | I3D | P3D | SCS | I3D |
| outliers | Accuracy | P3D=SCS=I3D | | | P3D=SCS=I3D | | | |
| | Finding | Time to completion | SCS | I3D | P3D | P3D | I3D | SCS |
| Performance | patterns | Accuracy | SCS P3D=I3D P3D=SCS=I3I | | | | BD | |
| | Location and | Time to completion | I3D | P3D | SCS | I3D | SCS | P3D |
| Quantification | Accuracy | SCS | I3D | P3D | I3D | P3D | SCS | |
| Memorability | | I3D | SCS | P3D | | | | |
| User Experience | | I3D | SCS | P3D | SCS | I3D | P3D | |

| | | | Freemind (600 classes) | | | Azureus (6600 classes) | | | |
|---------------------|----------------|--------------------|------------------------|--------|-------------|------------------------|-----------|-------|--|
| | | | Best | Medium | Worst | Best | Medium | Worst | |
| | Finding | Time to completion | P3D | SCS | I3D | P3D | SCS | I3D | |
| Performance Finding | Accuracy | P3D=SCS=I3D | | | P3D=SCS=I3D | | | | |
| | Finding | Time to completion | SCS | I3D | P3D | P3D | I3D | SCS | |
| renormance | patterns | Accuracy | SCS P3D=I3D P3D=SCS | | | | 3D=SCS=I3 | =I3D | |
| Location and | Location and | Time to completion | I3D | P3D | SCS | I3D | SCS | P3D | |
| | Quantification | Accuracy | SCS | I3D | P3D | I3D | P3D | SCS | |
| Memorability | | I3D | SCS | P3D | | | | | |
| User Experience | | I3D | SCS | P3D | SCS | I3D | P3D | | |