



# On what types of applications can clustering be used for inferring MVC architectural layers?

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# Introduction & Context

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# Introduction

- Over **two-thirds** of the world's population are using smartphone devices
- Smartphones have become our most personal device
- Average users spend around **4.2 hours** each day in mobile applications <sup>1</sup>

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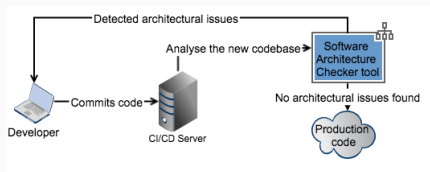
<sup>1</sup> Sarah Perez, **Consumers now average 4.2 hours per day in apps, up 30% from 2019**, TechCrunch, April 8, 2021

# Introduction

- A lot of companies were built around mobile applications (WhatsApp, Instagram, Tinder, Snapchat)
- Mobile applications are one of the most commonly written pieces of software nowadays
- As the technology advances, mobile applications become more complex (audio/photo/video processing, Augmented Reality, Machine Learning, databases)

# Goals

- Our **end-goal** is to build a software architecture checker system for mobile codebases
- Automatically inferring the software architectures from mobile codebases is one of the cornerstones of the checker system
- Using the information from Software Development Kits (SDKs) and Machine Learning techniques



Mobile architecture checker system in a CI/CD pipeline <sup>2</sup>

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<sup>2</sup>Doborean, D., **Automatic Examining of Software Architectures on Mobile Applications Codebases**, (IEEE International Conference on Software Maintenance and Evolution (pp. 595-599))

# Model View Controller (MVC)

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# Description

- Mobile applications run on the client-side, ergo, they should use presentational architectural patterns which **generally descend MVC**
- MVC is one of the **most commonly used** architectures for developing mobile applications <sup>3</sup>
- **Model** - all the business logic, data access, and mapping of the data
- **View** - displays the data in different forms based on the scope of the application and its requirements
- **Controller** - input logic and acting as a proxy between the View and Model layer

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<sup>3</sup>Chris Hefferman , Dragos Dobrean, Dave Vewer, Benjamin Hendricks, **iOS Developer Survey 2019-2021**



# Approach

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## Clustering ARchitecture Layers (*CARL*)<sup>4</sup>

- A **novel approach** for automatically detecting architectural layers
- Unsupervised **Machine Learning** method
- Leverages information from both the **codebase** and the **SDKs**

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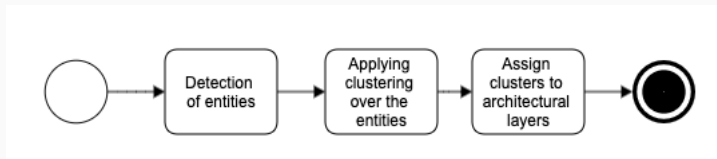
<sup>4</sup>Dobrean, D., Dioşan, L. **Detecting Model View Controller Architectural Layers using Clustering in Mobile Codebases**, (Proceedings of the 15th International Conference on Software Technologies (2020), pages 196-203)

# Clustering ARchitecture Layers (*CARL*)

## Challenges

- Architecture detection by using Machine Learning algorithms
- Clustering method for identifying layers of software components and quick processing
- Assigning semantics to the identified clusters

# Clustering ARchitecture Layers (*CARL*)



CARL system phases

- **Unsupervised** method for detecting architectural layers
- **Autonomous** – no developer involvement needed
- Paves the way for custom architectures support
- Uses **hierarchical** algorithms for clustering

## CARL – Feature selection – approaches

- **F1 - Number of dependencies** – how many dependencies does a component have with all the other components
- **F2 - Presence of dependencies** – if a dependency between two codebase elements is present
- **F3 - Name distance** – F2 + distances between the name of the components
- **F4 - Keywords presence** – F3 + presence of a keyword (view, controller)
- **F5 - SDK Inheritance** – F4 + SDK inheritance of the component

# Analysis

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## Analysis – Data

| <b>Application</b> | <b>Blank</b> | <b>Comment</b> | <b>Code</b> | <b>#comp</b> | <b>Class</b> |
|--------------------|--------------|----------------|-------------|--------------|--------------|
| Demo               | 785          | 424            | 3364        | 27           | Small        |
| Game               | 839          | 331            | 2113        | 37           | Small        |
| Stock              | 1539         | 751            | 5502        | 96           | Medium       |
| Education          | 1868         | 922            | 4764        | 105          | Medium       |
| Wikipedia          | 6933         | 1473           | 35640       | 253          | Medium       |
| Trust              | 4772         | 3809           | 23919       | 403          | Large        |
| E-Commerce         | 7861         | 3169           | 20525       | 433          | Large        |
| Firefox            | 23392        | 18648          | 100111      | 514          | Large        |

Codebases split by number of components

# Analysis – Feature selection

|             | Model     |        | View      |        | Controller |        | Accuracy |
|-------------|-----------|--------|-----------|--------|------------|--------|----------|
|             | Precision | Recall | Precision | Recall | Precision  | Recall |          |
| CARL- $F_1$ | 0.50      | 0.01   | 0.22      | 1,00   | 1,00       | 0.10   | 0.24     |
| CARL- $F_2$ | 0.49      | 0.93   | 0.17      | 0.09   | 1,00       | 0.08   | 0.46     |
| CARL- $F_3$ | 0.62      | 0.75   | 0.33      | 0.53   | 0.65       | 0.22   | 0.52     |
| CARL- $F_4$ | 0.70      | 0.93   | 0.84      | 0.83   | 0.99       | 0.56   | 0.78     |
| CARL- $F_5$ | 0.76      | 0.99   | 1,00      | 1,00   | 0.99       | 0.57   | 0.85     |

Analysis of all the five versions of CARL on the benchmark application



# Analysis - Detection quality

| Codebase  | Model     |        | View      |        | Controller |        | Accuracy |
|-----------|-----------|--------|-----------|--------|------------|--------|----------|
|           | Precision | Recall | Precision | Recall | Precision  | Recall |          |
| Firefox   | 0.92      | 0.95   | 1.00      | 0.99   | 0.73       | 0.64   | 0.91     |
| Wikipedia | 0.78      | 0.83   | 1.00      | 0.54   | 0.83       | 0.98   | 0.82     |
| Trust     | 0.79      | 0.69   | 0.38      | 0.66   | 0.62       | 0.57   | 0.66     |
| E-comm    | 0.76      | 0.99   | 1.00      | 1.00   | 0.99       | 0.57   | 0.85     |
| Game      | 0.87      | 0.95   | 0.75      | 1.00   | 1.00       | 0.75   | 0.88     |
| Stock     | 0.64      | 0.98   | 1.00      | 0.59   | 1.00       | 0.61   | 0.76     |
| Education | 0.55      | 0.98   | 0.50      | 0.05   | 0.95       | 0.44   | 0.62     |
| Demo      | 0.96      | 1.00   | 1.00      | 0.75   | 1.00       | 1.00   | 0.96     |

*CARL- $F_5$*  results in terms of detection quality

# Analysis - ML Metrics

| Approach   | Size   | Model     |        | View      |        | Controller |        | Average   |        | Accuracy | Homog. | Compl. |
|------------|--------|-----------|--------|-----------|--------|------------|--------|-----------|--------|----------|--------|--------|
|            |        | Precision | Recall | Precision | Recall | Precision  | Recall | Precision | Recall |          |        |        |
| CARL $F_5$ | Small  | 0.87      | 0.95   | 0.75      | 1.00   | 1.00       | 0.75   | 0.87      | 0.90   | 0.93     | 0.77   | 0.84   |
| CARL $F_5$ | Medium | 0.66      | 0.93   | 0.83      | 0.39   | 0.93       | 0.68   | 0.81      | 0.67   | 0.74     | 0.35   | 0.45   |
| CARL $F_5$ | Large  | 0.82      | 0.88   | 0.79      | 0.88   | 0.78       | 0.59   | 0.80      | 0.78   | 0.81     | 0.48   | 0.51   |

Average (on applications classes) precision, recall, accuracy, Homogeneity, and Completeness of the analyzed codebases against the ground truth. Note that precision and recall metrics are computed both at layer-level (columns *Model*, *View* and *Controller*) and at codebase-level, as a mean over all three layers (column *Average*).

# Analysis - Clustering

| Approach                  | Size   | Adjusted Rand Index | Mean Silhouette coefficient | Davies Bouldin index |
|---------------------------|--------|---------------------|-----------------------------|----------------------|
| <i>CARL F<sub>5</sub></i> | Small  | 0.80                | 0.92                        | 0.18                 |
| <i>CARL F<sub>5</sub></i> | Medium | 0.33                | 0.78                        | 0.37                 |
| <i>CARL F<sub>5</sub></i> | Large  | 0.50                | 0.76                        | 0.40                 |

Average (on applications classes) Adjusted Rand Index, Mean Silhouette Coefficient, and Davies Bouldin Index.

## **Findings & Future work**

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# Threats to validity

- Feature selection based on a trial and error approach
- iOS platform, Swift language
- MVC only
- More experiments should be run

# Conclusions

- Increased the confidence in applying AI to the field of software engineering on mobile platforms
- *CARL* works well in small and large-sized codebases that respect best practices
- Our method is unsupervised, requires no prior knowledge
- Paves the way for automatic architectural detection of mobile codebases

## Further work

- More experiments on different-sized codebases
- Study feature detection algorithms
- Study approaches for functional programming

# Questions