

# Power Laws in Smalltalk

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# Summary

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- **Introduction:**  
**Random Graphs and Scale Free Networks**
- **Software Systems as Complex Networks**
- **The Smalltalk Graph**
- **Results**
- **Conclusions and Further Works**
- **Question(s)**

# Introduction

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- **Networks: Node and Connections**
- **Real Systems as Complex Networks: the Web, the North American Power Grid, Biological Systems, Social Networks...**

**... Software Systems**

# Introduction

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## Traditional Models

**A Random Graph is made starting from a set of  $n$  nodes and connecting each pair independently with a given probability  $p$**

**Many real systems in fact behave according to laws significantly different from those predicted by Erdos and Renyi theory**

# Scale Free Networks vs. Random Graphs

*Node Degree: number of edges connected with a given node*

- **Random Graphs display a Poisson degree distribution:**

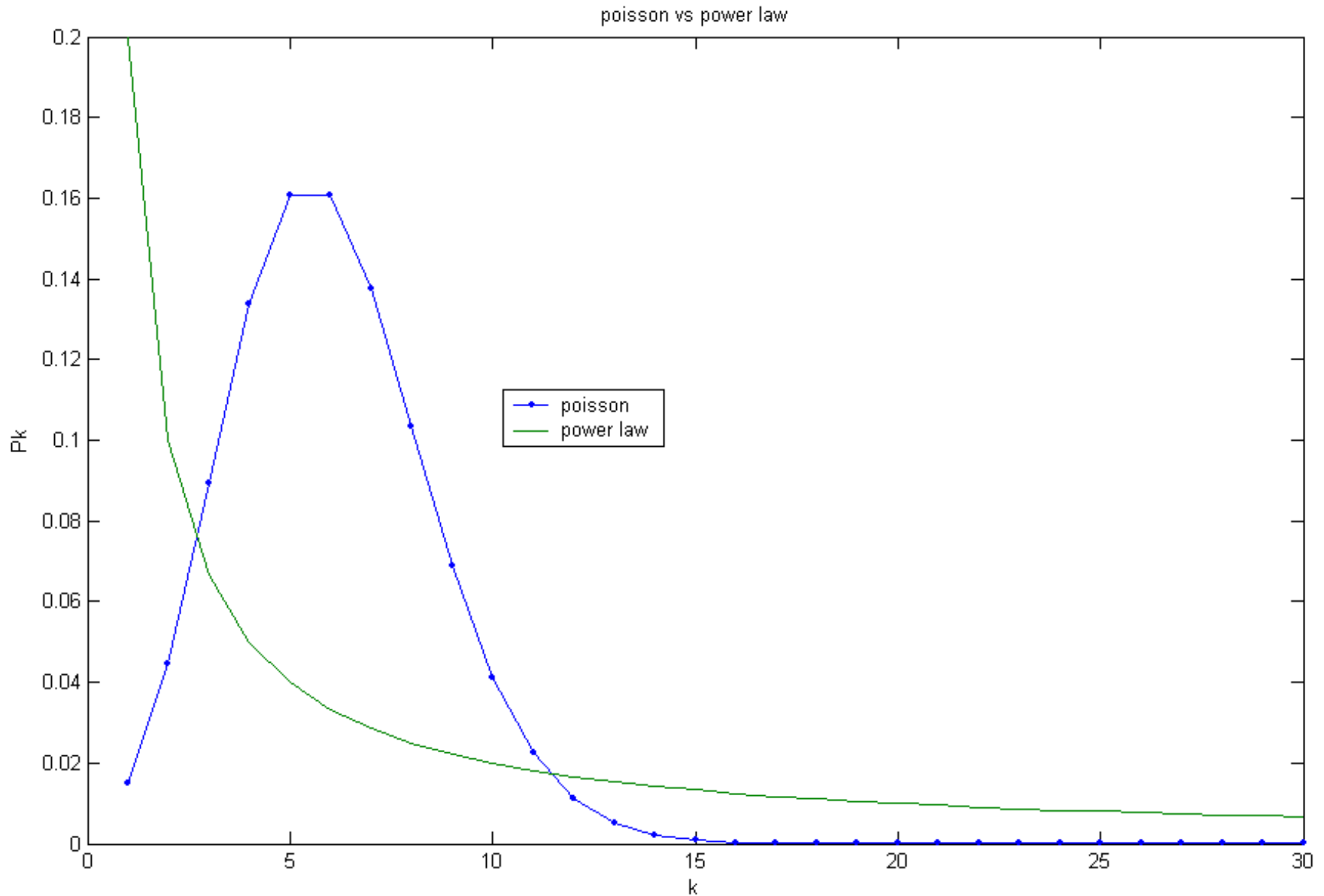
$$p_k = \binom{n}{k} \cdot p^k \cdot (1-p)^{n-k} \cong \frac{z^k \cdot e^{-z}}{k!}$$

Where  $n$  is the number of nodes and  $z$  is the average degree of the Random Graph

- **Real Networks display a Power Law degree distribution:**

$$p_k \propto k^{-\gamma}$$

# Poisson vs. Power Law



# Software Systems as Complex Networks

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- **Very recently, some studies have been performed representing OO systems as complex networks, where nodes are representations of classes and connections are representation of relationships between them**
- **These experiences show that run-time objects and static class structures of object oriented systems are in fact governed by scale free power law distributions**
- **Most of these studies of complex software systems are based on C++ and Java code**

# The Smalltalk Graph

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- **Smalltalk is a dynamic typed language: it is more difficult to identify relationships between classes just exploring the code, as it provides less information about classes types than static typed languages**

**We define that class A depends on class B if a method of class B is called from within a method of class A**

- **Thus, when somewhere in the definition of class A, a message is sent to some variable, we ask the system the IMPLEMENTORS of that message.**



# The Smalltalk Graph

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**ClassA >> aMethod: anObject**

**anObject doSomething**

- **If *ClassB* is the Implementor of *doSomething* method then a dependence relationship exists between *ClassA* and *ClassB***
- **What when a method has more than one implementor?**

# The Experiment

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- **Our study has been structured across the following steps:**
  - **Building of the class relations graph**
  - **Computing the survival distributions of the input degree and output degree**
  - **Plotting the survival distributions on a Log-Log plot**

## Main Purpose

**Verify that the distributions tails are better fitted by a power law rather than by the Poisson distribution typical of the random graphs.**

# Results

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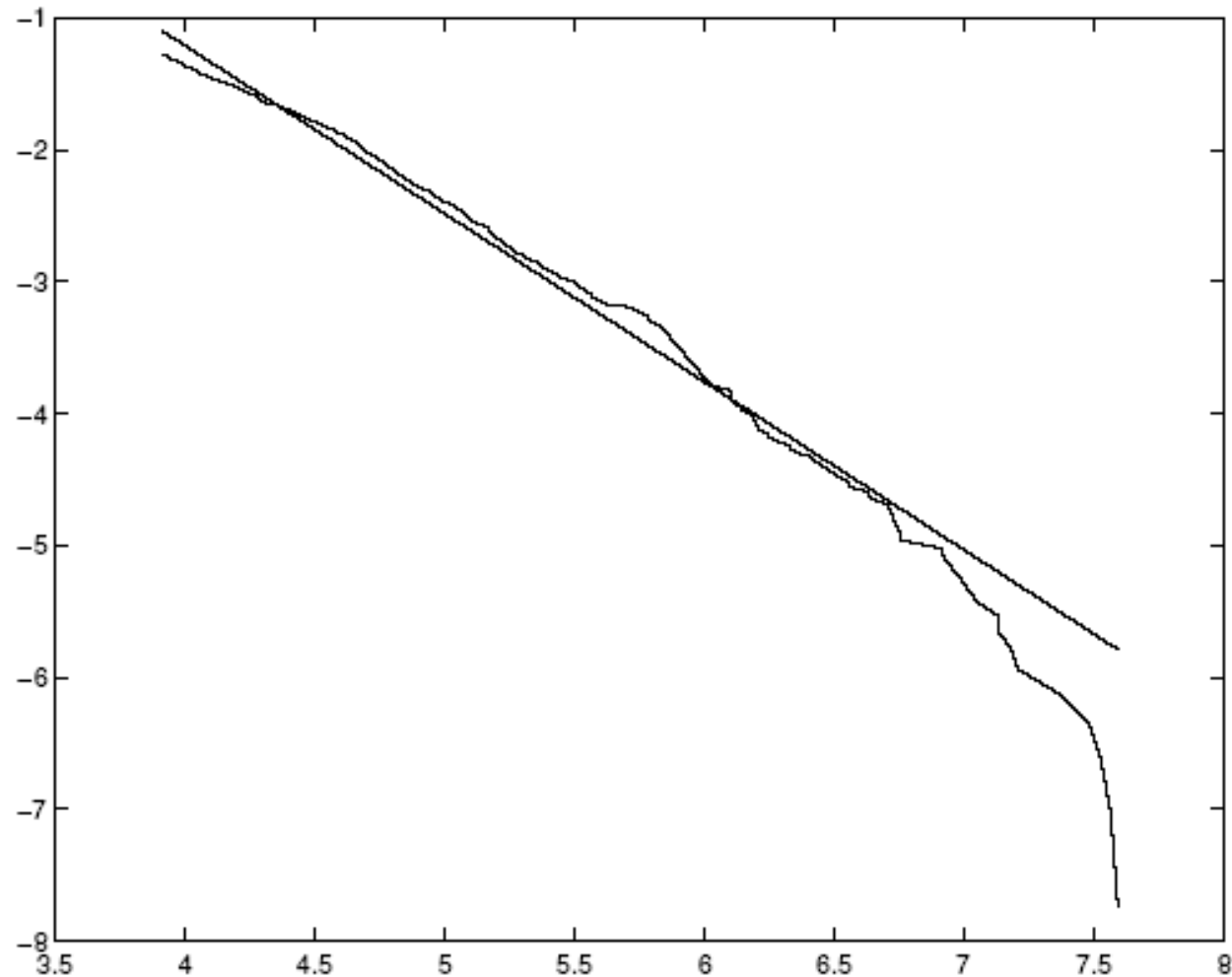


Fig. 2. Log-Log plot of input degree survival distribution computed on VisualWorks system. Similar plots are obtained for other analyzed systems: Squeak, VisualWorks with Jun and VisualWorks with VisualWave.

# Results

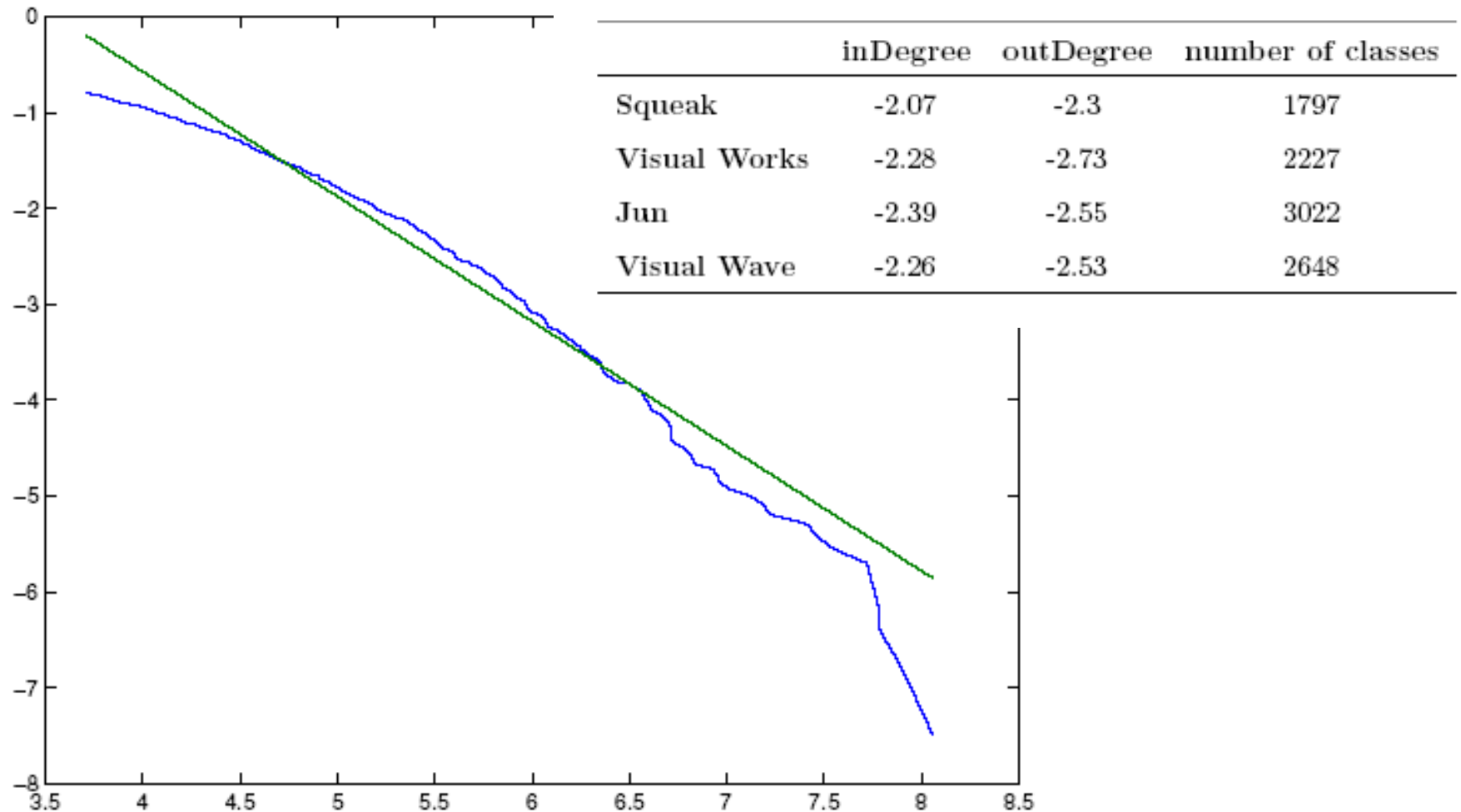


Fig. 3. *Log-Log plot of output degree survival distribution computed on Squeak system. Similar plots are obtained for other analyzed systems: VisualWorks, VisualWorks with Jun and VisualWorks with VisualWave.*

# Conclusions

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- **We have studied distribution laws related to object-oriented class relationships of four Smalltalk systems**
- **Statistical distributions of the class-relationship graph exhibit scale-free and heavy-tailed degree distributions**
- **Moreover, these distributions show strong regularities in their characteristic exponents.**

# Further Works

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- **Is it possible to correlate statistical graph properties with software quality?**
- **Is it possible to develop a growth theory of software graphs, which in turn could be used to model evolution and maintenance of software systems?**