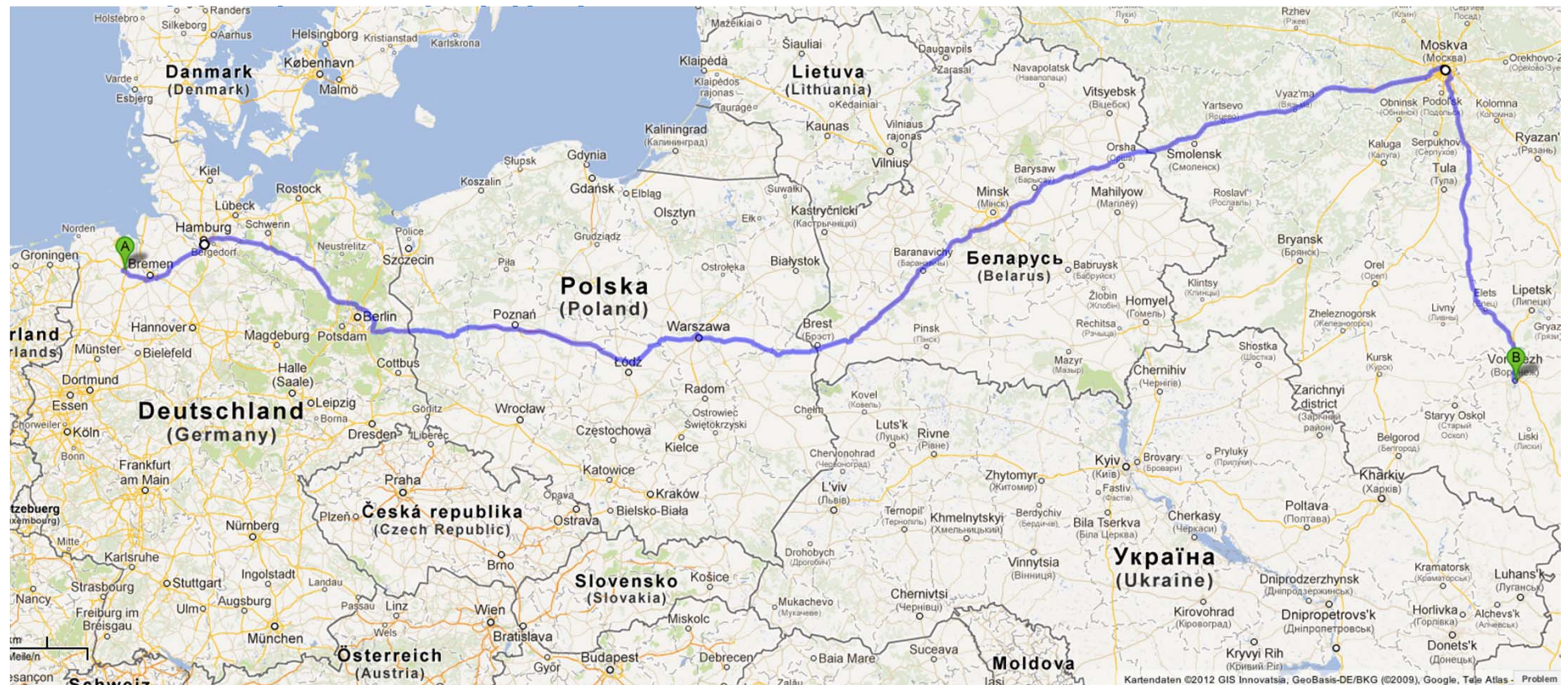


Studying Computer Science in Oldenburg (Oldb.), Germany



Воронеж - Oldenburg



... some Impressions from Oldenburg



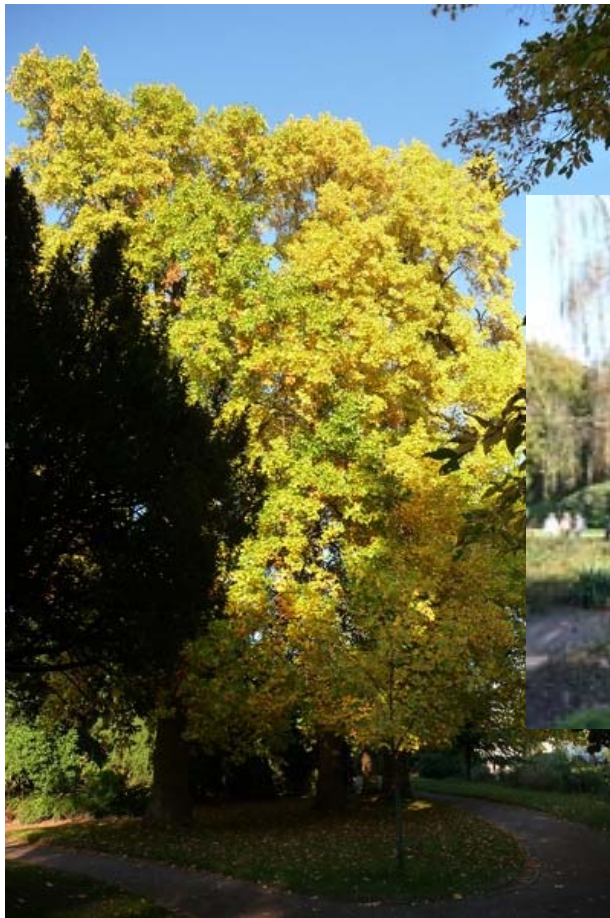
Oldenburg Downtown



Oldenburg Waters



Oldenburg Gardens



Oldenburg Bikes



Carl von Ossietzky University



Statistics

Students: 11325

- Female: 6354
- Male: 4971

Professors: 182

- Female: 57
- Male: 125

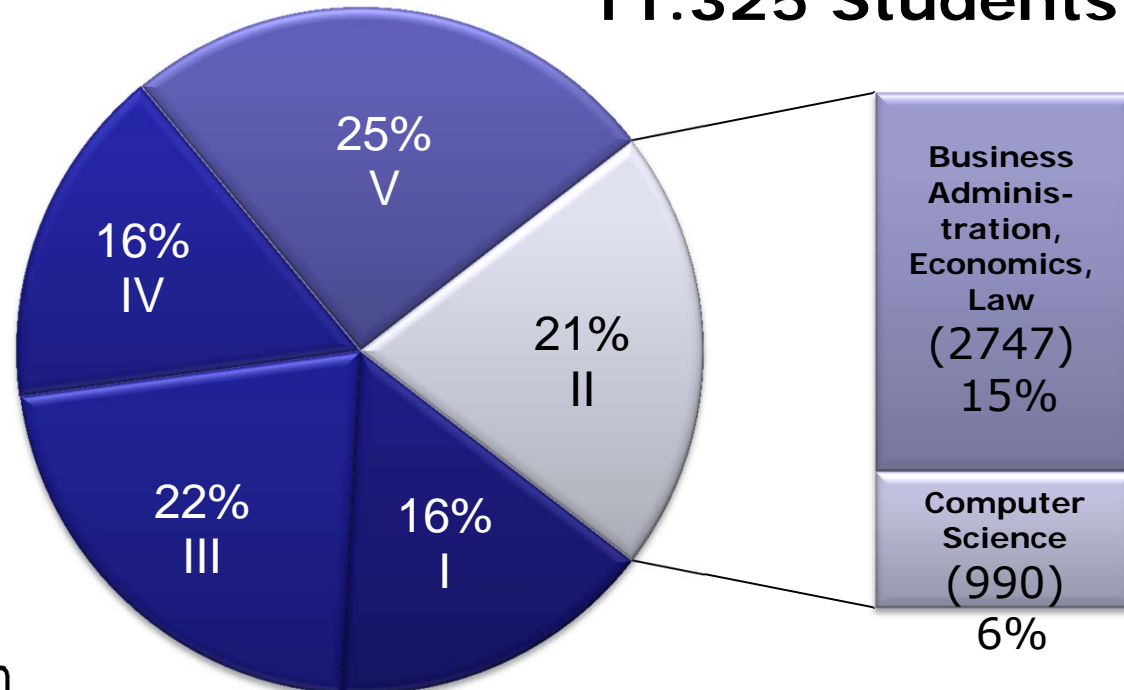
Researcher: 999

- Female: 436
- Male: 563



Faculties

11.325 Students



- I. School of Education
- II. School of Computing Science, Business Administration, Economics and Law
- III. School of Linguistics and Cultural Studies
- IV. School of Humanities and Social Sciences
- V. Faculty of Mathematics and Science

Department for Computer Science

Statistics

Students 990

- Bachelor > 620
- Master > 180
- Diploma > 80
- PhD > 50

Professors 21

Researcher > 50



Professors and Groups

Theoretical CS



Eike Best

Parallel
Systems



Annegret Habel

Formal
Languages



E.R. Olderog

Correct
Systems

Practical CS



H.J. Appelrath

Information-
systems



Susanne Boll

Multimedia
Systems



W. Kowalk

Computer
Networks



Oliver Theel

Distributed
Systems



Andreas Winter

Software
Engineering



Daniela Nicklas

Database & Inter-
net Technologies

Applied CS



Ira Diethelm

Didactics in
Computer Science



Axel Hahn

Business
Informatics



J. Marx Gomez

Business
Informatics (VLBA)



M. Sonnenschein

Environmental
Informatics



Oliver Kramer

Computational
Intelligence



S. Lehnhoff

Energy
Informatics

Technical CS



Werner Damm

Safety Critical
Embedded Systems



Sergej Fatikow

Micro-Robotics &
Control Engineering



Martin Fränzle

Hybrid
Systems



Andreas Hein

Integrated Systems
and Microsensors



Wolfgang Nebel

Embedded
HW/SWSystems

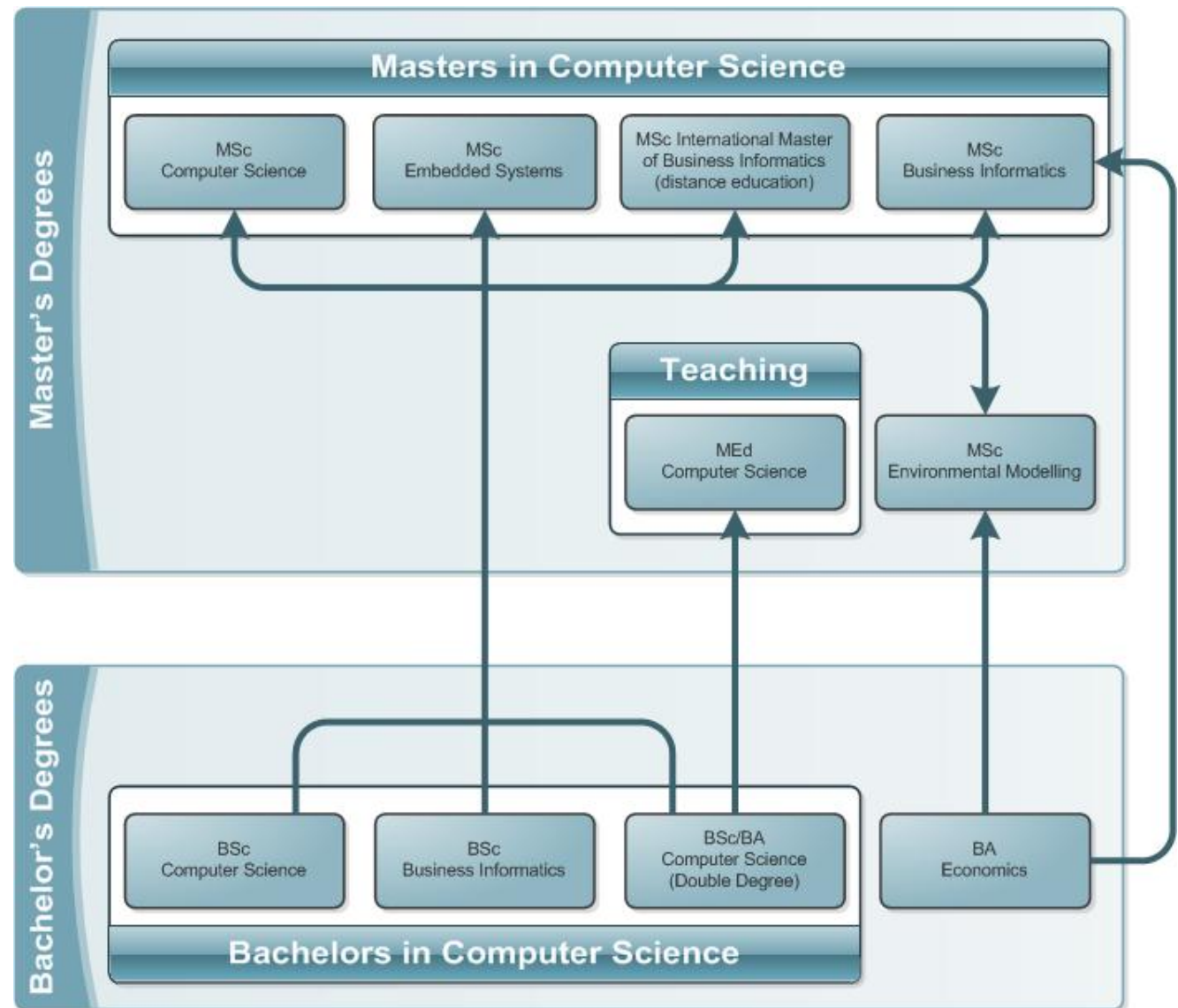


Achim Rettberg

Integrated
Embedded Systems

Teaching Programs

- Bachelor
- Master
- PhD
 - research assistants (CvO, OFFIS)
 - PhD Grants
 - e.g. Erasmus Mundus, TARGET
 - Post-Graduate Program
 - DFG SCARE



Areas of Specializations

Bachelor

- Environmental Informatics
- Modeling and Analysis of Complex Systems
- Embedded Systems and Micro-Robotics
- System Software
- Information Systems and Software Engineering
- Computer Science in Education

Master

- Environmental Informatics
- Modeling and Analysis of Complex Systems
- Computer Science in Education
- IT in Power Industry
- IT in Health
- Complex Information and Software Systems
- Reliable Systems



Curriculum: Bachelor Informatics

1.	Algorithms and Programming	Programming in Java	Technical Computer Science 1	Discrete Structures	Linear Algebra	
2.	Algorithms and Data Structures	Soft Skills	Technical Computer Science 2	Theoretical Computer Science 1	Analysis	
3.	Information-systems 1	Software Engineering 1	Choice	Theoretical Computer Science 2	Specialization in Mathematics	
4.	Operating Systems	Project and Proseminar	Technical CS Practical Training	Computer Networks	Choice	
5.	Computer Science and Society		Choice	Choice	Choice	
6.	Bachelor Thesis			Seminar	Choice	Choice

Curriculum: Master Informatics - Specialization KISS

1.	Early Phases	Information-Systems	Choice	Choice	Applications
2.	Project (24 KP)		Seminar	Choice	non CS
3.			Applications	Choice	non CS
4.	Master Thesis (30 KP)				

Applications

- Mobile Systems, HCI, Health Care Information-Systems, Special Topics Software Engineering, Special Topics Information Systems, Hybrid Systems, Knowledge Management, Secure Communication, Intelligent Systems, ...

non CS

- law, data protection law, commercial law, legal informatics, ...

SCARE (System Correctness under Adverse Conditions)

Objective

- SCARE addresses **system correctness** of hard- and software systems to guarantee **robustness** of the system behavior under adverse conditions. Correctness focusses on **satisfying a given specification** of desired cooperation properties between environment and systems
- System correctness under adverse conditions refers to
 - limited knowledge
 - unpredictable behavior
 - changing system environment and system structure

Research Topics

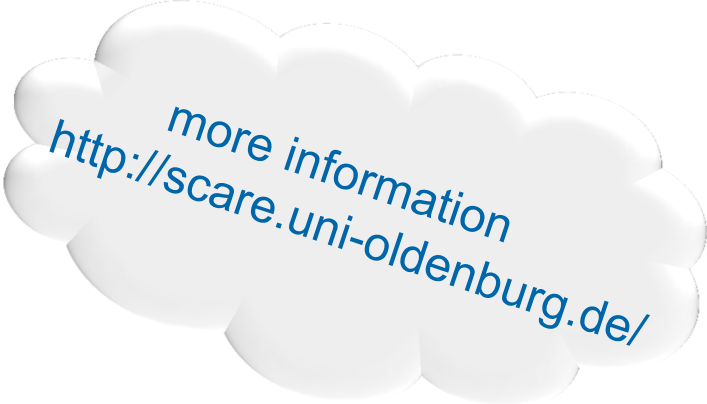
- Modeling Techniques
- Verification and Analysis Techniques
- Constructive Techniques (combination of formal methods with engineering approaches)



Research Training Group SCARE

Application

- 15 Research Positions for PhD Candidates
 - Five positions: 1 October 2012
 - Five positions: 1 October 2013
 - Five positions: 1 October 2014
- Funding:
 - Three years by DFG, TV-L E13
- Prerequisite
 - excellent Master's degree (or equivalent) in Computer Science
- apply to (deadline 1st group: **June 30, 2012**)
 - Prof. Dr. Ernst-Rüdiger Olderog, Department of Computing Science, FK II, University of Oldenburg, 26111 Oldenburg, Germany (scare@uni-oldenburg.de)



more information
<http://scare.uni-oldenburg.de/>

Research

Research Foci

applied computer science in
strong cooperation with OFFIS

- Safety Critical Embedded Systems
- Energy Efficiency in Information Technologies

Research Perspective

exploring future research foci

- ExploIT Dynamics

Safety Critical Embedded Systems

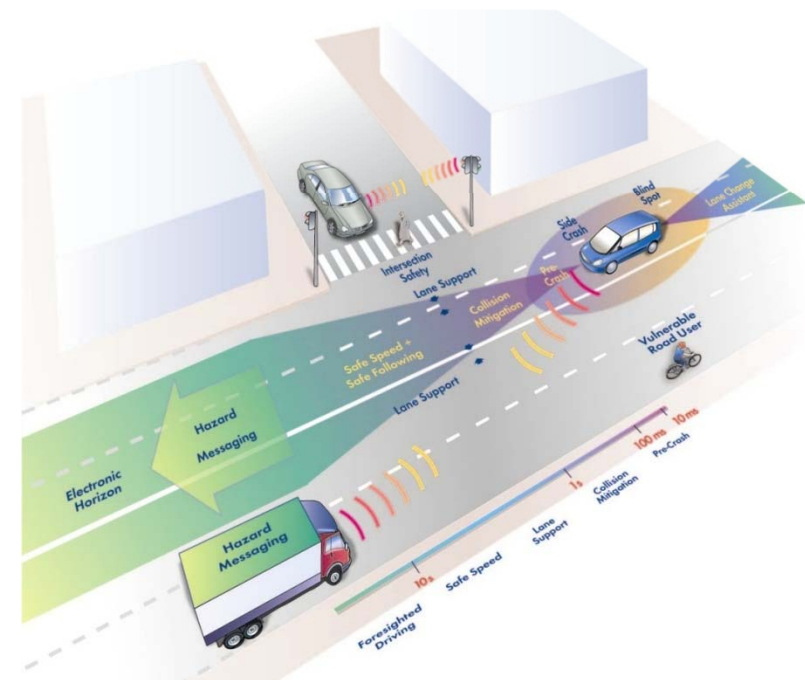
Objective

- aims at improving productivity and quality in developing digital, embedded hard- and software-systems
 - car driving safety technologies
 - computerized control systems in avionics

Center of Excellence



- AVACS (Automatic Verification and Analysis of Complex Systems)
 - automatic verification of hard- and software systems used in safety critical embedding e.g.
 - Avionics
 - Transportation by car
 - Transportation by train



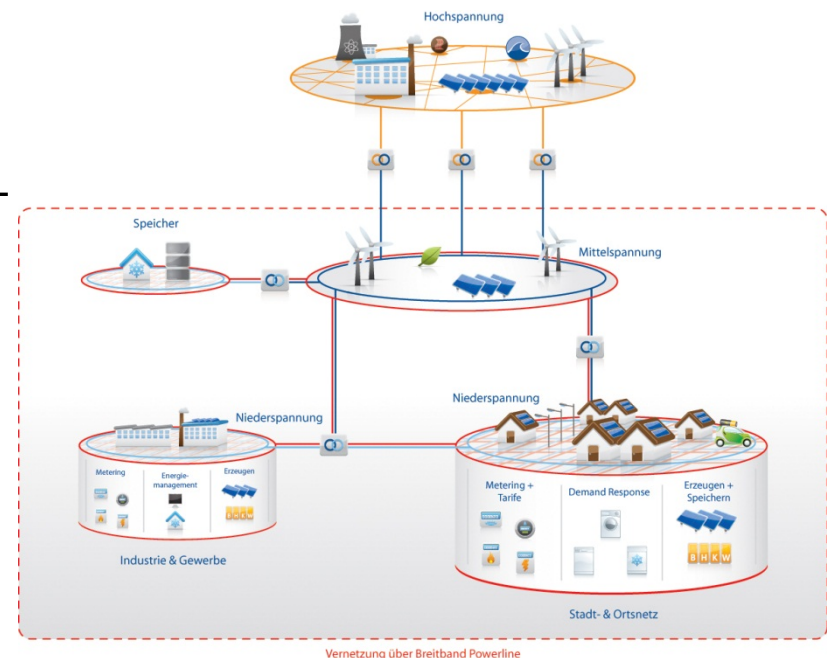
Energy Efficiency in Information Technologies

Objective

- Achieving climate protection goals requires a **rethinking of producing and using energy**. Energy Efficiency in Information Technologies aims at improving energy efficient behavior by applying Information technologies

Topics

- Smart Grids
 - ensuring future power supply environmentally friendly and economically
- IT2Green
 - ensuring energy efficiency of production and transportations processes
- GreenIT
 - ensuring energy efficiency of information technologies (e.g. in data centers; software applications)



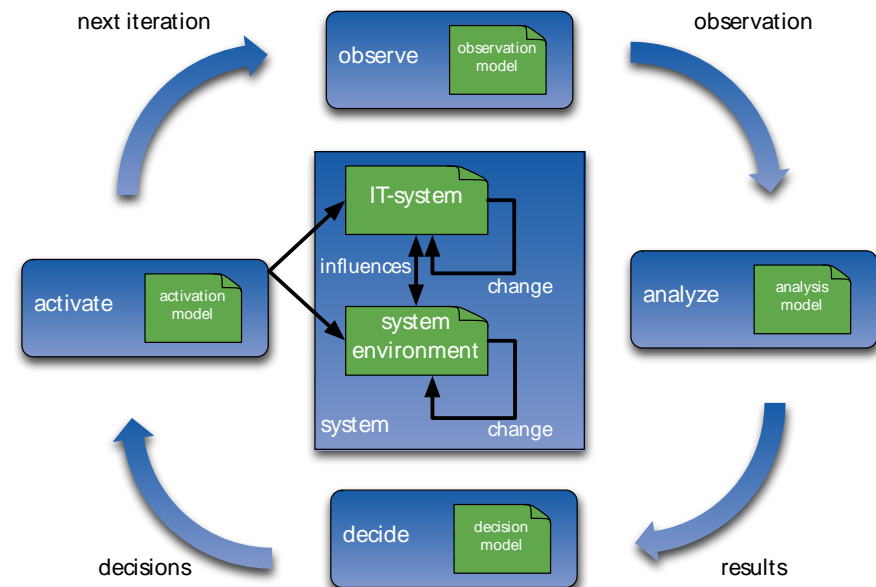
ExploIT Dynamics

Objective

- improve and maintain the **quality of systems** in a changing world
- develop and apply (*domain independent*) techniques to control and make use of the dynamic behavior of systems

Topics

- Software Evolution
 - provide model-based techniques to statically and dynamically analyze software systems and perform automatic reconfigurations (RQ, BI)
- Quality Monitoring
 - provide techniques to constantly monitor and maintain systems quality (e.g. during software migration and systems operation)
- Highly Reliable Data and Services
 - provide replication and prediction techniques to improve efficient and reliable data access or usage of services





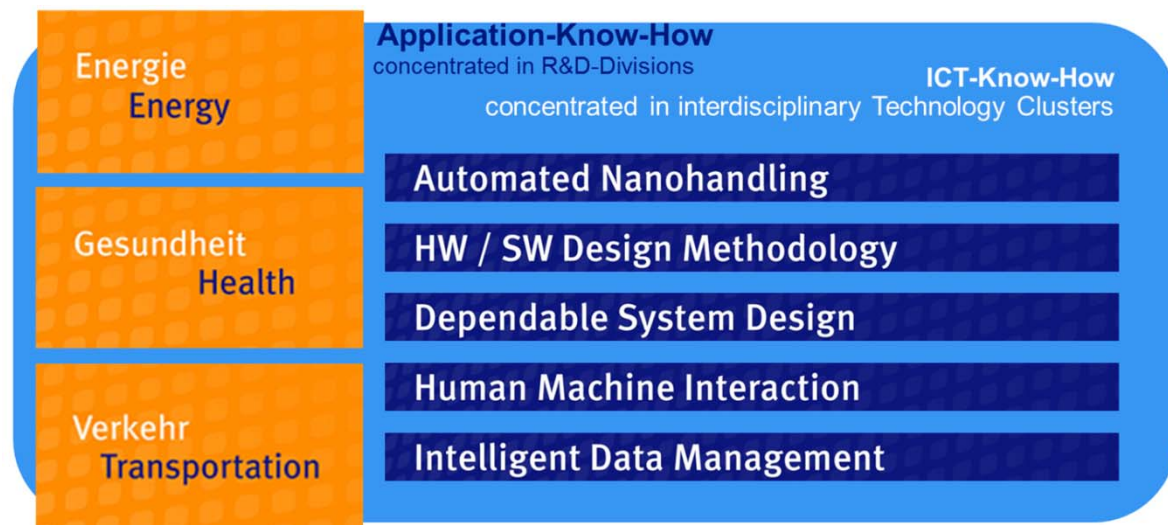
OFFIS

Institute for Information Technology

OFFIS

Oldenburg Research Institute on Applied Computer Science

- founded in 1991
- affiliated to Department of Informatics of CvO
- more than 290 researcher
- research profile



About OFFIS

Mission:

- Support of innovation through technology transfer
- Strengthening of the IT location Oldenburg
- Advancement the Metropolitan Region Northwest

Members:

- State of Lower Saxony and University Oldenburg
- 28 Professors of IT and related studies of University Oldenburg and Jade University

Budget:

- Income in 2011: 13,09 million €
- Basic funding from the state of Lower Saxony approx. 26%
- Third party funding from international, national and regional projects approx. 74%

Performance:

- More than 400 cooperation partners regionally/nationally/internationally
- More than 300 R&D projects only since 2001 carried out
- European-wide interlinking science/economy/politics
- Scores of spin-offs, participation in development of international standards





Institute for Business Intelligence

Business Intelligence

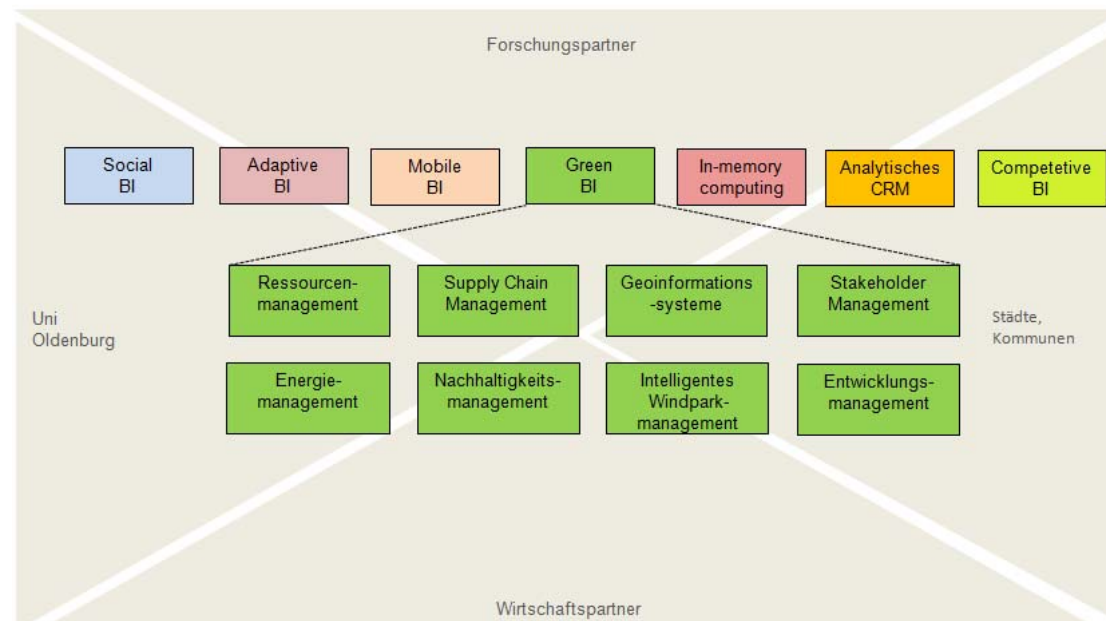
- using all business information, available in various formats to support strategic decision finding in business
- requires intensive research on data extracting and merging

uses

- data ware-houses
- static and dynamic analysis techniques

Contact

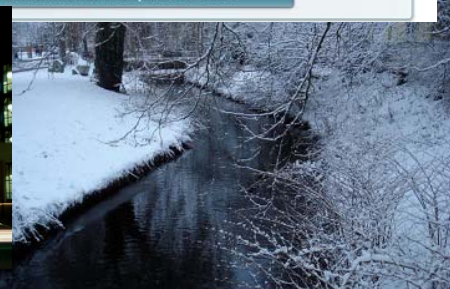
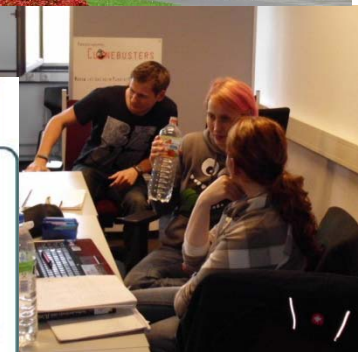
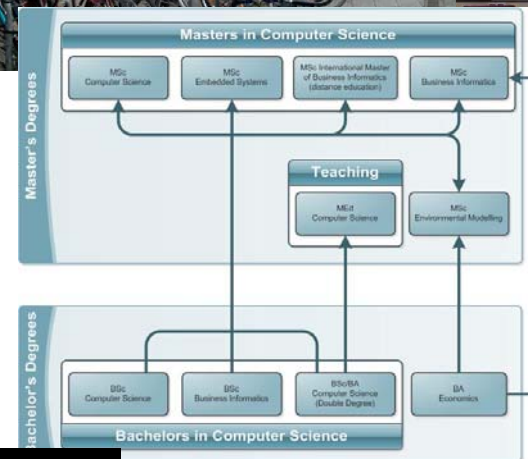
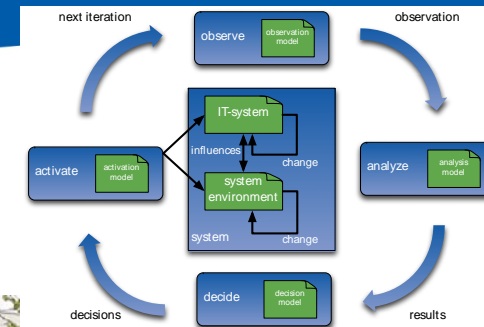
- Jorge Marx Gomez
jorge.marx.gomez
@uni-oldenburg.de



Summary

Oldenburg offers a wide variety of chances

- to deepen your studies in computer science
- to do research on computer science foundations and their applications
- to stay in a worth living environment



Using Graph-Technology to Improve Software-Evolution

Andreas Winter

Oldenburg Software Engineering Group

Software Engineering Group

Head

- Andreas Winter



Secretary

- Marion Bramkamp

PhD Students

- Jan Jelschen
- Maxat Kulmanov
- Dilshodbek Kuryazov
- Yvette Teiken (OFFIS)



Student Assistants

- Marion Gottschalk
- Mirco Josefiok



Software Engineering Group

Topics in Research and Teaching

- Software-Engineering
- Modeling and Metamodeling
- Graph-Technology
 - Graph based modeling and implementation
- Process-Models in Software Development
- Software Evolution

Mission

- Development and Application of Graph-Technology to improve Software Evolution

Outline

Foundations

- Software-Engineering
- Software-Evolution

Graph-Technology

- Graph-based Modeling
- Graph-Querying

Current Activities

- SOAMIG: Migrating Legacy Software to Service-Oriented Architectures
- SES: Software-Evolution Services
- EEA: Removing Energy Code Smells with Reengineering Services
- Modeling Deltas: Version Control for Software-Models



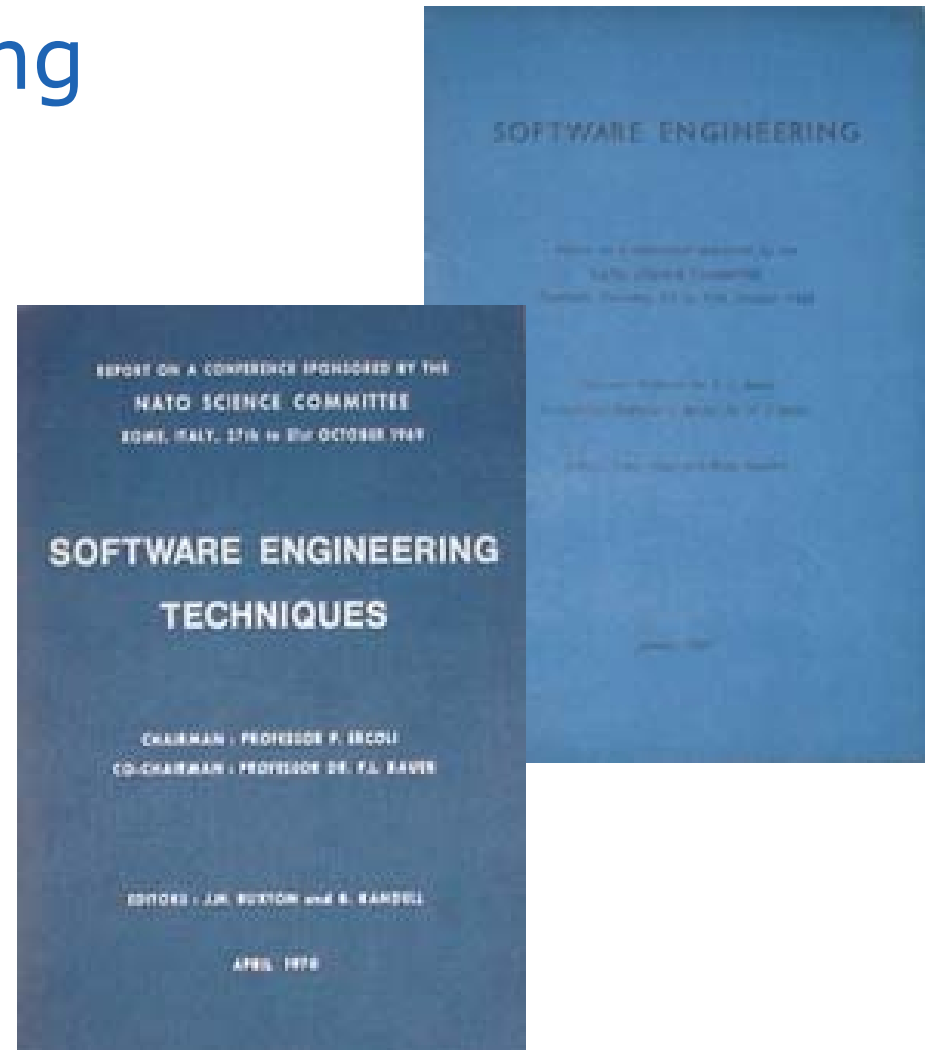
<http://www.thereelbits.com/2011/02/22/the-way-back/>

Software Engineering and Software Evolution

Software Engineering

Software Crisis

- Software development in the sixties
 - Increase of software complexity
 - missing suitable programming languages
 - missing suitable methods and techniques for engineering software systems
 - no
mail, internet, Java, .net,
eclipse, Google, sourceforge,
twitter, facebook, ...



[<http://homepages.cs.ncl.ac.uk/brian.randell/NATO/>]

Software Engineering

[F. L. Bauer]

- *"[Software engineering is] the establishment and use of sound engineering principles in order to obtain economically software that is reliable and works efficiently on real machines."*

(Software Engineering, Garmisch, October 7-11, 1968)

[IEEE Std. 601.12-1990, 1993]

- Software Engineering:
 - (1) The application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software; that is, the application of engineering to software.
 - (2) The study of approaches as in (1).



Software Engineering

Engineering

- follows established principles
- applies methods and techniques purposefully
- looks for technically and costly efficient solutions
- rejects blindly and imprudently ad hoc problem solving

Software Engineering

- elicits and clearly defined system requirements
- constructs (models) alternative solutions (software architecture)
- evaluates solutions
- realizes solutions (i.e. programming)
- reviews solutions according their requirements

Conclusion

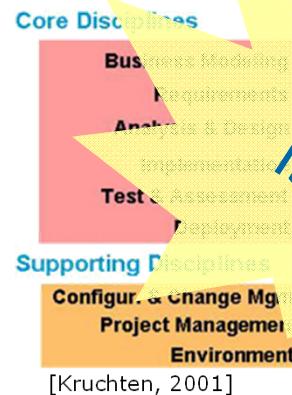
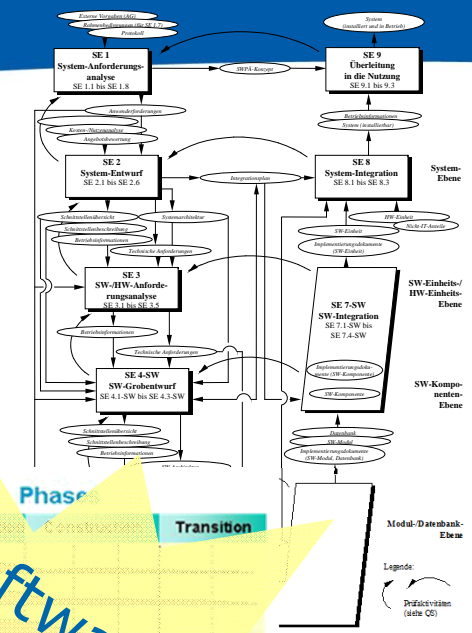
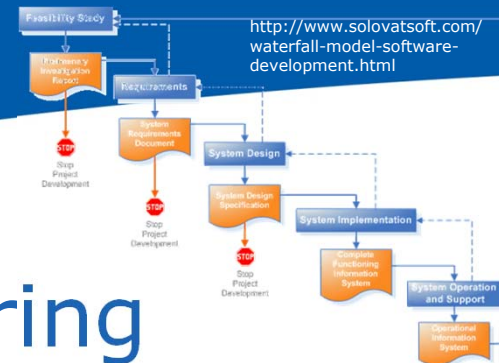
- **software engineering != programming**



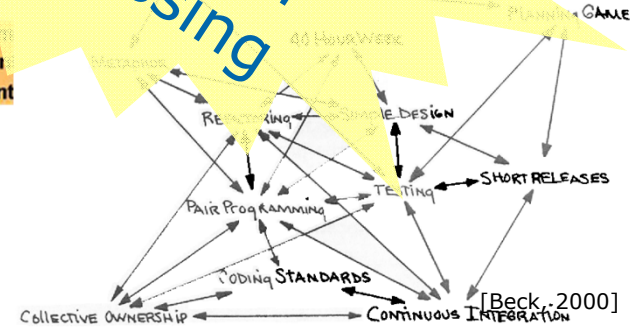
Software Engineering

Software development activities

- plan and organize projects
- elicit requirements
- define software architecture
- construct software systems
- test software systems
- run software systems



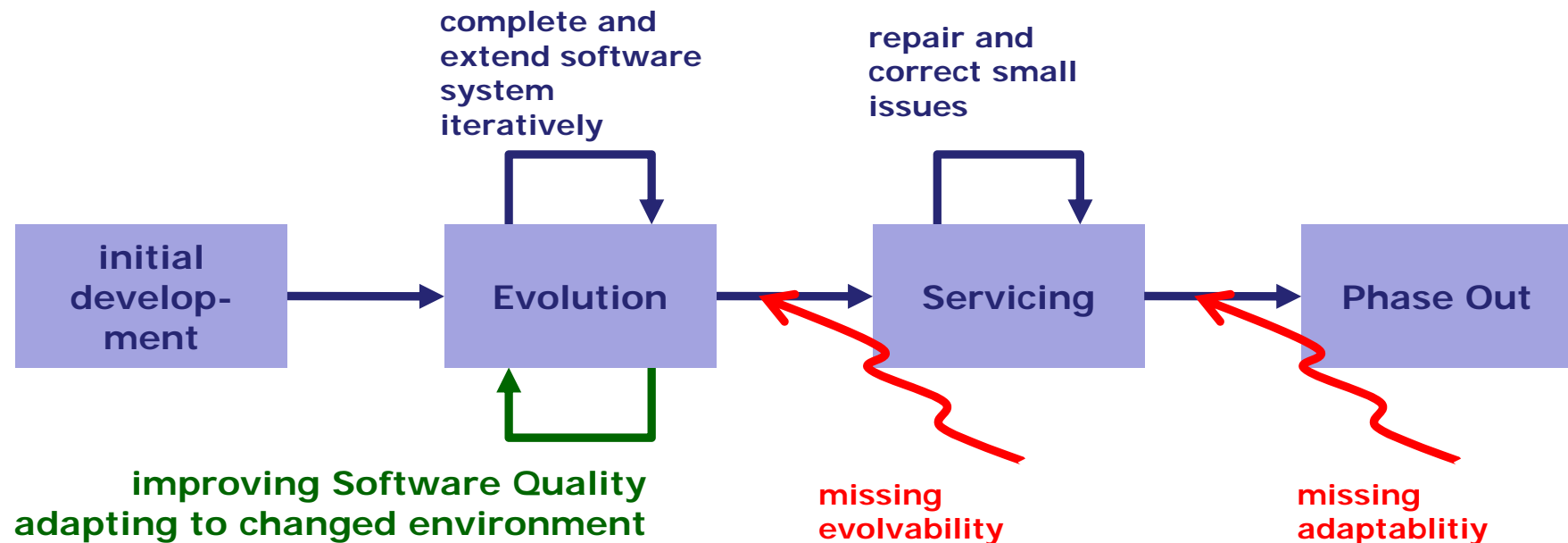
Software Evolution is missing



Software Evolution Life Cycle

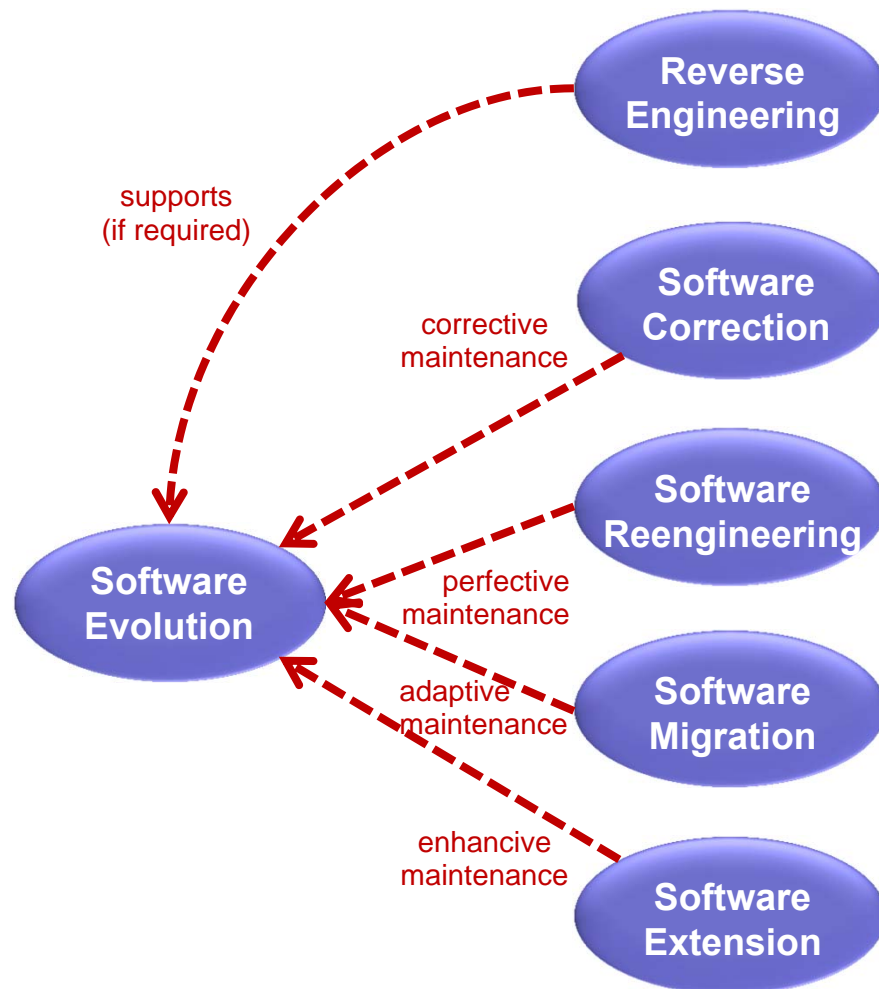
Software Evolution

- covers all activities to keep an existing software system running in its changing environment



[Rajlich/Bennett, 2000]

Activities in Software Evolution



Extracting a more
abstract system description
software → documentation

eliminating software errors
software → more (?) correct software

improving software quality
(not changing functionality)
software → better (?) software

transferring software to new
environment
(not changing functionality)
software → software in environment

extending software
**software → software with new or
changed functionality**

Graph Technology

Graph Technology

wanted:

- powerful means to represent and analyze
 - program code
 - software models

A *TGraph* $G = (Vseq, Eseq, \Lambda seq, type, value)$ consists of

- an injective sequence $Vseq$ of a set $V \subseteq VERTEX$ of vertices
- an injective sequence $Eseq$ of a set $E \subseteq EDGE$ of edges
- a total incidence function $\Lambda seq : V \rightarrow seq(E \times \{in, out\})$ such that for each $e \in E$
 - there is exactly one vertex v with $(e, out) \in \Lambda seq(v)$ and exactly one vertex w with $(e, in) \in \Lambda seq(w)$
- a total type function $type : V \cup E \rightarrow TYPE$
- a total value function $value : V \cup E \rightarrow (ATTR \rightleftarrows VALUE)$

TGraphs

- directed graphs with
- typed nodes and edges
- attributed nodes and edges
- ordered node, edge, and incidence sets

TGraph-Classes

- grUML-Schemas providing conceptual modeling of Graph structures

[Ebert, Jürgen; Riediger, Volker; Winter, Andreas:
Graph Technology in Reverse Engineering, The TGraph
Approach, In : 10th Workshop Software Reengineering
(WSR 2008), LNI 126, pp. 67-81, 2008]

TGraphs

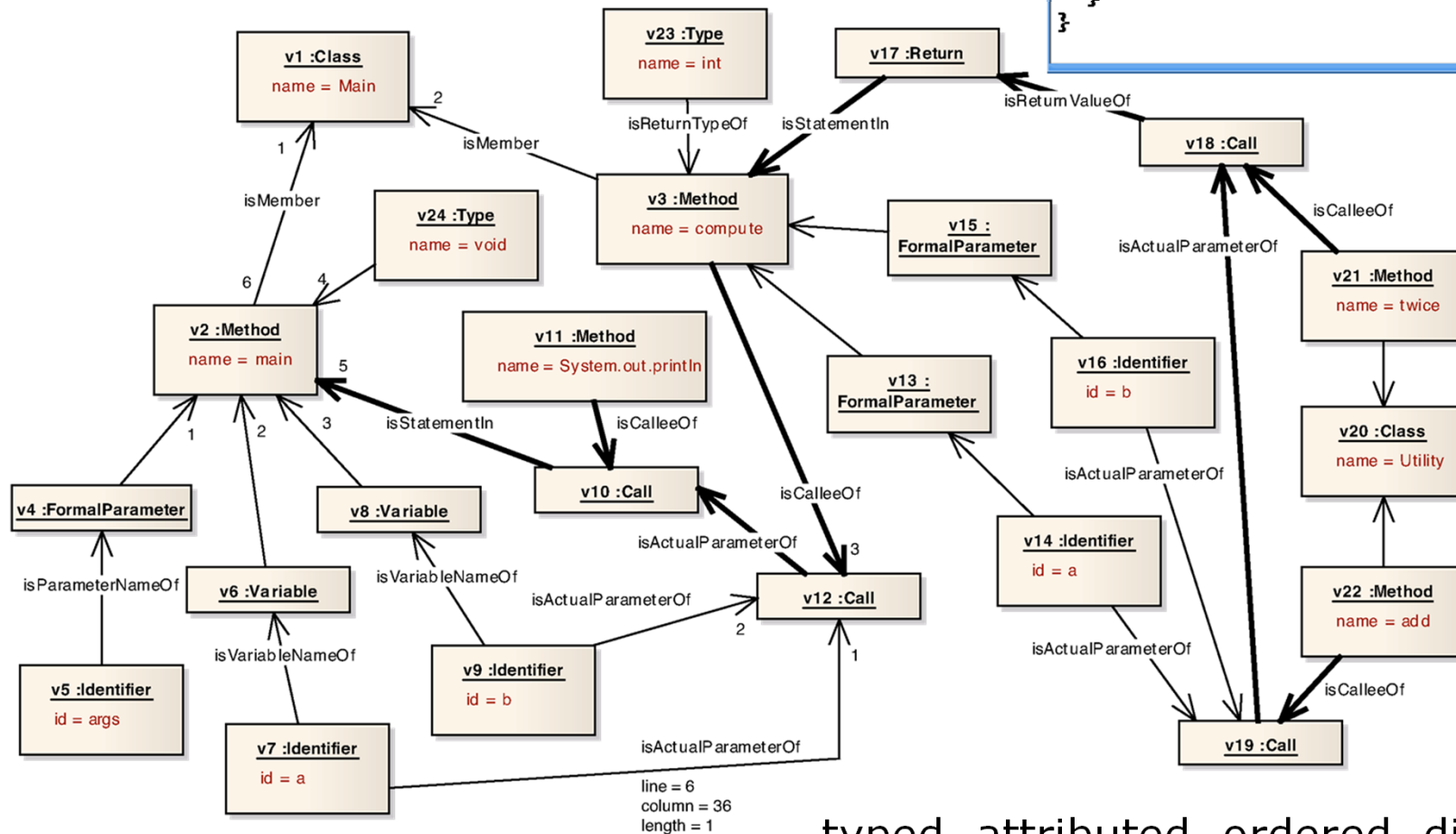
```

Main.java
File Edit Search Preferences Shell Macro Windows Help

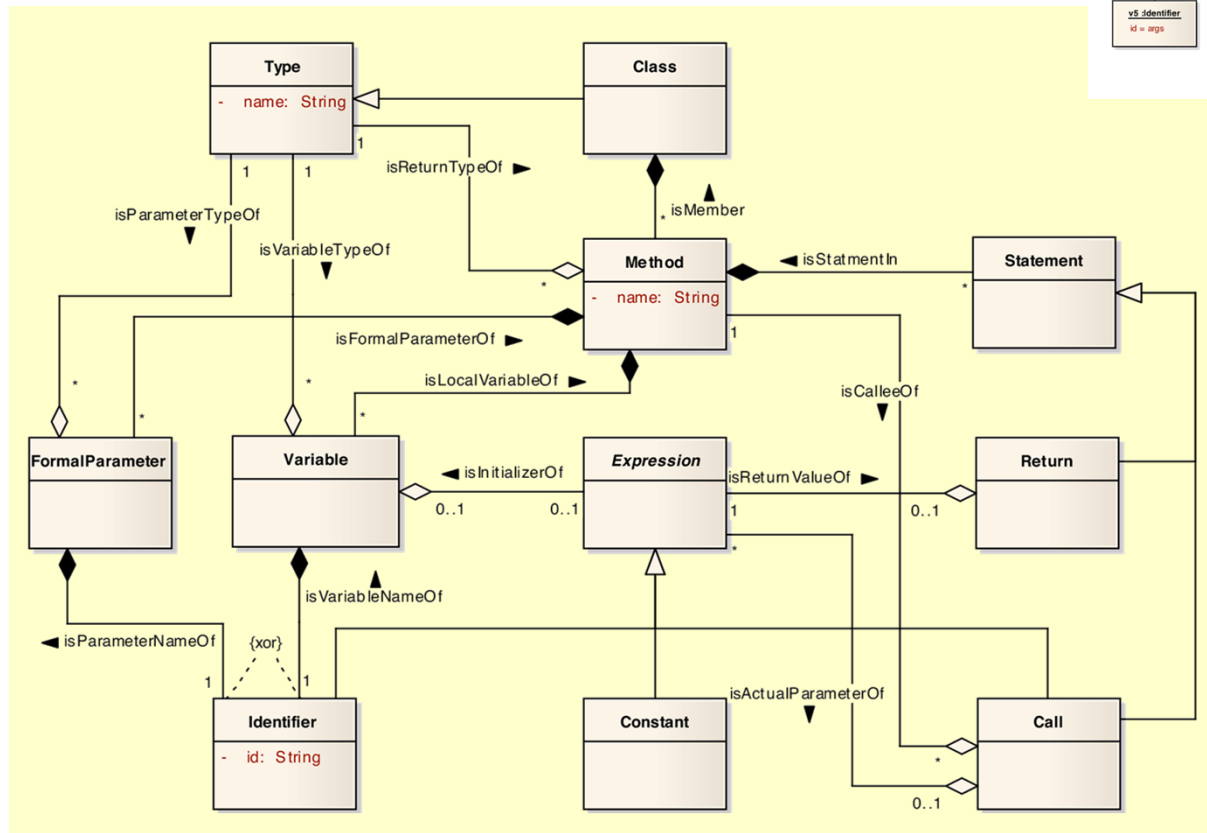
public class Main {
    public static void main(String[] args) {
        int a = 26;
        int b = -5;

        System.out.println(compute(a, b));
    }

    private static int compute(int a, int b) {
        return Utility.twice(Utility.add(a, b));
    }
}
    
```



typed, attributed, ordered, directed graph



degree restrictions

Graph-Analysis

wanted

- efficient analysis of graph structures

GReQL graph queries

- metamodel based query language for Tgraphs, with
 - regular path expressions
 - transitive closure
 - extendible library for graph predicates and functions

```
from
    declaration
with
    predicate
report
    result description
end
```

Query Example

show all caller/callee-pairs

Caller	Callee
main	System.out.println
main	compute
main	twice
main	add
compute	twice
compute	add

from

```

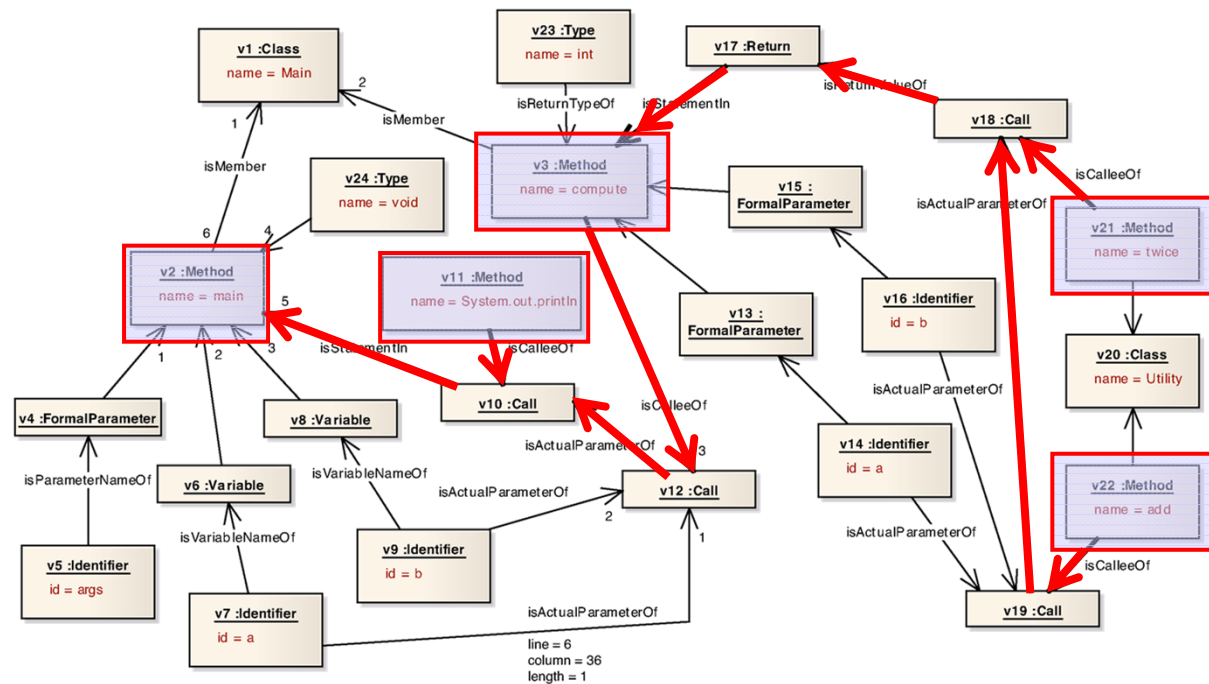
    caller, callee: V{Method}
with caller (
    --> {isStatementIn}
    [ <-- {isReturnValueOf} ]
    <-- {isActualParameterOf}*
    <-- {isCalleeOf}
    )* callee

```

report

```
caller.name as "Caller"  
callee.name as "Callee"
```

end



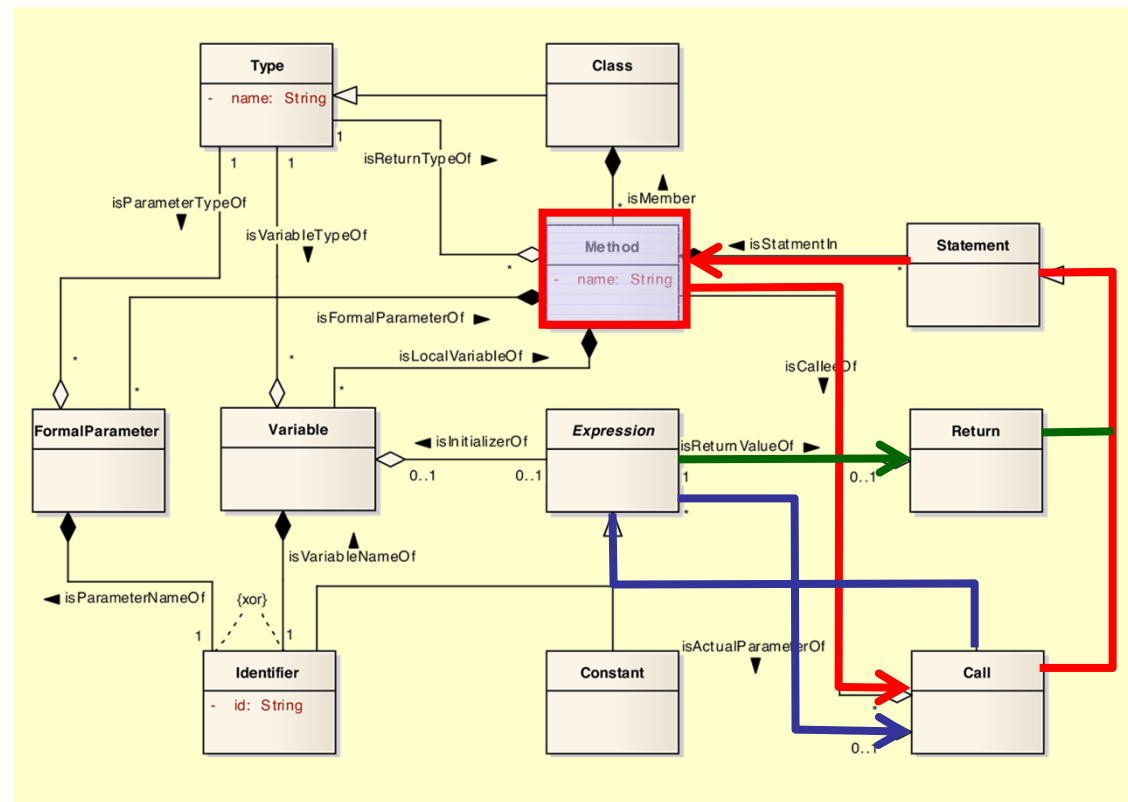
Anfragebeispiel

show all caller/callee-pairs

```

from
  caller, callee: V{Method}
with caller (
  --> {isStatementIn}
  [ <-- {isReturnValueOf} ]
  <-- {isActualParameterOf}*
  <-- {isCalleeOf}
)* callee
report
  caller.name as "Caller"
  callee.name as "Callee"
end

```



Tool Support (GUPRO)

The screenshot displays the QGupro IDE interface. The main window is titled "QGupro" and contains a menu bar (File, Edit, Project, Query, Window, Help, Settings) and a toolbar. The interface is divided into three main panes:

- GuproWorkspace:** A tree view on the left showing the project structure. It includes a "Workspace" folder with subfolders "Cosmos", "results", "variables", and "c". The "c" folder contains a subfolder "cosmos-client" with files "client.c", "comm.c", "ident.c", "debug.c", and "server.c". Below this is a "Queries" list with various query names like "functions_ca...", "functions_wi...", "identifier.grq", "identifier_co...", "identifier_wit...", "indirect_func...", and "indirect_func...".
- Query Editor:** The central pane showing a query in GUPRO's query language. The query starts with "FROM caller, callee: V{Identifier}" and "WITH caller". It contains several pattern-matching rules using curly braces and arrows, such as "{isDirectDeclaratorIn}", "{isFunctionDeclaratorIn}", "{isCompoundStatementIn}", "{isStmtIn}", "{isDeclarationIn}", "{isInitDeclaratorIn}", "{isInitializationIn}", "{isExprIn}", and "{isFunctionNameIn}". The query concludes with "REPORT caller.name AS Caller, callee.name AS Callee" and "END".
- Query Result:** The rightmost pane showing the results of the query. It displays the graph ID "b08340cdbc0cabe86370f7", the computation time "80 ms", and the result size "409". Below this is a table with two columns: "Caller" and "Callee". The table contains three rows of results: "message" and "builtin_va_start", "error_msg" and "builtin_va_start", and "info_msg" and "builtin_va_start". Below the table, a snippet of C code from "debug.c" is shown, featuring a "void message" function with parameters "int printident" and "char *fmt".

Software Evolution Projects

SOAMIG: Migrating Legacy Software to
Service-Oriented Architectures

SES: Software-Evolution Services

EEA: Removing Energy Code Smells with
Reengineering Services

Modeling Deltas: Version Control for Software-Models

Motivation

Software Migration

- provides transferring software systems to a new environment without changing its functionality
- enables reusing legacy assets in new environments
- preserves value of existing software systems during software evolution

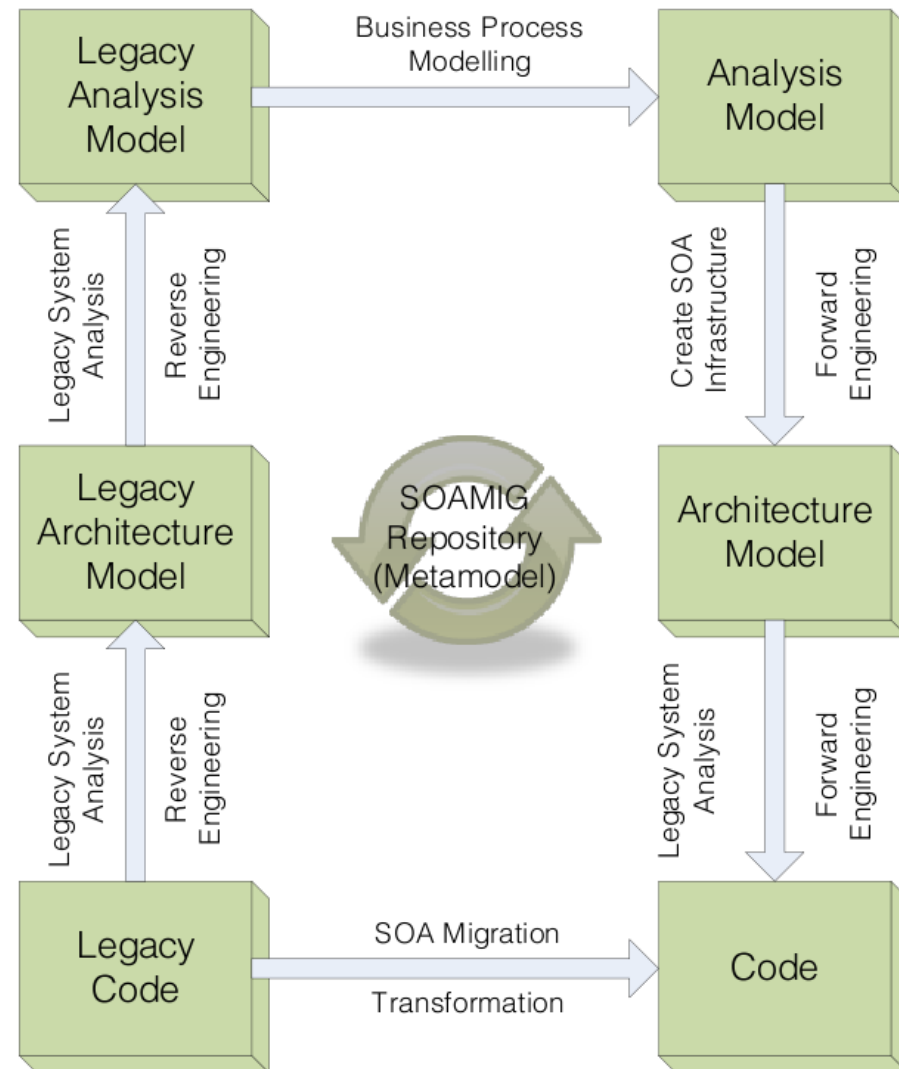
SOAMIG

- focuses on migrating software assets
 - by transformation
 - to service-oriented architectures (SOA)
- addresses architecture and language migration



Project idea

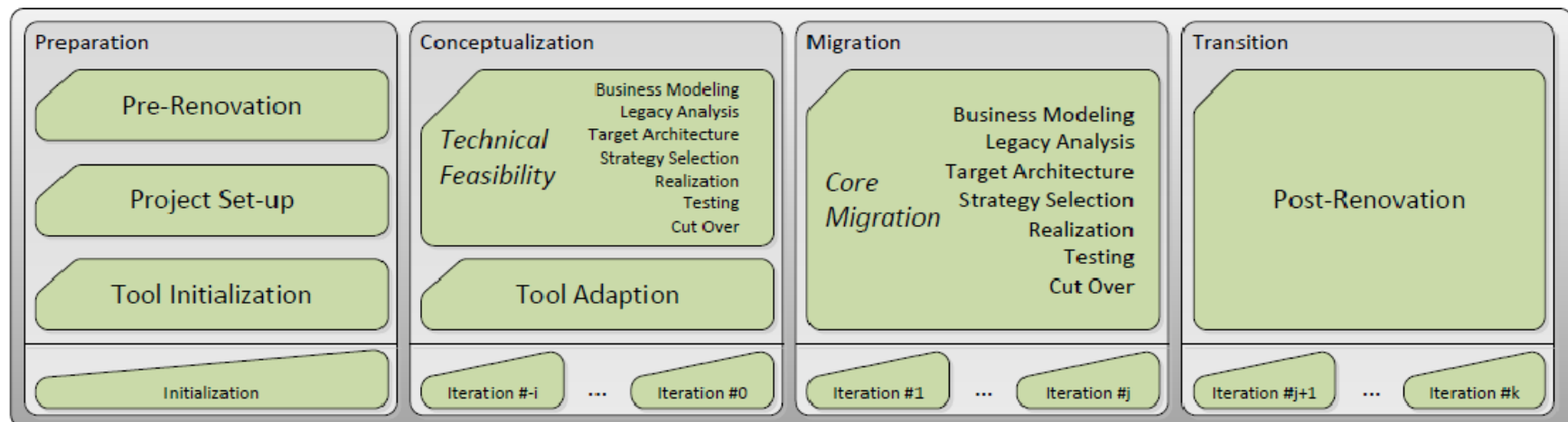
- use of model-driven techniques
 - integrated meta-model representing legacy and target system on
 - business process level
 - architecture level
 - code level
 - meta-model based reverse-engineering and software-analysis by
 - querying
 - transforming



SOAMIG Process Model

SOAMIG Contribution

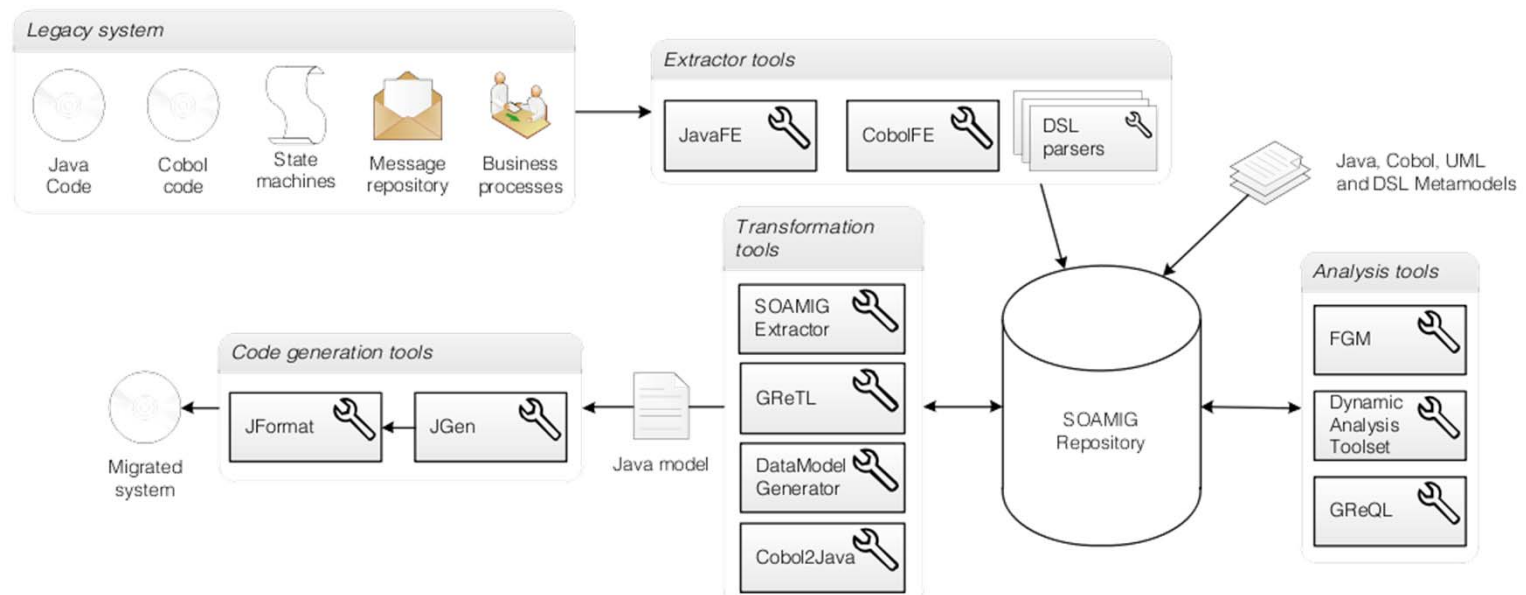
- adaptable, iterative process model
- phases for
 - Preparation (incl. setting up a migration factory)
 - conceptualization (incl. feasibility analysis and tool adaption)
 - (core) migration (incl. migration disciplines)
 - post-renovation (incl. reengineering activities)



SOAMIG Tool Chain

SOAMIG Contribution

- migration tool support integrated by a graph-based repository
 - Parser/Unparser (JavaFE, CobolFE, DSL-Parser, JGen, JFormat)
 - Repository based Analysis (FGM, JGraLab, Dynamic Analysis)
 - Repository based Transformation (Cobol->Java-Translator, Datamodel Generator, SOAMIG-Extractor)



Evaluation and Application

Case Study 1: RAIL

Migration Type

- architecture migration to SOA

Legacy System

- selling Deutsche Bahn products, developed by Amadeus
- monolithic 229 228 LOC Java rich client

Migration Objectives

- reducing deployment costs
- increasing reusability of functional components

Migration in SOAMIG

- focuses on technical feasibility

Case Study 2: LCOBOL

Migration Type

- code migration

Legacy System

- transaction system, maintained by pro et con
- monolithic rich client
- 81 600 LOC MF-COBOL/SQL

Migration Objectives

- increasing reusability and subsequent use in web service based environment

Migration in SOAMIG

- focuses on full language migration

Removing Energy Code Smells with Reengineering Services



Motivation

Consumption:

- over 10 % of Germany's overall electrical energy consumption due to ICT by 2007

Environment:

- CO2 emissions higher than entire German aviation sector

Mobility:

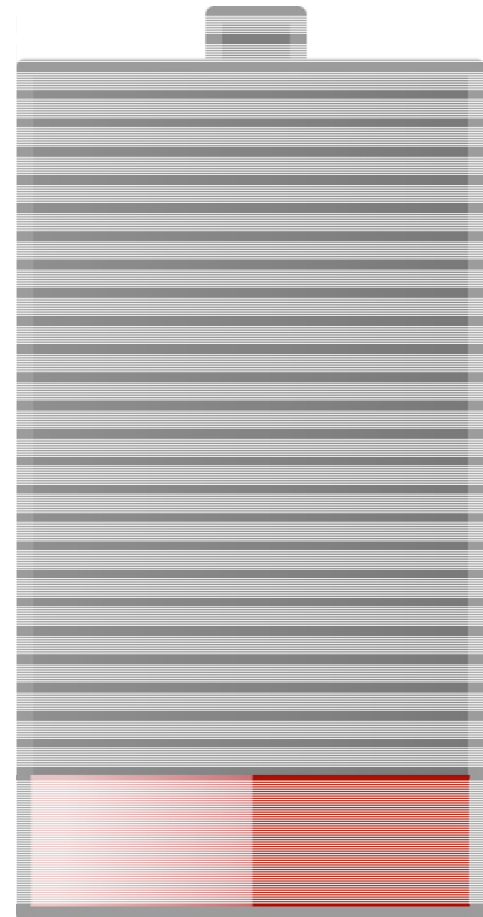
- ubiquitous and powerful mobile devices, batteries cannot keep up

Research:

- focused on hardware and low-level software optimizations

Our Focus:

- application level with feedback to OS, mobile computing



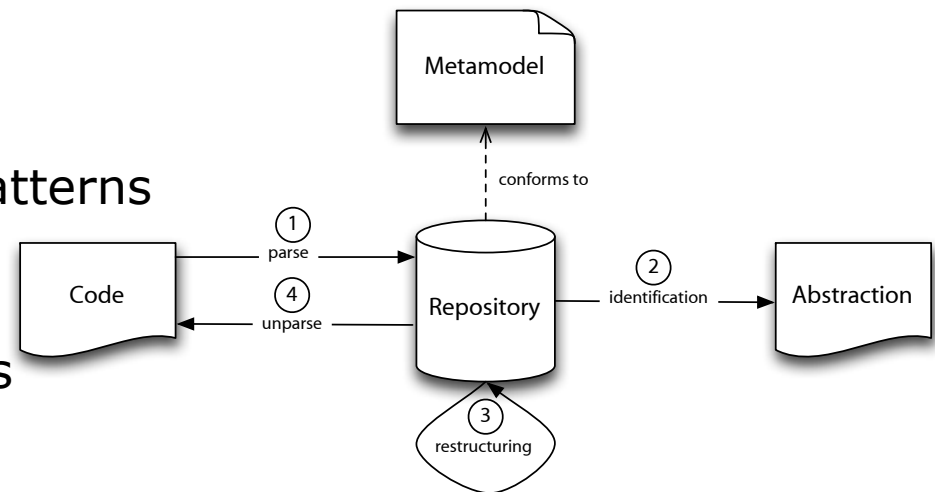
Refactoring = Identification + Restructuring

Energy Code Smells

- Energy code smells are energy-inefficient patterns in code
- Platform dependent as well as platform independent energy code smells exist

Process

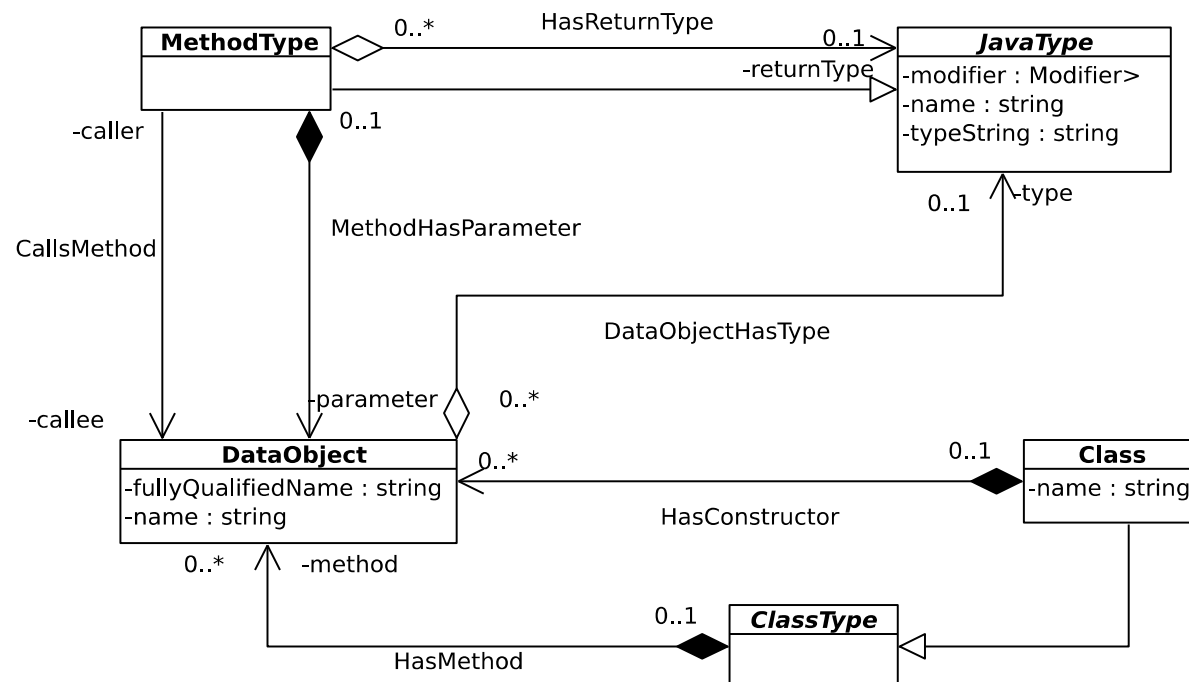
- ① Preparation: parse source to TGraphs
- ② Identification: identify code patterns by graph queries (GReQL)
- ③ Restructuring: improve code through graph transformations
- ④ Post processing: unparse TGraphs to source



Meta Model for Graph Representation

Representation of Java Code

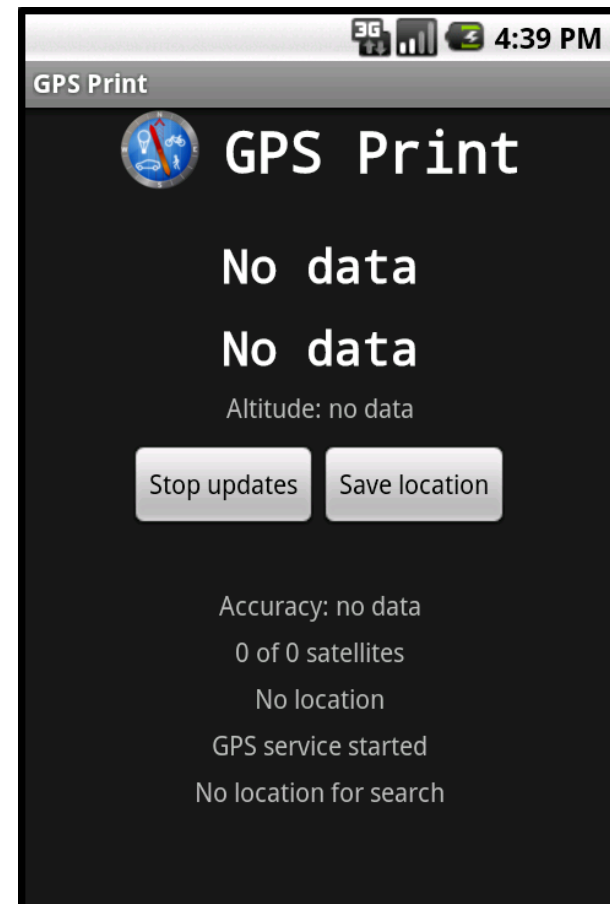
- According to SOAMIG Java Meta Model
- Originally contains 86 node types and 67 edge types



extract [FWE+12]

Example: GPSPrint Android Application

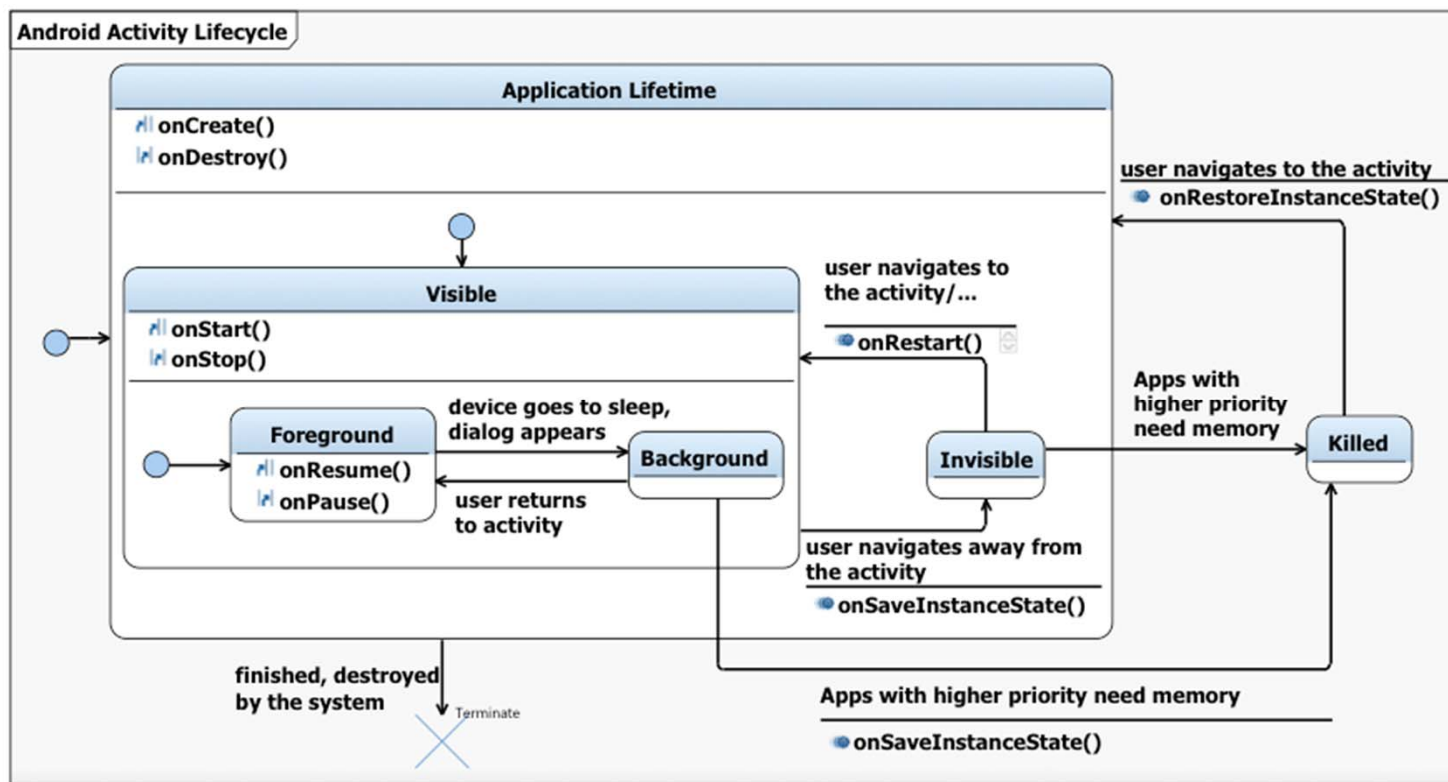
GPSPrint is a simple Android App showing actual GPS information like signal strength, count of satellites etc.



Example: Resource Utilization in Android

code smell

- claiming and releasing resources in onCreate() and onDestroy()



cmp. Android Developers: "Activities", 2012. <http://developer.android.com/guide/topics/fundamentals/activities.html>

Example: Resource Utilization in Android

```

1 public class GpsPrint extends Activity
2     implements OnClickListener, Listener,
3     LocationListener {
4     [...]
5     public void onCreate(Bundle
6         savedInstanceState) {
7     [...]
8         LocationManager lm=(LocationManager)
9             this.getSystemService(Context.
10                 LOCATION_SERVICE);
11         if(lm.getAllProviders().contains(
12             LocationManager.GPS.PROVIDER)) {
13             if(lm.isProviderEnabled(
14                 LocationManager.GPS.PROVIDER)){
15                 lm.addGpsStatusListener(this);
16                 lm.requestLocationUpdates(LocationManager.
17                     GPS.PROVIDER, 1000, 0, this);
18                 status_view.setText(
19                     "GPS service started");}
20             else {
21                 status_view.setText(
22                     "Please enable GPS");
23                 save_location_button.setEnabled(
24                     false); }
25         [...] }
26         [...]
27         public void onPause() {
28         [...]
29             lm.removeUpdates(this);
30         [...] }
31         public void onResume() {
32         [...]
33             lm.requestLocationUpdates(
34                 LocationManager.GPS.PROVIDER,
35                 1000, 0, this);
36         [...] }
37     }

```

Before Refactoring

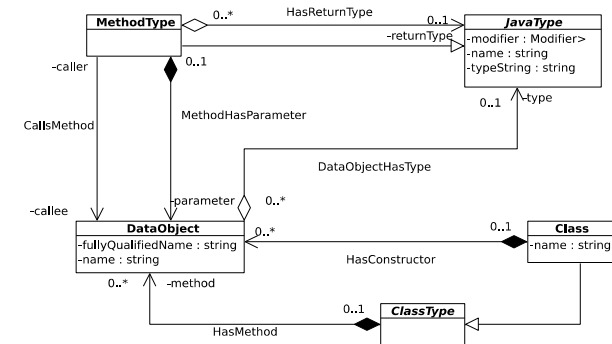
```

1 public class GpsPrint extends Activity
2     implements OnClickListener, Listener,
3     LocationListener {
4     [...]
5     public void onCreate(Bundle
6         savedInstanceState) {
7     [...]
8         LocationManager lm=(LocationManager)
9             this.getSystemService(Context.
10                 LOCATION_SERVICE);
11         if(lm.getAllProviders().contains(
12             LocationManager.GPS.PROVIDER)) {
13             if(lm.isProviderEnabled(
14                 LocationManager.GPS.PROVIDER)){
15                 lm.addGpsStatusListener(this);
16                 //removed by refactoring
17
18                 status_view.setText(
19                     "GPS service started");}
20             else {
21                 status_view.setText(
22                     "Please enable GPS");
23                 save_location_button.setEnabled(
24                     false); }
25         [...] }
26         [...]
27         public void onPause() {
28         [...]
29             lm.removeUpdates(this);
30         [...] }
31         public void onResume() {
32         [...]
33             lm.requestLocationUpdates(
34                 LocationManager.GPS.PROVIDER,
35                 1000, 0, this);
36         [...] }
37     }

```

After Refactoring

Detecting Energy Code Smells via GReQL



JGraLabUI - GPSPrint.tg

File Edit Query

```

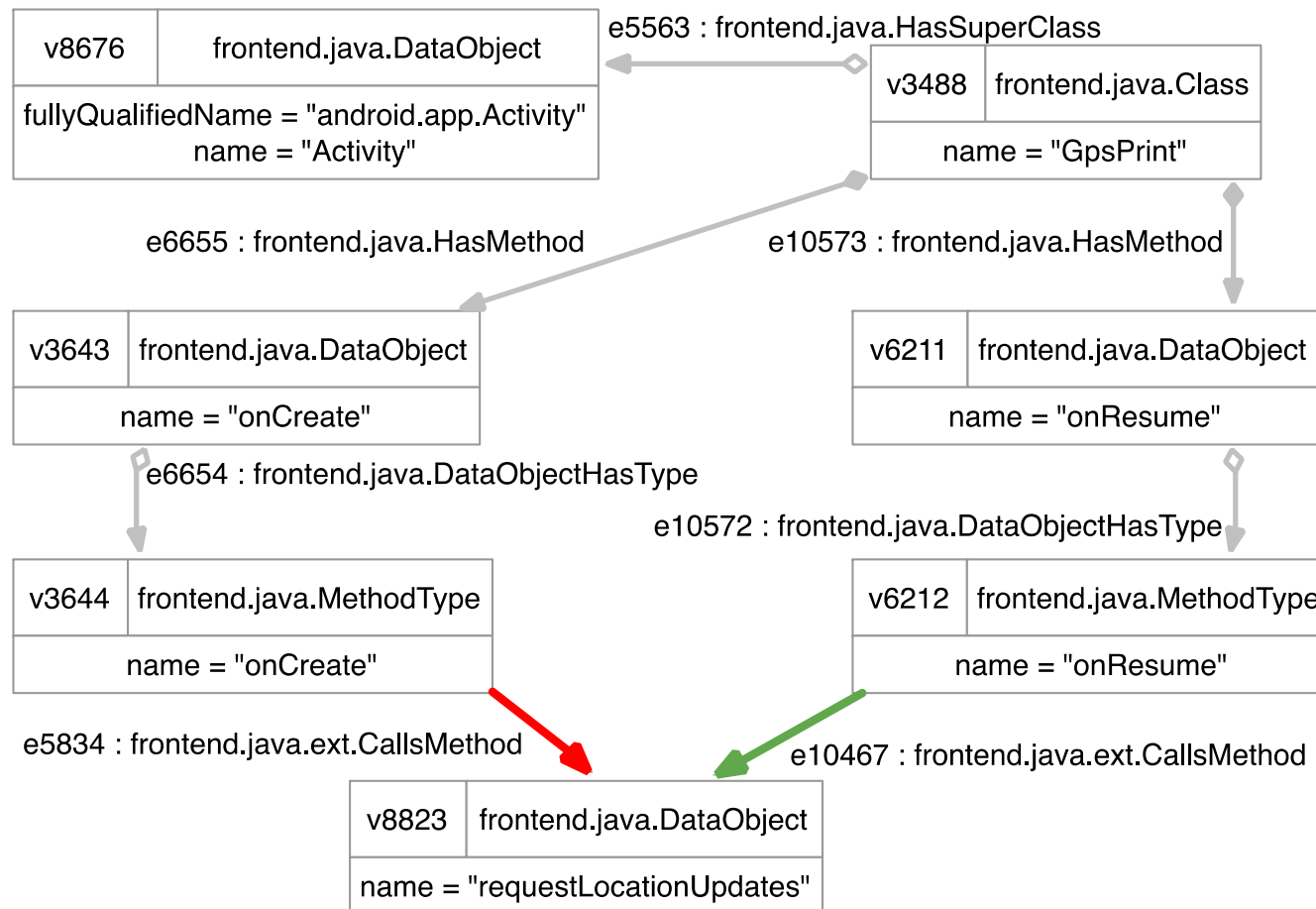
from
    onCreate, caller : V{frontend.java.MethodType},
    actClass : V{frontend.java.Class},
    superClass, callee : V{frontend.java.DataObject}
with
    onCreate.name = "onCreate" and
    superClass.fullyQualifiedName = "android.app.Activity" and
    callee.name = "requestLocationUpdates" and
    callee <-- {frontend.java.ext.CallsMethod} caller
    (<-- {frontend.java.DataObjectHasType} <-- {frontend.java.ext.CallsMethod}) *
    onCreate <-- {frontend.java.DataObjectHasType}
    <-- {frontend.java.HasMethod} actClass
    --> {frontend.java.HasSuperClass} superClass
report
    actClass.name, caller.name
end

```

((GpsPrint, onCreate))

AST JAVA Graph opened.

Code Restructuring



Classes of Energy Code Smells

Loop Bug

- A program behaviour wherein an application is repeating the same activity

Dead Code

- Source code which is never used, but needs to be loaded into memory

In-line method

- Replacing a method call with the actual body of the called method

Moving too much data

- Unnecessary communication between processor and memory

Immortality Bug

- Describes applications respawning after explicitly being killed by the user

Redundant storage of data

- Different methods of an application store the same data in memory

Using expensive resources

- Swap energy-expensive resources against “cheaper” alternatives

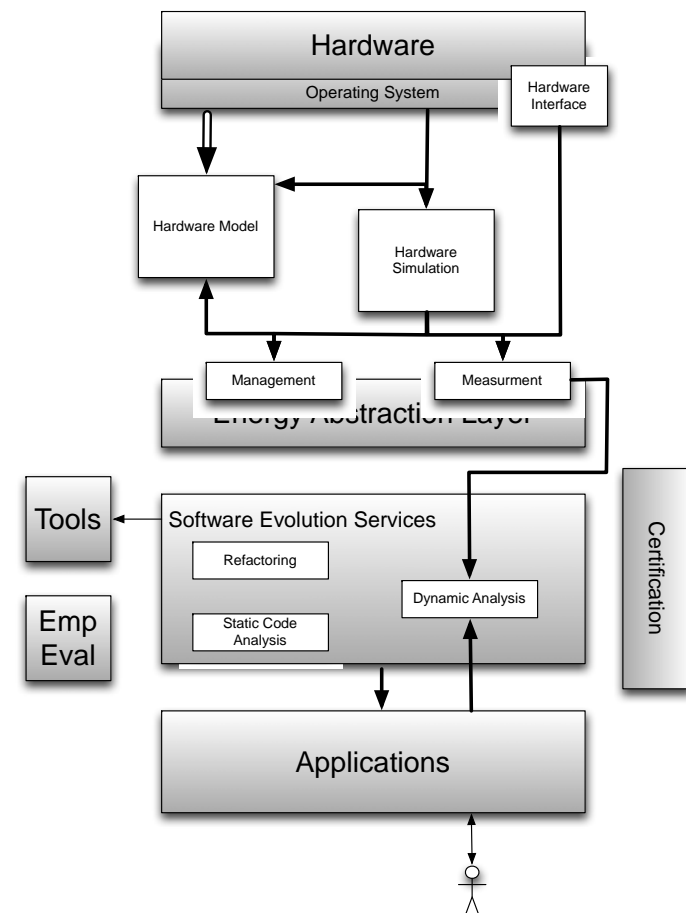
Infrastructure for Measurement and Management

Layered Structure on Mobile Devices

- Hardware which runs the operating system
- application environment (sometimes; e.g. Dalvik VM)
- Application layer interacts with the user

Energy Abstraction Layer

- between hardware and applications
- OS and hardware independent
- Abstract specification for measurement and management of energy



Summary

Foundations

- Software-Engineering
- Software-Evolution

Graph-Technology

- Graph-based Modeling
- Graph-Querying

Current Activities

- SOAMIG: Migrating Legacy Software to Service-Oriented Architectures
- SES: Software-Evolution Services
- EEA: Removing Energy Code Smells with Reengineering Services
- Modeling Deltas: Version Control for Software-Models



<http://www.kleinezeitung.at/freizeit/aktivwellness/touren/623790/index.do>