

# TEAM RADAR

## *Visualizing Team Memories*

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**Abstract:** In distributed software teams, awareness information is often lost due to communication restrictions. Researchers have attempted to retain team awareness by sharing change information across workspaces. The major challenge is how to convey information to readers effectively while avoiding information overload. In this paper, we address the benefit of delivering fine-grained awareness information, and present a new technique and prototype implementation for its capture and visualization. We also discuss how visual techniques and metaphors could promote user collaboration.

## 1 INTRODUCTION

Software development is in general a collaborative activity. The complexity of the code itself and the complexity of the activities and process of producing it make such collaboration difficult (Herbsleb and Grinter, 1999). One of the causes of these problems is the lack of awareness, which is typically defined as “an understanding of the activities of the others, which provides a context for one’s own activities” (Dourish and Bellotti, 1992).

In co-located teams, such information is maintained either through informal interactions among developers, such as monitoring each other's activities, informal conversations, pair programming sessions, and expert assistance (Hattori, 2010), or through inspecting documents and source code, shared in software configuration management (SCM) systems.

When direct communication is restricted, e.g., the team is geographically distributed; people often struggle with coordination and collaboration because awareness information is lost. Moreover, studies show that loss of awareness even affects developers’ willingness to collaborate and enthusiasm of work (Herbsleb et al., 2000). In such a setting, people have to take various alternative approaches to obtain awareness. One of the most common sources of awareness information is software repository, such as SCM repository. Developers traditionally used an SCM system to track and control changes of artifacts by imposing concurrency control and version control

regulations. As it stores all relevant changes and events in the project, researchers now find SCM repository valuable to work as an organizational memory that can be accessed to find out what other developers have done (Herbsleb et al., 2000).

However, in terms of awareness, prevalent SCM systems fail to offer sufficient level of awareness, because their asynchronized propagating strategy isolates local changes until developers manually submit them. In order to alleviate this problem, and “break bad isolation while retaining good isolation” (Sarma et al., 2003), a number of researchers have argued that the key to promote coordination among de-located teams is increasing the level of awareness and providing real-time information of ongoing changes (Lanza et al., 2010).

We claim that awareness in SCM could be enhanced with additional communication mechanism that continuously exchanges information between workspaces. Through this way, we could also enrich the team memory by supplying the existing software repository with additional awareness information, and promote mining software repositories (MSR) research to a fine-grained level.

The main challenge we are facing now is how to effectively convey sufficient amount of information to readers while avoiding information overload. Our solution is more intuitive visualization that shows the most useful information to developers, and appeals to them as much as possible. We developed Team Radar, a workspace awareness supporting tool based on Qt Creator (Nokia, 2008), an open source

C++ IDE from Nokia. Team Radar monitors and captures changes in local workspace and in SCM repository, extracts and analyzes the embedded awareness information, distributes it to other workspaces, and finally presents it in a visually attractive way.

The major innovation of our approach is that by applying afterimage technique and radar metaphor, we create a continuous and coherent team memory, which blends past with present, and more efficiently promote user collaboration.

## 2 RELATED WORK

There are a number of approaches in the community attempting to improve workspace awareness by enhancing existing SCM systems.

Palantir is an SCM enhancement that takes awareness into account. Palantir informs a developer of which other developers change which other artifacts, calculates a severity measure of potential conflict, and graphically displays the information. Palantir does not intend to solve conflict problem by itself. It simply makes developers aware of potential conflict and relies on them to avoid it before it happens. In CASI (Servant et al., 2010), the authors propose an improved measuring model, called Spheres of Influence, which shows developers which source code entities are influenced by their changes. The overlap of two developers' Spheres of Influence measures potential conflict.

An important aspect of software project is its evolution. Gource (Caudwell, 2010) is a recent project on evolution visualization, which differs from previous work by clearly showing the structure of the code and the relationships between artifacts and authors. Gource takes a qualitative approach and uses animation to visualize the flowing history of a project. It renders the project structure as a dynamic tree, generated with a force-directed tree layout algorithm (Hadany and Harel, 1999). Nodes represent files, and are connected to the tree by edges. Currently contributing authors fly close to the files, sending out beams to indicate their relations.

Socio-technical researchers have attempted to unify artifacts and activities in their research, and highlight the importance of identifying and tracking the dynamic relationships between social and technical dependencies. Augur (Froehlich and Dourish, 2004) is one of the tools that combine information about both artifacts and activities, and explore their interdependency. Visually, Augur is based on the line-oriented approach (Eick et al.,

1992), where each line of source code is presented as a line of pixels colored to indicate some attributes of the line, such as its author or revision history. This line-oriented display provides a thumbnail view (DeLine et al., 2006) of the code. The authors studied how artifacts and activities intertwined in open source projects, and discovered that software artifacts could reveal the relationships between technical and social structure.

Recent researches (Fitzpatrick et al., 2006) reflect a move away from managing activities and workflow per se to providing visualizations of information that already exists in tools. Syde (Hattori, 2010) follows this trend by integrating awareness information visualization tightly into existing IDEs. The author claims that despite of prolific applications of supporting workspace awareness, there is still no such a tool that provides enough fine-grained change information, and maintains a non-intrusive approach. Scamp (Lanza et al., 2010), built upon the communication infrastructure offered by Syde, extends Syde by delivering awareness information with three lightweight visualizations.

Our work is more or less inspired by previous work. We use a similar architecture of Plantir. The tree presentation of project structure comes from Gource. We employ an informal approach as Gource and Syde do. However, our approach differs from them in the following ways: our visualization is based on several new visual effects and metaphors, which stimulate users' imagination and engagement. We support both real-time monitoring and offline review, which is beneficial to development and management.

## 3 TEAM RADAR

Team Radar is our infrastructure to enhance workspace awareness. It is a client-server application. The client is a set of Qt Creator plugins, which monitors local changing events, distributes them to all other workspaces, and finally renders them on a virtual radar screen. The server side acts as a communication center and a standalone team memory, which complements conventional SCM system's function of supporting awareness information.

### 3.1 Design Rationale

There are some important decisions we have made in designing Team Radar, which reflect the rationale

and philosophy of our understanding of awareness support. When facing difficulties in software development, some previous work tends to offer all-in-one solutions. That is why their tools automatically inform users of their inference and give exact instructions. While our philosophy is that since most mistakes and failures are made by human (Sandom, 2007), it is more appropriate to let human make the final judgment. We believe that informal awareness information helps formal processes to work (Grinter, 1995). Hence, Team Radar takes an informal and qualitative approach, and simply visualizes extracted awareness information without distracting developers from their main work.

Another important issue of designing awareness supporting systems is whether the system is intended for retrospective analysis of historical data, or it is used to analyze a project currently in progress. Of course, each approach has its own advantages. Most previous work, however, focuses more on either aspect of the project over the other. In our solution, we attempt to offer users a consistent and coherent team memory by unifying both past and present information in one visualization. Developers can use Team Radar to monitor coworkers' activities and coordinate collaboration, while managers may review and analyze the project by replaying the event scripts stored in Team Radar.

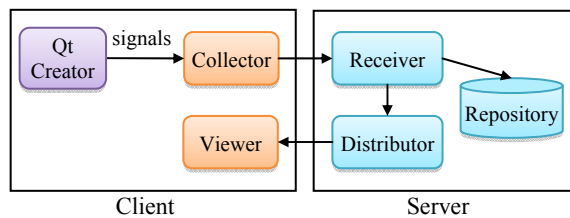


Figure 1: Team Radar Architecture.

### 3.2 Architecture

Figure 1 shows the architecture of Team Radar, which adopts the design of previous work (Sarma and van der Hoek, 2002). The system is an extension of Qt Creator. The client is a collection of Qt Creator plug-ins. Qt Creator relies on signals to propagate events. The *collector* is such a plug-in that connects to its interested signals, and is notified when these signals are emitted. The *viewer* is the visualization component that presents awareness information to users with animations. On the server side, which resides on a separated site, the *receiver* listens and accepts events from clients' *collectors*, stores them into an extra repository, and then asks the *distributor* to broadcast them to other clients' *viewers*. The

*viewer* can also retrieve the event scripts in the repository and replay them offline. Offline playback enables managers to inspect daily activities, review the process and analyze collaboration issues.

### 3.3 Capturing Local Events

Based on Gutwin's knowledge elements of awareness (Gutwin, 1998), workspace should track several types of awareness information, categorized by "how, when, who, where, and what" questions. In addition, a survey conducted in Microsoft shows that the majority of information needs are about discovering, meeting, and keeping track of people, not just code (Begel et al., 2010). Hence, our work focuses more on tracing what developers are working or have worked on, rather than what specific changes they have made. In more detail, we address these aspects of collaboration:

**Working mode.** As a typical software development scenario, developers switch back and forth among several activities, or working modes in Qt Creator, including designing, coding, testing, debugging, reading documents, etc. Working mode could also label current progress of the project. No matter what process model the project follows, in different phases of the project, developers carry out each type of activity with various emphasis and intensity. In earlier phases, developers take more time in designing and coding mode, while in later phases, more effort will be put to testing and debugging.

**Current changes.** It is important that developers have the notion of who else is working on the same artifacts or those artifacts closely related. Failing to acquire such information may lead to duplicated work, merge conflicts, and perhaps build failure (Hattori, 2010). Showing developers what artifacts others are changing gives them an early warning of potential conflict.

**Past changes.** In a software project, knowledge of others' activities, both past and present, has equal value for assisting the overall cohesion and effectiveness of the team. Observation of the evolution of a project helps to understand the history and rationale behind the code. Knowing who has worked most often or most recently on a particular file aids to identify members' contribution and locate expert assistance (Schneider et al., 2004).

Though the significance of fine-grained information in tracing and coordinating activities is largely accepted, the granularity still needs to be tuned based on its particular application. In our case, we

take an informal and qualitative approach, which do not require highly detailed information. Thus, Team Radar does not capture atomic changes, such as what character the developer has inputted, which line of code was edited, or any changes to the abstract syntax tree (Neamtiu et al., 2005). It simply captures some basic events in local workspaces, including client logging in and out, opening and closing project, editing file, and changing working mode. Editing file refers to any write operations to artifacts, because usually developers are not interested in others' read-only activities.

### 3.4 Visualization

Figure 2 illustrates the conceptual model of our animated visualization. Team Radar adopts a similar tree structure used by Gourc to present the structure of a project. The tree is dynamically generated by a force-directed layout algorithm (Hadany and Harel, 1999). Non-leaf nodes represent directories and are connected to the tree by edges. Leaf nodes denote files colored by their types. Each online developer is shown as an icon. When a developer is making changes to a file, his icon flies close to the corresponding tree node and indicates the artifact he is working on. When an icon moves, its afterimage stays, and a light trail shows its track. The tag beside developer's icon shows current working mode he is in. All local events are stored in the central repository as event scripts, which drive the animation and allow user to retrieve and replay.

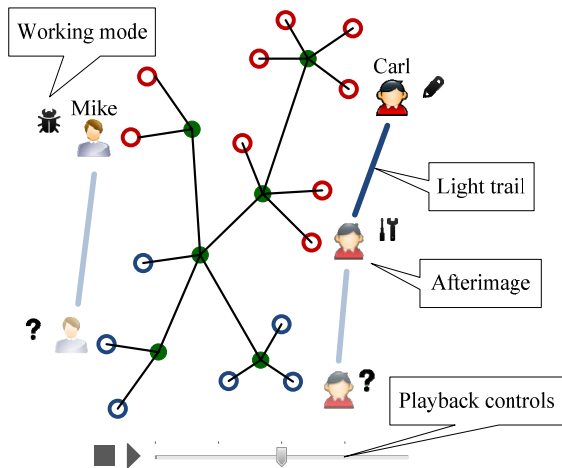


Figure 2: Team Radar visualization. The icon represents the location a developer is working on. Afterimages and light trails show the path he has gone through.

### 3.5 Metaphors

We believe that metaphor is a key factor to successful software visualization. In order to create a virtual environment that promotes user's perception and engagement, as well as to increase information density, Team Radar adopts two metaphors in its visualization based on afterimage technique.

*Afterimage*, or visual aftereffect, is an optical illusion that refers to an image continuing to stay in one's vision after the original image is removed. Neural biologists now generally agree that aftereffects are not mere by-products of "fatiguing neurons", but reflect neural strategies for optimizing perception (Thompson and Burr, 2009). There is also evidence that afterimage stimulates eyes to track motion smoothly (Heywood and Churcher, 1971). Afterimage is a critical technique to implement our metaphors. We argue that afterimage technique, which embodies past and present information in our visualization, helps to stimulate user's interests and engagement.

*Radar* is an important component of battlefield awareness, a similar problem to workspace awareness, which refers to knowledge of everything occurring on the battlefield (Fennell and Wishner, 1998). On a typical radar screen, positions of targets are displayed as moving blips, sometimes with light trails showing their courses and directions. Similarly, Team Radar alerts developers where others were and are working on. We use radar metaphor to create a notion that monitoring software team is just like observing a radar screen. In Team Radar, the tree layout mimics the polar coordinates of a radar system, icons simulate the blips of radar targets, and more interestingly, when an icon moves, its light trail shows the afterimage of the course.

*Memory* metaphor refers to a common sense that "the older the memory is, the vaguer the image appears in the mind". As mentioned above, when the icon flies to a new position, the afterimage of the icon and the light trail remains on the screen and fades out through time, mimicking a passing memory. The afterimage eventually disappears, and how long this process takes is configurable, depending on how much past information the user intends to observe. Memory metaphor produces an illusory environment that allows users to traverse between past and present.

## 4 DISCUSSION

There are still some challenges we are facing now

when implementing Team Radar. Major issues we concern are performance, scalability, and privacy.

Performance concern stems from the layout algorithm we choose. Though aesthetically appealing and flexible, the classic force-directed layout algorithm does not scale well. Most variants of it has the worse running time of  $O(|V|^3)$ ,  $|V|$  being the number of vertices (Hadany and Harel, 1999). In our application, however, since the graph is a hierarchical tree, we utilize the local nature of the sub-trees and develop a simplified multi-scale force-directed layout algorithm (Hadany and Harel, 1999), which takes into account only siblings in the same sub-tree and the ancestors when relocating a node. Furthermore, Team Radar can save the layout of the tree and load it the next time, which means the layout delay only bothers the user for the first time he joins the project. The most effective measure we take to handle performance issue is *along-the-path-expansion*. Programmers' behavior also exhibits certain local nature (Kersten and Murphy, 2006): no matter how the project scales, one programmer usually works on a small subset of the artifacts. Therefore, there is no need to expand the whole tree. Initially, Team Radar only loads the root of the tree. When a user opens a file, Team Radar will automatically expand the nodes in the path from the root to the file, and keep other nodes folded.

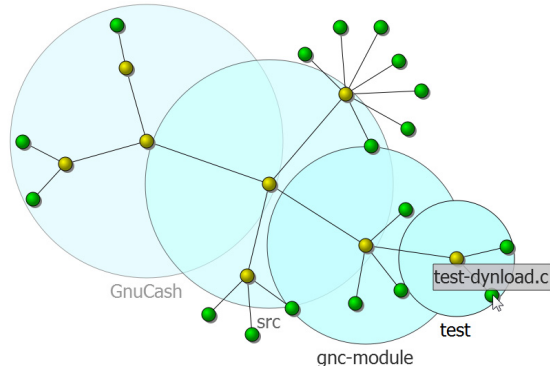


Figure 3: Improved force-directed layout showing the subset of artifacts a programmer is working on. Yellow nodes are directories, and green nodes are files. Labels are turned on (blue halos for directories, and tags for files) when the user opens a file.

Scalability of a visualization is often affected by excessive information. *Along-the-path-expansion* could significantly improve the scalability of the system by showing a minimal subset of the nodes. Labeling is another factor to the viewability of our visualization. Displaying all the names of the nodes would overwhelm the screen, as some of the names could be very long. Team Radar only shows the

labels of the nodes in the path from the root to the file currently editing. Figure 3 illustrates the preliminary implementation of aforementioned concepts.

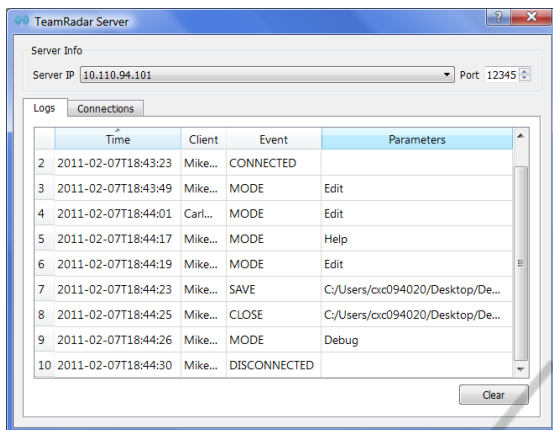
Developers can protect their privacy using two types of event filters: *incoming filter* and *outgoing filter*. The *incoming filter* defines what kind of events and whose events will be received, which helps the user to concentrate on his interested events and coworkers. The *outgoing filter* defines what kind of events will be broadcasted. Developers could agree on the configuration of filters based on their organizational culture.

## 5 CURRENT STATUS AND FUTURE WORK

We carry out the project in three steps. The first step it to build an event capturing and distributing system that share local events throughout the team. The second step it to render the information received by local viewer with animation. This part is still in progress. Currently, Team Radar shows events as textual scripts, which are then used to drive and playback the animation. Figure 4 and 5 demonstrate how the current system works. Finally, in case study, we plan to apply Team Radar to some real projects and evaluate how it could promote collaboration. After we have accumulated enough first-hand data, we will attempt to mine this fine-grained repository and discover how developers collaborate in a level that is more detailed.

## 6 CONCLUSIONS

In this paper, we report our ongoing work to promote team awareness and stimulate collaboration in the context of distributed software development. Basic infrastructure and prototype have been built and tested. The novelty of our approach is that with afterimage technique and radar metaphor, our visualization integrates both past and present information at the same time, which we believe would achieve a better balance of the tradeoff between providing more information and avoiding information overflow. A future contribution we foresee is that we would take MSR research into a deeper level by mining fine-grained information we collect in the repository.



	Time	Client	Event	Parameters
2	2011-02-07T18:43:23	Mike...	CONNECTED	
3	2011-02-07T18:43:49	Mike...	MODE	Edit
4	2011-02-07T18:44:01	Carl...	MODE	Edit
5	2011-02-07T18:44:17	Mike...	MODE	Help
6	2011-02-07T18:44:19	Mike...	MODE	Edit
7	2011-02-07T18:44:23	Mike...	SAVE	C:/Users/cxc094020/Desktop/De...
8	2011-02-07T18:44:25	Mike...	CLOSE	C:/Users/cxc094020/Desktop/De...
9	2011-02-07T18:44:26	Mike...	MODE	Debug
10	2011-02-07T18:44:30	Mike...	DISCONNECTED	

Figure 4: Team Radar server. Project events compose team memory that can be retrieved and replayed.

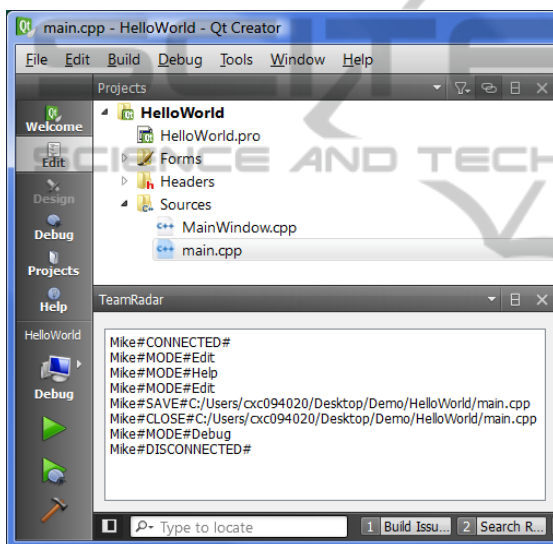


Figure 5: Team Radar client. Peers' activities are shown as textual scripts that will drive the animation.

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