

Evolution of Type-1 Clones

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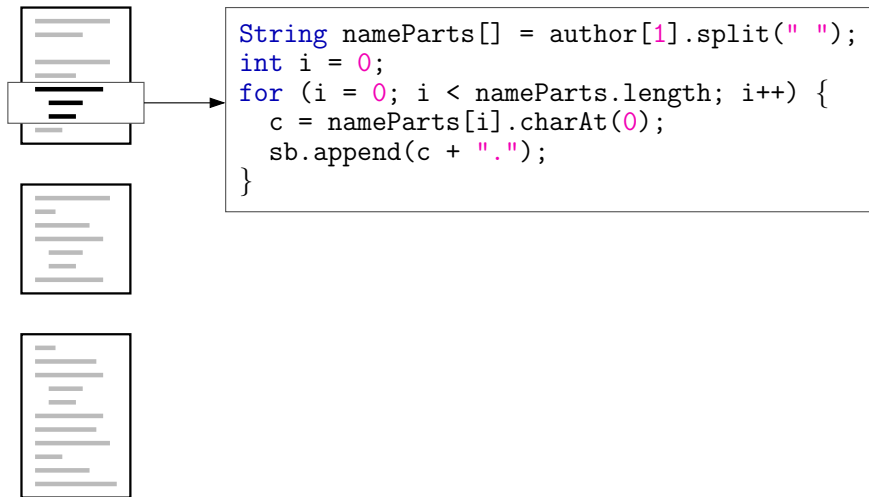
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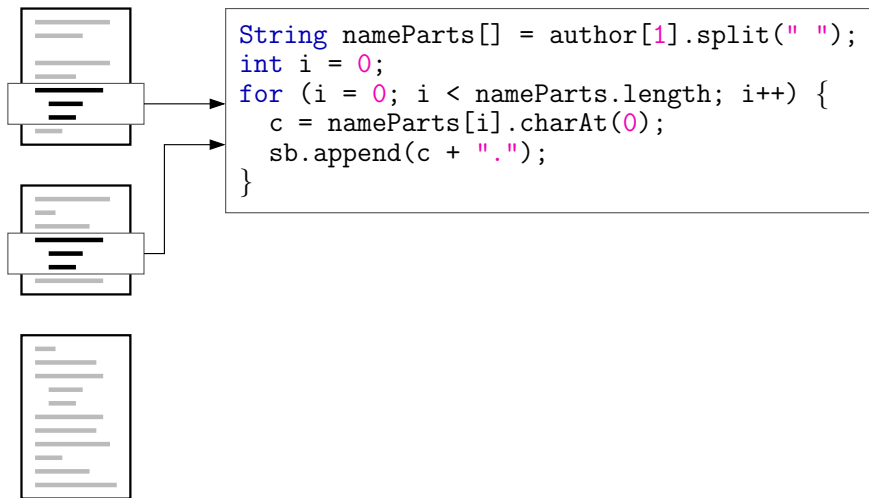
Software Clones



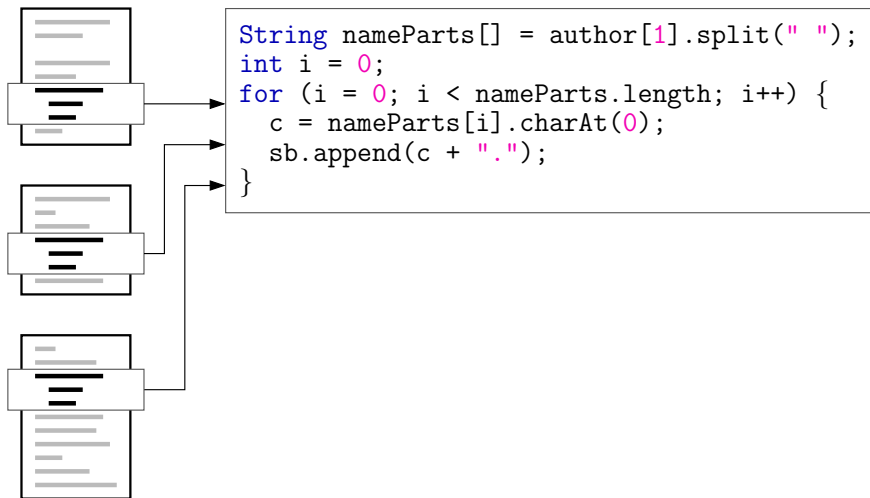
Software Clones



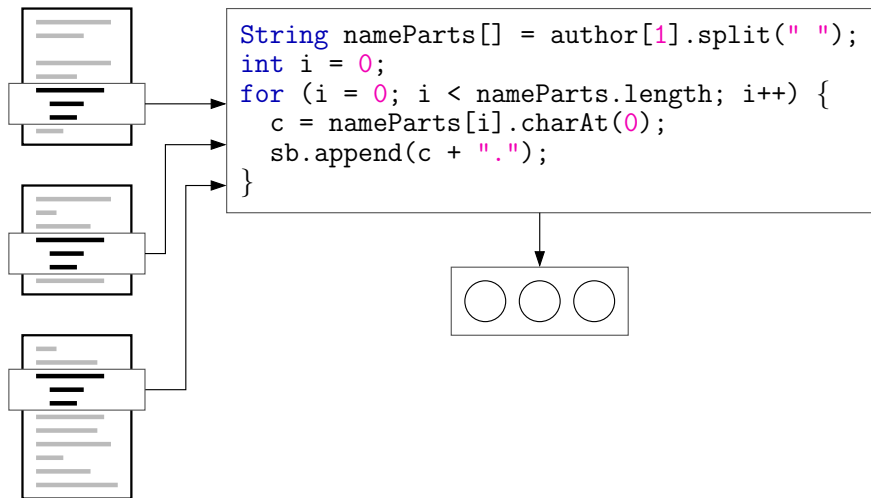
Software Clones



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Why Another Evolution Model?

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- ▶ Map fragments instead of classes
- ▶ Reduce computational effort

Clone Evolution Model

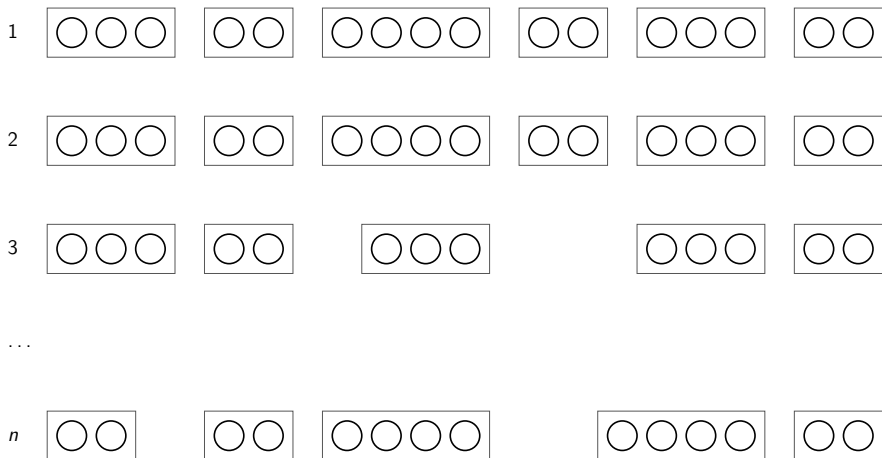
Version

1



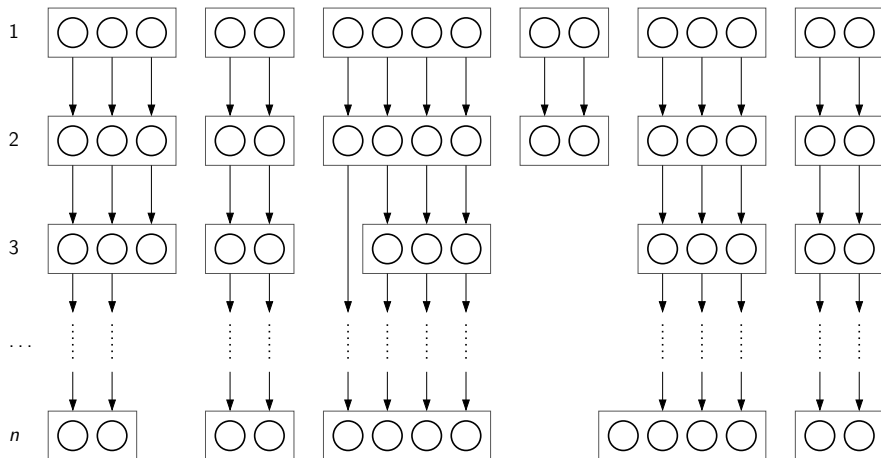
Clone Evolution Model

Version



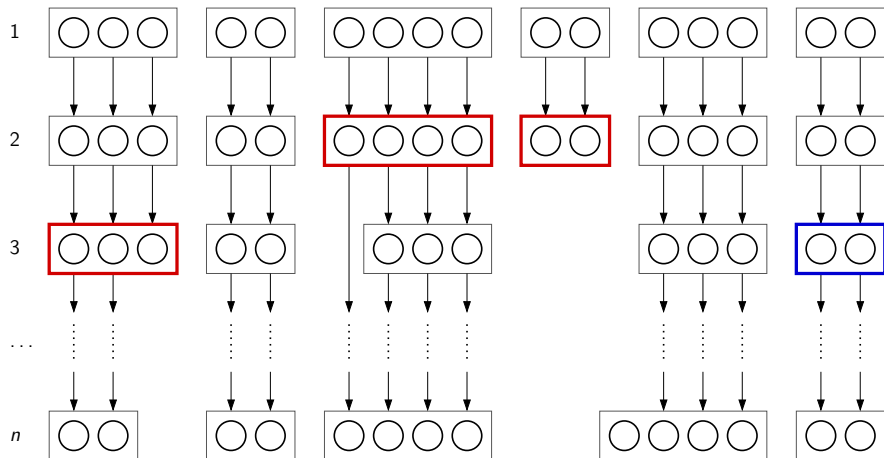
Clone Evolution Model

Version



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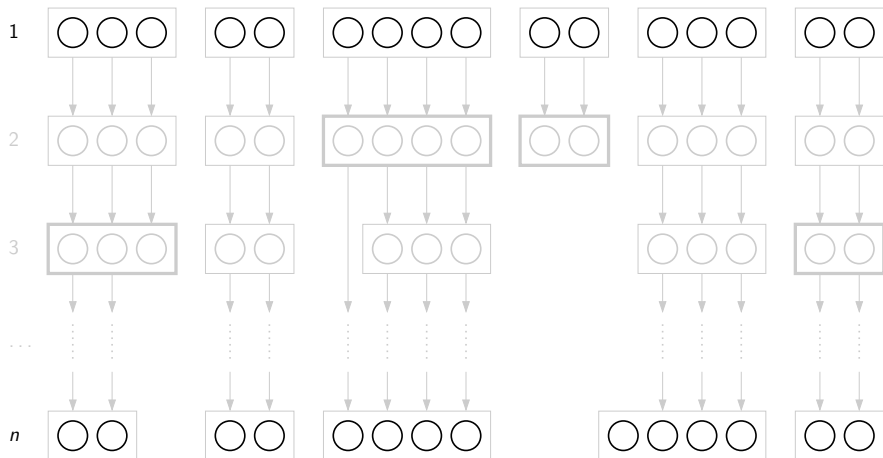
- ▶ Controversial results
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Our case studies covered. . .

- 9 subject systems
- 200 versions each (\approx 4 years)
- 3 programming languages (C++, Java, C)

Clone Ratio

Version



Clone Ratio

"[...] the overall ratio of function clones remains stable [...]"

[Laguë et al., 1997]

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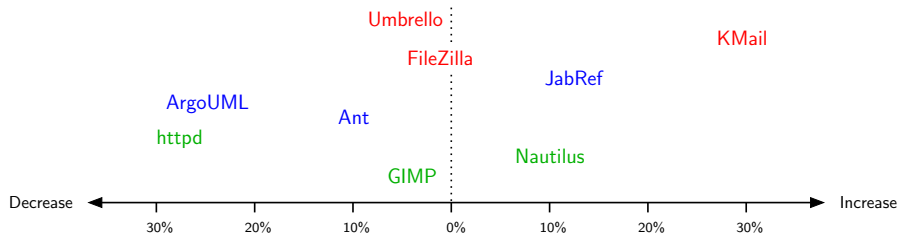
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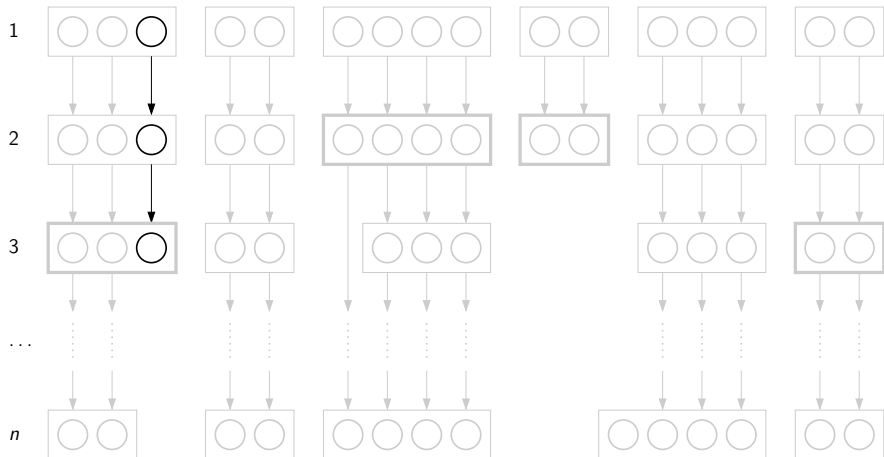
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Mean Fragment Lifetime

Version



Mean Fragment Lifetime

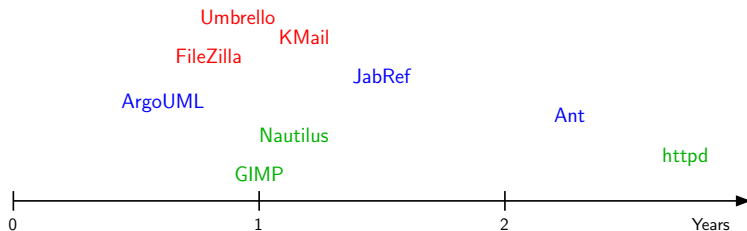
"[...] a large number of clones were volatile."

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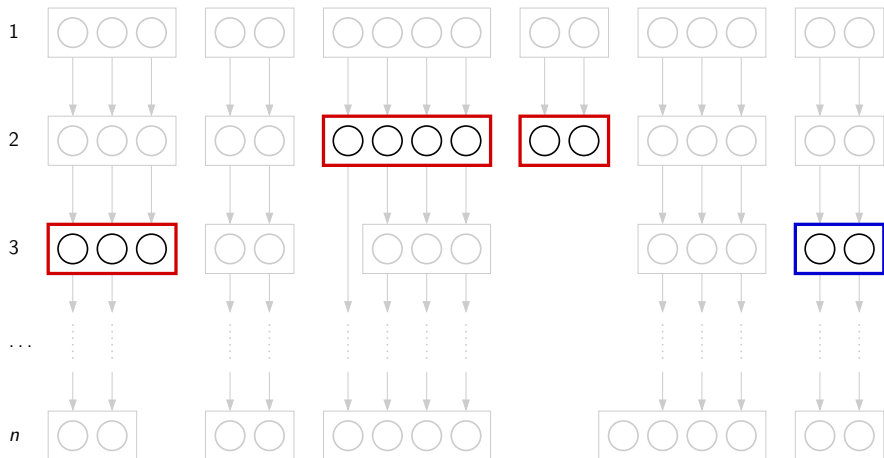
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Inconsistent Changes

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“[...] clone groups are consistently changed in roughly half of the time [...]”

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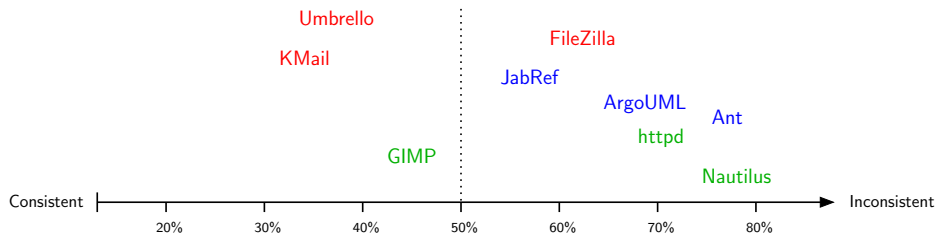
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“The harmfulness of clones cannot be judged without considering their evolution.”

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