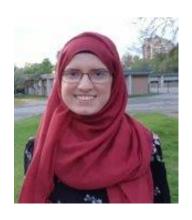




# Dataset and Analysis for the Commit Messages of the Linux Kernel Out-of-Memory Killer



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### Linux Out-of-Memory Killer

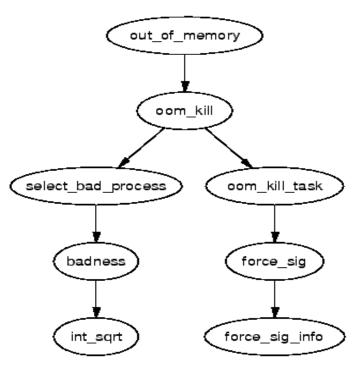
#### Linux kernel:

- Development is through Git commits
- Culture for motivating/describing changes

#### **Out-of-Memory Killer subsystem:**

- When Linux runs out of memory, it calls OOM-Killer to avoid crashes
- Two broad steps:
  - Select "best" task to kill using heuristics
  - Force task to release memory and exit





https://www.kernel.org/doc/gorman/html/understand/understand0 16.html

# What is the impact of changes?

- Dev works on "reclaiming used memory from the OOM victim".
- Find interesting commits from the Git history of OOM-Killer.

Oom: give the dying task a higher priroity August 9th, 2010



April 14th, 2011

memcg: give current access to memory reserves if it's trying to die
March 23rd, 2011

**Suren's Challenge:** 

How does my decision impact previously established decisions? How to make sure I will not cause conflicts with existing rationales?

Suren

mm: introduce process\_mrelease system call September 2nd, 2021

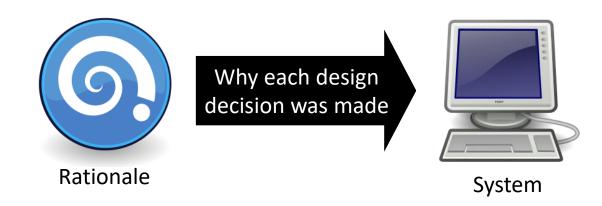
mm, oom: introduce oom reaper March 25th, 2016

#### Software Rationale

Big corpus of work on representing, structuring, extracting rationale

#### Useful to:

- understand the system
- learn from mistakes
- reuse solutions
- avoid conflicts



Little (Alkhadi'18, Sharma'21) about its characteristics in real world systems

No prior work on developer's rationale in code commit messages of OSS



• Is rationale information present in commit messages?







• How does it evolve over time?

How is it structured in commit messages?





1. Motivation



2. Dataset creation



3. Analysis





1. Motivation



2. Dataset creation



Analysis





### Dataset Creation: Labelling

- Collect 418 commits
- Remove merge commits, filter code sentences
- 404 commits / 2234 sentences
- 3 annotators label sentences

#### **Piloting**

- 6 rounds → codebook + protocol
  - Resolve conflicts by discussion
- "Decision", "Rationale", "Supporting Facts", "Inapplicable"

#### Batch annotations of the rest of the sentences

- Multiple classifications per sentence
- In disagreement, take classification union
- Fleiss kappa: Around 0.66 (fair to good agreement)

#### An example commit

#### Sentence

signal: Use SEND\_SIG\_PRIV not SEND\_SIG\_FORCED with SIGKILL and SIGSTOP

Now that siginfo is never allocated for SIGKILL and SIGSTOP there is no difference between SEND\_SIG\_PRIV and SEND\_SIG\_FORCED for SIGKILL and SIGSTOP.

This makes SEND\_SIG\_FORCED unnecessary and redundant in the presence of SIGKILL and SIGSTOP.

Therefore change users of SEND\_SIG\_FORCED that are sending SIGKILL or SIGSTOP to use SEND\_SIG\_PRIV instead.

This removes the last users of SEND\_SIG\_FORCED.

#### Codebook definitions

Label	Meaning
Decision	An action or a change that has been made, includ- ing a description of the patch behaviour
Rationale	Reason for a decision or value judgment
Supporting Facts	A narration of facts used to support a decision
Inapplicable	Pre-processing error or bad sentences
	(i.e., does not contain English sentences)

Dataset: https://zenodo.org/records/10063089

### Examples

Sentence	Labelling
mm, oom: introduce independent oom killer ratelimit state	Decision
printk_ratelimit() uses the global ratelimit state for all printks	Supporting Facts
The oom killer should not be subjected to this state just because another subsystem or driver may be flooding	Rationale
the kernel log	
This patch introduces printk ratelimiting specifically for the oom killer.	Decision

#### Sentence

tlb: mmu\_gather: Remove start/end arguments from tlb\_gather\_mmu()
The 'start' and 'end' arguments to tlb\_gather\_mmu() are no longer needed n
'fullmm' flushing

Remove the unused arguments and update all callers.

Decision Rationale 556 431 49 220 136 397 Supporting Facts

Dational

pporting Facts

elling

ision

Rationale

Substantial label overlap:



1. Motivation



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3. Analysis



### Dataset Analyses and Research Questions



#### **Presence of Rationale**

- RQ1. How many commits contain rationale?
- RQ2. How much of the commit contains rationale?



### Factors impacting Rationale

- RQ3. Does the quantity of rationale reported depend on the commit message size?
- RQ4. Does the quantity of rationale reported depend on the developer experience?



### **Evolution of rationale** over time

- RQ5. How does rationale evolve over time?
- RQ6. How does rationale evolve over time for the five
   core contributors?



### Structure of commit messages

 RQ7. In what order do the categories mostly appear?

### Dataset Analyses: Presence of Rationale



#### **Presence of Rationale**

- RQ1. How many commits contain rationale?
- RQ2. How much of the commit contains rationale?

```
rationale \ density\% = \frac{\text{number of commits that contain rationale}}{\text{total number of commits}}
```

• 98.9% of commits contain rationale

average rationale density = 
$$\frac{\sum_{\text{commits}} \text{rationale density}}{\text{number of commits that contain rationale}}$$

About 60% of sentences per commit contain rationale

### Dataset Analyses: Factors impacting Rationale



### Factors impacting Rationale

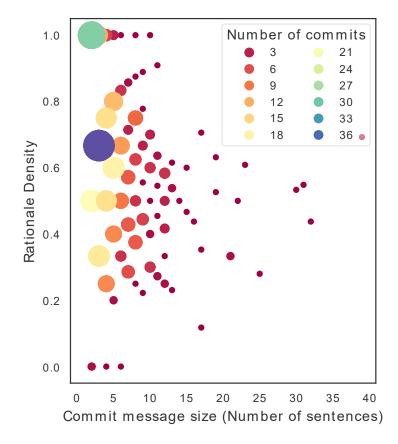
- RQ3. Does the quantity of rationale reported depend on the commit message size?
- RQ4. Does the quantity of rationale reported depend on the developer experience?

Most the commits have fewer than 15 sentences

No statistically significant correlation.

#### Observations:

- A lot of the **short** commits (fewer than 6 sentences) have a **high** rationale density ( > 60%).
- As a commit becomes longer, the tendency is between 40% to 60% of sentences to contain rationale information.



Commit size versus rationale density

### Dataset Analyses: Factors impacting Rationale



#### **Factors impacting** Rationale

- RQ4. Does the quantity of rationale reported depend on the developer experience?

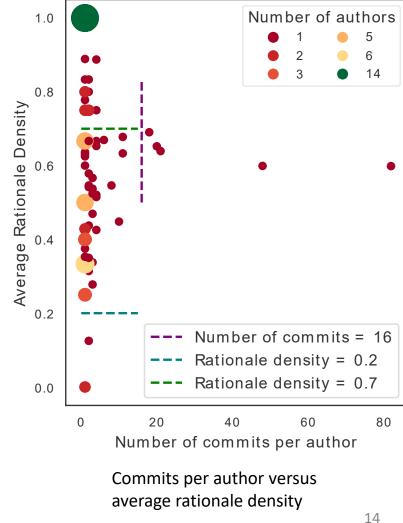
Only 5 developers wrote more than 16 commits.

All the other developers wrote fewer than 16 commits; most of them, fewer than 10 commits.

No statistically significant correlation.

#### Observation:

More experienced developers' commits have a **consistent** rationale density near 60%.

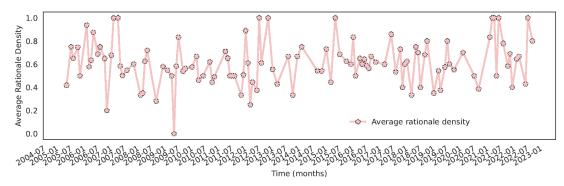


### Dataset Analyses: Evolution of rationale over time

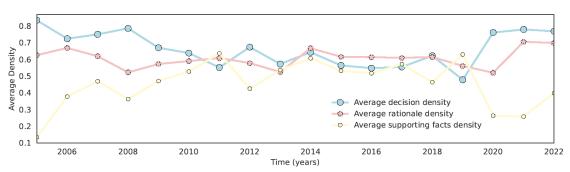


### **Evolution of rationale** over time

- RQ5. How does rationale evolve over time?
- RQ6. How does rationale evolve over time for the five
   core contributors?



Monthly evolution of the average rationale density



Yearly evolution of the average rationale density, the average decision density and the average supporting facts

Rationale density consistently high at around 0.6.

**Decision** density consistently **high** (> 0.5).

**Supporting facts** density typically **low** (< 0.6).

In early and late years
decision density >
rationale density >>
supporting facts density.

In middle years, all converge at around 0.55, supporting facts density always at bottom

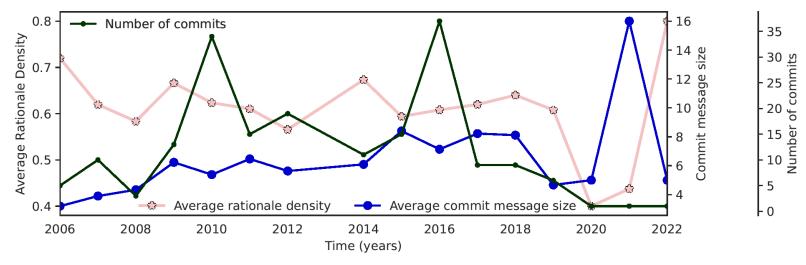
### Dataset Analyses: Evolution of rationale over time



### **Evolution of rationale** over time

- RQ5. How does rationale evolve over time?
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Five contributors wrote 189 commits ~half of the studied commits.



Evolution of average rationale density, average commit message size, and number of commits for top 5 contributors

Rationale density was consistent around 0.6 for all the years before 2020, but it dropped to around 0.4 in **2020 and 2021** and went up to 0.8 in 2022.

The number of commits varies considerably each year

Usually, the top contributors write short commits (< 8 sentences)

### Dataset Analyses: Structure of commit messages

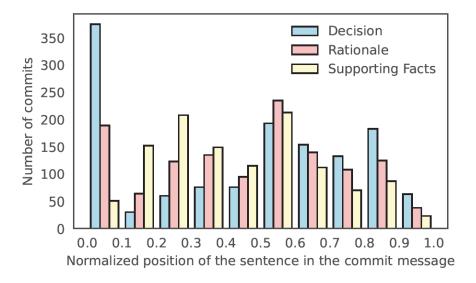


## Structure of commit messages

 RQ7. In what order do the categories mostly appear?

#### **Common Structure:**

- 1. Decisions
- 2. Supporting Facts
- 3. Rationale
- 4. Decisions



Distribution of the categories over the normalized positions of the sentences of the commit messages



1. Motivation



2. Dataset creation



Analysis



#### Rationale in the OOM Killer





#### Presence

Commit messages almost always contain rationale information.

On average, around **60% of the message** contains rationale information



#### **Impacting factors**

The quantity of rationale information reported does not depend on the commit message size or developer experience.

**Experienced** developers have a rationale density around **60%**.



#### **Evolution over time**

Rationale density is **consistent** (~0.6). Decision density is always **high** (> 0.5). Supporting facts density is **lower** (< 0.6).

More experienced developers write **short** commit messages (fewer than eight sentences).



## Structure of commit messages

Developers tend to **start** and end their commit messages with Decisions.

Rationale and Supporting
Facts appear in the middle
of the commit, with
Supporting Facts usually
preceding Rationale
sentences





# Dataset and Analysis for the Commit Messages of the Linux Kernel Out-of-Memory Killer

An empirical contribution to better understand rationale in-the-wild.



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- Is rationale information present in commit messages?
- What are the factors that impact it?





- How does it evolve over time?
- How is it structured in commit messages?



#### **Next Steps:**

- Improve dataset quality and richness
- Compare with other Linux modules, other OSS projects
- Automate rationale classification

Dataset: <a href="https://zenodo.org/records/10063089">https://zenodo.org/records/10063089</a>

Paper: <a href="https://arxiv.org/abs/2403.18832">https://arxiv.org/abs/2403.18832</a>