

# Interactive Visualization of Differences between Software Model Versions

Jakub Ondik and Karol Rástočný

*Institute of Informatics, Information Systems and Software Engineering, Faculty of Informatics and Information Technologies, Slovak University of Technology in Bratislava, Ilkovicova 2, Bratislava, Slovakia*

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**Abstract:** During the development of software systems, various software models are created in the software design phase. The models are being further modified not only by customers' changes in system requirements, but as well by design decisions based on problems being solved. These changes are sometimes not visible without previous familiarity with original versions of software models, which can cause loss of efficiency not only for software analysts, but also for developers, who must reflect these modifications into source code. The solution to these problems can be found in the proposed method for visualization of modifications in software models, which visualizes modifications directly in diagrams and supports interaction with the modifications. As the basis for the difference detection, we propose an extendible modelling architecture. We evaluate this architecture and the proposed method via working prototype which compares two model versions given in XMI form and visualizes their differences. The evaluation proves that our method significantly shortens time necessary to detect differences by developers and also decreases a number of unidentified differences.

## 1 INTRODUCTION

Visualization of modifications in evolving software models allows developers to efficiently identify the parts of models, which are modified. Due to this fact, this visualization is important not only for software analysts, who are designing and creating the model, but also for software developers, who are reflecting these changes into source code.

Software analysts and developers use various tools for visualization of modifications in software models, both standalone tools (e.g., a tool implemented in IBM Rational Rhapsody<sup>1</sup>) and extensions for existing modelling tools (Ohst et al., 2003). These tools are often different not only in the visualization techniques, but they also differ in supported model and element types.

In this paper we provide an overview of existing tools and approaches for visualization of modifications in software models along with their shortcomings. We also propose the method for difference detection in software models and the method for visualization of modifications in software models, which supports multiple context-based views in a form of standalone tool and aims to overcome the shortcom-

ings of similar existing tools.

For evaluation purposes we propose the prototype with architecture that supports re-usability of implemented extensions for multiple software modelling tools and for tool-independent web interface.

The paper is structured as follows. Section 2 describes related work in the area of software model modifications visualization. The proposed method for difference detection in software models is defined in Section 3. Following section introduces main contribution of this work in the method for software models modifications visualization. Section 4 describes proposed prototype, evaluation approach of the proposed methods and evaluation results. The last section concludes contributions of the paper and discusses future work and applicability of the proposed method in real software development projects.

## 2 RELATED WORK

One of the existing tools providing visualization of modifications in software models is an extension (Niere, 2004) for an UML CASE tool called *Fujaba Tool Suite* (Burmester et al., 2004). This extension, however, uses extended internal metamodel of *Fujaba*, which makes it non-reusable for other meta-

<sup>1</sup><https://www.ibm.com/us-en/marketplace/rational-rhapsody>

models, such as UML metamodel. It also only supports Fujaba-specific XMI format with support for Poseidon for UML<sup>2</sup>. This extension supports visualization of modifications only in class diagrams.

*Fujaba Tool Suite* visualizes modifications directly in class diagrams, while removals are highlighted with red color, and additions are highlighted with green color. Changes in elements are visualized with small *U* mark by their side, signifying an update. This extension does not support visualization of relations modifications and it does not support visualization of movements of elements at all (e.g., a movement of an attribute between two classes).

*UMLDiff<sub>cl</sub>* (Girschick and Darmstadt, 2006) represents an algorithm for visualization of modifications directly in class diagrams. In a case of modification, whole modified part of element or element itself, is highlighted by color specific to modification type, e.g. if only a type of an attribute is modified, whole attribute is highlighted. *UMLDiff<sub>cl</sub>* uses eight colors for each of supported modification type, such as successful and unsuccessful element mapping between versions of models, additions, removals, original and current positions of elements, cloning and changes. This can result in insufficient clarity of the visualization and can also result in high cognitive load for users along with high initial need to learn which color corresponds to which modification type. *UMLDiff<sub>cl</sub>* also uses its own XML-based model format.

The extension for tool *PISET* (Kelter et al., 1999; Ohst et al., 2003) adds visualization of movements of elements in class diagrams via double-head arrows between removals and additions. The extension visualizes additions by green borders and removals by red borders. Modifications of elements (e.g. a change of an attribute's type) are not visualized, they are simply visualized as removal and addition operations.

The *PISET* extension also supports filtration of modifications by element types, model versions, and referenced modifications. Elements that are filtered out are visualized by gray color.

*uml3d*<sup>3</sup> is the 3D UML modelling tool that supports real-time collaboration inspired by web-based document sharing tools (Ferenc et al., 2017). The tool stores users' modifications and it gives users an opportunity to use a timeline to visualize modifications in the model. By interaction with the timeline, users can see historical state of the model, while they see the last five modification flagged by authors' flag for each timeline's point. Details about modifications are displayed by hovering over the flags. This visualization approach has good collaboration possibilities, but

it requires from developers to observe and to remember full model's history.

*Sparx Enterprise Architect*<sup>4</sup> provides, in addition to software modelling features, means to create model versions in form of snapshots and their further comparison with other model versions. This comparison is visualized in a table containing list of all properties of compared element in the first column. In the second column current values of the element's properties are shown, while in the third column snapshot values of the element are shown. The non-matching values are highlighted with green color.

*Enterprise Architect* also supports visualization of modifications directly in the diagrams<sup>5</sup>. However, only three types of modifications are supported: an element movement in the diagram, an element removal from the diagram and an element addition to the diagram. Visualization of modifications in relations or element parts, such as change of attribute type, are not supported directly in the diagram, only in a table view. Unlike the previous tools, *Enterprise Architect* supports XMI model format for multiple UML versions along with its own UML extensions.

Similarly to *Enterprise Architect*, the tool *IBM Rational Rhapsody DiffMerge*<sup>6</sup> visualizes modifications in a table view and in diagrams. Visualization of modifications in diagrams is realized via side-by-side view, while the reference version of the diagram highlights removed elements and relations with blue color and the current version of the diagram highlights added elements and relations with green color. Modification of attributes, inner properties of elements (e.g. relations' types), or movements of elements are not visualized in diagrams.

The modification visualization by side-by-side view is often used in comparing textual documents. But in case of software models, this visualization is not optimal. In contrast with textual documents, software models contain multiple types of elements (Elaasar et al., 2018) and they are not read from top to bottom, so developers have to provide more complex visual comparisons and mappings between compared models.

The presented related tools and methods were selected for their ability to visualize modifications directly in diagrams. In general, we can conclude shortcomings of the-state-of-the art, with respect to tools using tabular visualization (e.g., EMF Compare<sup>7</sup>), to following points:

<sup>4</sup><http://sparxsystems.com/products/ea/>

<sup>5</sup><http://sparxsystems.com/resources/diff/>

<sup>6</sup><http://bit.ly/IBM.Rational.Rhapsody.DiffMerge>

<sup>7</sup><https://www.eclipse.org/emf/compare/>

<sup>2</sup><http://www.gentleware.com/>

<sup>3</sup><http://uml3d.herokuapp.com/>

- limited visualization of modifications to diagrams' types,
- lack of visualization for movements of elements' parts and elements themselves,
- missing support for common, standardized, data format, e.g. XMI,
- visualization limited to small amount of modification types,
- missing visualization of modification of relations and stereotypes,
- high cognitive load caused by high number of used colors or necessity to work with multiple views, e.g. side-by-side view or combination of diagram view and table view.

### 3 DIFFERENCE DETECTION

As the basis of modification visualization, it is necessary to obtain correct and detailed information about differences between compared model versions. Existing tools for difference detection in software models are either limited to small number of diagram types, e.g. they only support class diagrams and their extension could prove time-consuming (Costa et al., 2014), they are limited to specific programming languages (Xing and Stroulia, 2005) or they require construction of initial sets for the algorithm to work (Kessentini et al., 2017). Due to insufficient state-of-the-art difference detection methods, we propose our method for difference detection between two versions of a software model.

We differentiate between two versions of software models – *version A*, which is the reference version and *version B*, which is the current version of the model. The proposed method is based on comparing Merkle trees (Merkle, 1988) that are created from the models.

#### 3.1 Creation of Merkle Trees

In the first phase, hierarchies of the compared software models are traversed and modified Merkle tree instances are created according to Algorithm 1. Child elements of the software models are recursively transformed to sub-trees with mapped corresponding elements (see function *CreateTree*). After that a hash is calculated for each sub-tree as a combination of child sub-trees' hashes and a local hash of the corresponding element (see function *ComputeHash*).

Local hashes are calculated based on attributes of UML element types, such as element type or element name. Identifiers of the elements are not included in

Algorithm 1: Creation of Merkle tree.

---

```

merkleTreeA ← CreateTree(modelA)
merkleTreeB ← CreateTree(modelB)

function CREATETREE(element)
    tree ← new Node()
    tree.Element ← element
    for all childElement in element.Children do
        node ← CreateTree(childElement)
        tree.Nodes.Add(node)
    ComputeHash(node)
    return tree

procedure COMPUTEHASH(node)
    LocalHash ← ComputeHash(Element)
    ChildrenHash ← 0
    for all childNode in Nodes do
        ChildrenHash ←
            ChildrenHash xor childNode.Hash
    node.LocalHash ← LocalHash
    node.ChildrenHash ← ChildrenHash
    node.Hash ← ChildrenHash xor LocalHash

```

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the local hashes to avoid false negative matching in case of re-indexing of software models' elements, e.g. caused by copying previous solutions between software models.

#### 3.2 Tree Traversal

After the modified Merkle tree is created, we traverse it and detect differences in node hashes. As for the types of differences, we use the following states:

- *SAME*, if the hashes are identical in both versions of model,
- *REMOVED*, if the node was removed in the version B of model,
- *ADDED*, if the node was added to the version B of model and
- *INTERNAL\_DIFFERENCE*, if we need to traverse attributes of currently processed node.

Both instances of tree are traversed in parallel, while the sub-trees are traversed only in case of *Hash* field value mismatch. In case of such a mismatch, the particular sub-trees are traversed and searched for nodes with matching *Hash* value. If such a node is found, this means the difference is located in parent nodes. This parent node is then searched for based on its *LocalHash* value. The differences in textual elements, such as UML note, are detected with separate algorithm, in our case *Diff Match Patch* <sup>8</sup>.

<sup>8</sup><https://github.com/google/diff-match-patch>

If the matching node is not found, this fact is evaluated as a removal. On the other hand, if there is a case of unmapped nodes, they are evaluated as additions. This allows the algorithm to correctly map an element that was deleted and then recreated again or moved within the model.

If multiple matching nodes are found, nodes with same identifiers are mapped, otherwise, the first matching pair is mapped and remaining nodes stay unmapped. We can use this simple conflict solution, due to we use results of difference detection for visualization in which users can resolve real impact of the modification.

The detected differences are put into three buckets, based on the type of the difference, namely addition bucket, removals bucket and diffs bucket, where nodes with internal differences are put.

## 4 VISUALIZATION OF MODIFICATIONS

Although our proposed solution can be use for any software model visualizations that utilize graph-based approaches with information written in texts (e.g., names of classes), we decided to present our approach on commonly used UML, while to achieve compatibility with commonly used UML modelling tools, we use UML metamodel for the representation of elements, which allows us to support all of the UML diagrams and elements. It also allows us to use XMI as a common data format for models.

### 4.1 Static and Detail Visualization

On Figure 1 we can see the *detail view* of the proposed visualization method. Our method uses only four colors – green for addition, red for removal, orange for change and blue for movement, i.e. single color for every modification type, and only the specific modified parts are visualized. With this, we aim to overcome the shortcomings of similar described tools – visualization of whole element part, even when only its single property was modified, e.g. visualization of whole operation even when only a type of its parameter was modified. and use of a separate color assigned to this type of modification.

Addition and removal of an element is visualized by highlighting the outline of the affected element, due to the fact that the highlighting of the whole element could provide inadequate clarity. Change, addition and removal of relations is done by visualizing directly affected part. Similar modification visualization approach is used for other elements of diagram

(model), such as multiplicities, names of relations, etc., that are not visualized on Figure 1.

Our proposed method supports visualization of element descriptions, which we can see on class *EntitlementType*. This class contains a note icon highlighted with orange color, which represents change. In a case an element was removed only from diagram and not from the whole model, our method uses a visual pattern, such as diagonal greyed stripes.

### 4.2 Interactive Visualization

The proposed method also supports interactive visualization of modifications. Original values of elements and their parts can be seen after movement of mouse cursor to the specific modification, e.g. field *id* of class *Feature* where original type can be seen in a form of *originalValue* → *currentValue*. This is also supported for other element and part types, e.g. relations (aggregation to composition), or element description. In a case of element description, similarly to modifications of other elements parts, the modified area is highlighted. Only difference is in the shade of used color – the specific modified part is highlighted with a darker shade of color, while the paragraph is highlighted with lighter color. The base color is the same as for the other types of modifications.

Our method also supports visualization of movement, which can be seen on Figure 2. For the better clarity, the irrelevant parts of diagram are blurred. For this, we use the *focus+context* type of visualization technique *semantic depth of field* (Kosara et al., 2001). Movement of the whole element (e.g. class) is not supported.

### 4.3 Larger Models

Larger diagrams (models) require additional approach for visualization of modifications. This is mainly due to the fact, that in some cases, e.g. in case of diagram visualizing architecture of the whole software systems, the modifications can be hardly seen, or they can get lost among a large number of elements or other modifications. We aim to solve these problems with use of visualization technique called *heatmap* (Röthlisberger et al., 2009).

We chose to use this technique instead of *saliency map* (Torralba et al., 2006) due to better support for filters, which we want to use. Our method supports two types of heatmap:

1. heatmap showing all types of modifications, while heat is represented by color of modification type,
2. heatmap showing only one type of modifications, which is selected by filter, while heat behaves in

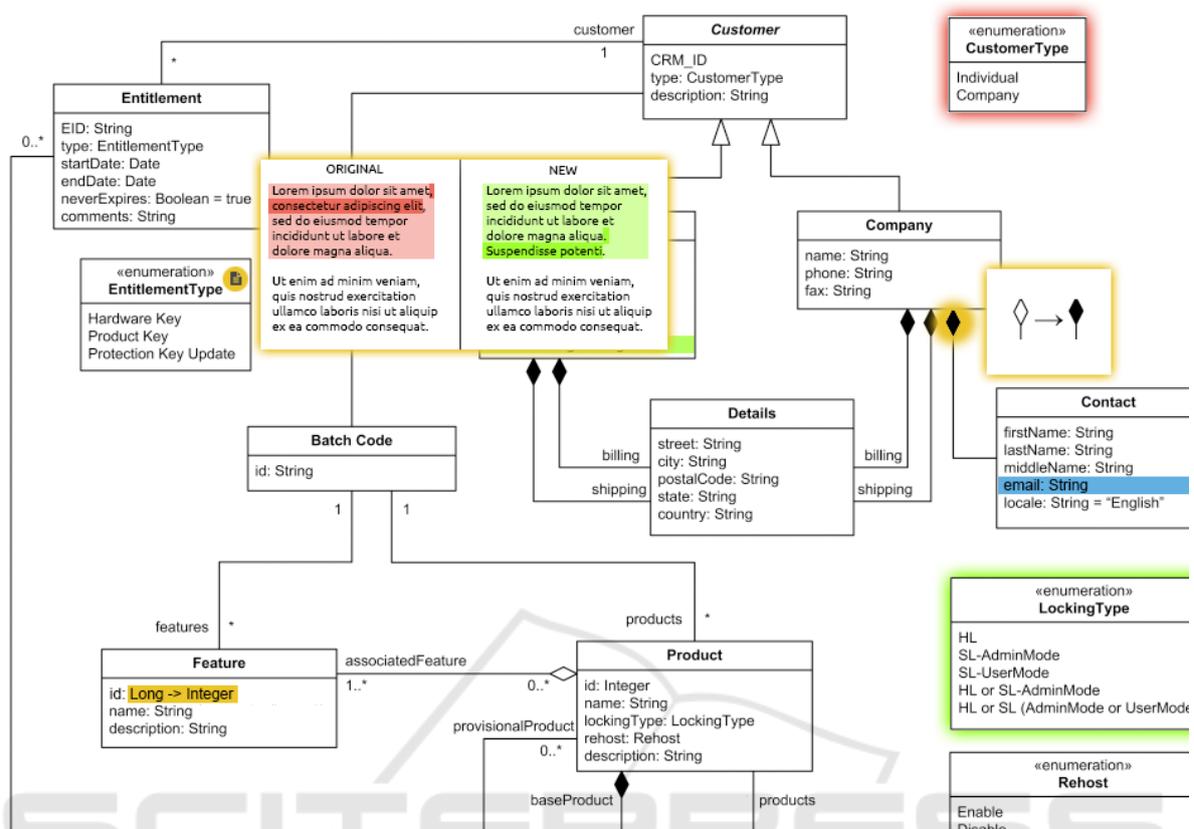


Figure 1: Detail view of the proposed visualization method.

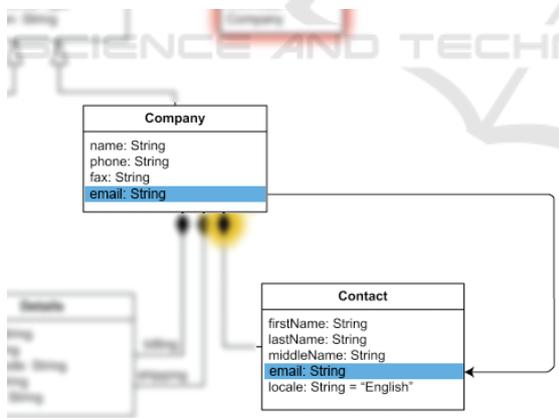


Figure 2: Visualization of movement using semantic depth of field.

a standard way, i.e. shows frequency of specific type of the modification in diagram.

## 5 EVALUATION

To evaluate the proposed methods we firstly evaluate difference detection method which correctness has to

be proven before the evaluation of modification visualization which uses results of difference detection method. Both evaluations utilize common prototype, which implements proposed algorithms and rules.

### 5.1 Prototype Design

Existing tools and framework aimed on software modelling provide us only with standard and limited features. They often do not provide the means to extend and enrich their functions. Even when they provide some kind of extension framework, they greatly limit extensions' access to internal representation of software model or underlying meta-information.

One of the frameworks, that improve the means to create various extensions, is *EA Addin Framework*<sup>9</sup> suited for *Sparx Systems Enterprise Architect*<sup>10</sup>. However, this framework only encapsulates the standard *Enterprise Architect API*<sup>11</sup> and provides simplified access to *Enterprise Architect API* features.

<sup>9</sup><https://github.com/GeertBellekens/Enterprise-Architect-Add-in-Framework>

<sup>10</sup><http://sparxsystems.com/products/ea/>

<sup>11</sup><http://sparxsystems.com/resources/developers/autint.html>

To deal with these shortcomings we propose an extendible software modelling architecture evaluated on top of *Sparx Systems Enterprise Architect* and we provide a proof of concept in a form of addin featuring difference detection between two versions of software models. We selected *Sparx Systems Enterprise Architect* for familiarity of our students with the tool and the tool's widespread in our region companions. This give us multiple possibilities for evaluation in different environments.

As the basis for the our framework, we decided to use *Sparx Systems Enterprise Architect Automation Interface*<sup>12</sup>. This interface provides numerous means to access and manipulate the software model. This includes means to intercept user actions, which can be used to detect defects at the time of their creation and to further improve skills of software designer (Ondik et al., 2017). We decided to allow the user to manipulate software model via extended Enterprise Architect interface and web interface created by us. The architecture also allows re-usability of the Addin logic in other environments and tools by implementation of tool specific wrappers.

## 5.2 Difference Detection

During the evaluation of the proposed method for difference detection in software models we mainly focused on its granularity and correctness. We observed if the detected difference was detected on the lowest level of element (e.g. if it did not detect difference in name of the element as the difference of the whole element) and if the detected difference happened at all.

As the basis for the evaluation of this method we used the most frequently used types of UML diagrams (Reggio et al., 2015), i.e. activity, state machine, class and sequence diagrams. As the dataset, we used historical versions of mentioned types of diagrams of various sizes with additional modifications in inner and nested elements done by us. This allowed us to cover common types of modifications in software models. On the mentioned dataset, we evaluated the detection of additions, removals, modifications and movements of the elements along with their nested elements according to UML metamodel, e.g. in case of class diagrams, we evaluated the detection of differences in their operations and attributes.

In activity, state machine and class diagrams we did not observe any incorrectly detected difference – the differences were detected in the exact place of their origin. In the case of sequence diagram, we encountered a limitation of our method in message

movement. Sequence diagram messages in XMI form are persisted according to their order in the diagram. Since our method does not respect the order in the XMI form, our method evaluated this difference as a pair of addition and removal of said message. The solution to this problem can be found in sequence diagram preprocessing, where the messages are explicitly given a virtual attribute *order*, which can be handled as another attribute and therefore given a hash value. After this preprocessing, the difference detection can work according to the presented algorithm.

## 5.3 Modifications Visualization

We evaluated the proposed difference visualization method in two phases. The first phase was an user testing and the second phase was deployment in a company for real practice use cases. During the first phase we provided nine participants with five diagrams with their original and modified version. Sizes of the provided diagrams varied between 5 to 20 elements along with textual UML note elements. Textual elements were present to compare the evaluated indicators not only for visual structure of models, but also for accompanying textual descriptions commonly found in models.

We have recorded the time it took the users to declare that they found all the differences between the original and modified diagram version. We also recorded the number of undetected differences. On the first day of testing, we provided five users with side-by-side visualization of the two diagram versions and four users with our visualization method. On the second day of testing (after a week) we used same diagrams, but we switched visualizations for users.

During the user testing, the users did not detect all differences in the side-by-side visualization. The graph representing the result of undetected differences can be seen on Figure 4 along with the recorded time for side-by-side visualization on Figure 3(a). In case of our visualization method, users detected all differences. The recorded time per each diagram can be seen on Figure 3(b). According to the provided results we can conclude that our method had significant impact on difference detection time.

For the reasons of the second evaluation phase we deployed the implemented prototype in international company which implements safety critical systems for automotive industry. The company uses model driven development process, in which programmers implement requirements designed mainly in form of activity, state machine and sequence diagrams. The prototype was employed in testing phase, during which testers review modifications in a soft-

<sup>12</sup><http://sparxsystems.com/resources/developers/autint.html>

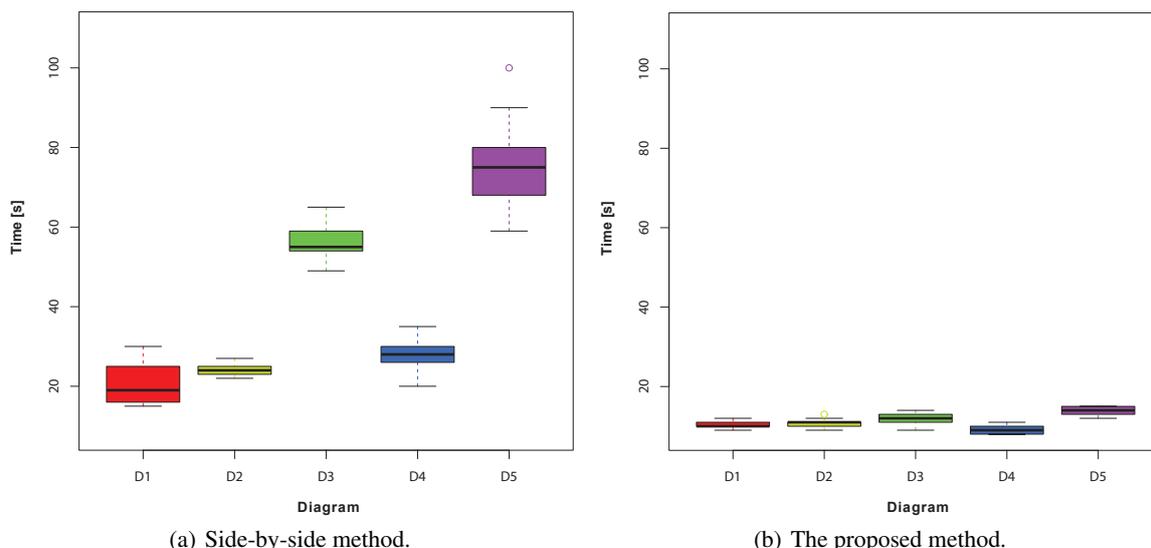


Figure 3: Time taken to declare all differences.

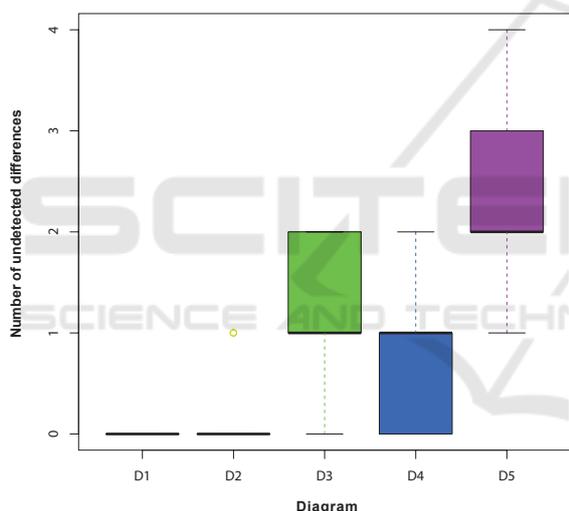


Figure 4: Number of undetected differences using side-by-side method.

ware model and in a source code, and they implement necessary changes in software tests.

Before deployment of the prototype, the testers did not use any other tool for visualization of modifications. Main reasons were problems with their accuracy, when identifiers of elements were changed and inappropriate visualization of modification in behavioral diagrams, where ordering of elements and their connections radically affect designed algorithms.

Seven testers were selected for the evaluation of the prototype and feasibility study in the company. These testers spend in average 7 hours per week by analysis of the modifications by side-by-side visualization. All seven testers were asked to use the proto-

type in parallel with their current work process to validate correctness of detected modifications during 4 weeks. During this deployment phase no issue linked with difference detection algorithm was reported. After two weeks, three testers started to use the prototype as main software model visualization tool. These three testers reported 68% reduction of the time spent by analysis of software model modifications.

The testers were also asked to quantify main features of the prototype. The testers consistently evaluate context-based visualization features as very useful and they used them regularly. They also find standard tabular visualization of modifications per model element useful, while they use it rarely to keep displayed difference visualization for longer time (e.g., during writing tests). These testers suggest to give possibility to switch on and off visualization of all modifications in a diagram visualization. This feature will be usable to see context of all modifications in one view instead of hovering highlighted modifications.

## 6 CONCLUSIONS AND FUTURE WORK

In this paper we presented the method for visualization of modifications in software models. We described existing tools providing such a visualization and we identified their shortcomings. In the further parts of this paper, we presented our proposed method for visualization of modifications in software models, which solves the shortcomings of described existing tools. We described context-based views of modifica-

tions and discussed the impact of large software models on our method.

As a proof of concept we created an addin, which uses the proposed extendible software modelling architecture. This addin provides means to detect differences between two versions of a UML model and it also provides users with simple difference visualization. The addin uses modified Merkle trees to detect differences between two versions of the model, which allows us to compare the models more effectively as it can compare the model sub-trees as a whole.

For the future work, this framework can be extended by providing means to warn the user of his mistakes, which can help the learning process of new software designers (Ondik et al., 2017). We are currently working on web-based addin for review students projects software modelling courses.

Other utilization of the proposed software model modifications visualization can be in an expansion of the number of supported UML diagrams and transposition of the implementation into virtual or augmented reality, which can increase performance of software models presentation during review meetings, or after integration with commonly used IDEs it can simplify the process of difference propagation from model to source code by parallel visualization of software model differences above affected source code.

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