

A Novel Approach Using Fuzzy Sets for Detection of Vulnerability and Imprecision in Software Estimation and Particle Swarm Optimization for Tuning Parameters

Siva Suryanarayana Ch.¹, Satya Prakash Singh²

^{1,2}Department of Computer Science & Engineering, Birla Institute of Technology,
Off- Campus, Noida- 201301, India.

Abstract

This paper expects to utilize fragile handling strategies to improve the exactness of programming effort estimation. In any case, the framework used for the estimation of programming effort by comparability cannot manage the outright data in an express and correct way. Particular techniques have, as of not long ago, been used like backslide examination, numerical reasoning's, propagation, neural framework, innate figuring, fragile preparing, feathery basis showing et cetera. Estimation by comparability is one of the profitable techniques in programming effort estimation field. In this approach, feathery basis is used with atom swarm streamlining to evaluate programming headway effort. Surveying the work-effort and the timetable required to make and keep up an item system is a champion among the most essential activities in regulating programming wanders.

Keywords: Software Cost Estimation (SCE), Swarm Intelligence, Fuzzy Logic, COCOMO, Particle Swarm Optimization.

INTRODUCTION

Programming wind affiliation is gathering of two activities: Assignment Arranging and Undertaking Watching and control. Precisely when wind work started, it is the dedication of errand administrator to screen the work and see the target high bore of programming must pass on with insignificant exertion and inside a period and spending diagram. The devotion for the building is SRS - Programming Fundamental Detail Report and yield is wander setup joins CE and Timetable estimation. Programming CE is the route toward retribution the measure of time required to make a thing system. The time is evaluated the degree that Individual Months (PM's) which is later on changed over into dollar cost. The imperative duty regarding the cost show is evaluate surveyed like KDLOC (Kilo Passed on Lines Of Code) and set of Cost parameters. The upside of CE is Cash sparing awesome position examination, true-blue resource use (programming, mechanical assembly and people), staffing plans, regard trade-offs, risks and modify spending diagram. The thing CE issue legitimizes a wonderful thought in setting of advance of thing is noteworthy under taking results in weakness, with extended size of programming wanders estimation oversights could cost part the degree that positive conditions allotted to the endeavour.

The straggling pieces of this paper is taken after Section III depicts the Model structure with proposed algorithms and security issues. Portion IV gives the information about the data sets and subsequent results and examination of data interface layer. Area IV gives the proposition destroying perception layer to entwine interoperability approaches among heterogeneous devices. Bit V solidifies conclusion. Area VI wires references.

BACKGROUND

In this area we quickly talk about the COCOMO (Useful Cost Display), Fluffy Rationale and Swarm Knowledge Molecule Swarm Insight.

A. COCOMO

[Boehm, 1981] depicted three progression modes and Common is for respectably clear assignments, Semidetached is for largely widely appealing endeavours, Embedded for an endeavour made under tight necessities. The Effort determined using the condition.

$$\text{Effort} = a * (\text{size})^b \quad (1)$$

Where a and b are the set of values depending on the complexity of software

- for organic projects a=2.4 b=1.05,
- for semi - detached a=3.0,b=1.12 and
- for embedded a=3,b=1.2

Here, E is limit of program size and set of cost drivers or effort multipliers. The Effort figured using the going with condition

$$\text{Effort} = a * (\text{size})^b * \text{EAF} \quad (2)$$

Where a and b are the set of values depending on the complexity of software

- for organic projects a=2.4 b=1.05,
- for semi-detached a=3.0,b=1.12 and
- for embedded a=3,b=1.2 and EAF (Effort Adjustment Factor) which is calculated using 15 cost drivers.

Each cost driver is assessed from ordinal scale running from low to high. In Exposed fundamental COCOMO the exertion E is farthest point of program measure and a game-plan of cost drivers offered by each season of programming life cycle. The stages utilized as a bit of requested COCOMO are

necessities arranging and thing configuration, exposed fundamental chart, code and unit test, and mix testing. The weights depicted in like way. The Exertion figured utilizing the running with condition

$$\text{Effort} = a * (\text{size})^b * \text{EAF} * \sum(w_i) \quad (3)$$

Boehm and his accomplices have refined and empowered COCOMO called as COCOMO II. It is an accumulation of three assortments, Application creation show up, early plan model, and Post outlining model.

B. Fuzzy Logic

The breaks of beyond what many would consider possible are relatively fluffy then it is known as between time Sort 2 soft sets. A fluffy set is in this way delineated by a state of restriction that maps challenges in a space of stress to their joint effort regard in the set. Choice parts of this shape are known as between time regards soft sets. A set in created set speculation constantly has a sharp most extraordinary since choice in A set is an astoundingly isolating thought, i.e. a logical inconsistency either totally has a place with the set or does not has a place with the set by any methods. The space of enrolment work, which is the zone of stress from which parts of the set are drawn, is known as the Universe of discourse.

C. Swarm Intelligence-Particle Swarm Optimization

Swarm Information (SI) is an inventive scattered adroit viewpoint for directing change issues that at first took its motivation from the standard cases by swarming, surging and pressing marvels in vertebrates. Molecule Swarm Streamlining (PSO) joins swarming sharpens found in hordes of flying creatures, schools of fish, or swarms of honey bees, and even human social lead, from which the thinking is made. PSO is a people based streamlining mechanical gathering, which could be executed and related effectively to administer particular point of confinement revive issues, or the issues that can be changed to work change issues. As laid out by Eberhart and Kennedy, the PSO consolidate is a versatile estimation light of a social-mental identicalness; a mass of people (derived as particles) adjusts by returning stochastically toward early inducing zones. James Kennedy initially showed atom Swarm Change in 1995. The fundamental idea of PSO lies in reviving every iota towards its Pbest and Gbest areas with a sporadic weighted creating speed at each time.

$$V_i^{K+1} = w * V_i^K + c_1 * \text{rand}()_1 * (V_{pbest} - S_i^K) + c_2 * \text{rand}()_2 * (V_{gbest} - S_i^K) \quad (4)$$

$$S_i^{K+1} = S_i^K + V_i^{K+1} \quad (5)$$

Where , S_i^k is current search point,
 S_i^{k+1} is modified search point,
 V_i^k the current velocity,
 V_i^{k+1} is the modified velocity ,
 V_{pbest} is the velocity based on Pbest,

V_{gbest} is the velocity based on Gbest,
 W is the inertia weight,
 c_j is the weighting factors,
 $\text{rand}()$ are uniformly distributed random numbers between 0 and 1.

In order to guide the particle effectively in the search space, the maximum moving distance during each iteration must be changed in between the maximum velocity [- V_{max} , V_{max}].

LITERATURE REVIEW

Here we talk about the some past models proposed utilizing Inborn Algorithms [8], Fluffy models[9, 14, 15, 16], The review is depicted in the equation [7], [8]and [9].

$$E = 5.5 + 0.73(KLOC)^{1.16} \quad (6)$$

Where E is the effort and KLOC is kilo lines of code-coding size

The Alaa F. Sheta proposed two new models structures by using genetic algorithms for tuning parameters.

The Model 1 and 2 equation is

$$\text{Effort} = 3.1938(DLOC) + 0.8209 - 0.1918(ME); \text{ for model 1} \quad (7)$$

$$\text{Effort} = 3.3602(DLOC) + 0.8116 - 0.4524(ME) + 17.8025; \text{ for model 2} \quad (8)$$

Where ME is the methodology used in the project

PROPOSED MODEL AND PROPOSED ALGORITHM

Methodology

The shortcoming about CE is overall high, in light of guess of essential fragment measure, cost drivers and unmistakable parameters. The particles moving towards idealize parameters by completing a few cycles until the moment that the minute that particles fumes or helper of speed winds up being around zero then we get the ideal parameters which are later utilized for exertion estimation. For every molecule position with favourable circumstances of tuning parameters, prosperity work is assessed with a goal to oblige the wellbeing work.

Proposed Model

a) Fuzzification process

$$\mu_p(\text{size}) = \begin{cases} 0 & \text{size} \leq L \\ \frac{\text{size} + L}{2L} & -L \leq \text{size} \leq L \\ 1 & \text{size} > L \end{cases} \quad (9)$$

Where all the parameters refer to the definition explained in the previous section.

b) Parameter tuning using Particle Swarm Optimization

The effort equation we considered is Alaa F .Sheta model-2;

$$\text{Effort} = a * (\text{Size})^b + c * (\text{ME}) + d \quad (10)$$

The parameters a, b, and c of the equation 10 are tuned by using particle swarm optimization with inertia weight and MMRE as the fitness function (minimize).

c) Defuzzification

The defuzzification is done through weighted average method is as shown below

$$E = \{w1 * [(a * \alpha^b) + c * (\text{ME}) + d] + w2 * [(a * m^b) + c * (\text{ME}) + d] + w3 * [(a * \beta^b) + c * (\text{ME}) + d]\} / w1 + w2 + w3 \quad (11)$$

Where wi is the weighting factor and α , m, and β are the fuzzified sizes obtained from triangular member function [15].

RESULTS AND DISCUSSIONS

The performance measure considered here is Mean Magnitude of Relative Error (MMRE), which is calculated as

$$MRE = \frac{|E - E'|}{|E|}$$

$$MMRE = \frac{\sum_{i=1}^n MRE_i}{n}$$

Where E is the actual effort and E' is the calculated Effort

The performance measure considered here is Mean Magnitude of Relative Error (MMRE), which is calculated as

Table 1. Effort Estimates and MRE

P.No	Size	Actual	Estimated	MRE
1	18	301	293	2.657807
2	50	1063	984	7.431797
3	40	605	537	11.23967
4	22	243	201	17.28395
5	13	141	127	9.929078
6	12	112	121	8.035714
7	3	16	16	0
8	11	91	82	9.89011
9	42	781	722	7.554417
10	16	233	249	6.866953
11	21	334	318	4.790419
12	52	982	890	9.368635
13	23	305	281	7.868852
14	27	421	401	4.750594
15	9	45	41	8.888889
16	15	189	192	1.587302
17	4	17	17	0
18	6	22	22	0
19	2	8	8	0
20	7	34	29	14.70588
21	13	84	79	5.952381
22	18	274	268	2.189781
23	24	403	379	5.955335
24	26	371	362	2.425876
25	61	1241	1102	11.20064
26	29	677	638	5.760709
27	19	291	263	9.621993
28	10	110	119	8.181818
29	21	239	213	10.87866
30	12	145	189	30.34483

Table 2. Comparison with other Models

	COCOMO II	Alaa Sheta	Proposed
MMRE	11.003%	16.838%	7.512%
PRED(25)	93.33%	80%	96.33%
PRED(15)	63.33%	53.33%	93.33%

Table 1 shows surveyed tries of the model. It moreover shows MRE of the model for each check. Table 2 demonstrates examination of the proposed appear with changed models.

The estimation happens are graphically showed up in Figure 1.

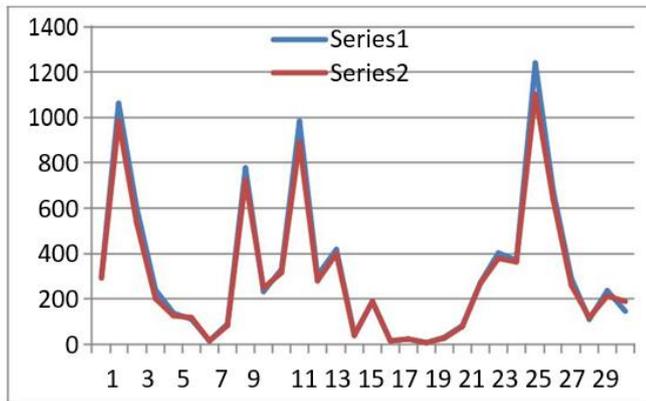


Figure 1. Actual Vs Estimated

Table 1 shows estimated efforts of the model. It also shows MRE of the model for every estimate. Table 2 shows comparison of the proposed model with other models. The estimation results are graphically shown in Figure 1.

CONCLUSION

Programming CE depends on a probabilistic model and consequently it does not produce correct esteems. However, accessibility of good authentic information combined with a methodical strategy can produce better outcomes. In this paper, we have introduced a Product Exertion Estimation Display utilizing Fluffy Rationale and molecule swarm advancement. Fluffy sets have been utilized for displaying vulnerability and imprecision in exertion estimation while molecule swarm streamlining has been utilized for tuning parameters. It has been seen from the outcomes that Fluffy Swarm insight gives exact outcomes when compared with its different partners.

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