

Grip on software: understanding development progress of SCRUM sprints and backlogs

Helwerda, L.S.

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# **Glossary**

## **Acronyms**

**ABE** anology-based effort estimation; see pages 8, 9, 38, 76, 80, 81, 84, 111, 112, 149, 155 and 156

**AI** artificial intelligence; see pages 7 and 89

**API** application programming interface; see pages 14, 30, 32, 36, 37, 75, 80, 113, 126, 153, 158 and 162

AUC Area Under Curve; see page 111

CI continuous integration; see page 37

**CPU** central processing unit; see pages 39, 64–66 and 131

**CSS** Cascading Style Sheets; see page 100

**CSV** comma-separated values; see pages 61 and 106

**DNN** deep neural network; see pages 8, 9, 81, 111, 155 and 156

**DoD** Definition of Done; see pages 6, 7, 73 and 125

**ER** entity-relationship diagram; see pages 47–50

FTE full-time equivalent; see pages 49 and 122

**GPU** graphics processing unit; see pages 37, 38 and 149

**HCI** human-computer interaction; see page 95

HTML HyperText Markup Language; see pages 100, 106, 128 and 138

**HTTPS** HyperText Transfer Protocol Secure; see pages 33, 61 and 138

**InfoVis** information visualization; see page 97

Glossary Acronyms

**JDBC** Java Database Connectivity; see page 59

**JSON** JavaScript Object Notation; see pages 30, 37, 38, 60, 100, 103, 106 and 153

**LDAP** Lightweight Directory Access Protocol; see pages 36, 47, 48, 58 and 59

Lin linear regression algorithm; see pages 8, 9, 80, 82 and 86

LSTM Long Short-Term Memory; see pages 91 and 160

MC Monte Carlo simulation; see pages 8, 9, 76, 80, 82, 86, 103 and 135

ML machine learning; see pages 7, 8, 12, 71, 76 and 89

NN neural network; see pages 8, 9, 80, 81 and 149

**PB** product backlog; see pages 6, 7, 10, 72 and 73

PDF Portable Document Format; see pages 106 and 110

**PG** product goal; see pages 6 and 7

**PO** Product Owner; see pages 5–7, 10, 52, 72–74

**PR** pattern recognition; see pages 8 and 71

RAM random access memory; see pages 39 and 64

**RDBMS** relational database management system; see pages 43–46, 63, 66 and 154

SB sprint backlog; see pages 6, 7, 10, 72 and 73

**SDM** software delivery manager; see pages 10 and 79

SG sprint goal; see pages 6, 7 and 52

SM Scrum Master; see pages 5, 10 and 73

**SP** story point; see pages 6, 10, 11, 52, 74, 83 and 153

**SQL** Structured Query Language; see pages 46, 59, 61, 63, 66, 77 and 149

**SSH** Secure Shell; see pages 31 and 153

SUS System Usability Scale; see pages 141 and 143

**UDF** user-defined function; see pages 44–46

UI user interface; see pages 98, 99, 101 and 139

**UML** Unified Modeling Language; see page 50

**URL** Uniform Resource Locator; see pages 32, 38, 52, 59, 106, 112 and 129

VCS version control system; see pages 58 and 59

VM virtual machine; see pages 31, 39 and 60

# Software development terminology

- *architecture* high-level structural overview of a software system, as a design specification; see page 4
- artifact a document or different byproduct that specify specific requirements, parts of the design or architecture, at greater detail; see page 5
- **burndown chart** time-based diagram that displays lines and points that refer to certain events taking place in a sprint regarding changes to the number of story points left to work on from each point onward; see pages 6, 114 and 134
- *code* textual files containing lines with instructions written in a programming language which perform actions that are part of a software system; see pages 4, 6, 10, 34, 37, 71, 73, 91 and 125
- *coverage* percentage of statements or lines of code that is being executed during tests of a software product, as a measurement of how likely it is that problems and edge cases are detected; see pages 4, 6, 20, 35, 37, 73 and 91
- **Daily Scrum** short meeting in SCRUM held every working day where the development team discusses what that have done during the sprint so far, what they are working on and possible impediments that hinder their tasks; see pages 6, 10, 73, 74 and 121
- *deployment* installation or publication of a software product so that it is available to users; see pages 4, 10, 11 and 18
- **ecosystem** environment in which code may be written (software development ecosystem) or a deployed product may be placed, where the developed software interacts with other systems and is dependent on a platform providing support for its functionality; see page 4
- epic task that explains relationships between smaller tasks, such as user stories; see pages 6, 79 and 80
- *feature* aspect of a software product that allows the system to perform something by providing certain functionality; see pages 4, 7 and 73, not to be confused with feature (Machine learning terminology)
- **guild** meeting of a group of people across an entire organization with an interest in a particular topic, but available for everyone, with discussions ranging from Agile development methods to testing code and improving quality; see pages 10, 11 and 121
- *impediment* any cause of delay and hindrance in the software development progress, which needs to be resolved before developers can continue with a certain task; see pages 5, 10 and 73

- increment result of a software development cycle such as a SCRUM sprint that adheres to pre-set goals, consisting of changes from all the resolved items during that period, and may become a deployment (Potentially Shippable Product Increment) or released version, even when early in development (minimum viable product); see pages 6, 7, 11, 14, 72 and 73
- *maintenance* regular adjustment of a software product after deployment in order to keep the product functioning in the environment in which the software is placed; see page 4
- *milestone* moment in a software development plan that indicates an important step in the progress, usually when a new version is released or a deployment is scheduled; see pages 4 and 10
- product the result of software development, fulfilling a need of users; see pages 4, 10 and 14
- **readiness** quality of a story or other task in that it has been prepared enough during refinement meetings to be detailed enough to work on, with the team agreeing that is it not too complicated (ready for selection); see pages 6, 10, 72 and 153
- **refinement** meeting in SCRUM to improve details of planned work for an upcoming sprint development cycle; see pages 6, 10, 71, 73 and 125
- **requirement** specification of what a system, software and entire product should do (functional requirement) or should adhere to with regards to its environment (non-functional requirement); see pages 4, 16 and 19
- **retrospective** meeting in SCRUM where the development team discuss internally how the previous sprint progressed and improve focus on important factors; see pages 6, 10, 14, 71–73
- **review** meeting in SCRUM where the development team presents and discusses the results of the previous sprint with representatives of the end user, usually including a display of new functionality (demo); see pages 6, 10, 14, 71–73
- *sprint* time span in a SCRUM development process, with specific meetings and goals, which repeats itself to work on more tasks; see pages 5, 6, 10, 72 and 73
- *sprint planning* meeting in SCRUM to select tasks to be worked on during the next sprint development cycle; see pages 6, 10, 71 and 73
- **stakeholder** people and parties with the most interest in a software development process, including members of the development teams, managerial roles or others in the organization, but also the end users and the client, who fulfills the role of eventual owner of a product; see pages 14, 95, 100, 102, 121 and 142
- **story** request for a task related to developing code for a new software feature in a product and other relevant work, described in a simple format, usually in a single sentence describing a desire (user story); see pages 6, 7, 10, 72, 73 and 153
- *technical debt* projected amount of effort, time or expenses in order to resolve a current, subpar situation so that a better solution is implemented in a software product which would require less maintenance in the future, whereas if the debt is not resolved, it will become harder to address later on, often used in the context of code style; see pages 56, 75, 79, 91 and 104

- test method of comparing a software product to the specified requirements at various levels of inspection, such as small components (unit test) or interaction of systems in the software ecosystem (integration test); see pages 4, 10, 11, 20, 34, 37, 71, 73, 91, 125, 138 and 141, not to be confused with test (Machine learning terminology)
- *velocity* metric used as a guideline for the number of story points to plan for a sprint, where the sum of the story points of all stories that were done during the past three sprints is divided by 3 (three-sprint velocity); see pages 74, 77, 78, 80, 82 and 83

# Machine learning terminology

- *classification* problem where the goal is to find a label for an unlabeled sample selected from a limited set of classes using a machine learning model (classification algorithm); see pages 7, 79–81, 84 and 91
- *clustering* problem where the goal is to group similar samples from a data set together using a machine learning model; see pages 7, 81 and 109
- data set collection of (usually different) records that describe objects, situations or events that are typically from a similar domain, with various properties mmaking up each sample record; see pages 7, 71, 79 and 90
- ensemble model method to compose various machine learning algorithms together and to use their output, e.g., using a majority vote to choose the result, for solving machine learning problems; see pages 8 and 83
- *estimation* problem where the goal is to find a label for an unlabeled sample that seems to fit the features using a machine learning or statistical model; see pages 7, 80–84 and 91
- explainability quality of a machine learning algorithm, either inherent to the model used or achieved through external methods, that allows tracing back how a label or estimation was generated, for example which inputs were most relevant or which samples are most similar; see pages 8, 81, 84, 90, 152, 156 and 160
- *feature* measurable observation about a specific sample in a data set; see pages 7, 76, 81 and 83, not to be confused with feature (Software development terminology)
- **feature selection** process where a subset of the features from a data set are chosen based on scoring or other criteria, leading to a more refined working set; see pages 7, 72, 76, 78 and 84
- *label* description of an object in a numerical or categorical manner, which is the goal of some machine learning problems in order to understand the data better (labeling), and when already available in the data set, is the expected outcome of the model given the sample input (target label); see page 7

- *model* algorithm used in machine learning in order to solve a problem, such as providing a label to an object; see pages 7, 71, 76, 78, 80, 81, 83, 84 and 90
- **regression** analysis method used to perform estimation of relationships between labels and the associated features of samples in a data set, using a function that closely fits most of the observed data points; see pages 8, 76, 103 and 109
- **sample** entries in a data set that describe a particular object, situation or event, which may be used separately or in bulk as input for a machine learning model by selecting subsets of records (sampling); see page 7
- supervised learning algorithm that is able to use labeled samples and extract statistical relations in order to learn patterns and generate numerical labels; see pages 7 and 76
- *test* process where a portion of labeled samples from the data set (test set) is used to obtain accuracy metrics of the trained model, with a similar distribution; see pages 7, 78–81 and 84, not to be confused with test (Software development terminology)
- *training* process where a portion of labeled samples from the data set (training set) is used to learn a model what patterns and relations between features exist in order to generate better labels in the future; see pages 7, 76, 79–81 and 84
- *trend* outcome of a regression analysis, most typically a linear regression where the overall direction of temporal data is shown as a line, allowing for an estimation of future data points; see pages 8, 89, 103 and 109
- *unsupervised learning* algorithm that uses unlabeled samples to extract statistical relations in order to learn patterns and similarities; see pages 7 and 109
- *validation* process where a portion of labeled samples from the data set (validation set) is used to check if the model is well-tuned and not biased toward the samples from the training set; see pages 7, 79–81, 84 and 103

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# Appendix A

# Code repositories of the Grip on Software pipeline

Accompanying Chapter 2

The references listed here are supplemental to the technical resources found in the bibliography. We provide these separate from the bibliography, given their nature of being contributions in addition to—and in support of—our research. The references indicate locations of code repositories that contain implementations, documentation and tests for the components of the GROS pipeline used throughout our research. In Section 2.3.2, we provide descriptions and further details for each of the code repositories.

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# **Appendix B**

# **Queries used in database performance experiments**

Accompanying Chapter 3

Figure B.1: All metrics (original query)

Figure B.2: All metrics (refined query)

Figure B.3: Red metrics (original query)

Figure B.4: Red metrics (refined query)

```
1 SELECT ${f(join_cols, "team_spirit")},
      AVG (metric value.value) AS team spirit
2 FROM gros.metric_value, (
      SELECT ${f(join_cols, "metric_value")},
          metric value.metric id, MAX (metric value.date) AS
          max date
4
      FROM gros.metric_value
5
      JOIN gros.metric
      ON metric_value.metric_id = metric.metric_id
7
      JOIN gros.${t("sprint")}
8
      ON ${j(join_cols, "metric_value", "sprint")}
      WHERE metric_value.value <> -1
      AND metric.base name = 'TeamSpirit'
10
11
       ${q(join_cols, "metric_value")}, metric_value.metric_id
12 ) AS team spirit
13 WHERE metric value.date = team spirit.max date AND
      metric_value.metric_id = team_spirit.metric_id
14 ${g(join_cols, "team_spirit")}
```

```
1 SELECT team_spirit.project_id, team_spirit.sprint_id,
      AVG (metric_value.value) AS team_spirit
2 FROM gros.metric value, (
      SELECT metric_value.project_id, metric_value.sprint_id,
3
          metric_value.metric_id, MAX(metric_value.date) AS
          max date
      FROM gros.metric value
4
5
      JOIN gros.metric
      ON metric value.metric id = metric.metric id
6
7
      JOIN gros.sprint
      ON metric_value.project_id = sprint.project_id AND
          metric_value.sprint_id = sprint.sprint_id
9
      WHERE metric_value.value <> -1
      AND metric.base_name = 'TeamSpirit'
10
      GROUP BY metric_value.project_id,
11
          metric_value.sprint_id, metric_value.metric_id
12 ) AS team spirit
13 WHERE metric_value.date = team_spirit.max_date and
      metric_value.metric_id = team_spirit.metric_id
14 GROUP BY team_spirit.project_id, team_spirit.sprint_id
```

Figure B.5: Team spirit (original query)

```
SELECT ${f(join_cols, "team_spirit")}, MAX(value) AS team_spirit
2 FROM (
       SELECT ${f(join_cols, "metric_value")}, metric_value.value,
3
          MAX (metric_value.date) AS end_date, ROW_NUMBER() OVER (
           PARTITION BY ${f(join_cols, "metric_value")}
           ORDER BY ${f(join_cols, "metric_value")},
5
              MAX (metric_value.date) DESC
6
       ) AS rev_row FROM gros.metric_value
7
       JOIN gros.metric
8
       ON metric value.metric id = metric.metric id
       WHERE metric.base_name = 'TeamSpirit' AND metric.domain_name
9
           <> '' AND metric_value.sprint_id <> 0
10
      AND metric_value.value > -1
       ${g(join_cols, "metric_value")}, metric_value.value
11
12 ) AS team_spirit
13 WHERE rev row = 1
14 ${q(join_cols, "team_spirit")}
```

```
1 SELECT team_spirit.project_id, team_spirit.sprint_id, MAX(value)
      AS team spirit
2 FROM (
3
       SELECT metric_value.project_id, metric_value.sprint_id,
          metric_value.value, MAX (metric_value.date) AS end_date,
          ROW_NUMBER() OVER (
           PARTITION BY metric_value.project_id,
               metric_value.sprint_id
5
           ORDER BY metric_value.project_id, metric_value.sprint_id,
              MAX (metric_value.date) DESC
       ) AS rev_row FROM gros.metric_value
7
       JOIN gros.metric
8
       ON metric_value.metric_id = metric.metric_id
       WHERE metric.base_name = 'TeamSpirit' AND metric.domain_name
           <> '' AND metric value.sprint id <> 0
10
       AND metric_value.value > -1
11
       GROUP BY metric_value.project_id, metric_value.sprint_id,
          metric_value.value
12 ) AS metric_team_spirit
13 WHERE rev_row = 1
14 GROUP BY metric_team_spirit.project_id,
      metric_team_spirit.sprint_id
```

Figure B.6: Team spirit (refined query)

```
1 SELECT ${f(join cols, "issue", mask=1)}, ${s(issue key)} AS key,
       MAX(${f(join_cols, "sprint", mask=2, alias=T,
       sprint="interval_sprint")}) AS ${f(join_cols, "", mask=2, alias=F)},
       MAX(${s(story_points)}) AS story_points, MAX(${s(fix_version)}) AS
       fixversion
2 FROM gros.${t("issue")}
3 LEFT JOIN gros. ${t("issue")} AS older issue
4 ON ${j(issue_next_changelog, "issue", "older_issue")}
5 LEFT JOIN gros.${t("sprint")}
6 ON ${i(join cols, "issue", "sprint")}
7 JOIN gros.${t("sprint")} AS interval_sprint
8 ON ${i(join cols, "issue", "interval sprint", 1)}
9 WHERE (${f(join_cols, "sprint", mask=2, alias="alias")} IS NULL
      OR ${s(sprint_open)} >= ${s(sprint_open, sprint="interval_sprint")}
10
11 )
12 AND ${s(issue_not_done)}
13 AND ${s(issue_backlog)}
14 AND ${t("issue")}.updated > ${s(sprint_open, sprint="interval_sprint")}
15 AND (${t("older_issue")}.changelog_id IS NULL ${s(filter_inverse,
       issue="older_issue", cond_op="OR")})
16  ${q(join_cols, "issue", f("issue_key"), mask=1)}
```

```
1 SELECT issue.project_id, issue.key AS key, MAX(interval_sprint.sprint_id)
       AS sprint_id, MAX(CASE WHEN issue.story_points IN (-5, -1, 99, 100,
       122, 999) THEN 0 ELSE issue.story_points END) AS story_points,
       MAX (issue.fixversion) AS fixversion
2 FROM gros.issue
3 LEFT JOIN gros.issue AS older_issue
4 ON issue.issue_id = older_issue.issue_id AND issue.changelog_id =
       older_issue.changelog_id + 1
5 LEFT JOIN gros.sprint
6 ON issue.project_id = sprint.project_id AND issue.sprint_id =
       sprint.sprint_id
7 JOIN gros.sprint AS interval_sprint
8 ON issue.project_id = interval_sprint.project_id
9 WHERE (sprint.sprint_id IS NULL
10
       OR COALESCE (CAST (sprint.start_date AS TIMESTAMP), CURRENT_TIMESTAMP())
           >= COALESCE (CAST (interval sprint.start date AS TIMESTAMP),
           CURRENT TIMESTAMP())
11 )
12 AND COALESCE (issue.resolution, 0) NOT IN (1, 10000) AND
       COALESCE (issue.status, 0) NOT IN (6, 10008)
13 AND issue. "type" = 7
14 AND issue.updated > COALESCE(CAST(interval_sprint.start_date AS TIMESTAMP),
       CURRENT_TIMESTAMP())
15 AND (older_issue.changelog_id IS NULL)
16 GROUP BY issue.project_id, issue.issue_id, issue.key
```

Figure B.7: Backlog added points (original query)

```
1 SELECT ${f(join_cols, "issue", mask=1)}, ${s(issue_key)} AS
     key, MAX(${f(join_cols, "sprint", mask=2, alias=T,
     mask=2, alias=F) }, MAX(${s(story points)}) AS
     story points, MAX(${s(fix version)}) AS fixversion
2 FROM gros.${t("issue")}
3 LEFT JOIN gros.${t("issue")} AS older_issue
4 ON ${j(issue_next_changelog, "issue", "older_issue")}
5 JOIN gros.${t("sprint")} AS interval_sprint
6 ON ${j(join_cols, "issue", "interval_sprint", 1)}
7 AND interval_sprint.sprint_id IN (${filter_sprint_ids})
8 AND ${t("issue")}.updated > ${s(sprint_open,
     sprint="interval sprint") }
9 WHERE ${s(issue not done)}
10 AND ${s(issue backlog)}
11 AND (${t("older issue")}.changelog id IS NULL
     ${s(filter_inverse, issue="older_issue", cond_op="OR")})
12 ${g(join_cols, "issue", f("issue_key"), mask=1)}
```

```
1 SELECT issue.project_id, issue.key AS key,
2
      MAX (interval_sprint.sprint_id) AS sprint_id,
      MAX (CASE WHEN issue.story_points IN (-5, -1, 99, 100,
          122, 999) THEN 0 ELSE issue.story_points END) AS
          story_points,
      MAX (issue.fixversion) AS fixversion
5 FROM gros.issue
6 LEFT JOIN gros.issue AS older issue
7 ON issue.issue id = older issue.issue id AND
      issue.changelog id = older issue.changelog id + 1
8 JOIN gros.sprint AS interval sprint
9 ON issue.project_id = interval_sprint.project_id
10 AND interval_sprint.sprint_id IN (...)
11 AND issue.updated > COALESCE (CAST (interval_sprint.start_date
      AS TIMESTAMP), CURRENT_TIMESTAMP())
12 WHERE COALESCE (issue.resolution, 0) NOT IN (1, 10000) AND
      COALESCE (issue.status, 0) NOT IN (6, 10008)
13 AND issue."type" = 7
14 AND (older_issue.changelog_id IS NULL)
15 GROUP BY issue.project_id, issue.issue_id, issue.key
```

(b) Compiled

Figure B.8: Backlog added points (refined query)

```
1 SELECT ${f(join_cols, "sprint", alias=T, sprint="in_sprint")},
       ${t("issue")}.epic AS key, COUNT(*) AS epic_children,
       SUM(${s(story_points)}) AS story_points
2 FROM gros.${t("issue")}
3 LEFT JOIN gros.${t("issue")} AS newer_issue
4 ON ${j(issue_next_changelog, "newer_issue", "issue")}
5 LEFT JOIN gros. ${t("sprint")} ON ${j(join cols, "issue", "sprint")}
6 JOIN gros.${t("sprint")} AS in_sprint
7 ON ${j(join_cols, "issue", "in_sprint", 1)}
8 WHERE ${t("issue")}.epic IS NOT NULL
9 AND (${f(join_cols, "sprint", mask=2, alias="alias")} IS NULL OR
       \{s(sprint open)\} >= \{s(sprint close, sprint="in sprint")\}
10 AND ${s(issue_story)} AND ${s(issue_not_done)}
11 AND ${t("issue")}.updated <= ${s(sprint_close, sprint="in_sprint")}</pre>
12 AND (newer_issue.updated IS NULL OR newer_issue.updated > ${s(sprint_close,
       sprint="in_sprint") })
13 ${g(join_cols, "sprint", sprint="in_sprint")}, ${t("issue")}.epic
```

```
1 SELECT in_sprint.project_id, in_sprint.sprint_id, issue.epic AS key,
       COUNT (*) AS epic_children, SUM (CASE WHEN issue.story_points IN (-5, -1,
       99, 100, 122, 999) THEN 0 ELSE issue.story_points END) AS story_points
2 FROM gros.issue
3 LEFT JOIN gros.issue AS newer_issue
4 ON newer_issue.issue_id = issue.issue_id AND newer_issue.changelog_id =
       issue.changelog_id + 1
5 LEFT JOIN gros.sprint ON issue.project_id = sprint.project_id AND
       issue.sprint_id = sprint.sprint_id
6 JOIN gros.sprint AS in_sprint
7 ON issue.project_id = in_sprint.project_id
8 WHERE issue.epic IS NOT NULL
9 AND (sprint.sprint_id IS NULL OR COALESCE(CAST(sprint.start_date AS
       TIMESTAMP), CURRENT_TIMESTAMP()) >= CASE WHEN in_sprint.complete_date
       IS NOT NULL AND CAST(in_sprint.complete_date AS DATE) <</pre>
       CAST (in_sprint.end_date AS DATE) THEN in_sprint.complete_date ELSE
       in_sprint.end_date END)
10 AND issue. "type" = 7 AND COALESCE (issue.resolution, 0) NOT IN (1, 10000)
       AND COALESCE (issue.status, 0) NOT IN (6, 10008)
11 AND issue.updated <= CASE WHEN in_sprint.complete_date IS NOT NULL AND
       CAST(in_sprint.complete_date AS DATE) < CAST(in_sprint.end_date AS</pre>
       DATE) THEN in_sprint.complete_date ELSE in_sprint.end_date END
12 AND (newer_issue.updated IS NULL OR newer_issue.updated > CASE WHEN
       in_sprint.complete_date IS NOT NULL AND CAST(in_sprint.complete_date AS
       DATE) < CAST(in_sprint.end_date AS DATE) THEN in_sprint.complete_date
       ELSE in_sprint.end_date END)
13 GROUP BY in_sprint.project_id, in_sprint.sprint_id, issue.epic
```

Figure B.9: Backlog epic points (original query)

```
1 SELECT ${f(join_cols, "sprint", alias=T, sprint="in_sprint")},
       ${t("issue")}.epic AS key, COUNT(*) AS epic_children,
       SUM(${s(story_points)}) AS story_points
2 FROM gros.${t("issue")}
3 LEFT JOIN gros.${t("issue")} AS newer_issue
4 ON ${j(issue_next_changelog, "newer_issue", "issue")}
5 LEFT JOIN gros. ${t("sprint")} ON ${j(join cols, "issue", "sprint")}
6 JOIN gros.${t("sprint")} AS in_sprint
7 ON ${j(join_cols, "issue", "in_sprint", 1)}
8 AND in_sprint.sprint_id IN (${filter_sprint_ids})
9 AND ${t("issue")}.updated <= ${s(sprint_close, sprint="in_sprint")}</pre>
10 AND COALESCE (newer issue.updated, ${s(sprint close, sprint="in sprint")})
       >= ${s(sprint_close, sprint="in_sprint")}
11 WHERE ${t("issue")}.epic IS NOT NULL AND (${f(join_cols, "sprint", mask=2,
       alias="alias")} IS NULL OR ${s(sprint_open)} >= ${s(sprint_close,
       sprint="in_sprint")}) AND ${s(issue_story)} AND ${s(issue_not_done)}
12 ${g(join_cols, "sprint", sprint="in_sprint")}, ${t("issue")}.epic
```

```
1 SELECT in_sprint.project_id, in_sprint.sprint_id, issue.epic AS key,
       COUNT (*) AS epic_children, SUM (CASE WHEN issue.story_points IN (-5, -1,
       99, 100, 122, 999) THEN 0 ELSE issue.story_points END) AS story_points
2 FROM gros.issue
3 LEFT JOIN gros.issue AS newer_issue
4 ON newer_issue.issue_id = issue.issue_id AND newer_issue.changelog_id =
       issue.changelog_id + 1
5 LEFT JOIN gros.sprint ON issue.project_id = sprint.project_id AND
       issue.sprint_id = sprint.sprint_id
6 JOIN gros.sprint AS in_sprint
7 ON issue.project_id = in_sprint.project_id
8 AND in_sprint.sprint_id IN (...)
9 AND issue.updated <= CASE WHEN in_sprint.complete_date IS NOT NULL AND
       CAST(in_sprint.complete_date AS DATE) < CAST(in_sprint.end_date AS</pre>
       DATE) THEN in_sprint.complete_date ELSE in_sprint.end_date END
10 AND COALESCE (newer_issue.updated, CASE WHEN in_sprint.complete_date IS NOT
       NULL AND CAST(in_sprint.complete_date AS DATE) <</pre>
       CAST (in_sprint.end_date AS DATE) THEN in_sprint.complete_date ELSE
       in_sprint.end_date END) >= CASE WHEN in_sprint.complete_date IS NOT
       NULL AND CAST(in_sprint.complete_date AS DATE) <</pre>
       CAST (in_sprint.end_date AS DATE) THEN in_sprint.complete_date ELSE
       in_sprint.end_date END
11 WHERE issue.epic IS NOT NULL AND (sprint.sprint_id IS NULL OR
       COALESCE(CAST(sprint.start_date AS TIMESTAMP), CURRENT_TIMESTAMP()) >=
       CASE WHEN in_sprint.complete_date IS NOT NULL AND
       CAST(in_sprint.complete_date AS DATE) < CAST(in_sprint.end_date AS</pre>
       DATE) THEN in_sprint.complete_date ELSE in_sprint.end_date END) AND
       issue. "type" = 7 AND COALESCE (issue.resolution, 0) NOT IN (1, 10000)
       AND COALESCE (issue.status, 0) NOT IN (6, 10008)
12 GROUP BY in_sprint.project_id, in_sprint.sprint_id, issue.epic
```

(b) Compiled

Figure B.10: Backlog epic points (refined query)

```
1 SELECT ${f(join cols, "sprint", alias=T, sprint="in sprint")},
       ${s(issue_key)} AS key, MAX(${s(story_points)}) AS story_points,
       MAX(${s(fix_version)}) AS fixversion
2 FROM gros.${t("issue")}
3 LEFT JOIN gros.${t("issue")} AS newer_issue
4 ON ${j(issue_next_changelog, "newer_issue", "issue")}
5 LEFT JOIN gros.${t("sprint")}
6 ON ${j(join_cols, "issue", "sprint")}
7 JOIN gros.${t("sprint")} AS in_sprint
8 ON ${i(join cols, "issue", "in sprint", 1)}
9 WHERE (\{s(issue\_open)\}\ OR \{s(sprint\_open)\}\ >= \{s(sprint\_open,
       sprint="in sprint") })
10 AND ${s(issue_backlog)}
11 AND ${t("issue")}.updated <= ${s(sprint_open, sprint="in_sprint")}</pre>
12 AND (newer_issue.updated IS NULL OR newer_issue.updated > ${s(sprint_open,
       sprint = "in_sprint") })
13 ${g(join_cols, "sprint", f("issue_key"), sprint="in_sprint")}
```

```
1 SELECT in_sprint.project_id, in_sprint.sprint_id, issue.key AS key,
       MAX(CASE WHEN issue.story_points IN (-5, -1, 99, 100, 122, 999) THEN 0
       ELSE issue.story_points END) AS story_points, MAX(issue.fixversion) AS
       fixversion
2 FROM gros.issue
3 LEFT JOIN gros.issue AS newer_issue
4 ON newer_issue.issue_id = issue.issue_id AND newer_issue.changelog_id =
       issue.changelog_id + 1
5 LEFT JOIN gros.sprint
6 ON issue.project_id = sprint.project_id AND issue.sprint_id =
       sprint.sprint_id
7 JOIN gros.sprint AS in_sprint
8 ON issue.project_id = in_sprint.project_id
9 WHERE (issue.status NOT IN (5,6,10008) OR COALESCE(CAST(sprint.start_date
       AS TIMESTAMP), CURRENT TIMESTAMP()) >=
       COALESCE(CAST(in_sprint.start_date AS TIMESTAMP), CURRENT_TIMESTAMP()))
10 AND issue. "type" = 7 AND issue.story_points IS NOT NULL
11 AND issue.updated <= COALESCE(CAST(in_sprint.start_date AS TIMESTAMP),</pre>
       CURRENT_TIMESTAMP())
12 AND (newer issue.updated IS NULL OR newer issue.updated >
       COALESCE(CAST(in_sprint.start_date AS TIMESTAMP), CURRENT_TIMESTAMP()))
13 GROUP BY in_sprint.project_id, in_sprint.sprint_id, issue.issue_id,
       issue.key
```

Figure B.11: Backlog story points (original query)

```
SELECT ${f(join cols, "sprint", alias=T, sprint="in sprint")},
       ${s(issue_key)} AS key, MAX(${s(story_points)}) AS story_points,
       MAX(${s(fix_version)}) AS fixversion
2 FROM gros.${t("issue")}
3 LEFT JOIN gros.${t("issue")} AS newer_issue
4 ON ${j(issue_next_changelog, "newer_issue", "issue")}
5 LEFT JOIN gros.${t("sprint")}
6 ON ${j(join_cols, "issue", "sprint")}
7 JOIN gros.${t("sprint")} AS in_sprint
8 ON ${i(join cols, "issue", "in sprint", 1)}
9 AND in_sprint.sprint_id IN (${filter_sprint_ids})
10 AND ${t("issue")}.updated <= ${s(sprint close, sprint="in sprint")}
11 AND COALESCE(newer_issue.updated, ${s(sprint_close, sprint="in_sprint")})
       >= ${s(sprint_close, sprint="in_sprint")}
12 WHERE (${s(issue_open)} OR ${s(sprint_close)} >= ${s(sprint_close,
       sprint="in_sprint") }) AND ${s(issue_backlog)}
13 ${g(join_cols, "sprint", f("issue_key"), sprint="in_sprint")}
```

```
1 SELECT in_sprint.project_id, in_sprint.sprint_id, issue.key AS key,
       MAX(CASE WHEN issue.story_points IN (-5, -1, 99, 100, 122, 999) THEN 0
       ELSE issue.story_points END) AS story_points, MAX(issue.fixversion) AS
       fixversion
2 FROM gros.issue
3 LEFT JOIN gros.issue AS newer_issue
4 ON newer_issue.issue_id = issue.issue_id AND newer_issue.changelog_id =
       issue.changelog_id + 1
5 LEFT JOIN gros.sprint
6 ON issue.project_id = sprint.project_id AND issue.sprint_id =
       sprint.sprint_id
7 JOIN gros.sprint AS in_sprint
8 ON issue.project_id = in_sprint.project_id
9 AND in_sprint.sprint_id IN (...)
10 AND issue.updated <= CASE WHEN in_sprint.complete_date IS NOT NULL AND
       CAST(in_sprint.complete_date AS DATE) < CAST(in_sprint.end_date AS</pre>
       DATE) THEN in_sprint.complete_date ELSE in_sprint.end_date END
11 AND COALESCE (newer_issue.updated, CASE WHEN in_sprint.complete_date IS NOT
       NULL AND CAST(in_sprint.complete_date AS DATE) <</pre>
       CAST(in_sprint.end_date AS DATE) THEN in_sprint.complete_date ELSE
       in_sprint.end_date END) >= CASE WHEN in_sprint.complete_date IS NOT
       NULL AND CAST(in_sprint.complete_date AS DATE) <</pre>
       CAST(in_sprint.end_date AS DATE) THEN in_sprint.complete_date ELSE
       in_sprint.end_date END
12 WHERE (issue.status NOT IN (5,6,10008) OR CASE WHEN sprint.complete_date IS
       NOT NULL AND CAST (sprint.complete_date AS DATE) < CAST (sprint.end_date
       AS DATE) THEN sprint.complete_date ELSE sprint.end_date END >= CASE
       WHEN in_sprint.complete_date IS NOT NULL AND
       CAST(in_sprint.complete_date AS DATE) < CAST(in_sprint.end_date AS</pre>
       DATE) THEN in_sprint.complete_date ELSE in_sprint.end_date END) AND
       issue."type" = 7 AND issue.story_points IS NOT NULL
13 GROUP BY in_sprint.project_id, in_sprint.sprint_id, issue.issue_id,
       issue.key
```

Figure B.12: Backlog story points (refined query)