Stephan Diehl

List of Publications by Year
in descending order

103	2,750	586496 16	371746 37
papers	citations	h-index	g-index

110	110	110	1621
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	The ThreadRadar visualization for debugging concurrent Java programs. Journal of Visualization, 2022, 25, 1267-1289.	1.1	2
2	ThreadRadar: A Thread-Aware Visualization for Debugging Concurrent Java Programs. , 2021, , .		3
3	Usage and attribution of Stack Overflow code snippets in GitHub projects. Empirical Software Engineering, 2019, 24, 1259-1295.	3.0	51
4	Exploring the limits of complexity: A survey of empirical studies on graph visualisation. Visual Informatics, 2018, 2, 264-282.	2.5	48
5	Towards a theory of software development expertise. , 2018, , .		56
6	SOTorrent. , 2018, , .		87
7	A Taxonomy and Survey of Dynamic Graph Visualization. Computer Graphics Forum, 2017, 36, 133-159.	1.8	194
8	Attribution Required: Stack Overflow Code Snippets in GitHub Projects. , 2017, , .		17
9	Round-Trip Sketches: Supporting the Lifecycle of Software Development Sketches from Analog to Digital and Back. , 2017, , .		4
10	Crowdsourcing for Information Visualization: Promises and Pitfalls. Lecture Notes in Computer Science, 2017, , 96-138.	1.0	18
11	Worse Than Spam. , 2016, , .		35
12	Grounded requirements engineering: An approach to use case driven requirements engineering. Journal of Systems and Software, 2016, 117, 645-657.	3.3	16
13	Navigate, Understand, Communicate: How Developers Locate Performance Bugs. , 2015, , .		18
14	Live object exploration: Observing and manipulating behavior and state of Java objects. , 2015, , .		7
15	VisualCues: Visually explaining source code in computer science education. , 2015, , .		1
16	Code Basket: Making Developers' Mental Model Visible and Explorable. , 2015, , .		3
17	Past, Present, and Future of and in Software Visualization. Communications in Computer and Information Science, 2015, , 3-11.	0.4	1
18	Linking sketches and diagrams to source code artifacts. , 2014, , .		16

#	Article	IF	Citations
19	Are smartphones better than CRC cards?. , 2014, , .		2
20	Sketches and diagrams in practice. , 2014, , .		48
21	Using visual dataflow programming for interactive model comparison. , 2014, , .		3
22	U can touch this: touchifying an IDE. , 2014, , .		8
23	Code Tagging as a Social Game. , 2014, , .		4
24	A directory comparison and manipulation tool. , 2014, , .		0
25	Get your directories right: From hierarchy visualization to hierarchy manipulation. , 2014, , .		6
26	Multivariate Networks in Software Engineering. Lecture Notes in Computer Science, 2014, , 13-36.	1.0	5
27	On the impact of software evolution on software clustering. Empirical Software Engineering, 2013, 18, 970-1004.	3.0	36
28	Visual monitoring of numeric variables embedded in source code. , 2013, , .		19
29	In situ understanding of performance bottlenecks through visually augmented code. , 2013, , .		41
30	Visual comparison of software architectures. Information Visualization, 2013, 12, 178-199.	1.2	17
31	Finding structures in multi-type code couplings with node-link and matrix visualizations. , 2013, , .		16
32	Matching Application Requirements with Dynamic Graph Visualization Profiles. , 2013, , .		13
33	Explorable Code Slides. , 2013, , .		1
34	Teaching object-orientation with smartphones as digital CRC cards. , 2013, , .		0
35	Using mobile devices for collaborative requirements engineering. , 2012, , .		8
36	The Order of Things: How developers sort fields and methods. , 2012, , .		5

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37	Interaktive Extraktion von Software-Komponenten. Softwaretechnik-Trends, 2012, 32, 47-48.	0.1	1
38	Human Aspects of Model Merging. Softwaretechnik-Trends, 2012, 32, 43-43.	0.1	0
39	Rapid Serial Visual Presentation in dynamic graph visualization. , 2012, , .		35
40	How Humans Merge UML-Models. , 2011, , .		4
41	Visually exploring multi-dimensional code couplings. , 2011, , .		9
42	Parallel Edge Splatting for Scalable Dynamic Graph Visualization. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 2344-2353.	2.9	135
43	CREWW. , 2011, , .		5
44	On the congruence of modularity and code coupling. , 2011, , .		44
45	Comparison of similarity metrics for refactoring detection. , 2011, , .		20
46	Reaching out to the media. Communications of the ACM, 2011, 54, 113-116.	3.3	2
47	Computer-Aided Extraction of Software Components. , 2010, , .		9
48	Evaluating the Impact of Software Evolution on Software Clustering. , 2010, , .		30
49	JCCD. , 2010, , .		14
50	ChartFlight. , 2010, , .		1
51	Visual comparison of software architectures. , 2010, , .		13
52	Uncovering Strengths and Weaknesses of Radial Visualizations---an Empirical Approach. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 935-942.	2.9	54
53	TimeSpiderTrees: A Novel Visual Metaphor for Dynamic Compound Graphs. , 2010, , .		15
54	Highly Configurable and Extensible Code Clone Detection. , 2010, , .		19

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55	Visual Amortization Analysis of Recompilation Strategies. , 2010, , .		1
56	Controlling Presentation Speed, Labels, and Tooltips in Interactive Animations. Journal of Media Psychology, 2010, 22, 160-170.	0.7	6
57	Focused Animation of Dynamic Compound Graphs. , 2009, , .		18
58	Guest editors introduction: special issue on mining software repositories. Empirical Software Engineering, 2009, 14, 257-261.	3.0	13
59	Visualizing the Evolution of Compound Digraphs with TimeArcTrees. Computer Graphics Forum, 2009, 28, 975-982.	1.8	58
60	Towards an Aesthetic Dimensions Framework for Dynamic Graph Visualisations. , 2009, , .		41
61	TimeRadarTrees: Visualizing Dynamic Compound Digraphs. Computer Graphics Forum, 2008, 27, 823-830.	1.8	64
62	Timeline trees. , 2008, , .		55
63	Small patches get in!. , 2008, , .		86
64	What dynamic network metrics can tell us about developer roles. , 2008, , .		19
65	Cartesian vs. Radial â€“ A Comparative Evaluation of Two Visualization Tools. Lecture Notes in Computer Science, 2008, , 151-160.	1.0	22
66	Are refactorings less error-prone than other changes?. , 2006, , .		57
67	Mining refactorings in ARGOUML. , 2006, , .		1
68	MSR 2006. , 2006, , .		1
69	Introduction to MSR 2006. , 2006, , .		0
70	Trees in a treemap: visualizing multiple hierarchies. , 2006, 6060, 224.		8
71	Identifying Refactorings from Source-Code Changes. , 2006, , .		131
72	Perspectives on Aesthetic Computing. Leonardo, 2005, 38, 133-141.	0.2	15

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73	Report on MSR 2005. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2005, 30, 1-3.	0.5	1
74	Exploring evolutionary coupling in Eclipse. , 2005, , .		4
75	MSR 2005 international workshop on mining software repositories. , 2005, , .		1
76	Visual data mining in software archives. , 2005, , .		36
77	Software visualization. , 2005, , .		6
78	An interactive visualization of refactorings retrieved from software archives. , 2005, , .		0
79	Mining version histories to guide software changes. IEEE Transactions on Software Engineering, 2005, 31, 429-445.	4.3	580
80	Dynamic Graph Drawing of Sequences of Orthogonal and Hierarchical Graphs. Lecture Notes in Computer Science, 2005, , 228-238.	1.0	30
81	Educational and technical design of a Web-based interactive tutorial on programming in Java. Science of Computer Programming, 2004, 53, 25-36.	1.5	5
82	Specializing Visualization Algorithms. , 2003, , 67-75.		1
83	Graphs, They Are Changing. Lecture Notes in Computer Science, 2002, , 23-31.	1.0	95
84	Web-Based 3D. , 2002, , 113-119.		0
85	Chapter 5 Future Perspectives. Lecture Notes in Computer Science, 2002, , 347-353.	1.0	1
86	Animating Algorithms Live and Post Mortem. Lecture Notes in Computer Science, 2002, , 46-57.	1.0	4
87	Levels of exploration. SIGCSE Bulletin, 2001, 33, 60-64.	0.1	2
88	Levels of exploration. , 2001, , .		11
89	Visual Exploration of Generation Algorithms for Finite Automata on the Web. Lecture Notes in Computer Science, 2001, , 327-328.	1.0	7
90	Animation of the Generation and Computation of Finite Automata for Learning Software. Lecture Notes in Computer Science, 2001, , 39-47.	1.0	6

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91	Preserving the Mental Map using Foresighted Layout. Eurographics, 2001, , 175-184.	0.4	31
92	Streaming. , 2001, , 87-97.		0
93	User Perspective. , 2001, , 11-16.		0
94	A framework for component based model acquisition and presentation using Java 3D. , 2001, , .		2
95	Java Network-Programming: A Simple Distributed Virtual World. , 2001, , 113-135.		0
96	Three-Dimensional Computer Graphics. , 2001, , 19-25.		0
97	A generative methodology for the design of abstract machines. Science of Computer Programming, 2000, 38, 125-142.	1.5	2
98	Abstract machines for programming language implementation. Future Generation Computer Systems, 2000, 16, 739-751.	4.9	45
99	Visualizing principles of abstract machines by generating interactive animations. Future Generation Computer Systems, 2000, 16, 831-839.	4.9	12
100	Natural Semantics-Directed Generation of Compilers and Abstract Machines. Formal Aspects of Computing, 2000, 12, 71-99.	1.4	4
101	VRML with constraints. , 2000, , .		13
102	A formal introduction to the compilation of Java. , 1998, 28, 297-327.		7
103	An Experiment in Abstract Machine Design. , 1997, 27, 49-62.		3