

Mining Source Code³

Mining Idioms, Usages and Edits

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Mining Software Repositories



Software Repositories?



Versioning Systems



Issue Trackers

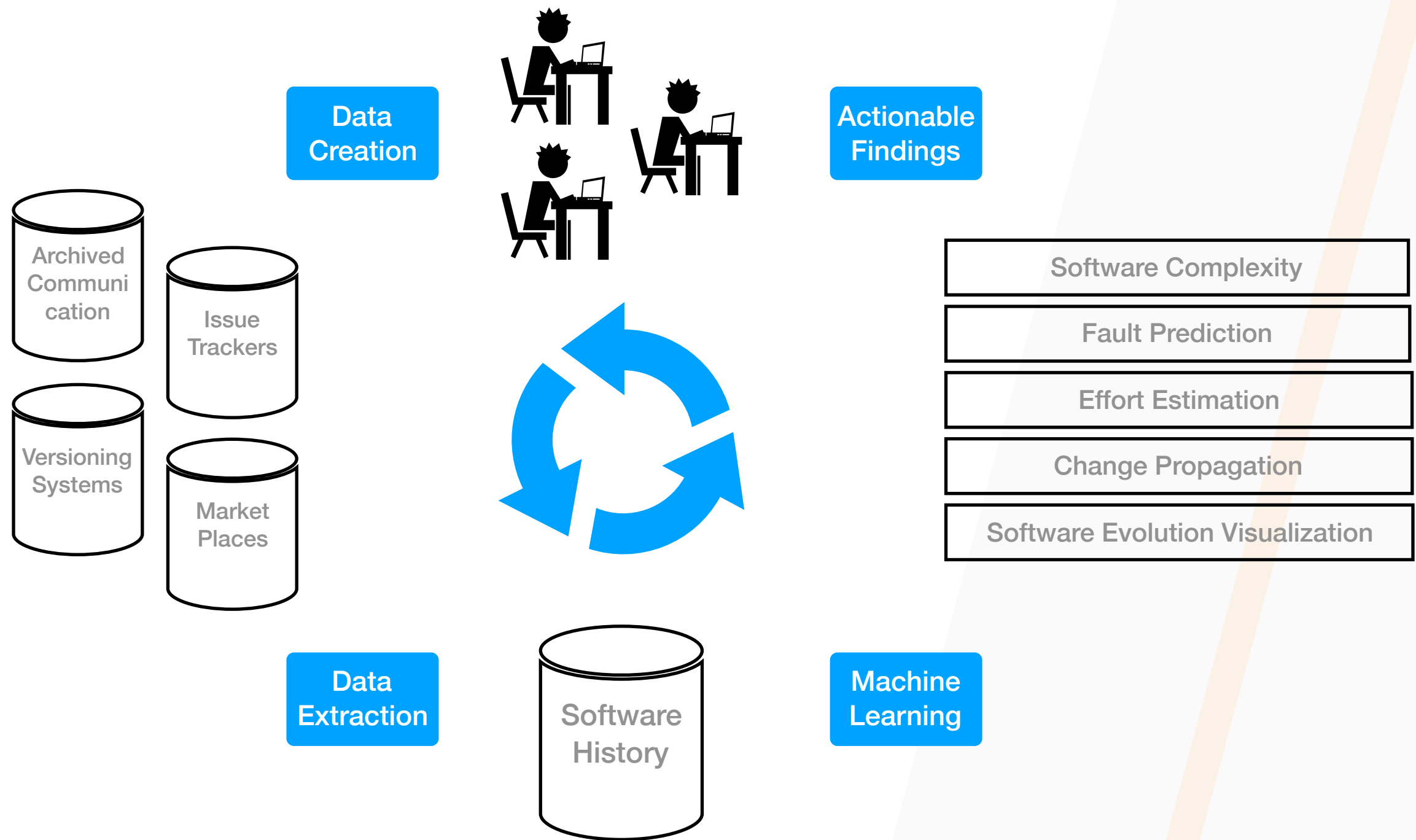


Archived Communication



Market Places

Why Software Repositories?



Intelligent Modernisation Assistance for Legacy Software



INTiMALS



@intimals_proj



soft.vub.ac.be/intimals

Problem & context

raincode LABS

compiler experts

migration &
maintenance
services

modernise legacy
software

Increasing demand
for such services

Requires significant
manual work

Goal

Towards an intelligent modernisation assistant for legacy software

Key ideas:

- **Automating** migration requires **pattern discovery**
- **Mining kinds of patterns in 3 use cases for 3 objectives**

	use case 1	use case 2	use case 3
Objective A			
Objective B			
Objective C			

Uses cases

use case 1

Coding idioms and
programming
conventions

Code Syntax

use case 2

Library usage protocols
and **violations**

Code Semantic

use case 3

Systematic edits or
repetitive changes

Code Evolution

Objectives

Objective A
**Program
comprehension**

Provide insights in legacy code

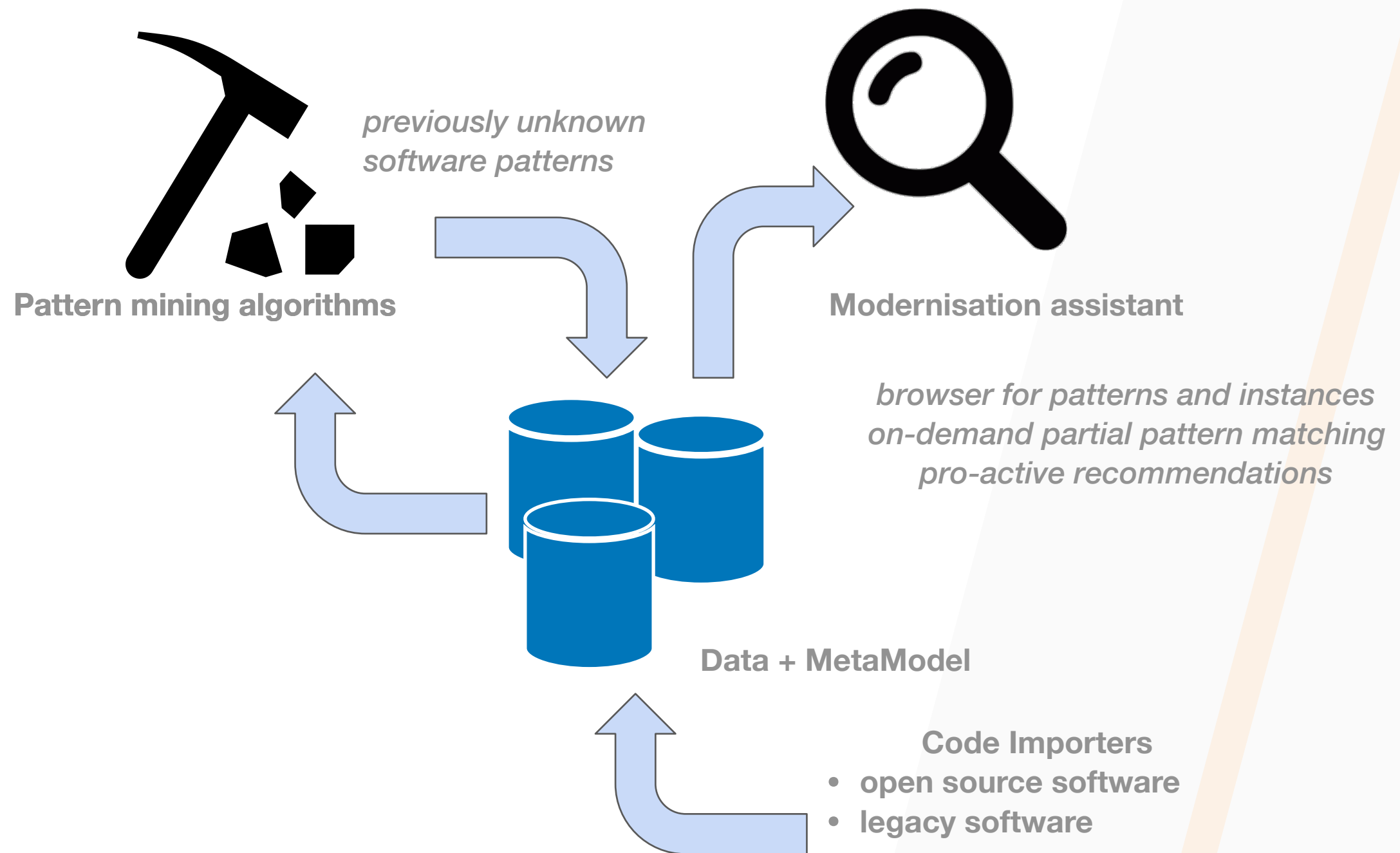
Objective B
Anomaly detection

Detect potential inconsistencies in legacy code

Objective C
**Modernisation
assistance**

Provide recommendations to engineers for improving legacy code

Approach



Mining Code Idioms



Context: Code Idioms

A syntactic fragment that recurs across software projects and serves a single semantic purpose.

Context: Code Idioms

A syntactic fragment that recurs across software projects and serves a single semantic purpose.

```
...
if (c != null) {
  try {
    if (c.moveToFirst()) {
      number = c.getString(
        c.getColumnIndex(
          phoneColumn));
    }
  } finally {
    c.close();
  }
}
...
```

```
...
try {
  if (c2.moveToFirst()) {
    number = c2.getString(
      c2.getColumnIndex(
        mobilePhoneColumn));
  }
} finally {
  c2.close();
}
...
```

```
...
try {
  if (newCursor.moveToFirst()) {
    number = "-1"
  }
} finally {
  newCursor.close();
}
...
```

Context: Code Idioms

A syntactic fragment that recurs across software projects and serves a single semantic purpose.

```
...
if (c != null) {
  try {
    if (c.moveToFirst()) {
      number = c.getString(
        c.getColumnIndex(
          phoneColumn));
    }
  } finally {
    c.close();
  }
}
...
```

```
...
try {
  if (c2.moveToFirst()) {
    number = c2.getString(
      c2.getColumnIndex(
        mobilePhoneColumn));
  }
} finally {
  c2.close();
}
...
```

```
...
try {
  if (newCursor.moveToFirst()) {
    number = "-1"
  }
} finally {
  newCursor.close();
}
...
```

```
try {
  if ($(Cursor).moveToFirst()) {
    $BODY$
  }
} finally {
  $(Cursor).close();
}
}
```

Mining for Code Idioms

Recognise code idioms manually can be tedious and error-prone!

Applying frequent itemset algorithms could lead to “boring” idioms.

We are implementing a language-parametric framework to:

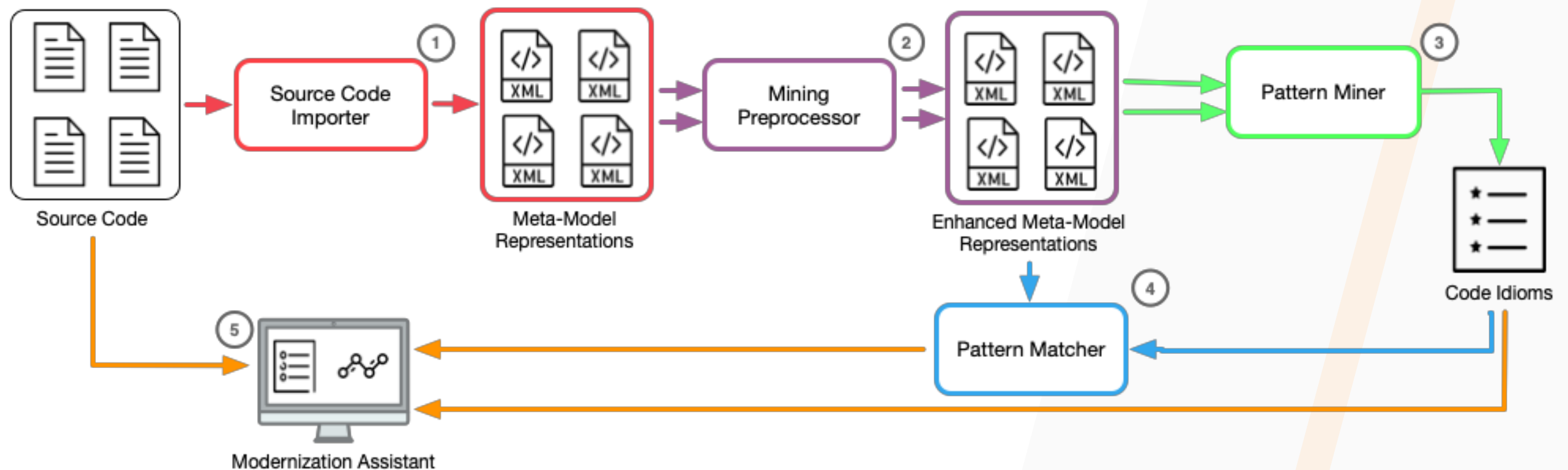
- Explore novel pattern mining algorithms for source code
- Incorporate them in an intelligent software modernisation assistant tool set

Applications:

- Discover syntactic patterns
- Discover code deviating from expected patterns
- Propose actions to improve with respect of idioms

Overview

FREQuent Tree mining algorithm



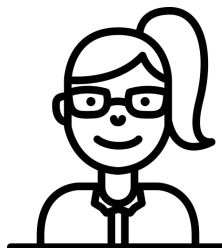
Limitations and Possible Solutions

- Highly time consuming
- Generates a large amount of patterns as well as redundant patterns
- Some patterns are more related to the grammar of the language than to the coding style

Heuristics and constraints could help to reduce the search space!



Setting constraints is not straightforward!



How to evaluate interesting patterns?



Summary

- We developed a language-parametric framework to mine code idioms.
- Currently based on **FRE**quent **T**ree miner.
- Work in progress:
 - Reducing the search space by applying heuristics and constraints
 - Understanding idioms to improve the mining process



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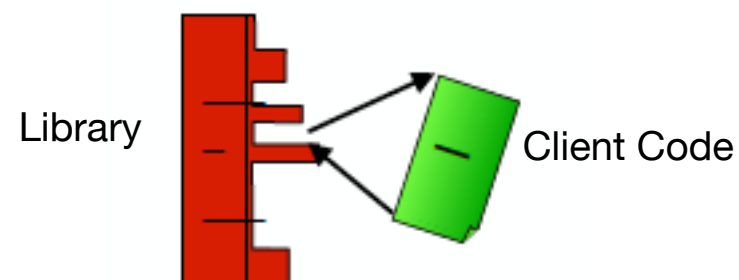
Mining Usages



Context: Library Usages

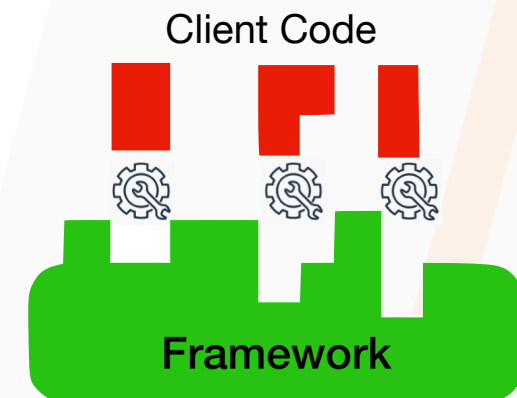
Enable code reuse
Provide high-level abstractions for common tasks

How to use a library?



Only the functionalities it provides
can be used.

How to use a framework?



Necessary or common to extend or
customise its functionality.

 Application Code
 Third-party Code

*How are
Extension Points used ?*



*What extension point should be used?
How are extension points usually used?*



*What kinds of extension points are used infrequently?
Which extension points are more error-prone or
complex to use?*



Extension Patterns

Extending a Framework



Extension Point

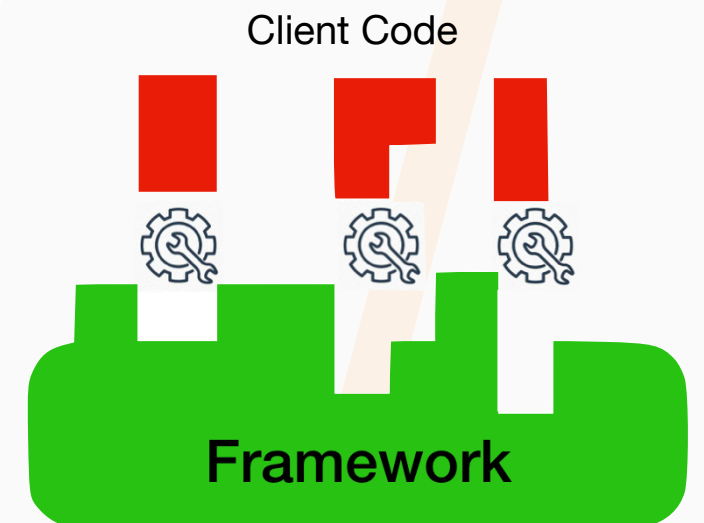
```
package org.apache.spark

class SparkContext(config: SparkConf) extends Logging {
  //...
  def addSparkListener(listener: SparkListenerInterface):{
    //...
  }
  //...
}
```



Extension Point Usage

```
import org.apache.spark._
//...
val listener = new SaveInfoListener
val sc = new SparkContext("local", "test")
sc.addSparkListener(listener)
```



Simple Extension Point Usage

```
package org.apache.spark

class SparkContext(config: SparkConf) extends Logging {
  //...
  def addSparkListener(listener: SparkListenerInterface):{
    //...
  }
  //...
  private class SaveInfoListener extends SparkListener {
    //...
  }
  //...
}
```



Extension Point

```
import org.apache.spark._
//...
val listener = new SaveInfoListener
val sc = new SparkContext("local", "test")
sc.addSparkListener(listener)
```



Extension Point Usage

Customise Extension Point Usage

```
package org.apache.spark

class SparkContext(config: SparkConf) extends Logging {
  //...
  def addSparkListener(listener: SparkListenerInterface):{
    //...
  }
  //...
  private class SaveInfoListener extends SparkListener {
    //...
    def awaitNextJobCompletion(): Unit = {
      //...
    }
    //...
  }
}
```



Extension Point

```
import org.apache.spark._
//...
val listener = new SaveInfoListener
listener.awaitNextJobCompletion()
val sc = new SparkContext("local", "test")
sc.addSparkListener(listener)
```



Extension Point Usage

Extend Extension Point Usage

```
package org.apache.spark

class SparkContext(config: SparkConf) extends Logging {
  //...
  def addSparkListener(listener: SparkListenerInterface):{
    //...
  }
  //...
}
```



Extension Point

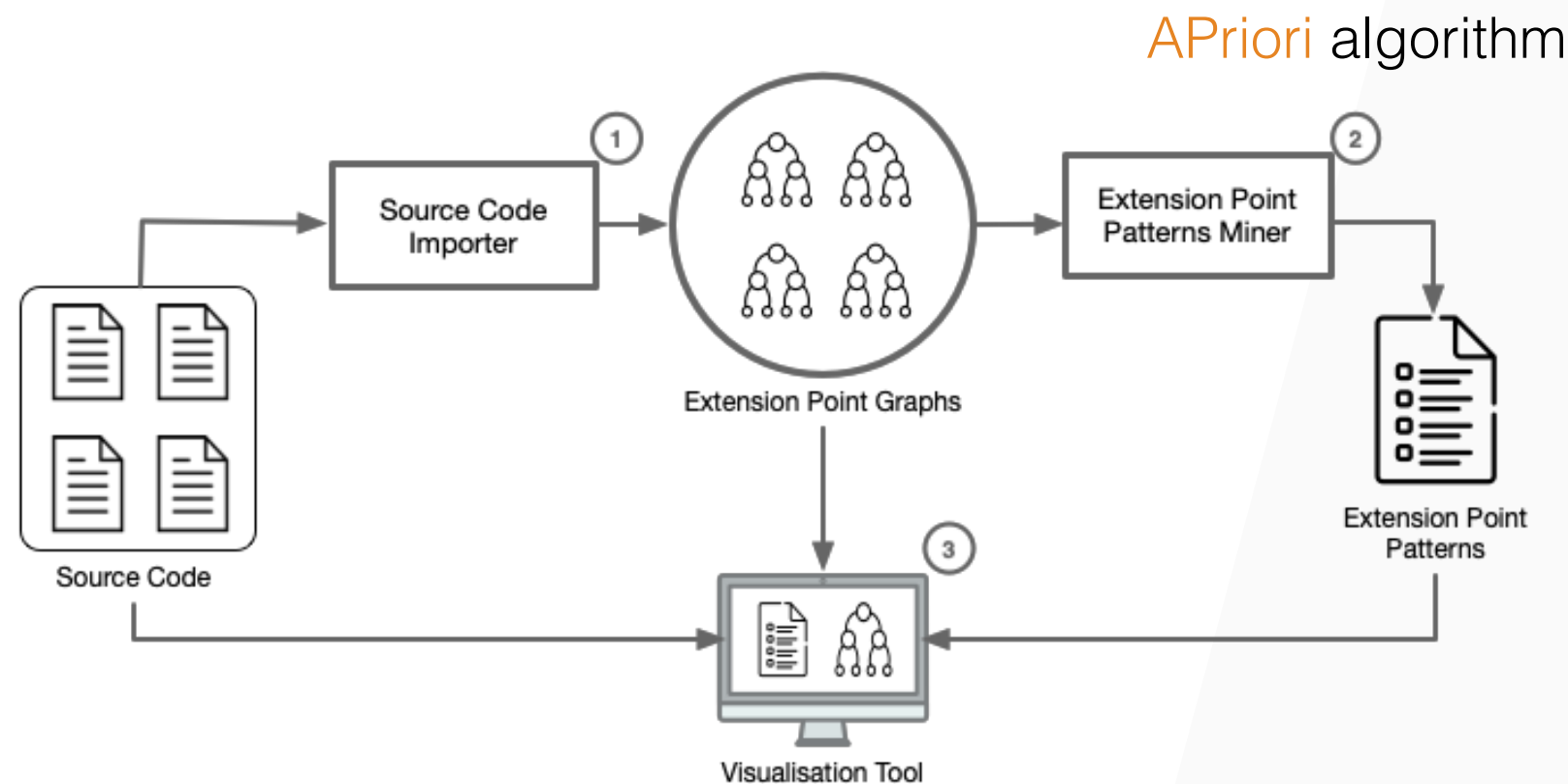
```
import org.apache.spark._
//...
class StageInfoRecorderListener extends SparkListener {
  override def onJobStart(jobStart: SparkListenerJobStart): Unit = {
    //...
  }
  override def onStageCompleted(stageCompleted: SparkListenerStageCompleted): Unit = {
    //...
  }
  //...
}
//...
```



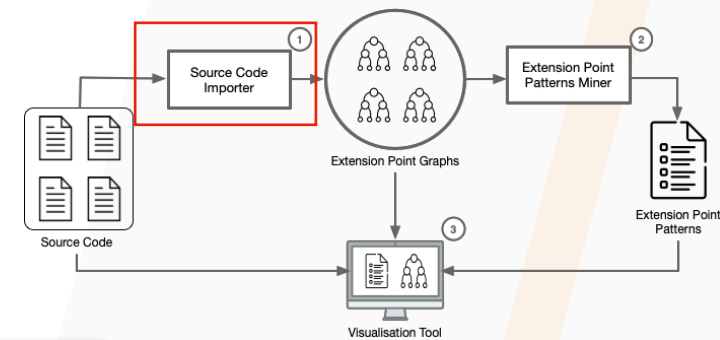
Extension Point Usage

```
import org.apache.spark._
case class StageMetrics(sparkSession: SparkSession) {
  sparkSession.sparkContext.addSparkListener(new StageInfoRecorderListener)
  //...
}
```

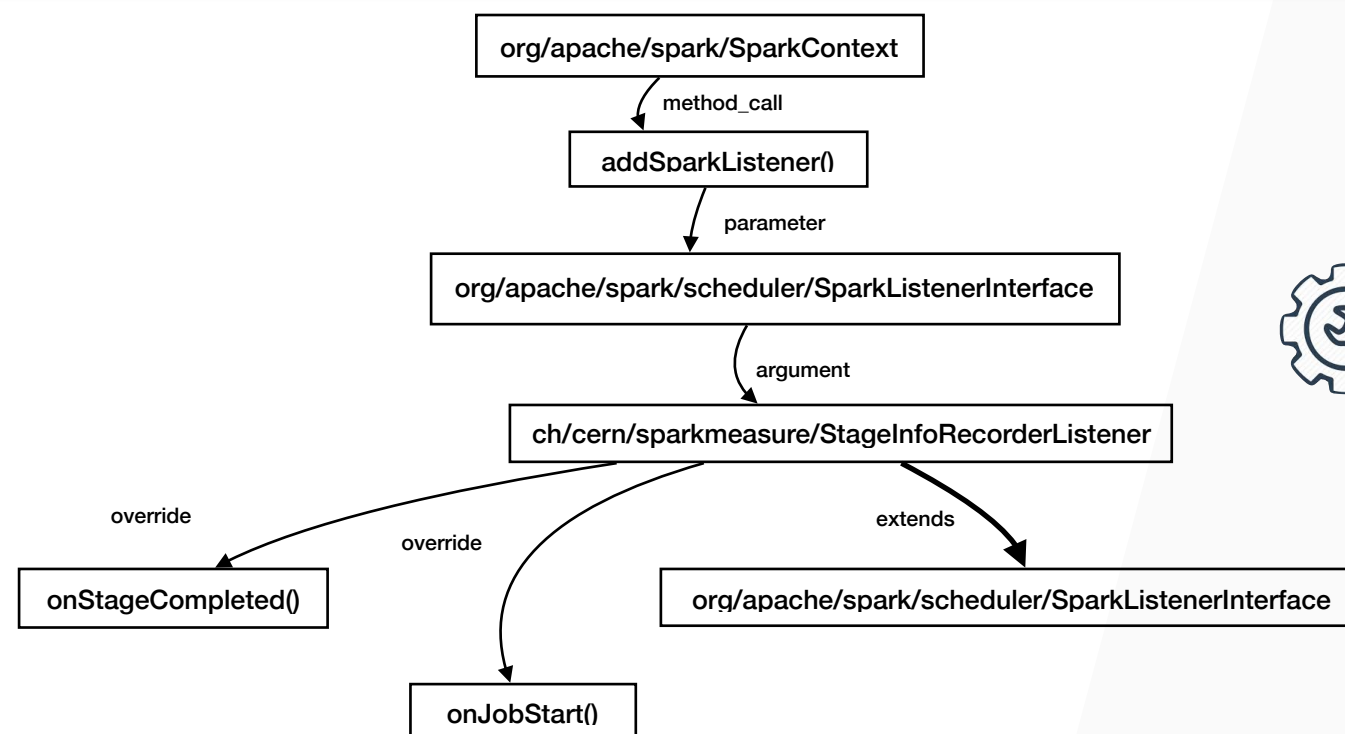

Overview of Scala-XP-Miner



Scala-XP-Miner: Importer



```
import org.apache.spark._
case class StageMetrics(sparkSession: SparkSession) {
  sparkSession.sparkContext.addSparkListener(new StageInfoRecorderListener)
  //...
}
```



Extension Graph

RECEIVER TYPE

ARGUMENT TYPE

EXTENDED

METHOD CALL

OVERRIDING METHOD

OTHER METHOD CALLS

PARAMETER TYPE

IMPLEMENTED INTERFACE

FRAMEWORK METHOD CALL.

```
package org.apache.spark
```

```
class SparkContext(config: SparkConf) extends Logging {  
  def addSparkListener(listener: SparkListenerInterface):{  
    //...  
  }  
}
```

```
import org.apache.spark._  
class StageInfoRecorderListener extends SparkListener {  
  override def onJobStart(jobStart: SparkListenerJobStart): Unit = {  
    //...  
  }  
  override def onStageCompleted(stageCompleted: SparkListenerStageCompleted): Unit = {  
    //...  
  }  
}
```

```
import org.apache.spark._  
case class StageMetrics(sparkSession: SparkSession) {  
  sparkSession.sparkContext.addSparkListener(new StageInfoRecorderListener)  
}
```

RECEIVER TYPE

METHOD CALL

PARAMETER TYPE

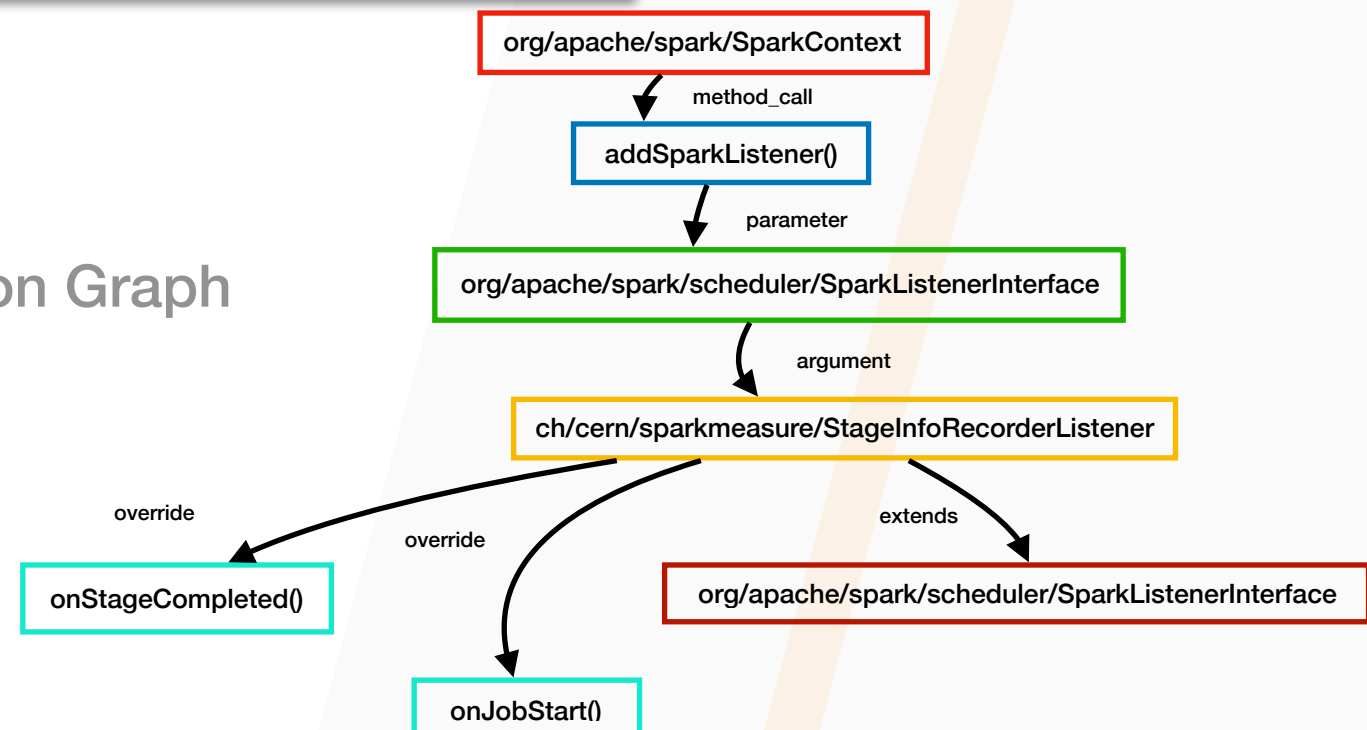
ARGUMENT TYPE

OVERRIDING METHOD

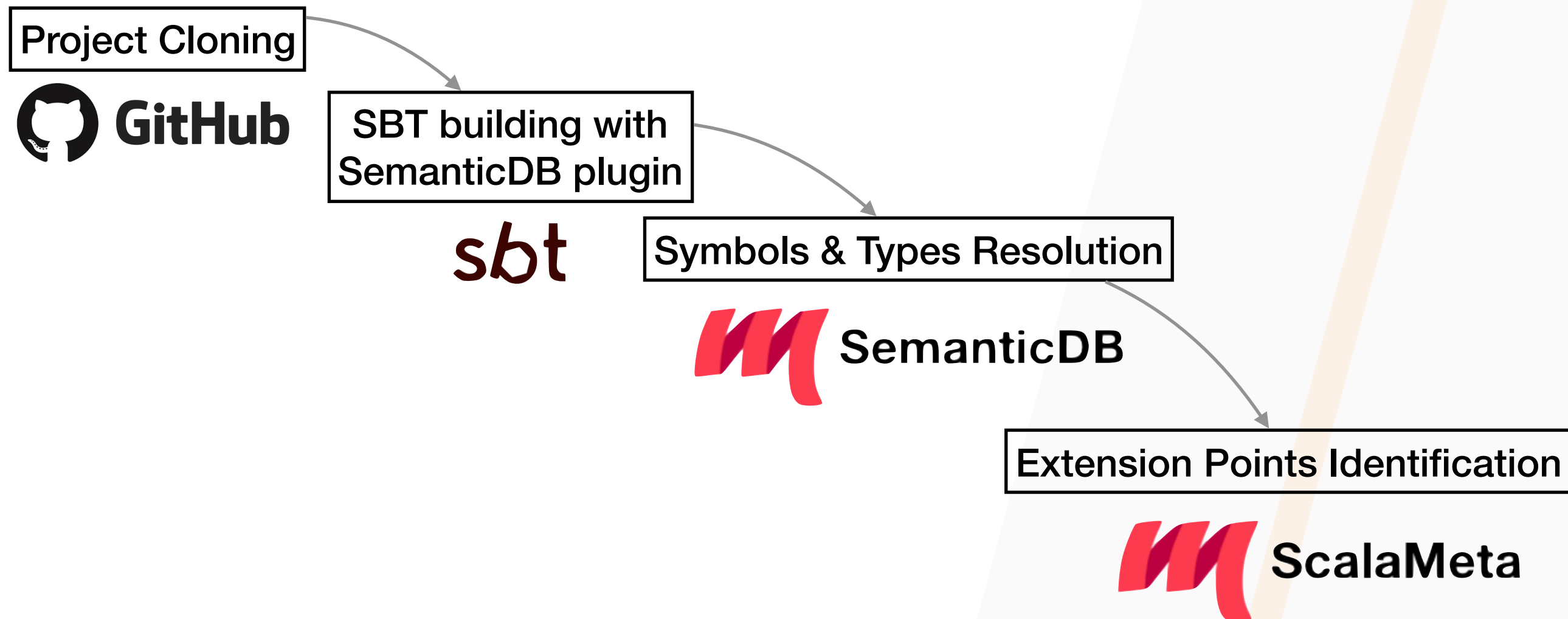
EXTENDED



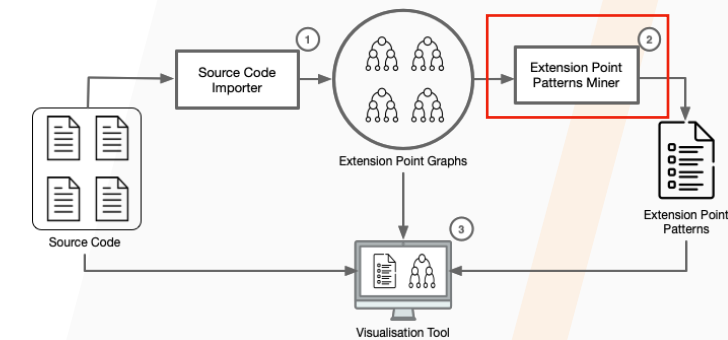
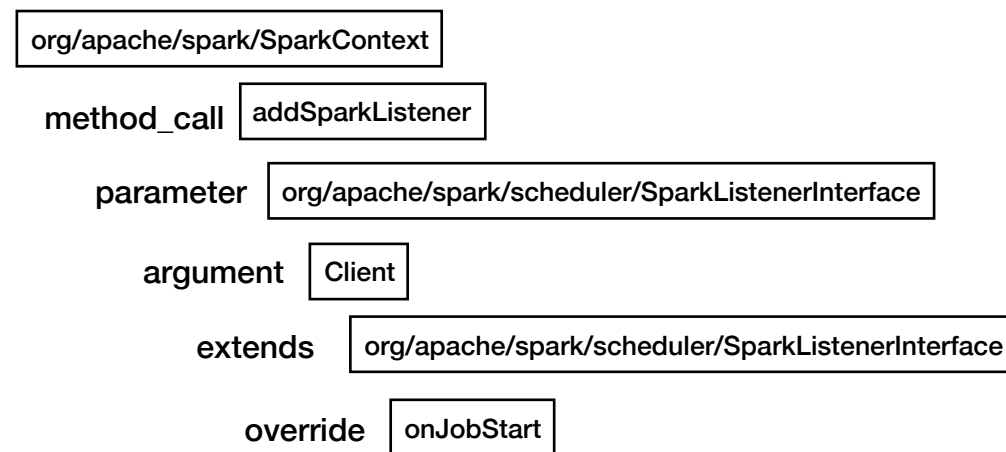
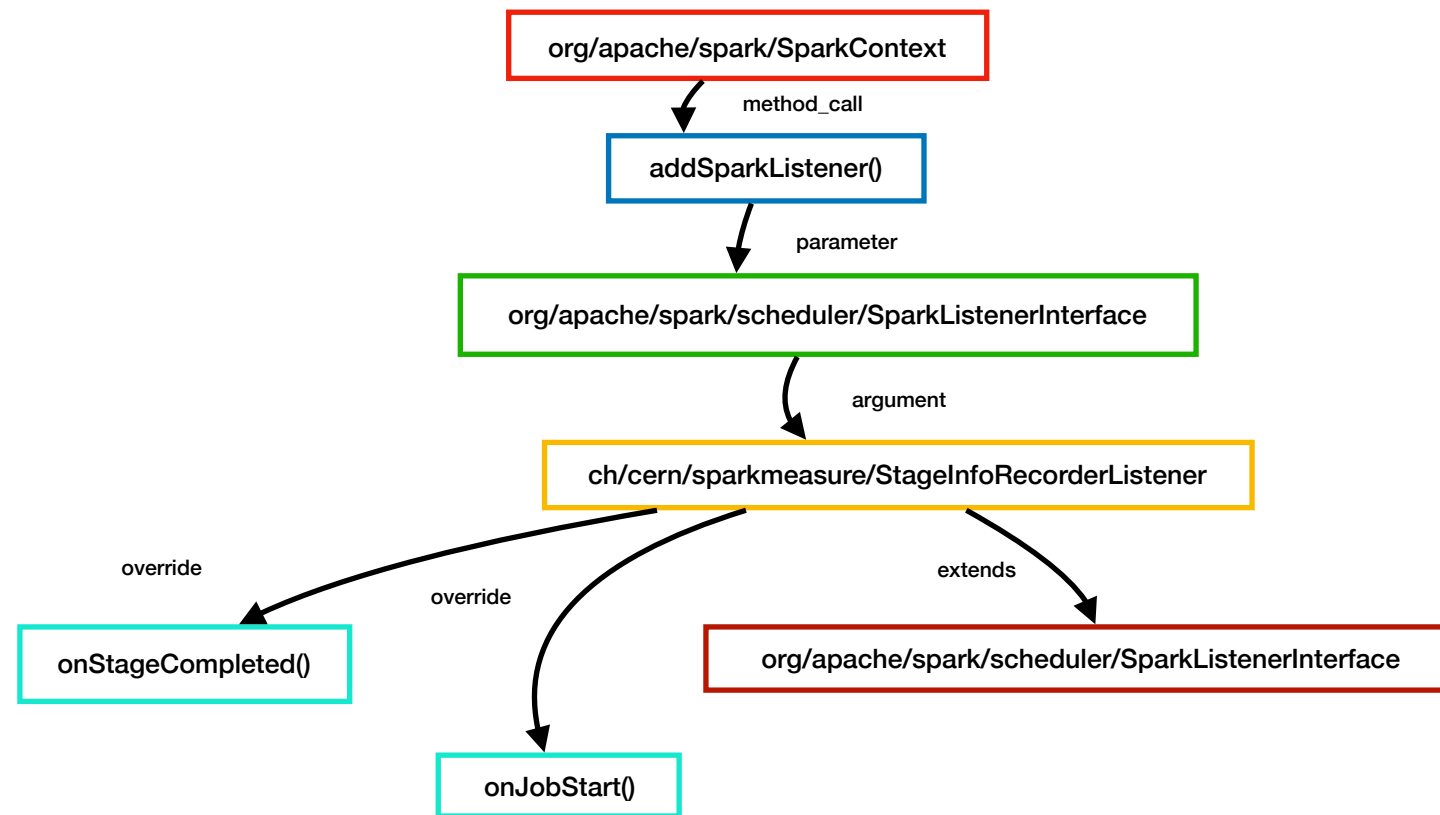
Extension Graph



Scala-XP-Miner: Data Extraction



Scala-XP-Miner: Miner



Extension Graph



Extension Pattern

```

graph LR
    SC[Source Code] --> SCI[Source Code Importer 1]
    SCI --> EPG((Extension Point Graphs))
    EPG --> EPPM[Extension Point Patterns Miner 2]
    EPPM --> EPP[Extension Point Patterns]
    SC --> VT[Visualisation Tool 3]
    EPP --> VT
    subgraph VT_Box [ ]
        VT
    end

```

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Evaluation

Executed Scala-XP-Miner on 467  **Scala** projects
based on 5 frameworks:



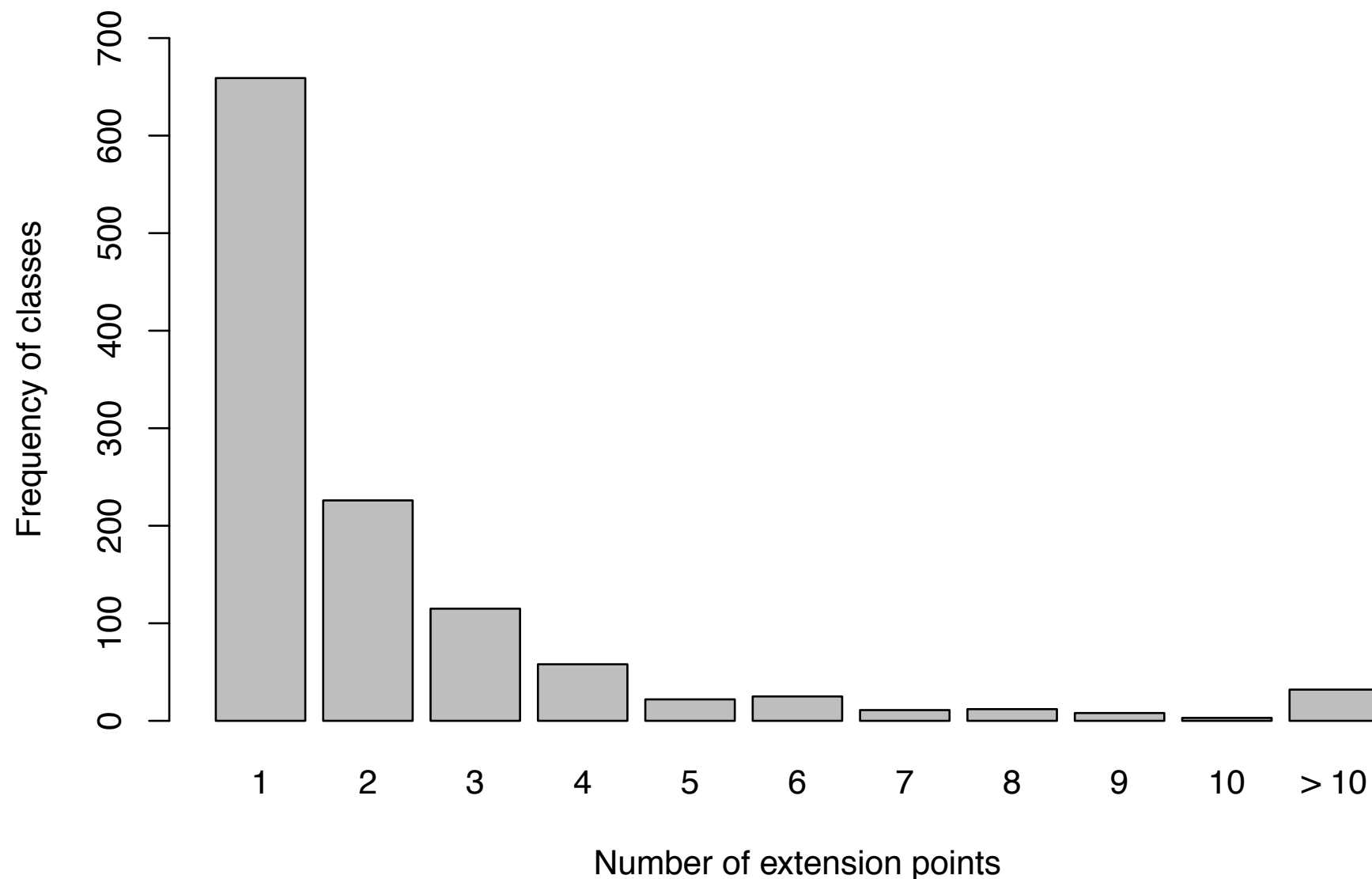
Pattern Accuracy

- Good results in terms of precision, recall, and F-Measure.

Framework	Strategy	RMC AMC	E I	O FMC	Other	ARS	No REC	Precision			Recall			F-Measure		
								Top-1	Top-3	Top-5	Top-1	Top-3	Top-5	Top-1	Top-3	Top-5
Spark	Global	9.50%	0.03%	0.47%	90.00%	4	50.83%	0.92	0.95	0.96	0.85	0.89	0.91	0.88	0.91	0.93
	Local					4	53.03%	0.93	0.95	0.97	0.85	0.89	0.91	0.88	0.92	0.93
	D					4	53.18%	0.90	0.94	0.96	0.84	0.88	0.91	0.86	0.91	0.93
Akka	Global	3.96%	0.17%	1.42%	94.45%	3	27.46%	0.96	0.97	0.97	0.88	0.91	0.92	0.91	0.94	0.94
	Local					3	28.93%	0.96	0.97	0.98	0.88	0.92	0.93	0.91	0.94	0.95
	D					3	28.78%	0.95	0.97	0.97	0.88	0.91	0.92	0.91	0.94	0.94
Mockito	Global	11.55%	0.03%	0.03%	88.39%	3	27.31%	0.96	0.97	0.97	0.88	0.91	0.92	0.91	0.94	0.94
	Local					3	0.65%	0.96	0.97	0.97	0.72	0.79	0.82	0.82	0.87	0.88
	D					3	0.65%	0.96	0.97	0.97	0.72	0.77	0.80	0.82	0.85	0.87
Hadoop	Global	3.70%	0.06%	0.03%	96.21%	4	15.06%	0.96	0.96	0.96	0.97	0.98	0.98	0.96	0.97	0.97
	Local					4	23.49%	0.98	0.98	0.98	0.97	0.98	0.98	0.98	0.98	0.98
	D					4	23.64%	0.98	0.98	0.98	0.97	0.98	0.98	0.98	0.98	0.98
Play	Global	17.02%	0.10%	0.06%	82.82%	4	11.40%	0.92	0.94	0.96	0.85	0.88	0.90	0.87	0.90	0.92
	Local					4	15.36%	0.93	0.95	0.97	0.94	0.88	0.90	0.87	0.90	0.92
	D					4	15.38%	0.92	0.95	0.96	0.85	0.88	0.90	0.88	0.90	0.92

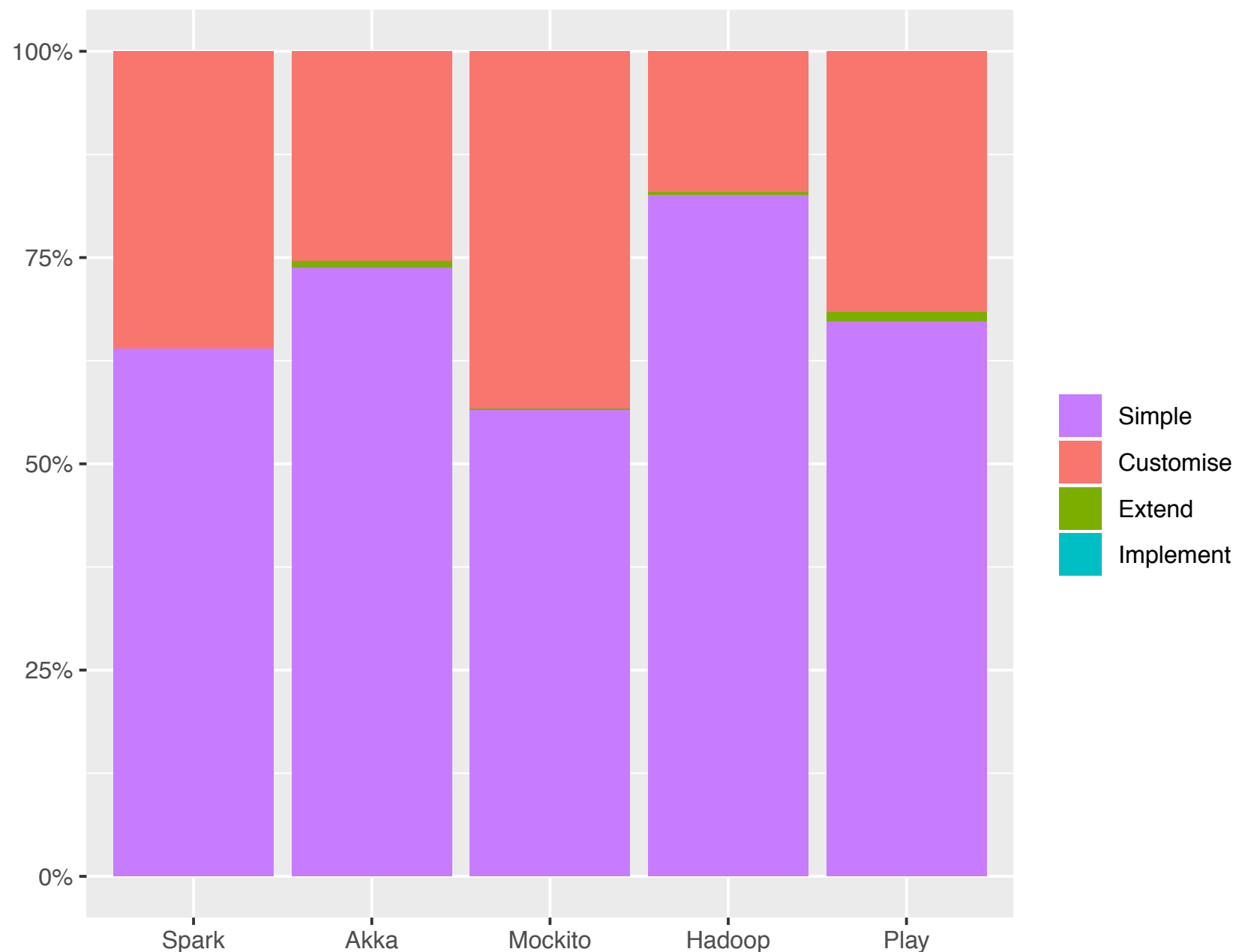
Number of Extension Points

- The majority of classes have less than four extension points.



Extension Point Categories

- Almost all patterns belong to the **Simple** or **Customise** categories.



Summary

- We developed a framework to mine framework usages in Scala projects.
- Subgraph mining based on the **APriori** algorithm.
 - The patterns mined by Scala-XP-Miner are accurate
 - The number of extension patterns per class is not very high (i.e., lower than 4)
 - Most of the patterns are pretty simple
- Future work:
 - add support to language-specific patterns;
 - assess the usefulness of the proposed patterns.



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Mining Edits



Context: systematic edits

A group of similar changes

Context: systematic edits

A group of similar changes

```
- Parser p = new XmlParser(registerResponse);  
+ Parser p = new XmlParser();  
  p.setErrorHandler(eh);  
  
- Document registerRoot = p.parse();  
+ Document registerRoot = p.parse(registerResponse);
```

Context: systematic edits

A group of similar changes

```
- Parser p = new XmlParser(registerResponse);  
+ - Parser p = new XmlParser(updateProfileResponse);  
+ Parser p = new XmlParser();  
- p.setErrorHandler(eh);  
+ - Document profileRoot = p.parse();  
+ Document profileRoot = p.parse(updateProfileResponse);
```

Context: systematic edits

A group of similar changes

```
- Parser p = new XmlParser(registerResponse);  
+ - Parser p = new XmlParser(updateProfileResponse);  
+ - Parser p = new XmlParser(loginResponse);  
+ Parser p = new XmlParser();  
- p.setErrorHandler(eh);  
+ - p.setErrorHandler(eh);  
- Document loginRoot = p.parse();  
+ Document loginRoot = p.parse(loginResponse);
```

Context: systematic edits

A group of similar changes

```
- Parser p = new XmlParser(registerResponse);  
+ - Parser p = new XmlParser(updateProfileResponse);  
+ - Parser p = new XmlParser(loginResponse);  
+ Parser p = new XmlParser();  
- p.setErrorHandler(eh);  
+ - p.setErrorHandler(eh);  
+ - Document loginRoot = p.parse();  
+ Document loginRoot = p.parse(loginResponse);
```

- 3 instances, 1 systematic edit

Context: systematic edits

A group of similar changes

```
- Parser p = new XmlParser(registerResponse);  
+ - Parser p = new XmlParser(updateProfileResponse);  
+ - Parser p = new XmlParser(loginResponse);  
+ Parser p = new XmlParser();  
- p.setErrorHandler(eh);  
+ - p.setErrorHandler(eh);  
- Document loginRoot = p.parse();  
+ Document loginRoot = p.parse(loginResponse);
```

- 3 instances, 1 systematic edit
- Examples: library migration, refactoring, fixing occurrences of a bug, ...

Mining for Systematic edits

Systematic edits can be tedious and error-prone if done manually!

SysEdMiner identifies systematic edits in a Java project's history based on:

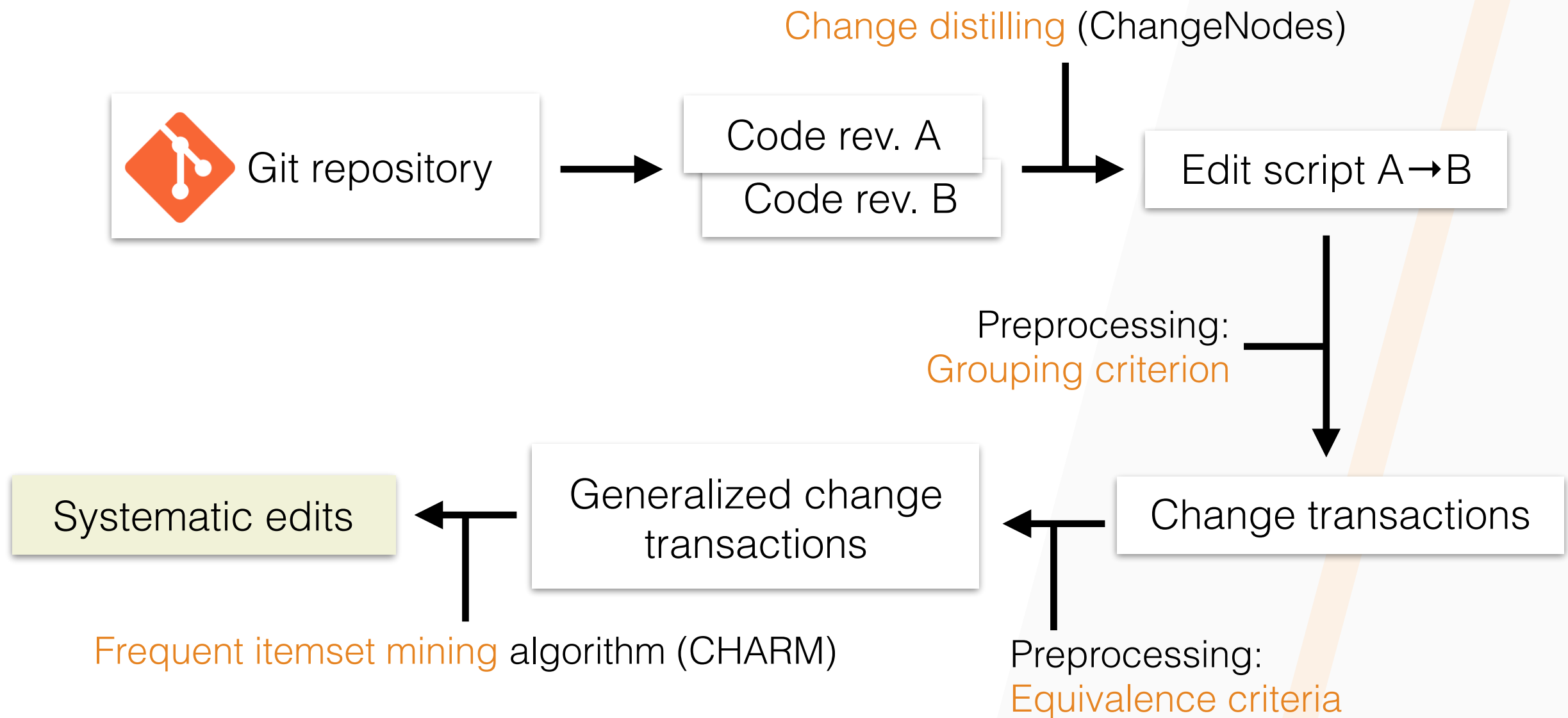
- Source code changes expressed as AST nodes
- Frequent itemset mining



Applications:

- Detecting error-prone code 
- Assist in refactoring decisions 
- Generating transformations based on existing instances 

Overview of



Running example

```
public class Point {
    private int x;
    private int y;

    public double computeDistance(Point p) {
+       if (this.equals(p)) return 0;
        double dX = this.computeDeltaX(p);
        double dY = this.computeDeltaY(p);
        return Math.sqrt(Math.pow(dX, 2) + Math.pow(dY, 2));
    }

    public double computeDirection(Point point) {
+       if (this.equals(point)) return 0;
        double dX = this.computeDeltaX(point);
        double dY = this.computeDeltaY(point);
        return Math.atan2(dY, dX) * 180 / Math.PI;
    }
    ...
}
```

Change distilling

```
+ if (this.equals(p)) return 0;
```

Change distilling

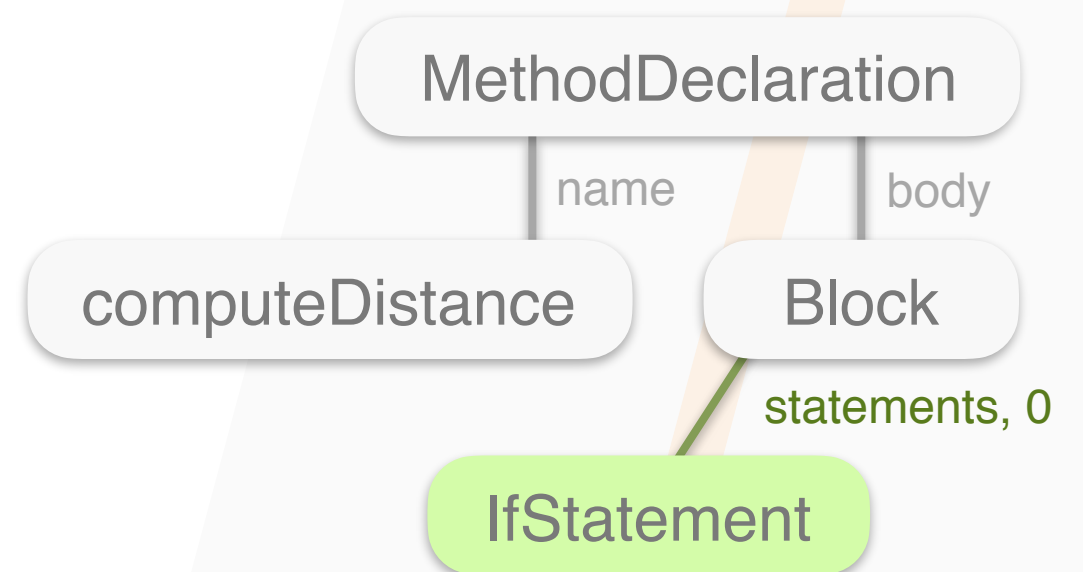
+ `if (this.equals(p)) return 0;`

- **C1:** `insert`(`IfStatement if()`{}, body of `computeDistance`, `statements-0`)

Change distilling

+ `if (this.equals(p)) return 0;`

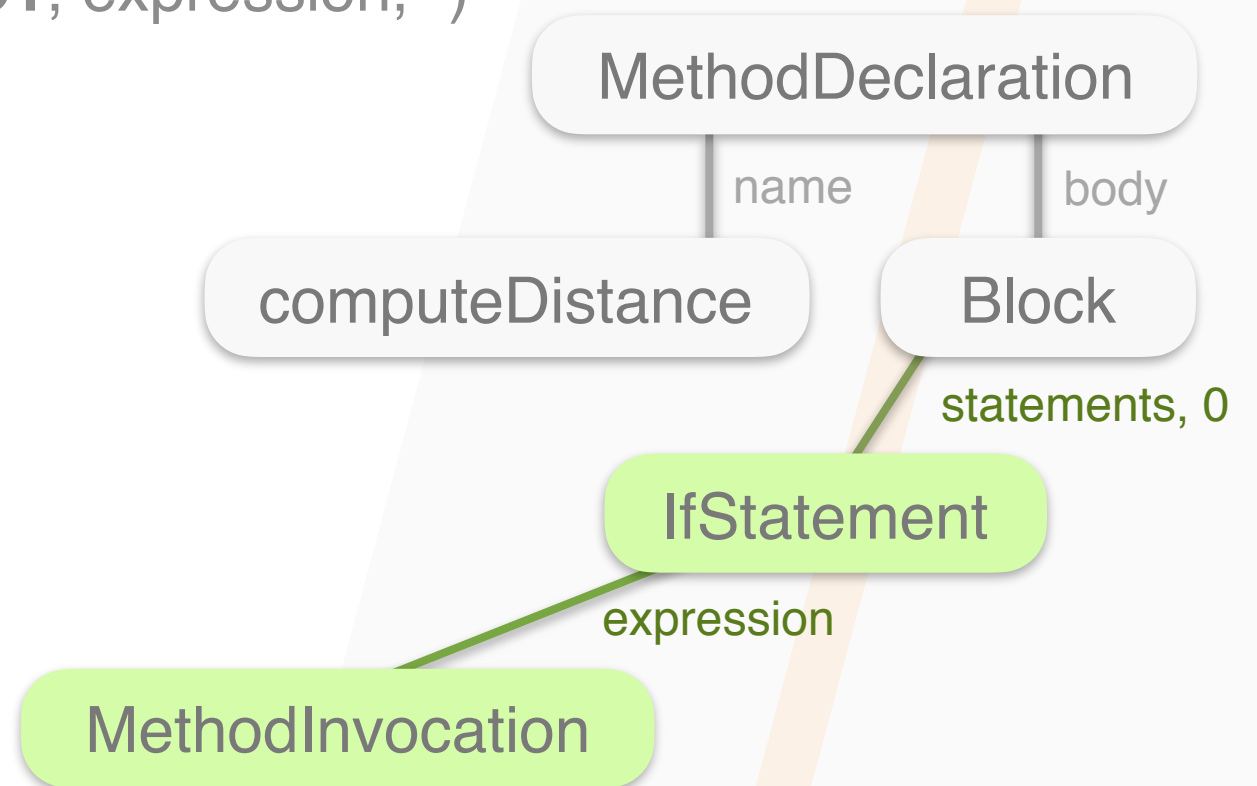
- **C1:** `insert`(IfStatement if(), body of computeDistance, statements-0)



Change distilling

+ `if (this.equals(p)) return 0;`

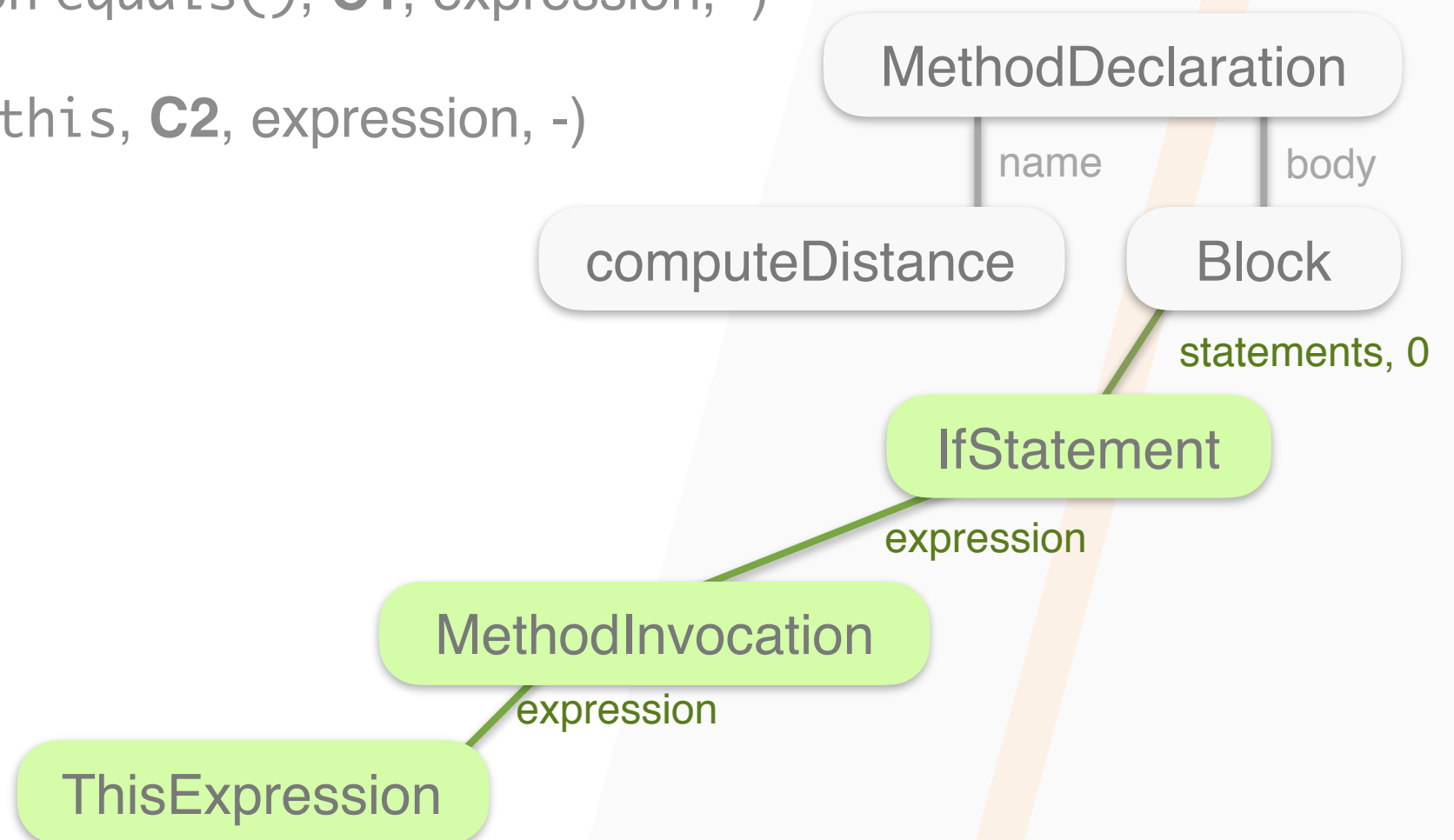
- **C1**: `insert`(IfStatement if(), body of computeDistance, statements-0)
- **C2**: `insert`(MethodInvocation equals(), **C1**, expression, -)



Change distilling

+ `if (this.equals(p)) return 0;`

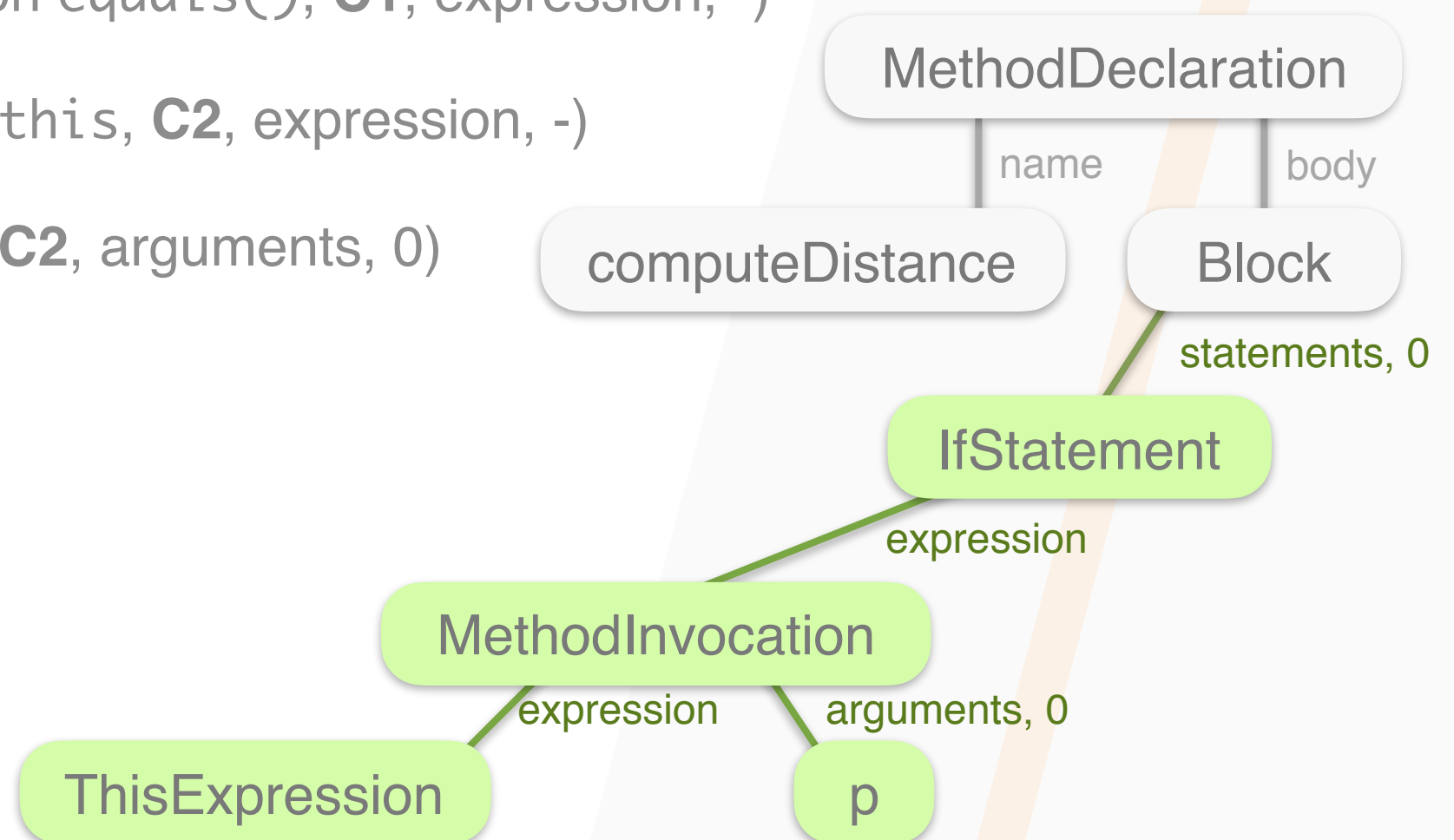
- **C1:** `insert`(IfStatement if(), body of computeDistance, statements-0)
- **C2:** `insert`(MethodInvocation equals(), **C1**, expression, -)
- **C3:** `insert`(ThisExpression this, **C2**, expression, -)



Change distilling

+ `if (this.equals(p)) return 0;`

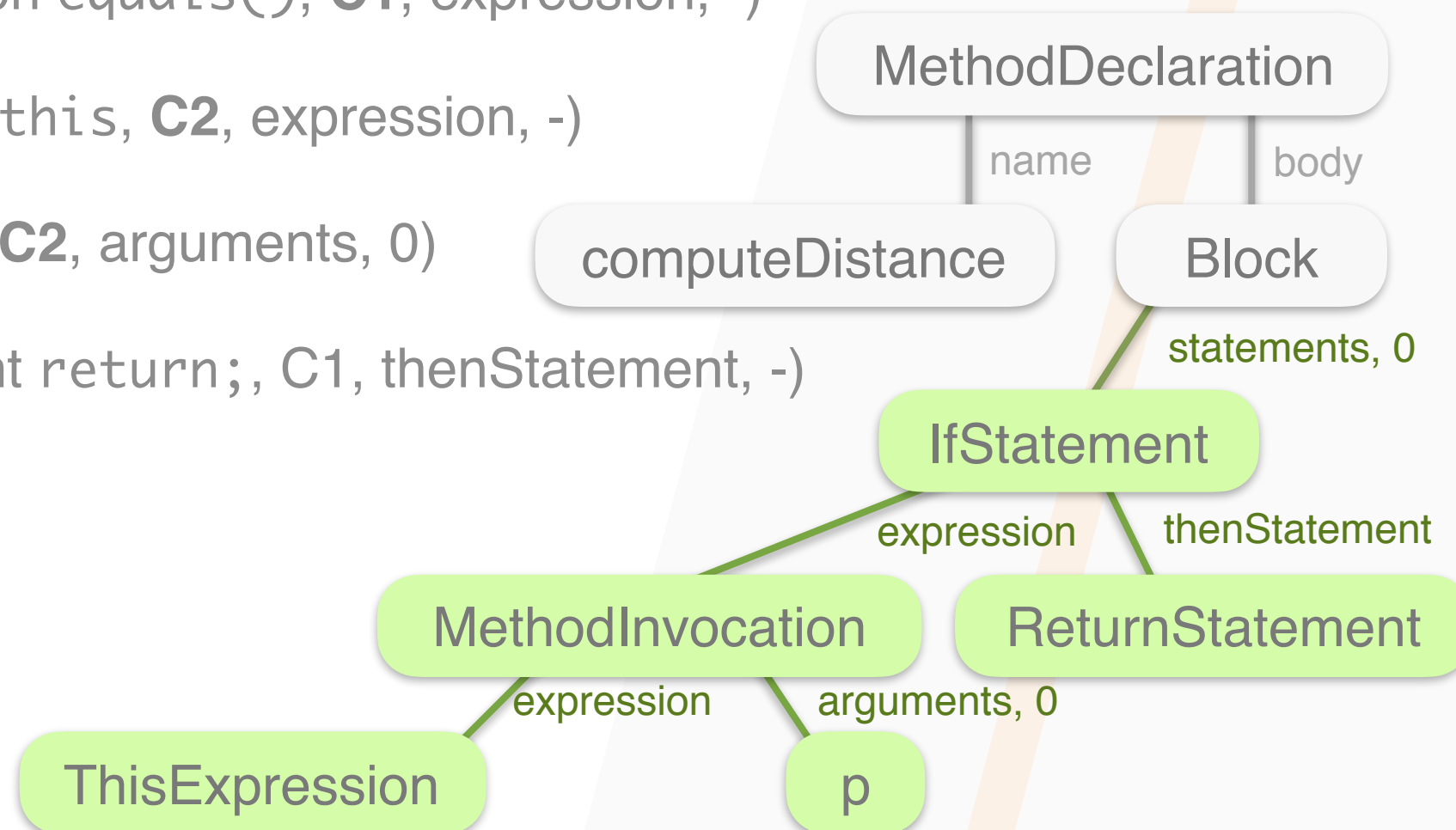
- **C1**: `insert`(IfStatement if(), body of computeDistance, statements-0)
- **C2**: `insert`(MethodInvocation equals(), **C1**, expression, -)
- **C3**: `insert`(ThisExpression this, **C2**, expression, -)
- **C4**: `insert`(SimpleName p, **C2**, arguments, 0)



Change distilling

+ `if (this.equals(p)) return 0;`

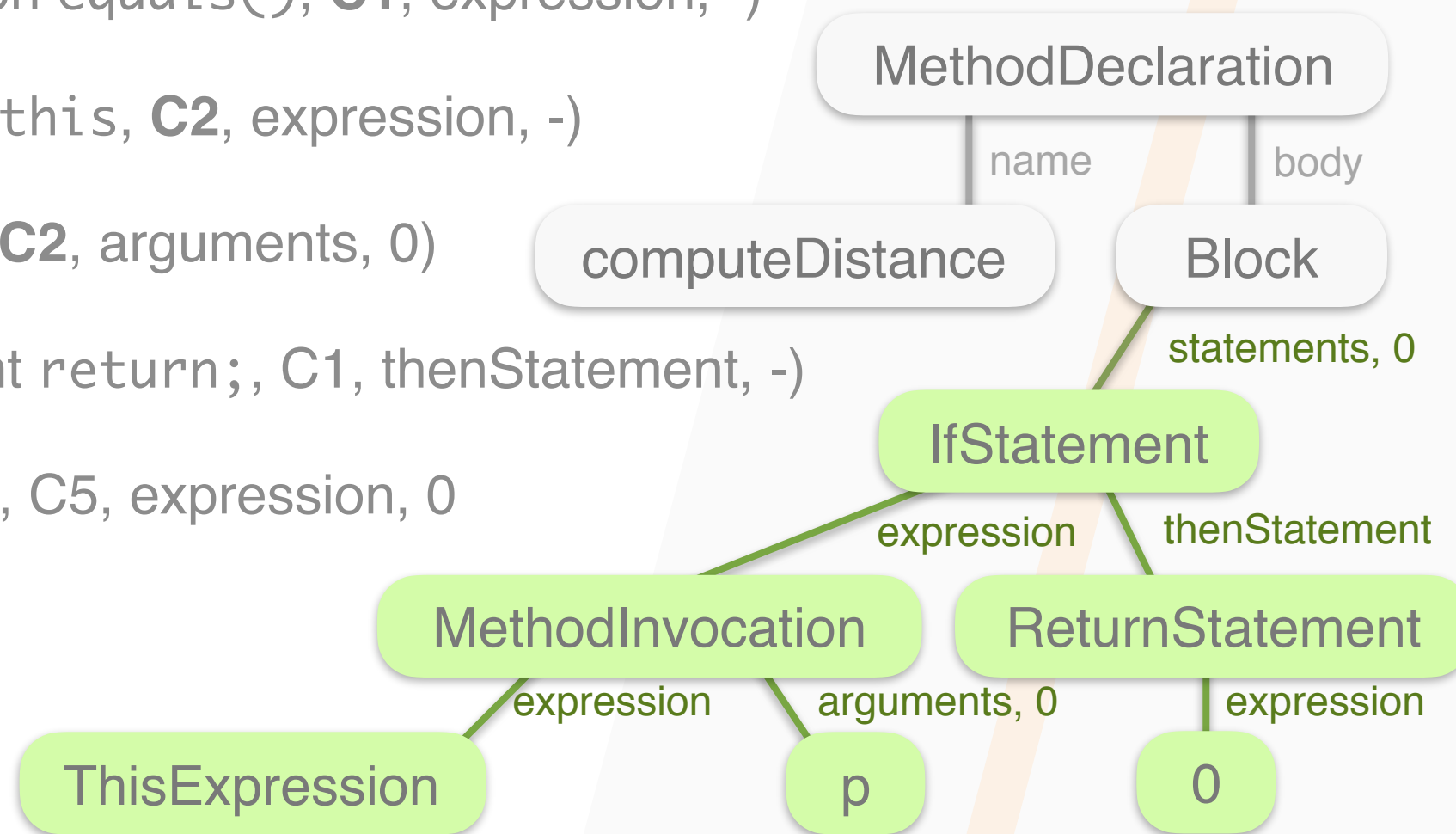
- **C1:** `insert`(IfStatement `if()`{}, body of `computeDistance`, statements-0)
- **C2:** `insert`(MethodInvocation `equals()`, **C1**, expression, -)
- **C3:** `insert`(ThisExpression `this`, **C2**, expression, -)
- **C4:** `insert`(SimpleName `p`, **C2**, arguments, 0)
- **C5:** `insert`(ReturnStatement `return;`, **C1**, thenStatement, -)



Change distilling

+ `if (this.equals(p)) return 0;`

- **C1:** `insert`(IfStatement `if()`{}, body of `computeDistance`, statements-0)
- **C2:** `insert`(MethodInvocation `equals()`, **C1**, expression, -)
- **C3:** `insert`(ThisExpression `this`, **C2**, expression, -)
- **C4:** `insert`(SimpleName `p`, **C2**, arguments, 0)
- **C5:** `insert`(ReturnStatement `return;`, **C1**, thenStatement, -)
- **C6:** `insert`(NumberLiteral `0`, **C5**, expression, 0)



Change distilling

+ `if (this.`

• **C1:** `insert(I`

• **C2:** `insert(M` +

• **C3:** `insert(T`

• **C4:** `insert(S`

• **C5:** `insert(F` +

• **C6:** `insert(M`

```
public class Point {
    private int x;
    private int y;

    public double computeDistance(Point p) {
        + if (this.equals(p)) return 0;
        double dX = this.computeDeltaX(p);
        double dY = this.computeDeltaY(p);
        return Math.sqrt(Math.pow(dX, 2) + Math.pow(dY, 2));
    }

    public double computeDirection(Point point) {
        + if (this.equals(point)) return 0;
        double dX = this.computeDeltaX(point);
        double dY = this.computeDeltaY(point);
        return Math.atan2(dY, dX) * 180 / Math.PI;
    }
    ...
}
```

ration

body

Block

statements, 0

enStatement

statement

expression

ThisExpression

expression

arguments, 0

p

0

Change distilling

+ if (this.

• C1: insert(I

• C2: insert(M

• C3: insert(T

• C4: insert(S

• C5: insert(F

• C6: insert(M

```
public class Point {  
    private int x;  
    private int y;
```

```
    public double computeDistance(Point p) {
```

```
+        if (this.equals(p)) return 0;
```

```
        double dX = this.computeDeltaX(p);
```

```
        double dY = this.computeDeltaY(p);
```

```
        return Math.sqrt(Math.pow(dX, 2) + Math.pow(dY, 2));
```

```
    }
```

```
    public double computeDirection(Point point) {
```

```
+        if (this.equals(point)) return 0;
```

```
        double dX = this.computeDeltaX(point);
```

```
        double dY = this.computeDeltaY(point);
```

```
        return Math.atan2(dY, dX) * 180 / Math.PI;
```

```
    }
```

```
    ...
```

```
}
```

C1-C6

ration

body

Block

statements, 0

enStatement

statement

expression

ThisExpression

expression

arguments, 0

p

0

Change distilling

+ if (this.

• C1: insert(I

• C2: insert(M

• C3: insert(T

• C4: insert(S

• C5: insert(F

• C6: insert(M

```
public class Point {  
    private int x;  
    private int y;
```

```
    public double computeDistance(Point p) {
```

```
        + if (this.equals(p)) return 0;
```

```
        double dX = this.computeDeltaX(p);
```

```
        double dY = this.computeDeltaY(p);
```

```
        return Math.sqrt(Math.pow(dX, 2) + Math.pow(dY, 2));
```

```
    }
```

```
    public double computeDirection(Point point) {
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        double dX = this.computeDeltaX(point);
```

```
        double dY = this.computeDeltaY(point);
```

```
        return Math.atan2(dY, dX) * 180 / Math.PI;
```

```
    }
```

```
    ...
```

```
}
```

C1-C6

C7-C12 (analogous)

expression

arguments, 0

expression

ThisExpression

p

0

ration

body

Block

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Grouping criterion

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C1-C6

C7-C12

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 - $\langle \text{Point.computeDirection}, \{\mathbf{C7}, \mathbf{C8}, \mathbf{C9}, \mathbf{C10}, \mathbf{C11}, \mathbf{C12}\} \rangle$
- Limitations:
 - Changes outside methods ignored
 - Instances larger than a method are split up
 - Only one instance per method
 - Future work: use multiple grouping criteria

Equivalence criteria

Equivalence criteria

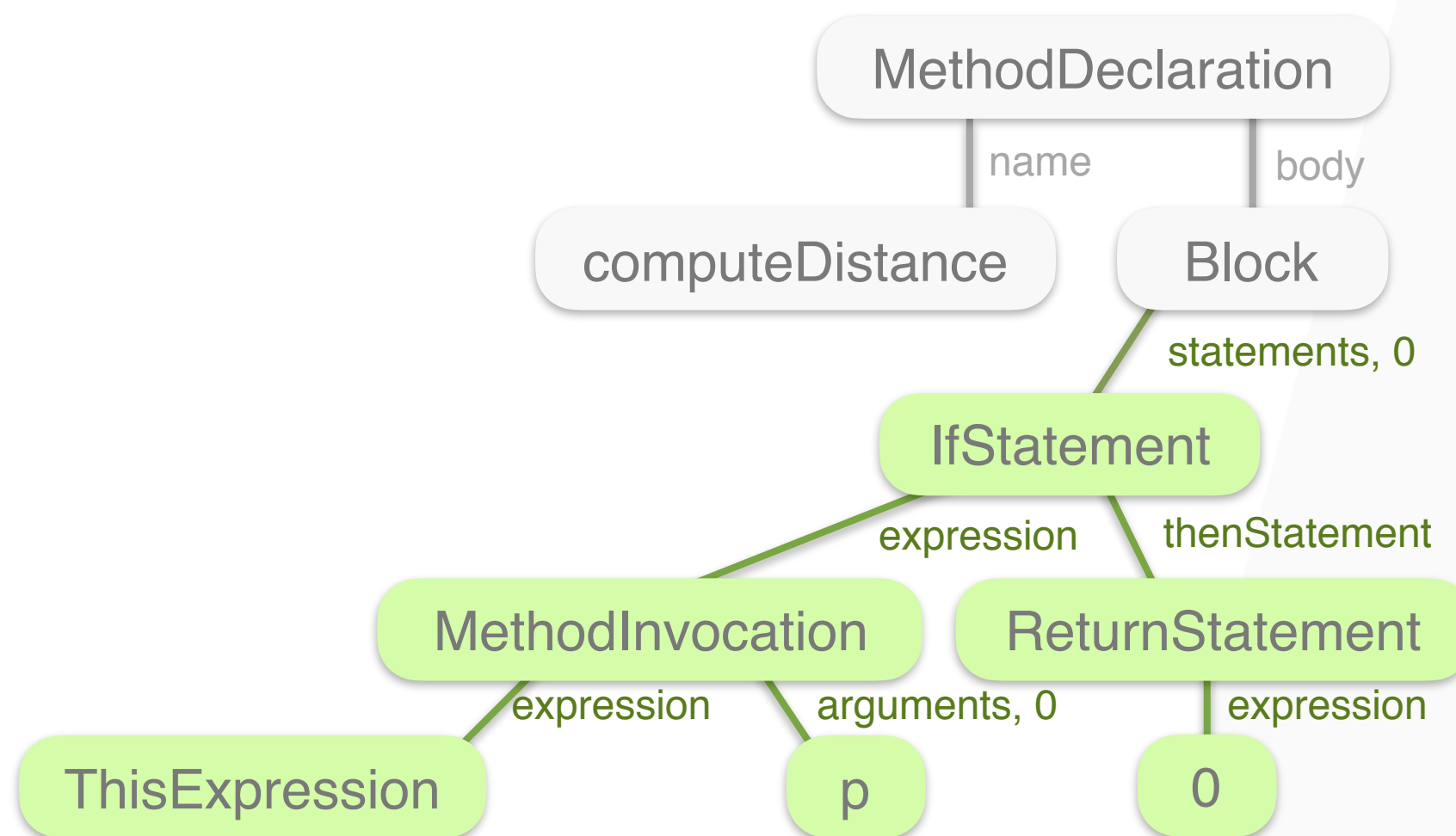
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Equivalence criteria

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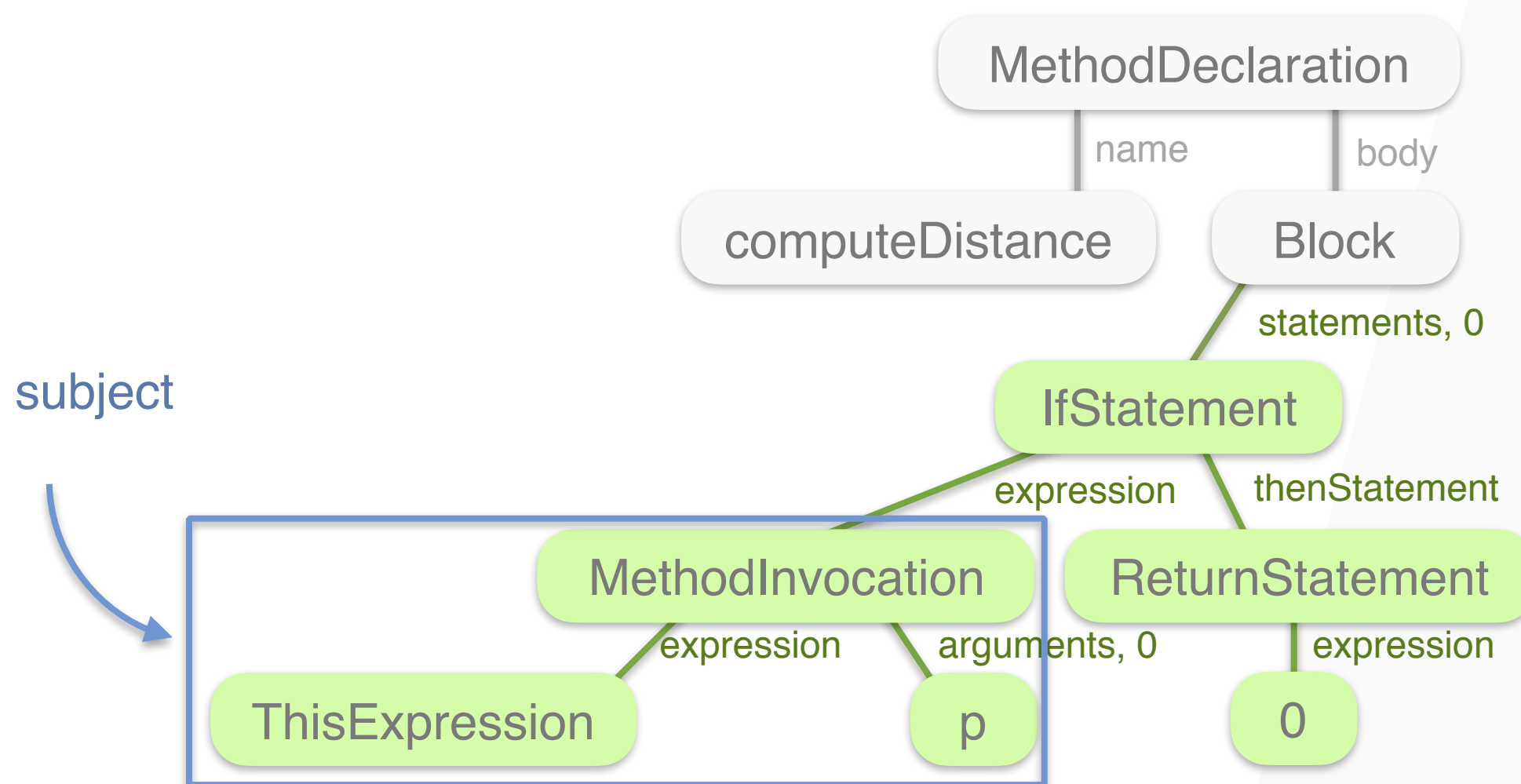
Equivalence criteria

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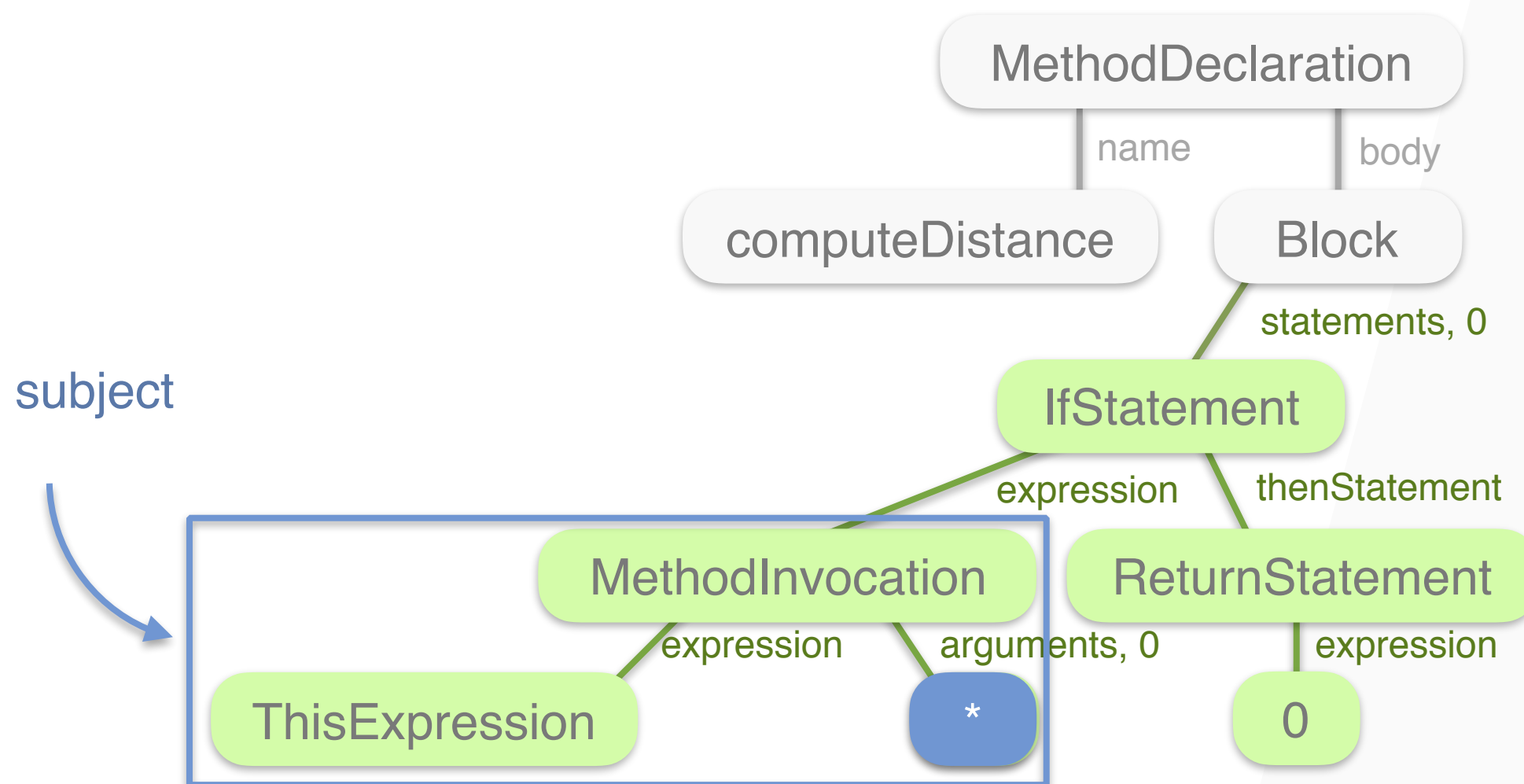
Equivalence criteria

- Change equivalence based on **change type**, **subject** & **context**
- **C2**: **insert**(MethodInvocation equals(), **C1**, expression, -)



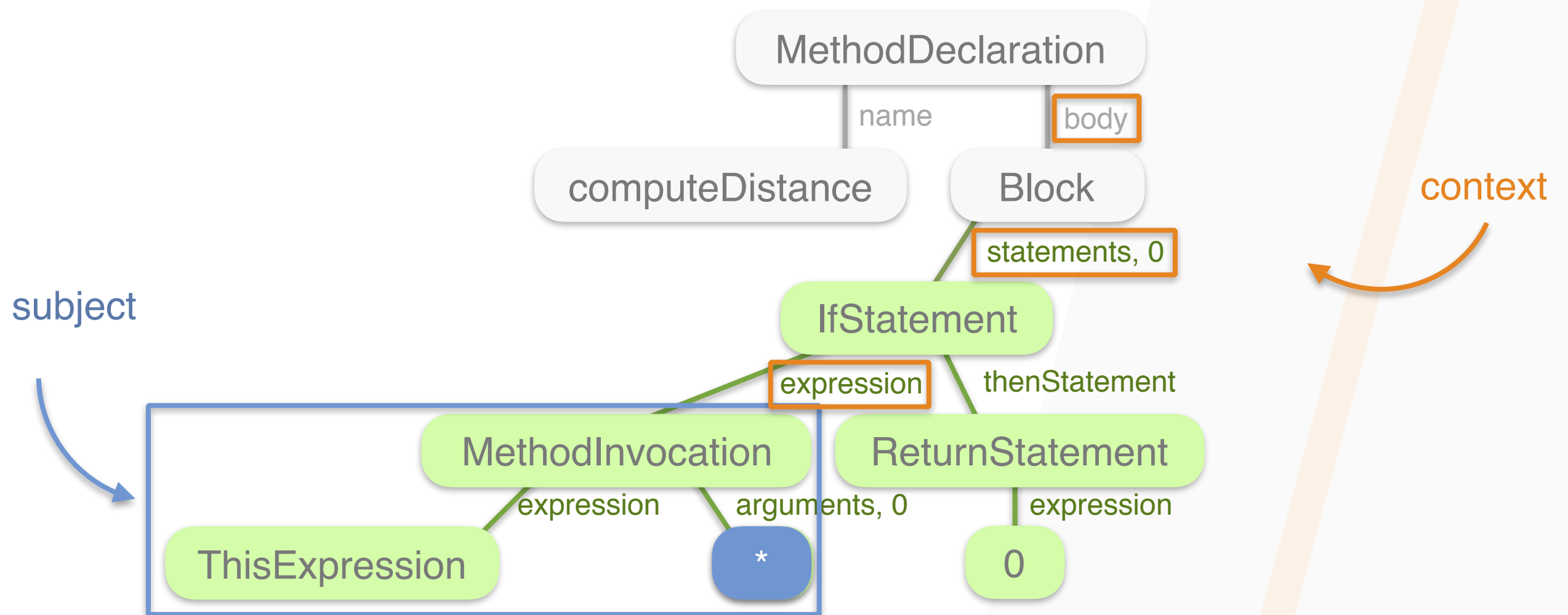
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Generalised transactions

- Equivalence criteria used to generalise transactions:

⟨Point.computeDirection, {

C1: ⟨insert, if(this.*(*)) return 0;, body : statements, 0⟩

C2: ⟨insert, *(*), body : statements, 0 : expression⟩

C3: ⟨insert, this, body : statements, 0 : expression : expression⟩

C4: ⟨insert, *, body : statements, 0 : expression : arguments, 0⟩

C5: ⟨insert, return *;, body : statements, 0 : thenStatement⟩

C6: ⟨insert, *, body : statements, 0 : thenStatement : expression⟩

⟩

⟨Point.computeDirection, {

C7: ⟨insert, if(this.*(*)) return 0;, body : statements, 0⟩

C8: ⟨insert, *(*), body : statements, 0 : expression⟩

C9: ⟨insert, this, body : statements, 0 : expression : expression⟩

C10: ⟨insert, *, body : statements, 0 : expression : arguments, 0⟩

C11: ⟨insert, return *;, body : statements, 0 : thenStatement⟩

C12: ⟨insert, *, body : statements, 0 : thenStatement : expression⟩

⟩

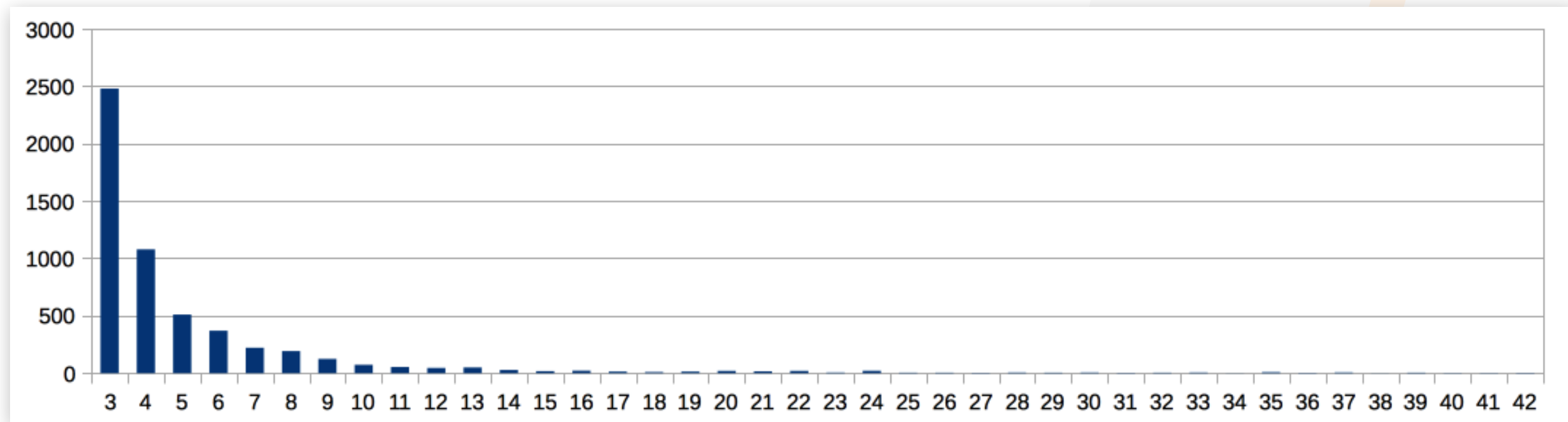
Evaluation

- Gauge the tool's correctness, usefulness, and scalability
- Applied to code base of TP Vision Belgium
 - 51 git repositories with  projects
 - 43,756 commits (± 30 s per commit)
 - 5,474 systematic edits
 - 78/100 random samples correct (manually inspected)

Number of instances

- Majority of systematic edits have few instances

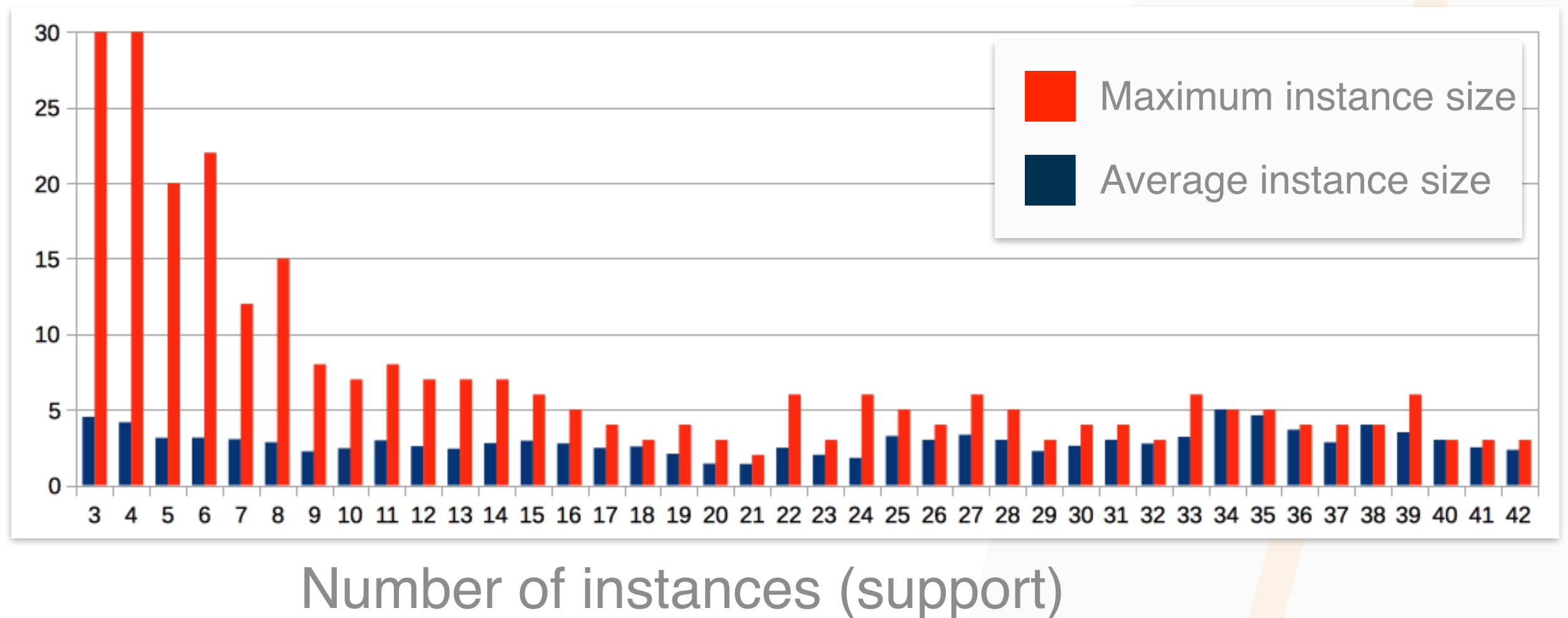
Systematic edits



Number of instances (support)

Instance size

- On average, 3-4 AST-level changes, disregarding # of instances
- Larger instance size can occur with small # of instances



Summary

- Technique to identify systematic edits
- ~12.5% of commits contain systematic edits;
mostly small # of instances, but they can have a large size
- Future work:
 - exploring the configuration space;
 - mining for specific types of systematic edits;
 - mining across commits



[timmolderez/SysEdMiner](https://github.com/timmolderez/SysEdMiner)



[@timmolderez](https://twitter.com/timmolderez)



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Mining Source Code³

Mining Idioms, Usages and Edits

Dario Di Nucci

Research Fellow

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