METHOD DIFFERENTIATOR USING SLICE-BASED COHESION METRICS

Akira Goto (Osaka University)

Norihiro Yoshida (Nara Institute of Science and Technology)

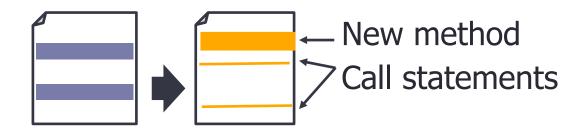
Masakazu loka (Osaka University)

Eunjong Choi (Osaka University)

Katsuro Inoue (Osaka University)

Source code differentiation

- Developers need to understand differences between a pair of methods in Java source code
 - When developers refactor a method pair into a module



- When developers modify a method pair simultaneously
 - For enhancement, bug fix

However, manual differentiation is tedious and error prone.

It is hard to understand the differences between the method pair

```
public void similarMethodA(){
 if(finalBuffer.remaining() < 8){</pre>
  while(finalBuffer.remaining() > 0){
   finalBuffer.put((byte)0);
  finalBuffer.position(0);
  transform(finalBuffer);
  finalBuffer.position(0);
 finalBuffer.putLong(length << 3);</pre>
 finalBuffer.position(0);
 transform(finalBuffer);
```

```
public void similarMethodB(){
 if(finalBuffer.remaining() < 8){</pre>
 while(finalBuffer.remaining() > 0){
   finalBuffer.put((byte)0);
 finalBuffer.position(0);
 transform(finalBuffer.array(),0);
  finalBuffer.position(0);
finalBuffer.putLong(length << 3);</pre>
finalBuffer.position(0);
transform(finalBuffer.array(),0);
```

Automatic code differentiation

- Textual Diff
 - e.g., GNU Diff
- Syntactic Diff
 - e.g., Eclipse
- PDG-based Diff [Xue2011]
 - Comprehension support for differences in terms of dependency type
 - For a pair of duplicated code fragments

[Xue2011] Xue, et al., "CloneDifferentiator: Analyzing clones by differentiation", ASE 2011.

Syntactic differences are insufficient to support refactoring, enhancement and bug fix.

```
public void similarMethodA(){
 if(finalBuffer.remaining() < 8){</pre>
  while(finalBuffer.remaining() > 0){
   finalBuffer.put((byte)0);
  finalBuffer.position(0);
  transform(finalBuffer);
  finalBuffer.position(0);
 finalBuffer.putLong(length << 3);</pre>
 finalBuffer.position(0);
 transform(finalBuffer);
```

```
public void similarMethodB(){
 if(finalBuffer.remaining() < 8){</pre>
  while(finalBuffer.remaining() > 0){
   finalBuffer.put((byte)0);
  finalBuffer.position(0);
  transform(finalBuffer.array(),0);
  finalBuffer.position(0);
 finalBuffer.putLong(length << 3);</pre>
 finalBuffer.position(0);
 transform(finalBuffer.array(),0);
```

Syntactic differences are insufficient to support refactoring, enhancement and bug fix.

```
public void similarMethodA(){
 if(finalBuffer.remaining() < 8){</pre>
  while(finalBuffer.remaining() > 0){
   finalBuffer.put((byte)0);
  finalBuffer.position(0);
  transform(finalBuffer);
  finalBuffer.position(0);
 finalBuffer.putLong(length << 3);</pre>
 finalBuffer.position(0);
 transform(finalBuffer);
```

```
public void similarMethodB(){
 if(finalBuffer.remaining() < 8){</pre>
  while(finalBuffer.remaining() > 0){
   finalBuffer.put((byte)0);
  finalBuffer.position(0);
  transform(finalBuffer.array(),0);
  finalBuffer.position(0);
 finalBuffer.putLong(length << 3);</pre>
 finalBuffer.position(0);
 transform(finalBuffer.array(),0);
```

Which part should be merged into one method?

Syntactic differences are insufficient to support refactoring, enhancement and bug fix.

```
public void similarMethodA(){
 if(finalBuffer.remaining() < 8){</pre>
  while(finalBuffer.remaining() > 0){
   finalBuffer.put((byte)0);
  finalBuffer.position(0);
  transform(finalBuffer);
  finalBuffer.position(0);
 finalBuffer.putLong(length << 3);</pre>
 finalBuffer.position(0);
 transform(finalBuffer);
```

```
public void similarMethodB(){
 if(finalBuffer.remaining() < 8){</pre>
  while(finalBuffer.remaining() > 0){
   finalBuffer.put((byte)0);
  finalBuffer.position(0);
  transform(finalBuffer.array(),0);
  finalBuffer.position(0);
 finalBuffer.putLong(length << 3);</pre>
 finalBuffer.position(0);
 transform(finalBuffer.array(),0);
```

Which part should be modified simultaneously for enhancement and bug fix?

Motivation

- Developers often try to understand which part of a source file corresponds to each functionality.
 - During refactoring
 - A code fragment that implements a single functionality is a good candidate for code extraction.
 - During enhancement and bug fix
 - Simultaneous editing should be considered for each code fragment that implements a single functionality.

The existing differentiators do not take into account functionalities implemented in a source file.

Research overview

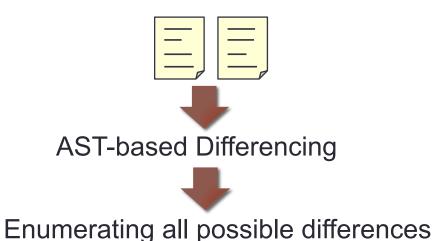
- We have developed a method differentiator MEDICO.
- The differentiation is based on slice-based cohesion metrics.
 - In order to identify a set of code fragments, each of which implements a single functionality
- Cohesion metric is generally defined as
 - a measure which expresses, in order for each of the constituent parts to realize a specific feature, the extent to which they work together. [Stevens1974]

Cohesion metrics for code fragment

- Most of the existing cohesion metrics are aimed at calculating the degree of the cohesion of a class/method.
- However, cohesion metrics for calculating the cohesion of a code fragment are needed.
 - in order to identify a code fragment that includes a set of cohesive statements and implements a single functionality
- We modified slice-based cohesion [Weiser1981] to calculate the cohesion of a code fragment.
 - Calculate slice-based metrics after the code fragment is extracted
 - Tightness, Coverage, Overlap → FTightness, FCoverage, FOverlap

Steps of the differentiation by MEDICO

Input: A pair of Java methods





Ranking of differences using cohesion metrics

