
Mining Jungloids: Helping to Navigate the API Jungle

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Problem Statement

- APIs allow programmers to reuse code for common s/w tasks
 - APIs written with most general purposes in mind
 - Reuse makes reuse difficult
 - Take J2SE: 21,000 methods in thousands of classes
 - Are javadocs good enough?
 - Fine grained method implementations = ease of reuse = hard to use
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Introducing Jungloids

- These large APIs sometimes make simple tasks difficult
 - Ex:
 - ```
IFile file = ...;
ICompilationUnit cu =
 JavaCore.createCompilationUnitFrom(file);
ASTNode ast =
 AST.parseCompilationUnit(cu, false);
```
  - Jungloid defined:
    - “a chain of objects and method calls you need to get from something you have to something you need – like a monkey swinging from vine to vine through the jungle”
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# Prospector

- Their tool to navigate the jungle
  - A search engine to find jungloids
  - Given input: source class, target class
  - Outputs: a series of jungloids that match constraints
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# Other applications

- Use Prospector in IDEs to determine correct code path at any given point
    - Determine all classes in scope, and run  $k$  queries of type  $\langle T_i, T_{out} \rangle$
  - K-input jungloids
    - Multiple input classes, with one output class
    - Run prospector successively to find each input
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# Jungloid Basic Building Blocks

- Method signature
  - Field declarations
  - Class inheritance declarations
  - Form directed graph
    - Nodes: class
    - Edge: method signature
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# Methods that return Object

- Throws a wrench into producing correct jungloids
  - Can downcast to 1 of 50,000 classes at compile time
  - Programmers usually look at examples to determine the correct jungloid
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# Examples

- Fix (somewhat) the Object downcast problem
  - Programmers usually use grep to find relevant examples
    - Grep unaware of context and code structure
  - Relevant code may span many methods/classes
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# Combining Signatures and Examples

- Combine best of both worlds
    - Signatures – simple and general
    - Examples – more precise, catch downcasts
  - Jungloid graph combines these
    - Each path represents jungloid
    - Examples converted into paths and added
  - Use standard graph algorithms to solve queries beginning at  $T_{in}$  and ending at  $T_{out}$
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# Elementary Jungloids

- Fields: if class  $T$  declares a field  $U$   $f$ ,
  - $J.f : T \rightarrow U$
- Instance Methods: if a class  $T$  declares an instance method with no arguments
  - $J.m(): T \rightarrow U$
- Static Methods: class  $C$  declares static method with one non primitive parameter
  - $C.m(J): T \rightarrow U$
- Constructors: Constructor with exactly one non primitive parameter
  - $U(J): T \rightarrow U$
- Supertype Conversion: if  $T$  is subtype of  $U$ 
  - $J:T \rightarrow U$

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# Jungloids

- All elementary jungloids are jungloids
  - If  $E1[J]: T \rightarrow U$  is a jungloid, and  $E2\{J\}: U \rightarrow V$  is a elementary jungloid, then  $E2[E1[J]]: T \rightarrow V$  is a jungloid (transitive property)
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# Example

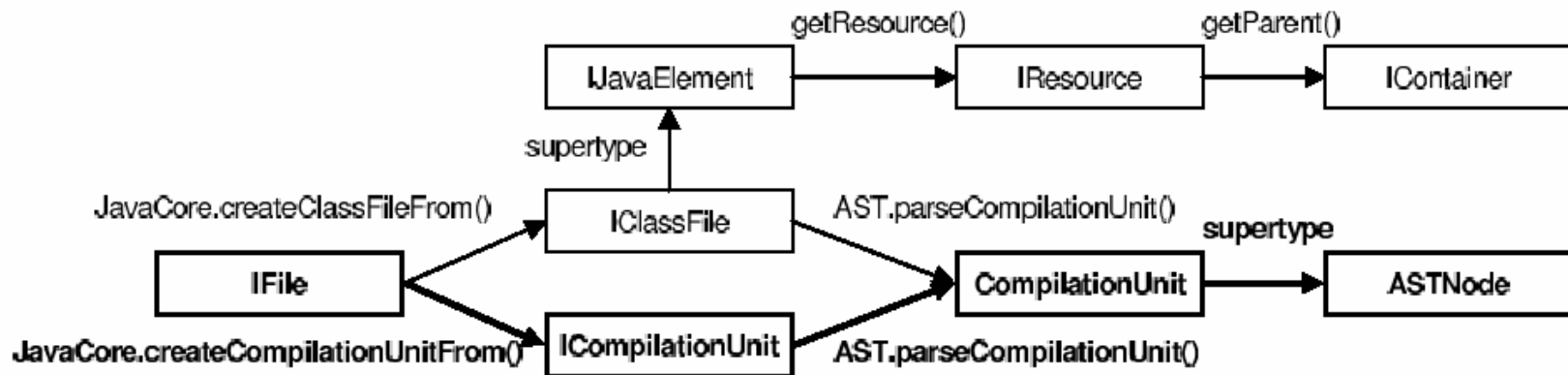
- Recall:

- `IFile file = ...;`  
`ICompilationUnit cu =`  
`JavaCore.createCompilationUnitFrom(file);`  
`ASTNode ast =`  
`AST.parseCompilationUnit(cu, false);`

- Composed of 3 elementary Jungloids:

- Static method jungloid
  - Static method jungloid
  - Supertype jungloid??
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# Signature Graph



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# Non-useful Jungloids

- Fails in user context: returns null or throws exception
  - Fails for all program inputs the user plans to use
  - Returns normally, but doesn't satisfy user's intent
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# Ranking Jungloids

- Put short jungloids at top of result list
    - Programmer not likely to write a jungloid w/ 300 method calls
    - Shorter jungloids likely to return normally
  - Shortest arbitrarily chosen jungloid in result set satisfied programmers intent in 9/10 times
  - Presented the top k matches
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# Limitations

- input types as Object
  - String as intermediate type
  - May produce unwanted jungloids
  - Downcasts
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# How to handle downcasts

- Create new downcast elementary jungloid
  - Can't add all downcast edges based on signatures
    - makes for many unwanted jungloids
    - makes for short jungloids (ranking problems)
  - Ideally: Include downcasts that do not fail runtime type check (`ClassCastException`)
    - can be approximated by adding based on examples
    - obtain corpus of code
    - extract casts (mining)
    - make extracted info more general
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# Casting

```
protected IJavaObject getObjectContext() {
 IDebugView view = theDebugView;
 ISelection s = view.getViewer().getSelection();
 IStructuredSelection sel =
 (IStructuredSelection) s;
 Object selection = sel.getFirstElement();
 IJavaVariable var = (IJavaVariable) selection;
 ...
}
```

Figure 4: An API usage example containing a cast found in a corpus of sample client code.

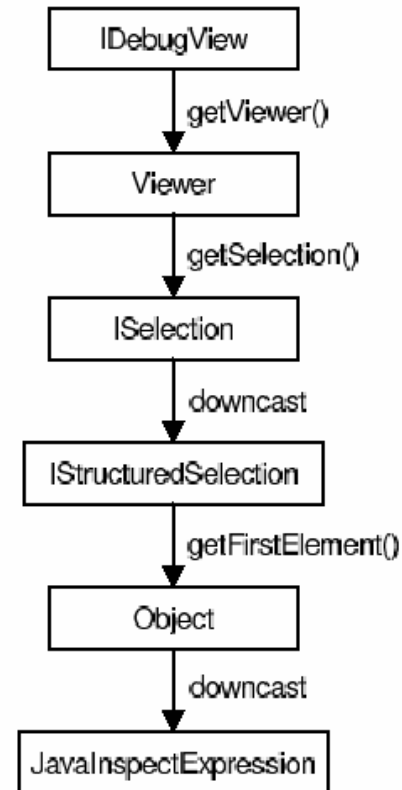


Figure 5: Example jungloid mined from code in Figure 4.

# More casting

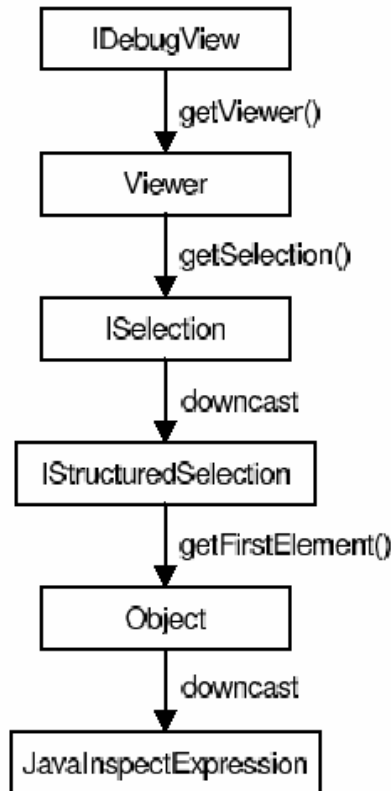


Figure 5: Example jungloid mined from code in Figure 4.

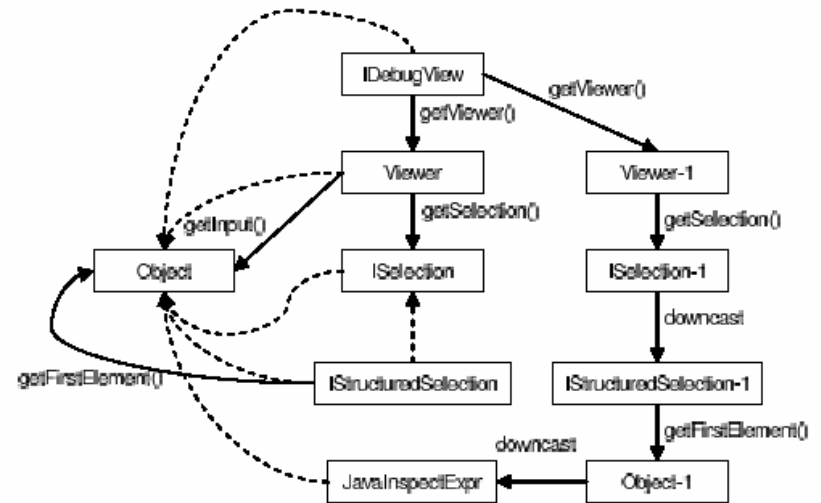


Figure 6: Part of the jungloid graph, formed from signatures and an example. All nodes have supertype conversion edges leading to `Object`, but some have been omitted for legibility.

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# How to Mine

- Create signature graph
- Prefix truncate to generalize
- Merge with signature graph



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# Extraction Algorithm

- Construct data dependence graph of corpus
  - Methods treated as expressions
    - (can be entered, but not done)
  - Find all cast expressions, and extract backward acyclic paths
  - Convert to example jungloid
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# Prefix Truncation

- Casts with unnecessary prefixes should be truncated
    - may be too specific and prevent mining
  - Views jungloids as a set of stings
  - Remove layers not needed to distinguish between two different down casts
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# Truncating

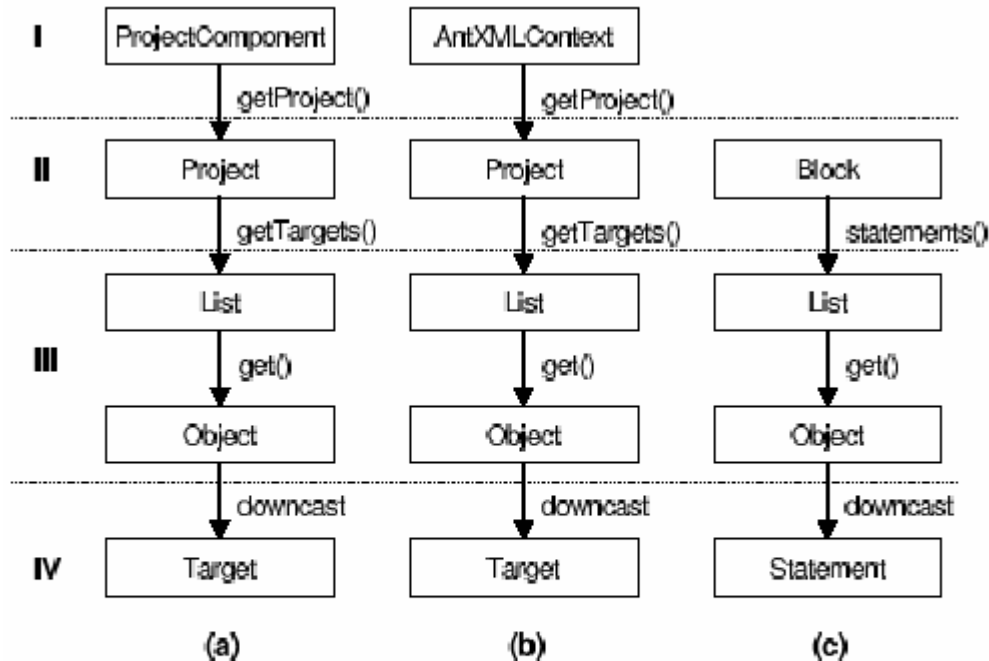


Figure 9: Example jungloids with unneeded prefixes, shown with dashed lines. The list returned by `Project.getTargets()` contains `Target` objects, regardless of the methods called to obtain the `Project`.

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# Mining Accuracy

- Completeness and Soundness
  - Completeness - Any valid jungloid can be found
  - Soundness - the search only returns valid jungloids
  - Valid jungloid - jungloids that return normally for at least one context and program input
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# How to achieve mining accuracy?

- Corpus must approach certain ideal properties:
  - Corpus Coverage Property
    - Corpus contains all API usage scenarios containing casts that return normally (At least once)
    - the larger the better
  - Corpus Cast Property
    - The corpus never throws `ClassCastException`
    - Contains no dead-code jungloids with casts
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# Experiments

- Performed two experiments:
    - Test Prospector's query processing accuracy (finds the right jungloids for solving problems)
    - Study performance on developers.(do developers solve problems)
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# Accuracy Results

**Table 1: Query processing accuracy test results, showing the rank of the desired solution jungloid in PROSPECTOR results for 20 real world queries.**

| Jungloid rank | Number of queries | Fraction of queries | Cumulative fraction |
|---------------|-------------------|---------------------|---------------------|
| 1             | 10                | .50                 | .50                 |
| 2             | 3                 | .15                 | .65                 |
| 3             | 3                 | .15                 | .80                 |
| 4             | 1                 | .05                 | .85                 |
| Not found     | 3                 | .15                 | 1.00                |

# User Results

**Table 2: User study results for six programming problems. The *Prospector* and *Baseline* columns show the number of users that successfully completed the problem out of the number that attempted the problem.**

| Problem | Success    |          | Average Time (min) |          |
|---------|------------|----------|--------------------|----------|
|         | Prospector | Baseline | Prospector         | Baseline |
| 1       | 2/2        | 5/5      | 4.5                | 8.4      |
| 2       | 0/2        | 6/6      | -                  | 11.16    |
| 3       | 5/5        | 1/2      | 13.4               | 20       |
| 4       | 1/2        | 0/2      | 25                 | -        |
| 5       | 1/3        | 0/2      | 20                 | -        |
| 6       | 1/2        | 4/4      | 9                  | 12       |

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# Conclusions

- Automatic analysis can yield jungloids
  - Jungloids can ease the burden of figuring out APIs
  - In practice, it seemed to be a useful tool for developers.
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