

# Exploring a Method to Detect Behaviour-Preserving Evolution Using Graph Transformation

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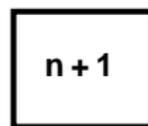
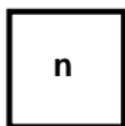
Third International ERCIM Symposium on Software Evolution  
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# Introduction: Context

- Refactorings are commonly integrated into development environments and are extensively used.
- Finding and understanding refactorings is important to document and to understand a system's evolution.
- It will be useful to determine automatically when software evolution has been behaviour-preserving.
  - to verify a redesign process
  - to verify a handmade refactoring
  - to find and characterise stages of a system's evolution
  - ...

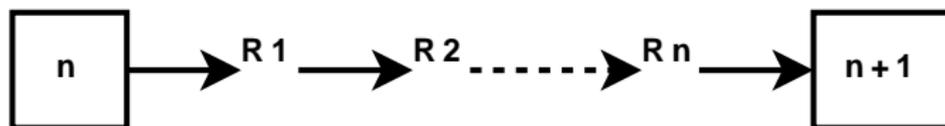
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- To detect whether two versions of a software system are functionally equivalent,
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- We are exploring a method which:
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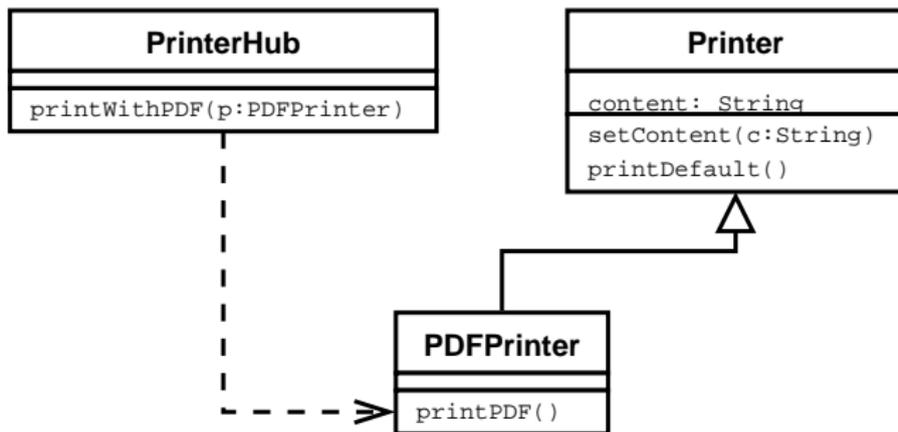
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# Example: Simulation of a Printing System



Different printers for different document types and a printer hub to connect all the printers. More printers will be added when needed.

# Example: Refactored Printing System



The system administrator noticed that only pdf documents were sent.  
Rashly modification to simplify the inheritance hierarchy.

# Problem!

- A new system administrator arrives. Finds two versions of the system, and no documentation about the changes performed between them.
- **Problems:**
  - documenting the changes performed to the old system
  - is the new system functionally equivalent to the old one?
- We know that a sequence exists (done manually).

# Refactoring Sequence Applied

- 1 **removeMethod:**  
*printing.Printer.printDefault()*
- 2 **pullUpMethod:**  
*printing.PDFPrinter.printPDF()  $\implies$  printing.Printer.printPDF()*
- 3 **renameMethod:**  
*printing.Printer.printPDF()  $\implies$  printing.Printer.print()*
- 4 **renameMethod:**  
*printing.PrinterHub.printWithPDF()  $\implies$  printing.PrinterHub.print()*
- 5 **useSuperType:**  
*printing.Printer.print(PDFPrinter p)  $\implies$   
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- 6 **removeClass:**  
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# Refactorings and Graph Transformation

- We use Graph Transformation as a formal representation for refactorings and OO software
  - GT deals with structure representation and modification
  - refactorings are structural modifications
- We use the work of Mens et al. *“Formalising Refactorings with Graph Transformations”* as our basis, to represent:
  - programs as graphs
  - refactorings as graph transformation rules
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# Original Printing System

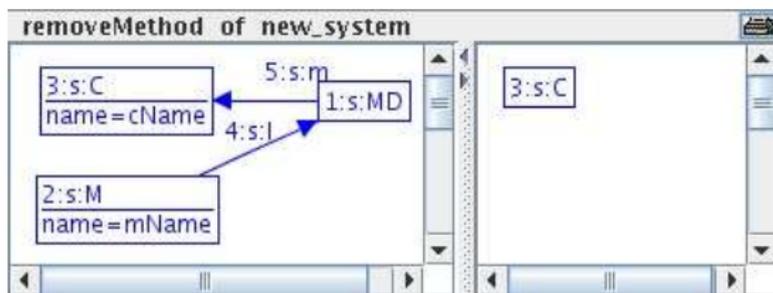
```
//-----PrinterHub.java
public class PrinterHub {
    public void printWithPDF(PDFPrinter p){
        p.printPDF();
    }
}

//-----PDFPrinter.java
public class PDFPrinter extends Printer{
    public void printPDF(){
        // body of printPDF method
    }
}

//-----Printer.java
public class Printer {
    public String content;
    public void setContent(String c){
        this.content = c;
    }
    public void printDefault(){
        // body of printDefault method
    }
}
```



# Refactorings as Graph Transformation Rules



- **Left-hand side:** Rule precondition.
  - Can be used to express refactorings' pre and postconditions.
- **Righth-hand side:** Transformation.

# Modeling the problem

- We address the problem as a state space search problem:
  - **Original/Old system**  $\simeq$  start state.
  - **Refactoring operations**  $\simeq$  state changing operations, edges.
  - **Refactored/New system**  $\simeq$  goal state.
  - **Does a refactoring sequence exist?**  $\simeq$  reachability problem.
  - **Refactoring sequence**  $\simeq$  path from the start state to the goal state.
- We apply a graph parsing algorithm to perform depth-first search
- **Main problem:** size of the state space (finite?)
  - With refactoring descriptions expressed in terms of preconditions, transformations and postconditions,
  - preconditions and postconditions can guide the search,
  - we can reduce the size of the state space.

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# Algorithm

Available Refactorings

R1

R2

R3

R4

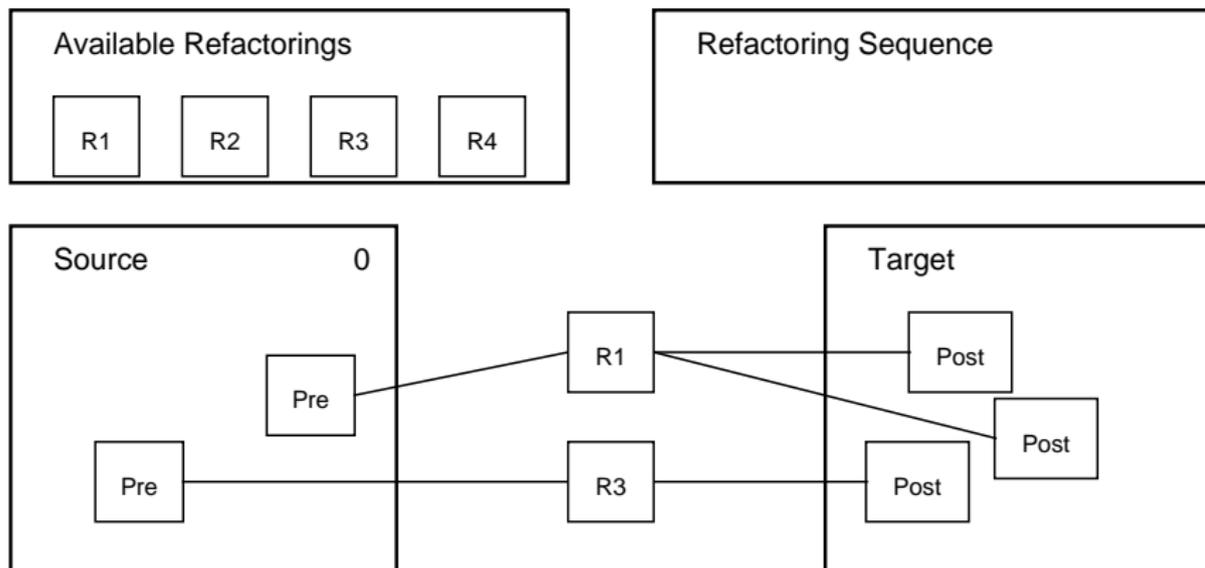
Refactoring Sequence

Source

0

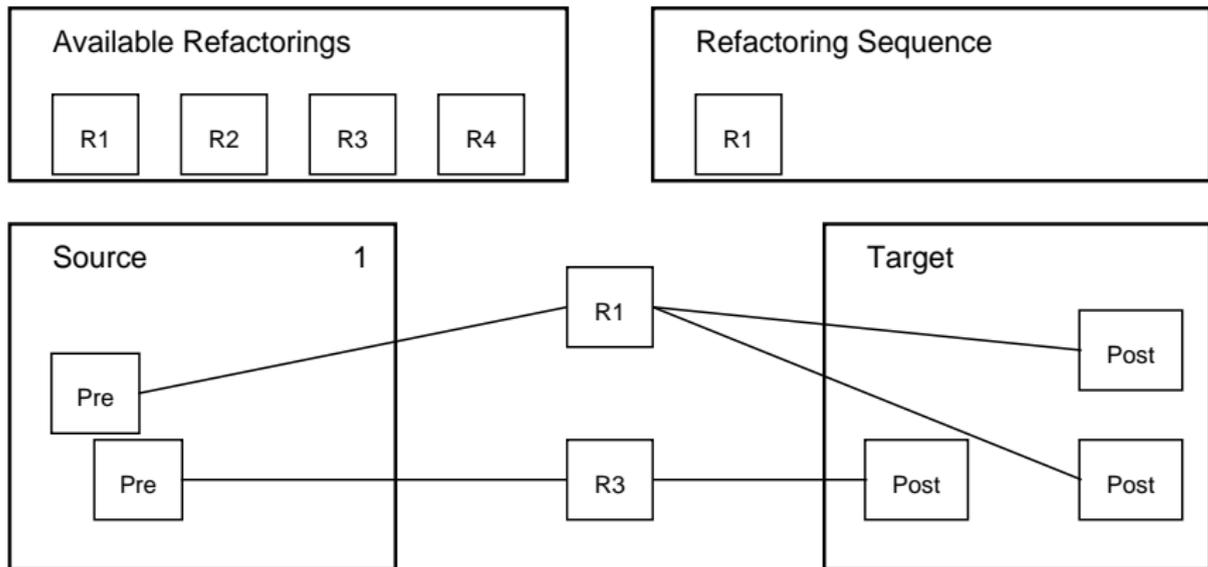
Target

# Algorithm



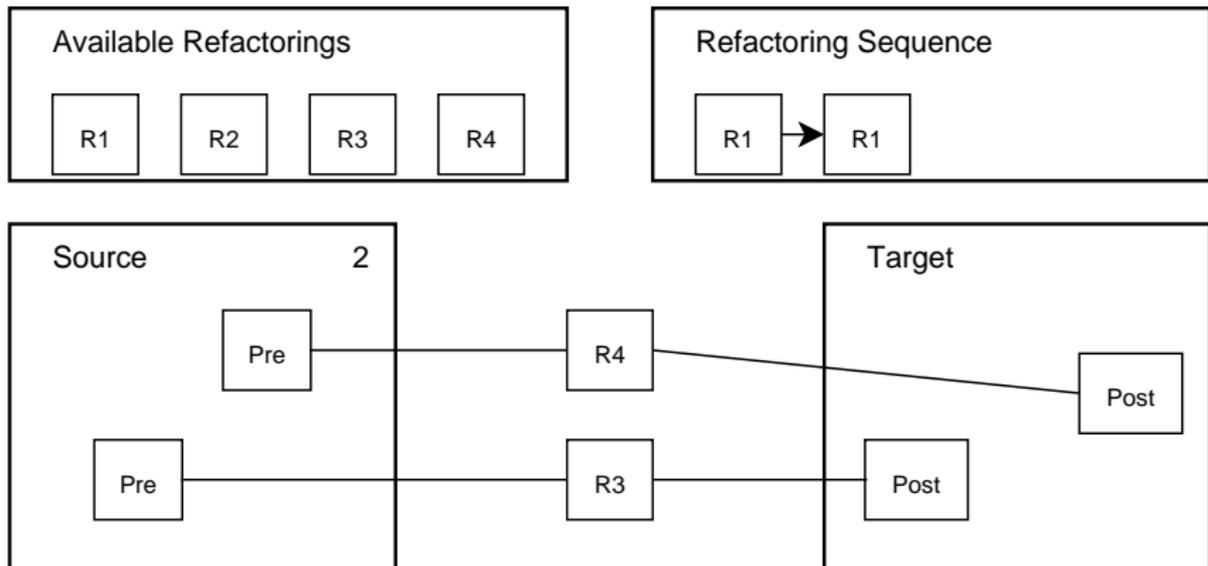
- Looks for refactoring preconditions in the start graph.
- Looks for refactoring postconditions in the goal graph.

# Algorithm



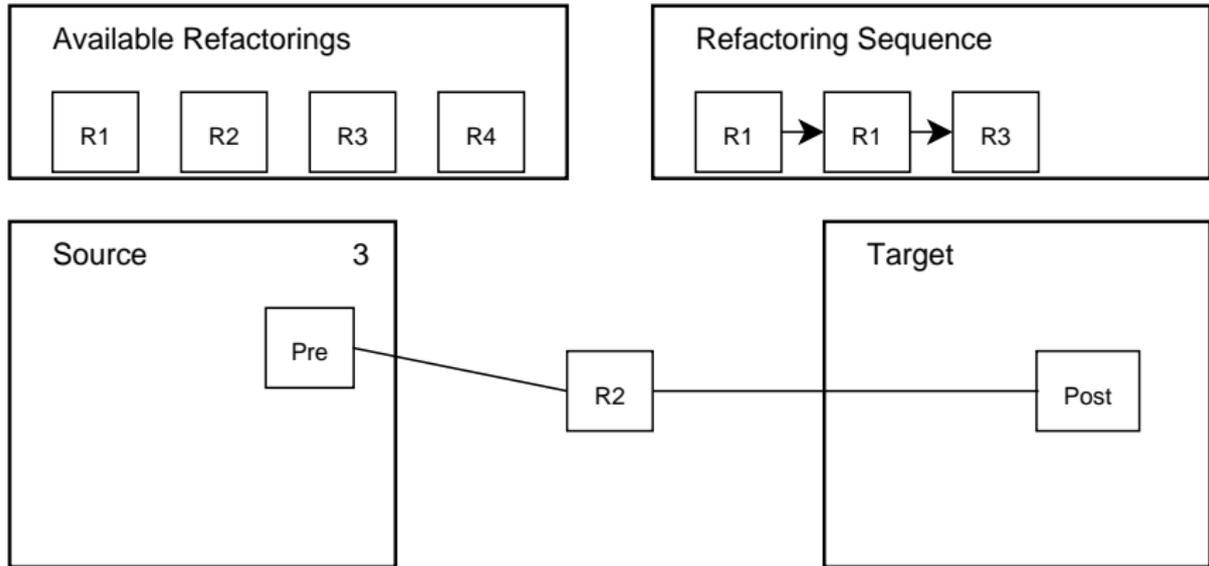
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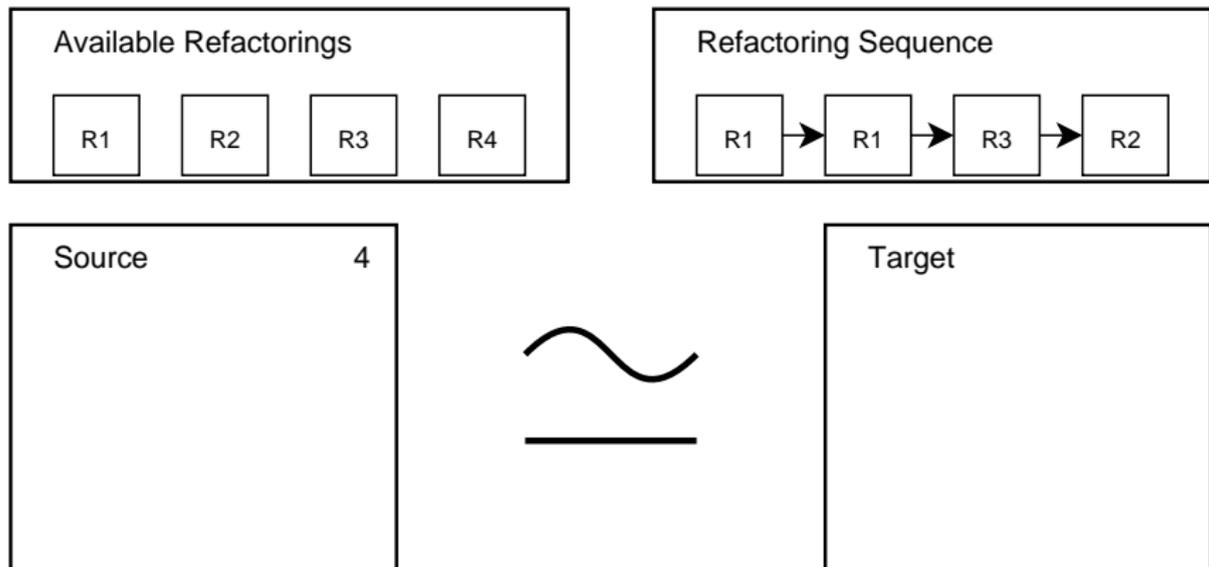


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# Algorithm



- Success: current graph isomorphic to the goal graph,
- Fail: No more refactorings can be executed, current and goal states are not isomorphic.

# Implementation in AGG

- Easy to use graph transformation tool
- AGG allows rapid prototyping of GT systems.
- It supports graph parsing, which can be used to perform the search:
  - The AGG parser randomly applies rules to the start graph
  - until it is isomorphic to the goal graph,
  - or no more rules are available,
  - and backtracking is no longer possible.
- AGG allows to “exercise” our approach easily.
- It present expressiveness and efficiency limitations.

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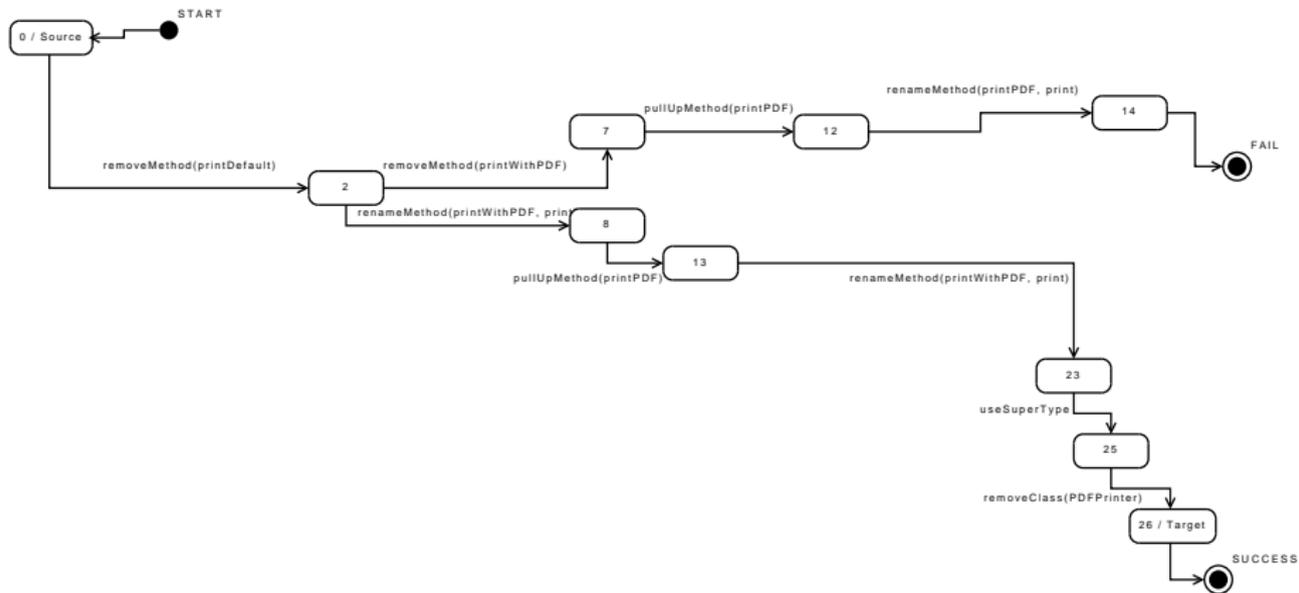
# Running the Example

- Set of rules to search:
  - pullUpMethod, renameMethod, removeMethod, removeClass, removeInterface and useSuperType
- Each iteration, among candidate rules:
  - AGG selects randomly one to apply it.
  - AGG backtracks when needed and possible.
- Output from the AGG parser's debugging information:
  - rules applied
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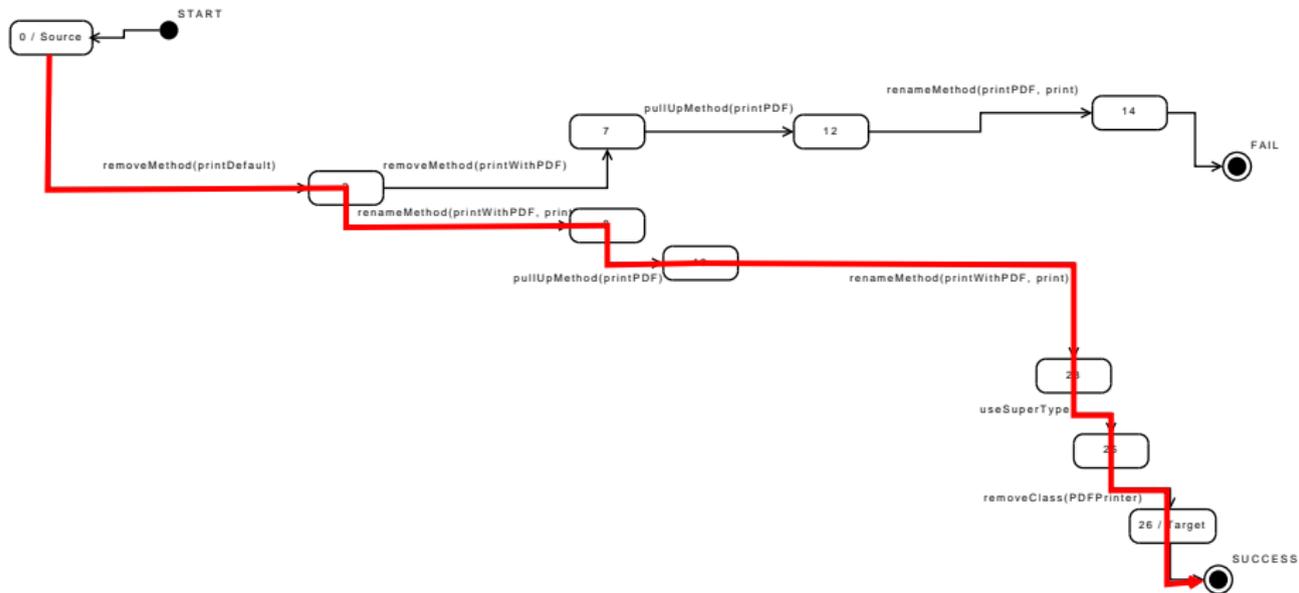
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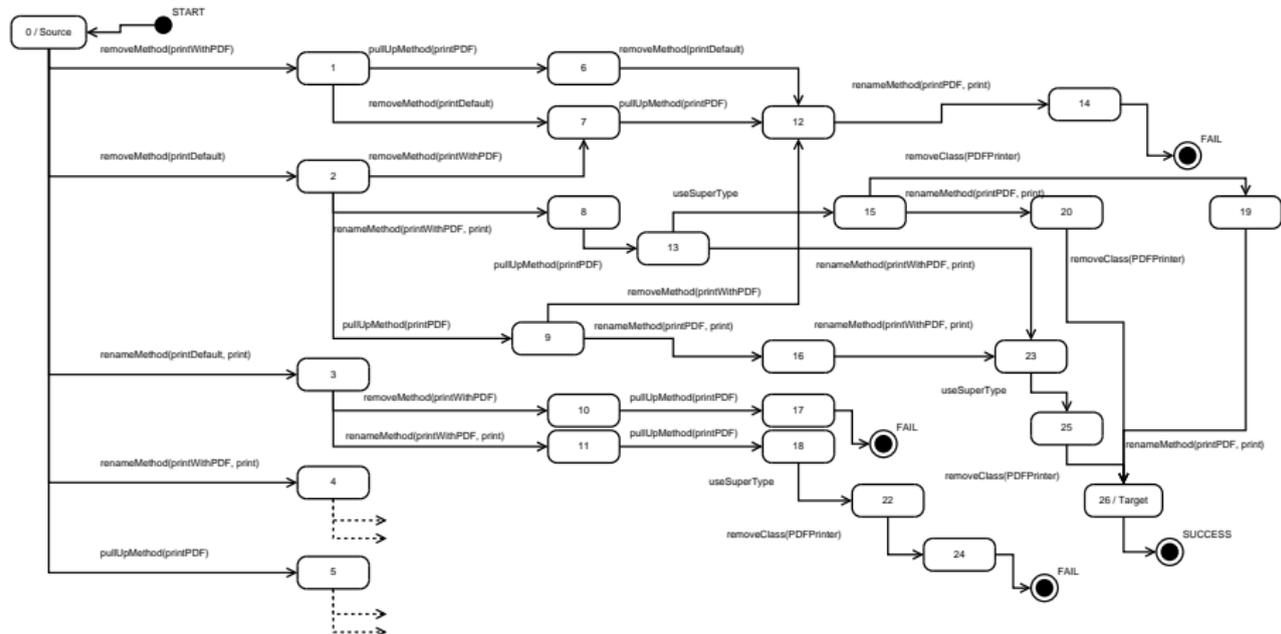
# State Space, Derivation Graph



- The first sequence found differs from the one found manually



# State Space, Derivation Graph



- We can obtain the whole state space. In this case, it is finite.

# Our results

- There are not many works dealing with finding refactorings.
- These efforts focus in mining refactorings mixed with other changes.
- We focus on the detection of behaviour-preserving evolution. Changes are only refactorings.
- We can deal with multiple refactoring changes applied to the same piece of code.
- We can deal with renamings.
- The structural representation can be as detailed as needed to support refactorings at any abstraction level.
- We have explored the possibilities of our approach.
- Many ways of improving it to solve the open problems.

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## ● Problem:

- Our searching algorithm is only partially correct.
- If the state space is not finite the termination can not be guaranteed.

## ● Solutions:

- Use of refactorings' pre and postconditions
- Formulate the searching rules to limit the search space size.
- Store states to not check the same state twice.
- More heuristics.

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- AGG lacks some key features needed, path expressions.
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- **Solutions:**

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# Future Work

- **Analysis of the state space:** Can we formulate the refactoring searching rules to restrict the search space to a finite state space?
- **Searching rule catalog:** Improving rules with features in the newest AGG's versions. Implementing rules to search more refactorings.
- **Test other GT tools:** To improve efficiency, expressiveness, . . .
- **Full Java model:** Use another metamodel which can represent full Java programs.
- **Scalability:** Measuring the scalability and reliability of our technique over industrial-size systems.
- **Tool:** Eclipse plugin front-end to translate code to graphs, to launch AGG and to show up the refactoring sequence in a more convenient way.

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