

# Type-Directed Completion of Partial Expressions

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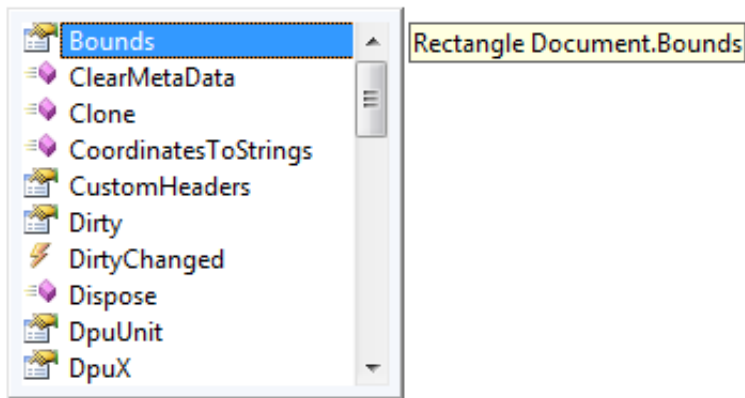
June 12, 2012

# I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
image.Shrink(newSize)
```

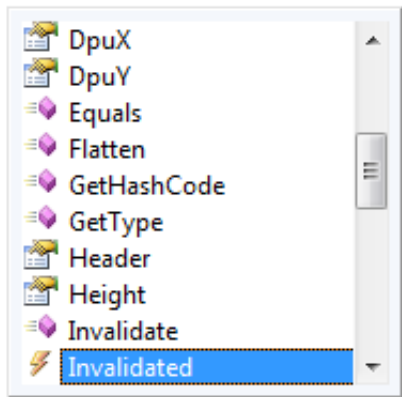
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
image.
```



## I want to shrink an image...

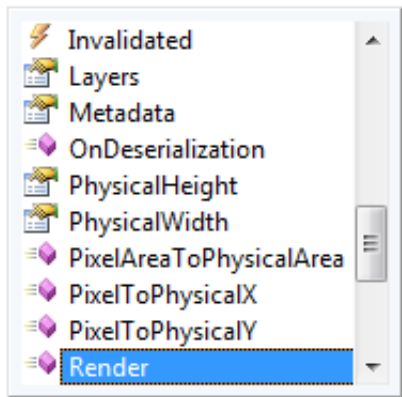
```
Document image = ...; Size newSize = ...;  
image.
```



InvalidateEventHandler Document.In

## I want to shrink an image...

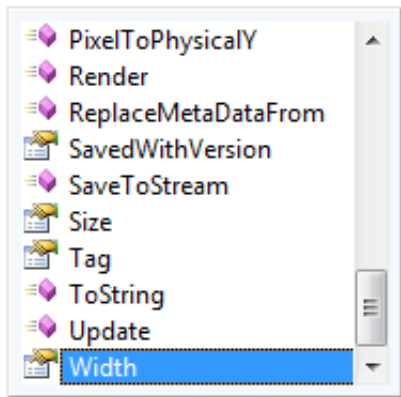
```
Document image = ...; Size newSize = ...;  
image.
```



```
void Document.Render(RenderArgs a
```

## I want to shrink an image...

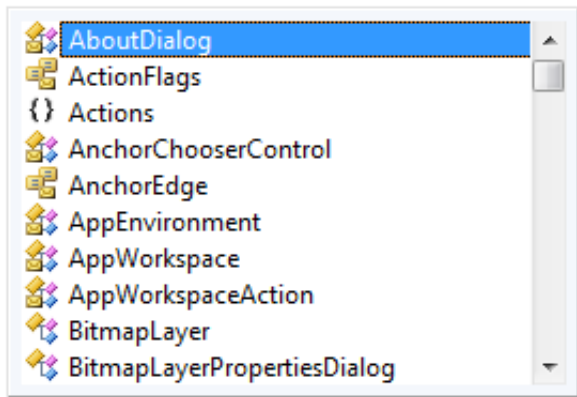
```
Document image = ...; Size newSize = ...;  
image.
```



```
int Document.Width  
Width of the document, in pixels. All
```

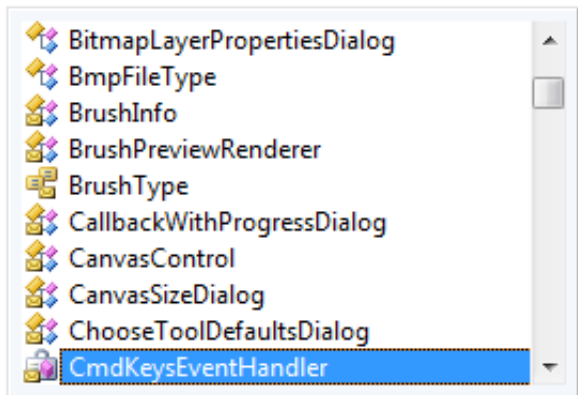
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.
```



## I want to shrink an image...

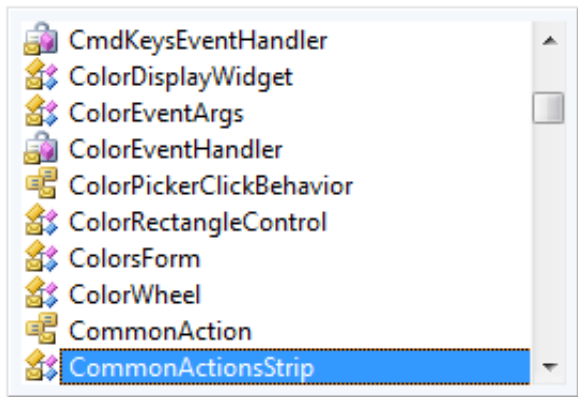
```
Document image = ...; Size newSize = ...;  
PaintDotNet.
```





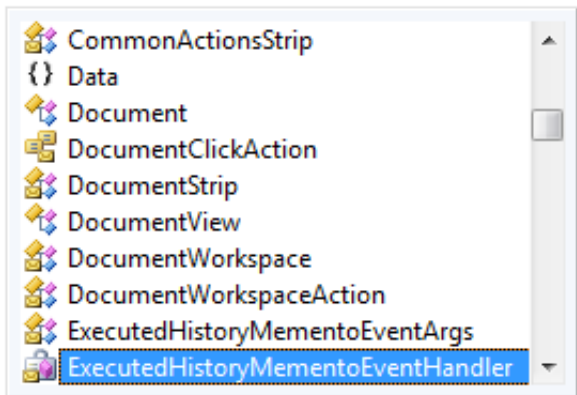
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.
```



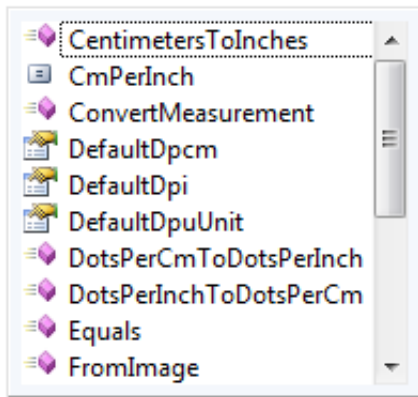
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.
```



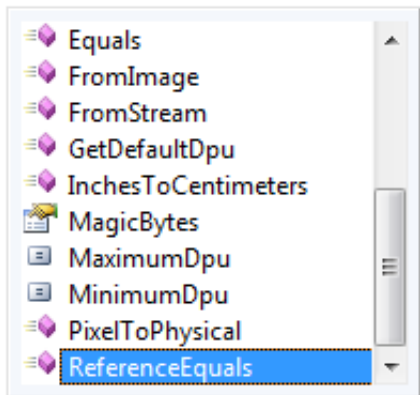
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.Document.
```



## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.Document.
```



bool object.  
Determines v

# I want to shrink an image...



PaintDotNet shrink document



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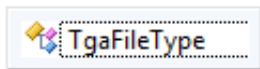
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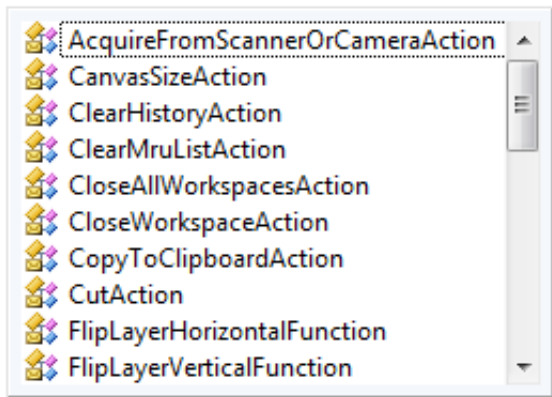
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.Data.
```



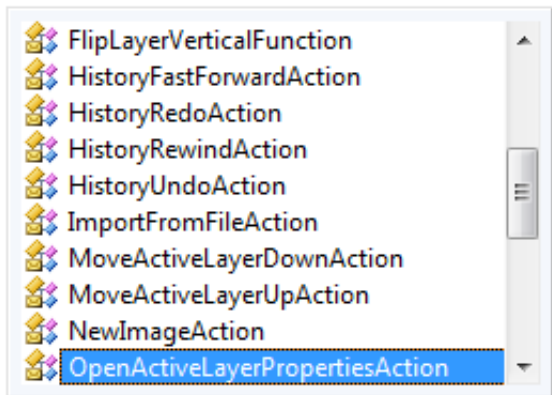
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.Actions.
```



## I want to shrink an image...

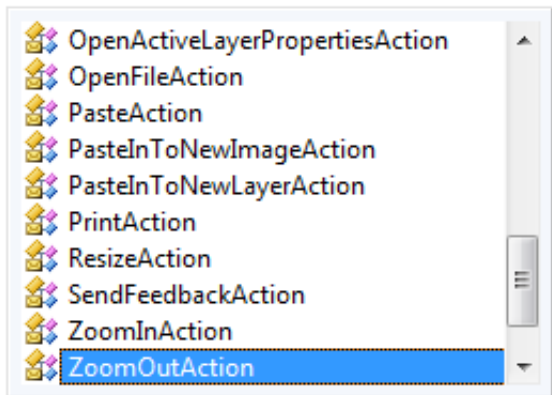
```
Document image = ...; Size newSize = ...;  
PaintDotNet.Actions.
```





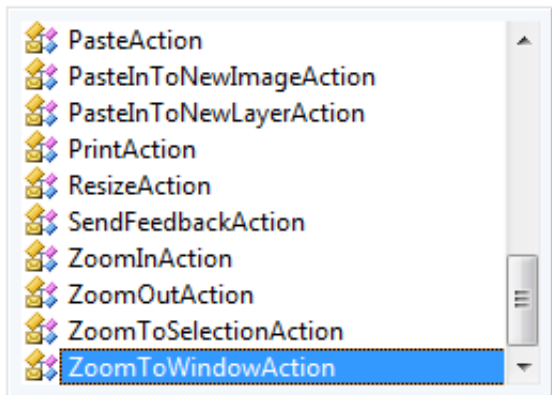
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.Actions.
```



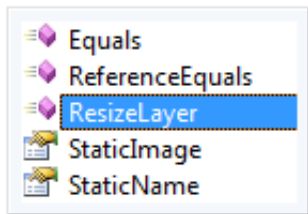
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.Actions.
```



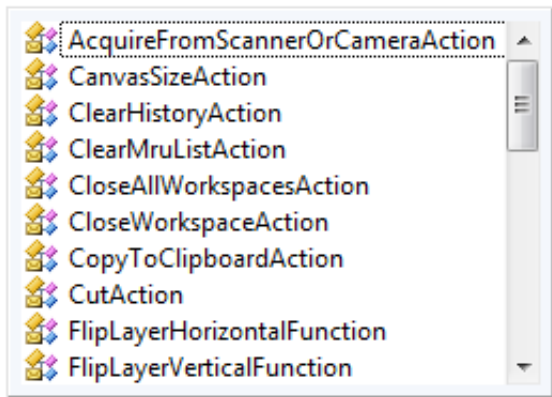
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.Actions.ResizeAction.
```



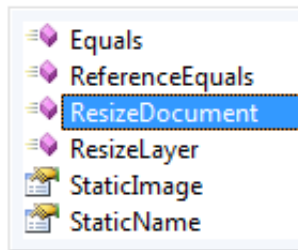
## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.Actions.
```



## I want to shrink an image...

```
Document image = ...; Size newSize = ...;  
PaintDotNet.Actions.CanvasSizeAction.
```



## I want to shrink an image...

```
Document image = ...; Size newSize = ...;
PaintDotNet.Actions.CanvasSizeAction.
    .ResizeDocument(
        /* PaintDotNet.Document image */,
        /* System.Drawing.Size size */,
        /* PaintDotNet.AnchorEdge edge */,
        /* PointDotNet.ColorBgra bgColor */);
```

# Programmer thought process

- ▶ I have a `Document` and a `Size`
- ▶ I want to shrink the `Document`
- ▶ There must be a method

# Programmer thought process

- ▶ I have a `Document` and a `Size`
- ▶ I want to shrink the `Document`
- ▶ There must be a method
  
- ▶ Current code completion
  - ▶ Left-to-right
  - ▶ Complete, alphabetic list of just next token
  - ▶ Very limited filtering



## Proposed workflow

```
Document image = ...; Size newSize = ...;  
var newImage = ?({image, newSize})
```

## Proposed workflow

```
Document image = ...; Size newSize = ...;  
var newImage = ?({image, newSize})
```

### Partial Expression Completer

```
PaintDotNet.Actions.CanvasSizeAction.ResizeDocument(image, newSize, /* PaintDotNet.Actions.ResizeAction.ResizeProgressDialog(/* System.Windows.Forms.IImage.OnDeserialization(newSize)  
newSize.Equals(image)  
image.LayerInvalidatedHandler(newSize, /* System.Windows.Forms.InvalidatedEventArgs e */)  
image.LayerListChangedHandler(newSize, /* System.EventArgs e */)  
image.LayerListChangingHandler(newSize, /* System.EventArgs e */)  
newSize.Equals(image)  
object.Equals(newSize, image)  
object.InternalEquals(newSize, image)  
object.ReferenceEquals(newSize, image)  
System.Delegate.InternalEqualTypes(newSize, image)  
System.Runtime.CompilerServices.RuntimeHelpers.Equals(newSize, image)  
System.Runtime.InteropServices.Marshal.InternalSwitchCCW(newSize, image)  
System.Windows.Forms.Formatter.IsNullData(newSize, image)  
image.OnDeserialization(newSize)
```

## Programmer thought process

- ▶ I have a Document and a Size
- ▶ I want to shrink the Document
- ▶ There must be a method
  
- ▶ Query should contain what the programmer knows
  - ▶ Some values and types the expression should involve
  - ▶ Loose syntactic structure
- ▶ Query shouldn't require what the programmer doesn't know
  - ▶ Names
  - ▶ Argument order
  - ▶ Other arguments
- ▶ Show “best” results first
- ▶ Similar in spirit to Prospector [Mandelin et. al., PLDI'05]

# Overview

- ▶ Expression of API queries as partial expressions
- ▶ Algorithm to generate results quickly in ranked order
- ▶ Experiment showing simple queries represent real code well

## Unknown method queries

- ▶ Ex. `?({image, size})`
  - ▶ `⇒ PaintDotNet.Actions.CanvasSizeAction.ResizeDocument(img, size, ◊, ◊)`
  - ▶ `⇒ PaintDotNet.Functional.Func.Bind(◊, size, img)`
  - ▶ `⇒ PaintDotNet.Pair.Create(size, img)`
  - ▶ `⇒ PaintDotNet.Quadruple.Create(size, img, ◊, ◊)`
  - ▶ `⇒ PaintDotNet.Triple.Create(size, img, ◊)`
  - ▶ `⇒ PaintDotNet.PropertySystem.StaticListChoiceProperty.CreateForEnum(img, size, ◊)`
  - ▶ `⇒ System.Drawing.Size.Equals(size, img)`
  - ▶ `⇒ System.Object.ReferenceEquals(size, img)`

# Unknown lookup queries

- ▶ Ex. `float f = pointPair.*`
  - ▶  $\Rightarrow$  `pointPair.P1.X`
  - ▶  $\Rightarrow$  `pointPair.P1.Y`
  - ▶  $\Rightarrow$  `pointPair.P2.X`
  - ▶  $\Rightarrow$  `pointPair.P2.Y`
  - ▶  $\Rightarrow$  `pointPair.Midpoint.X`
  - ▶  $\Rightarrow$  `pointPair.Midpoint.Y`
  - ▶  $\Rightarrow$  `pointPair.FirstValidValue().X`
  - ▶  $\Rightarrow$  `pointPair.Length`

## Unknown expression queries

- ▶ Ex. `XmlReader xr = ?`
- ▶ `⇒ System.Xml.XmlReader.Create(◇)`
- ▶ `⇒ new System.Xml.XmlNodeReader(◇)`
- ▶ `⇒ System.Data.SqlTypes.SqlXml.Null.CreateReader()`
- ▶ `⇒ new System.Xml.XmlNodeReader(◇).ReadSubtree()`
- ▶ `⇒ new System.Xml.XmlValidatingReader(◇).Reader`
- ▶ `⇒ Microsoft.SqlServer.Server.SqlContext  
    .TriggerContext.EventData.CreateReader()`
- ▶ `⇒ new System.Xml.XmlValidatingReader(◇)  
    .Reader.ReadSubtree()`

## Partial expression language

- (a)  $e ::= call \mid varName \mid e.fieldName \mid e:=e \mid e<e$   
 $call ::= methodName(e_1, \dots, e_n)$
- (b)  $\tilde{e} ::= \tilde{a} \mid \tilde{?} \mid \diamond$   
 $\tilde{a} ::= e \mid \tilde{a}.* \mid \widetilde{call} \mid \tilde{e}:=\tilde{e} \mid \tilde{e}<\tilde{e}$   
 $\widetilde{call} ::= \tilde{?}(\{\tilde{e}_1, \dots, \tilde{e}_n\}) \mid methodName(\tilde{e}_1, \dots, \tilde{e}_n)$



## Partial expression language

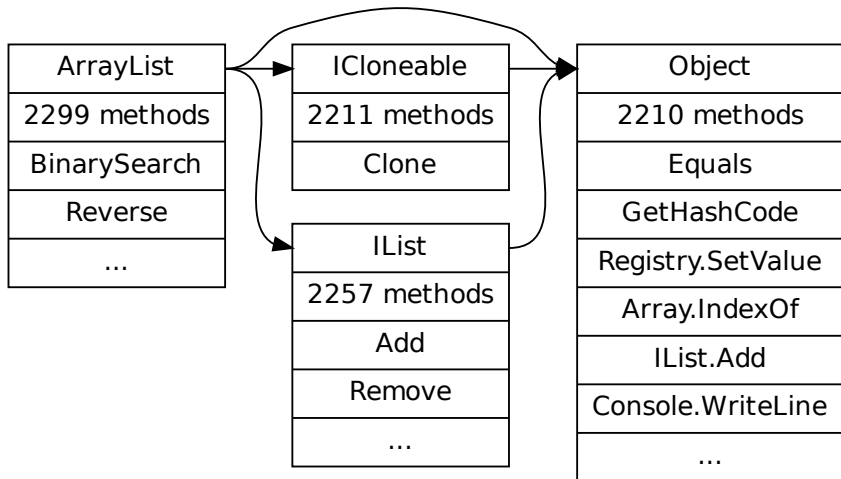
- (a)  $e ::= call \mid varName \mid e.fieldName \mid e:=e \mid e<e$   
 $call ::= methodName(e_1, \dots, e_n)$
- (b)  $\tilde{e} ::= \tilde{a} \mid \tilde{?} \mid \diamond$   
 $\tilde{a} ::= e \mid \tilde{a}.* \mid \widetilde{call} \mid \tilde{e}:=\tilde{e} \mid \tilde{e}<\tilde{e}$   
 $\widetilde{call} ::= \tilde{?}(\{\tilde{e}_1, \dots, \tilde{e}_n\}) \mid methodName(\tilde{e}_1, \dots, \tilde{e}_n)$

- Ex.  $\tilde{?}(\{strBuilder.*, e.*\})$   
 $\Rightarrow \tilde{?}(\{strBuilder, e.StackTrace\})$   
 $\Rightarrow strBuilder.Append(e.StackTrace)$

# Algorithm

- ▶ Problem: given query, generate completions

## Method index by parameter type



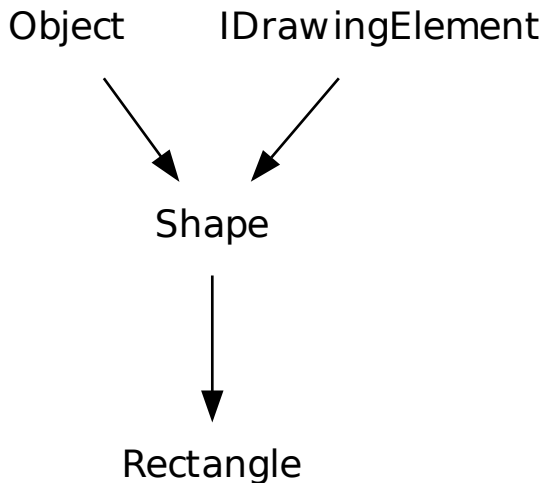
# Infinite results

- ▶ Problem: too many results
  - ▶ inefficient to generate thousands of results to show only 20 to the programmer
  - ▶ programmer does not want to look at every result
  - ▶ result set is often infinite
- ▶ Ex. `var res = foo.*;`
  - ▶  $\Rightarrow$  `foo`
  - ▶  $\Rightarrow$  `foo.GetType()`
  - ▶  $\Rightarrow$  `foo.GetType().GetType()`
  - ▶  $\Rightarrow$  `foo.GetType().GetType().GetType()`
  - ▶  $\Rightarrow$  `foo.GetType().GetType().GetType().GetType()`
  - ▶  $\Rightarrow$  ...
- ▶ Solution: generate in ranked order

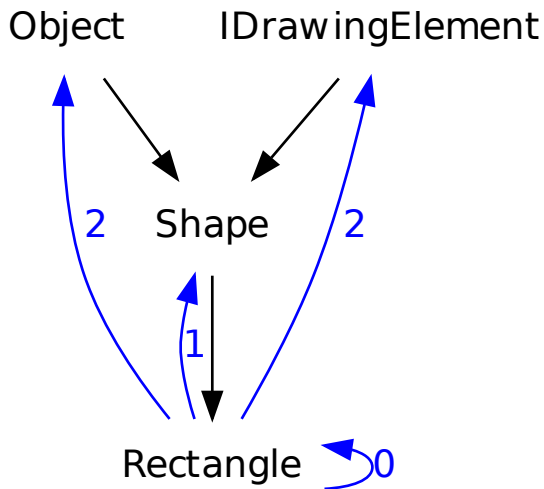
# Algorithm

- ▶ Simple structurally recursive algorithm
- ▶ Group by type to minimize redundant work
- ▶ Generate results in ranking order
  - ▶ Allows determination of top  $n$  without computing all results

## Heuristics: Type distance



## Heuristics: Type distance



## Heuristics: Length

- ▶ Number of field/property lookups or method calls added



## Heuristics: Length

- ▶ Number of field/property lookups or method calls added
- ▶ `?({strBuilder.*}, e.*)`

Good (1):  $\Rightarrow$  `strBuilder.Append(e.StackTrace)`

Bad (3):  $\Rightarrow$  `strBuilder.Clear().Append(e.Data.Count)`

## Heuristics: Inferred abstract types

Example usages elsewhere in codebase:

```
string f = Path.GetTempFileName(); ...;
```

```
File.Delete(f);
```

```
File.Delete(Path.Combine(dir, filename));
```

```
if(File.Exists(Path.Combine(otherDir, file))) {...}
```

Query:

```
string p = Path.GetTempFileName();
```

```
?({p})
```

```
⇒ GetCursor(p)
```

```
⇒ File.Delete(p)
```

```
⇒ File.Exists(p)
```

# Ranking function

- ▶ Linear combination of these and other heuristics
- ▶ Sensitivity analysis showed these are most important and coefficients do not matter much

# Outline

Motivation

Approach

Language

Algorithm

Ranking

**Experiment**

**Results**

Related work

Conclusion

# Experiment

- ▶ Automated test of expressiveness of partial expressions
- ▶ Generated queries for each call and looked at rank of actual call in query results
- ▶ Advantage: able to do many queries
- ▶ Disadvantage: many of the method calls are not ones a programmer would need API discovery for

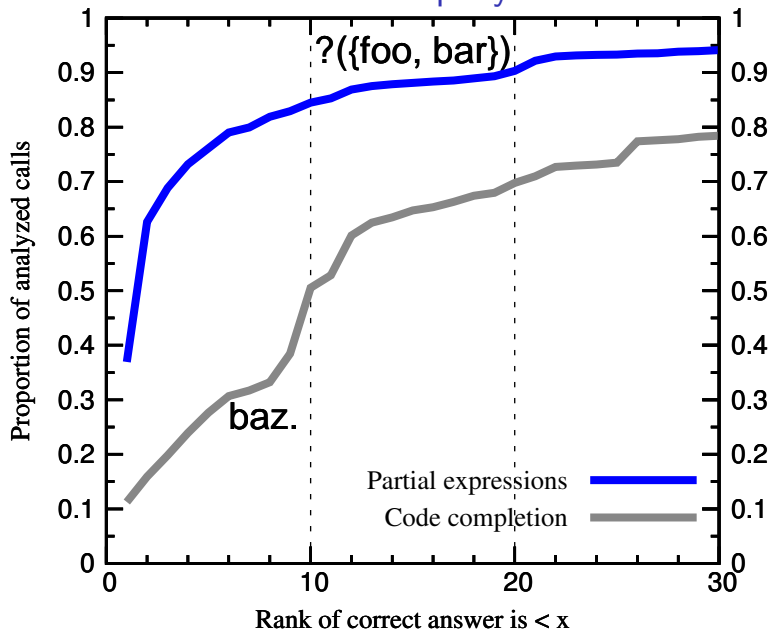
# Experiment

- ▶ Used Microsoft CCI to disassemble mature C# projects
- ▶ Converted every call with at least 3 arguments (including receiver) to a query with 1 or 2 arguments (including receiver)
  - ▶ For `ResizeDocument(document, size, anchorEdge, background)` 16 queries would be generated:
    - ⇒ `?(document)`
    - ⇒ `?(size)`
    - ⇒ `?(anchorEdge)`
    - ⇒ `?(background)`
    - ⇒ `?(document, size)`
    - ⇒ `?(document, background)`
    - ⇒ ...
- ▶ Report rank for best-performing query for each call

## Projects used

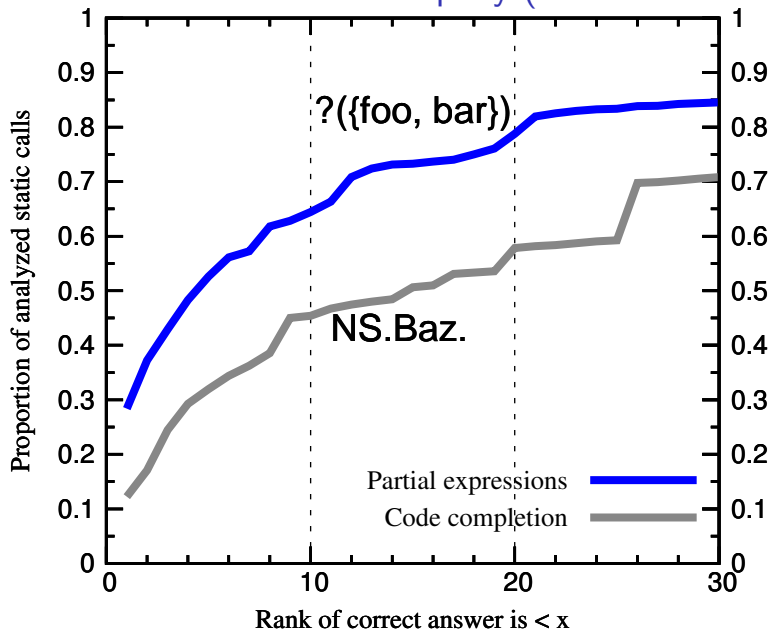
- ▶ Paint.NET image editor
  - ▶ Windows Installer XML library
  - ▶ Gnome Do program launcher
  - ▶ Banshee music player
  - ▶ .NET core libraries
  - ▶ Family.Show (WPF example application)
  - ▶ LiveGeometry geometry visualizer
- 
- ▶ Scale: .NET contains 280,000 methods in 30,000 types
  - ▶ Analyzed 21,176 method calls in these applications

## CDF of rank for best method query

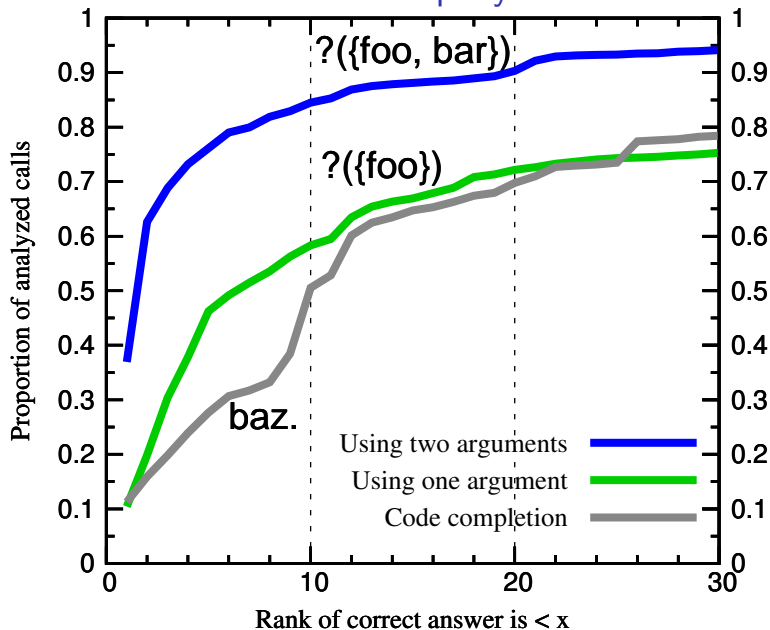




# CDF of rank for best method query (correct is static)



## CDF of rank for best method query



## Other experiments

- ▶ Time: unknown method queries take under 0.1 second
- ▶ Ran similar experiments on other partial expression templates
- ▶ Similar results: one argument or one lookup could be predicted within the top 10 about 80% of the time

## Related work

- ▶ Lots of other work on API discovery discussed in paper

## Related work

- ▶ Lots of other work on API discovery discussed in paper
- ▶ Prospector (for Java) [Mandelin et. al., PLDI'05]
  - ▶ Input is target type
    - ▶ Similar to `XmlReader xr = ?` query
  - ▶ Uses mined expressions which convert from one type to another
  - ▶ Output is chain of mined expressions starting with some local
  - ▶ Advantage: able to synthesize larger expressions
  - ▶ Disadvantage: queries only specify a single input type and a single output type

# Contributions

- ▶ Expressed API searches in terms of partial expressions
- ▶ Leveraged rich type structure to reduce information needed for queries
- ▶ Automated experiments across large codebases show small partial expressions often match real method calls
  
- ▶ Created Visual Studio plugin
  - ▶ <https://pec.codeplex.com/>