# Fine-grained and Accurate Source Code Differencing

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# Context

```
import java.util.Random;-
                                                                import java.util.Random;
public class Example {-
                                                                public class Example {-
 public void hello() {-
                                                                  public void hello() {-
   System.out.println("Hello everybody!");-
                                                                    System.out.println("Hello everybody!");-
  System.out.println("This code is a magnificent example"); 
                                                                    System.out.println("This code is a magnificent example");
   System.out.println("For the ASE 2014 conference"); -
                                                                    System.out.println("For the ASE 2014 conference"); -
   System.out.println("It draws a number at random"); -
                                                                    System.out.println("It draws a number at random"); -
   System.out.println("Adds 10");-
                                                                     vstem.out.println("Adds 10");-
  » System.out.println("Multiplies by 10"); ¬
                                                                     vstem.out.println("Multiplies by 10");
   System.out.println("And displays it");-
                                                                    ystem.out.println("And displays it");-
   Random r = new Random();-
                                                                    int i = random();-
   int i = r.nextInt();-
                                                                    System.out.println(i); -
   i += 10;¬
   i *= 10;-
   System.out.println(i);-
                                                                  public int random() {¬
                                                                  >> Random r = new Random(); ->
                                                                  >> int i = r.nextInt();¬

> i += 10;
¬
                                                                 >> i *= 10;¬

⇒ return i;
¬
```

Previous version

Current version

## Use cases

- Catch-up with code
- Code review
- Find buggy code

•

# Current tool

```
import java.util.Random;
                                                                       import java.util.Random;
                                                                       public class Example {
public class Example {
   public void hello() {
                                                                           public void hello() {
        System.out.println("Hello everybody!");
                                                                               System.out.println("Hello everybody!");
        System.out.println("This code is a magnificent example"
                                                                               System.out.println("This code is a magnificent example"
        System.out.println("For the ASE 2014 conference");
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        System.out.println("Adds 10");
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        System.out.println("Multiplies by 10");
                                                                               System.out.println("Multiplies by 10");
        System.out.println("And displays it");
                                                                               System.out.println("And displays it");
        Random r = new Random();
                                                                               int i = random();
        int i = r.nextInt();
                                                                               System.out.println(i);
        i += 10;
        i *= 10:
        System.out.println(i);
                                                                           public int random() {
                                                                               Random r = new Random();
                                                                               int i = r.nextInt();
                                                                               i += 10;
                                                                               i *= 10;
                                                                               return i;
```

Meld v1.8

# Current tool

```
import java.util.Random;
                                                                    import java.util.Random;
public class Example {
                                                                    public class Example {
   public void hello() {
                                                                        public void hello() {
       System.out.println("Hello everybody!");
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       System.out.println("Adds 10");
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       System.out.println("And displays it");
                                                                            System.out.println("And displays it");
       Random r = new Random();
                                                                            int i = random();
       int i = r.nextInt();
                                                                            System.out.println(i);
       i += 10;
       i *= 10:
       System.out.println(i);
                                                                        public int random() {
                                                                            Random r = new Random();
                                                                            int i = r.nextInt();
                                                                           i += 10;
                                                                            i *= 10;
                                                                            return i;
                                                                              Not aligned on the code
                   Don't detect moves
```

# Our proposal

```
import java.util.Random;
public class Example {
        public void hello() {
                System.out.println("Hello everybody!");
                System.out.println("This code is a magnificent example");
                System.out.println("For the ASE 2014 conference");
                System.out.println("It draws a number at random");
                System.out.println("Adds 10");
                System.out.println("Multiplies by 10");
                System.out.println("And displays it");
                int i = random();
                System.out.println(i);
        public int random() {
                Random r = new Random();
                int i = r.nextInt();
                i += 10;
                i *= 10;
                return i;
```

## GumTree

- Differencing algorithm
  - Work on syntax trees
  - Detect code moves
- Tool
  - Efficient
  - Empirically validated
  - Freely available

## State of the art

- On text
  - Never aligned on the code structure
- On syntax trees
  - Optimal without moves: O(n^3) [27]
  - Optimal with moves: NP-hard [4]
  - Very few existing heuristics (ex: [6, 13])
  - GumTree heuristic: O(n^2)

# GumTree process

1.Parse code files to code agnostic tree structure

#### 2. Find mappings between nodes

- Like developers manually proceed
- 3. Deduce code edition actions (as in [6])
- 4. Output code differences

# Finding mappings

#### 1.Top-down

Find biggest chunks of unmodified code

#### 2.Bottom-up

- Propagate mappings to the containers of these chunks (functions, classes, ...)
- Extend mappings in the left-over code of these containers

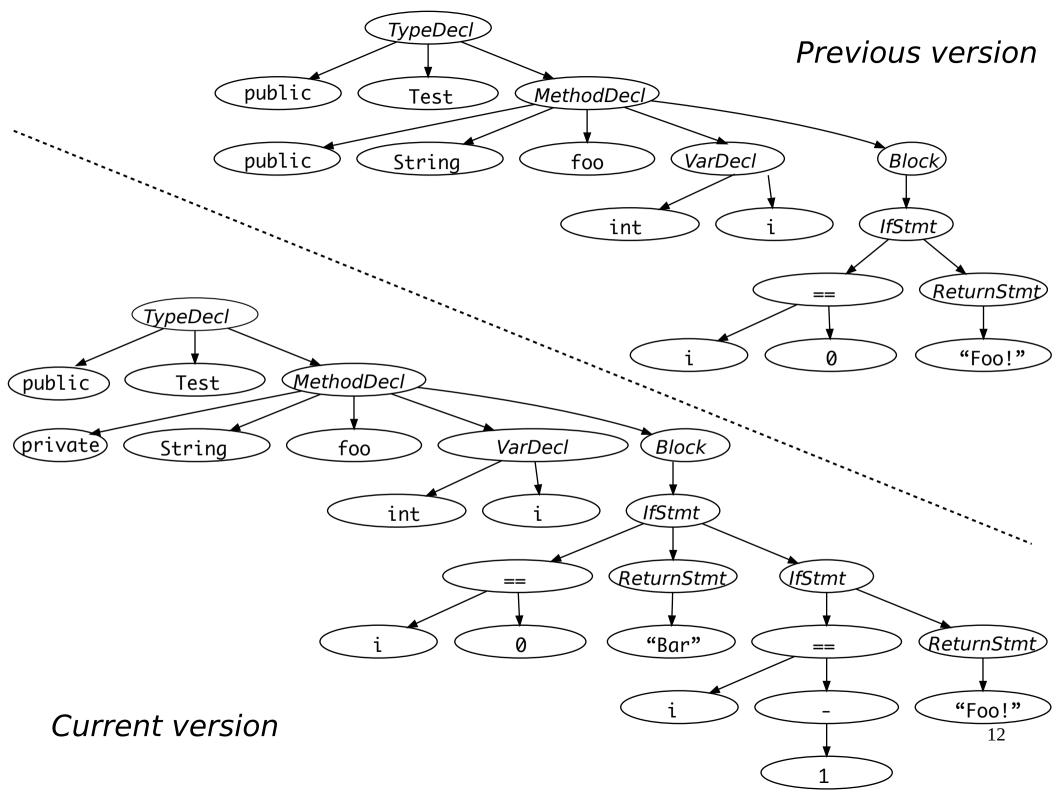
# Example

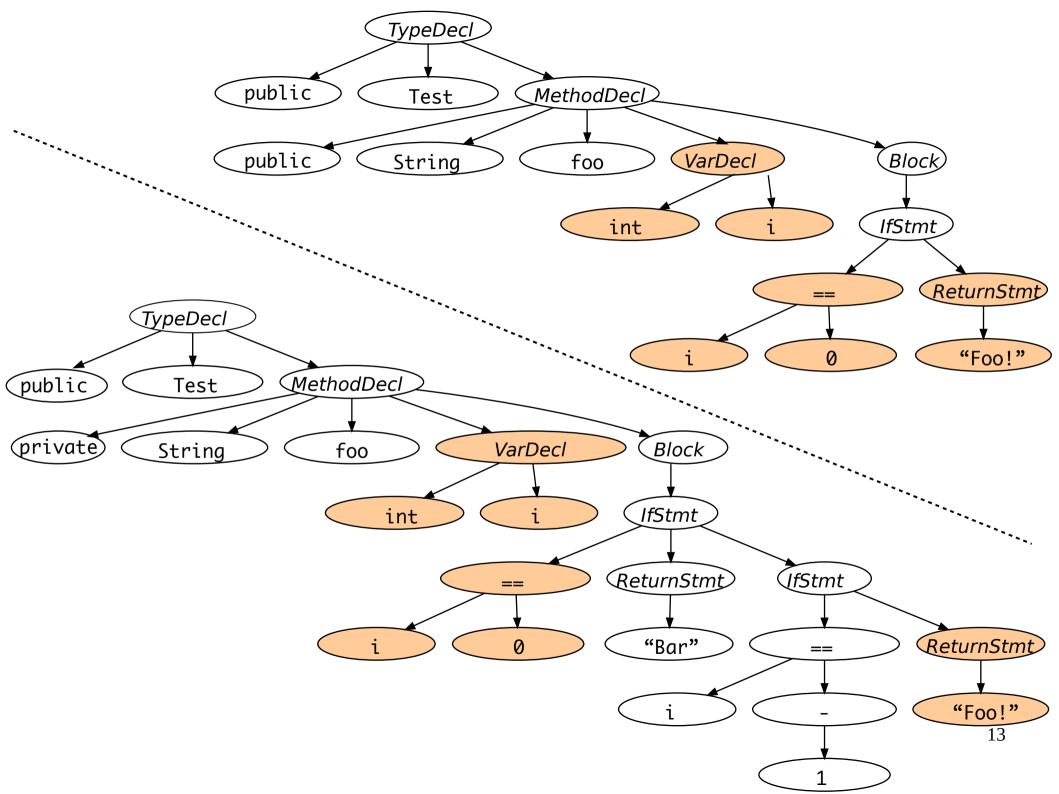
```
public class Test {
  public String foo(int i) {
    if (i == 0)
      return "Foo!";
  }
}
```

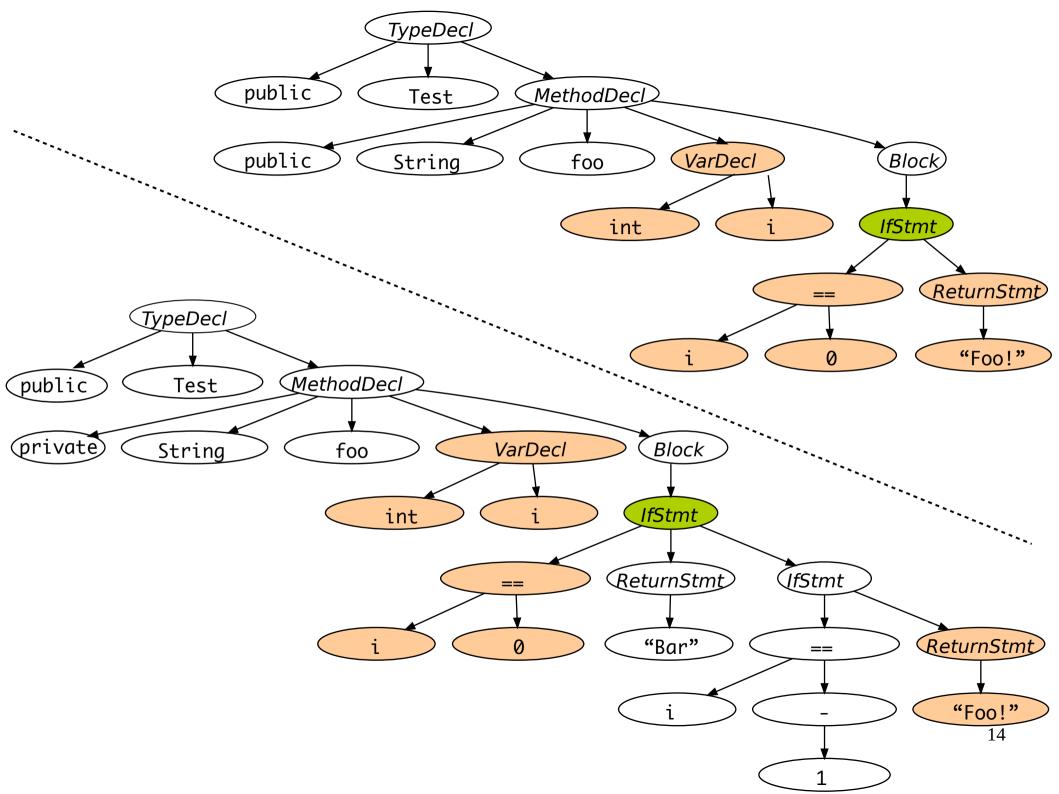
```
public class Test {
  private String foo(int i) {
    if (i == 0)
      return "Bar";
    else if (i == -1)
      return "Foo!";
  }
}
```

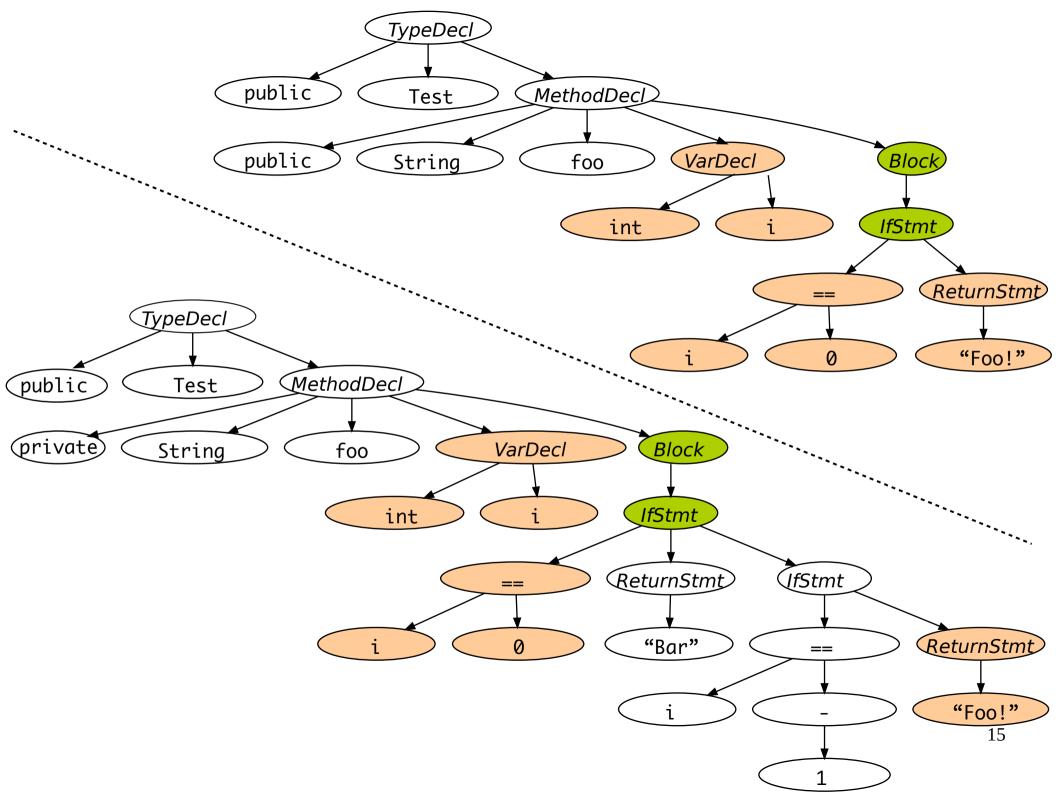
Previous version

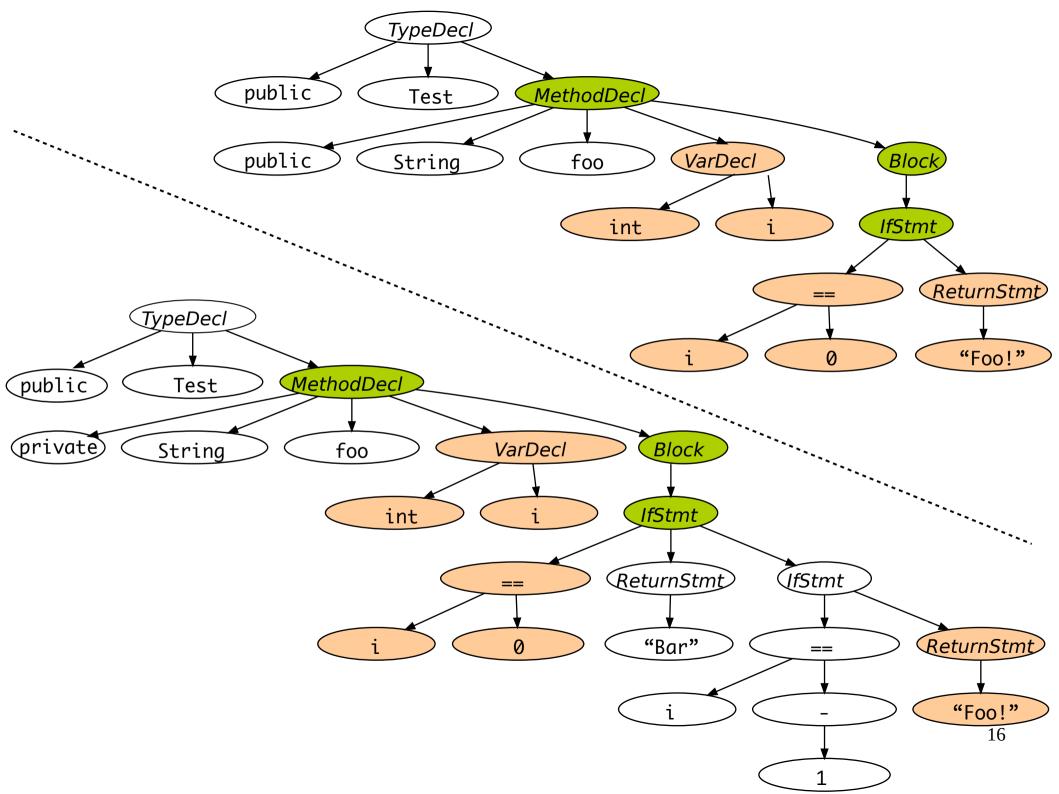
Current version

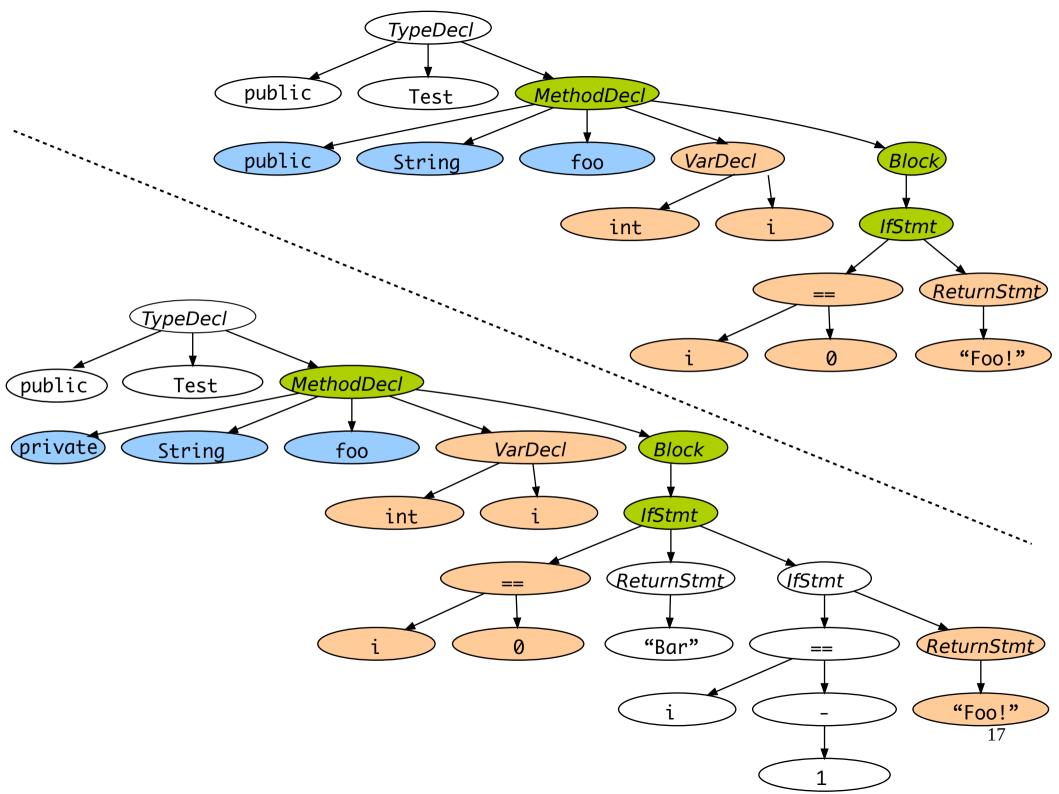


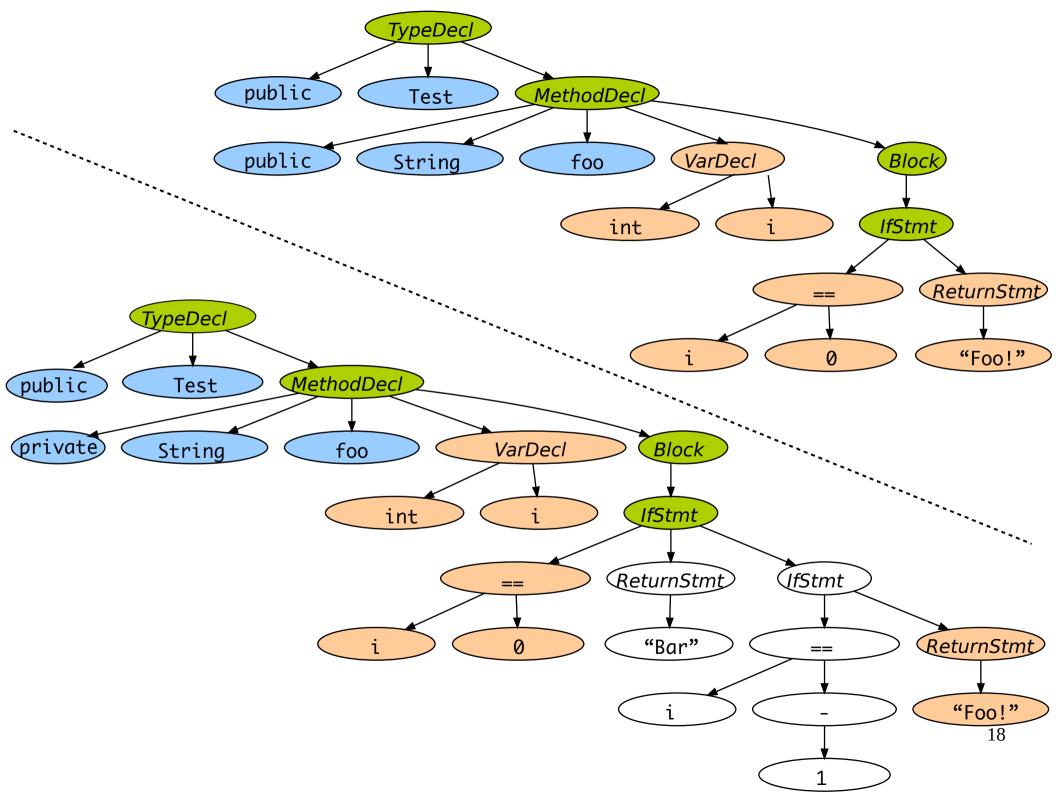












# Output

```
public class Test {
   public String foo(int i) {
    if (i == 0)
       return "Foo!";
   }
}
```

```
public class Test {
   private String foo(int i) {
    if (i == 0)
       return "Bar";
    else if (i == -1)
       return "Foo!";
   }
}
```

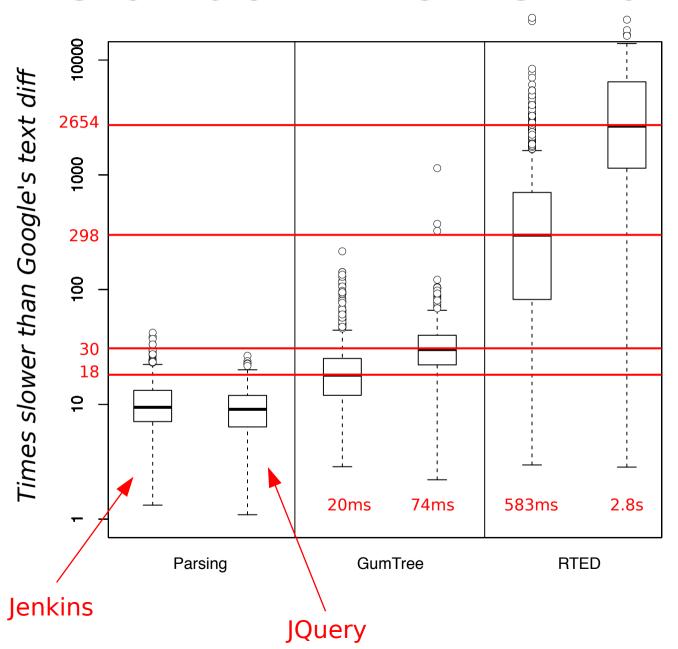
Previous state

Current state

## Performance evaluation

- Four distinct tools
  - Google's text diff
  - Code parsing
  - Code parsing + GumTree
  - Code parsing + RTED (optimal tree-diff algorithm)
- Every file modification of a complete release of
  - Jenkins (Java) → Eclipse JDT Parser
  - JQuery (JavaScript) → Mozilla Rhino Parser
- Report slowdown compared to Google's text diff

# Slowdown vs. text diff



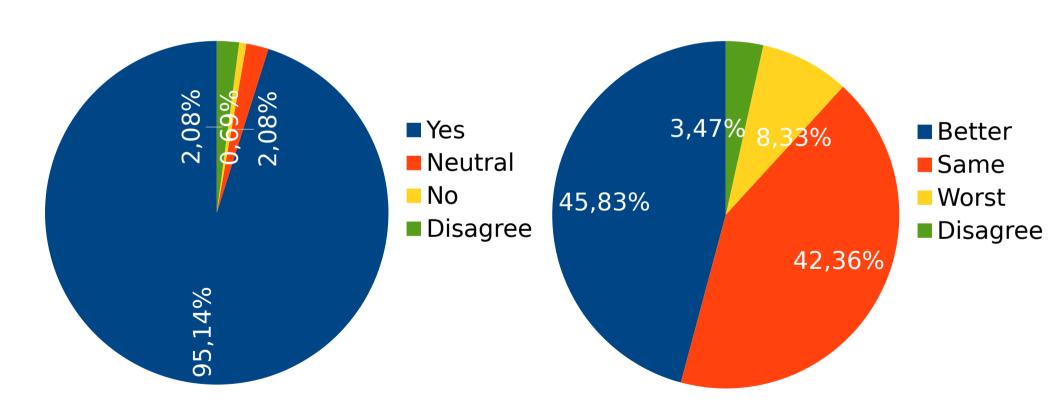
## Human evaluation

- 144 file modifications from 16 Java projects
- Two tools
  - GumTree
  - A visual text diff tool
- Two questions
  - GumTree does a good job? (Yes, Neutral or No)
  - GumTree is better than text diff? (Yes, No or Same)
- Three raters
- Report opinion of the majority

# Results

GumTree does a good job?

GumTree vs text diff?

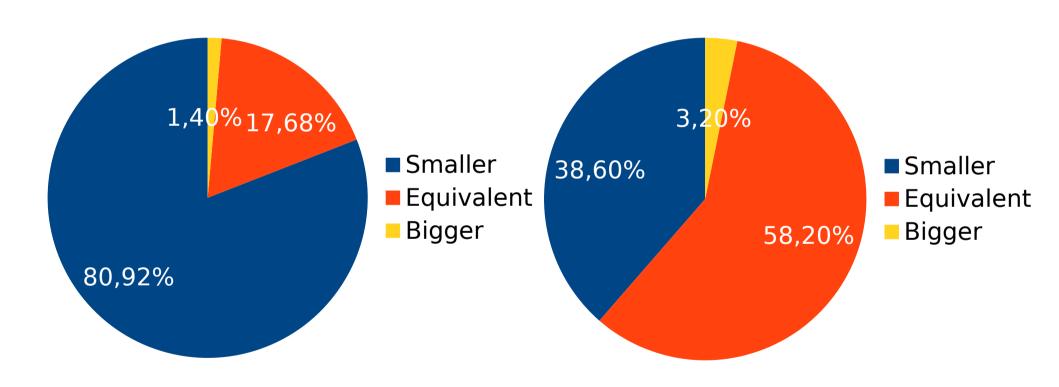


# Automatic evaluation

- 1000 file modifications from 16 Java projects
- Two tools
  - GumTree
  - ChangeDistiller (our implementation)
- Two Java parsers
  - Eclipse JDT (fine grained)
  - ChangeDistiller (coarse grained)
- Report number of edit actions

## Results

Number of edit actions of GumTree vs. ChangeDistiller



Eclipse JDT Parser

ChangeDistiller Parser

# Conclusion

- Differencing algorithm
  - Detect code moves
  - Work on syntax trees
- Tool
  - Efficient
  - Empirically validated
  - Freely available

https://github.com/GumTreeDiff/gumtree