Mining Implicit Design Templates for Actionable Code Reuse

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Abstract—In this paper, we propose an approach to detecting project-specific recurring designs in code base and abstracting them into design templates as reuse opportunities. The mined templates allow programmers to make further customization for generating new code. The generated code involves the code skeleton of recurring design as well as the semi-implemented code bodies annotated with comments to remind programmers of necessary modification. We implemented our approach as an Eclipse plugin called MICoDe. We evaluated our approach with a reuse simulation experiment and a user study involving 16 participants. The results of our simulation experiment on 10 open source Java projects show that, to create a new similar feature on average 69% of the elements in the template can be reused and (2) on average 60% code of the new feature can be adopted from the template. Our user study further shows that, compared to the participants adopting the copy-paste-modify strategy, the ones using MICoDe are more effective to understand a big design picture and more efficient to accomplish the code reuse task.

I. INTRODUCTION

Programmers usually adopt copy-paste-modify practice when implementing similar features [1]. Once a feature involves several related classes, methods or fields, such practice causes more a design duplication than several pieces of duplicated code. Empirical studies have shown that design duplication frequently occurs among classes, packages, and subsystems [2].

Recurring (or duplicated) designs usually indicate project-specific programming conventions and future reuse opportunities. Programmers can efficiently implement a new similar feature if they are aware of a general skeleton of related recurring designs. However, such recurring designs are usually implicit and undocumented, and the programmers usually have to reinvent the wheel without knowing the potential reuse opportunities [1]. Moreover, even if the programmers discover such reuse opportunities, copy-paste-modify practice is hardly a sound and systematic approach for reuse [3].

Many approaches [4], [5], [6] have been proposed to extract recurring designs based on code clone. Basit et al. [4], [5] first proposed to extract structural clone as recurring design. Structural clone is extracted from simple cloned code with frequent item set mining technique [7]. They are reported as a set of files/modules sharing multiple clone sets1. Following their work, Qian et al. [6] proposed a technique to detect logic clone, which aims to capture similar business logics by code clone. Their logic clone is described as a graph in which a node represents a set of methods sharing code clones and an edge represents “abstract” invocation between the method sets. Potentially useful as the above approaches are, they still suffer from some insufficiencies for practical reuse tasks. First, they cannot describe a sophisticated design in practice for missing important concepts such as interface, class, association, etc. Second, these techniques are designed for comprehension, their reported designs cannot facilitate actionable code reuse tasks in an explicit way.

Alternatively, reverse SPL (Software Product Line) engineering techniques [8], [9], [10], [11], [12] have good potential to meet the reuse need. Fisher et al. [8] and Martinez et al. [9] proposed different techniques to recover a generalized software product line model from a set of software variants. However, the challenges to adopt their approaches lie in two-fold. First, these approaches assume the variant products as its input. However, in our case, the code for “variant design” is unknown in advance. Second, these approaches extract SPL model in the grain of component or product (e.g., feature model [13]) while we need the recurring designs to be extracted on the finer level (e.g., class and method) for facilitating actionable code reuse tasks.

In this paper, we propose an approach to detecting and extracting recurring designs in code base into a list of design templates to facilitate template-based code generation. In our approach, we first identify each set of “correspondent” program elements across the code base into a program multiset. Then, we construct a graph by building various relations (e.g., declare, invoke, etc.) between program multisets. Finally, we heuristically split such a graph into a set of subgraphs, each of which is abstracted into a design template. As a result, each design template captures various types of object-oriented program elements (and their relations) and can be visualized in the form of UML class diagram (some extracted templates can be checked at our website [14]). Programmers can manage the design templates and customize them to generate code skeleton for the reusable features. The generated code skeleton contains semi-implemented code that is annotated with hints and comments to remind programmers of necessary modification.

We implemented our approach as an Eclipse plugin called

1a clone set consists of multiple pieces of duplicated code.
MICODe (Mining Implicit Code Design). We evaluated our approach with a reuse simulation experiment and a user study involving 16 participants. The results of our simulation experiment on 10 open source Java projects show that, for creating a new similar feature with a design template, (1) on average 69% of the elements in the template can be reused and (2) on average 60% code of the new feature can be adopted from the template. Our user study further shows that, compared to the participants adopting the copy-paste-modify strategy, the ones using MICODe are more effective to understand a big design picture and more efficient to accomplish the code reuse task.

The contributions of this paper are listed as follows. First, we propose an approach to detecting and extracting recurring design from code base as design templates and support template-based code generation; Second, we implement an Eclipse plugin MICODe for practical use of our approach (The tool, demo video, and snapshots are now published at [14]); Third, we evaluate our approach with both simulation experiment and a user study to reveal the effectiveness of our approach. The results show that the extracted design templates are both accurate and practical for code reuse task.

II. MOTIVATING EXAMPLE

Fig. 1 shows a design recurring in the JHotdraw7.1 project [15], a drawing framework for Java language. All the designs showed in Fig. 1 aim to create a customized drawing application according to project convention. According to Fig. 1, when programmers intend to create a new drawing application, they need to (1) construct several Java classes (e.g., class Main and *Factory), (2) make some of them inherit existing class (e.g., class *ApplicationModel and *View), and (3) make them cooperate with each other by implementing various methods. If we do not know such recurring designs in Fig. 1 in code base, creating a customized application is effort-consuming.

Nevertheless, it is still a non-trivial task even when we know these recurring designs. One straightforward way is to copy all the code of one design (e.g., Draw Project) and modify it to satisfy our own need. However, we have to address the following challenges:

Q1: What are the code files to copy? Apart from the classes shown in Fig. 1, each application involves other classes (not shown in Fig. 1). Without a big picture of how the code is organized, we may either miss-copy some code files or copy additional unnecessary code files.

Q2: Which design shall we copy? Intrinsically, we can copy the most “similar” design as the draft code to save the follow-up customization effort. However, it is hard to know the similarity unless we go through all the code of those designs.

Q3: What parts of design do we need to customize? Even if we have copied the most similar design, we still need to consistently customize the copied classes. For example, after copying Draw project in Fig. 1, we have to consistently customize our own ApplicationModel class, View class, etc. Moreover, we may also need to remove the irrelevant classes, or check other designs to integrate their relevant code.

Q4: How do we customize the code? Table I shows the method body of init() methods of class DrawView, PertView, and NetView in Fig. 1. Their differences are very helpful hints for code customization. Suppose we copy and modify the Draw project, it is easy to miss modifying the DrawFactory (line 7) into a customized factory class or miss setting scale factor (line 8) when necessary, which leads to bugs. Nevertheless, comparing across code in multiple designs takes tremendous effort, if not impossible.

<table>
<thead>
<tr>
<th>TABLE I</th>
</tr>
</thead>
<tbody>
<tr>
<td>DRAWVIEW.java:</td>
</tr>
<tr>
<td>super.init();</td>
</tr>
<tr>
<td>...</td>
</tr>
<tr>
<td>setEditor(new DrawEditor());</td>
</tr>
<tr>
<td>view.setScaleFactor(new DrawFigFactory());</td>
</tr>
<tr>
<td>PertView.java:</td>
</tr>
<tr>
<td>super.init();</td>
</tr>
<tr>
<td>...</td>
</tr>
<tr>
<td>setEditor(new PertFactory());</td>
</tr>
<tr>
<td>view.setScaleFactor(2.0);</td>
</tr>
<tr>
<td>NetView.java:</td>
</tr>
<tr>
<td>super.init();</td>
</tr>
<tr>
<td>...</td>
</tr>
<tr>
<td>setEditor(new NetFactory());</td>
</tr>
<tr>
<td>view.setScaleFactor(1.0);</td>
</tr>
</tbody>
</table>

In order to customize our own design with regard to existing program convention, we usually need to understand the general design structure, take different existing implementations as reference, and be aware of their differences as potential customization points. The copy-paste-modify practice can hardly meet this end.

We propose MICODe, a tool-supported approach which can both detect and summarize the recurring designs in Fig. 1 into a design template. The template is visualized as a UML class
diagram (sample snapshots are available at our website [14]), which captures the structural commonalities of the instances of the recurring design. MICODe supports further customization on the template to generate both code skeleton and the method body. The generated method bodies are annotated with comments to indicate what modification could be adopted.

III. Approach

Figure 2 shows an overview of our approach. Our approach takes the source code of a code base as input, and generates customizable design templates as output. The design templates can be instantiated and customized to generate code skeletons.

![Fig. 2. Approach Overview](image)

Given the source code, we first reverse-engineer it into a program model, which captures various program elements (e.g., class and method) and their relations (e.g., declare and invoke). Second, we identify “corresponding” program elements by clustering technique. We regard each set of corresponding program elements as a program multiset. Third, we build the relation (e.g., declare and invoke) among the program multisets, so that they can be connected into a graph. Then, we heuristically split subgraphs of connected program multisets into a set of multiset clusters as potential designs. Fourth, we abstract each multiset cluster into design templates. Finally, the generated design templates will be manifested as UML class diagrams, and programmers can manage the templates and customize them to generate code skeleton and body. In the following, we present the details of each step.

A. Reverse Engineering

We reverse-engineer the source code of a code base into a program model consisting of program elements and their relations. Fig. 3 shows the meta model of program model, which describes the program elements (i.e., class, interface, method and field) and their relations (i.e., declare, extend, implement, invoke, and access). Each program element in the model is attached with its inherent program attributes. For example, a method program element will be attached with the attributes such as method name, return type, and parameters. Moreover, each mined design template is also represented as a program model.

B. Determining Correspondences

We determine corresponding program elements in order to identify the program elements playing the similar role in each instance of a recurring design. For example, in Fig. 1, the three classes, i.e., DrawView, NetView, and PertView, are considered as corresponding elements. We call a set of corresponding program elements as a program multiset. In order to generate a set of program multisets from the program model, we first construct a declaration tree over the model based on the declare relation defined in our meta model (see Fig. 3). In a declaration tree, each node represents an entity in the meta model and the parent-child relation represents a declare relation in the meta model. For example, a class can declare fields, methods and inner classes, and the inner class can further declare its fields, methods and sub inner classes.

The correspondence of program elements is determined in a top-down manner. We first determine correspondences of top-level program elements (i.e., type) as multisets. Next, for each of multiset, we correspond the declaration children of its elements to form new multisets in the next level.

1) Corresponding Top-Level Elements: We determine the correspondences of the top-level program elements by clustering them with regard to code similarity and heuristic rules. We adopt the hierarchical clustering strategy with complete linkage [16] to cluster all the top-level classes and interfaces.

a) Similarity: The similarity between two types (class or interface) is defined in terms of type name, shared super types, and type body, i.e., \( \text{sim} = \sum(w_i \cdot \text{sim}_i) \), in which \( i \in \{ \text{name}, \text{superType}, \text{body} \} \). \( w_{\text{name}}, w_{\text{superType}}, w_{\text{body}} \) represents respective weight for the three factors, which requires:

\[
\begin{align*}
\text{w}_{\text{name}} + \text{w}_{\text{superType}} + \text{w}_{\text{body}} &= 1 \\
\text{w}_{\text{name}}, \text{w}_{\text{superType}}, \text{w}_{\text{body}} &\in (0, 1)
\end{align*}
\]

The similarity of type name, super types, and type body is computed as follows. The type name of \( t_1 \) and \( t_2 \) is split into token sequences \( ts_1 \) and \( ts_2 \) according to some program convention (e.g., camel convention). Let \( len_1 \) and \( len_2 \) be the length of \( ts_1 \) and \( ts_2 \), and let \( len_{\text{ics}} \) be the length of the longest common subsequence of \( ts_1 \) and \( ts_2 \). Name similarity is \( \text{sim}_{\text{name}} = 2 \times \text{len}_{\text{ics}} / (\text{len}_1 + \text{len}_2) \). Let \( st_1 \) and \( st_2 \) be the set of super types of the type \( t_1 \) and \( t_2 \). Super type similarity is the Jaccard coefficient of the two sets of super types, i.e., \( \text{sim}_{\text{superType}} = |st_1 \cap st_2| / |st_1 \cup st_2| \). Type bodies of the two types are compared at the textual level. Let \( len_1 \) and \( len_2 \) be the length of the two source code token sequences, and let \( len_{\text{c}} \) be the length of their shared cloned code. Source code similarity is \( \text{sim}_{\text{body}} = 2 \times \text{len}_{\text{c}} / (\text{len}_1 + \text{len}_2) \).

b) Heuristics: Similarity sometimes is not sufficient to ensure a correspondence relation. Thus, we enforce the following heuristic rules to improve the accuracy:

![Fig. 3. The Meta Model of Program Model](image)
• The similarity between a class and an interface is 0.
• The similarity between a type and its super type is 0.

As a result, we can obtain some clusters such as \{\text{DrawView, PertView, NetView}\} and \{\text{DrawApplicationModel, PertApplicationModel, NetApplicationModel}\}. We regard each cluster as a top-level multiset.

2) Recursively Generating New Multisets: Given a multiset, \(ms = \{e_1, e_2, ..., e_n\} (n \geq 2)\), we generate new multisets from the declaration children of \(e_i(1 \leq i \leq n)\) so that each \(e_i\) contributes at most one declaration child to a new multiset. The recursive process stops when the new generated multiset has no declaration children. For the example in Fig. 1, given the multiset \(\text{class}_\text{set} = \{\text{DrawView, PertView, NetView}\}\), we determine the correspondence of the declaration children of elements in \(\text{class}_\text{set}\) i.e., their inner classes, methods, and fields. When we generate a new multiset in which each element is an inner class, we will further determine the correspondence of the declaration children of its elements. When we generate a new multiset in which each element is a method (e.g., \{\text{DrawView.init}, \text{PertView.init}, \text{NetView.init}\}\), the recursive process stops as the \text{init()}\ methods have no declaration child. The same case applies for the multiset of fields.

Algorithm 1: Corresponding Children

Require: a multiset \(set\), entity similarity threshold \(t_{sim}\)
Ensure: a set of multisets \(MS\) set

1. \(dcSet \leftarrow \) retrieve declaration children sets of \(set\);
2. \(MSSet \leftarrow \emptyset\);
3. for each set of declaration children \(dc \in dcSet\) do
4. for each not-yet-corresponded element \(e \in dc\) do
5. \(ms \leftarrow \emptyset\);
6. add \(e\) to \(ms\);
7. \(candSet \leftarrow dcSet \setminus \{dc\}\);
8. while \(candSet \neq \emptyset\) do
9. find a not-yet-corresponded element \(e_c \in cand (\text{cand} \in candSet)\) with maximum \(sim(e_c, ms)\)
10. if \(sim(e_c, ms) < t_{sim}\) then
11. break;
12. end if
13. add \(e_c\) to \(ms\);
14. \(candSet \leftarrow candSet \setminus \{cand\}\);
15. end while
16. mark all nodes in \(ms\) as corresponded;
17. if \(|ms| > 2\) then \(MSSet.add(ms)\);
18. end for
19. end for
20. return \(MSSet\).

Algorithm 1 shows the details of corresponding the declaration children of elements in a given multiset \(set\) with threshold \(t_{sim}\). In Algorithm 1, we mark an element as “corresponded” if it has been used to form a new multiset. We first construct a set \(dcSet = \{ dc \mid e \text{ is a set of declaration children of an element (i.e., type) in } set\}\) (line 1). Then we iteratively process each \(dc\) in \(dcSet\) (line 3). We start with processing each declaration child \(e \in dc\). If \(e\) has not been used to generate any multiset (i.e., not-yet-corresponded), we add it as a seed entity to an empty multiset \(ms\) (line 5–6). Then, we try to add declaration children from the rest sets \(\text{candSet} = (dcSet \setminus \{dc\})\) to \(ms\).

For each set \(cand \in candSet\), we attempt to find the most similar \(e_c \in cand\) to \(ms\) (line 8–15). If the similarity between \(e_c\) and \(ms\) (i.e., \(sim(e_c, ms)\) at line 10) is above the threshold, we add it into \(ms\). The similarity between a candidate element and elements in the multiset \(sim(e_c, ms)\) is computed as the average similarity of \(e_c\) and each entity \(e \in ms\), i.e.,

\[ sim(e_c, ms) = \frac{\sum_{e \in ms} sim(e_c, e)}{|ms|} \]

Finally, we return all the multisets containing at least two elements (line 17).

C. Connecting Multisets

Given multisets of corresponding program elements, we connect the multisets by the relations of program elements across multisets. We regard each set of connected multisets as a potential design for abstracting design template. First, we build the relations (i.e., \text{declare, invoke, access, extend, and implement, see Section III-A}) between multisets. Second, we form a graph of multisets and detect its connected components as potential designs. Finally, we refine the results with frequent item mining technique [17].

1) Determining Multisets Relations: We determine the relations of two multisets with regard to the relations in meta model. Let \(MS_s\) and \(MS_t\) be two multisets of program elements. Let \(rel_i\) be a type of relations from an element \(e_s \in MS_s\) to another element \(e_t \in MS_t\). Then, \(MS_s, MS_t\), and all the relations of type \(rel_i\) from \(MS_s\) to \(MS_t\) can form a bipartite graph \(G_{bi} = (MS_s, MS_t, rel_i)\). Let \(Match\) be the set of the maximum number of matchings [18] of \(G_{bi}\). We define the connectivity strength from \(MS_s\) to \(MS_t\) of relation type \(rel_i\) as:

\[ strength(MS_s, MS_t, rel_i) = \frac{|Match|}{\min(|MS_s|, |MS_t|)} \]

Given a user specified threshold \(t_{abrel}(0 \leq t_{abrel} \leq 1)\), we create a relation \(rel_i\) from \(MS_s\) to \(MS_t\) if the following requirements are satisfied:

• \(strength(MS_s, MS_t, rel_i) \geq t_{abrel}\)
• \(|Match| \geq 2\)

![Fig. 4. An Example of Connecting Multisets](image-url)
edges in $G_m$ by building `invoke` and `access` relations. If a multiset $M_d$ is reachable by a top-level multiset $M_{top}$ through `declare` relation, we call $M_d$ as the descendant multiset of $M_{top}$. For example, in Fig. 1, the multiset \{DrawView.init(), PertView.init(), NetView.init()\} is a descendant multiset of multiset \{DrawView, PertView, NetView\}. Given two top-level multisets $M_{top1}$ and $M_{top2}$, we build a relation of type `rel` from $M_{top1}$ to $M_{top2}$ if there exists a descendant multiset $M_{d1}$ of $M_{top1}$ has the relation of type `rel` with a descendant multiset $M_{d2}$ of $M_{top2}$. By this means, we enhance the set of edges from $E$ to $E'$ and $E' \subseteq E$. Given the enhanced graph $G'_m=<V,E'>$, we regard each maximal connected component in $G'_m$ as a potential design consisting of top-level multisets.

Fig. 5 shows the example of an extracted maximal connected component. In Fig. 5, each node represents a top-level multiset and each edge represents an `invoke` relation between two multisets. We can see that a maximal connected component could be over large and involve multiple duplicated designs. In Fig. 5, the multisets C={MySQLDB, OracleDB} and D={MySQLConfig, OracleConfig} can form a more independent design template, and so can the multisets E={ExcelConfig, XMLGen} and G={ExcelFormat, XMLFormat}. We adopt a frequent-item based approach to refining the maximal connected components into more independent clusters of multisets.

Fig. 5. An Example for Maximal Connected Components

3) Refining Connected Components: The rationale of refinement is to split commonly invoked multisets from the maximum connected components.

Given a maximal connected component $G = \langle V, E \rangle$, we select $V_{src} = \{v | v \in V$ and $v$’s in-degree is 0$\}$. For each $v \in V_{src}$, we traverse $G$ from $v$ with the depth-first strategy through `invoke` and `access` edge and all the visited nodes in $G$ can form a traversing node set $V_tr \subseteq V$, denoted as $V_{tr}(v)$. For example in Fig. 5, $V_{src}=$\{A, E, F\}, and $V_{tr}(A) =$\{A, B, C, D\}, $V_{tr}(E) =$\{E, B, C, D\}, and $V_{tr}(F) =$\{F, G, C, D\}.

Next, we regard each traversing node set as a transaction and each of its contained nodes (i.e., multiset) as an item, and apply the FP Growth algorithm [13] with support of 2. It means that, among all the transactions, once a set of items appears at least twice, it is considered as a frequent item set. Typical frequent item sets in our example are \{C, D\} and \{B, C, D\} which appear three times and twice among $V_{tr}(A)$, $V_{tr}(E)$, and $V_{tr}(F)$.

Among the frequent item sets, we use the following heuristics to filter trivial item sets and rank the rest in terms of their independence.

- **Filter:** Given a list of frequent item sets `list`, a frequent item set $set_1 \in list$ is removed if $\exists set_2 \in list$ which (1) is a super set of $set_1$ and (2) has the same support with $set_1$. For example, the set \{C\} is removed as there exists a set \{C, D\} with the same support.

- **Rank:** Given two frequent item sets, $set_1$ and $set_2$,
  - $set_1$ is ranked over $set_2$ if the support of $set_1$ is over that of $set_2$.
  - if $set_1$ and $set_2$ have a tie in terms of support ($set_1$ is not a super set of $set_2$, and vice versa), we rank $set_1$ over $set_2$ if $|set_1| > |set_2|$.

Namely, the stronger support and the larger size a frequent item set has, the more independent we deem it is. In our example, the ranked list of frequent item sets is $\langle\{C, D\}, \{B, C, D\}\rangle$.

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**Algorithm 2 Refine Clustering Results**

```plaintext
Require: a list of traversing node sets `traList`, an ranked list of frequent item set `fList`
Ensure: a list of refined clusters of multiset `clList`

1: `traList` $\leftarrow \emptyset$;
2: for each item set $is \in fList$ do
3: if $|is| = 0$ then
4: add `is` into `traList`;
5: for each traversing node set `tSet` $\in`traList` do
6: $tSet$ $\leftarrow tSet \backslash is$;
7: end for
8: for each item set $set \in fList$ do
9: $set$ $\leftarrow set \backslash is$;
10: end for
11: end if
12: end for
13: add all the non-empty traversing node set in `traList` into `tmpClusters`;
14: `clClusters` $\leftarrow \emptyset$;
15: for each cluster `cluster` $\in`tmpClusters` do
16: `clSet` $\leftarrow`split` cluster into a set of connected components;
17: add all the clusters in `clSet` into `clClusters`;
18: end for
19: return `clClusters`;
```

Given a list of traversing node sets (i.e., “transaction”) `traList` derived from a maximum connected component $G = \langle V, E \rangle$, and a ranked list of frequent item sets `fList` we split $G$ as described in Algorithm 2. In Algorithm 2, we go through the ranked item sets from the most independent item set to the least independent one (line 2). Each time when we process a non-empty item set $is \in fList$, we first add `is` into a cluster list `tmpClusters`, then we remove the elements in `is` from the set in `traList` and `fList` (line 3-11). After processing all the frequent item sets, we add all the non-empty traversing node sets in `traList` into `tmpClusters`. Finally, in order to ensure the elements of each cluster can form a connected component, we further split each cluster in `tmpClusters` if its elements (i.e., multisets) are not connected (line 15-18).

For the example in Fig. 5, we will have three traversing node sets (i.e., \{A, B, C, D\}, \{E, B, C, D\}, and \{F, G, C, D\}) and the ranked list of frequent item sets consisting of two elements $set_1 = \{C, D\}$ and $set_2 = \{B, C, D\}$. Then, we first process $set_1$, which will create a new cluster \{C, D\}, and make all the three traversing node sets into \{A, B\}, \{E, B\}, and \{F, G\} and set 2 into \{B\}. Afterwards, we process $set_2$,
which will create a new cluster \{B\} and make the traversing
node sets into \{A\}, \{E\}, and \{F, G\}. Therefore, we can have
the clusters as: \{A\}, \{E\}, \{F, G\}, \{B\}, and \{C, D\}. Given all
the clusters with its elements connected, these clusters are the
final clusters we obtain.

D. Abstracting Design Templates

Given a list of clusters of multisets, we generate design
templates consisting of template classes, template interfaces,
template fields and template methods. Generating template en-
tities involves abstracting name, parameters, and super types.

Given the names of a multiset of corresponding entities, we
generalize these sequences by wildcards. For example, an
abstract name *View can be generalized from the multiset of
classes \{DrawView, NetView, PertView\}.

In addition, we further abstract the parameters of corre-
sponded methods, and super types of corresponded classes
and interfaces. We abstract the parameters of corresponded
methods by computing the intersection of their parameter type
sets. For example, given a multiset of parameters as \(mSet =
\{m1, m2, m3\}\) and the set of parameters are \{String, int, float\}, \{String int\}, and \{String, int\} respectively, the
abstracted parameters for \(mSet\) is \{String, int\}. In the same
 vein, we abstract the super types of corresponded classes or
interfaces by computing the intersection of their super types.

E. Managing Templates and Generating Code

The mined templates can be further managed (i.e., refined
and customized) and used to generate code.

1) Managing and Customizing Template: We support the
following template refinements. Programmers are allowed to:
(1) remove template entities (or relations) they consider irrele-
vant; (2) add template entities (or relations) and split a large
template into several smaller ones or merge some templates
into a larger one; (3) load design templates and select the
template they wants to reuse. Customization involves fixing
name placeholders, adding or removing super types, etc. Our
tool provides a wizard that guides the programmer through
all customizable entities and relations. Once the programmer
customizes all the template entities, the tool prompts the
programmer that the template is ready for code generation.

2) Generating Code: Apart from generating the code skele-
ton, we also generate semi-implemented method bodies if the
text similarity of original method bodies is above a
threshold. When the text similarity is above the threshold,
we apply the MCIDiff technique [20] [21] on these similar
method bodies to analyze their difference. It reports the
difference as token-sequence-based differential multiset such
as \(\epsilon, \{setScaleFactor(1.0)\}, \{setScaleFactor(2.0)\}\}. We regard
each differential multiset indicates a potential customization
point in the body. We copy the body of the longest method
into the generated method, and generates “TODO” comments
for each of the copied statements involved in differential
multisets. For example, assume the first method in Table I is
the longest one, we will generate a comment such as “TODO:
you may additionally have the code like setScaleFactor(1.0);
or setScaleFactor(2.0);” before the empty line.

IV. Tool Support

A snapshot and a demo video of our tool MICODe are
available at our website [14]. MICODe stores mined design
templates as Eclipse Modeling Framework (EMF) models. It
lists all mined design templates in Template view.

Template Visualization and Customization. To facilitate
the refinement and customization of design templates, MICODe
visualizes design templates in a class-diagram-like template
tool. Different types of template entities (i.e., class, interface,
method, and field) in different status (i.e., configured and un-configured) are represented by rectangles with different
colors. For example, abstracted super classes are represented
by bright orange rectangles which cannot be configured;
template classes are represented by the dark green rectangles,
which are to be customized. Similarly, template method and
template field are represented by dark blue and dark yellow
rectangles which are to be customized respectively. Double-
clicking a template entity opens a wizard dialogue which
allows programmers to customize the entity by specifying
its detailed information such as class name, package name,
parameters, etc. After the user customizes a template entity,
MICODe will turn the color of the entity into a bright one (e.g.,
bright green, bright blue, etc.). In addition, the user can delete
or add some entities or relations to the template. The newly
added entities and relations will be used to generate code in
the same way as the template entities mined from the code.

Code Detail Comparison. Right-clicking a template entity
and choosing Show Supporting Entities menu item open the
MCIDiff view that presents the differencing results of corre-
sponding entities from which the template entity is abstracted.
The MCIDiff view shows corresponding methods side by side
and highlights their differences using different colors.

Code Generation. After a user finishes customizing the
template, he or she can utilize MICODe to validate the “instan-
tiated” template by checking whether all the template entities
are customized. If the customized template is valid, the user
can click the Generate Code menu item to generate the code.

V. Simulation Experiment

We aim to answer the following questions in the experiment:

• RQ1. Whether the extracted design templates are reusable
  for a new similar feature?

• RQ2. How many duplicated designs are there in existing
  large code base?

A. Experiment Setup

We answer the above research questions by applying MICODe
on 10 open source Java projects (see Table II) to detect
their recurring designs. We simulate code reuse tasks on those
design templates supported by over three design instances.
Suppose a design template \(T\) is supported by \(n (n \geq 3)\) design
instances, we choose one of its design instances \(I\) and generate
a new design template \(T'\) from the other \(n - 1\) instances. Then
we compare the template \(T'\) and design instance \(I\) to see how
similar they are. In other words, we regard the instance \(I\) as
a design implementing a new similar feature, the similarity
between $T'$ and $I$ indicates how reusable $T'$ is to create $I$. In this experiment, we call each of such comparisons as a trial. Given a design template supported by $n$ instances, we can have $n$ trials.

We calculate the similarity between a design template $T$ and a design instance $I$ as follows. $T$ can be considered as a declaration tree $G_T = (V_T, E_T)$ (defined in Section III-B) where each node in $V_T$ corresponds to a program element; $I$ can be considered as a declaration tree $G_I = (V_I, E_I)$ where each node in $V_I$ corresponds to a program element. Therefore, a node $v_T \in V_T$ is considered reusable for creating design $I$ if $\exists v_I \in V_I$ so that $v_T$ matches $v_I$. Given a design template $G_T = (V_T, E_T)$, a design instance $G_I = (V_I, E_I)$, and let the set of matched nodes be $V_m(V_m \subseteq V_I)$, we calculate the precision as $|V_m|/|V_T|$ and the recall as $|V_m|/|V_I|$.

We use precision and recall to evaluate how reusable a design template for creating a new design instance. For a trial (i.e., simulated reuse task), precision means how many program elements in the template can be used for creating a new similar feature while recall means how many program elements in the new similar feature can be reused from the template. High precision indicates that we do not need to delete many program elements in the template. High recall indicates that, apart from the code adopted from the template, we do not need to additionally add much code to accomplish the similar feature.

We match the nodes in $G_T$ and $G_I$ in a top-down manner by progressively matching the nodes in the same layer in the declaration tree. For example, we first match the nodes in the top layer, then for each pair of matched nodes, we proceed to match their children. When matching the set of nodes in the same layer, i.e., $V_T' \subseteq V_T$ and $V_I' \subseteq V_I$, we construct a bipartite graph $G_b = (V_T', V_I', E)$ where an edge $e$ exists between two nodes $v_T' (v_I' \in V_T')$ and $v_I' (v_I' \in V_I')$ if the similarity between $v_T'$ and $v_I'$ (see Equation 1) is above a threshold.

Then we use the Blossom algorithm [22] to get the best matching in the bipartite graph $G_b$. In this experiment, we set the field similarity threshold to be 0.6, method similarity threshold to be 0.8, and type similarity threshold to be 0.2.

### B. Result

Table II shows the details of the Java open source projects in terms of project profiles (by lines of code, number of classes, methods, and fields), extracted template (by number of extracted templates, number of involved classes, methods, and fields), number of used templates for simulating reuse tasks (#T-Templ), number of trials (#Trials), average precision, and average recall. All the extracted designs are available on our website [14].

In this experiment, the recurring designs involve 4571 out of 8388 files, which is a considerable number. MCoDe reports 1117 templates among all 10 projects, of which 83 (i.e., 7.4%) involve over three design instances. In Table II, we can see that the summarized templates can be reused with a reasonably good accuracy. The average precision and recall are 0.69 and 0.60 respectively. It means that, on average, 69% of the elements in a template can be reused to accomplish the similar feature, and 60% code of new similar feature can be adopted from a template.

We further inspect the trials with low precision or recall.

#### a) Low Precision Trials

Low precision usually happens when the design template is enriched with more elements than a design instance needs. Fig. 6 shows a reuse trial with a low precision (i.e., 10%) in the JMeter project. Fig. 6 (a) shows a template captures the interaction of 4 template classes such as *SamplerGui*, *Sampler*, *ConfigGui*, and *Client*. Fig. 6 (b) shows a design instance used to evaluate the template.

![Fig. 6. An Example of Low Precision](image-url)

In the JMeter project, some sampler GUIs such as TCPSamplerGui interact with a configure GUI while others such as SMTPSamplerGui do not. MCoDe aims to capture the design structure of all the design instances comprehensively. Thus, it reports a super set of four abstracted classes and their relations. For the trial in Fig. 6, the design instance *ExampleSamplerGui* only matches *SamplerGui* and *Sampler*; and *ConfigGui* and *Client* declare a large number of abstracted methods...
and fields. In such a case, the design instance is only a “subset” of the template, which leads to a low precision.

Nevertheless, in practice, MICoDe allows programmers to manually customize the template for their own need. Moreover, once the programmers find the additional abstracted class not useful, they can simply delete it on template, which is not effort-consuming.

b) Low Recall Trials: Low recall lies in that some design instances involve additional functions other than that adopted from the template. Still in JMeter project, one design instance involves two classes ProxyControlGui and ProxyControl, which has a low recall (i.e., 9%) after compared to the design template of \{+ControlGui, +Control\}. In this trial, compared to template +Control class, ProxyControl class additionally declare a great number of new fields/methods (such as CERT_ALIAS, CERT_ALIAS, startProxy(), etc.) for implementing proxy relevant features. Nevertheless, the precision of this trial (i.e., 95%) is fairly acceptable. In practice, it is usual for programmers to enhance additional features based on existing template code. Therefore, we deem the performance of MICoDe (average 60%) is acceptable.

In conclusion, the experiment shows that recurring designs are frequent in open source code projects and the templates extracted by MICoDe are generally reusable.

C. Threats to Validity

One threat is that our simulation cannot be applied on the templates with only 2 instances. Without authoritative template benchmark of the open source projects, it is hard to avoid subjectiveness and bias when evaluating the reusability or meaningfulness of design templates. We will cooperate with industrial partners and deploy MICoDe in real developing environment to generalize our results. The other threat is that we can generate different templates with different similarity thresholds. In this experiment, we set the thresholds by our preliminary observation and experience. We will conduct a more comprehensive study for the impact of thresholds.

VI. USER STUDY

MICoDe aims to enable easy and systematic reuse of existing code designs in code base. To evaluate whether MICoDe achieves this goal, we conducted a user study to investigate the programmers’ efficiency in completing reuse-based development task when they are with and without the MICoDe tool.

A. Study design

We recruited 16 graduate students from Fudan University, China. We conducted a pre-study survey for these participants to understand their programming experience and capability. These participants were matched in pairs by experience and capability, and then randomly allocated into experimental or control group. The experimental group $G_1$ (participants P1-P8) used the MICoDe tool to perform the software development task, while the control group $G_2$ (participants P9-P16) used Eclipse IDE to perform the same task. We provided a 3-hour tutorial for the experimental group and training session of the MICoDe tool is conducted 3 hours before the experiment. The chosen training example in our tutorial is irrelevant to the task assigned to participants in the experiment so that we can make the participants familiarize themselves with the tool features while avoid introducing experimental bias. According to our survey, all the participants are familiar with Eclipse IDE, thus we did not provide tutorial and training on Eclipse IDE.

We chose a JHotDraw template of creating a new JHotDraw-based Web Applet as our subject system in the user study. The reason for choosing this template lies in two-fold. First, such a template is extracted from a demo package of JHotDraw showing users how to build their own drawing application based on JHotDraw API. Since none of the participants have experience in JHotDraw project, it is more comprehensible than other design templates involving more detailed JHotDraw framework knowledge. Second, the size of the template is appropriate (consists of 3 template classes, 20 template methods, and 14 template fields), which is neither too trivial (so that the task can be finished without sufficient thought), nor too complicated (so that everybody is exhausted to fail).

The demo package from which the selected template is extracted provides 6 examples of implementing a JHotDraw-based Applets for drawing application within web browser, namely, Pert applet, Net applet, Draw applet, SVG applet, ODG applet, and Teddy applet. In this user study, we asked the participants to develop a Pert applet based on the other five applet samples. The participants of the control group were given five existing applet samples (Draw, Net, ODG, SVG, and Teddy) along with their clone information. They were free to reuse any code example in these five samples that they deemed relevant. The participants of the experimental group were given the template mined from the JHotDraw project with Pert applet sample removed. They needed to customize the template to generate code for the Pert applet. They also have access to the original 5 applet samples.

We asked the participants to complete the task in two hours. The participants were required to run a full-screen recorder while they were working on the task. After the participants finished the task or the time run out, they submitted task videos and the Java Applets they developed. The task videos allow us to time the task completion process and analyze the participants’ behaviors during the task. Furthermore, each participant was requested to fill in a post-experiment survey for us to collect their feedbacks on the task and tool usage.

We evaluated the participants’ task efficiency by comparing time to complete basic features (e.g., applet lifecycle management and basic JHotDraw framework extension), time to complete advanced features (e.g., Pert-specific visualization), and total task completion time of the participants in the two study groups. Advanced features involve cross-cutting code and require good understanding of alternative solutions in different Applets. For the MICoDe group, total task time also includes template customization time. These time metrics were
estimated from the participants’ task videos.

B. Results

Table III and Table IV show the results. Overall, the MI-CoDe users completed basic features, advanced features, and the whole task more efficiently. 7 MI-CoDe users completed the development task (i.e., implemented all basic and advanced features and passed all our test cases), while 6 Eclipse users completed the task. The MI-CoDe user P8 and the Eclipse user P10 failed to complete some advanced features. The Eclipse user P16 failed to complete the basic feature and did not submit a working applet. The relevant time metrics of these three participants were invalid for comparison because these participants would need more time to complete the task.

![Table III](attachment:image)

![Table IV](attachment:image)

In this section, we discuss (1) the difference between design template and design pattern [23] and (2) both reuse and refactoring opportunities conveyed by design templates.
Difference with Design Pattern. Our mined design template can also be regarded as a “pattern” of design which is, however, different from design pattern. A design pattern is usually intentionally created for code abstraction. In contrast, a design template is usually unintentionally created by code duplication. Therefore, the form of design patterns are more fixed while that of design templates are more dynamic. Hence, they must be detected with different techniques and convey different information. Technically, the design patterns can be detected by matching code with enumerable rules, while design templates should be mined with a more generalized way. Semantically, the design pattern describes general and project-independent design structure while design template describes recurring designs implementing similar project-specific feature. Despite of their difference, they are not exclusive. We observe that some of our mined design templates can involve design pattern such Factory pattern and Strategy pattern [14].

Reusing vs Refactoring Opportunities. In this work, design templates are largely regarded as reuse opportunities. The reason lies in as follows. Despite that design templates are usually caused by duplication, as showed in Fig. 1, abstraction has already been adopted. Thus, the duplication occurs in terms of code structure rather than code text. With the well-organized duplication, recurring designs usually convey project-specific convention for implementing a similar feature. Nevertheless, when the duplicated classes lack sufficient abstraction, they can also convey refactoring opportunities indeed. Therefore, we deem that it is important to detect recurring templates in the first place, so that we can decide the follow-up maintenance measure of either reuse or refactoring.

VIII. RELATED WORK

A. Clone Detection

Both our work and clone detection techniques base on the code similarity measurement. Many researchers transfer code into an abstract form (such as string [24], token list [25] [26], AST [27] [28], and PDG [29]) to compare their similarity. A comprehensive survey of code clone reach can be found in [30]. Clone detection techniques aim to detect similar code fragments across software systems. In contrast, our approach detects and extracts correlated similar program elements, which unveils a bigger picture in terms of “similarity”, i.e., recurring designs reusable for code generation.

B. Code Structure Pattern

Our approach starts at clustering or corresponding relevant program elements for abstraction, which is similar to a set of code structure pattern mining work. Basit et al. [4], [5] leverage frequent mining technique to mine structural clones indicating possible correlation between groups of code clones. Qian et al. [6] proposed a technique to mine logical clones to reveal similar high-level business logic in code base. Moreover, Lin et al. [31] proposed a technique to summarize syntactic patterns of code clones and aggregate the code clones with similar patterns. Our approach is different from these techniques in two folds. First, the patterns mined from above techniques are less expressive for the purpose of revealing recurring designs. In contrast, our approach is able to capture a rich set of program elements and program relations so that the mined template could represent sophisticated design in practice. Second, the patterns of the above techniques are generated as knowledge, meanwhile, our mined design templates are customizable for code generation, which can better facilitate programmers in real reuse-based software maintenance tasks.

C. Reverse Engineering and SPL Re-engineering

Many reverse-engineering methods [32], [33], [34], [35], [36], [37], [38] have been proposed to recover system design or architecture from the source code of a software system. We consider reverse-engineering methods as a basis and leverage it for the purpose of template mining. With similar purpose, some research work reverse-engineers source code for re-engineering legacy variant products into software product line [39], [40], [9], [10], [11], [12]. Haslinger et al. [39] extracted SPL feature models by analyzing configuration scripts of variant products. Valente et al. [41] proposed a semi-automatic approach to identify the code of optional features in SPLs. Martinez et al. [9] proposed an approach to migrate existing similar model variants into a software product line. In addition, Fischer et al. [8] developed a tool called ECCO to utilize reusable features from existing similar products to help programmers systematically compose a new variant product. These SPL re-engineering approaches often aim to recover a system-level SPL architecture for systematically developing and maintaining a set of variant products in a specific domain. Our work is similar with the above technique for the same purpose of code reuse. Nevertheless, our main differences with these approaches lie in that (1) we take code base instead of variant products or model as input and (2) the design template is extracted in more finer grain.

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X. CONCLUSION AND FUTURE WORK

The paper presents an approach to detecting and extracting implicit recurring code designs in code base into customizable design templates for code generation. We developed template editor to manage and customize design templates and code generator to generate code skeleton filled with semi-implemented code. Our simulation experiment shows that the design templates are useful to facilitate design-level reuse task. Our user study shows that the MicoDe tool helps the programmers to reuse recurring designs in code base more efficiently, compared with copy-paste-modify practice. In the future, we aim to apply our approach to crowdsourced code examples available online (e.g., Github) to build feature-oriented template libraries.
REFERENCES


