

A Structural Model for Contextual Code Changes

OOPSLA'2020



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Edit Completion

```
bool GetFileCharacteristics(out FileCharacteristics fileCharacteristics)
{
    fileCharacteristics = new FileCharacteristics(this.OpenTime, this.currentFileLength);
    return true;
}
```

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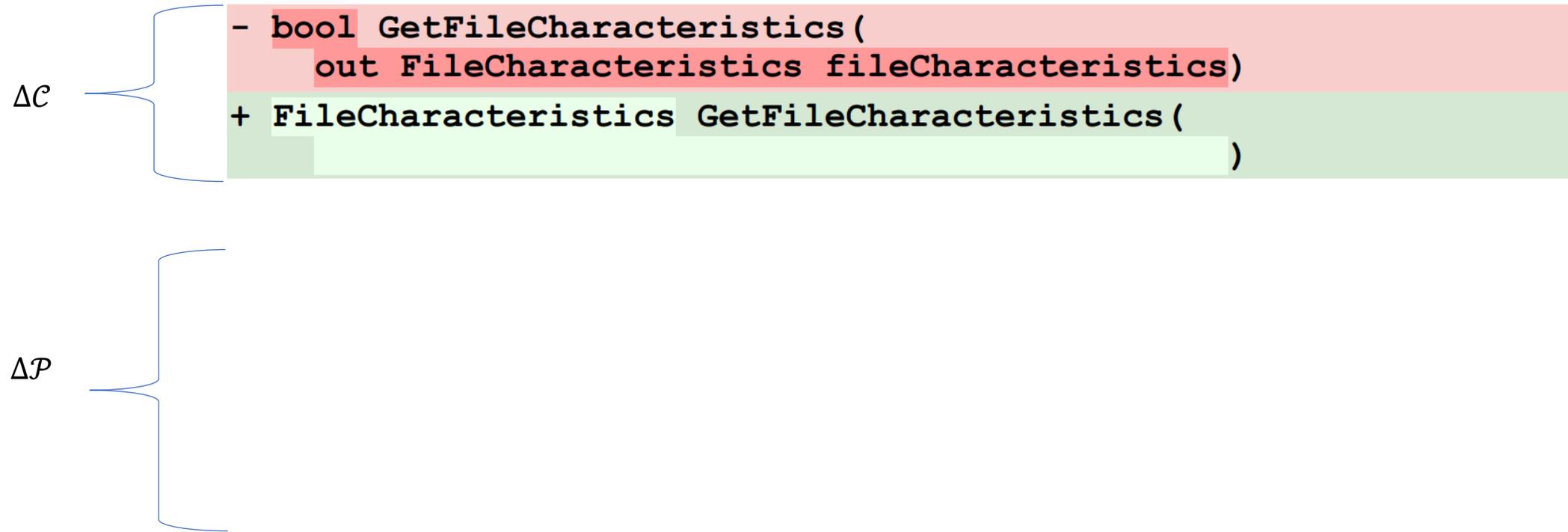
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return new FileCharacteristics(this.OpenTime, this.currentFileLength);
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Edit Completion

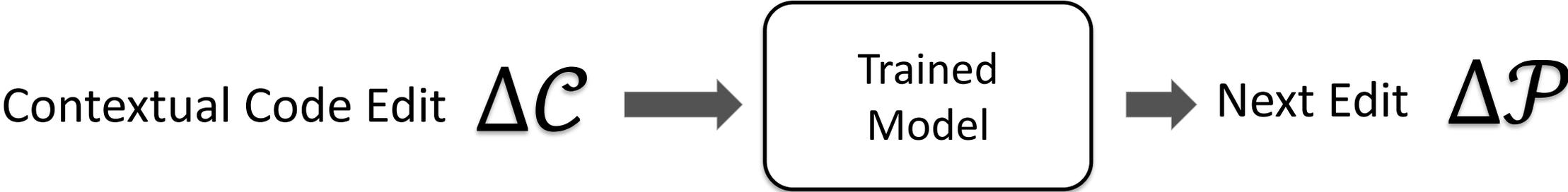
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bool FileCharacteristics GetFileCharacteristics(out FileCharacteristics fileCharacteristics)  
{  
    fileCharacteristics = return new FileCharacteristics(this.OpenTime, this.currentFileLength);  
    return true;  
}
```

Edit Completion

Given a contextual code edit - $\Delta\mathcal{C}$, predict the next likely edit - $\Delta\mathcal{P}$



Edit Completion



Training data
(thousands of examples): { $(\Delta\mathcal{C}_1, \Delta\mathcal{P}_1)$
 $(\Delta\mathcal{C}_2, \Delta\mathcal{P}_2)$
... } Test data: $(\Delta\mathcal{C}', \Delta\mathcal{P}')$

Challenges

- How to represent code?
 - Textual representation
 - Structural representation
- How to represent code edits?
 - Code likelihood
 - Edit likelihood

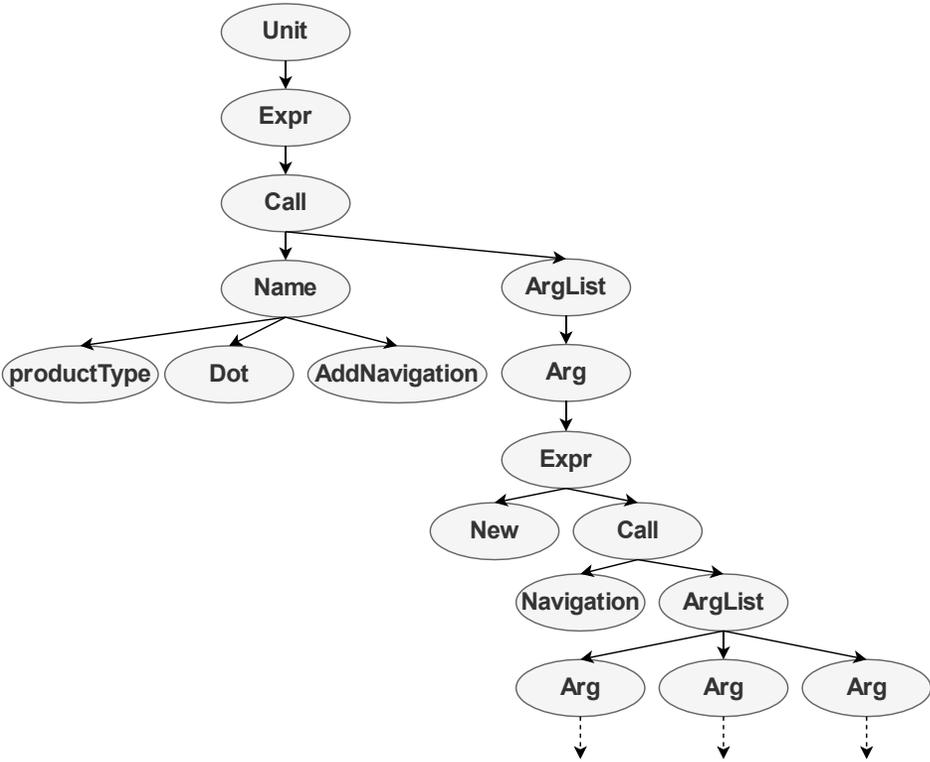
Representing Code

Textual Representation

```
productType.AddNavigation(  
    new Navigation(  
        featuredProductFk,  
        "FeaturedProductCategory",  
        pointsToPrincipal: false));
```

| | | | | | | | |
|-------------|---|---------------|---|-----|------------|---|-----|
| productType | . | AddNavidation | (| new | Navigation | (| ... |
|-------------|---|---------------|---|-----|------------|---|-----|

Structural Representation



Representing Code Edits

- Code Likelihood $P(\mathcal{Y}|\mathcal{X})$

```
productType.AddNavigation(  
    new Navigation(  
        featuredProductFk,  
        "FeaturedProductCategory",  
        pointsToPrincipal: false));
```



```
productType.AddNavigation(  
    "FeaturedProductCategory",  
    featuredProductFk,  
    pointsToPrincipal: false);
```

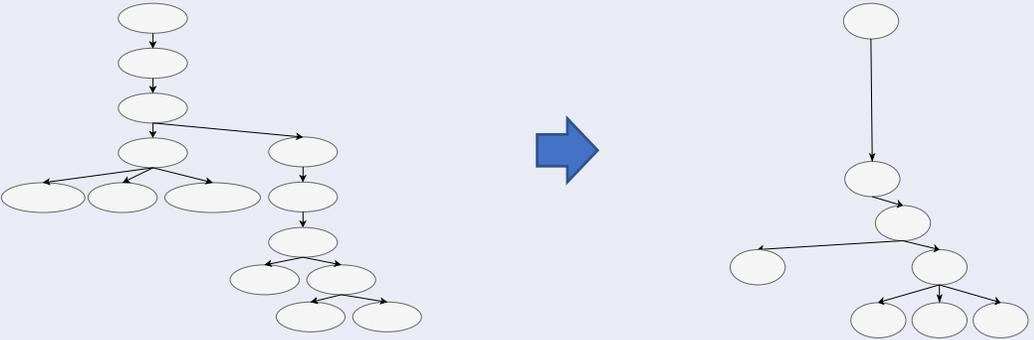
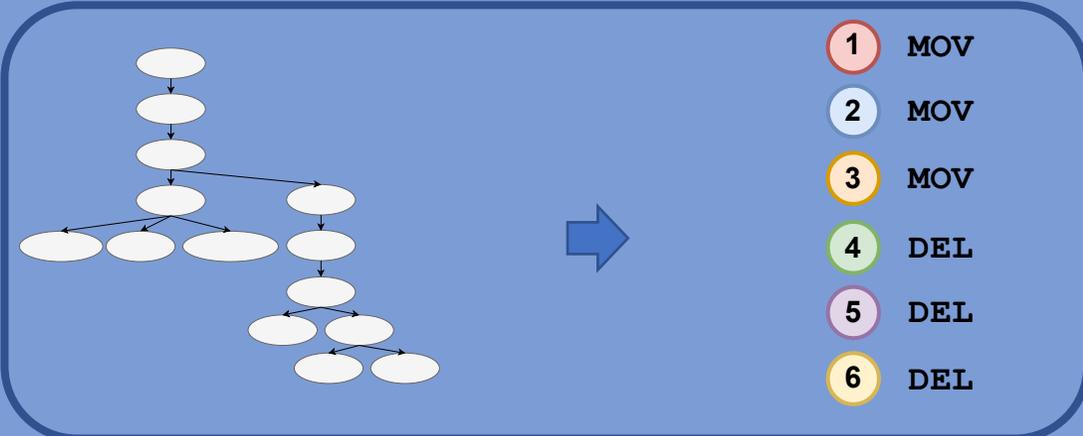
- Edit Likelihood $P(\Delta_{\mathcal{X} \rightarrow \mathcal{Y}}|\mathcal{X})$

```
productType.AddNavigation(  
    new Navigation(  
        featuredProductFk,  
        "FeaturedProductCategory",  
        pointsToPrincipal: false));
```

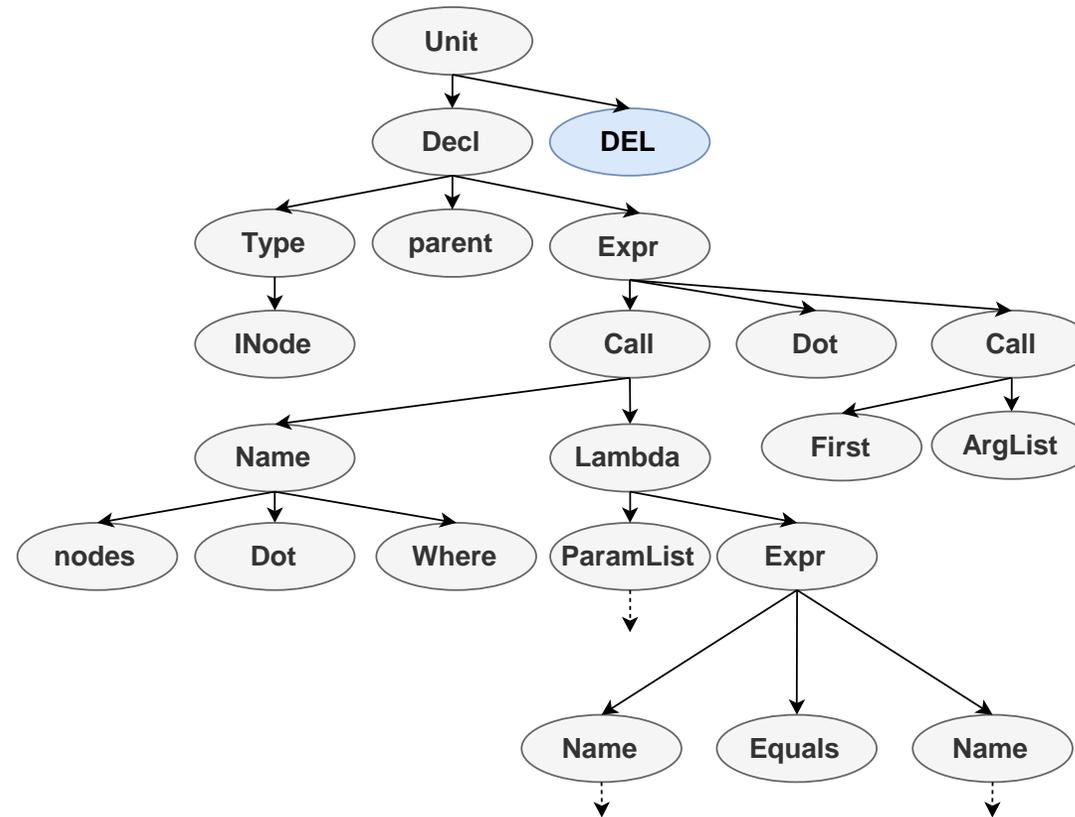


```
1) DELETE new Navigation()  
2) SWITCH Arg1, Arg2
```

Code and Edit Representations

| Code Representation / Edit Representation | Textual | Structural |
|---|---|---|
| Code Likelihood |  <p>(Chen et al. 2019)</p> |  <p>(Aharoni and Goldberg 2017)</p> |
| Edit Likelihood |  <p>(Malmi et al. 2019)</p> |  <ul style="list-style-type: none"> 1 MOV 2 MOV 3 MOV 4 DEL 5 DEL 6 DEL |

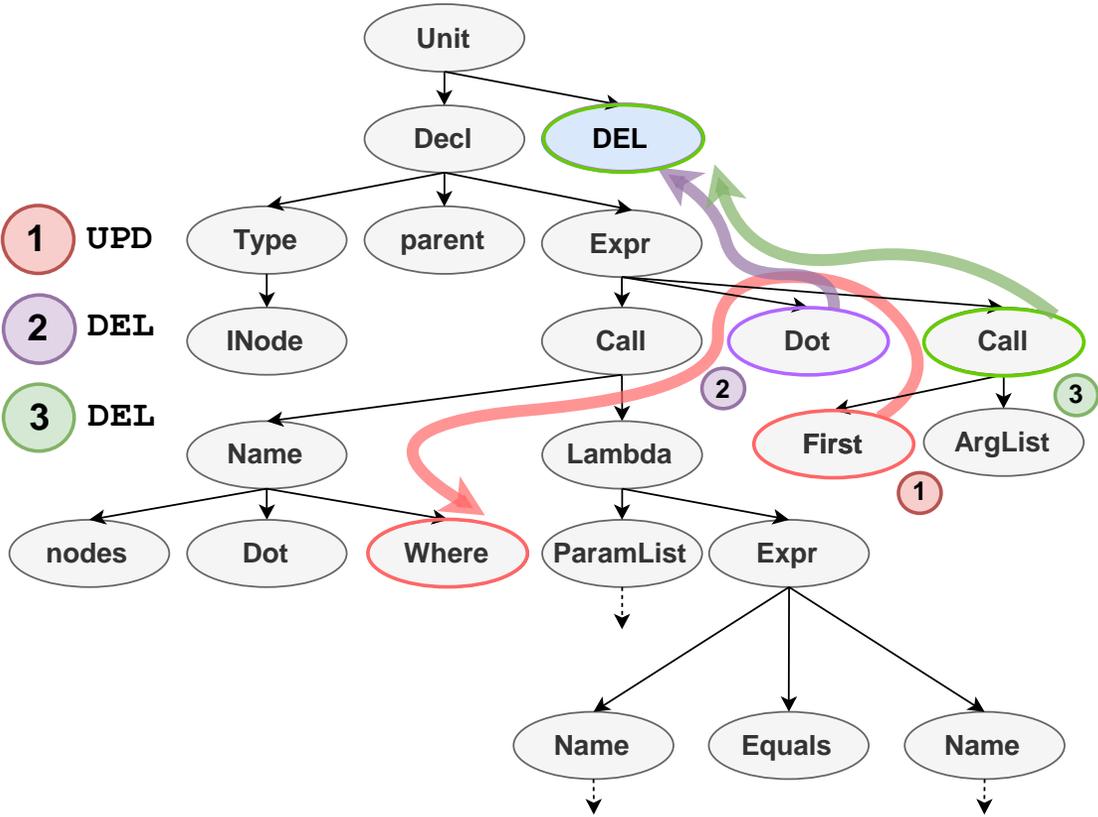
Edit Operations with AST Paths



```
- INode parent = nodes.Where(  
    x => x.Type == NodeType.Root).First();
```

```
+ INode parent = nodes.First(  
    x => x.Type == NodeType.Root) _____;
```

Edit Operations with AST Paths

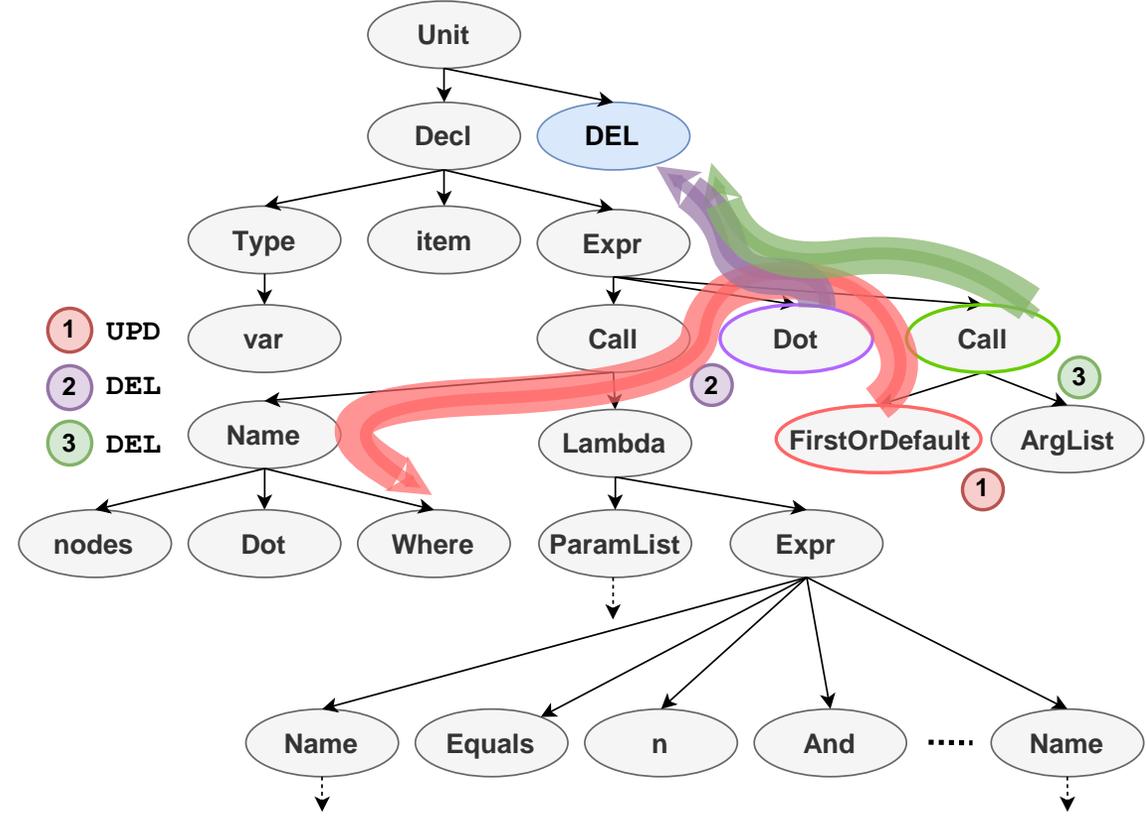
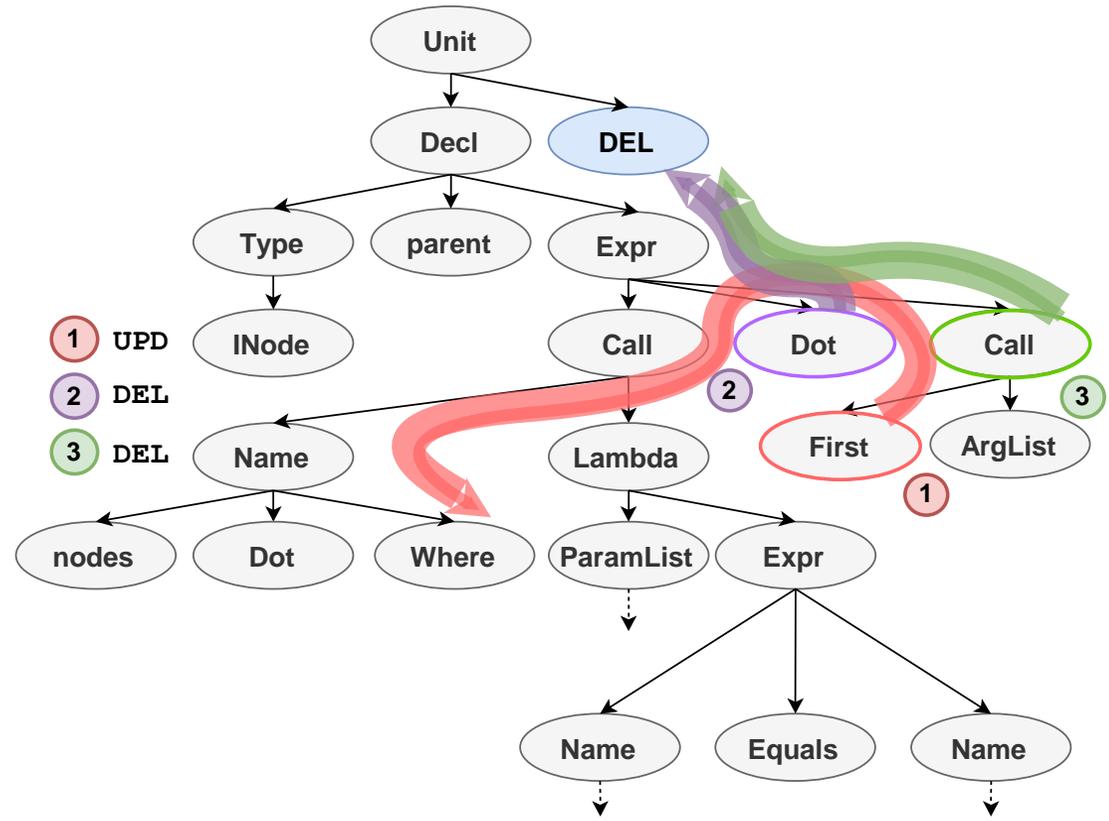


```

- INode parent = nodes.Where(
    x => x.Type == NodeType.Root).First();

+ INode parent = nodes.First(
    x => x.Type == NodeType.Root) _____;
    
```

Why Structural and Edit Likelihood?



```

- INode parent = nodes.Where(
    x => x.Type == NodeType.Root).First();

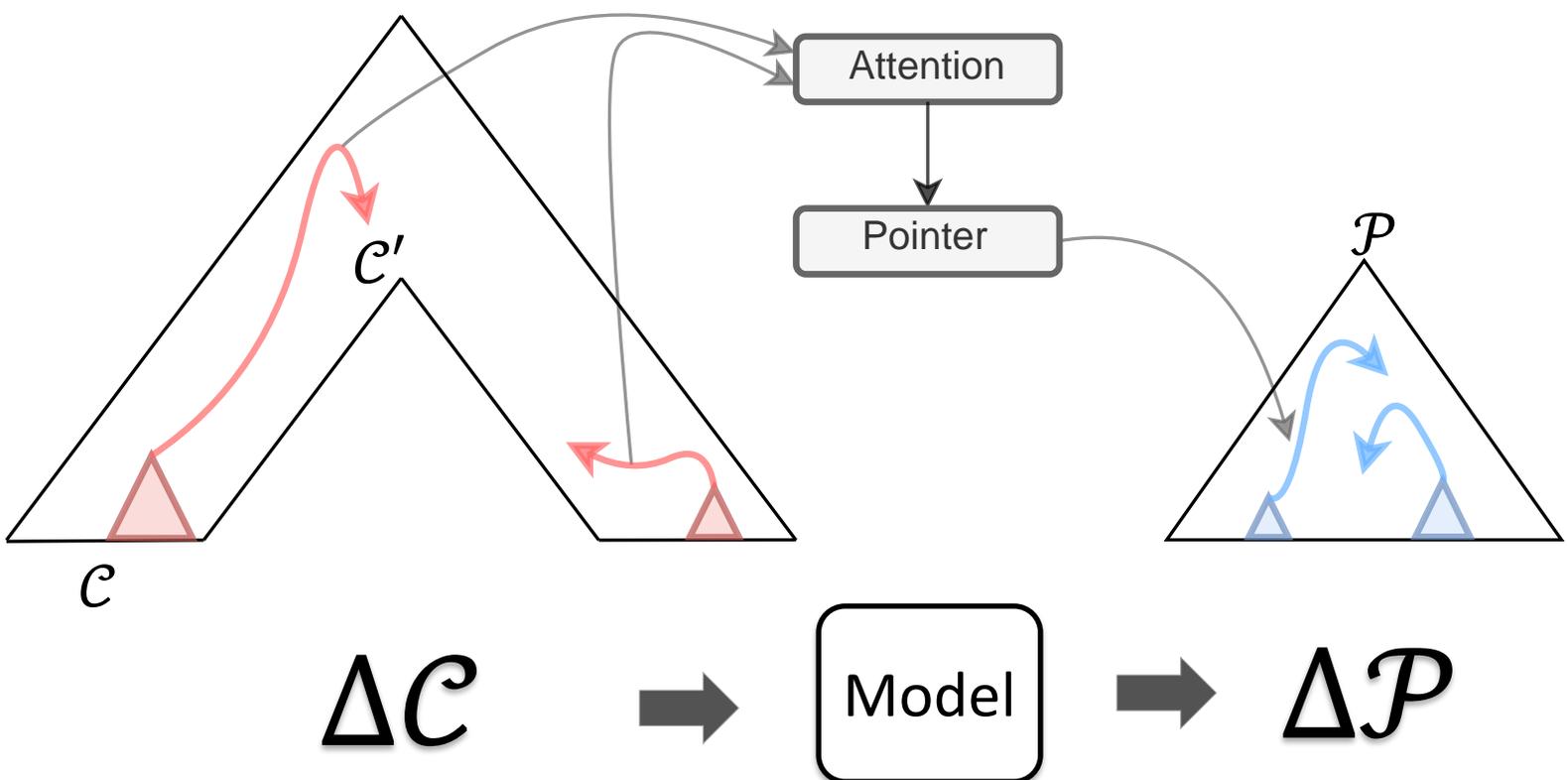
+ INode parent = nodes.First(
    x => x.Type == NodeType.Root) ;
    
```

```

- var item = nodes.Where(
    x => x.name == n &&
    x.Type == NodeType.Directory &&
    x.ParentId == parent.Id).FirstOrDefault();

+ var item = nodes.FirstOrDefault(
    x => x.name == n &&
    x.Type == NodeType.Directory &&
    x.ParentId == parent.Id) ;
    
```

C^3PO - Contextual Code Changes via Path Operations



- 750K learnable parameters
- 9 hours of training

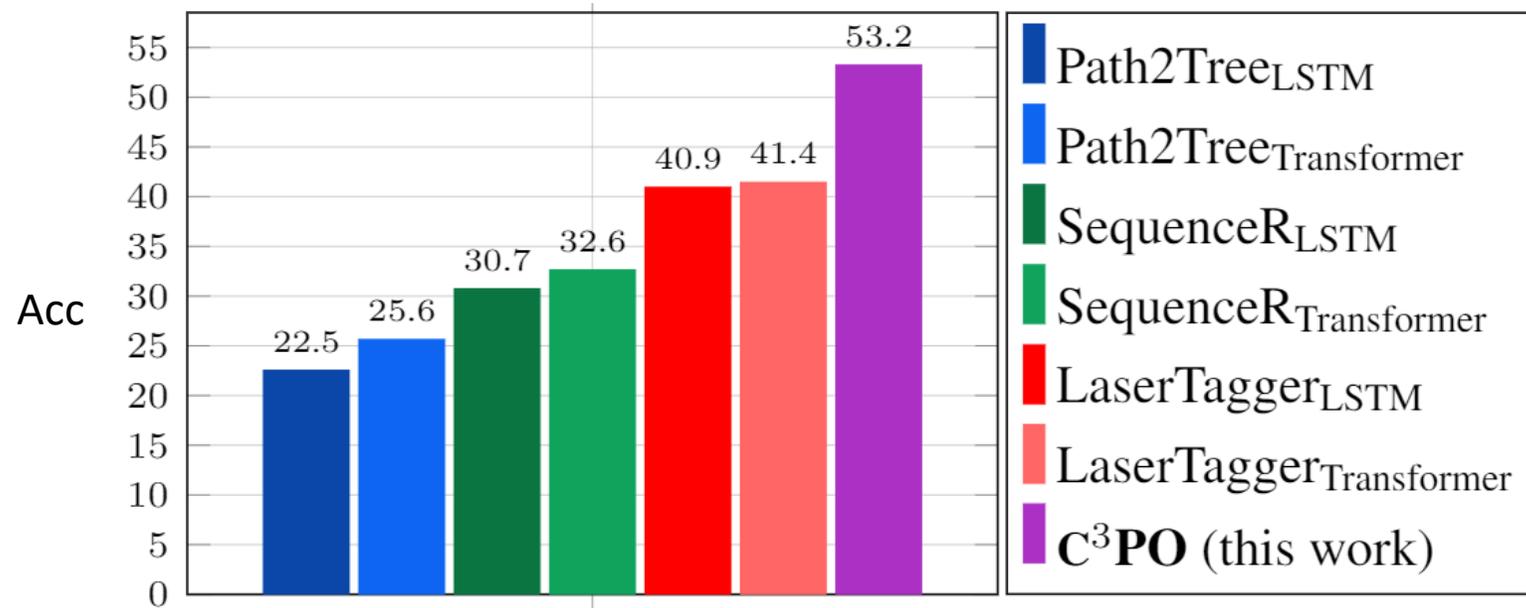
Data

- We scraped the 53 most popular C# repositories from GitHub
 - 39.5K train
 - 4.4K validation
 - 5.9K test
- <https://github.com/tech-srl/c3po/>

Baselines

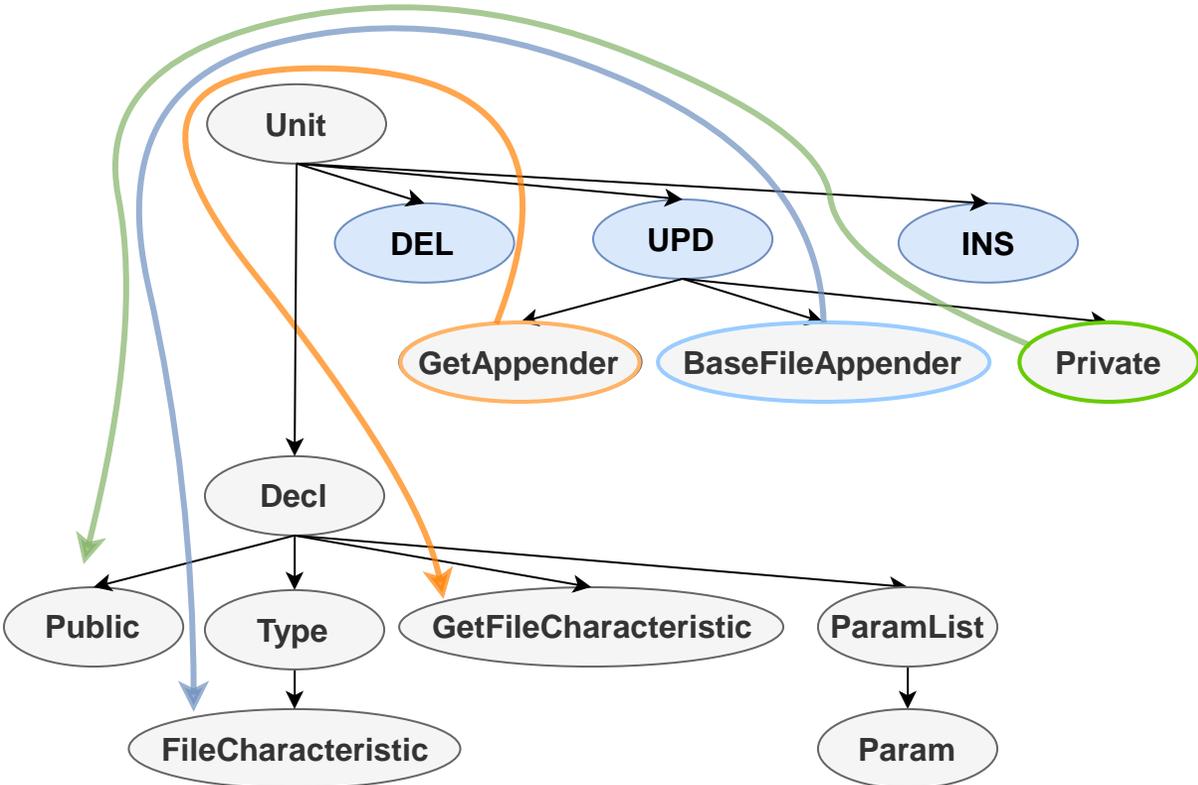
| Code Representation Edit Representation | Textual | Structural |
|--|------------------------------------|--|
| Code Likelihood | SequnceR (Chen et al. 2019) | Path2Tree (Aharoni and Goldberg 2017) |
| Edit Likelihood | LaserTagger (Malmi et al. 2019) | <i>C³PO</i> (this work) |

Results



| | Textual | Structural |
|-----------------|--|--|
| Code Likelihood | <i>SequenceR_{LSTM}</i> | <i>Path2Tree_{LSTM}</i> |
| | <i>SequenceR_{Transformer}</i> | <i>Path2Tree_{Transformer}</i> |
| Edit Likelihood | <i>LaserTagger_{LSTM}</i> | C³PO (this work) |
| | <i>LaserTagger_{Transformer}</i> | |

Examples



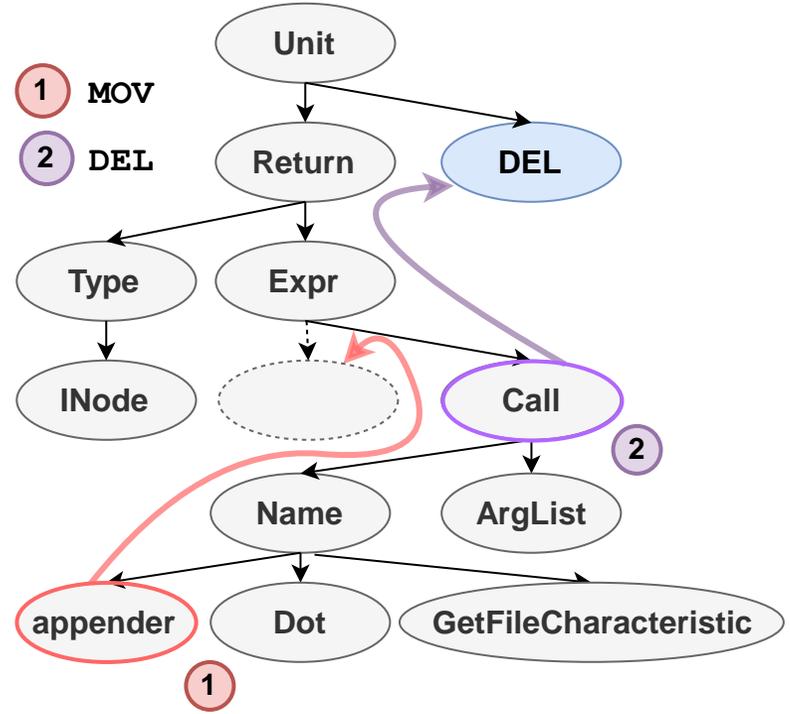
Context Edits ($\mathcal{C} \rightarrow \mathcal{C}'$)

```
public FileCharacteristic GetFileCharacteristic(string fileName)
```



```
private BaseFileAppender GetAppender(string fileName)
```

(Given)



Program Edits ($\mathcal{P} \rightarrow \mathcal{P}'$)

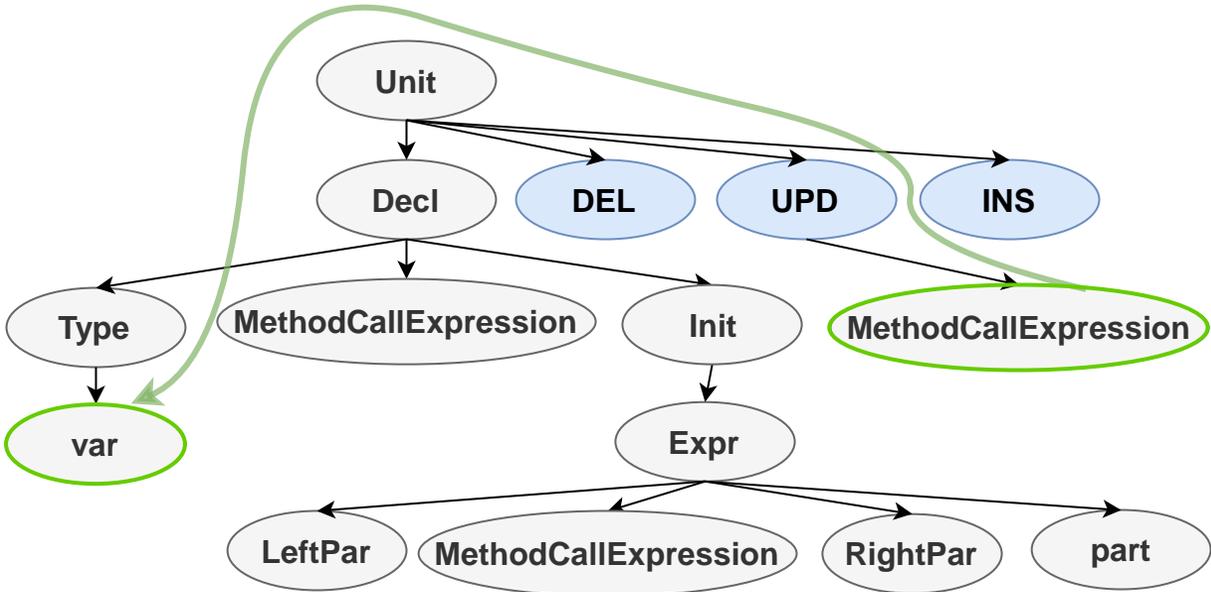
```
return appender.GetFileCharacteristic();
```



```
return appender;
```

(Predicted)

Examples

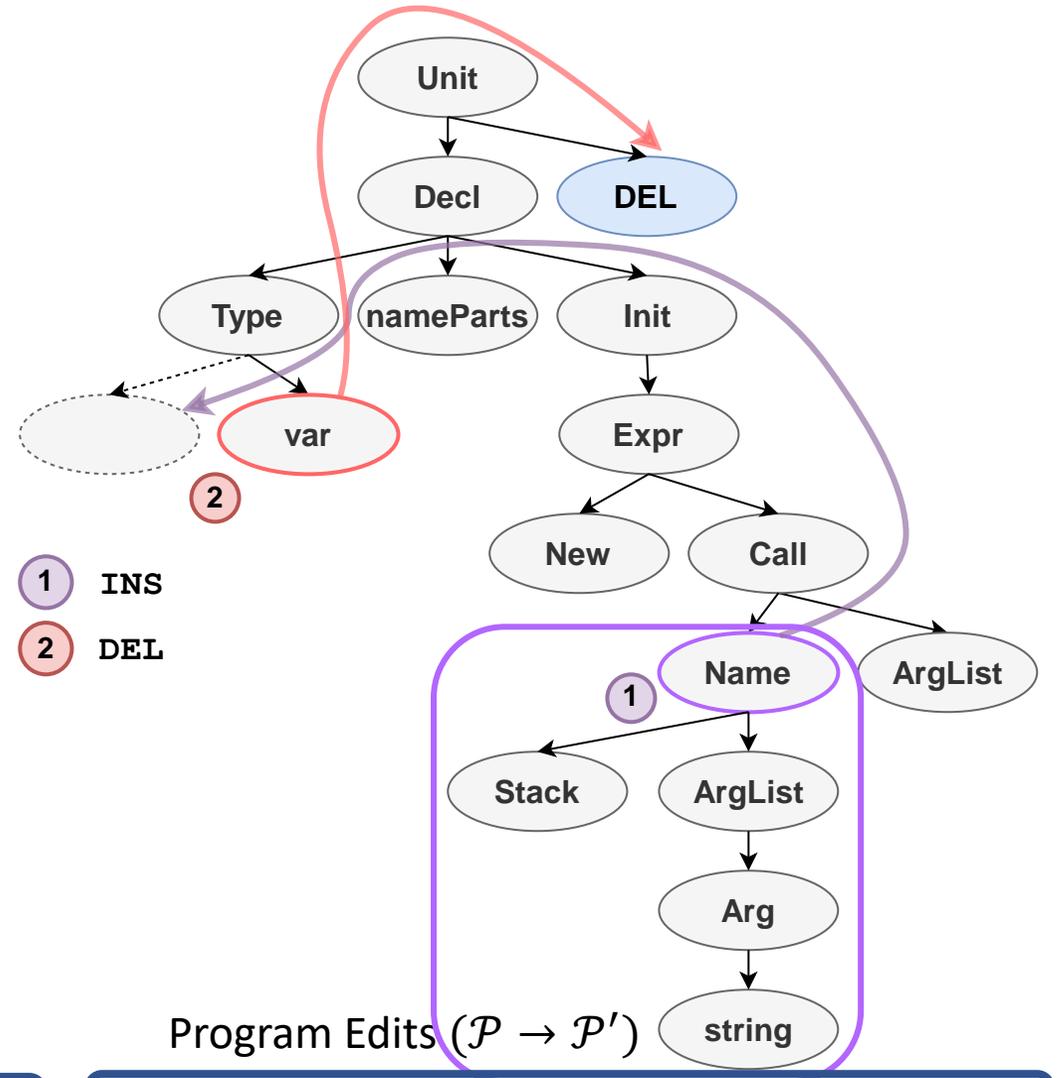


Context Edits ($\mathcal{C} \rightarrow \mathcal{C}'$)

```
var methodExpression = (MethodCallExpression)part;
```

```
MethodCallExpression methodExpression = (MethodCallExpression)part;
```

(Given)



Program Edits ($\mathcal{P} \rightarrow \mathcal{P}'$)

```
var nameParts = new Stack<string>();
```

```
Stack<string> nameParts = new Stack<string>();
```

(Predicted)

