Scalable Clone Detection

He Feng

Department of Physics fenghe@vt.edu

Liuqing Li

Department of Computer Science liuqing@vt.edu



Outline

Problem and Solution Design

Structure of Designed Code

• Implementation Status and Test Result

Challenges and Future Work

Problem and Solution Design

- Code Clone
 - Definition
 - Code fragment that is identical or similar to another
 - Common
 - X Windows System : about 19%
 - Core parts of Linux : between 15% and 25%
 - Pros
 - Improve the efficiency of a program
 - Increase readability
 - Cons
 - Low maintainability
 - Difficult to add or cut features, or fix bugs



Problem and Solution Design

- Clone types
 - Type 1
 - Variations only in whitespace, layouts and comments
 - Type 2
 - Allows more variations in identifiers, literals and types, in addition to Type 1
 - Type 3
 - Allows further changed, added or removed statements, in addition to Type 2
 - Type 4
 - Perform the same computation but are implemented in different ways



Problem and Solution Design

- Techniques and Tools
 - Text-based
 - Compare whole lines to each other textually
 - Exact string match, ambiguous match
 - Token-based
 - Abstract and convert program to token sequence
 - Graph-based
 - AST, CFG, PDG matching
 - Compare leaves and sub-trees (sub-graphs)



Our proposed solution

Method

- Design and improve a classification statistical method to calculate the similarity between code fragments
- Detect Type 1, 2, 3 code clone based on tokens

Fragment A and B

- Use a parser to catch all the tokens
- Categorize key tokens into types, variables, identifiers and even operators if needed
- Accumulate the occurrences of each key token
- Transform the fragment into a list of key token and frequency
- Calculate the similarity between two lists
- Set a threshold to the final output



Structure of Designed code



Implementation status and test result

Output format:

```
Clone Group # → Similarity: #

Method Name 1 Start Line # End Line #

Method Name 2 Start Line # End Line #
```

An example:

```
Clone Group 1 --> Similarity :0.5166
       populate
                                             75
testFindElementByClassName
                                       141
                                                       153
Clone Group 2 --> Similarity :0.5119
       populate
                             67
                                             75
  testAttribute
                                            182
                            171
Clone Group 3 --> Similarity :0.5102
testUIComputation
                                               94
                               85
testFindElementByClassName
                                       141
                                                       153
```



An Example of test result (Similarity = 0.62)

```
142
        public void testFindElementByClassName() throws Exception {
143
            Random random = new Random();
144
            WebElement text = driver.findElementByClassName("UIATextField");
145
            int number = random.nextInt(MAXIMUM - MINIMUM + 1) + MINIMUM;
146
            text.sendKeys(String.valueOf(number));
147
148
            driver.findElementByClassName("UIAButton").click();
149
150
            // is sum equal ?
151
            WebElement sumLabel = driver.findElementByClassName("UIAStaticText");
152
            assertEquals(String.valueOf(number), sumLabel.getText());
153
        }
154
172
        public void testAttribute() throws Exception {
173
             Random random = new Random();
174
             WebElement text = driver.findElement(By.xpath("//UIATextField[1]"));
175
176
             int number = random.nextInt(MAXIMUM - MINIMUM + 1) + MINIMUM;
177
             text.sendKeys(String.valueOf(number));
178
179
             assertEquals("TextField1", text.getAttribute("name"));
180
             assertEquals("TextField1", text.getAttribute("label"));
181
             assertEquals(String.valueOf(number), text.getAttribute("value"));
182
183
```

Source: https://github.com/appium/sample-code



Implementation status and test result

 Tested several Java programs from GitHub with LOC 200~3000

 Able to find out clone fragments and print out line numbers

Matches manual examination



Challenges

• Count based, to maintain precision, fragments need to be big enough, e.g. line ≥ 8

 Use ASTParser tool to catch the tokens, excessive time cost

Manually set weight and threshold, need to be improved



Future Direction

- Use bi-gram to compare variable names
- Improve the tokenize process, reduce time cost
- Use machine learning to set weight and threshold
- Need test(training) data that's labeled out the clones
- Compare with other tools, CCFinder, etc.
- With a UI, demonstrate clone fragments by clicking



Thank you!

