

MLinter: Learning Coding Practices from Examples

— Dream or Reality? —

SANER 2023 - RENE

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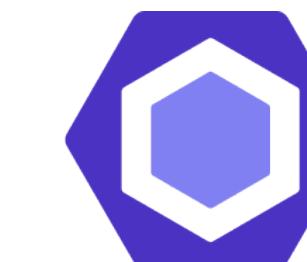
Orchid Room
Thursday, March 23, 2023

LaBRI



Coding practices

eqlqqeqq



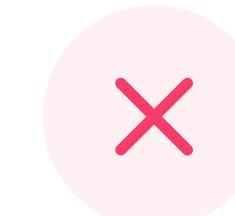
ESLint

Require the use of `===` and `!==`

It is considered good practice to use the type-safe equality operators `===` and `!==` instead of their regular counterparts `==` and `!=`.

Examples of **incorrect** code for this rule:

```
1  a == b  
2  foo == true
```



Examples of **correct** code for this rule:

```
1  a === b  
2  foo === true
```



Tags des plugins Tags des fichiers Revue des pratiques

src/server.ts · 33ed2672641f55c0af000c4a8195d042e163369c · promyze / v2OverfullBackend · GitLab (0)

SendCorrection.java (1)

ApiService.java (0)

```
36
37     final Correction correction = new Correction(craftTagId, spaceId, contentFile);
38
39     final ICraftTagRepo craftTagRepo = CraftTagRepo.getInstance();
40
```

 Cédric Teyton a noté Use Task.Backgroundable for background tasks



```
41     ProgressManager.getInstance().run(new Task.Backgroundable(null, "Promyze") {
```



Commenter

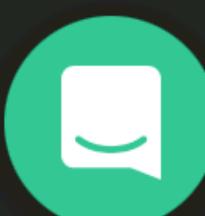
Effacer le tag

Tag suivant

```
42         @Override
43         public void run(@NotNull ProgressIndicator indicator) {
44             try {
45                 craftTagRepo.addCorrectionToCraftTag(correction);
46
47                 PromyzeNotifier.notifyUserSuccess("Correction added !");
48             } catch (AbstractPromyzeException exception) {
49                 if (exception instanceof NotFoundException) {
50                     storageService.clearLastCraftTagNegativeAdded();
51
52                     PromyzeNotifier.notifyUserError("Correction not added... Negative tag not found.");
53                 } else {
54                     PromyzeNotifier.notifyPromyzeError(exception);
55                 }
56             }
57         }
58     });
59 }
60 }
```

 Mode lecture

 Pratiques existantes



Toutes À valider (3) Rechercher une pratique**Toutes**

Clean Code

JS

TS

DDD

Test

Voir plus



TS

**Use a specific type for objects with unknown keys**

Arthur Magne

17/09/2021

Error

Preserve original context of errors

Cédric Teyton

17/09/2021

Jetbrains

Use Task.Backgroundable for background tasks

Cédric Teyton

17/09/2021

Extract Component if main component is too big or doesn't follow SRP

Quentin

17/09/2021

Use loader while APIs working

Quentin

17/09/2021

CSS

Use global style

Quentin

17/09/2021

nodejs

Use 'cluster' module from node to run multi-threads in node js

Cédric Teyton

10/09/2021

Clean Code

File is specific or agnostic

Quentin

10/09/2021

Clean Code React

Use stylesheet if possible (aka

React

Use dedicated service to make

Clean Code TS + 4

Extract shared interface in

Clean Code

Créer une pratique

```

15 import { getFocusedCraftTagSelectorVM } from './viewModel';
16 import {
17   selectCraftTagVector,
18   unselectCraftTagVector,
19 } from '../../../../../corelogic/usecases/craftTagReferenceVectorsManagement/toggleCraftTagVector/toggleCraft
20 import {CodeMirrorEditor} from "themis-app/adapters/primary/shared/codeMirror/codeMirrorService";
21
22 type Props = {
23   focusedCraftTag: FocusedCraftTag | null; Magne, 12/08/2021 09:13 • ⚡ ⚡ Vector management working in
24 };
25
26 type State = {
27   currentTabIndex: number;
28   craftTagIds: string[];
29   craftTagReferenceName: string;
30   editorOptions: {};
31   editor: any;
32   hasNoExampleAvailable: boolean;
33 };
34 export default class CraftTagReferenceVectorsManagementModal {
35   props: Props = {
36     focusedCraftTag: null,
37   };
38
39   state: State = {
40     currentTabIndex: 0,
41     craftTagReferenceName: '',
42     craftTagIds: [],
43     editorOptions: {},
44     editor: null.

```

Props > focusedCraftTag

Promuze

Practices Information

Suggested practices (BETA) :

- ⚡ Use specific types
- ⚡ Set null default value for attributes in classes for c
- ⚡ Don't use array as types

Search a practice by name or category :

Promuze - Alway use a translation system

Promuze - Avoid duplicating code

Promuze - Avoid magic number and prefer constan

Promuze - Centralize code mirror modes into a glo

Promuze - Create a model specific to the database

Promuze - Create simple selectors in selectors fold

Promuze - Don't use array as types [TS]

Promuze - Extract Component if main component is

Promuze - Extract global helper methods [Clean Co

Promuze - Extract method to keep readability [Clea

Promuze - Extract reused services [Clean Code]

Promuze - Extract shared interface in specific fo

Promuze - File is specific or agnostic [Clean Code]

Promuze - Files should only have one responsibility

Promuze - HTTP calls to external services should h

Research Questions

Learning Coding Practices from Examples

Research Questions

Learning Coding Practices from Examples

RQ1: How many examples are required to learn a practice?

Research Questions

Learning Coding Practices from Examples

RQ1: How many examples are required to learn a practice?

RQ2: What are the best code examples to learn a practice?

MLinter

Design

MLinter

Design

Create a binary classifier for each rule

MLinter Design

Create a binary classifier for each rule

Two input types to train:

MLinter Design

Create a binary classifier for each rule

Two input types to train:

- Non-compliant code

```
if (age == '42')
```

MLinter

Design

Create a binary classifier for each rule

Two input types to train:

- Non-compliant code
- Compliant code

```
if (age == '42')
```

MLinter

Design

Create a binary classifier for each rule

Two input types to train:

- Non-compliant code
- Compliant code
- Fixed code

`if (age == '42')`

`if (age === '42')`

MLinter

Design

Create a binary classifier for each rule

Two input types to train:

- Non-compliant code
- Compliant code
 - Fixed code
 - Extant code

`if (age == '42')`

`if (age === '42')`

`spaceRepository.getAll()`

MLinter

CodeBERT

MLinter

CodeBERT

Pretrained model on source code in 6 major languages

MLinter CodeBERT

Pretrained model on source code in 6 major languages

Feature Extraction

if (x is not None) and (x>1)

Compute

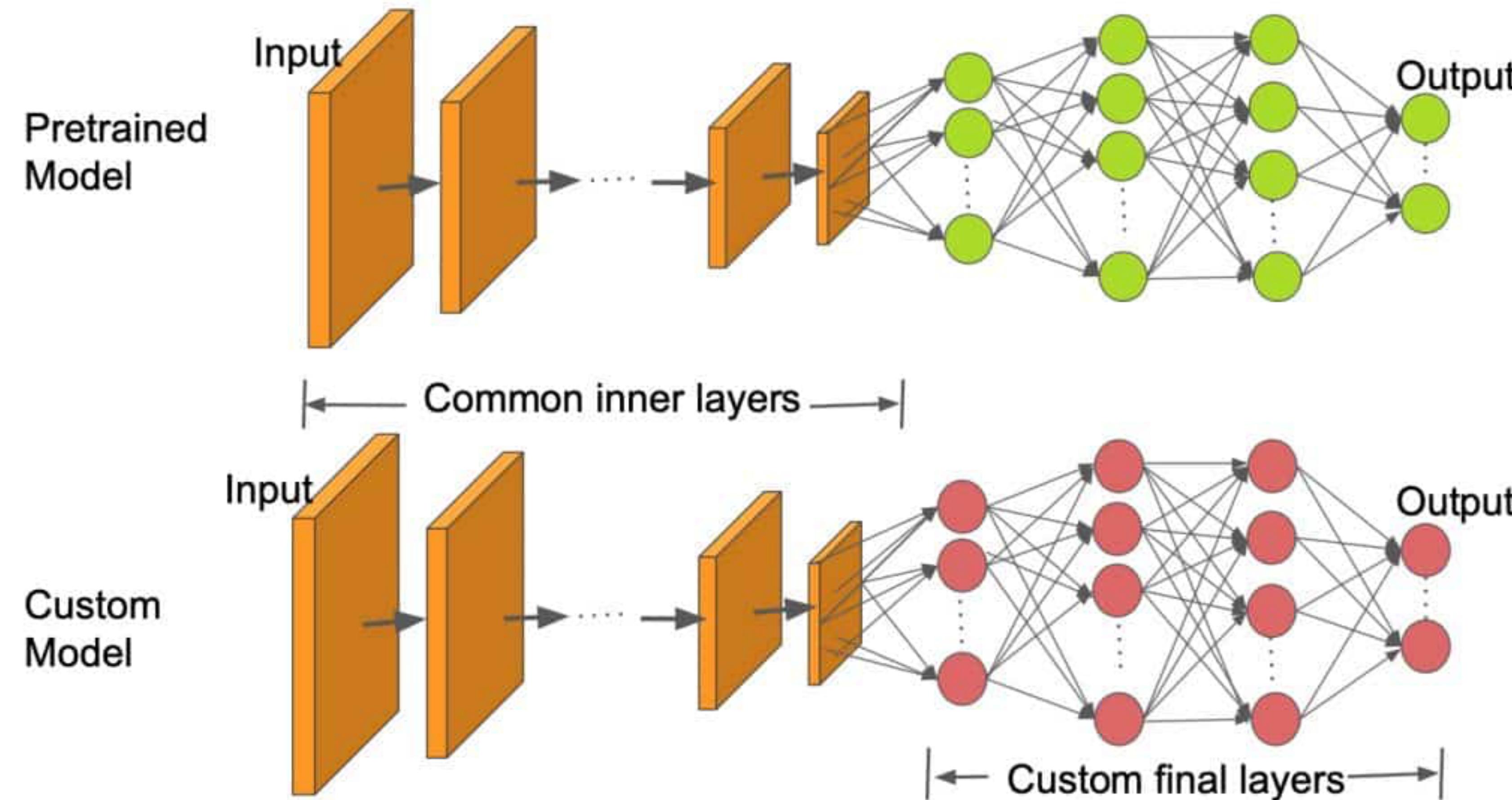
Computation time on cpu: 0.038 s

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
0	-0.035	0.255	-0.054	0.092	0.046	-0.244	0.002	0.088	0.152	-0.127	0.272	0.260	-0.164	-0.004	0.372	-0.125	0.060	0.228
1	0.242	0.105	0.111	0.163	1.507	-0.269	0.275	0.135	-0.138	0.240	-0.318	0.207	0.376	0.019	0.973	-0.504	0.239	0.248
2	-0.324	0.200	0.354	0.064	-0.597	-0.422	-0.737	0.363	0.772	0.742	-0.640	0.494	-0.400	-0.507	1.042	0.391	1.070	0.329
3	-0.165	0.169	0.673	0.057	-0.080	0.366	0.005	0.663	0.670	0.730	-0.002	0.196	-0.101	0.020	0.704	0.074	0.778	0.356

Base CodeBERT output
(<https://huggingface.co/microsoft/codebert-base>)

MLinter

Fine-tune CodeBERT on a new task

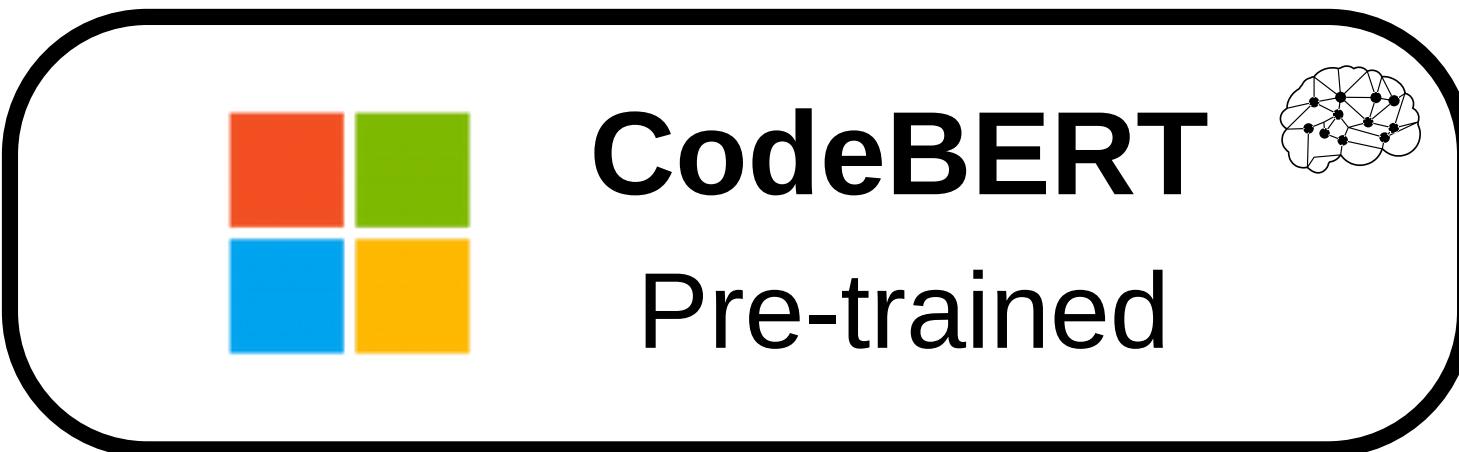


Transfer learning model

(<https://learnopencv.com/image-classification-using-transfer-learning-in-pytorch/>)

MLinter

Fine-tune CodeBERT on a new task



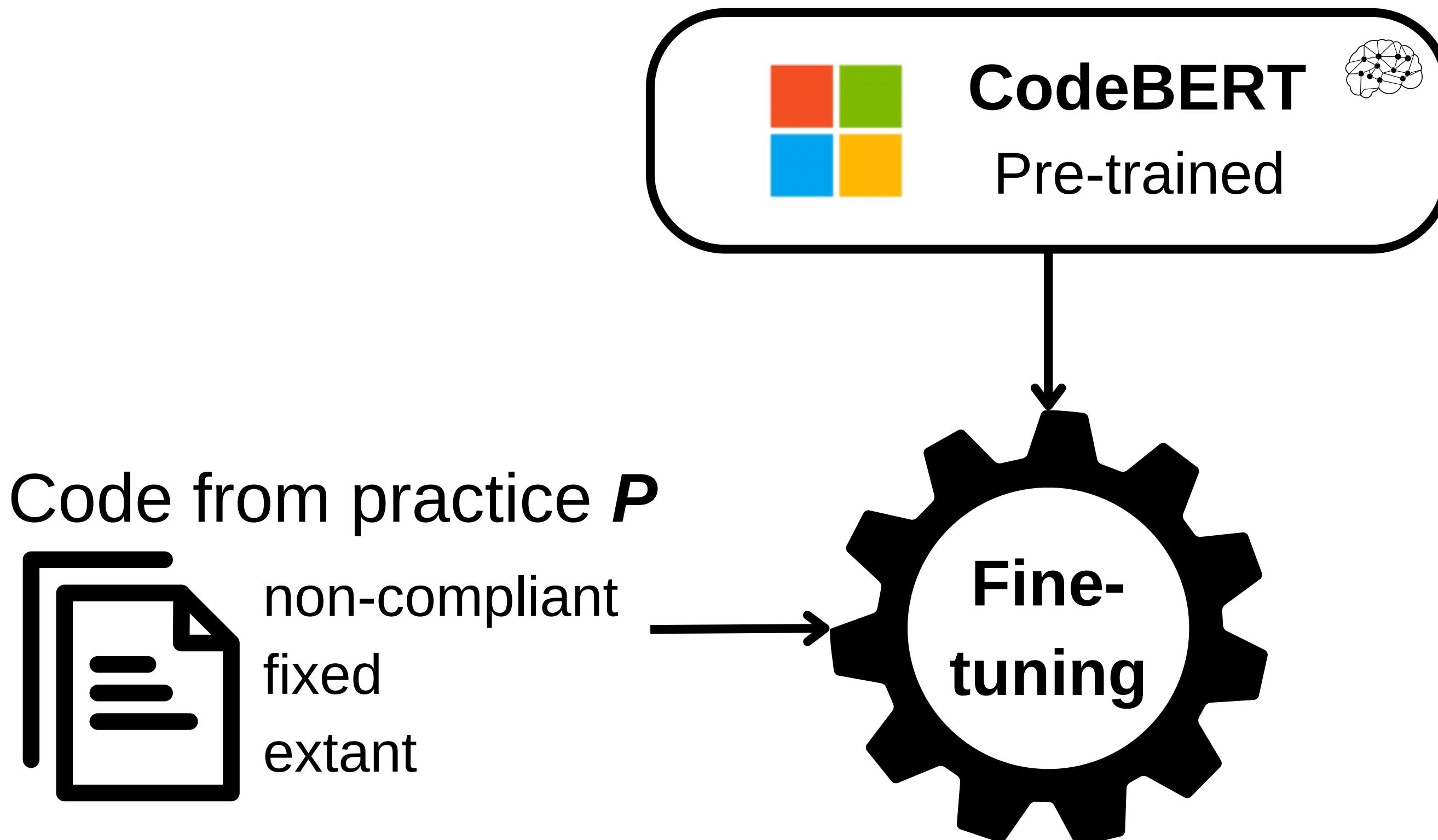
Code from practice P



non-compliant
fixed
extant

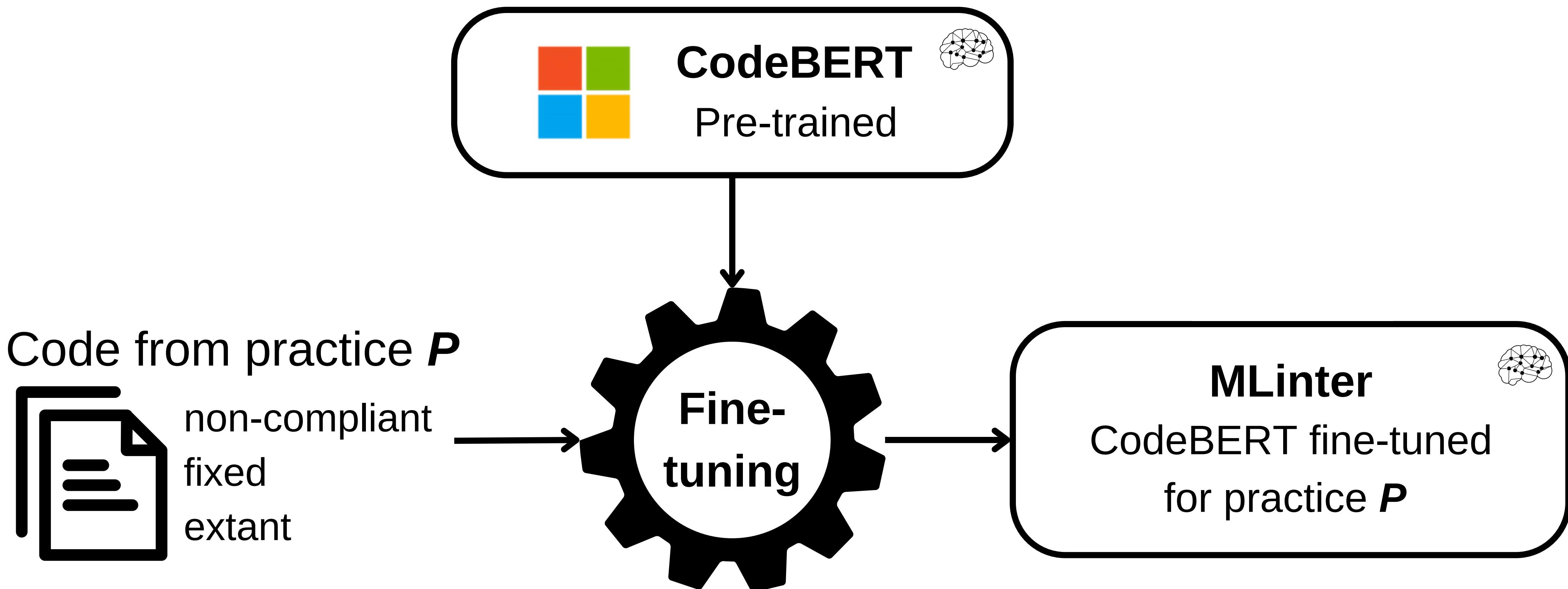
MLinter

Fine-tune CodeBERT on a new task



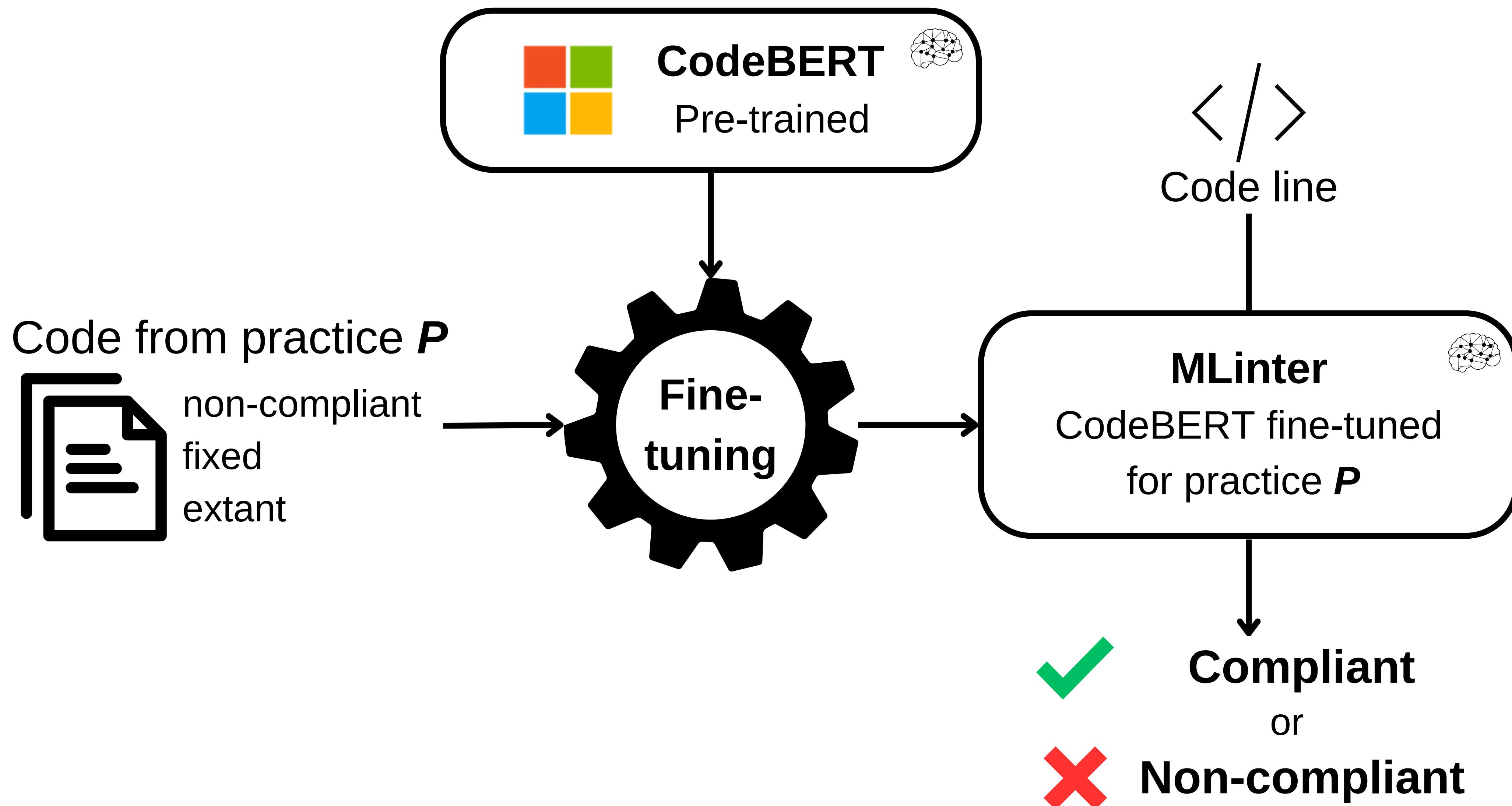
MLinter

Fine-tune CodeBERT on a new task

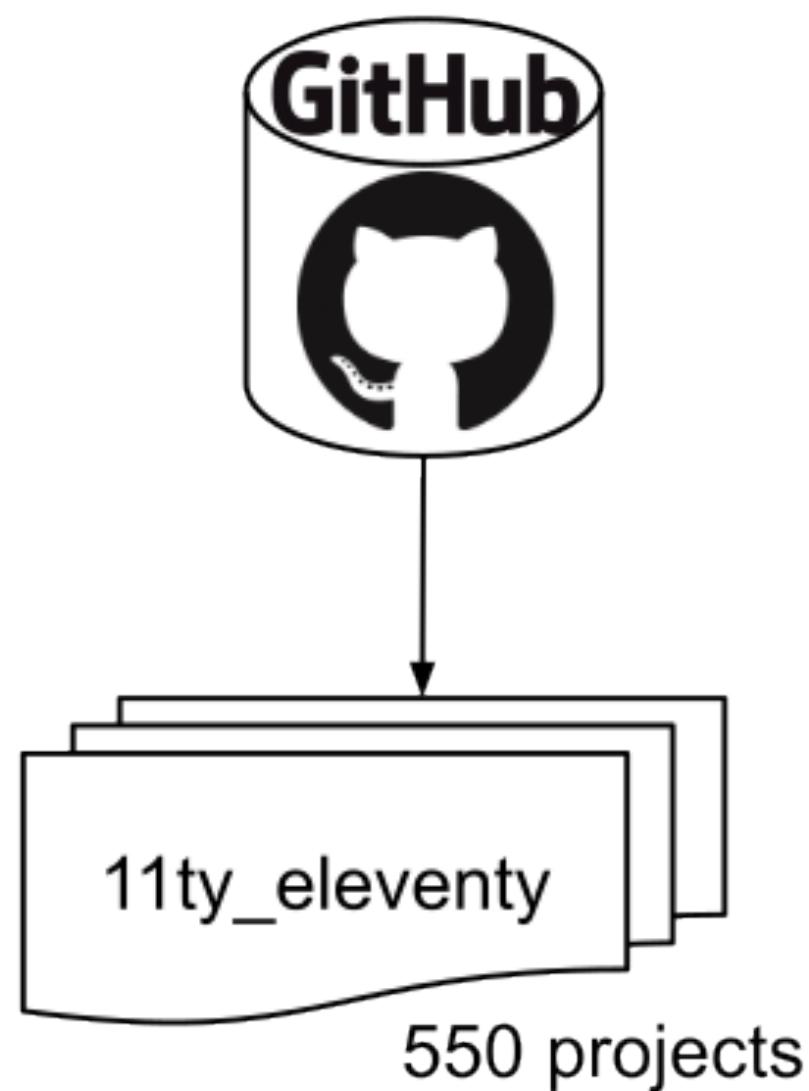


MLinter

Fine-tune CodeBERT on a new task



Dataset Creation



Use of the GitHub API to gather all public projects in JavaScript with more than 10K ⭐

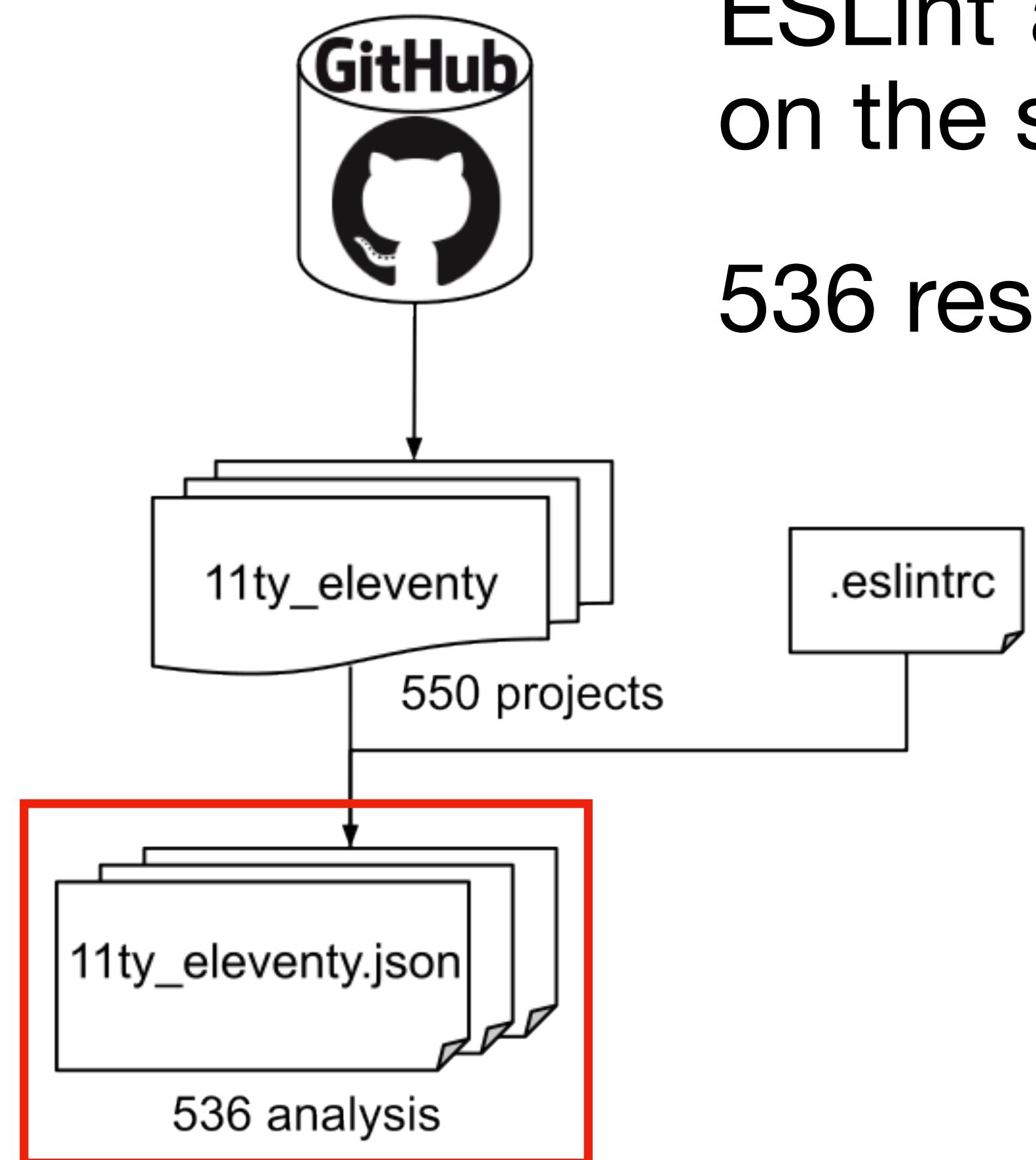
550 repositories cloned

Dataset Creation



Selection criterias to enable ESLint rules:
auto-fixable and one liner
54 rules enabled

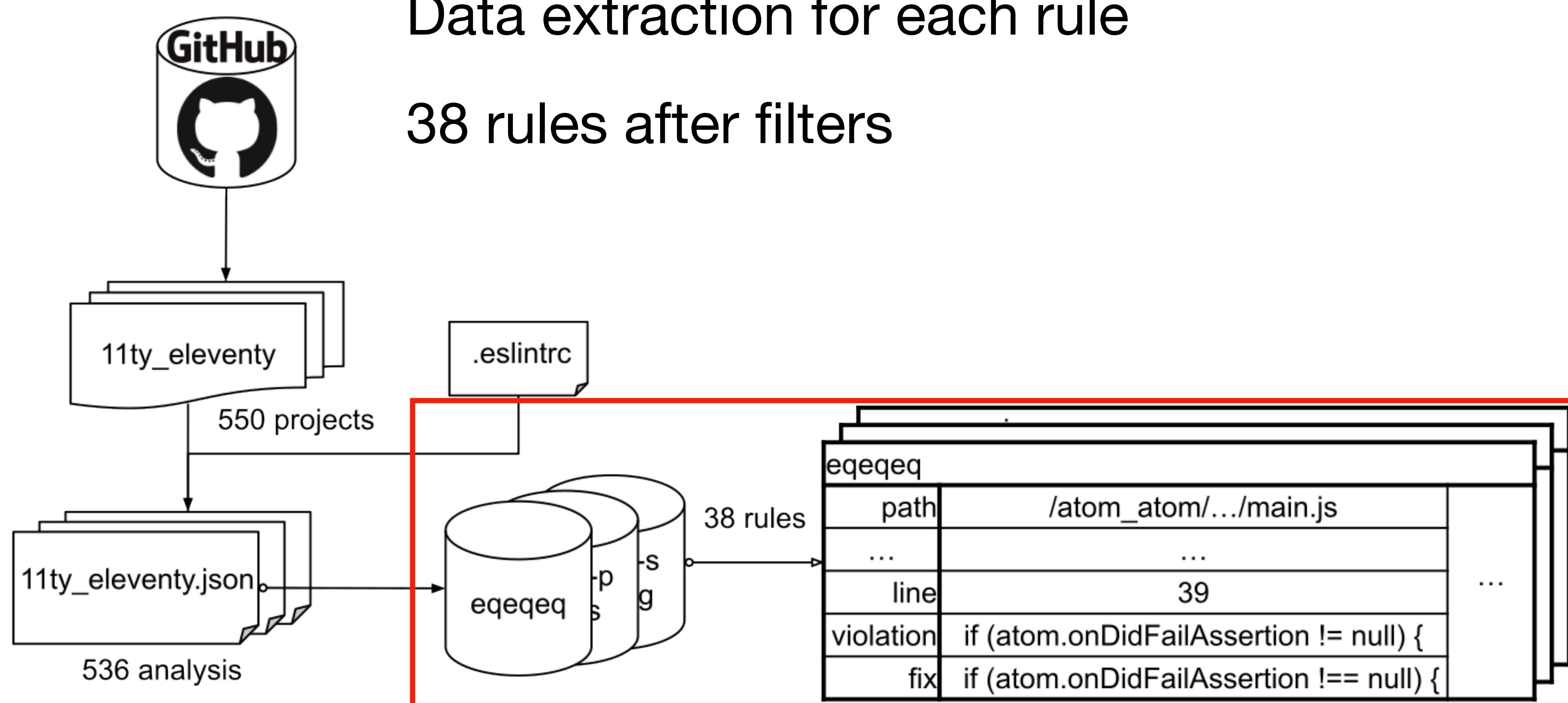
Dataset Creation



ESLint analysis with the specified configuration
on the selected projects

536 result files

Dataset Creation



Dataset Creation

Dataset Creation

550 projects

218.530 files

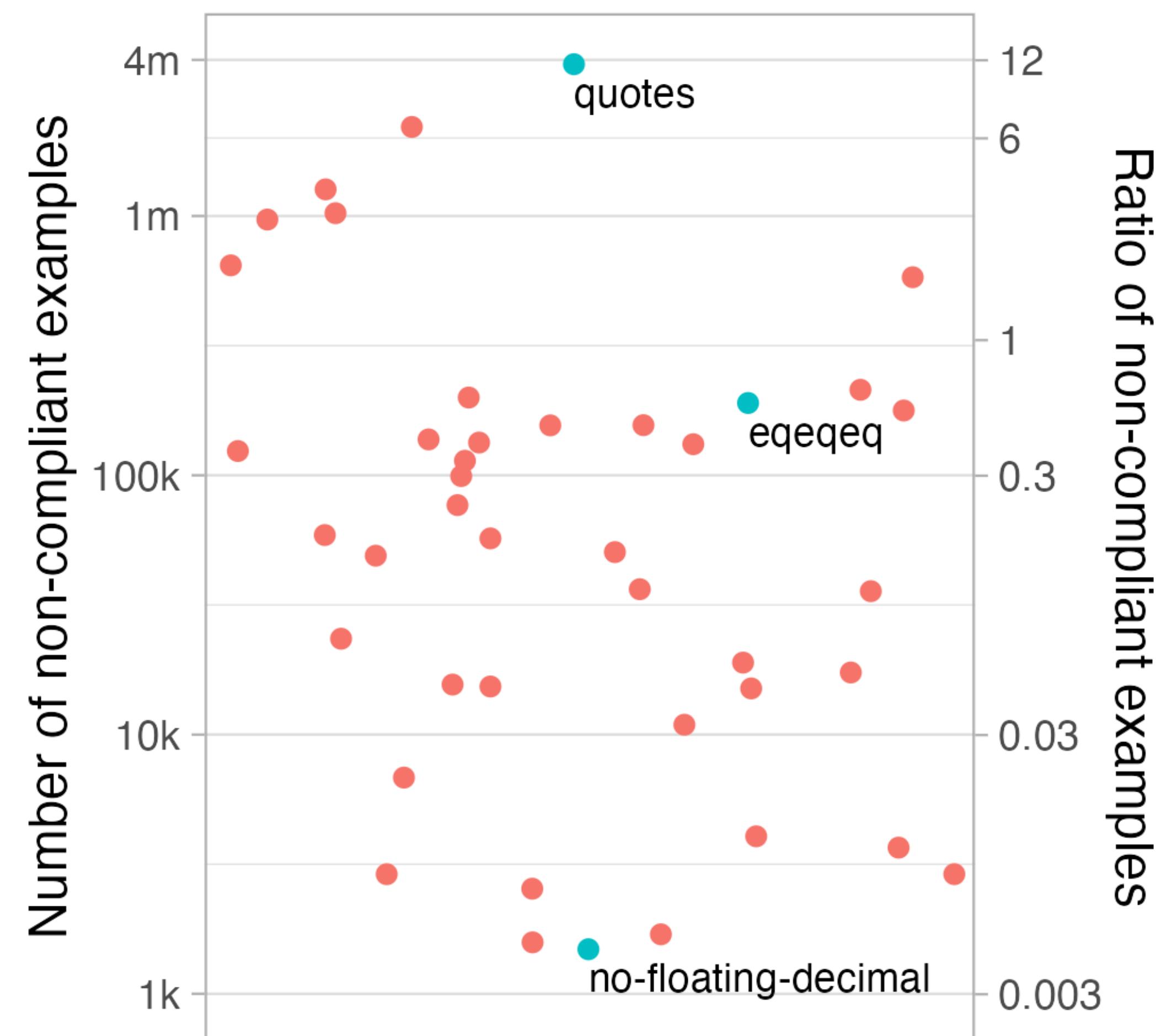
+33M code lines

~13M violations for 38 rules

Dataset Creation

550 projects
218.530 files
+33M code lines
~13M violations for 38 rules

⚠ Strong imbalance between rules



Experimental Protocol

Experimental Protocol

RQ1 How many examples are required to learn a practice?

Experimental Protocol

RQ1 How many examples are required to learn a practice?

3 Learning sizes

Experimental Protocol

RQ1 How many examples are required to learn a practice?

3 Learning sizes

<u>Small</u>	10
<u>Medium</u>	100
<u>Large</u>	1 000

Experimental Protocol

RQ2 What are the best code examples to learn a practice?

Experimental Protocol

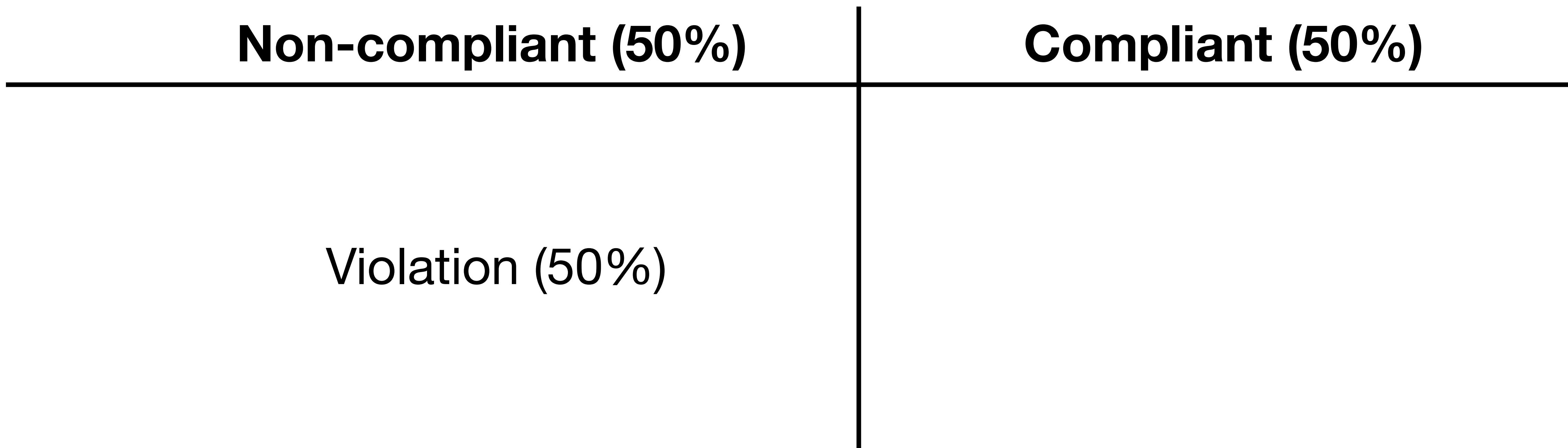
RQ2 What are the best code examples to learn a practice?

Non-compliant (50%)

Compliant (50%)

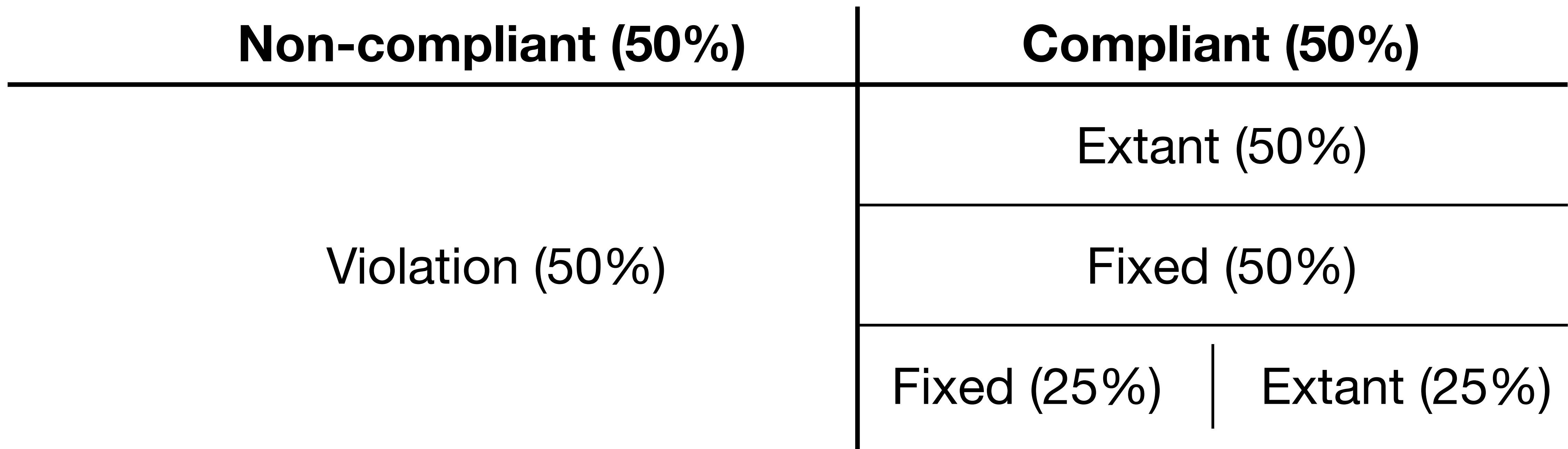
Experimental Protocol

RQ2 What are the best code examples to learn a practice?



Experimental Protocol

RQ2 What are the best code examples to learn a practice?



Experimental Protocol

RQ2 What are the best code examples to learn a practice?

	Non-compliant (50%)	Compliant (50%)
VE		Extant (50%)
VF	Violation (50%)	Fixed (50%)
VFE		Fixed (25%) Extant (25%)

Experimental Protocol

	10 (S)	100 (M)	1 000 (L)
VE	S/VE	M/VE	L/VE
VF	S/VF	M/VF	L/VF
VFE	S/VFE	M/VFE	L/VFE

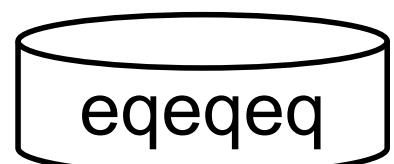
9 configurations for each practice

Experimental Protocol

For each practice P (eqequeq) and each configuration C (M/VF)

Experimental Protocol

For each practice P (eqequeq) and each configuration C (M/VF)



Experimental Protocol

For each practice P (eqequeq) and each configuration C (M/VF)



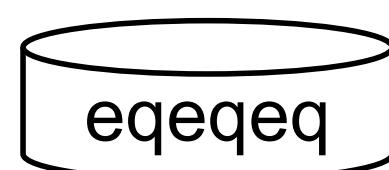
An arrow points from the cylinder icon down to the table, indicating the flow of data from the dataset to the creation of the learning set.

content	value
a === b	0
a == b	1
...	...

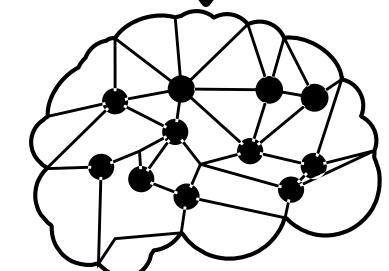
Creating a random learning set using dataset from P respecting C

Experimental Protocol

For each practice P (eqequeq) and each configuration C (M/VF)



content	value
a === b	0
a == b	1
...	...

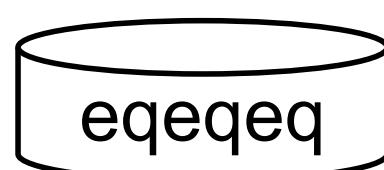


Creating a random learning set using dataset from P respecting C

Fine-tune CodeBERT and obtain a new classifier

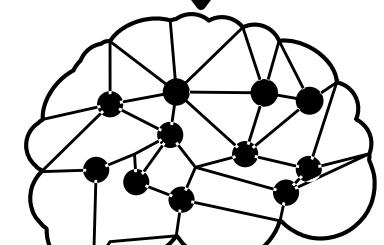
Experimental Protocol

For each practice P (eqequeq) and each configuration C (M/VF)



Creating a random learning set using dataset from P respecting C

content	value
a === b	0
a == b	1
...	...



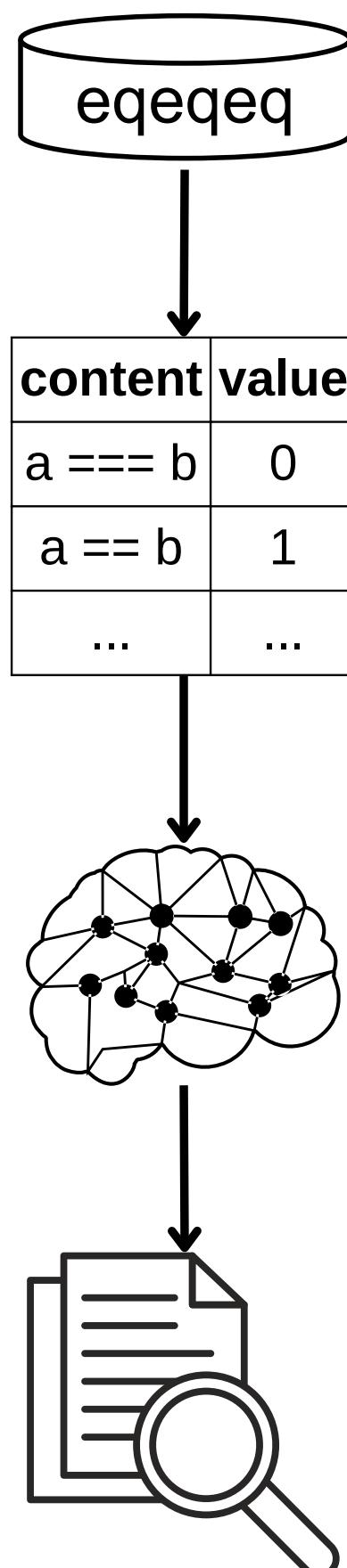
Fine-tune CodeBERT and obtain a new classifier



Evaluating classifier to measure Precision and Recall
using two methods: Balanced and Realistic

Experimental Protocol

For each practice P (eqequeq) and each configuration C (M/VF)



Creating a random learning set using dataset from P respecting C

Fine-tune CodeBERT and obtain a new classifier

Evaluating classifier to measure Precision and Recall
using two methods: Balanced and Realistic

Experimental Protocol

Experimental Protocol

Balanced validation

Experimental Protocol

Balanced validation

Set with same size and balance as training

Experimental Protocol

Balanced validation

Set with same size and balance as training

Realistic validation

Experimental Protocol

Balanced validation

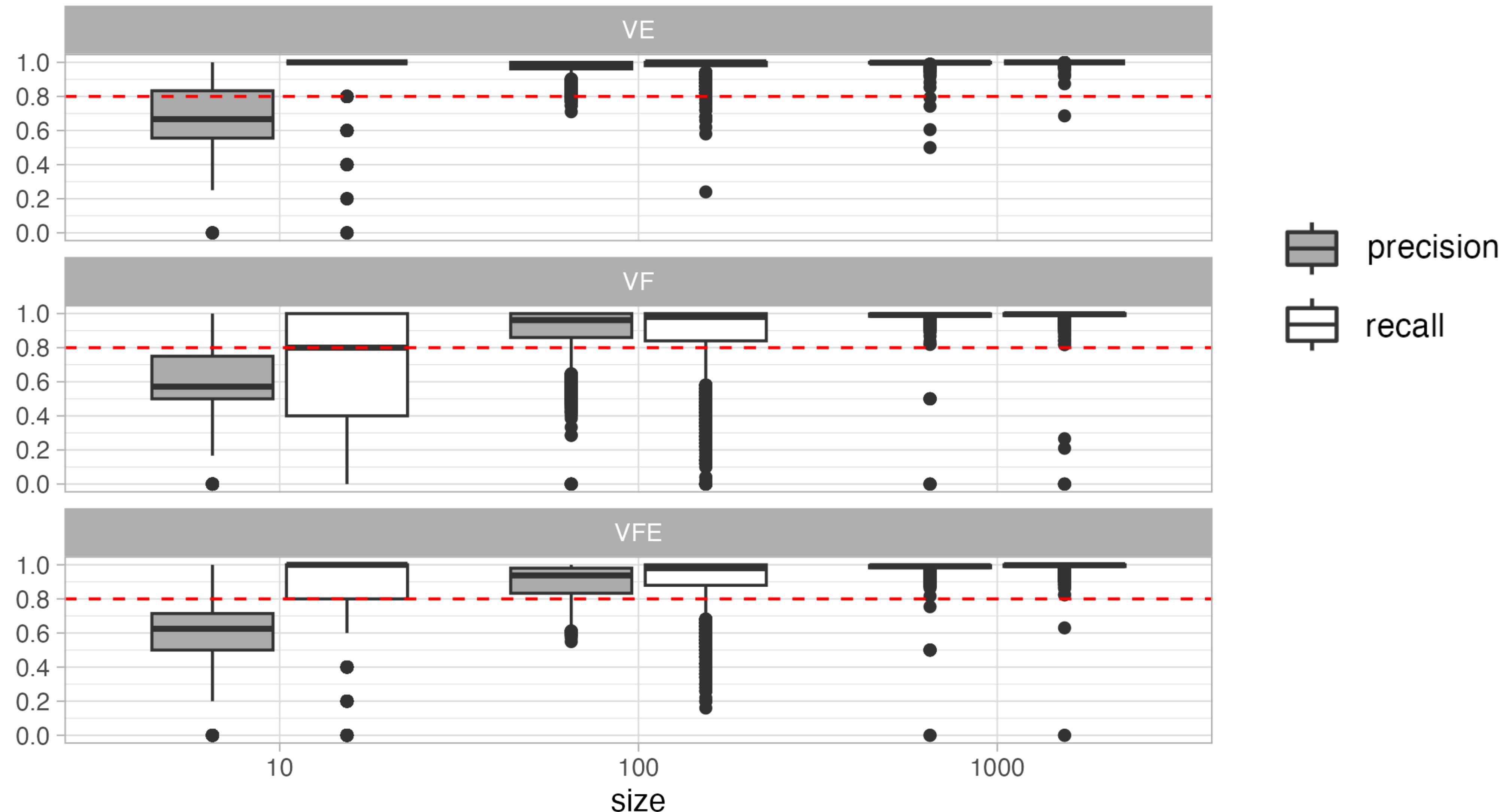
Set with same size and balance as training

Realistic validation

Set with a balance similar to real source code files

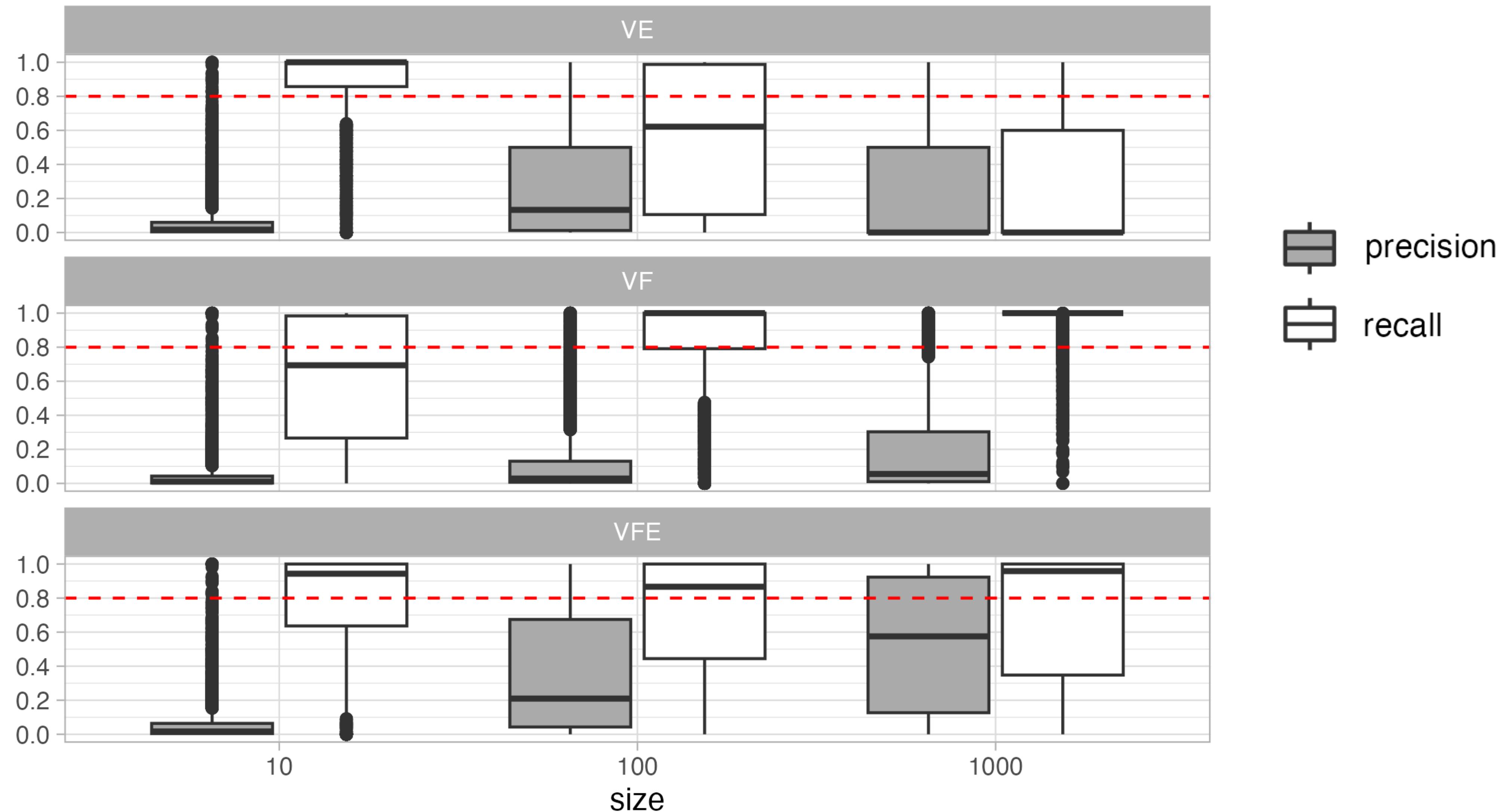
Results

Balanced validation



Results

Realistic validation



Results

Conclusion

Results

Conclusion

RQ1:

Results

Conclusion

RQ1:

- Bigger training set sizes yield better results

Results

Conclusion

RQ1:

- Bigger training set sizes yield better results
- Size 10 clearly insufficient

Results

Conclusion

RQ1:

- Bigger training set sizes yield better results
- Size 10 clearly insufficient
- Size 100 similar to size 1 000

Results

Conclusion

RQ1:

- Bigger training set sizes yield better results
- Size 10 clearly insufficient
- Size 100 similar to size 1 000

RQ2:

Results

Conclusion

RQ1:

- Bigger training set sizes yield better results
- Size 10 clearly insufficient
- Size 100 similar to size 1 000

RQ2:

- No configuration emerges

Results

Conclusion

Results

Conclusion

CodeBERT can obtain good results on few examples

Results

Conclusion

CodeBERT can obtain good results on few examples

MLinter currently not usable in production

Results

Conclusion

CodeBERT can obtain good results on few examples

MLinter currently not usable in production

Alternative approach produces better outcomes

Results

Conclusion

CodeBERT can obtain good results on few examples

MLinter currently not usable in production

Alternative approach produces better outcomes

=> Replication study

Coding practices

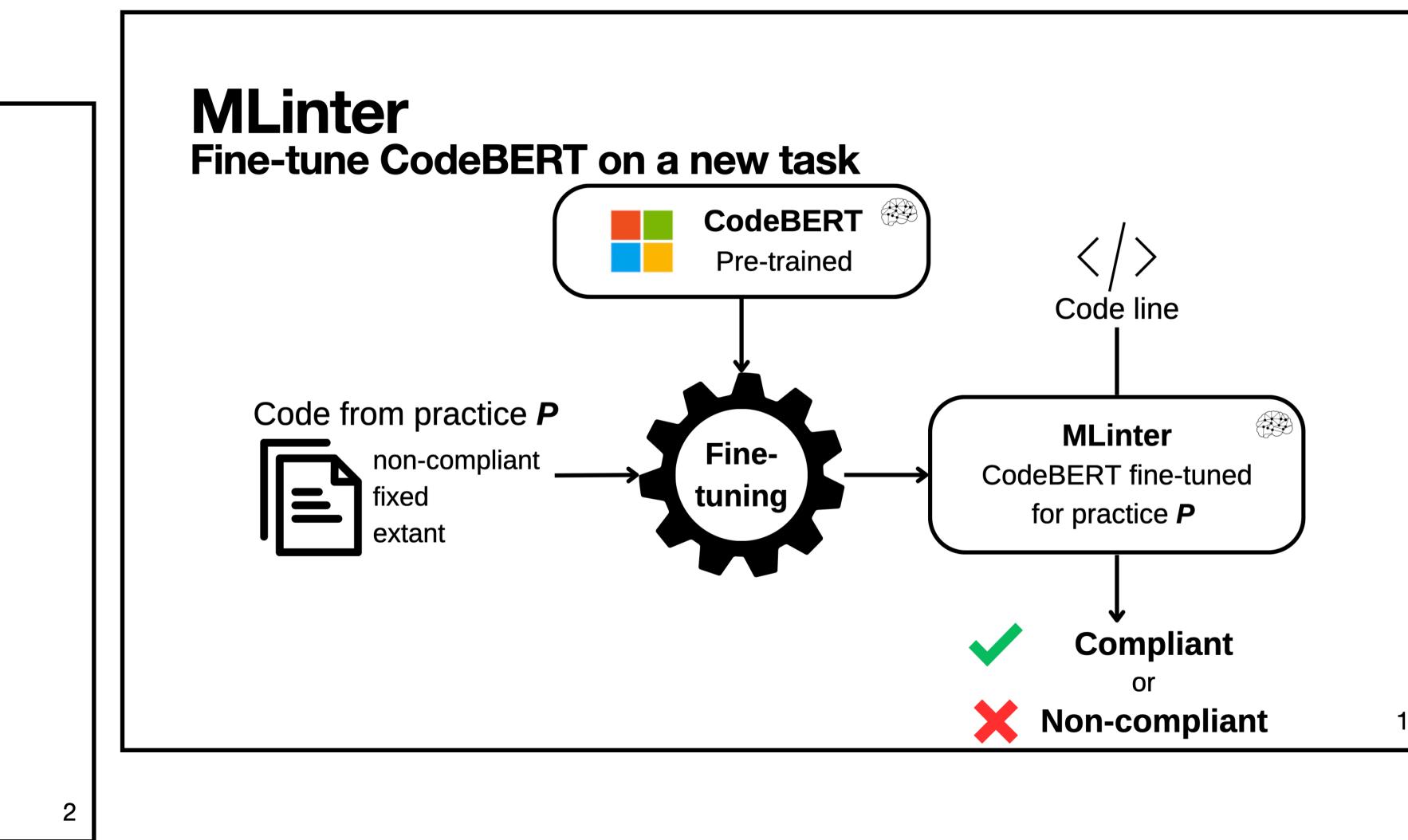
eqeqeq
Require the use of `===` and `!==`

It is considered good practice to use the type-safe equality operators `===` and `!==` instead of their regular counterparts `==` and `!=`.

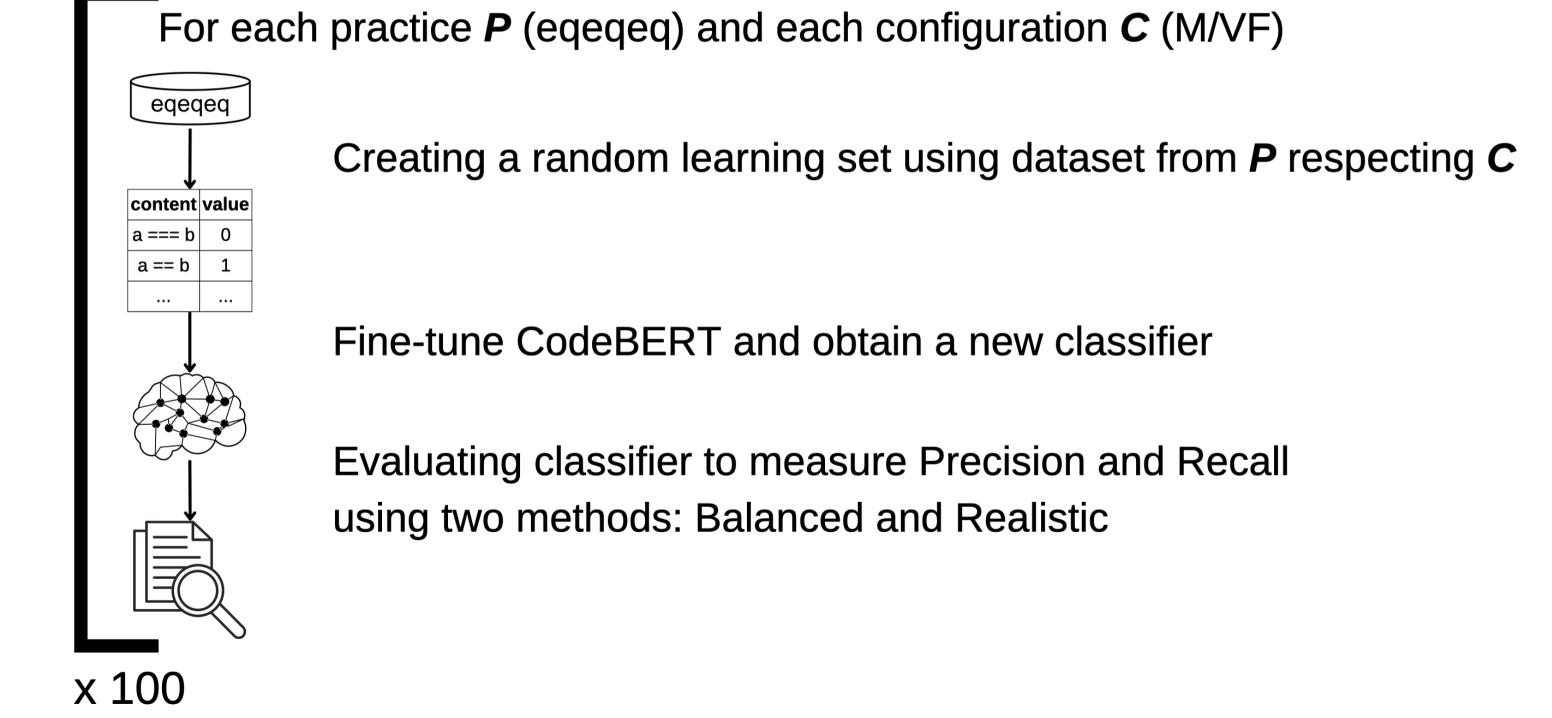
Examples of **incorrect** code for this rule:
1 `a == b` ✗
2 `foo == true`

Examples of **correct** code for this rule:
1 `a === b` ✓
2 `foo === true`

Rule « eqeqeq » from linter ESLint
(<https://eslint.org/docs/latest/rules/eqeqeq>)

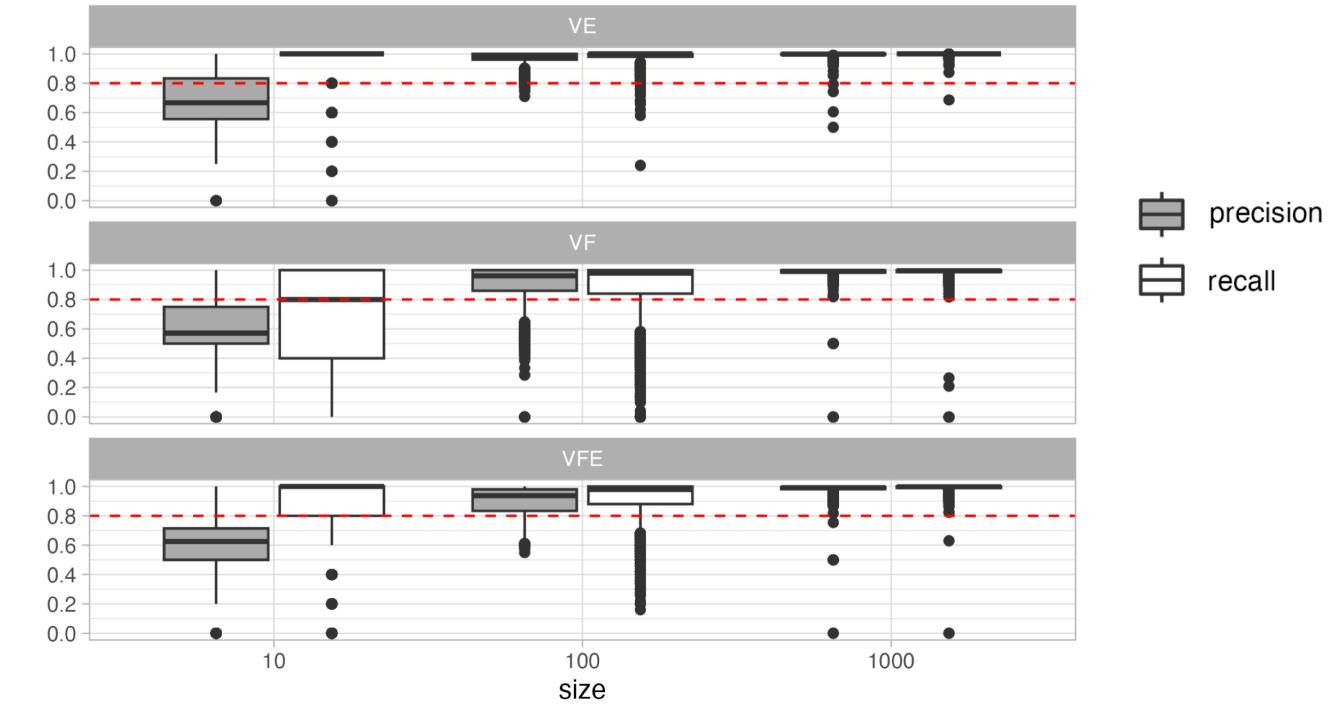


Experimental Protocol



MLinter: Learning Coding Practices from Examples—Dream or Reality?

Results Balanced validation



22

Results Conclusion

CodeBERT can obtain good results on few examples
MLinter currently not usable in production
Alternative approach produces better outcomes
=> Replication study

25

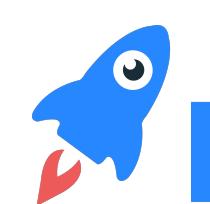
Orchid Room

Corentin LATAPPY corentin.latappy@labri.fr

Thursday, March 23, 2023

LaBRI

IMT Mines Alès
École Mines-Télécom

 promyze