

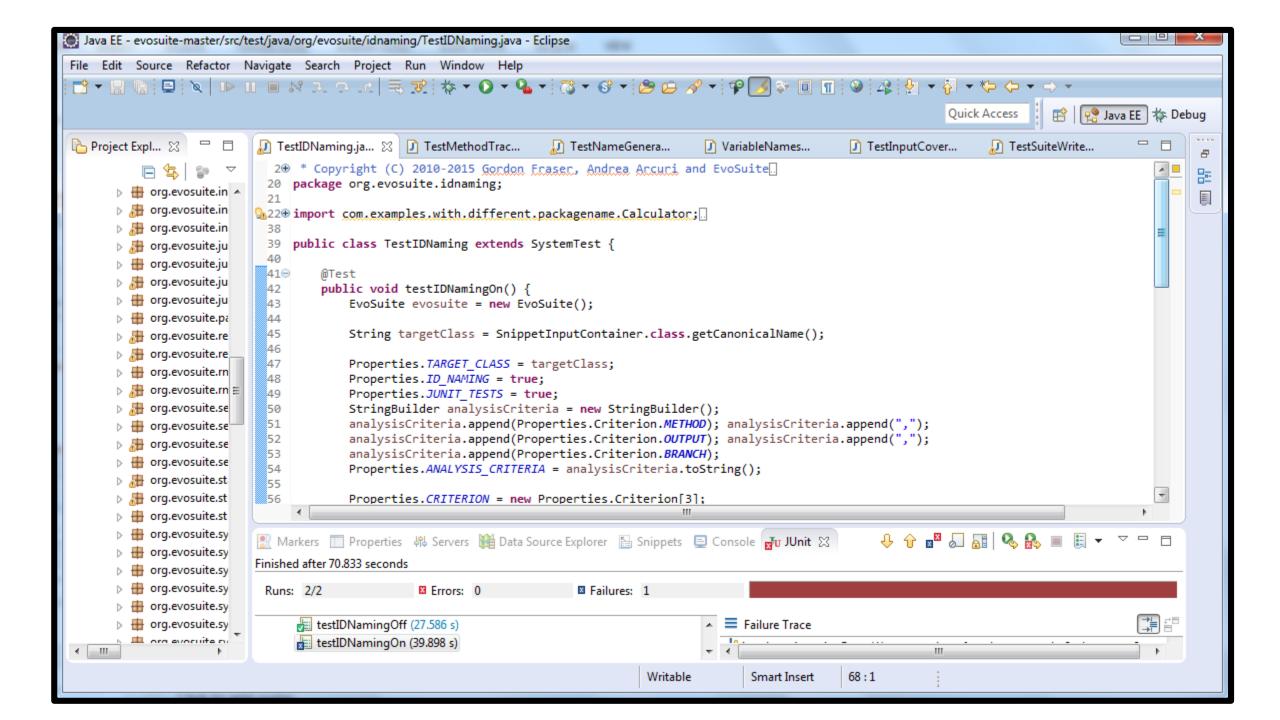
Modeling Readability to Improve Unit Tests

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University of Virginia

ESEC/FSE 2015

"[Developers] read tests [...] 77% of the total time they spend in them"

Moritz Beller, Georgios Gousios, Annibale Panichella, and Andy Zaidman. When, How, and Why Developers (Do Not) Test in Their IDEs. FSE 2015



```
public void testFactory_weeksBetween_RInstant() {
    DateTime start = new DateTime(2006, 6, 9, 12, 0, 0, 0, PARIS);
    DateTime end1 = new DateTime(2006, 6, 30, 12, 0, 0, 0, PARIS);
    DateTime end2 = new DateTime(2006, 7, 21, 12, 0, 0, 0, PARIS);

assertEquals(3, Weeks.weeksBetween(start, end1).getWeeks());
    assertEquals(0, Weeks.weeksBetween(start, start).getWeeks());
    assertEquals(0, Weeks.weeksBetween(end1, end1).getWeeks());
    assertEquals(-3, Weeks.weeksBetween(end1, start).getWeeks());
    assertEquals(6, Weeks.weeksBetween(start, end2).getWeeks());
}
```

```
public void test16() throws Throwable {
    Weeks weeks0 = Weeks.ZERO;
    Weeks weeks1 = weeks0.minus(3);
    Instant instant0 = new Instant((long) 3);
    DateTime dateTime0 = instant0.toDateTime();
    LocalDate localDate0 = dateTime0.toLocalDate();
    LocalDate localDate1 = localDate0.minus(weeks1);
    Weeks weeks2 = Weeks.weeksBetween((ReadablePartial) localDate1, (ReadablePartial) localDate0);
    assertEquals(-3, weeks2.getWeeks());
}
```

What is test case readability?

- "is the ease with which a written text can be understood by a reader."
- "the state or quality of being readable."
- "a quality of writing (print or handwriting) that can be easily read."

```
Charset charset0 = Charset.defaultCharset();
Locale locale0 = Locale.CHINESE;
String string0 = charset0.displayName(locale0);
MessageDigestHashFunction messageDigestHashFunction0 = null;
try {
    messageDigestHashFunction0 = new MessageDigestHashFunction("UTF-8", "UTF-8");
    fail("Expecting exception: AssertionError");
} catch(AssertionError e) {
    //
    // java.security.NoSuchAlgorithmException: UTF-8 MessageDigest not available
}
```

Hypothesis

Improving readability of test cases leads to improved software quality:

- Less human effort
- Easy understandable test cases
- Easy maintainable test cases
- Easy maintainable software

How can we measure readability on unit tests?

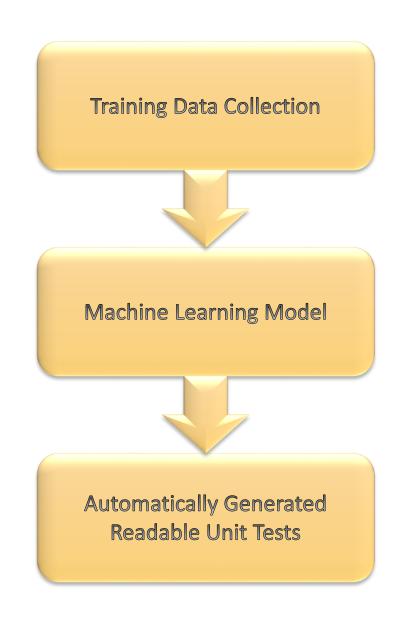
```
public void testFactory_weeksBetween_RInstant() {
    DateTime start = new DateTime(2006, 6, 9, 12, 0, 0, 0, PARIS);
    DateTime end1 = new DateTime(2006, 6, 30, 12, 0, 0, 0, PARIS);
    DateTime end2 = new DateTime(2006, 7, 21, 12, 0, 0, 0, PARIS);

assertEquals(3, Weeks.weeksBetween(start, end1).getWeeks());
    assertEquals(0, Weeks.weeksBetween(start, start).getWeeks());
    assertEquals(0, Weeks.weeksBetween(end1, end1).getWeeks());
    assertEquals(-3, Weeks.weeksBetween(end1, start).getWeeks());
    assertEquals(6, Weeks.weeksBetween(start, end2).getWeeks());
}
```



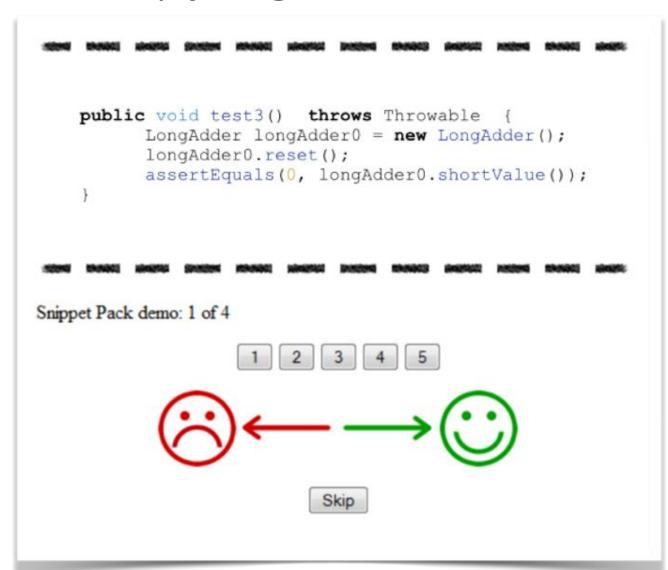
```
public void test16() throws Throwable {
    Weeks weeks0 = Weeks.ZERO;
    Weeks weeks1 = weeks0.minus(3);
    Instant instant0 = new Instant((long) 3);
    DateTime dateTime0 = instant0.toDateTime();
    LocalDate localDate0 = dateTime0.toLocalDate();
    LocalDate localDate1 = localDate0.minus(weeks1);
    Weeks weeks2 = Weeks.weeksBetween((ReadablePartial) localDate1, (ReadablePartial) localDate0);
    assertEquals(-3, weeks2.getWeeks());
}
```

Test Readability Model



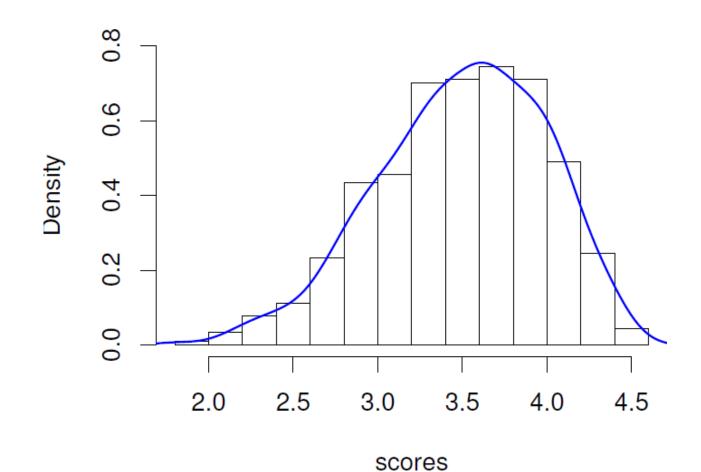
Test readability judgments

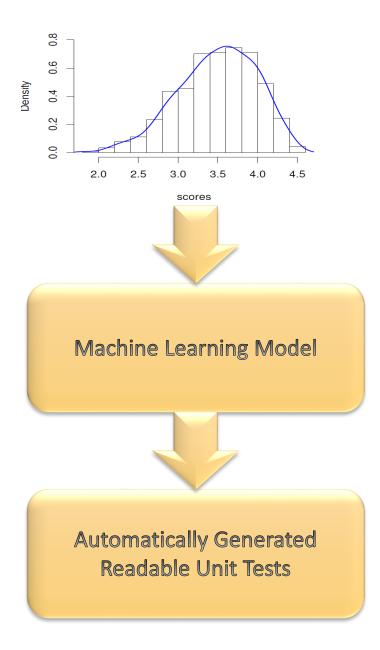




Test readability judgments

• 15,669 human judgments of readability





```
public void test0() throws Throwable {
    String string() = "";
    String string1 = "]";
    MessageDigestHashFunction messageDigestHashFunction0 = null;
    try {
        messageDigestHashFunction0 = new MessageDigestHashFunction(string0, string1);
    } catch(AssertionError e) {
         // java.security.NoSuchAlgorithmException: MessageDigest not available
```

```
Test Length = 10

Unique Identifiers = 3

Max Line Length = 77

Has Exception = True ... 99 other features

Constructors = 1

Assertions = 0

String Length = 1
```

```
max_identifier_length total_keywords avg_blank_lines
                                                              total_keywords

total_distinct_classes avg_class_instances total_string_length

total_floats

avg_distinct_methods
                                                                                                                                                                                                                                                                         avg_digits avg_assertions
                         avg_loops
total strings total_method_invocations total_blank_lines max_tokens total_loops avg_class_instances total_string_length total_floats avg_disting max_tokens total_loops avg_disting avg_unique_identifiers
max_types max_digits total_exceptions total_halstead_effort

total_identifier_ratio total_has_assertions total_unique_identifiers avg_string_length total_characters max_unique_identifiers avg_string_length total_digits total_branches total_byte_entropy

**Total_tolor=cotron="2">
**Total_tolor=cotron="2" avg_string_length total_distinct_methods**

**Total_tolor=cotron="2" avg_string_lengt
 total_characters max_unique_identifiers max_book avg strings total_class_instances total_token_entropy avg_assignments avg_characters
                     avg_method_invocations avg_tokens avg_branches total_exceptional_comments
                                                                                                                                                                                                                                                                                                                                 max string length
                                                                                                                                                                                                                                                                                                                                      avg single characters
 total_assignments avg_comparison_operations avg_numbers
                                                                                                                                                                                                                                       max arrays total_comparison_operations
total_arrays
total_string_score avs_parentheses
             max_distinct_methods total_method_ratio max_identifiers
                                                                                                                                                                           total_indentation avg_arithmetic_operations
                                max_method_invocations
                                                                                                                                                                                                                                                                                                                                                    max numbers
  total_unused_identifiers avg_comments
                                                                                                                                                                             avg_nulls max_single_characters total_field_accesses total_parentheses
                               total_booleans total_single_characters
    avg_field_accesses total_commas total_types = total_types = total_types = total_nulls avg_line_length max char occ in test
             total_types avs_commas total_class_ratio
total_types avs_commas total_class_ratio avs_spaces avs_spaces max_commas total_class_ratio avg_booleans avg_types avg_casts total_line_length total_arithmetic_operations avs_spaces avs_s
total_line_length total_arithmetic_operations max_floats avg_keywords
                     total_tokens avs_periods avs_periods total_numbers total_periods max_keywords max_keywords max_identifier occ in line
                                                        total comments total test length avg_identifier_length total_identifier_length
        max strings
                                                                                                                                                                                                                                                                                                                                                                        total_spaces
```

High dimensional feature space

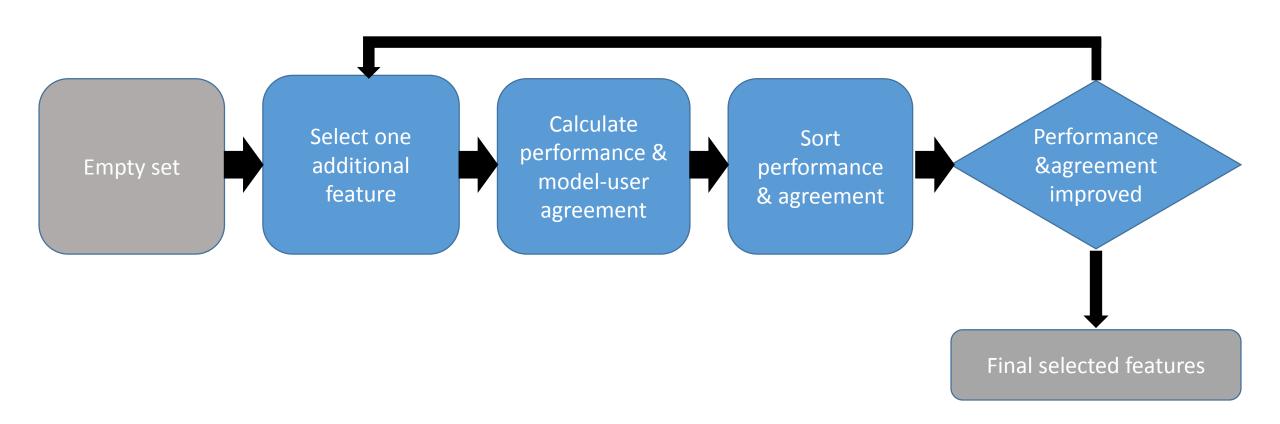
IMPORTANT – reduce noise, overfitting, efficiency.

- A feature is good when it is relevant but not redundant to the other relevant features.
- Feature selection improves quality of learning algorithm.

Feature selection

- Wrapper
 - Forward feature selection
 - Backward feature selection
 - Select one feature at time
 - Select by leaving one feature out
- Filter
 - Relief-F
 - Correlation

Forward Feature Selection



```
max_identifier_length total_keywords avg_blank_lines
                                                              total_keywords

total_distinct_classes avg_class_instances total_string_length

total_floats

avg_distinct_methods
                                                                                                                                                                                                                                                                         avg_digits avg_assertions
                         avg_loops
total strings total_method_invocations total_blank_lines max_tokens total_loops avg_class_instances total_string_length total_floats avg_disting max_tokens total_loops avg_disting avg_unique_identifiers
max_types max_digits total_exceptions total_halstead_effort

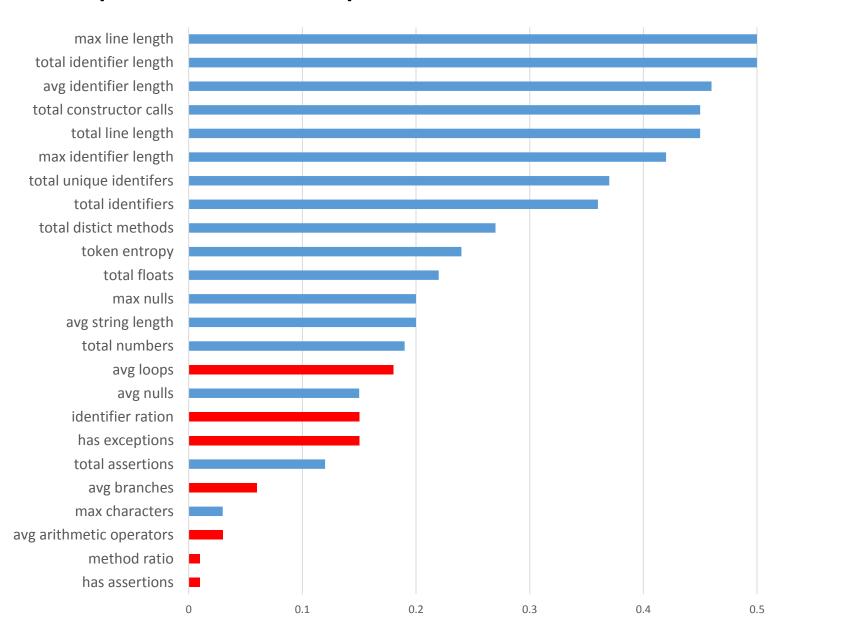
total_identifier_ratio total_has_assertions total_unique_identifiers avg_string_length total_characters max_unique_identifiers avg_string_length total_digits total_branches total_byte_entropy

**Total_tolor=cotron="2">
**Total_tolor=cotron="2" avg_string_length total_distinct_methods**

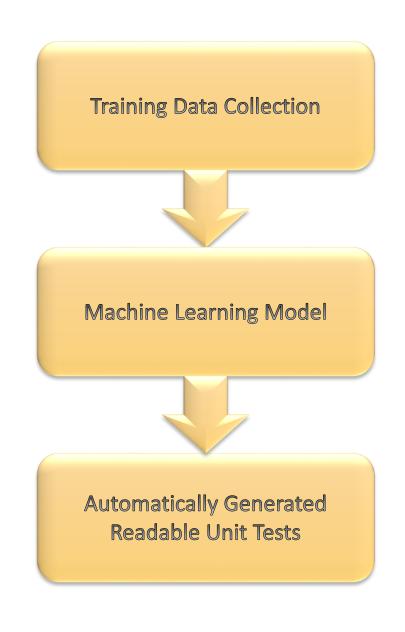
**Total_tolor=cotron="2" avg_string_lengt
 total_characters max_unique_identifiers max_book avg strings total_class_instances total_token_entropy avg_assignments avg_characters
                     avg_method_invocations avg_tokens avg_branches total_exceptional_comments
                                                                                                                                                                                                                                                                                                                                 max string length
                                                                                                                                                                                                                                                                                                                                      avg single characters
 total_assignments avg_comparison_operations avg_numbers
                                                                                                                                                                                                                                       max arrays total_comparison_operations
total_arrays
total_string_score avs_parentheses
             max_distinct_methods total_method_ratio max_identifiers
                                                                                                                                                                           total_indentation avg_arithmetic_operations
                                max_method_invocations
                                                                                                                                                                                                                                                                                                                                                    max numbers
  total_unused_identifiers avg_comments
                                                                                                                                                                             avg_nulls max_single_characters total_field_accesses total_parentheses
                               total_booleans total_single_characters
    avg_field_accesses total_commas total_types = total_types = total_types = total_nulls avg_line_length max char occ in test
             total_types avs_commas total_class_ratio
total_types avs_commas total_class_ratio avs_spaces avs_spaces max_commas total_class_ratio avg_booleans avg_types avg_casts total_line_length total_arithmetic_operations avs_spaces avs_s
total_line_length total_arithmetic_operations max_floats avg_keywords
                     total_tokens avs_periods avs_periods total_numbers total_periods max_keywords max_keywords max_identifier occ in line
                                                        total comments total test length avg_identifier_length total_identifier_length
        max strings
                                                                                                                                                                                                                                                                                                                                                                        total_spaces
```

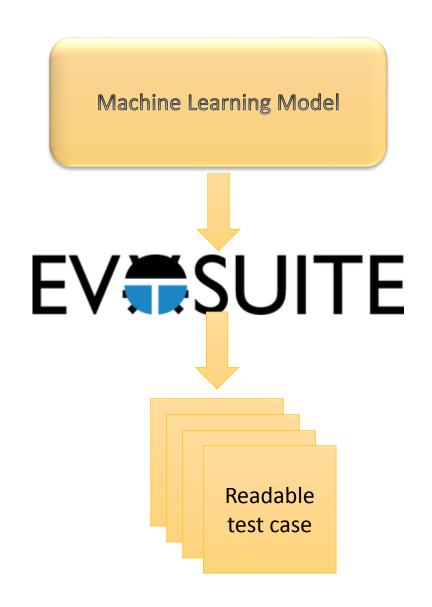
```
max_identifier_length
       avg_loops
                                                                                           total_floats
                                                              max characters
                                            total_assertions
                                                                       total_exceptions
total_identifier_ratio
                                                                               max_line_length
                                                  total_has_assertions
      total_unique_identifiers
                                   avg_string_length
                                                                                                      total_distinct_methods
                 total_class_instances total_token_entropy
                                                     avg_branches
                                 total_method_ratio
                                                                             avg_arithmetic_operations
                                                       avg nulls
                               max_nulls
                                                                                                            total_identifiers
total_line_length
                                     total_numbers
                                                                                            total_identifier_length
                                                                     avg_identifier_length
```

Feature predictive power



0.6





Readable test generation

- For a test $t = \langle s1, s2, ..., si \rangle$ with coverage goal c we:
 - iterate over the statements in the test from the last to the first statement
 - For each statement we determine the possible set of replacement statements
 - For each candidate replacement t' we determine if it still satisfies c
 - Tests are then sorted based on their readability score

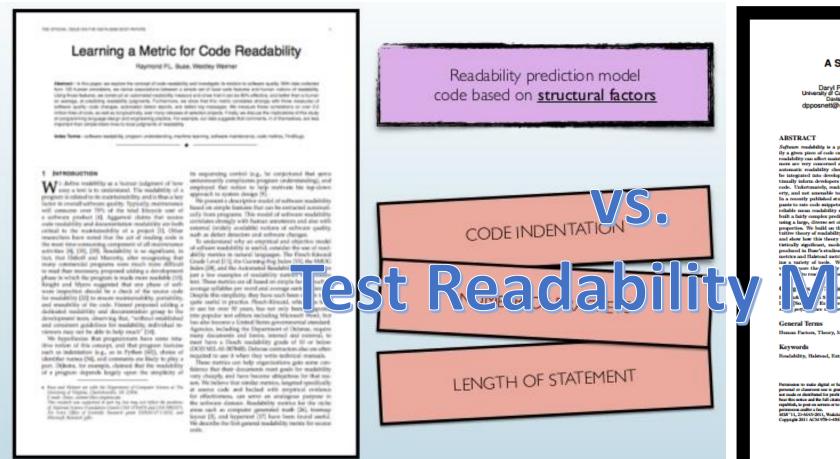
```
Foo foo = new Foo();
Bar bar = new Bar("Some parameter", 17);
foo.setBar(bar);
assertTrue(foo.isBar());
```

```
Foo foo = new Foo();
Bar bar = new Bar();
foo.setBar(bar);
assertTrue(foo.isBar());
```

Bar bar = new Bar(); assertFalse(foo.isBar())

EVALUATION ...

RQ1: Code vs. Test Readability



A Simpler Model of Software Readability

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Davis, CA devanbu@ucdavis.edu

Software readability is a property that influences how cos-ily a given piece of code can be read and understood. Since readability can affect maintanishility, quality, etc., program-mers are very concerned about the readability of code. If automatic readability checkers could be built, they could be integrated into development tool-chains, and thus concode. Unfortunately, readability is a subjective code property, and not amenable to direct automated measurement. In a recently published study, Buse et al. asked 100 participants to rate code snippets by readability, yielding arguably reliable mean readability scores of each snippet; they then built a fairly complex predictive model for these mean scores using a large, diverse set of directly measurable source code properties. We build on this work: we present a simple, in-tuitive theory of readability, based on size and code entropy, and show how this theory leads to a much sparser, yet statistically significant, model of the mean readability scores produced in Buse's studies. Our model uses well-known size netrics and Halstead metrics, which are easily extracted us-

Readability, Halstead, Entropy, Replication

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1. INTRODUCTION

Readability of code is of central concern for developers [1, 18, 19, 24. Code that is reachable is often considered more maintainable; code that is more reachable today is presumed to remain easier to read, comprehend, and maintain at a

We conceive of readability as a subjective impression that programmers have of the difficulty of code, as they try to understand it. The relationship between readability and understanding is analogous to syntactic and semantic analysis, readability is the syntactic aspect while understandability is the semantic aspect. In essence, readability is a perceived barrier to understanding that the programmer feels the need to overcome before working with a body of code: the more readable it is, the lower the barrier.

There is much previous work about readability [7, 15, 34, 35, 13, 3]. One major issue with studies of readability is the difficulty of experimentally reliying what is essen-tially a subjective perception. Measures of subjective per-ception are both difficult to obtain, requiring human studies, and also are inherently variable; large-scale surveys, involving multima human raters, and careful statistical anal-

agreement are required to obtain usable et al's work was a major contribution in inducted a fairly large-scale study, asking o provide subjective rating scores of the

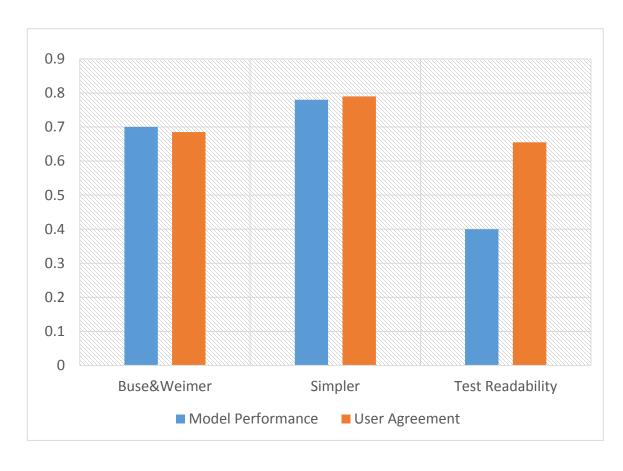
bet accompanied by mean subjective readabi-ity scores: O(s), $s \in S$. Buse et al. then gathered direct, automatically-derived, token-level measures, M(s), of the code snippets. They then built a logistic regression m to predict the subjective, laboriously gathered scores, O(s), using the collection of automatically gathered direct metrics, $\mathcal{M}(s)$. The $\mathcal{M}(s)$ were essentially token-level measures, but even so, were able to predict O(s) to some degree. This was an important contribution since it opens up the postbility of automatic tools that can provide readability scores as feedback to developers for every commit they make; this continuous feedback might potentially improve readability, and thus maintainability, of code over time

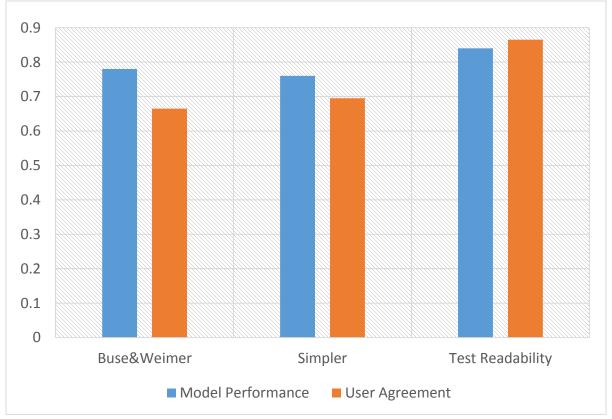
In this paper we improve upon Buse of all's model, yielding a model that is simpler, better performing and theoretically well-founded in both classical software e basic information theory. In particular we argue that fundamental aspects of readability have been men 1970s by Halstend's software science metrics [21]. We show that the Halstead metrics can be used to imp

Buse & Weimer

Posnett

RQ1: Code vs. Test Readability



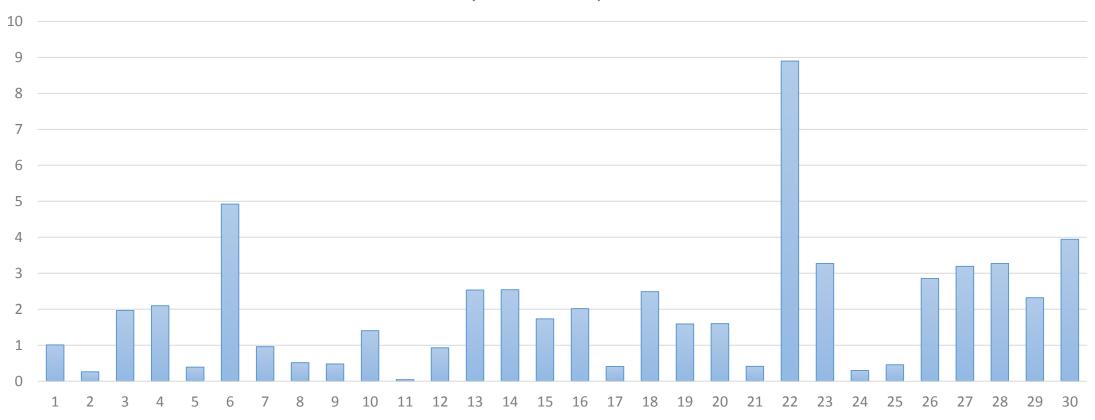


RQ2: Improved Test Generation

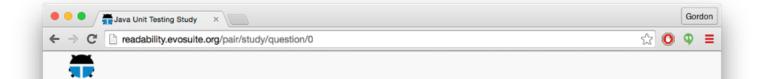


RQ2: Improved Test Generation

Readability relative improvement %



RQ3: Do Humans Prefer Readability Optimized Tests?



Test Case A

```
package org.apache.commons.cli;
import static org.junit.Assert.*;
import org.junit.Test;
import org.apache.commons.cli.CommandLine;
import org.apache.commons.cli.Option;
public class CommandLine ESTest {
 @Test
 public void test0() throws Throwable {
      CommandLine commandLine();
     boolean boolean0 = commandLineO.hasOption("!VW
      String string0 = commandLine0.getOptionValue('
     Option option0 = new Option((String) null, "!V
      commandLine0.addOption(option0);
      boolean boolean1 = commandLine0.hasOption("!VW
     assertFalse(boolean1 == boolean0);
      assertTrue(boolean1);
```

```
Test Case B

package org.apache.commons.cli;

import static org.junit.Assert.*;
import org.junit.Test;
import org.apache.commons.cli.CommandLine;
import org.apache.commons.cli.Option;

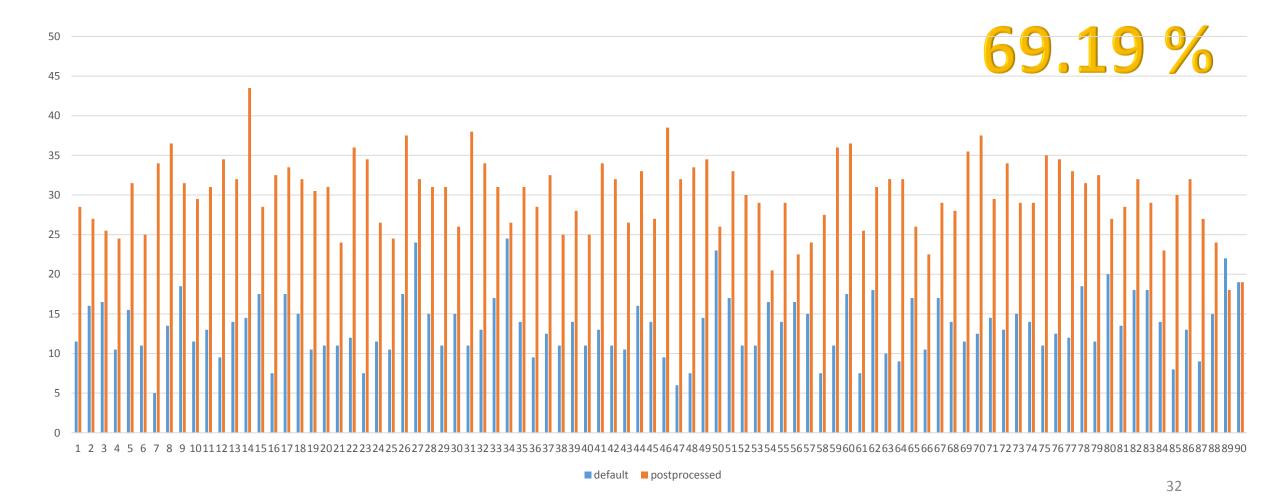
public class CommandLine_ESTest {

    @Test
    public void test0() throws Throwable {
        CommandLine commandLine0 = new CommandLine();
        Option option0 = new Option("", false, "");
        commandLine0.addOption(option0);
        boolean boolean0 = commandLine0.hasOption('-')
        assertTrue(boolean0);
    }
}
```

Test A Test B

Next »

RQ3: Do Humans Prefer Readability Optimized Tests?



RQ4: Does Readability Optimization Improve Human Understanding of Tests?

Select either the Pass or Fail button below the source code view, and click Next or Submit your answers.

Source Explorer

org.apache.commons.cl

- Option
- OptionValidator

Test Case

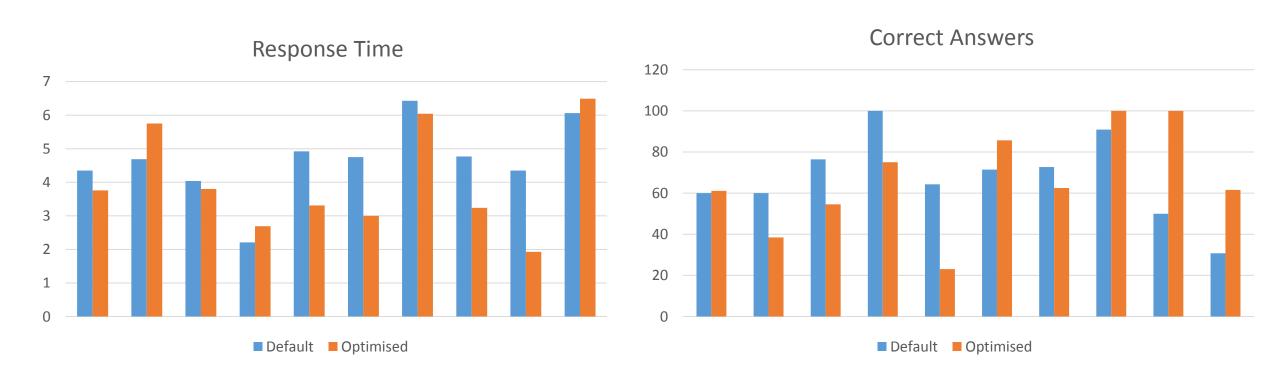
```
package org.apache.commons.cli;
import static org.junit.Assert.*;
import org.junit.Test;
import org.apache.commons.cli.Option;
public class Option_ESTest {
 @Test
 public void test0() throws Throwable {
     Option option0 = new Option((String) null, " ");
     // Undeclared exception!
     try {
       int int0 = option0.getId();
       fail("Expecting exception: NullPointerException");
     } catch(NullPointerException e) {
        11
        // no message in exception (getMessage() returned null
        11
```

Pass

Fail

Next »

RQ4: Does Readability Optimization Improve Human Understanding of Tests?



Default

Optimized

```
public void test0() throws Throwable {
    Option option0 = new Option("1P01Ca", "1P01Ca");
    String string0 = option0.getDescription();
    assertNull(string0);

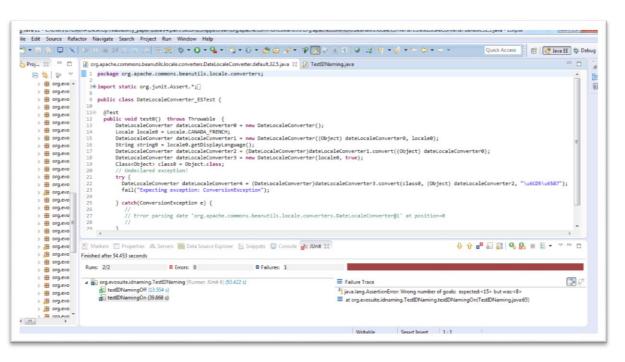
Option option1 = new Option((String) null, " (", false, "1P01Ca");
    String string1 = option1.getKey();
    assertNull(string1);
    assertEquals(-2, option1.getArgs());
    assertEquals(false, option1.hasArgName());
    assertEquals("[ option: null ( [ARG...] :: 1P01Ca ]", option1.toString());
}
```

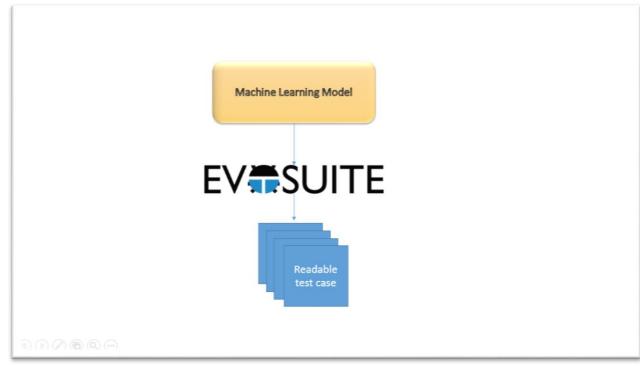
```
public void test0() throws Throwable {
    Option option0 = new Option((String) null, " ");
    // Undeclared exception!
    try {
        int int0 = option0.getId();
        fail("Expecting exception: NullPointerException");

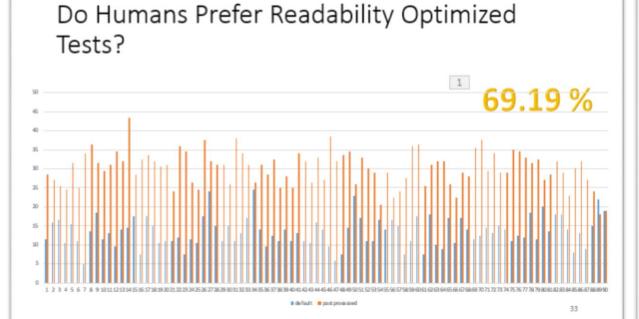
    } catch(NullPointerException e) {
        //
        // no message in exception (getMessage() returned null)
        //
    }
}
```

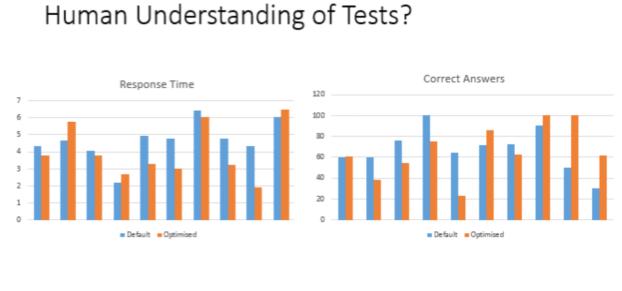
```
public void test0() throws Throwable {
      FixedOrderComparator.UnknownObjectBehavior[] fixedOrderComparator UnknownObjectBehaviorArray0 =
FixedOrderComparator.UnknownObjectBehavior.values();
      LinkedList<FixedOrderComparator<Object>> linkedList0 = new LinkedList<FixedOrderComparator<Object>>();
      FixedOrderComparator<FixedOrderComparator<Object>> fixedOrderComparator0 = new
FixedOrderComparator<FixedOrderComparator<Object>>((List<FixedOrderComparator<Object>>) linkedList0);
      LinkedList<Object> linkedList1 = new LinkedList<Object>();
      FixedOrderComparator<Object> fixedOrderComparator1 = new FixedOrderComparator<Object>((List<Object>) linkedList1);
      boolean boolean0 = fixedOrderComparator0.add(fixedOrderComparator1);
      FixedOrderComparator<Object> fixedOrderComparator2 = new FixedOrderComparator<Object>((Object[])
fixedOrderComparator UnknownObjectBehaviorArray0);
      boolean boolean1 = fixedOrderComparator0.addAsEqual(fixedOrderComparator1, fixedOrderComparator2);
      assertEquals(FixedOrderComparator.UnknownObjectBehavior.EXCEPTION,
fixedOrderComparator2.getUnknownObjectBehavior());
      assertEquals(FixedOrderComparator.UnknownObjectBehavior.EXCEPTION,
fixedOrderComparator1.getUnknownObjectBehavior());
      assertTrue(boolean1);
```

```
public void test0() throws Throwable {
    String[] stringArray0 = new String[11];
    FixedOrderComparator<String> fixedOrderComparator0 = new FixedOrderComparator<String>(stringArray0);
    boolean boolean0 = fixedOrderComparator0.addAsEqual((String) null, " not known to ");
    assertEquals(FixedOrderComparator.UnknownObjectBehavior.EXCEPTION,
fixedOrderComparator0.getUnknownObjectBehavior());
    assertTrue(boolean0);
}
```









Does Readability Optimization Improve