



# Improving Software Maintainability through Automated Refactoring of Code Clones

**Author:** Simon Baars

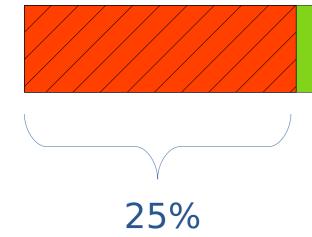
Company Supervisor: Xander Schrijen

**Host Company:** Software Improvement Group

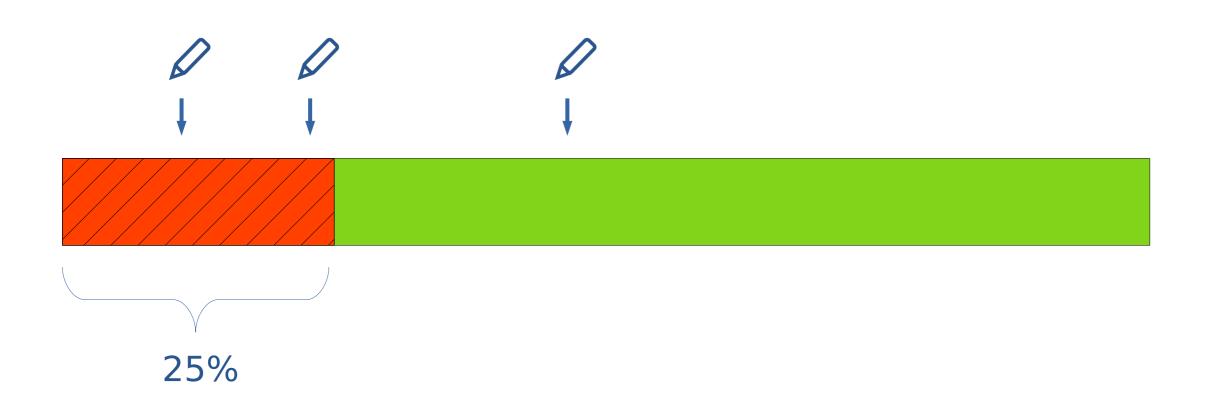
Academic Supervisor: Ana Oprescu

**Location:** Amsterdam

**Date:** 28 August 2019

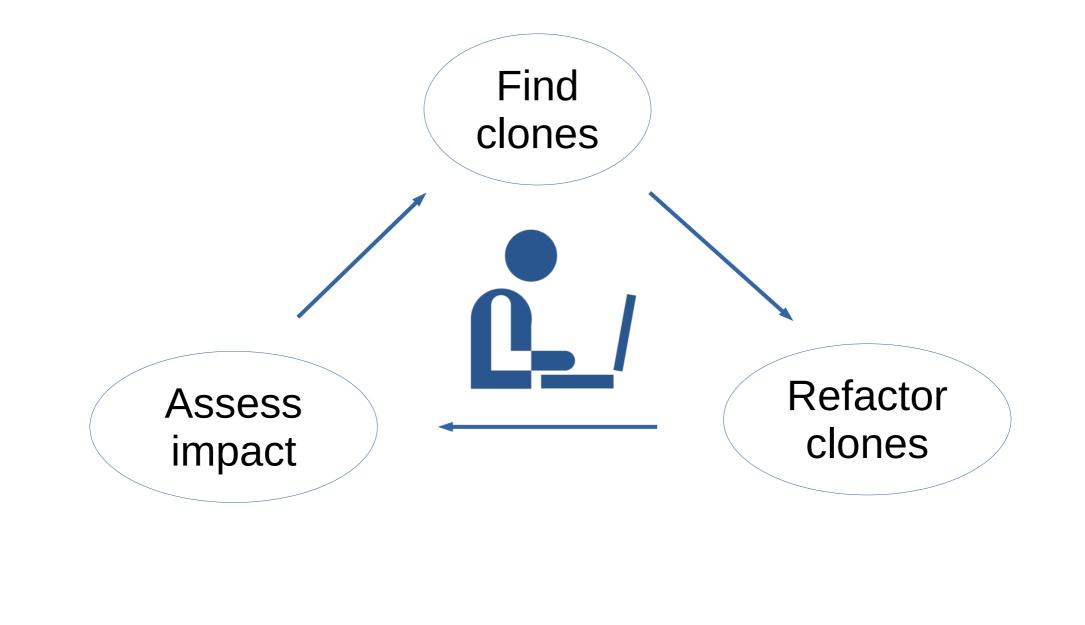


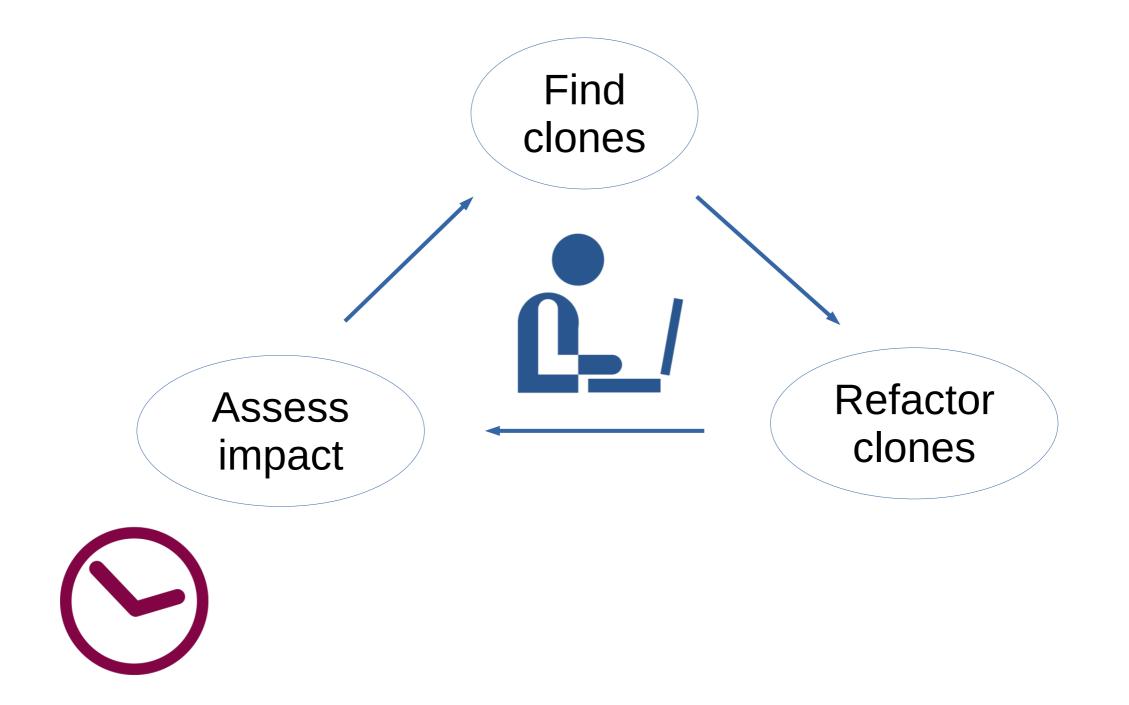
### One "simple" change...

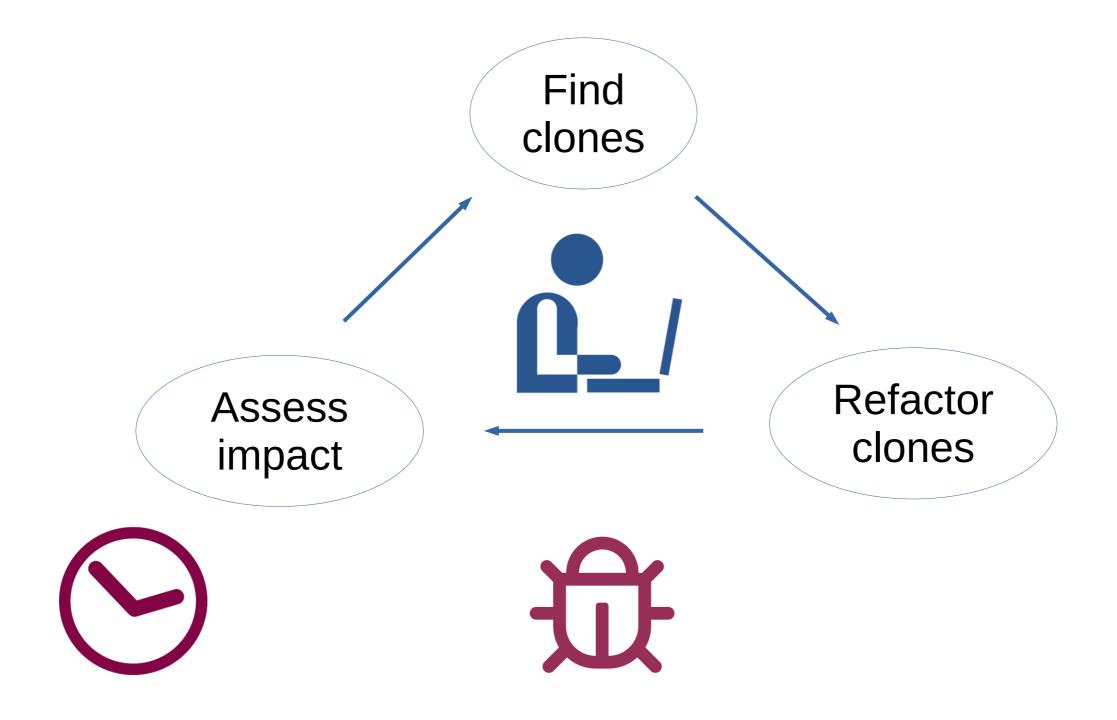


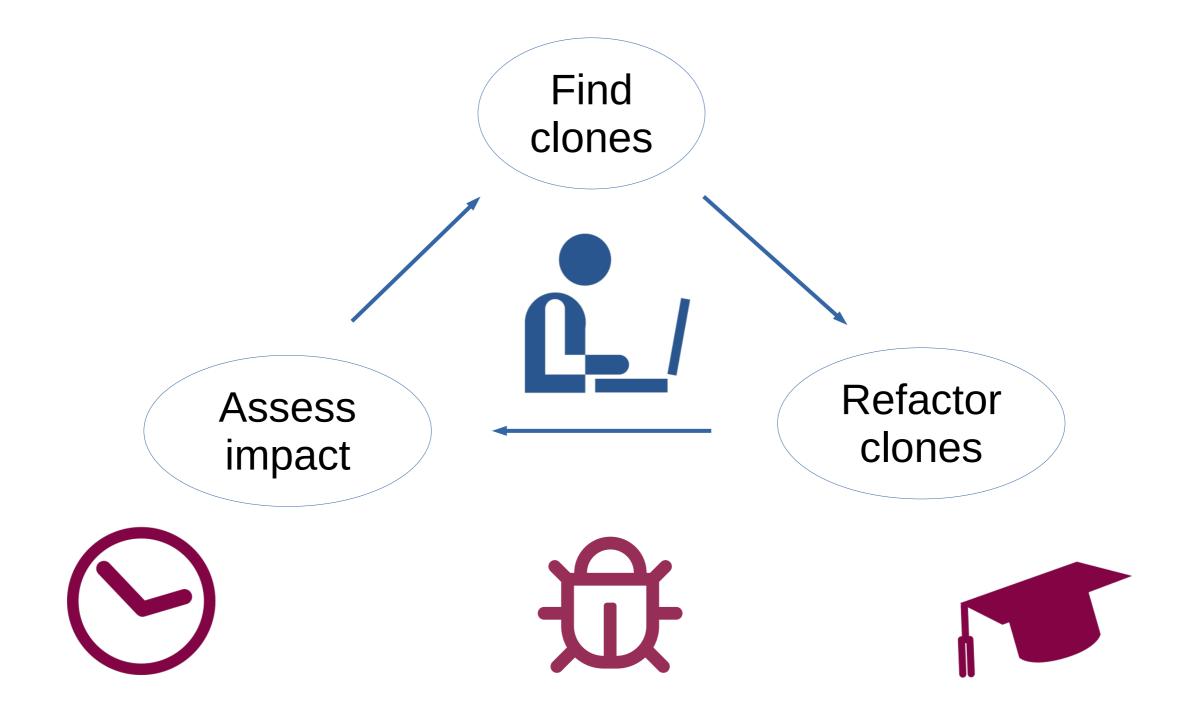
"If you see the same code structure in more than one place, you can be sure that your program will be better if you find a way to unify them"

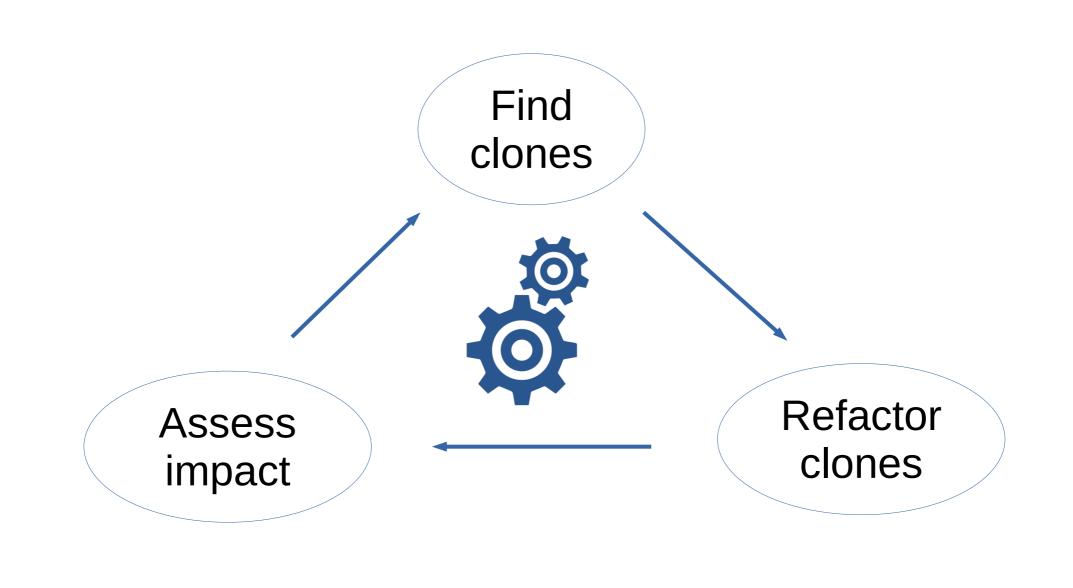
> ~ Martin Fowler & Kent Beck in Refactoring











How can we define clone types such that they can be automatically refactored?

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### RQ2.

How can we prioritize refactoring opportunities based on the **context** of clones?

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### RQ3.

What are the discriminating factors to decide when a clone **should** be refactored

How can we define clone types such that they can be automatically refactored?

RQ2.

How can we prioritize refactoring opportunities based on the **context** of clones?

RQ3.

What are the discriminating factors to decide when a clone **should** be refactored

### **Clone Types**

Each clone type allows more variance between cloned fragments.

Type 
$$1 \subseteq \text{Type } 2 \subseteq \text{Type } 3$$

Textually identical code fragments except for variations in whitespace and comments.

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```
package com.sb.cryo.addition;
import com.notificationlib.*;
import java.util.List;
public class AdditionUtils {
   public void addToList(List l) {
      l.add(getClass().getName());
   public int addTen(int x) {
      x = x + 10; // add number
      Notifier.notifyChanged(x);
      return x;
```

```
package com.sb.cryo.util;
import com.sb.cryo.notifier.*;
import java.awt.List;
public class StringUtils {
   public void addToList(List l) {
      l.add(getClass().getName());
   public String concatTen(String x) {
      x = x + 10; // concat number
      Notifier.notifyChanged(x);
      return x;
```

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      x = x + 10; // concat number
      Notifier.notifyChanged(x);
      return x;
```

```
package com.sb.cryo.addition;
import com.notificationlib.*;
import java.util.
java.util.List
public class AdditionUtils
   public void addToList(List l) {
      l.add(getClass().getName());
   public int addTen(int x) {
      x = x + 10; // add number
      Notifier.notifyChanged(x);
      return x;
```

```
package com.sb.cryo.util;
import com.sb.cryo.notifier.*;
import java.awt.L
                       java.awt.List
public class StringUtils { ↓
   public void addToList(List 1) {
      l.add(getClass().getName());
   public String concatTen(String x) {
      x = x + 10; // concat number
      Notifier.notifyChanged(x);
      return x;
```

```
package com.sb.cryo.addition;
                                              package com.sb.cryo.util;
                                              import com.sb.cryo.notifier.*;
   import com.notificationlib.*;
   import java.util.List;
                                              import java.awt.List;
java.util.List.add(java.lang.Object)
                                          java.awt.List.add(java.lang.String)
   public class Additionuties {
                                              public class stringulits {
                                                  public void addToList(List l) {
       public void addToList(List l) {
                                                     l.add(getClass().getName());
          l.add(getClass().getName());
       public int addTen(int x) {
                                                  public String concatTen(String x) {
                                                     x = x + 10; // concat number
          x = x + 10; // add number
          Notifier.notifyChanged(x);
                                                     Notifier.notifyChanged(x);
          return x;
                                                     return x;
```

```
package com.sb.cryo.addition;
import com.notificationlib.*;
import java.util.List;
public class AdditionUtils {
   public void addToList(List l) {
      l.add(getClass().getName());
          int
   public int addTen(int x)
      x = x + 10; // add number
      Notifier.notifyChanged(x);
      return x:
                    int
```

```
package com.sb.cryo.util;
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    java.lang.String
                         java.lang.String
   public $tring concatren(string x) {
      x = x + 10; // concat number
      Notifier.notifyChanged(x);
      return x:
                    java.lang.String
```

#### Retrieving contextual information can be challenging!

```
package com.sb.cryo.addition;
import com.notificationlib.*;
import java.util.List;
public class AdditionUtils {
   public void addToList(List l) {
      l.add(getClass().getName());
   public int addTen(int x) {
      x = x + 10; // add number
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      return x;
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public class StringUtils {
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      l.add(getClass().getName());
   public String concatTen(String x) {
      x = x + 10; // concat number
      Notifier.notifyChanged(x);
      return x;
```

### **Type 1R Summarized**

In addition to type 1 rules, we compare contextual information of:

- 1. Type references (Fully Qualified Identifier)
  - 2. Variable references (type)
- 3. Method references (Fully Qualified Signature)

Retrieving fully qualified identifiers/signatures can be challenging!

### Type 2.

Structurally/syntactically identical fragments except for variations in identifiers, literals, types, layout, and comments.

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Structurally/syntactically identical fragments except for variations in identifiers, literals, types, layout, and comments.

```
public boolean containsOnlyRedCircles(List<Circle> circles){
   return circles.stream().allMatch(Shape::isRed);
}
```

```
public Apple getEdibleApple(FruitBasket<Apple> basket){
   return basket.getFruit().getApple(Fruit::notEaten);
}
```

### Type 2R.

Type 1R clones except for variations in a controlled set of expressions.

#### No design tradeoff

- Type declaration names
  - Method names
- Variable names/references (sometimes)

#### **Design tradeoff**

- Literals (of the same type)
- Variable references (sometimes)
- Called methods (same type & parameters)

- > No design tradeoff
  - Type declaration names
  - Method names
  - Variable names/references (sometimes)

- > Design tradeoff
  - Literals (of the same type)
  - Variable references (sometimes)
  - Called methods (same type & parameters)

```
public class A {
    public void doA() {
        print("hello");
    }
}

public class B {
    public void doB() {
        print("hello");
    }
}
```

- > No design tradeoff
  - Type declaration names
  - Method names
  - Variable names/references (sometimes)

- > Design tradeoff
  - Literals (of the same type)
  - Variable references (sometimes)
  - Called methods (same type & parameters)

```
public void doA() {
    String message = "hello";
    print(message);
}

public void doB() {
    String hello = "hello";
    print(hello);
}
```

- > No design tradeoff
  - Type declaration names
  - Method names
  - Variable names/references (sometimes)

- > Design tradeoff
  - Literals (of the same type)
  - Variable references (sometimes)
  - Called methods (same type & parameters)

```
// Original
void doABC(){
   doA();
   doB("abc");
   doC();
void doDEF(){
  doA();
  doB("def");
  doC();
```

```
Refactored
void doABC(){
   doThis("abc");
void doDEF(){
   doThis("def");
void doThis(String letters){
  doA();
  doB(letters);
  doC();
```

- > No design tradeoff
  - Type declaration names
  - Method names
  - Variable names/references (sometimes)

```
// Original
String abc = "abc";
String def = "abc";
void doABC(){
   doA();
   doB(abc);
   doC();
void doDEF(){
 doA();
 doB(def);
 doC();
```

#### > Design tradeoff

- Literals (of the same type)
- Variable references (sometimes)
- Called methods (same type &

parameters)

```
// Refactored
String abc = "abc";
String def = "abc";
void doABC(){
   doThis(abc);
void doDEF(){
   doThis(def);
void doThis(String letters){
  doA();
  doB(letters);
  doC();
```

- > No design tradeoff
  - Type declaration names
  - Method names
  - Variable names/references (sometimes)

```
// Original
void doABC(){
   doA();
   doB();
   doC();
void doADC(){
 doA();
 doD();
 doC();
```

#### > Design tradeoff

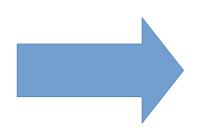
- Literals (of the same type)
- Variable references (sometimes)
- Called methods (same type & parameters)

```
// Refactored
void doABC(){
   doThis(this::doB);
void doADC(){
   doThis(this::doD);
void doThis(Runnable r){
  doA();
  r.run();
  doC();
```

Total number of expressions in clone instance

```
void doABC(){
    doA();
    doB();
    doC();
}

void doADC(){
    doA();
    doD();
    doC();
}
```



$$\frac{1}{3} = 33\%$$

### Type 3.

Copied fragments with further modifications. Statements can be changed, added or removed in addition to variations in identifiers, literals, types, layout, and comments.

```
void doCwithA(){
   int a = getA();
   doC(a);
}

void multiplyA(){
   int a = getA();
   a *= 5;
   doC(a);
}
```

### Type 3R.

Type 2R clones with optional gaps of non cloned statements.

```
// Original
void doCwithA(){
   int a = getA();
   doC(a);
}

void multiplyA(){
   int a = getA();
   a *= 5;
   doC(a);
}
```

```
// Refactored
void doCwithA(){
   modifyA(false);
void multiplyA(){
   modifyA(true);
void modifyA(boolean
multiply) {
  int a = getA();
  if(multiply) a *= 5;
  doC(a);
```

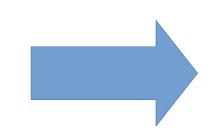
# T3R Gap Size =

## Number of statements in gap

Number of statements in clones

```
// Original
void doCwithA(){
   int a = getA();
   doC(a);
}

void multiplyA(){
   int a = getA();
   a *= 5;
   doC(a);
}
```



$$\frac{1}{2} = 50\%$$

# Summarized Type 1R.

Contextually & textually identical code fragments except for variations in layout and comments.

### Type 2R.

Type 1R clones except for variations in a controlled set of expressions.

### Type 3R.

Type 2R clones with optional gaps of non cloned statements.

Type 
$$1R \subseteq Type \ 2R \subseteq Type \ 3R$$

#### **Clone Context**

Determining how a clone should be refactored.

#### Relation

- Common Class
- Common Hierarchy
- Common Interface
  - Unrelated

#### Location

- Method Level
  - Class Level
- Interface Level
  - Enum Level

#### **Contents**

- Full Declaration
  - Partial Body
  - Only Fields
- Several Methods
  - Other

## Refactorability

Determining whether a clone can be refactored using "Extract Method".

#### Partial Block

```
if(result == 1){
    println("Error!");
    handleError(result);
}
doSomething();
if(result == 1){
    println("Error!");
}
```

#### Top-Level Node is not a Statement

```
try {
    doSomethingDangerous();
}catch (DangerException e) {
    println("Danger!");
}
doSomething();
try {
    doSomethingCool();
}catch (DangerException e) {
    println("Danger!");
}
```

### CloneRefactor



### CloneRefactor



- Type 1R-3R
- Type 1-3

- Relation
- Location
- Contents

- Determine
   Refactorability
- Apply Transformations
- Measure Impact

### CloneRefactor



- Type 1R-3R
- Type 1-3 ✓

- Relation
- Location
- Contents ✓

- Determine
   Refactorability
- Apply Transformations
- Measure Impact

## Refactoring

Determining the impact of refactoring the clone.

### **Characteristics**

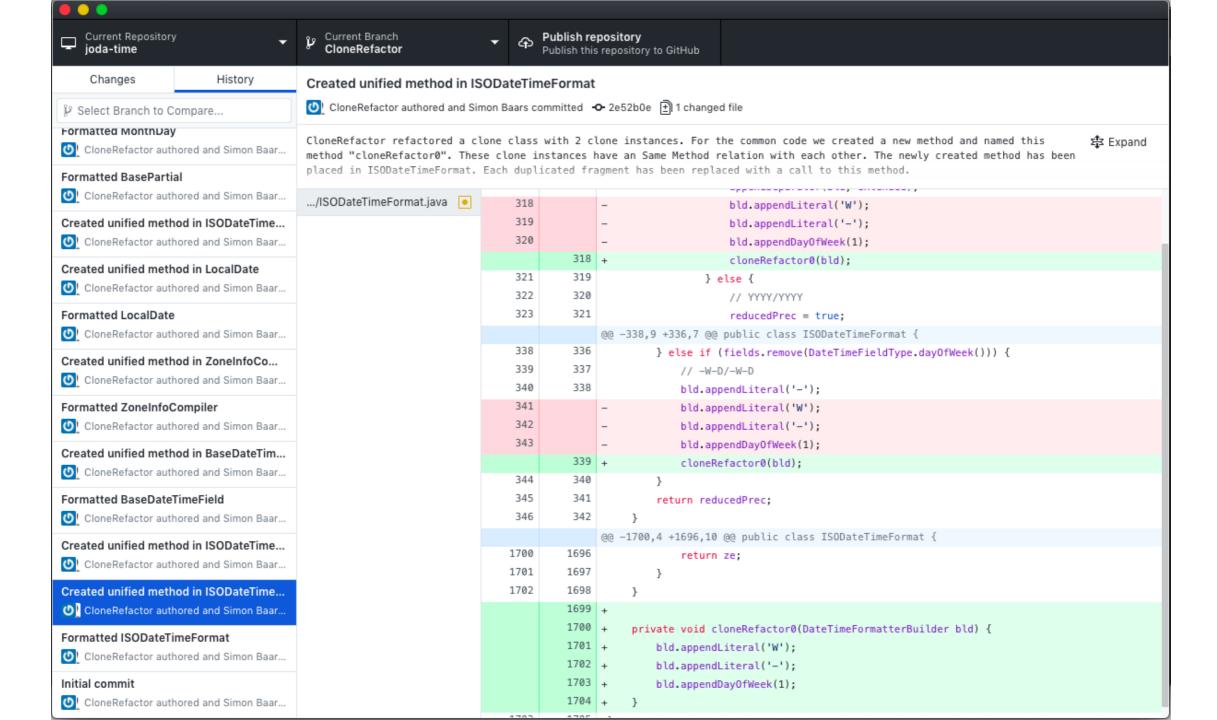
- Clone Size
  - Relation
- Return Category
  - Parameters

### **Metrics**

- Duplication
  - Volume
- Complexity
- Number of Parameters

### **Risk Profiles**

- Low Risk
- Moderate Risk
  - High Risk
- Very High Risk



#### Created unified method in ISODateTimeFormat



OloneRefactor authored and Simon Baars committed - 2e52b0e 1 1 changed file

CloneRefactor refactored a clone class with 2 clone instances. For the common code we created a new method and named this method "cloneRefactor0". These clone instances have an Same Method relation with each other. The newly created method has been placed in ISODateTimeFormat. Each duplicated fragment has been replaced with a call to this method.

== System Quality Metrics ==

Total Cyclomatic Complexity increased by 1 from 6994 to 6995.

Total Unit Interface Size increased by 1 from 3715 to 3716.

Total Unit Line Size increased by 1 from 23024 to 23025.

Total Unit Token Size decreased by 2 from 153190 to 153188.

Total Nodes decreased by 1 from 18866 to 18865.

Duplicated Nodes decreased by 6 from 502 to 496.

Duplicated Tokens decreased by 42 from 5064 to 5022.

Duplicated Lines decreased by 6 from 504 to 498.

== Risk Profiles ==

Unit Complexity

Created a new method with a low risk Unit Complexity of 1.

Removing duplicate blocks changed 1 methods.

The method "dateByWeek(DateTimeFormatterBuilder, Collection, boolean, boolean)" went from 8 to 8 Unit Complexity. This did not influence the risk category of this method, it is still low risk.

Line Volume

Created a new method with a low risk Line Volume of 5.

Removing duplicate blocks changed 1 methods.

The method "dateByWeek(DateTimeFormatterBuilder, Collection, boolean, boolean)" went from 47 to 39 Line Volume. This did not influence the risk category of this method, it is still high risk.

Token Volume

Created a new method with a low risk Token Volume of 30.

Removing duplicate blocks changed 1 methods.

The method "dateByWeek(DateTimeFormatterBuilder, Collection, boolean, boolean)" went from 303 to 271 Token Volume. This decreased the risk category of this method from high to moderate

The new method has a low risk Unit Interface Size of 1.

Duplication went from 2.66% to 2.63%. This did not influence the risk category of the duplication in this codebase, it is still low risk.

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#### == System Quality Metrics ==

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Total Cyclomatic Complexity increased by 1 from 6994 to 6995. Total Unit Interface Size increased by 1 from 3715 to 3716. Total Unit Line Size increased by 1 from 23024 to 23025. Total Unit Token Size decreased by 2 from 153190 to 153188. Total Nodes decreased by 1 from 18866 to 18865.

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Duplicated Nodes decreased by 6 from 502 to 496. Duplicated Tokens decreased by 42 from 5064 to 5022. Duplicated Lines decreased by 6 from 504 to 498.

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Token Volume

Created a new method with a low risk Token Volume of 30.

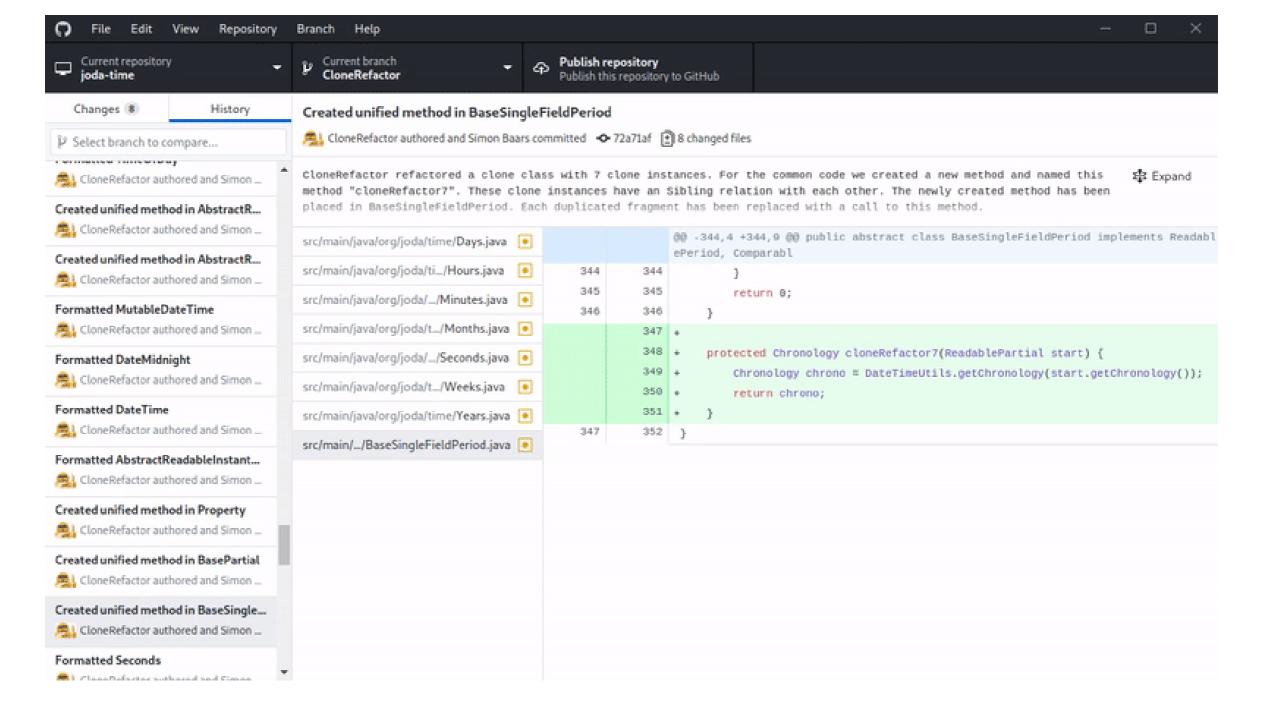
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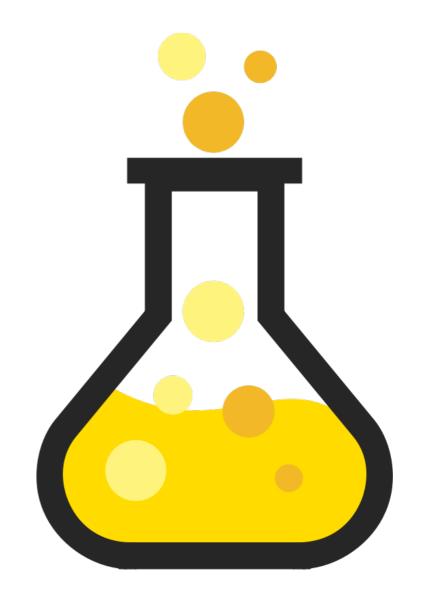
The method "dateByWeek(DateTimeFormatterBuilder, Collection, boolean, boolean)" went from 303 to 271 Token Volume. This decreased the risk category of this method from high to moderate

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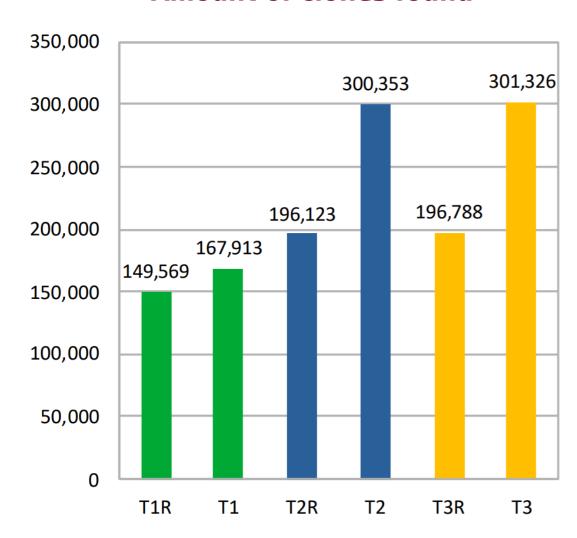
#### **Experiments**

- > GitHub Corpus with 2.267 Java projects
- > Experiments:
  - > Clone Types
  - > Context
  - > Refactorability
  - > Thresholds

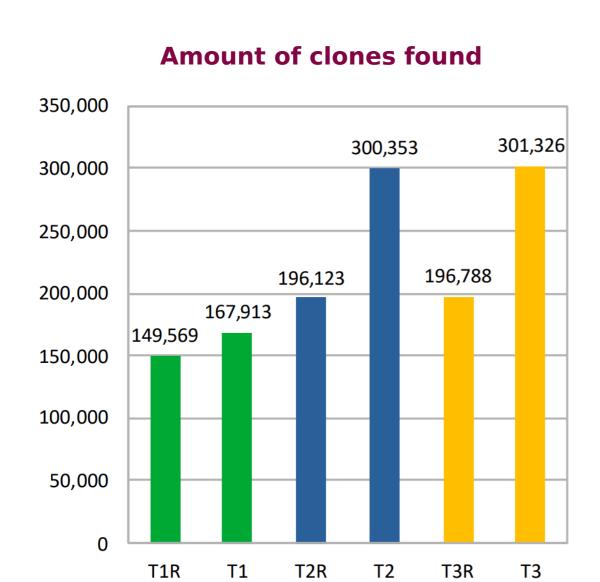


#### Clone Types

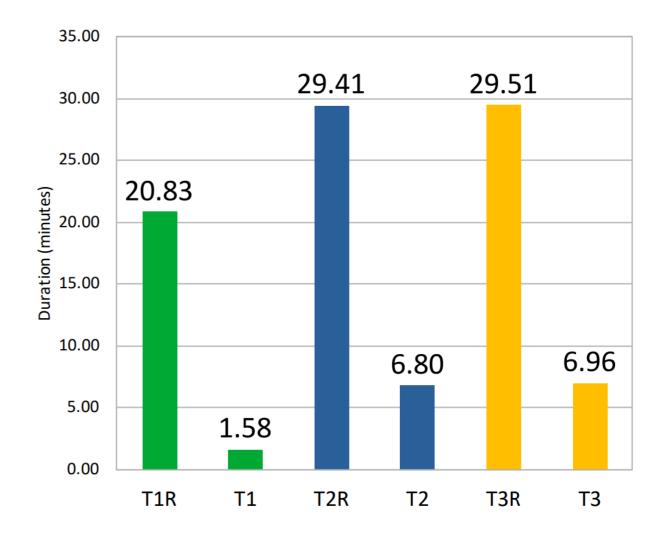
#### **Amount of clones found**



#### Clone Types



#### **Performance**



### Relation

Category	Relation	Clone Classes	%	Total	%
Common Class	Same Class	22,893	26.8%	31,848	37.2%
	Same Method	8,955	10.5%	01,010	01.270
	Sibling	15,588 18.2%			
Common Hiorarchy	Superclass	2,616	2,616 3.1%		23.8%
Common Hierarchy	First Cousin	1,219	1.4%	20,342	23.070
	Common Hierarchy	720	0.8%		
	Ancestor	199	0.2%		
	No Direct Superclass	10,677	12.5%		
Unrelated	External Superclass	4,525	5.3%	20,314	23.7%
	External Ancestor	3,347	3.9%		
	No Indirect Superclass	1,765	2.1%		
Common Interface	Same Direct Interface	7,522	8.8%	13,074	15.3%
	Same Indirect Interface	5,552	6.5%	10,011	13.070

#### Location

Category	$Clone\ instances$	%
Method Level	$232,\!545$	78.43%
Class Level	50,402	17.00%
Constructor Level	10,039	3.39%
Interface Level	2,693	0.91%
Enum Level	788	0.27%

#### Contents

Category	Contents	$Clone\ instances$	Total		
Partial	Method Body	219,540	74.05%	229,521	77.42%
	Constructor Body	9,981	3.37%	,	
Other	Several Methods	22,749	7.67%		18.14%
	Only Fields	17,700	5.97%	53,773	
	Other	13,324	4.49%		
Full	Full Method	12,990	4.38%		
	Full Interface	64	0.02%	13,173	$4{,}44\%$
	Full Constructor	58	0.02%	13,173	
	Full Class	37	0.01%		
	Full Enum	24	0.01%		

### Refactorability

Category	$m{All}$	% (All)
Can be Extracted	24,157	28.2%
Is not in a Method Body	21,625	25.3%
Top-level AST-Node is not a Statement	19,887	23.2%
Spans Part of a Block	12,964	15.2%
Multiple Return Values	$5,\!622$	6.6%
Complex Control Flow	1,106	1.3%
Overlap in Clone Class	147	0.2%
Not in Class or Interface	70	0.1%

#### Refactoring Experiments

> **12.683** refactorings performed

### **Characteristics**

- Clone Size
  - Relation
- Return Category
  - Parameters

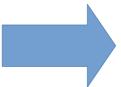
### **Metrics**

- Δ Duplication
  - Δ Volume
- Δ Complexity
- Δ Number of Parameters

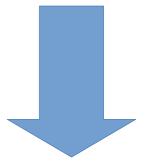
## **Calculate Maintainability Score**

Aggregating the used maintainability metrics to give each refactoring a score.

- Δ Duplication
- Δ Volume
- Δ Complexity
- Δ Number of Parameters

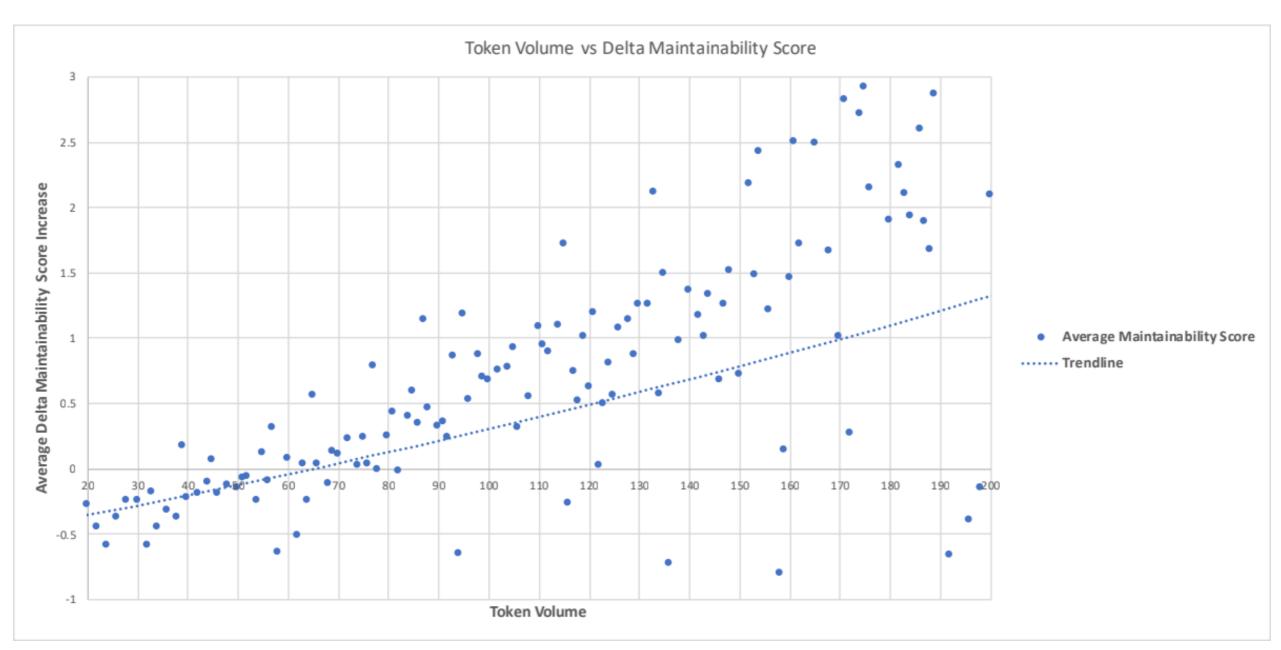


$$N_{metric} = \frac{\Delta X - \mu}{\sigma}$$



Maintainability Score =  $N_{duplication} + N_{complexity} + N_{volume} + N_{parameters}$ 

#### Token Volume



Relation

Relation	Duplication	Complexity	Parameters	Volume	#	Score
Common Hierarchy	-66.33	0.73	1.20	-8.85	2,202	0.23
Superclass	-64.48	0.79	0.94	-7.22	229	0.42
Sibling	-70.07	0.69	1.28	-10.97	1,722	0.23
Same Hierarchy	-44.18	0.95	0.89	1.54	87	0.10
First Cousin	-42.69	0.89	0.93	4.86	144	0.02
Ancestor	-32.75	1.00	0.75	11.00	20	-0.03
Common Interface	-47.06	0.83	1.04	4.50	1,044	-0.02
Same Indirect Interface	-37.08	0.93	0.82	9.96	487	-0.01
Same Direct Interface	-55.79	0.75	1.24	-0.28	557	-0.02
Common Class	-52.42	0.87	1.13	1.47	7,239	-0.02
Same Class	-51.85	0.86	1.03	3.36	4,874	0.04
Same Method	-53.60	0.90	1.32	-2.44	$2,\!365$	-0.15
Unrelated	-45.86	0.88	1.08	9.56	2,198	-0.15
No Direct Superclass	-52.24	0.84	1.12	6.04	811	-0.06
External Superclass	-47.09	0.87	1.13	8.77	697	-0.17
External Ancestor	-35.73	0.93	0.95	14.58	586	-0.21
No Indirect Superclass	-44.89	0.84	1.18	14.08	104	-0.30
Grand Total	-53.26	0.84	1.12	1.33	12,683	0.00

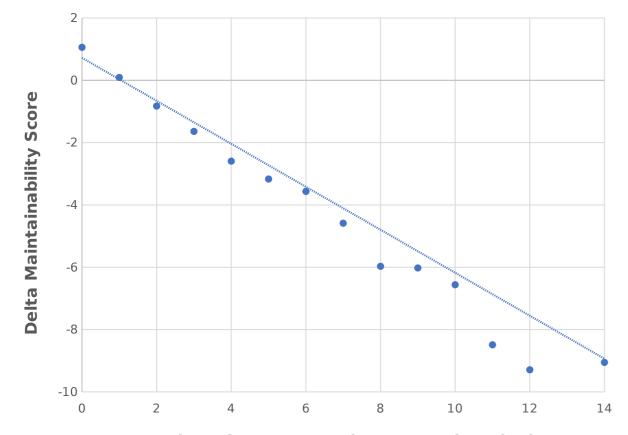
### Return Category

Return Category	Complexity	Parameters	Size	Duplication	#	Score
Return	0.85	1.02	-3.84	-55.00	1,571	0.19
Declare	0.94	0.74	11.11	-49.19	$5,\!177$	0.15
Assign	0.79	1.07	0.43	-56.29	14	0.12
Void	0.76	1.49	-5.85	-56.35	5,921	-0.18
Grand Total	0.84	1.12	1.33	-53.26	12,683	0.00

#### **Parameters**

#### Any Token Volume

Number of Parameters in the Extracted Method vs Delta Maintainability Score



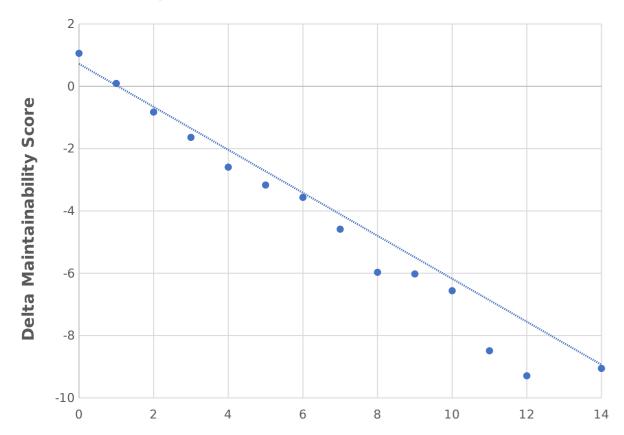
**Number of Parameters in Extracted Method** 

Average of Score Trendline

#### **Parameters**

#### Any Token Volume

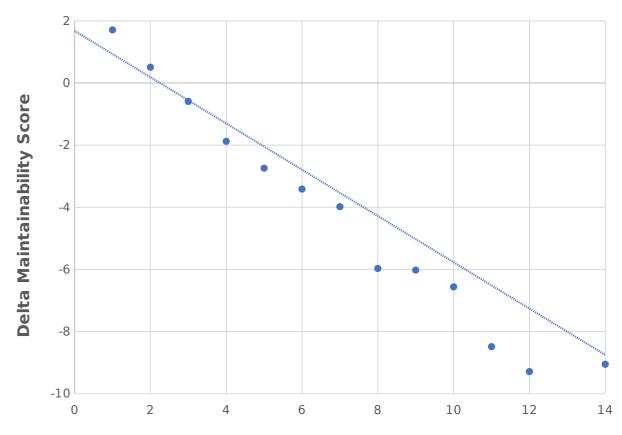
## Number of Parameters in the Extracted Method vs Delta Maintainability Score



Number of Parameters in Extracted Method

63+ Token Volume

## Number of Parameters in the Extracted Method vs Delta Maintainability Score



**Number of Parameters in Extracted Method** 

Average of Score Trendline

Average of Score Trendline

Conclusion

# RQ1.

How can we define clone types such that they can be automatically refactored?

# RQ2.

How can we prioritize refactoring opportunities based on the **context** of clones?

## RQ3.

What are the discriminating factors to decide when a clone **should** be refactored

#### Summary

- > **T1R.** Textually identical code fragments except for variations in whitespace and comments.
- > **T2R.** Type 1R clones except for variations in a controlled set of expressions.
- > T3R. Type 2R clones with optional gaps of non cloned statements.
- > Relation. 37% Same Class, 24% Same Hierarchy, 24% Unrelated and 7% Same Interface
- > Location. 78% Method Level, 17% Class Level, 4% Constructor Level and 1% Other
- > Contents. 74% Method Body (77% including constructor), 8% Several Methods, 6% Only Fields and 4% Full Method.
- > **Refactorability.** 28% can be extracted, 25% is not in a method body, 23% top-level AST-node is not a statement, 15% spans part of a block and 6% multiple return values.
- > **Token Volume.** Clone classes with a Token Volume higher than 63 results in refactorings that, on average, improve maintainability.
- > **Number of Parameters.** When an extracted method has more than two parameters , it is more likely to decrease maintainability.
- > **Relation and Return Category.** These two factors have a minor influence on maintainability.