

Flattening Abstract Syntax Tree for Efficiency [1]

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Serendipity

Software engineering tools exchange code representations through serialised abstract syntax trees.

Surprisingly, hierarchical representation is **NOT** the fastest to exchange tree structures.

Requirements

Speed up the processing of code whilst preserving the *equivalence* to hierarchies in an *efficient* form.

Design Rationale

- 1) Save AST as a *flat* 1D array by converting tree pointers into integer offsets;
- 2) Flattened AST can be more efficient to access by programming tools through APIs.

Features

- **☑** fast
- ✓ language-agnostic
 ✓ ANTLR4 grammar
- ☑ IDE friendly ?!
- ☑ human readable ?!

Example Usage

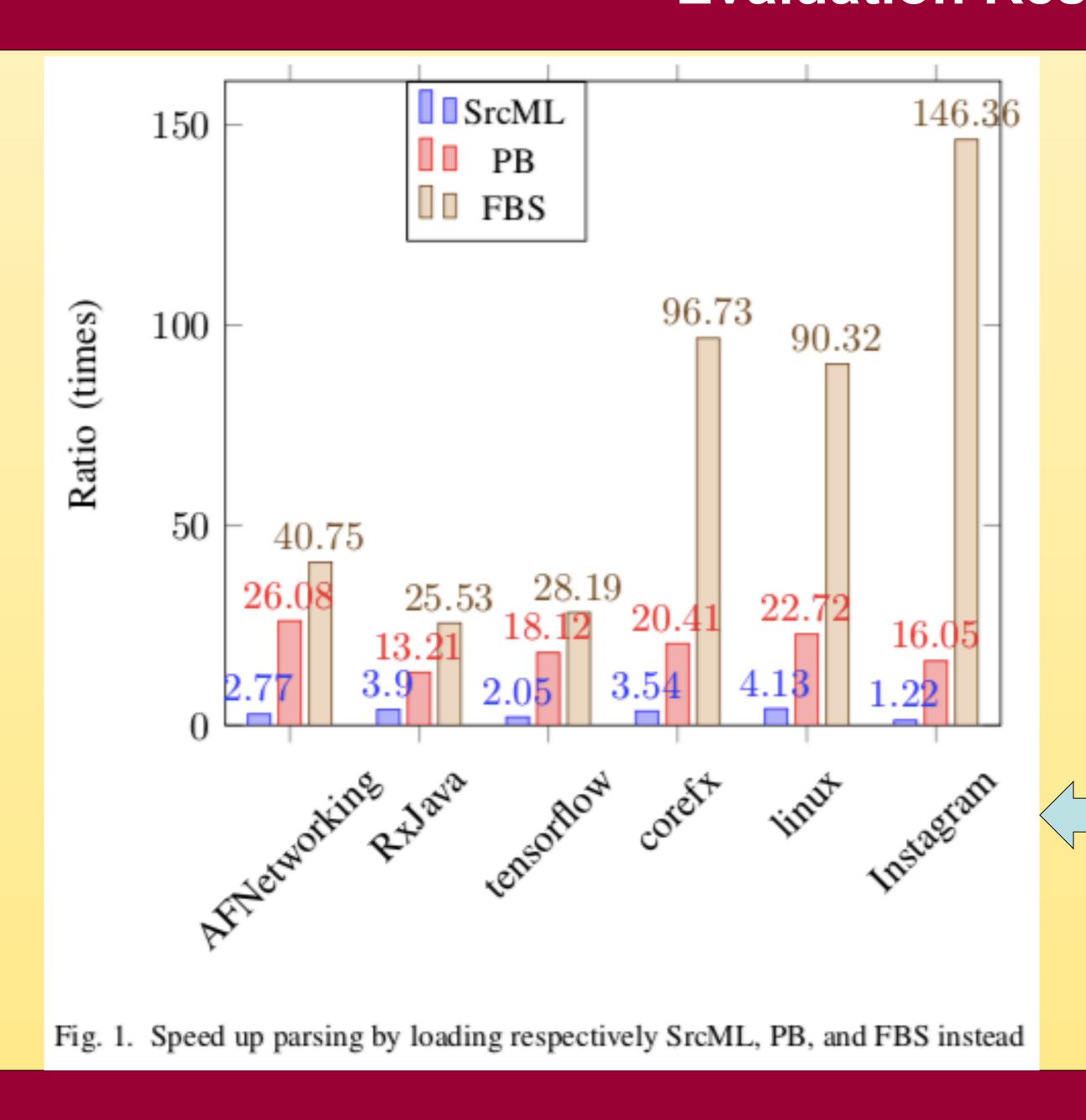
- # slice a program
- fast -S -G foo.java foo.fbs # diff two programs
 - fast -D v1.java v2.java

Applications

- ☑ Parsing: 100x faster for 7 popular projects
 ☑ Big Code Deep Learning [2]
 - ☑ Big Code Deep Learning [2] (see a demo below)
- ✓ Slicing
 - 2.5x faster than srcSlicer[3]
- ☑ Diffing [4]: 20x faster
 - ☑ Bug localisation (ConCodeSe) [5]
- ☑ Extending *IDE*
 - ☑ Visual Studio Code
 - ☑ Browser-based IDE

Evaluation Results

Live Demo



Parsing flattened AST is 100x faster on a benchmark of 29 projects of 6 programming languages: ObjectiveC, Java, C++, C#, C, Smali). A total of 298,312,076 LOC.

Fig. 1 shows 6 of them, one for each programming language.



References

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- 3) Hakam W. Alomari, Michael L. Collard, Jonathan I. Maletic, Nouh Alhindawi and Omar Meqdadi. "srcSlice: very efficient and scalable forward static slicing". Software: Evolution and Process, 26(11):931-961, November 2014.
- 4) Yijun Yu, Thein Thun Tun, and Bashar Nuseibeh, "Specifying and detecting meaningful changes in programs," In: Proc. of the 26th IEEE/ACM Conference on Automated Software Engineering, pp. 273-282, 2011.
- 5) Tezcan Dilshener, Michel Wermelinger, Yijun Yu: "Locating bugs without looking back". Automated Software Engineering 25(3): 383-434 (2018)