

Let Me Do Your Homework For You

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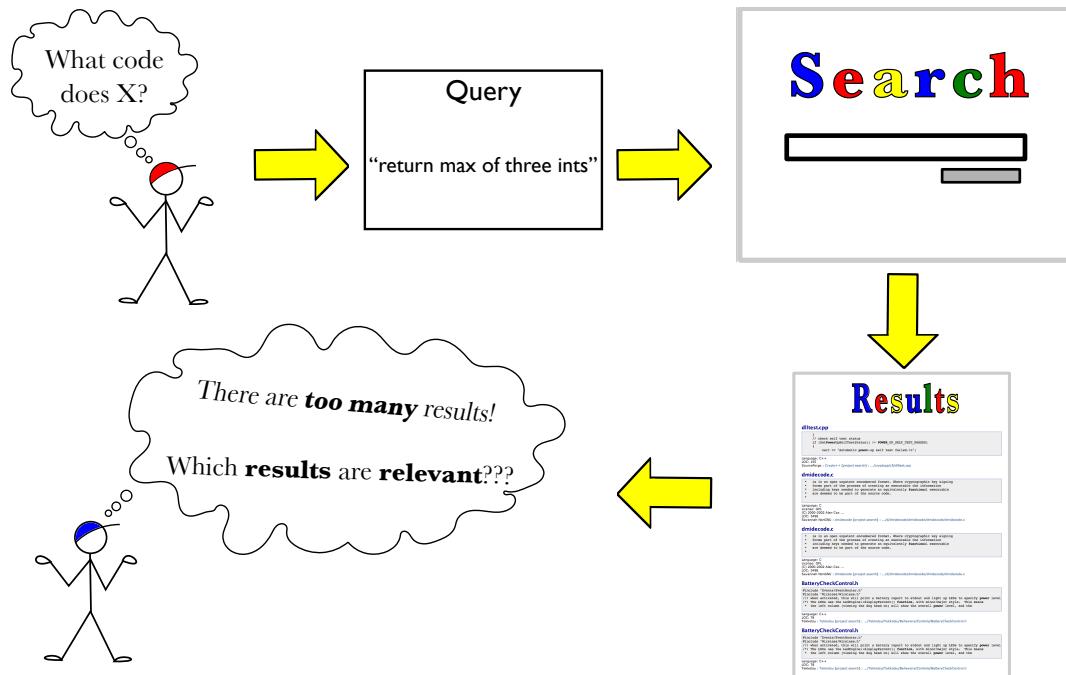
September 5, 2013

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Homework Assignment

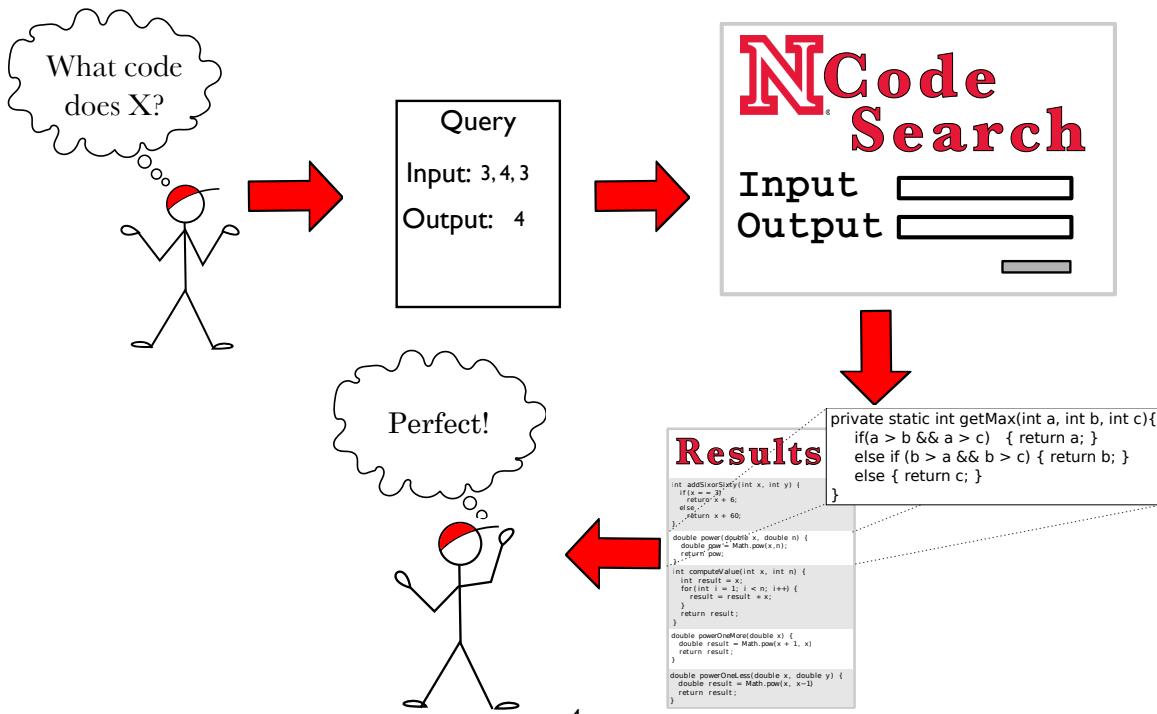
- Write a Java method that returns the maximum element among three integers

What Some People Do



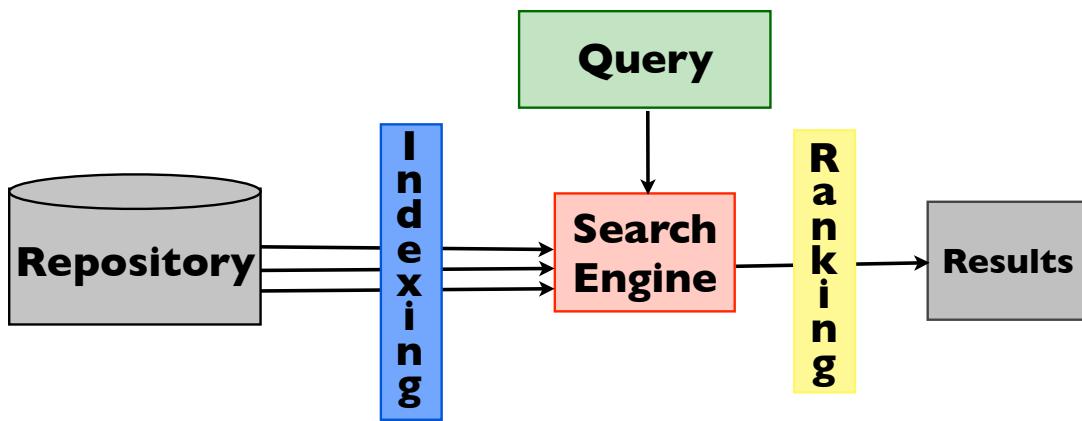
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A Better World...



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How Does Search Work?



About Search

	Google	Satsy
Querying		
Indexing		
Matching		
Ranking		

About Search

	Google	Satsy
Querying	keywords	input/output example
Indexing		
Matching		
Ranking		

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Working Example

- Write a Java method that returns the maximum element among three integers
 - **Google Search:** “Java return maximum of three integers”
 - **Satsy:**
 - Input: 3, 4, 3
 - Output: 4

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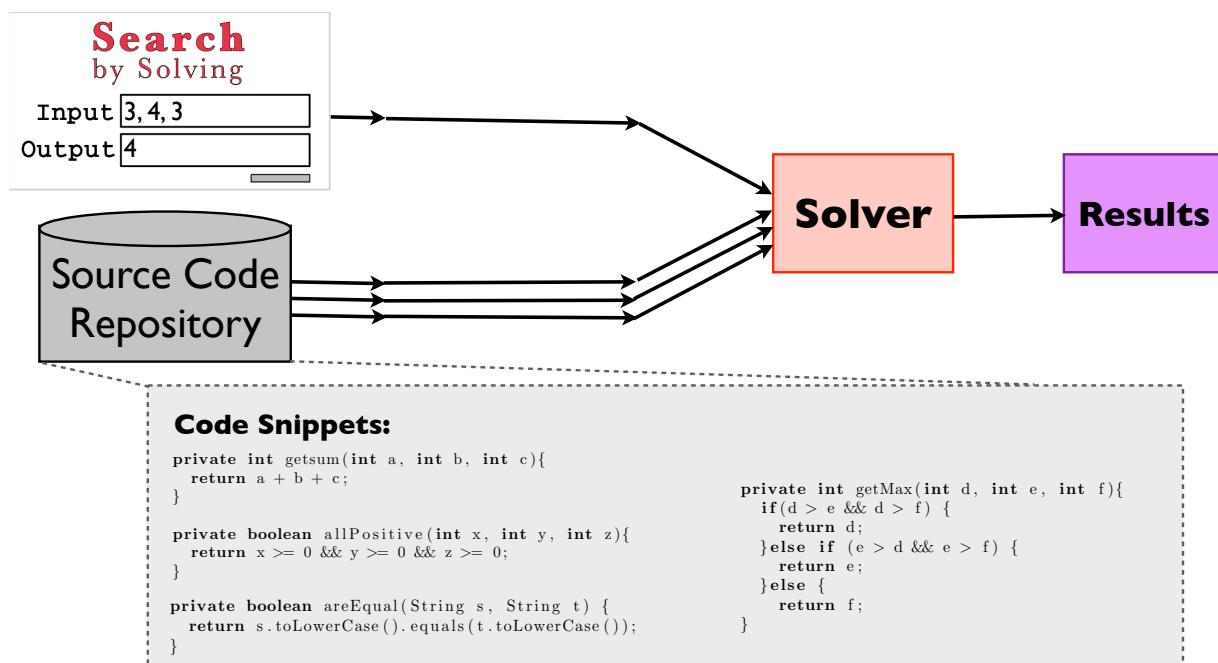
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Satsy: Behind the Scenes



SMT Solvers

Satisfiability Modulo Theory solvers determine if a logical formula is satisfiable

Facts	Assertions
$a \geq 0$	(assert ($\geq a 0$))
$b = 2$	(assert ($= b 2$))
$c = 2$	(assert ($= c 2$))
$c = a * b$	(assert ($= (* a b) c$))

Result: **sat** $a \mapsto 1$

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SMT Solvers

Satisfiability Modulo Theory solvers determine if a logical formula is satisfiable

Facts	Assertions
$a \geq 0$	(assert ($\geq a 0$))
$b = ?$	(assert ($= b ?$))
$c = 2$	(assert ($= c 2$))
$c = a * b$	(assert ($= (* a b) c$))

Result: **sat** $a \mapsto 2 \wedge b \mapsto 2$

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SMT Solvers

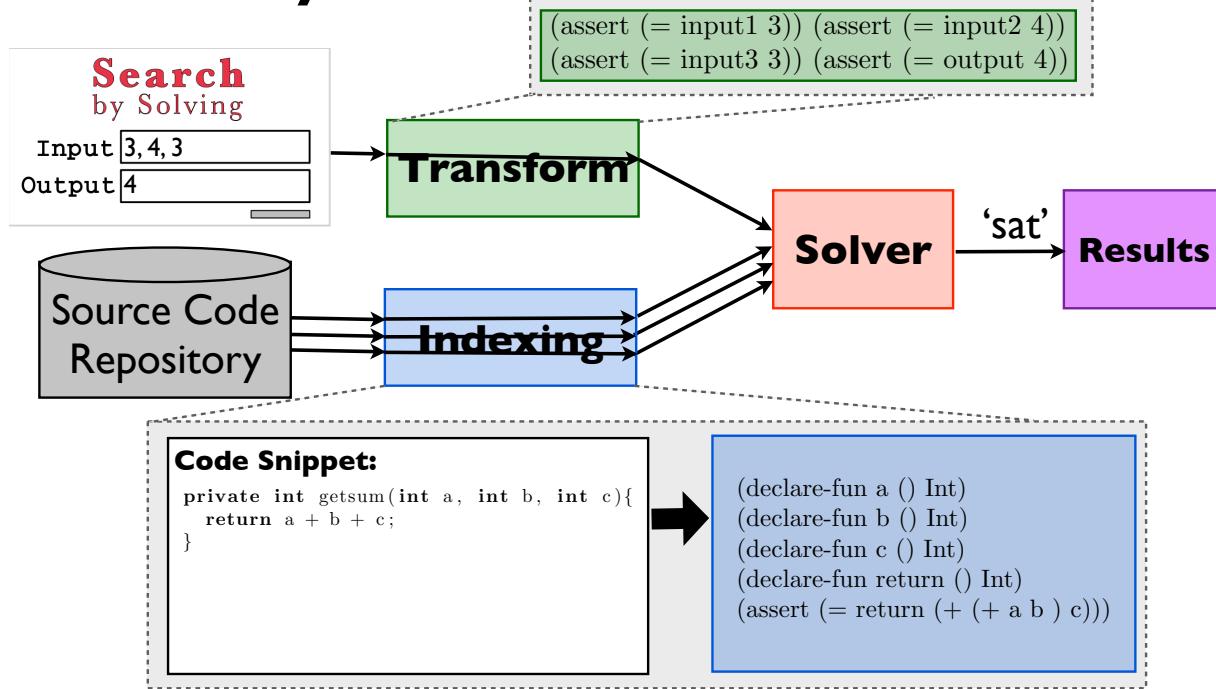
Satisfiability Modulo Theory solvers determine if a logical formula is satisfiable

Facts	Assertions
a = 0	(assert (= a 0))
b = ?	(assert (= b ?))
c = 2	(assert (= c 2))
c = a * b	(assert (= (* a b) c))

Result: **unsat**

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Satsy: Behind the Scenes



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Indexing

Code Snippet:

```
private int getsum(int a, int b, int c){  
    return a + b + c;  
}
```



```
(declare-fun a () Int)  
(declare-fun b () Int)  
(declare-fun c () Int)  
(declare-fun return () Int)  
(assert (= return (+ (+ a b ) c)))
```

Code Snippet:

```
private int getMax(int d, int e, int f){  
    if(d > e && d > f) {  
        return d;  
    } else if (e > d && e > f) {  
        return e;  
    } else {  
        return f;  
    }
```



```
(declare-fun d () Int)  
(declare-fun e () Int)  
(declare-fun f () Int)  
(declare-fun return () Int)  
(assert (or  
       (and (> d e) (> d f) (= return d))  
       (and (> d e) (≤ d f) (≤ e d) (= return f))  
       (and (≤ d e) (> e d) (> e f) (= return e))  
       (and (≤ d e) (> e d) (≤ e f) (= return f))  
       (and (≤ d e) (≤ e d) (= return f))))
```

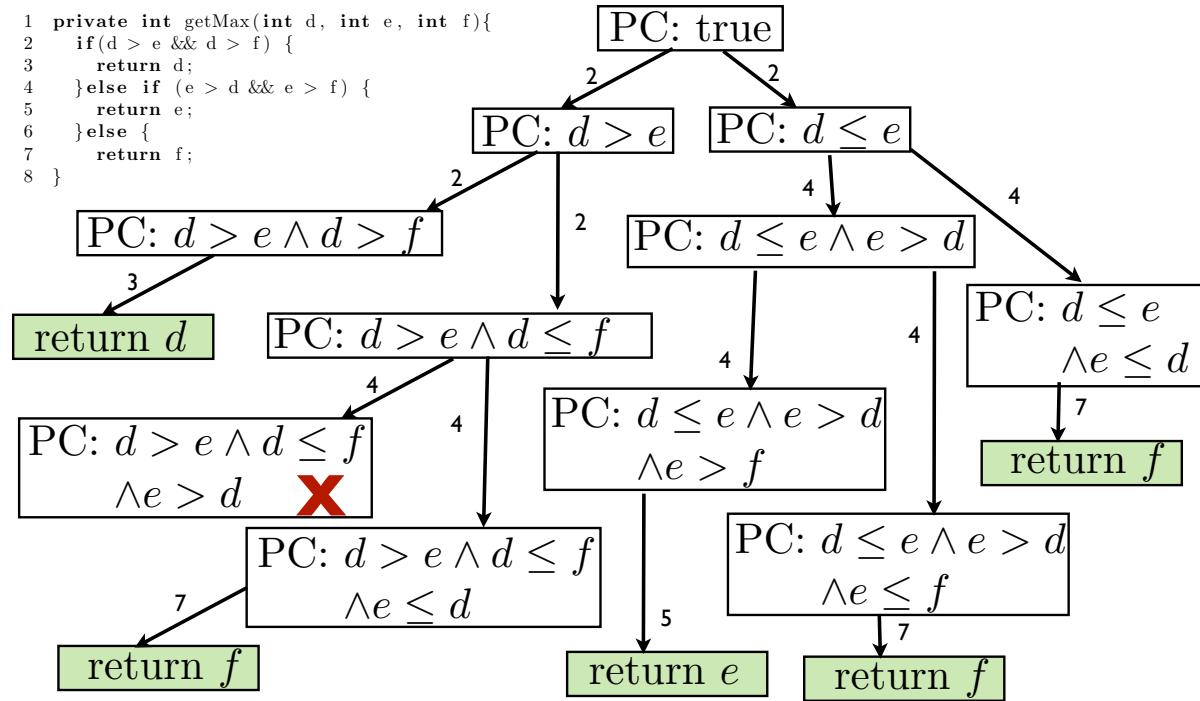
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Symbolic Execution

```

1 private int getMax(int d, int e, int f){
2     if(d > e && d > f) {
3         return d;
4     } else if (e > d && e > f) {
5         return e;
6     } else {
7         return f;
8 }

```

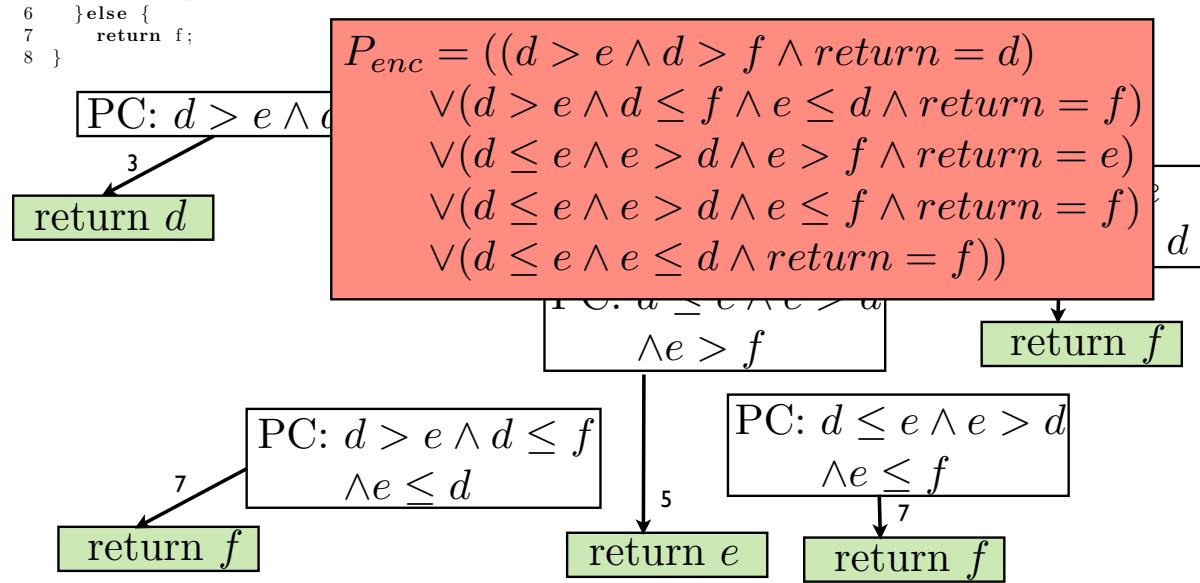


Symbolic Execution

```

1 private int getMax(int d, int e, int f){
2     if(d > e && d > f) {
3         return d;
4     } else if (e > d && e > f) {
5         return e;
6     } else {
7         return f;
8 }

```



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Matching

```
private int getsum(int a, int b, int c){
    return a + b + c;
}
```

```
(declare-fun a () Int)
(declare-fun b () Int)
(declare-fun c () Int)
(declare-fun return () Int)
(assert (= return (+ (+ a b ) c)))
```

Input	Output	Mapping
3, 4, 3	4	$a \mapsto 3 \wedge b \mapsto 4 \wedge c \mapsto 3 \wedge \text{return} \mapsto 4$
3, 0, 0	3	$a \mapsto 3 \wedge b \mapsto 0 \wedge c \mapsto 0 \wedge \text{return} \mapsto 3$

Result: **sat**

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Matching

```
1 private int getMax(int d, int e, int f){
2     if(d > e && d > f) {
3         return d;
4     } else if (e > d && e > f) {
5         return e;
6     } else {
7         return f;
8 }
```

```
PC1:  $d > e \wedge d > f \wedge \text{return} = d$ 
PC2:  $d > e \wedge d \leq f \wedge e \leq d \wedge \text{return} = f$ 
PC3:  $d \leq e \wedge e > d \wedge e > f \wedge \text{return} = e$ 
PC4:  $d \leq e \wedge e > d \wedge e \leq f \wedge \text{return} = f$ 
PC5:  $d \leq e \wedge e \leq d \wedge \text{return} = f$ 
```

Input	Output	Mapping
3, 4, 3	4	$d \mapsto 3 \wedge e \mapsto 4 \wedge f \mapsto 3 \wedge \text{return} \mapsto 4$

Result: **sat for PC3**

Matching

```

1 private int getMax(int d, int e, int f){
2     if(d > e && d > f) {
3         return d;
4     } else if (e > d && e > f) {
5         return e;
6     } else {
7         return f;
8 }

```

PC1: $d > e \wedge d > f \wedge \text{return} = d$
 PC2: $d > e \wedge d \leq f \wedge e \leq d \wedge \text{return} = f$
 PC3: $d \leq e \wedge e > d \wedge e > f \wedge \text{return} = e$
 PC4: $d \leq e \wedge e > d \wedge e \leq f \wedge \text{return} = f$
 PC5: $d \leq e \wedge e \leq d \wedge \text{return} = f$

Input	Output	Mapping
3, 4, 3	4	$d \mapsto 3 \wedge e \mapsto 4 \wedge f \mapsto 3 \wedge \text{return} \mapsto 4$
3, 0, 0	3	$d \mapsto 3 \wedge e \mapsto 0 \wedge f \mapsto 0 \wedge \text{return} \mapsto 3$

Result: **sat for PC3, PC1**

Matching

```

1 private int getMax(int d, int e, int f){
2     if(d > e && d > f) {
3         return d;
4     } else if (e > d && e > f) {
5         return e;
6     } else {
7         return f;
8 }

```

PC1: $d > e \wedge d > f \wedge \text{return} = d$
 PC2: $d > e \wedge d \leq f \wedge e \leq d \wedge \text{return} = f$
 PC3: $d \leq e \wedge e > d \wedge e > f \wedge \text{return} = e$
 PC4: $d \leq e \wedge e > d \wedge e \leq f \wedge \text{return} = f$
 PC5: $d \leq e \wedge e \leq d \wedge \text{return} = f$

Input	Output	Mapping
3, 4, 3	4	$d \mapsto 3 \wedge e \mapsto 4 \wedge f \mapsto 3 \wedge \text{return} \mapsto 4$
3, 0, 0	3	$d \mapsto 3 \wedge e \mapsto 0 \wedge f \mapsto 0 \wedge \text{return} \mapsto 3$
X 5, 5, 4	5	$d \mapsto 5 \wedge e \mapsto 5 \wedge f \mapsto 4 \wedge \text{return} \mapsto 5$

Result: **sat for PC3, PC1**

Why Not Execute the Programs?

```
1 private String getPart(String s, char c) {  
2     int index = s.lastIndexOf(c);  
3     return s.substring(0, index);  
4 }
```

Input	Output	Result
“log.txt”	“log”	sat, $c \mapsto \cdot$

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About Search

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Ranking	PageRank algorithm	Partial Matching

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Ranking with Partial Matches

Let P be a program

Let Q_P be the paths in a program

Let LS be a set of input/output examples

Let LS_{sat} be the set of input/output examples satisfied by a path in Q_P

Let Q_{sat} be the set of paths in a program that satisfy some $ls \in LS$

$ LS_{sat} = \emptyset$	$LS_{sat} \subset LS$	$LS_{sat} = LS$
$ Q_{sat} = \emptyset$	–	–
$Q_{sat} \subset Q_P$	–	Under/Over
$Q_{sat} = Q_P$	–	Over-Approx Under-Approx
		Full Match

Ranking with Partial Matches

```
private int getsum(int a, int b, int c){
    return a + b + c;
}
```

Input	Output	Match
3, 4, 3	4	--
3, 0, 0	3	Under-Approx

	$ LS_{sat} = \emptyset$	$LS_{sat} \subset LS$	$LS_{sat} = LS$
$ Q_{sat} = \emptyset$	—	—	—
$Q_{sat} \subset Q_P$	—	Under/Over	Over-Approx
$Q_{sat} = Q_P$	—	Under-Approx	Full Match

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Ranking with Partial Matches

```
1 private int getMax(int d, int e, int f){
2     if(d > e && d > f) {
3         return d;
4     } else if (e > d && e > f) {
5         return e;
6     } else {
7         return f;
8     }
```

Input	Output	Path	Match
3, 4, 3	4	PC3	Over-Approx
3, 0, 0	3	PCI	Over-Approx
5, 5, 4	5	---	Under/Over-Approx

	$ LS_{sat} = \emptyset$	$LS_{sat} \subset LS$	$LS_{sat} = LS$
$ Q_{sat} = \emptyset$	—	—	—
$Q_{sat} \subset Q_P$	—	Under/Over	Over-Approx
$Q_{sat} = Q_P$	—	Under-Approx	Full Match

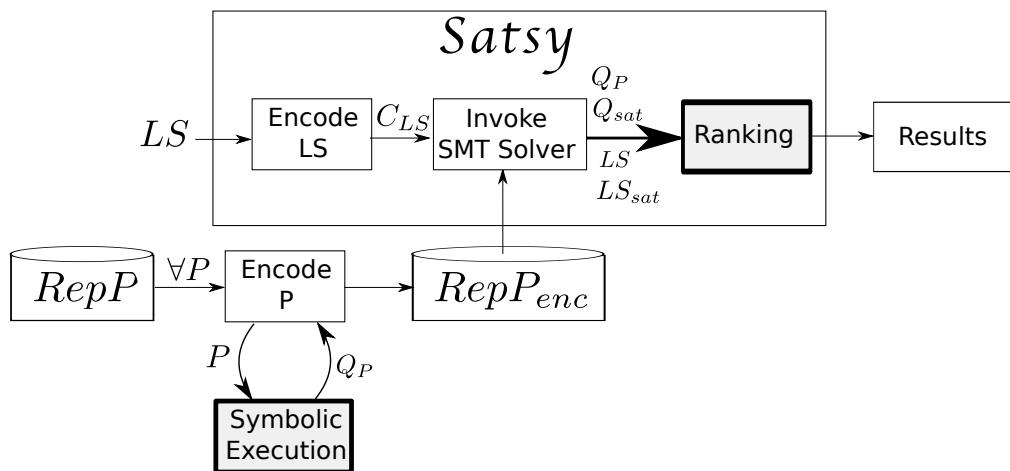
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Ranking	PageRank algorithm	Partial Matching

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Implementation



```

<statements> ::= (<statement>)*
<statement> ::= <variableDeclaration> | <assignment> | <ifStatement> | <return>
<variableDeclaration> ::= <type> <ident> `;`
<ifStatement> ::= `if` `(` <expr> `)` `;` `(` <statements> `;)`*
    (`else` `if` `(` <expr> `)` `;` `(` <statements> `;)`* `)`
    (`else` `;` `(` <statements> `;)`*)
<assignment> ::= <type>? <ident> `=` <expr> `;`
<return> ::= `return` <expr> `;`
<expr> ::= <logicalOrExpr>
<logicalOrExpr> ::= <logicalAndExpr> (`||` <logicalAndExpr>)*
<logicalAndExpr> ::= <equalityExpr> (`&&` <equalityExpr>)?
<equalityExpr> ::= <relationalExpr> ((`!=` | `==` | `<` | `<=` | `>` | `>=`) <relationalExpr>)?
<relationalExpr> ::= <addExpr> ((`<` | `<=` | `>` | `>=`) <addExpr>)
<addExpr> ::= <multExpr> ((`+` | `-`) <multExpr>)?
<multExpr> ::= <primaryExpr> ((`*` | `/` | `%`) <primaryExpr>)?
<primaryExpr> ::= <invokeExpr> | <stringLit> | <charLit> | <integer> | <booleanLit>
    | `(` <expr> `)` | <ident>
<invokeExpr> ::= (<ident> | <stringLit>) ( `.` <noarg> `(` `)` )
    | ((`onearg` | `(` <expr> `)` ) `;` )
    | ((`twoarg` | `(` <expr> `(` ,` <expr> `)` `)` ) `;` )
<noarg> ::= `length` | `toLowerCase` | `toUpperCase` | `trim`
<onearg> ::= `charAt` | `concat` | `contains` | `endsWith` | `equals` | `equalsIgnoreCase`
    | `indexOf` | `lastIndexOf` | `startsWith` | `substring`
<twoarg> ::= `indexOf` | `lastIndexOf` | `replace`
<type> ::= `char` | `String` | `int` | `boolean`
<booleanLit> ::= `true` | `false`
<integer> ::= (`0` | (`1`..`9`)) (`0`..`9`)* );

```

Language Support

- Next:
- Loops
- Nulls
- Concurrency
- Objects

Evaluation

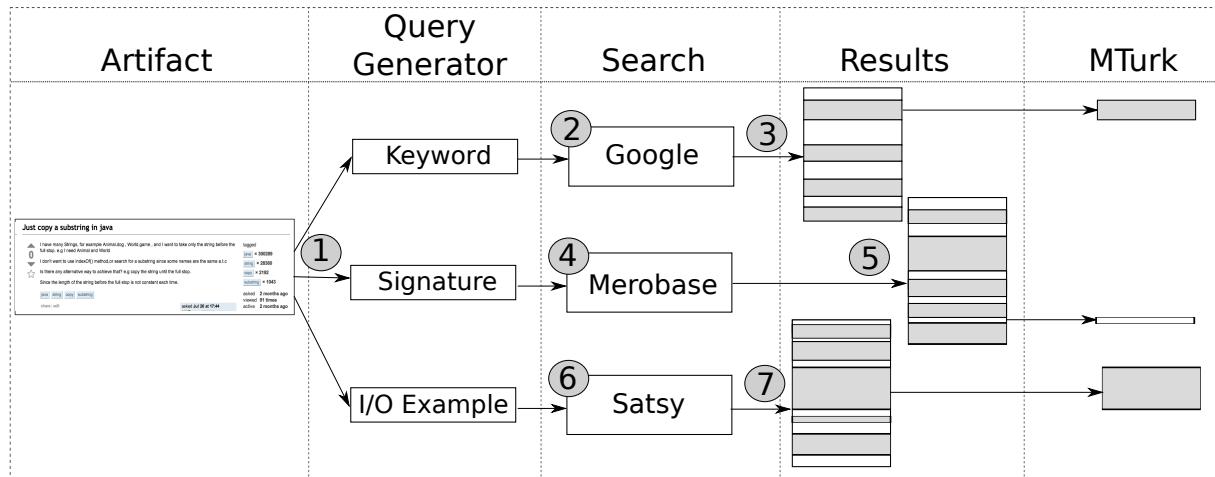
How do search results from **Satsy** compare to those found using **Google** and those found with the code-specific search engine, **Merobase**, from the perspective of a programmer?

Satsy Repository

- 8,430 methods scraped from GitHub
- 9,909 paths among the methods

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Evaluation



8 artifacts * 3 query generators per artifact * 3 algorithms = 720 Results

Artifacts

Q	Description
1	Check if one string contains another, case insensitive
2	Capitalize the first letter of a string
3	Determine if a number is positive
4	Trim the file extension from a file name
5	Trim the last character from a string
6	Turn a string into a char
7	Determine if a character is numeric
8	Check if one string is a rotation of another (a rotation is when the first part of a string is spliced off and tacked onto the end)

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Mechanical Turk Task

Programming Task: Given a string, trim off the last character.

Code Snippet 1: Consider the following Java code:

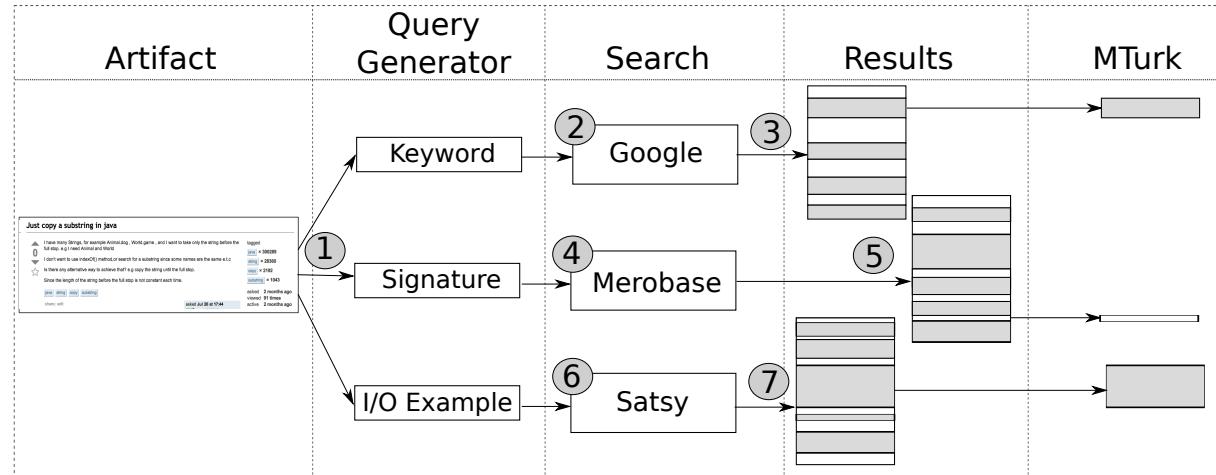
```
boolean isRotation(String s1, String s2) {  
    return (s1.length() == s2.length()) && ((s1+s1).indexOf(s2) != -1);  
}
```

1. Is this code *relevant* to the programming task (relevance means the source code can be easily adapted to solve the problem)?

Yes No

Why or why not? How could it be adapted? (requires 10+ word response)

Evaluation



Metric: P@10, relevance among top 10 results

Results

	P@10
Google	0.633
Merobase	0.375
Satsy	0.533

Impact of Specification Size on Relevance

	Number of Input/Output Pairs			
	1	2	3	4
Satsy	0.500	0.483	0.627	0.663
Google			0.633	

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Ranking Revisited

	$ LS_{sat} = \emptyset$	$LS_{sat} \subset LS$	$LS_{sat} = LS$
$ Q_{sat} = \emptyset$	—	—	—
$Q_{sat} \subset Q_P$	—	Under/Over	Over-Approx
$Q_{sat} = Q_P$	—	Under-Approx	Full Match

Original Ranking: Full, Over, Under, Under/Over

Proposed Ranking: Over, Full, Under, Under/Over

Hypothetical Ranking

	P@10
Google	0.633
Merobase	0.375
Satsy	0.533
<i>Satsy'</i>	0.653

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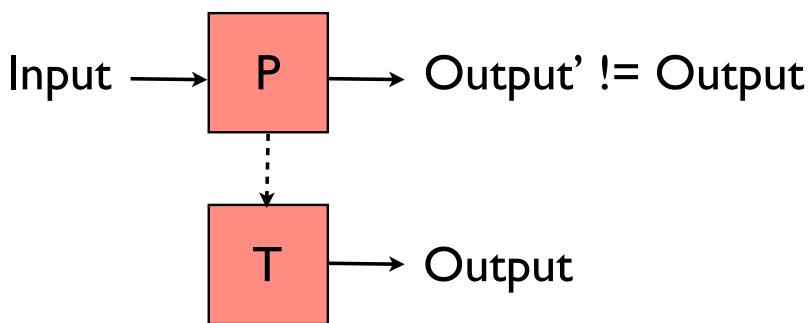
Conclusion

- More input/output examples lead to better results
- With smart ranking, Satsy could beat Google

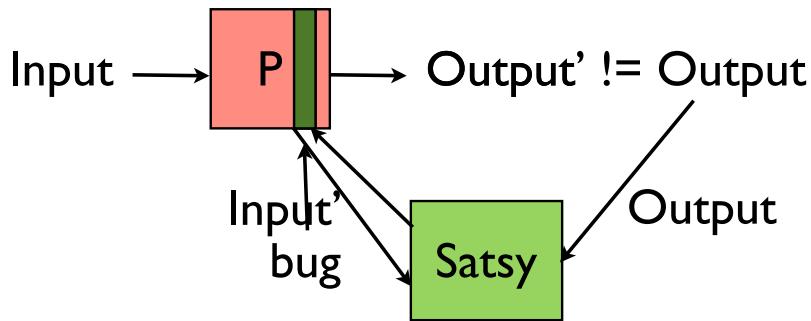
Where do we go from here?

- Increase language coverage
- Revise and evaluate ranking algorithms
- UI to facilitate user studies
(senior design team, I'm talking to you!)
- Many potential directions.....

Program Synthesis

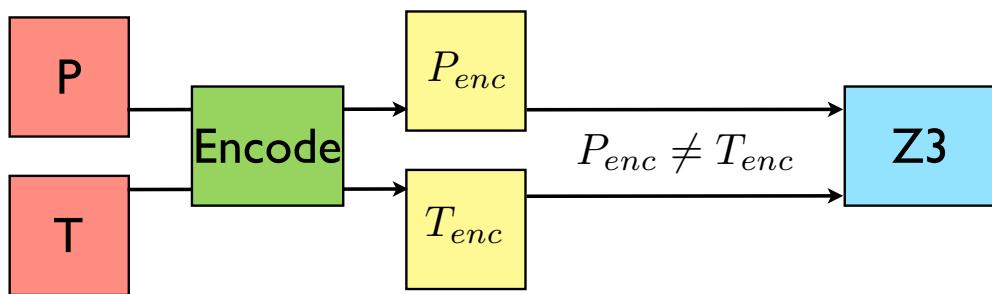


Automated Fault Fixing



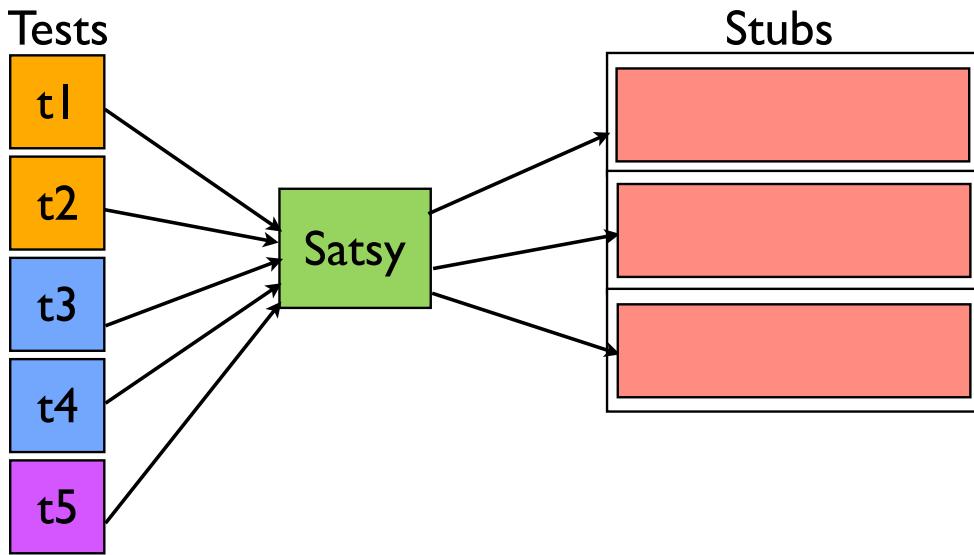
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Clone Refactoring



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Test-Driven Development



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Summary

- Introduced a code search approach using input/output
- Defined a notion of partial matching for ranking programs
- Evaluated the approach against Google and Merobase
- Discussed potential applications

Homework Assignment

- What can Satsy help us do?

Satsy Can Help!

Acknowledgements

- **Collaborators:** Sebastian Elbaum and Matt Dwyer
- **Funding:**
 - Iowa State University
 - NSF SHF-1218265
 - NSF GRFP