Research on NLP for RE at Università della Svizzera italiana: a Report

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Automatic generation of test cases



Test case =

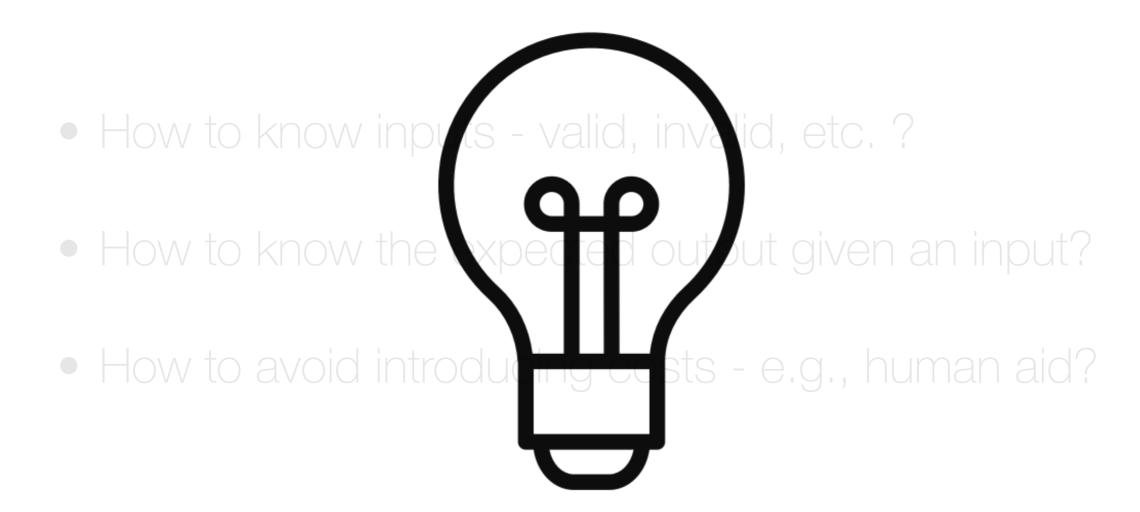
Test case = input

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How to know inputs - valid, invalid, etc. ?

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- How to know the expected output given an input?

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- How to know the expected output given an input?
- How to avoid introducing costs e.g., human aid?



Exploiting available information

- How to know inputs valid, invalid, etc. ?
- How to know the expected output given an input?
- How to avoid introducing costs e.g., human aid?

Semantically relevant information

- Semantically relevant information
- Often expressed in Natural Language

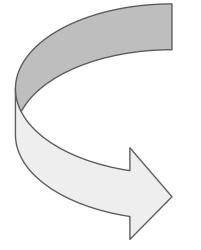
- Semantically relevant information
- Often expressed in Natural Language
- ...code comments, documentation, requirements...

```
// returns true if x is less than 0

public class SimpleMath {
   public boolean isNegative(int x) {
      return x > 0;
   }
}
```

```
// returns true if x is less than 0

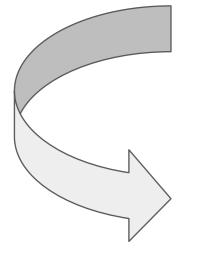
public class SimpleMath {
   public boolean isNegative(int x) {
      return x > 0;
   }
}
```



```
public class SimpleMathTest {
    @Test
    public void testIsNegative(){
        SimpleMath simpleMathInstance = new SimpleMath();
        assertTrue(simpleMathInstance.isNegative(-1));
    }
}
```

```
// returns true if x is less than 0

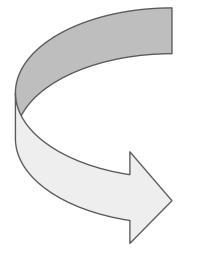
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// returns true if x is less than 0

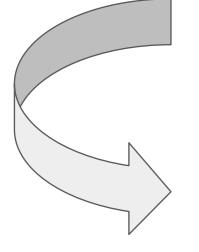
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   public boolean isNegative(int x) {
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   }
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Test fails

```
// returns true if x is less than 0

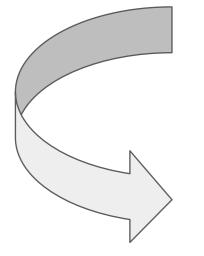
public class SimpleMath {
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    @Test
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        SimpleMath simpleMathInstance = new SimpleMath();
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    }
}
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Test fails

```
// returns true if x is less than 0

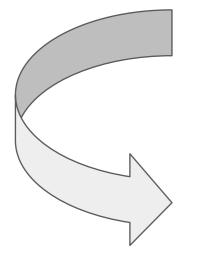
public class SimpleMath {
   public boolean isNegative(int x){
      return x < 0;
   }
}</pre>
```



```
public class SimpleMathTest {
    @Test
    public void testIsNegative(){
        SimpleMath simpleMathInstance = new SimpleMath();
        assertTrue(simpleMathInstance.isNegative(-1));
    }
}
```

```
// returns true if x is less than 0

public class SimpleMath {
   public boolean isNegative(int x){
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}</pre>
```



```
public class SimpleMathTest {
    @Test
    public void testIsNegative(){
        SimpleMath simpleMathInstance = new SimpleMath();
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    }
}
```

Test passes

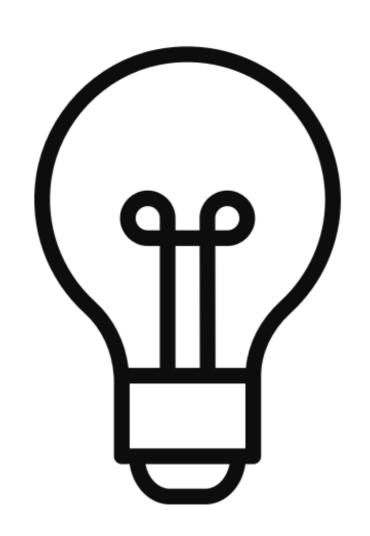
Test cases help you detecting bugs!

```
@Test
public void testIsNegative(){
    SimpleMath simpleMathInstance = new SimpleMath();
    assertTrue(simpleMathInstance.isNegative(-1));
}
```

Test passes

Can we automatically translate natural language information into test cases?

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Let's try with Javadoc comments!

```
/**
 * @param v, the vertex, must not be null
 *
 * @param nList, list of possible neighbors
 *
 * @return true if vertexes in nList are neighbors of
 * vertex. Always false if the list is empty
 *
 * @throws IllegalArgumentException if vertex is not
 * found in the graph
 */
public boolean neighborsOf(Vertex v, List nList){...}
```

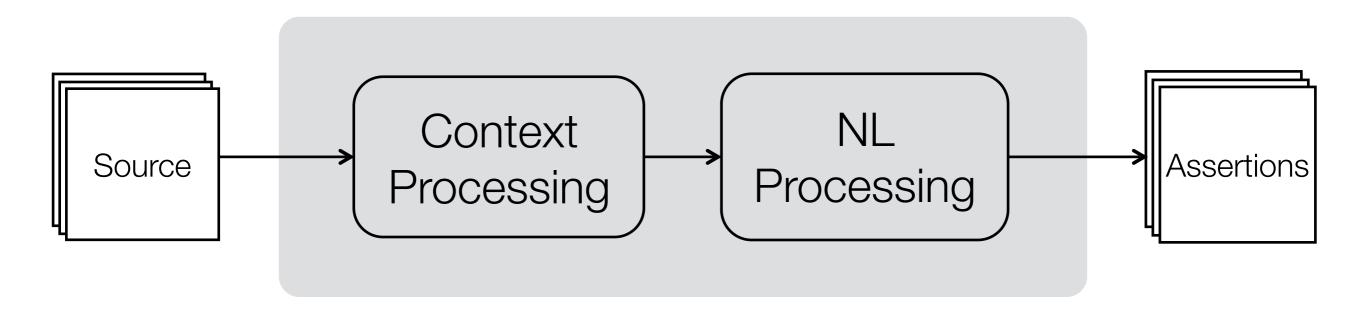
v != null

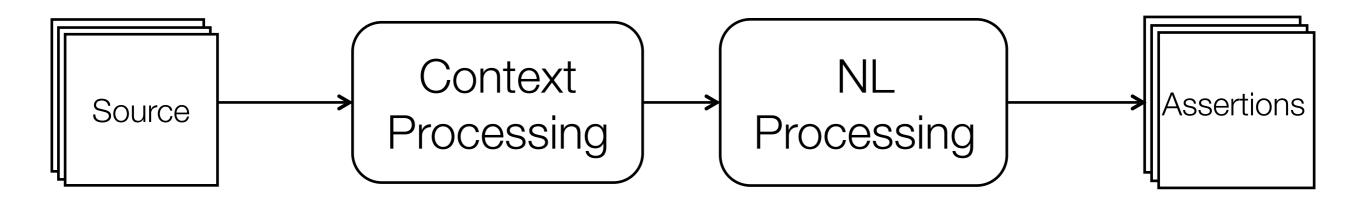
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 *
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public boolean neighborsOf(Vertex v, List nList){...}
                        v != null
```

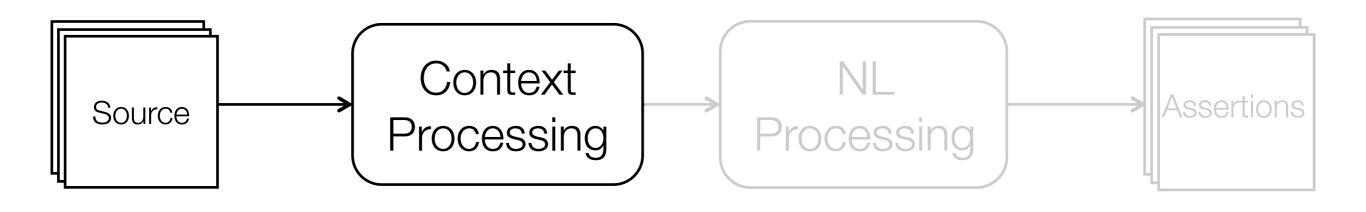
nList.isEmpty() ? returnValue==false

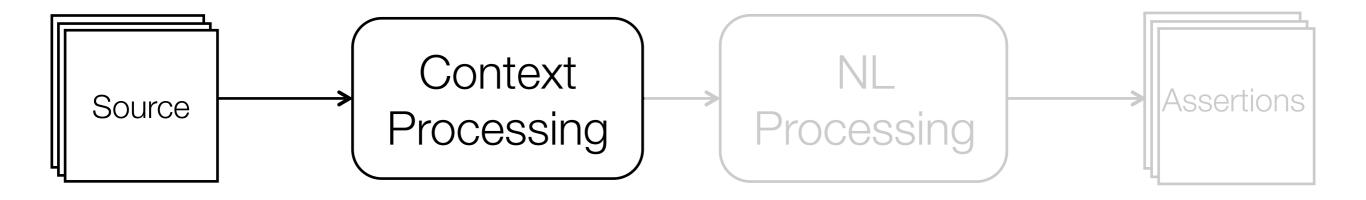
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  @param v, the vertex, must not be null
   @param nList, list of possible neighbors
 *
   @return true if vertexes in nList are neighbors of
           vertex. Always false if the list is empty
 * # @throws IllegalArgumentException if vertex is not
           found in the graph
 *
 */
public boolean neighborsOf(Vertex v, List nList){...}
                        v != null
           nList.isEmpty() ? returnValue==false
      !graph.contains(v) -> IllegalArgumentException
```

Jdoctor



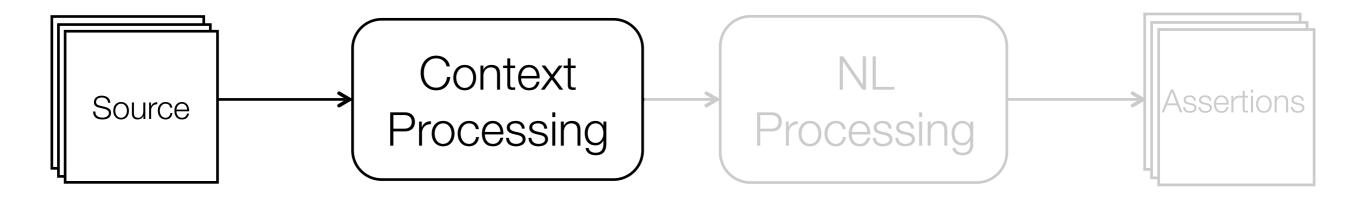






@param

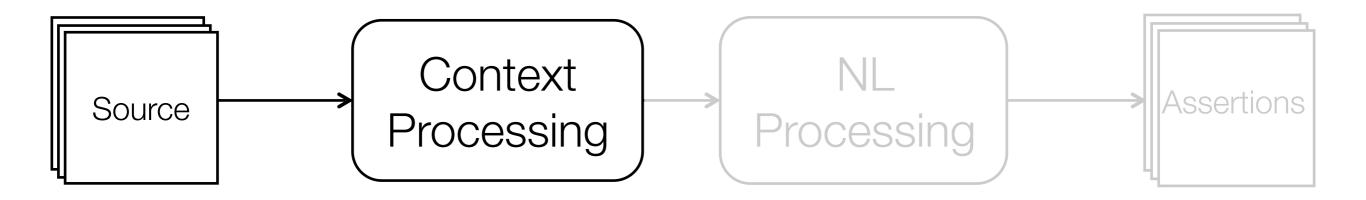
- 1. Identifiers
- 2. Condition



@param

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@param v, the vertex, must not
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@param

- 1. Identifiers
- 2. Condition

@return

- 1. Expected result
- 2. Condition

@param v, the vertex, must not
 be null

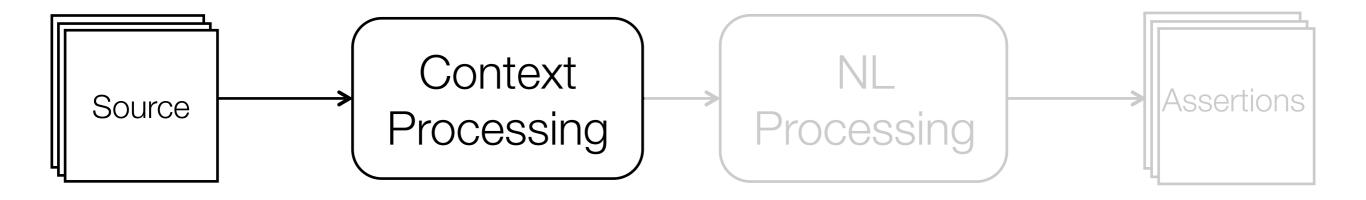
- 1. Identifiers
- 2. Condition

@return

- 1. Expected result
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@param v, the vertex, must not
 be null

@return always false if the
 list is empty



- 1. Identifiers
- 2. Condition

@return

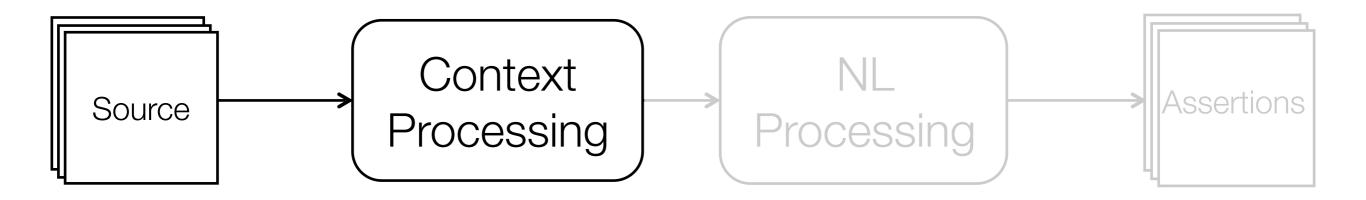
- 1. Expected result
- 2. Condition

@throws

- 1. Expected exception
- 2. Condition

@param v, the vertex, must not
 be null

@return always false if the
 list is empty



- 1. Identifiers
- 2. Condition

@return

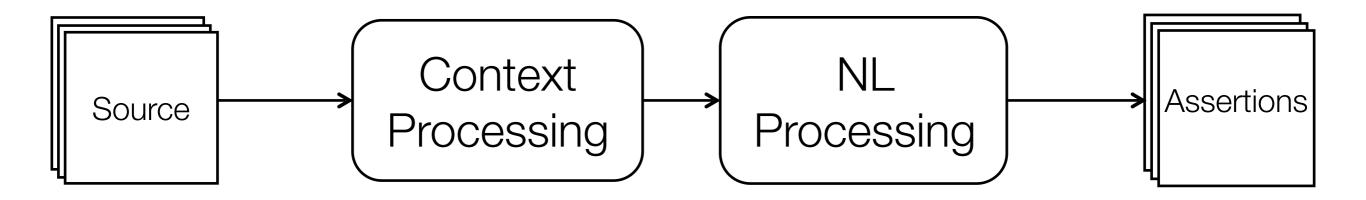
- 1. Expected result
- 2. Condition

@throws

- 1. Expected exception
- 2. Condition

@param v, the vertex, must not
 be null

@return always false if the
 list is empty



- 1. Identifiers
- 2. Text

@return

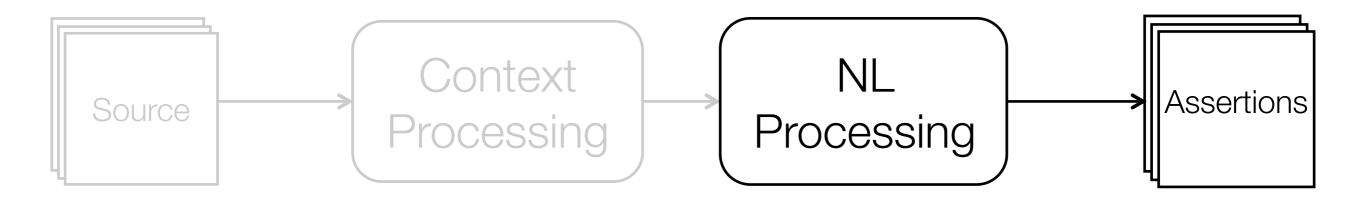
- 1. Expected result
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@throws

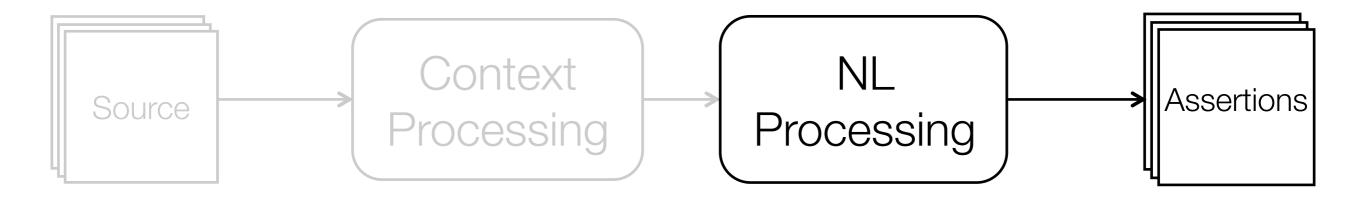
- 1. Expected exception
- 2. Text

@param v, the vertex, must not
 be null

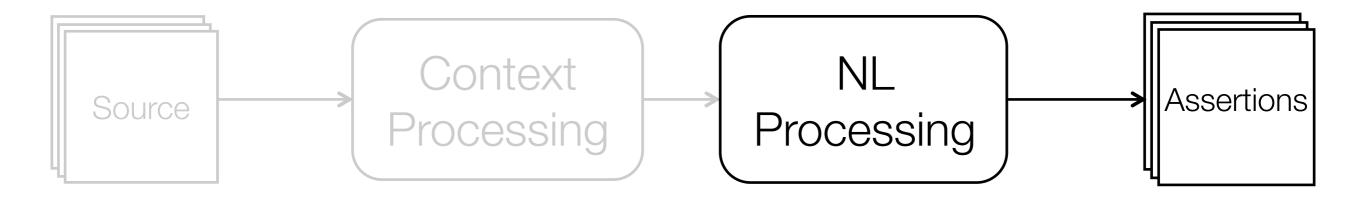
@return always false if the
 list is empty



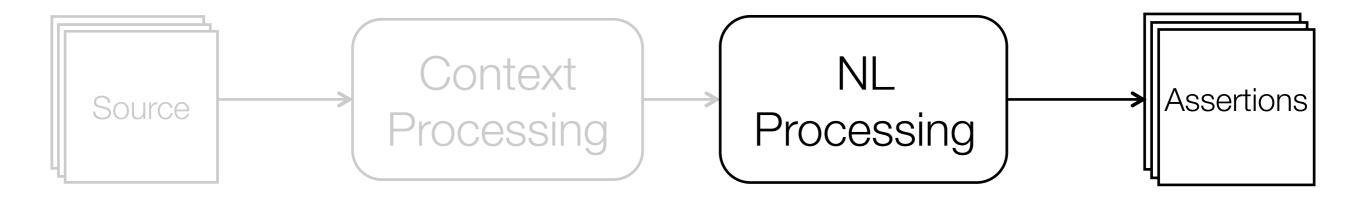
@return always false if the
 list is empty



@return always false if the list is empty



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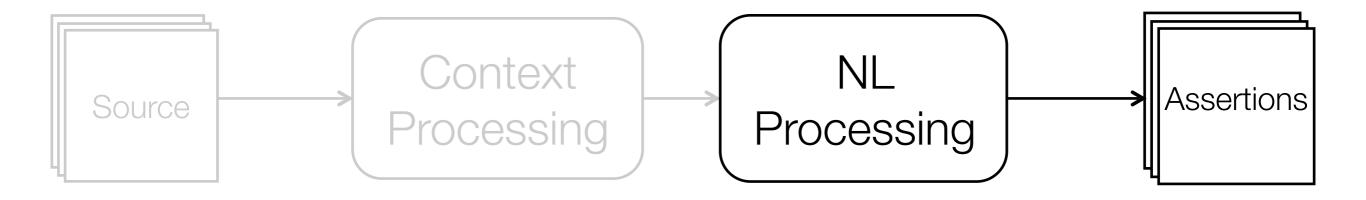


PATTERN MATCH

"vertex not null"

v != null

@return always false if the
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PATTERN MATCH

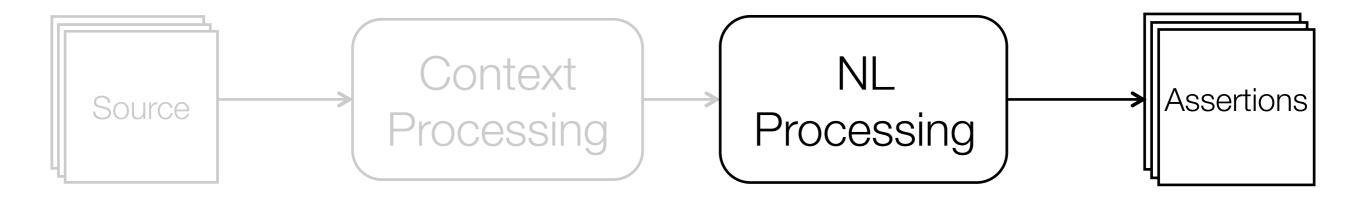
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SYNTAX MATCH

"list is empty"
nList.isEmpty()



PATTERN MATCH

"vertex not null"

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@return always false if the
 list is empty

SYNTAX MATCH

"list is empty"
nList.isEmpty()

@throws IllegalArgumentException
 if vertex is not found
 in the graph

SEMANTIC MATCH

"vertex not found in graph"
 !graph.contains(v)

Natural Language Specification

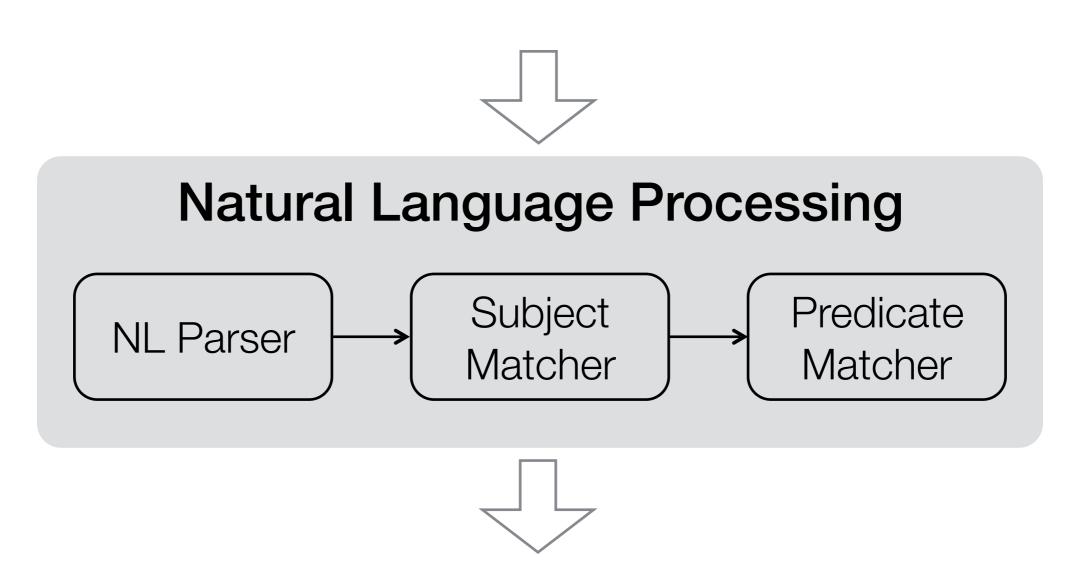


NL Processing



Code Translation

Natural Language Specification



Code Translation



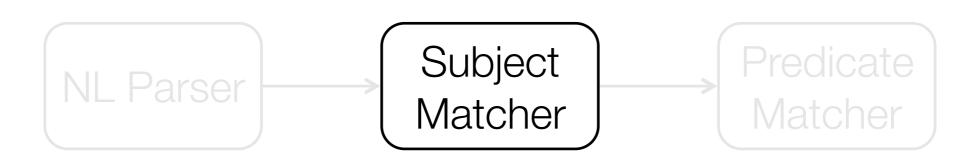
@return

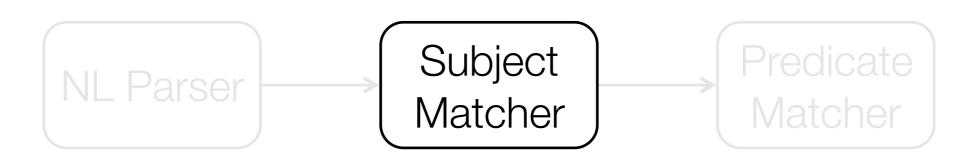
" (false) if the list is empty "



@return

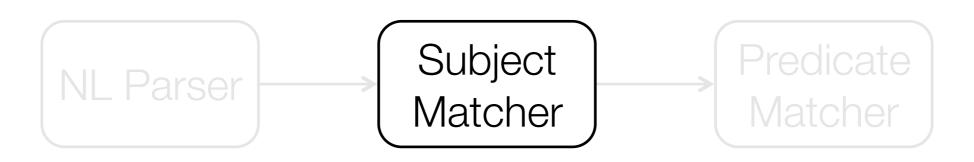
Subject	Predicate		
"list"	"is empty"		





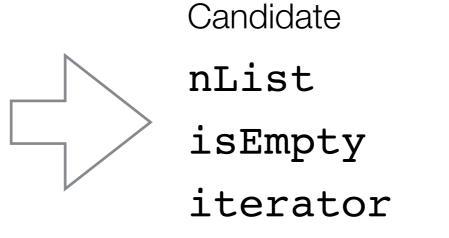
Candidates

Formal Parameters
Class Name
Methods
Fields



Candidates

Formal Parameters
Class Name
Methods
Fields



size

Edit Distance

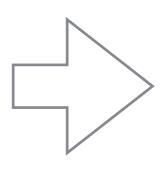
4

7



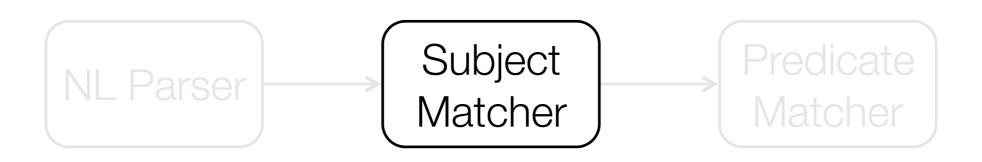
Candidates

Formal Parameters
Class Name
Methods
Fields



Candidate	Edit Distance
nList	1
isEmpty	7
iterator	8
size	4

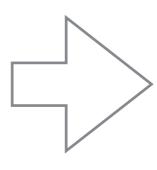
. .



Subject: "list" => nList

Candidates

Formal Parameters
Class Name
Methods
Fields



Candidate

nList

isEmpty

iterator

size

. . .

Edit Distance

1

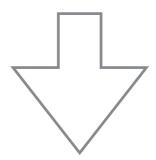
7

8

4



Subject Predicate "list" "is empty"





Subject	Predicate	
"list"	"is empty"	

Candidate Edit Distance
nList 8
isEmpty 1
iterator 6
size 7



Subject	Predicate	
"list"	"is empty"	

Candidate Edit Distance
nList 8
isEmpty 1
iterator 6
size 7



Subject	Predicate	
"list"	"is empty"	

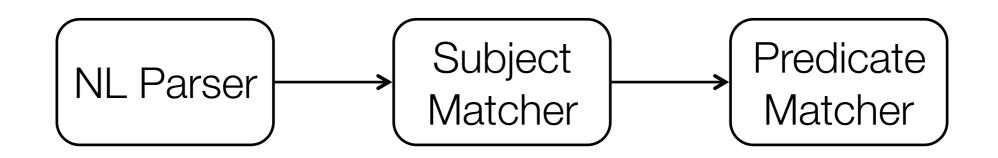
Candidate Edit Distance
nList 8
isEmpty 1
iterator 6
size 7



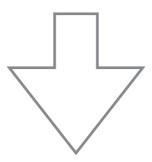
Subject	Predicate
"list"	"is empty"

Candidate Edit Distance
nList 8

Syntax match isEmpty 1
iterator 6
size 7



Subject	Predicate	
"list"	"is empty"	



nList.isEmpty()

Experimental setup

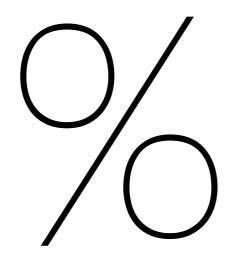


Popular open-source Java systems

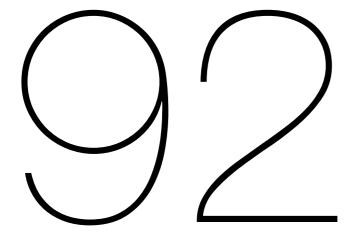
Experimental setup

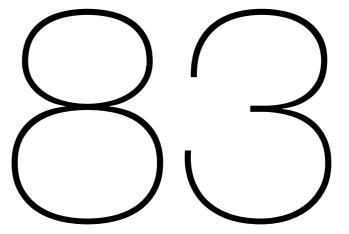
Manually-written Java conditions

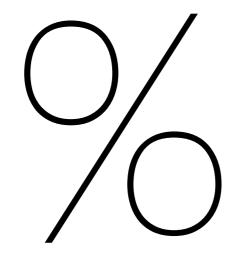


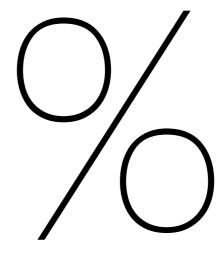


Precision





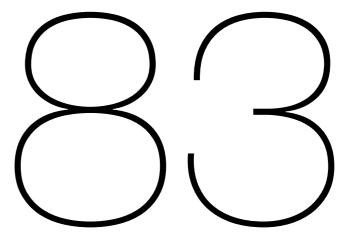




Precision

Recall





Precision

Recall

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 * @return always false if the list is empty
 * @param v, the vertex, must not be null
 * @throws IllegalArgumentException if vertex is not found in the graph
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NL

Processing

Assertions

Context

Processing

Source

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Context

Processing

Source

NL

Processing

Assertions

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Context
Processing
Processing
```

• Exploiting semi-structured natural language information

```
/**

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Context

Processing

Processing
```

- Exploiting semi-structured natural language information
- For generating test cases at the unit level

```
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 * @return always false if the list is empty
 * @param v, the vertex, must not be null
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 */
```

Processing

Assertions

- Exploiting semi-structured natural language information
- For generating test cases at the unit level
- Testing functional properties only

Context

Processing

Source

```
/**
 * Note that it is not possible to delete the last element by
 * immediately calling remove() on the iterator, as a call to remove()
 * before a call to next() will result in an illegal state.
 */
```

New Context

Processing

Source

New NL

Processing

Assertions

Exploiting unstructured natural language information

```
** Note that it is not possible to delete the last element by

* immediately calling remove() on the iterator, as a call to remove()

* before a call to next() will result in an illegal state.

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New Context
Processing
Processing
```

- Exploiting unstructured natural language information
- For testing both at the unit and the integration level

```
/**

* Note that it is not possible to delete the last element by

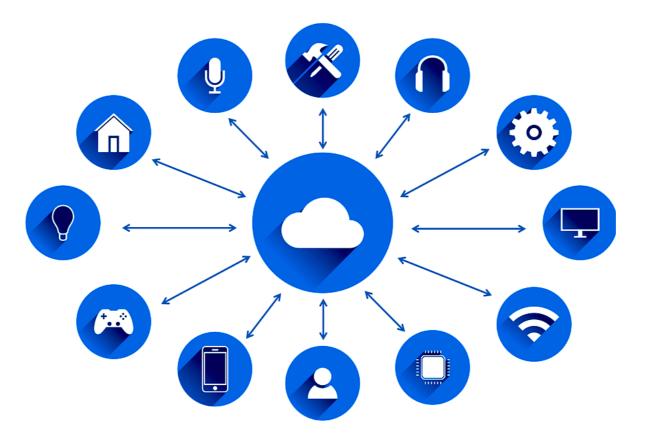
* immediately calling remove() on the iterator, as a call to remove()

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*/

New Context
Processing
Processing
```

- Exploiting unstructured natural language information
- For testing both at the unit and the integration level
- Testing functional properties only





• Testing at the **system** level for complex systems



- Testing at the **system** level for complex systems
- Testing both functional and non-functional properties



- Testing at the **system** level for complex systems
- Testing both functional and non-functional properties
- Exploiting any kind of natural language information