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# TMAP: Discovering Likely Mapping between APIs using Text Mining

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# Motivation

## Motivation

- Developers need to release different versions of their software
  - Each platform has its own APIs, classes, methods – Functionality similar across these
  - Migration from one platform to another
  - Need to identify best match for API calls between platforms
- Existing methods
  - Manual translation & mapping
  - Statistical language translation (StaMiner)
  - Method Alignment (MAM)
  - Dynamic approach (Rosetta)
  - Information retrieval (web search) (Zheng et. al.)

# TMAP: Discovering Likely API Mappings using Text Mining

## Research Question

How accurately can the similarity in the language of API method descriptions be leveraged to discover likely API Mappings?

### **drawString**

```
public void drawString(String str,  
                      int x,  
                      int y,  
                      int anchor)
```

Draws the specified string using the current font and color. The *x,y* position is the position of the anchor point. See [anchor points](#).

#### **Parameters:**

*str* - the string to be drawn  
*x* - the x coordinate of the anchor point  
*y* - the y coordinate of the anchor point  
*anchor* - the anchor point for positioning the text

#### **Throws:**

[NullPointerException](#) - if *str* is null  
[IllegalArgumentException](#) - if *anchor* is not a legal value

#### **See Also:**

[drawChars\(char\[\], int, int, int, int, int\)](#)

```
public void drawText (String text, float x, float y, Paint paint)
```

Draw the text, with origin at (x,y), using the specified paint. The origin is interpreted based on the Align setting in the paint.

#### **Parameters**

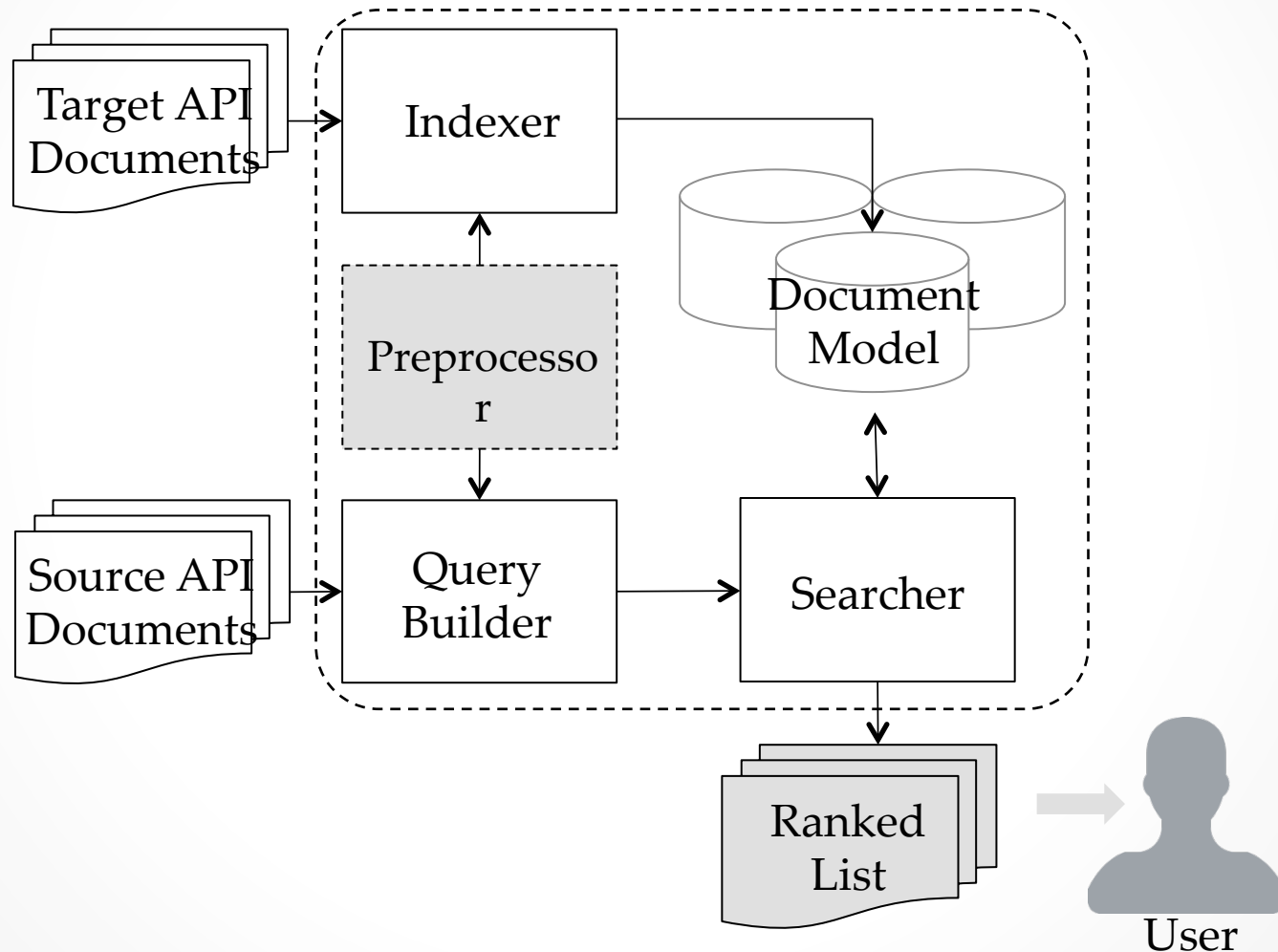
<i>text</i>	The text to be drawn
<i>x</i>	The x-coordinate of the origin of the text being drawn
<i>y</i>	The y-coordinate of the baseline of the text being drawn
<i>paint</i>	The paint used for the text (e.g. color, size, style)

# TMAP: Discovering Likely API Mappings using Text Mining

## Research Question

- Simply searching the API documentation for a relevant map not practical
  - Using words in method signature, got >23,500 results in Android API
- Problems
  - Presence of keywords – public, void, static, etc.
  - Generic method names – toString(), get(), set()
  - Not all terms have equal weights
  - Structure of API documents

# TMAP: Discovering Likely API Mappings using Text Mining Approach



# TMAP: Discovering Likely API Mappings using Text Mining Approach

- Indexer - accepts the API documents of the target API & and creates indexes for these documents
  - Extracts intermediate contents from the method descriptions
- Query Builder – accepts the API documents of the source API and creates queries to be executed on the indexes
- Searcher – executes queries on indexes and generates a ranked list of API mappings from target API documents

# TMAP: Discovering Likely API Mappings using Text Mining Indexer

- Index contains
  - Type name
  - Package name
  - Method name
  - Class description
  - Method description
- Removal of stopwords, annotations (@Code, @link)
- Splitting of packages: javax.microedition.lcdui → javax microedition lcdui
- Lower case translation
- Splitting of CamelCase notation: drawstring → draw string
- Stemming: Porter stemmer

# TMAP: Discovering Likely API Mappings using Text Mining Query Builder

- Builds queries to search index
  - Derives information from source API to search target API index
  - Search on type definitions, method names
- *Heuristic 1: the first paragraph or the first five sentences of the type description (whichever is shorter) provides reasonable keywords for searching equivalent class in target API*
- *Heuristic 2: the first paragraph or the first two sentences of the method description (whichever is shorter) provides reasonable keywords for searching equivalent method in target API*
- Example: hasNext → “ha next”



# TMAP: Discovering Likely API Mappings using Text Mining Searcher

- Use Lucene API for Searching
- Use Cosine similarity to rank results
- Cosine similarity
  - Numerical statistic to measure the similarity between two vectors. Cosine similarity is defined as a dot product of magnitude of two vectors.
  - In text mining, Cosine similarity is used to capture similarity between two documents represented as term frequency vectors

# TMAP: Discovering Likely API Mappings using Text Mining

## Evaluation

- Used to get mappings for
  - JavaME to Android (5 classes)
  - Java to C# (10 classes)
- Mappings categorized as
  - Relevant
  - Exact
- coverage (Cov) – ratio of the number of methods in a type that TMAP found *at-least* one relevant mapping to the total number of source methods in that type.
  - $\Delta\text{Cov}$  – Increase in Cov in comparison to results reported by previous approaches (Rosetta and StaMiner),
- $\Delta\text{Cov} = \text{TMAP}_{\text{cov}} - \text{Prev}_{\text{cov}}$ .
  - High value of  $\Delta\text{Cov}$  indicates the effectiveness of TMAP in finding API method mappings

# TMAP: Discovering Likely API Mappings using Text Mining

S No.	API		Type	No. Mtds	Relevant		Exact		$\Delta$ Cov	Common	New
	Source	Target			Prev	TMAP	Prev	TMAP			
1	JavaME	Android	javax.microedition.lcd ui.Alert	16	3	15	3	7	0.75	0	7
2	JavaME	Android	javax.microedition.lcd ui.Canvas	22	5	18	5	10	0.6	0	10
3	JavaME	Android	javax.microedition.lcd ui.Command	6	3	3	3	0	0	0	0
4	JavaME	Android	javax.microedition.lcd ui.Graphics	39	18	36	18	29	0.47	5	24
5	JavaME	Android	javax.microedition.lcd ui.Font	16	3	15	3	8	0.75	0	8
6	Java	C#	java.io.File	54	15	37	15	26	0.41	7	19
7	Java	C#	java.io.Reader	10	1	8	1	6	0.7	1	5
8	Java	C#	java.io.Writer	10	2	10	2	10	0.8	1	9
9	Java	C#	java.util.Calendar	47	0	11	0	5	0.24	0	5
10	Java	C#	java.util.Iterator	3	0	3	0	1	1	0	1
11	Java	C#	java.util.HashMap	17	5	9	5	5	0.24	1	4
12	Java	C#	java.util.ArrayList	28	6	22	6	15	0.58	4	11
13	Java	C#	java.sql.Connection	52	1	28	1	13	0.52	1	12
14	Java	C#	java.sql.ResultSet	187	10	146	10	31	0.73	1	30
15	Java	C#	java.sql.Statement	42	1	21	1	5	0.48	1	4
Total				549	73	382	73	171	0.57	22	149

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