interest_field(核心领域):

即我们需要集中的目标区域,特点是:连续性强,较大面积

```
\verb|org.eclipse.e4.ui.bindings.keys.KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCommand(KeyBindingDispatcher.executeCo
org.eclipse.e4.ui.bindings.keys.KeyBindingDispatcher.press(KeyBindingDispatcher.java:507
org.eclipse.e4.ui.bindings.keys.KeyBindingDispatcher.processKeyEvent(KeyBindingDispatche
org.eclipse.e4.ui.bindings.keys.KeyBindingDispatcher.filterKeySequenceBindings(KeyBindin
org.eclipse.e4.ui.bindings.keys.KeyBindingDispatcher.access$0(KeyBindingDispatcher.java:
org.eclipse.e4.ui.bindings.kevs.KevBindingDispatcher$KevDownFilter.handleEvent(KevBindin
        at org.eclipse.swt.widgets.EventTable.sendEvent(EventTable.java:84)
        at org.eclipse.swt.widgets.Display.filterEvent(Display.java:1262)
        at org.eclipse.swt.widgets.Widget.sendEvent(Widget.java:1060) at org.eclipse.swt.widgets.Widget.sendEvent(Widget.java:1085)
        at org.eclipse.swt.widgets.Widget.sendEvent(Widget.java:1070)
        at org.eclipse.swt.widgets.Widget.sendKeyEvent(Widget.java:1112) at org.eclipse.swt.widgets.Widget.sendKeyEvent(Widget.java:1108)
        at org.eclipse.swt.widgets.Widget.wmChar(Widget.java:1529)
        at org.eclipse.swt.widgets.Control.WM_CHAR(Control.java:4722)
        at org.eclipse.swt.widgets.Canvas.WM_CHAR(Canvas.java:343) at org.eclipse.swt.widgets.Control.windowProc(Control.java:4610)
        at org.eclipse.swt.widgets.Canvas.windowProc(Canvas.java:339)
        at org.eclipse.swt.widgets.Display.windowProc(Display.java:5023)
        at org.eclipse.swt.internal.win32.OS.DispatchMessageW(OS.java:-2) at org.eclipse.swt.internal.win32.OS.DispatchMessage(OS.java:2549) at org.eclipse.swt.widgets.Display.readAndDispatch(Display.java:3759)
org.eclipse.e4.ui.internal.workbench.swt.PartRenderingEngine$9.run(PartRenderingEngine.j
        at org.eclipse.core.databinding.observable.Realm.runWithDefault(Realm.java:332)
org.eclipse.e4.ui.internal.workbench.swt.PartRenderingEngine.run(PartRenderingEngine.jav
org.eclipse.e4.ui.internal.workbench.E4Workbench.createAndRunUI(E4Workbench.java:148)
        at org.eclipse.ui.internal.Workbench$5.run(Workbench.java:636)
        at org.eclipse.core.databinding.observable.Realm.runWithDefault(Realm.java:332)
        at org.eclipse.ui.internal.Workbench.createAndRunWorkbench(Workbench.java:579)
        at org.eclipse.ui.PlatformUI.createAndRunWorkbench(PlatformUI.java:150)
org.eclipse.ui.internal.ide.application.IDEApplication.start(IDEApplication.java:135)
org.eclipse.equinox.internal.app.EclipseAppHandle.run(EclipseAppHandle.java:196)
org.eclipse.core.runtime.internal.adaptor.EclipseAppLauncher.runApplication(EclipseAppLa
org.eclipse.core.runtime.internal.adaptor.EclipseAppLauncher.start(EclipseAppLauncher.ja
```

调用链:

即 call — provide 的循环,从 stack 中提取

样例:

```
{} demo_call_data-450132.json ×
    "provider":{
        "package":"org.eclipse.swt",
        "method":"error",
        "filename": "SWT",
        "line":"4327"
    "caller":{
        "package": "org.eclipse.swt.custom",
        "method":"getLineAtOffset",
        "filename":"StyledText",
        "line":"3947"
    "provider":{
        "package": "org.eclipse.swt.custom",
        "class": "StyledTextListener",
        "method":"handleEvent",
        "filename": "StyledTextListener",
        "line":"43"
    "caller":{
        "package": "org.eclipse.swt.widgets",
        "method":"sendEvent",
        "filename": "EventTable",
        "line":"84"
},
    "provider":{
        "package": "org.eclipse.swt.widgets",
```

目前提取了四种调用链:

inner、outer1、outer2、all

即:核心区域(interest_field)、核心区域上方、核心区域下方、全部区域的调用链

Field(包领域):

即:包含的 package 信息域

可这样理解:如果 field 完全不一致,则两个堆栈肯定没关系,若部分一致则计算重合率是多少;

获取方法:

```
把包变成一棵树,
root - org - eclipse - swt
- java - lang - xyzabc
- swing - xframe
```

找到较多的一层,切出来即可(目前"较多"的判断为:兄弟结点大于2)

```
    demo_field_data-450132.json ●

ру
[
  {
      "field":[
          [ "org", "eclipse", "swt" ],
          [ "org", "eclipse", "e4" ],
          [ "org", "eclipse", "core" ],
          [ "org", "eclipse", "ui" ],
          [ "org", "eclipse", "equinox" ]
      ],
      "deep":3,
      "interest_field":"org.eclipse.swt",
      "interest_length":38,
      "interest_start":0,
      "interest end":37
```

最终两两比较结果数据为:

label	value	Value type	
exception	1	1/0	异常是否相同
field_isdup	1	1/0	领域是否为互相包含关 系
field_dup_index	0.888	0~1	领域重合率
field_deep	0.6	0~1	领域的深度比例
field_length	0.6	0~1	领域的长度比例
field_interest_issame	1	0/1	核心领域是否相同
field_interest_length	1	0~1	核心领域的长度(call 数量)比例
callstack_inner	0.9	0~1	核心领域调用链相似度
callstack_outer_1	0.9	0~1	核心领域上方调用链相 似度
callstack_outer_2	0.9	0~1	核心领域下方调用链相 似度
callstack_all	0.9	0~1	总体调用链相似度

最后再根据上述信息计算最终相似度(即两个堆栈的相似度)

目前未完成处:核心领域相似度未计算,最终相似度未计算,其余已完成。