

Application of Execution Pattern Mining and Concept Lattice Analysis on Software Structure Evaluation

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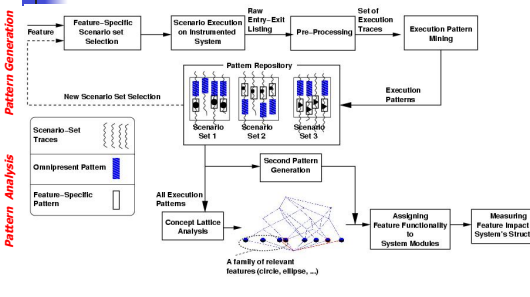
Outline

- Dynamic analysis techniques in Reverse Engineering
- Proposed framework for dynamic analysis using execution pattern mining:
 - Feature-specific task scenarios
 - Program trace generation
 - Program loop elimination
 - Execution pattern generation
 - Identifying core functions using two techniques:
 - Second Pattern Generation
 - Concept Lattice Analysis
- Software structure evaluation
- Case study Xfig
- Conclusion

Application of Dynamic Analysis in Reverse Engineering

- Existing Dynamic Analysis approaches
 - Execution trace analysis: aspect mining, clustering, performance analysis, program slicing.
 - User-system interaction analysis: recovery of behavior patterns.
- We use Dynamic Analysis to:
 - Identify software functionality (feature) in source code
 - Traditionally, static analysis was used to locate function templates in source code.
 - We generate patterns of execution traces to identify the implementation of software features in source code by the means of task scenarios.
 - Incorporate semantics into static analysis
 - Using feature-to-code assignment to find core functionality of the clustering techniques.
 - Providing metrics to evaluate structural properties of software systems.

Proposed Framework: Dynamic Analysis using Execution Pattern Mining



The flowchart illustrates the proposed framework for dynamic analysis using execution pattern mining. It is divided into two main phases: **Pattern Generation** and **Pattern Analysis**.

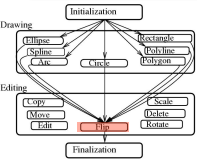
Pattern Generation: This phase starts with **Feature-Specific Scenario set Selection** based on a **Feature**. This leads to **Scenario Execution on Instrumented System**, which produces **Raw Entry-Exit** data. This data goes through **Pre-Processing** to create a **Set of Execution Traces**, which are then used for **Execution Pattern Mining** to generate **Execution Patterns**. These patterns are stored in a **Pattern Repository**. A **New Scenario Set Selection** process also feeds into the repository, which contains **Scenario Set 1**, **Scenario Set 2**, and **Scenario Set 3**.

Pattern Analysis: This phase involves **Second Pattern Generation** from the repository, leading to **All Execution Patterns**. These are used for **Concept Lattice Analysis**, which identifies **A family of relevant features (click, ellipse, ...)**. This analysis is then used for **Analyzing Feature Functionality to System Modules**, which finally leads to **Measuring Feature Impact on System's Structure**. The process also involves **Overlapped Pattern** and **Feature-Specific Pattern** analysis.

Feature-Specific Scenario Set

A **feature** is the unit of the system functionality (e.g., flipping a figure)
 A task **scenario** defines the user-system interaction in the form of a sequence of software system features (operations) in an informal or semi-formal manner.

Xfig drawing tool: sample feature-specific scenario set to target Xfig feature of "Flipping" the drawn objects.

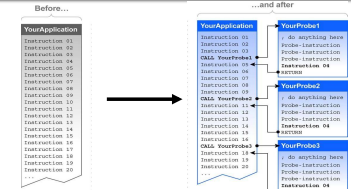


Feature-Specific Scenario Set:

- Start, Draw Ellipse, Flip, Exit
- Start, Draw Spline, Flip, Exit
- Start, Draw Arc, Flip, Exit
- Start, Draw Rectangle, Flip, Exit
- ...
- Start, Draw Polygon, Flip, Exit

Software Instrumentation

Inserting particular pieces of code (probe) into the software's source code or binary image to extract dynamic information from the running system.



The diagram shows the process of software instrumentation. On the left, under "Before...", a function **YourApplication** is shown with instructions 01 through 20. On the right, under "...and after", the same function is shown with **YourProbe1** and **YourProbe2** inserted at the **Entry** and **Exit** points of various sub-functions like **do_something_here**, **do_something_else**, and **do_something_else2**.

We instrument the software system to generate trace messages at both entrance and exit of each function, namely **Entry/Exit listings**.

Preprocessing (cont'd)

Extracted entry-exit listings have lots of redundancies and repetitions caused by program loops that must be eliminated.

To eliminate program loops:

- Represent the Entry-Exit listing as a dynamic call tree:
 - Nodes represent functions.
 - Edges represent function calls.
 - Assign identical IDs to the nodes with identical sub-trees (nested calls).
- Prune the dynamic call tree by removing multiple instances of nodes with identical sub-trees from top to bottom.
- Generate the execution trace by a depth first traversal on the pruned tree.

Preprocessing: Tree Pruning (cont'd)

Pruning is a 4 steps process to eliminate loop-based redundancies in a dynamic call tree.

- Build a string representation of the sub-tree IDs rooted at each particular node
- Extract repetitions from the original string (with repetitions) using a string repetition finder algorithm, e.g., *crochemore*.
- Represent the original string in the form of instances of repetitions and their corresponding number of repetitions.
- Keep sub-trees that correspond to a single instance of each repetition.

Preprocessing Example

```

Procedure Foo
Begin
  Call F1
  While (condition) do
    Call F1
    Call F2
  End
End
    
```

1. Generate Dynamic Call-Tree with Unique IDs

2. Find Loops in Unique IDs

3. Eliminate Loops in Call-Tree

4. Generate Loop-Free Execution Trace

..., Foo, F1, F10, F11, F12, F10, F20, F2, F20, ...

Sequential Pattern Mining

Given:

- A group of items (e.g. coke, pen).
- A group of "transaction sequences", where each transaction sequence belongs to a customer, and the transactions are ordered according to the transaction-time.

Applying a sequential pattern mining on this set of transaction-sequences reveals the common maximum sequences of items.

Interesting relationships among the items can be found.
 For example in a computer bookstore, we may find that 10% of the customers first buy a **C** book then a **C++** book and then a **Java** book.

Sequential Pattern Mining ...

Customer Id	Customer-Sequence
1	<(30) (90)>
2	<(10 20) (30) (40 60 70)>
3	<(30, 50, 70)>
4	<(30) (40 70) (90)>
5	<(90)>

Customer-Sequence Version of the Database

Sequential Patterns	
<(30) (90)>	
<(30) (40 70)>	

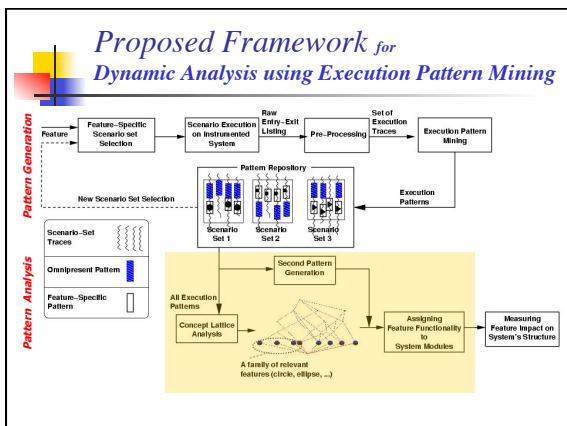
The Pattern Set (minimum support is 2)

Sequential Pattern Mining ... (example)

	Feature 1	Feature 2	Feature 3
F1, F4, F3, F8, F4, F15	F1, F4, F23, F28, F20	F1, F4, F33, F38, F4, F15	
F1, F2, F3, F8, F16, F15	F1, F2, F23, F28, F15	F1, F2, F33, F38, F16, F15	
F1, F5, F3, F8, F4, F10, F18, F20	F1, F5, F23, F28, F4, F10, F18, F20	F1, F5, F33, F38, F15	
F1, F7, F3, F8, F20, F13, F15	F1, F7, F23, F28, F20, F13, F15	F1, F7, F33, F38, F20, F13, F15	
F1, F4, F3, F8, F9, F15	F1, F4, F23, F28, F9, F4, F10, F15	F1, F4, F33, F38, F9, F15	
F1, F3, F8, F4, F10, F17, F18, F20	F1, F23, F28, F4, F10, F17, F18, F20	F1, F9, F33, F38, F10, F15	
F1, F3, F8, F4, F10, F18, F20			

feature	1	2	3
Execution Patterns	F1 F15	F1 F15	F1 F15
	F4, F10 F18, F20	F4, F10 F18, F20	
	F3, F8	F23, F28	F33, F38

← Common pattern
 ← Noise pattern
 ← Feature-specific



Identifying Features in Source Code ... (Second Pattern Generation)

Two categories of execution patterns:

- Feature-specific patterns:** core functions that implement the specific feature of a scenario-set.
- Common patterns:** sequences of functions that appear in almost every executed scenario (e.g., system initialization and termination, mouse movement, drawing canvas).

Second sequential pattern mining is performed to separate two categories of patterns:

- Step 1:** first sequential pattern mining with **high min-support** extracts both feature-specific and common patterns
- Step 2:** second sequential pattern mining on the collection of all results of "Step 1" separates two patterns categories.
 - Patterns with **small supports** (e.g., less than %10) are feature-specific.
 - Patterns with **large supports** (e.g., more than %80) are common.

Concept Lattice Analysis

Lattice represents the structure of the relations among entities in a database.

- Concept Lattice is generated from Context Table
- Each lattice node is a concept that may have objects and attributes.
- Every object has all the attributes that appear in that node or all nodes above it.
- Each attribute belongs to all objects that are in that node or every node below that node in the lattice.

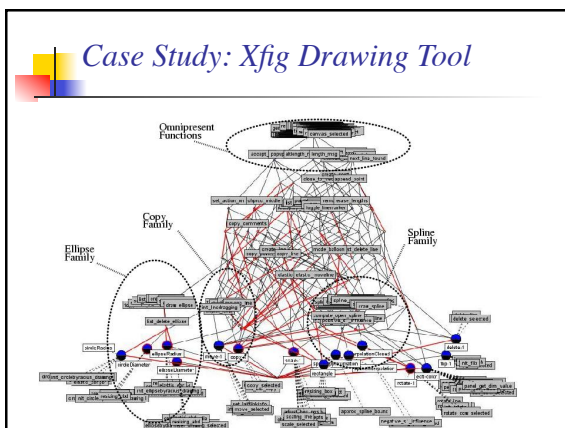
	f1	f2	f3	f4	f5
s1	X	X			X
s2	X	X		X	
s3	X		X		

context table

$C1 = \langle \{s1, s2, s3\}, \{f1\} \rangle$
 $C2 = \langle \{s1, s2\}, \{f1, f2\} \rangle$
 $C3 = \langle \{s1\}, \{f1, f2, f5\} \rangle$
 $C4 = \langle \{s2\}, \{f1, f2, f4\} \rangle$
 $C5 = \langle \{s3\}, \{f1, f3\} \rangle$

concept= <{objects}, {attributes}>

concept lattice



Experiments with Xfig Drawing Tool ...

The results of execution pattern mining for a collection of 3 different Xfig features.

Feature Family	Specific Feature of Xfig	Number of Different Scenarios	Average Trace Size	Average Pruned Trace Size	Number of Extracted Patterns	Average Pattern Size
Draw	Circle-Diameter	10	7234	2600	46	23
	Circle-Radius	10	8143	2463	48	32
	Ellipse-Diameter	10	6405	2536	41	37
Ellipse	Ellipse-Radius	10	7351	2649	39	25
	Merge Objects	4	11887	3166	31	53
Copy	Copy Objects	4	11460	3269	37	50
	Closed Interpolated	10	18635	4434	58	63
Draw Spline	Interpolated	10	15469	4038	66	49
	Approximated	10	15057	3362	61	47

- Characteristics of the proposed technique:**
 - Prep-processing (loop elimination) drastically reduces the sizes of the execution traces.
 - Post-processing (second pattern or concept lattice) reduces the overwhelming number of execution patterns that are generated.

Experiments with Xfig Drawing Tool ...

Extracted core functions for Xfig features.

Feature	Extracted Core Functions
Draw Circle	resizing_cbr, elastic_cbr, pw_curve, create_circlebyrad, center_marker, create_ellipse, add_ellipse, list_add_ellipse, set_last_spline, redisplay_ellipse, ellipse_bound, draw_ellipse, overlapping, debug_depth, circlebyradius_drawing_selected
Draw Rectangle	resizing_box, elastic_box, boxsize_msg, create_boxobject, create_point, create_line, add_line, box_drawing_selected
Draw Spline	create_spline, make_sfactor, create_sfactor, add_spline, last_spline, set_latest_spline, redisplay_spline, spline_bound, approx_spline_bound, draw_spline, compute_closed_spline
Scale	erase_objecthighlight, init_center_scale, init_scale_line, scaling_line, adjust_box_pos, elastic_scalesets, fit_scale_line, rescale_points, scale_arrows, scale_arrow, scale_linewidth, init_arb_move, init_move, init_line_dragging
Move	set_action_on, elastic_moveline, elastic_links, moving_line, place_line, erase_lengths, place_line_x, adjust_pos, set_lastposition, set_newposition, move_selected

Experiments with Xfig Drawing Tool ...

Less visible common Xfig features and their functions

Xfig Functionality	Extracted Core Functions
Side-Ruler Management	setLrulermark, setSiderulermark, setLrulermark, nullproc
Canvas Updating	canvas_exposed, clear_canvas, canvas_selected
Mouse Pointer Handling	draw_mousefun_canvas, draw_mousefun_clear_mousefun, draw_mousefun2, draw_mousefun_msg, mouse_title
Draw Line	set_line_stuff, x_color, shzoomy, shzoomx

Case Study: Xfig

The Execution Trace for scenario "Drawing and Flipping Rectangle" is Annotated with Descriptions of Execution Patterns.

The diagram illustrates an execution trace for the scenario "Drawing and Flipping Rectangle" in Xfig. It features a central execution trace with several callouts providing detailed descriptions of execution patterns. Key annotations include:

- Canvas drawing functionality:** Describes the general execution pattern for initiating Xfig, including setting up the visual system, creating menus, toolbars, and sidebars.
- Mouse pointer functionality:** Notes that sidebars are updated and mouse pointer handling is invoked, with specific functions called.
- Execution pattern for updating mouse pointer position:** Explains how this functionality is surrounded by mouse and canvas updating functionalities.
- Execution pattern for creating a rectangle:** Details the process of creating a rectangle by setting the initial box object and drawing its elastic boundary.
- Execution pattern for redrawing the canvas:** Describes the process of redrawing the canvas after object drawing and setting default values for line drawing.
- Execution pattern for redrawing the ruler:** Explains the process of redrawing the canvas and updating the rulers.
- Execution pattern for terminating Xfig:** Describes the general execution pattern for terminating Xfig, including saving the drawing and releasing all resources.

Experiments with Xfig Drawing Tool ...

Structural cohesion and Functional scattering measures for Xfig & Pine.

Feature Family Φ_g	Contributed File (m)	$ F_m $	$ F_m \cap F_{\Phi_g} $	Structural Cohesion $SC_{\Phi_g}(m)$	Functional Scattering $FS(\Phi_g)$
Ellipse	d_ellipse.c	16	12	75%	57%
	u_elastic.c	67	8	12%	
	e_copy.c	5	3	60%	
Copy	e_move.c	4	3	75%	32%
	d_line.c	9	2	22%	
Spline	d_spline.c	6	5	83%	66%
	u_bound.c	19	2	11%	
	u_daw.c	75	14	19%	

Conclusion

We proposed:

- A pattern based approach to dynamic analysis of software systems that employs data mining techniques to extract functional information out of noisy execution traces.
- A measure of functionality scattering of a feature among structural modules as well as a measure of cohesion for each structural module.
- A method of visualizing the functional distribution of specific features on a lattice using concept lattice analysis.
- The technique deals with scalability, through:
 - Reducing the size of execution traces by eliminating the loop-based repetitions.
 - Reducing large sizes of the loop-free traces using data mining techniques.
- A method for assigning semantics to the static analysis of a software

References

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Supporting Innovation and Discovery



Pattern Analysis: Concept Lattice Analysis (cont'd)

- An **object** is a targeted **feature** ϕ of a feature-specific scenario set \mathcal{S}_ϕ .
- An **attribute** is a **function** that participates in the execution patterns within \mathcal{S}_ϕ .
- A feature-specific concept C_ϕ is concept with a single object (feature) ϕ . We define F'_ϕ to be the set of functions that appear on C_ϕ .
- A **logical module** F_{Φ_ϕ} is the set of functions that implement feature family Φ_ϕ .

$$F_{\Phi_\phi} = \bigcup_{\phi \in \Phi_\phi} F'_\phi$$

Structural Evaluation

- Let $M_{\Phi_\phi} = \{m_1, m_2, \dots, m_k\}$ be the set of modules where all the functions in F_{Φ_ϕ} are defined in elements of M_{Φ_ϕ} .
- Let F_m to be the set of functions that are defined in modules m .

Structural cohesion of module m with respect to feature family Φ_ϕ , is def

$$SC_{\Phi_\phi}(m) = \frac{|F_m \cap F_{\Phi_\phi}|}{|F_m|}$$

Functional scattering of feature family Φ_ϕ , namely $FS(\Phi_\phi)$, is defined as:

$$FS(\Phi_\phi) = 1 - \frac{\sum_{m \in M_{\Phi_\phi}} SC_{\Phi_\phi}(m)}{|M_{\Phi_\phi}|}$$

Formal Definitions: Scenario, Feature

- A software **feature** ϕ (of type text) is a unit of software requirements that describes a single system functionality.
- A **scenario** is modeled as a sequence of features, as: $s = [\phi_1, \phi_2, \dots, \phi_n]$
- A **feature-specific scenario set** \mathcal{S}_ϕ is a set of scenarios that all share a specific feature:

$$\mathcal{S}_\phi = \{s \mid s \in \mathcal{S} \wedge \exists d \in s \bullet d = \phi\}$$
 where \mathcal{S} is the set of all system scenarios.
- A **feature family** Φ_ϕ is a set of semantically relevant features to specific feature ϕ .

Formal Definitions: Execution Pattern Mining

- Let \mathcal{F} be the set of all function names in the subject software system.
- Execution trace** \mathcal{T} is a sequence of function names from \mathcal{F} .
- Let **Repository** $R_{\mathcal{S}_\phi}$ be the set of all extracted traces according to the execution of task scenarios in feature-specific scenario set \mathcal{S}_ϕ .
- An **execution pattern** $\mathcal{P} \in \mathcal{T}$ is defined as a contiguous sequence of functions from $f \in \mathcal{F}$ that is supported by at least *MinSupport* number of the execution traces in the repository $R_{\mathcal{S}_\phi}$.
- An **execution trace** t **supports** execution pattern \mathcal{P} iff \mathcal{P} is a subsequence of t .

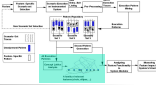
Each **execution pattern** extracts the sequence of functions that implement a common functionality within each feature-specific scenario set \mathcal{S}_ϕ .

Concept Lattice Analysis

$\mathcal{R} \qquad \mathcal{O} \qquad \mathcal{A}$

- Provides lattice representation for the binary relation \mathcal{R} between **objects** \mathcal{O} and their **attribute-values** \mathcal{A} .
- Provides a means for clustering objects based on their common attributes.
- Provides a separation method for attributes based on their sharing level.

Concept Lattice Analysis
(cont'd)



- In the binary relation \mathcal{R} between Objects \mathcal{O} and attributes \mathcal{A} :
 - The triple $\mathcal{C} = (\mathcal{O}, \mathcal{A}, \mathcal{R})$ is called a **formal context**.
 - For any set of objects $O \subset \mathcal{O}$, we define $shared_A(O)$ as the set of shared attributes among objects in O .
 - For any set of attributes $A \subset \mathcal{A}$, we define $shared_O(A)$ as the set of objects whose sharing all attributes in A .
 - **Concept** C is defined as the a pair $c = \langle O, A \rangle$ such that:

$$O = shared_O(A) \wedge A = shared_A(O)$$