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Automated API Migration in a User-Extensible Refactoring Tool for Erlang Programs

Huiqing Li
School of Computing
University of Kent, UK
H.Li@kent.ac.uk

Simon Thompson
School of Computing
University of Kent, UK
S.J.Thompson@kent.ac.uk

ABSTRACT
Wrangler is a refactoring and code inspection tool for Erlang programs. Apart from providing a set of built-in refactorings and code inspection functionalities, Wrangler allows users to define refactorings, code inspections, and general program transformations for themselves to suit their particular needs. These are defined using a template- and rule-based program transformation and analysis framework built into Wrangler.

This paper reports an extension to Wrangler's extension framework, supporting the automatic generation of API migration refactorings from a user-defined adapter module.

Categories and Subject Descriptors
D.2.3 [SOFTWARE ENGINEERING]: Coding Tools and Techniques; D.2.6 []: Programming Environments; D.2.7 []: Distribution, Maintenance, and Enhancement

General Terms
Languages, Design

Keywords
Erlang, refactoring, API migration, Wrangler, software engineering, template, rewrite rule.

1. INTRODUCTION

Most software will evolve, and this will often change the API of a library, and such changes could potentially affect all client applications of the library, both locally and remotely. API migration is a process of refactoring, but API migrations are not generally supported by refactoring tools due to the specifics of each particular migration, and so the transformations required tend to be done manually by the maintainers of the client code, risking incorrectness.

This paper presents our approach to automating the implementation of API migration for Erlang. This work is built on top of Wrangler, a refactoring and code inspection tool for Erlang programs, but we note that the approach applies to other languages equally well. One of the features that distinguishes Wrangler from other refactoring tools is its user-extensibility, given by a template- and rule-based program analysis/translation framework, allowing users to express their intentions using Erlang concrete syntax.

As a design principle, we try to limit the scope of changes as much as possible, so that only the places where the 'old' API function is called are affected, and the remaining part of the code is unaffected. One could argue that the migration can be done by unfolding the function applications of the old API function using the adaptor function once it is defined. However, the code produced by this approach would be a far cry from what a user would have written. Instead, we aim to produce code that meets users' expectations.

The paper is organised thus: Sec. 2 introduces a running example, and Sec. 3 gives a brief overview of Wrangler and its template- and rule-based framework. Automated API migration in Wrangler is reported in Sec. 4, related work is covered in Sec. 5, and the paper is concluded in Sec. 6.

2. EXAMPLE: REGULAR EXPRESSIONS

As a running example we take the implementation of regular expressions in Erlang; the regexp library has been deprecated, and users are expected to use the re library, which has a somewhat different application programmer interface.

For instance, the function match from the regexp library is used to find the first longest match of regular expression RegExp in a String. If the match succeeds, the function returns a tuple {match, Start, Length} where Start is the starting position of the match, and Length is the length of the matching string; if the match fails it returns nomatch.

Fig. 1 shows two examples that use the function; note that it would be possible to rewrite the case expressions in various different ways without changing their meaning.

Replacing uses of match in Fig. 1 with the corresponding functions in the re library gives Fig. 2. In particular, the replacement for match would be the run function with the option global set. The function run is different from match not only in the name, but also in inputs and outputs. The
only the longest match, but also every match domain of regexp further difference is that string indexing begins at 1 in the result of run. W rangler’s extensibility is achieved in a number of ways. To represent Erlang programs, in which each AST node is presented as a list of tuples of the form {Start, Length}. A pattern may also have an optional boolean expression or to come before another to preserve the semantics of the code, match is the result. While in some examples one clause has are matched in turn, and the body of the first successful ple clauses, each made up of a pattern and a body: patterns an expression to implement a particular intention. – essentially arbitrary – decisions about the precise form of the rules one has to write could increase significantly when W rangler’s 3.2 Meta-Rules V arious program transformations can be expressed using Wrangler’s RULE macro, however the number and complexity of the rules one has to write could increase significantly when the transformation involves a sequence of sub-expressions or clauses, as in case expressions or function definitions. The main reason is that Erlang, like any other programming language, allows a programmer to make a number of – essentially arbitrary – decisions about the precise form of an expression to implement a particular intention. For example, a case expression in Erlang can have multiple clauses, each made up of a pattern and a body: patterns are matched in turn, and the body of the first successful match is the result. While in some examples one clause has to come before another to preserve the semantics of the code, there are others in which the patterns are mutually exclusive, and the order in which they are written is arbitrary. A pattern may also have an optional boolean expression or

```
secret_path(Path, [[NewDir] | Rest], Dir) ->
case regexp:match(Path, NewDir) of
  {match, _Start, _Len} when Dir == to_be_found ->
    secret_path(Path, Rest, NewDir);
  {match, _Start, _Len} ->
    secret_path(Path, Rest, Dir);
  nomatch ->
    secret_path(Path, Rest, Dir)
end.

Code example (a)

document_name(Path) ->
case regexp:match(Path, "[/]\*\$") of
  {match, Start, Len} ->
    string:substr(Path, Start, Len);
  nomatch -> *(none)*
end.

Code example (b)
```

Figure 1: Code examples using regexp:match

```
secret_path(Path, [[NewDir] | Rest], Dir) ->
case re:run(Path, NewDir, [global]) of
  {match, _Match} when Dir == to_be_found ->
    secret_path(Path, Rest, NewDir);
  {match, _Match} ->
    secret_path(Path, Rest, Dir);
  nomatch ->
    secret_path(Path, Rest, Dir)
end.

Code example (a)

document_name(Path) ->
case re:run(Path, "[/]\*\$", [global]) of
  {Start0, Len}=lists:last(lists:ukeysort(2,Match)),
  Start = Start0 + 1,
  string:substr(Path, Start, Len);
  nomatch -> *(none)*
end.

Code example (b)
```

Figure 2: Code after replacing ‘match’ with ‘run’

domain of match is a proper subset of that of run, but the result of run upon successful matching however contains not only the longest match, but also every sub-pattern match, presented as a list of tuples of the form {Start, Length}. A further difference is that string indexing begins at 1 in the regexp library, but at 0 in re.

3. WRANGLER AND ITS API

Wrangler [1, 2, 3] is a tool that supports interactive refactoring and “code smell” detection for Erlang programs. Wrangler is integrated with Emacs and Eclipse (via ErlIDE). Wrangler uses annotated Abstract Syntax Trees (AAST) to represent Erlang programs, in which each AST node is annotated with static semantic information, location, etc. Wrangler’s extensibility is achieved in a number of ways.

Implementation. Wrangler is implemented in Erlang, a language the users of Wrangler are familiar with.

Templates and Rules, as described in Section 3.1.

Infrastructure. A layer of commonly-used components which handles static analyses of Erlang programs, parsing programs into ASTs, AST traversals, rendering of new source code after a refactoring, support of undo, preview, etc.

Integration. To integrate user-defined refactorings into Wrangler, a workflow which refactorings should follow is defined as set of Erlang callbacks (called a behaviour). User-defined refactorings that implement the required callbacks can be invoked from the Refactor menu in Emacs or Eclipse.

3.1 Templates and Rules

The template- and rule-based API [1] allows programmers to express program analysis and transformation in Erlang concrete syntax. In Wrangler, a code template is indicated by the macro ?T whose argument is the string representation of an Erlang code fragment that may contain meta-variables, which are placeholders for syntax element(s) in the program.

Syntactically a meta-variable is an Erlang variable, ending with the character `@`. A meta-variable ending with a single `@` represents a single language element, and matches a single subtree in the AST; a meta-variable ending with `@@` is a list meta-variable that matches a sequence of elements of the same sort. For instance, the template

```
?T("erlang:spawn(Args@@, Arg1@)"
```

matches the applications of spawn function to one or more arguments, where Arg1@ matches the last argument, and Args@@ will match the remaining arguments, if any.

Templates are matched at AST level, that is, the template’s AST is pattern matched to the program’s AST using structural pattern matching. If the pattern matching succeeds, the meta-variables/atoms in the template are bound to AST subtrees, and the context and static semantic information attached to the subtrees matched can be retrieved.

The template-based API is used not only to retrieve information about a program, but also to define program transformation rules. A rule defines a basic step in the transformation of a program, specifying a program fragment to transform and a new program fragment to replace the old one, and is denoted by a macro ?RULE thus:

```
?RULE(Template, NewCode, Cond),
```

In the example Template is a template representing the code fragment to replace; Cond is a Boolean condition; and NewCode is an Erlang expression that returns the new code fragment as a string or an AST. The meta-variables declared in Template can be used in NewCode and Cond.

3.2 Meta-Rules

Various program transformations can be expressed using Wrangler’s RULE macro, however the number and complexity of the rules one has to write could increase significantly when the transformation involves a sequence of sub-expressions or clauses, as in case expressions or function definitions. The main reason is that Erlang, like any other programming language, allows a programmer to make a number of – essentially arbitrary – decisions about the precise form of an expression to implement a particular intention. For example, a case expression in Erlang can have multiple clauses, each made up of a pattern and a body: patterns are matched in turn, and the body of the first successful match is the result. While in some examples one clause has to come before another to preserve the semantics of the code, there are others in which the patterns are mutually exclusive, and the order in which they are written is arbitrary. A pattern may also have an optional boolean expression or
As an example, the meta-rule in Fig 3 defines the transformation of case expressions using `regexp\texttt{\texttt{match}}/2` to those using `re\texttt{\texttt{:run}}/3`. The condition of the rule says that the rule is applied only if none of the variables bound in the clause pattern of the template case expression is used by the guard expression of that clause. Applying the meta-rule to the code in Fig 1 generates the code in Fig 2. While the rule cannot refactor all the use cases of `match` into `run`, it handles a substantial proportion of them.

### 4. AUTOMATED API MIGRATION

Our approach to API migration is reported in the section.

#### 4.1 The Adapter Module

An adapter function is a single-clause function that implements the ‘old’ API function using the ‘new’ API: the adapter function for `regexp\texttt{\texttt{match}}/2` is shown in Fig 4.

A case expression is needed by the definition of the adapter function if the return value of the API function is affected by migration, and the return value is of a ‘union’ type. Within the case expression, each clause handles one type of the return value, and the clause body defines the ‘old’ value from the value returned by the ‘new’ API function. Guards can be used to ensure that the generated clauses do not overlap.

For an API migration that does not affect the return value of the function, a case expression is not needed, and the body of the adapter function could be just a function application of the ‘new’ function. A number of constraints should be satisfied by adapter functions:

- The definition should have only one clause, and the name/arity should be the same as the ‘old’ function.
• The parameters of the function should all be variables.
• If the function definition is a case expression, then the last expression of every clause body should be a simple expression that can be used as a pattern.

4.2 Generation of Transformation Rules
The rule generator takes an adapter function as input and generates a number of rules and meta-rules from it (at most 3, typically). For example, three rules will be generated from the adapter function defined in Fig 4:
A meta-rule with the template code as a case expression. The rule shown in Fig 3 is a slightly simplified version of the rule generated from the function in Fig 4. In this rule, the case expression argument, i.e. `regexp:match(String@, RegExp@)`, is derived from the name and parameters of the adapter function; a case expression clause is generated for every clause in the adapter function, and the clause pattern is inferred from the last expression of the corresponding case clause in the adapter function; the guard expression and clause body are meta-variables automatically generated.

The NewCode of the rule is derived from the body of the adapter function by removing the last expression of the each clause body, and adding the clause body/guard introduced in the Template. The Cond of the rule is a general condition that applies to most meta-rules, and is derived by analysing the patterns and guards of each clause in the template code.

A rule with the template code as a match expression. The left-hand side of the match expression is a place holder denoted by a meta-variable, and the right-hand side is `regexp:match(String@, RegExp@)`, i.e. a function application of the ‘old’ API function. The NewCode of the rule is the template match expression with its right-hand side replaced by the body of the adapter function; and Cond is true.

A rule with the template as a function application of the ‘old’ API function. In this case NewCode is the function body of the adapter function and Cond is true.

To avoid causing name capture/conflict when the rules are applied, all the new object code variable names used are fresh names automatically generated by Wrangler.

4.3 Applying an API Migration Refactoring
API migration refactorings are a special kind of refactorings, whose preconditions are always met. The way in which the refactoring rules are applied is also different from the way in which general rule-based refactorings are applied. As a matter of fact, the API migration process is a combination of rule application and refactoring. The following steps are followed when an API migration refactoring is applied.

Step 1: If there is a meta-rule, then it is applied first.
Step 2: If there is a rule with a match expression as the Template, first apply the introduce a new variable refactoring to every application of the ‘old’ API function that is a sub-expression of another expression (not including a match expression), so that a new match expression, which binds the function application to the newly introduced variable, is added before the inner-most enclosing expression statement of the function application; then apply the rule.

Step 3: The remaining rule, i.e. the rule whose template is a function application of the ‘old’ function, is then applied.

The purpose of the refactoring in step 2 is to avoid generation of expressions that are too complex. In order to keep the code generated as tidy as possible, apart from the refactoring step mentioned above, refactorings that get rid of unused expressions or variables are also applied after a rule has been applied, which is another difference between API migration refactorings and general refactorings.

5. RELATED WORK
The work most related to ours is reported by Lövei in [4], which aims to support automatic API migration for Erlang, but is different in two ways. First, in his approach, data flow analysis is used to trace the expressions affected by calls to the ‘old’ API function to determine the very last points in the data flow where the transformations can be applied, whereas we try to limit the scope of changes as much as possible; second, his approach requires the user to provide the migration rules; we just require the adapter module.

The survey [5] gives a taxonomy of different aspects of API migration: recommending replacements, deciding whether to make a change, actually making changes, and verifying the results. Our work fits the first and third categories. Notable in the works surveyed is the paper by Dig and his co-authors on the nature of API evolution [6].

Inference of refactorings in class upgrade is described in [7]; our work depends on the library writer to describe the API adapter, but then infers refactorings from this, to ‘fold’ the adapter into the client code. Bartolomei et al [8] describe patterns for API migration by wrapping: our work shows how this can be extended by folding the wrapping into the code.

6. CONCLUSIONS AND FUTURE WORK
The work reported here is for Erlang, however we see that a similar approach would be possible for other programming languages, with different flavours depending on their particular paradigm and feature mix.

In the future, we will use the tool to generate API migration refactorings for API changes in the Erlang libraries; we also expect to carry out case studies to see how the approach is perceived and used by Wrangler users.

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7. REFERENCES