

An Empirical Investigation into Learning **Bug**-Fixing **Patches** in the Wild via Neural Machine Translation



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Can you translate
buggy code
into **fixed** code?

Can you translate **buggy** code into **fixed** code?

Google

Translate

Buggy English Spanish Detect language ▾



Fixed Dutch Spanish ▾

Translate

```
public void addElement ( Element <?> elem) {  
    myList.add(elem);  
}
```



```
public void addElement ( Element <?> elem) {  
    if (! myList.contains(elem))  
        myList.add(elem);  
}
```

Why?

Automated Program Repair is (arguably) one of the most exciting research problems in SE.

//TODO - <insert example of bug which costed a lot of money>

//TODO - <sentence about testing and fixing being expensive>

How?

Via Neural Machine Translation by
Learning from past **mistakes** (historical bug-fixes)

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Learning from past **mistakes** (historical bug-fixes)

~ **10M**illion Bug-fixing commmits

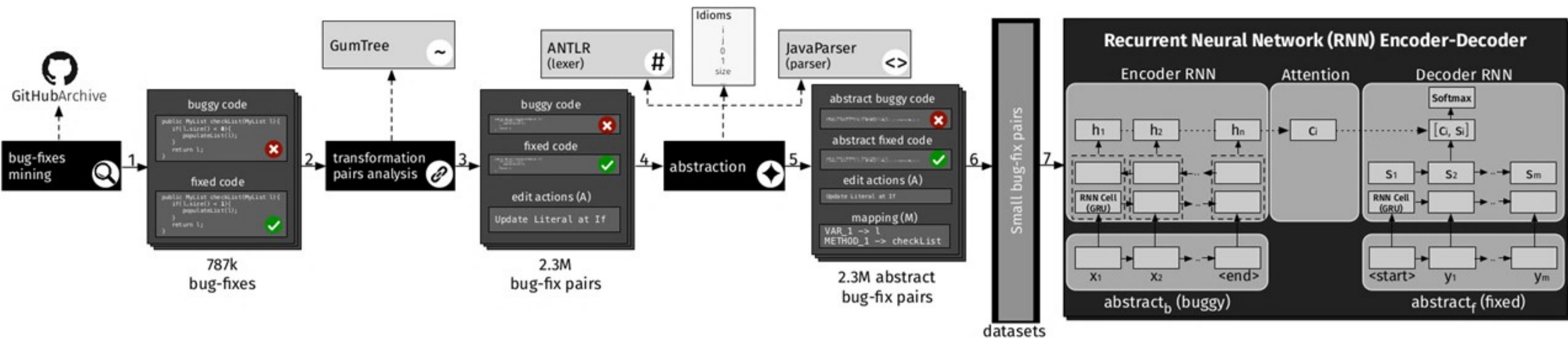


GitHub

March 2011 - October 2017

Overview

1. Bug-fixes mining
2. Transformation Pairs extraction
3. Code Abstraction
4. NMT (Encoder-Decoder) training



Bug-Fixes Mining



Finally fixed that bug!



Regex for Comments

```
("fix" or "solve" ) AND  
("bug" or "issue" or "problem" or "error" )
```


Bug-Fixes Mining



Finally fixed that bug!



Archive

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("fix" or "solve" ) AND  
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```

Total Commits

10,056,052

Bug-Fixes Mining

Finally fixed that bug!



Archive

Regex for Comments

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Total Commits

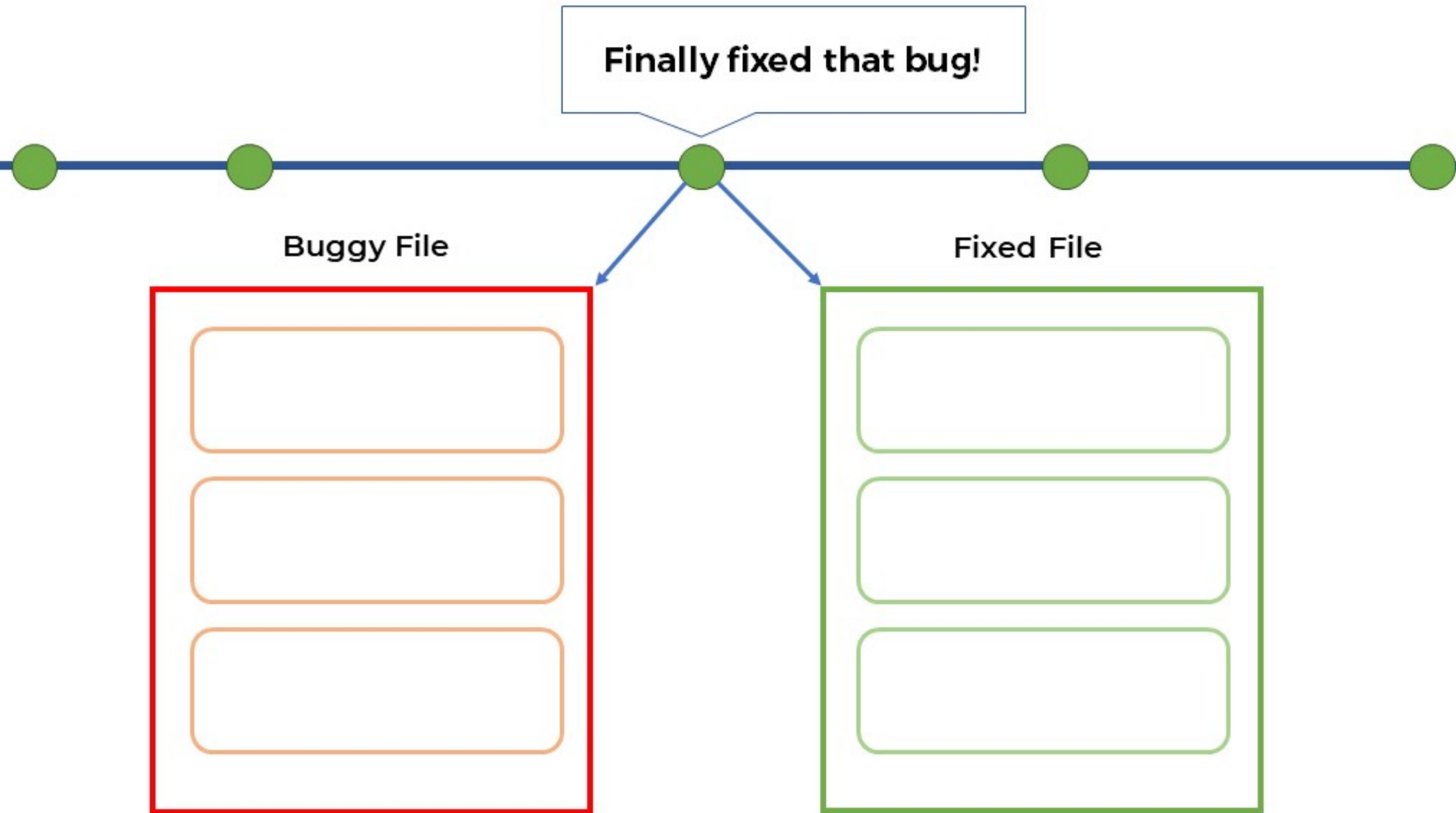
10,056,052

Java Commits

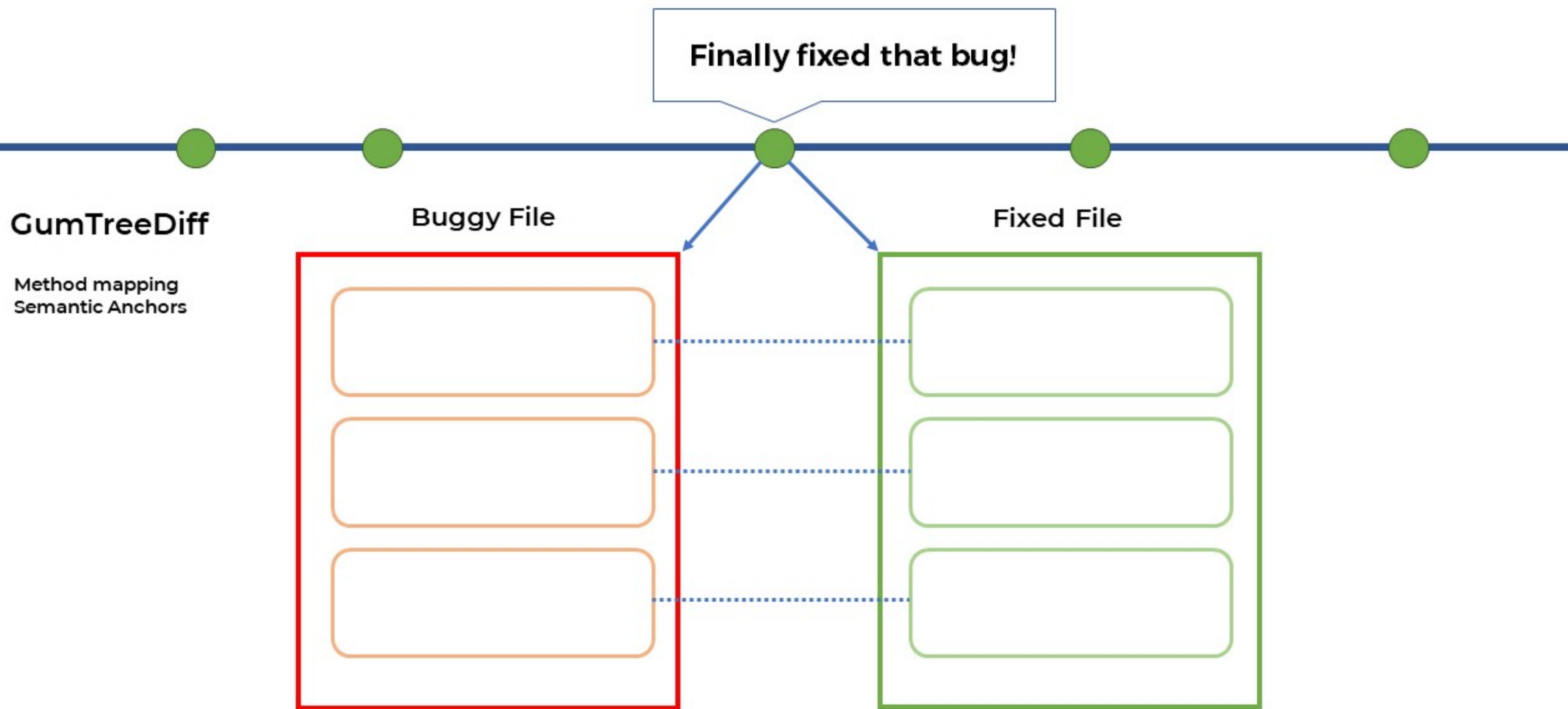
No more than 5 files

787,178

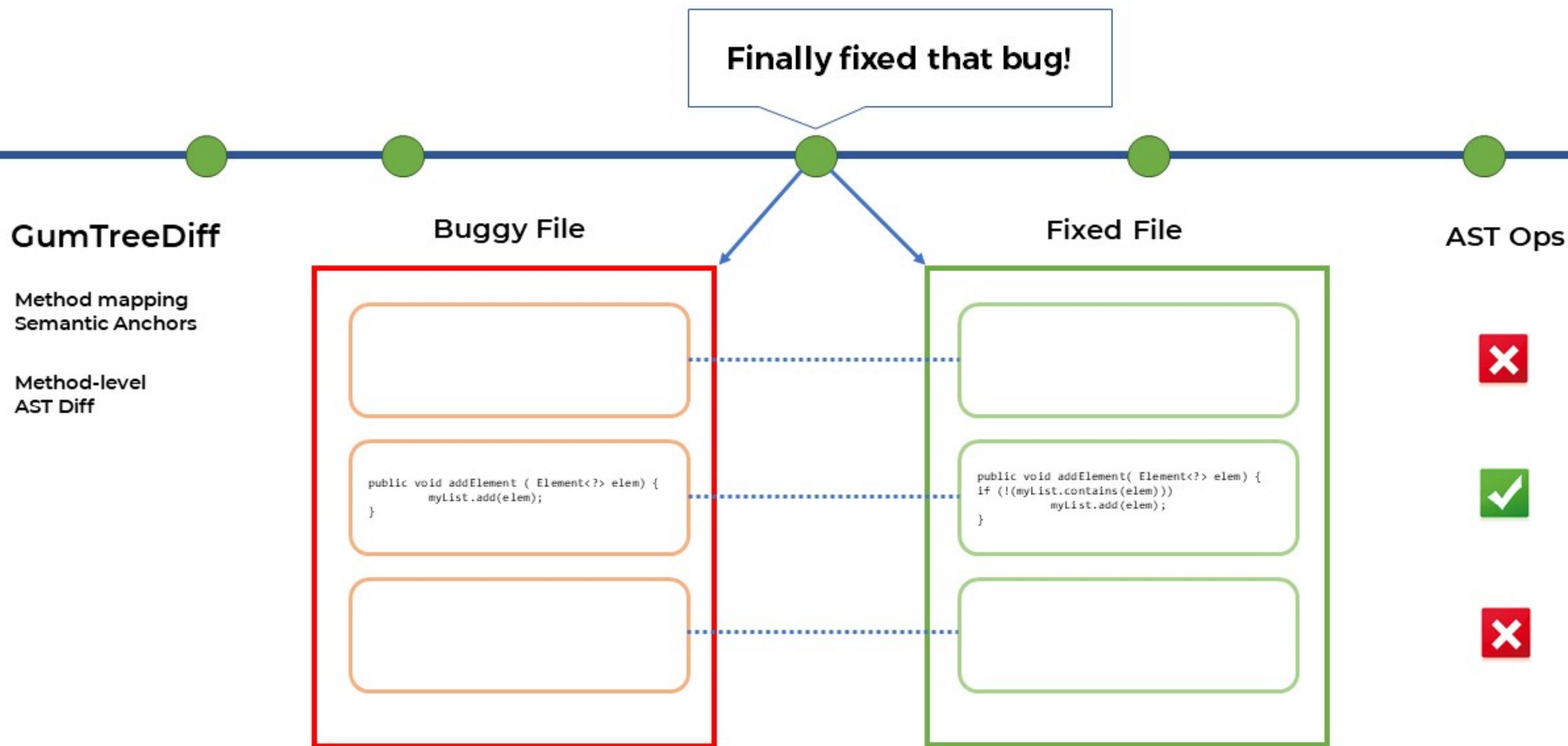
Pair Extraction



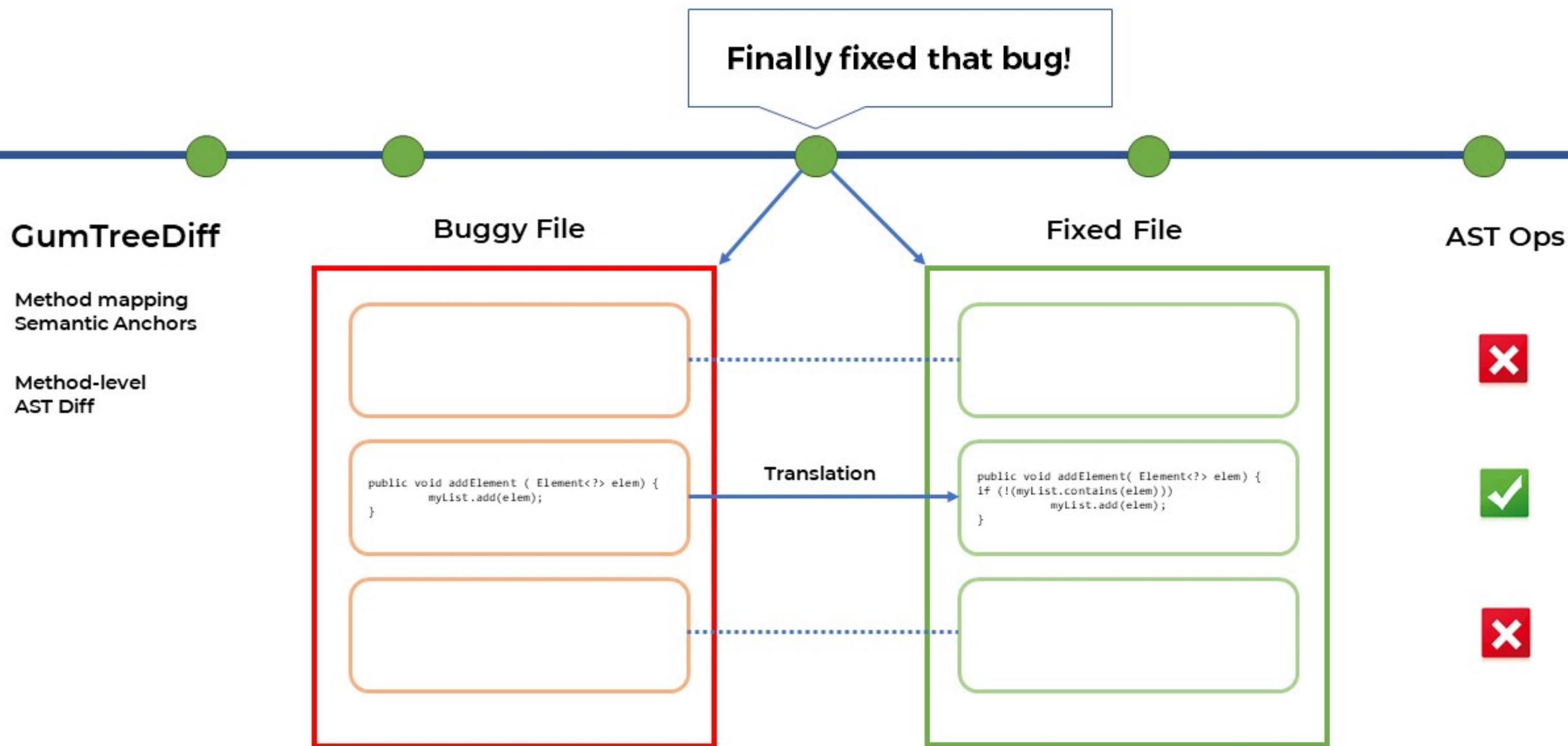
Pair Extraction



Pair Extraction



Pair Extraction



Code Abstraction

Goal: reduce Vocabulary

Source Code

```
public void addElement ( Element <?> elem) { if ( myList.size() > 0) { myList.add(elem); } }
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public void addElement ( Element <?> elem) { if ( myList.size() > 0) { myList.add(elem); } }
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Abstracted code

```
public void ( <?> ) { if ( () > ) { ( ); } }
```

- Java Keywords and separators

Code Abstraction

Goal: reduce Vocabulary

Source Code

```
public void addElement ( Element <?> elem) { if ( myList.size() > 0) { myList.add(elem); } }
```

Abstracted code

```
public void ( <?> ) { if ( .size() > 0) { .add( ); } }
```

- Java Keywords and separators
- **Idioms**: frequent identifiers and literals (e.g. size, add, 0)

Code Abstraction

Goal: reduce Vocabulary

Source Code

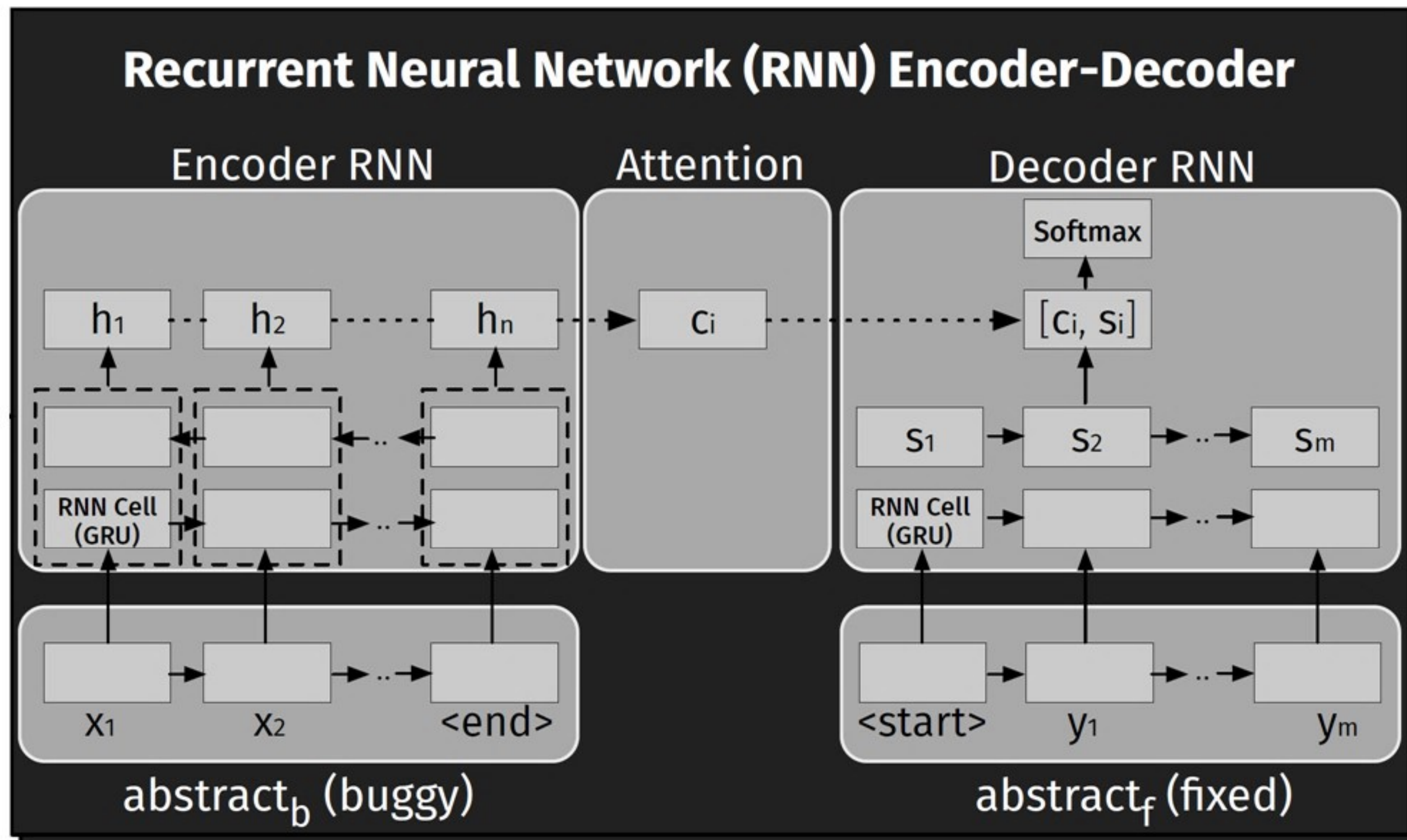
```
public void addElement ( Element <?> elem) { if ( myList.size() > 0) { myList.add(elem); } }
```

Abstracted code

```
public void METHOD_1 ( TYPE_1 <?> VAR_1) { if ( VAR_2.size() > 0) { VAR_2.add(VAR_1); } }
```

- Java Keywords and separators
- **Idioms**: frequent identifiers and literals (e.g. size, add, 0)
- **IDs**: replace identifiers and literals with typified IDs (e.g., METHOD, TYPE, VAR, INT, STRING, etc.)

Learning Fixes



Learning Fixes

Hyperparameters

10 configurations

RNN Cells

- LSMT
- GRU

Layers

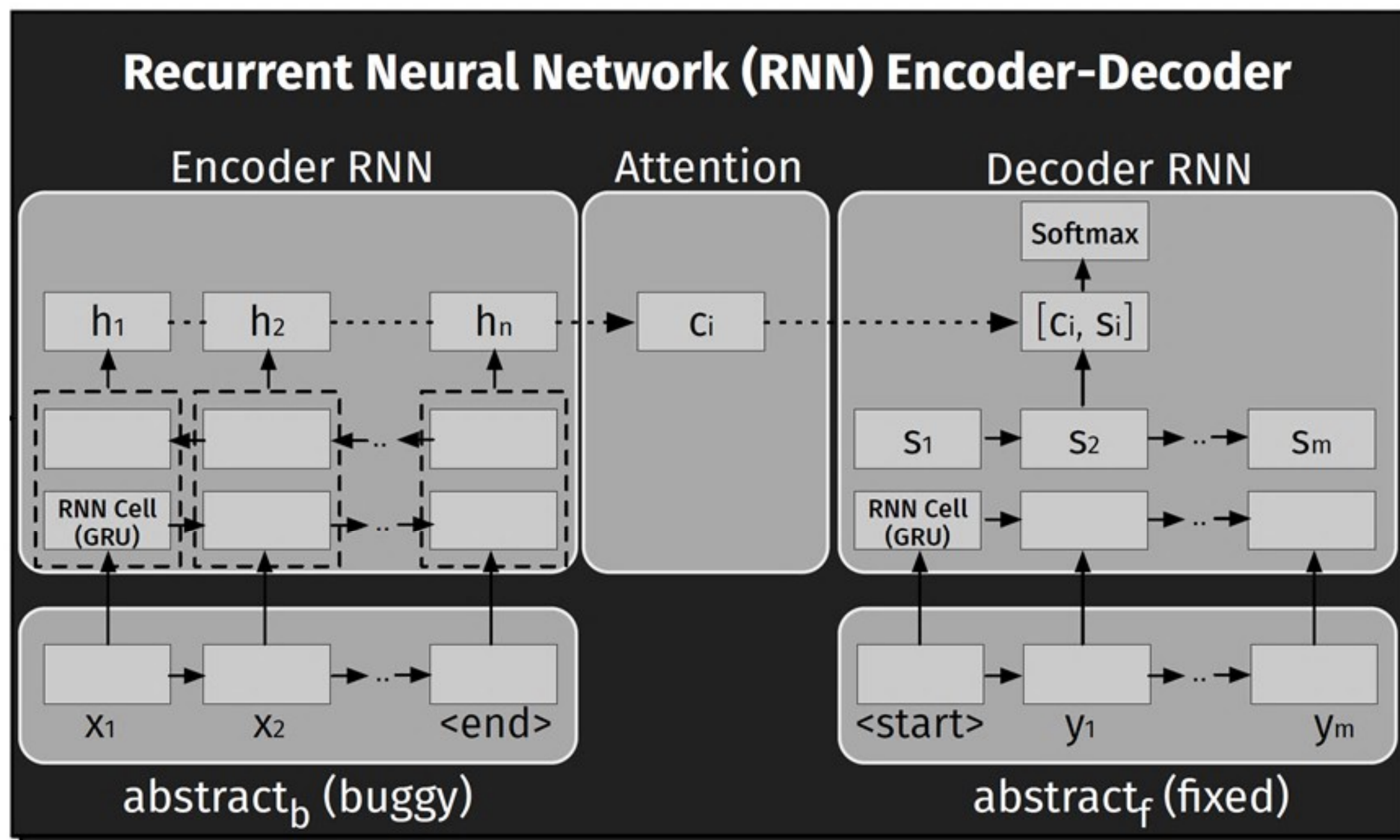
- 1
- 2
- 4

Units

- 256
- 512

Embedding Size

- 256
- 512



Evaluation

Small Methods

No longer than 50 tokens

Dataset: 58,350 methods

- 80% Training
- 10% Validation
- 10% Test

No duplicates

Unique at source and abstracted code level



Buggy Code

```
public void addElement ( Element <?> elem) { myList.add(elem); }
```

Buggy Code

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```

Abstracted Buggy Code

```
public void METHOD_1 ( TYPE_1 <?> VAR_1) { VAR_2.add(VAR_1); }
```

Mapping

ID	Value
METHOD_1	addElement
TYPE_1	Element
VAR_1	elem
VAR_2	myList

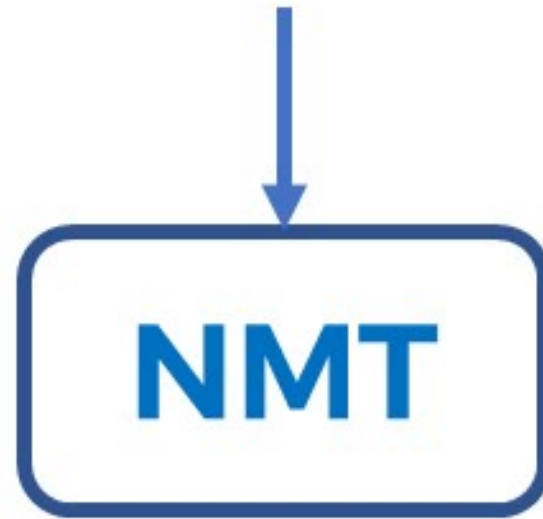
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Neural Machine Translation



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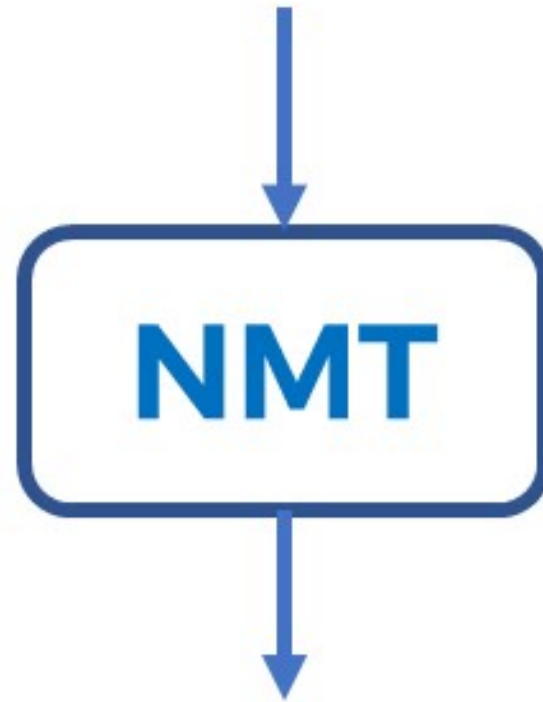
Buggy Code

```
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Abstracted Buggy Code

```
public void METHOD_1 ( TYPE_1 <?> VAR_1) { VAR_2.add(VAR_1); }
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Neural Machine Translation



Abstracted Fixed Code

```
public void METHOD_1 ( TYPE_1 <?> VAR_1) { if (! VAR_2.contains(VAR_1)) VAR_2.add(VAR_1); }
```

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METHOD_1	addElement
TYPE_1	Element
VAR_1	elem
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Buggy Code

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public void addElement ( Element <?> elem) { myList.add(elem); }
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Abstracted Buggy Code

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public void METHOD_1 ( TYPE_1 <?> VAR_1) { VAR_2.add(VAR_1); }
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Neural Machine Translation

But can you generate
real source code?



Abstracted Fixed Code

```
public void METHOD_1 ( TYPE_1 <?> VAR_1) { if (! VAR_2.contains(VAR_1)) VAR_2.add(VAR_1); }
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METHOD_1	addElement
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Buggy Code

But can you generate real source code?

Abstracted Buggy Code

```
public void addElement ( Element <?> elem) { myList.add(elem); }
```

```
public void METHOD_1 ( TYPE_1 <?> VAR_1) { VAR_2.add(VAR_1); }
```

Neural Machine Translation

YES!

Abstracted Fixed Code

```
public void METHOD_1 ( TYPE_1 <?> VAR_1) { if (! VAR_2.contains(VAR_1)) VAR_2.add(VAR_1); }
```

Mapping

ID	Value
METHOD_1	addElement
E_1	Element
R_1	elem
R_2	myList

Enlarged font for Reviewers

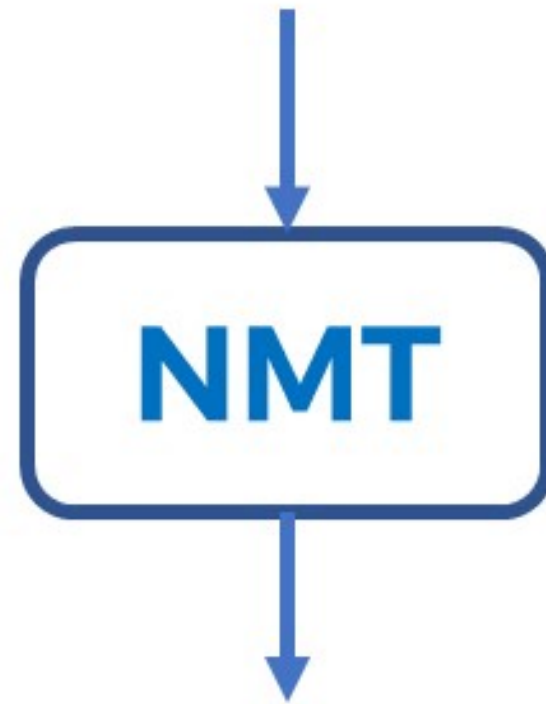
Buggy Code

```
public void addElement ( Element <?> elem) { myList.add(elem); }
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Abstracted Buggy Code

```
public void METHOD_1 ( TYPE_1 <?> VAR_1) { VAR_2.add(VAR_1); }
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Neural Machine Translation



Abstracted Fixed Code

```
public void METHOD_1 ( TYPE_1 <?> VAR_1) { if (! VAR_2.contains(VAR_1)) VAR_2.add(VAR_1); }
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Fixed Code

```
public void addElement ( Element <?> elem) { if (! myList.contains(elem)) myList.add(elem); }
```

Mapping

ID	Value
METHOD_1	addElement
TYPE_1	Element
VAR_1	elem
VAR_2	myList

Results

538 bug-fixes*

9.22% test set

*Unique at source and abstract code level.

*Never seen in training nor validation set.

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1 One
Single
Patch
Attempt
per bug

**Can you generate multiple
candidate patches?**

50 different translations?

**Can you generate multiple
candidate patches?**

50 different translations?

**With more candidates...
can you fix 30-50% of the bugs?**

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What type of AST operations?

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Code?

**With more candidates...
can you fix 30-50% of the bugs?**

DATA!!

What type of AST operations?

Generation time?

Longer methods?

Can you generate multiple candidate patches?

50 different translations?

DATA!!

Journal submission coming
very soon...

What type of AST operations?

Patch generation time?

Thanks!

Questions?

Michele Tufano



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