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# Sourcerer: Searching Internet-Scale Software Repositories

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# Overview

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- Introduction
- Sourcerer Architecture
- Internet-Scale Software Repositories
  - Populating a code database
  - The shape of software
  - Observations/Lessons Learned
- Searching Software
  - Keyword based
  - Structure Based
  - Hybrid
  - Ranking
- Future Directions
  - Topic-based search
- Conclusions

# Acknowledgements

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- Baldi Group - Institute for Genomics and Bioinformatics
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- Mondego Group – Institute for Software Research
  - Professor Crista Lopes
  - Sushil Bajracharya

# Introduction

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- Millions of lines of source code available
  - Don't always know how good it is
  - Don't always know what it does
  - Even if it's in-house!
- Open source projects provide repositories of commonly used code
  - Increasing popularity in industry
- Projects are interdependent
- Desire to maximize code reuse
  - Time is money
- Explore code entity relationships
- Understand shape and function of software
  - Large scale
  - “in the wild”

# Introduction

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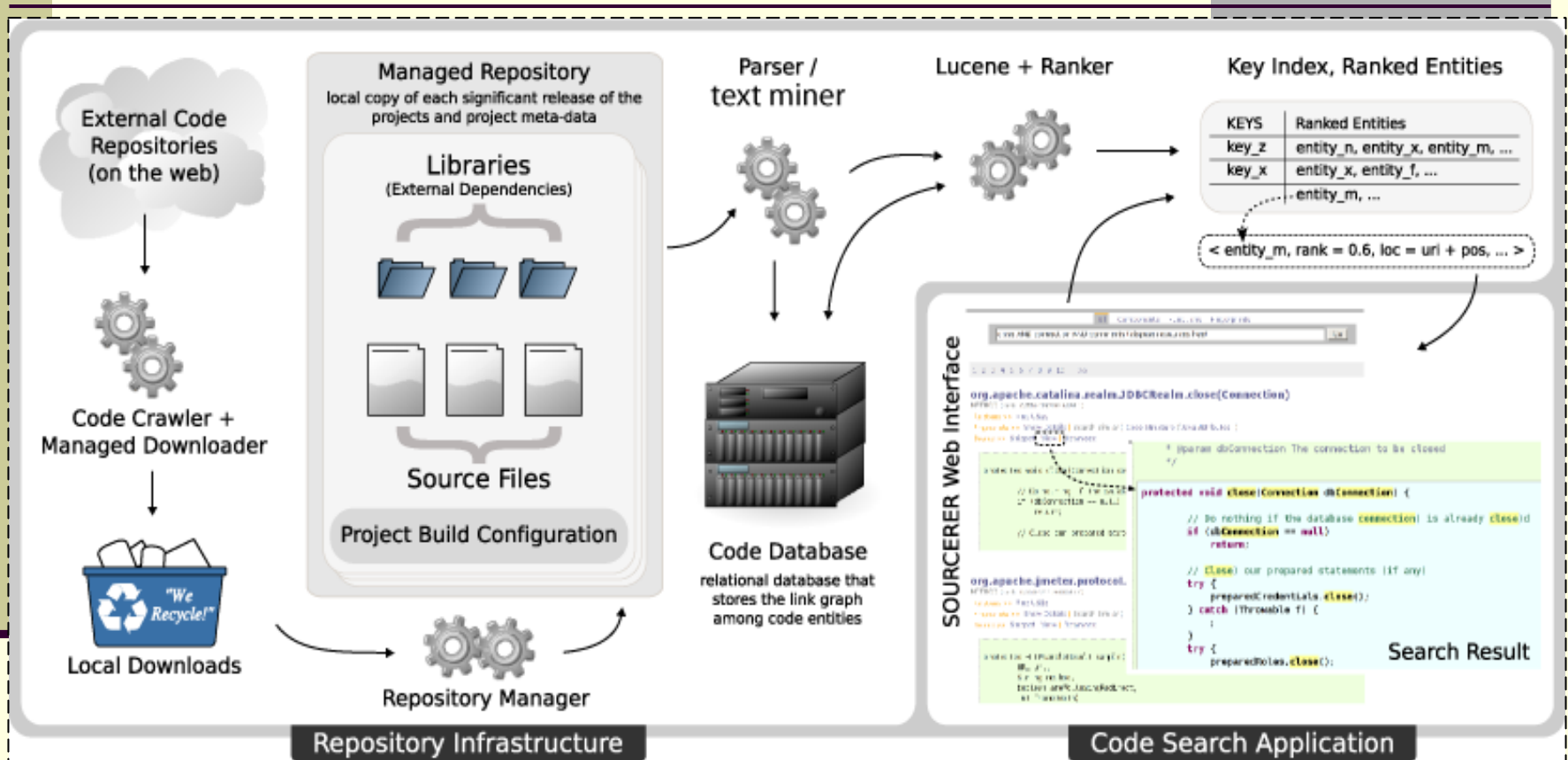
- Code reuse has evolved
  - Reuse an entire system
  - Reuse a portion of a system
  - Reuse a class/interface
  - Reuse a function/algorithm
  - Reuse fields (eg. static definitions)
- Any system that facilitates reuse must deal with code at multiple granularities
- Any system that facilitates program understanding should be unsupervised and intuitive
- Searching/Mining for practical application
  - Functional analysis
  - Staffing – assignment, skill assessment
  - Refactoring
  - Reuse

# Sourcerer

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- UCI ICS project designed to:
  - Index publicly available source and provide fast search and mining
    - Emphasis on ranking, relevancy, functional analysis
    - Structure-based search, software shape
  - Statically analyze relationships among code entities
  - Leverage data to better understand code, facilitate reuse, provide tools for real-world software development
  - Do this all on an Internet scale across multiple programming languages
  - Explore new avenues for mining software
- Current Version
  - ~12k open source projects (4,600 with 38 million SLOC)
  - 9,250 contributors, 48k packages, 560k classes, 3.2M methods
  - Focused on java language as proof of concept
- Publicly Available
  - <http://sourcerer.ics.uci.edu>

# Sourcerer Architecture



# Database

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- Parse Code and Store:
  - Entities (Classes, Methods, etc)
  - Relations
  - Documents (source files)
  - Repository Info (CVS, SVN, etc)
- Combination of
  - Relational Database (postgresql)
  - Text Indexing (Lucene)
  - Text Mining (source-tuned topic models)
  - Middleware for distributed parsing (our own)



# Static Analysis of Code Relations

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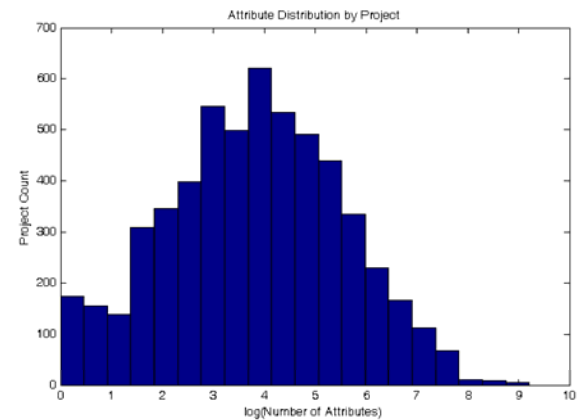
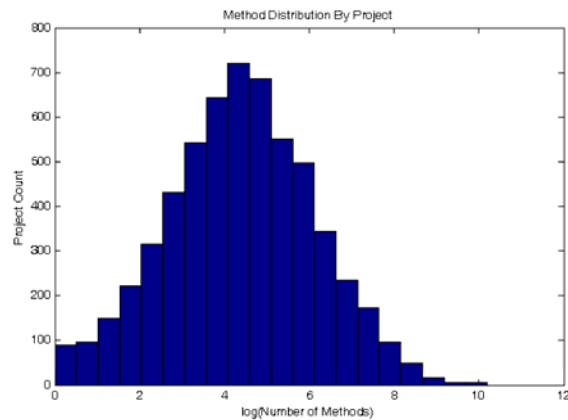
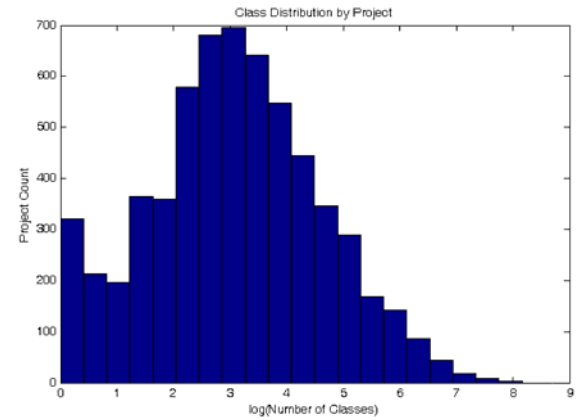
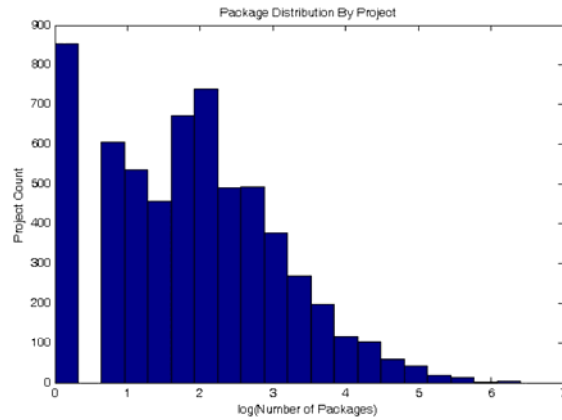
- Uses
  - generic
- Inside
  - Lexical containment
- Calls
- Throws
- Returns
- Overrides
- Overloads
- Instantiates
- Reads
- Writes

# Simple Statistics

**Selected Summary Statistics (per Project).**

|               | <b>Max</b> | <b>Median</b> | <b>Mean</b> | <b>Standard Deviation</b> |
|---------------|------------|---------------|-------------|---------------------------|
| Files         | 6,415      | 10            | 55.28       | 182.98                    |
| Lines of Code | 857,308    | 2,529.50      | 8,368.92    | 24,687                    |
| Packages      | 570        | 5             | 10.98       | 23.49                     |
| Classes       | 6,599      | 47            | 126.10      | 290.68                    |
| Methods       | 94,654     | 216           | 695.35      | 2,353                     |
| Fields        | 21,867     | 117           | 339.02      | 820.80                    |

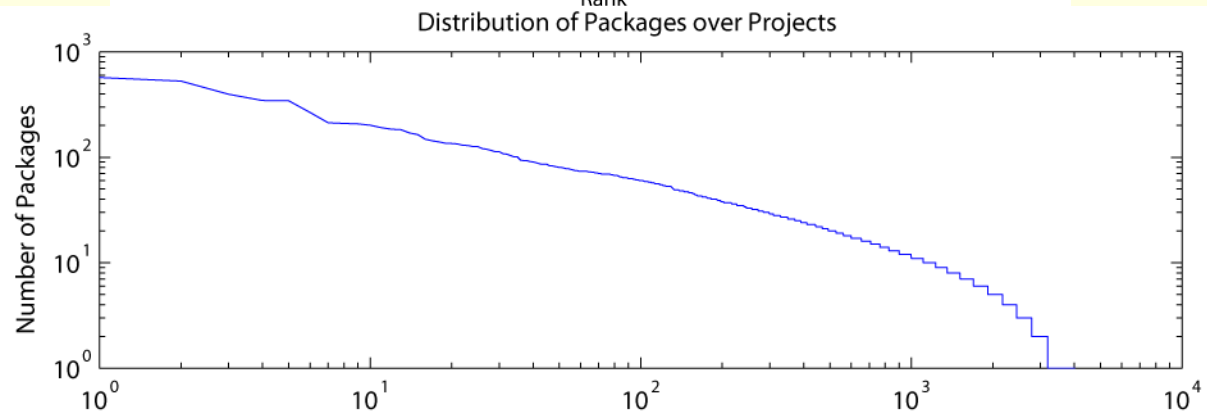
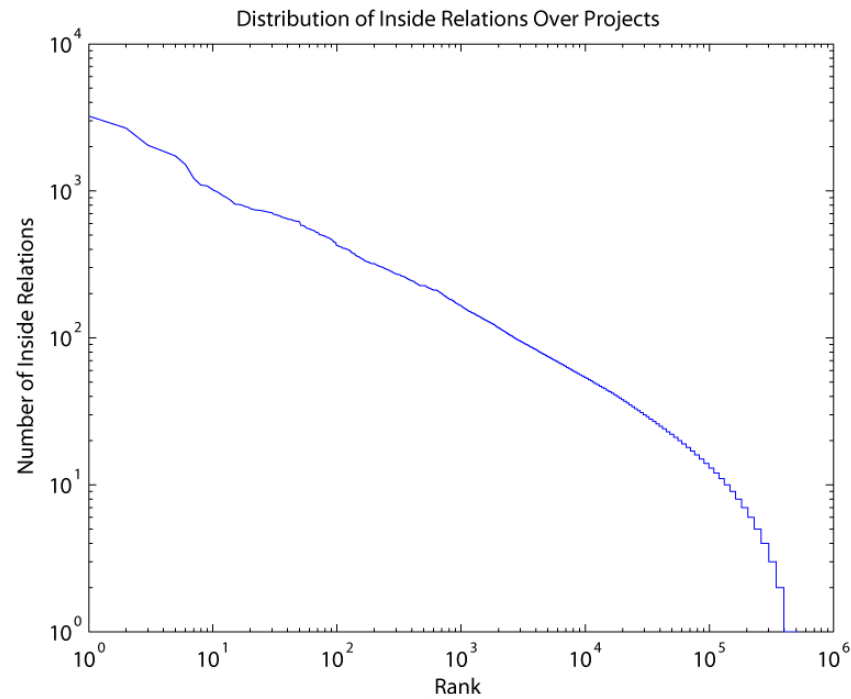
# Simple Statistics



# Keyword Occurrence

| Keyword   | Percentage | Keyword      | Percentage |
|-----------|------------|--------------|------------|
| public    | 12.53      | this         | 0.89       |
| if        | 8.44       | break        | 0.85       |
| new       | 8.39       | while        | 0.63       |
| return    | 7.69       | super        | 0.57       |
| import    | 6.89       | instanceof   | 0.56       |
| int       | 6.54       | double       | 0.55       |
| null      | 5.52       | long         | 0.54       |
| void      | 4.94       | implements   | 0.43       |
| private   | 3.66       | char         | 0.30       |
| static    | 3.16       | float        | 0.28       |
| final     | 3.01       | abstract     | 0.25       |
| else      | 2.33       | synchronized | 0.25       |
| throws    | 2.16       | short        | 0.20       |
| boolean   | 2.12       | switch       | 0.19       |
| false     | 1.69       | interface    | 0.17       |
| case      | 1.60       | continue     | 0.15       |
| true      | 1.60       | finally      | 0.14       |
| class     | 1.36       | default      | 0.13       |
| protected | 1.33       | native       | 0.08       |
| catch     | 1.33       | transient    | 0.06       |
| for       | 1.22       | do           | 0.05       |
| try       | 1.22       | assert       | 0.03       |
| throw     | 1.16       | enum         | 0.02       |
| package   | 0.96       | volatile     | 0.004      |
| byte      | 0.93       | strictfp     | 2.49E-06   |
| extends   | 0.89       |              |            |

# Power Law Distributions



# Searching Code

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- Once you know what code does, how can you *find* code for a given programming task?
- Specialized keyword extraction
  - Comments
  - Code
    - `calculateFastFourierTransform(Signal s)`
    - `calculate_Fast_Fourier_Transform(Signal s)`
- What if you want to search based on structure
  - “Find thread-safe methods with 2 conditional statements”
- Commercial search engines gaining popularity
  - Google CodeSearch, Koders, Krugle
  - “glorified grep” over code
  - Lightweight analysis

# Keyword-Based Search

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- Known techniques for doing this well
  - Abundant IR literature
  - Open Source Search Engines
    - Lucene – incredibly fast, light-weight, and FREE!
- Tricky parts:
  - Associating comments with correct entity
  - Accounting for all naming conventions that are likely to appear in code.
    - Good luck!

# Example – Quick Sort (classes)

All **Components** Functions Fingerprints

quick AND sort

Go

Search in comments ?

1

## cmp.QuickSort

Version ? version unknown

PACKAGE (rank: 1.0)

Relations >> Find uses

Fingerprints >> Show Details

Source >> Inline | Expanded | Browse in Project | Download

## QuickSort

Version ? version unknown

PACKAGE (rank: 1.0)

Relations >> Find uses

Fingerprints >> Show Details

Source >> Inline | Expanded | Browse in Project | Download

## com.hardcode.gdbms.engine.data.indexes.QuickSort

Version ? version unknown

PACKAGE (rank: 1.0)

Relations >> Find uses

Fingerprints >> Show Details

Source >> Inline | Expanded | Browse in Project | Download



# Example – Quick Sort (functions)

SOURCERER

abc

All Components **Functions** Fingerprints

quick AND sort

Go

Search in comments ?

1 2 3 4 5 6 7 8 9 10 | >>

**org.apache.forrest.forrestdoc.java.src.util.QuickSort.quickSort(Object,int,int,Comparator)**

Version 0.7

METHOD (rank: 3.54871227851026)

Relations >> Find uses

Fingerprints >> Show Details

Source >> Inline | Expanded | Browse in Project | Download

**org.esplan.audioradmin.gui.LibraryBrowser.quickSort(String[],int,int)**

Version audioradmin-0.20

METHOD (rank: 1.0)

Relations >> Find uses

Fingerprints >> Show Details

Source >> Inline | Expanded | Browse in Project | Download

**apollo.util.QuickSort.doubleSort(double,int,int,Object[])**

Version Dagora Battle System (Initial release v0.1)

METHOD (rank: 0.74459374484843)

Relations >> Find uses

Fingerprints >> Show Details

Source >> Inline | Expanded | Browse in Project | Download

# Example – Browse Code

quick AND sort

Go

Search in comments ?

1 2 3 4 5 6 7 8 9 10 | >>

org.apache.forrest.forrestdoc.java.src.util.QuickSort.quickSort(Object,int,int,Comparator)

Version 0.7

METHOD (rank: 3.54871227851026)

[Relations >>](#) [Find uses](#)

[Fingerprints >>](#) [Show Details](#)

[Source >>](#) [inline](#) | [Expanded](#) | [Browse in Project](#) | [Download](#)

```
public static void quickSort(Object s[], int lo, int hi, Comparator cmp) {  
  
    if (lo >= hi) {  
        return;  
    }  
  
    /*  
    * Use median-of-three(lo, mid, hi) to pick a partition. Also  
    * swap them into relative order while we are at it.  
    */  
    int mid = (lo + hi) / 2;  
  
    if (cmp.compare(s[lo], s[mid]) > 0) {  
  
        // Swap.  
        Object tmp = s[lo];
```

# Example – Code Structure Fingerprint

SOURCERER

abc

All Components **Functions** Fingerprints

quick AND sort

Go

Search in comments ?

1 2 3 4 5 6 7 8 9 10 | >>

`org.apache.forrest.forrestdoc.java.src.util.QuickSort.quickSort(Object,int,int,Comparator)`

Version 0.7

METHOD (rank: 3.54871227851026)

[Relations >>](#) [Find uses](#)

[Fingerprints >>](#) [Show Details](#)

**Code Structure** (search similar)

[X] CLOSE

|                  |    |                |   |         |     |                     |   |
|------------------|----|----------------|---|---------|-----|---------------------|---|
| Synchronized     | 0  | Waits          | 0 | Notifys | 0   | Starts              | 0 |
| Joins            | 0  | Loops          | 3 | IF      | 6   | SWITCH              | 0 |
| Lines Of Code    | 12 | Instantiations | 0 | Path    | 216 | Average Loop Length | 2 |
| MAX Loop Nesting | 2  |                |   |         |     |                     |   |

# Fingerprint Types

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- Structural Fingerprints
  - Control
  - Iteration
  - Synchronization
- Java Type Fingerprints
  - Fields
  - Methods
  - Constructors
  - etc
- MicroPattern Fingerprints
  - Occurrence of common design patterns
  - Gil & Maman, OOPSLA '05

# Structural Fingerprints

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- Types and counts of concurrency constructs (sync,wait,notify)
- Types and counts of branching constructs (if,switch)
- Number of loop structures
- Number of paths through code
- Number of dynamic memory allocations
- Average loop length
- Maximum nesting of loops

<sync,wait,notify,if,switch,loops,paths,allocs,avg\_loop,max\_nesting>

# Similarity measure

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- Many methods exist
- Popular IR technique is cosine distance
  - Calculate angle between query fingerprint, **q**, and code fingerprint, **f**

$$\text{sim}(q,f) = (\mathbf{q} \cdot \mathbf{f}) / (|\mathbf{q}| \times |\mathbf{f}|)$$

# Example

## SOURCERER

All Components Functions **Fingerprints**

Control Structure | Java Attributes | Micropatterns

|                  |                                      |        |                                      |                     |                                      |
|------------------|--------------------------------------|--------|--------------------------------------|---------------------|--------------------------------------|
| Synchronized     | <input type="text" value="= 0"/>     | Waits  | <input type="text" value="&gt;= 0"/> | Notifys             | <input type="text" value="= 1"/>     |
| Starts           | <input type="text" value="&gt;= 0"/> | Joins  | <input type="text" value="&gt;= 0"/> | Loops               | <input type="text" value="&gt;= 0"/> |
| IF               | <input type="text" value="= 1"/>     | SWITCH | <input type="text" value="&gt;= 0"/> | Lines Of Code       | <input type="text" value="&gt;= 0"/> |
| Instantiations   | <input type="text" value="&gt;= 0"/> | Path   | <input type="text" value="&gt;= 0"/> | Average Loop Length | <input type="text" value="&gt;= 0"/> |
| MAX Loop Nesting | <input type="text" value="&gt;= 0"/> |        |                                      |                     |                                      |

Search in comments ?

1 2 3 4 5

### JNA\_DwgMngrView

Version janat-0.9.1-src

CLASS (rank: 0.879970026639117)

[Relations >>](#) [Find uses](#)

[Fingerprints >>](#) [Show Details](#)

[Source >>](#) [Inline](#) | [Expanded](#) | [Browse in Project](#) | [Download](#)

### org.apache.cocoon.xml.dom.DOMBuilder.notifyListener()

Version 2.1.9

METHOD (rank: 0.849005581459734)

[Relations >>](#) [Find uses](#)

[Fingerprints >>](#) [Show Details](#)

[Source >>](#) [Inline](#) | [Expanded](#) | [Browse in Project](#) | [Download](#)

# Hybrid Search

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- The best of both worlds
- Combine keywords with fingerprints
- “I think it should look something like...”
- Query is a code snippet
  - Parse for keywords and structure



# Industry Applications

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- General code reuse
  - Or at least a convenient way to find references
- Licensing issues
  - Worried that open source may have slipped in?
  - Find it with structure-based search
- Code analysis
  - Leverage relational databases
  - Examine statistics for best practices, etc.

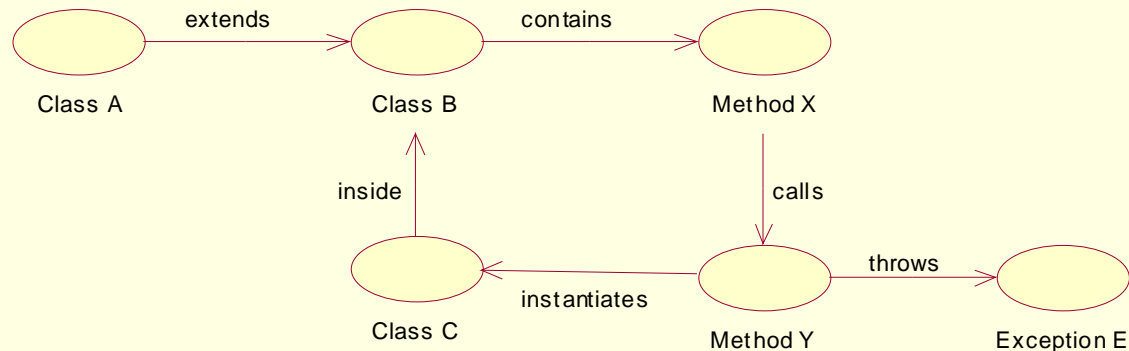
# Improving Results - Ranking

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- Java-based heuristics
  - Boost hits to right of fully-qualified name (net.instead.neuralNet)
  - Discount comment hits
  - Discount test code
  - Discount trivial implementations
- In addition, would like to give preference to code that is:
  - Heavily referenced
  - “popular”
  - Likely to be robust
- Need a systematic way to access code for these properties
- This is Google’s bread and butter

# Link Analysis

- Start by building a directed graph of entities and relations
  - We have these in the database at parse time



# PageRank (CodeRank)

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$$PR(A) = (1-d) + d (PR(T1)/C(T1) + \dots + PR(Tn)/C(Tn))$$

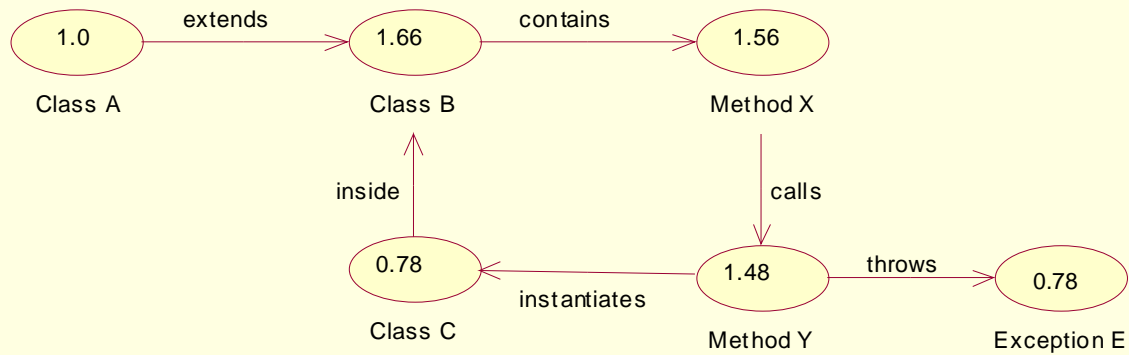
PR(X) – PageRank of Node X

T1...TN – Nodes pointing to X

C(Y) – number of outgoing edges of node Y

d – a damping factor

# Example



# Leveraging PR

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- Used in combination with term frequency, similarity
- Currently Saurcerer uses PageRank almost verbatim
  - Local vs. Global rank
- Can modify algorithm to give different weight to different relationships
  - Is “calls” more or less important than “overloads”?
- Ultimately user will have to specify as a search parameter

# Ranking Results

- 30% AUC (area under curve) improvement over competing engines
  - Google - 33% AUC
  - Google CodeSearch – 66% AUC
  - Sourcerer (code keywords only) – 73.6% AUC
  - Sourcerer (comment keywords only) – 44.7% AUC
    - 48.5% recall
  - Sourcerer (code + comments + heuristics + CodeRank) – 84% AUC
    - 100% recall
  - Sourcerer (code + heuristics) – 90.9% AUC
    - 74% recall
  - Sourcerer (code + heuristics + CodeRank) – 92% AUC
    - 74% recall
- Lessons Learned
  - Combination of keyword and structure-based heuristics yields greatest improvement
  - From a community standpoint need standardized benchmark

# Conclusion

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- Software repositories contain a wealth of information
  - Code metadata and implementations
  - Statistics for shape and function
- Recent statistical machine learning techniques make intuitive, scalable program understanding more feasible
- Effective IR techniques promise to aide in code reuse assuming
  - Give the searcher relevant results
  - Make it fast and easy
- Fingerprinting code provides an intuitive means for structure-based search
- New ranking techniques means the user finds what they want without wading through useless code
  - Leverage keywords and structure
  - Go beyond “glorified grep”