

Automatically Repairing Broken Workflows for Evolving GUI Applications

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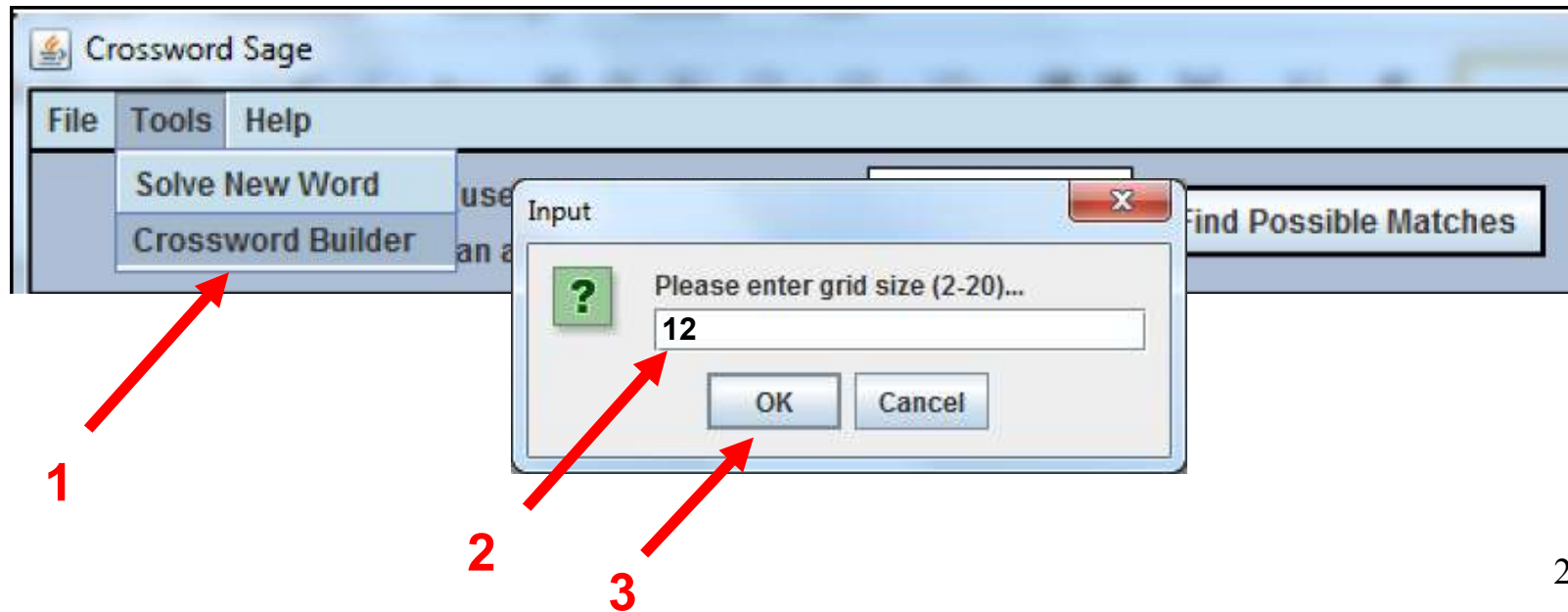
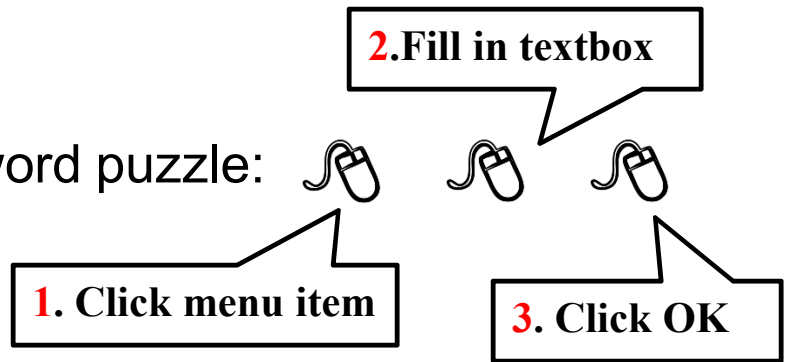


End-user's workflow

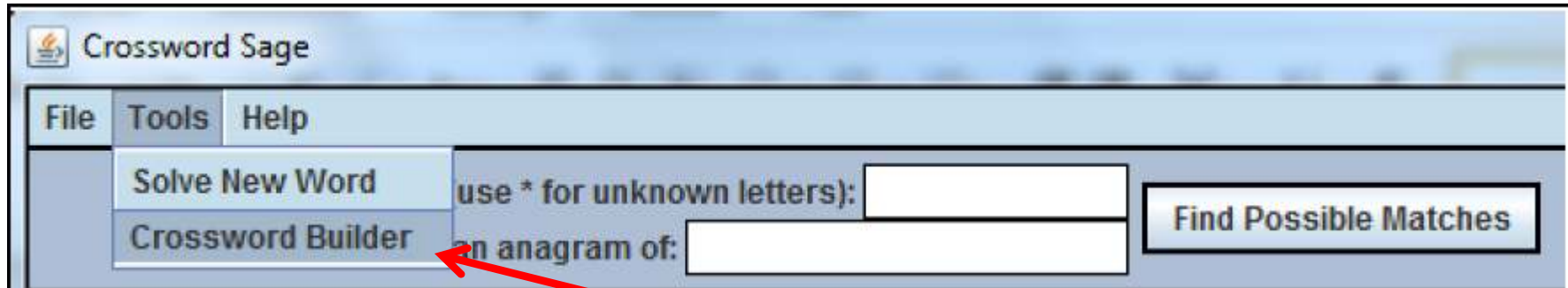
A **workflow** = A sequence of **UI actions** for a specific task

Example:

A **3-action** workflow of creating a crossword puzzle:



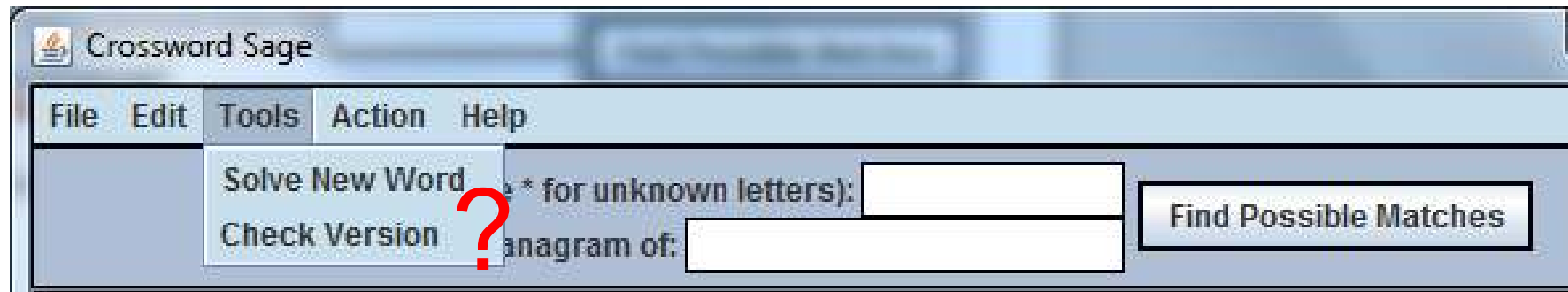
GUI evolution can break workflows



Version 0.3



(the **first** action in creating a puzzle)



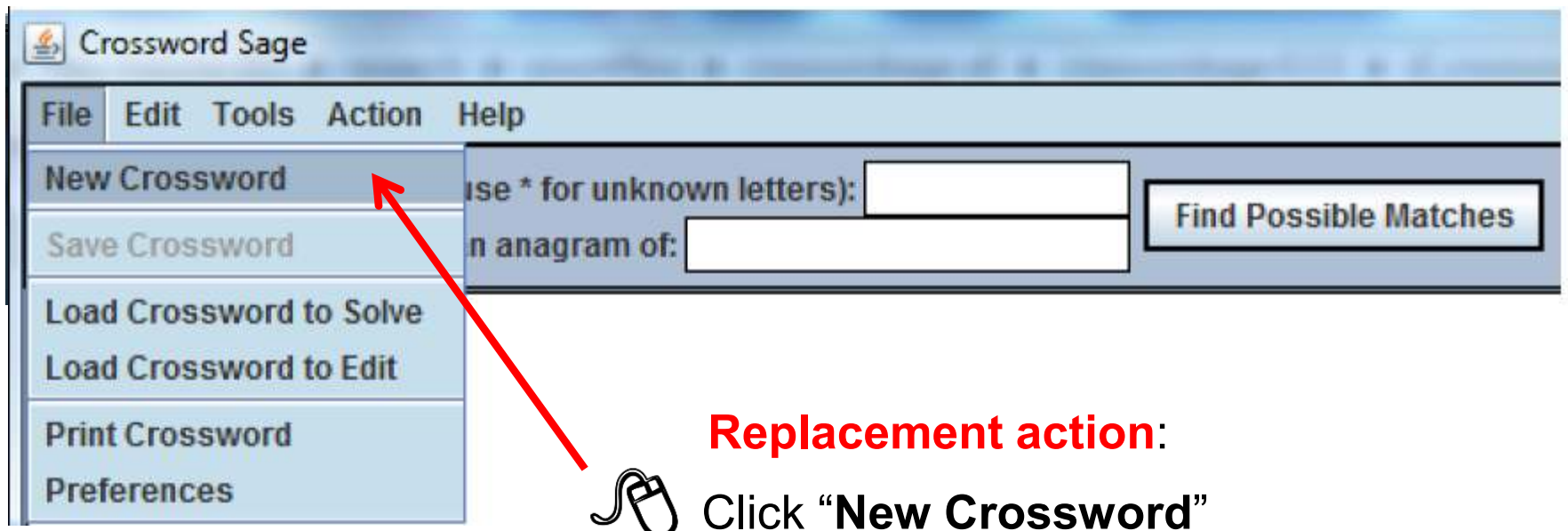
Version 0.35

The workflow is broken!



Goal: repair a broken workflow

- Suggest a “**replacement action**” for a broken action
 - **No** change to the code
 - Help users perform the **same** task, but **adapt** to the new GUI



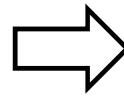
Replacement action:



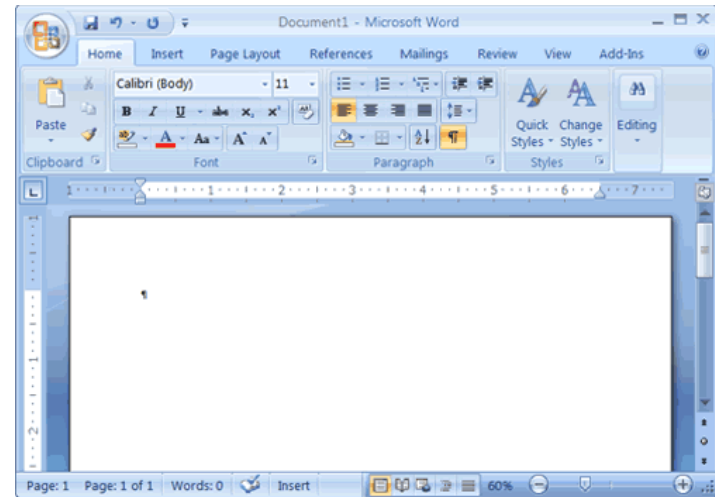
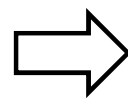
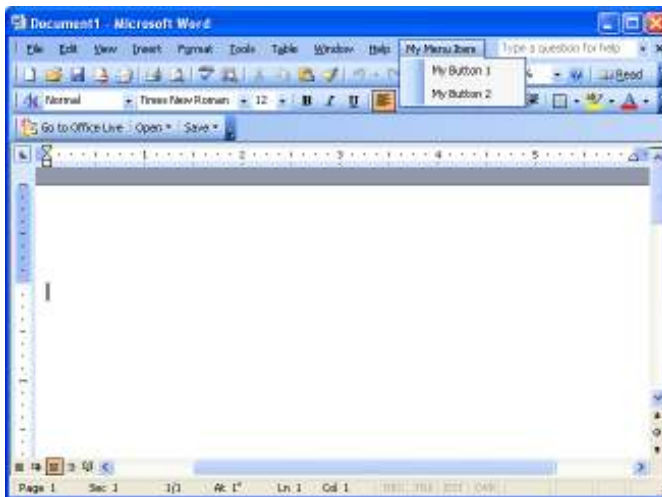
Click “**New Crossword**”

(Suggested by our technique: **FlowFixer**, since both invoke method “**showCrosswordBuilder**”)

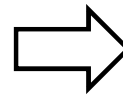
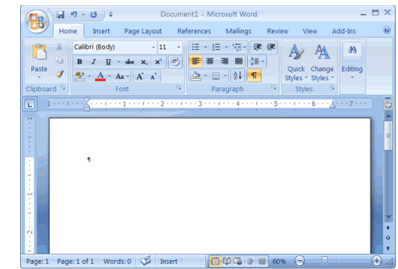
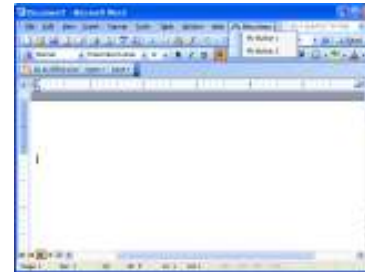
GUIs keep evolving all the time



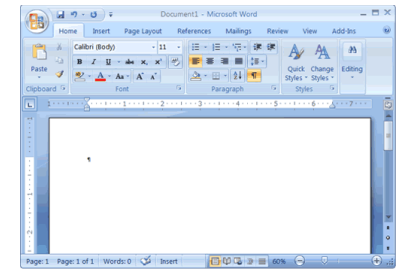
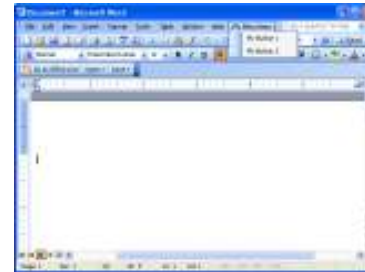
GUIs keep evolving all the time



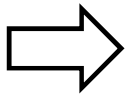
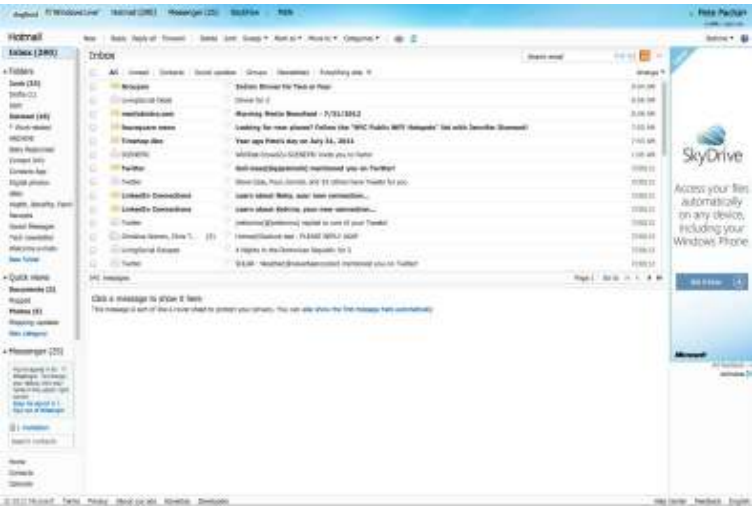
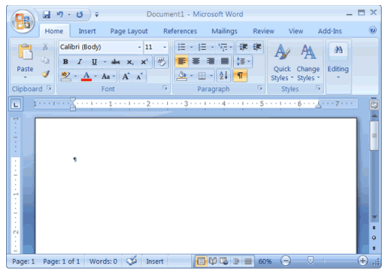
GUIs keep evolving all the time



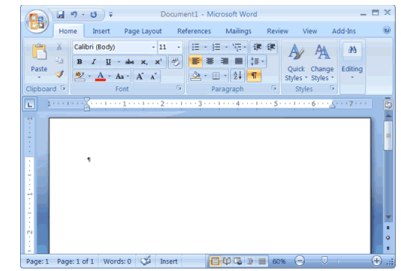
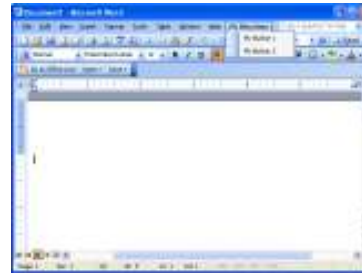
GUIs keep evolving all the time



GUIs keep evolving all the time



GUIs keep evolving all the time



GUI evolution can **break** workflows!

Broken workflows in practice

- **Affect user experience** (focus of this talk)



Example: the ribbon UI in Office 2007



- **Impact automated testing**

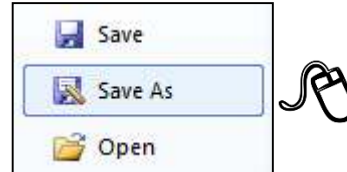


- mimic workflows
- **30 – 70%** of them are broken in GUI evolution
[Memon'03, Grechanik'09, Daniel'11]

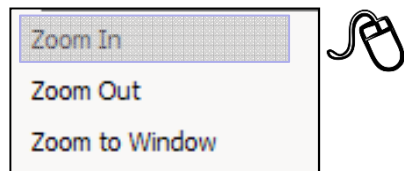
Tedious and challenging to resolve them manually

The “action semantics” challenge

- A UI action’s effect cannot be observed statically
- Repairing broken workflows needs to:
 - distinguish actions that *look similar* but have *different results*

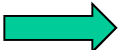


- identify *different* UI actions that may perform the *same* task



Requires knowing the “what the action does”

Outline

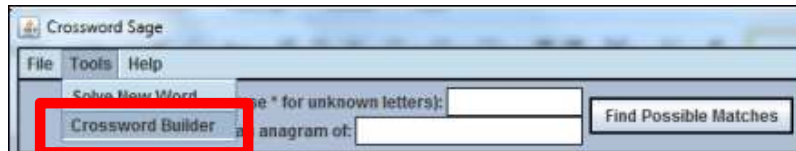
- Problem
-  • Technique
- Evaluation
- Related Work
- Contributions

Key insights of FlowFixer

- The *underlying code* implementing the *same* functionality *stays relatively the same* between versions
- “action semantics” \approx the invoked methods
- UI Actions invoking *similar methods* are likely to perform *similar* tasks

An overview of the FlowFixer technique

Old version

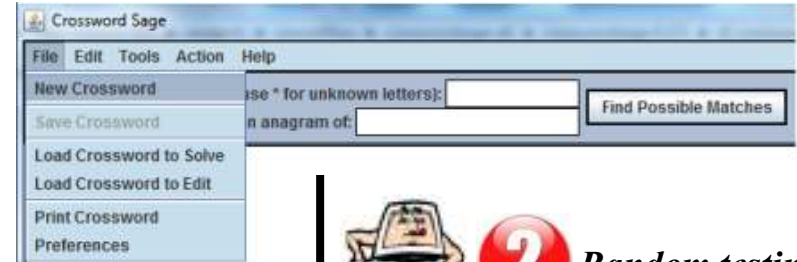


1

User demonstration



New version



2

Random testing



Weight

```
actionPerformed ()
showCrosswordBuilder ()
...
```

3

Method matching

1. Click "New Crossword"

~~4/3~~ 1

```
actionPerformed ()
showCrosswordBuilder ()
...
```

2. Click "Save Crossword"

1/3

```
actionPerformed ()
saveCrossword ()
...
```

3. Click "Solve New Crossword"

1/3

```
actionPerformed ()
crosswordSolverPanel<init> ()
...
```

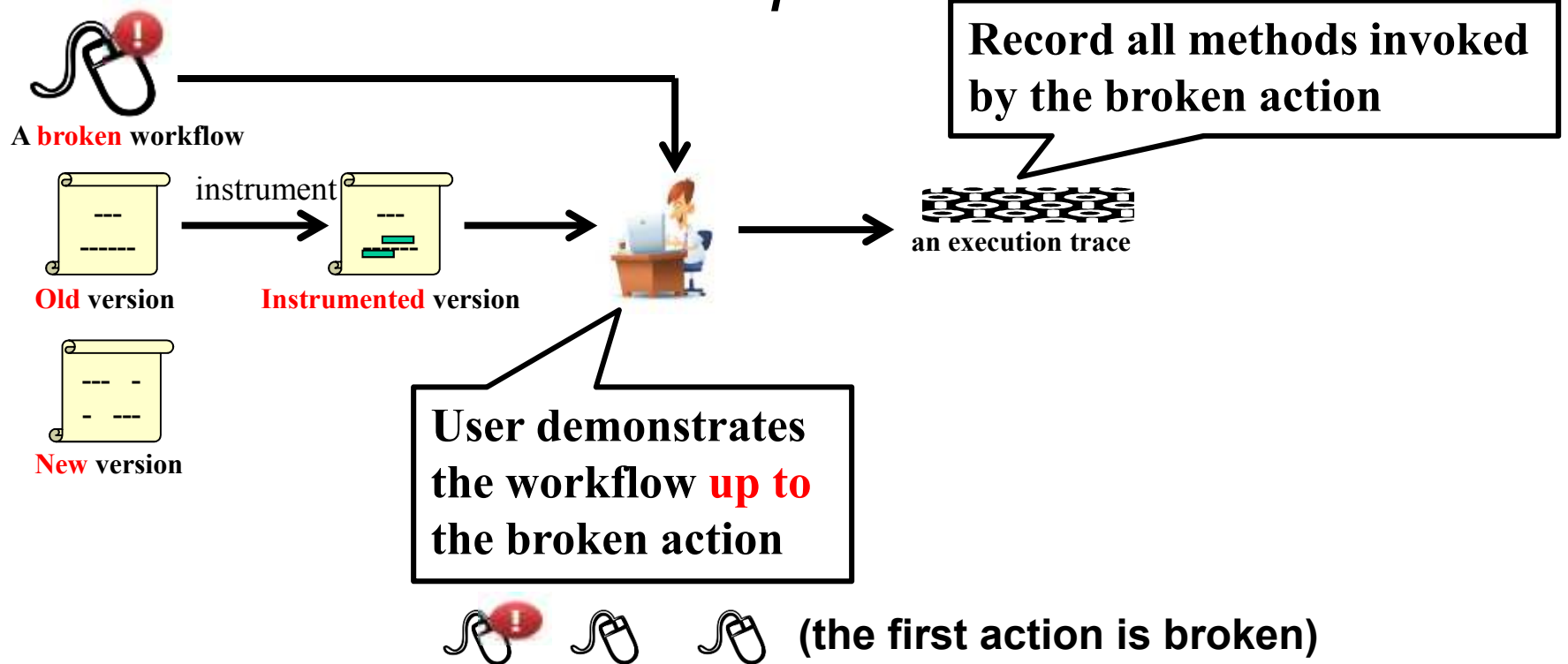


4

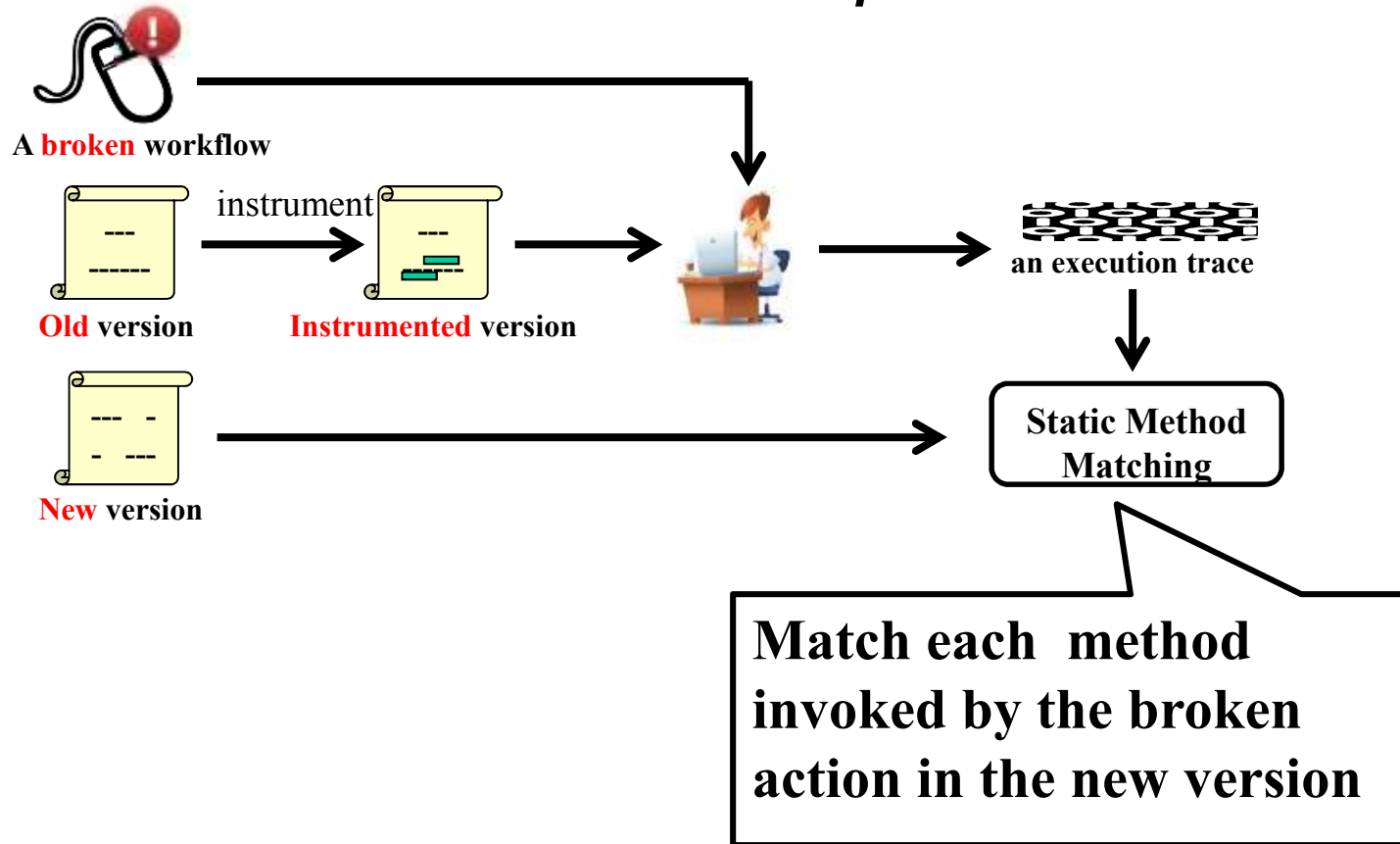
Replacement actions:

1. Click "New Crossword"
2. ...

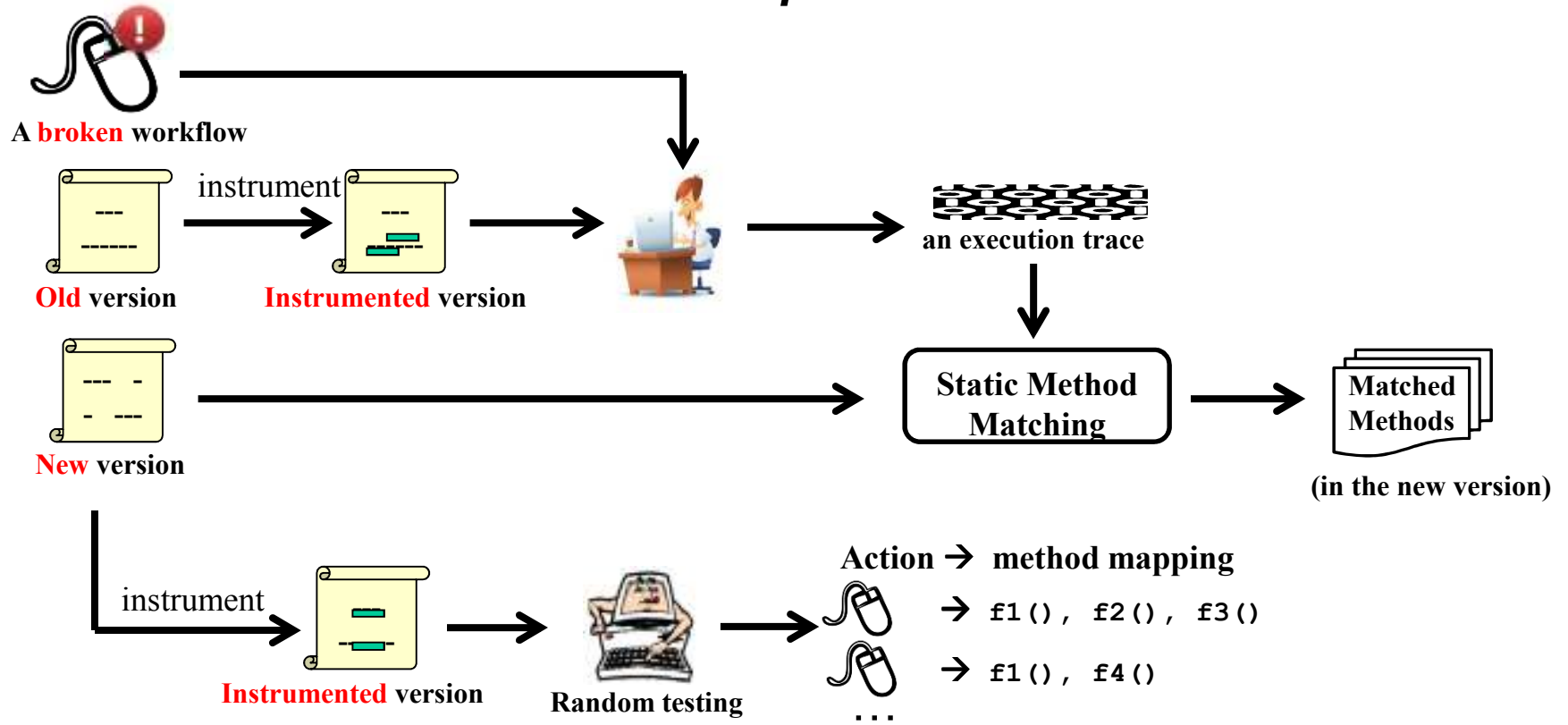
The FlowFixer technique



The FlowFixer technique

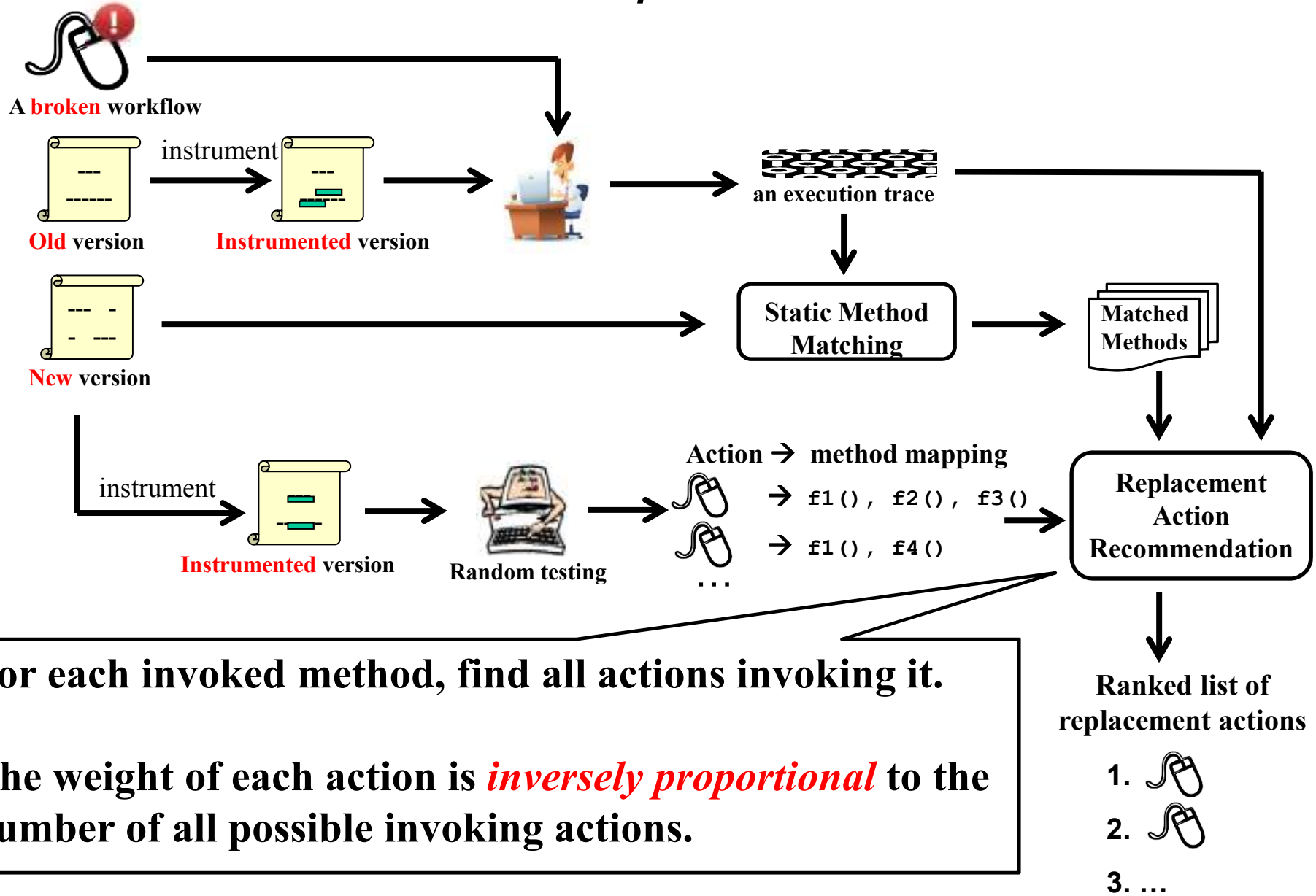


The FlowFixer technique



Randomly execute each applicable UI action, and recursively explore UI actions on new screens


The FlowFixer technique



For each invoked method, find all actions invoking it.

The weight of each action is *inversely proportional* to the number of all possible invoking actions.

Outline

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Research questions

- How effective is FlowFixer in repairing broken workflows?
 - Accuracy
 - Efficiency
- Comparison with a GUI-comparison-based technique
[Grechanik'09]

Subject programs and broken workflows

Subject	Versions	LOC	Δ LOC	#Broken workflows
Crossword	0.3 → 0.35	3,087	1,386	1
JEdit	2.5 → 2.6	32,607	5,017	1
Gantt Project	2.0.1 → 2.5.4	55,009	3,777	5
JabRef	2.0 → 2.8.1	83,447	38,992	3
Freemind	0.71 → 0.8	70,430	10,757	6

Popular software, being actively developed for 3—12 years



Non-trivial code changes

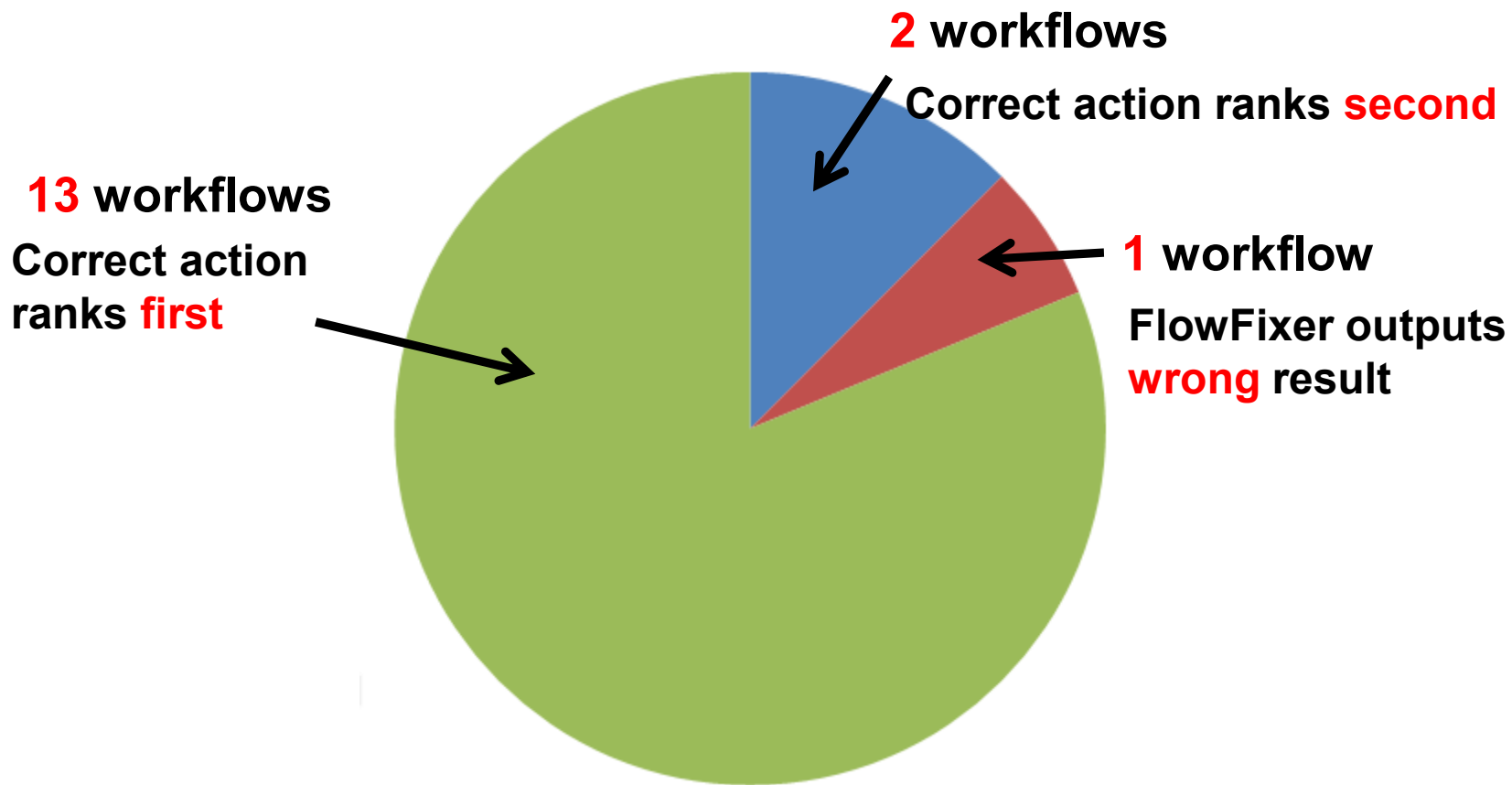
16 workflows with **distinct** root causes. Collected from user manual.

- Selection of broken workflows
 - **356** documented workflows, **70** are broken, **16** have **distinct** root causes
 - **Exclude** trivial UI changes, e.g.,
 - *swapping two neighboring menu items*
 - *move a button to a different location on the same panel.*

FlowFixer's accuracy

- Measured by the **absolute rank** of the **correct** actions

1. 
2. 
3. ...



FlowFixer can repair **15** broken workflows

FlowFixer's efficiency

- **Random testing**

- **27 mins** per *application*

- (A **one-time** cost, shared by different workflows)



- **User demonstration**

- **< 1 min** per workflow

- (assuming the old version is installed)



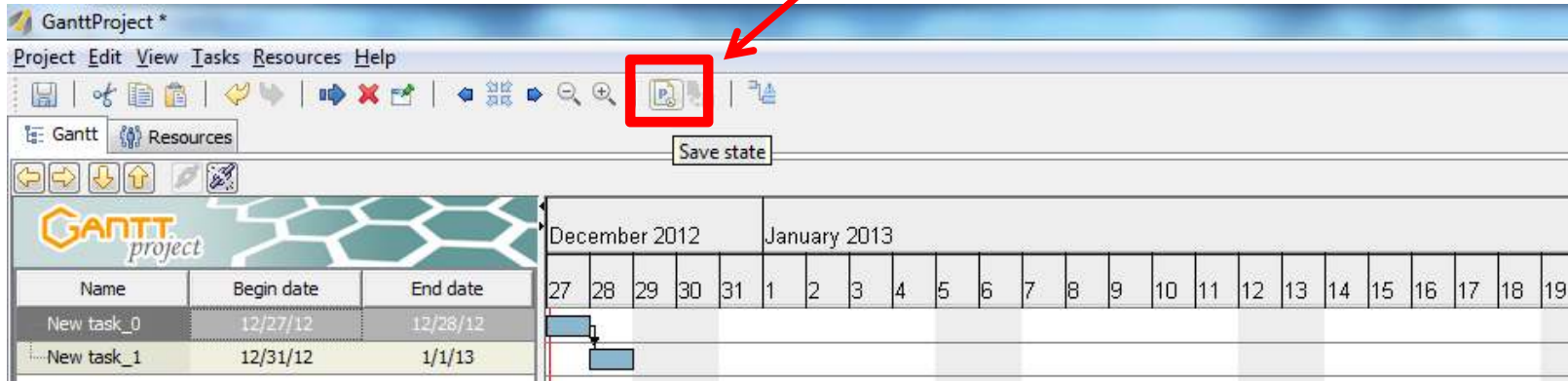
- **Action recommendation**

- **4 mins** per *workflow*



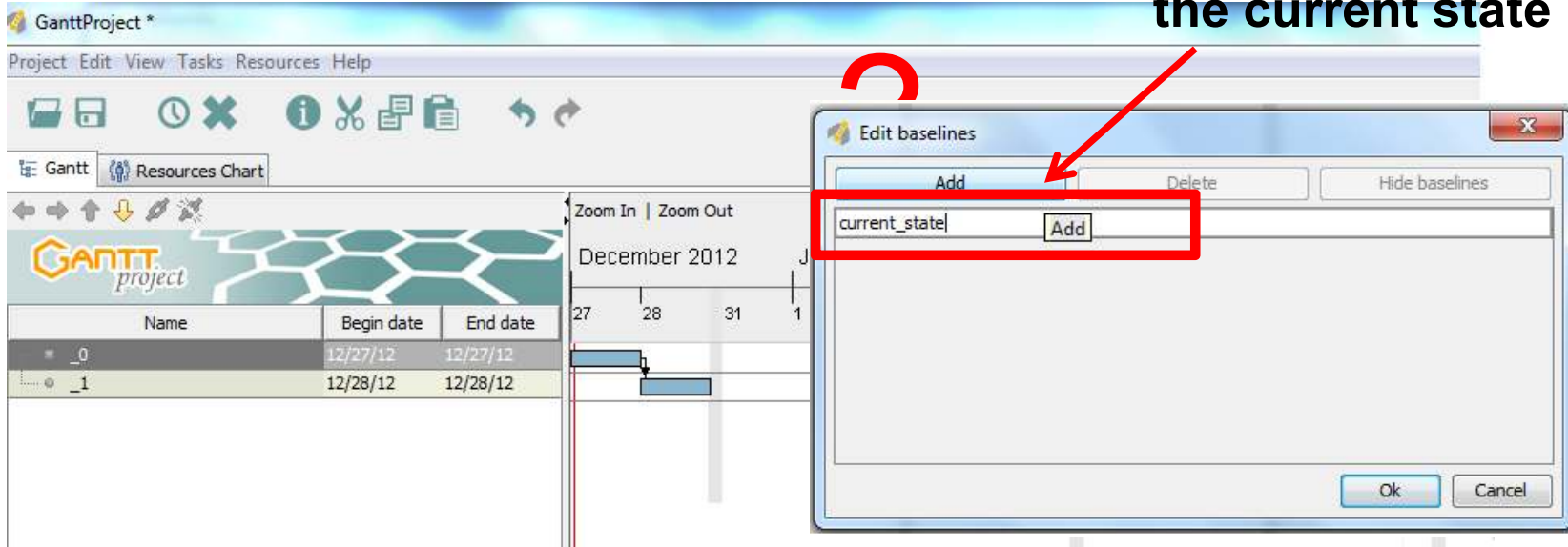
An example repair

Save current state



Gantt Project version 2.0

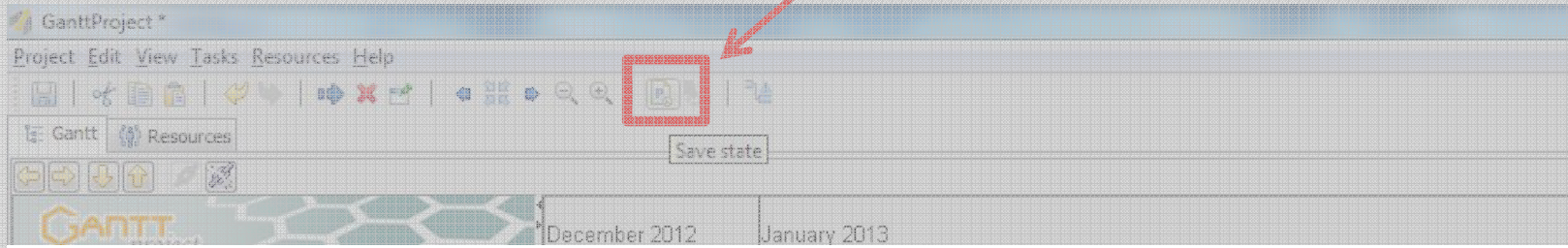
Fill the textbox to save the current state



Gantt Project version 2.5

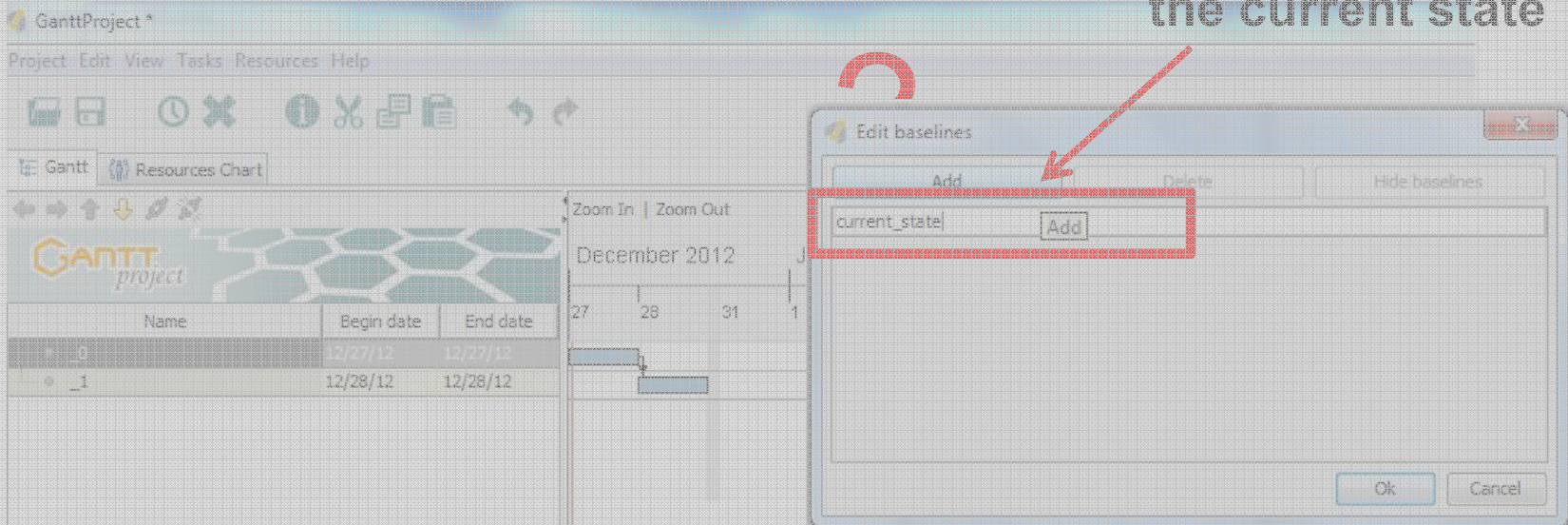
An example repair

Save current state



UndoableEditImpl.createTemporaryFile

Fill the textbox to save the current state



Comparison with an existing technique

- **REST**: a GUI-comparison-based technique [Grechanik'09]
 - A **black-box** approach
 - Compare GUIs of two versions to identify modified UI elements
 - Identifies **affected** actions, but gives **no** repair suggestion



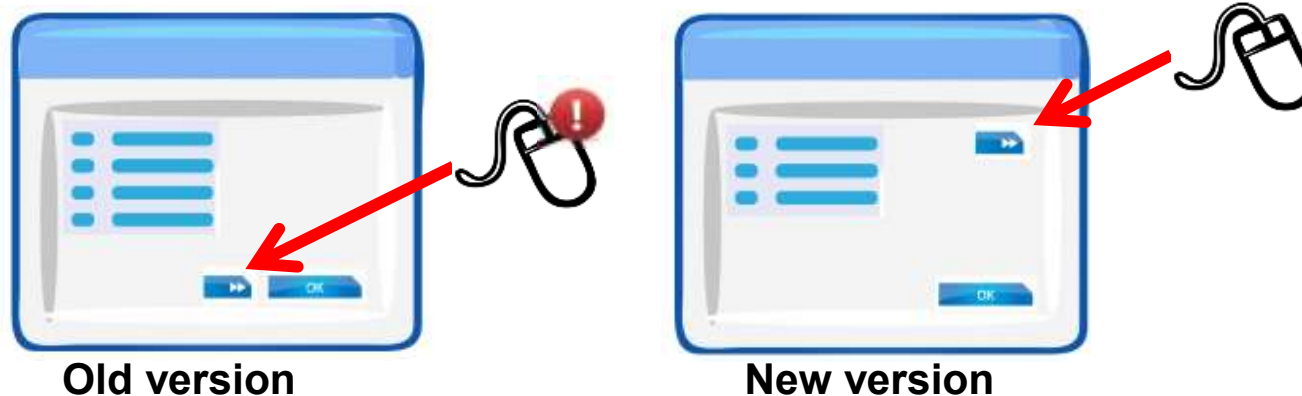
Old version



New version

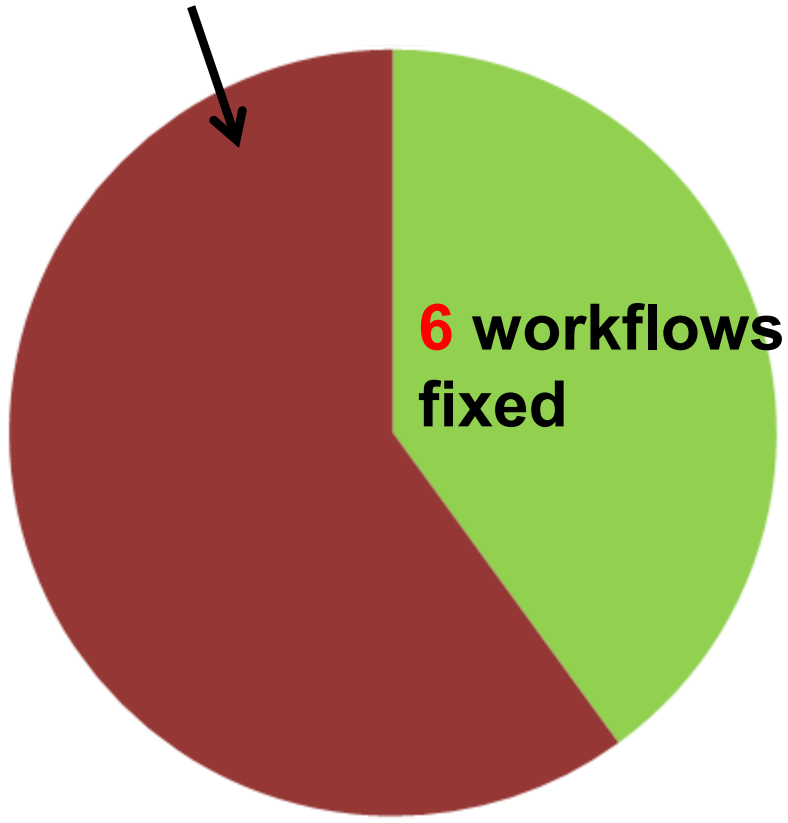
Comparison with an existing technique

- **REST**: a GUI-comparison-based technique [Grechanik'09]
 - A **black-box** approach
 - Compare GUIs of two versions to identify modified UI elements
 - Identifies **affected** actions, but gives **no** repair suggestion
- Extend **REST** for workflow repair
 - Recommend actions on the **matched** UI element of the **new** version



REST vs. FlowFixer

Fail to fix **10** workflows



REST

Fail to fix **1** workflow

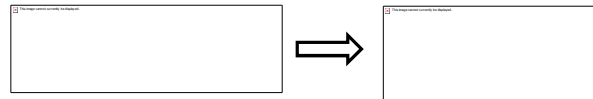


FlowFixer

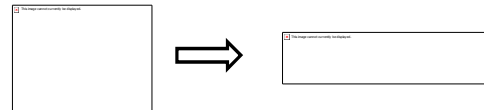
Why REST did not work well?

- **REST** only repairs **6** workflows where a UI element is *moved* to a different location
 - **Ineffective** for non-trivial UI changes

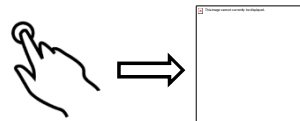
UI label change



UI element change



UI action change




- **FlowFixer** repairs **15** broken workflows
 - Execute UI actions and observe their consequences

*REST's **black-box** approach is **not** aware of the “action semantics”*

Experimental conclusions

- FlowFixer is **accurate** and **efficient** in repairing broken workflows
- FlowFixer achieves **better** results than a GUI-comparison-based technique

Outline

- Problem
- Technique
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Related work

- **Test repair**

ReAssert [Daniel'09], REST [Grechanik'09], Guitar [Memon'04],
Genetic approach [Huang'10], WATER [Choudhary'11] ...

*Make obsoleted tests compilable **without** preserving its original semantics.
Not applicable to repairing broken workflows.*

- **Program repair**

GenProg [Weimer'09], ClearView [Perkins'09], PAR [Kim'13]...

Search patches for bugs.

Not applicable to broken workflows caused by UI changes.

- **Change analysis**

Chianti [Ren'05], SemDiff [Dagenais'08], RefactoringCrawler [Dig'05],
Hybrid approach [Wang'12] ...

Identify code-level changes and compute the effects.

Not applicable for repairing UI-level workflows.

Outline

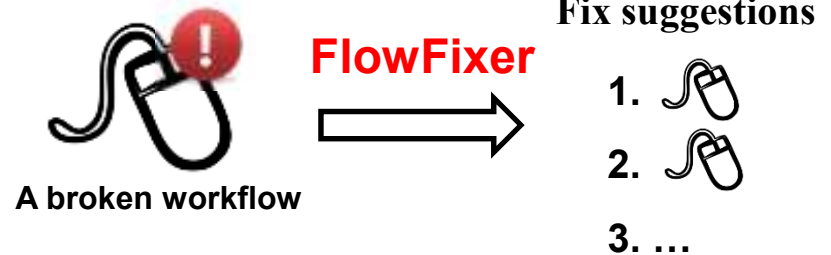
- Problem
- Technique
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Future directions

- User study
- Extend FlowFixer to repair UI test scripts
 - Lift *syntax-correcting* repair to *semantics-preserving* repair
- Integrate FlowFixer into software evolution
 - Proactively finding broken workflows
 - Summarize UI-level changes
 - Automatically update user manual
 - Help users learn new GUI features

Contributions

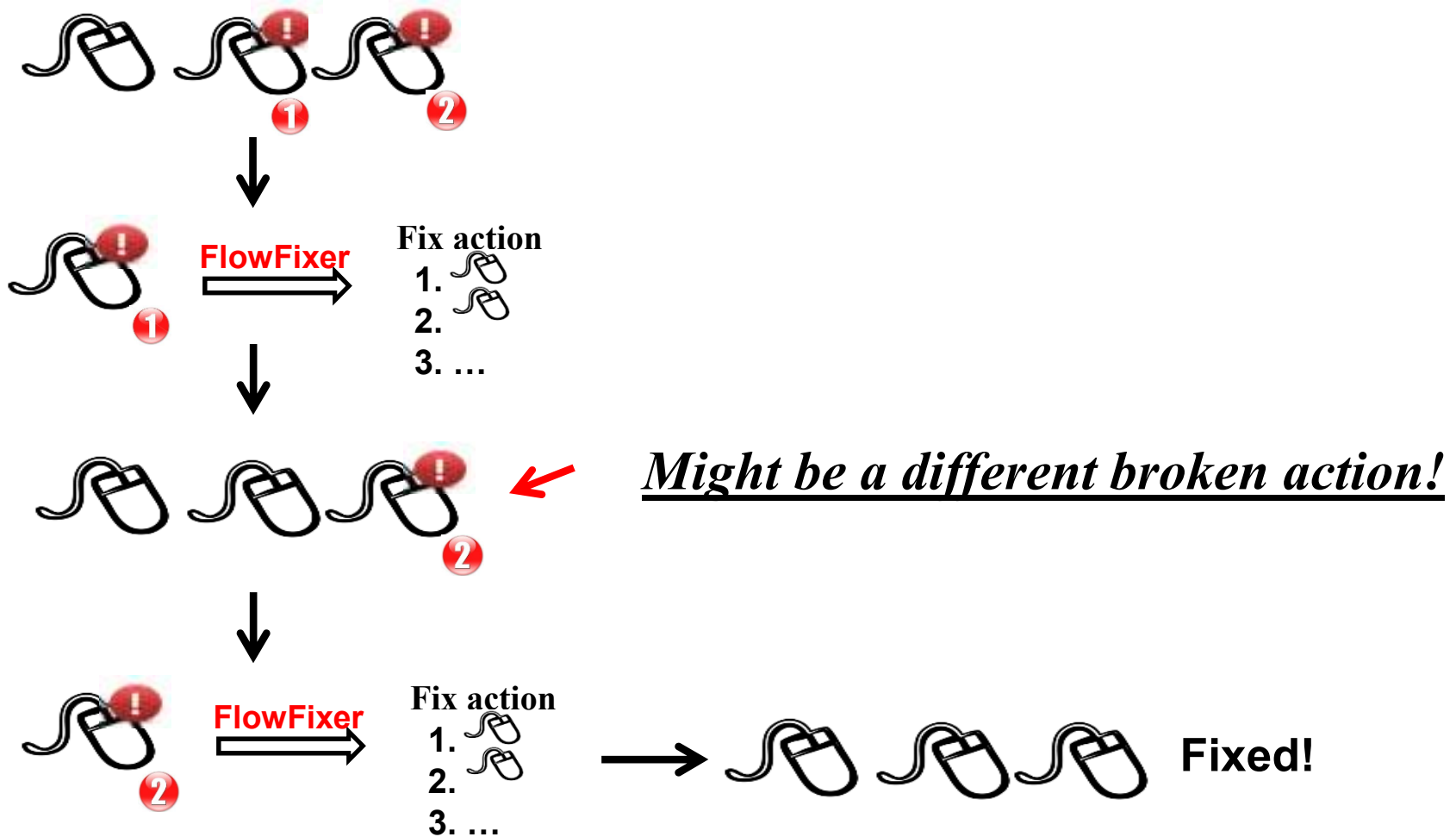


- A technique to repair broken workflows
analyze method invocations and evolution to reason about fix actions
 - fully automated
 - handles non-trivial code changes
- Experiments that demonstrate its usefulness
 - Accurate and efficient
 - Fixed **15** out of **16** broken workflows
 - Outperforms alternative techniques
- The FlowFixer tool implementation:
<http://workflow-repairer.googlecode.com>

[Backup Slides]

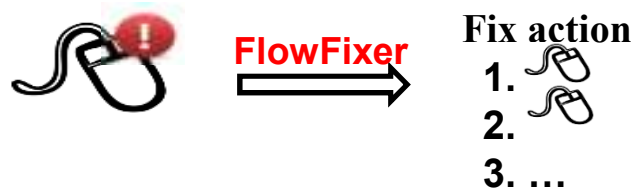
What if multiple actions are broken?

- Use FlowFixer in an interactive way



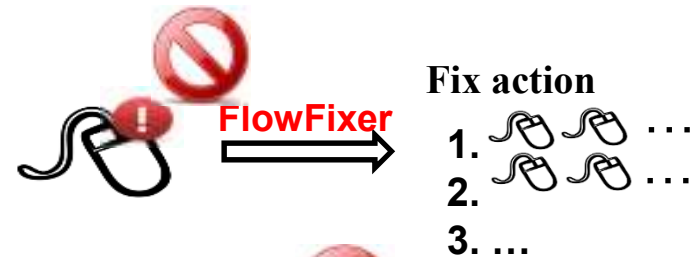
FlowFixer's recommendation limitation

- Recommends one replacement action for a broken action

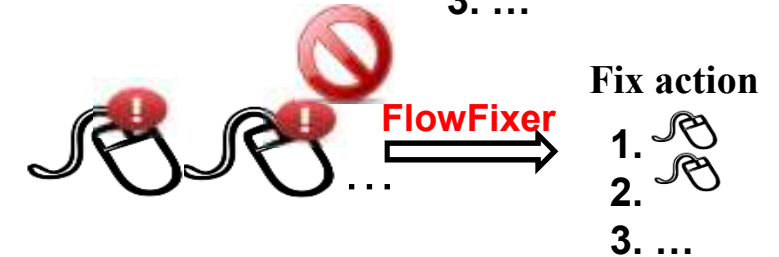


- Does not support recommending:

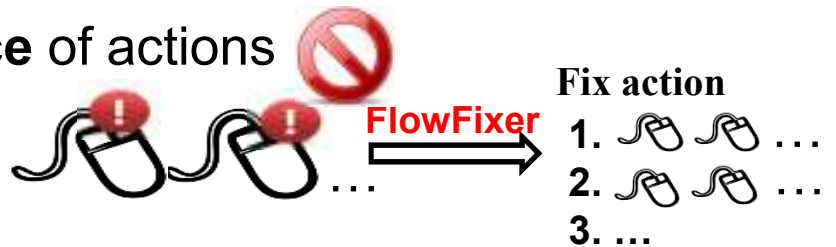
- A **sequence** of actions for **one** action



- **One** action for a **sequence** of actions

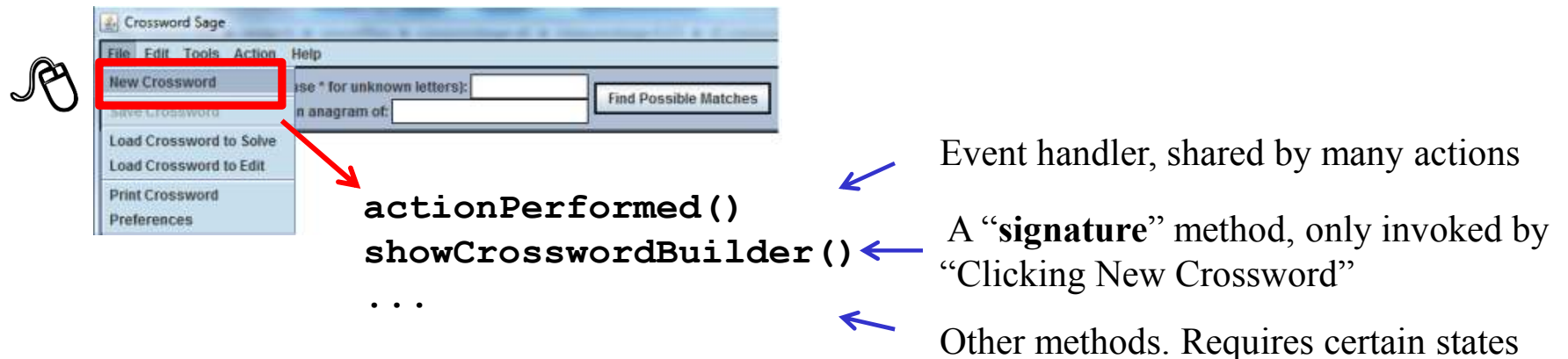


- A **sequence** of actions for a **sequence** of actions



Why does this simple random testing work?

- Goal:
 - Identify “**signature**” method for each UI action
 - NOT achieve good coverage
- The “signature” method is often easy to reach:



`actionPerformed()`
`showCrosswordBuilder()`
...

Event handler, shared by many actions

A “signature” method, only invoked by “Clicking New Crossword”

Other methods. Requires certain states

- Symbolic, model-based techniques might achieve better results, but are more expensive to use