

# Automatically Repairing Broken Workflows for Evolving GUI Applications

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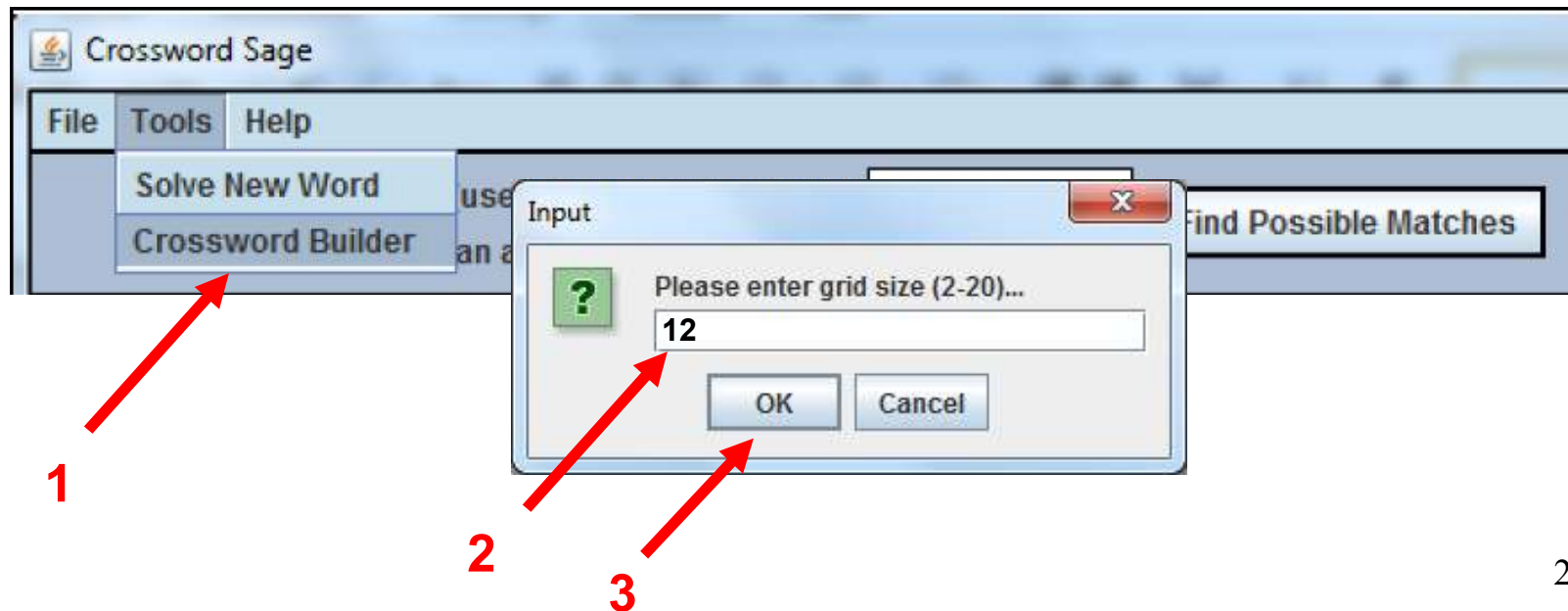
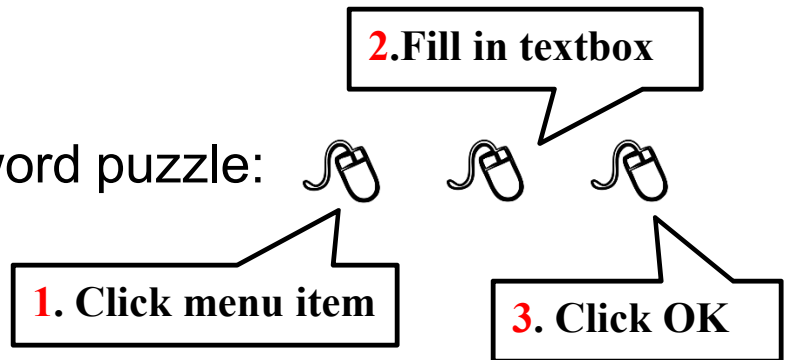


# End-user's workflow

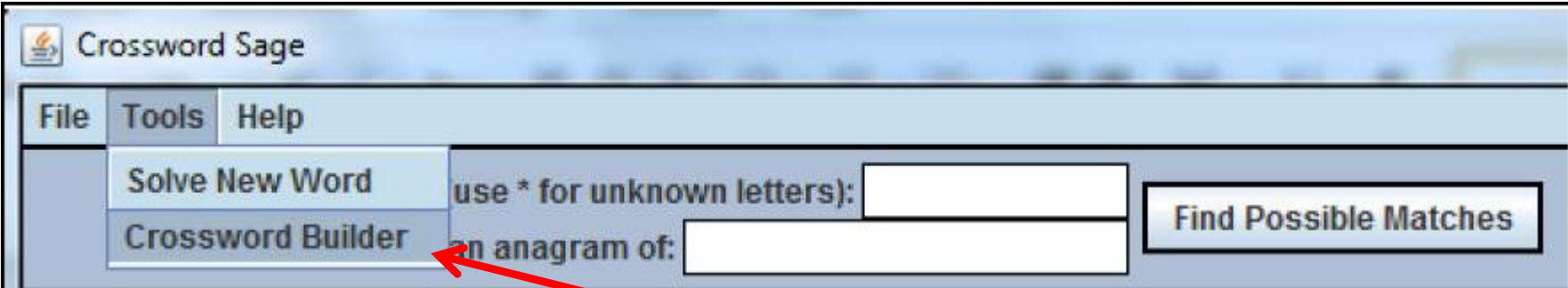
A **workflow** = A sequence of **UI actions** for a specific task

**Example:**


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

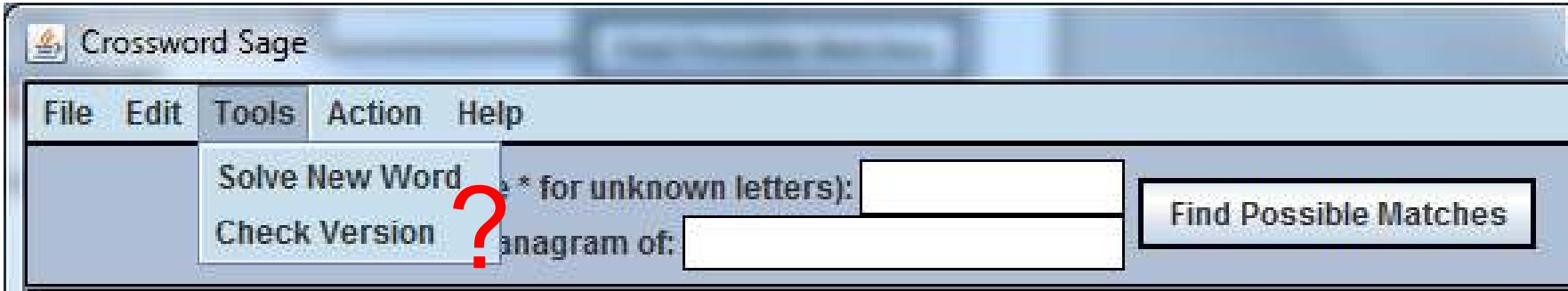


# GUI evolution can break workflows



Version 0.3

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

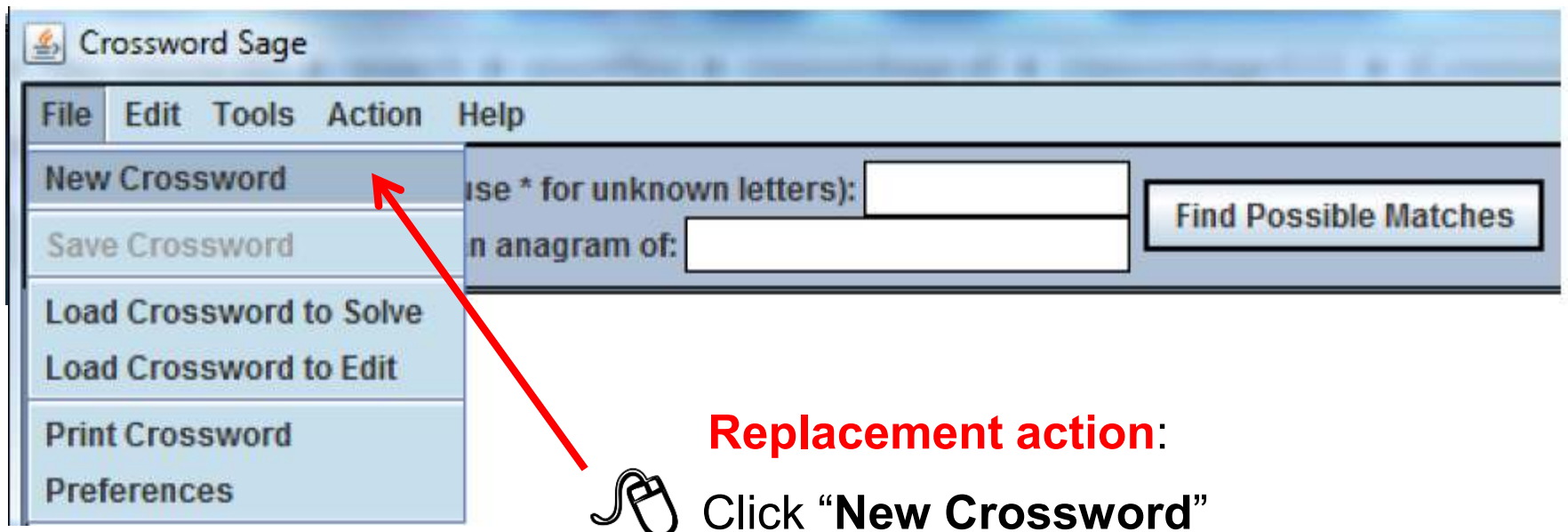


Version 0.35

**The workflow is broken!** 

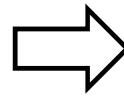
## Goal: repair a broken workflow

- 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

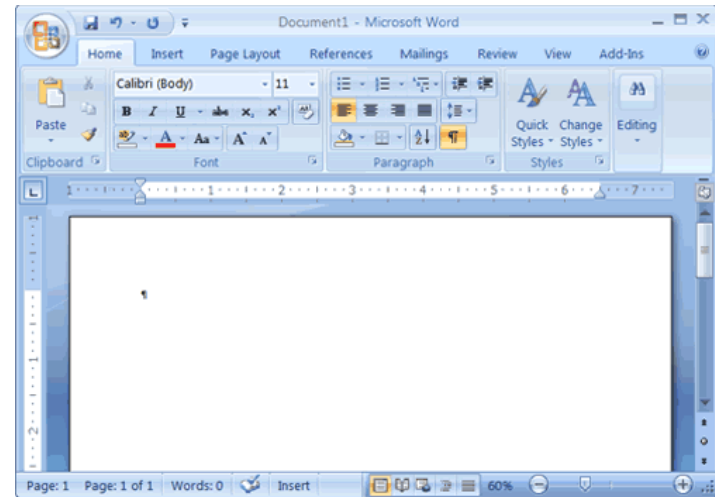
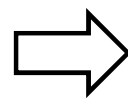
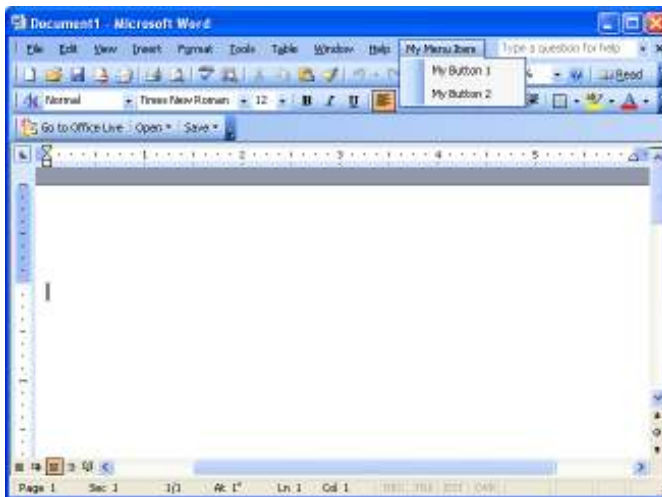


(Suggested by our technique: **FlowFixer**, since both invoke method “**showCrosswordBuilder**”)

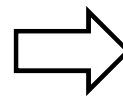
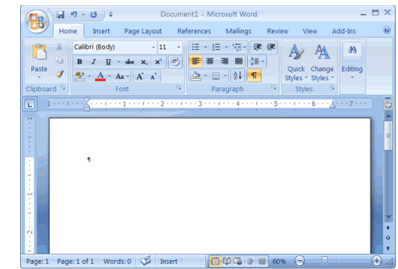
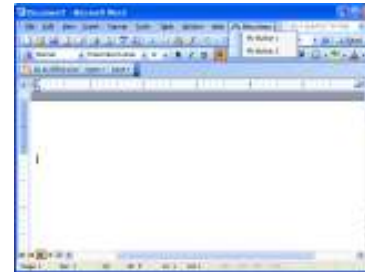
*GUIs keep evolving all the time*



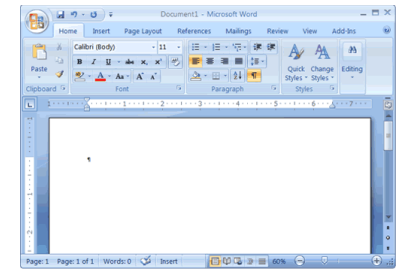
# *GUIs keep evolving all the time*



# GUIs keep evolving all the time

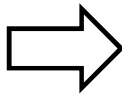
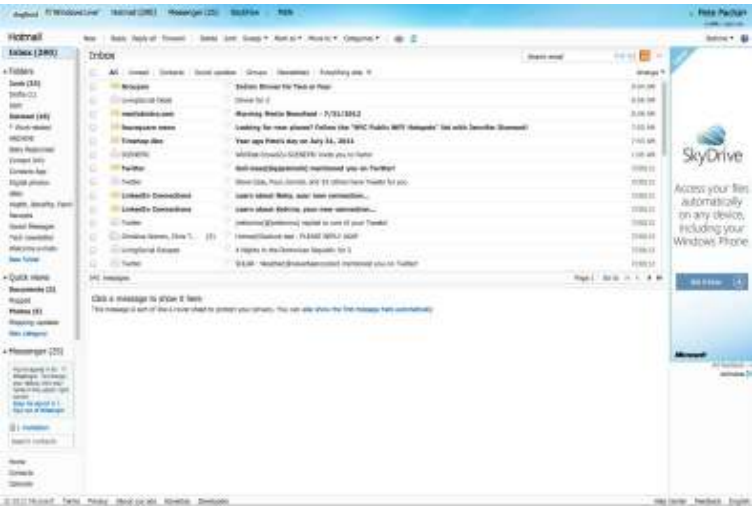
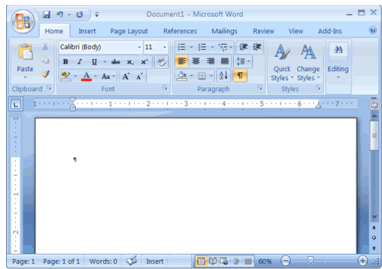


# *GUIs keep evolving all the time*

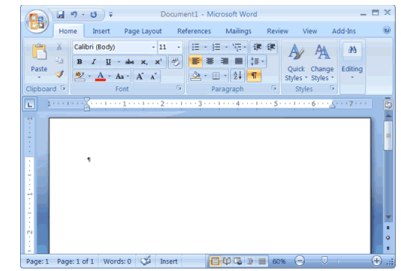
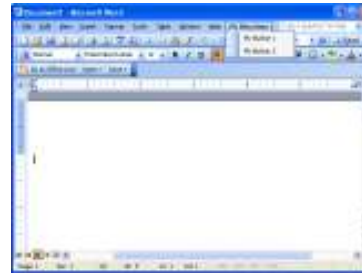




# GUIs keep evolving all the time



# 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**

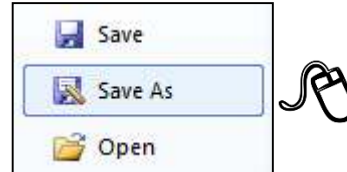


- mimic workflows
- **30 – 70%** of them are broken in GUI evolution  
[Memon'03, Grechanik'09, Daniel'11]

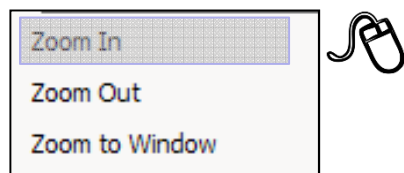
***Tedious and challenging to resolve them manually***

# 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*

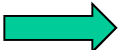


- identify *different* UI actions that may perform the *same* task



***Requires knowing the “what the action does”***

# *Outline*

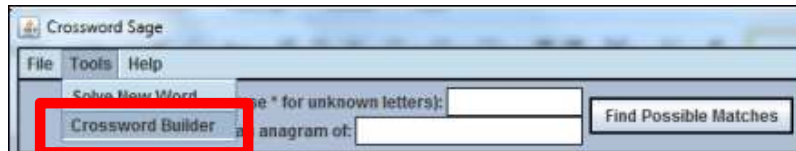
- Problem
-  • Technique
- Evaluation
- Related Work
- Contributions

## *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

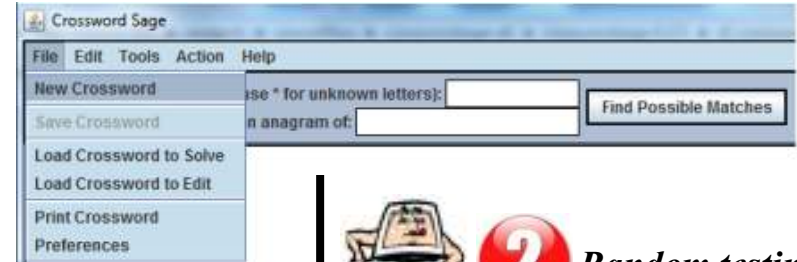
# An overview of the FlowFixer technique

## Old version



GUI change

## New version



**1** User demonstration

**2** Random testing

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

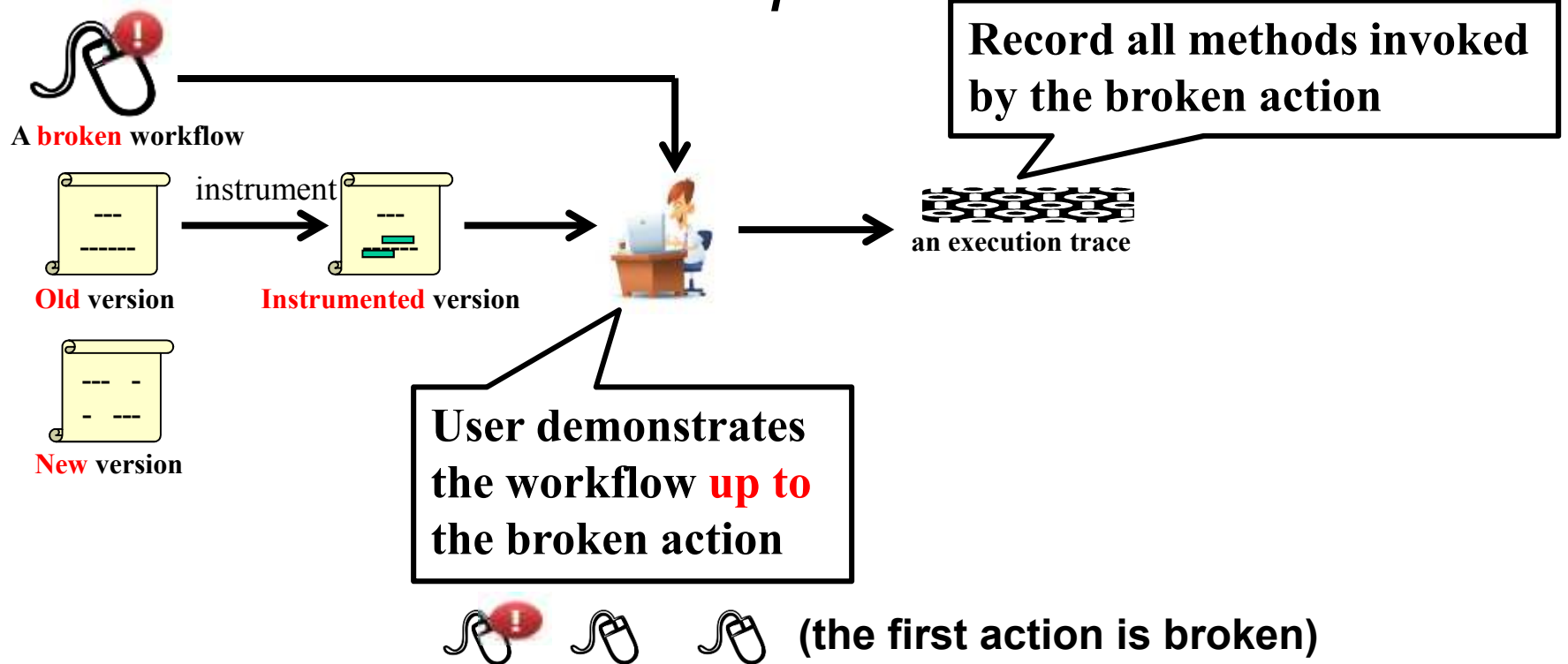
**3** Method matching

- |                                 | Weight           |
|---------------------------------|------------------|
| 1. Click "New Crossword"        | <del>4/3</del> 1 |
| → actionPerformed ()            |                  |
| → showCrosswordBuilder ()       |                  |
| → ...                           |                  |
| 2. Click "Save Crossword"       | 1/3              |
| → actionPerformed ()            |                  |
| → saveCrossword ()              |                  |
| → ...                           |                  |
| 3. Click "Solve New Crossword"  | 1/3              |
| → actionPerformed ()            |                  |
| → crosswordSolverPanel<init> () |                  |
| → ...                           |                  |

**4** Replacement actions:

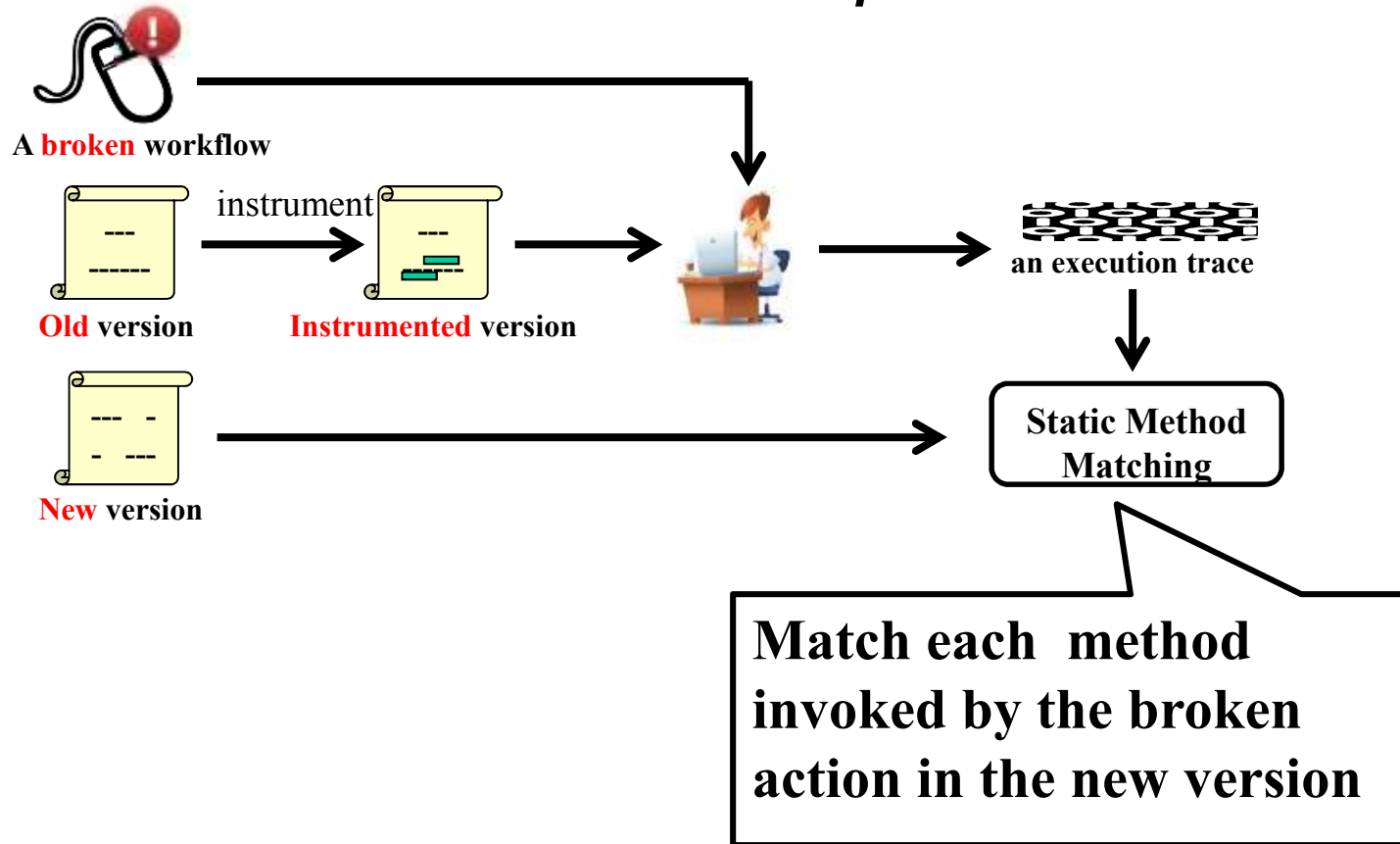
1. Click "New Crossword"
2. ...

# The FlowFixer technique

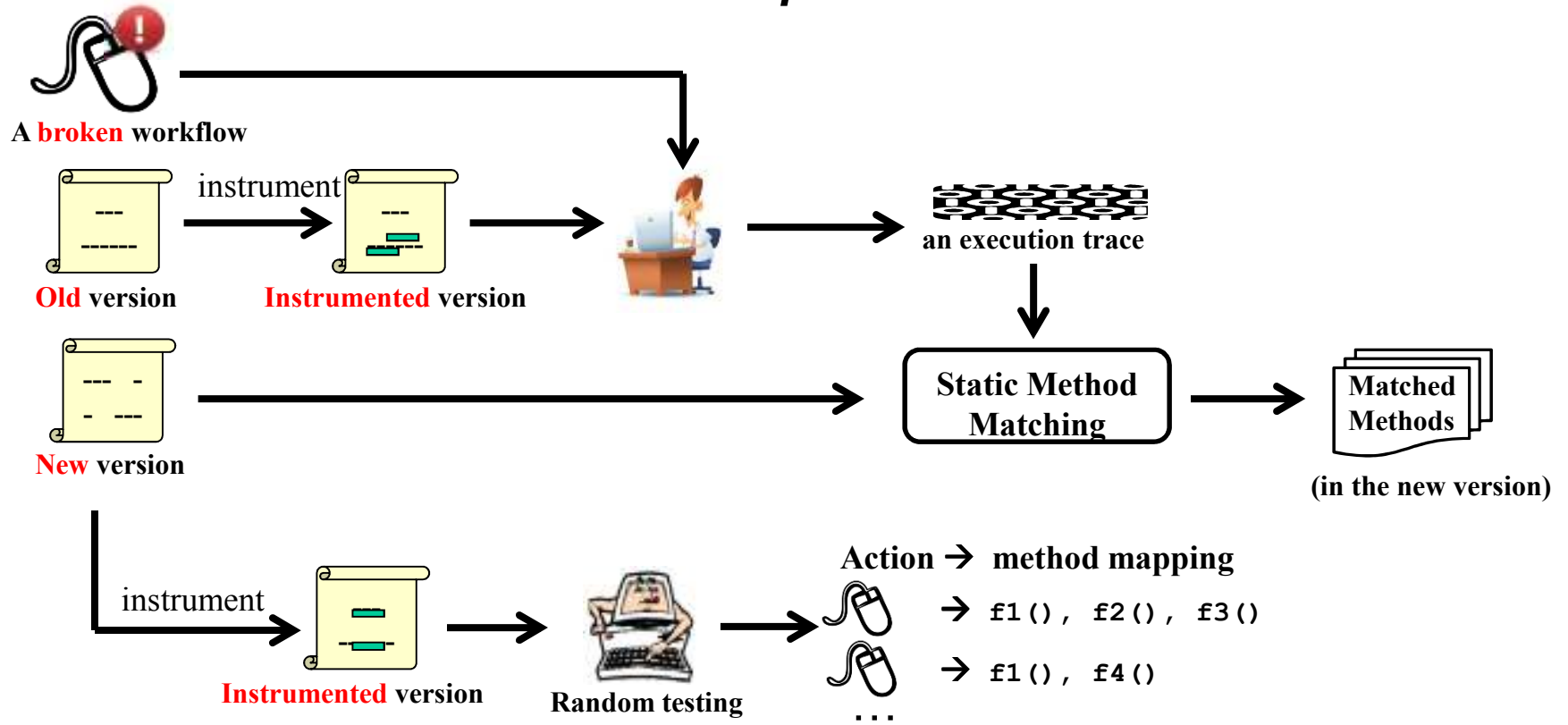




# The FlowFixer technique

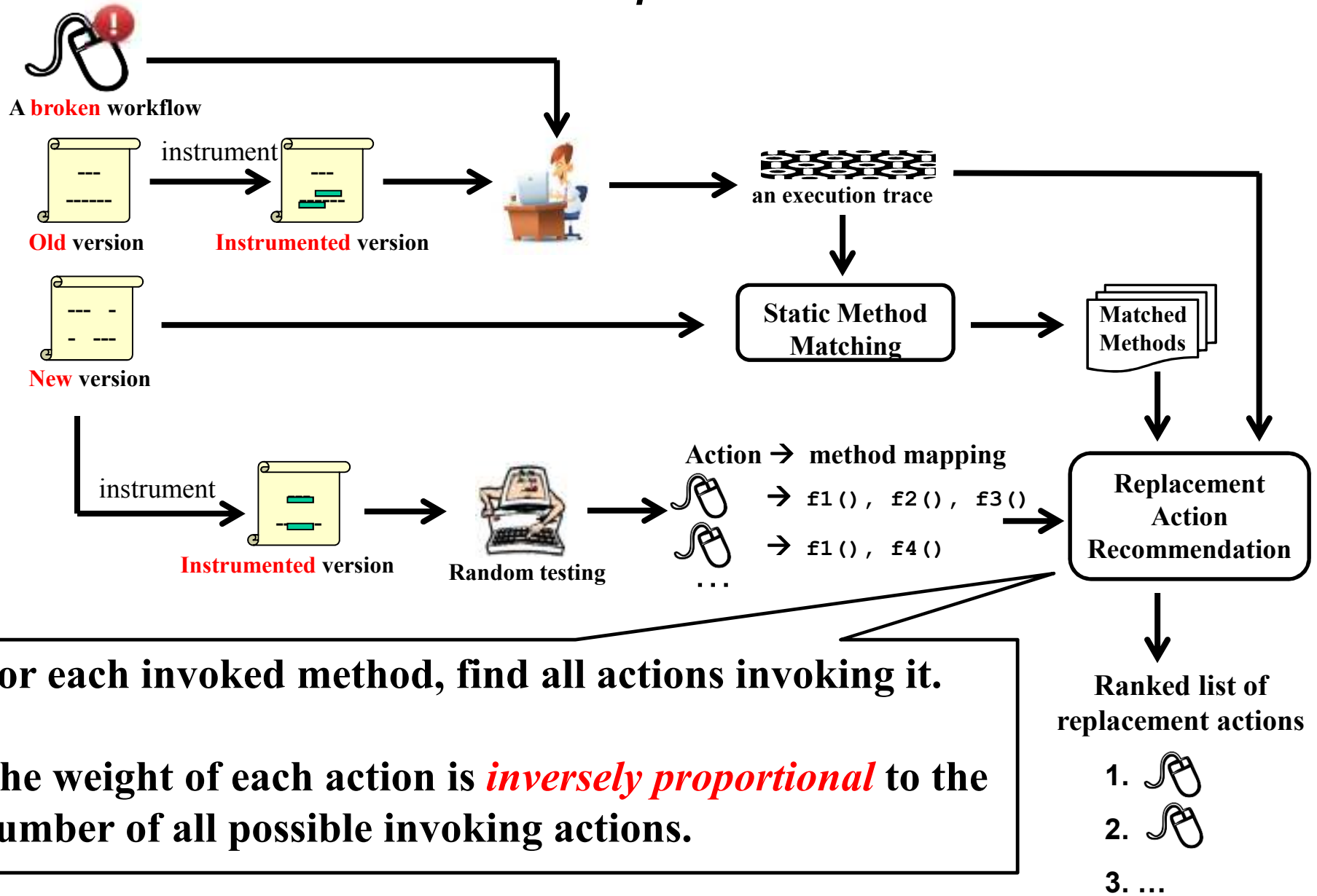


# The FlowFixer technique



**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*

- Problem
- Technique
-  • Evaluation
- Related Work
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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	$\Delta$ 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

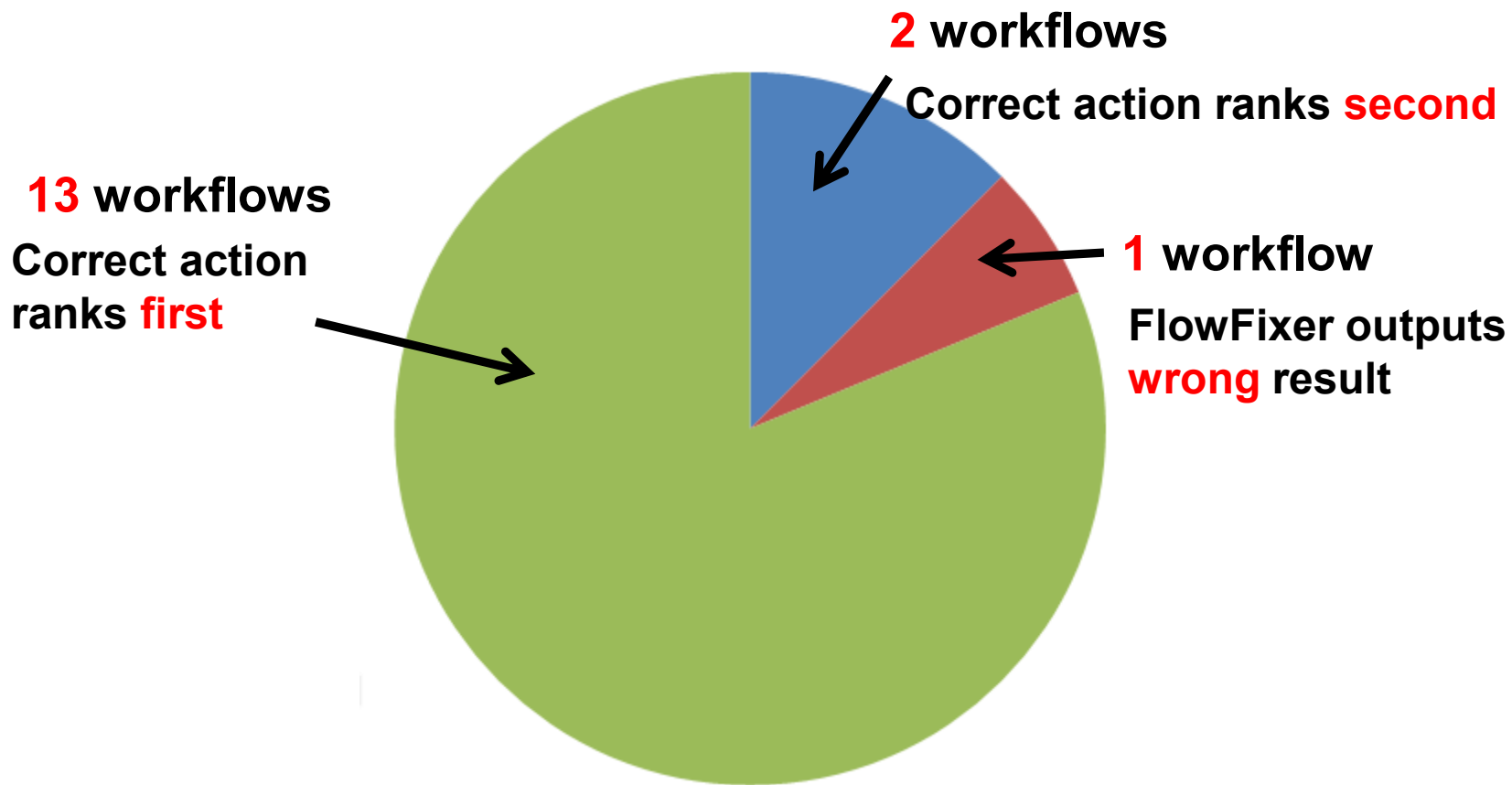
**16** workflows with **distinct** root causes. Collected from user manual.

- 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**

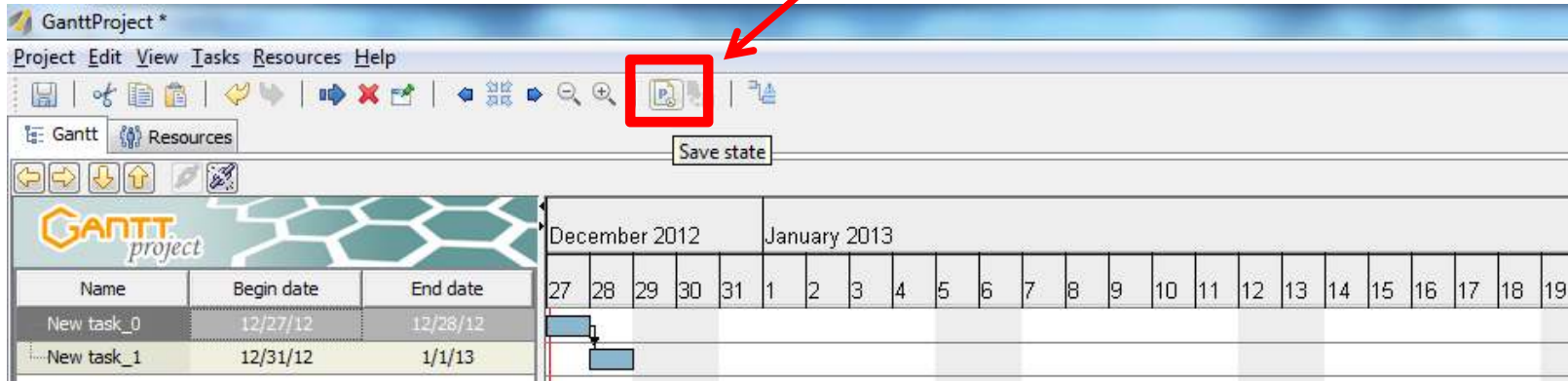
- **4 mins** per *workflow*





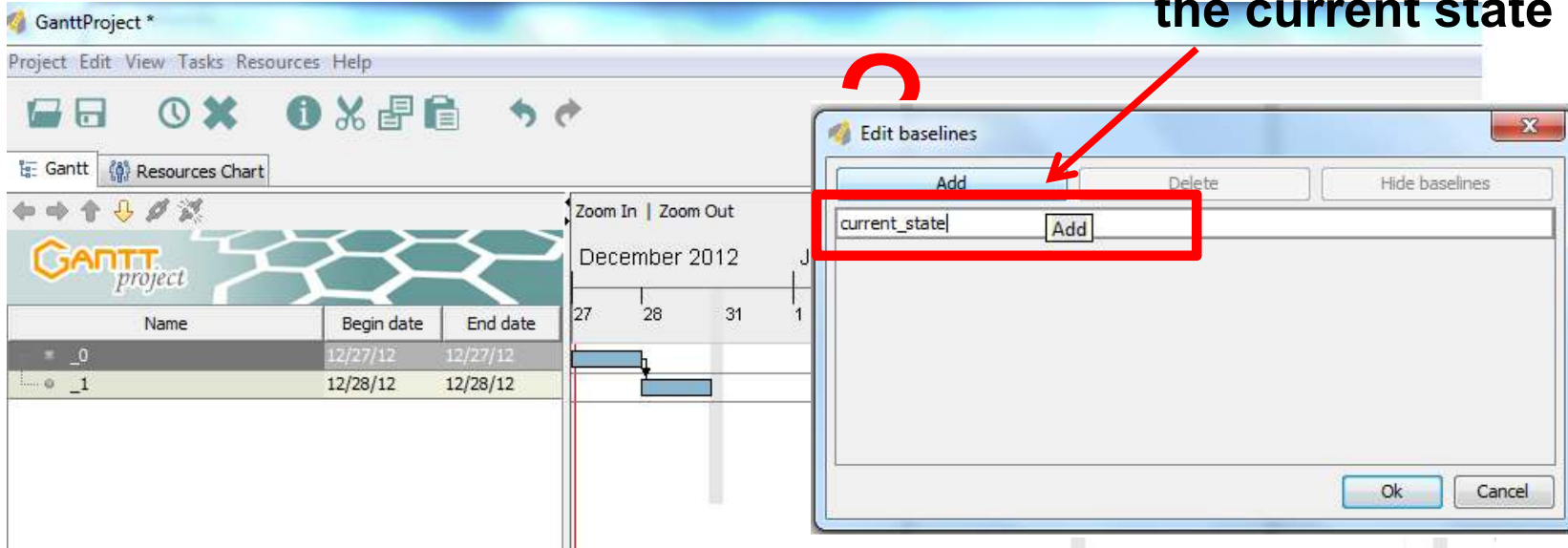
# An example repair

Save current state



Gantt Project version 2.0

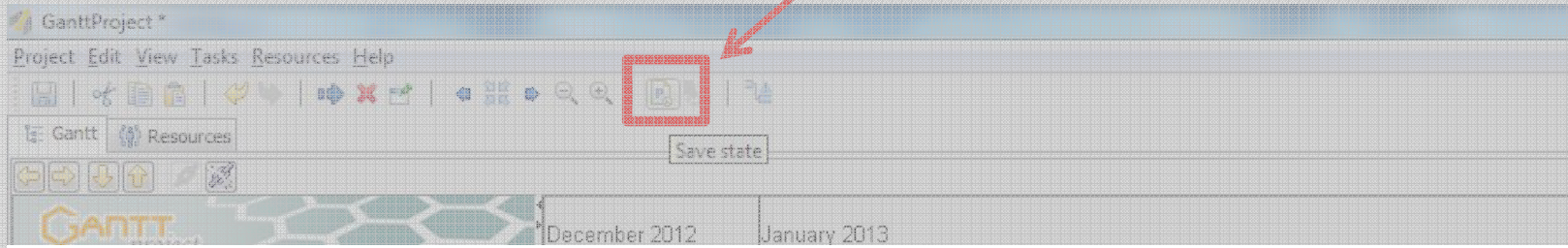
Fill the textbox to save the current state



Gantt Project version 2.5

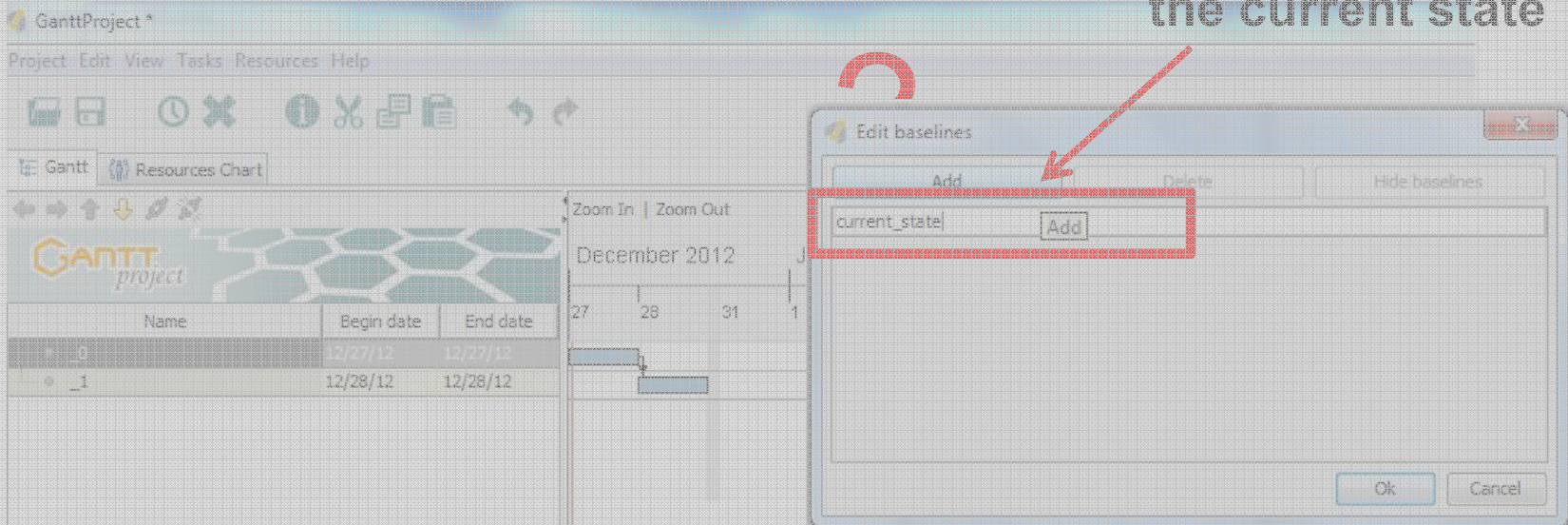
# An example repair

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



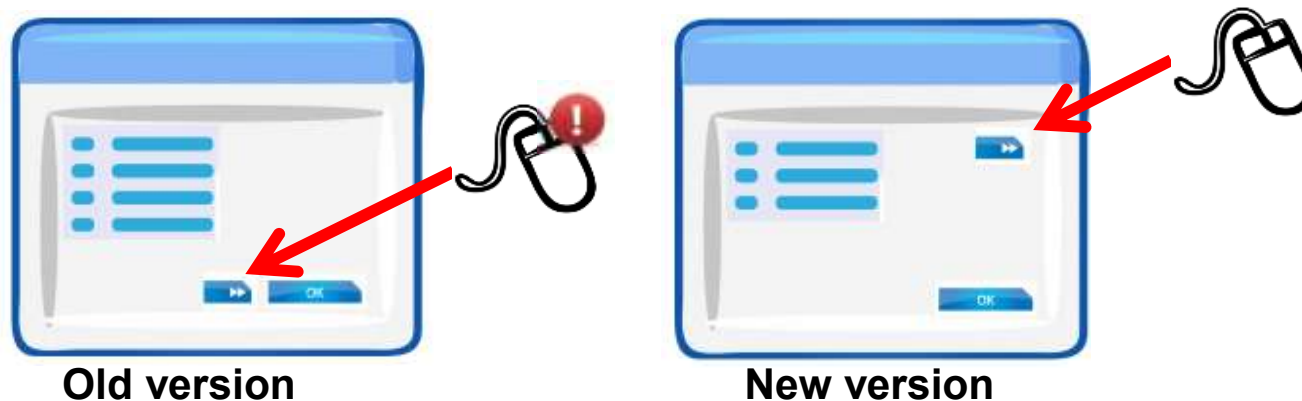
Old version



New version

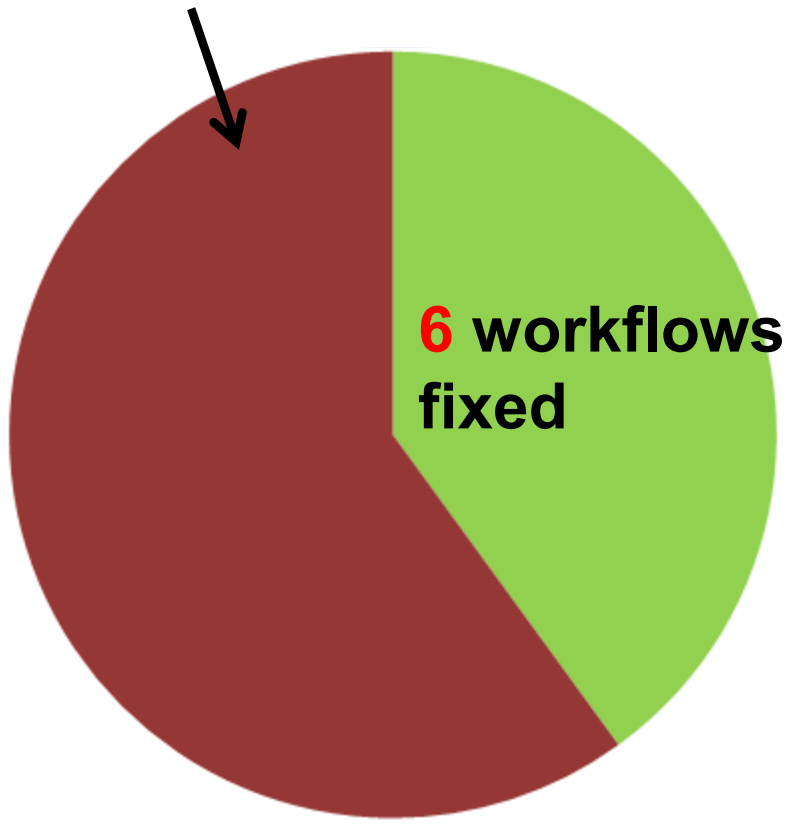
# Comparison with an existing technique

- **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

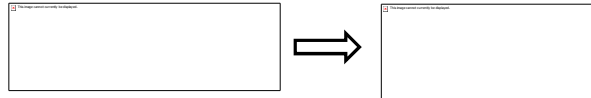


**FlowFixer**

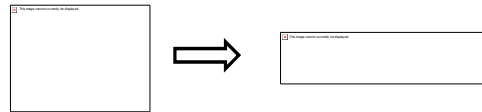
## Why REST did not work well?

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

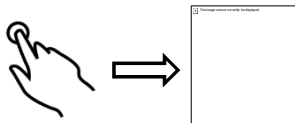
UI label change



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
- Evaluation
-  • Related Work
- Contributions



# 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*

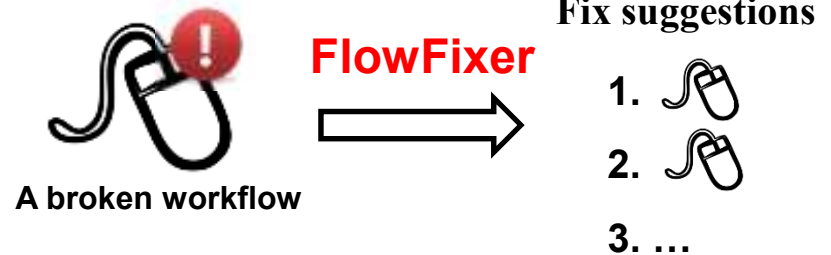
- Problem
- Technique
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## *Future directions*

- 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

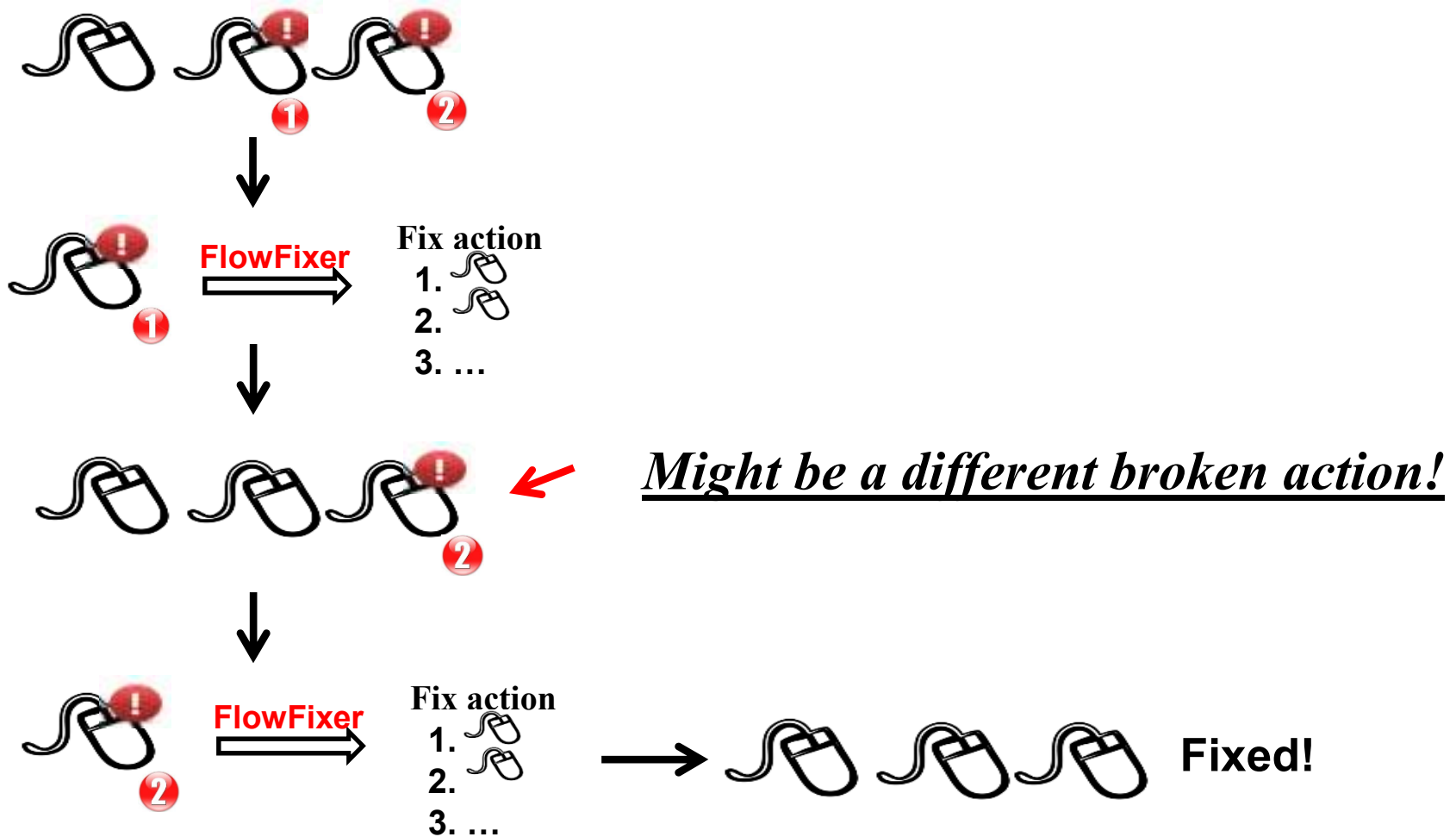


- A technique to repair broken workflows  
*analyze method invocations and evolution to reason about fix actions*
  - fully automated
  - handles non-trivial code changes
- Experiments that demonstrate its usefulness
  - Accurate and efficient
    - Fixed **15** out of **16** broken workflows
  - Outperforms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

*[Backup Slides]*

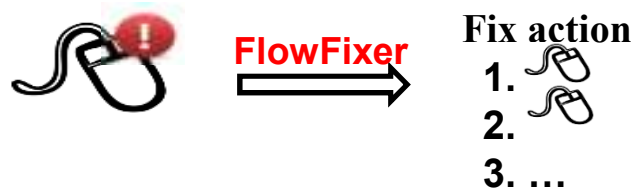
# What if multiple actions are broken?

- Use FlowFixer in an interactive way



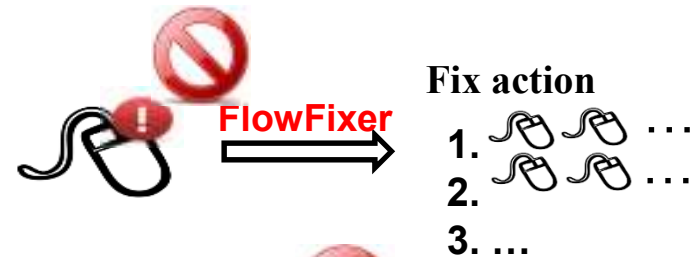
# FlowFixer's recommendation limitation

- Recommends one replacement action for a broken action

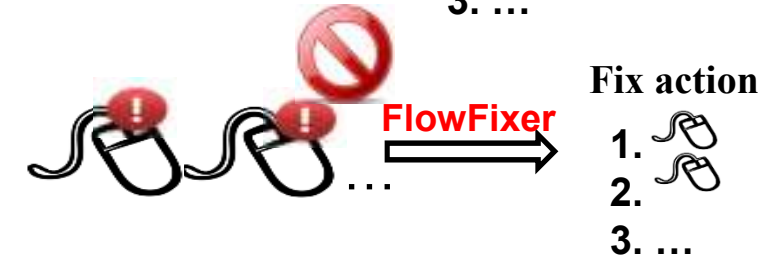


- Does not support recommending:

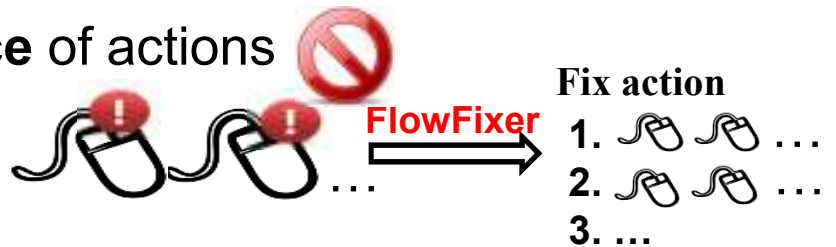
- A **sequence** of actions for **one** action



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

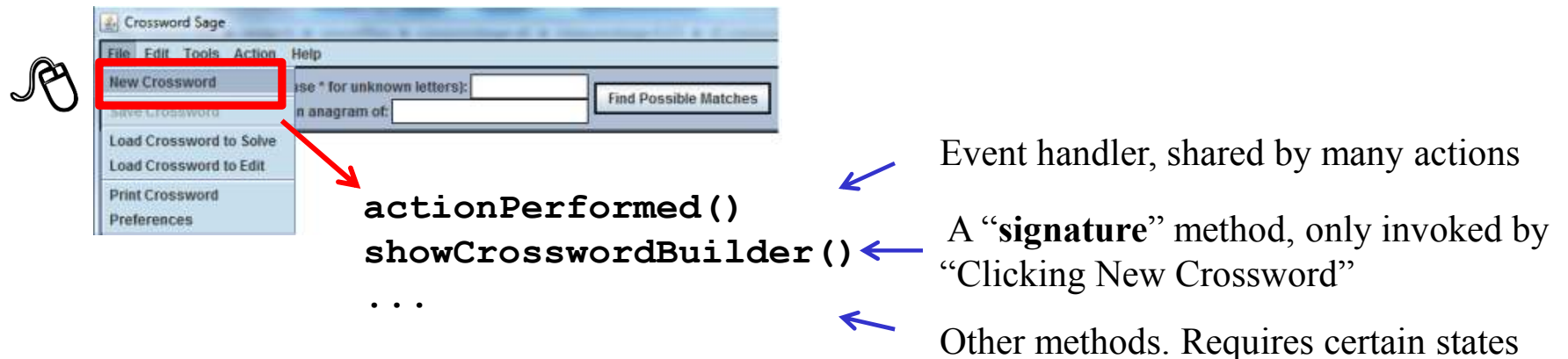


- A **sequence** of actions for a **sequence** of actions



# 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