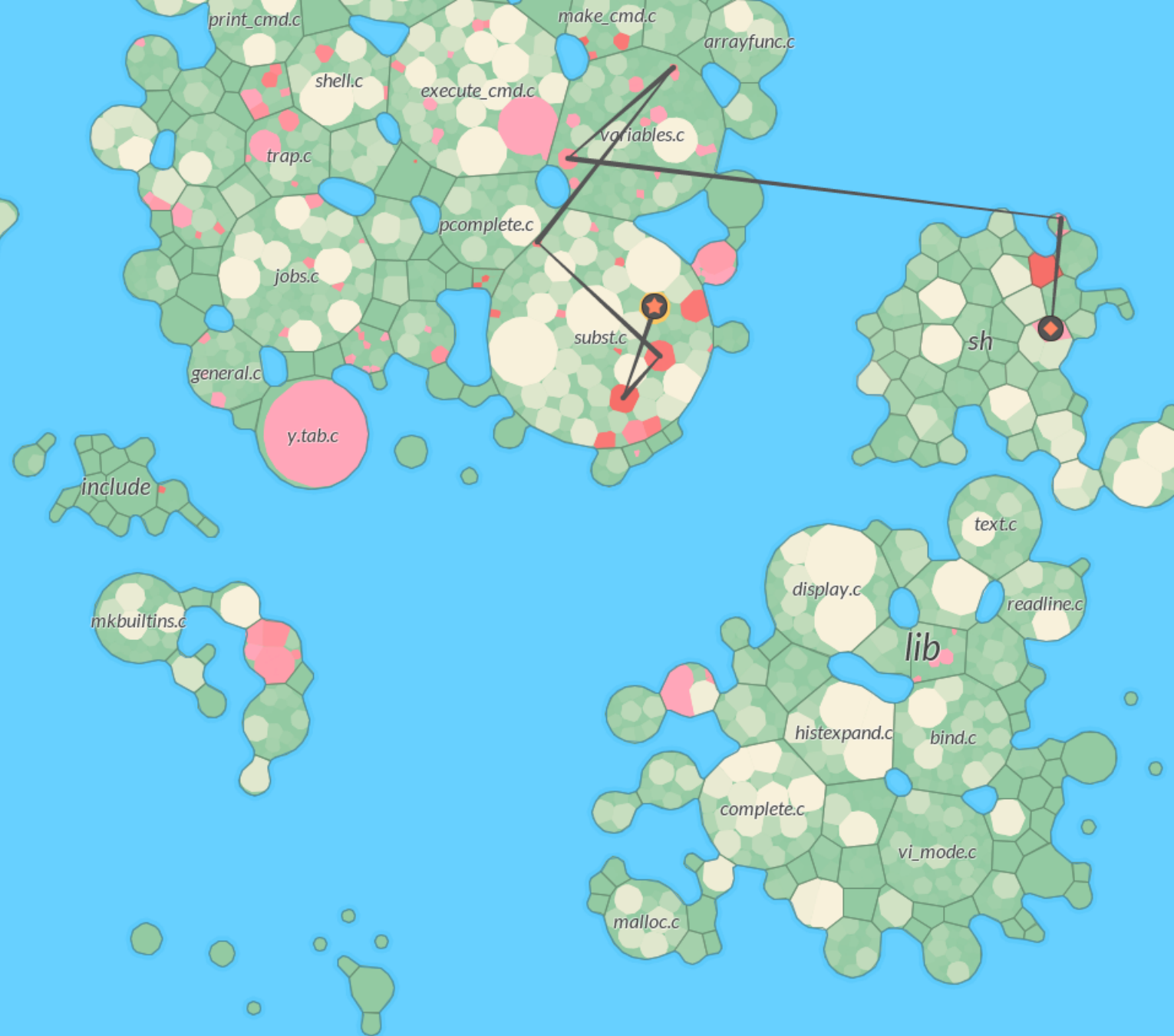




# Frappé

## Using Clang to Visualize Large Codebases

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Oracle Labs Australia  
October 2014



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```
The input file name and line number are omitted if the shell
currently interactive. If the shell is not currently intera
the input file name is inserted only if it is different from
shell name. */
d
defined (PREFER_STDARG)
ser_error (int lineno, const char *format, ...)
se
ser_error (lineno, format, va_alist)
int lineno;
const char *format;
va_dcl
dif

a_list args;
i
Pattern/action structure for CASE_COM. */
#define struct pattern_list {
struct pattern_list *next; /* Clause to try in case this one
ORD_LIST *patterns; /* Linked list of patterns to test. *
COMMAND *action; /* Thing to execute if a pattern matches.
at flags;
ATTERN_LIST
the C
#define struct case_com {
at flags;
or lin
ORD_DESC *word; /* The thing to test against.
ATTERN_LIST *clauses; /* The clauses to test against, or NU
CASE_COM;
Spaces: 2
Define if you have a working 'mmap' system call. */
#define HAVE_MMAP 1
Define if you have the 'munmap' function. */
#define HAVE_MUNMAP 1
Define if you have the 'nl_langinfo' function. */
#undef HAVE_NL_LANGINFO */
Defi
copy' function. */
212 COND_COM *cond;
213 {
214 if (cond)
215 {
216 if (cond->left)
217 dispose_cond_node (cond->left);
218 if (cond->right)
219 dispose_cond_node (cond->right);
220 if (cond->op)
221 dispose_word (cond->op);
222 free (cond);
223 }
224 }
225 #endif /* COND_COMMAND */
226
227 void
228 dispose_function_def_contents (c)
229 FUNCTION_DEF *c;
230 {
231 dispose_word (c->name);
232 dispose_command (c->command);
233 FREE (c->source_file);
234 }
235
236 void dispose_function_def (c)
237 FUNCTION_DEF *c;
238 {
239 dispose_function_def_contents (c);
240 free (c);
241 }
242
243 /* How to free a WORD_DESC. */
244
245 void
246 dispose_word (w)
247 WORD_DESC *w;
248 {
249 FREE (w->word);
250 ocache_free (wdcache, WORD_DESC, w);
251 }
252
253 /* Free a WORD_DESC, but not the word conta
254 void
255 dispose_word_desc (w)
256 WORD_DESC *w;
65 {
66 hash_flush (hash, 0);
67 }
68
69 int
70 assoc_insert (hash, key, value)
71 HASH_TABLE *hash;
72 char *key;
73 char *value;
74 {
75 BUCKET_CONTENTS *b;
76
77 b = hash_search (key, hash, HASH_CREATE);
78 if (b == 0)
79 return -1;
80 /* If we are overwriting an existing element's val
81 use the key. Nothing in the array assignment c
82 string, so we can free it here to avoid a memory
83 if (b->key != key)
84 free (key);
85 FREE (b->data);
86 b->data = value ? savestring (value) : (char *)0;
87 return (0);
88 }
89
90 /* Like assoc_insert, but returns b->data instead of
91 PTR_T
92 assoc_replace (hash, key, value)
93 HASH_TABLE *hash;
94 char *key;
95 char *value;
96 {
97 BUCKET_CONTENTS *b;
98 PTR_T t;
99
100 b = hash_search (key, hash, HASH_CREATE);
101 if (b == 0)
102 return (PTR_T)0;
103 /* If we are overwriting an existing element's val
104 use the key. Nothing in the array assignment c
105 string, so we can free it here to avoid a memory
106 if (b->key != key)
107 free (key);
108 t = b->data;
109 b->data = value ? savestring (value) : (char *)0;
```

# Code Comprehension

The truth is in the source!



# But what if that source is large?

10 million lines

# But what if that source is large?

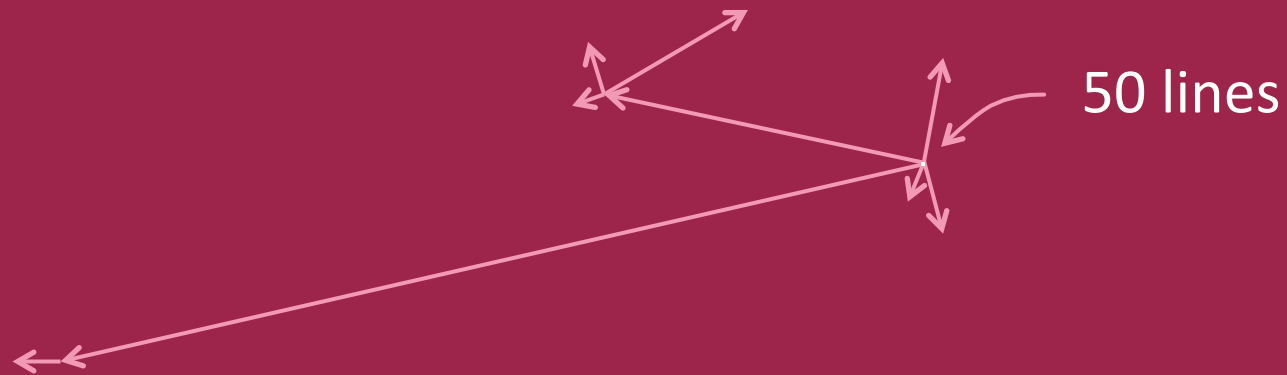
10 million lines

50 lines



# But what if that source is large?

10 million lines



# Code Comprehension in IDEs

- Go to definition, find uses, class overview, type hierarchy, etc.
- IDEs impractical to use for large C/C++ codebases
  - Imprecise language recognition
  - Issues with custom build systems

# Current Practice

## For large C/C++ codebases

- Text editors and text-search tools
  - vim, emacs
  - grep, sed, cscope
- Fast and simple
- But imprecise →
  - Symbol types, scopes, linking information, preprocessor
- Low-level focus

```
static VALUE mnew(...) {  
    ...  
    data->id = rid;  
    ...  
}
```

Find definition

method.h:70

node.h:244

thread\_pthread.c:594

(+ 17 more)

Actual definition (14<sup>th</sup>)

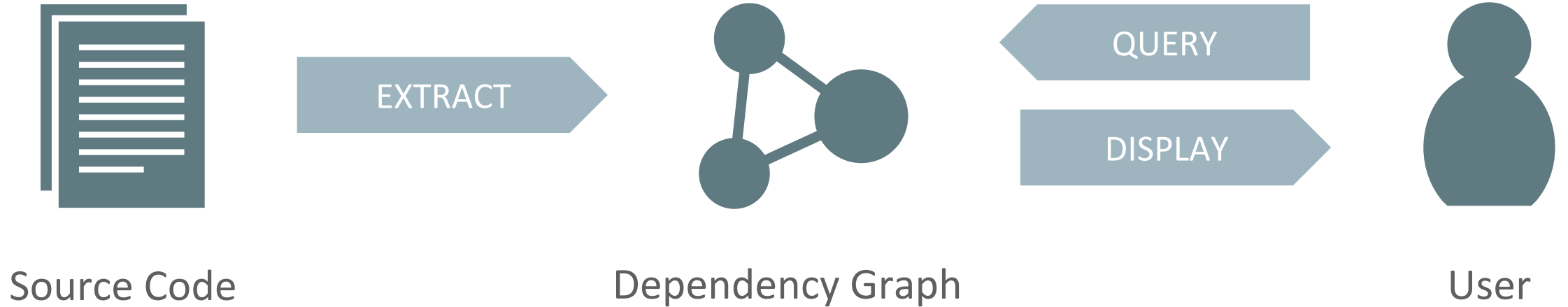
proc.c:21



# Frappé Aims

- Provide precise dependency information
  - With easy build integration
- Allow users to specify higher-level queries directly
  - Not just defs or refs
- Show users the broader context of the system

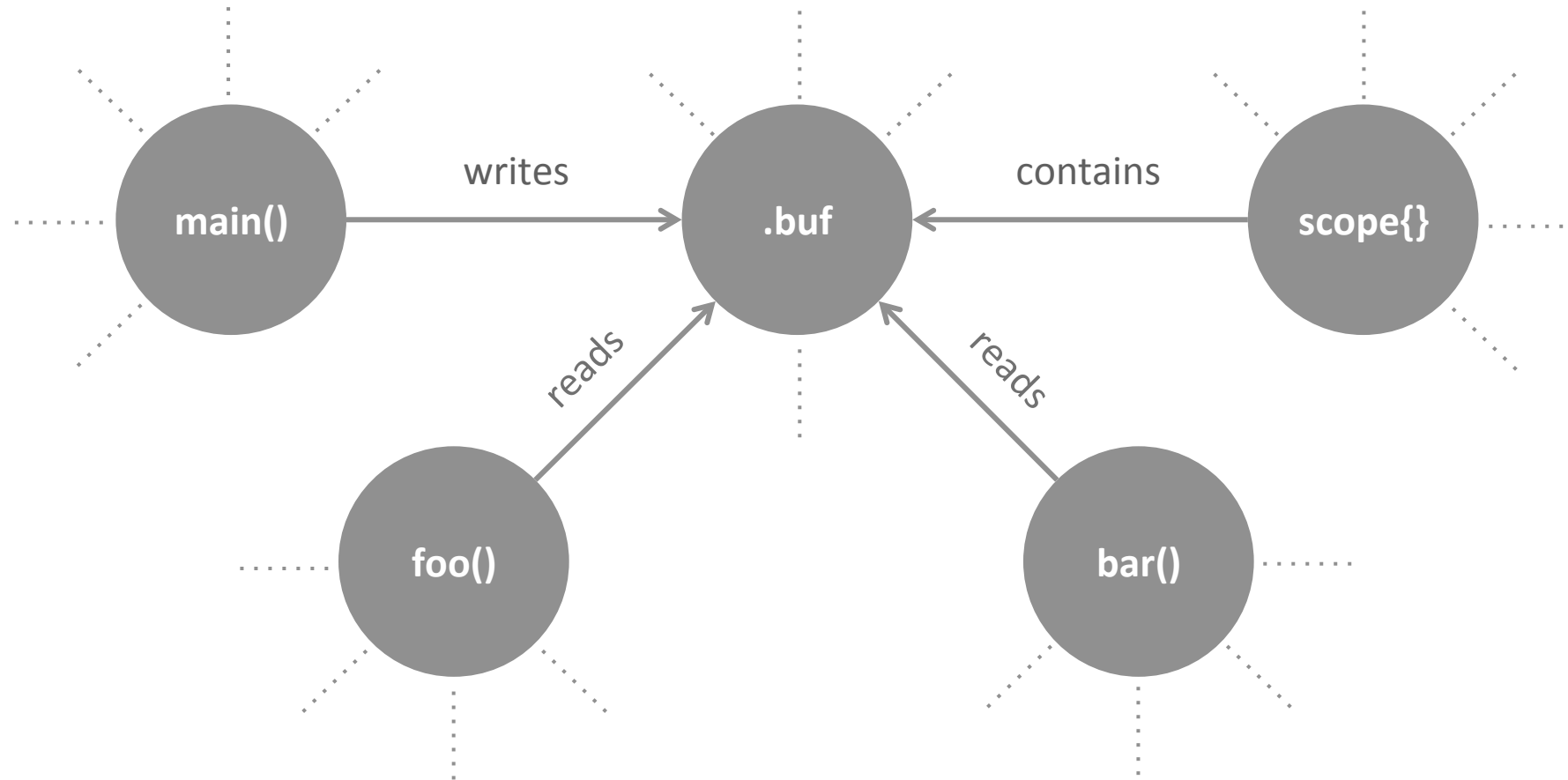
# Frappé Overview



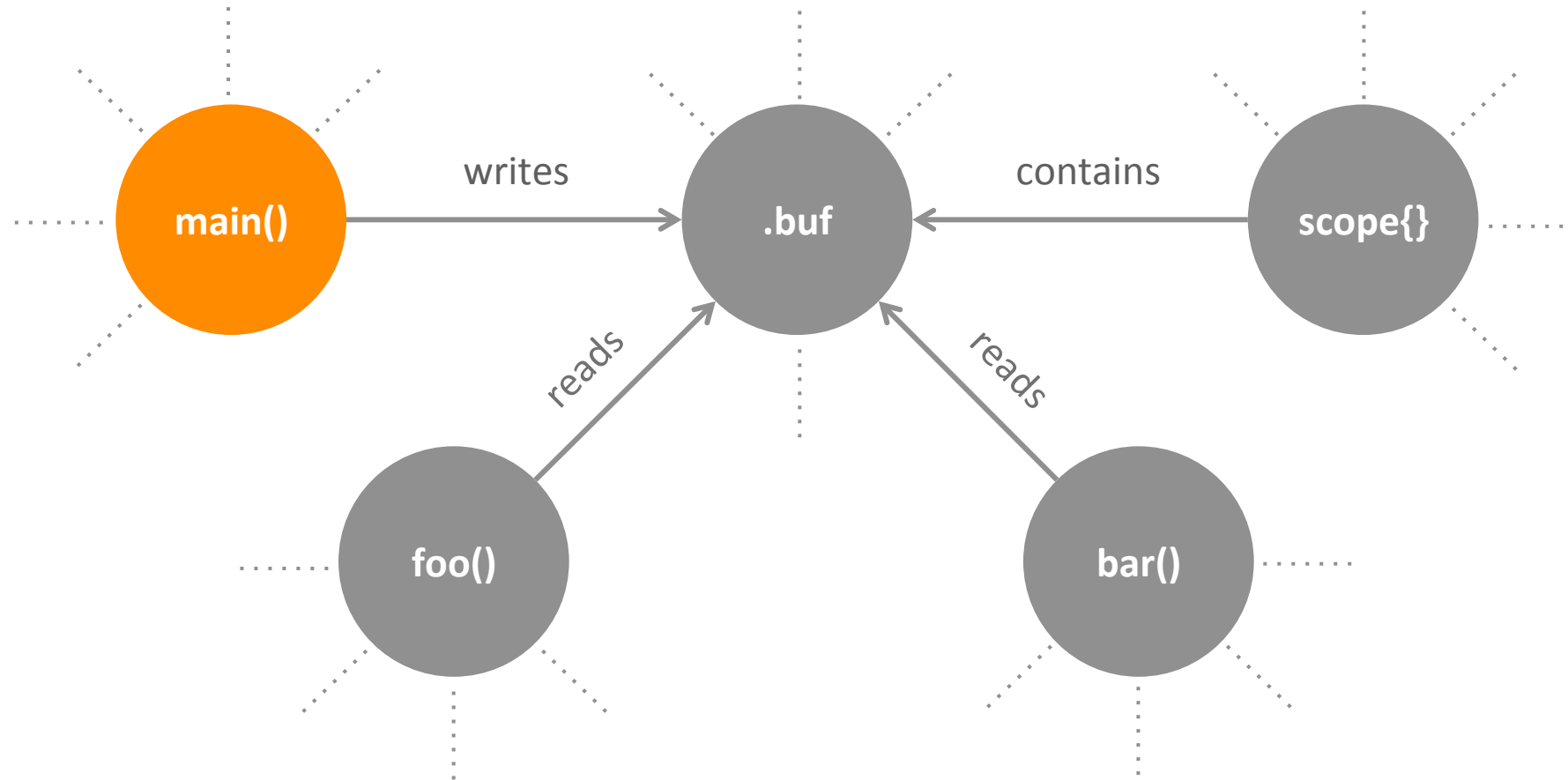
# Dependency Graph

- Natural representation of the code
  - Call graphs, type hierarchies, control flow graphs, etc.
- Nodes and edges
  - Build system: modules, files, and linking information between them
  - File system: directories and files
  - Preprocessor: includes, macros, their expansion and interrogations
  - Symbols: functions, locals, types, and relations between them
- High-level questions become graph queries

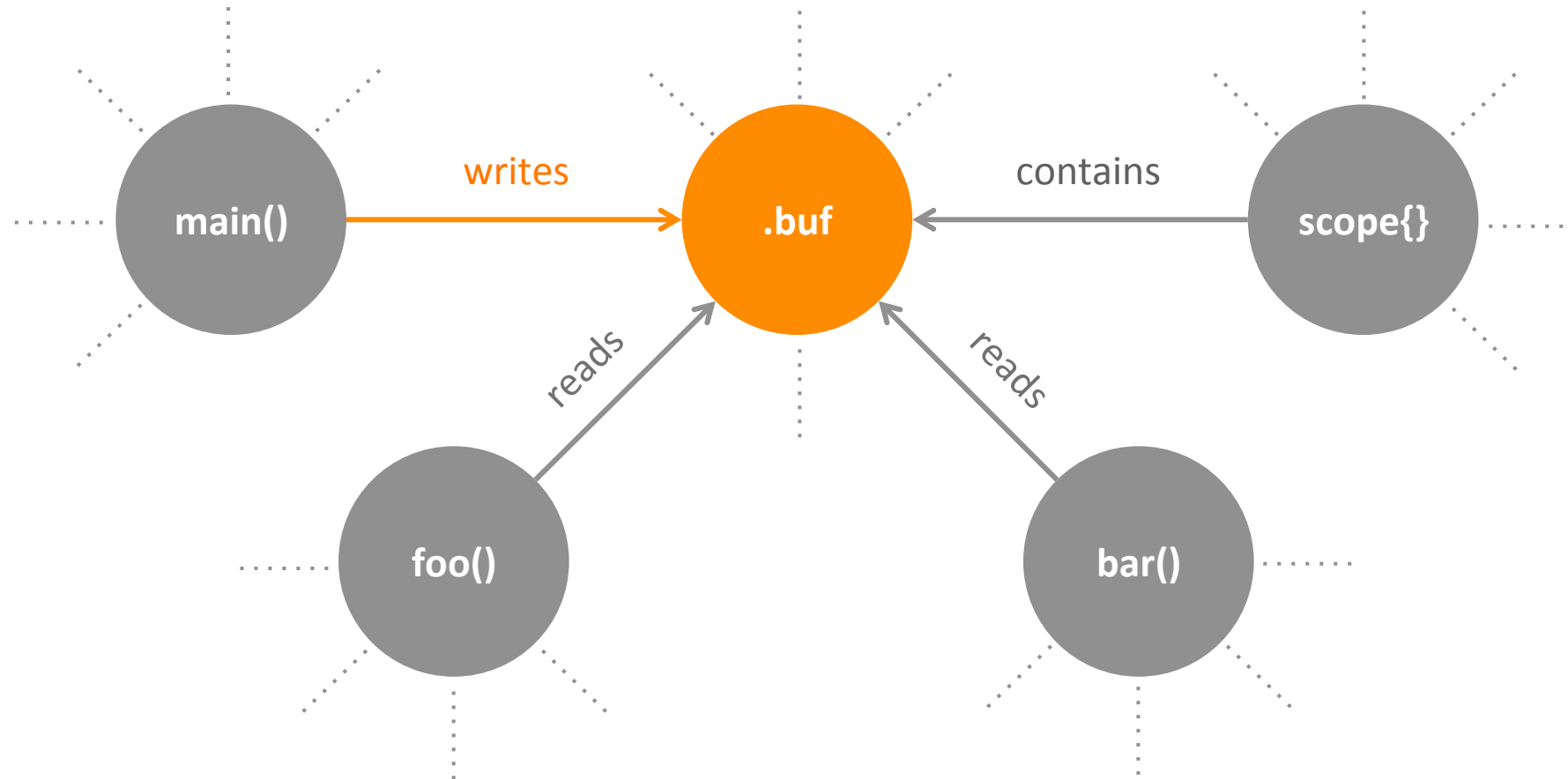
# Go to Definition



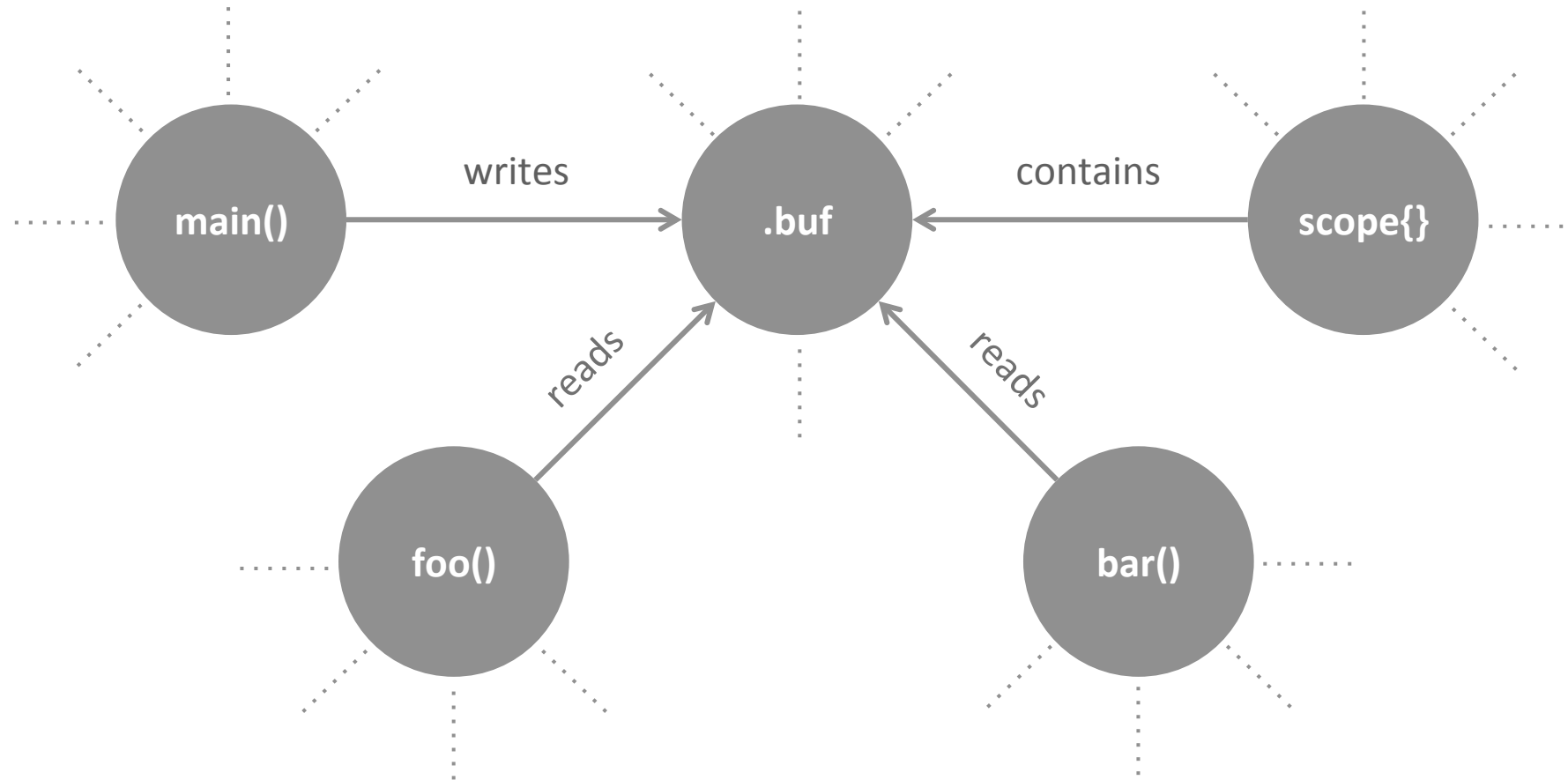
# Go to Definition



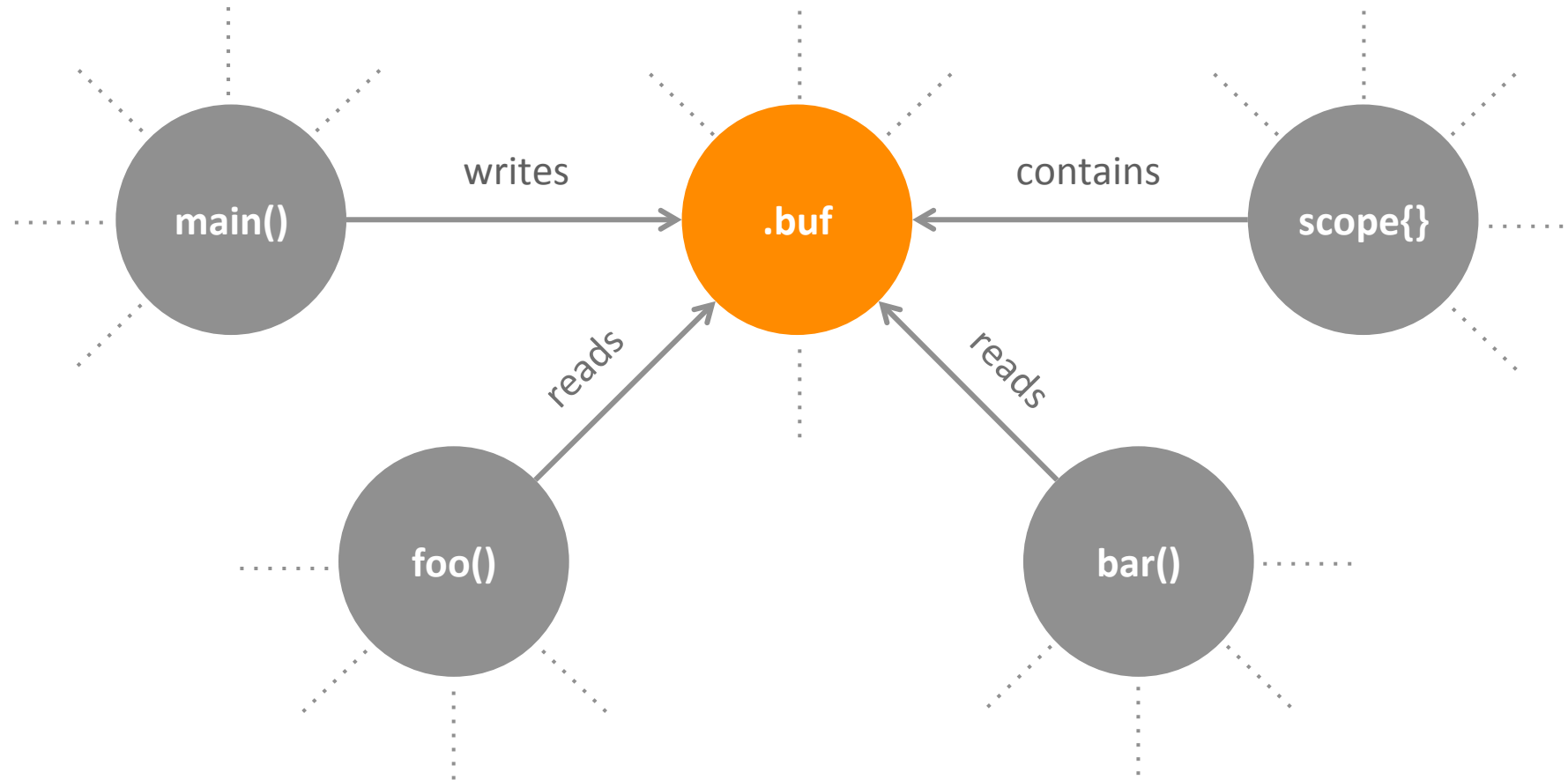
# Go to Definition



# Find References

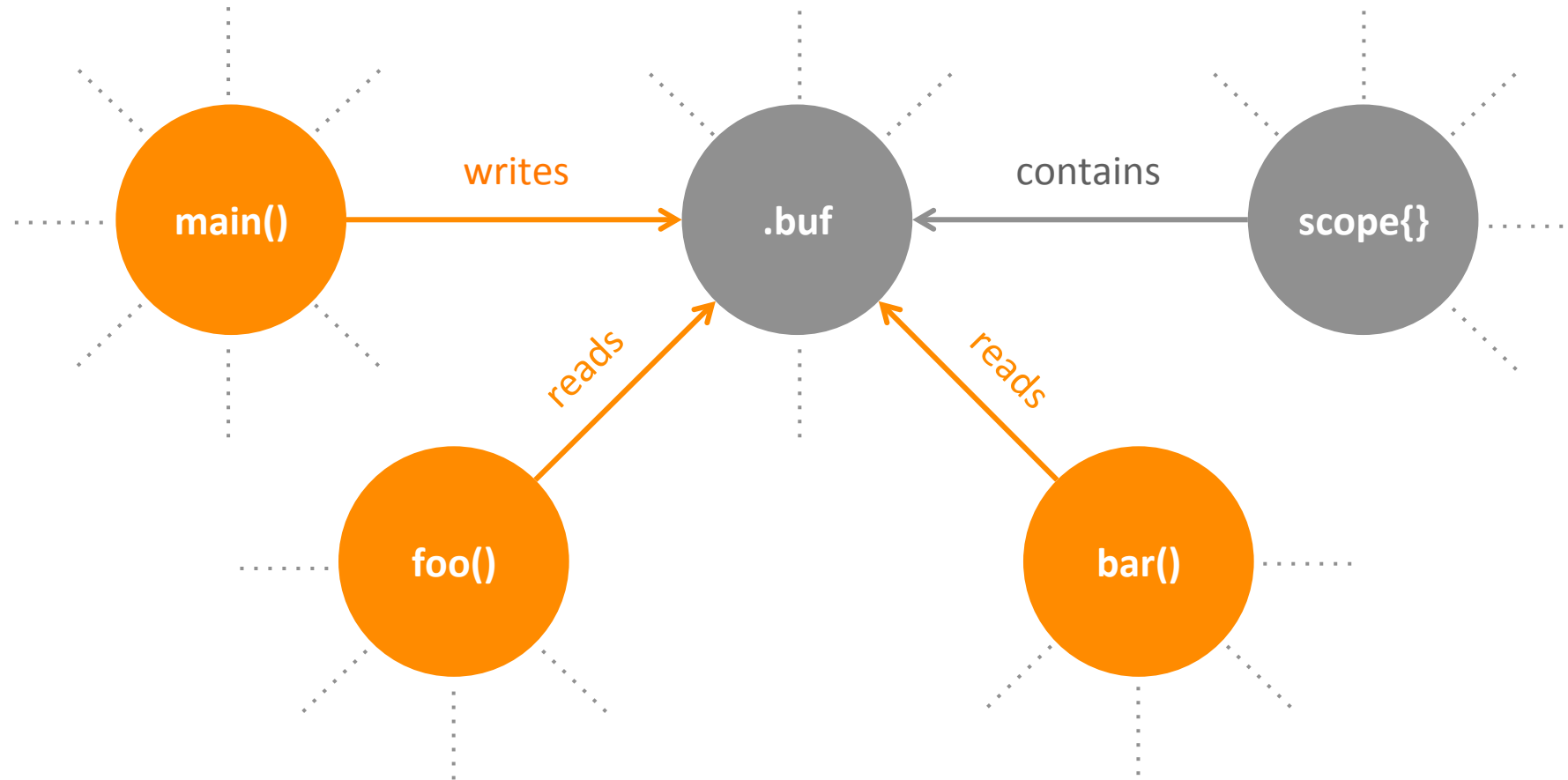


# Find References

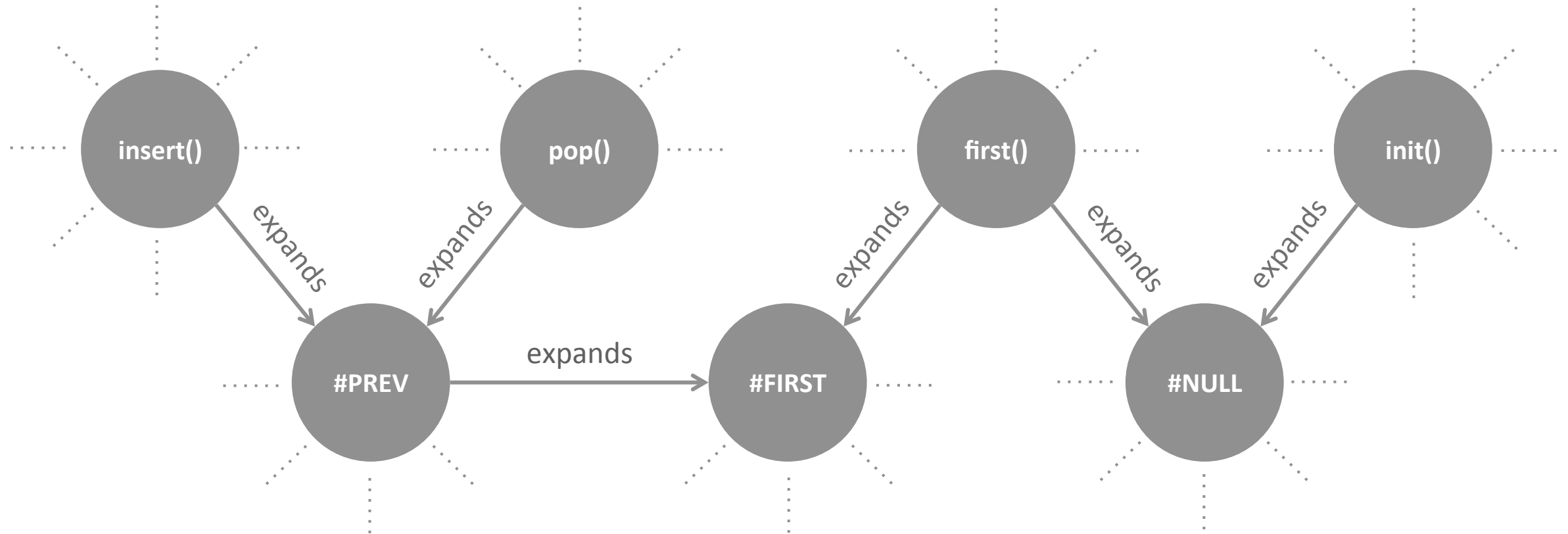




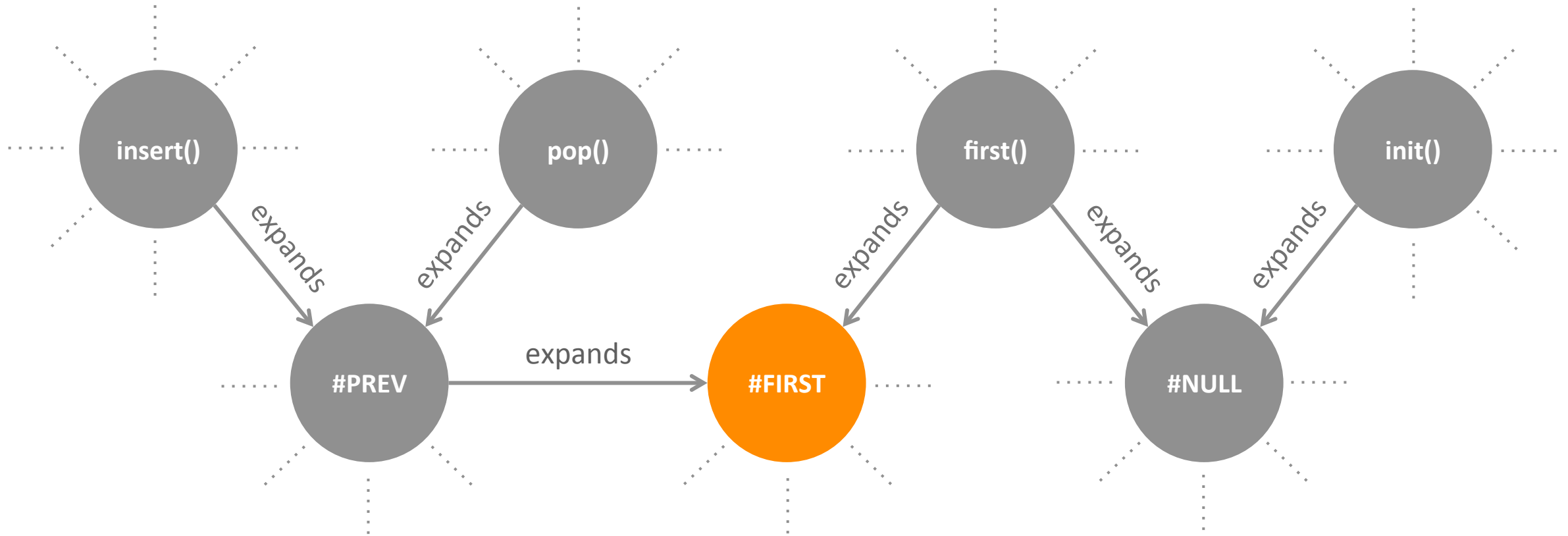
# Find References



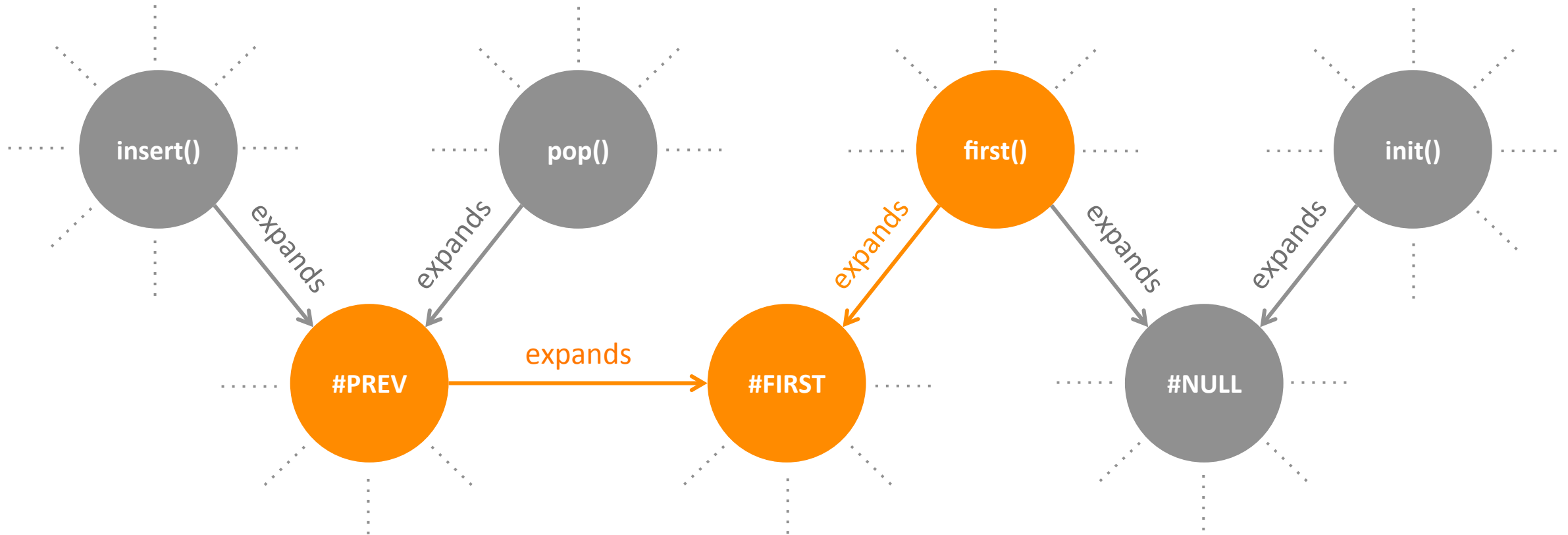
# Impact Estimation



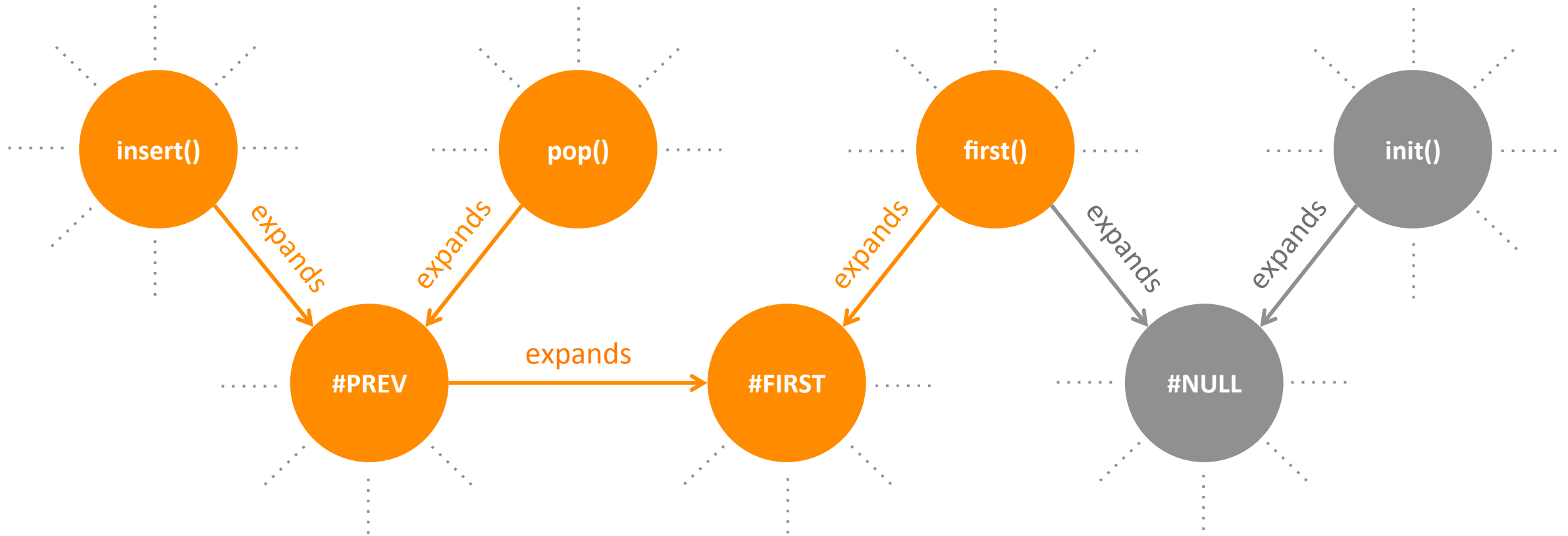
# Impact Estimation



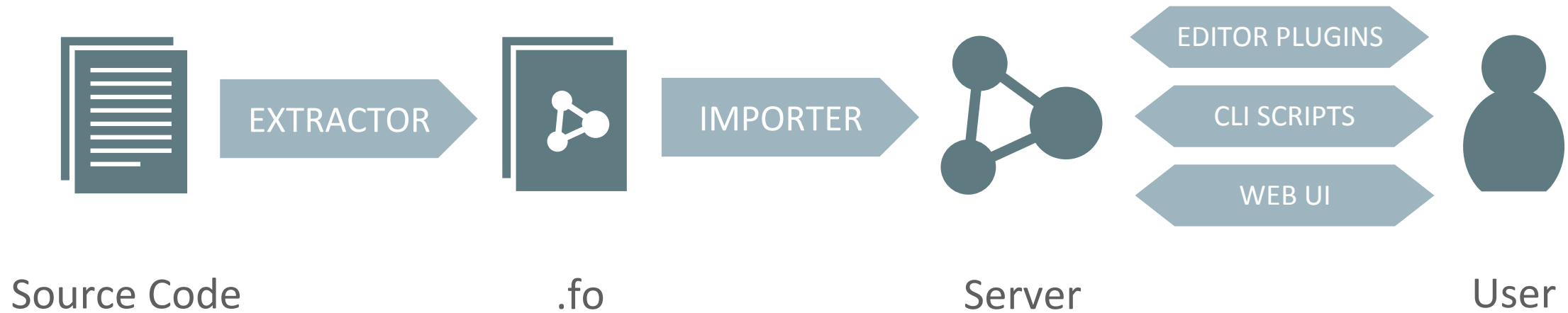
# Impact Estimation



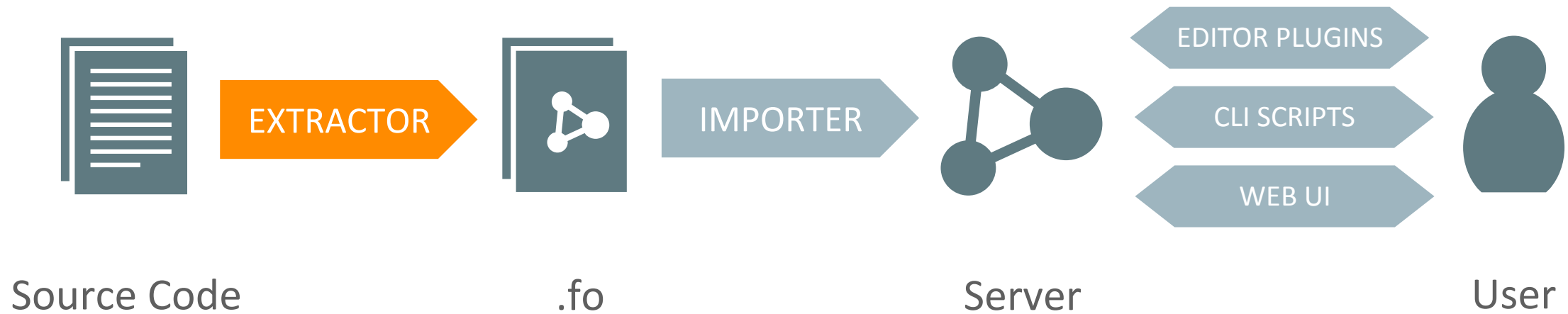
# Impact Estimation



# Frappé Architecture

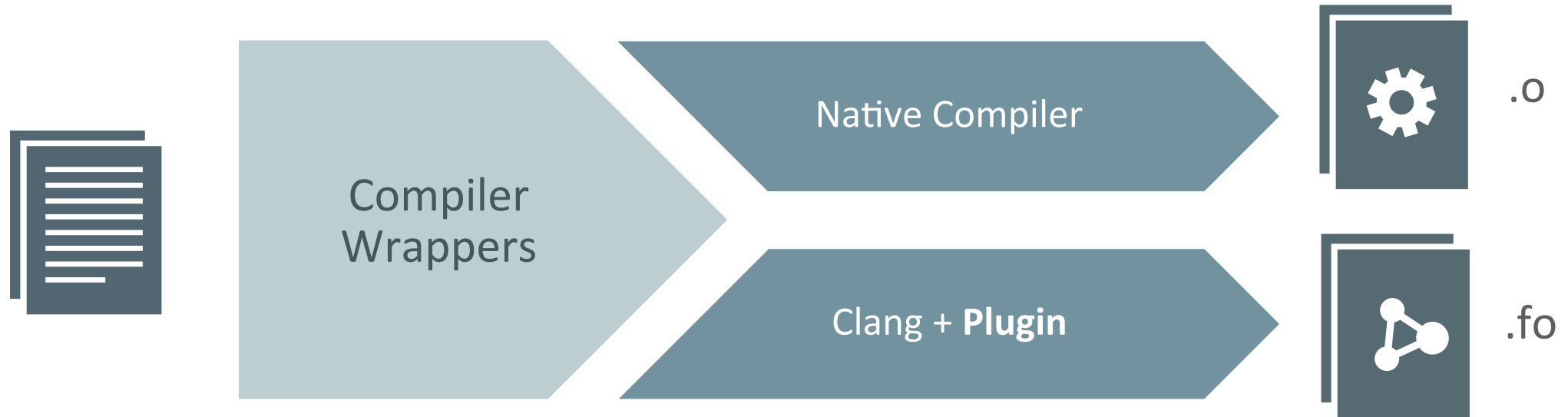


# Frappé Architecture



# Extractor

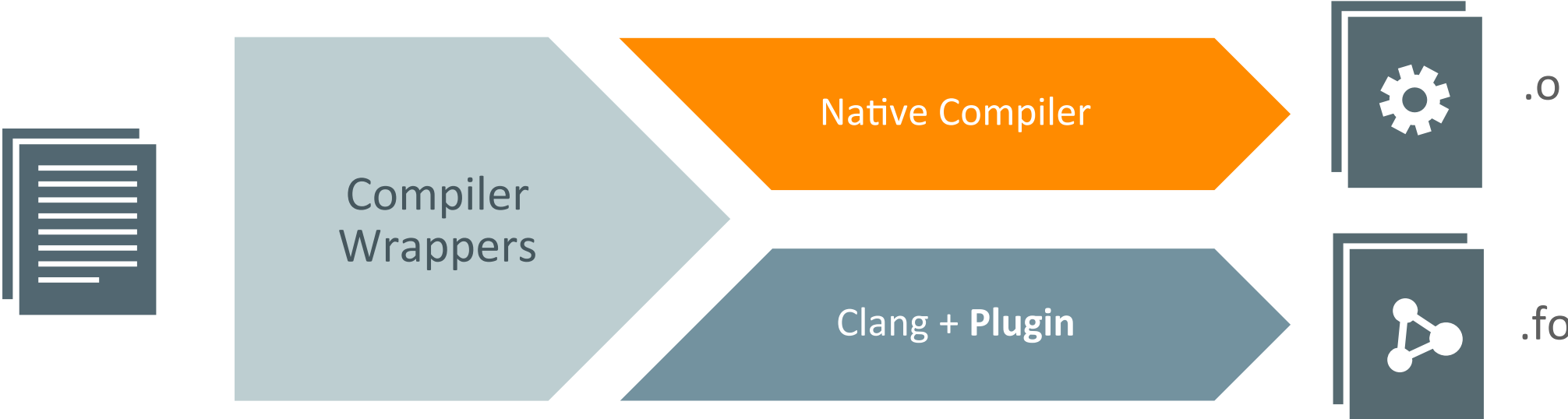
## Simple Build Integration





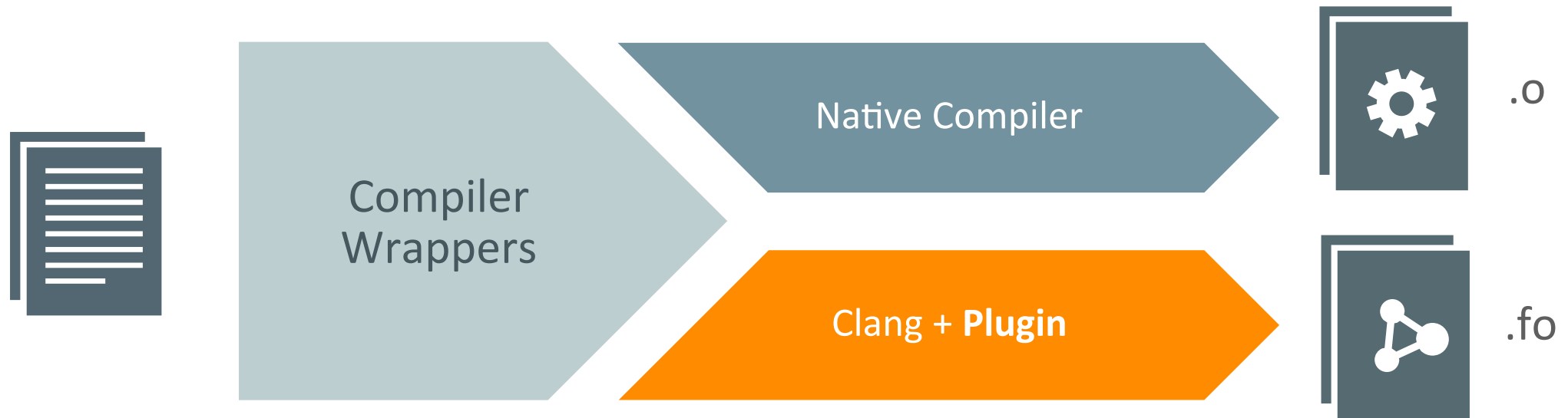
# Extractor

## Simple Build Integration



# Extractor

## Simple Build Integration



# Extractor

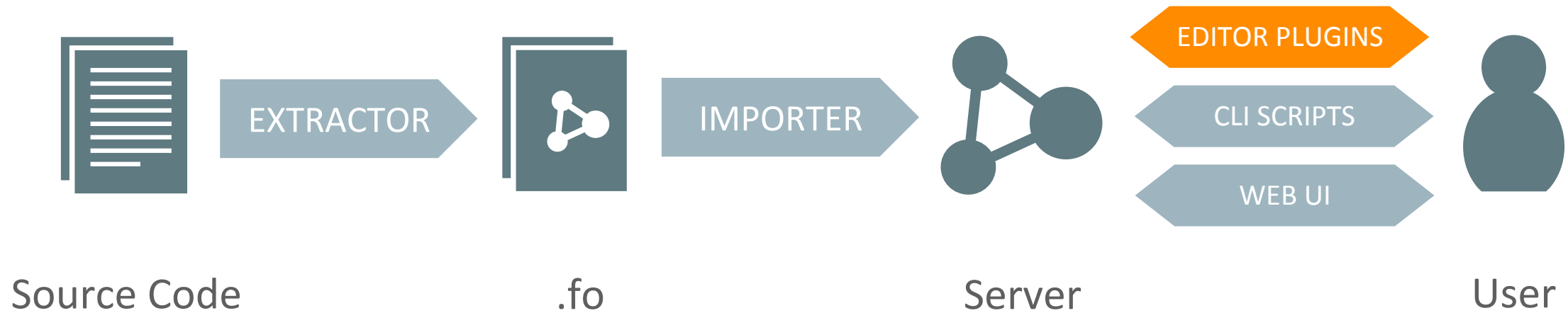
## Clang Plugin

- PPCallbacks
  - Includes, macros, their expansions and interrogations
- RecursiveASTVisitor
  - Visit all declarations, types, and expressions
- Easy to use interface
  - Provides detailed location information

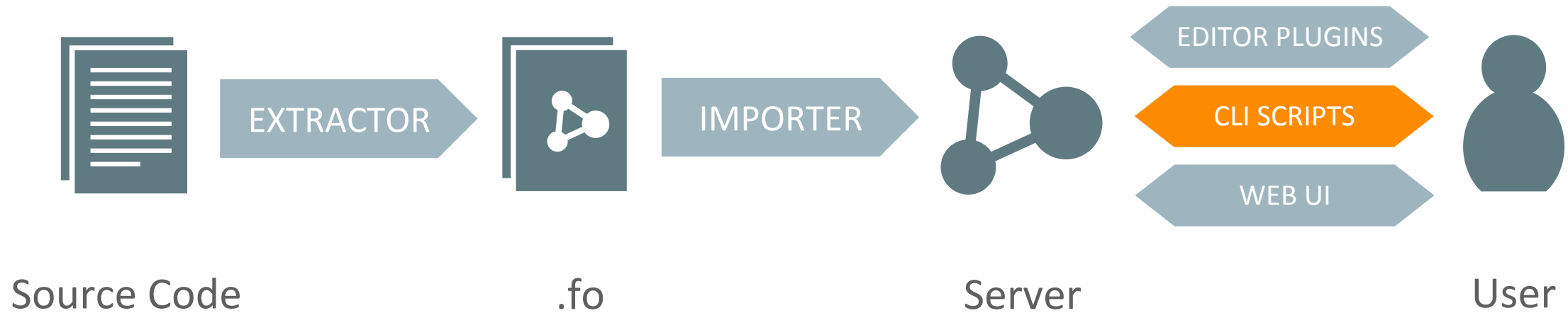
# Frappé Architecture



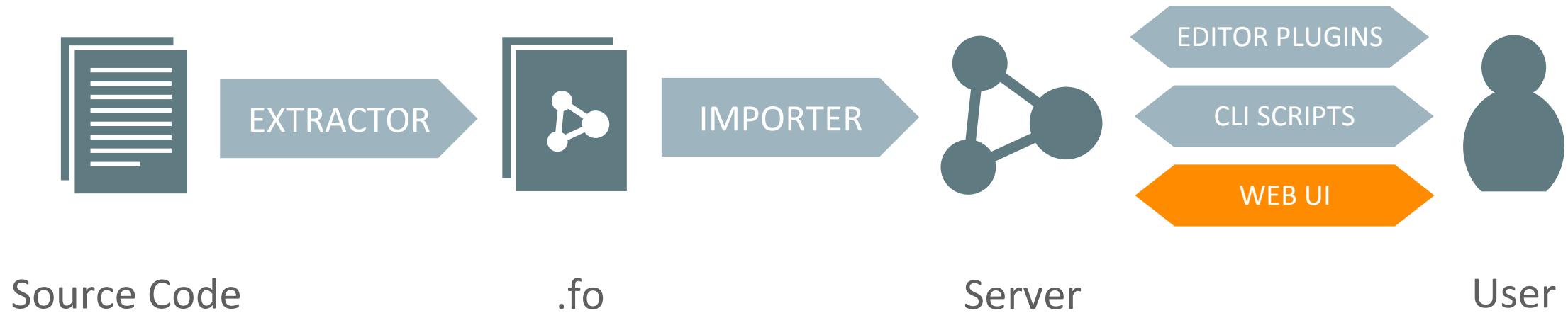
# Frappé Architecture



# Frappé Architecture



# Frappé Architecture



# Code Maps

*Visualising* large codebases



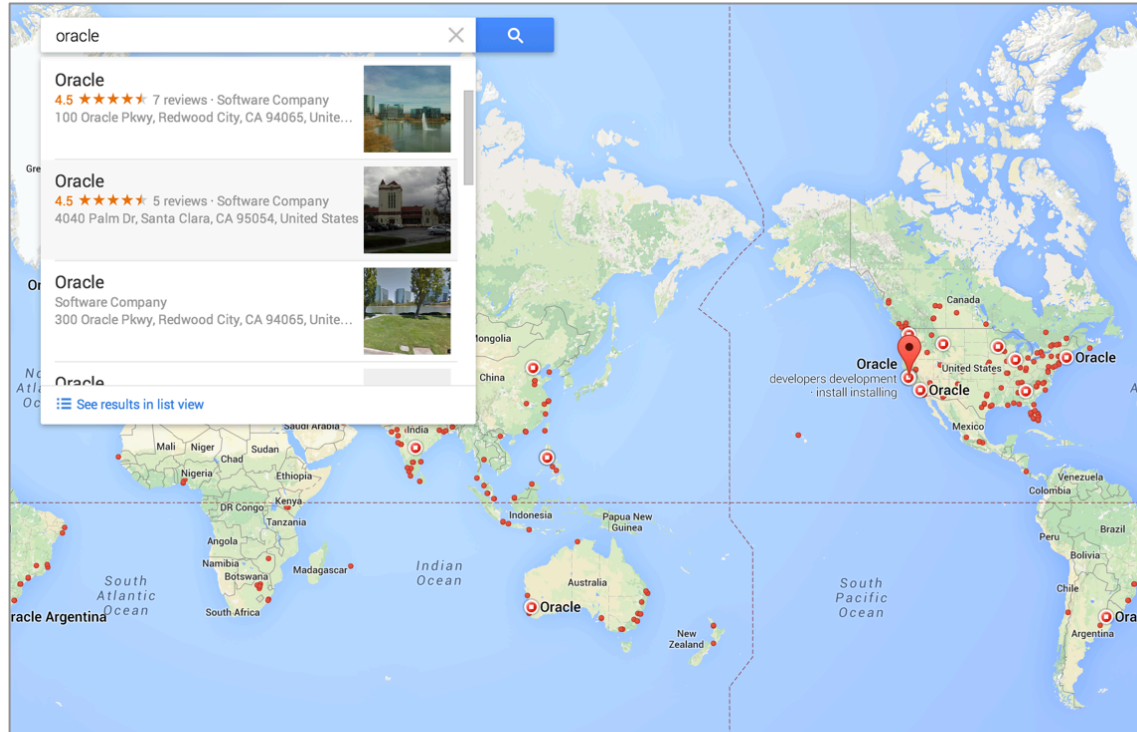


# Code Maps

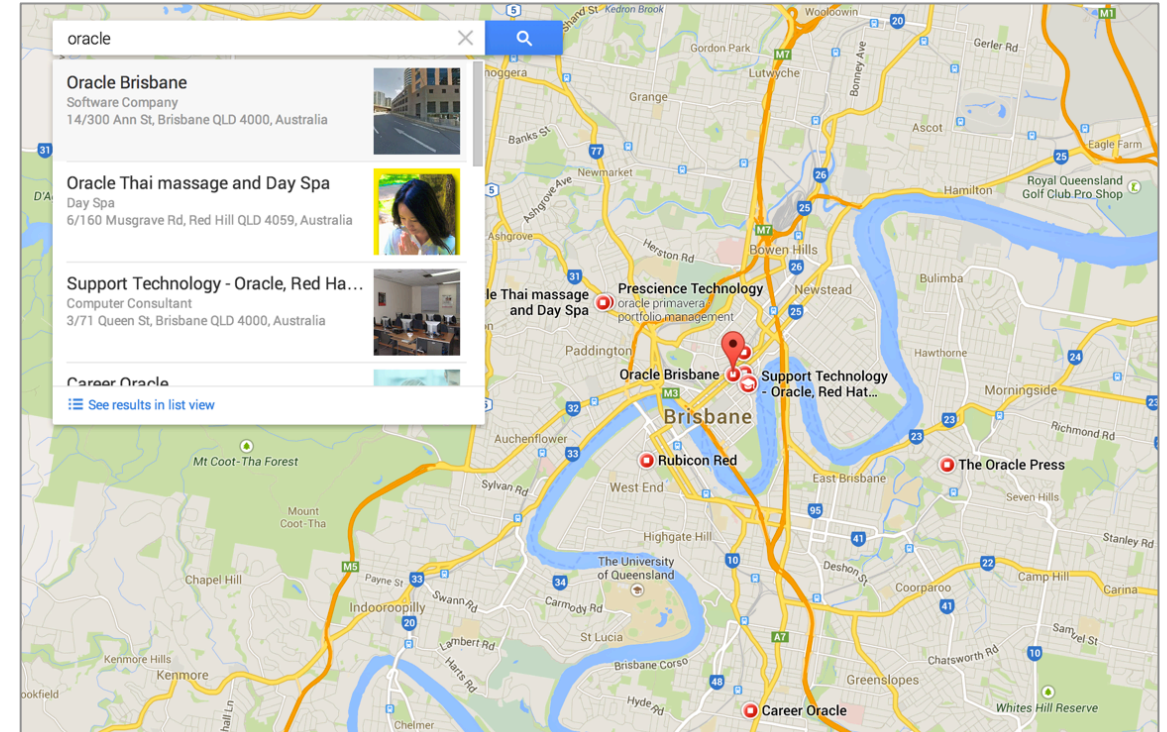
Using a cartographic map metaphor

- Continent/country/state/city → module/sub-module/file/function
- Distinctive shape and positions serve as landmarks
- Can overlay a variety of information

# Overlay Search Results



Visual filtering

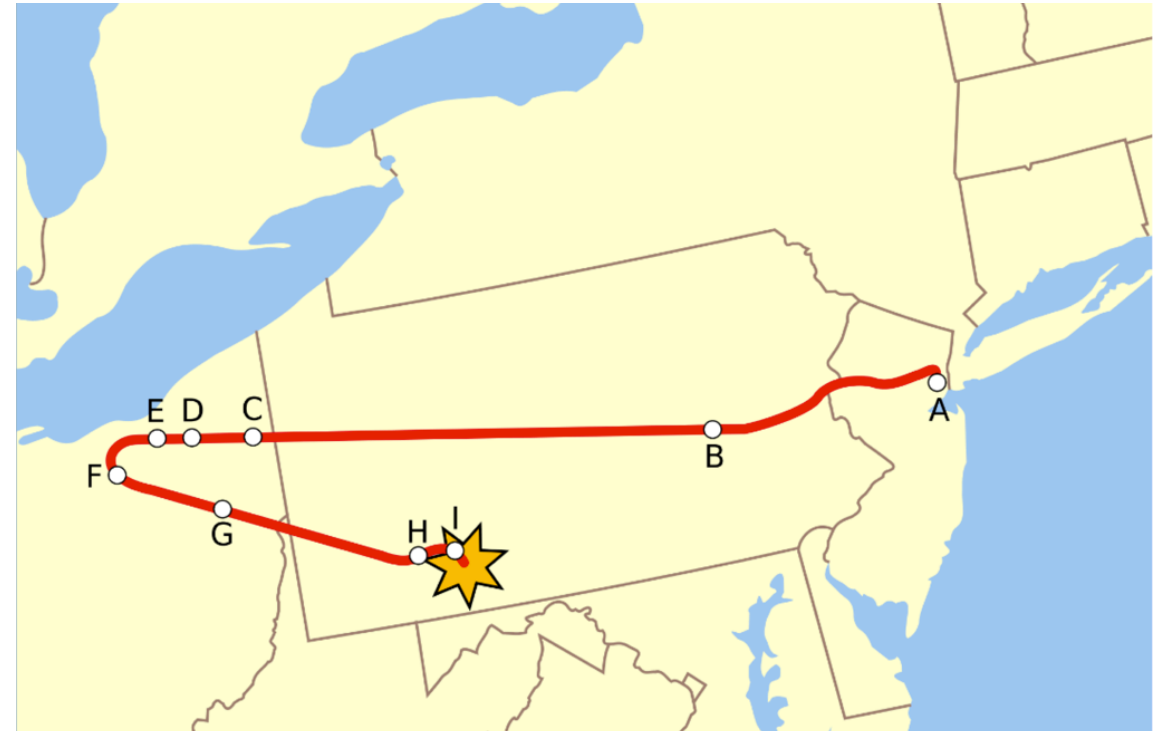


Contextual search

# Overlay Paths

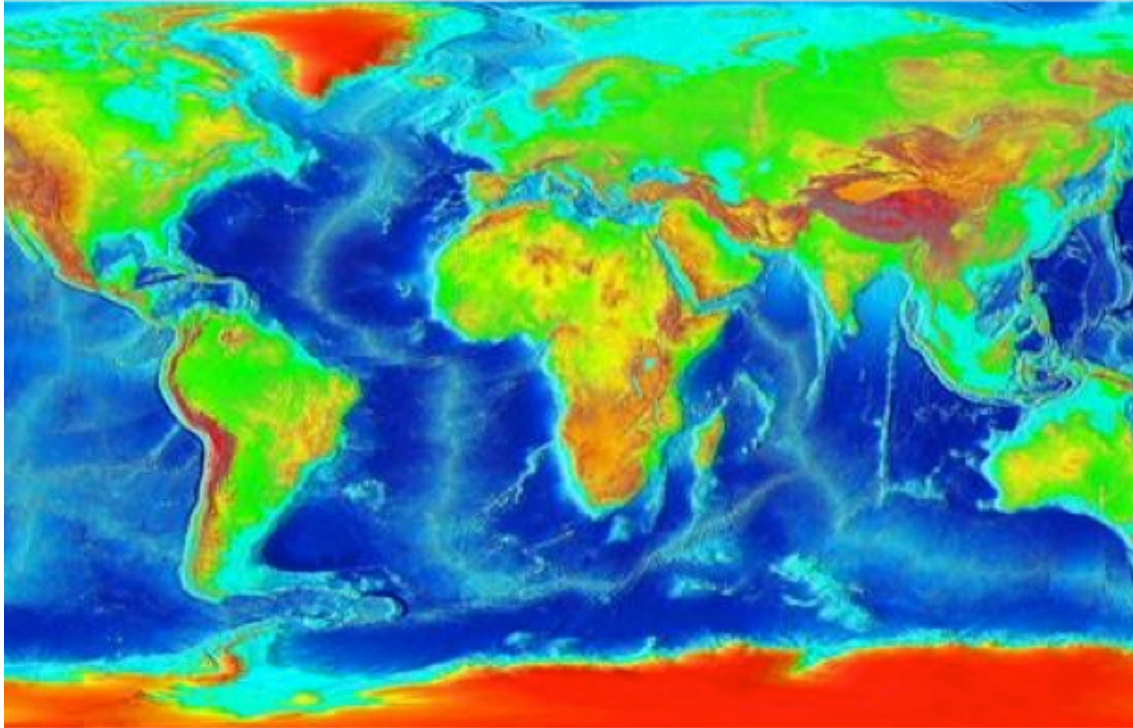
```
java.lang.RuntimeException: bad
  at FooBar.setup(FooBar.java:74)
  at FooBar.launch(FooBar.java:43)
  at Bar.launch(Bar.java:39)
  at Bar.bar(Bar.java:97)
  at Foo.foo(Foo.java:35)
  at Main.main(Main.java:104)
```

Path in stack trace

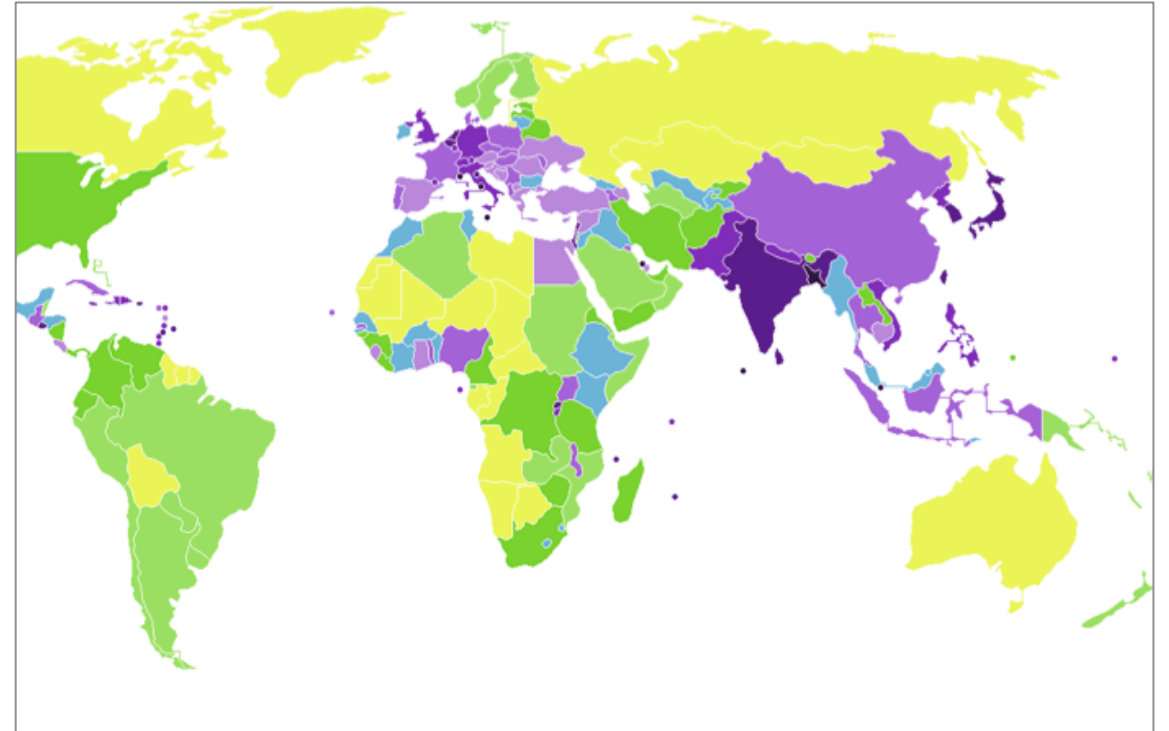


Path on map

# Overlay Metrics



Fine granularity

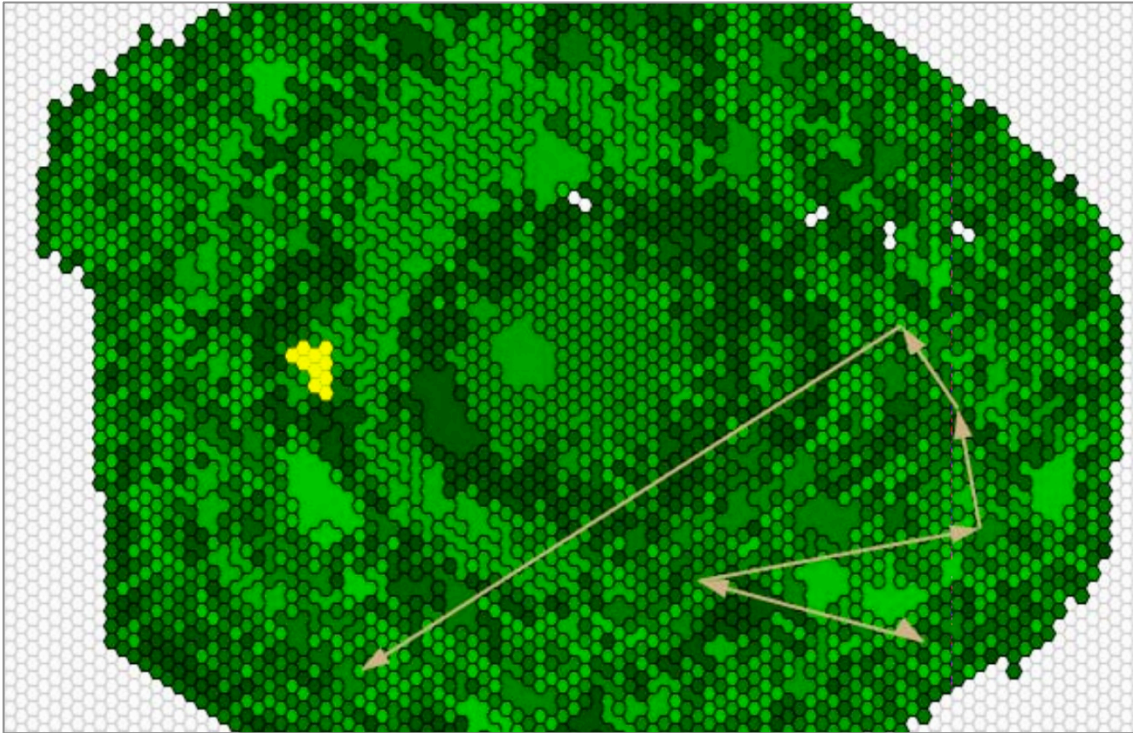


Coarse granularity

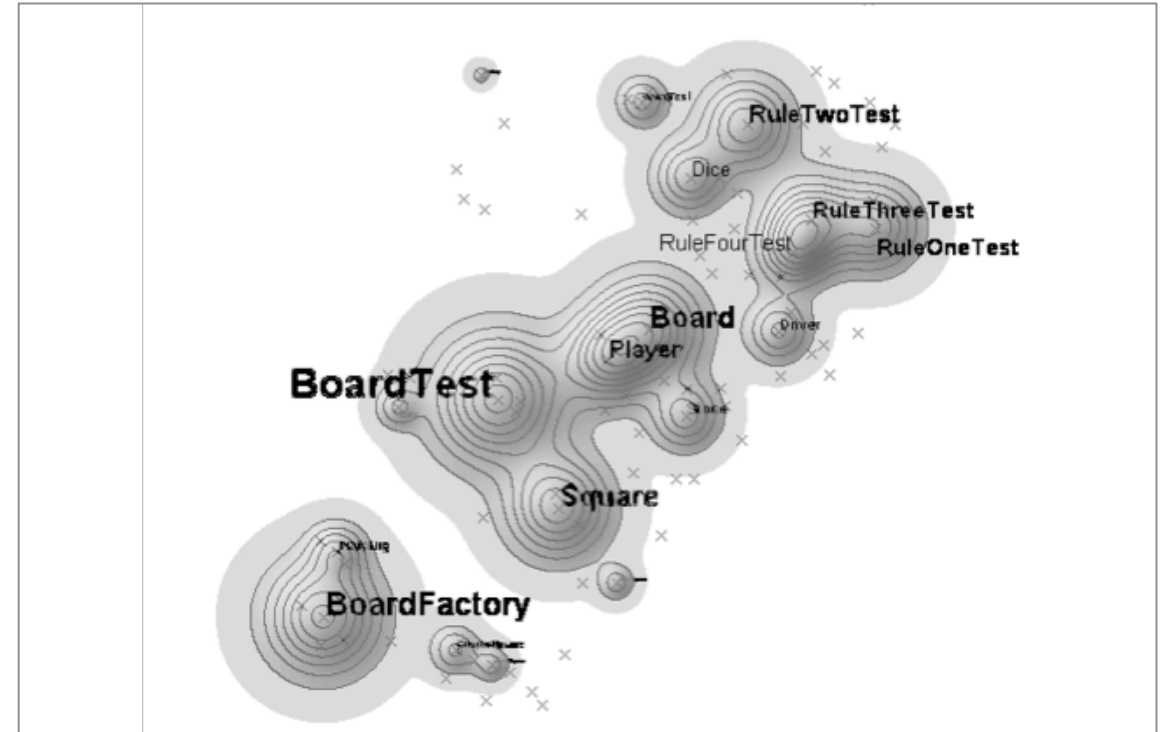
But how?



# Existing Approaches



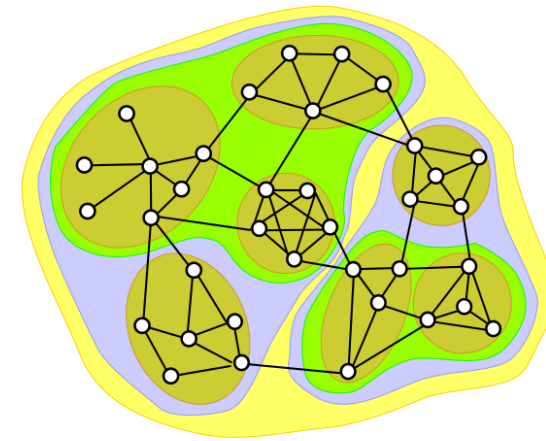
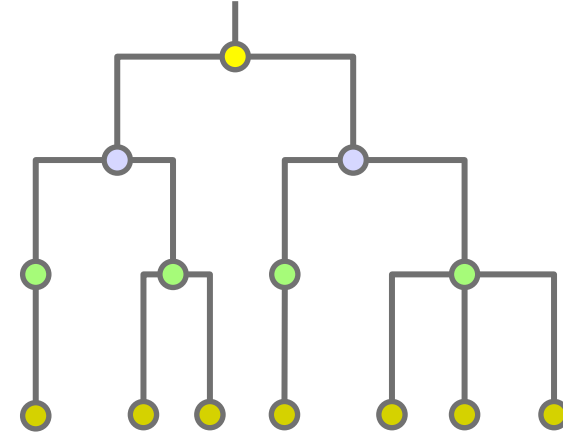
Deline, R. **Staying oriented with software terrain maps** In proc. of the workshop of visual languages and computation, 2005



Kuhn, A.; Erni, D.; Loretan, P.; Nierstrasz, O. **Software cartography: thematic software visualization with consistent layout** Journal of Software Maintenance and Evolution, 2010

# Input

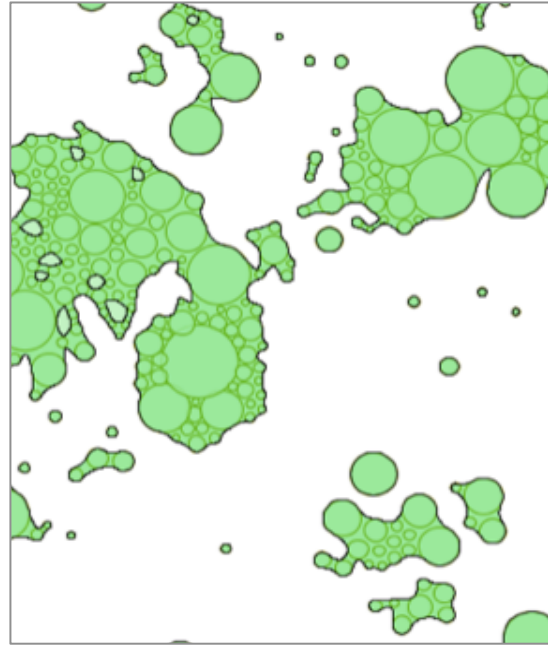
- Abstraction hierarchy
  - Abstracts files into higher level groupings
  - Use directory structure by default
- Dependency graph
  - Represents dependencies between files as a weighted edge
  - Use references



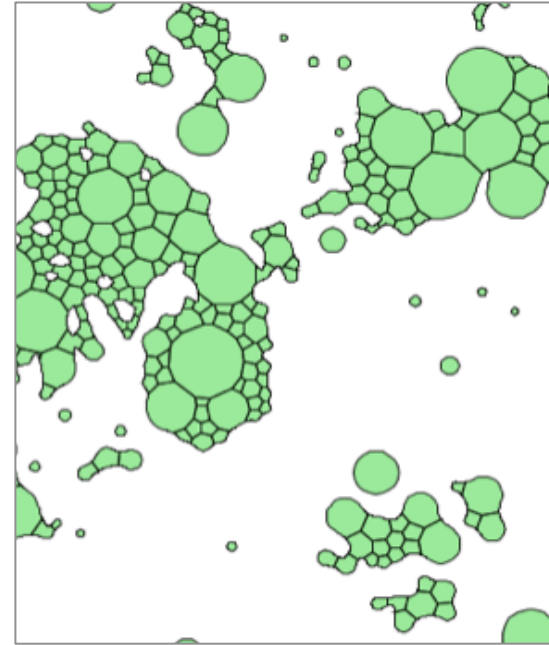
# Map Generation



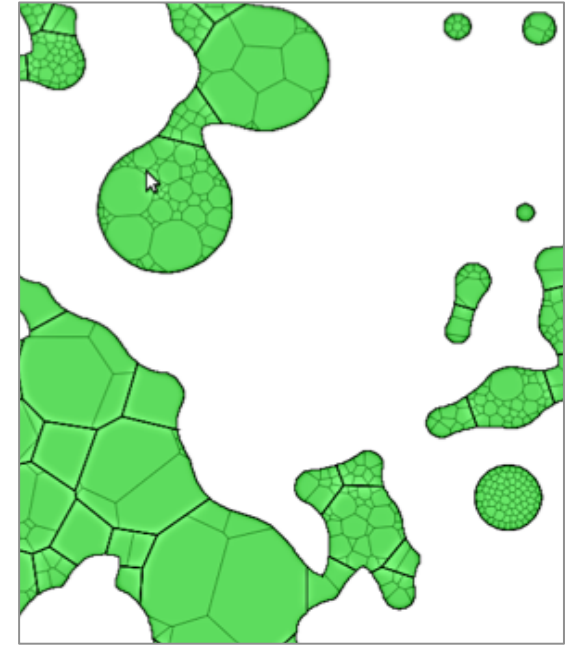
Graph layout



Implicit surface generation



Surface subdivision



Recursive subdivision

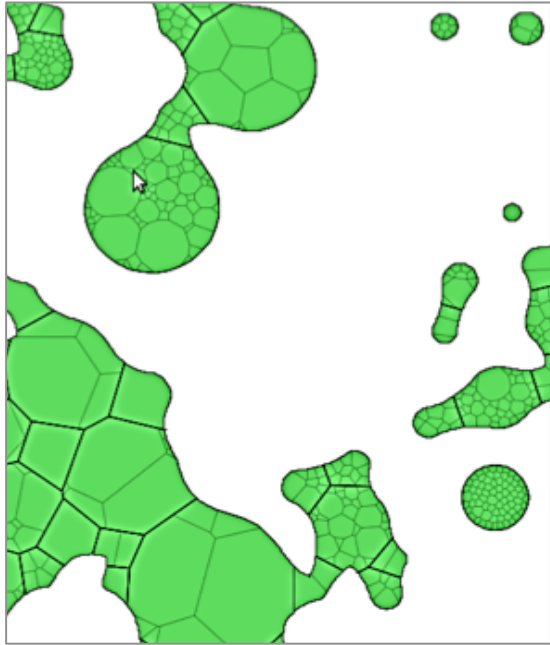
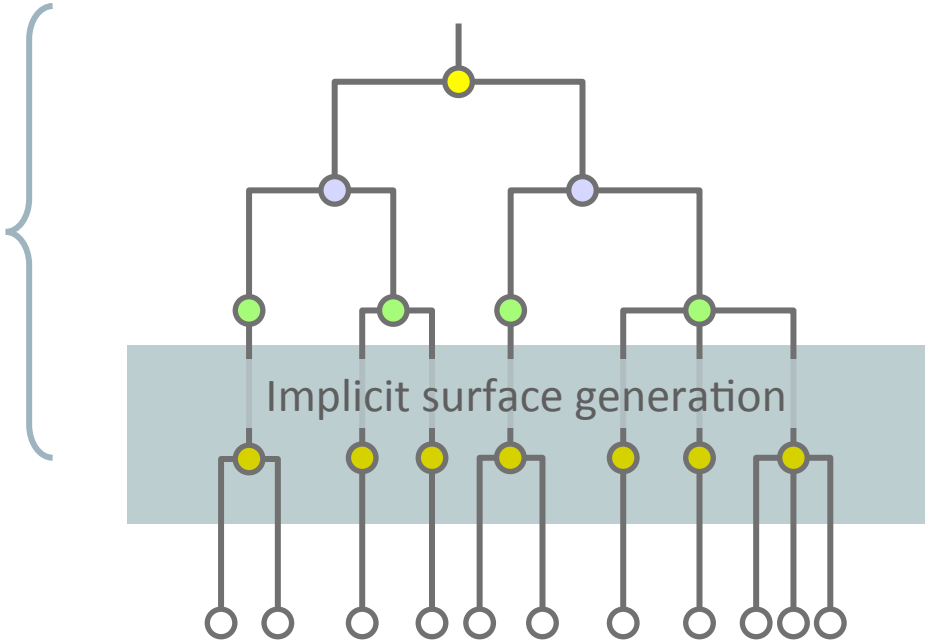


# Map Generation



Graph layout

Noack, A. & Lewerentz, C. **A space of layout styles for hierarchical graph models of software systems** Proceedings of the 2005 ACM symposium on Software visualization, ACM, 2005, 155-164



Recursive subdivision

Nocaj, A. & Brandes, U. **Computing Voronoi Treemaps: Faster, Simpler, and Resolution-independent** Computer Graphics Forum, Blackwell Publishing Ltd, 2012, 31, 855-864



Search SYMBOLS FILES CYPHER

Enter a search term

# Demonstration

## Linux

x86\_64-linux-gnu

parse.y



+ - 1 0 DIRECTORIES 0 1 CHAIN DEPTH 1

**phash\_insert**  
of hashcmd.c

RELATIONS CALL CHAINS HISTORY

Filter relations

- F *Called by hash\_builtin*  
of ../builtins/././builtins/hash.def on line 176
- F *Called by add\_hashed\_command*  
of ../builtins/././builtins/hash.def on line 208
- F *Called by search\_for\_command*  
of findcmd.c on line 360
- D *Declared by phash\_insert*  
of hashcmd.h
- F *Called by assign\_hashcmd*  
of variables.c on line 1587
- Contained in hashcmd.c*  
of hashcmd.c on line 92
- P *Has parameter filename*  
of hashcmd.c
- P *Has parameter full\_path*  
of hashcmd.c
- P *Has parameter check\_dot*  
of hashcmd.c
- P *Has parameter found*  
of hashcmd.c

« < 1/4 > »

SOURCE PREVIEW

```

F phash_insert
of hashcmd.c
87 /* Place FILENAME (key) and FULL_PATH (data->path) into the
88 hash table. CHECK_DOT if non-null is for future calls to
89 phash_search (); it means that this file was found
90 in a directory in $PATH that is not an absolute pathname.
91 FOUND is the initial value for times_found. */
92 void
93 phash_insert (filename, full_path, check_dot, found)
94 th:

F Called by search_for_command
of findcmd.c
355 FS_EXEC_PREFERRED|FS_NODIRS);
356 }
357 else
358 command = find_user_command (pathname);
359 if (command && hashing_enabled && temp_path == 0 && (flags & 1))
360 phash_insert ((char *)pathname, command, dot_found_in_search, 1); /* XXX fix const lat
361 }
362 return (command);

```



# Future Work

- More detailed dependency graph
  - Find calls where third argument is macro FLAG
  - Find all functions the pointer `fptr` could point to
- More overlays
  - Test coverage, profiling data
- Store multiple versions
  - Impact estimation
  - Code map evolution (stability)



# Frappé

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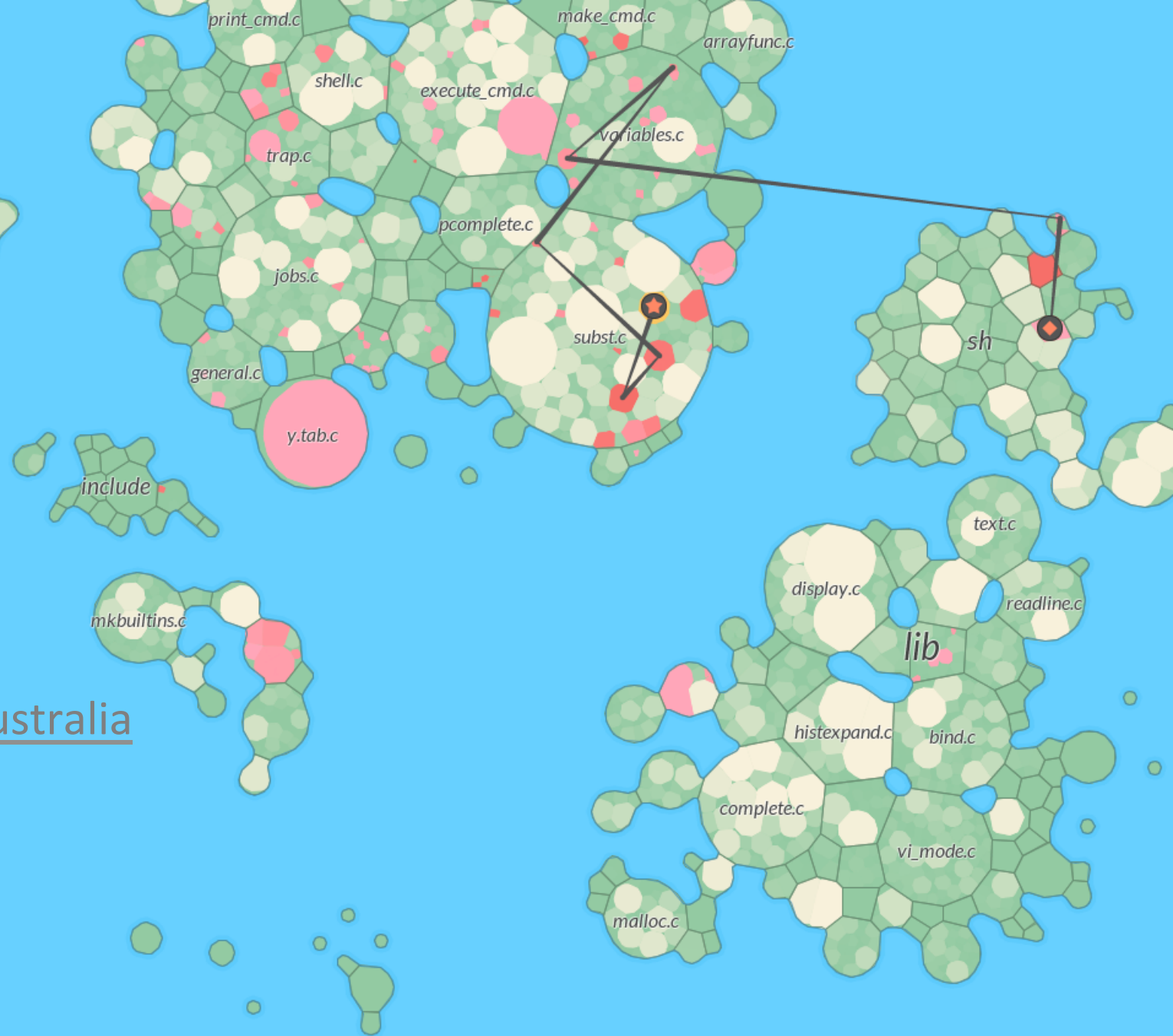
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