

# DIY refactoring in Wrangler

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## Refactoring

Change how a program works without  
changing what it does



# Why refactor?

## Extension and reuse

```
loop_a() ->  
  receive  
    stop -> ok;  
    {msg, _Msg, 0} -> loop_a();  
    {msg, Msg, N} ->  
      io:format("ping!~n"),  
      timer:sleep(500),  
      b ! {msg, Msg, N - 1},  
      loop_a()  
  end.
```

Let's turn this  
into a function

# Why refactor?

## Extension and reuse

```
loop_a() ->  
  receive  
    stop -> ok;  
    {msg, _Msg, 0} -> loop_a();  
    {msg, Msg, N} ->  
      io:format("ping!~n"),  
      timer:sleep(500),  
      b ! {msg, Msg, N - 1},  
      loop_a()  
  end.
```

```
loop_a() ->  
  receive  
    stop -> ok;  
    {msg, _Msg, 0} -> loop_a();  
    {msg, Msg, N} ->  
      body(Msg,N),  
      loop_a()  
  end.
```

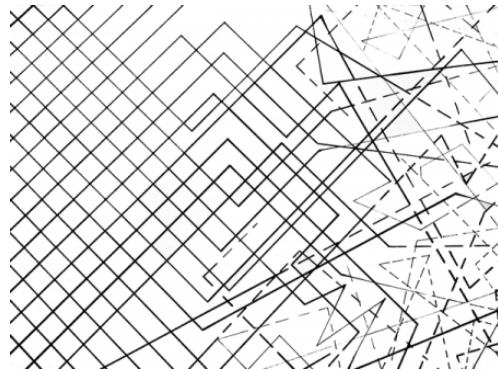
```
body(Msg,N) ->  
  io:format("ping!~n"),  
  timer:sleep(500),  
  b ! {msg, Msg, N - 1}.
```

# Why refactor?

Counteract decay ... comprehension

“Clones considered harmful”: detect and eliminate duplicate code.

Improve the module structure: remove loops, for example.



# How to refactor?

By hand ... using an editor.

Flexible ... but error-prone.

Infeasible in the large.

Tool supported.

Handle atoms, names, side-effects, ...

Scalable to large-code bases.

Integrated with tests, macros, ...

# Wrangler

Clone detection  
and removal

Module structure  
improvement

Basic refactorings: structural, macro,  
process and test-framework related

## Wrangler in a nutshell

Automate the simple things, and ...

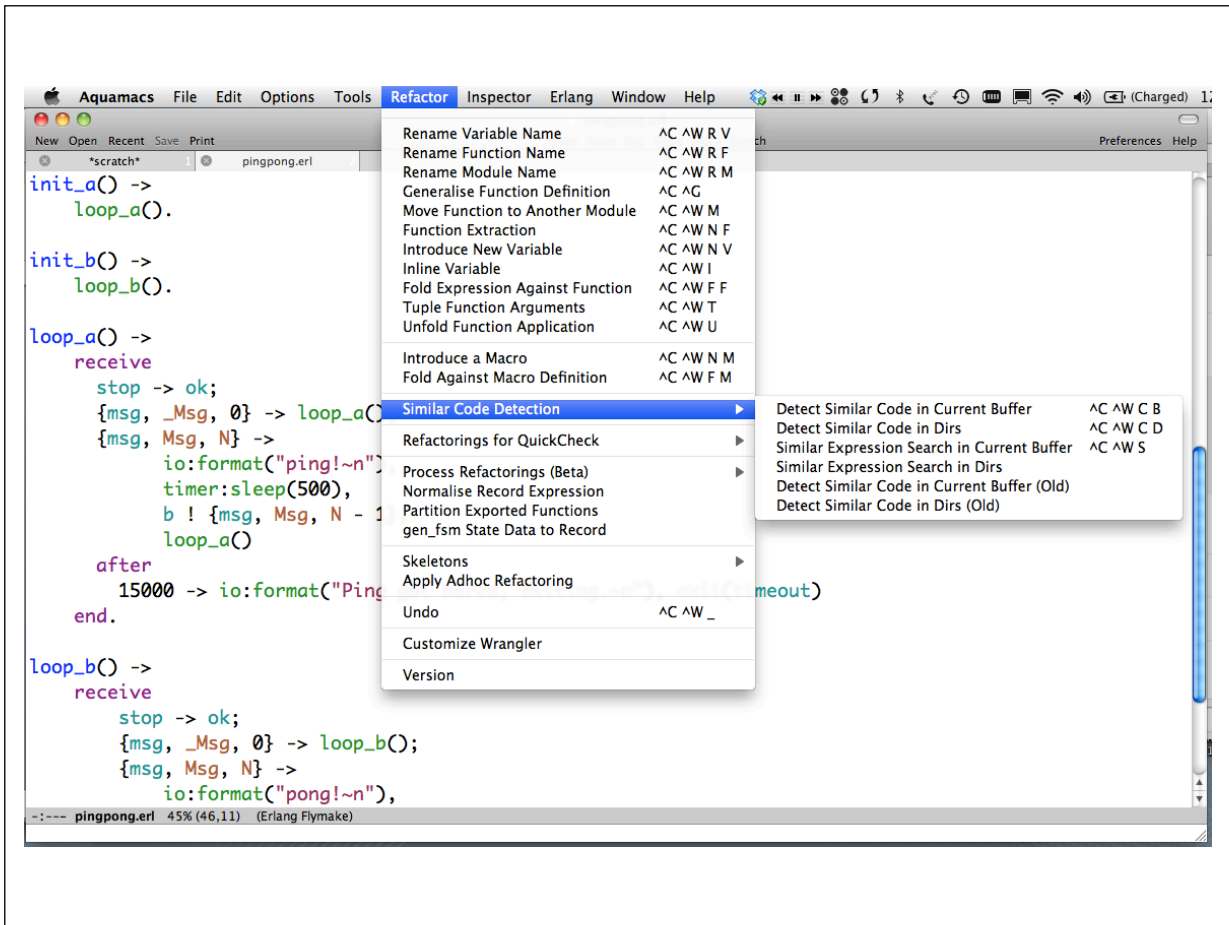
... provide decision support tools otherwise.

Embed in common IDEs: emacs, eclipse, ...

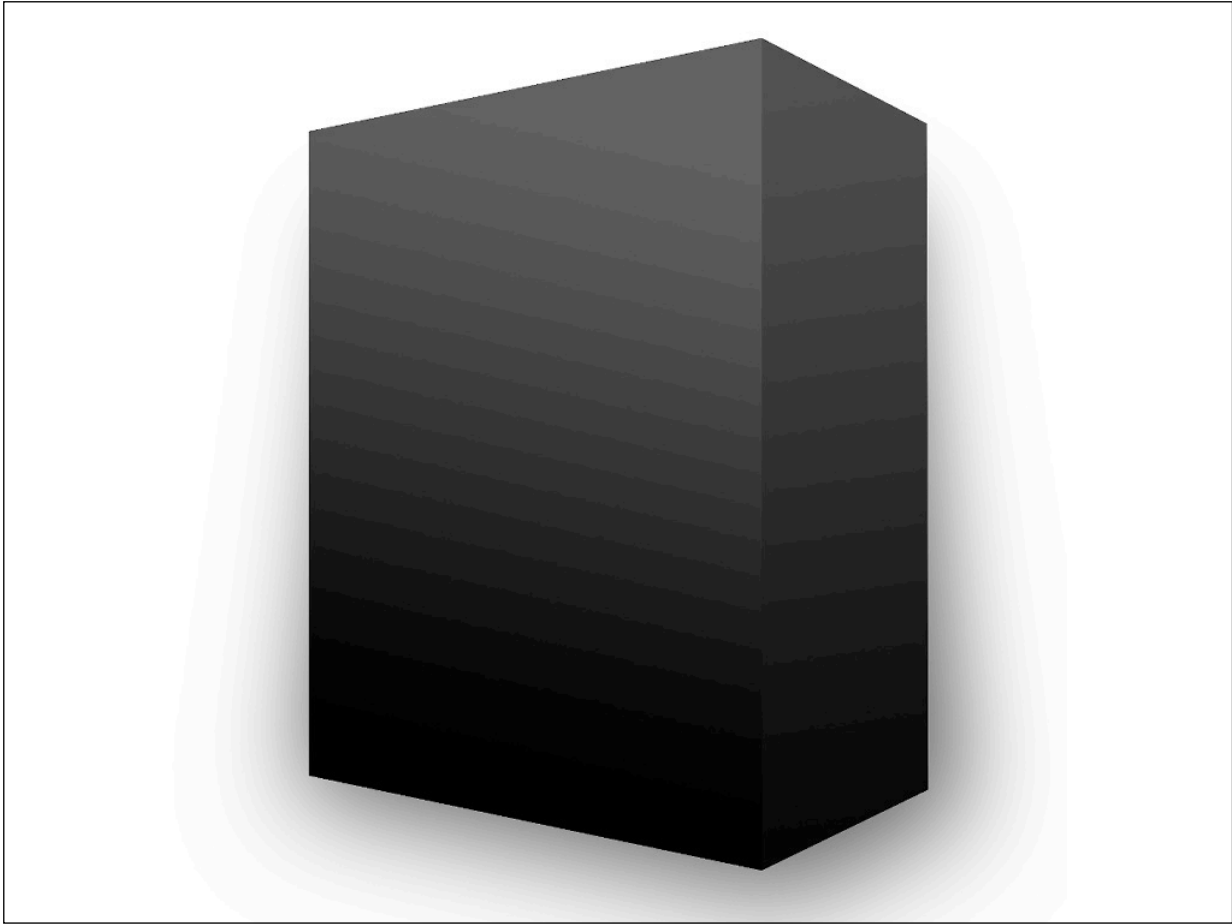
Handle full language, multiple modules, tests, ...

Faithful to layout and comments.

Build in Erlang and apply the tool to itself.



Demo



The image is a composite of several elements:

- Portrait:** A photograph of a woman with long dark hair, smiling.
- Question Mark:** A large, bold red question mark.
- 3D Prism:** A smaller version of the dark 3D rectangular prism seen in the top image, with a white shadow.
- Tree Diagram:** A complex tree diagram with nodes and arrows, possibly representing a code structure or a search space.
- Code Editor:** A screenshot of an Erlang code editor window titled "refac\_gen.erl". The code includes functions like `generalise_file_name`, `generalise_file_name`, and `generalise_file_name`. The code is written in Erlang syntax and includes comments and error handling.

Red arrows point from the portrait to the 3D prism, from the question mark to the 3D prism, and from the question mark to the tree diagram.

# Design criteria

We assume you can program Erlang ...

... but don't want to learn the internal syntax or details of our representation and libraries.

We aim for simplicity and clarity ...

... rather than complete coverage.

# Integration

Describe refactorings by a [behaviour](#).

Integration with emacs for execution ...

... which gives preview, undo, interactive behaviour etc. "for free".

# Generalisation

Describe expressions in Erlang ...

```
loop_a() ->
  receive
    stop -> ok;
    {msg, _Msg, 0} -> loop_a();
    {msg, Msg, N} ->
      body(Msg,N);
      loop_a()
  end.
```

```
body(Msg,N) ->
  io:format("ping!~n"),
  timer:sleep(500),
  b ! {msg, Msg, N - 1}.
```

```
loop_a() ->
  receive
    stop -> ok;
    {msg, _Msg, 0} -> loop_a();
    {msg, Msg, N} ->
      body(Msg,N,"ping!~n"),
      loop_a()
  end.
```

```
body(Msg,N,Str) ->
  io:format(Str),
  timer:sleep(500),
  b ! {msg, Msg, N - 1}.
```

# Generalisation

... how expressions are transformed ...

```
loop_a() ->
  receive
    stop -> ok;
    {msg, _Msg, 0} -> loop_a();
    {msg, Msg, N} ->
      body(Msg,N);
      loop_a()
  end.
```

```
body(Msg,N) ->
  io:format("ping!~n"),
  timer:sleep(500),
  b ! {msg, Msg, N - 1}.
```

```
loop_a() ->
  receive
    stop -> ok;
    {msg, _Msg, 0} -> loop_a();
    {msg, Msg, N} ->
      body(Msg,N,"ping!~n");
      loop_a()
  end.
```

```
body(Msg,N,Str) ->
  io:format(Str),
  timer:sleep(500),
  b ! {msg, Msg, N - 1}.
```



# Generalisation

... and its context and scope.

```
loop_a() ->
  receive
  stop -> ok;
  {msg, _Msg, 0} -> loop_a();
  {msg, Msg, N} ->
    body(Msg,N);
  loop_a()
end.

body(Msg,N) ->
  io:format("ping!~n"),
  timer:sleep(500),
  b ! {msg, Msg, N - 1}.

loop_a() ->
  receive
  stop -> ok;
  {msg, _Msg, 0} -> loop_a();
  {msg, Msg, N} ->
    body(Msg,N,"ping!~n");
  loop_a()
end.

body(Msg,N,Str) ->
  io:format(Str),
  timer:sleep(500),
  b ! {msg, Msg, N - 1}.
```

# Generalisation

Pre-conditions for refactorings

```
loop_a() ->
  receive
  stop -> ok;
  {msg, _Msg, 0} -> loop_a();
  {msg, Msg, N} ->
    body(Msg,N),
  loop_a()
end.

body(Msg,N) ->
  io:format("ping!~n"),
  timer:sleep(500),
  b ! {msg, Msg, N - 1}.
```

Can't generalise over  
an expression that  
contains free  
variables ...

... or use the same  
name as an existing  
variable for the new  
variable.

# Wrangler API

**Context**  
available for  
pre-conditions

**Traversals**  
describe how  
rules are applied

**Rules** describe transformations

**Templates** describe expressions

## Templates

Templates are enclosed in the `?T` macro call.

Meta-variables in templates are Erlang variables ending in `@`, e.g. `F@`, `Arg@@`, `Guards@@@`.

```
?T("M:F@(1,2)")
```

`F@` matches a single element.

```
?T("spawn(Args@@)")
```

`Args@@` matches a sequence of elements of some kind.

```
?T("spawn(Arg1@,  
Arg2@,Args@@)")
```

# Rules

?RULE(Template, NewCode, Cond)

The old code, the new code and the pre-condition.

```
rule({M,F,A}, N) ->
  ?RULE(?T("F@(Args@@)"),
    begin
      NewArgs@@=delete(N, Args@@),
      ?QUOTE("F@(NewArgs@@)")
    end,
    refac_api:fun_define_info(F@) == {M,F,A}).
```

```
delete(N, List) -> ... delete Nth elem of List ...
```

## Information in the AAST

Wrangler uses the [syntax\\_tools](#) AST, augmented with information about the program semantics.

API functions provide access to this.

Variables bound, free  
and visible at a node.

Location information.

All bindings (if a vbl).

Where defined (if a fn).

Atom usage info: name,  
function, module etc.

Process info ...

# Collecting information

`?COLLECT(Template, Collector, Cond)`

- The template to match.
- The information to extract (“collect”).
- Condition on when to collect the information.

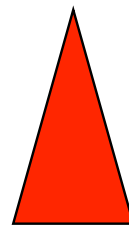
```
?COLLECT(?T("Body@@", V@=Expr@, V@"),  
          {_File@, refac_api:start_end_loc(_This@)},  
          refac_api:type(V@) == variable).
```

`_File@` current file   `_This@` subtree matching `?T(...)`

# Traversals

`?FULL_TD_TP(Rules, Scope)`

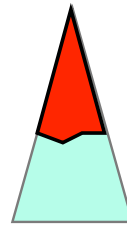
- Traverse top-down
- At each node, apply first of `Rules` to succeed ...
- `TP` = “Type preserving”.



# Traversals

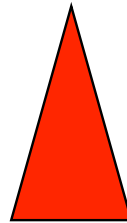
## ?STOP\_TD\_TU(Collectors, Scope)

- Traverse top-down
- ... apply all of the **Collectors** to succeed ...
- ... only visit sub-nodes if no collector has fired.
- **TU** = “Type unifying”.



## ?FULL\_TD\_TP(Rules, Scope)

- Traverse top-down
- At each node, apply first of **Rules** to succeed ...
- **TP** = “Type preserving”.



```
-module(refac_swap_args).  
  
-behaviour(gen_refac).  
  
-export([...]).  
  
-include("../include/gen_refac.hrl").  
  
-import(refac_api, [fun_define_info/1]).  
  
input_pars() -> ["Parameter Index 1: ", "Parameter Index 2: "].  
  
select_focus(_Args=#args{current_file_name=File,  
                      cursor_pos=Pos}) ->  
  interface_api:pos_to_fun_def(File, Pos).  
  
pre_cond_check(_Args=#args{focus_sel=FunDef,  
                          user_inputs=[I, J]}) ->  
  ...  
  true ->  
    ok;  
  false ->  
    {error, "Index 1 and Index 2 are the same."} ...  
  .  
  
transform(Args=#args{current_file_name=File, focus_sel=FunDef,  
                    user_inputs=[I, J]}) ->  
  ...  
  {ok, Res}=transform_in_cur_file(Args, {M,F,A}, I1, J1),  
  case refac_api:is_exported({F,A}, File) of  
  true ->  
    {ok, Res1}=transform_in_client_files(Args, {M,F,A}, I1, J1),  
  _ ->  
    Res.  
  end.  
  ...  
end.
```

Behaviour **gen\_refac** encapsulates what a refactoring needs to provide.

**input\_pars**: prompts for interactive input

**select\_focus**: what to do with focus information.

**pre\_cond\_check**: check preconditions

**transform**: if the pre-condition is ok, do the transform.

```

transform_in_cur_file(_Args=#args{current_file_name=File},MFA, I, J)->
...
?FULL_TD_TP([rule1(MFA, I, J), ... ],[File])
-.

transform_in_client_files(_Args=#args{current_file_name=File,
search_paths=SearchPaths},
MFA, I, J) ->
?FULL_TD_TP([rule2(MFA, I, J),
rule3(MFA, I, J),
rule4(MFA, I, J),
rule5(MFA, I, J),
rule6(MFA, I, J)],
refac_api:client_files(File, SearchPaths)).

```

Transformations  
defined by  
means of a  
template  
language ...

... rules applied  
in full, top-down  
manner in this  
case.

```
%% transform the function definition itself.
```

```

rule1({M,F,A}, I, J) ->
  ?RULE("f@(Args@@) -> Bs@@;", begin NewArgs@@=swap(Args@@,I,J),
        ?QUOTE("f@(NewArgs@@)->Bs@@;")
        end,
        fun_define_info(f@)== {M,F,A}).

```

```
%% the following rules transform the different kinds of
%% application scenarios of the function.
```

```

rule2({M,F,A}, I, J) ->
  ?RULE("F@(Args@@)", begin NewArgs@@=swap(Args@@, I, J),
        ?QUOTE("F@(NewArgs@@)")
        end,
        fun_define_info(F@) == {M, F, A}).

```

# Demo

## Finding out more

Latest release of Wrangler: 0.9.3

[www.cs.kent.ac.uk/projects/wrangler](http://www.cs.kent.ac.uk/projects/wrangler)

Documentation for

[refac\\_api](#)  
[interface\\_api](#)  
[gen\\_refac](#)

within Wrangler  
documentation.

Examples including

[refac\\_swap\\_args.erl](#)  
[refac\\_specialise.erl](#)  
[refac\\_keysearch\\_to\\_key](#)  
[find.erl](#)

in the [doc](#) directory.

# Other approaches

Use `syntax_tools` or parse transforms?

Gives a nice high-level interface to AST ...  
... but all the analysis is up to you, and  
... no integration with IDE.

```
-module(refac_replace_append).  
  
-behaviour(gen_refac).  
  
-export([input_par_prompts/0, select_focus/1,  
        check_pre_cond/1, selective/0, transform/1]).  
  
input_par_prompts() -> [].  
  
select_focus(_Args) -> {ok, none}.  
  
check_pre_cond(_Args) -> ok.  
  
selective() -> true.  
  
transform(_Args=#args{search_paths=SearchPaths}) ->  
    ?FULL_TD_TP([rule_replace_append()], SearchPaths).  
  
rule_replace_append() ->  
    ?RULE(?T("F@(L1@, L2@)",  
            ?QUOTE("L1@++L2@"),  
            {lists, append, 2}==refac_api:fun_define_info(F@)).
```



# Questions?

[www.cs.kent.ac.uk/projects/wrangler](http://www.cs.kent.ac.uk/projects/wrangler)

