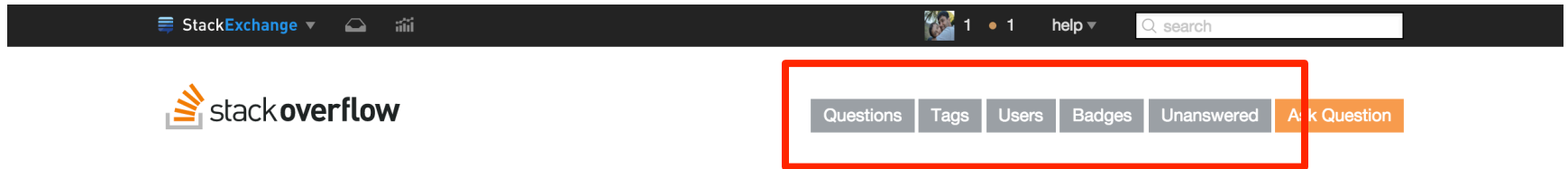


Synthesizing Web Element Locators

Kartik Bajaj, Karthik Pattabiraman, Ali Mesbah
{kbajaj, karthikp, amesbah}@ece.ubc.ca

Running Example



How to Ask

Sample Task

Change the background color of gray menu items when user hovers over any of them.

Try our more [advanced search](#)!

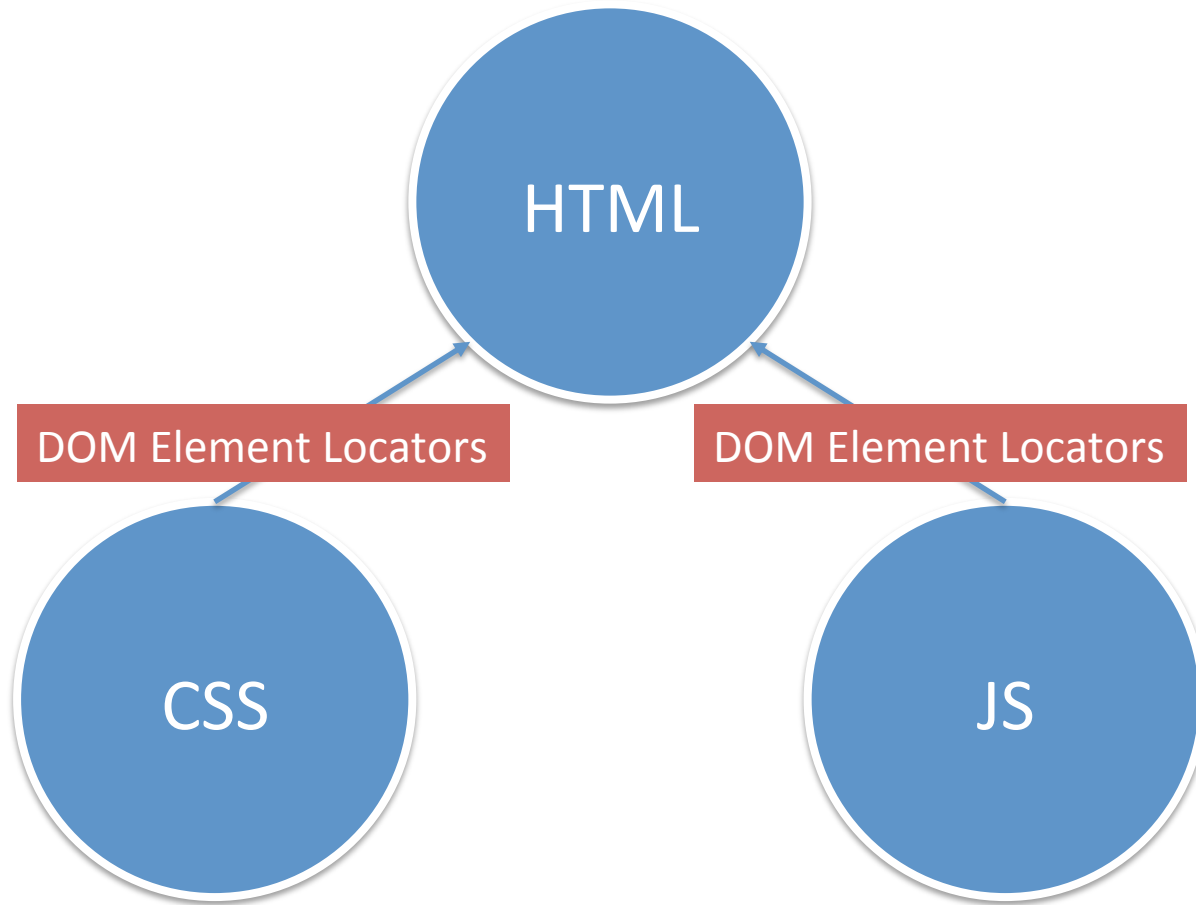
Be on-topic

Our community is defined by a [specific set of topics in the help center](#); please stick to those topics and [avoid asking for opinions or open-ended discussion](#). If your question is about the site itself, ask on our [meta-discussion site](#). If you're looking for a different topic, it might be covered on another [Stack Exchange site](#).

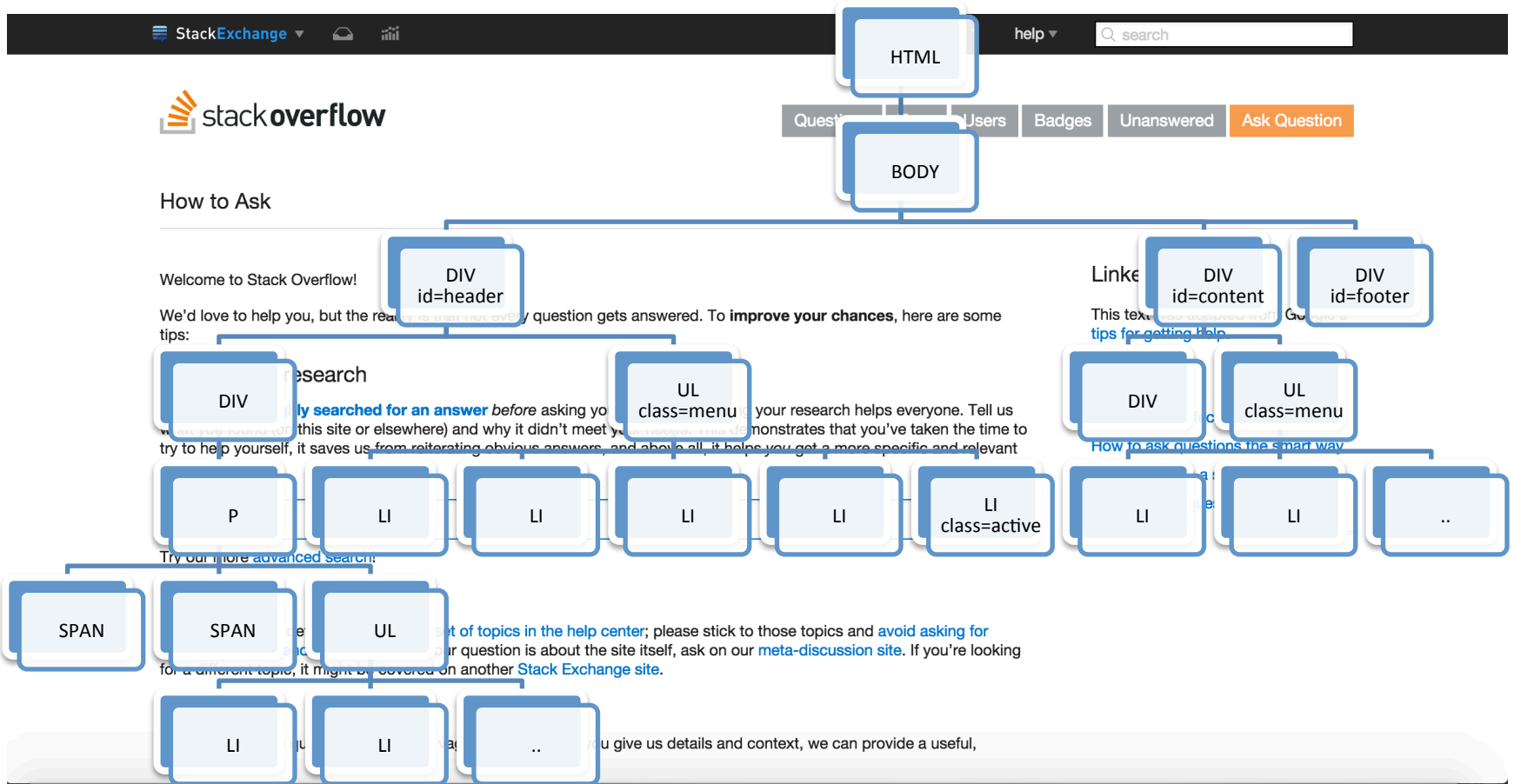
Be specific

If you ask a vague question, you'll get a vague answer. But if you give us details and context, we can provide a useful, relevant answer.

Web Applications

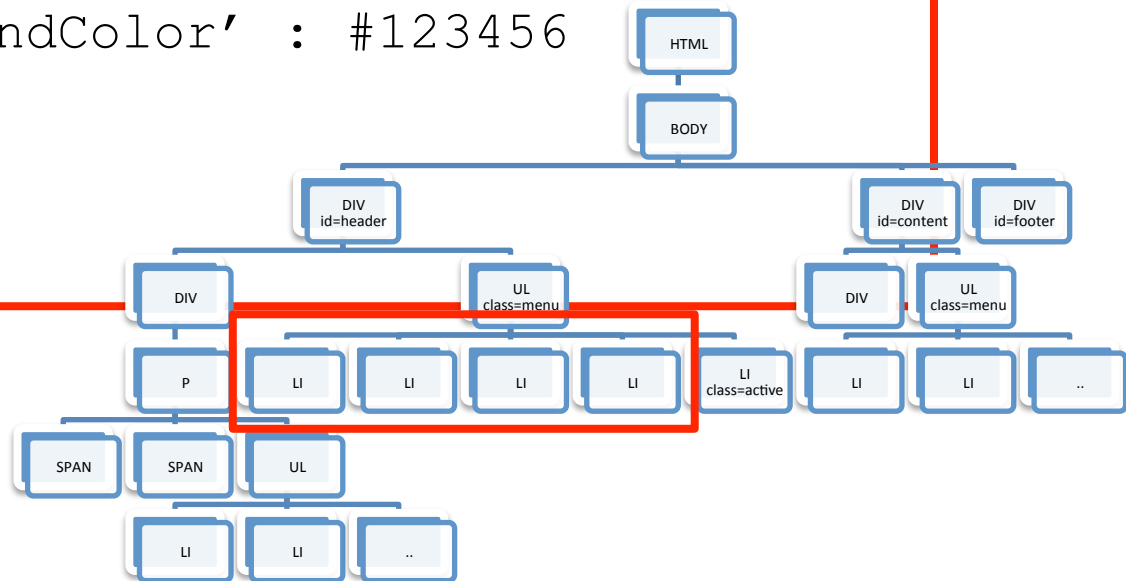


DOM Tree



JavaScript Code

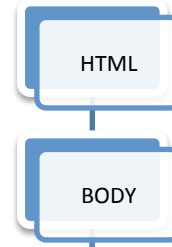
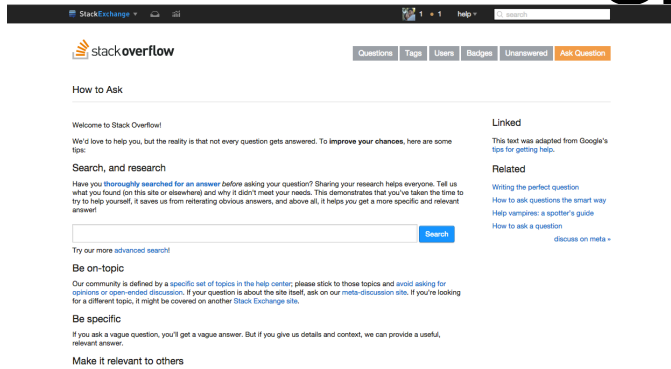
```
1. var elems = $('#header .menu li:not(active)');  
2.  
3. elems.each(function() {  
4.     $(this).hover(function() {  
5.         $(this).css({  
6.             'backgroundColor' : #123456  
7.         });  
8.     });  
9. }
```



Goal

- Assist developers in writing JavaScript code that interacts with the web application.

Challenge – 1

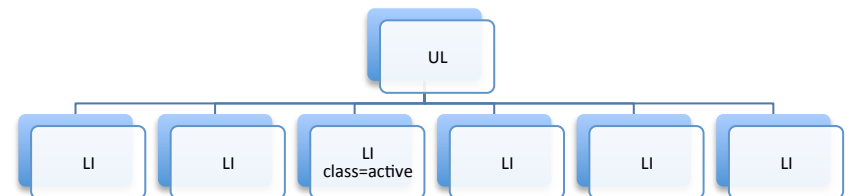
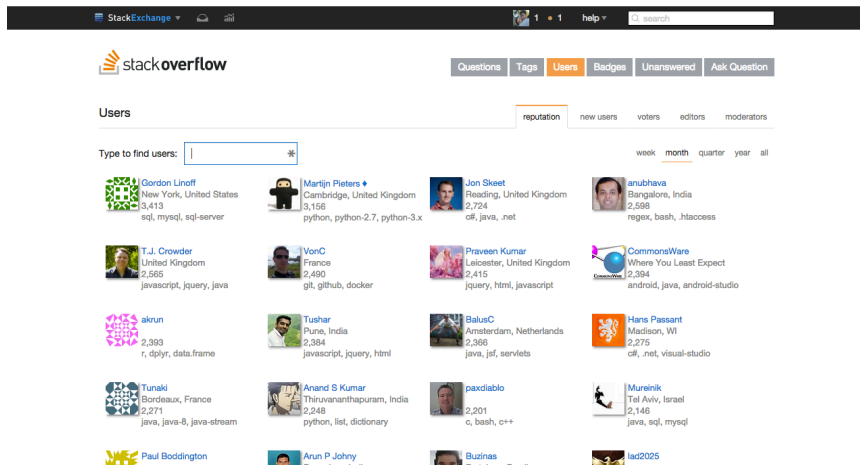


Need to analyze large set of DOM elements

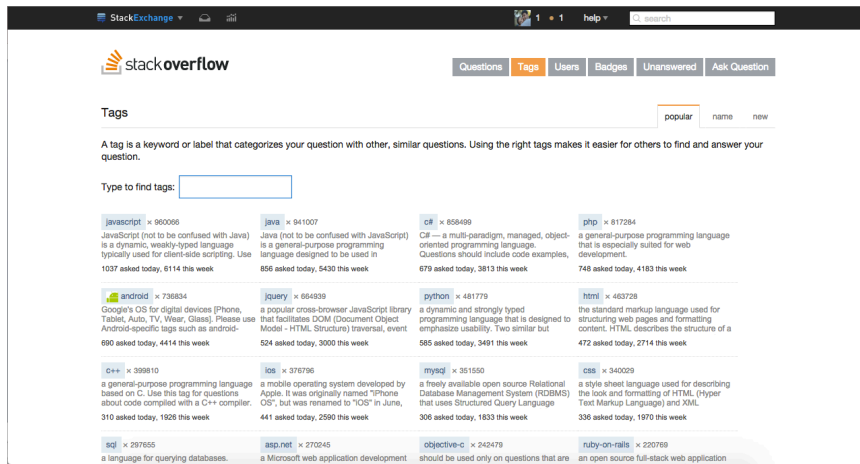


`div#header ul.menu li:not(.active)`

Challenge - 2



Challenge - 2



StackExchange

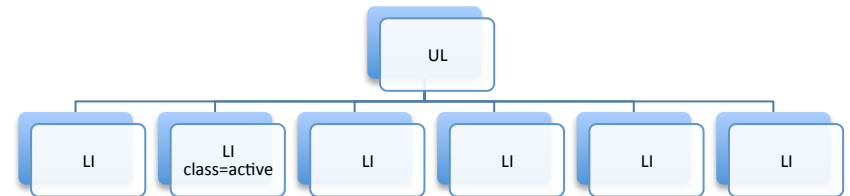
Questions Tag Users Badges Unanswered Ask Question

Tags

A tag is a keyword or label that categorizes your question with other, similar questions. Using the right tags makes it easier for others to find and answer your question.

Type to find tags:

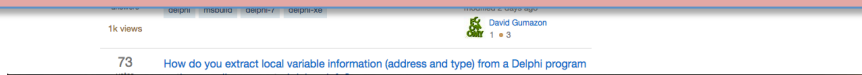
javascript × 960096 JavaScript (not to be confused with Java) is a dynamic, weakly-typed language typically used for client-side scripting. Use 1037 asked today, 6114 this week	java × 941007 Java (not to be confused with JavaScript) is a general-purpose programming language designed to be used in 856 asked today, 5430 this week	C# × 858498 C# — a multi-paradigm, managed, object-oriented programming language. Questions should include code examples. 679 asked today, 3813 this week	php × 817284 a general-purpose programming language that is especially suited for web development. 748 asked today, 4163 this week
android × 736834 Google's OS for digital devices (Phone, Tablet, Auto, TV, Wear, Glass). Please use Android-specific tags such as android- 690 asked today, 4414 this week	jquery × 664939 a popular cross-browser JavaScript library that facilitates DOM (Document Object Model - HTML Structure) traversal, event 524 asked today, 3000 this week	python × 481779 a dynamic and strongly typed programming language that is designed to emphasize usability. Two similar but 585 asked today, 3491 this week	html × 463728 the standard markup language used for structuring web pages and formatting content. HTML describes the structure of a 472 asked today, 2714 this week
C++ × 399910 a general-purpose programming language based on C. Use this tag for questions about code compiled with a C++ compiler. 310 asked today, 1926 this week	ios × 376796 a mobile operating system developed by Apple. It was originally named "iPhone OS", but was renamed to "iOS" in June. 441 asked today, 2590 this week	mysql × 351550 a freely available open source Relational Database Management System (RDBMS) that uses Structured Query Language 306 asked today, 1833 this week	css × 340029 a style sheet language used for describing the look and formatting of HTML (Hyper Text Markup Language) and XML. 336 asked today, 1970 this week
sql × 297655 a language for querying databases.	asp.net × 270245 a Microsoft web application development	objective-c × 242479 should be used only on questions that are	ruby-on-rails × 220769 an open source full-stack web application



Challenge - 2



Need to analyze multiple DOM states to detect patterns.



Problem Statement

- Writing robust DOM elements locators is a challenging and time consuming task.
 - Developers need to detect patterns in order to avoid hard-coding the selectors.
- Significant amount of JavaScript errors are caused by DOM-JS interactions [ESEM'13]
 - 65% of JavaScript faults are DOM related

Prior Work

JavaScript Code

Test Code

None of the prior work addressed the problem of synthesizing DOM element locators for multiple DOM elements.

CSS Code

Duplicate detection
Code Maintenance
[Mesbah, ICSE'12]
[Mazinanian, FSE' 14]

Proposed Solution

- Utilize Program Synthesis techniques to synthesize DOM Element locators
 - Positive and Negative input examples
 - Generate constraints
 - Use existing SAT solvers to solve these constraints
- Prior work
 - String Manipulation [Gulwani et al.]
 - Data Manipulation [J. Landauer et al.]

Approach Overview



Phase 1 – Input DOM Elements

The screenshot shows the Stack Overflow homepage. At the top, there is a navigation bar with links for StackExchange, a search bar, and user profile information. Below this, the main navigation bar includes links for Questions, Tags, Users, Badges, Unanswered, and an Ask Question button. The 'Questions' and 'Users' links are highlighted with green boxes, and the 'Ask Question' button is highlighted with a red box. The main content area is titled 'How to Ask' and contains several sections: 'Welcome to Stack Overflow!', 'Search, and research', 'Be on-topic', 'Be specific', and 'Make it relevant to others'. The 'Be on-topic' section is highlighted with a red box. On the right side, there are sections for 'Linked' and 'Related' content. The 'Related' section is also highlighted with a red box.

StackExchange

Questions Tags Users Badges Unanswered Ask Question

How to Ask

Welcome to Stack Overflow!

We'd love to help you, but the reality is that not every question gets answered. To **improve your chances**, here are some tips:

Search, and research

Have you **thoroughly searched for an answer** before asking your question? Sharing your research helps everyone. Tell us what you found (on this site or elsewhere) and why it didn't meet your needs. This demonstrates that you've taken the time to try to help yourself, it saves us from reiterating obvious answers, and above all, it helps *you* get a more specific and relevant answer!

Try our more [advanced search!](#)

Be on-topic

Our community is defined by a [specific set of topics in the help center](#); please stick to those topics and [avoid asking for opinions or open-ended discussion](#). If your question is about the site itself, ask on our [meta-discussion site](#). If you're looking for a different topic, it might be covered on another [Stack Exchange site](#).

Be specific

If you ask a vague question, you'll get a vague answer. But if you give us details and context, we can provide a useful, relevant answer.

Make it relevant to others

Linked

This text was adapted from Google's [tips for getting help](#).

Related

[Writing the perfect question](#)

[How to ask questions the smart way](#)

[Help vampires: a spotter's guide](#)

[How to ask a question](#)

[discuss on meta »](#)

Phase 1 – Input Constraints

Constraints	Value
Max Length	3
Ignore	body
...	...

Phase 2 – Mathematical Model Generation

Positive Elements

```
body #header .menu ul li
    li
    ul li
    .menu li
    #header li
body .menu li
body div li
#header ul li
#header .menu li
#header .menu li:not(active)
```

Negative Elements

```
li.active
ul li.active
ul li
li
#header li
#content ul li
#content li
#content .menu li
    .menu li
body .menu li
    ul.menu li
        div li
```

Phase 2 – Mathematical Model Generation

Positive Elements

```

body #header .menu ul li
    li
    ul li
    .menu li
    #header li
body .menu li
body div li
    #header ul li
    #header .menu li
#header .menu li:not(active)
  
```

Constraints

Value

Max Length

3

Ignore

body

Negative Elements

```

    li.active
    ul li.active
        ul li
            li
            #header li
            #content ul li
            #content li
            #content .menu li
                .menu li
body .menu li
    ul.menu li
        div li
  
```

Phase 2 – Mathematical Model Generation

Positive Elements

```
li
ul li
.menu li
#header li
#header ul li
#header .menu li
#header .menu li:not(active)
```

Negative Elements

```
li.active
ul li.active
ul li
li
#header li
#content ul li
#content li
#content .menu li
.menu li
ul.menu li
div li
```

Phase 2 – Mathematical Model Generation

Positive Elements (DNF)	Negative Elements (DNF)
$ \begin{aligned} &(\text{li}) \vee (\text{ul li}) \vee (\text{.menu} \\ &\text{li}) \vee (\text{\#header li}) \vee \\ &(\text{\#header ul li}) \vee \\ &(\text{\#header .menu li}) \vee \\ &(\text{\#header .menu} \\ &\text{li}:\text{not}(\text{active})) \end{aligned} $	$ \begin{aligned} &(\text{li.active}) \vee (\text{ul} \\ &\text{li.active}) \vee (\text{ul li}) \vee \\ &(\text{li}) \vee (\text{\#header li}) \vee \\ &(\text{\#content ul li}) \vee \\ &(\text{\#content li}) \vee \\ &(\text{\#content .menu li}) \vee \\ &(\text{.menu li}) \vee (\text{ul.menu li}) \\ &\vee (\text{div li}) \end{aligned} $

Phase 2 – Mathematical Model Generation

Positive Elements (DNF)	Negative Elements (DNF)
$ \begin{aligned} &(\text{li}) \vee (\text{ul li}) \vee (\text{.menu} \\ &\text{li}) \vee (\text{\#header li}) \vee \\ &(\text{\#header ul li}) \vee \\ &(\text{\#header .menu li}) \vee \\ &(\text{\#header .menu} \\ &\text{li}:\text{not}(\text{active})) \end{aligned} $	$ \begin{aligned} &\sim(\text{li.active}) \wedge \sim(\text{ul} \\ &\text{li.active}) \wedge \sim(\text{ul li}) \wedge \\ &\sim(\text{li}) \wedge \sim(\text{\#header li}) \wedge \\ &\sim(\text{\#content ul li}) \wedge \\ &\sim(\text{\#content li}) \wedge \\ &\sim(\text{\#content .menu li}) \wedge \\ &\sim(\text{.menu li}) \wedge \sim(\text{ul.menu} \\ &\text{li}) \wedge \sim(\text{div li}) \end{aligned} $

Phase 2 – Mathematical Model Generation

Conjunctive Normal Form

$$\begin{aligned}
 & ((li) \vee (ul\ li) \vee (.menu\ li) \vee (\#header\ li) \\
 & \vee (\#header\ ul\ li) \vee (\#header\ .menu\ li) \vee \\
 & (\#header\ .menu\ li: not(active))) \wedge \\
 & \sim(li.active) \wedge \sim(ul\ li.active) \wedge \sim(ul\ li) \wedge \\
 & \sim(li) \wedge \sim(\#header\ li) \wedge \sim(\#content\ ul\ li) \wedge \\
 & \sim(\#content\ li) \wedge \sim(\#content\ .menu\ li) \wedge \\
 & \sim(.menu\ li) \wedge \sim(ul.menu\ li) \wedge \sim(div\ li)
 \end{aligned}$$

Phase 3 – Constraint Solving

- `div#header ul.menu li:not(active)`
- `#header .menu li:not(active)`
- `div#header .menu li:not(active)`

Phase 4 - Output

- Rank the synthesized selectors using the following criteria:
 - Universality [QUATIC'10]
 - Abstractness [QUATIC'10]
 - Input Constraints

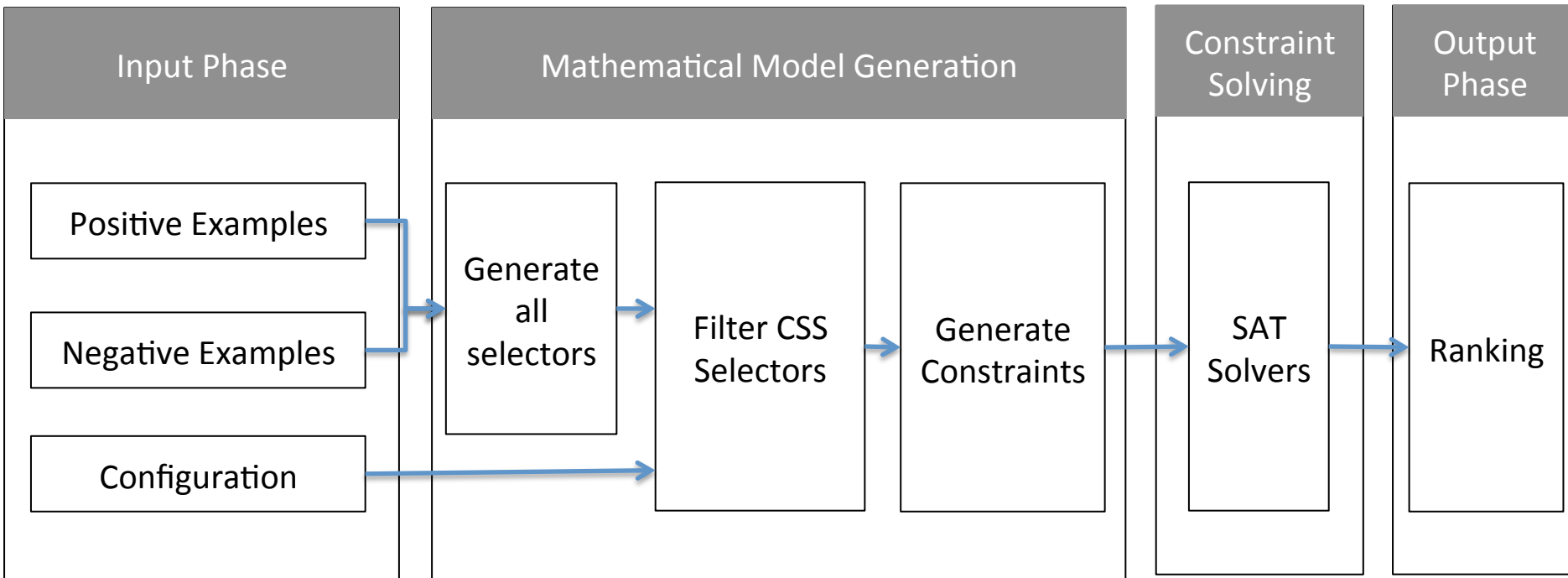
```
div ul.menu li:not(active)
```

$$\text{Universality} = 1 / 3 = 0.33$$
$$\text{Abstractness} = \text{totalDOMElements} * 3 / \text{numElementsInSubtress}$$

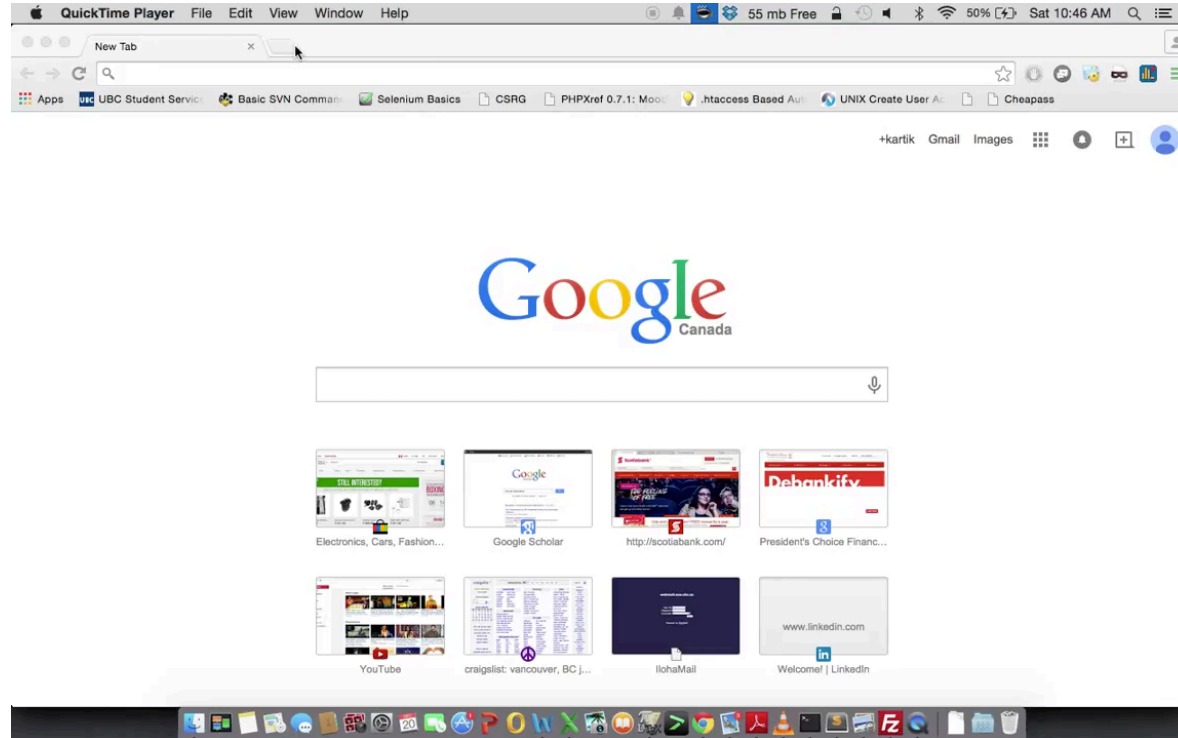
Phase 4 - Output

- `#header .menu li:not(active)`
- `div#header .menu li:not(active)`
- `div#header ul.menu li:not(active)`

Approach Summary



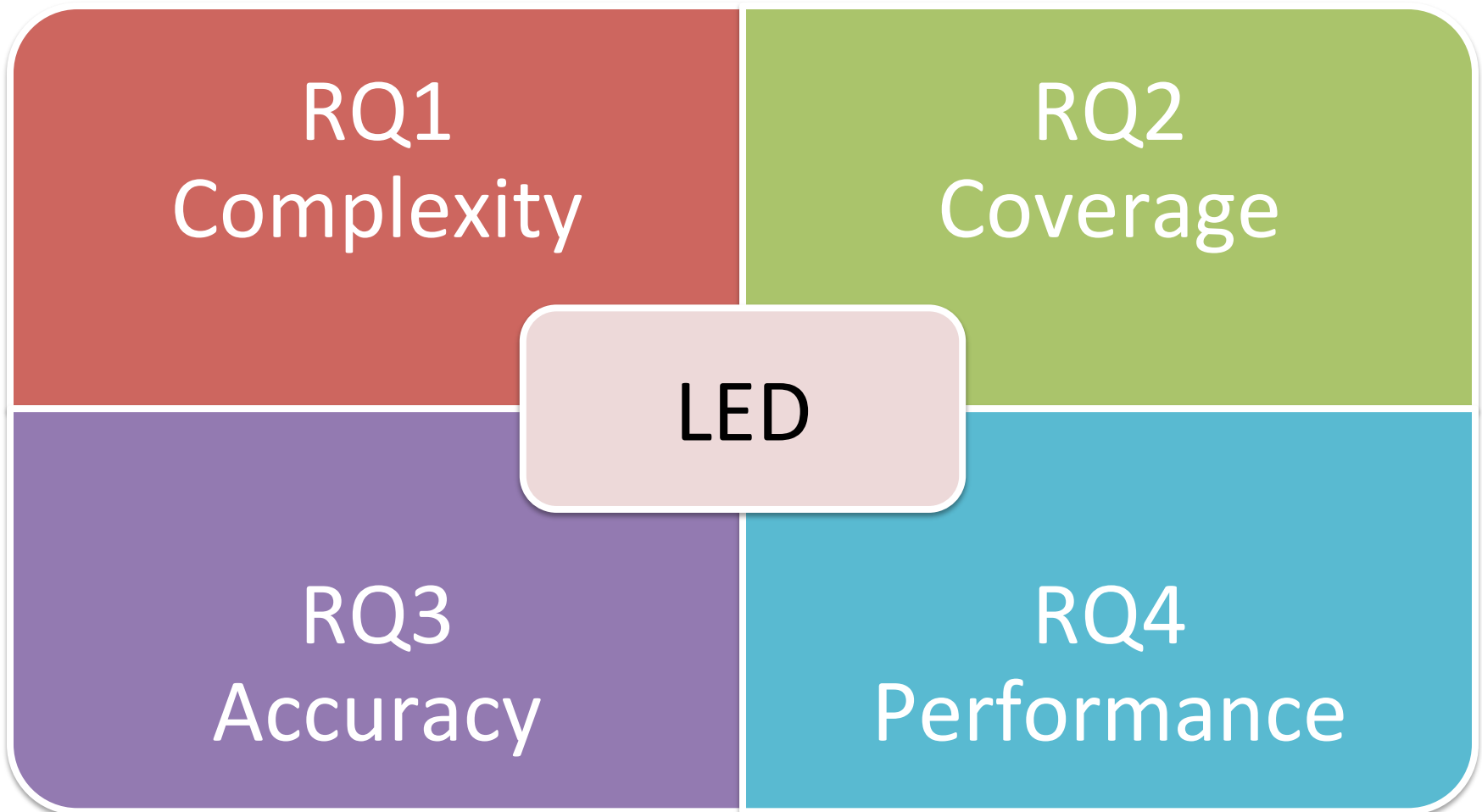
LED: Live Editor for DOM



<https://github.com/saltlab/led>

Tool Demo: Friday 8:30 AM

Evaluation



RQ1 - Complexity

- Intercepted DOM API calls within JavaScript code
- Analyzed the DOM element locators used by developers



RQ1 - Results

No. of selected Elements	Percentage	Length of DOM element locator	Percentage
1	78.17%	1	65.85%
2-5	11.97%	2	21.83%
6-10	1.41%	3	2.46%
11 - 100	8.10%	4	9.51%
> 100	0.35%	>5	0.35%

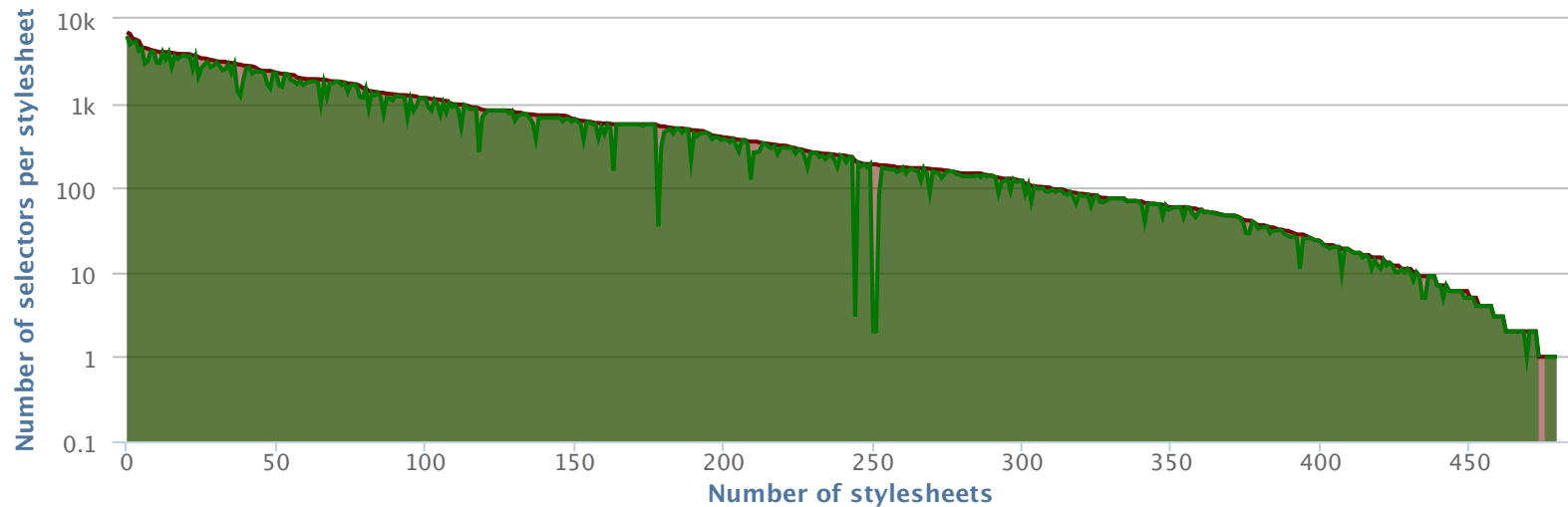
22% select multiple DOM elements

35% are a combination of multiple DOM element locators

RQ2 - Coverage

- Crawled Alexa's top 200 websites
- Analyzed DOM element locators used in Stylesheets

RQ2 - Results



86% supported DOM element locators

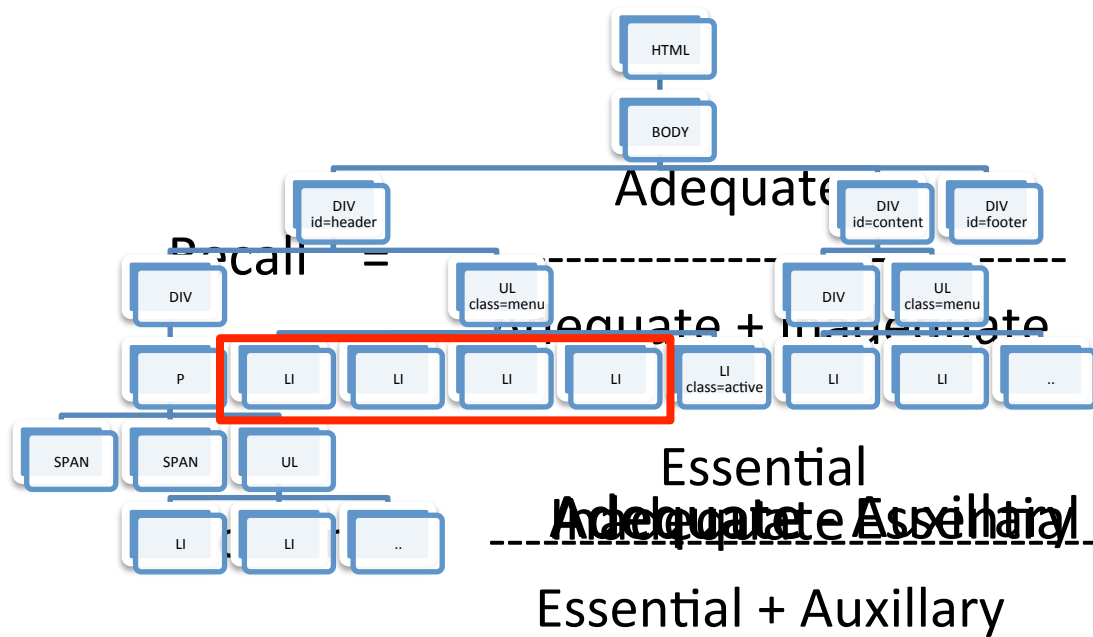
RQ3 - Accuracy

- Intercepted DOM API calls within JavaScript code
- Used the selected DOM elements as positive examples
- Added random negative examples
- Synthesized the CSS selectors
- Compared to the one used by the developer.



RQ3 - Accuracy

Category	Type
Inadequate	
Adequate	Essential
	Auxillary



RQ3 - Results

Trial	No. of +ve examples	No. of -ve examples	Recall	Precision
0	≤ 5	0	98.21%	48.03%
1	> 5	0	100%	47.85%
2	≤ 5	5	98.05%	91.84%
3	> 5	5	100%	92.05%

Recall = 98%
Precision = 92%

RQ4: Performance

Search Scope	Average time per application (seconds)			
	Phormer	Gallery3	Wordpress	Average
Limited	0.05	0.08	0.46	0.20
Local	0.06	0.10	0.48	0.21
Global	0.07	0.11	0.49	0.22

Average time = 0.2 seconds
Max avg. time per application = 0.49 seconds

Contributions

1. Discussed the challenges behind DOM element locator synthesis
2. Utilized program synthesis techniques to synthesize DOM element locators for multiple DOM elements
3. Implementation in an open source tool called LED
4. Empirical evaluation to assess LED

<https://github.com/saltlab/led>

98% Recall and 92% Precision

Max time of 0.49 seconds