

ActionNet: Vision-based Workflow Action Recognition From Programming Screencasts

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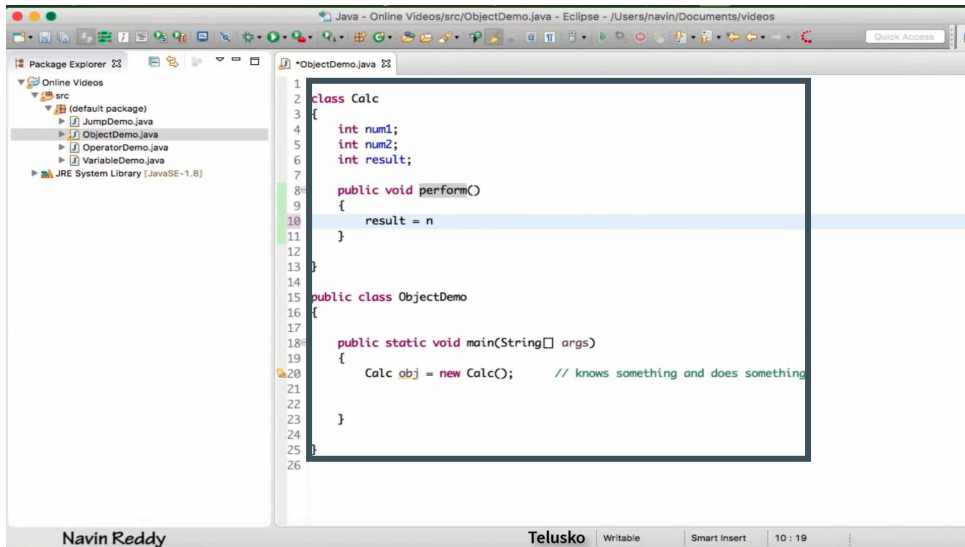
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- Problem Statement
- Approach
- Evaluation
- Results

Motivation

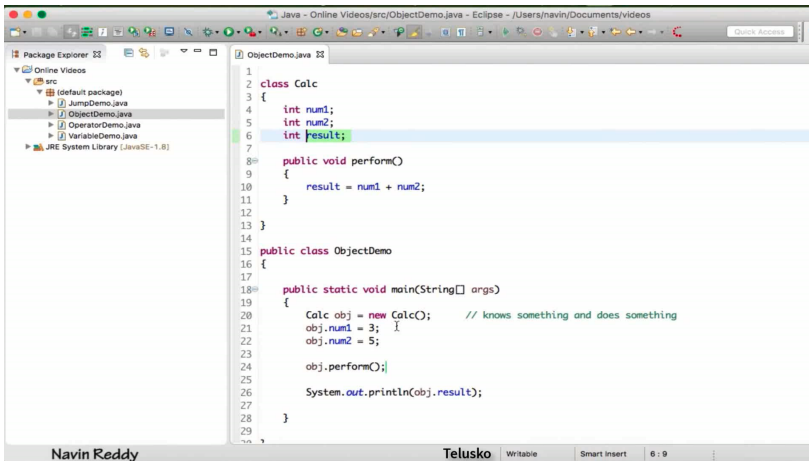


- Feature location
- Debugging
- Program comprehension
- Tool design
- Distributed programming

```
class calc
{
    int num1;
    int num2;
    int result;
```

.....

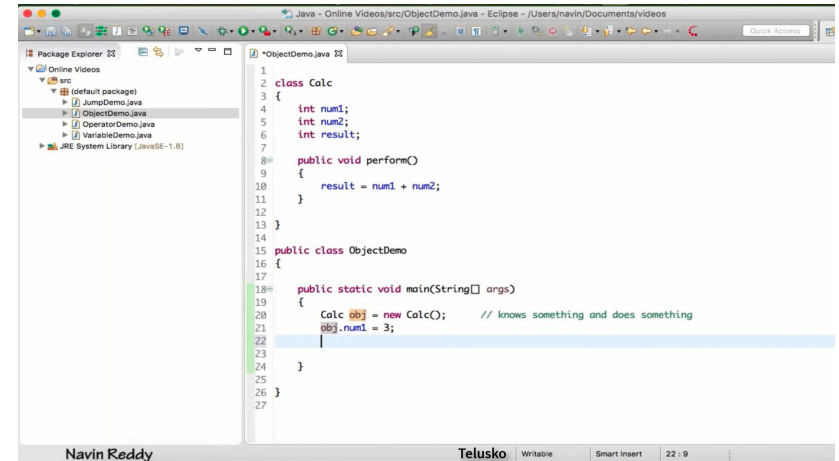
Motivation



The screenshot shows the Eclipse IDE with a Java project named 'Online Videos'. The 'Package Explorer' on the left shows the project structure. The main editor displays the code for 'ObjectDemo.java'. The code defines a 'Calc' class with two integer fields, 'num1' and 'num2', and a 'result' field. It also has a 'perform()' method that calculates the sum of 'num1' and 'num2'. The 'ObjectDemo' class has a 'main' method that creates a 'Calc' object, sets its fields, calls 'perform()', and prints the result. The 'result' field in the 'Calc' class is highlighted with a blue selection bar.

```
1 class Calc
2 {
3     int num1;
4     int num2;
5     int result;
6
7
8     public void perform()
9     {
10         result = num1 + num2;
11     }
12 }
13
14
15 public class ObjectDemo
16 {
17
18     public static void main(String[] args)
19     {
20         Calc obj = new Calc(); // knows something and does something
21         obj.num1 = 3;
22         obj.num2 = 5;
23         obj.perform();
24
25         System.out.println(obj.result);
26
27     }
28 }
29
```

Selecting



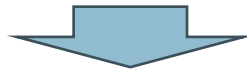
The screenshot shows the Eclipse IDE with the same Java project and code as the previous image. The 'result' field in the 'Calc' class is highlighted with a blue selection bar. A small popup window is visible over the code, displaying the text 'ObjectDemo.java'.

```
1 class Calc
2 {
3     int num1;
4     int num2;
5     int result;
6
7
8     public void perform()
9     {
10         result = num1 + num2;
11     }
12 }
13
14
15 public class ObjectDemo
16 {
17
18     public static void main(String[] args)
19     {
20         Calc obj = new Calc(); // knows something and does something
21         obj.num1 = 3;
22
23     }
24 }
25
26
27
```

Popup window

Problem Statement

```
1 import javax.swing.*;
2
3 public class ImageTutorial extends JFrame {
4     private ImageIcon image1;
5     private JLabel label1;
6     private ImageIcon image2;
7     private JLabel label2;
8
9     ImageTutorial() {
10         setLayout(new FlowLayout());
11
12         image1 = new ImageIcon(getClass().getResource("plane.jpg"));
13
14         label1 = new JLabel(image1);
15         add(label1);
16
17         image2 = new ImageIcon(getClass().getResource("Earth.jpg"));
18
19         label2 = new JLabel(image2);
20         add(label2);
21     }
22 }
23
24
```



f_x

```
1 import javax.swing.*;
2
3 public class ImageTutorial extends JFrame {
4     private ImageIcon image1;
5     private JLabel label1;
6     private ImageIcon image2;
7     private JLabel label2;
8
9     ImageTutorial() {
10         setLayout(new FlowLayout());
11
12         image1 = new ImageIcon(getClass().getResource("plane.jpg"));
13
14         label1 = new JLabel(image1);
15         add(label1);
16
17         image2 = new ImageIcon(getClass().getResource("Earth.jpg"));
18
19         label2 = new JLabel(image2);
20         add(label2);
21     }
22 }
23
24
```

f_{x+1}

```
1 import javax.swing.*;
2
3 public class ImageTutorial extends JFrame {
4     private ImageIcon image1;
5     private JLabel label1;
6     private ImageIcon image2;
7     private JLabel label2;
8
9     ImageTutorial() {
10         setLayout(new FlowLayout());
11
12         image1 = new ImageIcon(getClass().getResource("plane.jpg"));
13
14         label1 = new JLabel(image1);
15         add(label1);
16
17         image2 = new ImageIcon(getClass().getResource("Earth.jpg"));
18
19         label2 = new JLabel(image2);
20         add(label2);
21     }
22 }
23
24
```

f_y

```
1 import javax.swing.*;
2
3 public class ImageTutorial extends JFrame {
4     private ImageIcon image1;
5     private JLabel label1;
6     private ImageIcon image2;
7     private JLabel label2;
8
9     ImageTutorial() {
10         setLayout(new FlowLayout());
11
12         image1 = new ImageIcon(getClass().getResource("plane.jpg"));
13
14         label1 = new JLabel(image1);
15         add(label1);
16
17         image2 = new ImageIcon(getClass().getResource("Earth.jpg"));
18
19         label2 = new JLabel(image2);
20         add(label2);
21     }
22 }
23
24
```

f_{y+1}

```
1 import javax.swing.*;
2
3 public class ImageTutorial extends JFrame {
4     private ImageIcon image1;
5     private JLabel label1;
6     private ImageIcon image2;
7     private JLabel label2;
8
9     ImageTutorial() {
10         setLayout(new FlowLayout());
11
12         image1 = new ImageIcon(getClass().getResource("plane.jpg"));
13
14         label1 = new JLabel(image1);
15         add(label1);
16
17         image2 = new ImageIcon(getClass().getResource("Earth.jpg"));
18
19         label2 = new JLabel(image2);
20         add(label2);
21     }
22 }
23
24
```

f_z

```
1 import javax.swing.*;
2
3 public class ImageTutorial extends JFrame {
4     private ImageIcon image1;
5     private JLabel label1;
6     private ImageIcon image2;
7     private JLabel label2;
8
9     ImageTutorial() {
10         setLayout(new FlowLayout());
11
12         image1 = new ImageIcon(getClass().getResource("plane.jpg"));
13
14         label1 = new JLabel(image1);
15         add(label1);
16
17         image2 = new ImageIcon(getClass().getResource("Earth.jpg"));
18
19         label2 = new JLabel(image2);
20         add(label2);
21     }
22 }
23
24
```

f_{z+1}

```
1 import javax.swing.*;
2
3 public class ImageTutorial extends JFrame {
4     private ImageIcon image1;
5     private JLabel label1;
6     private ImageIcon image2;
7     private JLabel label2;
8
9     ImageTutorial() {
10         setLayout(new FlowLayout());
11
12         image1 = new ImageIcon(getClass().getResource("plane.jpg"));
13
14         label1 = new JLabel(image1);
15         add(label1);
16
17         image2 = new ImageIcon(getClass().getResource("Earth.jpg"));
18
19         label2 = new JLabel(image2);
20         add(label2);
21     }
22 }
23
24
```

ActionNet

Trigger popups (C6)

Select text (C8)

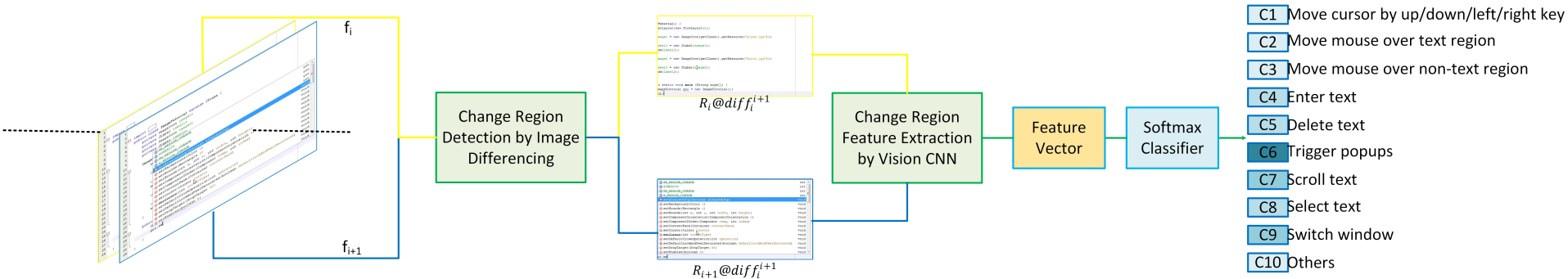
Scroll text (C7)

Problem Statement

THE CATEGORY OF ACTIONS TO BE RECOGNIZED IN THIS WORK

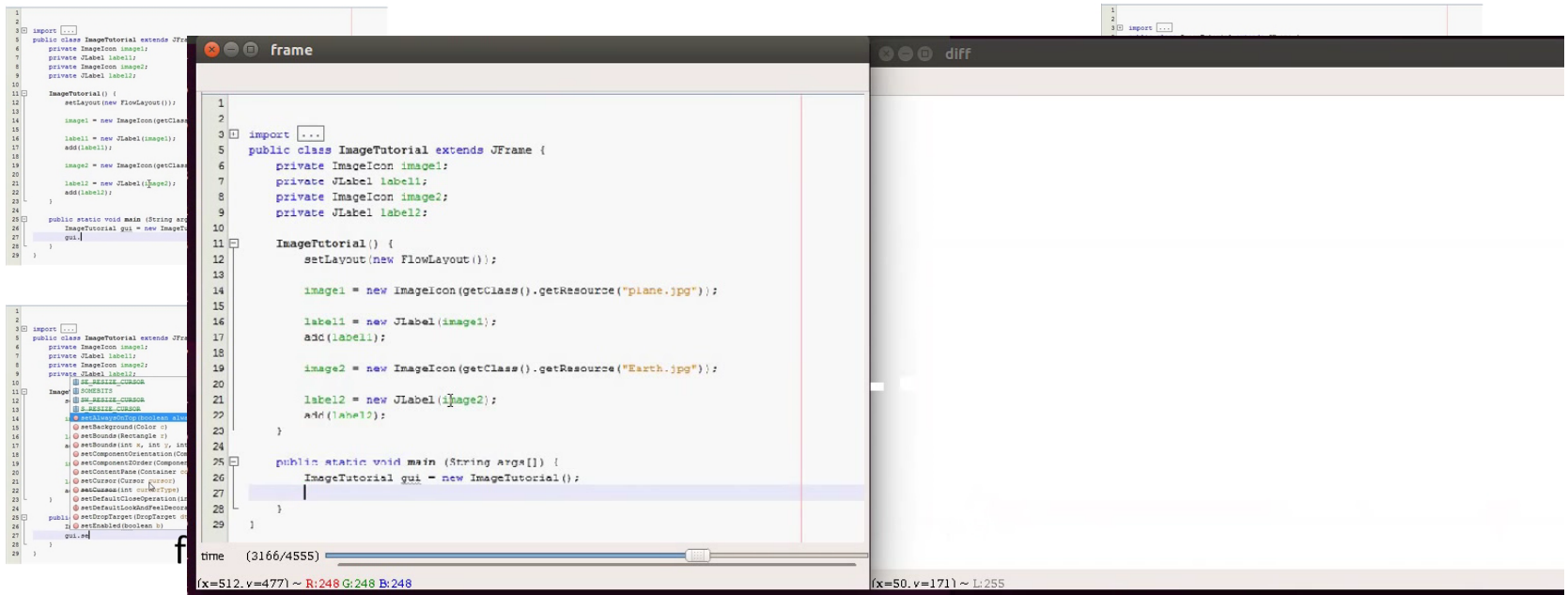
General Category	ID	Description
Control cursor/mouse	C1	Move cursor by keyboard
	C2	Move mouse over text region
	C3	Move mouse over non-text region
Edit content	C4	Enter text (e.g., char, word, paragraph)
	C5	Delete text (e.g., char, word, paragraph)
Interact with app	C6	Trigger popups (e.g., menu, tooltip)
	C7	Scroll text (e.g., code, console output)
	C8	Select text (e.g, code, console output)
	C9	Switch window (within or across app)
	C10	Others (e.g., resize window, click button)

Approach



An Overview of the Main Steps of Our ActionNet

Approach



```

1
2
3 import java.awt.*;
4 public class ImageTutorial extends JFrame {
5     private ImageIcon image1;
6     private JLabel label1;
7     private ImageIcon image2;
8     private JLabel label2;
9
10    ImageTutorial() {
11        setLayout(new FlowLayout());
12
13        image1 = new ImageIcon(getClass().getResource("plane.jpg"));
14        label1 = new JLabel(image1);
15        add(label1);
16
17        image2 = new ImageIcon(getClass().getResource("Earth.jpg"));
18        label2 = new JLabel(image2);
19        add(label2);
20    }
21
22    public static void main (String args[]) {
23        ImageTutorial gui = new ImageTutorial();
24        gui.setVisible(true);
25    }
26 }

```

```

1
2
3 import java.awt.*;
4 public class ImageTutorial extends JFrame {
5     private ImageIcon image1;
6     private JLabel label1;
7     private ImageIcon image2;
8     private JLabel label2;
9
10    ImageTutorial() {
11        setLayout(new FlowLayout());
12
13        image1 = new ImageIcon(getClass().getResource("plane.jpg"));
14        label1 = new JLabel(image1);
15        add(label1);
16
17        image2 = new ImageIcon(getClass().getResource("Earth.jpg"));
18        label2 = new JLabel(image2);
19        add(label2);
20    }
21
22    public static void main (String args[]) {
23        ImageTutorial gui = new ImageTutorial();
24        gui.setVisible(true);
25    }
26 }

```

Steps to Detect Changes Regions in Between f_i and f_{i+1}

Approach

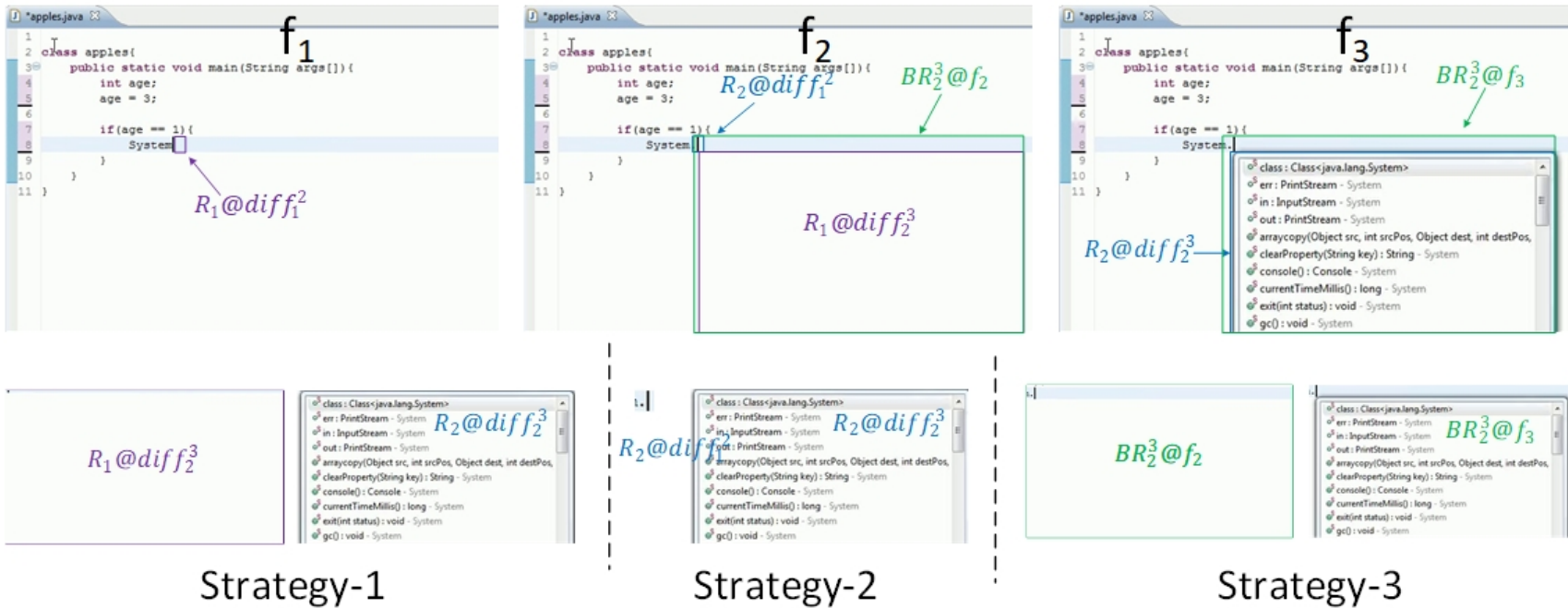
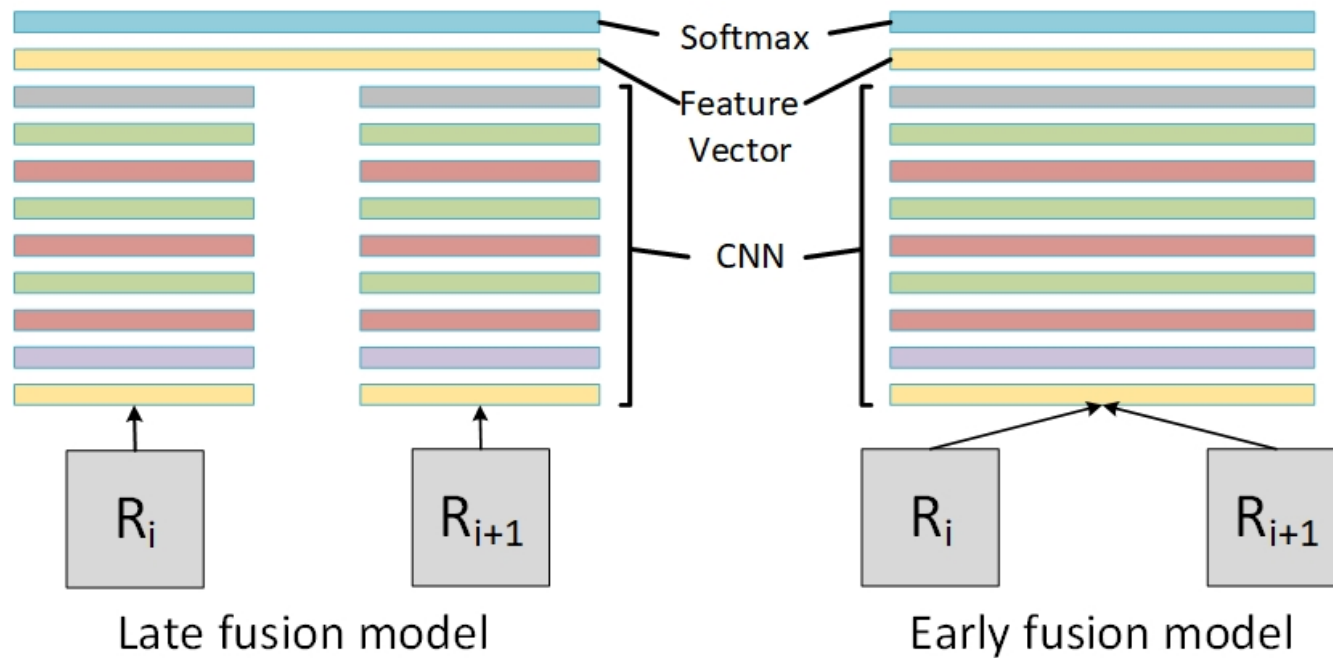


Illustration of Three Strategies for Input Change Regions

Approach



Early Fusion versus Late Fusion Architecture

Evaluation

THE DATASET OF PROGRAMMING SCREENCASTS CRAWLED FROM YOUTUBE

Python						Java					
PL ID	PL Name	Tools	Video ID	Video Topic	Dur(s)	PL ID	PL Name	Tools	Video ID	Video Topic	Dur(s)
P1	Python Programming Tutorials	Interactive Shell	V1	bitwise operation	420	P6	Java Tutorial for Beginners	Eclipse	V1	variables	597
			V2	variables	259				V2	input	730
			V3	lists	450				V3	switch case	577
			V4	dictionaries	382				V4	while	408
			V5	arithmetic	323				V5	string	534
P2	Python 3.4 Programming Tutorials	Interactive Shell & PyCharm	V1	numbers	329	P7	Java (Beginner) Programming Tutorials	Eclipse	V1	variables	445
			V2	string	505				V2	input	331
			V3	lists	465				V3	if	362
			V4	if else	552				V4	switch	407
			V5	for	429				V5	classes	394
P3	Python Programming Tutorials	Interactive Shell	V1	numbers	340	P8	Java (Intermediate) Tutorials	Eclipse	V1	array	360
			V2	variables	385				V2	stack	342
			V3	strings	383				V3	queue	337
			V4	dictionaries	373				V4	hashset	287
			V5	for & while	337				V5	return	365
P4	Python Programming Tutorials	PyCharm	V1	while	399	P9	Java GUI Tutorials	NetBeans	V1	image	465
			V2	functions	394				V2	event	496
			V3	dictionaries	778				V3	numbers	445
			V4	bitwise operation	588				V4	beeper	527
			V5	if else	378				V5	grid layout	295
P5	Python Tutorial for Beginners	Interactive Shell	V1	numbers	542	P10	Java Tutorial for Beginners 2018	Eclipse	V1	variables	516
			V2	variables	608				V2	if else	418
			V3	models functions	641				V3	while	486
			V4	string	756				V4	arithmetic	545
			V5	lists	756				V5	class	559

Evaluation

STATISTICS OF DEVELOPER ACTIONS BY MANUAL LABELING

Action Class	Python	Java	All
Move cursor by keyboard (C1)	10281	9714	19995
Move mouse over text region(C2)	11589	12321	23910
Move mouse over non-text region (C3)	4098	3723	7821
Enter text (C4)	3642	3264	6906
Delete text (C5)	1890	1671	3561
Trigger popups (C6)	1059	3831	4890
Scroll text (C7)	990	1122	2112
Select text (C8)	1539	1488	3027
Switch window (C9)	558	945	1503
Total	35646	38079	73725

Evaluation

PERFORMANCE OF THREE INPUT STRATEGIES WITH EARLY FUSION ARCHITECTURE

Action Class	Strategy-1			Strategy-2			Strategy-3		
	Precision	Recall	F1-score	Precision	Recall	F1-score	Precision	Recall	F1-score
Move cursor by keyboard (C1)	0.65	0.78	0.71	0.68	0.73	0.70	0.88	0.86	0.87
Move mouse over text region(C2)	0.79	0.59	0.67	0.81	0.63	0.71	0.84	0.84	0.84
Move mouse over non-text region (C3)	0.31	0.63	0.41	0.33	0.70	0.45	0.71	0.78	0.74
Enter text (C4)	0.73	0.42	0.53	0.54	0.50	0.52	0.77	0.86	0.81
Delete text (C5)	0.45	0.24	0.31	0.41	0.33	0.36	0.67	0.71	0.69
Trigger popups (C6)	0.43	0.31	0.36	0.50	0.50	0.50	0.71	0.54	0.61
Scroll text (C7)	0.18	0.24	0.20	0.40	0.18	0.25	0.66	0.40	0.50
Select text (C8)	0.55	0.38	0.45	0.49	0.30	0.37	0.77	0.50	0.60
Switch window (C9)	0.17	0.61	0.26	0.41	0.27	0.32	0.53	0.61	0.56
Others (C10)	0.34	0.51	0.41	0.53	0.47	0.50	0.69	0.66	0.67
Average	0.39	0.52	0.44	0.54	0.49	0.51	0.71	0.68	0.70
Accuracy	0.59			0.63			0.81		

PERFORMANCE OF THREE INPUT STRATEGIES WITH LATE FUSION ARCHITECTURE

Action Class	Strategy-1			Strategy-2			Strategy-3		
	Precision	Recall	F1-score	Precision	Recall	F1-score	Precision	Recall	F1-score
Move cursor by keyboard (C1)	0.67	0.71	0.69	0.71	0.72	0.71	0.85	0.83	0.84
Move mouse over text region(C2)	0.74	0.60	0.66	0.72	0.61	0.66	0.87	0.85	0.86
Move mouse over non-text region (C3)	0.49	0.52	0.50	0.46	0.45	0.45	0.81	0.83	0.82
Enter text (C4)	0.49	0.40	0.44	0.53	0.51	0.52	0.81	0.84	0.82
Delete text (C5)	0.66	0.61	0.63	0.61	0.54	0.57	0.65	0.78	0.71
Trigger popups (C6)	0.50	0.46	0.48	0.57	0.38	0.45	0.75	0.83	0.79
Scroll text (C7)	0.45	0.40	0.42	0.47	0.41	0.44	0.75	0.61	0.67
Select text (C8)	0.65	0.47	0.54	0.65	0.46	0.54	0.67	0.80	0.78
Switch window (C9)	0.50	0.38	0.43	0.52	0.38	0.44	0.67	0.69	0.68
Others (C10)	0.41	0.63	0.49	0.43	0.58	0.49	0.74	0.68	0.70
Average	0.45	0.62	0.52	0.47	0.58	0.51	0.75	0.70	0.73
Accuracy	0.60			0.62			0.82		

Evaluation

INTRA PLAYLIST RESULTS

Playlist ID	Precision	Recall	F1-score	Accuracy
P1	0.88	0.90	0.89	0.88
P2	0.90	0.87	0.88	0.89
P3	0.88	0.90	0.89	0.90
P4	0.90	0.88	0.89	0.89
P5	0.90	0.85	0.87	0.87
P6	0.87	0.85	0.86	0.87
P7	0.85	0.83	0.84	0.86
P8	0.90	0.90	0.90	0.90
P9	0.86	0.90	0.88	0.89
P10	0.90	0.87	0.88	0.90
mean±stddev	0.89±0.018	0.88±0.024	0.88±0.016	0.88±0.013

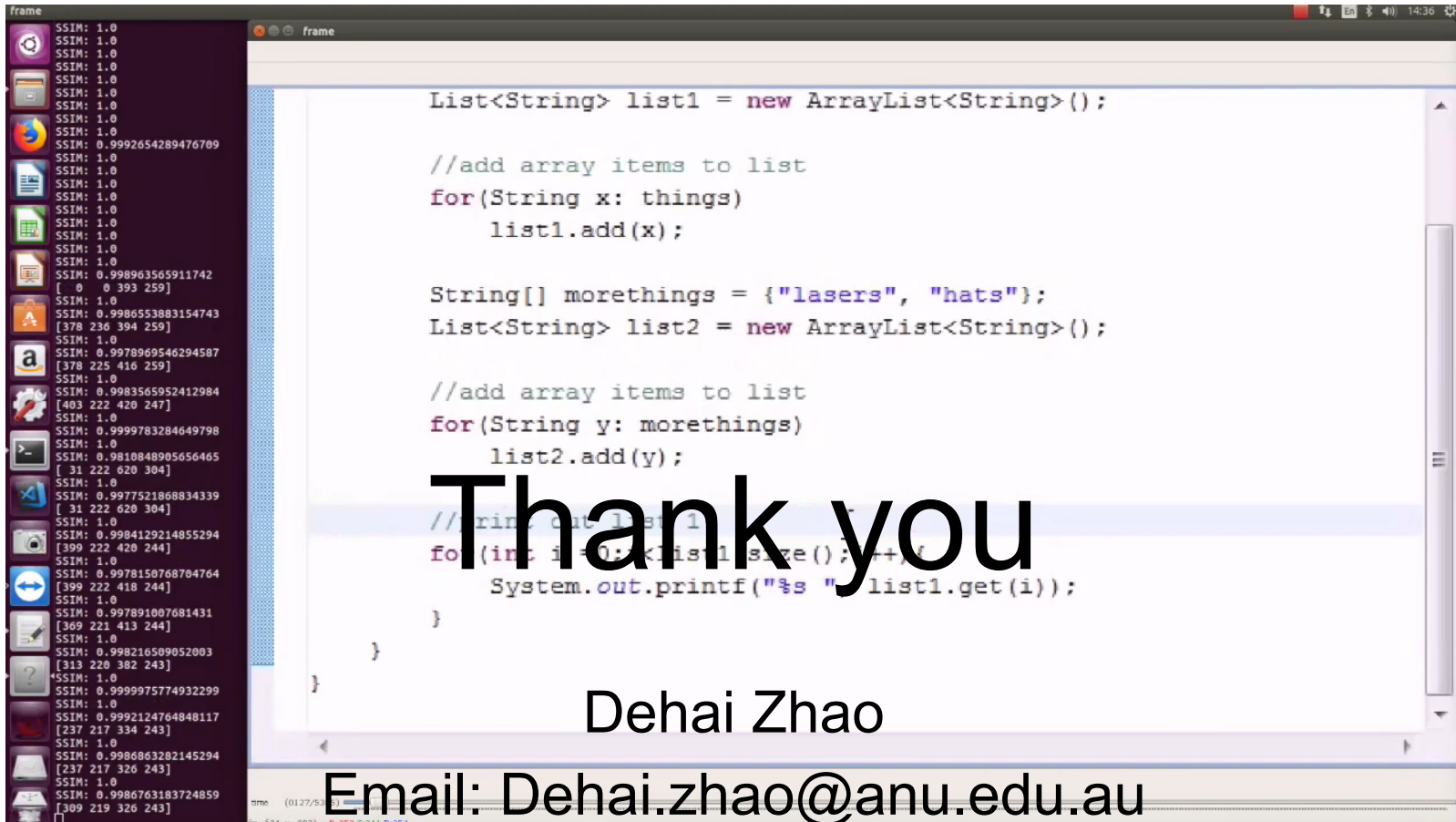
INTER PLAYLIST RESULTS

Playlist ID	Precision	Recall	F1-score	Accuracy
P1	0.71	0.73	0.72	0.73
P2	0.83	0.81	0.82	0.83
P3	0.85	0.81	0.83	0.85
P4	0.86	0.83	0.84	0.85
P5	0.85	0.86	0.85	0.85
P6	0.87	0.84	0.85	0.86
P7	0.81	0.85	0.83	0.84
P8	0.83	0.79	0.81	0.83
P9	0.66	0.50	0.57	0.67
P10	0.83	0.85	0.84	0.84
mean±stddev	0.80±0.065	0.79±0.102	0.79±0.084	0.82±0.059

INTER PROGRAMMING LANGUAGE RESULTS

Action	Python→Java			Java→Python		
	Precision	Recall	F1	Precision	Recall	F1
C1	0.88	0.90	0.89	0.86	0.84	0.85
C2	0.78	0.85	0.81	0.85	0.81	0.83
C3	0.62	0.70	0.66	0.58	0.80	0.67
C4	0.68	0.89	0.77	0.77	0.70	0.73
C5	0.48	0.73	0.58	0.56	0.50	0.53
C6	0.80	0.51	0.62	0.67	0.73	0.70
C7	0.43	0.52	0.47	0.31	0.62	0.41
C8	0.88	0.58	0.70	0.54	0.60	0.57
C9	0.52	0.44	0.47	0.46	0.55	0.50
C10	0.68	0.46	0.54	0.58	0.78	0.67
Average	0.69	0.52	0.59	0.61	0.78	0.68
Accuracy	0.74			0.78		

Results



The screenshot shows a Java IDE with a code editor and a console window. The code editor contains the following Java code:

```
List<String> list1 = new ArrayList<String>();

//add array items to list
for(String x: things)
    list1.add(x);

String[] morethings = {"lasers", "hats"};
List<String> list2 = new ArrayList<String>();

//add array items to list
for(String y: morethings)
    list2.add(y);

//print out list1
for (int i=0; i<list1.size(); i++) {
    System.out.printf("%s ", list1.get(i));
}

}
```

The console window on the left displays the output of the program, showing a series of SSIM values and coordinates. The text "Thank you" is overlaid on the code editor, and the text "Dehai Zhao" and "Email: Dehai.zhao@anu.edu.au" are overlaid on the console window.