

Information retrieval and Pattern Matching leveraging LLMs

Aless HOSRY, Nicolas HLAD, Benoit VERHAEGHE

Who are we?



Aless Hosry



Research Engineer at Berger-Levrault



Lyon, France, 2025 – Present



R&D in software analysis



Nicolas HLAD



Research Engineer at Berger-Levrault



Toulouse, France, 2022– Present



R&D in software analysis



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Scientific project manager at Berger-Levrault



Lyon, France, 2021 – Present



R&D in software analysis, team supervision

Introduction

- Software engineering, especially software maintenance, **require investigating and mastering the codebase**.
 - To retrieve domain specific information, implementation conception, architectural decision and dependencies.
 - Developers relies on Tests, debug feature (breakpoints and logs) and searching the codebase with regex
 - Recently **Large Language Model (LLM) combined with code indexing**, offer **Information Retrival** tool for developers
- We use **Model Driven Engineering (MDE) to build codebase models**
 - Structural and architectural analyses
 - Within Moose, **Models can be queried, visualized** and **explored** to better understand the system.

Our contributions

This paper explore **two ways LLM and MDE can be combined to enhance developers' experiences**.

- To provide more accurate and context-aware responses
- To enhance the querying and retrieval capabilities of MDE tools

LLM
x
Moose/FAMIX

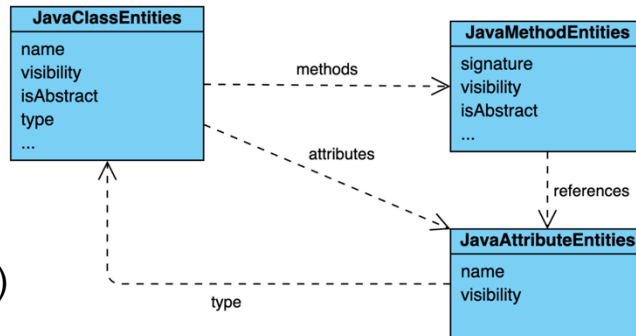
LLM
x
MoTion

GraphRamp in Moose

Early Work & Results

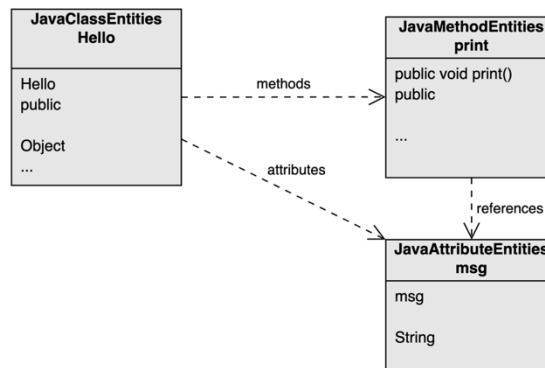
Model Driven Engineering

Metamodel (M2)



FAMIX Java

Model (M1)



FAMIX Java instance

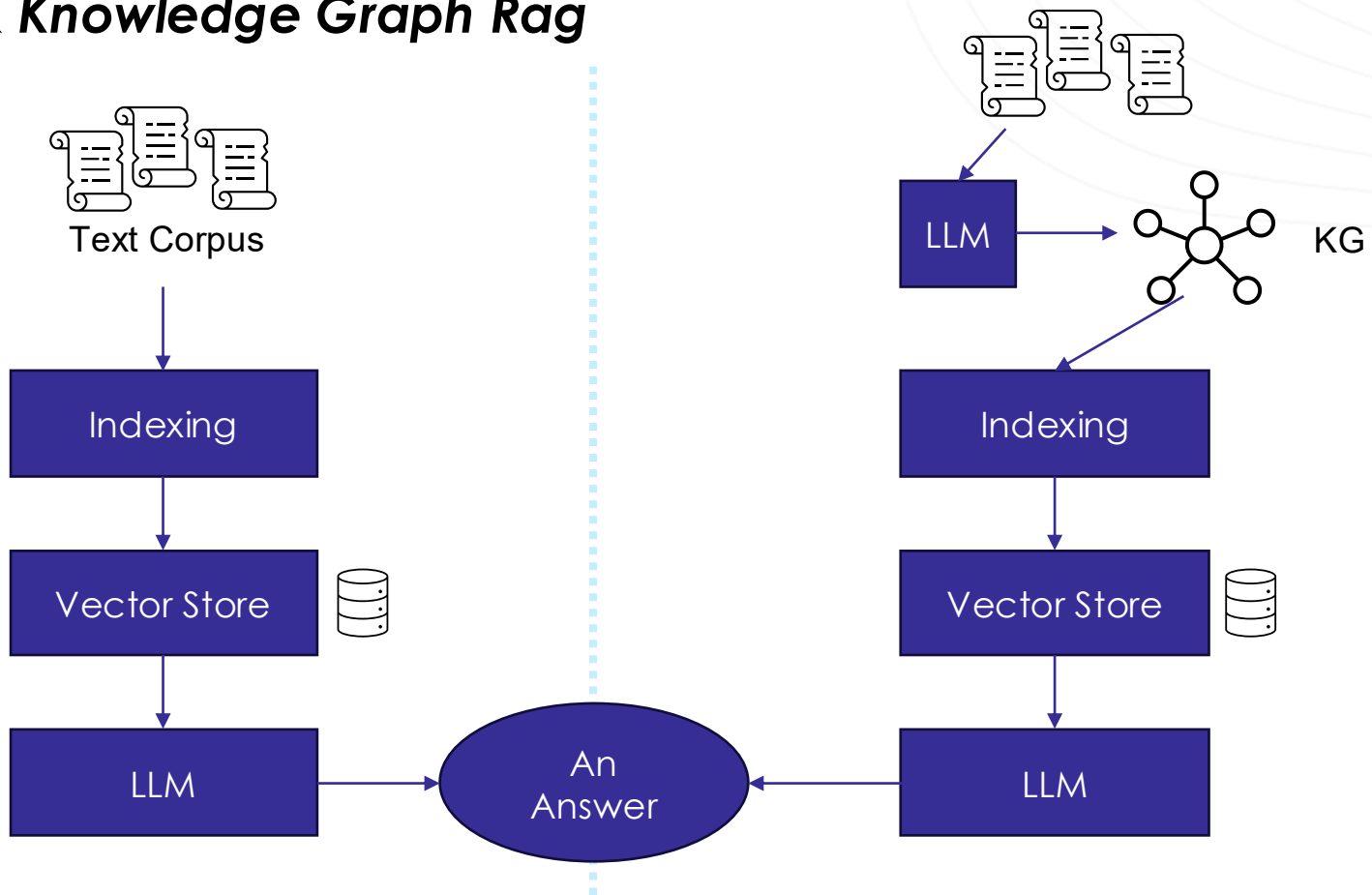
Object (M0)

```

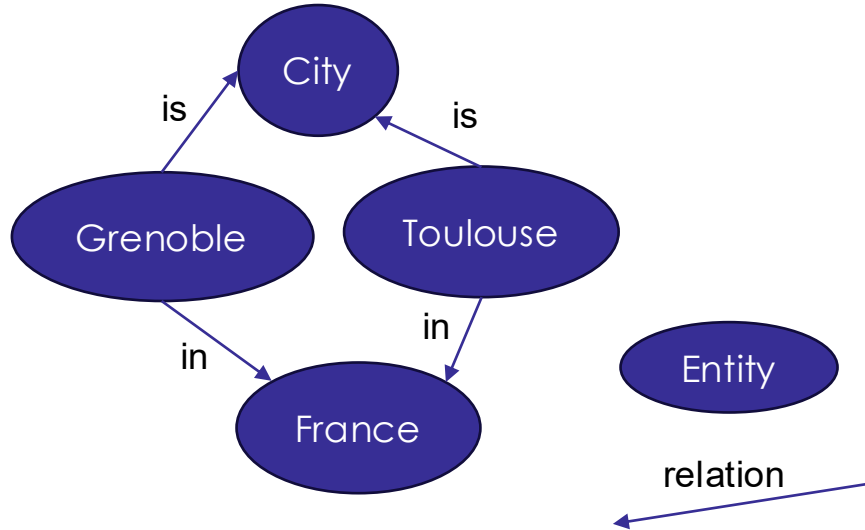
1 public class Hello {
2     String msg = "hello";
3     public void print(){
4         system.out.print(msg);
5     }
6 }
    
```

Java code

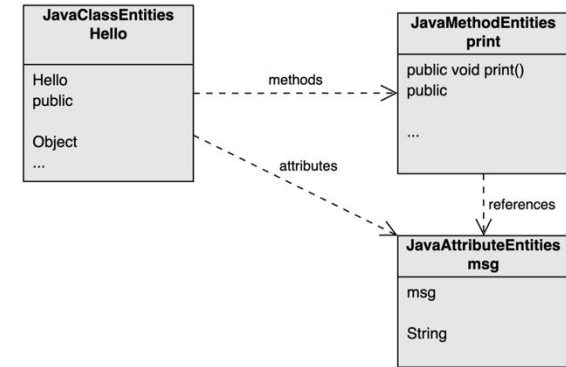
RAG & Knowledge Graph Rag



Knowledge Graphs (KG)



Example of a Knowledge Graph



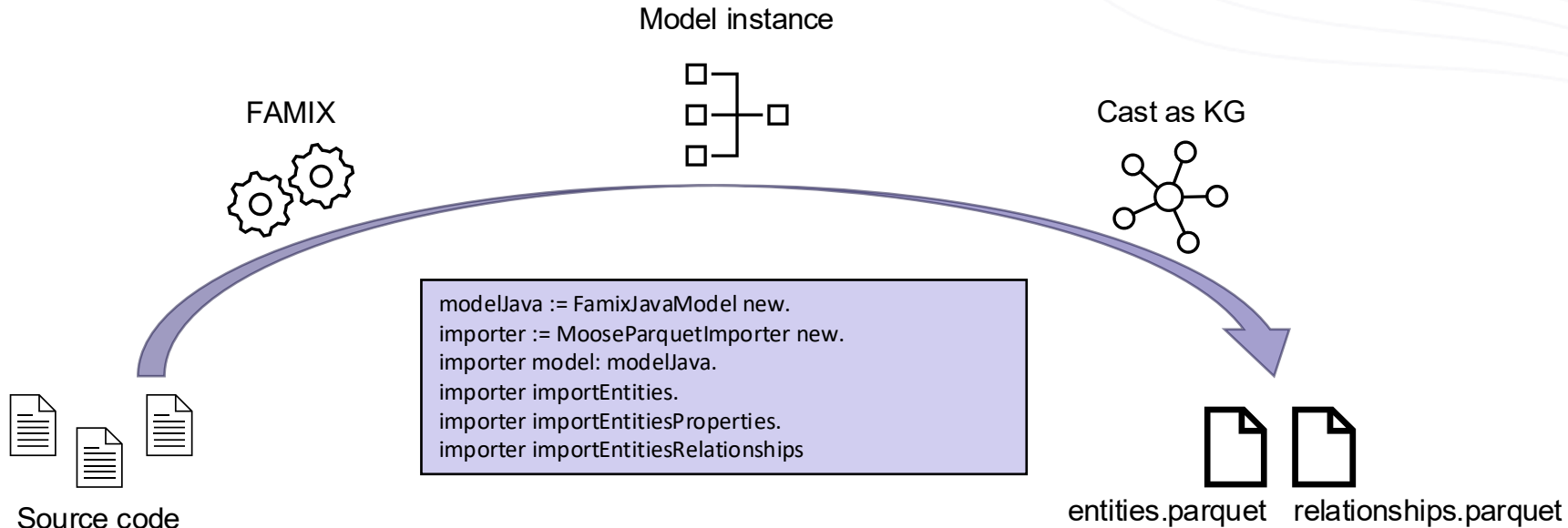
An example of a Famix Model instance

RQ: How can Famix be leverage to build KG and improve GraphRag results ?

Moose and Famix as Knowledge Graph

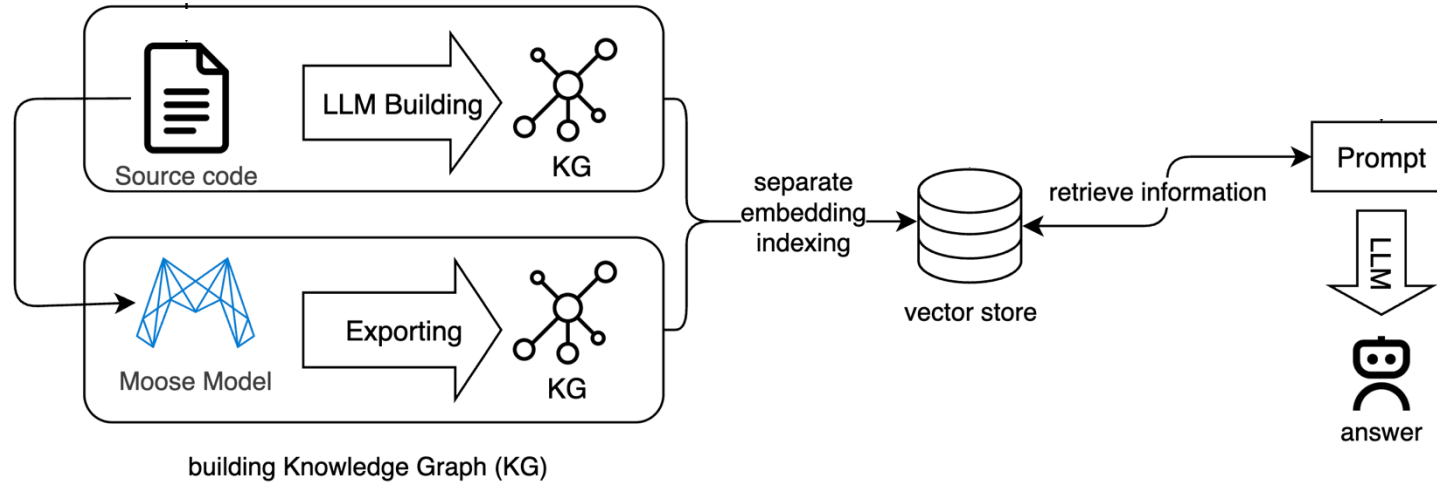


<https://github.com/Evref-BL/MooseGraphRAG>



Experimentation setup – 1

Goal 1 : To evaluate the retrieval performance of the source GraphRag powered by Moose/Famix



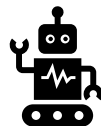
Experimentation setup – 2

Goal 2 : Creating multiple evaluators

Baseline



Random

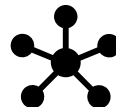


LLM only

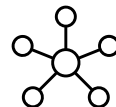


Github Copilot

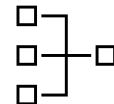
GraphRag system



GraphRag



GraphRag x Moose



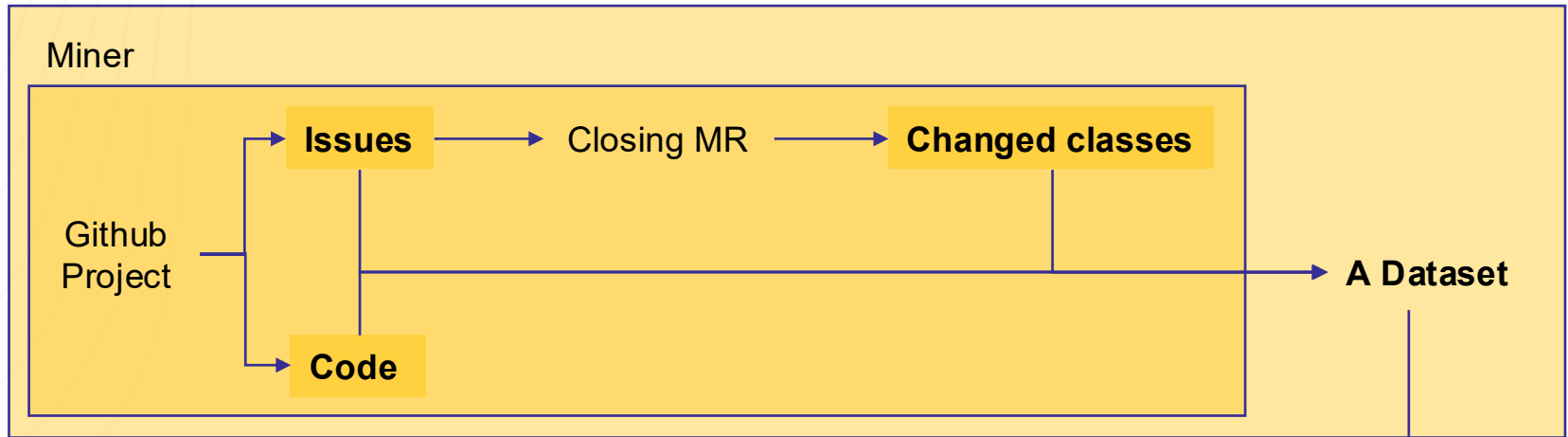
Goal 3 : Running our system over Small LLM locally

#1 Replication purpose (replaying our experiments)

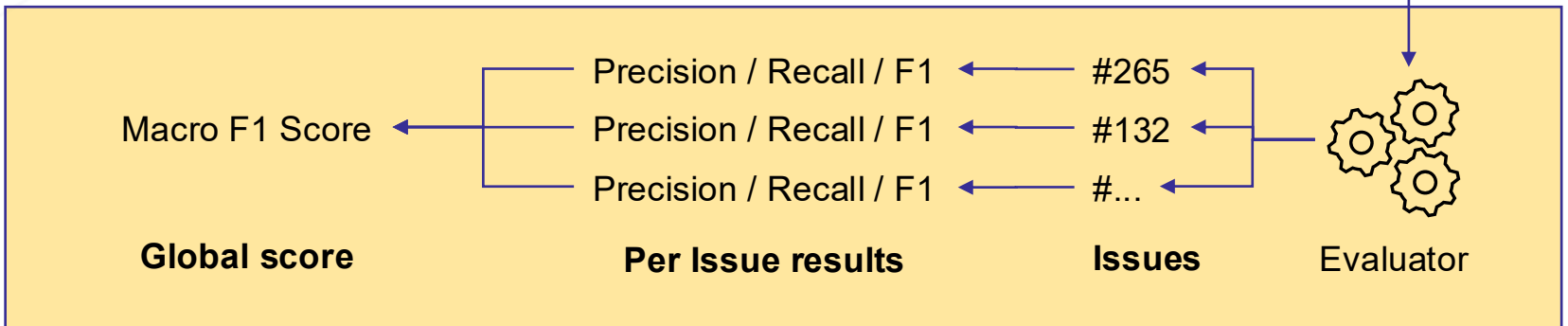
#2 To reduce the Energy consumption impact of our solution (no tokenmaxxing)

#3 Good results under low resources would probably improve with higher resources

Benchmark creation



Evaluation



Initial results and discussions - 1

We select a small java project to match the capability of the small LLM

<https://github.com/stleary/JSON-java>



JSON-java

Public



Fork

2.6k



Star

4.7k



85 files

26898 LoCs

93 classes

- 71 issues extracted
- 65 issues selected
- ⚠ 53 correct issues

Computer : Macbook Pro M4 Max with 64GB of RAM.

LLM provider: local Ollama

Indexing model : nomic-embed-text-v2-moe:latest

Inference model : gemma4:e4b

Initial results and discussions - 2

Table 2

Entity type distribution in the two knowledge graphs

Entity Type	GraphRAG with Moose	GraphRAG without Moose
method	1167	51
attribute	200	0
class	93	40
dependency	0	11
package	0	11
test	0	8
entity	0	4
module	0	3
function	0	3
interface	0	2
other	0	2
Total	1460	135

Initial results and discussions - 3

Table 1

Results on `stleary/json-java`, on 64 issues. GraphRAG rows compare the base GraphRAG project with GraphRAG-Moose. The random baseline results are means over 100 iterations.

Mode / baseline	GraphRAG			GraphRAG-Moose			Δ F1
	P	R	F1	P	R	F1	
Average over modes	0.4149	0.2285	0.2676	0.4135	0.2344	0.2732	+0.0056
baseline							
Random (100 iterations)	0.0467	0.0450	0.0457				
Direct LLM <code>gemma4:e4b</code>	0.6094	0.2879	0.3623				
Github Copilot Agent GPT-5.4	0.6805	0.6072	0.6099				

Initial results and discussions - 3

- Improvements
 - Fixing dataset collection (e.g., unrelated PR)
 - Fixing .parquet files creation (i.e., missing moose entity description)
 - Customizing KG creation for our benchmark goal (i.e., excluding method entities)
 - 1167 methods vs 93 classes
- And future work
 - Explicability of our results (instrumentation with logs over GraphRag entity extraction)
 - Improvement of our results (better KG from Famix)

MoTion Skills

Definitions: so what is MoTion ?

■ MoTion

- Library for **pattern matching** in Pharo
 - Searching for **tokens** using **specific patterns**
 - Pattern matching is applied over:
 - Objects (for example ASTs)
 - Graphs



Definitions: so what is MoTion ?

■ MoTion

- Library for pattern matching in Pharo
- It uses a **specific syntax**
 - A **set of operators** is used, each one dedicated for a **specific functionality**

Example 1

```
pattern := OCMethodNode % {  
    #'children*' <=> OCMessageNode % {  
        #'selector>value' <=> #ifTrue:ifFalse:  
    }  
}.
```

Definitions: so what is MoTion ?

■ MoTion

- Library for pattern matching in Pharo
- It uses a **specific syntax**
 - A **set of operators** is used, each one dedicated for a **specific functionality**

Example 2

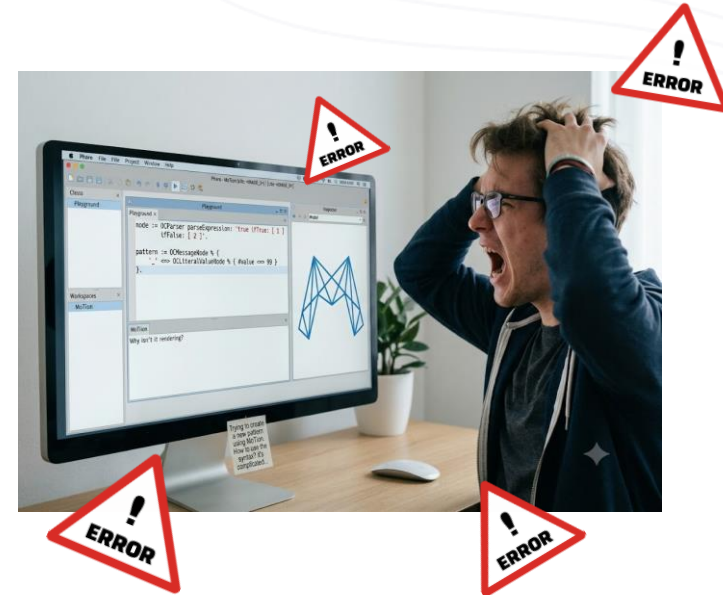
```
pattern := FASTTypeScriptClass % {  
    #name <=> #'@aClassName'  
    #children' <=> FASTTypeScriptMethod % {  
        #name <=> #'@aMethodName'  
    }  
}.
```

Problem: Syntax complex to learn/use

%	Denotes the start of many class properties defined by paths and subpatterns
%%	Same as % including research in sub classes
<=>	Denotes the association of pattern definition in pattern identity
<~=>	Denotes the negative association of pattern definition in pattern identity
>	Path traversal for nested structures while matching patterns
<i>property</i> *	Recursive traversal for nested structure with ignored depth
_	Wildcard for anonymous properties names
@foo	Denotes a non-linear pattern that always matches successfully
*L1	Variable that contains a List that can be empty or contains multiple results

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Proposed solution: Leverage AI to help developers

What if developers can ask any AI model to help them create MoTion patterns following their own description?

For example:

« Create for me a MoTion pattern that searches for **all Java methods in a Java model having a switch case** »



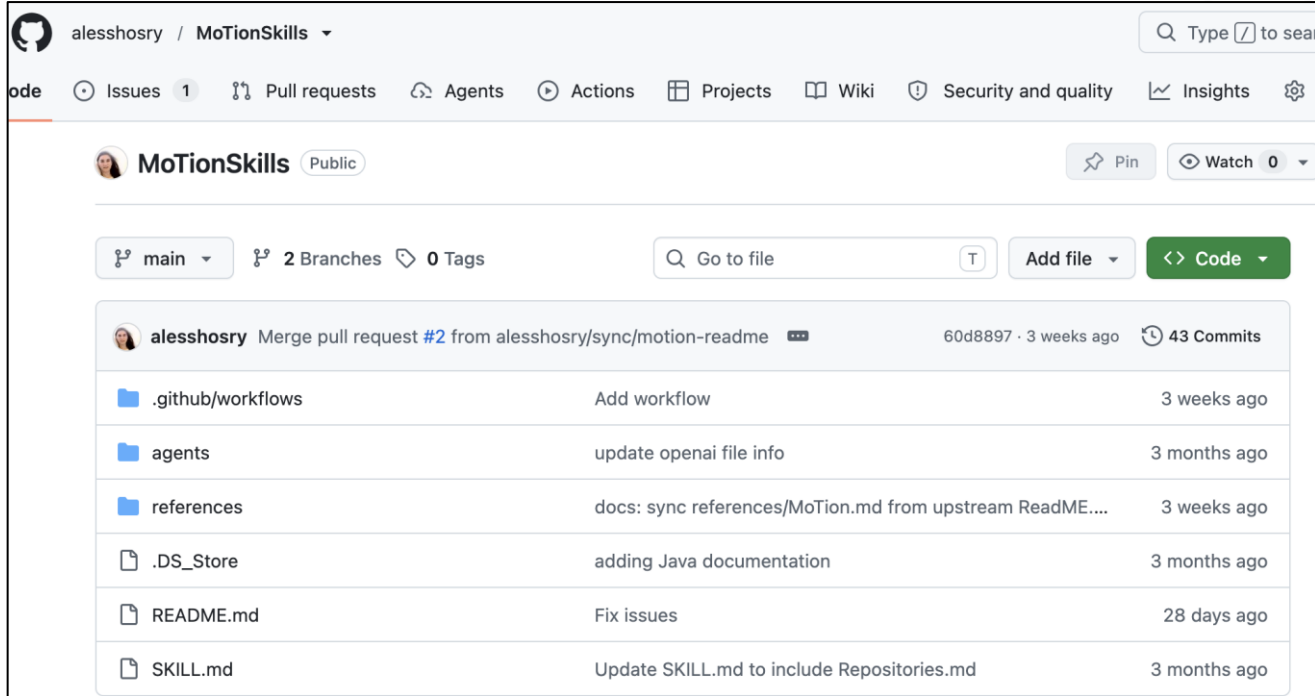
Proposed solution: Leverage AI to help developers

☹ But LLMs don't know MoTion

😊 No problem we can create **skills**:

- Concept introduced recently by Anthropic
- A skill allows AI agents to consume new capabilities
- Each skill is organized within a dedicated directory containing:
 - A SKILL.md file that lists the main documentation
 - Executable scripts
 - References materials
 - Dependency guides

Proposed solution: Leverage AI to help developers



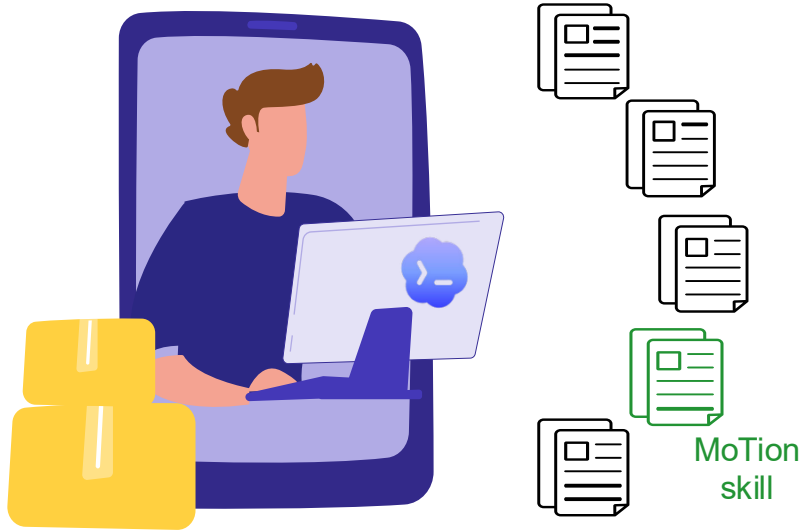
The screenshot shows the GitHub interface for the repository 'MoTionSkills' by user 'alesshosry'. The repository is public and has 2 branches and 0 tags. The main branch is selected. The repository description is 'Merge pull request #2 from alesshosry/sync/motion-readme'. The commit hash is 60d8897, dated 3 weeks ago, with 43 commits. The file list includes:

File	Commit Message	Time Ago
.github/workflows	Add workflow	3 weeks ago
agents	update openai file info	3 months ago
references	docs: sync references/MoTion.md from upstream ReadME....	3 weeks ago
.DS_Store	adding Java documentation	3 months ago
README.md	Fix issues	28 days ago
SKILL.md	Update SKILL.md to include Repositories.md	3 months ago



Scan me

So how MoTion Skills work ?



1

Make sure skills are installed on the AI agent (here it's Codex)

So how MoTion Skills work ?



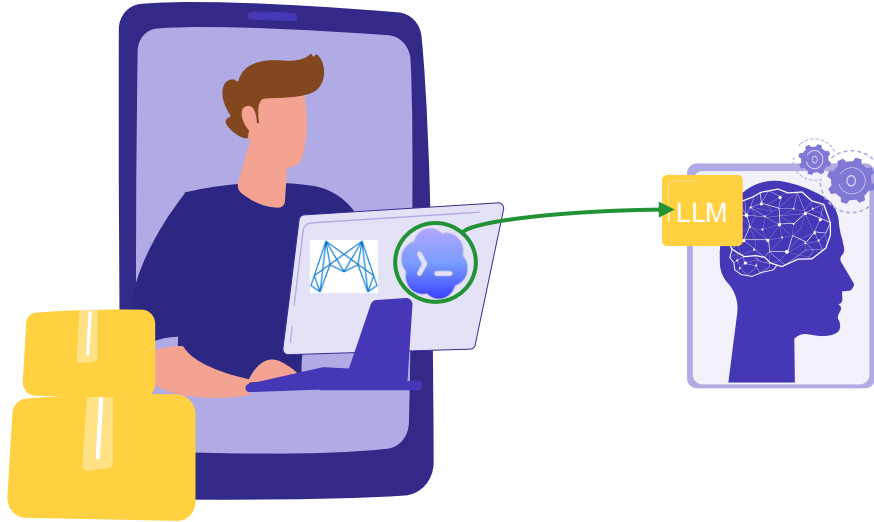
2

Prepare the prompt for codex, for example:

/MoTion I want to create a MoTion pattern that matches empty Java classes and match it with a FASTJavaModel in Moose.

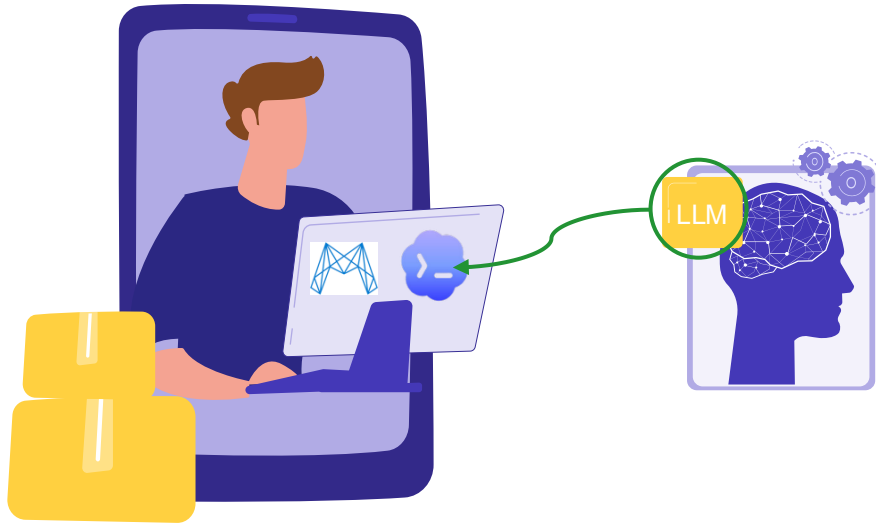
So how MoTion Skills work ?

3



- Analyse request
- Read MoTion skill
- Read appropriate references:
MoTion guide + FASTJava
Metamodel guide
- Prepare pattern

So how MoTion Skills work ?



3

- Analyse request
- Read MoTion skill
- Read appropriate references:
MoTion guide + FASTJava
Metamodel guide
- Prepare pattern
- Send response back to Codex

2 experiments implemented

	First experiment	Second experiment
Job	Comparison between different LLMs	Evaluating MoTion skill integration with Codex
Objective	Check the skill performance among different LLMs	Check if skill can understand MoTion existing patterns

First experiment: Comparison between different LLMs

- 3 LLMs chosen
- Repository files were provided
- Same prompt applied for all of them
- Several observations conducted
- Observations 

Copilot

MoTion FASTTypeScript...

Ok I will give you 2 files to read: one that describe MoTion, which allows you to create a pattern to do pattern matching in Pharo over models. And another one that describes how to use MoTion with FASTTypeScript, which is a metamodel that allows you to represent the AST of TypeScript in Pharo. Inside this documentation, all FASTTypeScript classes that represent TypeScript entities are listed.

Given these two documentation, I want you to create an example of Typescript, that contains 3 methods in a class: one with switch case, one with if else, and one with other statements.

Then you create a pattern in MoTion to match the parsed typescript code that contain switch case

Here is the pattern:

```
1 "Pattern find all methods that contain a switch statement somewhere"
2 pattern := FASTTypeScriptProgram % {
3   #children >>>
4   FASTTypeScriptMethodDefinition % {
5     #bodyChildren >>>
6     FASTTypeScriptSwitchStatement % { } as: #switchNode
7   } as: #methodNode
8 }
9
10 "Execute the pattern on the parsed program 'prog'"
11 results := pattern collectSubNodes: { #switchNode, #methodNode } do: proc.
```

Chatgpt

MoTion.md
FASTTypeScript-MoTion.md

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Then you create a pattern in MoTion to match the parsed typescript code that contain switch case

```
smalltalk
pattern := FASTTypeScriptProgram % {
  #children >>> FASTTypeScriptMethodDefinition % {
    #name >>> #methodName.
    #bodyChildren >>> FASTTypeScriptSwitchStatement % { }
    as: #switchNode
  } as: #method
}.

```

Mistral

MoTion.md FASTTypeScript-MoTion.md

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Then you create a pattern in MoTion to match the parsed typescript code that contain switch case

Smalltalk

```
pattern := FASTTypeScriptProgram % {
  #children >>> FASTTypeScriptMethodDeclaration % {
    #bodyStatements >>> FASTTypeScriptSwitchStatement % { }
    as: #switchStatement
  } as: #methodNode
}.

```

First experiment: Observations

Responses

Copilot	Chatgpt	Mistral
<pre>pattern := FASTTypeScriptProgram % { #'children*' <=> FASTTypeScriptMethodDeclaration % { #'body>children*' <=> FASTTypeScriptSwitchStatement % { } as: #switchStatement } as: #methodWithSwitch }.</pre>	<pre>pattern := FASTTypeScriptProgram % { #'children*' <=> FASTTypeScriptMethodDeclaration % { #'body>children*' <=> FASTTypeScriptSwitchStatement % { } as: #switchStatement } as: #methodWithSwitch }.</pre>	<pre>pattern := FASTTypeScriptProgram % { #'children*' <=> FASTTypeScriptMethodDeclaration % { #'body>statements*' <=> FASTTypeScriptSwitchStatement % { } as: #switchStatement } as: #methodWithSwitch }.</pre>

✓ Similar patterns provided

First experiment: Observations

Responses

Copilot	Chatgpt	Mistral
<pre>pattern := FASTTypeScriptProgram % { #'children*' <=> FASTTypeScriptMethodDeclaration % { #'body>children' <=> FASTTypeScriptSwitchStatement % { } as: #switchStatement } as: #methodWithSwitch }. }</pre>	<pre>pattern := FASTTypeScriptProgram % { #'children*' <=> FASTTypeScriptMethodDeclaration % { #'body>children' <=> FASTTypeScriptSwitchStatement % { } as: #switchStatement } as: #methodWithSwitch }. }</pre>	<pre>pattern := FASTTypeScriptProgram % { #'children*' <=> FASTTypeScriptMethodDeclaration % { #'body>statements' <=> FASTTypeScriptSwitchStatement % { } as: #switchStatement } as: #methodWithSwitch }. }</pre>

- ✓ Similar patterns provided
- ✓ Almost correct patterns (except for Mistral with slight issue)

Second experiment: Evaluating MoTion skill integration with Codex

- 25 predefined patterns extracted from a private project at Berger-Levrault (9 matching Java AST and 16 matching TypeScript AST)
- Patterns are constructed by a MoTion expert
- Same prompt applied on Codex for each pattern :
 - « Do you know what does this pattern ? »
- Several observations conducted 🖱️

Second experiment: Observations

- Each pattern was described in three distinct forms:
 - A brief overview
 - A detailed explanation in plain English
 - A semantic interpretation closely aligned with natural language.
- Some responses included comparative elements
 - Example: ``unlike the previous pattern.''
- TypeScript patterns were written using an outdated naming convention:
 - Reformulation proposed
 - Warnings appeared
 - No suggestion for any change

Second experiment: Observations

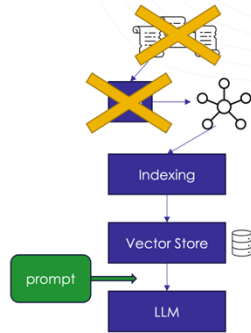
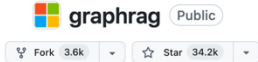
- Most responses included **examples**:
 - For TypeScript, the examples often omitted semicolon;
 - A match rate of 95%
- Many responses also included additional notes:
 - Clarifications on what the pattern does not match
- In most cases, the agent suggested simplified versions of the patterns by removing unnecessary parentheses

Conclusion

Microsoft's GraphRag (3.0.9)

- We use Microsoft's GraphRag
 - Opensource with industrial support
 - Allows import from an **existing Knowledge Graph**
 - Allows Prompt Tuning for indexing and **querying**

<https://github.com/Microsoft/graphrag>



6

Proposed solution: Leverage AI to help developers

What if developers can ask any AI model to help them create MoTion patterns following their own description?

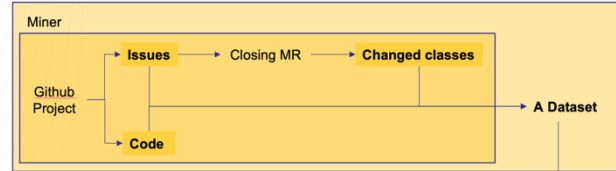
For example:

« Create for me a MoTion pattern that searches for **all Java methods in a Java model having a switch case** »

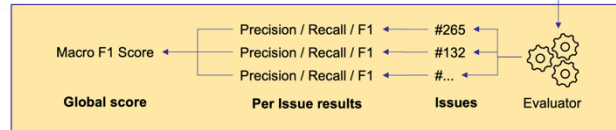


23

Benchmark creation



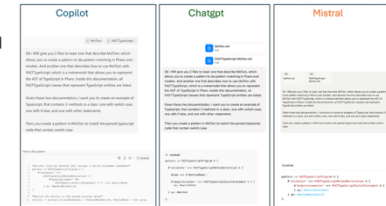
Evaluation



12

First experiment: Comparison between different LLMs

- 3 LLMs chosen
- Repository files were provided
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31

Invalid merge requests in dataset

- **641** → google/oss-fuzz#6733
- **678** → synchrony/smsn#68
- **701** → jettison-json/jettison#53
- **706** → twilio/twilio-java#709
- **743** → jettison-json/jettison#53
- **756** → OneSignal/OneSignal-Android-SDK#2004
- **758** → elimuinformatics/a2d2#390, yext/JSON-java#1
- **771** → yext/JSON-java#1
- **789** → github/advisory-database#2856
- **893** → DevLeoko/license-gate-java-wrapper#1
- **902** → clearlydefined/curated-data#26813
- **926** → hiero-ledger/hiero-consensus-node#17264

Integrate fuzzing into JSON-java by way of OSS-fuzz #641

Closed

 DavidKorczyński opened on Nov 1, 2021 Last edited by DavidKorczyński

Hi!

I was wondering if you would be interested in getting JSON-java fuzzed by OSS-Fuzz? Fuzzing is a technique for stress-testing applications and OSS-Fuzz is a free service run by Google for fuzzing important open source projects, and it would be great to get JSON-java integrated with OSS-Fuzz. OSS-Fuzz will run the fuzzers continuously and report back with bug reports when bugs are found. These reports will have full stack traces, input triggers and more. If you are interested, then the only thing needed is an email(s) connected to a Google account that can be used for receiving the bugs reports, which can be put in the configuration file (`project.yaml`) over at the OSS-Fuzz repository.

I have set up an initial integration with OSS-Fuzz here: [google/oss-fuzz#6733](#) and this PR on the OSS-Fuzz repository includes a simple initial fuzzer. We can always extend with more fuzzers if you are happy to integrate. I would just need an email and then get this PR merged, following that we should be good to go and down the line we can also migrate fuzzers from OSS-Fuzz to JSON-java owns repository.

 stleary on Nov 4, 2021 Owner

[@DavidKorczyński](#) Sounds interesting. You can use jsonjava060@gmail.com to get started.

 DavidKorczyński on Nov 6, 2021 Author

Thanks [@stleary](#) - the integration has now completed [google/oss-fuzz#6733](#). You should receive notifications on your email if any issues arise. Thanks!

```

{
  "number": 641,
  "title": "Integrate fuzzing into JSON-java by way of OSS-fuzz",
  "url": "https://github.com/stleary/JSON-java/issues/641",
  "description_message": "Hi!\n\nI was wondering if you would be interested in getting JSON-java fuzzed by OSS-Fuzz? Fuzzing is a technique for stress-testing applications and OSS-Fuzz is a free service run by Google for fuzzing important open source projects, and it would be great to get JSON-java integrated with OSS-Fuzz. OSS-Fuzz will run the fuzzers continuously and report back with bug reports when bugs are found. These reports will have full stack traces, input triggers and more. If you are interested, then the only thing needed is an email(s) connected to a Google account that can be used for receiving the bugs reports, which can be put in the configuration file (`project.yaml`) over at the OSS-Fuzz repository.\n\nI have set up an initial integration with OSS-Fuzz here: https://github.com/google/oss-fuzz/pull/6733 and this PR on the OSS-Fuzz repository includes a simple initial fuzzer. We can always extend with more fuzzers if you are happy to integrate. I would just need an email and then get this PR merged, following that we should be good to go and down the line we can also migrate fuzzers from OSS-Fuzz to JSON-java owns repository.\n",
  "created_at": "2021-11-01T21:07:42Z",
  "closed_at": "2021-11-06T13:27:28Z",
  "linked_merged_pull_request_urls": [
    "https://github.com/google/oss-fuzz/pull/6733",
    "https://github.com/stleary/JSON-java/pull/608"
  ],
  "linked_merged_pull_requests": [
    {
      "number": 6733,
      "title": "json-java: initial integration",
      "url": "https://github.com/google/oss-fuzz/pull/6733",
      "repository": "google/oss-fuzz",
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        "projects/json-java/Dockerfile",
        "projects/json-java/JsonJavaFuzzer.java",
        "projects/json-java/build.sh",
        "projects/json-java/project.yaml"
      ],
      "impacted_files_count": 4
    }
  ],
}

```

- #641 ([google/oss-fuzz#6733](#)) — mentioned in **issue body** and in comment: <https://github.com/stleary/JSON-java/issues/641#issuecomment-962451851>
- #678 ([synchrony/smsn#68](#)) — appears as **timeline cross-reference** on issue page
- #701 ([jettison-json/jettison#53](#)) — **not currently visible** in body/comments/timeline
- #706 ([twilio/twilio-java#709](#)) — **not currently visible** in body/comments/timeline
- #743 ([jettison-json/jettison#53](#)) — mentioned in **issue body**
- #756 ([OneSignal/OneSignal-Android-SDK#2004](#)) — appears as **timeline cross-reference**
- #758 ([elimuinformatics/a2d2#390](#) , [yext/JSON-java#1](#)) — both appear as **timeline cross-references**
- #771 ([yext/JSON-java#1](#)) — appears as **timeline cross-reference**
- #789 ([github/advisory-database#2856](#)) — appears as **timeline cross-reference**
- #893 ([DevLeoko/license-gate-java-wrapper#1](#)) — appears as **timeline cross-reference**
- #902 ([clearlydefined/curated-data#26813](#)) — mentioned in comment: <https://github.com/stleary/JSON-java/issues/902#issuecomment-2740623145>
- #926 ([hiero-ledger/hiero-consensus-node#17264](#)) — appears as **timeline cross-reference**

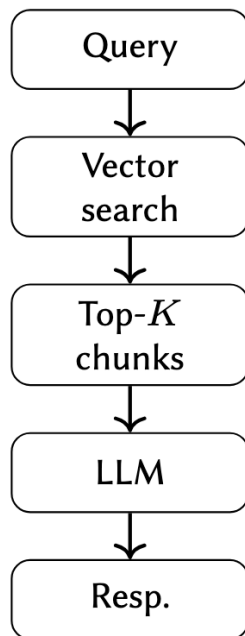
The “timeline cross-reference” entries are shown in the issue conversation timeline (not always as plain URL text in body/comments).

Table 3

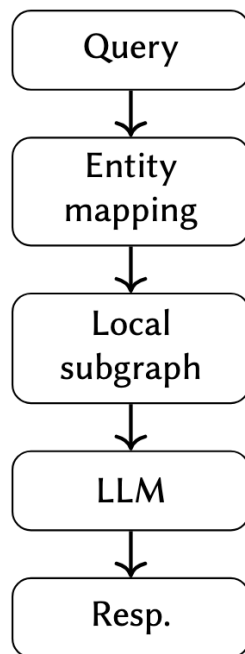
Relationship type distribution in the two knowledge graphs

Relationship Type	GraphRAG with Moose	GraphRAG without Moose
invokes	4372	0
calls	0	4
depends_on	0	10
caught_exceptions	208	0
declared_exceptions	196	0
thrown_exceptions	105	0
defines	0	2
extends	0	2
reads_from	0	1
imports	0	1
unknown	73	8
Total	4954	28

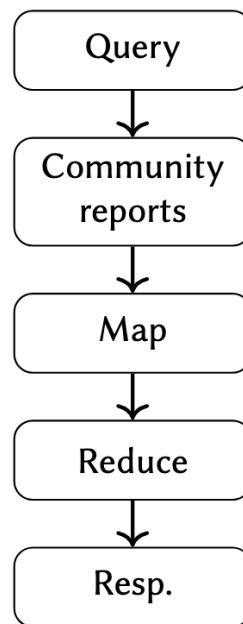
Basic



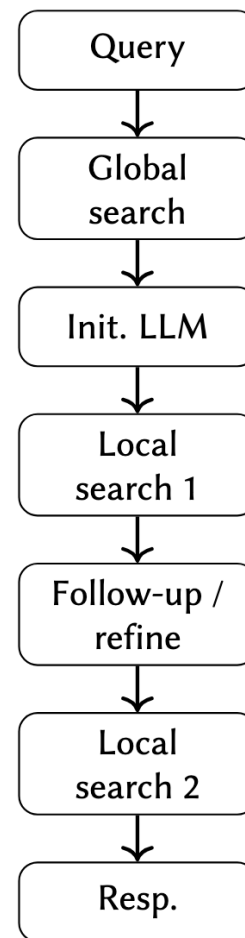
Local



Global



DRIFT $d=2$



Initial results and discussions - 3

- Improvements
 - Fixing dataset collection (e.g., unrelated PR)
 - Fixing .parquet file creation (i.e., missing moose entity description)
 - Customizing KG creation for our benchmark goal (i.e., excluding method entities)
 - 1167 methods vs 93 classes
- And future work
 - Explicability of our results (instrumentation with logs over GraphRag entity extraction)
 - Improvement of our results (better KG from Famix)

GraphRag Community with Hierarchical Leiden algorithm

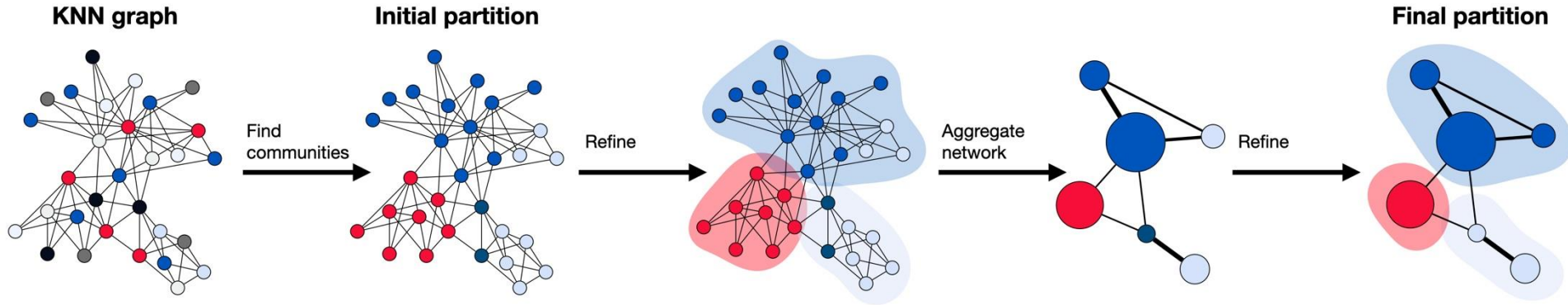


Figure from https://www.sc-best-practices.org/cellular_structure/clustering.html

response type: {"classes":[{"path":"<java_file_path>.java"}]}. No markdown, no explanation, no extra keys."

Required pre prompt: MANDATORY OUTPUT FORMAT: Follow STRICTLY the *response type* specification below: {"classes":[{"path":"<java_file_path>.java"}]}. No markdown, no explanation, no extra keys. No markdown and no extra text outside this format."

Extra prompt: "Identify the Java class file paths impacted by the issue resolution. Use only paths ending with .java in the required JSON schema."

query:

Issue title: JSONPointer: Encoding quotes not required?

Issue description:

JSONPointer encodes quotes as \\\\"

<https://github.com/stleary/JSON->

[java/blob/7abd89b4bcc321152c178af5504da7ea4ac66693/src/main/java/org/json/JSONPointer.java#L271](https://github.com/stleary/JSON-)

However I can't find a requirement for that in <https://tools.ietf.org/html/rfc6901#section-3> or elsewhere.

It causes a conflict in an application that expects the canonical form of the URL not to be escaped in this way. For use in fragment identifiers RFC 3986 allows %22 to encode \".