

Last Mile Headaches (Using LLMs for Code)

### (With) Claudio Spiess, David Gros, Toufique Ahmed Yuvra Virk, Somesh Jha, Amin Alipour, Michael Pradel, Prem Devanbu









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### "Last" Mile







### ?!?@#\$%!!!





## .. and the rest of the way?





# .. and the rest of the way?

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### Maintenance costs are heavy!

# .. and the rest of the way?

### Maintenance costs are heavy!

...and we don't know what they are...

### GOOGLE / TECH / ARTIFICIAL INTELLIGENCE

### More than a quarter of new code at Google is generated by AI / AI is hugely important to Google's products, and it sounds like the company relies on it internally, too.

By Jay Peters, a news editor who writes about technology, video games, and virtual worlds. He's submitted several accepted emoji proposals to the Unicode Consortium. Oct 29, 2024, 5:05 PM EDT





### ?!?@#\$%!!!





Code Completion (DyPyBench)

?!?@#\$%!!!





### Code Completion (DyPyBench) ✓ Correctness around 30%

?!?@#\$%!!!



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 Buggy/Fixed Code (SStubs4J)

?!?@#\$%!!!



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✓ Correctness around 30%
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✓ Correctness 1-27%



- Code Completion (DyPyBench) ✓ Correctness around 30% Buggy/Fixed Code (SStubs4)  $\checkmark$  Correctness 1-27%
- Yes, L2R is a difficult setting
- (FIM, SAFIM easier)

- Single-statement bug fixes from project version history ~ 17K examples after cleaning.
- Collected from about 1000 projects
- Median fix-time, about 4 days..but sometimes much longer.
- Widely used dataset, entire conference track devoted to it (MSR 2021)

Another Evaluation: Simple Stupid bugs (Sutton & Karampatsis, 2020)

All samples in dataset used were fixed before LLM training data was gathered.



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RQ: Does Codex repeat human mistakes? Using 17K "Simple, Stupid Bugs" (SStuB) 1. Find the SStuB introduction in version history. 2. Use the prefix to the SStuB as prompt, and... 3. Ask LLM to prompt. 4. Classify resulting completion:

- Bug? Patch? Other?



## Example

1543	g2d.setColor(tabFillColo
1544	g2d.fill(shaper.reset().
1545	boundsWidth, pai
1546	
1547	//If the top of the bord
1548	if (
1549	Bug —> paintBorder.top
1550	paintBorder.top
1551	) {
1552	g2d.setColor(borderC
1553	<b>final int</b> topLine =
1554	g2d.draw(shaper.rese
1555	1).getShape(
1556	}
1557	}
1558	}
1559	

### or);

```
doRect(boundsX, topY + shape.path.deltaY(1),
.ntBorder.top).getShape());
```

ler is a non-paint border, then the border is painted.

### >= 1 > 1 ← Fix

```
color);
topY + shape.path.deltaY(paintBorder.top - 1);
et().doRect(boundsX, topLine, boundsWidth - 1,
));
```

## Example

//If <b>if (</b>	the	top	of	the	bor
Bug-	→ F	paint	Bor Bor	der.	top
) { 9	j2d.s	setCo	olor	(boı	der

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>= 1 > 1 ← **Fix** 

Color);



### Codex produces fixed code



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### Codex produces buggy code TWICE as often

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### Something else

### Manual Review, 401 samples
### Result



### Manual Review, 401 samples

### "Sticky" ⇒ Takes Longer to Fix. 😳 🤪

"Sticky"  $\implies$  Takes Longer to Fix.  $\bigcirc$ 

When Codex makes a mistake, did that bug stick around longer?



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When Codex makes a mistake, did that bug stick around longer?

More "Natural" Bugs  $\implies$  Longer to Fix ???

# generate code and related artifacts.

• LLMs: Codex, GPT-x, etc are now widely used to

# generate code and related artifacts.

### 

• LLMs: Codex, GPT-x, etc are now widely used to



# generate code and related artifacts.

## Is this code any good?

If it's not always good what happens?

• LLMs: Codex, GPT-x, etc are now widely used to











### Potentially Incorrect Text



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Indication Of *Confidence* In *Correctness* 















I'll <u>USE</u> <u>Directly</u> if Confidence Is high



### I'll *review &edit* if Confidence is medium

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...but for this to work, we need well-calibrated Confidence!!

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- Whenever output is generated at highconfidence, it should be empirically
  *correct* most often. *Otherwise...*
- Whenever output is generated at lowconfidence, it should be empircally *wrong* most often. *Otherwise…*
- Whenever output is generated at medium-confidence, it should be empirically *right* and *wrong* about the same. *Otherwise...*

### **Rain Prediction** Model



54%



54%









94%

18%

73%

92%

83%

63%

Actual Corretness Rate





**a6**<sup>7</sup>















061













### => Rational Decision Making!



92%

90 100



# Correctness? Confidence?

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- Correctness modulo testing. (Which tests?)

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- Correctness modulo testing. (Which tests?)

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- <u>"Intrinsic probabilities</u>" from the model (average and cumulative)
- ... Other measures later

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• LLMs generate text one token at a time, each according to a probability space for choices.
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#### print ("hello



print ( " hello world!");



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### Calibration of Predictive Models

Actual Corretness Rate





**a6**<sup>7</sup>









#### Calibration of Predictive Models

Actual Corretness Rate



#### • Formalize this?



**a6**<sup>7</sup>





### Calibration of Predictive Models

Actual Corretness Rate



#### • Formalize this?

 Measuring how close we are to this ideal?

**a6**<sup>7</sup>









model predicts with " $\pi$ " confidence) =







#### $p(y = \hat{y} \mid P_{\mathcal{M}}(x, \hat{y}) = \pi) = \pi$



### $p(y = \hat{y} | P_{(x, \hat{y})} = \pi) = \pi$

y correct output for x

 $P_{\mathcal{M}}(x, \hat{y})$  model confidence for input x output  $\hat{y}$ 

p(model's prediction is correct | model predicts with " $\pi$ " confidence ) =  $\pi$ 

 $\hat{y}$  model output for x



























p(model's prediction is correct | model predicts with " $\pi$ " confidence ) =  $\pi$ 

1.0 B: 0.45 0.8 0.6 0.4 0.4 0.2 0.0 0.0 0.5 1.0 P(estimate)

All Predictions With confidence Between 0.2 and 0.3





p(model's prediction is correct | model predicts with " $\pi$ " confidence ) =  $\pi$ 

Predictions in this Range are about 30% Correct (good!)

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#### Over Confident



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# Calibration Measures



# Calibration Measures $ECE = \sum_{all \ buckets \ b_i} \frac{|b_i|}{n} * |correct(b_i) - confidence(b_i)|$



#### Calibration Measures $b_i$ $correct(b_i) - confidence(b_i)$ ECE =\* n all buckets $b_i$



Can "CHEAT": low ECE by always giving base-rate as Confidence

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## Calibration Measures

# $B_{actual} = \frac{1}{n} \sum_{all = n \text{ samples } x} \begin{cases} p_{\mathcal{M}}(x, \hat{y})^2 & \text{if prediction } \hat{y} \text{ wrong} \\ (1 - p_{\mathcal{M}}(x, \hat{y}))^2 & \text{otherwise} \end{cases}$





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 $B_{ref} = p_{br} * (1 - p_{br})$ 



Can't Cheat!!  $B_{ref} = p_{br}^* (1 - p_{br})$ 

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 $B_{ref}$ 



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Skill scores (between  $-\infty$  and 1)

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= 0.0

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Out of the Box, LLM probabilties are negative skill.

### Calibration and Correctness of Language Models for Code

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Task	Dataset	Dataset Size	Correctness	Confidence Messure	Calibration
			Measure	Confidence Measure	Metric
Function synthesis	HumanEval	164	Test-passing	Average Token	
	MBBP Func	880	Correctness	Probability, Generated	Brier Score
Line-level Completion	DyPyBench	1,988	Test-passing	Sequence Probability,	ECE
Program Repair	Defects4J 1-line	120	Correctness, EM	Verbalized Self-Evaluation,	
	ManySStubs4j	3,000	Exact-Match (EM)	Question Answering Logit	





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DyPyBench dataset consists of thousands of functions with docstrings and running test





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- SStubs4J does not have tests, only exact-match

DyPyBench dataset consists of thousands of functions with docstrings and running test





### Models

	All Pass@1			Exact-Match		
	CodeGen2	Codex	GPT-3.5	CodeGen2	Codex	GPT-3.5
SStubs	_	-	-	0.73%	27.77%	20.27%
DyPyBench	28.84%	32.96%	33.22%	19.68%	23.60%	23.96%
Defects4J	0.00%	23.33%	19.17%	0.00%	19.17%	15.00%
HumanEval	23.17%	47.24%	64.60%	_	_	-
MBPP	29.08%	61.79%	72.04%	-	-	-

• Each cell ~ the base rate

### • Thus All Pass @1 Brier Ref Score for DyPyBench, Codex = 0.33\*0.67 = 0.22









Correctness: Test Passing, Confidence: Avg Per-token probability



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ECE = 0.15



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### ECE = 0.15<br/>Brier (actual) = 0.41



Correctness: Test Passing, Confidence: Avg Per-token probability

ECE = 0.15Brier (actual) = 0.41Brier (ref) = 0.22



Correctness: Test Passing, Confidence: Avg Per-token probability

ECE = 0.15Brier (actual) = 0.41Brier (ref) = 0.22Skill Score = -0.87



Platt Scaling: fit a logistic regression using some datapoints to better match the actual correctness response.



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**RESPONSE:** The actual correctness value (y axis)



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**DyPyBench Reliability Plot** 1.0 0.8 P(correct) <sup>9.0</sup> 0.2 16 44 126 277 511 581 43 0.0 0.0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0 P(estimate)

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### GPT 3.5, Line Completion (Platt rescaling)

ECE = 0.04.(was 0.15) B (actual) = 0.20. (was 0.41) B (reference) = 0.22Skill Score = +0.08. (was -0.87)



 <u>Reflective Verbalized Self Ask:</u> Ask the model, given it's own response, to output a probability of correctness.

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### Reflective True/False Logit: Ask the model if it's own probability of True, normalized with False.

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response is correct, output True/False and take the logistic

### response, to output a probability of correctness.

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• *Few-shot:* Same as above, except we provide few-shots (both RAG and random.

<u>Reflective Verbalized Self Ask:</u> Ask the model, given it's own

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### Reflective Verbalized Self-Ask

```
We have the following python code implementing a method.
from typing import List
def below_zero(operations: List[int]) -> bool:
return True. Otherwise it should return False.
>>> below_zero([1, 2, 3])
False
>>> below_zero([1, 2, -4, 5])
True
  ann
  balance = 0
  for op in operations:
    balance += op
  if balance < 0:
    return True
  return False
cases?
Probability:
```

""" You're given a list of deposit and withdrawal operations on a bank account that starts with zero balance. Your task is to detect if at any point the balance of account falls below zero, and at that point function should

What is a well-calibrated percent probability that this code passes the test

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return False

True or False, this code matches intent and is bug-free. Answer: True

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### Reflective \_\_\_ True/False ODIC

### Reflective \_\_ True/False Logic

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- *Few-shot:* RAG with BM25 (next slide)

### Few-shot Reflective, for Code Completion

Confidence Measure	$\mathcal{B}\downarrow$	$SS\uparrow$	$ECE\downarrow$
0-Shot Reflect	0.25	-0.15	0.15
0-Shot Reflect (Rescaled)	0.22	0.00	
FS Random	0.29	-0.29	0.21
FS Random (Rescaled)	0.22	0.0	
FS BM25	0.20	0.08	0.10
FS BM25 (Rescaled)	0.19	0.15	0.02

### Few-shot Reflective, for Code Completion

Confidence Measure	$\mathcal{B}\downarrow$	$SS\uparrow$	$ECE\downarrow$
0-Shot Reflect	0.25	-0.15	0.15
0-Shot Reflect (Rescaled)	0.22	0.00	
FS Random	0.29	-0.29	0.21
FS Random (Rescaled)	0.22	0.0	
FS BM25	0.20	0.08	0.10
FS BM25 (Rescaled)	0.19	0.15	0.02

### Few-shot Reflective, for Code Completion

Confidence Measure	$\mathcal{B}\downarrow$	$SS\uparrow$	$ECE\downarrow$
0-Shot Reflect	0.25	-0.15	0.15
0-Shot Reflect (Rescaled)	0.22	0.00	
FS Random	0.29	-0.29	0.21
FS Random (Rescaled)	0.22	0.0	
FS BM25	0.20	0.08	0.10
FS BM25 (Rescaled)	0.19	0.15	0.02



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## Summary

- The "Last Mile" is challenging
- Hypothesis: More information would lead to rational decision making and better outcomes.
- Well Calibrated Confidences are possible
- Need to do some User Studies. (Collaborators ?)



