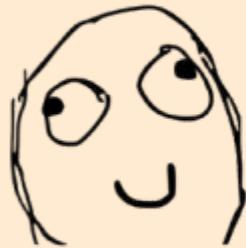


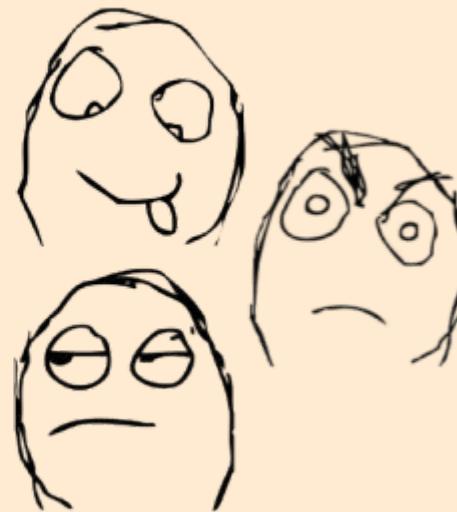
# CoRet: Improved Retriever for Code Editing

Fabio J. Fehr, Prabhu Teja Sivaprasad, Luca Franceschi, Giovanni Zappella

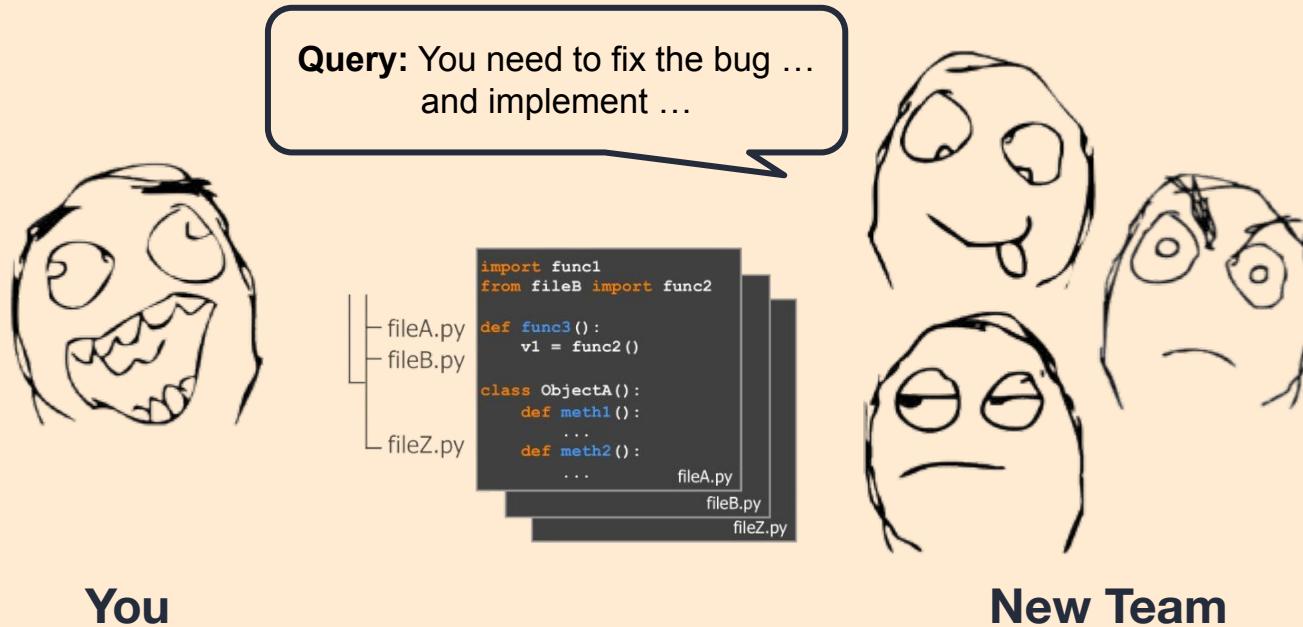


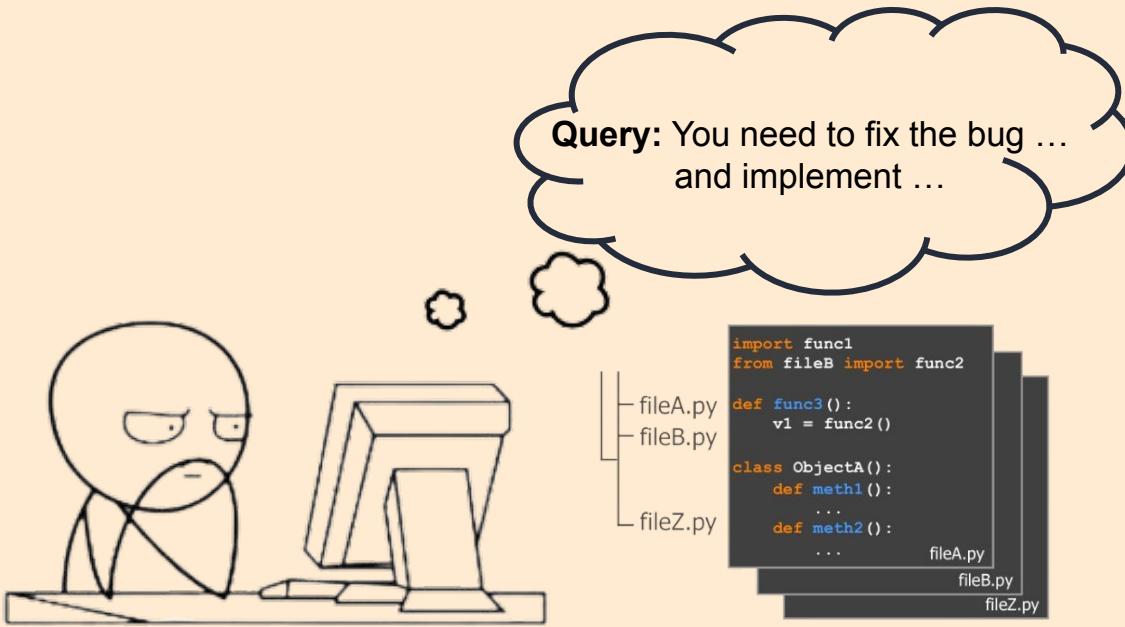


**You**

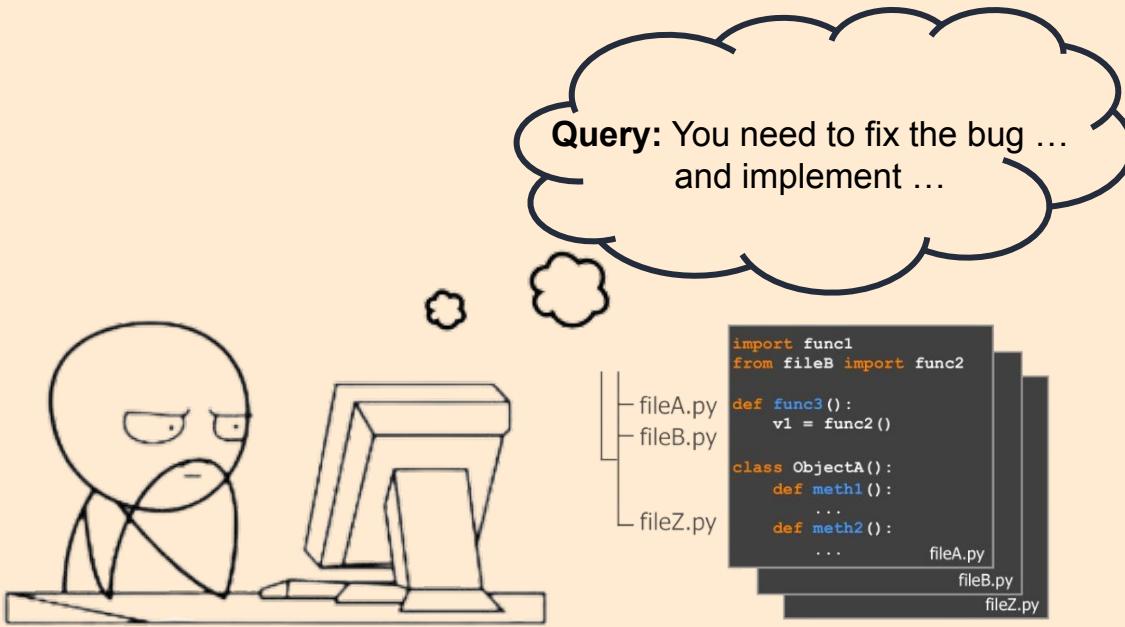


**New Team**





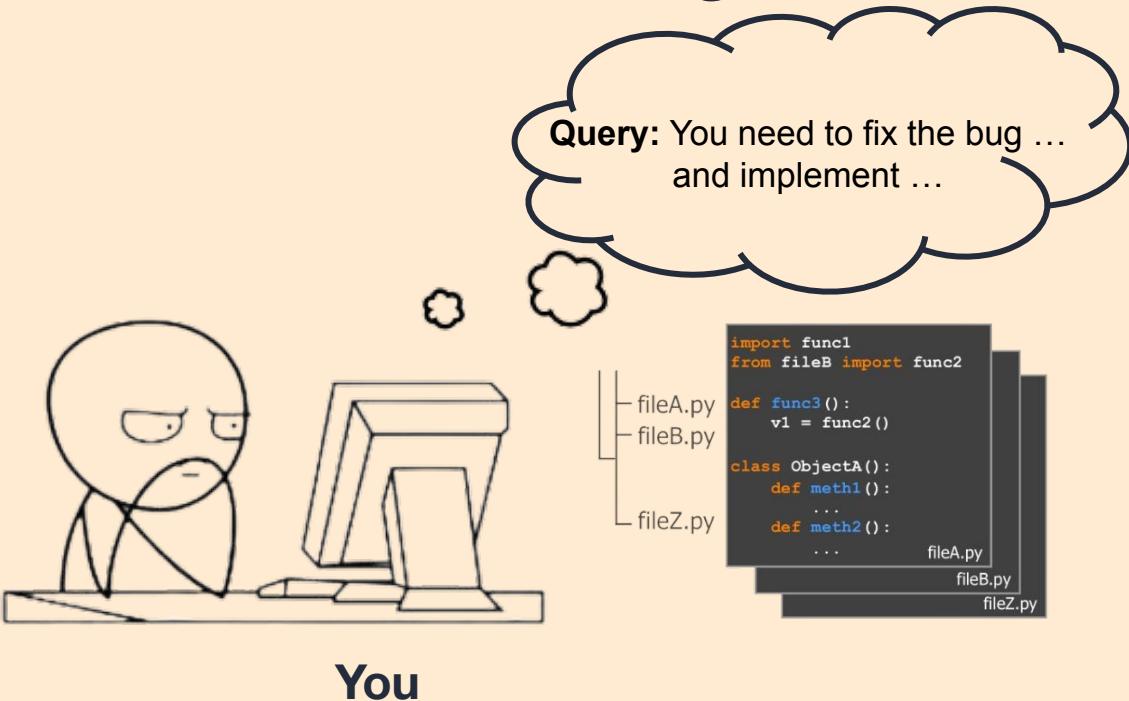
You



You

***Which parts of the repo should you retrieve for editing?***

# Code Editing Retrieval Problem



***Which parts of the repo should you retrieve for editing?***

**Train a light-weight code retriever including semantics and structure across a repo.**

The image shows a code repository interface with a file tree on the left and a code editor on the right.

**File Tree:**

- knights/
  - jedi.py
  - example.sh
  - tests/
    - test\_jedi.py

**Code Editor (jedi.py):**

```
import fleet
from force import power

def r2d2():
    print("Beep-whoop!")

class Jedi():
    """ The class of the Jedi """
    def __init__(self):
        self.dark_side = False

    def fly_starfighter(self):
        fleet.startfighter()
        r2d2()

    def use_lightsaber(self):
        print("Bzzuu!")

    def use_force(self):
        use_lightsaber()
        return power(self.dark_side)
```

## Code Repository

```
knights/  
|   jedi.py  
|   example.sh  
|   tests/  
|   test_jedi.py
```

```
import fleet  
from force import power  
  
def r2d2():  
    print("Beep-whoop!")  
  
class Jedi():  
    """ The class of the Jedi """  
    def __init__(self):  
        self.dark_side = False  
  
    def fly_starfighter(self):  
        fleet.startfighter()  
        r2d2()  
  
    def use_lightsaber(self):  
        print("Bzzuu!")  
  
    def use_force(self):  
        use_lightsaber()  
        return power(self.dark_side)  
  
jedi.py  
example.sh  
test_jedi.py
```

Preprocessing

```
knights/jedi.py  
def r2d2():  
    print("Beep-whoop!")
```

```
knights/jedi.py  
class Jedi():  
    """ The class of the Jedi """  
    def __init__(self):  
        self.dark_side = False  
  
    def fly_starfighter(self):  
        ...  
    def use_lightsaber(self):  
        ...  
    def use_force(self):  
        ...
```

```
knights/jedi.py  
class Jedi():  
    def fly_starfighter(self):  
        fleet.startfighter()  
        r2d2()
```

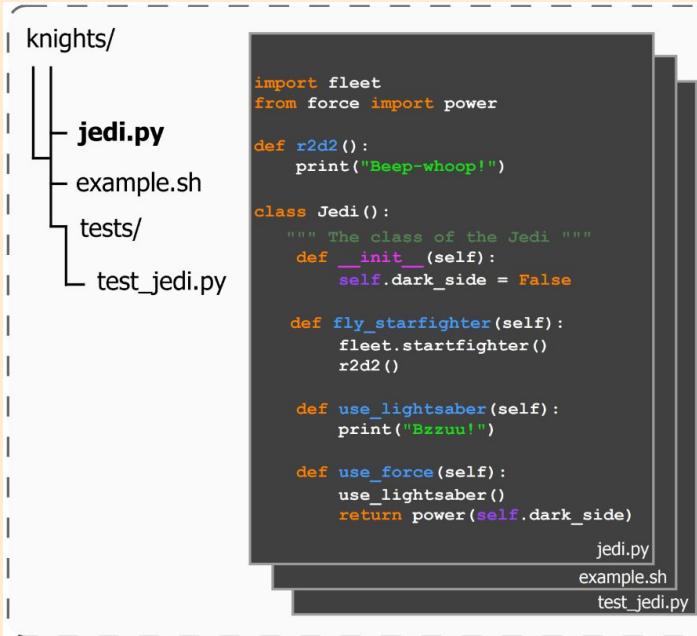
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knights/jedi.py  
class Jedi():  
    def use_lightsaber(self):  
        print("Bzzuu!")
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knights/jedi.py  
class Jedi():  
    def use_force(self):  
        use_lightsaber()  
        return power(self.dark_side)
```

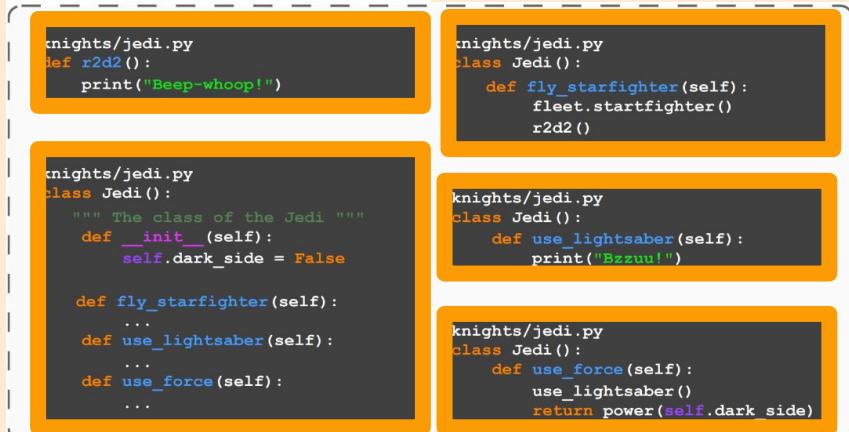
## Code Repository

## Code Chunks

# Code Chunks



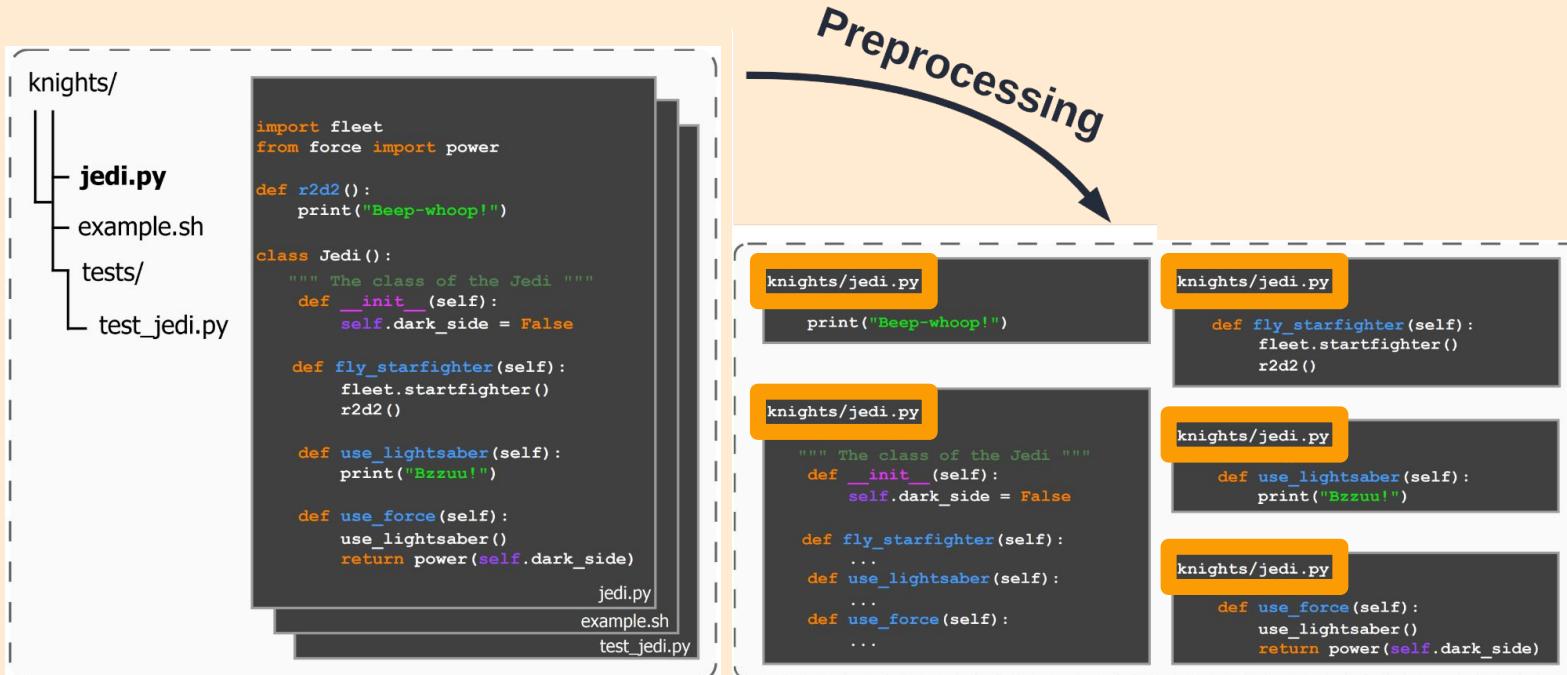
Preprocessing



Code Repository

Code Chunks

# Code Chunks with Repo-Hierarchy



Code Repository

Code Chunks

```
knights/jedi.py  
def lightsaber():  
    lightsaber_on()
```

$c_i$

```
knights/utils.py  
def lightsaber_on():  
    print("Bzzuu!")
```

$c_{out}$

$c_i ; [\text{DOWN}] ; c_{out}$ 

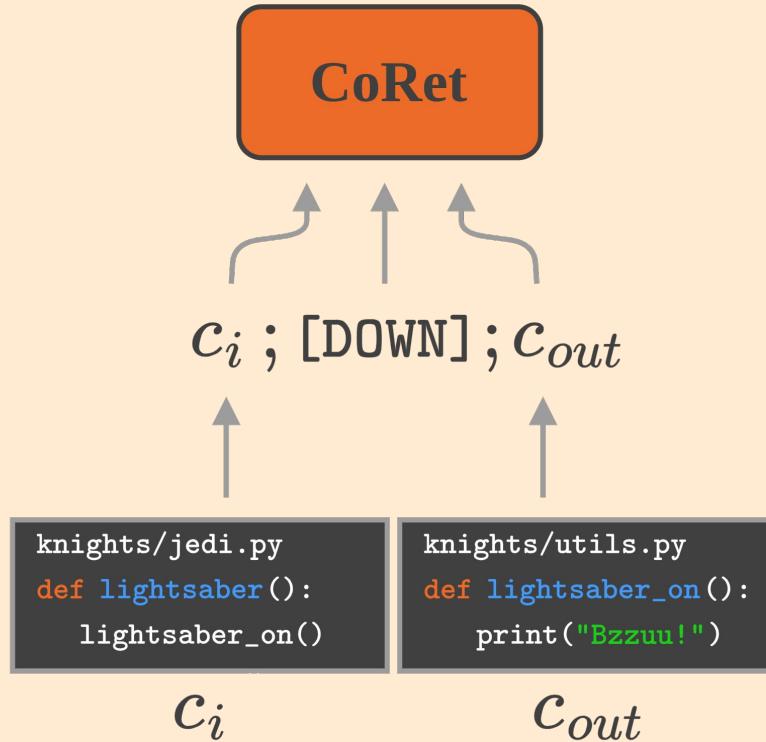
```
knights/jedi.py  
def lightsaber():  
    lightsaber_on()
```

 $c_i$ 

```
knights/utils.py  
def lightsaber_on():  
    print("Bzzuu!")
```

 $c_{out}$

# Embedding with Call Graph Context



# Training

$$\mathcal{L}(\theta)$$

# Training

$$\mathcal{L}(\theta) = \frac{1}{N} \sum_i^N$$

# Training

$$\mathcal{L}(\theta) = \frac{1}{N} \sum_i^N \frac{1}{\mathcal{C}_i^*} \sum_{c^* \in \mathcal{C}_i^*}$$

# Training

$$\mathcal{L}(\theta) = \frac{1}{N} \sum_i^N \frac{1}{\mathcal{C}_i^*} \sum_{c^* \in \mathcal{C}_i^*} \log \frac{\exp(\mathbf{q}_i \cdot \mathbf{c}^*)}{\exp(\mathbf{q}_i \cdot \mathbf{c}^*) + \sum_{c \in \mathcal{B}} \exp(\mathbf{q}_i \cdot \mathbf{c})}$$

# Training with Likelihood Loss

$$\mathcal{L}(\theta) = \frac{1}{N} \sum_i^N \frac{1}{\mathcal{C}_i^*} \sum_{c^* \in \mathcal{C}_i^*} \log \frac{\exp(\mathbf{q}_i \cdot \mathbf{c}^*)}{\exp(\mathbf{q}_i \cdot \mathbf{c}^*) + \boxed{\sum_{c \in \mathcal{B}} \exp(\mathbf{q}_i \cdot \mathbf{c})}}$$

# Data & Model

**SWE-Bench** (Verified subset)



# Data & Model

**SWE-Bench** (Verified subset)



**LCA** (Bug localisation task)



# Data & Model

**SWE-Bench** (Verified subset)



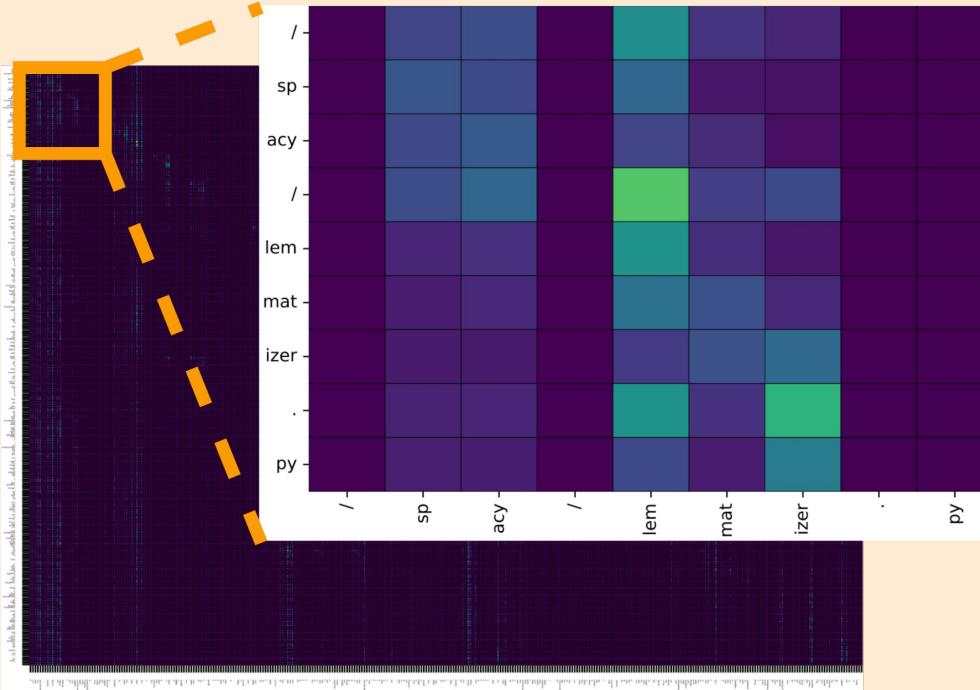
**LCA** (Bug localisation task)



**Codesage S** (128M parameters)



# Repo-Hierarchy is important



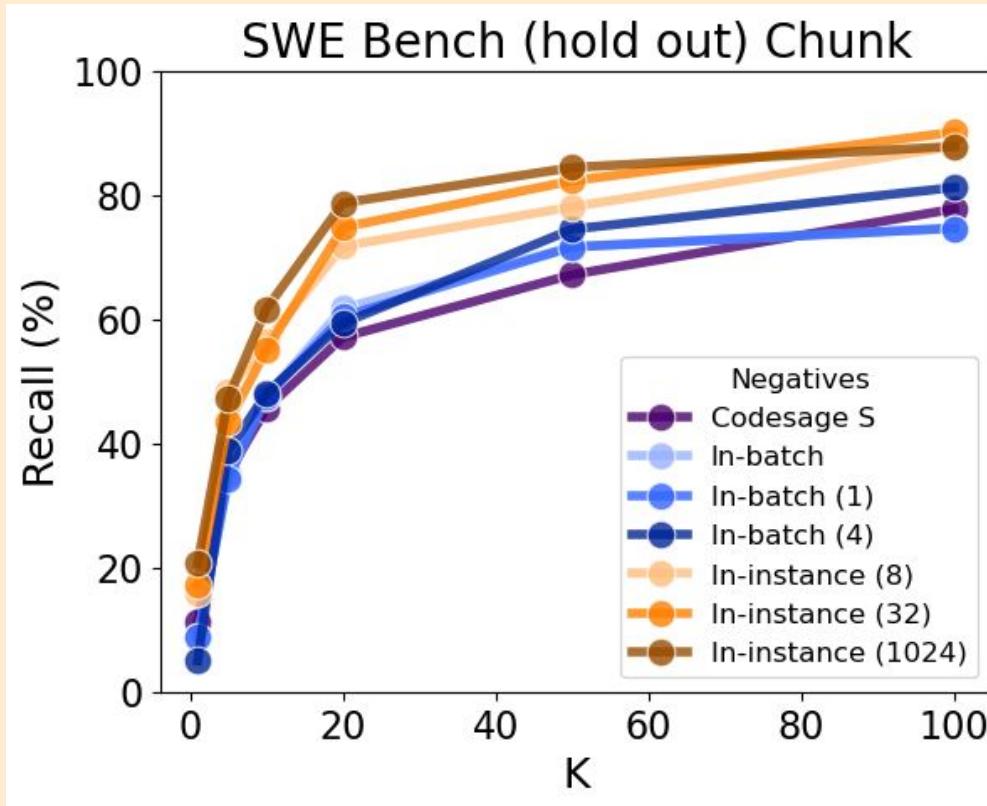
# Call graph improves multi-chunk retrieval

Model	SWE Verified			LCA		
	@5	@20	MRR	@5	@20	MRR
CodeSage S	0.34	0.51	0.35	0.26	0.34	0.28
CoRet – CG	0.52	0.69	0.52	<b>0.32</b>	0.41	0.45
CoRet – CG + file	<b>0.54</b>	0.69	0.52	0.29	0.38	0.44
CoRet	<b>0.54</b>	<b>0.71</b>	<b>0.53</b>	<b>0.32</b>	<b>0.47</b>	<b>0.47</b>

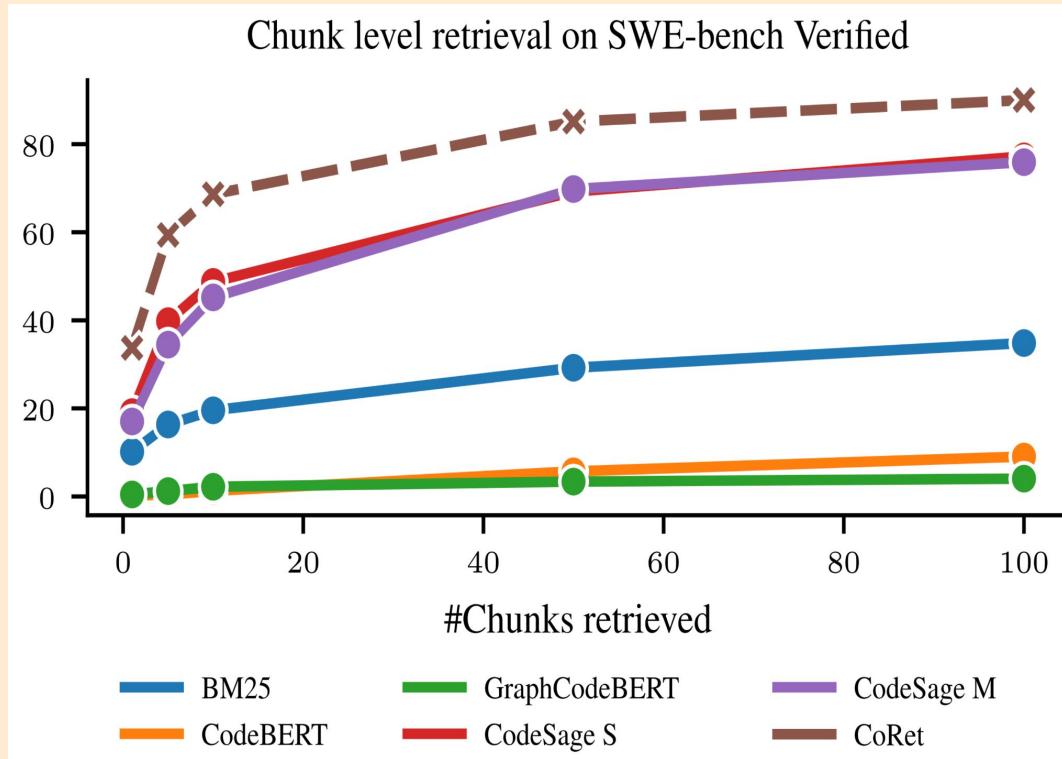
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# Negatives from the same repo are best



# Recall +15 percentage points!



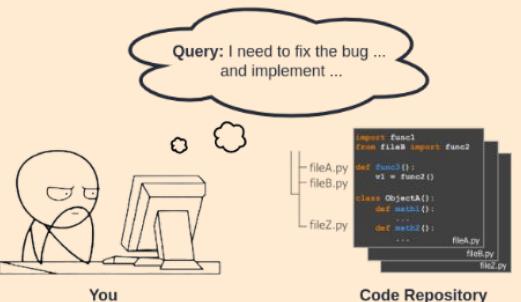
**Train a light-weight code retriever including semantics and structure across a repo.**



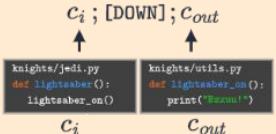
# Paper



## Code Editing Retrieval Problem



## Embedding with Call Graph Context



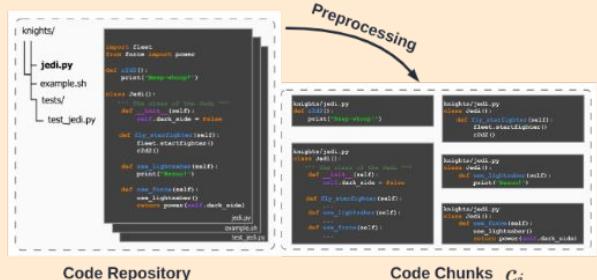
## Training with Likelihood Loss

$$\mathcal{L}(\theta) = \frac{1}{N} \sum_i^N \frac{1}{C_i^*} \sum_{c^* \in C_i^*} \log \frac{\exp(q_i \cdot c^*)}{\exp(q_i \cdot c^*) + \sum_{c \in \mathcal{B}} \exp(q_i \cdot c)}$$

$N$  = Number of repo instances  $i$ ,  $C^*$  = Set of ground truth code chunks  $c^*$ ,  $q$  = Natural Language query.

$B$  = Random negative sample in the same repo instance.

## Code Chunks with Repo-Hierarchy



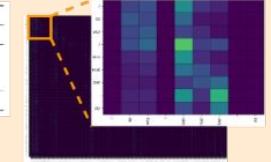
The code repo is split into semantically succinct unit we called code chunks.  
We include repo-hierarchy structure by including the file path string.

## Call graph improves multi-chunk retrieval

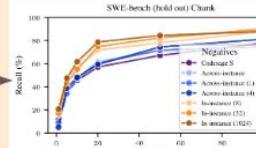
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CoRet	<b>0.54</b>	<b>0.71</b>	<b>0.53</b>	0.32	<b>0.47</b>	<b>0.47</b>

CoRet: Fine-tuned CodeSage S (130M parameters).  
SWE Verified: Software Engineering Benchmark (Verified subset).  
LCA: Long Code Arena (Bug localisation task).

## Repo-hierarchy is important



## Negatives from the same repo are best



Training with negatives from the same repo instance improve over negatives across repo instances (standard in-batch negatives).

## Recall +15 percentage points

