



Exposé - Advancing Code Readability: Mined & Modified Code for Dataset Generation

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1 MOTIVATION

In the realm of software development, the significance of code readability cannot be overstated. Together with understandability, it serves as the foundation for efficient collaboration, comprehension, and maintenance of software systems [PHD11; ASC02]. Maintenance alone will consume over 70% of the total lifecycle cost of a software product and for maintenance, the most time-consuming act is reading code [BW09; Dei85; Rug00; BB01]. Therefore, it is important to ensure a high readability of code. In order to archive this, we need to measure readability.

In the last years, researchers have proposed several metrics and models for assessing code readability with an accuracy of up to 81.8% [BW09; PHD11; Dor12; DCF+15]. In recent years, deep learning based models are able to achieve an accuracy of up to 85.3% [MKX+18; MHO+22]. However, these models do not capture what developers think of readability improvements [FRH+19]. This suggests that there is room for improvement in readability classification of source code.

2 BACKGROUND AND RELATED WORK

2.1 READABILITY

To improve readability, we need to capture what readability is. We define readability as a subjective impression of the difficulty of code while trying to understand it [PHD11; BW09]. Readability of code is a perceived barrier that needs to be overcome before it is possible to work with the code. The more readable code is, the lower the barrier [PHD11]. To give an example for high vs low readability, consider the code of Listing 1 from GitHub¹ and compare it to the code with the same functionality of Listing 2. You will notice that the first piece of code is more readable than the second one.

Readability is not the same as complexity. Complexity is an “essential” property of software that arises from system requirements, while readability is an “accidental” property that is not determined by the problem statement [BW09; BK87].

There is another related term, understandability. Readability is the syntactic aspect of processing code, while understandability is the semantic aspect [PHD11]. For example, a developer can find a piece of code readable but still difficult to understand. Recent research gives evidence that there is no correlation between understandability and readability [SBV+17].

¹<https://github.com/apache/cassandra/blob/trunk/src/java/org/apache/cassandra/Utils/HeapUtils.java>, accessed: 2023-25-07

```

1  /**
2   * Logs the output of the specified process.
3   *
4   * @param p the process
5   * @throws IOException if an I/O problem occurs
6   */
7  private static void logProcessOutput(Process p) throws IOException
8  {
9      try (BufferedReader input = new BufferedReader(new
10         ↪ InputStreamReader(p.getInputStream())))
11      {
12          StrBuilder builder = new StrBuilder();
13          String line;
14          while ((line = input.readLine()) != null)
15          {
16              builder.appendln(line);
17          }
18          logger.info(builder.toString());
19      }

```

Listing 1: An example for well readable code of the highly rated Cassandra GitHub repository

2.2 CLASSICAL CALCULATION APPROACHES

A first estimation for source code readability was the percentage of comment lines over total code lines [ASC02]. In the last years, researchers have proposed several more complex metrics and models for assessing code readability [BW09; PHD11; Dor12; SLP+16]. Those approaches used handcrafted features to calculate whether a piece of code is readable or not. They were able to achieve up to 81.8% accuracy in classification [SLP+16].

2.3 DEEP LEARNING BASED APPROACHES

More recent models use Deep Learning approaches in order to generate the features automatically. Those models have proven to be more accurate, achieving an accuracy of up to 85.3% [MKX+18; MHO+22].

All the mentioned models were trained on the data of Buse, Dorn and Scalabrio consisting of in total 660 code snippets. The data was generated with surveys. They therefore asked developers several questions, including the question, how well readable the proposed source code is [BW09; Dor12; SLP+16].

Fakhoury, Roy, Hassan and Arnaoudova showed based on readability improving commit analysis that these models do not capture what developers think of

```

1 private
2     static
3 void
4 debug( Process
5 v1
6     )        throws IOException
7 {
8     // Doo debug
9     try (BufferedReader  b
10         = new
11         BufferedReader(
12         new InputStreamReader(
13         v1.getInputStream()
14         )
15         )
16         )
17     {
18         StrBuilder b2=new StrBuilder();String v2;while
19             ↪ (null!=(v2=input.readLine())){b2.appendln(v2);}
20             ↪ // Doo stuff
21         m.info(  builder.toString()
22             );
23     }
24 }

```

Listing 2: The same example as in Listing 1 but modified to be badly readable

readability improvements. They therefore analyzed 548 GitHub² commits manually. They suggest taking other metrics such as incoming method invocations or method name fitting into account [FRH+19].

2.4 RELATED WORK

Loriot, Madeiral and Monperrus created a model that is able to fix Checkstyle³ violations using Deep Learning. They inserted formatting violations based on a project specific format checker ruleset into code in a first step. They then used a LSTM neural network that learned how to undo those injections. Their approach is working on abstract token sequences. Their data is generated in a self-supervised manner [LMM22]. A similar idea has been explored by Yasunaga and Liang [YL20]. We will use the idea of intentional degradation of code for data generation.

²<https://github.com/>, accessed: 2023-07-25

³<https://checkstyle.org/>, accessed: 2023-07-25

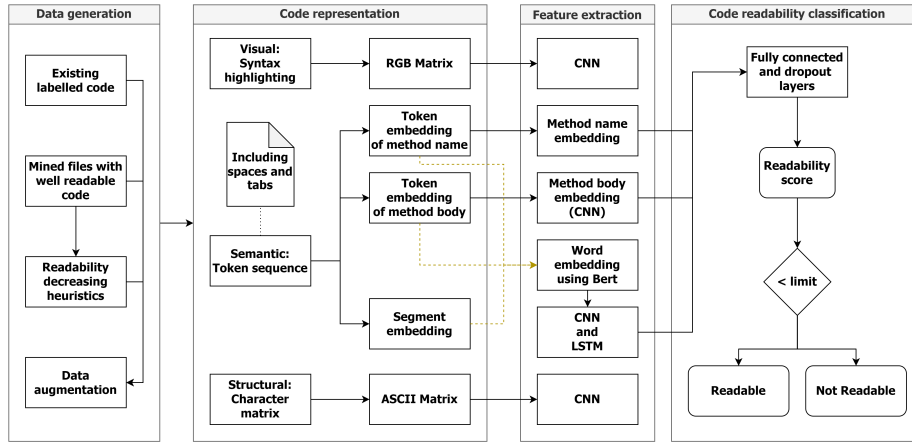


Figure 1: Overview of the planned approach.

Another concept we will employ is from Allamanis, Peng and Sutton. They cloned the top open source Java projects on GitHub² for training a Deep Learning model. Those top projects were selected by taking the sum of the z-scores of the number of watchers and forks of each project. As the projects have thousands of forks and stars and are widely used among software developers, they can be assumed to be of high quality [APS16].

3 PLANNED WORK AND CONTRIBUTION

We will investigate whether it is possible to score a higher accuracy as current models in classifying code readability for java using Deep Learning. Therefore, we will train the model from Mi, Hao, Ou and Ma [MHO+22] with more data. We will consider augmenting the model with a method name classifier and incorporating semantic encoding for tabs and spaces. The training data will be generated in a novel way for classification of readability, inspired by Loriot, Madeiral and Monperrus [LMM22]. The method name classifier is similar to Code2Vec [AZL+19]. The combination of all components is novel to the best of our knowledge. You can find a visualization of the planned modifications of Mi, Hao, Ou and Ma’s model in figure 1. We will focus on generating training data, as the approach will be usable for further research in the field of source code readability.

Deep Learning based models perform better the more training data they get [HNA+17]. Therefore, one approach in order to further improve existing models is to gather more training data. This requires, as it was done previously, a lot of

effort and persons willing to rate code based on their readability. We present another approach for gathering training data.

In a first step, GitHub repositories with known high code quality are downloaded and labeled as highly readable. We select repositories using a similar approach as Allamanis, Peng and Sutton [APS16] and then assume that they contain only well readable code. In a second step, the code is manipulated so that it is less readable afterwards. This approach is similar to the approach of Lorient, Madeiral and Monperrus [LMM22].

Research Question 1: *What is the quality of our new approach for data generation?*

Until now, the data for readability classification was generated manually. Therefore, human annotators ranked code snippets by their readability level based on a five-point Likert scale [Lik32] ranging from one (i.e., very unreadable) to five (i.e., very readable) [BW09; Dor12; SLP+16]. Our new data will be generated in an automatic approach, where no manual labeling of code is necessary. We want to compare the quality of this data to the data used for previous models.

Research Question 2: *Can automatically selected code be assumed to be well readable?*

To collect the necessary training data, we assume that the code from the repositories is readable under certain conditions. We want to check whether that assumption holds.

Research Question 3: *Can poorly readable code be generated from well readable code?*

It is not sufficient to have only well readable code for training a classifier. We also need poorly readable code. Therefore, we will try to generate such code from the well readable code. We will investigate whether this is possible in principle, and we will try to propose an automated approach for archiving this: Readability Decreasing Heuristics.

Research Question 4: *Which heuristics are best to generate poorly readable code from well readable code?*

We want to compare the modifications of the proposed heuristics for generating badly readable code to each other. We will investigate whether their results are sufficient for training readability classifiers.

Research Question 5: *Can the new data improve existing readability models?*

It was shown that Deep Learning models get better the more training data is available [HNA+17]. This holds under the assumption that the quality of the data is the same or at least similar. We want to check if the quality of our new data is sufficient for improving the Deep Learning based readability classifier of Mi, Hao, Ou and Ma [MHO+22].

Research Question 6: *Optional: How can existing Deep Learning approaches be further improved?*

In recent years it was shown that Deep Learning models can be further improved by modifying the structure of the architecture or by introducing new components, parts or layers to existing architectures. We suggest two improvements for the model of Mi, Hao, Ou and Ma [MHO+22]: Embedding spaces and tabs as semantic tokens and adding a method name fitting component. We want to investigate if those changes can improve the model.

Research Question 7: *Optional: Does the embedding of spaces and tabs in semantic code representations improve readability classification?*

The state-of-the-art model of Mi, Hao, Ou and Ma [MHO+22] does consider spaces and tabs only in its visual component. We want to investigate if it can improve the quality of a Deep Learning based model if spaces and tabs are encoded as semantic tokens. We also want to investigate if this makes the visual component superfluous.

Research Question 8: *Optional: Does the usage of a method name fitting classifier improve readability classification?*

Correct naming of identifiers is crucial for ensuring readability of software programs. It is of outstanding importance for readability of code that the name of methods fit the method bodies [LKB+19]. We want to introduce a new component to the model of Mi, Hao, Ou and Ma [MHO+22] that is built similar to Code2Vec [AZL+19]. We want to investigate if the newly introduced component increases the quality of the resulting model.

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