
Teaching Large Language Models to Self-Debug

Xinyun Chen
Google Research
xinyunchen@google.com

Maxwell Lin
UC Berkeley
mxlin@berkeley.edu

Nathanael Schärli
Google Research
schaerli@google.com

Denny Zhou
Google Research
dennyzhou@google.com

Abstract

Large language models (LLMs) have achieved impressive performance on code generation. However, for complex programming tasks, generating the correct solution in one go becomes challenging, thus some prior works have designed program repair approaches to improve code generation performance. In this work, we propose SELF-DEBUGGING, which teaches a large language model to debug its predicted program via few-shot demonstrations. In particular, we demonstrate that SELF-DEBUGGING can teach the large language model to perform *rubber duck debugging*; i.e., without any feedback on the code correctness or error messages, the model is able to identify its mistakes by explaining the generated code in natural language. SELF-DEBUGGING achieves the state-of-the-art performance on several code generation benchmarks, including the Spider dataset for text-to-SQL generation, TransCoder for C++-to-Python translation, and MBPP for text-to-Python generation. On the Spider benchmark where there are no unit tests to verify the correctness of predictions, SELF-DEBUGGING with code explanation consistently improves the baseline by 2–3%, and improves the prediction accuracy on problems of the hardest label by 9%. On TransCoder and MBPP where unit tests are available, SELF-DEBUGGING improves the baseline accuracy by up to 12%. Meanwhile, by leveraging feedback messages and reusing failed predictions, SELF-DEBUGGING notably improves sample efficiency, and can match or outperform baseline models that generate more than $10\times$ candidate programs.

1 Introduction

Code generation has been a long-standing challenge with a variety of applications, such as code synthesis from natural languages [63, 8, 2, 32], programming by examples [14, 5, 11], and code translation [44, 10]. In particular, recent large language models have demonstrated a significant leap in improvement over prior deep neural networks [8, 13, 38, 67, 57]. However, for many programming tasks, generating correct code with a single attempt is challenging. Inspired by observations that correct code is much more likely to be predicted when multiple programs are sampled from the model [8, 13, 32], one line of work has designed reranking techniques to select the best candidate from multiple samples, which typically requires tens of samples to start with [49, 65, 37, 32].

Intuitively, even for human programmers, there is no guarantee that the code written on the first try is always accurate. Instead of completely discarding the incorrect code, humans typically look into the code and investigate execution results, then make changes to resolve the implementation errors. Therefore, prior works propose deep learning techniques to repair the predicted code, which demonstrate notable performance gains on various coding tasks [20, 53, 17, 6]. However, these approaches require additional training for the code repair model. While some recent works show that

large language models have potential for generating feedback messages to critique and refine their outputs for some natural language and reasoning domains [50, 35, 28, 36, 3], prior works suggest that such large language models are not yet capable of correcting code when lacking external feedback, such as unit tests or human instructions [6].

In this work, we propose SELF-DEBUGGING, where we teach the large language model to debug its own predicted code via few-shot prompting. Without any additional model training, SELF-DEBUGGING instructs the model to execute the code, then generate a feedback message based on the code and its execution result. Different from prior works on utilizing human feedback for code repair, where the feedback message explains the code errors and how to fix them [6, 2], SELF-DEBUGGING teaches the model to identify the implementation errors via code explanation. This debugging process is reminiscent of *rubber duck debugging* for human programmers, where explaining the code line-by-line in natural language to a rubber duck significantly boosts debugging efficiency without expert guidance [24]. Figure 1 illustrates the full procedure of SELF-DEBUGGING.

We evaluate SELF-DEBUGGING on `code-davinci-002` in the GPT-3 model family [8]. SELF-DEBUGGING achieves the state-of-the-art performance on different types of code generation tasks, including text-to-SQL generation, code translation and text-to-Python generation. On the Spider benchmark [63] for text-to-SQL generation where there are no unit tests in the problem description, with code explanation, SELF-DEBUGGING consistently improves the baseline by 2 – 3% with different numbers of initial programs, and improves the prediction accuracy on the most complicated SQL queries by 9%. On both TransCoder for code translation [44] and MBPP for text-to-Python generation [2], utilizing unit tests along with code explanation boosts the accuracy by up to 12%, and code explanation alone without debugging also consistently improves the code translation performance by 2 – 3%. Meanwhile, SELF-DEBUGGING improves sample efficiency, and can match or outperform baseline models that sample more than $10\times$ predictions. Our work indicates that besides improving their ability to generate code from scratch, teaching large language models to perform SELF-DEBUGGING without human guidance is another promising path to enhance coding capability and reduce the sampling cost required to accomplish challenging tasks.

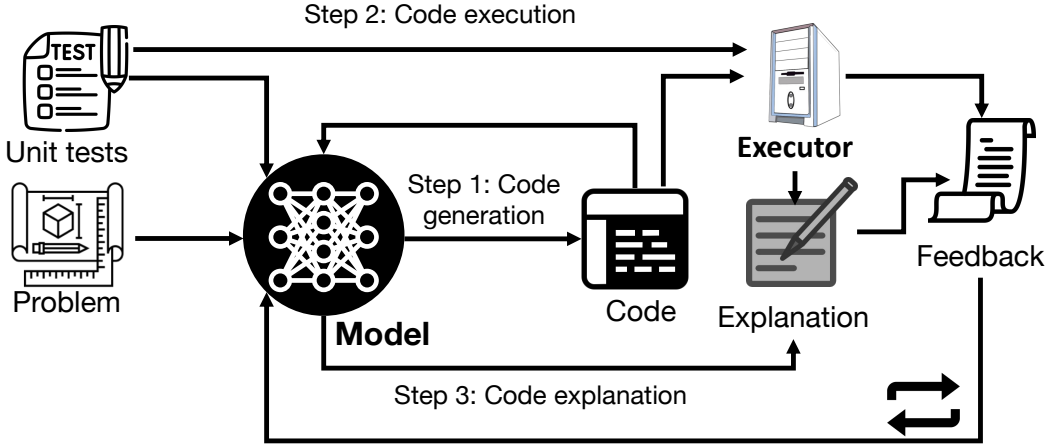


Figure 1: SELF-DEBUGGING for iterative debugging using a large language model. At each debugging step, the model first generates new code, then the code is executed and the model explains the code. The code explanation along with the execution results constitute the feedback message, which is then sent back to the model to perform more debugging steps. When unit tests are not available, the feedback can be purely based on code explanation.

2 Prompting for Code Generation

In this section, we discuss the background on prompting for code generation using large language models. We first introduce few-shot prompting, then discuss how to select the final prediction from multiple samples based on code execution.

Few-shot prompting. Few-shot prompting aims to instruct the language model to solve a task with several input-output demonstrations [4]. Taking text-to-SQL generation as an example, the few-shot prompt prepends the question of interest with a list of (question, SQL) pairs, so that when the model is asked to predict subsequent tokens of the given prompt, it will follow the prompt format to generate the SQL query. Figure 2 presents one exemplar for the prompt. Besides input-output demonstrations, we can optionally add an instruction in the prompt to provide a high-level task description [41, 46, 51]. For example, in the first two steps of our SELF-DEBUGGING prompt shown in Figure 3, both prompts start with instructions that ask the model to generate explanations. We provide the full few-shot prompts in the appendix.

Execution-based code selection. Prior works demonstrate that decoding multiple samples can significantly improve the performance of large language models [54, 49]. In particular, for code generation tasks, we can utilize code execution to select the final prediction [11, 32, 49, 65, 37]. One line of work selects the final prediction using the majority vote of execution results [11, 32, 49], while other works design reranking schemes to improve the performance [65, 37, 61, 64]. In this work, when there are multiple predictions, we follow the first line of work to select the predicted code with the most frequent execution result among those that do not encounter execution errors, then apply SELF-DEBUGGING to the code.

Some code generation tasks are accompanied with unit tests to specify the program execution behavior [8, 2, 32, 22]. Specifically, the unit tests are a set of input-output pairs $\{(i_k, o_k)\}_{k=1}^K$, and a program P passes unit tests when $P(i_k) = o_k, \forall k \in \{1, \dots, K\}$. When unit tests are presented in the problem description, we filter out programs that do not pass the unit tests before performing the execution-based majority vote.

3 SELF-DEBUGGING Framework

Figure 1 illustrates our SELF-DEBUGGING framework for iterative debugging, where we utilize the pretrained large language model without finetuning. Given the problem description, the model first predicts candidate programs, then it infers the program correctness and produces feedback messages for subsequent debugging steps. The debugging process terminates when the feedback message states that the prediction is correct, or a maximum allowed number of debugging turns is reached.

Existing works demonstrate that language models can be trained to understand human feedback for code and make corrections based on the instructions [2, 38, 6]. However, it is unclear whether language models can debug by themselves without human assistance. In the following, we discuss different types of feedback messages that can be automatically acquired and generated with code execution and few-shot prompting.

3.1 SELF-DEBUGGING with Simple Feedback

The simplest form of automatic feedback is a sentence that just indicates the code correctness without more detailed information. For instance, in text-to-SQL generation, the few-shot prompt provides the feedback message *“The SQL prediction above is correct!”* for all correct SQL queries, and *“The SQL prediction above is wrong. Please fix the SQL.”* for wrong predictions.

3.2 SELF-DEBUGGING with Unit Tests (UT)

For code generation tasks where the problem description includes unit tests, besides utilizing code execution to check code correctness, we can also present the execution results in the feedback message, which provides richer information for debugging. Figure 5 presents a sample unit test feedback message for code translation. Intuitively, inspecting runtime error messages and execution results of failed unit tests also helps human programmers debug more effectively. In our experiments, we will demonstrate that leveraging unit tests considerably improves the debugging performance.

3.3 SELF-DEBUGGING via Code Explanation (Expl.)

Despite recent promising progress showing that large language models can generate critiques to avoid harmful model outputs [18, 3] and improve their performance on some natural language and

reasoning tasks [50, 28, 47], prior work has yet to show the effectiveness of model-generated feedback on code generation [6]. On the other hand, large language models have been shown to be capable of describing their generated problem solutions in both text [55, 29, 68] and code [19, 9] formats.

Inspired by these observations, instead of teaching the large language model to predict error messages, we propose to teach the model to self-debug via explaining the generated code. This debugging process is reminiscent of *rubber duck debugging*, where a programmer debugs code by explaining it line-by-line to a rubber duck [24]. By describing the code implementation and comparing it to the problem description, human programmers are usually able to identify the bugs without extra guidance. Empirically, we observe that a large language model can also benefit from rubber duck debugging, especially when unit tests are not available.

4 Applications

In our evaluation, we showcase applications of SELF-DEBUGGING to different code generation domains: text-to-SQL generation, code translation, and text-to-Python generation. First, text-to-SQL generation represents the scenario where no unit tests are available, where SELF-DEBUGGING enables the model to identify errors and justify the code correctness by explaining the predicted code. In code translation, we demonstrate how to utilize the execution of unit tests to provide feedback messages. Finally, the text-to-Python domain requires the model to infer the prediction correctness when only a subset of unit tests are presented in the problem description.

4.1 Text-to-SQL Generation

The goal of text-to-SQL tasks is to generate the corresponding SQL query given a question and the database information, and Figure 2 presents an exemplar in our prompt for generating the SQL query. Following prior work evaluating large language models for text-to-SQL generation [43, 49, 37], we evaluate SELF-DEBUGGING on the development set of the Spider benchmark [63]. Since the unit tests are not available, it becomes more challenging for the model to infer the correctness of the predicted SQL queries. As will be shown in Section 5, it is insufficient for accurately predicting SQL correctness when the few-shot prompt only contains simple feedback.

Figure 3 demonstrates an exemplar in our SELF-DEBUGGING prompt for text-to-SQL generation, and we present the full few-shot prompts for each step in Appendix A. At a high level, the debugging process contains 3 steps. First, we prompt the model to summarize the question and infer the return type required by the question; i.e., the number of table columns of the corresponding SQL query. In the second step, we execute the SQL query and add the returned table to the model input for code explanation. The generated SQL explanation includes a detailed description of each clause, the number of columns included in the returned table, and the high-level meaning of the full SQL query. When the returned table has more than 2 rows, only the first 2 rows are included in the prompt. Finally, the model compares the inferred SQL explanation and question description, and then predicts the correctness of the current SQL query. The SELF-DEBUGGING process terminates when the SQL query is considered correct in step 3, or when it reaches the maximum number of debugging turns.

4.2 Code Translation

Next, we apply SELF-DEBUGGING to code translation, where the goal is to translate code in one programming language into another language. In our experiments, we use the TransCoder dataset [44], which includes a test set of parallel functions in different programming languages along with unit tests. Following [13], we evaluate SELF-DEBUGGING on the task of translating C++ code to Python code, and we utilize the same test set with 560 problems and 10 unit tests per problem. The problem description includes both the C++ code and all unit tests, as shown in Figure 4.

Given the availability of unit tests, we apply SELF-DEBUGGING only when the predicted Python code does not pass all the unit tests, and thus the model does not need to predict the feedback messages. Figure 5 provides sample SELF-DEBUGGING prompts with unit test feedback and code explanation. We iteratively apply SELF-DEBUGGING until the predicted Python code passes all unit tests, or the model reaches a maximum number of debugging turns.

Problem description

```
CREATE TABLE customers (
  customer_id number ,
  customer_name text ,
  customer_details text ,
  primary key ( customer_id )
)
insert into customers (customer_id, customer_name, customer_details) values (1,
'Savannah', 'rerum') ;

CREATE TABLE orders (
  order_id number ,
  customer_id number ,
  order_status text ,
  date_order_placed time ,
  order_details text ,
  primary key ( order_id ),
  foreign key ( customer_id ) references customers ( customer_id )
)
insert into orders (order_id, customer_id, order_status, date_order_placed,
order_details) values (1, 2, 'Shipped', '2009-02-21 15:26:19', NULL);
...
```

Question: Which customers have both "On Road" and "Shipped" as order status?
List the customer names.

Output SQL

```
SQL: SELECT customers.customer_name FROM customers JOIN orders ON customers.
customer_id = orders.customer_id
WHERE orders.order_status = "On Road"
INTERSECT SELECT customers.customer_name FROM customers JOIN orders ON
customers.customer_id = orders.customer_id
WHERE orders.order_status = "Shipped"
```

Figure 2: An exemplar for text-to-SQL generation. The problem is taken from the Spider dataset [63]. The problem description contains the database schema, and the model is required to predict the SQL query. The prompt includes the contents of one row from each table.

4.3 Text-to-Python Generation

In addition, we evaluate SELF-DEBUGGING in the setting where a subset of unit tests are presented in the problem description, which is a common setup in coding assignments and competitions [8, 2, 32]. Specifically, we perform experiments on the test set of MBPP [2], which contains 500 Python problems with text descriptions, where each problem has 3 unit tests. We follow prior work [49, 37] in including the first unit test in the prompt as part of the problem description, and keeping the remaining 2 unit tests hidden for full evaluation. Similar to code translation, we can also utilize the unit test execution results in the feedback message, but the main difference is that the model still needs to infer the code correctness even if the predicted Python code passes the given unit test. We utilize the same prompt as in [37] to obtain the initial Python code, and we present the full prompts for SELF-DEBUGGING in Appendix C.

5 Experiments

We use code-davinci-002 [8] for all our experiments with SELF-DEBUGGING, and we denote it as Codex throughout this section. For initial code generation, when starting from one program, we perform greedy decoding with temperature $\tau = 0$. When sampling multiple programs for a problem, we set temperature $\tau = 0.7$, then we perform execution-based selection described in Section 2. All

<p align="center">Step 1: Question explanation</p> <p>Infer the return type of the question.</p> <p>[Question] Which customers have both "On Road" and "Shipped" as order status? List the customer names.</p> <p>[Question Explanation] "List the customer names" returns 1 column. The question returns the customer names who have both "On Road" and "Shipped" as order status. So the question returns 1 column.</p>
<p align="center">Step 2: Code explanation</p> <p>Summarize the return type of the execution.</p> <p>[SQL] SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" OR orders.order_status = "Shipped"</p> <p>Execution: George </p> <p>[SQL Explanation] The execution of the SQL query above would return a table with 1 column. The first column, "customers.customer_name" would contain the customer names. With "customers JOIN orders", the table would contain the data about customers with orders. With "WHERE orders.order_status = 'On Road' OR orders.order_status = 'Shipped'", the table filters the records to only include customers who have order status "On Road" or "Shipped". So the SQL query returns a table with 1 column, the customer names who have the order status "On Road" or "Shipped".</p>
<p align="center">Step 3: Self-Debugging with explanation</p> <p>[Question] [Explanation summary] As in your explanation, the SQL query returns a table with 1 column, the customer names who have the order status "On Road" or "Shipped". The question returns 1 column, the customer names who have both "On Road" and "Shipped" as order status.</p> <p>[Feedback] So the SQL prediction above is wrong. Please fix the SQL.</p> <p>[Revised SQL #1] SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" AND orders.order_status = "Shipped"</p> <p>[Explanation summary #1] As in your explanation, the SQL query returns an empty table, because the "WHERE" clause contains mutually exclusive conditions. The question returns 1 column, the customer names who have order status of both "On Road" and "Shipped".</p> <p>[Feedback #1] So the SQL prediction above is wrong. Please fix the SQL.</p> <p>[Revised SQL #2] SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" INTERSECT SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "Shipped"</p> <p>[Explanation summary #2] As in your explanation, the SQL query returns a table with 1 column, the customer names who have the order status "On Road" and "Shipped". The question returns 1 column, the customer names who have order status of both "On Road" and "Shipped". So the question returns 1 column.</p> <p>[Feedback #2] So the SQL prediction above is correct!</p>

Figure 3: An example of SELF-DEBUGGING prompting for text-to-SQL generation. The model is required to predict the code, explanation and feedback. Database information is omitted in the figure for clarity, and we present the full prompts in Appendix A.

experiments for SELF-DEBUGGING use greedy decoding to generate code explanations, feedback messages and new programs. We set the maximum number of debugging turns to be 10, and we will show that empirically the successful debugging processes mostly end within 3 turns. We present the full few-shot prompts for experiments in the appendix.

We evaluate SELF-DEBUGGING against two types of baselines as follows.

Models trained for the given task. The Spider benchmark contains a training set of over 10K samples, and the state-of-the-art models are mostly finetuned on this training set. We compare SELF-DEBUGGING to Graphix-T5 [31], T5-3B + Syn data [66] and T5-3B + N-best Reranking [64], which are adapted from the T5 architecture [42] and specially trained for text-to-SQL generation. Although LEVER [37] also utilizes code-davinci-002 to generate candidate SQL queries, they train a verifier to select the final prediction based on execution, and thus also requires extra training.

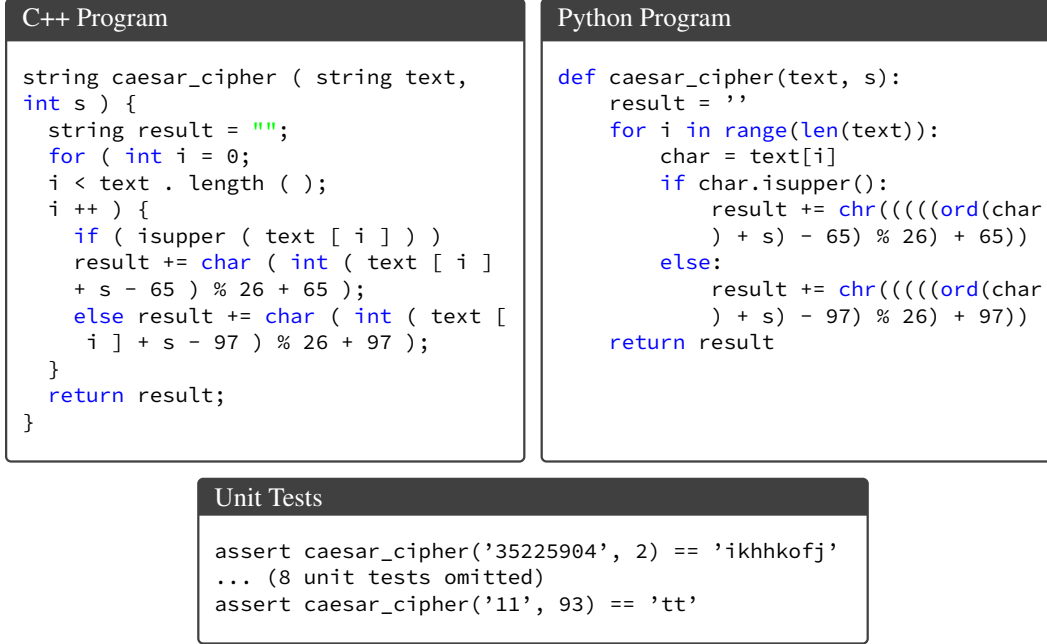


Figure 4: An example from the TransCoder dataset. The problem description contains the C++ program and unit tests, and the model is required to predict the Python program.

For both TransCoder and MBPP benchmarks, the state-of-the-art results are all accomplished by large language models for code, thus we mainly compare to such models.

Prompting-based approaches. We compare SELF-DEBUGGING against recent approaches that also only perform prompting without any additional training. In particular, Both MBR-Exec [49] and Coder-Reviewer [65] first generate multiple candidate programs by prompting the pretrained large language model. Afterward, MBR-Exec [49] selects the program with the most common execution output, while Coder-Reviewer [65] selects the program by utilizing both the likelihood of the predicted code given the problem description (Coder score) and the likelihood of the problem description given the predicted code (Reviewer score).

5.1 Main Results

We present the main results in Tables 1, 2 and 3, where we compare SELF-DEBUGGING to the state-of-the-art approaches on the Spider, TransCoder and MBPP benchmarks. We demonstrate that SELF-DEBUGGING achieves the state-of-the-art on all 3 benchmarks, and significantly boosts the performance compared to the baseline that does not perform debugging.

On the Spider benchmark where unit tests are not available, simple feedback alone does not improve the performance, because the model is not able to distinguish between correct and wrong SQL queries from only a few exemplars without explanation, and does not produce meaningful changes to the initial predicted SQL queries. Note that on TransCoder and MBPP benchmarks where at least one unit test is available for SELF-DEBUGGING, simple feedback utilizes the execution result to infer the code correctness even if the execution information is not presented in the feedback message to the model, thus simple feedback still improves the model prediction for both applications. For all tasks, the model benefits from richer feedback signals for SELF-DEBUGGING. In particular, code explanation enables the model to self-debug without unit tests.

Simple Feedback	Unit Test (UT) Feedback	Unit Test + Explanation (+Expl.)
<p>Below are C++ programs with incorrect Python translations. Correct the translations using the provided feedback.</p>	<p>Below are C++ programs with incorrect Python translations. Correct the translations using the provided feedback.</p>	<p>Below are C++ programs with incorrect Python translations. <i>Explain the original code, then explain the translations line by line and correct them using the provided feedback.</i></p>
<p>[C++]</p>	<p>[C++]</p>	<p>[C++]</p>
<p>[Original Python]</p>	<p>[Original Python]</p>	<p>[C++ Explanation]</p>
<p>[Simple Feedback]</p>	<p>[UT Feedback]</p>	<p>[Original Python]</p>
<p>[Revised Python #1]</p>	<p>[Revised Python #1]</p>	<p>[Python Explanation]</p>
<p>[Simple Feedback]</p>	<p>[UT Feedback]</p>	<p>[UT Feedback]</p>
<p>[Revised Python #2]</p>	<p>[Revised Python #2]</p>	<p>[Revised Python #1]</p>
<p>...</p>	<p>...</p>	<p>[UT Feedback]</p>
<p>...</p>	<p>...</p>	<p>[Revised Python #2]</p>
<p>...</p>	<p>...</p>	<p>...</p>
<p>[C++] =</p>	<p>[C++ Explanation] =</p>	
<pre>int count_trailing_zeroes_factorial_number (int n) { int count = 0; for (int i = 5; n / i >= 1; i *= 5) count += n / i; return count; }</pre>	<p>The code is an implementation of counting the number of trailing zeroes in the factorial of a given number.</p>	<p>The variable count is used to record the number of trailing zeroes.</p>
<p>[Original Python] =</p> <pre>def count_trailing_zeroes_factorial_number(n): cnt = 0 i = 5 while ((n / i) >= 1): cnt = (cnt + (n / i)) i *= 5 return cnt</pre>	<p>The loop iterates until the quotient of the given number and i (the divisor) is greater than or equal to 1.</p>	<p>The loop iterates until the quotient of the given number and i (the divisor) is greater than or equal to 1.</p>
<p>[Simple Feedback] =</p>	<p>The above Python translation does not do the same thing as the C++ code. Correct the Python translation.</p>	<p>When the loop is executed, the quotient of the given number and i will be added to the variable count.</p>
<p>[UT Feedback] =</p>	<p>The Python translation does not do the same thing as the C++ code. These are the results of failed unit tests that test whether the Python translation's outputs match the C++ program's outputs:</p>	<p>Finally, the function returns the number of trailing zeroes.</p>
<p>Failed: assert count_trailing_zeroes_factorial_number(9) == 1</p>	<p>Actual Result: 1.8</p>	<p>[Python Explanation] =</p>
<p>Correct the translation.</p>	<p>The code is an implementation of counting the number of trailing zeroes in the factorial of a given number.</p>	<p>cnt = 0;</p>
<p>[Revised Python #n] =</p>	<p>The variable cnt is used to record the number of trailing zeroes.</p>	<p>i = 5</p>
<pre>def count_trailing_zeroes_factorial_number(n): cnt = 0 i = 5 while ((n / i) >= 1): cnt = (cnt + (n // i)) i *= 5 return cnt</pre>	<p>The variable i is used as the divisor.</p>	<p>while ((n / i) >= 1):</p>
<p>...</p>	<p>The loop iterates until the quotient of the given number and i (the divisor) is greater than or equal to 1.</p>	<p>cnt = (cnt + (n / i))</p>
<p>...</p>	<p>When the loop is executed, the quotient of the given number and i will be added to the variable cnt.</p>	<p>i *= 5</p>
<p>...</p>	<p>The variable i will be multiplied by 5.</p>	<p>return cnt</p>
<p>...</p>	<p>Finally, the function returns the number of trailing zeroes.</p>	<p>...</p>

Figure 5: Examples of SELF-DEBUGGING prompts for code translation. Left-aligned blocks are model predictions, and right-aligned blocks contain the input C++ code and feedback messages based on code execution. We present the full prompts in Appendix B.

5.2 Ablation studies

5.2.1 Text-to-SQL Generation

On the Spider benchmark, we observe that our Codex result before SELF-DEBUGGING already matches the state-of-the-art performance, which is due to our better prompt design for SQL generation. In particular, we find that specifying primary and foreign key relationships between different tables improves the generation performance. Still, SELF-DEBUGGING further increases the prediction accuracy over the strong baseline and outperforms prior approaches without specialized training.

Figure 6a demonstrates the effectiveness of SELF-DEBUGGING when applied to different numbers of initial samples, where SELF-DEBUGGING notably improves the sample efficiency. In particular, applying SELF-DEBUGGING to predictions generated with greedy decoding matches the baseline

Table 1: Accuracy on the Spider development set for text-to-SQL generation [63].

Spider (Dev)	
<i>w/ training</i>	
Graphix-T5 [31]	81.0
T5-3B + Syn data [66]	81.4
T5-3B + N-best Reranking [64]	80.6
LEVER [37]	81.9
<i>Prompting only w/o debugging</i>	
Rajkumar et al. [43]	67.0
Coder-Reviewer [65]	74.5
MBR-Exec [49]	75.2
<i>This work</i>	
Codex	81.3
Simple	81.3
+ Expl.	84.1

Table 2: Accuracy on the TransCoder dataset [44], where we evaluate on the C++ to Python translation task as in [13]. All approaches w/o debugging use greedy decoding, and SELF-DEBUGGING methods utilize Codex predictions for debugging.

TransCoder (pass@1)	
<i>w/o debugging</i>	
TransCoder [44]	44.5
PaLM [13]	51.8
PaLM-Coder [13]	55.1
<i>This work</i>	
Codex	80.4
Simple	89.3
UT	91.6
UT + Expl.	92.5

Table 3: Accuracy on the MBPP dataset for text-to-Python generation [2].

	Greedy decoding	n samples
<i>Prior work</i>		
MBR-Exec [49]	-	63.0 ($n = 25$)
Reviewer [65]	-	66.9 ($n = 25$)
LEVER [37]	-	68.9 ($n = 100$)
<i>This work</i>		
Codex	61.4	72.2 ($n = 10$)
Simple	68.2	73.6
UT	69.4	75.2
UT + Expl.	69.8	75.6

accuracy using 16 samples, and SELF-DEBUGGING from 8 samples outperforms the baseline accuracy using 32 samples. Note that typically one debugging turn is sufficient, and the accuracy improvement after one turn is within 0.1%. These results highlight the benefit of leveraging the large language model to explain the code for debugging.

In Figure 6b, we further show the breakdown accuracies on problems with different difficulty levels, where the difficulty of each problem is annotated in the Spider benchmark based on the complexity of the ground truth SQL queries. We observe that the improvement achieved by SELF-DEBUGGING is more significant on hard problems. In particular, on extra hard problems, SELF-DEBUGGING increases the accuracy by 9%. Figure 8 presents an example where SELF-DEBUGGING fixes the predicted SQL query for an extra hard problem.

5.2.2 Code Translation

For generating initial Python translation, we apply the same few-shot prompt for TransCoder as [13], which consists of 3 exemplars (Appendix B.1). From Figure 7a, we again observe that the major improvement comes from the first debugging turn. Specifically, a single debugging turn with the full feedback improves over the greedy decoding accuracy by around 12%. Compared to Figure 7b, applying SELF-DEBUGGING to greedy decoding outperforms the baseline accuracy with 5 samples, and is close to the baseline accuracy with 10 samples.

Meanwhile, incorporating both unit test execution and code explanation improves the debugging performance, and we present some examples in Figures 9 and 10. In addition, we demonstrate that leveraging code explanation alone without SELF-DEBUGGING also provides a consistent performance gain of 2 – 3% for different numbers of samples, as shown in Figure 7b.

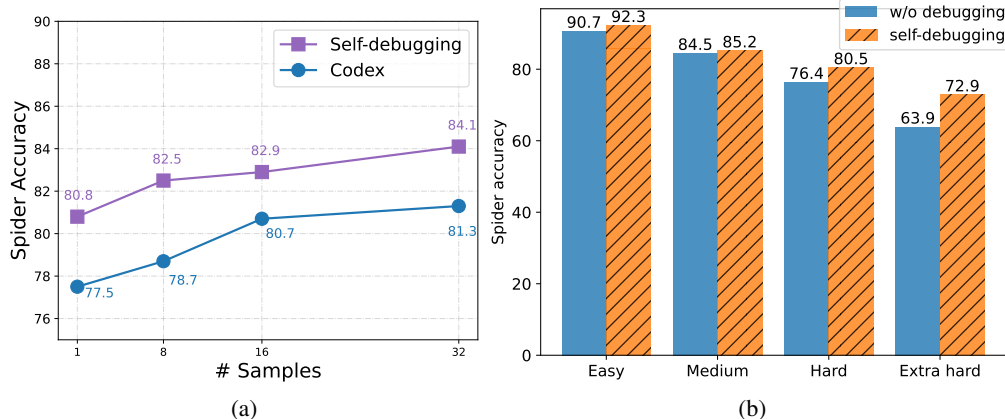


Figure 6: Ablation studies on the Spider development set. (a) Accuracies with different numbers of initial samples. (b) Breakdown accuracies on problems with different hardness levels.

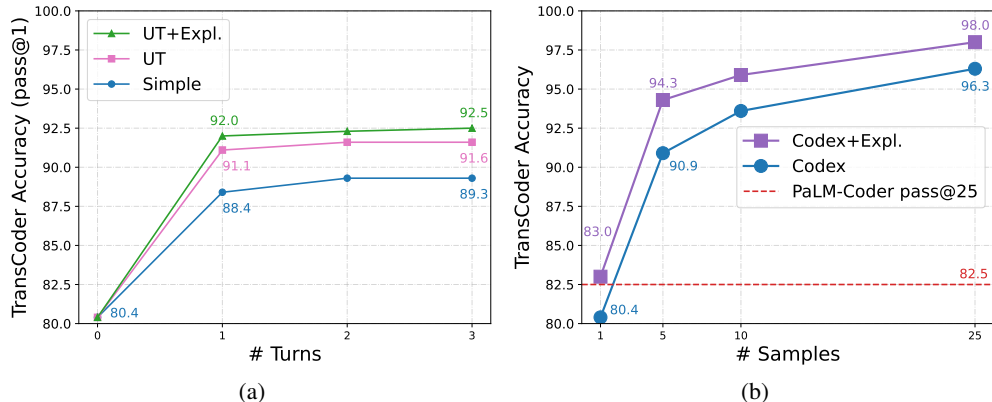


Figure 7: Ablation studies on TransCoder. (a) The accuracy of SELF-DEBUGGING prompts with different numbers of debugging turns. (b) The accuracy with different numbers of initial samples. Note that Codex+Expl. only prompts the model to generate explanations for the input C++ code, and does not perform SELF-DEBUGGING.

5.2.3 Text-to-Python Generation

For initial Python code generation on MBPP, we apply the same 3-shot prompt as [37]. With greedy decoding, SELF-DEBUGGING increases the accuracy by over 8%, and leveraging both unit test execution and code explanation again consistently improves the performance.

We observe that the improvement using code explanation is less significant on MBPP. First, due to the availability of unit tests, it is much easier to recognize wrong predictions from unit test feedback. Second, due to the context length limit, the number of exemplars in the prompt for SELF-DEBUGGING is smaller when adding code explanation in the feedback message. Specifically, prompts with both simple and unit test feedback messages include 6 exemplars, while the prompt with both the unit test execution and code explanation has 3 exemplars. Third, we find that code explanation plays a smaller role when the initial predicted code is far from the correct solution, in which case the model simply generates a new program and does not rely on code snippets in the initial prediction. See Figure 11 for an example where the prediction after SELF-DEBUGGING is very different from the initial code.

6 Related Work

Language models for code. Recent years have witnessed rapid progress in deep neural networks for code generation [14, 11, 63, 44]. While models designed and trained for specialized domains

Original SQL

Question: Give the names of countries with English and French as official languages.

```
SELECT country.name FROM country
JOIN countrylanguage ON country.code = countrylanguage.countrycode
WHERE countrylanguage.language = "English"
INTERSECT SELECT country.name FROM country
JOIN countrylanguage ON country.code = countrylanguage.countrycode
WHERE countrylanguage.language = "French"
```

Code explanation

The execution of the SQL query above would return a table with 1 column. The first column, 'country.name' would contain the country name. With 'country JOIN countrylanguage', the table would contain the data about countries and languages. With 'WHERE countrylanguage.language = 'English'', the table filters the records to only include countries with the language 'English'. With 'WHERE countrylanguage.language = 'French'', the table filters the records to only include countries with the language 'French'. With 'INTERSECT', the table would be filtered to only include countries with both 'English' and 'French' as languages. So the SQL query returns a table with 1 column, the country name of countries with both 'English' and 'French' as languages.

Self-debugging with explanation

As in your explanation, the SQL query returns a table with 1 column, the country name of countries with both 'English' and 'French' as languages. The question returns the names of countries with English and French as official languages. So the SQL prediction above is wrong. Please fix the SQL.

```
SELECT country.name FROM country JOIN countrylanguage ON country.code =
countrylanguage.countrycode
WHERE countrylanguage.language = "English"
AND countrylanguage.isofficial = "T"
INTERSECT SELECT country.name FROM country JOIN countrylanguage ON country.code
= countrylanguage.countrycode WHERE countrylanguage.language = "French"
AND countrylanguage.isofficial = "T"
```

Figure 8: An example on the Spider benchmark, where SELF-DEBUGGING fixes the prediction for an extra hard problem. Database information is omitted in the figure for clarity.

have achieved impressive performance in various applications such as text-to-code generation [31, 52, 48, 15, 26] and code translation [10, 44, 45], latest work on large language models demonstrate that a single pretrained model can achieve the state-of-the-art performance across a wide variety of coding tasks without specialized finetuning [8, 13, 38, 67, 57, 1, 40].

Despite showing the remarkable ability to follow natural language instructions, large language models still exhibit limited understanding of code execution [2, 32]. Specifically, even when the unit tests are provided in the problem description, the generated programs may still violate them [32, 49, 37]. Therefore, several approaches have been proposed to leverage code execution to choose the final prediction from multiple candidates, such as utilizing or training a language model for reranking [65, 37], and performing selection based on the consensus on unit test execution outputs among samples [11, 12, 45, 49, 32, 7]. In this work, our main focus is to utilize and explain code

C++	Original Python
<pre> int remainder_7_large_numbers (string num) { int series [] = { 1, 3, 2, - 1, - 3, - 2 }; int series_index = 0; int result = 0; for (int i = num . size () - 1; i >= 0; i --) { int digit = num [i] - '0'; result += digit * series [series_index]; series_index = (series_index + 1) % 6; result %= 7; } if (result < 0) result = (result + 7) % 7; return result; } </pre>	<pre> def remainder_7_large_numbers(num): series = [1, 3, 2, -1, -3, -2] series_index = 0 result = 0 for i in range((len(num) - 1), -1, -1): digit = (num[i] - '0') result += (digit * series[series_index]) series_index = ((series_index + 1) % 6) result %= 7 if (result < 0): result = ((result + 7) % 7) return result </pre>

Self-debugging with UT feedback

The Python translation does not do the same thing as the C++ code. These are the results of one failed unit test that tests whether the Python translation's outputs match the C++ program's outputs:

Failed: assert remainder_7_large_numbers('K') == 6

Actual Result: Python runtime error: Traceback (most recent call last):

File <filename>, line 29, in <module>

print(remainder_7_large_numbers('K'))

File <filename>, line 22, in remainder_7_large_numbers

digit = (num[i] - '0')

TypeError: unsupported operand type(s) for -: 'str' and 'str'

Correct the Python translation.

```

def remainder_7_large_numbers(num):
    series = [1, 3, 2, -1, -3, -2]
    series_index = 0
    result = 0
    for i in range((len(num) - 1), -1, -1):
        digit = (ord(num[i]) - ord('0'))
        result += (digit * series[series_index])
        series_index = ((series_index + 1) % 6)
        result %= 7
    if (result < 0):
        result = ((result + 7) % 7)
    return result

```

Figure 9: An example where SELF-DEBUGGING with unit test feedback fixes the code translation error, while the simple feedback fails.

execution for SELF-DEBUGGING, which improves the sample efficiency compared to utilizing execution solely for initial code generation.

Prompting techniques. Several prompting methods have been proposed to unlock latent abilities of large language models [55, 39, 29, 68, 27, 69, 19, 9]. Rather than prompting a model to directly produce the desired result, these methods have the model first produce useful intermediate outputs.

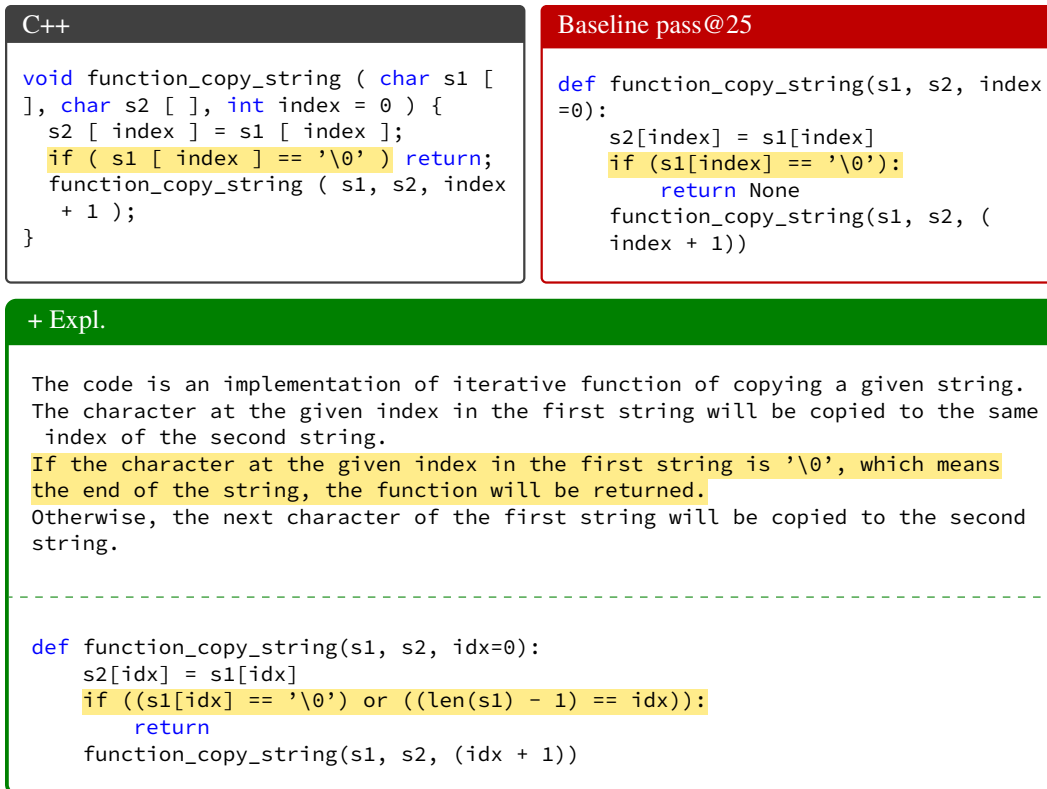


Figure 10: An example where adding code explanation results in the correct code translation, while the baseline prompt does not. Specifically, the translation with code explanation correctly checks for the end of a string.

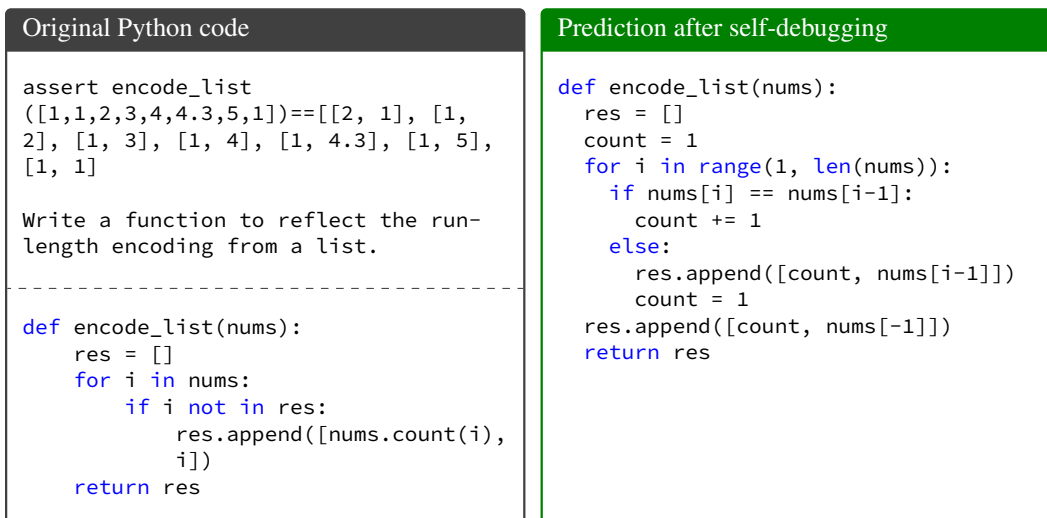


Figure 11: An example on MBPP where the prediction after SELF-DEBUGGING is very different from the initial code.

For example, chain-of-thought prompting asks the model to produce intermediate reasoning steps in natural language, which can be accomplished either with few-shot exemplars [55] or in a zero-shot manner [29]. Meanwhile, several prompting techniques explicitly direct the model to break down a problem into subproblems [68, 27]. For example, decomposed prompting [27] delegates subproblems

to other LLM instances that are prompted to specialize in specific tasks. Our prompting format of code explanation is relevant in spirit to chain-of-thought prompting, as the line-by-line code explanation in natural language facilitates analysis of the code that is useful for the debugging task. On the other hand, SELF-DEBUGGING also decomposes the debugging process into several stages, and triggers separate prompts for code explanation and feedback generation.

Code repair. Program repair is an area of research concerned with fixing bugs in code, where several neural network models have been developed to handle different types of bugs [21, 60, 20, 53]. While some methods train repair models that only take the code as input [21, 60], other approaches incorporate additional information such as execution traces [20, 53] and compiler errors [59]. Our SELF-DEBUGGING also uses additional information to aid in code repair, including execution results and self-generated code explanations. In contrast to prior work on training a separate model for code repair, SELF-DEBUGGING utilizes pretrained large language models for code, and teaches the model to debug via few-shot prompting.

Training with feedback. Training with feedback to improve the outputs of large language models, both in terms of correctness and alignment with human preferences, is an active research direction nowadays [70, 30, 18, 3]. One popular technique is reinforcement learning from human feedback (RLHF) [70, 41], and RLHF-trained models have demonstrated the ability to avoid harmful outputs when instructed to do so in the prompt [18]. Constitutional AI [3] introduces another path toward training harmless models, where they use the pretrained model itself to create automated feedback for both supervised learning and RLHF: for the former, a set of principles are used to guide a language model in creating revisions of its own responses that it is then trained on, and for the latter the same principles are used to prompt a separate model for the feedback needed for RLHF.

Another line of work trains the language model to refine the initial model outputs based on external feedback on prediction quality [56, 33], which improves the performance on several natural language and reasoning tasks. For code generation, a number of works have trained models to perform code optimization [34], interact with users for multi-turn code generation [62, 58, 38], and fix generated programs based on human feedback [25, 16, 6]. On the other hand, SELF-DEBUGGING enables the model to generate feedback messages on its own at test time, and does not require extra training.

Prompting with feedback. Recent works have shown the great promise of RLHF-trained models to generate critiques with prompting, which reduces harmful model outputs [3, 18] and improves the performance on some reasoning tasks [50, 35, 28, 36]. Reflexion [50] prompts an agent powered with a large language model to reflect on its actions under certain situations (such as when its actions become repetitive) and stores these reflections in its memory, leading to reduced hallucination and more effective plans. Self-Refine [35] shows that having a language model iteratively generate feedback and revisions of its outputs can greatly improve the final output quality on several tasks, such as text generation and math reasoning. RCI [28] demonstrates a related method combined with state and agent grounding that allows a large language model to accomplish computer control tasks in the MiniWoB++ benchmark [23], and improves the zero-shot performance on several math and commonsense reasoning benchmarks. Finally, DERA [36] simulates a dialogue between two agents to improve the model’s predictions in the clinical domain, with one agent providing feedback about important elements of the problem, and the other using the feedback to produce a final output. In this work, we focus on code generation applications, and SELF-DEBUGGING demonstrates the effectiveness of both self-generated feedback and unit test feedback acquired by code execution. In particular, SELF-DEBUGGING teaches the large language model to notice prediction errors via code explanation in the style of rubber duck debugging, which does not require the feedback message to explicitly explain the implementation errors and how to fix them.

7 Conclusion

In this work, we presented SELF-DEBUGGING, which enables a large language model to debug code generated by itself. In particular, we demonstrate that SELF-DEBUGGING empowers the model to perform *rubber duck debugging*, so that the model can identify and fix the bugs without human instructions. SELF-DEBUGGING achieves the state-of-the-art performance across several code generation domains, and notably improves sample efficiency. On text-to-SQL generation where there is no unit test specified for the task, leveraging code explanation for SELF-DEBUGGING

consistently improves the baseline by 2 – 3%, and provides a performance gain of 9% on the hardest problems. For code translation and text-to-Python generation tasks where unit tests are available, SELF-DEBUGGING significantly increases the baseline accuracy by up to 12%.

Our work highlights the promise of improving the coding performance of large language models by teaching them to iteratively debug their own predictions, instead of requiring the model to generate the correct code from scratch. SELF-DEBUGGING instructs the model to understand the code, identify the errors, and follow the error messages to fix the bugs. We consider improving the model’s ability to conduct all these steps as important future work. In particular, we hypothesize that better code explanation ability leads to better debugging performance, and one direction is to instruct the model to better describe the high-level semantic meaning of code along with the implementation details in its explanation. Another direction is to include additional debugging information in the model feedback, such as a description of potential bugs. Our preliminary results suggest that model-generated feedback messages on semantic errors do not provide additional benefits on top of line-by-line code explanation, and future work can explore techniques to predict more informative error messages.

Acknowledgement

We would like to thank Jacob Austin, Quoc V. Le, Charles Sutton, Hanjun Dai, and Olivier Bousquet for helpful discussion and feedback.

References

- [1] B. Athiwaratkun, S. K. Gouda, Z. Wang, X. Li, Y. Tian, M. Tan, W. U. Ahmad, S. Wang, Q. Sun, M. Shang, S. K. Gonugondla, H. Ding, V. Kumar, N. Fulton, A. Farahani, S. Jain, R. Giaquinto, H. Qian, M. K. Ramanathan, R. Nallapati, B. Ray, P. Bhatia, S. Sengupta, D. Roth, and B. Xiang. Multi-lingual evaluation of code generation models. In *The Eleventh International Conference on Learning Representations*, 2023.
- [2] J. Austin, A. Odena, M. Nye, M. Bosma, H. Michalewski, D. Dohan, E. Jiang, C. Cai, M. Terry, Q. Le, et al. Program synthesis with large language models. *arXiv preprint arXiv:2108.07732*, 2021.
- [3] Y. Bai, S. Kadavath, S. Kundu, A. Askell, J. Kernion, A. Jones, A. Chen, A. Goldie, A. Mirhoseini, C. McKinnon, et al. Constitutional ai: Harmlessness from ai feedback. *arXiv preprint arXiv:2212.08073*, 2022.
- [4] T. Brown, B. Mann, N. Ryder, M. Subbiah, J. D. Kaplan, P. Dhariwal, A. Neelakantan, P. Shyam, G. Sastry, A. Askell, et al. Language models are few-shot learners. *Advances in neural information processing systems*, 33:1877–1901, 2020.
- [5] R. Bunel, M. Hausknecht, J. Devlin, R. Singh, and P. Kohli. Leveraging grammar and reinforcement learning for neural program synthesis. In *International Conference on Learning Representations*, 2018.
- [6] A. Chen, J. Scheurer, T. Korbak, J. A. Campos, J. S. Chan, S. R. Bowman, K. Cho, and E. Perez. Improving code generation by training with natural language feedback. *arXiv preprint arXiv:2303.16749*, 2023.
- [7] B. Chen, F. Zhang, A. Nguyen, D. Zan, Z. Lin, J.-G. Lou, and W. Chen. Codet: Code generation with generated tests. In *The Eleventh International Conference on Learning Representations*, 2023.
- [8] M. Chen, J. Tworek, H. Jun, Q. Yuan, H. P. d. O. Pinto, J. Kaplan, H. Edwards, Y. Burda, N. Joseph, G. Brockman, et al. Evaluating large language models trained on code. *arXiv preprint arXiv:2107.03374*, 2021.
- [9] W. Chen, X. Ma, X. Wang, and W. W. Cohen. Program of thoughts prompting: Disentangling computation from reasoning for numerical reasoning tasks. *arXiv preprint arXiv:2211.12588*, 2022.
- [10] X. Chen, C. Liu, and D. Song. Tree-to-tree neural networks for program translation. *Advances in neural information processing systems*, 31, 2018.
- [11] X. Chen, C. Liu, and D. Song. Execution-guided neural program synthesis. In *International Conference on Learning Representations*, 2019.

- [12] X. Chen, D. Song, and Y. Tian. Latent execution for neural program synthesis beyond domain-specific languages. *Advances in Neural Information Processing Systems*, 34:22196–22208, 2021.
- [13] A. Chowdhery, S. Narang, J. Devlin, M. Bosma, G. Mishra, A. Roberts, P. Barham, H. W. Chung, C. Sutton, S. Gehrmann, et al. Palm: Scaling language modeling with pathways. *arXiv preprint arXiv:2204.02311*, 2022.
- [14] J. Devlin, J. Uesato, S. Bhupatiraju, R. Singh, A.-r. Mohamed, and P. Kohli. Robustfill: Neural program learning under noisy i/o. In *International conference on machine learning*, pages 990–998. PMLR, 2017.
- [15] L. Dong and M. Lapata. Language to logical form with neural attention. In *Proceedings of the 54th Annual Meeting of the Association for Computational Linguistics (Volume 1: Long Papers)*, 2016.
- [16] A. Elgohary, S. Hosseini, and A. Hassan Awadallah. Speak to your parser: Interactive text-to-SQL with natural language feedback. In *Proceedings of the 58th Annual Meeting of the Association for Computational Linguistics*, 2020.
- [17] C. Fu, H. Chen, H. Liu, X. Chen, Y. Tian, F. Koushanfar, and J. Zhao. Coda: An end-to-end neural program decompiler. In *NeurIPS*, 2019.
- [18] D. Ganguli, A. Askell, N. Schiefer, T. Liao, K. Lukošiu̇tė, A. Chen, A. Goldie, A. Mirhoseini, C. Olsson, D. Hernandez, et al. The capacity for moral self-correction in large language models. *arXiv preprint arXiv:2302.07459*, 2023.
- [19] L. Gao, A. Madaan, S. Zhou, U. Alon, P. Liu, Y. Yang, J. Callan, and G. Neubig. Pal: Program-aided language models. *arXiv preprint arXiv:2211.10435*, 2022.
- [20] K. Gupta, P. E. Christensen, X. Chen, and D. Song. Synthesize, execute and debug: Learning to repair for neural program synthesis. *Advances in Neural Information Processing Systems*, 33:17685–17695, 2020.
- [21] R. Gupta, S. Pal, A. Kanade, and S. Shevade. Deepfix: Fixing common c language errors by deep learning. In *Proceedings of the aaai conference on artificial intelligence*, 2017.
- [22] D. Hendrycks, S. Basart, S. Kadavath, M. Mazeika, A. Arora, E. Guo, C. Burns, S. Puranik, H. He, D. Song, and J. Steinhardt. Measuring coding challenge competence with APPS. In *Thirty-fifth Conference on Neural Information Processing Systems Datasets and Benchmarks Track (Round 2)*, 2021.
- [23] P. C. Humphreys, D. Raposo, T. Pohlen, G. Thornton, R. Chhaparia, A. Muldal, J. Abramson, P. Georgiev, A. Santoro, and T. Lillicrap. A data-driven approach for learning to control computers. In *International Conference on Machine Learning*, pages 9466–9482. PMLR, 2022.
- [24] A. Hunt and D. Thomas. The pragmatic programmer: from journeyman to master, 2000.
- [25] S. Iyer, I. Konstas, A. Cheung, J. Krishnamurthy, and L. Zettlemoyer. Learning a neural semantic parser from user feedback. In *Proceedings of the 55th Annual Meeting of the Association for Computational Linguistics (Volume 1: Long Papers)*, 2017.
- [26] S. Iyer, I. Konstas, A. Cheung, and L. Zettlemoyer. Mapping language to code in programmatic context. In *Proceedings of the 2018 Conference on Empirical Methods in Natural Language Processing*, 2018.
- [27] T. Khot, H. Trivedi, M. Finlayson, Y. Fu, K. Richardson, P. Clark, and A. Sabharwal. Decomposed prompting: A modular approach for solving complex tasks. *arXiv preprint arXiv:2210.02406*, 2022.
- [28] G. Kim, P. Baldi, and S. McAleer. Language models can solve computer tasks. *arXiv preprint arXiv:2303.17491*, 2023.
- [29] T. Kojima, S. S. Gu, M. Reid, Y. Matsuo, and Y. Iwasawa. Large language models are zero-shot reasoners. In A. H. Oh, A. Agarwal, D. Belgrave, and K. Cho, editors, *Advances in Neural Information Processing Systems*, 2022.
- [30] T. Korbak, K. Shi, A. Chen, R. Bhalerao, C. L. Buckley, J. Phang, S. R. Bowman, and E. Perez. Pretraining language models with human preferences. *arXiv preprint arXiv:2302.08582*, 2023.

- [31] J. Li, B. Hui, R. Cheng, B. Qin, C. Ma, N. Huo, F. Huang, W. Du, L. Si, and Y. Li. Graphix-t5: Mixing pre-trained transformers with graph-aware layers for text-to-sql parsing. *arXiv preprint arXiv:2301.07507*, 2023.
- [32] Y. Li, D. Choi, J. Chung, N. Kushman, J. Schrittwieser, R. Leblond, T. Eccles, J. Keeling, F. Gimeno, A. Dal Lago, et al. Competition-level code generation with alphacode. *Science*, 378(6624):1092–1097, 2022.
- [33] H. Liu, C. Sferrazza, and P. Abbeel. Chain of hindsight aligns language models with feedback. *arXiv preprint arXiv:2302.02676*, 2023.
- [34] A. Madaan, A. Shypula, U. Alon, M. Hashemi, P. Ranganathan, Y. Yang, G. Neubig, and A. Yazdanbakhsh. Learning performance-improving code edits. *arXiv preprint arXiv:2302.07867*, 2023.
- [35] A. Madaan, N. Tandon, P. Gupta, S. Hallinan, L. Gao, S. Wiegrefe, U. Alon, N. Dziri, S. Prabhume, Y. Yang, et al. Self-refine: Iterative refinement with self-feedback. *arXiv preprint arXiv:2303.17651*, 2023.
- [36] V. Nair, E. Schumacher, G. Tso, and A. Kannan. Dera: Enhancing large language model completions with dialog-enabled resolving agents. *arXiv preprint arXiv:2303.17071*, 2023.
- [37] A. Ni, S. Iyer, D. Radev, V. Stoyanov, W.-t. Yih, S. I. Wang, and X. V. Lin. Lever: Learning to verify language-to-code generation with execution. *arXiv preprint arXiv:2302.08468*, 2023.
- [38] E. Nijkamp, B. Pang, H. Hayashi, L. Tu, H. Wang, Y. Zhou, S. Savarese, and C. Xiong. Codegen: An open large language model for code with multi-turn program synthesis. In *The Eleventh International Conference on Learning Representations*, 2023.
- [39] M. Nye, A. J. Andreassen, G. Gur-Ari, H. Michalewski, J. Austin, D. Bieber, D. Dohan, A. Lewkowycz, M. Bosma, D. Luan, et al. Show your work: Scratchpads for intermediate computation with language models. *arXiv preprint arXiv:2112.00114*, 2021.
- [40] G. Orlanski, K. Xiao, X. Garcia, J. Hui, J. Howland, J. Malmaud, J. Austin, R. Singh, and M. Catasta. Measuring the impact of programming language distribution. *arXiv preprint arXiv:2302.01973*, 2023.
- [41] L. Ouyang, J. Wu, X. Jiang, D. Almeida, C. Wainwright, P. Mishkin, C. Zhang, S. Agarwal, K. Slama, A. Gray, J. Schulman, J. Hilton, F. Kelton, L. Miller, M. Simens, A. Askell, P. Welinder, P. Christiano, J. Leike, and R. Lowe. Training language models to follow instructions with human feedback. In A. H. Oh, A. Agarwal, D. Belgrave, and K. Cho, editors, *Advances in Neural Information Processing Systems*, 2022.
- [42] C. Raffel, N. Shazeer, A. Roberts, K. Lee, S. Narang, M. Matena, Y. Zhou, W. Li, and P. J. Liu. Exploring the limits of transfer learning with a unified text-to-text transformer. *The Journal of Machine Learning Research*, 21(1):5485–5551, 2020.
- [43] N. Rajkumar, R. Li, and D. Bahdanau. Evaluating the text-to-sql capabilities of large language models. *arXiv preprint arXiv:2204.00498*, 2022.
- [44] B. Roziere, M.-A. Lachaux, L. Chanussot, and G. Lample. Unsupervised translation of programming languages. *Advances in Neural Information Processing Systems*, 33:20601–20611, 2020.
- [45] B. Roziere, J. Zhang, F. Charton, M. Harman, G. Synnaeve, and G. Lample. Leveraging automated unit tests for unsupervised code translation. In *International Conference on Learning Representations*, 2022.
- [46] V. Sanh, A. Webson, C. Raffel, S. Bach, L. Sutawika, Z. Alyafeai, A. Chaffin, A. Stiegler, A. Raja, M. Dey, M. S. Bari, C. Xu, U. Thakker, S. S. Sharma, E. Szczechla, T. Kim, G. Chhablani, N. Nayak, D. Datta, J. Chang, M. T.-J. Jiang, H. Wang, M. Manica, S. Shen, Z. X. Yong, H. Pandey, R. Bawden, T. Wang, T. Neeraj, J. Rozen, A. Sharma, A. Santilli, T. Fevry, J. A. Fries, R. Teehan, T. L. Scao, S. Biderman, L. Gao, T. Wolf, and A. M. Rush. Multi-task prompted training enables zero-shot task generalization. In *International Conference on Learning Representations*, 2022.
- [47] W. Saunders, C. Yeh, J. Wu, S. Bills, L. Ouyang, J. Ward, and J. Leike. Self-critiquing models for assisting human evaluators. *arXiv preprint arXiv:2206.05802*, 2022.

- [48] T. Scholak, N. Schucher, and D. Bahdanau. PICARD: Parsing incrementally for constrained auto-regressive decoding from language models. In *Proceedings of the 2021 Conference on Empirical Methods in Natural Language Processing*, 2021.
- [49] F. Shi, D. Fried, M. Ghazvininejad, L. Zettlemoyer, and S. I. Wang. Natural language to code translation with execution. In *Proceedings of the 2022 Conference on Empirical Methods in Natural Language Processing*, 2022.
- [50] N. Shinn, B. Labash, and A. Gopinath. Reflexion: an autonomous agent with dynamic memory and self-reflection. *arXiv preprint arXiv:2303.11366*, 2023.
- [51] M. Suzgun, N. Scales, N. Schärli, S. Gehrmann, Y. Tay, H. W. Chung, A. Chowdhery, Q. V. Le, E. H. Chi, D. Zhou, and J. Wei. Challenging big-bench tasks and whether chain-of-thought can solve them. *arXiv preprint arXiv:2210.09261*, 2022.
- [52] B. Wang, R. Shin, X. Liu, O. Polozov, and M. Richardson. RAT-SQL: Relation-aware schema encoding and linking for text-to-SQL parsers. In *Proceedings of the 58th Annual Meeting of the Association for Computational Linguistics*, 2020.
- [53] K. Wang, R. Singh, and Z. Su. Dynamic neural program embedding for program repair. In *International Conference on Learning Representations*, 2018.
- [54] X. Wang, J. Wei, D. Schuurmans, Q. V. Le, E. H. Chi, S. Narang, A. Chowdhery, and D. Zhou. Self-consistency improves chain of thought reasoning in language models. In *The Eleventh International Conference on Learning Representations*, 2023.
- [55] J. Wei, X. Wang, D. Schuurmans, M. Bosma, E. Chi, Q. Le, and D. Zhou. Chain of thought prompting elicits reasoning in large language models. In *NeurIPS*, 2022.
- [56] S. Welleck, X. Lu, P. West, F. Brahman, T. Shen, D. Khashabi, and Y. Choi. Generating sequences by learning to self-correct. In *The Eleventh International Conference on Learning Representations*, 2023.
- [57] F. F. Xu, U. Alon, G. Neubig, and V. J. Hellendoorn. A systematic evaluation of large language models of code. In *Proceedings of the 6th ACM SIGPLAN International Symposium on Machine Programming*, pages 1–10, 2022.
- [58] Z. Yao, Y. Su, H. Sun, and W.-t. Yih. Model-based interactive semantic parsing: A unified framework and a text-to-SQL case study. In *Proceedings of the 2019 Conference on Empirical Methods in Natural Language Processing and the 9th International Joint Conference on Natural Language Processing (EMNLP-IJCNLP)*, 2019.
- [59] M. Yasunaga and P. Liang. Graph-based, self-supervised program repair from diagnostic feedback. In *International Conference on Machine Learning*, pages 10799–10808. PMLR, 2020.
- [60] M. Yasunaga and P. Liang. Break-it-fix-it: Unsupervised learning for program repair. In *International Conference on Machine Learning*, pages 11941–11952. PMLR, 2021.
- [61] P. Yin and G. Neubig. Reranking for neural semantic parsing. In *Proceedings of the 57th Annual Meeting of the Association for Computational Linguistics*, 2019.
- [62] T. Yu, R. Zhang, H. Er, S. Li, E. Xue, B. Pang, X. V. Lin, Y. C. Tan, T. Shi, Z. Li, Y. Jiang, M. Yasunaga, S. Shim, T. Chen, A. Fabbri, Z. Li, L. Chen, Y. Zhang, S. Dixit, V. Zhang, C. Xiong, R. Socher, W. Lasecki, and D. Radev. CoSQL: A conversational text-to-SQL challenge towards cross-domain natural language interfaces to databases. In *Proceedings of the 2019 Conference on Empirical Methods in Natural Language Processing and the 9th International Joint Conference on Natural Language Processing (EMNLP-IJCNLP)*, 2019.
- [63] T. Yu, R. Zhang, K. Yang, M. Yasunaga, D. Wang, Z. Li, J. Ma, I. Li, Q. Yao, S. Roman, Z. Zhang, and D. Radev. Spider: A large-scale human-labeled dataset for complex and cross-domain semantic parsing and text-to-SQL task. In *Proceedings of the 2018 Conference on Empirical Methods in Natural Language Processing*, 2018.
- [64] L. Zeng, S. H. K. Parthasarathi, and D. Hakkani-Tur. N-best hypotheses reranking for text-to-sql systems. *arXiv preprint arXiv:2210.10668*, 2022.
- [65] T. Zhang, T. Yu, T. B. Hashimoto, M. Lewis, W.-t. Yih, D. Fried, and S. I. Wang. Coder reviewer reranking for code generation. *arXiv preprint arXiv:2211.16490*, 2022.

- [66] Y. Zhao, J. Jiang, Y. Hu, W. Lan, H. Zhu, A. Chauhan, A. H. Li, L. Pan, J. Wang, C.-W. Hang, S. Zhang, M. Dong, J. Lilien, P. Ng, Z. Wang, V. Castelli, and B. Xiang. Importance of synthesizing high-quality data for text-to-SQL parsing. In *NeurIPS 2022 Workshop on Synthetic Data for Empowering ML Research*, 2022.
- [67] Q. Zheng, X. Xia, X. Zou, Y. Dong, S. Wang, Y. Xue, Z. Wang, L. Shen, A. Wang, Y. Li, T. Su, Z. Yang, and J. Tang. Codegeex: A pre-trained model for code generation with multilingual evaluations on humaneval-x, 2023.
- [68] D. Zhou, N. Schärli, L. Hou, J. Wei, N. Scales, X. Wang, D. Schuurmans, C. Cui, O. Bousquet, Q. V. Le, and E. H. Chi. Least-to-most prompting enables complex reasoning in large language models. In *The Eleventh International Conference on Learning Representations*, 2023.
- [69] H. Zhou, A. Nova, H. Larochelle, A. Courville, B. Neyshabur, and H. Sedghi. Teaching algorithmic reasoning via in-context learning. *arXiv preprint arXiv:2211.09066*, 2022.
- [70] D. M. Ziegler, N. Stiennon, J. Wu, T. B. Brown, A. Radford, D. Amodei, P. Christiano, and G. Irving. Fine-tuning language models from human preferences. *arXiv preprint arXiv:1909.08593*, 2019.

A Text-to-SQL Generation

A.1 Baseline Prompt (5-shot)

```
CREATE TABLE department (
  department_id number ,
  name text ,
  creation text ,
  ranking number ,
  budget_in_billions number ,
  num_employees number ,
  primary key ( department_id )
)
insert into department (department_id, name, creation, ranking,
budget_in_billions, num_employees) values (1,'State','1789','1'
,9.96000000000000008526,30265.999999999999999) ;

CREATE TABLE head (
  head_id number ,
  name text ,
  born_state text ,
  age number ,
  primary key ( head_id )
)
insert into head (head_id, name, born_state, age) values (1,'Tiger Woods','
Alabama',66.99999999999999998) ;

CREATE TABLE management (
  department_id number ,
  head_id number ,
  temporary_acting text ,
  primary key ( department_id ) ,
  foreign key ( head_id ) references head ( head_id ) ,
  foreign key ( department_id ) references department ( department_id )
)
insert into management (department_id, head_id, temporary_acting) values
(2,5,'Yes') ;
```

Translate the following question into SQL.

Question: In which year were most departments established?

```
SQL: SELECT creation FROM department GROUP BY creation ORDER BY COUNT(*)  
DESC LIMIT 1
```

```
CREATE TABLE city (  
city_id number ,  
official_name text ,  
status text ,  
area_km_2 number ,  
population number ,  
census_ranking text ,  
primary key ( city_id )  
)  
insert into city (city_id, official_name, status, area_km_2, population,  
census_ranking) values (1,'Grand Falls/Grand-Sault','Town','18.06','5706','  
636 of 5008') ;
```

```
CREATE TABLE farm (  
farm_id number ,  
year number ,  
total_horses number ,  
working_horses number ,  
total_cattle number ,  
oxen number ,  
bulls number ,  
cows number ,  
pigs number ,  
sheep_and_goats number ,  
primary key ( farm_id )  
)  
insert into farm (farm_id, year, total_horses, working_horses, total_cattle,  
oxen, bulls, cows, pigs, sheep_and_goats) values (1,'1927','5056.5','3900.1'  
, '8374.5','805.5','31.6','3852.1','4412.4','7956.3') ;
```

```
CREATE TABLE farm_competition (  
competition_id number ,  
year number ,  
theme text ,  
host_city_id number ,  
hosts text ,  
primary key ( competition_id ) ,  
foreign key ( host_city_id ) references city ( city_id )  
)  
insert into farm_competition (competition_id, year, theme, host_city_id,  
hosts) values (1,'2013','Carnival M is back!',1,'Miley Cyrus Jared Leto and  
Karen Mok') ;
```

```
CREATE TABLE competition_record (  
competition_id number ,  
farm_id number ,  
rank number ,  
primary key ( competition_id ) ,  
foreign key ( farm_id ) references farm ( farm_id ) ,  
foreign key ( competition_id ) references farm_competition ( competition_id  
)  
)  
insert into competition_record (competition_id, farm_id, rank) values  
(1,8,1) ;
```

Translate the following question into SQL.

Question: Show the status of the city that has hosted the greatest number of competitions.

```
SQL: SELECT city.status FROM city JOIN farm_competition ON city.city_id =
farm_competition.host_city_id GROUP BY farm_competition.host_city_id ORDER
BY COUNT(*) DESC LIMIT 1
```

```
CREATE TABLE customers (
customer_id number ,
customer_name text ,
customer_details text ,
primary key ( customer_id )
)
insert into customers (customer_id, customer_name, customer_details) values
(1, 'Savannah', 'rerum') ;
```

```
CREATE TABLE invoices (
invoice_number number ,
invoice_date time ,
invoice_details text ,
primary key ( invoice_number )
)
insert into invoices (invoice_number, invoice_date, invoice_details) values
(1, '1989-09-03 16:03:05', 'vitae') ;
```

```
CREATE TABLE orders (
order_id number ,
customer_id number ,
order_status text ,
date_order_placed time ,
order_details text ,
primary key ( order_id ),
foreign key ( customer_id ) references customers ( customer_id )
)
insert into orders (order_id, customer_id, order_status, date_order_placed,
order_details) values (1, 2, 'Shipped', '2009-02-21 15:26:19', NULL);
```

```
CREATE TABLE products (
product_id number ,
product_name text ,
product_details text,
primary key ( product_id )
)
insert into products (product_id, product_name, product_details) values (1,
'food', NULL);
```

```
CREATE TABLE order_items (
order_item_id number ,
product_id number ,
order_id number ,
order_item_status text ,
order_item_details text ,
primary key ( order_item_id ) ,
foreign key ( product_id ) references product ( product_id ) ,
foreign key ( order_id ) references orders ( order_id )
)
insert into order_items (order_item_id, product_id, order_id,
order_item_status, order_item_details) values (1, 4, 6, 'Finish', NULL) ;
```

```
CREATE TABLE shipments (
shipment_id number ,
order_id number ,
invoice_number number ,
shipment_tracking_number text ,
shipment_date time ,
```

```

other_shipment_details text ,
primary key ( shipment_id ) ,
foreign key ( invoice_number ) references invoices ( invoices_number ) ,
foreign key ( order_id ) references order ( order_id )
)
insert into shipments (shipment_id, order_id, invoice_number,
shipment_tracking_number, shipment_date, other_shipment_details) values (1,
5, 13, '3452', '1983-08-13 22:34:11', NULL) ;

CREATE TABLE shipment_items (
shipment_id number ,
order_item_id number ,
primary key ( ) ,
foreign key ( shipment_id ) references shipments ( shipment_id ) ,
foreign key ( order_item_id ) references order_items ( order_item_id )
)
insert into shipment_items (shipment_id, order_item_id) values (11, 12) ;

```

Translate the following question into SQL.

Question: Which customers have both "On Road" and "Shipped" as order status?
List the customer names.

SQL: `SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" INTERSECT SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "Shipped"`

```

CREATE TABLE station (
id number ,
name text ,
lat number ,
long number ,
dock_count number ,
city text ,
installation_date text ,
primary key ( id )
)
insert into station (id, name, lat, long, dock_count, city,
installation_date) values (2,'San Jose Diridon Caltrain Station',
37.329732,-1.219017820000000011405e+02,27,'San Jose','8/6/2013');

CREATE TABLE status (
station_id number ,
bikes_available number ,
docks_available number ,
time text ,
primary key ( ) ,
foreign key ( station_id ) references station ( id )
)
insert into status (station_id, bikes_available, docks_available,time values
(3,12,3,'2015-06-02 12:46:02');

```

```

CREATE TABLE trip (
id number ,
duration number ,
start_date text ,
start_station_name text ,
start_station_id number ,
end_date text ,
end_station_name text ,

```

```

end_station_id number ,
bike_id number ,
subscription_type text ,
zip_code number ,
primary key ( id )
)
insert into trip (id, duration, start_date, start_station_name,
start_station_id, end_date, end_station_name, end_station_id, bike_id,
subscription_type, zip_code) values (900504,384,'8/21/2015 17:03','Howard at
2nd',63,'8/21/2015 17:10','San Francisco Caltrain 2 (330 Townsend)',69,454,
'Subscriber',94041);

```

Translate the following question into SQL.

Question: What is the average longitude of stations that never had bike availability more than 10?

SQL: `SELECT AVG(long) FROM station WHERE id NOT IN (SELECT station_id FROM status GROUP BY station_id HAVING MAX(bikes_available) > 10)`

```

CREATE TABLE allergy_type (
allergy text ,
allergytype text ,
primary key ( allergy )
)
insert into allergy_type (allergy, allergytype) values ( 'Eggs', 'food' );

```

```

CREATE TABLE has_allergy (
stuid number ,
allergy text ,
foreign key ( allergy ) references allergy_type ( allergy ) ,
foreign key ( stuid ) references student ( stuid )
)
insert into has_allergy (stuid, allergy) values ( 1001, 'Cat' );

```

```

CREATE TABLE student (
stuid number ,
lname text ,
fname text ,
age number ,
sex text ,
major number ,
advisor number ,
city_code text ,
primary key ( stuid )
)
insert into student (stuid, lname, fname, age, sex, major, advisor,
city_code) values ( 1001, 'Smith', 'Linda', 18, 'F', 600, 1121,'BAL');

```

Translate the following question into SQL.

Question: Find the number of students who are older than 18 and do not have allergy to either food or animal.

SQL: `SELECT COUNT(*) FROM student WHERE age > 18 AND stuid NOT IN (SELECT has_allergy.stuid FROM has_allergy JOIN allergy_type ON has_allergy.allergy = allergy_type.allergy WHERE allergy_type.allergytype = "food" OR allergy_type.allergytype = "animal")`

<insert database schemas and the new question here>

```
CREATE TABLE department (
department_id number ,
name text ,
creation text ,
ranking number ,
budget_in_billions number ,
num_employees number ,
primary key ( department_id )
)
insert into department (department_id, name, creation, ranking,
budget_in_billions, num_employees) values (1,'State','1789','1'
,9.96000000000000008526,30265.999999999999999) ;

CREATE TABLE head (
head_id number ,
name text ,
born_state text ,
age number ,
primary key ( head_id )
)
insert into head (head_id, name, born_state, age) values (1,'Tiger Woods','
Alabama',66.99999999999999998) ;

CREATE TABLE management (
department_id number ,
head_id number ,
temporary_acting text ,
primary key ( department_id ) ,
foreign key ( head_id ) references head ( head_id ) ,
foreign key ( department_id ) references department ( department_id )
)
insert into management (department_id, head_id, temporary_acting) values
(2,5,'Yes') ;

Translate the following question into SQL.

Question: In which year were most departments established?

SQL: SELECT creation, COUNT(*) FROM department GROUP BY creation ORDER BY
COUNT(*) DESC LIMIT 1

Feedback: The SQL prediction above is wrong. Please fix the SQL.

SQL: SELECT creation FROM department GROUP BY creation ORDER BY COUNT(*)
DESC LIMIT 1

Feedback: The SQL prediction above is correct!

CREATE TABLE people (
people_id number ,
sex text ,
name text ,
height number ,
weight number ,
primary key ( people_id )
)
insert into people (people_id, sex, name, height, weight) values (1, M,
Hubert Henno, 188, 83);
```


Translate the following question into SQL.

Question: Find the average and minimum weight for each gender.

SQL: `SELECT AVG(weight), MIN(weight), sex FROM people GROUP BY sex`

Feedback: The SQL prediction above is correct!

```
CREATE TABLE customers (  
  customer_id number ,  
  customer_name text ,  
  customer_details text ,  
  primary key ( customer_id )  
)  
insert into customers (customer_id, customer_name, customer_details) values  
(1, 'Savannah', 'rerum') ;
```

```
CREATE TABLE invoices (  
  invoice_number number ,  
  invoice_date time ,  
  invoice_details text ,  
  primary key ( invoice_number )  
)  
insert into invoices (invoice_number, invoice_date, invoice_details) values  
(1, '1989-09-03 16:03:05', 'vitae') ;
```

```
CREATE TABLE orders (  
  order_id number ,  
  customer_id number ,  
  order_status text ,  
  date_order_placed time ,  
  order_details text ,  
  primary key ( order_id ),  
  foreign key ( customer_id ) references customers ( customer_id )  
)  
insert into orders (order_id, customer_id, order_status, date_order_placed,  
order_details) values (1, 2, 'Shipped', '2009-02-21 15:26:19', NULL);
```

```
CREATE TABLE products (  
  product_id number ,  
  product_name text ,  
  product_details text,  
  primary key ( product_id )  
)  
insert into products (product_id, product_name, product_details) values (1,  
'food', NULL);
```

```
CREATE TABLE order_items (  
  order_item_id number ,  
  product_id number ,  
  order_id number ,  
  order_item_status text ,  
  order_item_details text ,  
  primary key ( order_item_id ) ,  
  foreign key ( product_id ) references product ( product_id ) ,  
  foreign key ( order_id ) references orders ( order_id )  
)  
insert into order_items (order_item_id, product_id, order_id,  
order_item_status, order_item_details) values (1, 4, 6, 'Finish', NULL) ;
```

```
CREATE TABLE shipments (  
  shipment_id number ,  
  order_id number ,
```

```

invoice_number number ,
shipment_tracking_number text ,
shipment_date time ,
other_shipment_details text ,
primary key ( shipment_id ) ,
foreign key ( invoice_number ) references invoices ( invoices_number ) ,
foreign key ( order_id ) references order ( order_id )
)
insert into shipments (shipment_id, order_id, invoice_number,
shipment_tracking_number, shipment_date, other_shipment_details) values (1,
5, 13, '3452', '1983-08-13 22:34:11', NULL) ;

CREATE TABLE shipment_items (
shipment_id number ,
order_item_id number ,
primary key ( ) ,
foreign key ( shipment_id ) references shipments ( shipment_id ) ,
foreign key ( order_item_id ) references order_items ( order_item_id )
)
insert into shipment_items (shipment_id, order_item_id) values (11, 12) ;

```

Translate the following question into SQL.

Question: Which customers have both "On Road" and "Shipped" as order status?
List the customer names.

SQL: `SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" AND orders.order_status = "Shipped"`

Feedback: The SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" INTERSECT SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "Shipped"`

Feedback: The SQL prediction above is correct!

```

CREATE TABLE flight (
flno number ,
origin text ,
destination text ,
aid number ,
primary key ( flno )
)
insert into flight (flno, origin, destination, aid) values (99.0, Los
Angeles, Washington D.C., 1);

```

Translate the following question into SQL.

Question: Show origins of all flights with destination Honolulu.

SQL: `SELECT origin FROM flight WHERE destination = "HONO"`

Feedback: The SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT origin FROM flight WHERE destination = "Honolulu"`

Feedback: The SQL prediction above is correct!

```

CREATE TABLE station (
  id number ,
  name text ,
  lat number ,
  long number ,
  dock_count number ,
  city text ,
  installation_date text ,
  primary key ( id )
)
insert into station (id, name, lat, long, dock_count, city,
installation_date) values (2, San Jose Diridon Caltrain Station,
37.329732,-1.21901782000000011405e+02,27, San Jose, 8/6/2013);

CREATE TABLE status (
  station_id number ,
  bikes_available number ,
  docks_available number ,
  time text ,
  primary key ( ) ,
  foreign key ( station_id ) references station ( id )
)
insert into status (station_id, bikes_available, docks_available,time values
(3,12,3, 2015-06-02 12:46:02);

```

Translate the following question into SQL.

Question: What is the average longitude of stations that never had bike availability more than 10?

SQL: `SELECT AVG(long) FROM station WHERE id IN (SELECT station_id FROM status WHERE bikes_available <= 10)`

Feedback: The SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT AVG(long) FROM station WHERE id NOT IN (SELECT station_id FROM status WHERE bikes_available > 10)`

Feedback: The SQL prediction above is correct!

```

CREATE TABLE host (
  host_id number ,
  name text ,
  nationality text ,
  age number ,
  primary key ( host_id )
)
insert into host (host_id, name, nationality, age) values (1,"Austin Daye","
United States",43);

```

Translate the following question into SQL.

Question: Show the name and the nationality of the oldest host.

SQL: `SELECT name, nationality FROM host WHERE age = (SELECT MIN(age) FROM host)`

Feedback: The SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT name, nationality FROM host ORDER BY age DESC LIMIT 1`

Feedback: The SQL prediction above is correct!

```

CREATE TABLE city (
  city_id number ,
  official_name text ,
  status text ,
  area_km_2 number ,
  population number ,
  census_ranking text ,
  primary key ( city_id )
)
insert into city (city_id, official_name, status, area_km_2, population,
census_ranking) values (1,'Grand Falls/Grand-Sault','Town','18.06','5706','
636 of 5008') ;

```

```

CREATE TABLE farm (
  farm_id number ,
  year number ,
  total_horses number ,
  working_horses number ,
  total_cattle number ,
  oxen number ,
  bulls number ,
  cows number ,
  pigs number ,
  sheep_and_goats number ,
  primary key ( farm_id )
)
insert into farm (farm_id, year, total_horses, working_horses, total_cattle,
  oxen, bulls, cows, pigs, sheep_and_goats) values (1,'1927','5056.5','3900.1
','8374.5','805.5','31.6','3852.1','4412.4','7956.3') ;

```

```

CREATE TABLE farm_competition (
  competition_id number ,
  year number ,
  theme text ,
  host_city_id number ,
  hosts text ,
  primary key ( competition_id ) ,
  foreign key ( host_city_id ) references city ( city_id )
)
insert into farm_competition (competition_id, year, theme, host_city_id,
hosts) values (1,'2013','Carnival M is back!',1,'Miley Cyrus Jared Leto and
Karen Mok') ;

```

```

CREATE TABLE competition_record (
  competition_id number ,
  farm_id number ,
  rank number ,
  primary key ( competition_id ) ,
  foreign key ( farm_id ) references farm ( farm_id ) ,
  foreign key ( competition_id ) references farm_competition ( competition_id
)
)
insert into competition_record (competition_id, farm_id, rank) values
(1,8,1) ;

```

Translate the following question into SQL.

Question: How many different statuses do cities have?

SQL: `SELECT COUNT(status) FROM city`

Feedback: The SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT COUNT(DISTINCT status) FROM city`

Feedback: The SQL prediction above is correct!

```
CREATE TABLE user_profiles (  
  uid number ,  
  name text ,  
  followers number ,  
  primary key ( uid )  
)
```

```
CREATE TABLE tweets (  
  id number ,  
  uid number ,  
  primary key ( id ) ,  
  foreign key ( uid ) references user_profiles ( uid )  
)
```

Translate the following question into SQL.

Question: Find the average number of followers for the users who had some tweets.

SQL: `SELECT AVG(followers) FROM user_profiles`

Feedback: The SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT AVG(followers) FROM user_profiles WHERE uid IN (SELECT uid FROM tweets)`

Feedback: The SQL prediction above is correct!

```
CREATE TABLE trip (  
  id number ,  
  duration number ,  
  bike_id number ,  
  primary key ( id )  
)  
insert into trip (id, duration, bike_id) values (900504, 384, 454);
```

Translate the following question into SQL.

Question: What is the total and maximum duration for all trips with the bike id 636?

SQL: `SELECT SUM(duration), MAX(duration) FROM trip WHERE bike_id = 636`

Feedback: The SQL prediction above is correct!

<insert database schemas and the new question here>
<insert original SQL here>

A.3 Explanation Feedback Prompt (9-shot)

```
CREATE TABLE department (
department_id number ,
name text ,
creation text ,
ranking number ,
budget_in_billions number ,
num_employees number ,
primary key ( department_id )
)
insert into department (department_id, name, creation, ranking,
budget_in_billions, num_employees) values (1,'State','1789','1'
,9.9600000000000000008526,30265.9999999999999999) ;
```

CREATE TABLE head (

head_id	name	born_state	age
(1)	Tiger Woods,	Alabama,	66.

);

CREATE TABLE management (

department_id	head_id	temporary_acting
(2)	(5)	'Yes'

);

Translate the following question into SQL.

Question: In which year were most departments established?

```
SQL: SELECT creation, COUNT(*) FROM department GROUP BY creation ORDER BY COUNT(*) DESC LIMIT 1
```

The execution of the SQL query above would return a table with 2 columns. The first column, "creation" would contain the year in which a department was created. The second column, "COUNT(*)" would contain the number of departments created in that year. With "GROUP BY creation ORDER BY COUNT(*) DESC", the table would be sorted in descending order by the number of departments created in each year. With "LIMIT 1", only the first (i.e., highest) result would be returned. So the SQL query returns a table with 2 columns, the year in which most departments were created, and the number of departments created in that year.

Feedback: As in your explanation, the SQL query returns a table with 2 columns, the year in which most departments was created, and the number of departments created in that year. The question returns 1 column, the year in which the most departments were established. So the SQL prediction above is wrong. Please fix the SQL.

```
SQL: SELECT creation FROM department GROUP BY creation ORDER BY COUNT(*)  
DESC LIMIT 1
```

The execution of the SQL query above would return a table with 1 column. The first column, "creation" would contain the year in which a department was created. With "GROUP BY creation ORDER BY COUNT(*) DESC", the table would be sorted in descending order by the number of departments created in each year. With "LIMIT 1", only the first (i.e., highest) result would be returned. So the SQL query returns a table with 1 column, the year in which most departments were created.

Feedback: As in your explanation, the SQL query returns a table with 1 column, the year in which most departments was created. The question returns 1 column, the year in which the most departments were established. So the SQL prediction above is correct!

```
CREATE TABLE people (  
  people_id number ,  
  sex text ,  
  name text ,  
  height number ,  
  weight number ,  
  primary key ( people_id )  
)  
insert into people (people_id, sex, name, height, weight) values (1, M,  
Hubert Henno, 188, 83);
```

Translate the following question into SQL.

Question: Find the average and minimum weight for each gender.

SQL: `SELECT AVG(weight), MIN(weight), sex FROM people GROUP BY sex`

The execution of the SQL query above would return a table with 3 columns. The first column, "AVG(weight)" would contain the average weight. The second column, "MIN(weight)" would contain the minimum weight. The third column, "sex" would contain the gender. With "GROUP BY sex", the table would be grouped by gender. So the SQL query returns a table with 3 columns, the average weight, the minimum weight, and the gender of people for each gender.

Feedback: As in your explanation, the SQL query returns a table with 3 columns, the average weight, the minimum weight, and the gender of people for each gender. The question returns 3 columns, the average and minimum weight for each gender. So the SQL prediction above is correct!

```
CREATE TABLE customers (  
  customer_id number ,  
  customer_name text ,  
  customer_details text ,  
  primary key ( customer_id )  
)  
insert into customers (customer_id, customer_name, customer_details) values  
(1, 'Savannah', 'rerum') ;
```

```
CREATE TABLE invoices (  
  invoice_number number ,  
  invoice_date time ,  
  invoice_details text ,  
  primary key ( invoice_number )  
)  
insert into invoices (invoice_number, invoice_date, invoice_details) values  
(1, '1989-09-03 16:03:05', 'vitae') ;
```

```
CREATE TABLE orders (  

```

```

order_id number ,
customer_id number ,
order_status text ,
date_order_placed time ,
order_details text ,
primary key ( order_id ),
foreign key ( customer_id ) references customers ( customer_id )
)
insert into orders (order_id, customer_id, order_status, date_order_placed,
order_details) values (1, 2, 'Shipped', '2009-02-21 15:26:19', NULL);

CREATE TABLE products (
product_id number ,
product_name text ,
product_details text,
primary key ( product_id )
)
insert into products (product_id, product_name, product_details) values (1,
'food', NULL);

CREATE TABLE order_items (
order_item_id number ,
product_id number ,
order_id number ,
order_item_status text ,
order_item_details text ,
primary key ( order_item_id ) ,
foreign key ( product_id ) references product ( product_id ) ,
foreign key ( order_id ) references orders ( order_id )
)
insert into order_items (order_item_id, product_id, order_id,
order_item_status, order_item_details) values (1, 4, 6, 'Finish', NULL) ;

CREATE TABLE shipments (
shipment_id number ,
order_id number ,
invoice_number number ,
shipment_tracking_number text ,
shipment_date time ,
other_shipment_details text ,
primary key ( shipment_id ) ,
foreign key ( invoice_number ) references invoices ( invoices_number ) ,
foreign key ( order_id ) references order ( order_id )
)
insert into shipments (shipment_id, order_id, invoice_number,
shipment_tracking_number, shipment_date, other_shipment_details) values (1,
5, 13, '3452', '1983-08-13 22:34:11', NULL) ;

CREATE TABLE shipment_items (
shipment_id number ,
order_item_id number ,
primary key ( ) ,
foreign key ( shipment_id ) references shipments ( shipment_id ) ,
foreign key ( order_item_id ) references order_items ( order_item_id )
)
insert into shipment_items (shipment_id, order_item_id) values (11, 12) ;

```

Translate the following question into SQL.

Question: Which customers have both "On Road" and "Shipped" as order status?
List the customer names.

SQL: `SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" AND orders.order_status = "Shipped"`

The execution of the SQL query above would return an empty table. The first column, "customers.customer_name" would contain the customer name. With "customers JOIN orders", the table would contain the data about customers with orders. In the WHERE clause, with "orders.order_status = 'On Road'", the table filters the records to only include customers who have order status "On Road". With "orders.order_status = 'Shipped'", the table filters the records to only include customers who have order status "Shipped". With "WHERE orders.order_status = 'On Road' AND orders.order_status = 'Shipped'", the table filters the records to only include customers who have both "On Road" and "Shipped" as order status at the same time. This is not possible, since the two are mutually exclusive. So the SQL query returns an empty table, because the "WHERE" clause contains mutually exclusive conditions.

Feedback: As in your explanation, the SQL query returns an empty table, because the "WHERE" clause contains mutually exclusive conditions. The question returns 1 column, the customer names who have order status of both "On Road" and "Shipped". So the question returns 1 column. So the SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" INTERSECT SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "Shipped"`

The execution of the SQL query above would return a table with 1 column. The first column, "customers.customer_name" would contain the customer names. With "customers JOIN orders", the table would contain the data about customers with orders. With "WHERE orders.order_status = 'On Road'", the table filters the records to only include customers who have order status "On Road". With "WHERE orders.order_status = 'Shipped'", the table filters the records to only include customers who have order status "Shipped". With "INTERSECT", the table would be filtered to only include customers who have both "On Road" and "Shipped" as order status. So the SQL query returns a table with 1 column, the customer names who have the order status "On Road" and "Shipped".

Feedback: As in your explanation, the SQL query returns a table with 1 column, the customer names who have the order status "On Road" and "Shipped". The question returns 1 column, the customer names who have order status of both "On Road" and "Shipped". So the SQL prediction above is correct!

```
CREATE TABLE flight (  
  flno number ,  
  origin text ,  
  destination text ,  
  aid number ,  
  primary key ( flno )  
)  
insert into flight (flno, origin, destination, aid) values (99.0, Los  
Angeles, Washington D.C., 1);
```

Translate the following question into SQL.

Question: Show origins of all flights with destination Honolulu.

SQL: `SELECT origin FROM flight WHERE destination = "HONO"`

The execution of the SQL query above would return an empty table. The first column, "origin" would contain the origin of flights. With "WHERE destination = 'HONO'", the table filters the records to only include flights whose destination is "HONO". So the SQL query returns an empty table.

Feedback: As in your explanation, the SQL query returns an empty table. The question returns 1 column, the origins of all flights with destination Honolulu. So the SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT origin FROM flight WHERE destination = "Honolulu"`

The execution of the SQL query above would return a table with 1 column. The first column, "origin" would contain the origin of flights. With "WHERE destination = 'Honolulu'", the table filters the records to only include flights whose destination is "Honolulu". So the SQL query returns a table with 1 column, the origin of flights with destination Honolulu.

Feedback: As in your explanation, the SQL query returns a table with 1 column, the origin of flights with destination Honolulu. The question returns 1 column, the origins of all flights with destination Honolulu. So the SQL prediction above is correct!

```
CREATE TABLE station (
  id number ,
  name text ,
  lat number ,
  long number ,
  dock_count number ,
  city text ,
  installation_date text ,
  primary key ( id )
)
insert into station (id, name, lat, long, dock_count, city,
installation_date) values (2, San Jose Diridon Caltrain Station,
37.329732,-1.219017820000000011405e+02,27, San Jose, 8/6/2013);

CREATE TABLE status (
  station_id number ,
  bikes_available number ,
  docks_available number ,
  time text ,
  primary key ( ) ,
  foreign key ( station_id ) references station ( id )
)
insert into status (station_id, bikes_available, docks_available,time values
(3,12,3, 2015-06-02 12:46:02);
```

Translate the following question into SQL.

Question: What is the average longitude of stations that never had bike availability more than 10?

SQL: `SELECT AVG(long) FROM station WHERE id IN (SELECT station_id FROM status WHERE bikes_available <= 10)`

The execution of the SQL query above would return a table with 1 column. The first column, "AVG(long)" would contain the average longitude. With "WHERE id IN (SELECT station_id FROM status WHERE bikes_available <= 10)", the table filters the records to only include stations with 10 or less bikes available. So the SQL query returns a table with 1 column, the average longitude of stations with 10 or less bikes available.

Feedback: As in your explanation, the SQL query returns a table with 1 column, the average longitude of stations with 10 or less bikes available. The question returns 1 column, the average longitude of stations that never had bike availability more than 10. So the SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT AVG(long) FROM station WHERE id NOT IN (SELECT station_id FROM status WHERE bikes_available > 10)`

The execution of the SQL query above would return a table with 1 column. The first column, "AVG(long)" would contain the average longitude. With "WHERE id NOT IN (SELECT station_id FROM status WHERE bikes_available > 10)", the table filters the records to only include stations that do not have more than 10 bikes available. So the SQL query returns a table with 1 column, the average longitude of stations that do not have more than 10 bikes available.

Feedback: As in your explanation, the SQL query returns a table with 1 column, the average longitude of stations that do not have more than 10 bikes available. The question returns 1 column, the average longitude of stations that never had bike availability more than 10. The question returns 1 column, the average longitude of stations that never had bike availability more than 10. So the SQL prediction above is correct!

```
CREATE TABLE host (  
  host_id number ,  
  name text ,  
  nationality text ,  
  age number ,  
  primary key ( host_id )  
)  
insert into host (host_id, name, nationality, age) values (1,"Austin Daye","United States",43);
```

Translate the following question into SQL.

Question: Show the name and the nationality of the oldest host.

SQL: `SELECT name, nationality FROM host WHERE age = (SELECT MIN(age) FROM host)`

The execution of the SQL query above would return a table with 2 columns. The first column, "name" would contain the name. The second column, "nationality" would contain the nationality. With "WHERE age = (SELECT MIN(age) FROM host)", the table filters the records to only include hosts with the minimum age, which means the youngest age. So the SQL query returns a table with 2 columns, the name and the nationality of the host with the youngest age.

Feedback: As in your explanation, the SQL query returns a table with 2 columns, the name and the nationality of the host with the youngest age. The question returns 2 columns, the name and the nationality of the oldest host. So the SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT name, nationality FROM host ORDER BY age DESC LIMIT 1`

The execution of the SQL query above would return a table with 2 columns. The first column, "name" would contain the name. The second column, "nationality" would contain the nationality. With "ORDER BY age DESC", the table is sorted in descending order. With "LIMIT 1", the table only includes the first record, which is the oldest host. So the SQL query returns a table with 2 columns, the name and the nationality of the oldest host.

Feedback: As in your explanation, the SQL query returns a table with 2 columns, the name and the nationality of the oldest host. The question returns 2 columns, the name and the nationality of the oldest host. So the SQL prediction above is correct!

```
CREATE TABLE city (
  city_id number ,
  official_name text ,
  status text ,
  area_km_2 number ,
  population number ,
  census_ranking text ,
  primary key ( city_id )
)
insert into city (city_id, official_name, status, area_km_2, population,
census_ranking) values (1,'Grand Falls/Grand-Sault','Town','18.06','5706','
636 of 5008') ;
```

```
CREATE TABLE farm (
  farm_id number ,
  year number ,
  total_horses number ,
  working_horses number ,
  total_cattle number ,
  oxen number ,
  bulls number ,
  cows number ,
  pigs number ,
  sheep_and_goats number ,
  primary key ( farm_id )
)
insert into farm (farm_id, year, total_horses, working_horses, total_cattle,
  oxen, bulls, cows, pigs, sheep_and_goats) values (1,'1927','5056.5','3900.1
','8374.5','805.5','31.6','3852.1','4412.4','7956.3') ;
```

```
CREATE TABLE farm_competition (
  competition_id number ,
  year number ,
  theme text ,
  host_city_id number ,
  hosts text ,
  primary key ( competition_id ) ,
  foreign key ( host_city_id ) references city ( city_id )
)
insert into farm_competition (competition_id, year, theme, host_city_id,
hosts) values (1,'2013','Carnival M is back!',1,'Miley Cyrus Jared Leto and
Karen Mok') ;
```

```
CREATE TABLE competition_record (
  competition_id number ,
  farm_id number ,
  rank number ,
  primary key ( competition_id ) ,
  foreign key ( farm_id ) references farm ( farm_id ) ,
  foreign key ( competition_id ) references farm_competition ( competition_id
)
)
insert into competition_record (competition_id, farm_id, rank) values
(1,8,1) ;
```

Translate the following question into SQL.

Question: How many different statuses do cities have?

SQL: `SELECT COUNT(status) FROM city`

The execution of the SQL query above would return a table with 1 column. The first column, "COUNT(status)" would contain the number of cities. So the SQL query returns a table with 1 column, the number of cities.

Feedback: As in your explanation, the SQL query returns a table with 1 column, the number of cities. The question returns 1 column, the number of different statuses of cities. So the SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT COUNT(DISTINCT status) FROM city`

The execution of the SQL query above would return a table with 1 column. The first column, "COUNT(DISTINCT status)" would contain the number of different statuses of cities. So the SQL query returns a table with 1 column, the number of different statuses of cities.

Feedback: As in your explanation, the SQL query returns a table with 1 column, the number of different statuses of cities. The question returns 1 column, the number of different statuses of cities. So the SQL prediction above is correct!

```
CREATE TABLE user_profiles (  
  uid number ,  
  name text ,  
  followers number ,  
  primary key ( uid )  
)
```

```
CREATE TABLE tweets (  
  id number ,  
  uid number ,  
  primary key ( id ) ,  
  foreign key ( uid ) references user_profiles ( uid )  
)
```

Translate the following question into SQL.

Question: Find the average number of followers for the users who had some tweets.

SQL: `SELECT AVG(followers) FROM user_profiles`

The execution of the SQL query above would return a table with 1 column. The first column, "AVG(followers)" would contain the average number of followers. So the SQL query returns a table with 1 column, the average number of followers.

Feedback: As in your explanation, the SQL query returns a table with 1 column, the average number of followers. The question returns 1 column, the average number of followers for the users who had some tweets. So the SQL prediction above is wrong. Please fix the SQL.

SQL: `SELECT AVG(followers) FROM user_profiles WHERE uid IN (SELECT uid FROM tweets)`

The execution of the SQL query above would return a table with 1 column. The first column, "AVG(followers)" would contain the average number of followers. With "WHERE uid IN (SELECT uid FROM tweets)", the table filters the records to only include users who have tweets. So the SQL query returns a table with 1 column, the average number of followers of users who have tweets.

Feedback: As in your explanation, the SQL query returns a table with 1 column, the average number of followers of users who have tweets. The question returns 1 column, the average number of followers for the users who had some tweets. So the SQL prediction above is correct!

```
CREATE TABLE trip (  
  id number ,  
  duration number ,  
  bike_id number ,  
  primary key ( id )  
)  
insert into trip (id, duration, bike_id) values (900504, 384, 454);
```

Translate the following question into SQL.

Question: What is the total and maximum duration for all trips with the bike id 636?

SQL: `SELECT SUM(duration), MAX(duration) FROM trip WHERE bike_id = 636`

The execution of the SQL query above would return a table with 2 columns. The first column, "SUM(duration)" would contain the sum of the duration. The second column, "MAX(duration)" would contain the maximum duration. With "WHERE bike_id = 636", the table filters the records to only include trips with bike ID 636. So the SQL query returns a table with 2 columns, the sum of the duration and the maximum duration of trips with bike ID 636.

Feedback: As in your explanation, the SQL query returns a table with 2 columns, the sum of the duration and the maximum duration of trips with bike ID 636. The question returns 2 columns, the total and maximum duration for all trips with the bike id 636. So the SQL prediction above is correct!

<insert database schemas and the new question here>
<insert original SQL here>

A.4 Prompt for Question Explanation

Infer the return type of the question.

```
CREATE TABLE song (  
  song_name text ,  
  artist_name text ,  
  country text ,  
  f_id number ,  
  genre_is text ,  
  rating number ,  
  languages text ,  
  primary key ( f_id )  
)
```



```

born_state text ,
age number ,
primary key ( head_id )
)
insert into head (head_id, name, born_state, age) values (1, Tiger Woods,
Alabama, 66.999999999999999998) ;

```

```

CREATE TABLE management (
department_id number ,
head_id number ,
temporary_acting text ,
primary key ( department_id ) ,
foreign key ( head_id ) references head ( head_id ) ,
foreign key ( department_id ) references department ( department_id )
)
insert into management (department_id, head_id, temporary_acting) values
(2,5, Yes) ;

```

Question: Which department has more than 1 head at a time? List the id, name and the number of heads.

Answer: "List the id" returns 1 column. "List the name" returns 1 column. "List the id, name" returns 2 columns. "List the number of heads" returns 1 column. "List the id, name and the number of heads" returns 3 columns. The question returns the id, name and the number of heads of the department has more than 1 head at a time. So the question returns 3 columns.

Question: Show the name and number of employees for the departments managed by heads whose temporary acting value is 'Yes'?

Answer: "Show the name" returns 1 column. "Show the number of employees" returns 1 column. "Show the name and number of employees" returns 2 columns. The question returns the name and number of employees for the departments managed by heads whose temporary acting value is 'Yes'. So the question returns 2 columns.

```

CREATE TABLE class (
class_code text ,
crs_code text ,
prof_num number ,
primary key ( class_code ) ,
foreign key ( prof_num ) references professor ( emp_num ) ,
foreign key ( crs_code ) references course ( crs_code )
)
insert into class (class_code, crs_code, prof_num) values (10012, ACCT-211,
105);

```

```

CREATE TABLE employee (
emp_num number ,
emp_lname text ,
emp_fname text ,
emp_initial text ,
emp_jobcode text ,
primary key ( emp_num )
)
insert into employee (emp_num, emp_lname, emp_fname, emp_initial,
emp_jobcode values (100, Worley, James, F, CUST);

```

```

CREATE TABLE course (
crs_code text ,
dept_code text ,
crs_description text ,
primary key ( crs_code )
)

```



```
insert into course ( crs_code, dept_code, crs_description) values (ACCT-211,
ACCT, Accounting I);
```

```
CREATE TABLE professor (
emp_num number ,
dept_code text ,
prof_office text ,
primary key ( emp_num ) ,
foreign key ( emp_num ) references employee ( emp_num )
)
insert into professor (emp_num, dept_code, prof_office ) values (103, HIST,
DRE 156);
```

Question: Find the first names and offices of all instructors who have taught some course and also find the course description.

Answer: "Find the first names" returns 1 column. "Find the offices" returns 1 column. "Find the first names and offices" returns 2 columns. "Find the first names and offices of all instructors who have taught some course" returns 2 columns. "and also find the course description" returns 1 column. "Find the first names and offices of all instructors who have taught some course and also find the course description" returns 3 columns. The question returns the first names and offices of instructors who have taught some course and the course description. So the question returns 3 columns.

```
CREATE TABLE airports (
apid number ,
name text ,
city text ,
country text ,
elevation text ,
primary key ( apid )
)
```

Question: List the id, country, city and name of the airports ordered alphabetically by the name.

Answer: "List the id" returns 1 column. "List the country" returns 1 column. "List the id, country" returns 2 columns. "List the city" returns 1 column. "List the id, country, city" returns 3 columns. "List the name" returns 1 column. "List the id, country, city, and name" returns 4 columns. The question returns the id, country, city and name of the airports ordered alphabetically by the name. So the question returns 4 columns.

```
CREATE TABLE student (
stuid number ,
lname text ,
fname text ,
primary key ( stuid )
)
insert into student (stuid, lname, fname) values (1001, Smith, Linda);
```

```
CREATE TABLE plays_games (
stuid number ,
gameid number ,
hours_played number ,
population number ,
primary key ( stuid ) ,
foreign key ( stuid ) references student ( stuid )
)
insert into plays_games (stuid, gameid, hours_played) values (1001, 1, 35);
```

```
CREATE TABLE sports_info (
```

```

stuid number ,
sport_name text ,
hours_per_week number ,
games_played number ,
primary key ( stuid ) ,
foreign key ( stuid ) references student ( stuid )
)
insert into sport_info (stuid, sport_name, hours_per_week, games_played)
values (1001, Athletics, 2, 5);

```

Question: What are the ids of all students and number of hours played?

Answer: "What are the ids" returns 1 column. "What are the number of hours played" returns 1 column. "What are the ids and number of hours played" returns 2 columns. The question returns the ids of students and number of hours played. So the question returns 2 columns.

Question: What is the total number of hours per week and number of games played by students under 20?

Answer: "What is the total number of hours per week" returns 1 column. "What is the number of games played" returns 1 column. "What is the total number of hours per week and number of games played" returns 2 columns. The question returns the total number of hours per week and number of games played by students under 20. So the question returns 2 columns.

```

CREATE TABLE journal (
journal_id number ,
theme text ,
primary id ( journal_id )
)
insert into journal (journal_id, theme) values (1, Miami Dolphins);

CREATE TABLE editor (
editor_id number ,
name text ,
age number ,
primary id ( editor_id )
)
insert into editor (editor_id, name, age) values (1.0, Kamila Porczyk, 34.0)
;

CREATE TABLE journal_committee (
editor_id number ,
journal_id number ,
primary id ( editor_id ) ,
foreign key ( editor_id ) references editor ( editor_id ) ,
foreign key ( journal_id ) references journal ( journal_id )
)
insert into journal_committee (editor_id, journal_id) values (1, 13);

```

Question: Show the names and ages of editors and the theme of journals for which they serve on committees, in ascending alphabetical order of theme.

Answer: "Show the names" returns 1 column. "Show the ages" returns 1 column. "Show the names and ages" returns 2 columns. "Show the theme of journals" returns 1 column. "Show the names and ages of editors and the theme of journals" returns 3 columns. "Show the names and ages of editors and the theme of journals for which they serve on committees" returns 3 columns. "Show the names and ages of editors and the theme of journals for which they serve on committees, in ascending alphabetical order of theme" returns 3 columns. The question returns the names and ages of editors and the theme of journals for which they serve on committees, in ascending alphabetical order of theme. So the question returns 3 columns.

```

CREATE TABLE people (
  people_id number ,
  sex text ,
  name text ,
  height number ,
  weight number ,
  primary key ( people_id )
)
insert into people (people_id, sex, name, height, weight) values (1, M,
Hubert Henno, 188, 83);

```

Question: Find the average and minimum weight for each gender.

Answer: "Find the average weight" returns 1 column. "Find the minimum weight" returns 1 column. "Find the average and minimum weight" returns 2 columns. "Find the average and minimum weight for each gender" returns 3 columns. The question returns the average and minimum weight for each gender. So the question returns 3 columns.

Question: List all info about all people.

Answer: "List all info" returns all columns. The question returns all info about all people. So the question returns all columns.

```

CREATE TABLE student (
  stuid number ,
  lname text ,
  fname text ,
  age number ,
  sex text ,
  major number ,
  advisor number ,
  city_code text ,
  primary key ( stuid )
)
insert into student (stuid, lname, fname, age, sex, major, advisor,
city_code) values ( 1001, Smith, Linda, 18, F, 600, 1121, BAL);

```

Question: How many students are there for each major?

Answer: "How many students" returns 1 column. "How many students are there for each major" returns 2 columns. The question returns the number of students for each major. So the question returns 2 columns.

```

CREATE TABLE accounts (
  account_id number ,
  customer_id number ,
  date_account_opened time ,
  account_name text ,
  other_account_details text ,
  primary key ( account_id ),
  foreign key ( customer_id ) references customers ( customer_id )
)
insert into accounts (account_id, customer_id, date_account_opened,
account_name, other_account_details) values (1, 6, 2016-07-30 22:22:24, 338,
Regular);

```

```

CREATE TABLE customers (
  customer_id number ,
  customer_first_name text ,
  customer_last_name text ,
  customer_address text ,
  customer_phone text ,

```

```

customer_email text ,
other_customer_details text ,
primary key ( customer_id )
)
insert into customers (customer_id, customer_first_name, customer_last_name,
customer_address, customer_phone, customer_email, other_customer_details)
values (1, Aniyah, Feest, 55975 Theodore Estates Lake Brody, VT 57078, (673)
872-5338, fahey.dorian@example.com, NULL);

```

Question: What are the full names of customers who have accounts?

Answer: "full names" include the first and the last name. "What are the full names" returns 2 columns. The question returns the full names of customers who have accounts. So the question returns 2 columns.

Question: What are the ids, date opened, name, and other details for all accounts?

Answer: "What are the ids" returns 1 column. "What are the date opened" returns 1 column. "What are the ids, date opened" returns 2 columns. "What are the name" returns 1 column. "What are the ids, date opened, name" returns 3 columns. "What are the other details" returns 1 column. "What are the ids, date opened, name, and other details" returns 4 columns. The question returns the ids, date opened, name, and other details for all accounts. So the question returns 4 columns.

```

CREATE TABLE station (
id number ,
name text ,
lat number ,
long number ,
dock_count number ,
city text ,
installation_date text ,
primary key ( id )
)
insert into station (id, name, lat, long, dock_count, city,
installation_date) values (2, San Jose Diridon Caltrain Station,
37.329732,-1.21901782000000011405e+02,27, San Jose, 8/6/2013);

```

```

CREATE TABLE status (
station_id number ,
bikes_available number ,
docks_available number ,
time text ,
primary key ( ) ,
foreign key ( station_id ) references station ( id )
)
insert into status (station_id, bikes_available, docks_available,time)
values (3,12,3, 2015-06-02 12:46:02);

```

```

CREATE TABLE trip (
id number ,
duration number ,
bike_id number ,
start_date time ,
start_station_name text ,
start_station_id number ,
primary key ( id )
)
insert into trip (id, duration, bike_id, start_date, start_station_name,
start_station_id) values (900504, 384, 454, 8/21/2015 17:03, Howard at 2nd,
63);

```

Question: What is the name of every city that has at least 15 stations and how many stations does it have?

Answer: "What is the name" returns 1 column. "What is the name of every city that has at least 15 stations" returns 1 column. "What is the name of every city that has at least 15 stations and how many stations does it have" returns 2 columns. The question returns the name and the number of stations of every city that has at least 15 stations. So the question returns 2 columns.

Question: Which start station had the most trips starting from August? Give me the name and id of the station.

Answer: "Give me the name" returns 1 column. "Give me the id" returns 1 column. "Give me the name and id" returns 2 columns. The question returns the name and id of the station that had the most trips starting from August. So the question returns 2 columns.

```
CREATE TABLE user_profiles (  
  uid number ,  
  name text ,  
  followers number ,  
  primary key ( uid )  
)
```

Question: List the name and number of followers for each user, and sort the results by the number of followers in descending order.

Answer: "List the name" returns 1 column. "List the number of followers" returns 1 column. "List the name and number of followers" returns 2 columns. "List the name and number of followers for each user" returns 2 columns. "List the name and number of followers for each user, and sort the results by the number of followers in descending order" returns 2 columns. The question returns the name and number of followers for each user in the descending order of the number of followers. So the question returns 2 columns.

```
CREATE TABLE race (  
  race_id number ,  
  name text ,  
  date text ,  
  track_id number ,  
  primary key ( race_id ) ,  
  foreign key (track_id ) references track ( track_id )  
)  
insert into race (race_id, name, date, track_id) values (1, Rolex 24 At  
Daytona, January 26 January 27, 1);
```

```
CREATE TABLE track (  
  track_id number ,  
  name text ,  
  primary key ( track_id )  
)  
insert into track (track_id, name) values (1, Auto Club Speedway);
```

Question: Show the name and date for each race and its track name.

Answer: "Show the name" returns 1 column. "Show the date" returns 1 column. "Show the name and date" returns 2 columns. "Show the name and date for each race" returns 2 columns. "Show the name and date for each race and its track name" returns 3 columns. The question returns the name, date and track name for each race. So the question returns 3 columns.

```
CREATE TABLE station (
  id number ,
  network_name text ,
  services text ,
  primary key ( id )
)
insert into station (id, network_name, services) values (1, Amersham,
Metropolitan line and Chiltern Railways);
```

```
CREATE TABLE routes (
  train_id number ,
  station_id number ,
  primary key ( train_id ) ,
  foreign key ( station_id ) references station ( id )
)
insert into route (train_id, station_id) values (1,1);
```

Question: Find the number of trains for each station, as well as the station network name and services.

Answer: "Find the number of trains" returns 1 column. "Find the number of trains for each station" returns 2 columns. "Find the number of trains for each station, as well as the station network name" returns 2 columns. "Find the number of trains for each station, as well as the station network name and services" returns 3 columns. The question returns the number of trains, the station network name and services for each station. So the question returns 3 columns.

```
CREATE TABLE manufacturers (
  code number ,
  name text ,
  primary key ( code )
)
insert into manufacturers (code, name) values (1, Sony);
```

```
CREATE TABLE products (
  code number ,
  name text ,
  manufacturer number ,
  primary key ( code ) ,
  foreign key ( manufacturer ) references manufacturer ( code )
)
insert into products (code, name, manufacturer) values (1, Hard drive, 5);
```

Question: Find the number of products for each manufacturer, showing the name of each company.

Answer: "Find the number of products" returns 1 column. "Find the number of products for each manufacturer" returns 2 columns. "Find the number of products for each manufacturer, showing the name of each company" returns 2 columns. The question returns the number of products and the company name for each manufacturer. So the question returns 2 columns.

<insert database schemas and the new question here>

A.5 Prompt for SQL Explanation

Summarize the return type of the execution.

SQL: `SELECT creation FROM department GROUP BY creation ORDER BY COUNT(*) DESC LIMIT 1`

Execution:

| 1789 |

Answer: The execution of the SQL query above would return a table with 1 column. The first column, "creation" would contain the year in which a department was created. With "GROUP BY creation ORDER BY COUNT(*) DESC", the table would be sorted in descending order by the number of departments created in each year. With "LIMIT 1", only the first (i.e., highest) result would be returned. So the SQL query returns a table with 1 column, the year in which most departments were created.

SQL: `SELECT manufacturer, AVG(price) FROM products GROUP BY manufacturer`

Execution:

| 1 | 240.0 |
| 2 | 150.0 |

Answer: The execution of the SQL query above would return a table with 2 columns. The first column, "manufacturer" would contain the manufacturer code. The second column, "AVG(price)" would contain the average price of each manufacturer's product. So the SQL query returns a table with 2 columns, the manufacturer code, and the average price of each manufacturer's product.

SQL: `SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" INTERSECT SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "Shipped"`

Execution:

| George |

Answer: The execution of the SQL query above would return a table with 1 column. The first column, "customers.customer_name" would contain the customer names. With "customers JOIN orders", the table would contain the data about customers with orders. With "WHERE orders.order_status = 'On Road'", the table filters the records to only include customers who have order status "On Road". With "WHERE orders.order_status = 'Shipped'", the table filters the records to only include customers who have order status "Shipped". With "INTERSECT", the table would be filtered to only include customers who have both "On Road" and "Shipped" as order status. So the SQL query returns a table with 1 column, the customer names who have the order status "On Road" and "Shipped".

SQL: `SELECT MAX(cows), MIN(cows) FROM farm`

Execution:

| 3987.0 | 2407.2 |

Answer: The execution of the SQL query above would return a table with 2 columns. The first column, "MAX(cows)" would contain the maximum number of cows. The second column, "MIN(cows)" would contain the minimum number of cows. So the SQL query returns a table with 2 columns, the maximum and minimum number of cows.

SQL: `SELECT AVG(rating.stars), movie.title FROM rating JOIN movie ON rating.mid = movie.mid WHERE movie.year = (SELECT MIN(year) FROM movie)`

Execution:

| 4.5 | Snow White |

Answer: The execution of the SQL query above would return a table with 2 columns. The first column, "AVG(rating.stars)" would contain the average rating. The second column, "movie.title" would contain the movie title. With "rating JOIN movie", the table would contain the data about ratings and movies. With "WHERE movie.year = (SELECT MIN(year) FROM movie)", the table filters the records to only include movies with the minimum year, which means the earliest year. So the SQL query returns a table with 2 columns, the average rating and the movie title of the movie with the earliest year.

SQL: `SELECT course.title, course.credits FROM classroom JOIN section ON classroom.building = section.building AND classroom.room_number = section.room_number JOIN course ON section.course_id = course.course_id WHERE classroom.capacity = (SELECT MAX(capacity) FROM classroom)`

Execution:

| Accounting | 3 |

Answer: The execution of the SQL query above would return a table with 2 columns. The first column, "course.title" would contain the course title. The second column, "course.credits" would contain the course credits. With "classroom JOIN section", the table would contain the data about classrooms and sections. With "JOIN course", the table would contain the data about courses. With "WHERE classroom.capacity = (SELECT MAX(capacity) FROM classroom)", the table filters the records to only include classrooms with the maximum capacity, which means the largest capacity. So the SQL query returns a table with 2 columns, the course title and the course credits of the classroom with the largest capacity.

SQL: `SELECT model_name, ram_mib FROM chip_model ORDER BY ram_mib ASC LIMIT 1;`

Execution:

| X5 | 32.0 |

Answer: The execution of the SQL query above would return a table with 2 columns. The first column, "model_name" would contain the model name. The second column, "ram_mib" would contain the RAM size. With "ORDER BY ram_mib ASC", the table would be sorted in ascending order by RAM size. With "LIMIT 1", only the first (i.e., lowest) result would be returned. So the SQL query returns a table with 2 columns, the model name and the RAM size of the chip model with the lowest RAM size.

SQL: `SELECT official_name, status FROM city ORDER BY population DESC LIMIT 1`

Execution:

| Grand Falls/Grand-Sault | Town |

Answer: The execution of the SQL query above would return a table with 2 columns. The first column, "official_name" would contain the official name. The second column, "status" would contain the status. With "ORDER BY population DESC", the table would be sorted in descending order by population, which means from the most number of people to the least number of people. With "LIMIT 1", only the first (i.e., highest) result would be returned. So the SQL query returns a table with 2 columns, the official name and the status of the city with the largest population, which means with the most number of people.

SQL: `SELECT AVG(budget_million), MAX(budget_million), MIN(budget_million) FROM movie WHERE year < 2000`

Execution:

| 6.0 | 7.0 | 5.0 |

Answer: The execution of the SQL query above would return a table with 3 columns. The first column, "AVG(budget_million)" would contain the average budget. The second column, "MAX(budget_million)" would contain the maximum budget. The third column, "MIN(budget_million)" would contain the minimum budget. With "WHERE year < 2000", the table filters the records to only include movies before 2000. So the SQL query returns a table with 3 columns, the average, maximum, and minimum budget of movies before 2000.

SQL: `SELECT department.department_id, department.name, COUNT(*) FROM management JOIN department ON department.department_id = management.department_id GROUP BY department.department_id HAVING COUNT(*) > 1`

Execution:

```
| 2 | Treasury | 2 |
```

Answer: The execution of the SQL query above would return a table with 3 columns. The first column, "department.department_id" would contain the department ID. The second column, "department.name" would contain the department name. The third column, "COUNT(*)" would contain the number of managers. With "management JOIN department", the table would contain the data about management and departments. With "GROUP BY department.department_id", the table would be grouped by department ID. With "HAVING COUNT(*) > 1", the table filters the records to only include departments with more than 1 manager. So the SQL query returns a table with 3 columns, the department ID, the department name, and the number of managers of departments with more than 1 manager.

SQL: `SELECT accounts.customer_id, customers.customer_first_name, customers.customer_last_name, COUNT(*) FROM accounts JOIN customers ON accounts.customer_id = customers.customer_id GROUP BY accounts.customer_id`

Execution:

```
| 3 | Joesph | Schaefer | 1 |
| 6 | Vesta | Leuschke | 1 |
```

Answer: The execution of the SQL query above would return a table with 4 columns. The first column, "accounts.customer_id" would contain the customer ID. The second column, "customers.customer_first_name" would contain the customer's first name. The third column, "customers.customer_last_name" would contain the customer's last name. The fourth column, "COUNT(*)" would contain the number of accounts. With "accounts JOIN customers", the table would contain the data about accounts and customers. With "GROUP BY accounts.customer_id", the table would be grouped by customer ID. So the SQL query returns a table with 4 columns, the customer ID, the customer's first name, the customer's last name, and the number of accounts of each customer.

SQL: `SELECT * FROM people`

Execution:

```
| 1 | M | Hubert Henno | 06.10.1976 | 188.0 | 83.0 |
| 2 | M | Dominique Daquin | 10.11.1972 | 197.0 | 85.0 |
```

Answer: The execution of the SQL query above would return a table with 6 columns. "SELECT *" returns all columns. So the SQL query returns all information of people.

SQL: `SELECT name, city, country, elevation FROM airports WHERE city = "New York"`

Execution:

```
| La Guardia Airport | New York | United States | 21 |
| John F Kennedy International Airport | New York | United States | 13 |
```

Answer: The execution of the SQL query above would return a table with 4 columns. The first column, "name" would contain the airport name. The second column, "city" would contain the city name. The third column, "country" would contain the country name. The fourth column, "elevation" would contain the elevation. With "WHERE city = 'New York'", the table filters the records to only include airports in New York. So the SQL query returns a table with 4 columns, the airport name, the city name, the country name, and the elevation of airports in New York.

SQL: `SELECT AVG(weight), MIN(weight), sex FROM people GROUP BY sex`

Execution:

```
| 92.0 | 90.0 | M |  
| 86.71428571428571 | 82.0 | F |
```

Answer: The execution of the SQL query above would return a table with 3 columns. The first column, "AVG(weight)" would contain the average weight. The second column, "MIN(weight)" would contain the minimum weight. The third column, "sex" would contain the gender. With "GROUP BY sex", the table would be grouped by gender. So the SQL query returns a table with 3 columns, the average weight, the minimum weight, and the gender of people for each gender.

SQL: `SELECT COUNT(*), city FROM employees WHERE title = "IT Staff" GROUP BY city`

Execution:

```
| 2 | Lethbridge |
```

Answer: The execution of the SQL query above would return a table with 2 columns. The first column, "COUNT(*)" would contain the number of employees. The second column, "city" would contain the city name. With "WHERE title = 'IT Staff'", the table filters the records to only include employees with the title "IT Staff". With "GROUP BY city", the table would be grouped by city. So the SQL query returns a table with 2 columns, the number of employees with the title "IT Staff", and the city name for each city.

SQL: `SELECT customers.customer_name FROM customers JOIN orders ON customers.customer_id = orders.customer_id WHERE orders.order_status = "On Road" AND orders.order_status = "Shipped"`

Execution: None

Answer: The execution of the SQL query above would return an empty table. The first column, "customers.customer_name" would contain the customer name. With "customers JOIN orders", the table would contain the data about customers with orders. In the WHERE clause, with "orders.order_status = 'On Road'", the table filters the records to only include customers who have order status "On Road". With "orders.order_status = 'Shipped'", the table filters the records to only include customers who have order status "Shipped". With "WHERE orders.order_status = 'On Road' AND orders.order_status = 'Shipped'", the table filters the records to only include customers who have both "On Road" and "Shipped" as order status at the same time. This is not possible, since the two are mutually exclusive. So the SQL query returns an empty table, because the "WHERE" clause contains mutually exclusive conditions.

SQL: `SELECT origin FROM flight WHERE destination = "HONO"`

Execution: None

Answer: The execution of the SQL query above would return an empty table. The first column, "origin" would contain the origin of flights. With "WHERE destination = 'HONO'", the table filters the records to only include flights whose destination is "HONO". So the SQL query returns an empty table.

<insert the new SQL here>

B Code Translation

B.1 Baseline Prompt (3-shot)

The prompt for generating the initial Python translation is taken from [13]. We set temperature $\tau = 0.8$ as in [13].

```
Translate the following C++ program into Python
[code]
[c++]
int add_1_to_a_given_number ( int x ) {
    int m = 1;
    while ( x & m ) {
        x = x ^ m;
        m <=<= 1;
    }
    x = x ^ m;
    return x;
}
[python]
def add_1_to_a_given_number(x):
    m = 1
    while (x & m):
        x = (x ^ m)
        m <=<= 1
    x = (x ^ m)
    return x
[c++]
unsigned int program_for_factorial_of_a_number ( unsigned int n ) {
    if ( n == 0 ) return 1;
    return n * program_for_factorial_of_a_number ( n - 1 );
}
[python]
def program_for_factorial_of_a_number(n):
    return (1 if ((n == 1) or (n == 0)) else (n *
program_for_factorial_of_a_number((n - 1))))
[c++]
long long int sum_pairwise_products ( int n ) {
    long long int sum = 0;
    for ( int i = 1;
        i <= n;
        i ++ ) for ( int j = i;
                    j <= n;
                    j ++ ) sum = sum + i * j;
    return sum;
}
[python]
def sum_pairwise_products(n):
    sm = 0
    for i in range(1, (n + 1)):
        for j in range(i, (n + 1)):
            sm = (sm + (i * j))
    return sm
[c++]
<insert C++ program here>
[python]
```

B.2 Baseline + Expl. Prompt (3-shot)

Explain the code line by line, and then translate the following C++ program into Python

[c++]

```
int add_1_to_a_given_number ( int x ) {  
    int m = 1;  
    while ( x & m ) {  
        x = x ^ m;  
        m <<= 1;  
    }  
    x = x ^ m;  
    return x;  
}
```

[/c++]

[explanation]

The code is an implementation of adding 1 to a given number.

int m = 1

Using the variable m as a mask, the initial value of m is 1.

```
while ( x & m ) {  
    x = x ^ m;  
    m <<= 1;  
}
```

In the while loop, if the current digit of the given number is 1, then it will be flipped to 0, and the mask will be shifted to the next digit. This iteration will be executed until the first 0 of the number is met.

x = x ^ m;

The first 0 will be flipped to 1. Thus, 1 will be added to the given number.

return x;

Finally, the function returns the incremented number.

[/explanation]

[python]

```
def add_1_to_a_given_number(x):  
    m = 1  
    while (x & m):  
        x = (x ^ m)  
        m <<= 1  
    x = (x ^ m)  
    return x
```

[/python]

[c++]

```
unsigned int program_for_factorial_of_a_number ( unsigned int n ) {  
    if ( n == 0 ) return 1;  
    return n * program_for_factorial_of_a_number ( n - 1 );  
}
```

[/c++]

[explanation]

The code is an implementation of calculating the factorial of a number.

if (n == 0) return 1;

The function is defined recursively. When the given number is equal to 0, the result of the factorial is 1.

return n * program_for_factorial_of_a_number (n - 1);

Otherwise, the result of the factorial is the product of the given number and the (given number minus 1) factorial.

[/explanation]

[python]

```
def program_for_factorial_of_a_number(n):
```

```

        return (1 if ((n == 1) or (n == 0)) else (n *
program_for_factorial_of_a_number((n - 1))))

```

[/python]

[c++]

```

long long int sum_pairwise_products ( int n ) {
    long long int sum = 0;
    for ( int i = 1;
        i <= n;
        i ++ ) for ( int j = i;
                    j <= n;
                    j ++ ) sum = sum + i * j;
    return sum;
}

```

[/c++]

[explanation]

The code is an implementation of summing the products of all the possible pairs.

```

long long int sum = 0;

```

The variable sum is used to record the result.

```

for ( int i = 1;
    i <= n;
    i ++ ) for ( int j = i;
                j <= n;
                j ++ )

```

There are two nested loops. The outer loop iterates until i (the index of the first number of a pair) is equal to the given number. The inner loop iterates until j (the index of the second number of the pair) is equal to the given number.

```

sum = sum + i * j;

```

When the two loops are executed, the product of the pair will be calculated and then added to the variable sum.

```

return sum;

```

Finally, the function returns the sum.

[/explanation]

[python]

```

def sum_pairwise_products(n):
    sm = 0
    for i in range(1, (n + 1)):
        for j in range(i, (n + 1)):
            sm = (sm + (i * j))
    return sm

```

[/python]

[c++]

<insert C++ program here>

[/c++]

[explanation]

B.3 Simple Feedback Prompt (2-shot)

Below are C++ programs with incorrect Python translations. Correct the translations using the provided feedback.

[c++]

```

unsigned int program_for_factorial_of_a_number ( unsigned int n ) {
    if ( n == 0 ) return 1;
    return n * program_for_factorial_of_a_number ( n - 1 );
}

```

```

}
[/c++]
[python]
def program_for_factorial_of_a_number(n):
    return (1 if ((n == 1)) else (n * program_for_factorial_of_a_number((n -
1))))
[/python]
The above Python translation does not do the same thing as the C++ code.
Correct the Python translation.
[python]
def program_for_factorial_of_a_number(n):
    return (1 if ((n == 0)) else (n * program_for_factorial_of_a_number((n -
1))))
[/python]
[c++]
long long int sum_pairwise_products ( int n ) {
    long long int sum = 0;
    for ( int i = 1;
        i <= n;
        i ++ ) for ( int j = i;
                    j <= n;
                    j ++ ) sum = sum + i * j;
    return sum;
}
[/c++]
[python]
def sum_pairwise_products(n):
    sum = 0
    for i in range(n):
        for j in range(i,((n + 1))):
            sum = (sum + (i * j))
    return sum
[/python]
The above Python translation does not do the same thing as the C++ code.
Correct the Python translation.
[python]
def sum_pairwise_products(n):
    sum = 0
    for i in range(1,((n + 1))):
        for j in range(i,((n + 1))):
            sum = (sum + (i * j))
    return sum
[/python]
[c++]
<insert C++ program here>
[/c++]
[python]
<insert original Python translation here>
[/python]
The above Python translation does not do the same thing as the C++ code.
Correct the Python translation.
[python]

```

B.4 Unit Test Feedback Prompt (2-shot)

Below are C++ programs with incorrect Python translations. Correct the translations using the provided feedback.

```

[c++]
unsigned int program_for_factorial_of_a_number ( unsigned int n ) {

```

```

    if ( n == 0 ) return 1;
    return n * program_for_factorial_of_a_number ( n - 1 );
}

```

[/c++]

[python]

```

def program_for_factorial_of_a_number(n):
    return (1 if ((n == 1)) else (n * program_for_factorial_of_a_number((n -
1))))

```

[/python]

The Python translation does not do the same thing as the C++ code. These are the results of one failed unit test that tests whether the Python translation's outputs match the C++ program's outputs:

Failed: assert program_for_factorial_of_a_number(0) == 1

Actual Result: RecursionError: maximum recursion depth exceeded in comparison

Correct the Python translation.

[python]

```

def program_for_factorial_of_a_number(n):
    return (1 if ((n == 0)) else (n * program_for_factorial_of_a_number((n -
1))))

```

[/python]

[c++]

```

long long int sum_pairwise_products ( int n ) {
    long long int sum = 0;
    for ( int i = 1;
        i <= n;
        i ++ ) for ( int j = i;
                    j <= n;
                    j ++ ) sum = sum + i * j;
    return sum;
}

```

[/c++]

[python]

```

def sum_pairwise_products(n):
    sum = 0
    for i in range(n):
        for j in range(i,((n + 1))):
            sum = (sum + (i * j))
    return sum

```

[/python]

The Python translation does not do the same thing as the C++ code. These are the results of one failed unit test that tests whether the Python translation's outputs match the C++ program's outputs:

Failed: assert sum_pairwise_products(3) == 25

Actual Result: 16

Correct the Python translation.

[python]

```

def sum_pairwise_products(n):
    sum = 0
    for i in range(1,((n + 1))):
        for j in range(i,((n + 1))):
            sum = (sum + (i * j))
    return sum

```

[/python]

[c++]

<insert C++ program here>

[/c++]

[python]

<insert original Python translation here>

[/python]

B.5 Unit Test + Expl. Feedback Prompt (2-shot)

Below are C++ programs with incorrect Python translations. Explain the original code, then explain the translations line by line and correct them using the provided feedback.

[c++]

```
unsigned int program_for_factorial_of_a_number ( unsigned int n ) {  
    if ( n == 0 ) return 1;  
    return n * program_for_factorial_of_a_number ( n - 1 );  
}
```

[/c++]

[explanation]

The code is an implementation of calculating the factorial of a number.

```
if ( n == 0 ) return 1;
```

The function is defined recursively. When the given number is equal to 0, the result of the factorial is 1.

```
return n * program_for_factorial_of_a_number ( n - 1 );
```

Otherwise, the result of the factorial is the product of the given number and the (given number minus 1) factorial.

[/explanation]

[python]

```
def program_for_factorial_of_a_number(n):  
    return (1 if ((n == 1)) else (n * program_for_factorial_of_a_number((n -  
1))))
```

[/python]

Explain the Python translation line by line.

[explanation]

The code is an implementation of calculating the factorial of a number.

```
return (1 if ((n == 1)) else (n * program_for_factorial_of_a_number((n - 1))  
)
```

The function is defined recursively. When the given number is equal to 1, the result of the factorial is 1. Otherwise, the result of the factorial is the product of the given number and the (given number minus 1) factorial.

[/explanation]

The Python translation does not do the same thing as the C++ code. These are the results of one failed unit test that tests whether the Python translation's outputs match the C++ program's outputs:

Failed: assert program_for_factorial_of_a_number(0) == 1

Actual Result: RecursionError: maximum recursion depth exceeded in comparison

Correct the translation.

[python]

```
def program_for_factorial_of_a_number(n):  
    return (1 if ((n == 1) or (n == 0)) else (n *  
program_for_factorial_of_a_number((n - 1))))
```

[/python]

[c++]

```
long long int sum_pairwise_products ( int n ) {  
    long long int sum = 0;  
    for ( int i = 1;  
        i <= n;  
        i ++ ) for ( int j = i;  
                    j <= n;  
                    j ++ ) sum = sum + i * j;  
    return sum;  
}
```

[/c++]

[explanation]

The code is an implementation of summing the products of all the possible pairs.

```
long long int sum = 0;
```

The variable sum is used to record the result.

```
for ( int i = 1;
    i <= n;
    i ++ ) for ( int j = i;
                j <= n;
                j ++ )
```

There are two nested loops. The outer loop iterates until i (the index of the first number of a pair) is equal to the given number. The inner loop iterates until j (the index of the second number of the pair) is equal to the given number.

```
sum = sum + i * j;
```

When the two loops are executed, the product of the pair will be calculated and then added to the variable sum.

```
return sum;
```

Finally, the function returns the sum.

[/explanation]

[python]

```
def sum_pairwise_products(n):
    sum = 0
    for i in range(n):
        for j in range(i,((n + 1))):
            sum = (sum + (i * j))
    return sum
```

[/python]

Explain the Python translation line by line.

[explanation]

The code is an implementation of summing the products of all the possible pairs.

```
sum = 0;
```

The variable sum is used to record the result.

```
for i in range(n):
    for j in range(i,((n + 1))):
```

There are two nested loops. The outer loop iterates from i = 0 until i is equal to n-1. The inner loop iterates from j = i until j is equal to n.

```
sum = (sum + (i * j))
```

When the two loops are executed, the product of the pair will be calculated and then added to the variable sum.

```
return sum
```

Finally, the function returns the sum.

[/explanation]

The Python translation does not do the same thing as the C++ code. These are the results of one failed unit test that tests whether the Python translation's outputs match the C++ program's outputs:

Failed: assert sum_pairwise_products(3) == 25

Actual Result: 16

Correct the translation.

[python]

```
def sum_pairwise_products(n):
    sm = 0
    for i in range(1, (n + 1)):
        for j in range(i, (n + 1)):
```

```

        sm = (sm + (i * j))
    return sm
[/python]
[c++]
<insert C++ program here>
[/c++]
[explanation]
<insert explanation of C++ program here>
[/explanation]
[python]
<insert original Python translation here>
[/python]

```

C Text-to-Python Generation

C.1 Baseline Prompt (3-shot)

The prompt for generating initial Python code is taken from [37].

```

# Write Python function to complete the task and pass the assertion tests.

### Task Start ###
# These are the assertions for your function:
assert similar_elements((3, 4, 5, 6),(5, 7, 4, 10)) == (4, 5)

""" Write a function to find the similar elements from the given two tuple
lists. """
def similar_elements(test_tup1, test_tup2):
    res = tuple(set(test_tup1) & set(test_tup2))
    return (res)
### Task End ###

### Task Start ###
# These are the assertions for your function:
assert is_not_prime(2) == False

""" Write a python function to identify non-prime numbers. """
import math
def is_not_prime(n):
    result = False
    for i in range(2,int(math.sqrt(n)) + 1):
        if n % i == 0:
            result = True
    return result
### Task End ###

### Task Start ###
# These are the assertions for your function:
assert heap_queue_largest( [25, 35, 22, 85, 14, 65, 75, 22, 58],3)=[85, 75,
65]

""" Write a function to find the largest integers from a given list of
numbers using heap queue algorithm. """
import heapq as hq
def heap_queue_largest(nums,n):
    largest_nums = hq.nlargest(n, nums)
    return largest_nums
### Task End ###

```

```

### Task Start ###
# These are the assertions for your function:
<insert assertions and problem description here>

```

C.2 Simple Feedback Prompt (6-shot)

Write Python function to complete the task and pass the assertion tests.

```

### Task Start ###
# These are the assertions for your function:
assert count_ways(2) == 3

```

""" Write a function to find the number of ways to fill it with 2 x 1 dominoes for the given 3 x n board. """

```

def count_ways(n):
    if n == 0:
        return 1
    if n == 1:
        return 1
    if n == 2:
        return 3
    return count_ways(n-1) + count_ways(n-2)

```

Feedback: The code above is wrong. Please fix it.

```

def count_ways(n):
    A = [0] * (n + 1)
    B = [0] * (n + 1)
    A[0] = 1
    A[1] = 0
    B[0] = 0
    B[1] = 1
    for i in range(2, n+1):
        A[i] = A[i - 2] + 2 * B[i - 1]
        B[i] = A[i - 1] + B[i - 2]
    return A[n]

```

Feedback: The code above is correct.

```

### Task End ###

```

```

### Task Start ###
# These are the assertions for your function:
assert differ_At_One_Bit_Pos(15,8) == False

```

""" Write a python function to check whether the two numbers differ at one bit position only or not. """

```

def differ_At_One_Bit_Pos(lhs,rhs):
    if (lhs - rhs) == 0 or (lhs - rhs) == 1:
        return True
    return False

```

Feedback: The code above is wrong. Please fix it.

```

def differ_At_One_Bit_Pos(a,b):
    x = a ^ b
    return x and (not(x & (x - 1)))

```

Feedback: The code above is correct.

Task End

Task Start

These are the assertions for your function:

```
assert find_char_long('Please move back to stream') == ['Please', 'move', 'back', 'stream']
```

""" Write a function to find all words which are at least 4 characters long in a string by using regex. """

```
def find_char_long(text):  
    return (re.findall(r"\b\w{4,}\b", text))
```

Feedback: The code above is wrong. Please fix it.

```
import re
```

```
def find_char_long(text):  
    return (re.findall(r"\b\w{4,}\b", text))
```

Feedback: The code above is correct.

Task End

Task Start

These are the assertions for your function:

```
assert square_nums([1, 2, 3, 4, 5, 6, 7, 8, 9, 10])==[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
```

""" Write a function to find squares of individual elements in a list using lambda function. """

```
def square_nums(nums):  
    square_nums = list(map(lambda x: x ** 2, nums))  
    return square_nums
```

Feedback: The code above is correct.

Task End

Task Start

These are the assertions for your function:

```
assert find_Rotations("aaaa") == 1
```

""" Write a python function to find the minimum number of rotations required to get the same string. """

```
def find_Rotations(s):  
    if len(s) == 1:  
        return 1  
    elif len(s) == 0:  
        return 0  
    else:  
        l = len(s)  
        min = len(s)  
        for i, c in enumerate(s):  
            if c == s[0]:  
                temp = i  
                if temp < min:  
                    min = temp  
        return min
```

Feedback: The code above is wrong. Please fix it.

```
def find_Rotations(s):
    n = len(s)
    for i in range(1, n + 1):
        if s[i:n] + s[0:i] == s:
            return i
    return n
```

Feedback: The code above is correct.

Task End

Task Start

These are the assertions for your function:

```
assert small_nnum([10, 20, 50, 70, 90, 20, 50, 40, 60, 80, 100],2)==[10,20]
```

""" Write a function to get the n smallest items from a dataset. """

```
def small_nnum(lst,n):
    lst = sorted(lst)
    lst = lst[:n]
    return lst
```

Feedback: The code above is correct.

Task End

Task Start

These are the assertions for your function:

<insert assertions and problem description here>

<insert original code here>

C.3 Unit Test Feedback Prompt (6-shot)

Write Python function to complete the task and pass the assertion tests.

Task Start

These are the assertions for your function:

```
assert count_ways(2) == 3
```

""" Write a function to find the number of ways to fill it with 2 x 1 dominoes for the given 3 x n board. """

```
def count_ways(n):
    if n == 0:
        return 1
    if n == 1:
        return 1
    if n == 2:
        return 3
    return count_ways(n-1) + count_ways(n-2)
```

Feedback: With the above function, count_ways(2) == 3. The assertion is "assert count_ways(2) == 3". So the code passes the assertion. The code above is wrong. Please fix it.

```
def count_ways(n):
    A = [0] * (n + 1)
    B = [0] * (n + 1)
    A[0] = 1
    A[1] = 0
```

```

B[0] = 0
B[1] = 1
for i in range(2, n+1):
    A[i] = A[i - 2] + 2 * B[i - 1]
    B[i] = A[i - 1] + B[i - 2]
return A[n]

```

Feedback: With the above function, `count_ways(2) = 3`. The assertion is "`assert count_ways(2) == 3`". So the code passes the assertion. The code above is correct.

Task End

Task Start

These are the assertions for your function:

`assert differ_At_One_Bit_Pos(15,8) == False`

""" Write a python function to check whether the two numbers differ at one bit position only or not. """

```

def differ_At_One_Bit_Pos(lhs,rhs):
    if (lhs - rhs) == 0 or (lhs - rhs) == 1:
        return True
    return False

```

Feedback: With the above function, `differ_At_One_Bit_Pos(15,8) == False`. The assertion is "`assert differ_At_One_Bit_Pos(15,8) == False`". So the code passes the assertion. The code above is wrong. Please fix it.

```

def differ_At_One_Bit_Pos(a,b):
    x = a ^ b
    return x and (not(x & (x - 1)))

```

Feedback: With the above function, `differ_At_One_Bit_Pos(15,8) == False`. The assertion is "`assert differ_At_One_Bit_Pos(15,8) == False`". So the code passes the assertion. The code above is correct.

Task End

Task Start

These are the assertions for your function:

`assert find_char_long('Please move back to stream') == ['Please', 'move', 'back', 'stream']`

""" Write a function to find all words which are at least 4 characters long in a string by using regex. """

```

def find_char_long(text):
    return (re.findall(r"\b\w{4,}\b", text))

```

Feedback: With the above function, `find_char_long('Please move back to stream')` returns the following error:

```

"""
NameError: name 're' is not defined
"""

```

So the code does not pass the assertion. Please fix it.

```

import re
def find_char_long(text):
    return (re.findall(r"\b\w{4,}\b", text))

```

Feedback: With the above function, `find_char_long('Please move back to stream') == ['Please', 'move', 'back', 'stream']`. The assertion is "`assert find_char_long('Please move back to stream') == ['Please', 'move', 'back', 'stream']`". So the code passes the assertion. The code above is correct.

```
### Task End ###
```

```
### Task Start ###
```

```
# These are the assertions for your function:
```

```
assert square_nums([1, 2, 3, 4, 5, 6, 7, 8, 9, 10])==[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]
```

```
""" Write a function to find squares of individual elements in a list using lambda function. """
```

```
def square_nums(nums):  
    square_nums = list(map(lambda x: x ** 2, nums))  
    return square_nums
```

Feedback: With the above function, `square_nums([1, 2, 3, 4, 5, 6, 7, 8, 9, 10])`==[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]. The assertion is "assert square_nums([1, 2, 3, 4, 5, 6, 7, 8, 9, 10])==[1, 4, 9, 16, 25, 36, 49, 64, 81, 100]". So the code passes the assertion. The code above is correct.

```
### Task End ###
```

```
### Task Start ###
```

```
# These are the assertions for your function:
```

```
assert find_Rotations("aaaa") == 1
```

```
""" Write a python function to find the minimum number of rotations required to get the same string. """
```

```
def find_Rotations(s):  
    if len(s) == 1:  
        return 1  
    elif len(s) == 0:  
        return 0  
    else:  
        l = len(s)  
        min = len(s)  
        for i, c in enumerate(s):  
            if c == s[0]:  
                temp = i  
                if temp < min:  
                    min = temp  
        return min
```

Feedback: With the above function, `find_Rotations("aaaa")` == 0. The assertion is "`find_Rotations("aaaa")` == 1". So the code does not pass the assertion. Please fix it.

```
def find_Rotations(s):  
    n = len(s)  
    for i in range(1, n + 1):  
        if s[i:n] + s[0:i] == s:  
            return i  
    return n
```

Feedback: With the above function, `find_Rotations("aaaa")` == 1. The assertion is "`find_Rotations("aaaa")` == 1". So the code passes the assertion. The code above is correct.

```
### Task End ###
```

```
### Task Start ###
```

```
# These are the assertions for your function:
```

```
assert small_nnum([10, 20, 50, 70, 90, 20, 50, 40, 60, 80, 100],2)==[10,20]
```

```

""" Write a function to get the n smallest items from a dataset. """
def small_nnum(lst,n):
    lst = sorted(lst)
    lst = lst[:n]
    return lst

Feedback: With the above function, small_nnum([10, 20, 50, 70, 90, 20, 50,
40, 60, 80, 100],2)=[10,20]. The assertion is "small_nnum([10, 20, 50, 70,
90, 20, 50, 40, 60, 80, 100],2)=[10,20]". So the code passes the assertion.
The code above is correct.

### Task End ###

### Task Start ###
# These are the assertions for your function:
<insert assertions and problem description here>
<insert original code here>

```

C.4 Unit Test + Expl. Feedback Prompt (3-shot)

```

# Write Python function to complete the task and pass the assertion tests.

### Task Start ###
# These are the assertions for your function:
assert find_char_long('Please move back to stream') == ['Please', 'move', 'back', 'stream']

""" Write a function to find all words which are at least 4 characters long
in a string by using regex. """
def find_char_long(text):
    return (re.findall(r"\b\w{4,}\b", text))

Here is a line-by-line explanation of the code:
'def find_char_long(text):': This line defines a function named 'find_char_long' that takes a single argument, 'text'. 'text' represents the string whose words are to be extracted.

'return (re.findall(r"\b\w{4,}\b", text))': This line uses the 're.findall()' function to extract all words from the input string that are at least 4 characters long. The regular expression 'r"\b\w{4,}\b"' matches all words that are at least 4 characters long. The '\b' matches the boundary between a word character and a non-word character. The '\w' matches any word character (a letter, digit, or underscore). The '{4,}' matches the preceding element at least 4 times. The '\b' matches the boundary between a word character and a non-word character.

Feedback: With the above function, find_char_long('Please move back to stream') returns the following error:
"""
NameError: name 're' is not defined
"""
So the code does not pass the assertion. Please fix it.

import re
def find_char_long(text):
    return (re.findall(r"\b\w{4,}\b", text))

Here is a line-by-line explanation of the code:

```


`'import re':` This line imports the `'re'` module.

`'def find_char_long(text):'`: This line defines a function named `'find_char_long'` that takes a single argument, `'text'`. `'text'` represents the string whose words are to be extracted.

`'return (re.findall(r"\b\w{4,}\b", text))'`: This line uses the `'re.findall()'` function to extract all words from the input string that are at least 4 characters long. The regular expression `'r"\b\w{4,}\b"'` matches all words that are at least 4 characters long. The `'\b'` matches the boundary between a word character and a non-word character. The `'\w'` matches any word character (a letter, digit, or underscore). The `'{4,}'` matches the preceding element at least 4 times. The `'\b'` matches the boundary between a word character and a non-word character.

Feedback: With the above function, `find_char_long('Please move back to stream') == ['Please', 'move', 'back', 'stream']`. The assertion is `"assert find_char_long('Please move back to stream') == ['Please', 'move', 'back', 'stream']"`. So the code passes the assertion. The code above is correct.

Task End

Task Start

These are the assertions for your function:

`assert count_ways(2) == 3`

""" Write a function to find the number of ways to fill it with 2 x 1 dominoes for the given 3 x n board. """

```
def count_ways(n):  
    if n == 0:  
        return 1  
    if n == 1:  
        return 1  
    if n == 2:  
        return 3  
    return count_ways(n-1) + count_ways(n-2)
```

Here is a line-by-line explanation of the code:

`'def count_ways(n):'`: This line defines a function named `'count_ways'` that takes a single argument, `'n'`. `'n'` represents the width of the 3 x n board.

`'if n == 0:'`: This line checks if n is equal to 0. In other words, it checks if the width of the board is 0. If the width of the board is 0, there is only one way to fill it: by not placing any dominoes.

`'return 1:'` If the condition in line 2 is true (i.e., n is 0), the function returns 1, indicating that there is only one way to fill the 3 x 0 board.

`'if n == 1:'`: This line checks if n is equal to 1. In other words, it checks if the width of the board is 1. A 3 x 1 board cannot be filled with 2 x 1 dominoes, so there's only one way to fill it: by not placing any dominoes.

`'return 1:'` If the condition in line 4 is true (i.e., n is 1), the function returns 1, indicating that there is only one way to fill the 3 x 1 board.

`'if n == 2:'`: This line checks if n is equal to 2. In other words, it checks if the width of the board is 2. A 3 x 2 board can be filled with 2 x 1 dominoes in three ways: (1) three horizontal dominoes, (2) one vertical domino and two horizontal dominoes, and (3) two vertical dominoes and one horizontal domino.

`'return 3:'` If the condition in line 6 is true (i.e., n is 2), the function returns 3, indicating that there are three ways to fill the 3 x 2 board.

'return count_ways(n-1) + count_ways(n-2)': If none of the conditions in lines 2, 4, and 6 are true, this line is executed. It uses a recursive approach to calculate the number of ways to fill the 3 x n board. The function calls itself twice: once with the argument n-1 and once with the argument n-2. The results of these two function calls are added together and returned as the final result.

Feedback: With the above function, count_ways(2) == 3. The assertion is "assert count_ways(2) == 3". So the code passes the assertion. The code above is wrong. Please fix it.

```
def count_ways(n):
    A = [0] * (n + 1)
    B = [0] * (n + 1)
    A[0] = 1
    A[1] = 0
    B[0] = 0
    B[1] = 1
    for i in range(2, n+1):
        A[i] = A[i - 2] + 2 * B[i - 1]
        B[i] = A[i - 1] + B[i - 2]
    return A[n]
```

Here is a line-by-line explanation of the code:

'def count_ways(n)': This line defines a function named 'count_ways' that takes a single argument, 'n'. 'n' represents the width of the 3 x n board.

'A = [0] * (n + 1) and B = [0] * (n + 1)': These lines create two lists, A and B, each of length n + 1 and initialized with zeros. A[i] and B[i] will store the number of ways to tile the 3 x i board while following specific rules for the last column (explained below).

'A[0] = 1, A[1] = 0, B[0] = 0, and B[1] = 1': These lines initialize the base cases for the lists A and B. A[0] and B[1] are set to 1, while A[1] and B[0] are set to 0. A[i] represents the number of ways to tile a 3 x i board with the last column fully filled, and B[i] represents the number of ways to tile a 3 x i board with the last column filled in the form of an L-shape.

'for i in range(2, n + 1)': This line starts a for loop that iterates from 2 to n, inclusive.

'A[i] = A[i - 2] + 2 * B[i - 1]': This line calculates the number of ways to tile a 3 x i board with the last column fully filled by either placing two horizontal dominoes in the last column (which corresponds to A[i - 2]) or by placing a horizontal and a vertical domino in the last column (which corresponds to 2 * B[i - 1]).

'B[i] = A[i - 1] + B[i - 2]': This line calculates the number of ways to tile a 3 x i board with the last column filled in the form of an L-shape by either placing a vertical domino and a horizontal domino in the last column (which corresponds to A[i - 1]) or by placing three horizontal dominoes in the last column (which corresponds to B[i - 2]).

'return A[n]': This line returns the number of ways to tile the 3 x n board with 2 x 1 dominoes, which is stored in A[n].

Feedback: With the above function, count_ways(2) = 3. The assertion is "assert count_ways(2) == 3". So the code passes the assertion. The code above is correct.

Task End

```

### Task Start ###
# These are the assertions for your function:
assert find_Rotations("aaaa") == 1

""" Write a python function to find the minimum number of rotations required
to get the same string. """
def find_Rotations(s):
    if len(s) == 1:
        return 1
    elif len(s) == 0:
        return 0
    else:
        l = len(s)
        min = len(s)
        for i, c in enumerate(s):
            if c == s[0]:
                temp = i
                if temp < min:
                    min = temp
        return min

```

Here is a line-by-line explanation of the code:

‘def find_Rotations(s):’: This line defines a function named ‘find_Rotations’ that takes a single argument, ‘s’. ‘s’ represents the string whose minimum number of rotations is to be calculated.

‘if len(s) == 1:’: This line checks if the length of the input string is 1. the minimum number of rotations required to get the same string is 1.

‘return 1’: If the condition in line 2 is true (i.e., length of the input string is 1), the function returns 1.

‘elif len(s) == 0:’: This line checks if the length of the input string is 0. If the length of the input string is 0, the minimum number of rotations required to get the same string is 0.

‘return 0’: If the condition in line 4 is true (i.e., length of the input string is 0), the function returns 0.

‘else:’: If the conditions in lines 2 and 4 are not met (i.e., length of the input string is neither 0 nor 1), this line is executed.

‘l = len(s):’: This line stores the length of the input string in the variable ‘l’.

‘min = len(s):’: This line stores the length of the input string in the variable ‘min’.

‘for i, c in enumerate(s):’: This line starts a for loop that iterates over the input string.

‘if c == s[0]:’: This line checks if the current character is equal to the first character of the input string.

‘temp = i’: This line stores the index of the current character in the variable ‘temp’.

‘if temp < min:’: This line checks if the index of the current character is less than the value stored in the variable ‘min’.

‘min = temp’: If the condition in line 13 is true (i.e., index of the current character is less than the value stored in the variable ‘min’), this

line is executed. It stores the index of the current character in the variable 'min'.

'return min': This line returns the minimum number of rotations required to get the same string.

Feedback: With the above function, `find_Rotations("aaaa") == 0`. The assertion is `"find_Rotations("aaaa") == 1"`. So the code does not pass the assertion. Please fix it.

```
def find_Rotations(s):  
    n = len(s)  
    for i in range(1, n + 1):  
        if s[i:n] + s[0:i] == s:  
            return i  
    return n
```

Here is a line-by-line explanation of the code:

'def find_Rotations(s)': This line defines a function named 'find_Rotations' that takes a single argument, 's'. 's' represents the string whose minimum number of rotations is to be calculated.

'n = len(s)': This line stores the length of the input string in the variable 'n'.

'for i in range(1, n + 1)': This line starts a for loop that iterates from 1 to n, inclusive. The loop variable is i, which represents the number of rotations being tested in each iteration.

'if s[i:n] + s[0:i] == s': This line checks if the string resulting from the concatenation of two substrings 's[i:n]' and 's[0:i]' is equal to the original string 's'. The first substring 's[i:n]' is a slice of the string from index 'i' to the end, and the second substring 's[0:i]' is a slice from the beginning of the string up to index 'i-1'. This operation essentially rotates the string by 'i' positions.

'return i': If the condition in line 5 is true (i.e., the string resulting from the concatenation of two substrings 's[i:n]' and 's[0:i]' is equal to the original string 's'), this line is executed. It returns the number of rotations required to get the same string.

'return n': This line returns the length of the string n. This means that the minimum number of rotations required to get the same string is equal to the length of the string, indicating that the string cannot be rotated to achieve the same string.

Feedback: With the above function, `find_Rotations("aaaa") == 1`. The assertion is `"find_Rotations("aaaa") == 1"`. So the code passes the assertion. The code above is correct.

Task End

Task Start

These are the assertions for your function:

<insert assertions and problem description here>

<insert original code here>