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# Introduction

Software evolution involves the process of continuously improving or changing code to ensure that it maintains a working status as software requirements, operating systems, etc. change. One of the largest and most important parts of this is keeping the overall cost down in the lifecycle of a software product and avoiding having to entirely replace expensive software. While the concept of continuous change is important for a successful product [], as a program continues to change, the design and maintainability of the code will degrade. This loss of design leads to a lack of comprehension of the software which in turn leads to slowed development and increased cost []. In order to continue to maintain the system successfully, effort must be put in place by developers to increase their comprehension and to improve the comprehensibility and design of the system. Related to this, it is known that during evolution and maintenance of software, developers spend more than half their time comprehending code []. As such, continued research is required to provide support for the comprehension of code, and more specifically increasing the comprehensibility of code.

From previous studies, we know there are two prominent ways people read and comprehend code, with a typical person using a combination of both. The first is the top-down approach and the second is bottom-up. Top-down comprehension relies largely on inference and hypothesizing what exactly is going on at any given time in the source code and drilling down to find details later. For example, choosing to guess what a called function is doing and waiting to read the function definition later on [Détienne 1990] [Maletic and Kagdi 2008]. In contrast, the bottom-up approach focuses on understanding the smaller pieces of the source code first and working up to the large functions until eventually you understand the program as a whole [Storey 2005] [Maletic and Kagdi 2008] [Détienne 1990] [Von Mayrhauser and Vans 1995]. During this process of comprehension (either top-down or bottom-up), comments play an important role in understanding the code. In general, comments should always provide cognitive support, assist in comprehension, and reinforce ideas and concepts that are present in the source code in order to reduce the difficulty of maintenance [Storey 2005] [Détienne 1990]. One problem with comments that violates this comes from that of commented-out code.

Commented-out code bloats the software and is a distractor from the meaningful parts of the program (source-code and meaningful comments). Additionally, commented-out code can lead to confusion, especially, if something that is commented out seems to be unrelated to the section that it is in, or if it contradicts logic present in and around where it has been commented out. Alongside problems with comprehension, their comes the question of why a piece of code has been commented out in the first place. The commented-out code might be a security vulnerability, a feature that needs to be implemented later, reference code that was used to build another section of code, or code that does not work correctly ? As evolution of the software product continues and if the commented-out code continues to exist, it is likely that the original rationale for why the code was commented out in the first place has been lost. Without a known purpose, the commented-out code inhibits comprehension and should be removed.

In addition to comprehension, another reason that commented-out code removal is important is that it can aide with other research and tools that utilize comments. For example, when considering system documentation generating approaches, feature location approaches, and other approaches that utilize comments, commented-out code can degrade these techniques performance. As an explicit example, word2vec is an approach which relies on creating vector data based on the terms found in comments. In this case, it will create vectors which are not relevant to the source code. If the commented-out code is removed, it is likely that we can improve these approaches. Lastly, there is a legal precedent to the problem of commented-out code. Companies are being sued for leaving commented-out code that does not belong to them in their source code. [Flexra] [United States District Court Northern District of California 2017] [Vaughan-Nichols 2015].

The goal of this thesis, is to develop a method for automatically detecting commented-out code within a software project, so that it can be removed automatically. In order to develop the approach, we manually derive a gold-set of approximately 3000 lines of comments which were pulled from a total of 80 projects via a random selection process. These 80 projects are distributed evenly amongst the four languages that are being studied in our research (C, C#, C++, Java). We classify each comment as commented-out code based on a taxonomy we introduce in CHAPTER 4. Next, for each line of comments, we compute the frequency of each individual character and store them in a dictionary. We then form a classification model using decision trees. We chose to use decision trees as it uses a supervised learning style, which makes it easy to learn how the tree is differentiating between our two classes (i.e., if commented-out code or not). This allows us to do verification on the model. During the training process, stratified K-fold cross validation is used to split our data into training and testing. We further validate the model on the remaining gold set that was not included in the stratified K-fold, and on comments taken from an additional 50 systems. This whole process will be described in detail in CHAPTER 7 and CHAPTER 8. Finally, we apply the resulting model to all comments in the additional 50 open-source systems to determine the prevalence of commented-out code.

In this thesis we answer the following research questions:

* **RQ 1: What is commented-out code?**

Comments can contain any amount of code. They can consist solely of code or just reference a single variable among normal prose text. We investigate and determine what exactly it is that makes a comment commented-out code.

* **RQ 2: What are the different ways to provide comments and commented-out code?**

Here we investigate and taxonomize the ways of providing comments, and how code is commented-out.

* **RQ 3: Can we automatically detect commented-out code within an acceptable margin of error?**

The difficutly with detecting commented-out code is that high level programming languages are very similar in appearance to English, making it hard to immediately tell the difference. Here we investigate how to accurately detect commented-out code.

* **RQ 4: How prevalent is commented-out code in open-source software?**

With this RQ, we want to quantify how much commented-out code typically exists in a software project. Due to the availability of open-source software, we take 50 open-source systems and apply our model to each line of comments to determine he extent of commented-out code.

This thesis makes the following contributions:

* A detailed taxonomy of comments and types of comments.
* A gold set created from manual investigation and verification of nearly 3,000 comments (classified as English prose and commented-out code) from a corpus of 80 open-source projects.
* Differences between English Prose (non-commented-out code) and commented-out code
* The development of an approach to automatically classify comments into English prose and commented-out code with low margin of error.
* An in-depth study of the prevalence of commented-out code in 50 additional open-source projects.

The remainder of this thesis is laid out as follows. In CHAPTER 2, we go over related work. CHAPTER 3 provides an in-depth discuss on decision trees and the parsing tool srcML which is used as part of our approach. In CHAPTER 4, we cover our taxonomy on comments. In CHAPTER 5, we detail the process of data collection to form the gold set and describe the gold set. CHAPTER 6 gives the approach to how we process a comment for use with decision trees. Additional approaches we considered are also discussed in this chapter. CHAPTER 7 presents and discusses forming the model based on decision trees and the results of applying it to the gold set. CHAPTER 8 presents and discusses the results of the open source study. CHAPTER 9 outlines our plans for future work based off of the results from this study. Finally, CHAPTER 10 gives the conclusion.

# Related Work

In this chapter, we present the related work . Despite the need to detect commented-out code, there has not been much research. As such, we primarily focus the related work discussion on a few related areas. In Section 2.1. we provide related work in the study of comment taxonomies. In Section 2.2. we provide related work on identifying code in unstructured text. Finally, in Section 2.3., we focus on various works in comment quality, and the importance it has in code comprehension.

## Taxonomy

In [Chen et al. 2019], Chen et al. introduce a comment taxonomy with four different types. The first type is the non-prose and low purpose Code Comments, which we call commented-out code. The second type is Task Comments, which are notes such as TODO or FIXME. The third type are IDE comments, which are special comments designed to communicate to the IDE directly, and the last type is non-text comments, which are links to websites or other comments that are not directly related to the source code. This taxonomy which they have developed is highly related to our research. However, the work of Chen et al. focuses only on that of prose comments and they do not study task comments and more importantly code comments. In our taxonomy we do a much more in-depth study of commented-out code and its many forms.

Haouari et al. have developed an in-depth taxonomy of comments which is designed to provide as much information as possible on the quality of a comment. First, they consider the objective of a comment. An example of this is whether or not a comment is related to a snippet of code or an entire function [Haouari et al. 2011]. Second, they consider the comment type. Here they define four types of comments: a code explanation, TODO comments, commented-out code, and licensing agreements [Haouari et al. 2011]. Next, they consider the style, which is only used in explanatory comments and defines whether or not the explanation is explicit or implicit (i.e., if you need to read the code to understand the comment) [Haouari et al. 2011]. Following style is the comment quality. They define three levels of quality which are fair+, fair, and poor. Each of these are based off the quality of the explanation that the comment gives [Haouari et al. 2011]. For the sake of our research, only the comment types is related. Haouari et al. define commented-out code as old code which remains in a comment and provides no explanatory value [Haouari et al. 2011]. Our taxonomy differs from theirs because we focus more on the construction of the comment (i.e., how you form a comment) and what makes it commented-out code. In contrast, Haouari et al focus more on the location of the comment and explanatory value (i.e., quality).

## Detecting Code in Unstructured Text

In Bacchelli et al.[Bacchelli et al. 2010a], the authors developed an approach for automatically detecting code in emails. In their method for automated code detection, Bacchelli et al. tested a variety of different methods. They test frequency of special characters, occurrence of keywords, end of line symbols, beginning of line symbols, regular expression, and a series of combinations between all of them [Bacchelli et al. 2010a]. The results of these approaches show that no individual method was enough to be consistently accurate for detecting code in emails. Furthermore, most of the combinations involve adding in regular expression to increase precision and recall, sometimes by a very significant amount. The final results of testing these methods both with and without regular expression shows an optimal case detection rate of 85-95% by using end of line in combination with regular expressions. However, this varies on the language it is trying to detect [Bacchelli et al. 2010a]. When considering their approach with special characters, they concentrate only on certain special characters. As such, they may miss characters that can be very important. For example, declaring string variables requires a quotation mark, which is a symbol rarely present in common speech. This is where our research and the work of Bacchelli et al. differs, we include nearly all ASCII characters. Additionally, unlike Bacchelli et al., we utilize decision trees.

Another example of the detection of code is provided by Abdalkareem et al. In their study, they pull code from StackOverflow for part of a gold set. The heuristic Abdalkareem et al. employ is simple. Since StackOverflow posts are in html, they consider text within code tags as code. Additionally, the code in the code tags have to be five lines or greater. The reason they choose to exclude anything less than five lines is because less than five lines would end up generating false positives in their analysis [Abdalkareem et al. 2017]. While their code detection is related to the work we are doing on detecting commented-out code, their work relies on the preexisting code tags found in the StackOverflow posts. Our approach does not rely on markers such as a code-tag and is capable at working on the granularity of a single line. Likewise, the results of our work is applicable to detecting text in code-tags (i.e., it can be used to further validate if they are code or not).

## Comment Quality

One method of analyzing readability and comprehensibility of software is to directly analyze the comments left by the authors of source code. When considering the quality of comments, each is analyzed individually to determine not only if it covers the strategic components of the code well, but also if it provides additional information that is relevant to the overall comprehension of a code snippet [Borstler and Paech 2016].

One problem with comment quality is attributed to external factors. Examples are: amount of programming experience, programmer’s domain knowledge on the subject software, and when the native language of the speaker differs from the language comments are written in [Zhou et al. 2019] [Borstler and Paech 2016] [Flisar and Podgorelec 2019]. A method of analyzing comments and source code that takes some of this into account is through utilization of word2vec [Zhou et al. 2019]. The vectors produced when using word2vec can be grouped and analyzed for similarity. The similarity measure resulting from the approach helps to deal with complex semantic relations and can provide a solution to the problem of native language among others [Zhou et al. 2019]. Similar to this method of vector grouping, is the use of word embedding [Flisar and Podgorelec 2019]. Word embedding focuses on low dimensional real value vectors rather than looking at groupings of words for semantic value [Flisar and Podgorelec 2019]. These varying methods all come to the same conclusion: comments should be meaningful and related to the source code that they are in, which is something that commented-out code does not do. This provides further motivation on the need to automatically detect and remove commented-out code.

Another example of comment quality is given by Fluri et al. and is based off of the evolution of comments as source code evolves. First, Fluri et al. detect changes to the source code in order to see where comments have been added, removed, extended, or changed [Fluri et al. 2007]. By tracking these changes, they are able to visualize the changes to see if comments are being kept cohesive and how they relate to the complexity of the source code. One of the findings of Fluri et al. is that the closer a comment is to the code within the source file, the higher its quality tends to be [Fluri et al. 2007]. For example, a comment which is on the same line as code is going to be extremely related, whereas a comment before a function will give a less detailed overview of a section of code.

Another part of comment quality is the overall density of comments found within source code. As part of Riehle and Arafat study on the commenting practices of open source projects, they include a deep analysis of the relative density of comments in projects. The results show that the standard deviation of comment coverage in open source projects is over 10.88% [Arafat and Riehle 2009]. The largest finding of their research shows that the larger the project gets, the more comment density falls. For example, going from 62.5% in small projects and descending to 18.67% in large projects [Arafat and Riehle 2009]. This is directly related to our **RQ 3**, which has to do with the relative density of comments in open source projects. However, Riehle and Arafat did not consider commented-out code in their study, which we investigate in **RQ3**.

# Background

In this chapter, we provide background information on both decision trees and on srcML. More specifically, we go over decision trees in Section 3.1. and srcML in Section 3.2.

## Decision Trees

In this section, we briefly talk about machine learning and why we choose decision trees. We then discuss decision trees, how they are built, and what their output looks like. In machine learning, choosing what type of algorithm you are going to use for data is extremely important. Sometimes an algorithm cannot function at all with the data you have available, and other times using the incorrect algorithm will cause poor fit or present results that contradict the output. For our data there are three major factors that we consider: first, our character frequencies are completely non-linear meaning that any machine learning algorithms that rely on the data being linear immediately will not work. The second factor that is of particular importance is that we are working with classification of two distinct classes (i.e., English pose or commented-out code), so choosing a machine learning algorithm that is used for classification is equally as important. Thirdly, decision trees are able to handle blank data very well. This is extremely important when considering that our data is character frequencies of comment lines. This is because comment lines (especially short comments) won’t have very many different characters. An example of the character frequencies for a comment is shown in TABLE 1. As can be seen in the table, the vast majority of characters are 0. As decision trees work well with these three factors, we choose to use them in our approach. More specifically we use the decision tree implementation provided by scikit-learn.

In scikit-learn, their current decision tree algorithm is based off an optimized version of the Classification and Regression Trees (CART) algorithm. This is a variation of the popular C4.5 algorithm which proceeded ID3 style decision trees [scikit-learn developers]. One of the major changes that came with the C4.5 algorithm is the ability to handle non-categorical data, which is necessary as our frequencies are numerical [scikit-learn developers]. Decision trees require the data used to train the tree to be as balanced as possible. This is because at its root, a decision tree is a series of binary decisions and the optimization of such a method requires this sort of distribution [scikit-learn developers], otherwise it will be biased toward the dominant class. The ability to handle various types of data, non-linear data, and working well for classification are not the only reasons why we chose decision trees. Decision trees can be fully visualized [SKLearn 2019], which makes them both very easy to understand and equally easy to explain. These ideas are shown in Figure 1, which is an example of a decision tree made using the Iris data (a commonly used example). Each node is a rule (or decision) that asks a simple yes or no question with a value less than or greater than a certain number being a very common method. Before we discuss how to classify an instance, we now go over the contents of each decision node as shown in the figure. Class is the majority class with the dataset for that point in the decision tree. Colors (green = versicolor, orange = setosa, purple = virgincia) are also used to show the majority class. White indicates no majority. The values section shows the exact distribution of each class within a zone of the tree, while the sample is the total number of samples (as part of training set) in that part of the tree. The Gini, a measure of statistical dispersion, is the value that shows how effective a decision node is. The farther down a decision tree you go the lower the Gini will generally become with leaf nodes always having a Gini of 0. At the top (except in leaves), is the Boolean decision for the decision node. As an example, take an iris with a petal-length of 5.13 and a petal-width of 1.46. Starting from the root node, since 5.13 is greater than 2.45, we travel down the right side of the tree and arrive at the right child node. With a petal width of 1.46 being less than 1.75, we travel down to the left child of our current node. With the petal length of 5.13 being greater than 4.95, we again travel down to the left child of our current node. With a petal width of 1.46 being less than 1.65, we travel down to the right child from our current node. As we reached a leaf node, we classify the sample as being of the virgincia class.

TABLE 1. The table shows the frequencies of each symbol in a sample line. The majority of characters are blank (0).

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **a** | **b** | **c** | **d** | **e** | **f** | **g** | **h** | **i** | **j** |
| *0.0208* | *0.0208* | 0 | 0 | *0.0416* | *0.0208* | 0 | 0 | *0.0208* | 0 |
| **k** | **l** | **m** | **n** | **o** | **p** | **q** | **r** | **s** | **t** |
| *0.0208* | *0.0208* | 0 | 0 | *0.0625* | *0.0416* | 0 | *0.0208* | *0.0416* | *0.0625* |
| **u** | **v** | **w** | **x** | **y** | **z** | **!** | **@** | **#** | **$** |
| *0.0208* | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| **<** | **,** | **>** | **.** | **?** | **/** | **space** | **~** | **`** | **\t** |
| 0 | 0 | 0 | 0 | 0 | 0 | *0.5625* | 0 | 0 | 0 |
| **\n** | **\f** | **\r** | **\b** | **\v** | **\0** | **unk** |  |  |  |
| *0.0208* | 0 | 0 | 0 | 0 | 0 | 0 |  |  |  |



Figure 1. This is a decision tree sample from the IRIS dataset. The colors separate the tree based on which class is the most present in a node. The class shows which of the three class a node primarily consists of. The sample shows how many values are in the node. The gini shows how major of a deciding factor a particular variable is. The top of each node (on non-leafs) is the decision itself.

## srcML

srcML [Collard and Maletic] is used in this thesis in order to ensure that all of the comments found in the source code are properly pulled for analysis and to calculate statement lines of code and lines of comments. At its core, srcML is a tool designed to take source code and automatically convert it into an XML representation (also known as srcML). srcML processes source code without the use of a preprocessor/compiler, and so it does not require such things as external libraries. Further, because srcML does not need to compile the code in order to analyze and extract information, it is able to run extremely quickly. srcML leaves the original structure of the source code entirely intact, meaning that whitespace, comments, and all preprocessing statemetns are left untouched. In TABLE 2, we provide a sample of the input and output of srcML. A simple C++ file was fed into srcML using the command:

srcml --verbose srcMLsample.cpp -o srcMLsample.xml

The code provided in the top is the main function of the sample C++ file srcMLsample.cpp. The bottom contains the resulting srcML from the srcMLsample.xml . The first line of the srcML provides the encoding information for XML. The second line contains the root tag unit (short for compilation unit). This provides the details on the current version of srcML that was used for the command. Additionally, it contains metadata about the file such as the language the file is written in (i.e., C++) and the file name srcMLsample.cpp as provided to the command. Each part of the source code is wrapped in XML tags. First, the outer most tag is the function tag, which wraps around and identifies the entire function. Contained within it are additional tags such as type and name tags, which identify those parts of the function. Markup of program elements continues down to the expression level. It is important to note that certain characters cannot be used in XML. For example, the less than symbol in the control block of the for loop is escaped as &lt;. Included in the srcML example is a comment. The comment is a sample of a doxygen comment. Attributes exist to denote that this comment is both a line comment (type="line") and a doxygen style comment (format="doxygen").

Another option for running srcML is to run it on a full directory of files rather than on a single file. When we perform this sort of batch operation using srcML, a single XML file is still created. However, rather than being a standard type of srcML file, it generates a unique type of XML file known as a srcML archive. There is one major characteristic of archive files that differ from the standard format. While, a unit tag still represents a file within the archive, a new archive unit tag is added that encompasses all the file unit tags. TABLE 3 is a sample of an XML archive file which has been generated using srcML with the command:

srcml –verbose path -o archivesample.xml

The second line provides a sample of an archive unit tag. This contains information such as the srcML namespace and the version used to create the archive. For the inner file unit tags, a hash attribute has been added. The full path for each file in the directory is provided as well in the filename attribute (rather than the file argument provided to the command). Other than these changes, the remainder of this XML archive file maintains the same convention as a standard srcML file.

TABLE 2. The top block of the table provides a small sample function written in C++. The bottom block of the table provides the same code after it has been translated to XML using srcML. Each line of the function has been broken down and each piece is then tagged. The sample contains a comment as marked up in srcML.

|  |
| --- |
| **Original Source Code** |
| int main(){  /// sum of first 14 numbers  int a = 0;  for(int i = 0; i < 15; ++i){  a += i;  }  return 0;  } |
| **srcML** |
| <?xml version="1.0" encoding="UTF-8" standalone="yes"?>  <unit xmlns="http://www.srcML.org/srcML/src" xmlns:cpp="http://www.srcML.org/srcML/cpp" revision="0.9.5" language="C++" filename="srcMLsample.cpp">  <function><type><name>int</name></type> <name>main</name><parameter\_list>()</parameter\_list><block>{  *<comment type="line" format="doxygen">/// sum of first 14 numbers</comment>*  <decl\_stmt><decl><type><name>int</name></type> <name>a</name> <init>= <expr><literal type="number">0</literal></expr></init></decl>;</decl\_stmt>  <for>for<control>(<init><decl><type><name>int</name></type> <name>i</name> <init>= <expr><literal type="number">0</literal></expr></init></decl>;</init> <condition><expr><name>i</name> <operator>&lt;</operator> <literal type="number">15</literal></expr>;</condition> <incr><expr><operator>++</operator><name>i</name></expr></incr>)</control><block>{  <expr\_stmt><expr><name>a</name> <operator>+=</operator> <name>i</name></expr>;</expr\_stmt>  }</block></for>  <return>return <expr><literal type="number">0</literal></expr>;</return>  }</block></function></unit> |

TABLE 3. This is a sample of an XML archive file generated using srcML on a directory. The primary difference between this and a standard srcML file is that a new archive unit tag is used to wrap each of the file unit tags.

|  |
| --- |
| *<?xml version="1.0" encoding="UTF-8" standalone="yes"?>*  *<unit xmlns="http://www.srcML.org/srcML/src" revision="*0.9.5*">*  <unit xmlns:cpp="http://www.srcML.org/srcML/cpp" revision="0.9.5" language="C#" filename="Class1.cs" hash="693d899bc71f2dcd8335fac076940b2b8e1a933e">…</unit>  <unit xmlns:cpp="http://www.srcML.org/srcML/cpp" revision="0.9.5" language="C" filename="ClassHierarchyJob.h" hash="51abc9d61f337d3cb3410bbbf4cb9cbf7db9a506">…</unit>  </unit> |

Once source code has been converted to XML using srcML, whether it is an archive or single file, the srcML tool can be used to analyze, transform, and/or extract information. One method for fact extraction (and one we use in this thesis) is XPath. XPath is a query language for selecting nodes from an XML document. XPath queries allow for specific information needed from the original source code to be pulled (i.e., extracted) quickly and easily. For the purposes of this thesis, this allows us to ignore the actual code in the source and extract just the comments. A sample XPath command to extract all comments from a srcML archive is:

srcml --xpath “//src:comment” project.xml -o Comments.xml

This results in a new XML document in the output file (i.e., Comments.xml) containing only the comments found. The XML document is a srcML archive. TABLE 4 contains sample output. There are a few notable differences from a standard srcML archive. First, the XPath command results have a unit tag for every entry (i.e., comment found) instead of each file. Second, each filename attribute contains the path to the original file the query result is pulled from. Each entry also contains a new unique attribute called item, which maintains a count of each instance the query found in a file and restarts at each new file.

TABLE 4. Results of applying an XPath command to a srcML archive. Each file unit is an element that matched the query (e.g., a comment). The filename attribute for each matched element is the file from which the element is found. The item attribute numbers the entry found in each file.

|  |
| --- |
| <unit xmlns:cpp="http://www.srcML.org/srcML/cpp" revision="0.9.5" language="C++" filename="C:\Users\blake\OneDrive\Desktop\school\ThesisProject\ThesisCorpus\~ready\0-1 Knapsack.cpp" item="26"><comment type="line">//}</comment></unit>  <unit xmlns:cpp="http://www.srcML.org/srcML/cpp" revision="0.9.5" language="C++" filename="C:\Users\blake\OneDrive\Desktop\school\ThesisProject\ThesisCorpus\~ready\8cc.h" item="1"><comment type="line">// Copyright 2014 Rui Ueyama. Released under the MIT license.</comment></unit>  <unit xmlns:cpp="http://www.srcML.org/srcML/cpp" revision="0.9.5" language="C++" filename="C:\Users\blake\OneDrive\Desktop\school\ThesisProject\ThesisCorpus\~ready\AABB.h" item="1"><comment type="line">// This file is part of libigl, a simple c++ geometry processing library.</comment></unit>  <unit xmlns:cpp="http://www.srcML.org/srcML/cpp" revision="0.9.5" language="C++" filename="C:\Users\blake\OneDrive\Desktop\school\ThesisProject\ThesisCorpus\~ready\AABB.h" item="5"><comment type="line">// This Source Code Form is subject to the terms of the Mozilla Public License </comment></unit> |

# Taxonomy of Comments

In this chapter, we present a taxonomy on comments and commented-out code. This provides us with the necessary background and terminology we will use throughout the thesis, and it defines what we consider commented-out code for the purpose of this thesis. This taxonomy is needed because none of the current taxonomies meet all of the needs for our research.

In this thesis, we will refer to commented-out code as commented-out code and other comments as English prose. First, in TABLE 5, we give a taxonomy (with examples) on various ways a programmer may provide comments. The first two are the traditional line-comment and block comments which are used to provide a one-line or multi-line comment and are used for both commented-out code and English Prose. The third is #if 0 preprocessor directives, where all text/code up until a matching #endif will be stripped out by the compiler during the preprocessor step. This form of comment is largely used to comment out regions of code. The fourth type is an if(0) block. This method is very similar to the preprocessor method, however, it is a language statement and is thusly compiled and can only be used to comment-out code. The fifth and sixth are Doxygen and Javadoc. These are special types of one-line and/ multi-line comments. Doxygen comments can contain commented-out code and English prose. Most notably, these may also contain code references. The sixth is Javadoc comments which function similarly to Doxygen comments. The main difference being Doxygen is used for many programming languages, and Javadoc is specifically designed for the Java language. With this, we have now answered **RQ 2** (**What are the different ways to provide comments and commented-out code?)**.

TABLE 5. Provides a detailed description of each of the six types of comments, line, block, #IF 0, IF(0), Doxygen, Javadoc.

|  |  |
| --- | --- |
| **Category** | **Description** |
| Line Comment | A single comment line. Uses // to denote the start of a comment. Used for both commented-out code and English prose. |
| Block Comment | A multi-line comment beginning with /\* and ending with \*/. Used for both commented-out code and English prose. |
| #if 0 | Can be used to form a multi-line comment. All text/code starting from the preprocessor directive up until a matching #endif is removed automatically by the preprocessor during compilation. Sometimes used to comment out code. |
| if(0) | Can be used to form a multi-line comment. The difference between this and #if 0 is this is compiled.. Thus, this can only be used to comment-out code. |
| Doxygen | A special type of block comment. These comments can have source code references. Used for both commented-out code and English prose. |
| Javadoc | Same as Doxygen, but specific to Java. Used for both commented-out code and English prose. |

In this thesis, though part of our taxonomy, we do not investigate #if 0 and if(0) style comments for commented-out code. This is due both to the rarity of these types of comments, as well as, the fact that they are generally only used to comment out code and not used for English prose. As future work, we can investigate the prevalence of #if 0 and if(0) style comments in projects and investigate if there are any instance where #if 0 is used for English prose.

At this point we formally define English prose and commented-out code. As comments such as Block Comments can contain multiple lines with individual lines being commented-out code or English prose within the same comment, we define each on a line basis. We define an English prose comment line as *any comment line which is not syntactically correct code for the language that it is present in*. While typically a comment line will be primarily composed of English explanations, you may also see references to variables, mathematical equations, or full algorithms (pseudo-code). These types of comment lines make up the bulk of all comments in source code and are used as tools in order to aide in the understanding of the source code. We definecommented-out code *as any line of source code that has been disabled by one of the methods from TABLE 5.*

TABLE 5 gives examples of the different types of comments and how they are used with English prose and commented-out code. Line comments have a prefix operator of // in the C family. This tells the compiler to ignore anything after the operator until the end of a line. This can be placed anywhere on a line, even after code. Typically, line comments are used to make small notes in a specific section of code, such as saying what a variable is used for or marking areas that need fixed. Many IDEs provide a feature to quickly comment a line or series of lines (generally of code). In this feature, the standard line comment is often the default commenting method used by IDEs. It is also important to note that a series of line comments can be used to create a pseudo block comment. TABLE 6 contains five examples of line comments as well as descriptions of what each comment contains. The first and second comments are simple English prose comments. The third comment is a math formula. We do not consider it to be commented-out code because it is actually an algorithm reference that is used to explain the calculation that follows. As these have the appearance of commented-out code, these will be difficult to classify orrectly. The fourth comment is a simple member initialization which has been commented out and is therefore, commented-out code. The fifth comment is a commented-out head of a for loop, which is also commented-out code. The final comment is a pseudo block of commented-out code, commented out using individual line comments.

A block comment differs from a line comment in that it uses both a prefix and suffix operator to block off an entire section for writing or for commenting out code. There are a few different methods for accomplishing this. A common method is the /\* prefix and the \*/ suffix within the C family of languages. TABLE 7 contains five samples of block comments, as well as, descriptions of what each comment contains. The first comment is a detailed licensing breakdown held inside a block comment. The second comment is a full description of a function broken down in detail. While there are references to code within it, we do not consider it to be commented-out code because as a majority it is English prose with the references behaving like nouns. The third comment is a sample of a single line which has still been commented out using a block comment, which is considered commented-out code. The fourth comment is a large block of commented-out code. The fifth comment is unique in that it is commented-out code, but only a single word and on the same line as additional code. In this case, the virtualization has been commented out making the function no longer virtual (additionally, the author may be highlighting that the method is an inherited virtual function).

TABLE 6. 5 examples of line comments. The left side provides an example while the right side provides the explanation. The first three contain regular English prose, the remaining contain snippets of commented-out code.

|  |  |
| --- | --- |
| **Comment Samples** | **Comment Description** |
| //returns the final cost after calculating tax | This comment is in reference to a return of a variable and is an example of an inline comment meant to explain what piece of code is doing. |
| //Variable instantiation section | This comment references a section of code giving a simple description. |
| //accuracy = (TP + TN)/(TP + TN + FP + FN) | This comment is a math equation. |
| // m\_depth(0) | This comment is a simple member initialization which has been commented out. |
| //for(int p = 0;p<P.rows();p++) | This comment is the start of a for loop which has been commented out. |
| // void Print(int res[20][20], int i, int j,\ int capacity)  // {  // if(i==0 || j==0)  // {  // return;  // }  // if(res[i-1][j]==res[i][j-1])  // {  // if(i<=capacity)  // {  // cout<<i<<" ";  // }  //  // Print(res, i-1, j-1, capacity-i);  // }  // else if(res[i-1][j]>res[i][j-1])  // {  // Print(res, i-1,j, capacity);  // }  // else if(res[i][j-1]>res[i-1][j])  // {  // Print(res, i,j-1, capacity);  // }  // } | This comment is a sample of a block comment made of single line comments. |

TABLE 7. 5 examples of block comments. The first three contain standard English prose, the remaining contain commented-out code.

|  |  |
| --- | --- |
| **Comment Samples** | **Comment Description** |
| /\*  \* Licensed under the Apache License, Version 2.0 (the "License");  \* you may not use this file except in compliance with the License.  \* You may obtain a copy of the License at  \*  \* http://www.apache.org/licenses/LICENSE-2.0  \*  \* Unless required by applicable law or agreed to in writing, software  \* distributed under the License is distributed on an "AS IS" BASIS,  \* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.  \* See the License for the specific language governing permissions and  \* limitations under the License.  \*/ | This comment contains all of the details of the licensing related to the source code in the file. |
| /\*  \* findInternal --  \*  \* Sets ret.second to value found and ret.index to index  \* of key and returns true, or if key does not exist returns false and  \* ret.index is set to capacity\_.  \*/ | This comment contains a full description of what is occurring in a function. |
| /\* Tests are based on the examples in the pandoc documentation \*/ | This comment is a sample of a single line kept in a block comment marker. |
| /\*var cour = EntityManager<Courier>.Entities.FirstOrDefault();  UpdateManager.Subscribe(() =>  {  if (cour == null)  return;  var items = cour.Inventory.Items;  Console.WriteLine("-----------------------");  foreach (var item in items)  {  Console.WriteLine($"{item.Name} \  {item.OldOwner?.Name} | {item.Owner?.Name}");  }  }, 1000);\*/ | This comment is a sample of commented-out code. |
| /\*virtual\*/ void AbstractASTMatcherRule::setUp() | This comment is a special sample of commented-out code were only the virtualization of the function has been commented out. |

Doxygen and Javadoc comments function the same way that a standard block comment does but offer a variety of supplemental features such as cross-referencing and source code linking. These types of comments employ specific structure syntax and operators to allow for the automatic generation of API documentation. Doxygen and Javadoc have a wide variety of prefixes and suffixes that are used to demarcate a span of comments such as /// and /\*\*. TABLE 8 contains five examples of Doxygen/Javadoc comments as well as descriptions of what the comment contains. Additionally, all forms of commenting for Doxygen/Javadoc are covered here. The first comment is a standard Doxygen/Javadoc comment which contains no special markers or additional features available in the commenting style. The second comment is a standard Doxygen/Javadoc comment which contains code references, while these do directly reference code we do not consider this to be commented-out code as it is used as English words. The third comment is a sample of standard English prose being commented out using single line commenting from Doxygen/Javadoc. The fourth comment is a sample of an alternative commenting method of doing block comments when using Doxygen/Javadoc style comments. The final comment is all commented-out code, which has been commented out using the Doxygen/Javadoc style.

The final methods for commenting, which is used exclusively (as far as we know) in order to comment out code, is with #if0 or if(0) block comment. This method of commenting is used to quickly comment out portions of code. The difference between the two is the first is stripped by the preprocessor while the second is compiled and can be executed. Some examples of why this may be done are: for testing purposes or to lock out certain features that are not yet ready to be implemented. TABLE 9 contains two examples of commented-out code, one using the preprocessing #if 0 method and the other using the if(0) block. All of these examples provide samples of commented-out code. Now that we have gone over the ways to comment-out code and the definition of commented-out code, we have now answered **RQ 1 (What is commented-out code?).**

TABLE 8. 5 examples of Javadoc/Doxygen comments. Comments 3 and 4 are in the alternative methods for commenting when using Doxygen/Javadoc. The last comment contain commented-out code.

|  |  |
| --- | --- |
| **Comment Samples** | **Comment Description** |
| /\*\*  \* Adds a benchmark. Usually not called directly but instead through  \* the macro BENCHMARK defined below. The lambda function involved  \* must take exactly one parameter of type unsigned, and the benchmark  \* uses it with counter semantics (iteration occurs inside the  \* function).  \*/ | This comment is a simple sample of a Doxygen/Javadoc comment with no special markers or extra features. |
| /\*\*  \* Appends the specified number of low-order bits of the specified value to this  \* buffer. Requires 0 <= len <= 31 and 0 <= val >2<sup>len</sup>.  \* @param val the value to append  \* @param len the number of low-order bits in the value to take  \* @throws IllegalArgumentException if the value or number of bits is out of range  \* @throws IllegalStateException if appending the data  \* would make bitLength exceed Integer.MAX\_VALUE  \*/ | This comment is a sample of a Doxygen/Javadoc comment that includes code references. |
| /// Construct an alive Account, with given endowment, for either a normal (non-contract)  /// account or for a contract account in the conception phase, where the code is not yet known. | This comment is a sample of Doxygen/Javadoc that is using the /// rather than /\*\* and \*/ to block off a comment. |
| /\*!  Copyright (C) 2002, 2003 Sadruddin Rejeb  Copyright (C) 2004 Ferdinando Ametrano  Copyright (C) 2005, 2006, 2007 StatPro Italia srl  This file is part of QuantLib, a free-software/open-source library  for financial quantitative analysts and developers - http://quantlib.org/  QuantLib is free software: you can redistribute it and/or modify it  under the terms of the QuantLib license. You should have received a  copy of the license along with this program; if not, please email  <quantlib-dev@lists.sf.net>. The license is also available online at  <http://quantlib.org/license.shtml>.  This program is distributed in the hope that it will be useful, but WITHOUT  ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS  FOR A PARTICULAR PURPOSE. See the license for more details.  \*/ | This comment is a sample of Doxygen/Javadoc that is using the /\*! And \*/ rather than /\*\* and \*/ to block off a comment. |
| /\*\*  \*  \* BENCHMARK\_START\_GROUP(insertVectorBegin, n) {  \* vector<int> v;  \* BENCHMARK\_SUSPEND {  \* v.reserve(n);  \* }  \* FOR\_EACH\_RANGE (i, 0, n) {  \* v.insert(v.begin(), 42);  \* }  \* }  \*/ | This comment is a sample of commented-out code held in a Doxygen/Javadoc comment. |

TABLE 9. The top example is one that contains code which has been commented out using the preprocessor method #if. The bottom example contains the same commented-out code which has been commented out using a standard if(0) block.

|  |
| --- |
| **Comment Examples** |
| #if 0  for(int i = 0; i < 10; ++i){  a += i;  }  #endif |
| if(0){  for(int i = 0; i < 10; ++i){  a += i;  }  } |

# Data Collection

In this chapter we present our method for data collection and provide a sample of the resulting gold set. In Section 5.1. we discuss the process of selecting the 80 projects we used to collect comment-out code.. Section 5.2. explains the methodology used to extract the comments from our corpus using srcML. In Section 5.3. we explain how the manual verification of our two classifications is completed. In section 5.4. we analyze various aspects of the data set. Finally, in sections 5.5. and 5.6. we present external and internal threats to validity, respectively.

## Corpus Selection

To ensure the quality of the base source code that is being used in this project, we pull highly starred projects from GitHub using the filter preferences on GitHub. The reason for this is two-fold, first, projects that have higher numbers of stars are likely to be better maintained as there is greater scrutiny on the projects, and second, these projects are more likely to be under active development/maintenance. Based on this, the 20 topmost starred C, C++, C# and Java projects (80 total) have been selected and pulled for use in building the data artifact used in this project. Two of these projects are discarded as they contained a significant amount of non-English comments. We choose C, C++, C#, and Java as these are the languages srcML supports. However, as these are among the most popular languages used in industry and open source, we do not consider this a significant threat to validity in our current research.

## Comment Extraction

The first step in the comment extraction process is making sure that all of the projects for our corpus were being held within the same directory for ease of use with srcML. Once all of the projects are in a centralized location, we run srcML to convert all of the source code from the remaining 78 projects into one archive file. After this is done an XPath query is used to extract all the comments from the archive. The extracted comments are placed in a new archive by srcML. The query we use is:

*srcml --xpath “//src:comment” project.xml -o comments.xml*

In the case of this research, this is the appropriate step to take as the rest of the source code is not needed. Once all of the comments have been pulled and placed into their own srcML file, comments were selected at random from all projects. This resulted in 2,935 lines of comments. The reason that we specify lines of comments rather than 2,935 comments is because each line is analyzed independently, even for multi-line comments. The reason for this is because it is very possible to have a mutli-line comment which contains lines of both English Prose and lines of commented-out code. These 2,935 comment lines are chosen on a two-point randomization method. First, a selection of random source code files is pulled from the main corpus. After this, comments were selected at random from the new archive created out of these source code files. The random selection process resulted in comments from 26 of the original 78 projects. These comments were then classified into either English prose or commented-out code using the definition from CHAPTER 4. This process resulted in 2,935 lines of comments. TABLE 10 is a detailed analysis of the 78 projects from which the 2,935 comments were pulled and it will be described in detail later in this chapter. .

## Manual Classification

We verify all comments on a line-by-line basis. In the case of block comments, each line was reviewed and classified separately as shown in TABLE 11. The manual verification process was done by a single reviewer and took a total of 185 hours for both the initial classification and a second pass verifying the classification. The whole process was performed over the course of three months. We now discuss what we collected as part of the classification process using TABLE 11 as an example. We collect seven data points for each comment line. The first of these columns contains the comments themselves. In the case of block-style comments, each line is stored independently and each of the seven columns are filled out for each line. In the interest of maintaining the integrity of the data, all of the blank lines within block comments have been kept as well and are stored on their own lines. All comment characters are kept. This includes ‘//’, ‘/\*’, ‘\*’, and ‘///’. We use this instead of a separate column to maintain what type of comment the line is. isinformation to allow for theationare. These characters are strippede computing character frequencies

TABLE 10. Below is a detailed table of all of the projects that were selected in order to build the gold set. The first column gives the name of the project. The second column gives all of the languages that were used in the project that srcML is capable of parsing. The third column gives the total number of lines of code of each project capable of being parsed by srcML. The fourth column provides a total count of the number of comments present in the source code that srcML is capable of parsing. The fifth column provides the total number of lines of comments present in the gold set from each project. The sixth column provides the total number of lines of commented-out code present in the gold set from each project. The seventh column is the total number of authors in each project as listed on GitHub. The eight column provides the coverage of comments when compared to lines of code. The ninth column gives the percentage of comment coverage across the whole corpus for each project within the corpus.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Language** | **Number of Authors** | **LOC** | **Comments** | **Comment Lines in Gold Set** | **Commented-Out Code in Gold Set** | **Comment Coverage** | **Percentage of Corpus** |
| 8cc | C | 9 | 9791 | 712 | 1 | 0 | 0.07 | 0.0341 |
| 30 Days of Code | C#/Java/C++ | 40 | 2408 | 66 | 0 | 0 | 0.03 | 0.0000 |
| Abseil cpp | C++ | 62 | 100544 | 33736 | 0 | 0 | 0.34 | 0.0000 |
| aleth | C++ | 148 | 90154 | 9979 | 134 | 0 | 0.11 | 4.5656 |
| algorithms | C++ | 134 | 9390 | 2809 | 1 | 0 | 0.30 | 0.0341 |
| asio | C++ | 28 | 105180 | 38013 | 47 | 0 | 0.36 | 1.6014 |
| atom gpp compiler | Java | 5 | 343 | 38 | 0 | 0 | 0.11 | 0.0000 |
| aws sdk cpp | C++ | 57 | 2503490 | 2509104 | 217 | 0 | 1.00 | 7.3935 |
| BansheeEngine | C#/C++ | 1 | 70046 | 19781 | 0 | 0 | 0.28 | 0.0000 |
| BridJ | Java/C++/C | 10 | 29002 | 14317 | 0 | 0 | 0.49 | 0.0000 |
| c4 | C | 5 | 495 | 12 | 0 | 0 | 0.02 | 0.0000 |
| captcha | Java | 28 | 510 | 26 | 0 | 0 | 0.05 | 0.0000 |
| cbc | Java/C | 1 | 9638 | 769 | 0 | 0 | 0.08 | 0.0000 |
| cdt | Java/C++/C | 154 | 1122144 | 450027 | 85 | 0 | 0.40 | 2.8961 |
| cgeo | Java | 101 | 79981 | 14019 | 0 | 0 | 0.18 | 0.0000 |
| civetweb | C/C++ | 160 | 581605 | 191390 | 0 | 0 | 0.33 | 0.0000 |
| C | C/C++ | 1 | 4684 | 829 | 0 | 0 | 0.18 | 0.0000 |
| codelite | C++/C | 64 | 892859 | 228394 | 0 | 0 | 0.26 | 0.0000 |
| C Plus Plus | C++/C | 100 | 5767 | 576 | 31 | 26 | 0.10 | 1.0562 |
| cpp sublime snippet | C++ | 3 | 502 | 0 | 0 | 0 | 0.00 | 0.0000 |
| DeepLearning | C/C++/Java | 1 | 4083 | 239 | 0 | 0 | 0.06 | 0.0000 |
| distcc | C/C++ | 45 | 27906 | 8514 | 0 | 0 | 0.31 | 0.0000 |
| Duckuino | Java/C++/C | 5 | 1208 | 173 | 0 | 0 | 0.14 | 0.0000 |
| DynamicExpresso | Java/C# | 15 | 15245 | 4521 | 9 | 0 | 0.30 | 0.3066 |
| EasyHttp | C# | 12 | 3518 | 1382 | 0 | 0 | 0.39 | 0.0000 |
| EnsageSharp | C# | 8 | 36262 | 3345 | 13 | 13 | 0.09 | 0.4429 |
| EnyimMemcached | C# | 9 | 14195 | 5020 | 0 | 0 | 0.35 | 0.0000 |
| FASTER | C#/C/C++ | 32 | 32710 | 5607 | 0 | 0 | 0.17 | 0.0000 |
| faster than c | Java | 3 | 446 | 18 | 1 | 0 | 0.04 | 0.0341 |
| fast xml parser | Java | 33 | 3724 | 504 | 0 | 0 | 0.14 | 0.0000 |
| Fleck | C# | 24 | 3135 | 58 | 0 | 0 | 0.02 | 0.0000 |
| folly | C++/C | 501 | 286037 | 84631 | 1249 | 78 | 0.30 | 42.5554 |
| gdbgui | Java/C/C++ | 27 | 1999 | 568 | 0 | 0 | 0.28 | 0.0000 |
| glog | C++/C | 76 | 8077 | 3869 | 0 | 0 | 0.48 | 0.0000 |
| HackerRank | Java/C#/C++ | 9 | 9230 | 4487 | 0 | 0 | 0.49 | 0.0000 |
| hiredis | C/C++ | 99 | 6283 | 1611 | 0 | 0 | 0.26 | 0.0000 |
| http parser | C/C++ | 77 | 6349 | 704 | 0 | 0 | 0.11 | 0.0000 |
| HttpTwo | Java/C# | 2 | 9152 | 2499 | 0 | 0 | 0.27 | 0.0000 |
| j2c | Java/C/C++ | 1 | 10948 | 350 | 27 | 0 | 0.03 | 0.9199 |
| j2objc | Breaks CLOC | 66 | 881870 | 636880 | 63 | 0 | 0.72 | 2.1465 |
| javacpp | Java/C/C++ | 33 | 20291 | 6279 | 0 | 0 | 0.31 | 0.0000 |
| javacpp presets | Java | 57 | 500002 | 318650 | 0 | 0 | 0.64 | 0.0000 |
| json c | C/C++ | 94 | 6536 | 2469 | 0 | 0 | 0.38 | 0.0000 |
| jsoncpp | C++/C | 146 | 8526 | 1386 | 0 | 0 | 0.16 | 0.0000 |
| LeetCode | Java/C++/C | 38 | 3782 | 65 | 0 | 0 | 0.02 | 0.0000 |
| leetcode | C | 28 | 12636 | 487 | 0 | 0 | 0.04 | 0.0000 |
| libco | C++/C | 12 | 3099 | 448 | 0 | 0 | 0.14 | 0.0000 |
| libconfig | C/C++ | 27 | 43670 | 2108 | 0 | 0 | 0.05 | 0.0000 |
| libigl | C++/C | 82 | 92359 | 28712 | 385 | 94 | 0.31 | 13.1175 |
| librdkafka | C/C++ | 163 | 77178 | 31555 | 0 | 0 | 0.41 | 0.0000 |
| lightning | C/C++ | 129 | 104892 | 22790 | 0 | 0 | 0.22 | 0.0000 |
| markdowndeep | Java/C# | 6 | 51833 | 10893 | 24 | 0 | 0.21 | 0.8177 |
| MessagePack Csharp | C# | 45 | 45564 | 4585 | 32 | 6 | 0.10 | 1.0903 |
| mini c | C | 1 | 3454 | 6 | 11 | 0 | 0.00 | 0.3748 |
| MissionPlanner | C# | 71 | 798373 | 240724 | 188 | 42 | 0.30 | 6.4055 |
| mono | C#/C/C++ | 747 | 6049345 | 1295150 | 11 | 11 | 0.21 | 0.3748 |
| msgpack c | C/C++ | 113 | 93200 | 11583 | 0 | 0 | 0.12 | 0.0000 |
| nativejson benchmark | C++/C | 32 | 16083 | 1337 | 42 | 7 | 0.08 | 1.4310 |
| NiL.JS | Java/C# | 8 | 505660 | 139548 | 0 | 0 | 0.28 | 0.0000 |
| node pg native | Java | 10 | 1234 | 66 | 0 | 0 | 0.05 | 0.0000 |
| node pre gyp | Java/C++/C | 47 | 2533 | 271 | 0 | 0 | 0.11 | 0.0000 |
| NodObjC | Java/C/C++ | 11 | 9062 | 2495 | 0 | 0 | 0.28 | 0.0000 |
| nuklear | C/C++ | 100 | 60370 | 12260 | 0 | 0 | 0.20 | 0.0000 |
| oclint | C++/C | 29 | 21478 | 478 | 59 | 13 | 0.02 | 2.0102 |
| Openwrt NetKeeper | C/C++ | 15 | 1519 | 616 | 0 | 0 | 0.41 | 0.0000 |
| osrm backend | C/C++ | 109 | 195834 | 30768 | 42 | 0 | 0.16 | 1.4310 |
| QR Code generator | C/Java/C++ | 2 | 4088 | 1206 | 53 | 0 | 0.30 | 1.8058 |
| QuantLib | C++/C | 99 | 376347 | 72562 | 163 | 11 | 0.19 | 5.5537 |
| rtags | C++/C | 110 | 22545 | 2178 | 0 | 0 | 0.10 | 0.0000 |
| ServiceStack.Redis | C# | 61 | 29413 | 3529 | 0 | 0 | 0.12 | 0.0000 |
| SharpSCADA | C# | 4 | 57238 | 3846 | 0 | 0 | 0.07 | 0.0000 |
| sonar objective c | Java/C/C++ | 8 | 1931 | 895 | 0 | 0 | 0.46 | 0.0000 |
| stb | C/C++ | 158 | 69880 | 11952 | 14 | 0 | 0.17 | 0.4770 |
| stratisBitcoinFullNode | C# | 62 | 208433 | 38753 | 0 | 0 | 0.19 | 0.0000 |
| UnityCsReference | C# | 150 | 467413 | 35634 | 0 | 0 | 0.08 | 0.0000 |
| v7 | C/C++/Java | 17 | 30268 | 8982 | 0 | 0 | 0.30 | 0.0000 |
| websocketpp | C/C++ | 41 | 19577 | 12500 | 0 | 0 | 0.64 | 0.0000 |
| XobotOS | Java/C++/C#/C | 1 | 2002448 | 1125133 | 33 | 0 | 0.56 | 1.1244 |
| Total |  | 5022.00 | 18999004.00 | 7762476.00 | 2935.00 | 303.00 |  | 100.0000 |
| Average |  | 64.38 | 243576.97 | 99518.92 | 37.63 | 3.88 | 0.23 | 1.2821 |
| Median |  | 32.50 | 19934.00 | 3687.50 | 0.00 | 0.00 | 0.19 | 0.0000 |

The second column is the name of the source-code file from which the comment has been pulled from. This file name is extracted from the path information provided by srcML in the srcML archive used in the production of this data artifact. The third column is labeled block comment, and there are two different ways that this is filled in. If this column is marked with a n then the line is not part of a block comment. If the line is given a range of numbers, then those numbers represent the range of lines (rows of data) that are a block-style comments that the line is a part of. Note, here this number applies only to the range of entries and not to the source code itself. The fourth column is labeled as language and represents the language that the source code is written in. We decided to add this column for the purpose of both future research and to ensure that anyone viewing the data artifact will know what language the comment was written in regardless of whether or not they are familiar with all of the different file endings attributed to a language. The language column is followed by two different column’s that are related to one another. The first is the contains code column and the second is the is code column. Both contain either a y for yes or a n for no.

TABLE 11. Gold set sample. The first column of the table is the comment pulled directly from the source code. The second column is the file the comment comes from. The third column shows whether or not the comment is part of a block comment. If it is, then it shows the lines of the gold set the block comment is comprised of. The fourth column lists the language the file is written in. The fifth column shows whether or not the line contains code. The sixth column shows whether or not the line is entirely code. Column seven contains any terms which are standard to the language the line is written in.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **comment** | **file** | **block comment** | **language** | **contains code** | **is code** | **contains standard terms** |
| // 0-1 Knapsack problem - Dynamic programming | 0-1 Knapsack.cpp | n | C++ | n | n |  |
| // #include <bits/stdc++.h> | 0-1 Knapsack.cpp | n | C++ | y | y | include |
| // void Print(int res[20][20], int i, int j, int capacity) | 0-1 Knapsack.cpp | (4-27) | C++ | y | y | void, int |
| // { | 0-1 Knapsack.cpp | (4-27) | C++ | y | y |  |
| // if(i==0 || j==0) | 0-1 Knapsack.cpp | (4-27) | C++ | y | y | if |
| // { | 0-1 Knapsack.cpp | (4-27) | C++ | y | y |  |
| // return; | 0-1 Knapsack.cpp | (4-27) | C++ | y | y | return |

The first of these two columns, the “contains code column”, is the fifth column. This does not mean that the line is commented-out code, but contains a code-like entity (e.g., an equation or identifier). This was determined to be a likely source of false positives when categorizing commented-out code with the machine learning algorithm. The primary things that we check for when determining whether or not to mark this comment with a y are identifiers and equations. While equations seem to be less common, identifiers may be included for such things as to aid in the description of what a section of source code does or to mark what functions need to be called within an area of the source code. The sixth column, which is the column labeled “is code”, is marked with either a y or n depending on whether or not it is determined that a comment line is commented-out code. However, it is important to note that we mark anything that is syntactically valid if uncommented. For example, in the C family any line that appears like the line below is syntactically valid and is therefore considered commented-out code. For certain cases where it may be unclear if it was commented-out code, we validate by looking at the source code. The following comment is commented-out code as it is a syntactically valid statement from the language it is written in:

// totalCost = price + salesTax – discount;

The seventh column, standard terms, is only ever filled when a comment line is commented-out code. The primary purpose of this column is to provide a list of terms that could be used as a bag of words when identifying lines of commented-out code. For example, in C++ *#include, return, void, int, string, virtual, float, and double* are all fairly common within code and are terms that could be used to identify commented-out code. We also mark things such as if, else, else if, etc. These words, however, are less likely to be helpful due to the fact that they are common English words. All data collected is stored in a csv.

## Analysis of the Gold Set

TABLE 12 contains a breakdown of the gold set by comment type and language. The first column contains the language, C and C++ have been combined. The number of sample lines is the total number of lines of comments for the particular language, these are largely C/C++. The number of Block comments is the number of non-Doxygen/Javadoc block comments. The number of line comments is the number of single line comments. The number of Doxygen/Javadoc comments is the count of block comments made in the Doxygen/Javadoc style only. The lines of commented-out code are the total number of lines which are commented-out code. The lines containing code references are a count of the lines which reference pieces of code but are not true lines of commented-out code. The lines containing standard terms are lines which contain standardized terms such as virtual, void, and int. While TABLE 12 does show us that a large amount of the gold set does contain a large amount of C/C++, there is a decent amount of non C/C++. A part of why there is so much more C/C++ is because of the exposure and prevalence of C/C++ across all projects. This is exemplified by looking at the percentage of coverage each language has across all 78 projects. C/C++ appears in over 59% and 67% of projects respectively, meanwhile C# and Java only appear in 29% and 31% of projects. Figure 2 shows the breakdown of comment type as a pie chart. Line comments make up almost exactly 50% of the comment types. Doxygen/Javadoc comments make up another approximately 30% of the comment types with Block comments making the remainder. This shows the data set contains a good variety of comment types. Interestingly amongst block style comments Doxygen/Javadoc style comments seem to dominate. This is likely because Doxygen/Javadoc comments offer much more utility than just a standard block comment has to offer. Looking more at individual language, another interesting detail that we found in TABLE 12 is that Java and C# use regular block comments very rarely, preferring to use Doxygen and Javadoc for block commenting. Equally interesting is the fact that though C/C++ is less likely to use Doxygen and Javadoc in commenting, based off of the data we gathered. Additionally, C/C++ maintain a higher average length of block type comments then both Java and C# in our data set. C# has the smallest average block comment length in our data set being less than 60% the average length of a C/C++ comment. As we randomly drew full comments, this also one reason why C/C++ has more comment lines.

Figure 2. This figure provides a breakdown of the comments in the gold set by type. Line comments make up almost exactly 50% of the comment types. Doxygen/Javadoc comments make up another approximately 30% of the comment types with Block comments making the remainder.

TABLE 13 provides information on the commented-out code and other related information in our data set broken down by language. The first column contains the language with C and C++ having been combined. The number of sample lines is the total number of lines of comments for the particular language, these are largely C/C++. The lines of commented-out code are the total number of lines which are commented-out code. The lines containing code references are a count of the lines which reference pieces of code but are not true lines of commented-out code. The lines containing standard terms are lines which contain standardized terms such as virtual, void, and int. C# and C/C++ have a much higher rate of containing standard terms than Java, this is due to the fact that these identifiers are typically not present unless there is commented-out code which Java had no samples of in our gold set. Interestingly, C# has over double the commented-out code as compared to C/C++ with over 20% of the comment-lines collected being commented-out code.. This could be an interesting point to investigate in the future. Do C# projects contain more commented-out code, or is this due to our sampling?

TABLE 14 are both described in detail here. The line count for statement LOC as well as the line count for comments is attained using XSLT scripts we wrote and ran on srcML and pulled out comments (each on a separate line) or code, respectively. For code we also removed blank lines. We then took the line count. For the comments, we wrote the XSLT parser such that if more than one comment appeared on the same line it reported them as separate lines. The comment count is attained using the grep command of srcML. The number of authors is found using git log. The first of the two tables details all 78 projects while the second only details the projects that made it through random selection. The first column gives the name of the project. The second column gives all of the languages that were used in the project that srcML is capable of parsing. The third column gives the total number of lines of statement code of each project capable of being parsed by srcML. The fourth column provides a total count of the number of comments present in the source code that srcML is capable of parsing. The fifth column provides the total number of lines of comments present in the gold set from each project. The sixth column provides the total number of lines of commented-out code present in the gold set from each project. The seventh column is the total number of authors in each project as listed on GitHub. The eight column provides the coverage of comments when compared to lines of code (i.e., comments LOC / statement LOC). The ninth column gives what percentage of the data set that project contributes . We learned some interesting things from the creation of these tables. First, even though only 26 of the 78 projects made it through random selection, as many as 2606 authors contributed to the creation of these comments (minimum of ~26). Another interesting finding that we noticed during the creation of these tables is that C++ and C are much more prevalent even when downloading projects that were specifically listed as being Java or C#. C++ code was present in 52 of the 78 projects, and C code was present in 46 of the 78 projects. This is in comparison to Java which was present in 24 projects and C# which was present in 21. These tables provide us with a large amount of interesting information. First, folly, which makes up 42% of the gold set, is not an extremely large file. However, the size of the comments in its source files are extremely large with one particular block comment being 80 lines long. Another reason is that four files were randomly selected from folly. Having these files be such a portion of the gold set is not seen as a large threat to validity due to the files having 29 separate authors who contributed to these files, all whom could have written and or edited comments and contributed to the diversity of the comments. Aside from this one project, only one other project makes it above 10% of the gold set, meaning that many other projects make up the remainder of the set. Even with the outliers there is an average contribution of a project to the gold set at 3.85 percent (median 1.28 percent). That is, besides the outlier there is quite a bit of variability in the data set. Another interesting point that we found in this analysis is that there is a wide spread of percentages of comment vs code coverage. For example, the lowest percentage of coverage is nearly 0 while the highest is a 1. Interestingly, we also find that the amount of comments in projects various even among projects of similar size, although there is a correlation of .75 (fairly strong) between project SLOC and lines of comments. So, the larger the project (amount of code) in our data set, the more comments it will generally have. However, there is a .04 deviation between the average ratio and the median of SLOC to lines of code, with the average ratio being .23 and the median being .19 and a correlation of only .39 . That is, the amount of code that a project has does indicate as well how well covered by comments that code is. Lastly, something else that we noticed in this analysis is that the projects on average have 64 authors. This is important for our study because each author will bring their own style to code and comments when writing, which is part of the reason that automated detection is so complex.

## External Validity

External validity covers any threats to validity that impact generalizability. The first threat has to do with how our random sampling was performed. Ideally, we would have sampled comments randomly from each project individually (and at an equal amount) instead of files from all projects and then from those files. This threat is mitigated in several ways. First, 26 projects are still represented in the gold set and although there is one project with a large percentage of the comments it is less than the majority, we ran our tests with and without the parts of this project and saw almost no impact on the results. That is, the majority of comments come from separate projects. Secondly, in CHAPTER 8 we perform a secondary study over 3,000 unseen comment lines and verify that the approach achieve extremely high recall and with a precision still almost 80%.

Another threat lies with us only having 2,935 lines coming from over 1,200 comments. Manual classification is a slow and tedious effort the process of creating this gold set taking two months. We feel that the number of comments is acceptable given the amount of time it takes to create the gold set and verify its correctness. In the future, this data set can be expanded. However, when executing our tests of our decision tree and on the comments from CHAPTER 7 we are able to show that this gold set is highly effective, mitigating this external threat to validity.

A third threat to external validity has to do with working with multiple different languages. To try and mitigate this, we included C, C++, Java, and C#, however, in varying amounts. A related threat is that the gold-set contains far more C/C++ comment lines than it does Java and C#. Still, Java and C# account for nearly 18% of the comments. Coupled with the high accuracy, precision, recall, and F1 score in CHAPTER 7, this does not seem to be a significant threat. In the future, more Java and C# can be added to the gold set. Additionally, all the languages selected for study belong to the C family. A separate study is needed to show if our technique generalizes to other non-C family languages.

Lastly, our method relies on the way that the comments are written, meaning that the more programmers which had the potential to write these lines the better that our results will be. In this case we have identified that as many as 2606 authors may have had contact with these comments (reading/writing/modifying), though it is likely less than that as 2606 is the maximum number. A possible minimum number is 26 (1 for each project). However, this seems to provide reasonable variation as shown by the study in CHAPTER 7.

## Internal Validity

A second threat to internal validity comes from the way that we parse and obtain our comments from the source code, if the comments are changed in any way than we lose reliability of our frequencies thereby making our results no longer valid. However, we mitigate this threat by use of the parsing tool srcML which has been rigorously tested to prove that it preserves the integrity of the comments when pulling them from the source code.

XSLT scripts were used in order to generate our counts for our lines of comments and lines of code. We originally planned to use the cloc utility, but we found errors in how it counted, particularly in how it counted comments. If a line of code and a comment appeared on the same line, then it failed to count the comment. Additionally, it failed to count code under some encodings. Although, the XSLT script is chosen to be more accurate, there was at least one case that we noticed that a few comments were counted as code because of an encoding problem with one of the files. Additionally, we wrote the XSLT script to report comments that appeared on the same line as separate lines. We chose this specifically as we regard them as separate comments and to match more with the fact they are classified separately, but it does make comment count larger and so some may consider this number to be higher that it should be.

TABLE 12. Breakdown of the gold set by comment type and language. The first column contains the language, due to issues with detection C and C++ have been combined as .h files detected by srcML are labeled as C++ files. The number of sample lines is the total number of lines of comments for the particular language, these are largely C/C++. The number of Block comments is the number of non-Doxygen/Javadoc block comments. The number of line comments is the number of single line comments. The number of Doxygen/Javadoc comments is the count of block comments made in the Doxygen/Javadoc style only. Total number of comments is the total of block, line, and Doxygen/Javadoc comments. The average lengths of Doxygen/Javadoc/Block comments contains the average length of non-line comments.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Language** | **Number of Sample Lines** | **Number of Block Comments** | **Number of Line Comments** | **Number of Doxygen/Javadoc**  **Comments** | **Total Number of Comments** | **Average Lines of Doxygen/Javadoc/Block Comments** |
| C# | 287 | 4 (2.25%) | 98 (55.06%) | 76 (42.70%) | 178 | 2.36 |
| C/C++ | 2408 | 168 (17.20%) | 505 (51.69%) | 304 (31.12%) | 977 | 4.03 |
| Java | 239 | 5 (5.75%) | 22 (25.29%) | 60 (68.97%) | 87 | 3.34 |
| Total | 2934 | 177 (14.25%) | 625 (50.32%) | 440 (35.43%) | 1242 | 3.74 |

TABLE 13. Give information on lines of commented-out code broken down by language. The first column contains the language, due to issues with detection C and C++ have been combined as. The number of sample lines is the total number of lines of comments for the particular language, these are largely C/C++. The lines of commented-out code are the total number of lines which are commented-out code. The lines containing code references are a count of the lines which reference pieces of code but are not true lines of commented-out code. The lines containing standard terms are lines which contain standardized terms such as virtual, void, and int.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Language** | **Number of Sample Lines** | **Lines of Commented-out Code** | **Lines Containing Code references** | **Lines Containing Standard Terms** |
| C# | 287 | 58 (20.21%) | 0 | 12 (4.18%) |
| C/C++ | 2408 | 231 (9.59%) | 51 (2.12%) | 85 (3.53%) |
| Java | 239 | 0 | 4 (1.67%) | 0 |
| Total | 2934 | 289 (9.85%) | 55 (1.87%) | 97 (3.31%) |

TABLE 14. Below is a concise form of TABLE 10 containing only the projects that made it through the random selection process. The first column gives the name of the project. The second column gives all of the languages that were used in the project that srcML is capable of parsing. The third column gives the total number of lines of code of each project capable of being parsed by srcML. The fourth column provides a total count of the number of comments present in the source code that srcML is capable of parsing. The fifth column provides the total number of lines of comments present in the gold set from each project. The sixth column provides the total number of lines of commented-out code present in the gold set from each project. The seventh column is the total number of authors in each project as listed on GitHub. The eight column provides the coverage of comments when compared to lines of code. The ninth column gives the percentage of comment coverage across the whole corpus for each project within the corpus.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Language** | **Number of Authors** | **Statement LOC** | **Lines of Comments** | **Comment Lines in Gold Set** | **Commented-out code in Gold Set** | **Ratio of Comments to Code** | **Percentage of Corpus** |
| 8cc | C | 9 | 9791 | 712 | 1 | 0 | 0.07 | 0.0341 |
| aleth | C++ | 148 | 90154 | 9979 | 134 | 0 | 0.11 | 4.5656 |
| algorithms | C++ | 134 | 9390 | 2809 | 1 | 0 | 0.30 | 0.0341 |
| asio | C++ | 28 | 105180 | 38013 | 47 | 0 | 0.36 | 1.6014 |
| aws sdk cpp | C++ | 57 | 2503490 | 2509104 | 217 | 0 | 1.00 | 7.3935 |
| cdt | Java/C++/C | 154 | 1122144 | 450027 | 85 | 0 | 0.40 | 2.8961 |
| C Plus Plus | C++/C | 100 | 5767 | 576 | 31 | 26 | 0.10 | 1.0562 |
| DynamicExpresso | Java/C# | 15 | 15245 | 4521 | 9 | 0 | 0.30 | 0.3066 |
| EnsageSharp | C# | 8 | 36262 | 3345 | 13 | 13 | 0.09 | 0.4429 |
| faster than c | Java | 3 | 446 | 18 | 1 | 0 | 0.04 | 0.0341 |
| folly | C++/C | 501 | 286037 | 84631 | 1249 | 80 | 0.30 | 42.5554 |
| j2c | Java/C/C++ | 1 | 10948 | 350 | 27 | 0 | 0.03 | 0.9199 |
| j2objc | Breaks CLOC | 66 | 881870 | 636880 | 63 | 0 | 0.72 | 2.1465 |
| libigl | C++/C | 82 | 92359 | 28712 | 385 | 94 | 0.31 | 13.1175 |
| markdowndeep | Java/C# | 6 | 51833 | 10893 | 24 | 0 | 0.21 | 0.8177 |
| MessagePack Csharp | C# | 45 | 45564 | 4585 | 32 | 6 | 0.10 | 1.0903 |
| mini c | C | 1 | 3454 | 6 | 11 | 0 | 0.00 | 0.3748 |
| MissionPlanner | C# | 71 | 798373 | 240724 | 188 | 42 | 0.30 | 6.4055 |
| mono | C#/C/C++ | 747 | 6049345 | 1295150 | 11 | 11 | 0.21 | 0.3748 |
| nativejson benchmark | C++/C | 32 | 16083 | 1337 | 42 | 7 | 0.08 | 1.4310 |
| oclint | C++/C | 29 | 21478 | 478 | 59 | 13 | 0.02 | 2.0102 |
| osrm backend | C/C++ | 109 | 195834 | 30768 | 42 | 0 | 0.16 | 1.4310 |
| QR Code generator | C/Java/C++ | 2 | 4088 | 1206 | 53 | 0 | 0.30 | 1.8058 |
| QuantLib | C++/C | 99 | 376347 | 72562 | 163 | 11 | 0.19 | 5.5537 |
| stb | C/C++ | 158 | 69880 | 11952 | 14 | 0 | 0.17 | 0.4770 |
| XobotOS | Java/C++/C#/C | 1 | 2002448 | 1125133 | 33 | 0 | 0.56 | 1.1244 |
| Total |  | 5022.00 | 18999004.00 | 7762476.00 | 2935.00 | 303.00 |  | 100.0000 |
| Average |  | 64.38 | 243576.97 | 99518.92 | 37.63 | 3.88 | 0.23 | 1.2821 |
| Median |  | 32.50 | 19934.00 | 3687.50 | 0.00 | 0.00 | 0.19 | 0.0000 |

# Data Analysis

In this chapter we present our method for data analysis as well as the data analysis efforts that have failed. When attempting to determine whether or not a comment, or a line of a block comment, is a piece of commented-out code things become much more complicated then when a trained programmer is simply able to review it. Over the progress of this research we investigated several approaches: a syntax-based approach (Section 6.1. ), a bag of words approach (Section 6.2. ), and a frequency-based approach (Section 6.3. ).

## Syntax-based Approach

In the syntax-based approach the method for analysis of lines is simplistic and is broken down into a series of 3 different checks. The method is similar to some of the work done by Bacchelli et al. [Bacchelli et al. 2010a]. The first check, run on every line, is whether or not the line contains a semicolon, which has the direct ability to generate a number of false positives depending on the writing style of the programmer (i.e., if they tend to use semicolons in standard comments). The second and third checks rely both on checking for the opening and closing of parenthesis and curly braces respectively. What we do when we are checking for these syntax markers is parse the line one character at a time checking for semicolons, parenthesis and curly braces. If a semicolon, open and closing parenthesis, or open and closing curly brace is found we mark the line as containing code, however if the closing brace or closing parenthesis is not found then the comment would not be considered commented-out code. Further, there are varies times that commented-out code may not contain a semicolon, such as inside a simple if statement. This was not something that we had at first expected to be a problem, and in fact it was, as in cases where optional snippets of code had been commented out such as

//if(x > 10){

if(x == 10){

(assuming the line following this comment is another if statement), the automation process would disregard these sections as it did not find the opening or closing piece that it was looking for. The second approach, which was considered but never implemented is a bag of words approach.

## Bag of Words Approach

This bag of words approach is not to be confused with the keyword approach mentioned earlier in the data collection chapter, which proposes the use of common terms as an additional method of verification. Rather, the concept of this approach is to break down an entire piece of source code and create a bag of words from it, which could then be used to cross check comments for terms that are present in the line which are found to be frequent in the bag of words. For example, if we scan an entire source-code file broken down by the whitespace and then scan the comments for matching terms then we could potentially identify variables and function names held within the comments. While this could be helpful in finding commented-out code that is modifying common variables or using common variables as part of a greater equation, it has a number of strong failing points. First, when considering variable names, one time use variables, variables created in a piece of commented-out code, and commented out functions, they are all highly likely to be ignored due to the fact that in comparison to other terms in the bag of words they may only have an appearance rate of 1-3 times in the entire source code where as a term like int, void, or count will appear much more frequently. This is where frequency comes into play and why bag of words is bound to fail in this case. If a piece of commented-out code contains a variable that occurs nowhere else, it is not going to be caught. The other issue with this method comes down to explanations of how code functions. In this case, in thorough documentation a programmer may reference function names and variable names within an English prose comment. Too many of such references will cause a false positive. This brings us to our third and most current approach, what we call the frequency-based approach.

## Frequency-based Approach

The original basis of the frequency approach is derived from the works of Dvorak [Nakic-Alfirevic and Durek 2004] who is famous for designing alternate versions of the key board layout used on English typewriters and computers. Dvorak examined which letters are most frequently used in the English language and relocated their positions to allow for easier and less strenuous typing. This concept of common characters in English words brought forth a very powerful idea, what if we check the frequency of ASCII characters found in lines of both English prose style comments and commented-out code and compared them against each other? What the data shows us when analyzing the results of these frequencies is that there are key differences between English prose and commented-out code, and not only are these differences present, some of them are quite extreme. As shown in Figure 3, there are thirteen symbols which have a frequency near to or greater than one percent more common in commented-out code versus in a standard comment.

Figure 3. From left to right 10 symbols which have the greatest difference between prose and commented-out code are shown. Parenthesis both open and close, underscore, equals, curly brace open and close, semi colon, quotation, comma and space. Each value represented in the graph is the difference between commented-commented out code and English Prose, all of which favor commented-out code.

The most staggering of these numbers is actually the frequency of spaces found in commented-out code, for which a number of observations are made. Likely, one of the largest reasons for this is good indentation practices leaving large amounts of whitespace in commented-out code. However, upon closer analysis of some samples where spacing rates were particularly high, it was noted that the average character length of terms tended to be much shorter in commented-out code. A prime example is:

*// i = a + b;*

In this example the average size of a term is roughly 1 character and a total of five non-space based characters being present, now when you consider the fact that there is also eight spaces in the line, that means that the spaces are making up over 50% of the lines total number of characters. Further, taking into consideration Mayzner’s work and Googles [Norvig] follow-up research using modern computational methods, it has been determined that the average length of an English word is 4.7 characters. This means that in the same space of total characters, fifteen, on average 3 words would fit, assuming that it ends in a period and contains 2 spaces. The average length of a comment in our study is 40.5 characters. Importantly, what this means is that spaces would be making up about 13% of the total number of characters in the line which is roughly 78% less spaces than the commented-out code example. These methods continue to hold true at different frequencies for a wide variety of different characters besides the ones mentioned previously, though in smaller amounts. One of the benefits of using a method like this is by scanning a variety of source code you are able to create frequency distributions that are consistent. In the case of the final frequency distributions used in this research the values are pulled from code and comments from amongst different projects, ensuring that it gets a good general representation of what a frequency distribution should look like and helps with generalizability and avoiding overfitting. Of course, an added benefit to this is if you are examining code and comments that are required to follow a very specific structure then the process is equally as beneficially once the scanning process is complete.

We now explain and illustrate via an example how we computer frequencies for a comment line. The way this is done is by taking each line one at a time and verifying each character converted to lowercase for normalization against a dictionary of characters and then consequently stored in the dictionary. Once the entire line has been read and all characters have been stored and a final count of characters is obtained, the frequency of each character is calculated and stored in a list. This ensures that they remain in order by using key based verification. This was performed by a simple python program that we wrote to automate the process. TABLE 15 below is an example of how the calculation is performed by dividing the count of each symbol by the total count of all symbols.

//a = sqrt(b\*\*2 + c\*\*2)

TABLE 15. Breakdown of the mathematical frequencies of the above comment line.

|  |  |  |
| --- | --- | --- |
| **Symbol** | **Count** | **Frequency** |
| A | 1 | .048 |
| Space | 4 | .195 |
| = | 1 | .048 |
| S | 1 | .048 |
| Q | 1 | .048 |
| R | 1 | .048 |
| T | 1 | .048 |
| ( | 1 | .048 |
| B | 1 | .048 |
| \* | 4 | .195 |
| 2 | 2 | .095 |
| C | 1 | .048 |
| ) | 1 | .048 |

## Internal Validity

A threat to internal validity is any threat to validity that is caused by something that we did directly. A threat to internal validity in our project is the crux of our identification process, namely our frequency calculation program. In this case, the program was thoroughly tested and additionally we were performed mathematic verification of the results.

# Experiment and Results

The first step of creating our decision tree is to form the data that we are going to use for training and testing into the input format required by scikit-learn’s decision tree algorithm. This data needs to be turned into a PANDAS data frame. We opt to create our data frames as part of our frequency calculation program (written in Python). We output all of our data in the data frame format to a file in text format. Following this creation process, we use stratified K-fold cross validation to split our data. Stratified K-fold cross validation is the process of randomly splitting your data in a balanced manner based off of the number K, being the number of folds, that you want to make. The commonly accepted value for K is 5 to start, but it is important to ensure that your folds never become to0 small for the algorithm that you are working with. This is not an exact science, and many data scientists and other professionals will all say different things, but generally speaking this is where having good evaluation criteria to validate the fact that you are not over or under fitting comes into play.



Figure 4. This is a breakdown of how stratified K-fold works. The main data is split into five parts with one of the five being used for testing and the remainder being used for training. With stratified K-fold it is important to ensure that the distribution is always equal amongst all of the groups.

For the purposes of validation, we will be using accuracy, precision, recall, and the F1 score (the harmonic mean of precision and recall). The combination of these four scores gives a good image of what our results look like when running the prediction model of the decision tree with our test data. If accuracy and the F1 score are too far apart then we know that our data is likely underfitting. If accuracy and F1 score are both consistently very close to 100% than we can also determine that our data is overfitting. We include precision and recall primarily as a means to further explain F1 score and as it is standardly reported. TABLE 16 contains the calculations used for accuracy, F1 score, precision, and recall which are all commonly used heuristics in both Natural Language Processing and Software Engineering.

TABLE 16. This table shows each equation used as a hueristic in the analysis of our results.

|  |  |
| --- | --- |
| **Accuracy Equation** |  |
| **Precision Equation** |  |
| **Recall Equation** |  |
| **F1 Score Equation** |  |

First, we test the approach by applying stratified K-fold cross-validation on decision trees using 250 lines of true comments and 250 lines of commented-out code to prevent a training bias based on a dominate class and then mathematically verified to ensure that the results were holding true. We chose 250 in order to apply K-fold cross-validation because we had a total of 303 lines of commented-out code and when we test against the rest of the data (using the model we developed with results of our stratified K fold cross-validation) we wanted to have enough unseen examples of commented-out code to detect. For the number of folds, we pick 5. We choose 5 folds as it is the common choice when applying stratified K fold. Additionally, we wanted to make sure that there are enough examples to properly train the tree. Afterwards, the questions generated by the tree (decision nodes) for each tree fold were checked against the initial findings of the research (i.e., experience gained when classifying the golds set and CHAPTER 5) that they were all mathematically sound questions. For example, the first question at the root of the tree asks whether or not a line is composed of less than or equal to 26.7% spaces and if the statement is true then the sample is likely an English prose. This is a highly reliable character as initial research indicated that on average comments are constructed of approximately 24% spaces while commented-out code is constructed of approximately 33% spaces. Below is a breakdown sample of all 5 folds built into TABLE 17.

TABLE 17. The following values are the results of each fold from the stratified k-fold cross validation.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Fold Number** | **accuracy** | **precision** | **recall** | **F1** |
| 1 | 98.50 | 98.15 | 99.07 | 98.60 |
| 2 | 97.00 | 100.00 | 94.00 | 96.91 |
| 3 | 97.50 | 95.65 | 98.88 | 97.23 |
| 4 | 98.50 | 99.00 | 98.02 | 98.51 |
| 5 | 98.00 | 99.01 | 97.09 | 98.04 |

The results of this table show us a number of this, first our decision tree neither underfits nor overfits our data. Our F1 scores are consistently in the 98% range, showing that both our precision and recall lay close to each other. Our precision rests very high, never dipping below 95%. This consistency in precision is extremely important, as it shows our tree is very good at targeting the commented-out code while finding very little false positives. Our recall provides very similar feedback to our precision, however there is one sample that fell below 95% to 94%. This recall again shows that our true positive rate, or the rate of commented-out code detection, is high enough to outweigh any false negatives. Finally, while accuracy is regarded generally as a heuristic that is not good by itself, it does reinforce what our F1, precision and recall shows. Our best results are represented in fold 5 in all four fields.

Following the completion of these five runs we ran the full 250 x 250 samples without folding to generate our final decision tree. This decision tree is shown in Figure 5. This figure shows our decision tree model. The two colors represent the classes, orange being a normal comment and blue being commented-out code. the samples show the number of samples which are in a node. The gini is the numerical representation of the importance of the gini, the lower the score, the more important the value is. After creating our final decision tree, we ran a final test against the remainder of the gold set. This tree asks questions of the parts of the data that we find to be the most prevalent. For example, the root of the tree asks about the frequency of spaces, which is something that we have discussed in depth in this paper. Another example is the presence of semicolons, if the semi colon frequency is extremely low then we know it is likely not commented-out code. This is similar to the existence of an asterisk, if the frequency of an asterisk is low then we also know that the comment is likely English prose. Our resulting F1 score is 97.89%, the precision is 98.32% and recall is 98.23%. The resulting accuracy is 98% which alongside our other results shows we follow the same trend of our original results. As such, the application of the combination of the frequency-based approach and a decision tree works extremely well, and we are now able to answer RQ 3 affirmatively. We can automatically detect commented-out code using the character frequency in combination with decision trees within an acceptable margin of error?



Figure 5. This figure shows our decision tree model. The two colors represent the classes, orange being a normal comment and blue being commented-out code. the samples show the number of samples which are in a node. The gini is the numerical representation of the importance of the gini, the lower the score, the more important the value is.

# Commented-out code in Open-source Software

After verifying that our tool works, the next step was to do a full analysis on a full set of 50 new open-source projects. For this analysis, we use the tree constructed using all 250x250 comments/commented-out code from the previous chapter. First to check that the model works well enough for the data set we selected the first 36,000 comment-lines from the 50 projects and classify them with the model. We then manually verified the classification in the following manner. We verified each comment-line that was identified as commented-out code. Then, we found the nearest comment-line above and below that appeared in the 36,000 that were classified as English prose and that we have not previously checked before. Although, this means we verified far less than 36,000, we validated 2 English prose comment line for every line of commented-out code. Unfortunately, the exact counts have been lost after computing the accuracy, precision, etc. but the number is believed to be well over 3,000 comment-lines, this took us approximately 40 hours to complete. As this was a simple check as opposed to the amount of processing needed for the gold set, this took far less time. TABLE 18 is the results for the over 3,000 comment-lines. The precision was lower than the original data set due to the decision tree finding numerous instances of code references, which appear very similar to commented-out code, inside English Prose comments. This of course had an effect on both accuracy and F1 score as well, lowering both of them respectively. Our results on these comments-line show that we are in acceptable operating procedures for our decision tree algorithm. We can say this because while our precision is lower than our tests against the gold set, our goal is to identify the commented-out code which we succeed in as clearly shown in our recall. This also gives us a good representation of the distribution of commented-out code in open-source software. This very strong recall is what allows our F1 score to recover to nearly 88%.

TABLE 18. This table is the heuristic results for 36000 of the total set of comments which was manually verified. The precision was lower than the original data set due to the decision tree finding numerous instances of code references, which appear very similar to commented-out code, inside English Prose comments. This of course had an effect on both accuracy and F1 score as well, lowering both of them respectively.

|  |  |  |  |
| --- | --- | --- | --- |
| accuracy | precision | recall | F1 |
| 94.68 | 78.03 | 99.62 | 87.51 |

TABLE 19 details the 50 projects in this open-source study as well as the resulting number of lines of commented-out code. The line count for statement LOC as well as the line count for comments is attained using the same XSLT parser used in TABLE 10. The comment count is attained using the grep command on the srcML. The number of authors is found using git log. Due to the precision of about 78% we will be over reporting the amount of commented-out code, but the model is accurate enough to get us a rough estimate that we can use to view of the systems. The first column gives the official project name for each of the 50 projects. The second column provides the number of lines of code in each project. The lines of comments provide the total number of lines of comments in each project. The number of comments provides the combined count of line/block/Doxygen/Javadoc comments in each project. The final column is the number of lines of commented-out code amongst each of the 50 projects. These numbers provide some really interesting details about open source projects. First, we can note that open source projects have a wide variance in size, with one project having no comments at all and the largest having over 1.4 million lines of comments. This entire set contains 176,503 lines of commented-out code, with an average of 3,530 lines of commented-out code per project. However, this average is misleading as the median is only 123 lines of commented-out code. That is, the amount of commented-out code varies heavily from project to project with some having relatively large amounts of commented-out code. We will discuss this more when we talk about the percentage of comments that are commented-out code.

The ratio of comments to lines of statement code is remarkably similar to the original 78 projects that we selected our gold set from. In fact, the ratio of comments to lines of statement code in this study are .24 vs the .23 of the previous 78. This helps to show how similar the two sets are to one each other even though they are entirely different sets of projects, as they are less than 1% apart. Perhaps equally as interesting we see the same extreme outliers present in this data set as well. With the lowest ratio being incredibly near 0 and the highest being .92.

The percentage of comments that are commented-out code in each project on average is 4.43% with a median value of 2.76%. The lowest percentage of commented-out code coverage amongst all of the projects is 0% while the highest is 25.09%. 31 of the projects fall below the average value with 20 of the projects consisting of less than 2% commented-out code however only 4 projects contain no commented-out code at all. What this seems to imply is that there is a large deviation between projects containing either quite a bit of commented-out code or almost none at all and that the amount of commented-out code is project and perhaps authors specific. In future work, we will investigate this last point. Is the amount of commented-out code the work of a single small group of contributors or is it more pervasive among contributors.

When reviewing the average number of lines per comment we find that the median length of a comment is 1.64 lines. What this means is that almost all of these projects consist of mostly line comments. However, the average is 2.26 which shows there are some projects that make greater use of block-style comments. This chapter answers our **RQ 4**, How prevalent is commented-out code in open source software. In open-source projects, the amount of commented-out code various greatly from project to project, but over 90% of projects contain some amount of commented-out code.

TABLE 19. This table details the 50 projects in this blind study as well as the resulting number of lines of commented-out code. The first column gives the official project name for each of the 50 projects. The second column provides the number of lines of code in each project. The lines of comments provide the total number of lines of comments in each project. The number of comments provides the combined count of line/block/Doxygen/Javadoc comments in each project. The final column is the number of lines of commented-out code amongst each of the 50 projects.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Project Name** | **LOC** | **Lines of Comments** | **Number of Comments** | **Lines of Commented-out Code** | **Ratio of comments to Statement LOC** | **Percentage of Commented-out Code** | **Average Lines per Comment** |
| Android Common | 6615 | 5730 | 921 | 160 | 0.87 | 2.79 | 6.22 |
| AndroidUtilCode | 37120 | 17327 | 3674 | 739 | 0.47 | 4.27 | 4.72 |
| Calligraphy | 1033 | 572 | 151 | 1 | 0.55 | 0.17 | 3.79 |
| camerakit android | 8402 | 3392 | 1234 | 58 | 0.40 | 1.71 | 2.75 |
| canal | 82043 | 19538 | 6575 | 137 | 0.24 | 0.70 | 2.97 |
| cas | 216998 | 65348 | 11896 | 451 | 0.30 | 0.69 | 5.49 |
| ceph | 1002980 | 110720 | 63741 | 7682 | 0.11 | 6.94 | 1.74 |
| CircleImageView | 399 | 24 | 6 | 0 | 0.06 | 0.00 | 4.00 |
| cmder | 610 | 48 | 36 | 0 | 0.08 | 0.00 | 1.33 |
| cmus | 38254 | 6288 | 2413 | 141 | 0.16 | 2.24 | 2.61 |
| CNTK | 205035 | 46405 | 45492 | 1081 | 0.23 | 2.33 | 1.02 |
| CodeHub | 25642 | 1023 | 1000 | 46 | 0.04 | 4.50 | 1.02 |
| collectd | 119059 | 28100 | 12183 | 195 | 0.24 | 0.69 | 2.31 |
| CompleteSharp | 804 | 34 | 16 | - | 0.04 | - | 2.13 |
| conceal | 38936 | 14656 | 4433 | 109 | 0.38 | 0.74 | 3.31 |
| ConfuserEx | 28084 | 3184 | 3009 | 87 | 0.11 | 2.73 | 1.06 |
| csharplang | 66 | 0 | 0 | 0 | 0.00 | 0.00 | - |
| csl traffic | 9590 | 701 | 628 | 6 | 0.07 | 0.86 | 1.12 |
| ctci | 24442 | 2059 | 1632 | 3 | 0.08 | 0.15 | 1.26 |
| Divan | 4558 | 1114 | 1103 | 18 | 0.24 | 1.62 | 1.01 |
| dlib | 382508 | 134719 | 54776 | 7751 | 0.35 | 5.75 | 2.46 |
| entt | 22345 | 12278 | 2167 | 526 | 0.55 | 4.28 | 5.67 |
| fluent bit | 764914 | 263795 | 93546 | 17953 | 0.34 | 6.81 | 2.82 |
| folding cell android | 888 | 193 | 80 | 7 | 0.22 | 3.63 | 2.41 |
| graal | 901893 | 402558 | 54025 | 1465 | 0.45 | 0.36 | 7.45 |
| Hawk | 27642 | 4595 | 2678 | 55 | 0.17 | 1.20 | 1.72 |
| hexchat | 60393 | 4591 | 3865 | 38 | 0.08 | 0.83 | 1.19 |
| ip2region | 3887 | 1557 | 653 | 9 | 0.40 | 0.58 | 2.38 |
| JsBridge | 2411 | 391 | 386 | 0 | 0.16 | 0.00 | 1.01 |
| JUCE | 502645 | 144319 | 55509 | 3859 | 0.29 | 2.67 | 2.60 |
| Krypto trading bot | 7384 | 163 | 132 | 5 | 0.02 | 3.07 | 1.23 |
| libphonenumber | 69101 | 12373 | 8451 | 706 | 0.18 | 5.71 | 1.46 |
| luna | 4908 | 2068 | 935 | 57 | 0.42 | 2.76 | 2.21 |
| material compents android | 69570 | 23435 | 6191 | 683 | 0.34 | 2.91 | 3.79 |
| MvvmCross | 100281 | 9148 | 8698 | 32 | 0.09 | 0.35 | 1.05 |
| openFrameworks | 162954 | 38384 | 33628 | 9049 | 0.24 | 23.57 | 1.14 |
| OpenRCT2 | 496084 | 40975 | 27517 | 986 | 0.08 | 2.41 | 1.49 |
| phppredis | 16208 | 3387 | 2684 | 39 | 0.21 | 1.15 | 1.26 |
| pocketsphinx | 23121 | 8494 | 3057 | 738 | 0.37 | 8.69 | 2.78 |
| POGOLib | 12110 | 742 | 648 | 78 | 0.06 | 10.51 | 1.15 |
| RIOT | 1754804 | 1402961 | 1023087 | 101873 | 0.80 | 7.26 | 1.37 |
| roslyn | 2720159 | 48804 | 48679 | 14155 | 0.02 | 29.00 | 1.00 |
| rufus | 71458 | 19936 | 9094 | 572 | 0.28 | 2.87 | 2.19 |
| sider | 6574 | 484 | 415 | 87 | 0.07 | 17.98 | 1.17 |
| Sourcetrail | 408850 | 49061 | 44938 | 3233 | 0.12 | 6.59 | 1.09 |
| Swashbuckle.AspNetCore | 12609 | 1027 | 941 | 71 | 0.08 | 6.91 | 1.09 |
| tiny AES c | 676 | 172 | 130 | 11 | 0.25 | 6.40 | 1.32 |
| vlmcsd | 16542 | 8691 | 7152 | 686 | 0.53 | 7.89 | 1.22 |
| wren | 42873 | 8421 | 5145 | 542 | 0.20 | 6.44 | 1.64 |
| xgboost | 33488 | 6170 | 3975 | 323 | 0.18 | 5.24 | 1.55 |
| Total | 10549950 | 2980155 | 1663325 | 176503 |  |  |  |
| Average | 210999 | 59603.1 | 33266.5 | 3602.102041 | 0.24 | 4.43 | 2.26 |
| Median | 27863 | 6229 | 3033 | 137 | 0.21 | 2.76 | 1.64 |

# Future Works

We envision two primary enhancements that we believe need to be handled in the future to extend the power and validity of this research. The first focus of our future research is to handle the various levels of coding skill as well as bad coding practices that are in use today. The second focus of our future research is to be able to search merge history within version control to identify exactly when and by whom code has been commented out, as well as, the motivation for commenting-out code.

In CHAPTER 5, it is discussed that the scope of this study is limited, because it has only worked with seventy-eight projects from GitHub. This choice was made with the idea in mind that we wanted to have a very well written sample of code to work with for the first iteration of this project and it did give us access to almost 100,000 lines of comments. However, the code in these projects tend to be very well written and fairly uniform, and while this does give us a good example of what code and comments should look like it does not account for junior and veteran programmers who use out of date coding styles. Of course, a third group of coders, those who are self-taught, and who lack common and good practices and standards within our field also provide an additional layer of content that we wish to explore. When looking at these groups of programmers and their coding styles they have to potential to cause shifts in the data similar to the highly specific coding styles discussed earlier in this chapter. However, the difficulty here is that unlike with those coding styles which have established rules within their designs, the coding styles that we are talking about here are much harder to identify and will require a lot of research to automate their identification.

Finally, a big part of our future research, and one of the long-term purposes for this research is the ability to automate the process of locating exactly when commented-out code has been introduced into the code base. Once we can identify when commented-out code has been commented, then we can also figure out who actually commented out the code in the script. This allows us to ask the programmer exactly why they commented out the code in the first place hopefully find good solutions to the removal of this commented-out code so that when a project is finally shipped it will be much easier to maintain. Additionally, we gain the ability to track commented-out code as it enters and exits source code, develop a method for automatic removal and correcting developer behavior over time in order to prevent future issues and need for constant tracking.

# Conclusion

The results of our analysis are definitive and show that we can use machine learning in order to detect commented-out code. We were able to accomplish this within a 5% confidence interval within the original 26 projects with an average precision of 98.36%, average recall of 97.42%, and an average F1 score of 97.86%. In addition, we create a gold set which was derived from these original 26 of the projects. Part of developing this gold set required the development of a comment taxonomy, which is covered in CHAPTER 5. Developing this taxonomy allowed us to answer both the question of what commented-out code is as well as the different ways to provide comments and commented-out code.

Following the testing of the projects used to form the gold set we moved on to 50 entirely new projects. These projects saw a reduction in precision to 78.03% due to the program we developed detecting lines that contained code but were not fully commented-out code themselves. However, our analysis showed that we succeeded in detecting commented-out code within an acceptable margin of error combined with the results from the original corpus when looking at both our recall of 99.62% and a F1 score of 87.51%. Furthermore, we were able to use the results to determine the prevalence of commented-out code in open-source software projects.

The end result of all of our research is new information on the prevalence of commented-out code in open-source software. In addition to this we now have a fully functioning program which is capable of translating XML files to the datasets that we use for our decision tree. From there we are able to determine the prevalence of commented-out code which allows use to label each line and determine the exact location of the lines of commented-out code.

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