**A dynamic metric to measure the time required to find the returned value of a given function**

**Abstract**

Over its entire lifespan, the cost of maintaining a program is usually higher than the cost to create it. An important part of this cost is due to the time needed to debug it, and this time is probably strongly correlated to the time needed to understand it. Can we predict, for a given function, the average time that we will need to debug it ? In other words, can we define a metric which will give us a score linearly dependent on the time needed to debug it ?

For now, most of the existing metrics are measuring the complexity of code snippets. Recently, several scientific studies demonstrated that all these metrics are, in the best cases, weakly correlated with the time needed by a human being to find the returned value of a given function. These results may lead us to believe that these metrics are not correctly measuring the complexity of the programs.

In this article, we will demonstrate why this conclusion would be abusive, and how to define a metric strongly correlated with the time needed to find the returned value of a given function.

First, we will demonstrate why this weak correlation is normal. Then, we will explain why dynamic metrics are good candidates to estimate correctly the time needed by a human being to find the returned value of a given function.

They are supposed to provide a score which is correlated to the time to understand the code. However, there is a big difference between “understand the code” and “debug the code”. In this article, we will clarify this difference, and explain why this difference implies that the existing metrics are irrelevant to measure the difficulty of debugging.

In a second time, we will explain how dynamic metrics could help us to estimate the time needed by a human being to calculate the returned value of the function (for given inputs).

1. Introduction

For now, most of the complexity metrics are analyzing statically the programs. They simply “read” the code, calculate a complexity score for each line, and then return the sum of these scores. We will see why this approach may be relevant to calculate the global complexity of code snippets, but not to estimate the time T needed to find the returned value of a given function.

Hereafter, we will note Tf(i) the average time needed to find the returned value of a given function f for a given input i. More generally, we will note T the function which associates to each function f the function Tf : i -> Tf(i)

Then, we will use the results published by Janet Siemund et al. in 2012 to define a dynamic metric highly correlated with T. In mathematical terms, this means that we will define a metric which gives a score linearly dependent on T with a Pearson coefficient near to 1. In other words, if the score of a function f is twice the score of a function g, the average time to find the returned value of f should be approximately equal to the average time to find the returned value of g.

2. Prior and related work

During the last decades, dozens of metrics were defined in the aim to measure the complexity of the code. Some of them are very simple: count the number of lines of code (LOC), count the number of identifiers, etc. Others are more sophisticated, like Halstead metrics or McCabe metric (also called “cyclomatic complexity”).

In 2017, the software SonarQube defined an extension of the McCabe metric in the aim to explicitly measure the cognitive complexity of the code, ie the difficulty for a human being to understand it.

Later, in 2020, the software Genese Cpx used a new metric which fills multiple gaps of the SonarQube’s metric, and thus returns probably more relevant results.

Of all these metrics, which are correctly correlated with the difficulty to understand the code ? Many scientific publications tried to reply to this question.

In 2017, an article study published by Scalabrino et al. reached a surprising result: none of the existing metrics seemed to be really correlated with the code comprehension.

 In 2020, a study by Wyrich et al. demonstrated that the SonarQube metric (not studied in the article of Scalabrino et al.) is probably the only one which has a significant correlation with cognitive complexity.

In 2021, Peitek et al. extended the work of Janet Siegmund by using Functional Magnetic Resonance Imaging (FMRI) in the aim to measure the intensity of the activation of the Broca’s areas of developers which were asked to find the returned value of given functions. Like Scalabrino et al., they found no or weak correlation between 41 metrics and the measure of the activation of the Broca’s areas. Even the SonarQube’s metric was not (or weakly) correlated with their measures.

Is it so surprising ? Maybe not. For example, the aim of SonarQube and Genese Cpx metrics is to give a score which represents the difficulty to “understand” code snippets, which could be defined as “understand the specs of the function, and verify if its implementation corresponds to its specs”.  This is very different from “find the returned value of a given function”. Thus, there is a priori no reason to find a correct correlation between these metrics and the time T needed to find the returned value of a given function. However, this correlation may exist, and we must explain why it doesn’t exist.

2. The goal of the actual metrics

During the last decades, dozens of metrics were defined in the aim to measure the complexity of the code. Some of them are very simple: count the number of lines of code (LOC), count the number of identifiers, etc. Others are more sophisticated, like Halstead metrics or McCabe metric (also called “cyclomatic complexity”). Later, SonarQube and Genese Cpx extended the McCabe metric in the aim to explicitly measure the cognitive complexity of the code, i.e. the difficulty for a human being to understand it. Hereafter, we will call this kind of metrics the cognition metrics.

As we can see, there are many different kinds of “complexity”. That’s why the expression “the complexity of the code” is a non-sense. We should always specify which kind of complexity we are talking about, and eventually specify what is the relation between this complexity and something happening in the real world. For example, the metric “number of lines of code” (LOC) simply counts the number of lines of code snippets, and is not intended to measure something else. Inversely, SonarQube and Genese Cpx were developed in the aim to estimate something existing in the real world: the difficulty for a human being to understand a code snippet. That’s why, unlike LOC, we could experimentally demonstrate if these metrics are correctly correlated with what they claim to measure.

Unfortunately, as far as I know, no experiments  were ever realised in the aim to measure the difficulty of comprehension of the code, defined as “the time needed to understand the specs of the code snippet, and to verify if the implementation of the code corresponds to its specs”. Until we have organised this kind of experiment and analyzed their results, it will be impossible to affirm that these metrics are correctly measuring what they claim to measure or not. That’s why my main goal, in the near future, is to organize this kind of experimentation…

3. Why we should not use static metrics in experiments depending of the values of the inputs

3.1 xxxx

Most of the actual metrics statically analyze the code snippets, and then calculate a score which is supposed to measure its complexity. It simply means that they define some rules to calculate the complexity of each line of code, and then return the sum of these values.

Example :

Une image contenant texte

Description générée automatiquement

The complexity of the function f is :

Cpx(f) = Cpx(line1) + Cpx(line2) + Cpx(line3) + Cpx(line4) + Cpx(line5) + Cpx(line6) + Cpx(line7)

This score represents the complexity of the globality of the function. For cognition metrics like SonarQube or Genese Cpx, this score should be correlated with the time needed for a human being to understand what f is doing (please note that the lack of comments and the absence of semantic of the name of this function do not let us know what f should do). This score depends only on the implementation of f.

First, assume that we ask some developers to find the returned value of f for the input arr = [2, 3], and that we calculate the average time they need to find the solution.

Now, assume that we ask them to do the same task for the input arr = [11, 23, -5, 42, 17, 128, 97, -79]. It is highly probable that the average time to find the returned value will be much higher than previously (and with more errors).

Thus, we will find two scores which are very different. Consequently, why should static metrics be correlated with the results of this kind of experiment ? Their goal is to provide one and only one complexity score for a given function, not multiple scores depending on the values of the inputs.

In the example above, the main problem is that the number of times that we will need to read the loop depends on the number of the elements of the array. Now, let’s look at the problem of the conditionals.

Example :

Une image contenant texte

Description générée automatiquement

For a cognition metric, the complexity of the function g should be very high, because of the else() case.

Assume that we do the same experience as above, with the input a = 1. The average time to find the returned value will be very short, because the developers don’t need to read the code which is in the else case. Inversely, if the input is equal to -1, it is possible that this average time will be very long.

Again, there is absolutely no reason to expect that a static metric will return values correlated with the results of this kind of experiment. This is true for every kind of value measured by these experiments: time, intensity of activation of Broca’s areas, etc. We should not expect any kind of correlation between static metrics and results of experiments depending on the values of the inputs.

3.2 xxx

In the chapter above, we saw that we should not expect to find a correlation between the results of static metrics and the results of experiments depending on some inputs. However, in previous studies, it seems that some static metrics are weakly or moderately correlated with the results of experiments depending on input values. Why ?

In reality, multiple biases exist which are falsing our conclusions. For example, let’s use the LOC metric, and let’s use the set of code snippets behind:

Une image contenant texte

Description générée automatiquement

 The complexity scores of u, v, and w are :

LOC(u) = 4

LOC(v) = 5

LOC(w) = 6

Let’s call T(i) the time needed to find the response value

It is clear that for the same input a, the time needed to find the returned values is higher for v than for u, and higher for w than for v. Consequently, we might deduce from this result that there is a positive correlation between the LOC metric and the time needed to find the returned value of a given function.

However, this positive correlation is an illusion: it happens because we chose the same value for the parameter a. Imagine that we used a = 1296,98546 for u, 257 for v, and 1 for w; with this choice, we would have obtained the inverse result : Tu(a) > Tv(a) > Tw(a), and our conclusion would be inverted too.

If the values of the inputs were chosen randomly, we would not be misled. Unfortunately, we can’t randomly choose the inputs, because of the nature of the experiments. We can’t give inputs which induce calculations which are too complex to be done manually by the developers. Each code snippet must not be too long, not too hard to understand, each line must have a low number of identifiers to remember, and the operations between the different identifiers must be simple enough. When the code snippet contains a loop, we will choose an input which implies to execute the loop only two or three times. When we write a code snippet with an if-else, we will not write a long and complex else block if the developer will never read it because of the chosen input.

Consequently, it is highly probable that the main part of the correlations found in previous studies is due to the biases related to the choice of the code snippets and their corresponding inputs.

4. Change the questioning

4.1 Definition of dynamic metrics

In the previous chapter, I explained why we should not expect to find a correlation between static complexity metrics and the results of experiments consisting of asking developers to find the returned value of a function. However, even if we can’t find a correlation of these results with static metrics, we can do it with dynamic metrics.

In this article, I call dynamic metric a complexity metric which depends only on the mental processes that a developer needs to find the returned value of a given function for a given input. This definition implies that a dynamic metric must give the score 0 to the lines which are not read by the developers.

Example:

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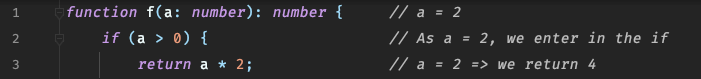
Description générée automatiquement

We saw sooner that for a static metric, we simply have

Cf = Cpx(line 1) + Cpx(line 2) + ... + Cpx(line 9)

Now, assume that we perform an experiment where we ask the developers to find the value returned by f for a = 2. What will be their mental processes to find the solution?

Let’s try to represent this process by writing only the lines which are read by the developer (and executed by the program) for the above value of a :



For a dynamic metric, we will have

Cf(2) = Cpx(line 1) + Cpx(line 2) +Cpx(line 3)

Caution: now, the complexity of each line should depend on the initial value of a ! For example, with a good dynamic metric, we should have Cf(2) < Cf(18997), because if a = 18997, the line 3 takes more time for developers to find the result of the multiplication than if a = 2.

Now, let’s look at the usage of dynamic metrics with loops. If the developer needs to read 2 times the content of the loop, a good dynamic metric should find a value which is different than if the developer needed to read it 15 times

Example :

Une image contenant texte

Description générée automatiquement

Assume that arr = [2, 3]. Let’s try to watch in details the mental processes used by the developer which tries to find the value returned by f :

Une image contenant texte

Description générée automatiquement

As we can see, the developer needs to read two times the loop, and thus to “manually execute” two times its content. A good dynamic metric should take it into account.

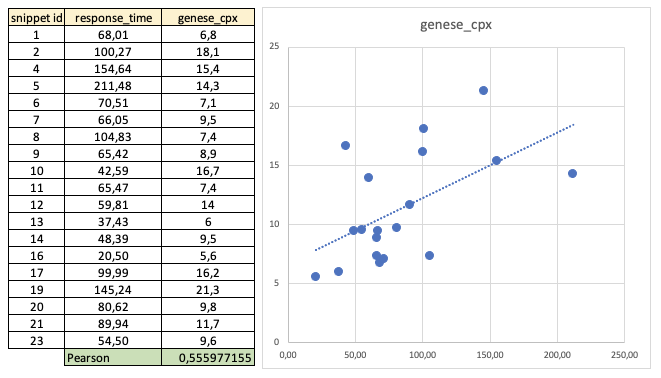
Other remark: when you try by yourself to find the returned value, you notice that you need time because of all the data that you need to store in your memory, and because of the operations that you need to do with them. This time seems to be independent from the control flow (the fors, ifs, switches, etc.). We will use this intuition in the next chapter.

5. A first try of dynamic metric

5.1 xxx

In this chapter, we will try to construct a dynamic metric which would be strongly correlated with the results of a real experiment. For that, we will use the datasets published in open-source by Janet Siegmund et al. for their article published in 2012. In their experiment, they asked 41 second-year students from a software-engineering course at the University of Passau to find the values returned by 23 different functions, and they noted the time they needed to do this task (it was not the aim goal of their experience, but it is what we need for now).

First, let’s see what is the correlation between these results and the Genese Cpx metric :



As we can see, there is a clear correlation between the time needed to give the correct response, and the complexity score given by Genese Cpx. The Pearson coefficient is approximately equal to 0,56, which is not so bad. However, as we said above, this correlation is probably correct because of multiple biases.

Now, let’s try to define a dynamic metric which would be much better correlated to the results of this experiment. With this new metric, we would be able to predict approximately the time needed to find the returned value of any similar function (in the same experiment with the same developers).

5.2 Conditions

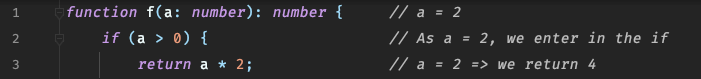
First, we will follow our intuition by using a dynamic metric *dyn* calculating the complexity of each line by counting the number of identifiers used in an operation located in this line (i.e. the weight of each identifier is equal to one).

Let’s remember the example xxx :

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Assume that the developers are asked to find the value returned by f for a = 2. The lines which are mentally executed are :



Now, let’s calculate the score of f for our dynamic metric dyn :

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Description générée automatiquement

We find the score dyn(f) = 2.

5.3 Loops

Now, assume that we perform an experiment where we ask the developers to find the value returned by the f of the example xxx for arr = [1, 2, 4, 5, 7, 8].

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Description générée automatiquementWhat will be the mental process of the developers to find the solution?

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Description générée automatiquement

Let’s calculate dyn(f) (please note that we count 0 for assignments) :

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Description générée automatiquement

We find a complexity equal to 18, which seems to be extremely high for a function which is simply adding the numbers of a given array. Where is the problem ?

Intuitively, when you enter in the loop for the first time, you will read it normally. The second time, you will remember what you must do (an addition). And the third time (maybe sooner), you will understand that this function simply adds the numbers of a given array. Thus, you will stop to read the loop, and you will simply mentally add all the other elements of the array.

More generally, we may suppose that each time that we read the same line, we need less effort to understand it. Step after step, we need less time for the same line.

To avoid this problem, we will add a new rule: each time that we will read the same line, we will multiply its complexity score by a coefficient c lower than 1.

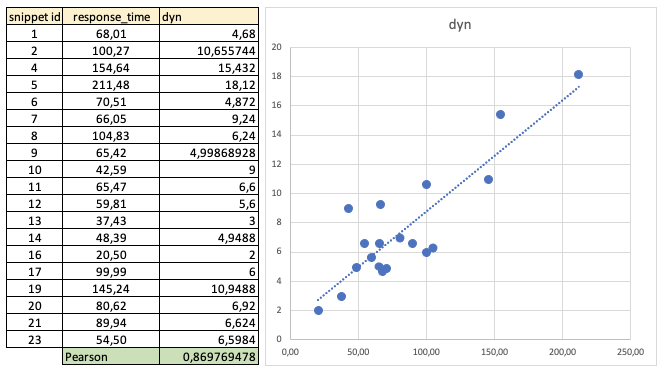
Let’s try with c = 0.5 :

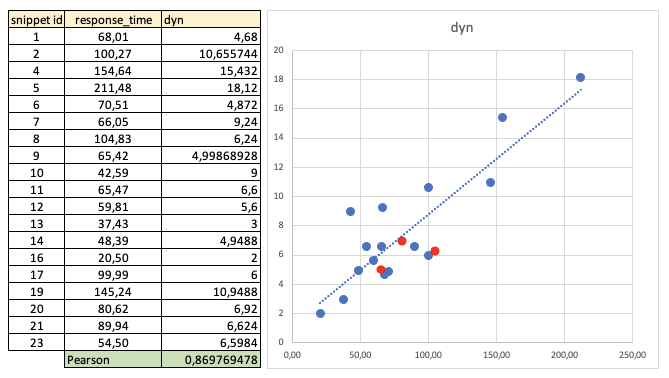
Une image contenant texte

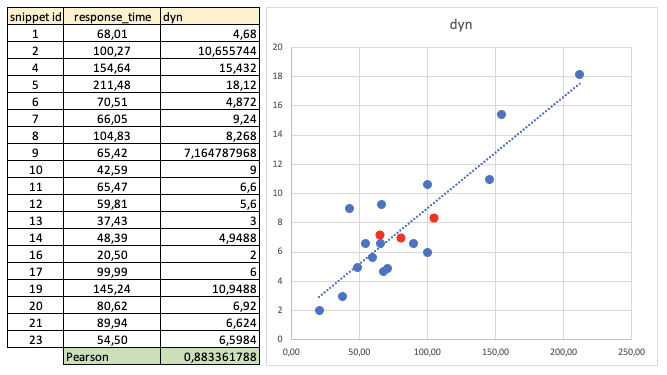
Description générée automatiquement

With c = 0.5, we find a score equal to 5.90625, which seems to be more reasonable.

Now, let’s try our new metric to the results of the experiment :





In the example above, a static metric will calculate a score for the if(), a score for the else(), and then will add them. But if your problem is “what is the value returned by this function for a = 3 ?”, you don’t need to read the code of the else() block. The time that you will need to find the returned value does not depend on the complexity of the else() block. That’s one of the reasons which explain why the actual metrics are weakly or non-correlated with the results of most of the scientific experiments, which usually consist of asking developers to give the returned value of a given function for a given input. Many other biases exist, but this one is important enough to explain why we should not use static metrics to measure the time needed to calculate the output of a function.

However, there is a significant difference between “calculate the complexity of a function” and “calculate the average time to find the returned value value for a given input”. In the first case, you try to measure the difficulty to understand the algorithm and/or the specs of a function. In the second case, you take a specific input, and you measure how long it takes to find the correct output. In the first case, you analyze the function in its globality. In the second one, you analyze it for only one input.

3. Dynamic metrics

If we want to estimate the time needed to find the returned value of a given function, we must know its inputs (the values of its parameters). To be able to do that, we must define a dynamic metric, which takes as parameter the inputs of this function. For each different input, the

A first remark: the time needed to check if the returned value is correct is highly dependent on the value of the inputs. For example, if a function does some operations on each element of a given array, the time needed to find the result of the function will be very different if the array has 2 elements, or if it has 23 elements. For this reason, we need another simplification: we will always suppose that the inputs are simple enough to be able to find by hand the returned value. Again, we expect that finding correct answers on simple cases will help us to find later correct answers on complex cases.