

04834580 Software Engineering (Honor Track) 2024-25

# LLMs for Code

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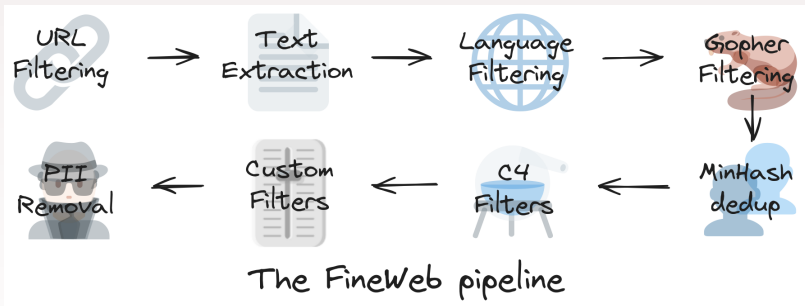
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## Definition (LLM)

A large language model (LLM) is a deep learning neural network, typically based on the transformer architecture [1], trained on vast text corpora to learn statistical patterns in language and generate, comprehend, and manipulate human-like text in response to input prompts.

FineWeb [2] is a dataset of 15-trillion tokens (44TB disk space) of text collected from the internet.



The Stack 2 [3] is a dataset of 900B tokens (32TB disk space) and 600+ programming languages.

- ▶ Converts raw text into **tokens** (units for models to process)
- ▶ Key part of preprocessing for Large Language Models (LLMs)
- ▶ Often reversible (can decode tokens back to text)

## Example:

playing → [play, ing]

- ▶ Originally a data compression technique (Gage, 1994).
- ▶ Adapted for NLP as a subword tokenization algorithm.
- ▶ Repeatedly merges the most frequent pairs of bytes/characters.
- ▶ Produces a vocabulary of variable-length subword units.

Data to be encoded:

- ▶ aaabdaaabc

The byte pair “aa” occurs most often, so it will be replaced by a byte that is not used in the data, such as “Z”:

- ▶ ZabdZabc

- ▶ Z=aa

Then the process is repeated with byte pair “ab”, replacing it with “Y”:

- ▶ ZYdZYac
- ▶ Y=ab
- ▶ Z=aa

Recursive byte pair encoding, replacing “ZY” with “X”:

- ▶ XdXac
- ▶ X=ZY
- ▶ Y=ab
- ▶ Z=aa

- ▶ Model the joint probability of a sequence as the product of conditionals.
- ▶ Predict each token based on previous ones
- ▶ Given a sequence  $\mathbf{x} = (x_1, x_2, \dots, x_T)$ :

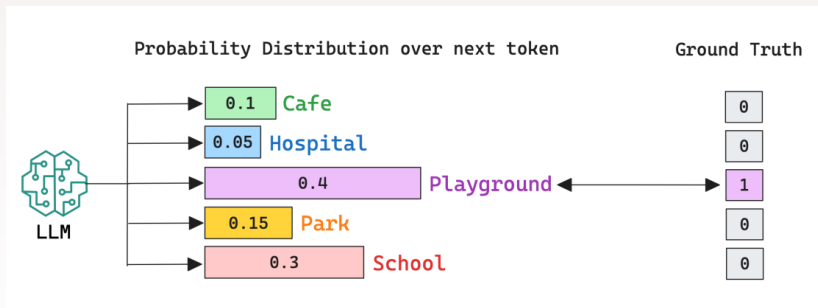
$$P(\mathbf{x}) = P(x_1) \cdot P(x_2|x_1) \cdot \dots \cdot P(x_T|x_1, \dots, x_{T-1})$$

- ▶ Examples: n-gram models, RNNs, LSTMs, Transformers (e.g., GPT)

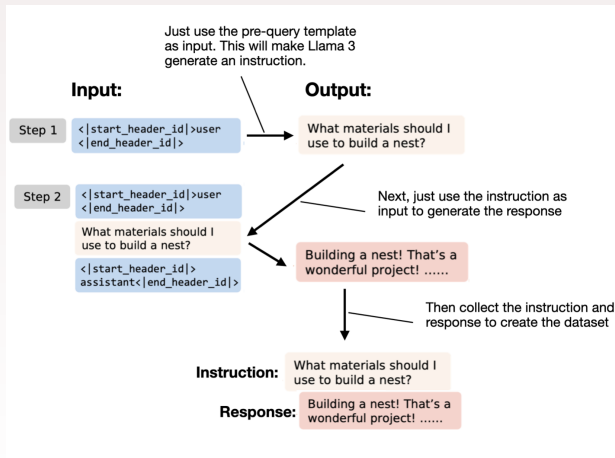


A sequence from the training data:

The children ran to the | **playground.**



Fine-tuning LLM on instruction data, e.g. synthetic data [4], to train an assistant.



LLMs are able to extract patterns and generalize from few examples.

Prompt

This is awesome! // Negative  
This is bad! // Positive  
Wow that movie was rad! // Positive  
What a horrible show! //

Response

Negative

## Standard Prompting

### Model Input

Q: Roger has 5 tennis balls. He buys 2 more cans of tennis balls. Each can has 3 tennis balls. How many tennis balls does he have now?

A: The answer is 11.

Q: The cafeteria had 23 apples. If they used 20 to make lunch and bought 6 more, how many apples do they have?

### Model Output

A: The answer is 27. ❌

## Chain-of-Thought Prompting

### Model Input

Q: Roger has 5 tennis balls. He buys 2 more cans of tennis balls. Each can has 3 tennis balls. How many tennis balls does he have now?

A: Roger started with 5 balls. 2 cans of 3 tennis balls each is 6 tennis balls.  $5 + 6 = 11$ . The answer is 11.

Q: The cafeteria had 23 apples. If they used 20 to make lunch and bought 6 more, how many apples do they have?

### Model Output

A: The cafeteria had 23 apples originally. They used 20 to make lunch. So they had  $23 - 20 = 3$ . They bought 6 more apples, so they have  $3 + 6 = 9$ . The answer is 9. ✅

Zero-shot-CoT [5] enables reasoning by adding “Let’s think step-by-step” to the prompt.

Temperature is a parameter that controls the randomness of predictions in Large Language Models (LLMs) during text generation.

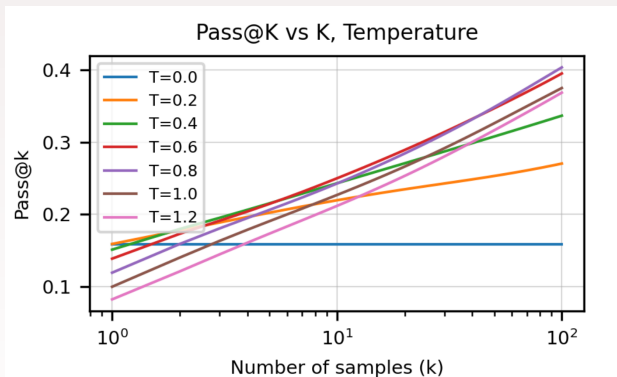
## How does it work?

- ▶ Lower temperature ( $T \approx 0$ ):
  - ▶ Model outputs more **deterministic** and predictable text.
  - ▶ Picks the most probable word almost every time.
- ▶ Higher temperature ( $T > 1$ ):
  - ▶ Model outputs more **diverse** and creative text.
  - ▶ Increases likelihood of less probable words.

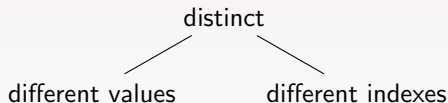
**Pass@k** is a metric used to evaluate the performance of code generation models [7].

$$\text{Pass@}k = \mathbb{E} \left[ 1 - \frac{\binom{n-c}{k}}{\binom{n}{k}} \right]$$

where  $n$  is the number of samples,  $c$  is the number of samples passing tests.



*A function that takes a list of integers as an input. It returns True if there are three **distinct** elements in the list that sum to zero, and False otherwise.*





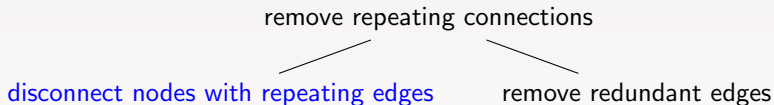
## Prompt

A function that takes a list of integers as an input. It returns True if there are three **distinct** elements in the list that sum to zero, and False otherwise.

## Response

```
if len(l) < 3 or len(set(l)) < 3:
    return False
for i in range(n-2):
    for j in range(i+1, n-1):
        for k in range(j+1, n):
            if l[i]+l[j]+l[k]==0:
                return True
return False
```

*From a graph defined via a list of connections between nodes, remove all connections that repeat between the same nodes. Keep order of remaining ones the same as in the input.*



Clarifying example:

```
assert remove_connections([(1, 2), (2, 3), (2, 1)]) == [(2, 3)]
```

## Prompt

From a graph defined via a list ...

```
assert remove_connections([(1, 2), (2, 3), (2, 1)]) == [(2, 3)]
```

## Response

```
seen = set()
result = []
for a, b in numbers:
    edge = (min(a, b), max(a, b))
    if edge not in seen:
        seen.add(edge)
        result.append((a, b))
return result

if __name__ == "__main__":
    input_data = [(1, 2), (2, 3), (2, 1)]
    output_data = g(input_data)
    print(output_data) # Output: [(2, 3)]
```

The probability of this behaviour is  $P=1$  approximated over 20 samples.

## Prompt

From a graph defined via a list of connections between nodes, remove all connections that appear more than once (considering both (a,b) and (b,a) as the same connection). Only keep connections that appear exactly once in the input, preserving their original order.

```
assert remove_connections([(1, 2), (2, 3), (2, 1)]) == [(2, 3)]
```

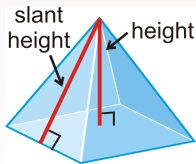
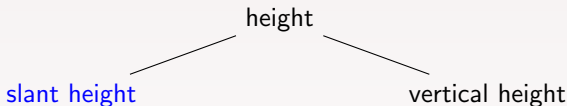
## Response

```
def remove_connections(nodes):  
    count = {}  
    for a, b in nodes:  
        key = tuple(sorted((a, b)))  
        count[key] = count.get(key, 0) + 1  
    return [(a, b) for a, b in nodes if count[tuple(sorted((a, b)))] == 1]
```

The probability of correct behaviour is  $P=1$  approximated over 20 samples.

Write a python function to find the surface area of a square pyramid with a given base edge and **height**.

```
assert surface_area(3,4) == 33
```



The generated program mistakenly assumes that the height is the **vertical height**.

Prompt

```
...  
assert surface_Area(3,4) == 33  
Let's analyze the test cases step by step...  
...
```

Response

```
...  
The slant height  $l$  can be calculated using the Pythagorean theorem:  $l = \text{sqrt}((b/2)^2 + s^2)$ . For  $b = 3$  and  $s = 4$ :  $l = \text{sqrt}((3/2)^2 + 4^2) = \text{sqrt}(2.25 + 16) = \text{sqrt}(18.25) \sim 4.272$ ,  $\text{base\_area} = 3^2 = 9$ ,  $\text{lateral\_area} = 2 * 3 * 4.272 \sim 25.632$ ,  $\text{Surface Area} = 9 + 25.632 \sim 34.632$ , However, the expected output is 33, which suggests a discrepancy in the formula or rounding.  
...
```

- [1] Ashish Vaswani, Noam Shazeer, Niki Parmar, Jakob Uszkoreit, Llion Jones, Aidan N Gomez, Łukasz Kaiser, and Illia Polosukhin.  
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- [3] Anton Lozhkov, Raymond Li, Loubna Ben Allal, Federico Cassano, Joel Lamy-Poirier, Nouamane Tazi, Ao Tang, Dmytro Pykhtar, Jiawei Liu, Yuxiang Wei, et al.  
Starcoder 2 and the stack v2: The next generation.  
*arXiv preprint arXiv:2402.19173*, 2024.

- [4] Zhangchen Xu, Fengqing Jiang, Luyao Niu, Yuntian Deng, Radha Poovendran, Yejin Choi, and Bill Yuchen Lin.

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*arXiv preprint arXiv:2406.08464*, 2024.

- [5] Takeshi Kojima, Shixiang Shane Gu, Machel Reid, Yutaka Matsuo, and Yusuke Iwasawa.

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*Advances in neural information processing systems*, 35:22199–22213, 2022.

- [6] Jason Wei, Xuezhi Wang, Dale Schuurmans, Maarten Bosma, Fei Xia, Ed Chi, Quoc V Le, Denny Zhou, et al.

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- [7] Mark Chen, Jerry Tworek, Heewoo Jun, Qiming Yuan, Henrique Ponde De Oliveira Pinto, Jared Kaplan, Harri Edwards, Yuri Burda, Nicholas Joseph, Greg Brockman, et al.  
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