

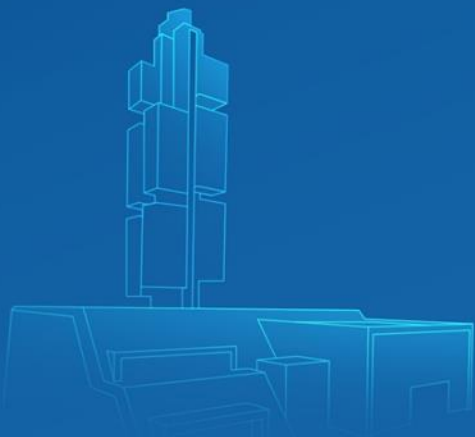
多维度编程语言预训练及实际应用

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Large-scale Pre-trained Models for Code Intelligence



treat code as natural
language

Source Code

Code Structure

Abstract Syntax Tree

Similar Codes

Code Diff

Execution Result

Assembly Code

OpenAI Codex

We've created an improved version of OpenAI Codex, our AI system that translates natural language to code, and we are releasing it through our API in private beta starting today. Codex is the model that powers GitHub Copilot, which we built and launched in partnership with GitHub a month ago. Proficient in more than a dozen programming languages, Codex can now interpret simple commands in natural language and execute them on the user's behalf—making it possible to build a natural language interface to existing applications. We are now inviting businesses and developers to build on top of OpenAI Codex through our API.

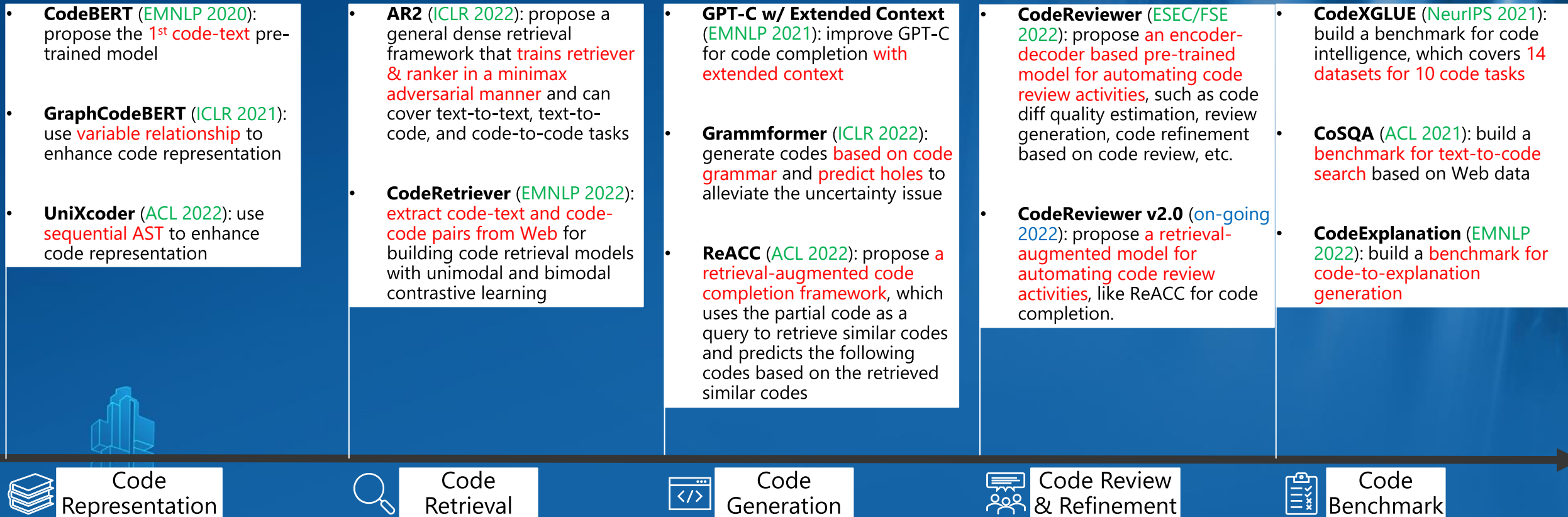
Codex (OpenAI)

Introducing Text and Code Embeddings in the OpenAI API

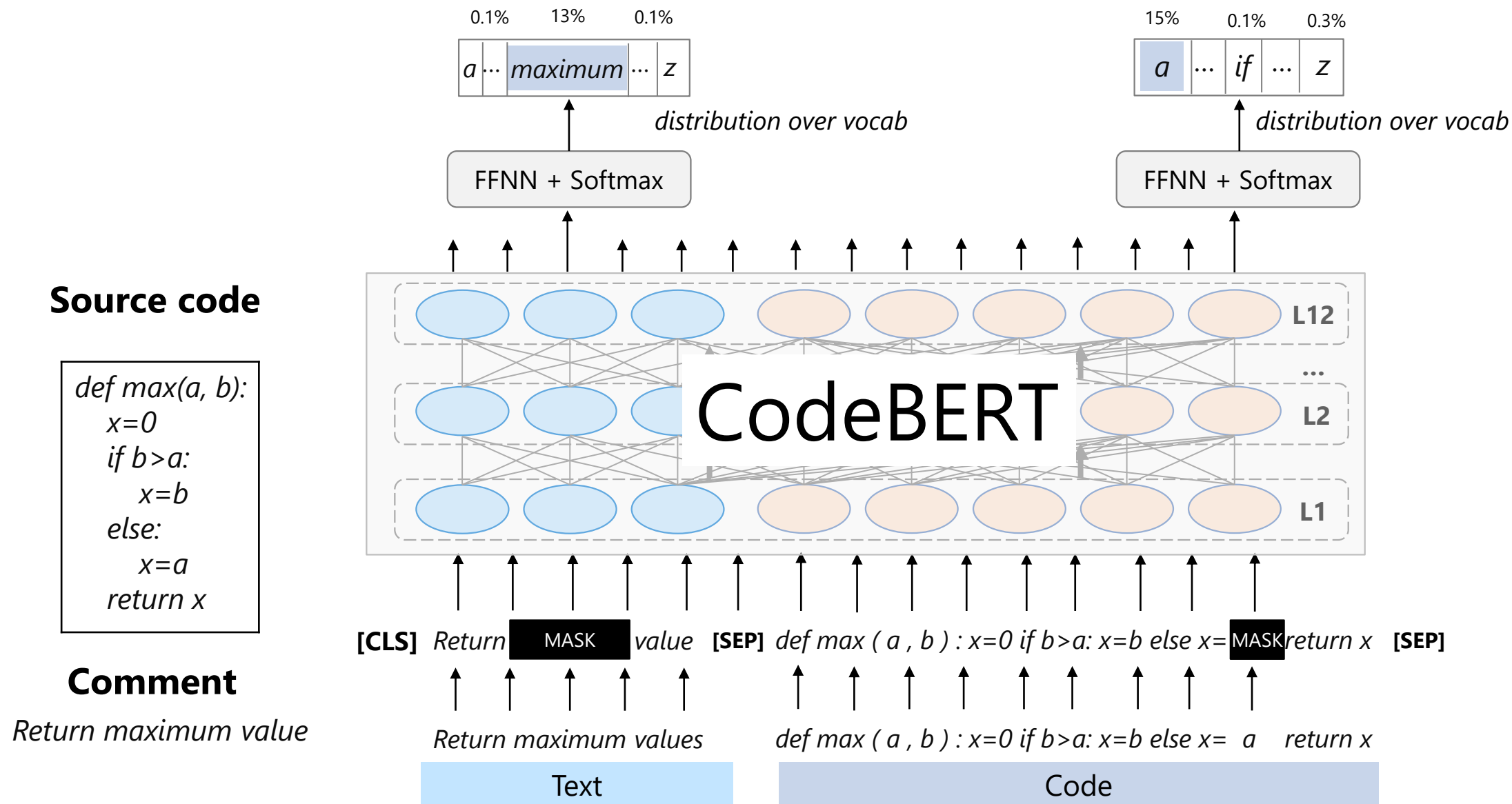
We are introducing embeddings, a new endpoint in the OpenAI API that makes it easy to perform natural language and code tasks like semantic search, clustering, topic modeling, and classification. Embeddings are numerical representations of concepts converted to number sequences, which make it easy for computers to understand the relationships between those concepts. Our embeddings outperform top models in 3 standard benchmarks, including a 20% relative improvement in code search.

Embeddings (OpenAI)

(Some of) Our Work @ MSRA



CodeBERT (v1): Pre-Train with Code+Text



GraphCodeBERT (v2): Pre-Train with Code+Text+VarRel

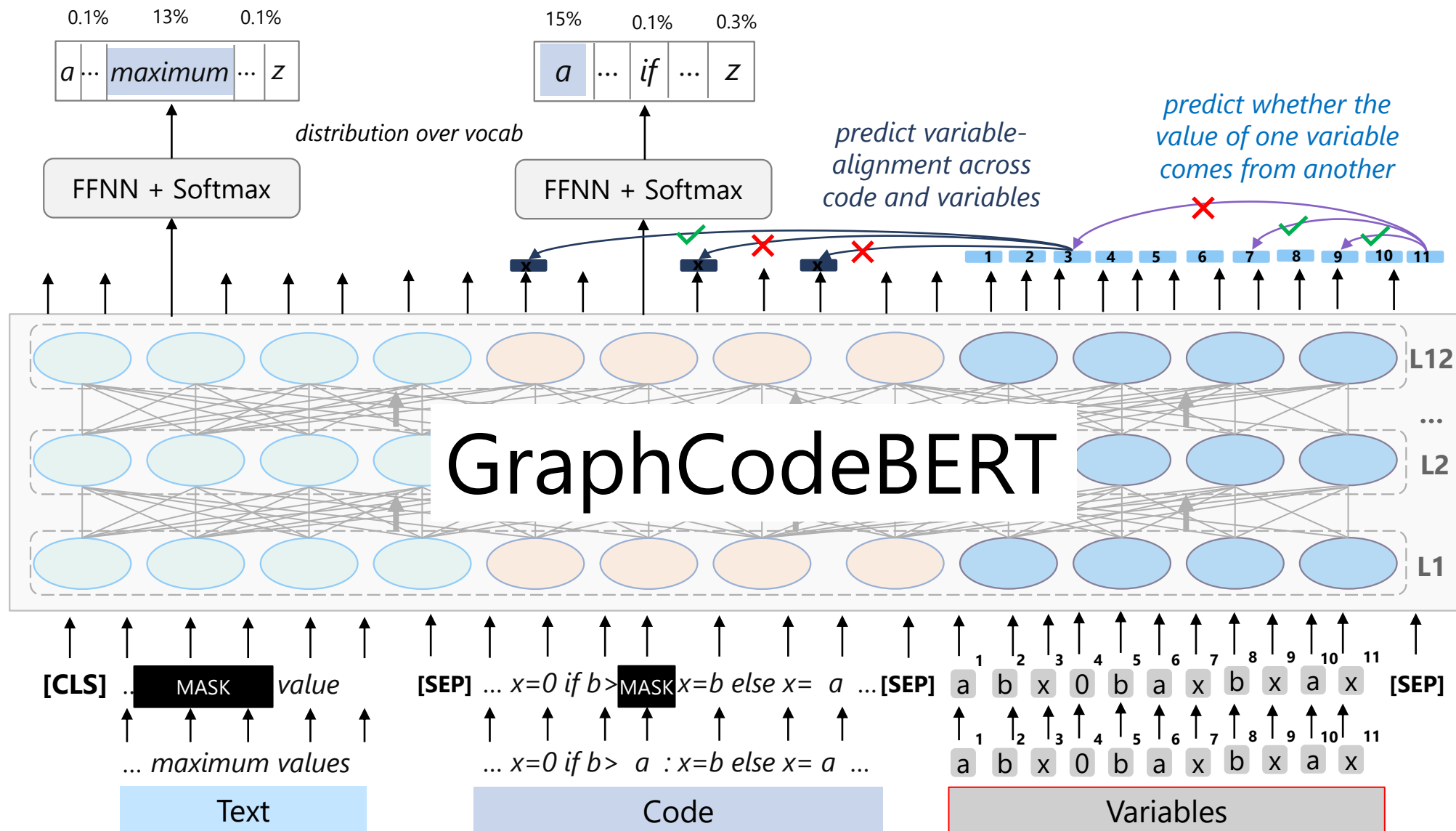
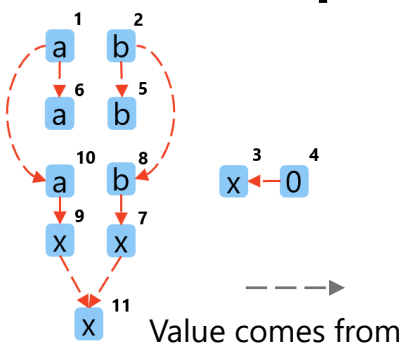
Source code

```
def max(a, b):
    x=0
    if b>a:
        x=b
    else:
        x=a
    return x
```

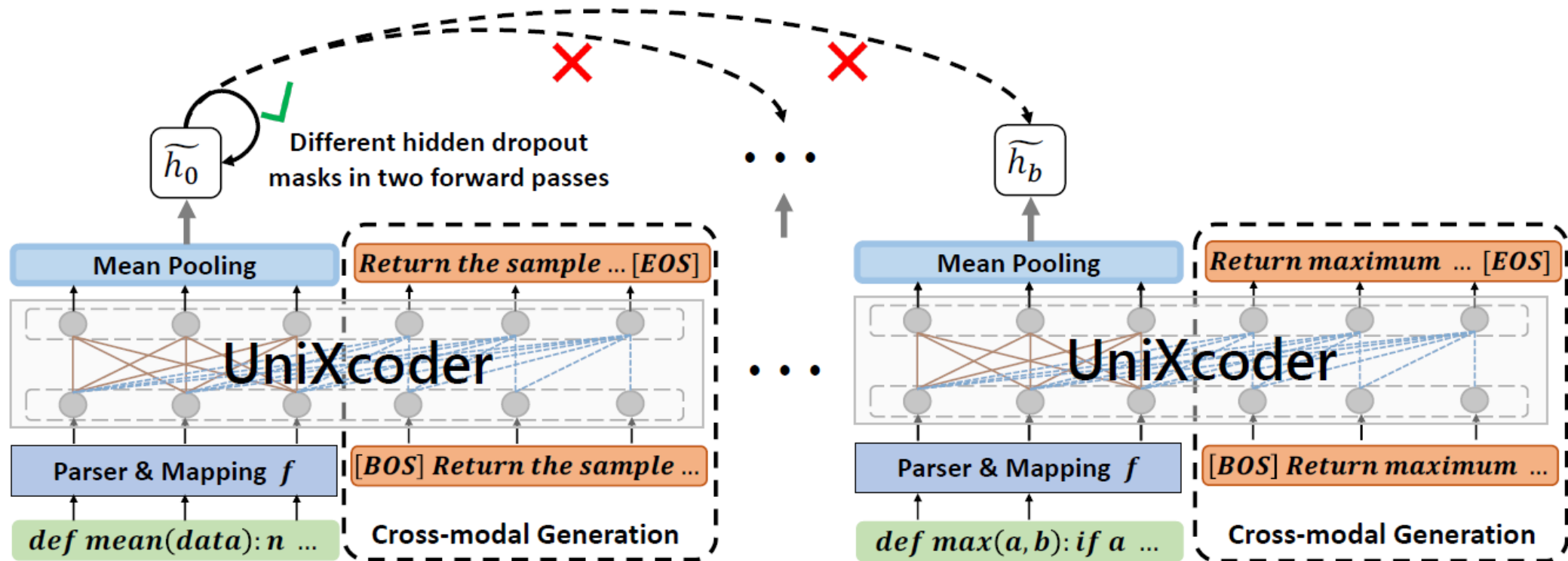
Comment

Return maximum value

Variable relationship



UniXcoder (v3): Pre-Train with Code+Text+SeqAST



- **AST-based code-to-code retrieval** forwards the same sequential AST input using a different hidden dropout mask as a positive example and uses other sequential ASTs in the same batch as negative examples.
- **AST-based code-to-text generation** asks the model to generate the comment based on the sequential AST input.

Evaluation

Model	Clone Detection				Code Search		
	POJ-104	BigCloneBench			CosQA	AdvTest	CSN
	MAP@R	Recall	Precision	F1-score	MRR		
RoBERTa	76.67	95.1	87.8	91.3	60.3	18.3	61.7
CodeBERT	82.67	94.7	93.4	94.1	65.7	27.2	69.3
GraphCodeBERT	85.16	94.8	95.2	95.0	68.4	35.2	71.3
SYNCoBERT	88.24	-	-	-	-	38.3	74.0
PLBART	86.27	94.8	92.5	93.6	65.0	34.7	68.5
CodeT5-base	88.65	94.8	94.7	95.0	67.8	39.3	71.5
UniXcoder	90.52	92.9	97.6	95.2	70.1	41.3	74.4
-w/o kontras	87.83	94.9	94.9	94.9	69.2	40.8	73.6
-w/o cross-gen	90.51	94.8	95.6	95.2	69.4	40.1	74.0
-w/o comment	87.05	93.6	96.2	94.9	67.9	40.7	72.6
-w/o AST	88.74	92.9	97.2	95.0	68.7	40.3	74.2
-using BFS	89.44	93.4	96.7	95.0	69.3	40.1	74.1
-using DFS	89.74	94.7	94.6	94.7	69.0	40.2	74.2

Results of code understanding tasks.

Model	PY150		JavaCorpus	
	EM	Edit Sim	EM	Edit Sim
Transformer	38.51	69.01	17.00	50.23
GPT-2	41.73	70.60	27.50	60.36
CodeGPT	42.37	71.59	30.60	63.45
PLBART	38.01	68.46	26.97	61.59
CodeT5-base	36.97	67.12	24.80	58.31
UniXcoder	43.12	72.00	32.90	65.78
-w/o kontras	43.02	71.94	32.77	65.71
-w/o cross-gen	42.66	71.83	32.43	65.63
-w/o comment	42.18	71.70	32.20	65.44
-w/o AST	42.56	71.87	32.63	65.66
-using BFS	42.83	71.85	32.40	65.55
-using DFS	42.61	71.97	32.87	65.75

Results on code completion task.

Model	Summarization	Generation	
	BLEU-4	EM	BLEU-4
RoBERTa	16.57	-	-
CodeBERT	17.83	-	-
GPT-2	-	17.35	25.37
CodeGPT	-	20.10	32.79
PLBART	18.32	18.75	36.69
CodeT5-small	19.14	21.55	38.13
CodeT5-base	19.55	22.30	40.73
UniXcoder	19.30	22.60	38.23
-w/o kontras	19.20	22.10	37.69
-w/o cross-gen	19.27	22.20	35.93
-w/o comment	18.97	21.45	37.15
-w/o AST	19.33	22.60	38.52
-using BFS	19.24	21.75	38.21
-using DFS	19.25	22.10	38.06

Results of code generation tasks.

Model	Ruby			Python			Java			Overall
	Ruby	Python	Java	Ruby	Python	Java	Ruby	Python	Java	
CodeBERT	13.55	3.18	0.71	3.12	14.39	0.96	0.55	0.42	7.62	4.94
GraphCodeBERT	17.01	9.29	6.38	5.01	19.34	6.92	1.77	3.50	13.31	9.17
PLBART	18.60	10.76	1.90	8.27	19.55	1.98	1.47	1.27	10.41	8.25
CodeT5-base	18.22	10.02	1.81	8.74	17.83	1.58	1.13	0.81	10.18	7.81
UniXcoder	29.05	26.36	15.16	23.96	30.15	15.07	13.61	14.53	16.12	20.45
-w/o kontras	24.03	17.35	7.12	15.80	22.52	7.31	7.55	7.98	13.92	13.73
-w/o cross-gen	28.73	24.16	12.92	21.52	26.66	12.60	11.14	10.82	13.75	18.03
-w/o comment	22.24	15.90	7.50	15.09	19.88	6.54	7.84	7.12	13.20	12.81
-w/o AST	27.54	23.37	10.17	21.75	27.75	9.94	9.79	9.21	14.06	17.06
-using BFS	26.67	23.69	13.56	21.31	27.28	13.63	11.90	12.55	14.92	18.39
-using DFS	27.13	22.65	11.62	20.21	25.92	11.85	9.59	10.19	13.30	16.94

Results on zero-shot code-to-code search task.



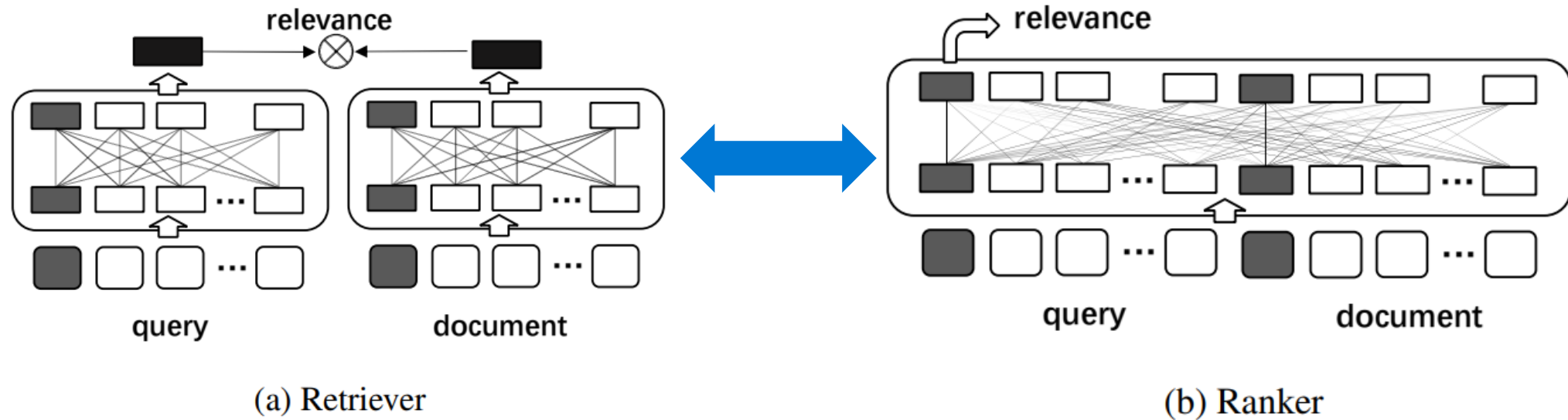
Code Retrieval



I want to write a quick sort algorithm.

```
1 quicksort(type s[], int l, int h)
2 {
3     int p; //index of partition character
4
5     if((h - l) > 0){
6         p = partition(s,l,h);
7         quicksort(s,l,p-1);
8         quicksort(s,p+1,h);
9     }
10
11 int partition(type s[],int l, int h)
12 {
13     int i;    //counter
14     int p;    //partition index
15     int firsthigh //Any elements to its left are < p,
16                 //while firsthigh is >=p
17     p = h;
18     firsthigh = l;
19     for(i=l; i<h; i++){
20         if(s[i] < s[p]){ //found a value < p, so do a swap
21             swap(&s[i],&s[firsthigh]);
22             firsthigh++;
23         }
24     }
25     //Now, put the p value at the firsthigh
26     //position, so that it is between the < p group
27     // and >= p group, i.e.    [ < s[p] ][ s[p] ][ >=s[p] ]
28     swap(&s[p],&s[firsthigh]);
29
30     return(firsthigh);
31 }
```

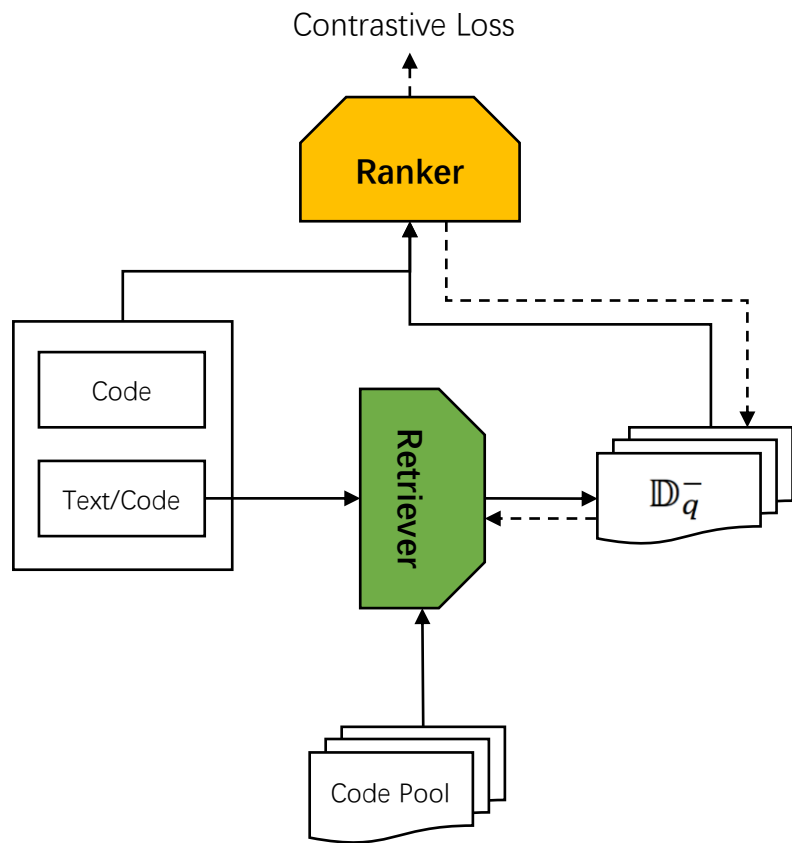

Jointly Optimize Single-tower and Two-tower Models



Jointly optimize two modules according to a minimax adversarial objective

- Retriever: retrieve negative documents to cheat Ranker
- Ranker: distinguish the ground-truth document and the retrieved ones by Retriever

Dense Retrieval w/ Adversarial Retriever-Ranker (AR2)



- **Text-Code pairs** come from CodeSearchNet
- **Code-Code pairs** come from AST-based ICT

$$J^{G^*, D^*} = \min_{\theta} \max_{\phi} \mathbf{E}_{\mathbb{D}_q^- \sim G_{\theta}(q, \cdot)} [\log p_{\phi}(d|q, d, \mathbb{D}_q^-)]$$

$$p_{\phi}(d|q, d, \mathbb{D}_q^-) = \frac{e^{\tau D_{\phi}(q, d)}}{e^{\tau D_{\phi}(q, d)} + \sum_{i=1}^n e^{\tau D_{\phi}(q, d_i^-)}}$$

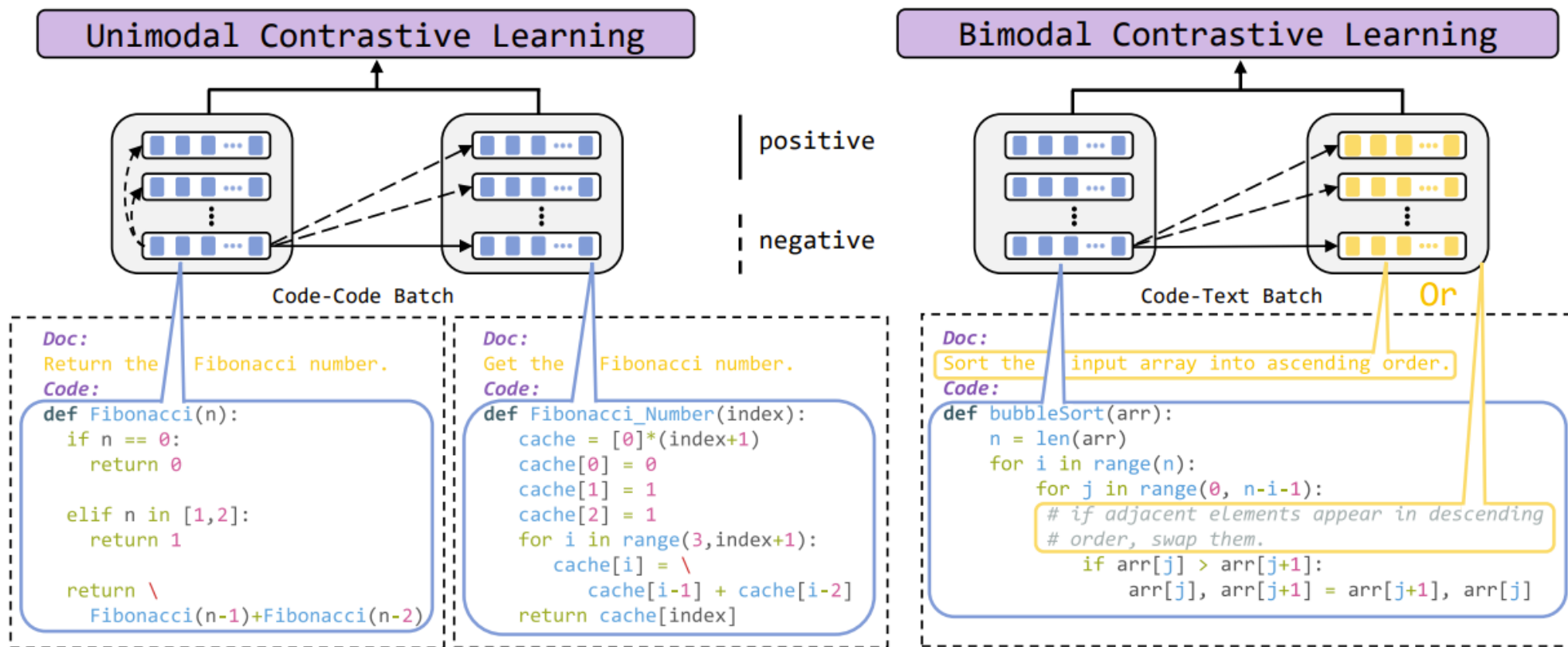
Retriever θ : try to find the hard negatives \mathbb{D}_q^- to cheat Ranker ϕ .

$$\theta^* = \operatorname{argmin}_{\theta} J^{\theta} = \mathbf{E}_{\mathbb{D}_q^- \sim G_{\theta}(q, \cdot)} [\log p_{\phi}(d|q, d, \mathbb{D}_q^-)]$$

Ranker ϕ : try to find the golden d from the negatives selected by Retriever θ .

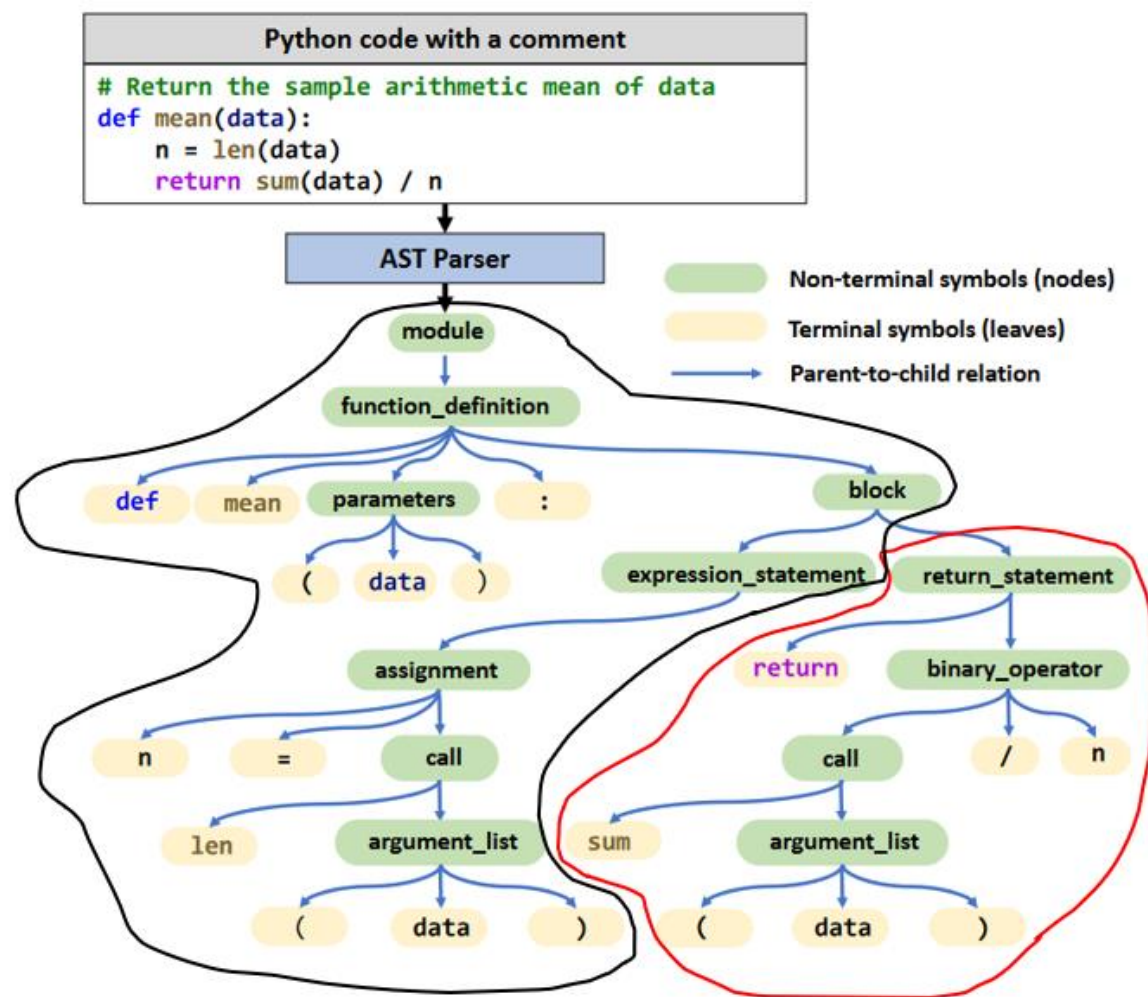
$$\phi^* = \operatorname{argmax}_{\phi} \log p_{\phi}(d|q, d, \mathbb{D}_q^-)$$

CodeRetriever (v1) with Contrastive Learning



1. CodeRetriever proposes a semantic-guided method to build positive code-code pairs based on the documentation and function names.
2. CodeRetriever uses unimodal (i.e., code-code) and bimodal (i.e., text-code) contrastive learning to learn function-level code representations and achieves new SOTA results on the text-to-code search task, comparing to several strong baselines.

CodeRetriever (v2) with AST-Based Inverse Cloze Test



Query Code: 

Answer Code: 

Motivation: compared with applying ICT of NLP (random sampling token span of code tokens as query), AST-based ICT can generate query-answer code pairs without syntax errors.

Evaluation on Code Search & Clone Detection

Code Search	CodeSearchNet (Husain et al., 2019)	CoSQA (Huang et al., 2021)	AdvTest (Lu et al., 2021)
CodeBERT	69.28%	27.20%	64.70%
GraphCodeBERT	73.63%	35.20%	67.50%
UniXcoder	74.35%	70.10%	41.30%
CodeRetriever (v2)	76.56%	73.80%	44.80%

Clone Detection	CodeNet (zero-shot) (Puri et al., 2021)				POJ-104 (Mou et al., 2016)
	Ruby	Python	Java	Overall	MRR
CodeBERT	13.55%	14.39%	7.62%	11.85%	82.67%
GraphCodeBERT	17.01%	19.34%	13.31%	16.55%	85.16%
UniXcoder	29.05%	30.15%	16.12%	25.11%	90.52%
CodeRetriever (v2)	33.72%	32.78%	18.91%	28.47%	91.90%



Code Completion

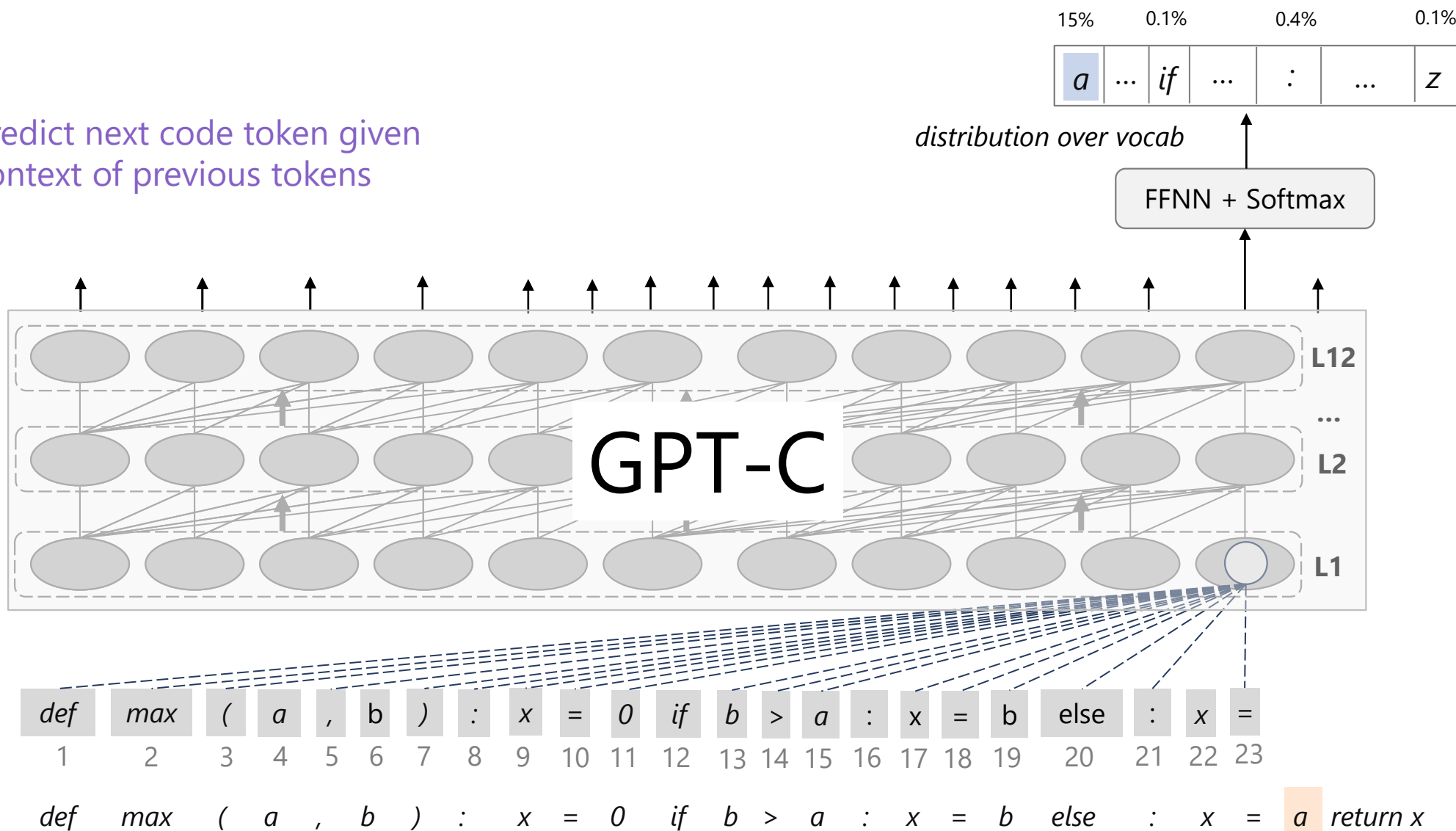
tensorflow_sample.py 1 ●

tensorflow_sample.py > ...

```
2  import numpy as np
3  import tensorflow as tf
4
5  # Model parameters
6  W = tf.Variable([.3], tf.float32)
7  b = tf.Variable([-.3], tf.float32)
8
9  # Model input and output
10 x = tf.placeholder(tf.float32)
11 linear_model = W * x + b
12
13 y = tf.placeholder(tf.float32)
14
15 # loss
16 loss = tf.reduce_sum(tf.square(linear_model - y))
17
18 opt
19
20
```


GPT-C (v1): Multilingual Code Completion Model

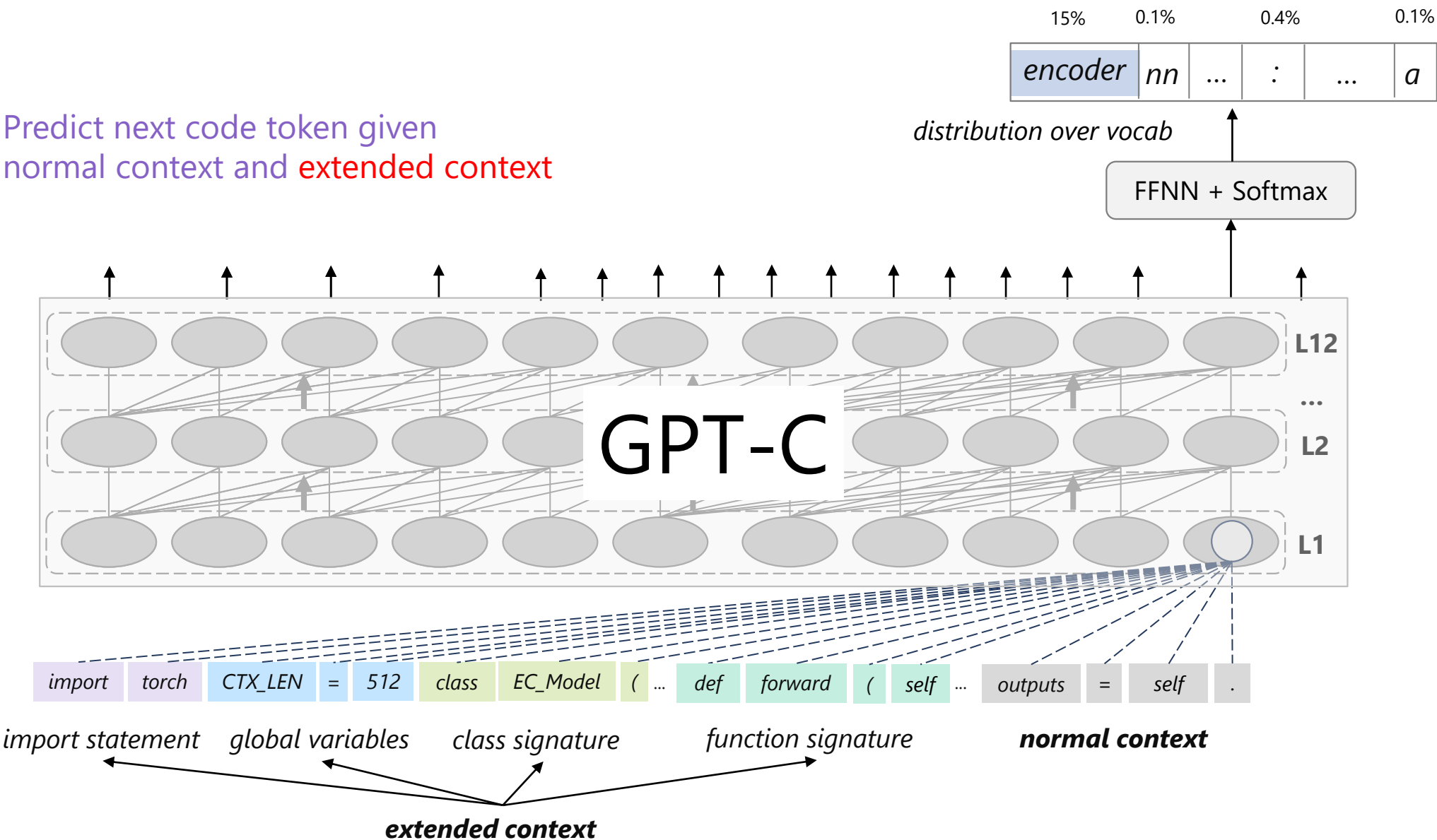
Predict next code token given
context of previous tokens



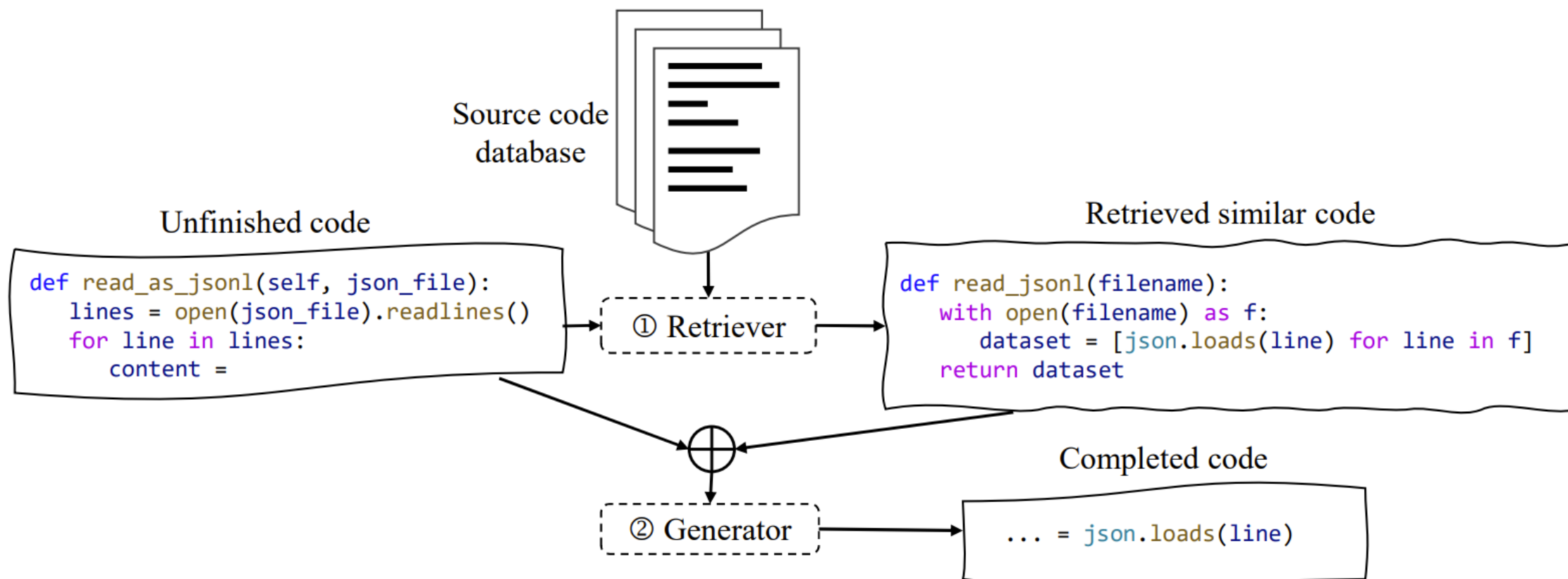
Trained for 10 PLs: JavaScript, C, Java, Go, PHP, Python, C++, C#, Ruby, TypeScript

GPT-C (v2) with Extended Context

Predict next code token given
normal context and **extended context**



GPT-C (v3) with Retrieved Similar Code



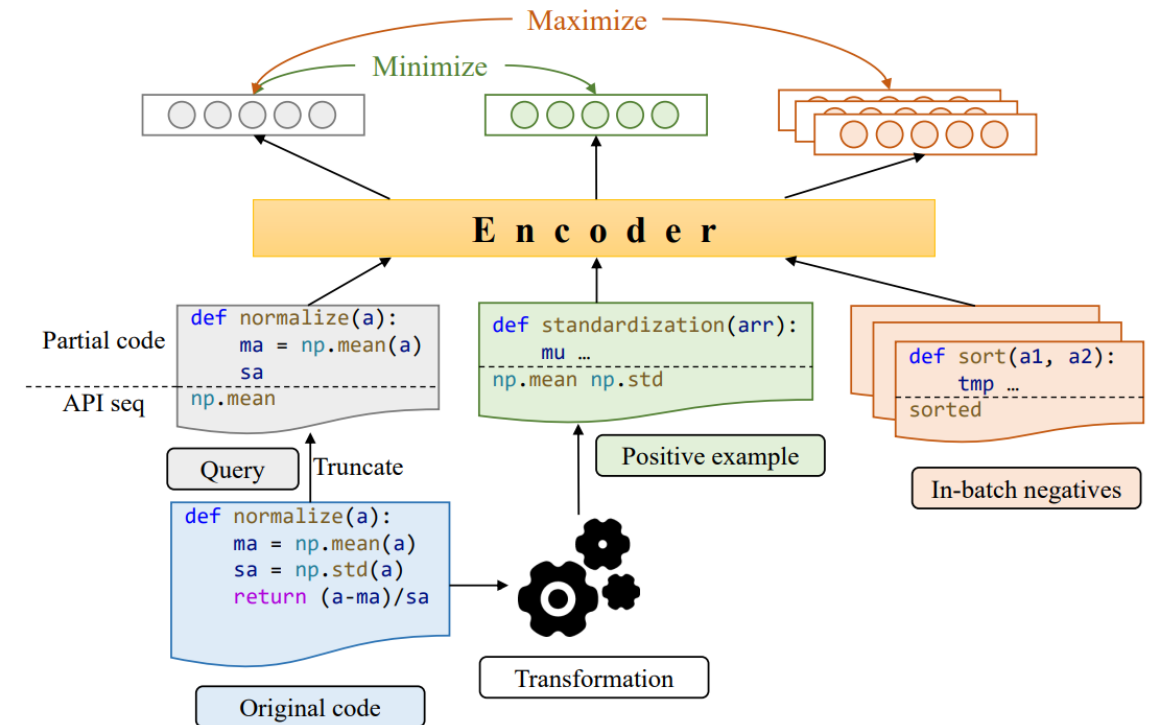
Code-to-Code Retrieval Pre-training

- **Goal**

- Partial code → Similar complete code

- **Contrastive pre-training**

- **query**: a random truncation of the original code + API sequence
- **+ instance**: the entire transformed code + API sequence
- **- instance**: in-batch negatives + API sequences



Semantic-Preserving Data Augmentation

```
import socket
def echo_server(client, timeout, bufsize):
    try:
        if timeout > 0:
            client.settimeout(timeout)
        get_buf = client.recv(bufsize)
        client.send(get_buf)
    except socket.timeout:
        pass
    client.close()
```

original python code

```
import socket
def get_mean(c, doc, local):
    try:
        if doc > 0:
            c.settimeout(doc)
            _user_id = c.recv(local)
            c.send(_user_id)
    except socket.timeout:
        pass
    c.close()
```

After renaming all variables

```
import socket
def echo_server(client, timeout, bufsize):
    try:
        if timeout > 0:
            client.settimeout(timeout)
        get_buf = client.recv(bufsize)
        if True:
            tmp = [x**2 for x in range(10)]
        client.send(get_buf)
    except socket.timeout:
        pass
    client.close()
```

After inserting dead code

- **Identifier renaming** is a method of renaming an identifier with another.
- **Dead code insertion** is to insert a dead code into a code fragment at a proper location.

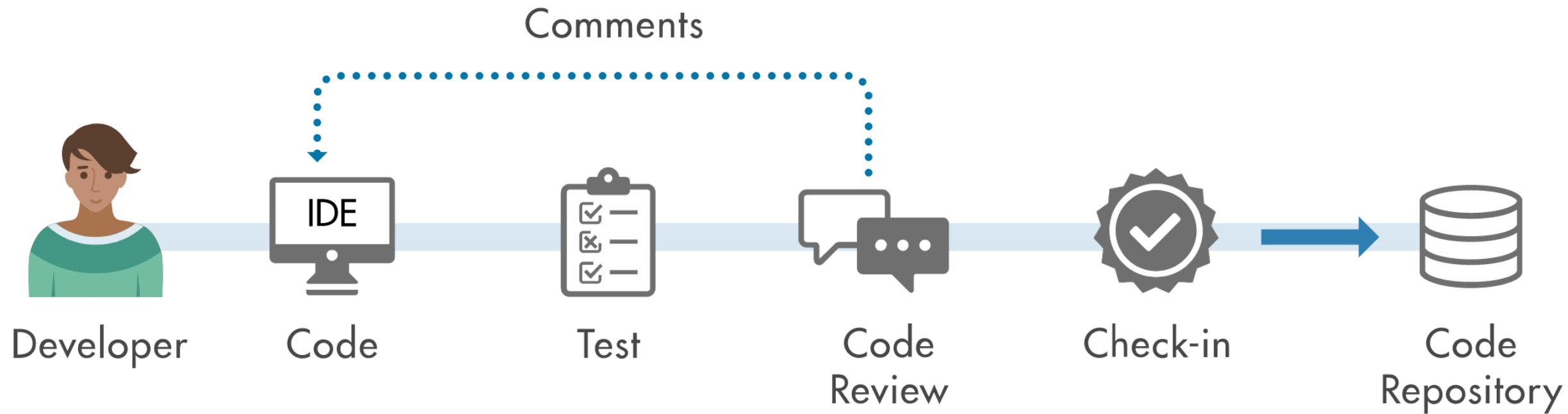
Retrieval-augmented Code Completion

Model	PY150			JavaCorpus		
	Perplexity	Exact Match	Edit Sim	Perplexity	Exact Match	Edit Sim
GPT-2	-	41.73	70.60	-	27.50	60.36
CodeGPT	2.502	42.18	71.23	4.135	28.23	61.81
CodeGPT-adapted	2.404	42.37	71.59	3.369	30.60	63.45
CodeT5-base	-	36.97	67.12	-	24.80	58.31
PLBART	-	38.01	68.46	-	26.97	61.59
ReACC-bm25	2.312	46.07	73.84	3.352	30.63	64.28
ReACC-dense	2.329	45.32	73.95	3.355	30.30	64.43
ReACC-hybrid	2.311	46.26	74.41	3.327	30.70	64.73

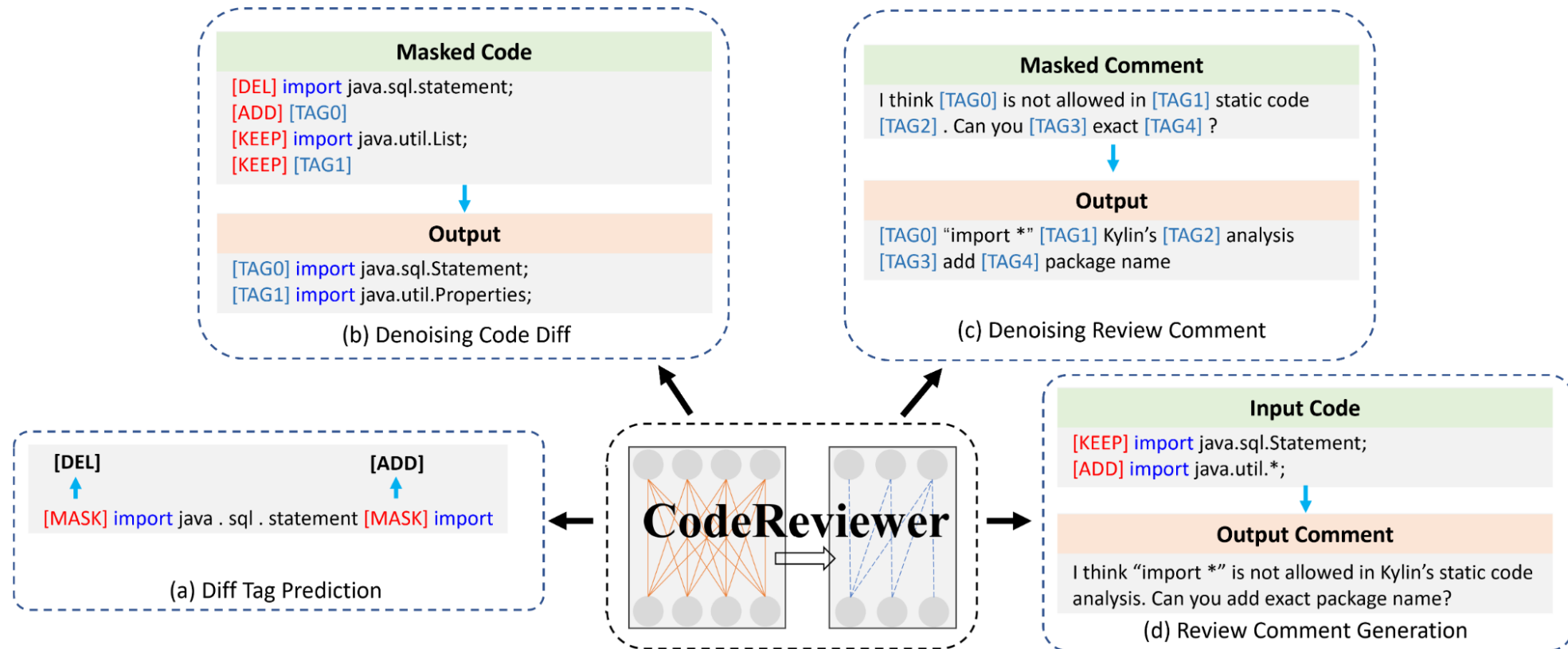


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Code Review & Refinement



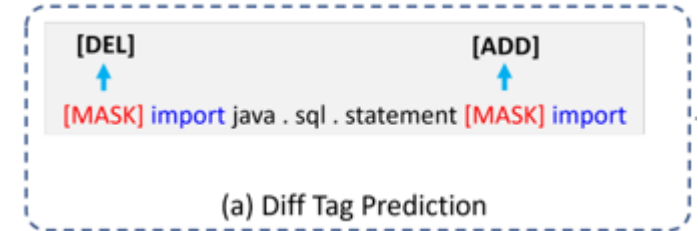
CodeReviewer for Automating Code Review Activities



Pre-training Tasks

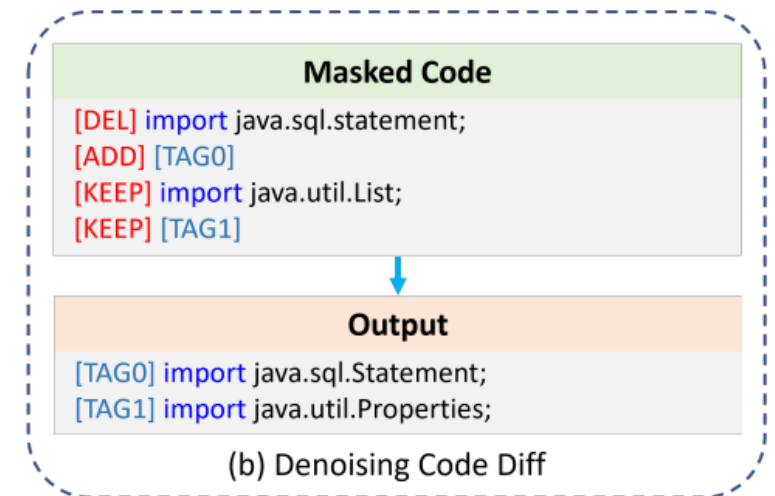
- Diff Tag Prediction

$$\mathcal{L}_{DTP} = - \sum_i \left(y_0^{(i)} \log p_0^{(i)} + y_1^{(i)} \log p_1^{(i)} + y_2^{(i)} \log p_2^{(i)} \right)$$



- Denoising Code Diff

$$\mathcal{L}_{DCD} = \sum_{t=1}^k -\log P_{\theta}(c_t | \mathbf{c}^{\text{mask}}, \mathbf{c}_{<t})$$



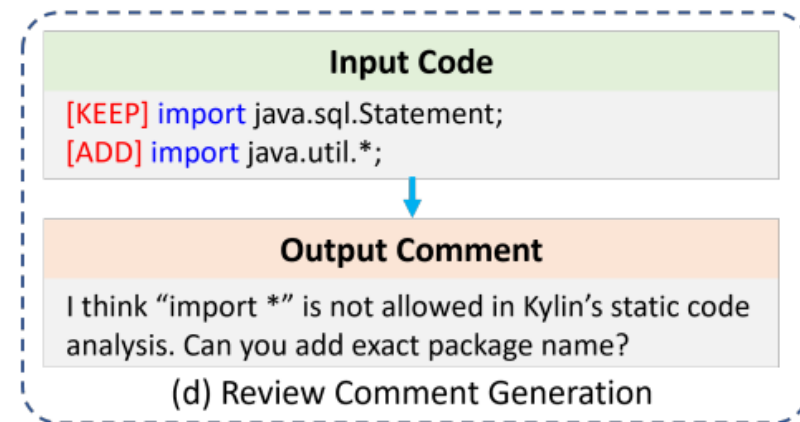
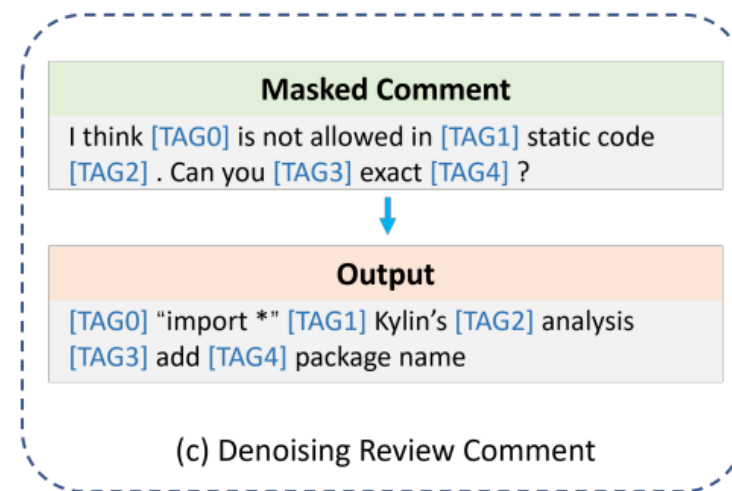
Pre-training Tasks

- Denoising Review Comment

$$\mathcal{L}_{DRC} = \sum_{t=1}^k -\log P_{\theta}(w_t | \mathbf{w}^{\text{mask}}, \mathbf{w}_{<t})$$

- Review Comment Generation

$$\mathcal{L}_{RCG} = \sum_{t=1}^k -\log P(w_t | \mathbf{c}, \mathbf{w}_{<t})$$



Code Review Dataset

1. CodeReviewer is pre-trained on the pull requests crawled from GitHub in 9 programming languages and establishes a benchmark dataset for code review activities.
2. Collected from projects who containing more than 1000 PRs.

Language	Ruby	Go	Php	Js	Python	Java	C++	C#	C	Total
# Project	72	146	92	194	195	175	133	77	77	1.2M
# (Diff, NL)	126k	410k	157k	293k	518k	467k	202k	199k	110k	2.5M
# Diff	90k	728k	215k	425k	887k	876k	474k	324k	292k	4.3M

Examples

```
public class MockExecutorLoader implements ExecutorLoader {
    public void unassignExecutor(int executionId) throws ExecutorManagerException {
        executionExecutorMapping.remove(executionId);
    }
+
+ @Override
+ public List<ExecutableFlow> fetchRecentlyFinishedFlows(long lifeTimeMs)
+     throws ExecutorManagerException {
+     return null;
+ }
}
```

Ground truth: I think we should return an empty list instead of null here.

T5: I don't think we need this.

CodeT5: I don't think this class belongs here.

Codex: I think this is a good idea.

CodeReviewer: return empty list instead?

```
public abstract class Directory implements Closeable {
    * @throws AlreadyClosedException if this Directory is closed
    */
    protected void ensureOpen() throws AlreadyClosedException {}
+
+ /**
+  * Implementations can override this if they are capable of reporting modification time
+  * of a file in seconds since the epoch.
+  */
+ public long fileModified(String name) throws IOException {
+     throw new UnsupportedOperationException();
+ }
+
+ }
```

Ground truth: I think we should avoid changing any lucene classes for the moment - fileModified() can probably stay where it is?

T5: Why do we need this method? I don't see it being used anywhere else.

CodeT5: Shouldn't this be synchronized as well?

Codex: should we make this abstract?

CodeReviewer: I think this should throw `FileNotFoundException` instead of `IOException`

Original Code:

```
private string ReplaceUnit(string resultText)
{
    var unitMap = Config.UnitMap.OrderBy(o => o.Key.Length).ToDictionary(o => o.Key, p =>
p.Value);
    foreach (var unit in unitMap.Keys)
    {
        resultText = resultText.Replace(unit, Config.UnitMap[unit]);
    }
    ...
}
```

Review comment: This should only happen once in initialization, can you move it out of this method?

CodeReviewer: (also the ground truth)

```
private string ReplaceUnit(string resultText)
{
    foreach (var unit in Config.UnitMap.Keys)
    {
        resultText = resultText.Replace(unit, Config.UnitMap[unit]);
    }
    ...
}
```

CodeT5:

```
private string ReplaceUnit(string resultText)
{
    foreach (var unit in Config.UnitMap.OrderBy(o => o.Key.Length).ToDictionary(o => o.Key,
p => p.Value))
    {
        resultText = resultText.Replace(unit, Config.UnitMap[unit]);
    }
    ...
}
```

T5:

```
private string ReplaceUnit(string resultText)
{
    var unitMap = Config.UnitMap.OrderBy(o => o.Key.Length).ToDictionary(o => o.Key, p =>
p.Value);
    foreach (var unit in unitMap.Keys)
    {
        resultText = resultText.Replace(unit, Config.UnitMap[unit]);
    }
    ...
}
```


Summary



- Visual Studio
- VSCode
- GitHub
- Bing
- Vertical Tasks
- Execution-based Code Pre-training
- Interactive Code Models
- Personalized Models for Code
 - Personalized variables, functions, APIs, coding styles, etc.
- Responsible Models for Code
 - Traceable predictions
- Code-centric Content Generation
- Code-centric Task Completion



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谢谢!

