

# Preference-Guided Refactored Tuning for Retrieval Augmented Code Generation

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## Abstract

Retrieval-augmented code generation utilizes Large Language Models as the generator and significantly expands their code generation capabilities by providing relevant code, documentation, and more via the retriever. The current approach suffers from two primary limitations: 1) **information redundancy**. The indiscriminate inclusion of redundant information can result in resource wastage and may misguide generators, affecting their effectiveness and efficiency. 2) **preference gap**. Due to different optimization objectives, the retriever strives to procure code with higher ground truth similarity, yet this effort does not substantially benefit the generator. The retriever and the generator may prefer different golden code, and this gap in preference results in a suboptimal design. Additionally, differences in parameterization knowledge acquired during pre-training result in varying preferences among different generators.

To address these limitations, in this paper, we propose **RRG** (Retrieve, Refactor, Generate), a novel framework for effective and efficient code generation. This framework introduces a **code refactorer module** between the retriever and the generator to bridge them. The refactoring process transforms the raw retrieved code

into a more concise, efficient, and model-friendly version. It eliminates redundant information and noise, reducing the input length. Consequently, the generator receives higher-quality context, enabling it to produce more accurate results with lower inference costs. We conducted comprehensive experiments on multiple datasets. In the experiments, we confirmed the existence of a preference gap between the retriever and the generator, and RRG effectively bridges this gap. Specifically, RRG achieved significant performance improvements, with increases of up to 28% on EM, 13% on BLEU, and 6.8% on CodeBLEU.

## Keywords

Retrieval-augmented Code Generation, Preference-guided Refactorer, Deep Reinforcement Learning

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## 1 Introduction

Large Language Models (LLMs) [35, 40, 47, 67] have attracted significant attention due to their extraordinary capabilities. Many studies [37, 63, 64] have applied them to code generation tasks with impressive performance. However, the rapid versioning of code repositories and the large syntactic gaps between programming languages make it difficult to meet expectations for LLMs solely based on in-parametric knowledge [24, 46]. Retrieval-augmented code generation (RACG) [32, 45, 68] significantly enhances the code

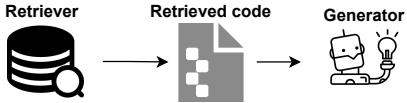
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## Conventional RACG



## Our RRG



**Figure 1: Comparison of two RACG frameworks.** The upper shows the conventional approach, where the retrieved code is directly fed to the LLMs directly, but this holds redundant information and is not model-friendly. The lower shows the RRG framework, where the retrieved code is refactored into concise, model-friendly code, which improves the effectiveness and efficiency of the generator.

generation capability of LLMs by utilizing them as generators and providing relevant knowledge through the retriever. Early explorations have alleviated the generator’s knowledge updating and long-tail [14, 66] problems to some extent by searching code repositories or retrieving solutions via Internet search engines [32, 68].

However, the existing approach suffers from the following limitations:

**i) Information redundancy.** Due to the inherent limitations of the retriever or external databases, some superfluous information is inevitably retrieved. If such redundant information is directly incorporated into the generator’s context, it may mislead the generator [21, 41], and potentially introduce misleading or harmful information, thereby impairing the generator’s overall performance. Additionally, the retriever may retrieve an excessive volume of related documents or code. This not only increases inference costs and risks getting lost in middle [25], but also results in the loss of critical information due to exceeding the context length limit for smaller models. Previous researches have explored removal of redundant information from the perspectives of information entropy and relevance [3, 12, 54, 56]. Generally, tokens with lower perplexity are deemed less crucial for the model’s contextual understanding [20], and tokens with lower relevance and perplexity are filtered out. This does not consider the relationship between code tokens, and the compressed code depends entirely on the raw code [30]. In the RACG pipeline, if the retrieved non-parameterized knowledge lacks relevant code, selective compression also fails to provide the generator with relevant code.

**ii) Preference gap.** From a human perspective, documents containing correct answers are the most helpful in RACG [9]. Therefore, the retriever is designed to retrieve the most relevant code to better assist the generator. However, our experiments reveal that code snippets more closely related to the reference answers do not necessarily enhance the generator’s effectiveness, as shown by the results presented in Table 3. The model may prefer a code snippet

with a clear code structure, low repetition, and novel knowledge not already incorporated into its parameterized knowledge during the pre-training process [6]. The difference between the golden code snippet preferred by the retriever and the generator is termed the preference gap. The existence of this preference gap renders the current RACG framework inadequate. Some studies [23, 42] have attempted to align them by jointly fine-tuning them or utilizing feedback signals from the generator. However, some LLMs accessed through APIs [47] cannot be fine-tuned in conjunction with the retriever, nor do they provide logits to compute certain feedback signals. Additionally, changes in the semantic representation of text following the retriever parameter tuning necessitate updating the external database index, which consumes substantial resources in practice.

To address the aforementioned issues, we propose the **RRG** (Retrieval, Refactor, Generation) framework. We inserted a new module, a code refactorer, between the retriever and the generator. Fig. 1 shows the difference between our RRG and conventional RACG. This module processes the retrieved code, providing the generator with more efficient and model-friendly contextual information.

We propose a two-stage training scheme to train a preference-guided refactorer. In the first stage, we use Supervised Fine-tuning (SFT) to train the refactorer for generative compression, and during this process, we inject knowledge from an external knowledge database into the refactorer. Even if the retrieved information lacks validity, the refactorer can still rely on its internal parametric knowledge to generate information that is more relevant to the answer. In the second stage, we bridge the preference gap by tuning the parameters of the refactorer while freezing those of both the generator and the retriever. Specifically, we treat the generator as a reward model and the refactorer as a policy model, using reinforcement learning to optimize the refactorer’s output to better align with the generator’s preference, guided by the generator’s performance on downstream tasks. Notably, after the first stage of training, the refactorer can leverage both non-parametric and internal parametric knowledge to meet the generator’s preference.

To comprehensively validate the performance of the RRG, we conducted extensive experiments across multiple datasets. The results demonstrate the remarkable flexibility and synergy of the RRG with any retrievers and generators, significantly enhancing the performance of the generator while reducing inference costs. In summary, our contributions are as follows:

- We propose a novel RACG framework, named RRG, achieved by incorporating a code refactorer module. Experimental results indicate that there indeed exists a gap between the retriever and the generator. This module compresses and optimizes the retrieved code, providing a more concise, efficient, and model-friendly context for the generator. Furthermore, it aligns this preference gap, thereby improving performance while reducing inference costs.
- To train the preference-guided refactorer, we design a two-stage training scheme that first empowers the refactorer to perform generative compression using both parametric and

non-parametric knowledge, and then optimizes the refactorer through feedback signals from the generator. This effectively bridges the preference gap between the retriever and the generator.

- Through extensive experiments on multiple datasets, we have verified that RRG significantly enhances the performance of generators of various types and scales in code generation tasks. This demonstrates its strong generalization capability and practical applicability.

## 2 Related Work

### 2.1 Pretrained Models for Code Generation

The evolution of LLMs has profoundly revolutionized the domain of code generation. While early LLMs [5, 34, 48] were not initially designed specifically for code generation, their pre-training incorporated a substantial amount of code corpus. This enabled them to exhibit remarkable proficiency in generating code. To further improve the performance of LLMs in code generation, various approaches [1, 51] have extended the pre-trained models using extensive code corpus. The code models like CodeLLaMA [38] and CodeGeex [67] have also built upon their base models to significantly enhance performance in code generation and comprehension. CodeGEN [29] takes a unique approach, perceiving code generation as a multi-round dialogue task, whereas AST-T5 [8] incorporates the syntactic intricacies of code into LLMs. These innovations underscore the vast potential of utilizing LLMs for code generation.

### 2.2 Retrieval-Augmented Generation

RAG [23, 49] enhances LLMs by retrieving relevant knowledge from external knowledge databases, significantly improving the performance of LLMs in knowledge-intensive domains. Researchers continuously optimize the RAG pipeline from three perspectives: what, when, and how. **What** refers to what to use to enhance LLMs, such as Internet search engine [19, 26], knowledge graph [43, 53], phrase [17, 28], token [16], and chunk [49]. **When** refers to when to retrieve. Due to the limitation of one-time retrieval at the beginning, Flare [13] proposes adaptive retrieval for more flexible and efficient knowledge acquisition. Self-RAG [2] enables the generator to reflect and improve its effectiveness through more comprehensive post-retrieval processing. **How** refers to how to use the retrieved information. RECOMP [54] and PRCA [57] compress and extract the retrieved information, providing a more effective context for the generator. RETRO [4, 50] inputs the vectorized retrieved information into the internal of the model.

Additionally, BGM [15] starts from the preferences of humans and LLMs, while we begin by studying the gap between the retriever and the generator. Additionally, BGM introduces a reranker, whereas our approach is more akin to a compressor module.

### 2.3 Retrieval-Augmented Code Generation

In the field of code generation, many studies on RACG have emerged in recent years. Classic works such as REDCODER [32], ReACC , and DocPrompt [3] assist in tasks like code generation, summarization, and completion by retrieving external contexts and documents.

Many studies further optimize naive RACG. KNN-TRANX [65] further optimized retrieval results through syntax awareness. LAIL [18] trained retrievers using signals from LLMs to align preferences. RepoFuse [22] and APICoder [59] reduced the retrieval granularity to private function libraries, enhancing the practicality of RAG. RepoCoder [60] optimized retrieval through iterative retrieval, though it incurred significant costs. Repoformer and ARKS [45] improved efficiency and reduced costs through active retrieval. Toolcoder [62] and Codeagent [61] apply the agent-based approach, allowing LLMs to use APIs and various tools to complete code generation.

Existing research in RACG has achieved notable progress. Nevertheless, it has overlooked addressing the preference gaps between the retriever and the generator, and it has failed to incorporate parameterized knowledge to guide the generator. In contrast, our work introduces a refactoring module designed to bridge the preference divide between the retriever and the generator. By harnessing both parameterized and non-parameterized knowledge, this module equips the generator with a richer, higher-quality contextual background.

## 3 Approach

### 3.1 Overview

We present our overall architecture and the two-phase training scheme in Fig. 2. Given query  $q$ , the retriever will use a retrieval algorithm to fetch the top-K most relevant codes to  $q$  from external knowledge databases. Subsequently, the code refactorer then converts the retrieved code into concise and model-friendly code. After concatenating the refactored code with  $q$  using special tokens, the combined input is then fed to the generator to generate targeted code.

**External knowledge databases.** This can be either nl-code pairs or code documentation. We expect the external knowledge database to contain information related to the  $q$ .

**Retriever.** It retrieves the most relevant documents from external knowledge databases using a search algorithm, typically a vector retrieval algorithm. This generally requires two semantic representation models for a given corpus  $C$  and  $q$ . The corpus encoder maps the natural language in  $C$  to an n-dimensional vector, while the query encoder maps  $q$  to an n-dimensional vector. Semantic similarity is measured based on the similarity between these vectors, which is typically calculated using the dot product.

$$S(q, NL_i) = E_{corpus}(NL_i) \cdot E_{query}(q) \quad (1)$$

where  $E_{corpus}$  and  $E_{query}$  are the semantic representation models for corpus and queries respectively. And  $NL_i$  is the natural language in (NL-code) pairs.

However, this approach faces the problem of unclear expressions and inaccurate semantic representations, necessitating the consideration of sparse algorithms based on word frequency. We use the BM25 algorithm to perform a second recall on the documents retrieved by semantic retrieval.

**Refactorer and Generator.** We introduce a code refactorer module between the retriever and the generator. This module processes the query  $q$  along with the top-K relevant codes retrieved by the retriever, with the goal of extracting concise, model-friendly code snippets to better guide the generator. The generator, on the

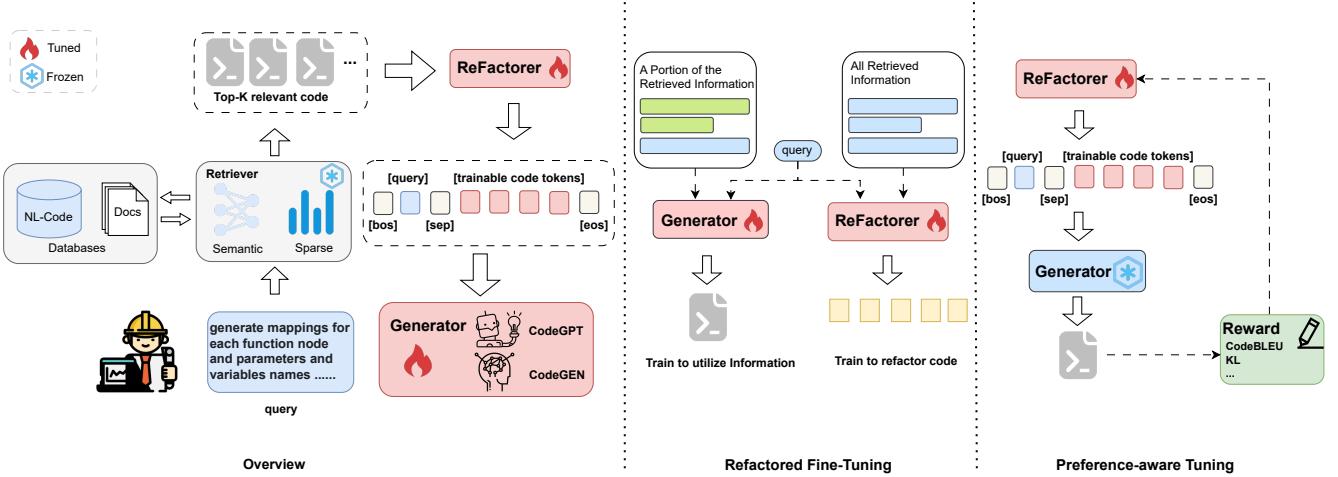


Figure 2: The overall architecture of our proposed RRG with Preference-Guided Refactored Tuning.

other hand, focuses on directly generating the target code based on the refined contextual information and query  $q$ . We aim for the refactorer to both act as a compressor and align the preferences of the retriever and the generator [15]. To achieve this, we optimize the refactorer and the generator through a two-stage training scheme.

### 3.2 Stage 1: Refactored Fine-Tuning

During the refactored fine-tuning phase, we train the refactorer to generate compressed code based on human preference, and we train generators to use external knowledge for generating target code. In this section, we provide a detailed description of how to supervise the training of the refactorer and the generator.

**3.2.1 Training to refactor code.** The process of refactoring aims to condense the retrieved code to generate higher quality code snippets. At this stage, our focus is solely on refactoring the code, without considering alignment preferences. RACG is an open-book generative task. From a human perspective, providing relevant code snippets that closely resemble the target code significantly enhances the generator's performance. Consequently, we directly train the code refactorer to produce the target code, ensuring that the generated code closely aligns with our expectations. This condenses the retrieved code into a more concise form. Furthermore, we integrate knowledge from the query, relevant code, and target code into the refactorer, enabling it to produce code tokens pertinent to the query, even when the information retrieved by the retriever may not be perfectly relevant.

We formalize this task as a sequence-to-sequence code generation task, i.e., generative-compression. To realize the code refactorer, we employ encoder-decoder models such as T5 [34] and CodeT5 [51, 52]. Such architectures perform well on summarization and generation tasks.

Specifically, we concatenate the top-k retrieved codes with query  $q$  via special tokens, where these k codes are also separated using special tokens and ranked based on their natural language relevancy to the query. Subsequently, the encoder model of the code

refactorer takes in this sequence of tokens and generates an implicit vector representation that contains the contextual information of the original inputs, based on which the decoder generates tokens successively in an autoregressive mode. The actual output is a probability distribution of tokens, which is transformed into code tokens displayed in the vocabulary through a sampling strategy. The decoder continuously predicts the next token based on the generated tokens until the end-of-sequence token [EOS] is generated.

We use cross-entropy loss function to measure the disparity between the refactorer's output and the golden code, optimizing continuously to minimize this disparity, thus bringing the generated code closer to the expected target. The cross-entropy loss function is as follows:

$$\text{Loss} = -\frac{1}{T} \sum_{t=1}^T \sum_{i=1}^V y_t(i) \cdot \log(p_t(i)) \quad (2)$$

where  $T$  is the length of the sequence,  $V$  is the size of the vocabulary, and  $y_t(i)$  and  $p_t(i)$  are the probabilities of the  $i$ -th word in the vocabulary at time step  $t$  according to the true distribution and the model's predicted distribution, respectively.

**3.2.2 Training to utilize information.** To address context-based code generation tasks, we choose autoregressive models (e.g., GPT-3 [5], CodeGPT [27], etc.) as generators, which show excellent performance in generative tasks. In traditional code generation tasks, the generator produces the target code solely based on a given query. However, in the RACG framework, the input of the generator combines the query and the retrieved code. In order to adapt to the specific input form, we fine-tuned the generator. In addition, in the RRG framework, to ensure that the generator matches the output of the refactoring, we limit the length of the relevant code in the SFT phase to the same maximum output length of the refactorings. By cropping the relevant code through a specifically set window, we can shorten the input context length for the model. This not only reduces the complexity of training but also allows the model to concentrate on extracting crucial information from the limited context,

thus facilitating the generation of the target code. Specifically, the input to the model contains the query  $q$  and the cropped relevant code. First, we use the generator's tokenizer to process the relevant code with the splitter, and adjust its length to a fixed-length relevant-code<sub>*cropped*</sub> by cropping or padding operations. Subsequently, we concatenate the processed  $q$ , relevant-code-cropped, and the target code via a special token.

During training, we calculate the loss by comparing the probability distribution of the predicted next tokens at corresponding positions in the target code with the ground truth tokens. Specifically, we utilize the cross-entropy loss function to measure the discrepancy between the predicted and the ground truth distributions.

### 3.3 Stage 2: Preference-aware Tuning

In the preference-aware-tuning phase, the refactorer is expected to align the preference of the retriever and the generator based on the non-parameterized knowledge and the internal parameterized knowledge. We treat the generator as a reward model and the refactorer as a strategy model [44]. We adjust the behavior of the strategy model based on the direct performance of the generator on downstream tasks. The code refactorer's action at a time step is to generate a token. However, using the reward model to give feedback on every token would be resource-intensive and could lose the global perspective, neglecting the relationship between tokens. Therefore, we take into consideration the start of the refactoring from the beginning of token generation to the generation of [EOS] token, i.e., the generation of a complete sentence, as the action of one time step of the refactorer [58]. To avoid training instability caused by the significant disparity between the initial refactorer's output and the generator's preference, we employ a PPO [39] strategy that is more suitable for our scenario.

In Equation 3, the policy loss function of the PPO algorithm is presented. This is a clipped objective function that improves the training stability of the policy by limiting the changes made to the policy during each training epoch.

The ratio  $r_t(\theta)$  is defined as the probability of taking action  $a_t$  under the current policy  $\pi_\theta$  divided by the probability of taking the same action under the previous policy  $\pi_{\theta_{old}}$ , expressed as:  $r_t(\theta) = \frac{\pi_\theta(a_t|s_t)}{\pi_{\theta_{old}}(a_t|s_t)}$ . This ratio indicates the relative change in the likelihood of selecting an action between the current and previous policies. It is computed based on the probabilities  $\pi_\theta(a_t|s_t)$  and  $\pi_{\theta_{old}}(a_t|s_t)$ , which represent the likelihood of taking action  $a_t$  given state  $s_t$  under the current and previous policies, respectively.

$$L^{CLIP}(\theta) = \hat{\mathbb{E}} \left[ \min(r_t(\theta)\hat{A}_t, \text{clip}(r_t(\theta), 1 - \varepsilon, 1 + \varepsilon)\hat{A}_t) \right] \quad (3)$$

where  $r_t(\theta)$  is the policy ratio. The clipping operation restricts the policy ratio  $r_t(\theta)$  within the range  $[1 - \varepsilon, 1 + \varepsilon]$  to prevent large policy updates and ensure training stability.

$\hat{A}$  is an estimate of the advantage function. According to the original PPO [39], we generally use Generalized Advantage Estimation (GAE) to compute the advantage function. The GAE formula is as follows:

$$\hat{A}^{GAE(\gamma, \lambda)} = \sum_{l=0}^{\infty} (\gamma \lambda)^l \delta_{t+l}^V \quad (4)$$

where  $\gamma$  is the discount factor, typically used to measure the present value of future rewards.  $\lambda$  is the smoothing factor in GAE, controlling the trade-off between bias and variance.  $\delta_{t+l}^V$  is the Temporal Difference (TD) error at time step  $t + l$ , defined as  $\delta_t^V = r_t + \gamma V(s_{t+1}) - V(s_t)$ .

It is important to set a sensible reward  $R_t$ . An intuitive design in aligning preference is to directly compute the score from the code snippets generated by the generator and ground truth directly. However, this does not take into consideration the features of the code generation task. Shorter code is generally easier to generate, resulting in higher reward. The corresponding relevant code is also shorter, leading the refactorer to conclude that generating shorter code increases the generator's performance, thus consistently producing more concise code snippets. During the reinforcement learning training process, the refactorer may generate tokens that could confuse the generator. To address this, we incorporate Kullback-Leibler divergence (KL) into the reward function to ensure that the output distribution of the policy model remains close to that of the original model. The final reward function is:

$$R_t = \text{CodeBleu}(GT_t, \text{output}_t) \cdot \sqrt{\text{len}(\text{tokenizer}(GT_t))} - \beta \text{KL} \quad (5)$$

where  $GT$  stands for ground truth,  $\text{output}$  represents the output of the policy model, and  $\text{KL}$  calculates the difference in output distribution between the policy model and the standard model. The standard model refers to the policy model before training.

## 4 Experimental Setup

### 4.1 Datasets

To validate the effectiveness of RRG and simulate a RAG configuration, we utilize two datasets. We constructed an external knowledge base by merging the training, validation, and test sets from these datasets. To enhance data quality, we employed both javalang and Python's built-in AST (Abstract Syntax Tree) tools to filter out code with syntax errors. We then built a retrieval library and randomly selected 30,000 samples from the original training set to create a new, more refined training dataset. Although this significantly reduce the training set size, our model, after adopting SFT, still exhibited good performance, albeit slightly below the publicly available metrics.

The statistical information of the datasets and the code tokens for different dataset settings are shown in Table 1. It is worth noting that we trained the entire framework using only the sampled datasets without generating new data.

- **CodeSearchNet** [11] is a dataset with 2 million annotated code pairs extracted from open source libraries hosted on GitHub. The dataset contains code and documentation for 6 programming languages. We utilize the python and java portions of the dataset.
- **ConCode** [27] is a highly specialized dataset for the java language, which incorporates natural language descriptions that cover not just the requirements but also the environment variables. Models using this dataset are expected to (a)

**Table 1: Dataset Statistics.** Code, NL, and Relevant refer to the average lengths after tokenization by CodeGPT. Relevant indicates the code retrieved by the retriever. Code tokens indicates the maximum length we set for the output generated by the refactorer.

Dataset	Lang.	Train	Valid	Test	Code	NL	Relevant	Code tokens
CodeSearchNet	java	454,451	15,328	26,909	152	58	449	168
	python	412,178	23,107	22,176	184	68	556	168
ConCode	java	100,000	2,000	2,000	40	252	126	64

exhibit a profound comprehension of the natural language description, translating it into environment variables, library API calls, and user-defined methods within the class, and (b) confidently ascertain the structure of the resulting code.

## 4.2 Base Models

To verify the robustness of our framework, we set up multiple retrievers and generators.

**Base models for Retriever.** We employ two types of retrievers: sparse retriever and dense retriever. For the sparse retriever, we use the BM25 algorithm to assess relevance. As for the dense retriever, we have utilized two different sets of semantic representation models: UAE-Large-V1 and mxbai-embed-large-v1. The similarity between the semantic representations is used to evaluate the similarity of the content. Since we are calculating the similarity between text semantics, we randomly selected two embedding models without the need to choose a model trained for code search. It is important to note that sparse retrieval often captures the lexical features of the text, while dense retrieval is more focused on capturing semantic features, resulting in different performance characteristics between the two approaches.

**Base models for Generator.** We set up multiple autoregressive language models with different scales of parameters and different pre-training methods:

- GPT-2 [33] is a transformer model pre-trained on a large english corpus via self-supervised learning without requiring manual annotation. Widely applied across various natural language processing tasks, it has not undergone downstream task fine-tuning. We employ models of sizes 170M and 330M in our experiments.
- CodeGPT [27] shares similarities with the GPT-2 architecture but is trained on code corpora. Specifically, we utilize CodeGPT-small-java-adapted for java program and CodeGPT-small-py-adapted for python program.
- CodeGEN [29] describes the process of generating code as a multi-round dialogue between the user and the system. This approach aims to significantly improve code generation performance by validating the effectiveness of the dialogic code generation paradigm. We use the CodeGEN-350M-mono version for experiments.
- PolyCoder [55] is based on the GPT-2 architecture and trained on a corpus of 12 programming languages, it performs better in C programming . We use 160M-sized models in our experiments.

**Base models for Refactorer.** For the refactor module, we adopted the 60M parameter version of CodeT5 [52], a unified pre-trained transformer model.

## 4.3 Metrics

In line with previous research, we utilize three key metrics to assess the quality of code generation in our method: Exact Match (EM), BLEU [31], and CodeBLEU [36]. EM determines whether the generated code is an exact match with the reference code. BLEU is an n-gram based metric that gauges the similarity between the generated code and the reference code, with scores ranging from 0 to 1. CodeBLEU, a variant of BLEU, is specifically designed for code generation tasks and takes into account the syntactic structure of the code.

When examining the impact of the different retrievers on performance of RRG, we introduce a new set of evaluation metrics, which includes cosine similarity and Levenshtein distance [10]. Both metrics aim to quantify the similarity between texts, albeit using different computational principles and applications. Cosine similarity is based on a vector space model, while Levenshtein distance calculates the minimum single-character edit distance between two text sequences.

## 4.4 Implementation Details

For dense retrieval, we utilize the FAISS [7] database to store embeddings and similarity matching. For sparse retrieval, we implement it using the python library rank-bm25. We adopt a two-stage retrieval approach, setting Top-K<sub>1</sub> to 10 in the first stage and Top-K<sub>2</sub> to 3 in the second stage and utilize swifter to expedite pandas processing. In refactored fine-tuning phase, we set batch-size to 16, epoch to 10, and learning rate to 1e-5. During the preference-aware tuning phase of training, we also set the learning rate to 1e-5, batch-size to 16, and train for a single epoch using the first 5k entries in the dataset, with the KL scatter weight set to 0.5. The block-size of the generator and the refactorer is set to 512, and all experiments are conducted on four NVIDIA GeForce RTX 3090s.

## 5 Experimental Results

### 5.1 Research Questions

In the evaluation, we focus on the following five research questions:

- **RQ1:** Does the RRG framework improve the effectiveness over RAG?
- **RQ2:** What is the effect of various retrievers on the performance of the RRG framework?
- **RQ3:** How do code tokens of varying lengths influence the RRG's performance?
- **RQ4:** What is the impact of the preference-aware tuning stage on RRG?
- **RQ5:** How is the generalization performance of the frozen refactorer?

To investigate RQ1, we utilize two distinct datasets to simulate various scenarios. The ConCode dataset is characterized by relatively short code snippets with high similarity, introducing significant noise to the generator. In the RAG approach, all retrieved information is directly provided to the generator, whereas in the RRG framework, the generator solely refers to the output generated by the refactoring. Conversely, the CodeSearchNet dataset comprises longer and more intricate code, frequently exceeding the contextual window prescribed by the model. This complexity poses a challenge for the generator to produce precise outputs. Hence, we restrict the output size of both the retriever in RAG and the refactoring in RRG to a uniform length which is shown as code tokens in Table 1. The objective of these experiments is to affirm the efficacy of the RRG framework in enhancing the RAG model under diverse conditions.

Due to limited resources, all subsequent experiments for RQ2–RQ4 are conducted on both the ConCode and CodeSearchNet-java datasets. For RQ2, we configure multiple retriever settings to assess the robustness of RRG against variations in the retriever. Regarding RQ3, we systematically adjust the maximum length of code tokens in the refactoring's output and conduct extensive parameter experiments to scrutinize how diverse lengths influence RRG's performance. As for RQ4, we further delve into the significance of preference-aware tuning within RRG. By comparing experimental results across different datasets, generator models, and code token length settings, we thoroughly examine the impact of this training strategy on overall performance. For RQ5, in order to study the generalizability of the frozen refactoring, we directly transferred the trained refactoring to another different combination to observe the effects.

## 5.2 Does the RRG framework improve the effectiveness over RAG?

To answer the RQ1, we evaluate the effectiveness of different generator models in code generation under various frameworks, and the experimental results are presented in Table 2.

**RAG vs. SFT:** Providing the generator with relevant code during both training and inference phases led to performance gains. This suggests that supplying the generator with contextual or guiding information effectively reduces the search space and allows the generator to focus on generating code relevant to the given task. The enhancement is more pronounced on the CodeSearchNet.

**RRG vs. RAG:** Overall, our proposed method RRG shows improvements in various metrics on both datasets while reducing the generator's cost. On the ConCode dataset, guiding the generator with the output from the refactoring leads to significant improvements across all metrics. Specifically, on the ConCode dataset, the EM metric increased by up to 28%, the BLEU metric improved by 9%, and CodeBLEU rose by 4.7%. On the CodeSearchNet dataset, the EM metric increased by a maximum of 28%, BLEU rose by up to 13%, and CodeBLEU improved by a maximum of 6.8%. This indicates that RRG exhibits good robustness and can enhance the performance of any generator on downstream tasks.

In the ConCode, there is a high degree of code similarity but significant differences in the implemented functions. The generator encounters more noise in the relevant codes retrieved by the retriever, which can mislead the generator, increase inference costs,

and cause it to lose in middle. Directly inputting these relevant codes into the generator does not yield the best results. In RRG, removing redundant information and generating shorter, more efficient, and model-friendly code through refactorings significantly improves the generator's effectiveness.

The diversity of the CodeSearchNet is significantly higher than that of ConCode. When dealing with complex code, the refactoring proves capable of generating model-preferred formats. Remarkably, within the same context length, the refactored code demonstrates superior quality, thereby boosting the generator's overall effectiveness.

We observe that the CodeGEN performed worse on various datasets compared to models with fewer parameters. Comparing the results of GPT2-m and GPT2-s illustrates that models with larger parameters tend to achieve better performance. Therefore, the unusual performance of the CodeGEN may be attributed to its pre-training methodology, where the discrepancy between the pre-training and fine-tuning tasks has contributed to its inferior performance. Nonetheless, RRG still enhances the effectiveness of the CodeGEN.

**ANS to RQ1:** In most configurations, RRG can significantly enhance the performance of the generator and reduce its inference costs, demonstrating the robustness and effectiveness of RRG.

## 5.3 What is the effect of various retrievers on the performance of the RRG framework?

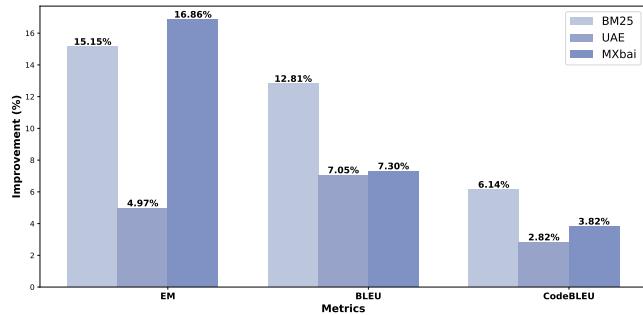
To answer RQ2, we compare the improvements of RRG on generator performance under different retriever settings, including sparse retrieval BM25 and two semantic retrieval models. Table 3 shows the retrieval results of these retrievers in naive RAG and their generator output. Fig. 3 shows the improvement of the generator by the RRG framework.

On the one hand, the experimental results show that the BM25 algorithm retrieves the worst results. Because natural language descriptions contain some useless words, recalling the target code based on lexical features alone does not meet human preferences. On the other hand, the other vector retrievers differ in the number of parameters and pre-training methods, leading to differences in retrieval results. It is worth noting that the performance of the generator is not always directly correlated with the performance of the retriever. Although mxbai, which had the best results on each dataset, is used to guide the generator, the optimum generation results are not obtained. Similarly, BM25 does not lead to the worst generator results. For example, on the ConCode dataset, the generator produces the worst generation accuracy when using mxbai, whereas on the CSN-java dataset, BM25 achieves the best results on both metrics. This suggests that there is indeed a preference gap between the retriever and the generator.

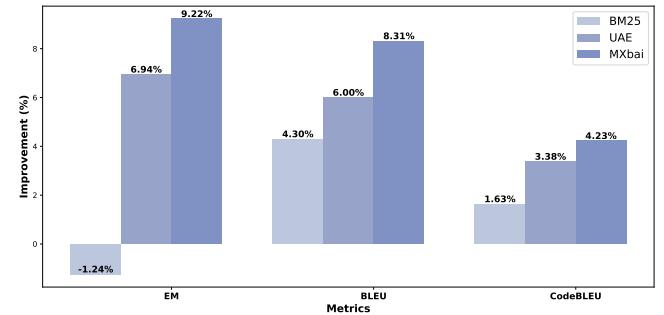
Overall, as shown in Fig. 3, the RRG framework can bridge the preference gap between the retriever and the generator by inserting a refactoring between them. On the ConCode dataset, RRG can improve the EM metric by up to 16.86%, BLEU by up to 12.81%, and CodeBLEU by up to 6.14%. On the CSN-java dataset, it can improve EM by up to 4.30%, BLEU by 6.94%, and CodeBLEU by 9.22%. This demonstrates the robustness of RRG in the face of different

**Table 2: Comparing the performance of different generators in RRG and RAG frameworks. The results are based on ConCode and CodeSearchNet. The refactorer is based on CodeT5-small. The retriever employs a dual-stage retrieval that incorporates UAE and BM25.**

Base model	Method	ConCode			CodeSearchNet-java			CodeSearchNet-python		
		EM	BLEU	CodeBLEU	EM	BLEU	CodeBLEU	EM	BLEU	CodeBLEU
GPT2-s	SFT	15.40	27.42	47.54	4.10	23.68	35.32	0.350	10.14	22.27
	RAG	16.75	37.08	52.86	6.65	35.07	45.57	1.0	17.33	28.94
	RRG	<b>19.00</b>	<b>38.32</b>	<b>54.52</b>	<b>7.05</b>	<b>37.61</b>	<b>47.31</b>	<b>1.15</b>	<b>19.42</b>	<b>30.92</b>
PolyCoder	SFT	15.67	28.60	47.99	4.03	24.13	35.54	0.4	11.63	23.82
	RAG	17.80	37.6	53.77	7.3	34.53	45.53	1.40	18.82	30.10
	RRG	<b>21.41</b>	<b>39.26</b>	<b>55.67</b>	<b>8.0</b>	<b>35.50</b>	<b>45.77</b>	<b>1.40</b>	<b>19.63</b>	<b>31.25</b>
CodeGen	SFT	11.40	26.82	45.44	3.9	24.44	35.71	0.35	10.45	24.32
	RAG	11.85	31.73	49.74	<b>6.9</b>	34.42	<b>45.04</b>	<b>1.25</b>	18.96	30.15
	RRG	<b>15.11</b>	<b>33.76</b>	<b>51.26</b>	6.55	34.69	44.71	1.19	<b>19.37</b>	<b>30.22</b>
GPT2-m	SFT	16.45	29.00	48.36	4.8	25.11	36.55	0.54	11.33	23.16
	RAG	17.55	36.77	53.05	<b>7.45</b>	33.80	45.00	<b>0.95</b>	17.83	29.22
	RRG	<b>20.86</b>	<b>40.22</b>	<b>55.55</b>	7.25	<b>35.07</b>	<b>45.38</b>	0.90	<b>18.36</b>	<b>30.04</b>
CodeGPT	SFT	15.85	28.58	48.36	4.40	24.01	36.12	0.4	11.85	23.65
	RAG	17.40	36.85	53.19	7.3	34.61	45.64	1.05	18.12	29.46
	RRG	<b>20.21</b>	<b>39.40</b>	<b>55.49</b>	<b>8.20</b>	<b>37.89</b>	<b>47.63</b>	<b>1.35</b>	<b>20.50</b>	<b>31.36</b>



(a) The improvements on the ConCode dataset.



(b) The improvements on the CSN-java dataset.

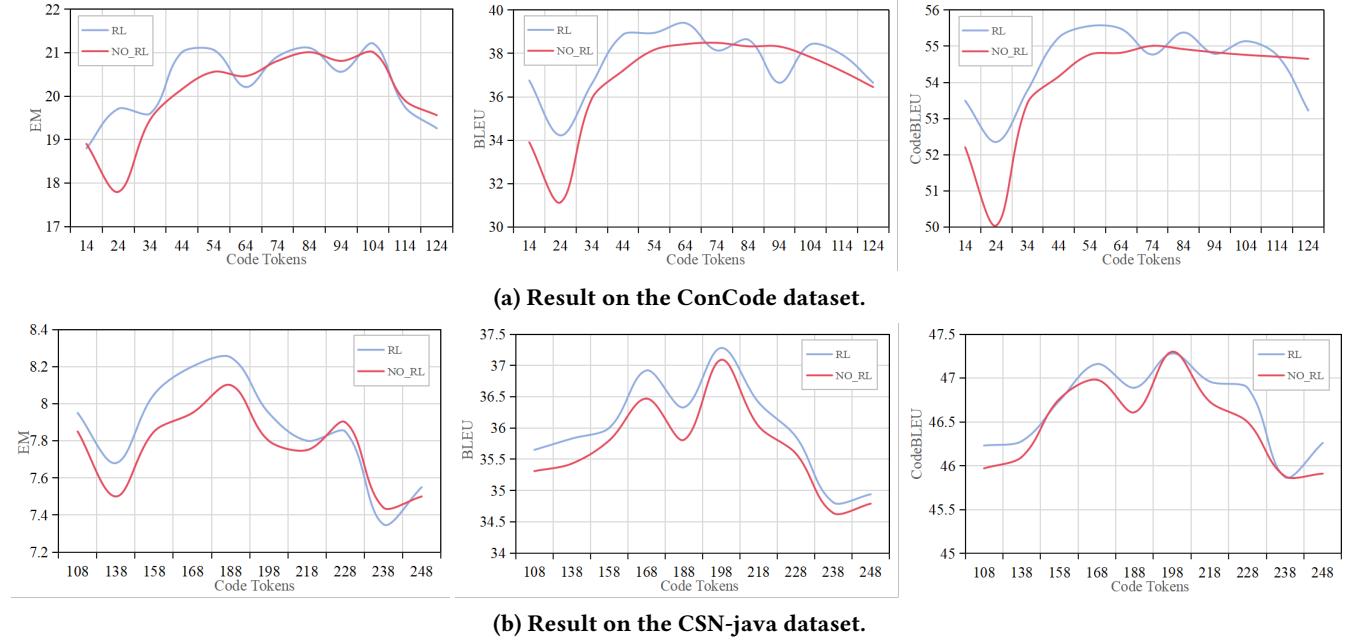
**Figure 3: Shows the improvements brought by the RRG framework when configured with different retrievers. The generator based on CodeGPT-java.**

retrievers. However, on the CSN-java dataset, we notice a decrease in the EM metric when using BM25 as the retriever, and the other two metrics do not improve as significantly as with other retrievers. We deem that this is caused by the preference between the retriever and the generator. As shown in Table 3, on the CSN-java dataset, the BM25 algorithm retrieves the relevant code that can best guide the generator. The preference of the two is relatively the same. If we then introduce refactoring for the alignment, the opposite effect may be triggered. For other retrievers, the gap between the two is large, and the use of refactoring can significantly improve the final performance of the generator.

**ANS to RQ2:** The RRG framework can perform well when using different base models as retrievers. Moreover, in code generation tasks, there is indeed a preference gap between retrievers and generators, and RRG can bridge the gap.

#### 5.4 How do code tokens of varying lengths influence the RRG's performance?

To answer RQ3, in this set of experiments, we investigated the effect of different code token settings on the code generation performance of RRG. Specifically, we performed a comparative analysis



**Figure 4: Shows the performance of RL and NO-RL in different code tokens settings**

**Table 3: The effectiveness of various retrievers and how the generator performs with each of them. The generator is based on CodeGPT-java.**

Dataset	Retriever	Retrieval		Generation	
		LS	Cos similarity	EM	BLEU
ConCode	BM25	98.90	0.35	18.55	35.43
	UAE	95.71	0.38	<b>19.11</b>	36.86
	Mxbai	<b>94.98</b>	<b>0.39</b>	17.85	<b>37.24</b>
CSN-java	BM25	293.52	0.30	<b>8.05</b>	<b>35.37</b>
	UAE	288.69	0.32	7.2	35.20
	Mxbai	<b>287.88</b>	<b>0.33</b>	7.05	33.08

by limiting the maximum number of output tokens of refactoer. The experimental results are shown in Fig. 4. It is demonstrated that the length of code tokens has a significant impact on the code generation performance because different numbers of code tokens represent the amount of information passed to the generator. This characteristic directly affects the performance of the model in generating code. Notably, we observe that the results show a trend similar to a normal distribution. When the number of code tokens is set low, the amount of information passed to the model is low, leading to relatively poor results. As the number of tokens increases, the performance gradually improves. However, it is worth noting that when the number of tokens reaches a certain threshold, too much information may lead to a redundancy phenomenon, which in turn reduces the code generation performance. In the ConCode dataset, the effect of different information lengths on the model

performance is significant, with a 12.02 difference between the extremes of accuracy. In the CodeSearchNet-java dataset, this difference reaches 30%. This suggests that the relationship between the amount of information and generation effectiveness needs to be carefully weighed in practical applications.

**ANS to RQ3:** The setting of different code tokens has a significant impact on the code generation performance of RRG, with this difference reaching 12.02% and 30% on two datasets, respectively.

## 5.5 What is the impact of the preference-aware tuning stage on RRG?

To answer the RQ4, we investigate the impact of the Preference-aware Tuning phase on the effectiveness of RRG. We conducted an ablation study. The experimental results are presented in Table 4 and Fig. 3. Overall, removing the preference-aware tuning phase resulted in poorer performance of RRG across different models, datasets, and code tokens configurations. This decline is attributed to the fact that after the SFT phase, the output of the refactoer is aligned with human preferences without considering the preferences of the generator. In contrast, when the Preference-aware Tuning is incorporated during training, the refactoer's output is directly aligned with the generator's preferences, helping RRG generate more effective code tokens.

Furthermore, on the CodeSearchNet-java dataset, we notice that preference-aware tuning consistently improved the performance across all models. However, it is not the case for the ConCode dataset, suggesting that this phase is better suited for more complex datasets.

**Table 4: Ablation Study on ConCode and CodeSearchNet-java datasets. The retriever employs a dual-stage retrieval that incorporates UAE and BM25.**

ConCode					
Model Name	Method	EM	BLEU	CodeBLEU	
CodeGPT	RRG w/o RL	19.65	38.24	<b>55.12</b>	
	RRG	<b>19.71</b>	<b>38.58</b>	54.97	
PolyCoder	RRG w/o RL	20.76	<b>40.40</b>	<b>55.77</b>	
	RRG	<b>21.41</b>	39.26	55.67	
CodeGen	RRG w/o RL	15.01	33.03	50.97	
	RRG	<b>15.11</b>	<b>33.76</b>	<b>51.26</b>	
CodeSearchNet-java					
Model Name	Method	EM	BLEU	CodeBLEU	
CodeGPT	RRG w/o RL	7.44	37.04	47.02	
	RRG	<b>7.7</b>	<b>37.73</b>	<b>47.41</b>	
PolyCoder	RRG w/o RL	7.85	35.18	45.52	
	RRG	<b>8.0</b>	<b>35.50</b>	<b>45.77</b>	
CodeGen	RRG w/o RL	6.55	34.69	44.71	
	RRG	<b>6.9</b>	<b>34.86</b>	<b>44.94</b>	

**Table 5: Generalization experiment. The original combinations in the table mean where the frozen refactorer was trained. And we directly applied it to other combinations on the ConCode.**

Combinations	Retriever-Generator	EM	BLEU
original	<b>mxbai-GPT2</b>	<b>20.01</b>	<b>38.34</b>
change-retriever	BM25-GPT2	18.25	36.73
change-generator	mxbai-CodeGPT	19.35	38.31
change-both	BM25-CodeGPT	20.41	39.11
original	<b>BM25-CodeGPT</b>	<b>20.81</b>	<b>39.62</b>
change-retriever	mxbai-CodeGPT	19.25	37.73
change-generator	BM25-GPT2	18.25	36.73
change-both	mxbai-GPT2	19.75	38.24

**ANS to RQ4:** The preference-aware tuning stage is crucial, as it further enhances the effectiveness of the RRG framework by considering the preference of the generator. Moreover, it exhibits good generalization, potentially yielding better results on complex datasets.

## 5.6 How is the generalization performance of the frozen refactorer ?

We froze the trained refactorer and experimented with various retriever and generator combinations to evaluate the performance of RRG in code generation. The original combinations listed in the table 5 represent the configurations where the refactorer was initially trained. Experimental results indicate that even when frozen,

the refactorer aligns well with diverse retriever and generator combinations, demonstrating strong generalization capabilities.

However, a comparison between the mxbai-GPT2 and BM25-CodeGPT configurations reveals that applying a trained refactorer to a new combination results in less effective outcomes compared to using a refactorer specifically trained for that combination. This suggests that, while the refactorer exhibits generalization, specialized training for particular combinations still yields better performance.

Given the high costs associated with retraining models, the refactorer's generalization ability is particularly noteworthy. In practical applications, this means the refactorer can adapt to different requirements or scenarios by simply altering the retriever and generator combinations, maintaining robust performance while significantly reducing development and maintenance costs.

**ANS to RQ5:** The frozen refactorer demonstrates strong generalizability, suggesting its advantage as a modular, plug-and-play component. In practice, it can be directly transferred between different retrievers and generators without requiring fine-tuning.

## 5.7 Case Study

We illustrate an example of RRG's effectiveness in Fig. 5. When the relevant code provided by the retriever contains redundant information, the generator may be misled and produce incorrect code. The generated code closely resembles the retrieved code and is heavily influenced by the top-1 code. However, when using refactored code, the generator can produce correct code. Due to certain model preferences, such as a tendency to favor certain token locations or repetitions, the generator may focus more on the irrelevant tokens, resulting in incorrect output. In contrast, the refactored code retains the tokens that mislead the generator in the raw but is shorter and contains less redundant information. This higher-quality context allows the generator to produce correct answers more easily and avoid being misled. We show an example of preferences between different models in Fig. 6. Language models are based on GPT2, while code models are based on CodeGPT. We found that the refactorer provides different codes for different generators. For GPT2, the *filter* token plays a significant role in the refactored code, while CodeGPT is *elements* token and *decision* token. We interpret this phenomenon as a result of inherent preference differences among various LLMs. Due to different internal knowledge, generating a piece of code requires different codes to be provided.

## 6 Threats to Validity

**Issue of model scale.** The generators in our experiments are mainly based on a number of small code models with a relatively low number of parameters. But our approach can still improve the effectiveness of these models with relatively low capacity. However, we also realize that this may not reflect the applicability of our framework when dealing with larger scale models. We compared models with different numbers of parameters in our experiments, in which models with a larger number of parameters can indeed achieve better results in downstream tasks. The same holds true for scaling-law in our framework. Furthermore, our reinforcement

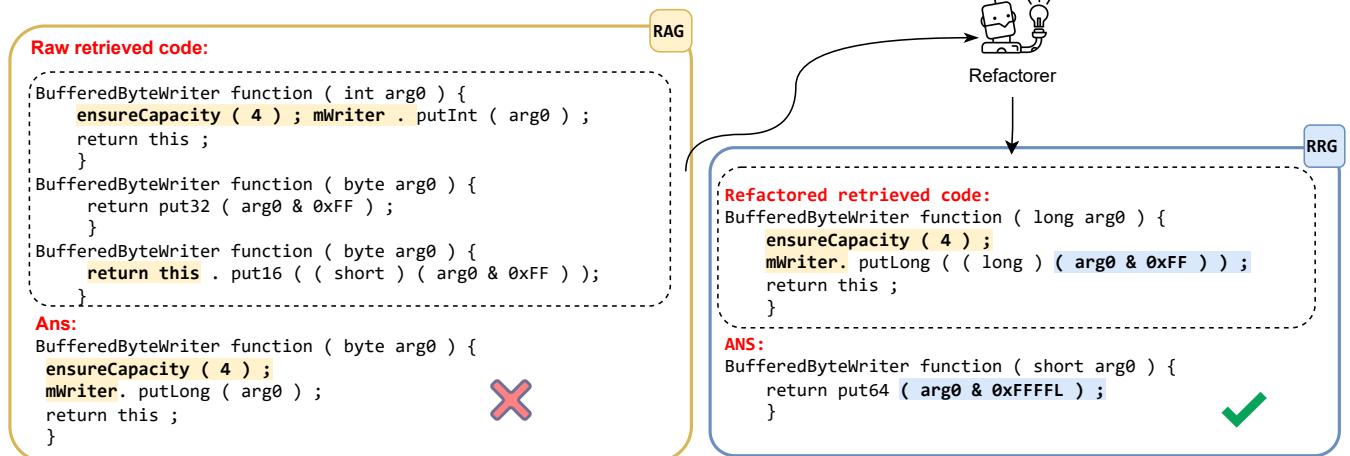


Figure 5: Case comparison. Redundant info and preference gaps led the generator to produce wrong answers from raw retrieved code, whereas it generated correctly from the refactored code. Highlighted tokens significantly impact code generation, whereas misleading tokens in the raw do not affect the generator in the refactored version.

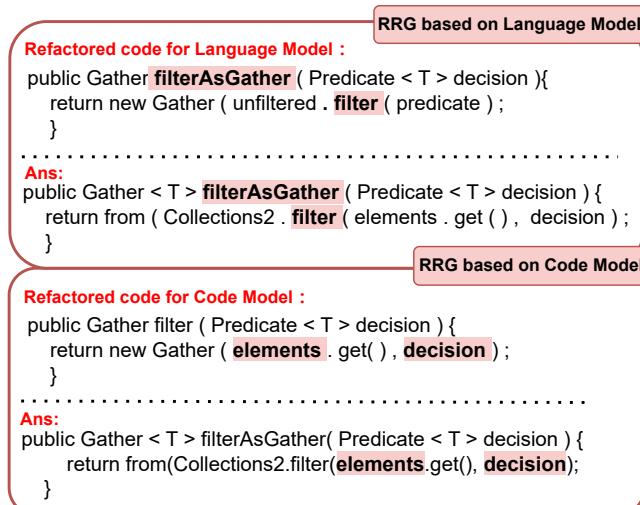


Figure 6: The preference-guided refactorer will provide different code to different generators. The highlight represents the tokens that play a significant role in guiding the model's generation. This difference is referred to as the preferences of different generators.

learning phase also applies to black-box models that do not require access to their internal parameters.

**Framework setup of the baseline.** In our experiments, we mainly compared the improvements that RRG brought to RAG and did not compare it with other RACG methods. However, this does not indicate a fundamental flaw in our research. In fact, our refactorer plugin is designed with a high degree of modularity and plug-and-play capability, meaning it can be easily integrated into any existing framework without significant changes to the original

system. When RRG is combined with other methods, it may produce even more impressive results.

## 7 Conclusion and Future Works

In this paper, we introduce RRG, a novel retrieval-augmented code generation framework, designed to tackle redundant information and bridge the preference gap between retrievers and generators. The preference gap arises from the mismatch between retrieved content and the generator's actual needs. By integrating a refactor module, we harness both retrieved and internal knowledge to supply the generator with optimized code snippets. Our experiments reveal that RRG significantly enhances code generation with strong generalization.

Furthermore, we uncover that retrievers and generators exhibit distinct preferences in RACG, and RRG effectively aligns these. Exploring and utilizing specific generator preferences offers vast potential, yet selecting the most beneficial documents based on these remains an open challenge. Currently, we treat model preferences as a black box. However, we aspire to enhance interpretability by elucidating these preferences in the future. Meanwhile, we have also observed that filtering information through RRG can sometimes lead to worse outcomes, highlighting the importance of an adaptive refactorer module. But inspired by soft prompts, perhaps we can achieve the same or even better results with fewer tokens. In the post-processing of retrieval-augmented code generation, there are still unknown territories worth exploring.

## 8 Acknowledgments

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