

Enys Mones & Peter Anderberg

Refactoring vs Refuctoring Code quality in the Al age

codescene.com



Over the coming decades, we'll have a hybrid of code written by both humans and machines. Who has the overall mental model in that context, and how do we ensure our Al generates human-readable code? To face the challenge, we need a safety net to enforce healthy code.

Adam Tornhill



Code Health

Source code

let inst

If (IsCiass) { inst = new Component (element.props, publicContext, u

If (typeof Component.getDerivedStateFromProps === 'f If (__DEV__) [

If (inst.state === null II inst.state === undefined) { const componentName = getComponentName (Cor If (IdidWarnAboutUnitializedState [componentName warningWithoutStack(

'%s' uses 'getDerivedStateFromProps' but its initia "%s. This is not recommended. Instead, define the 'assigning an object to 'this state' in the construc "This ensures that 'getDrivedStateFromProps' arc componentName,

didWamAboutUnititalizedState I componentName

let partialState = Component.getDerivedStateEmPop null,

element.props, inst.state,

If (___DEV___) {

if (partialState === undefined) { const ComponentName = getComponentName (Cr Parser

Examples on unhealthy code

Module level issues:

- business aspects

Function level issues:

- module
- language

Implementation level issues:

- inside if-statements
- domain language
- understand

• Low Cohesion: many responsibilities

 Brain Class: low cohesion + large class + at least one Brain Method

Lack of Modularity: too many

• Brain Methods: complex functions which centralize the behavior of the

 Copy-pasted logic: missing abstractions, DRY violations

• Copy-pasted logic: lack domain

Deeply Nested Logic: if-statements

Primitive Obsession: missing a

• Complex Conditional: hard to

Score, aggregate and categorize

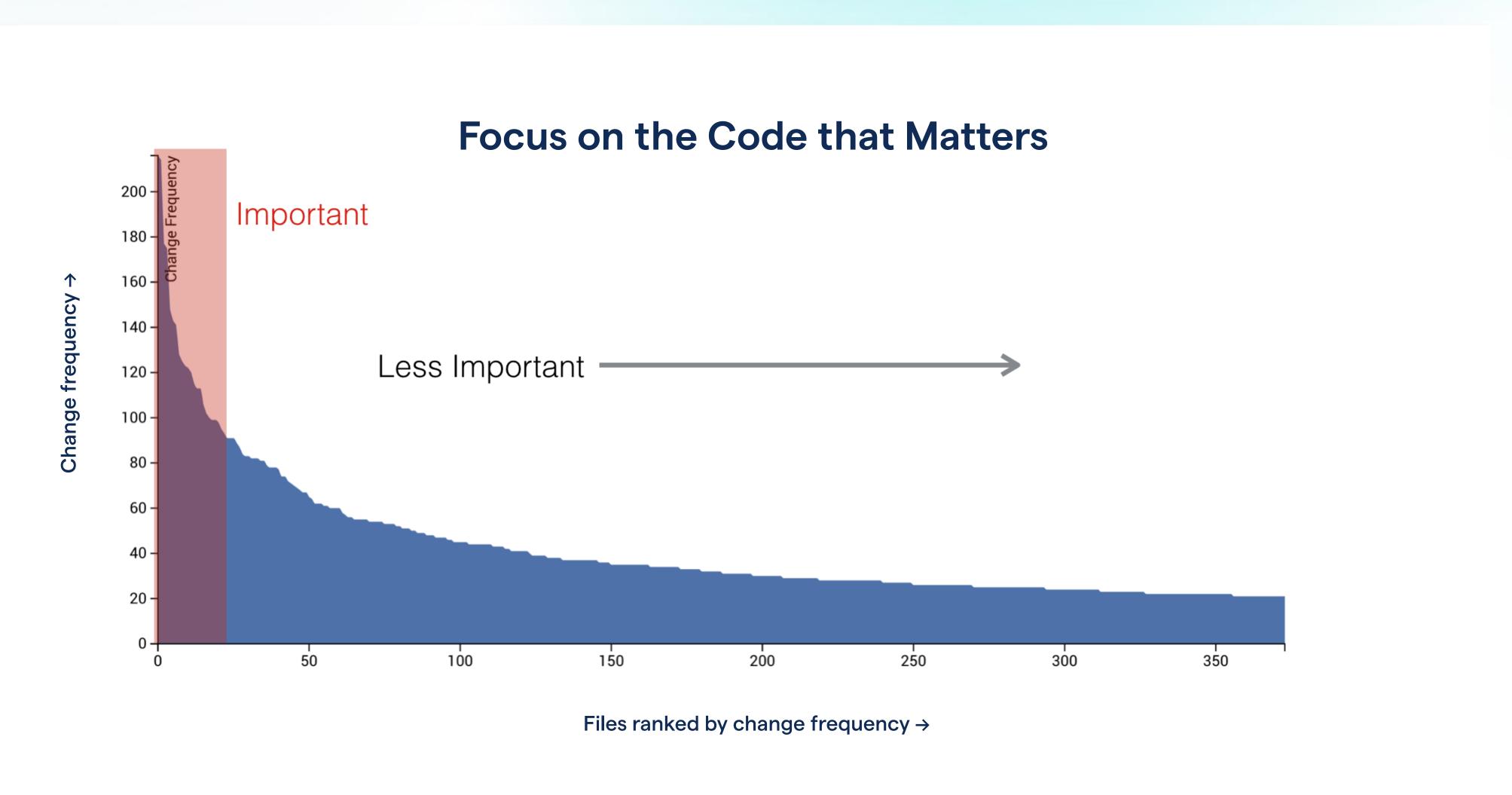
Code Health categories

Healthy code with low risk

Increased maintenance efforts

Unhealthy code with significant issues and risks

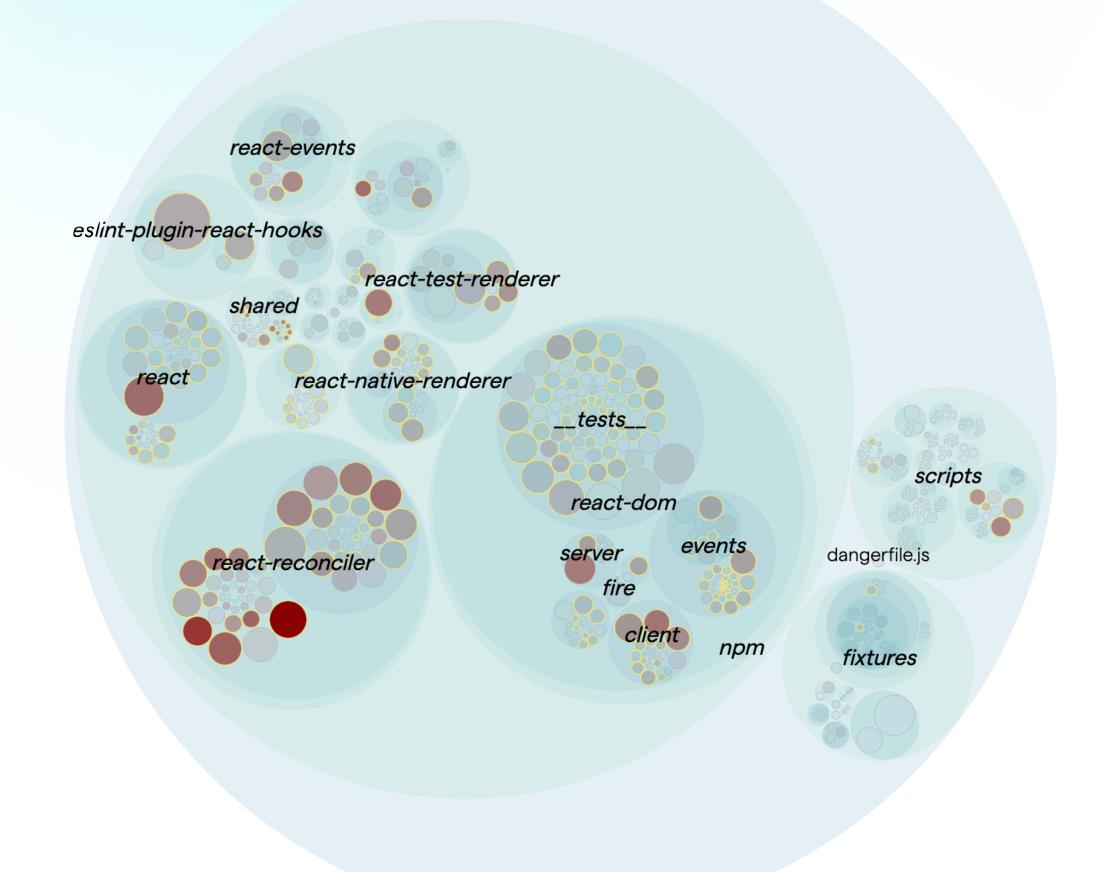
Important code



Code Health - Relevance



(i)





Hotspot

Why all of these matter after all? - Code Red

Code Red: The business impact of low code quality

This paper presents data from a large-scale study on how code quality impacts software companies in terms of time-to-market and product experience. We conclude with an analysis of the impact and specific recommendations towards successful software development.

Whitepaper

Target audience

- Business manager
- Product owners/managers
- Technical managers
- Tech leads
- Development teams

About CodeScene

CodeScene is the intersection of code and people, empowering companies to build great software.

CodeScene was born in 2015 when founder Adam Tornhill published the book "Your Code as a Crime Scene". It introduced a new approach to software analysis which focused on the evolution of a codebase over time.

CodeScene has become the next generation of code analysis and is used by global Fortune 100 companies in a wide variety of domains.



Quantitative study of code quality impact

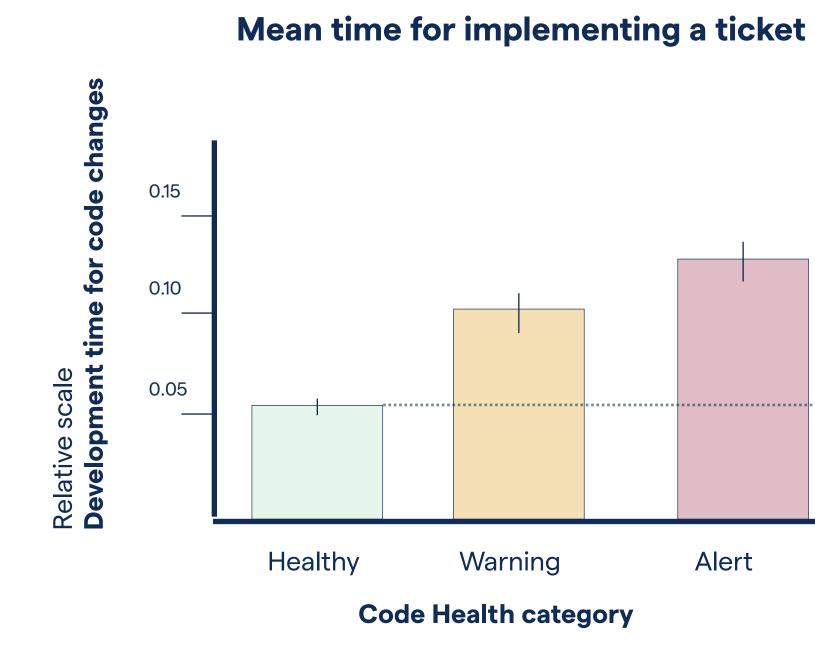
Many different industry segments

39 commercial codebases

40k+ software modules

14 programming languages

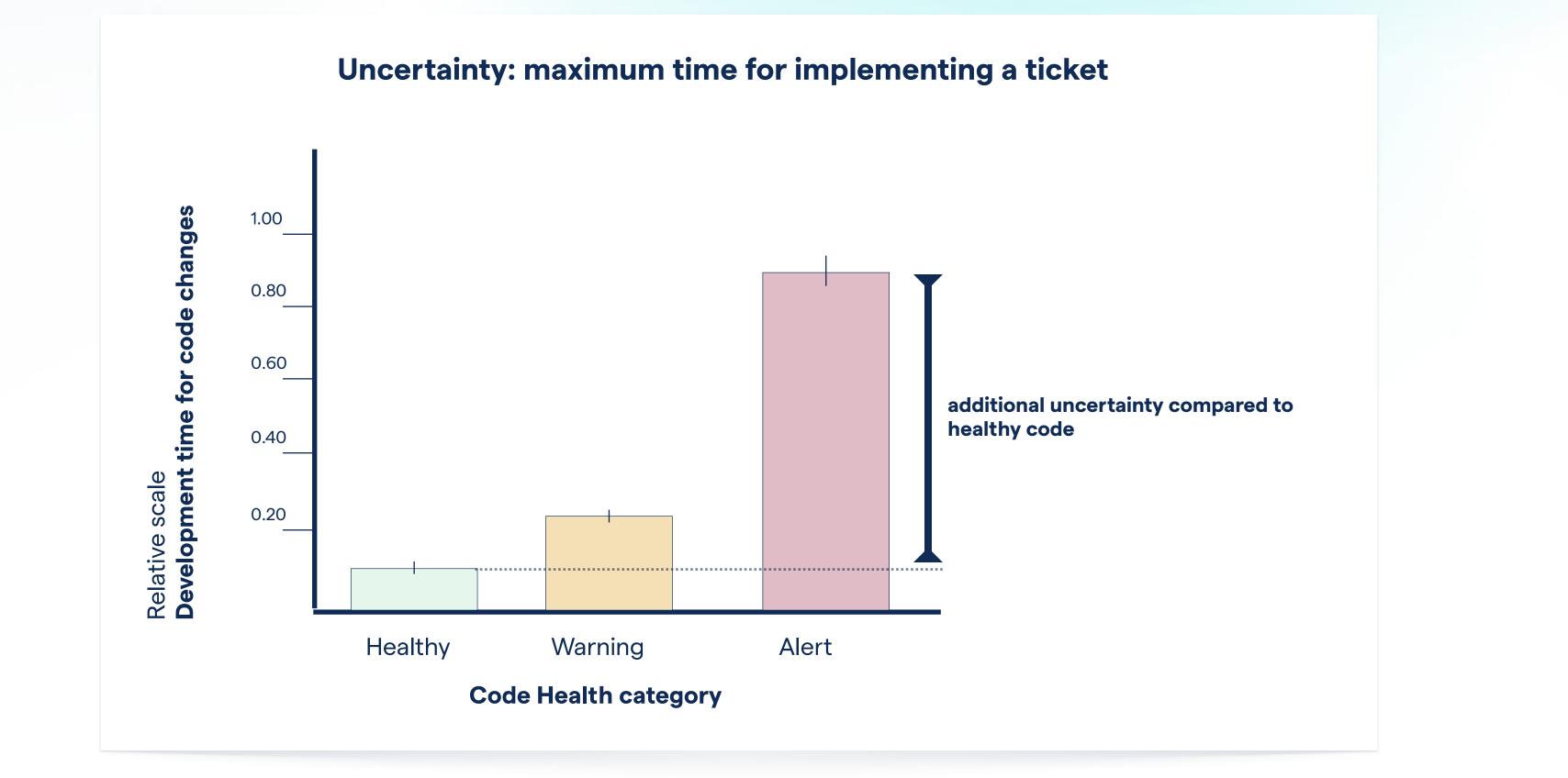
Why all of these matter after all? - Code Red



additional time spent compared to healthy code

Alert

Why all of these matter after all? - Code Red



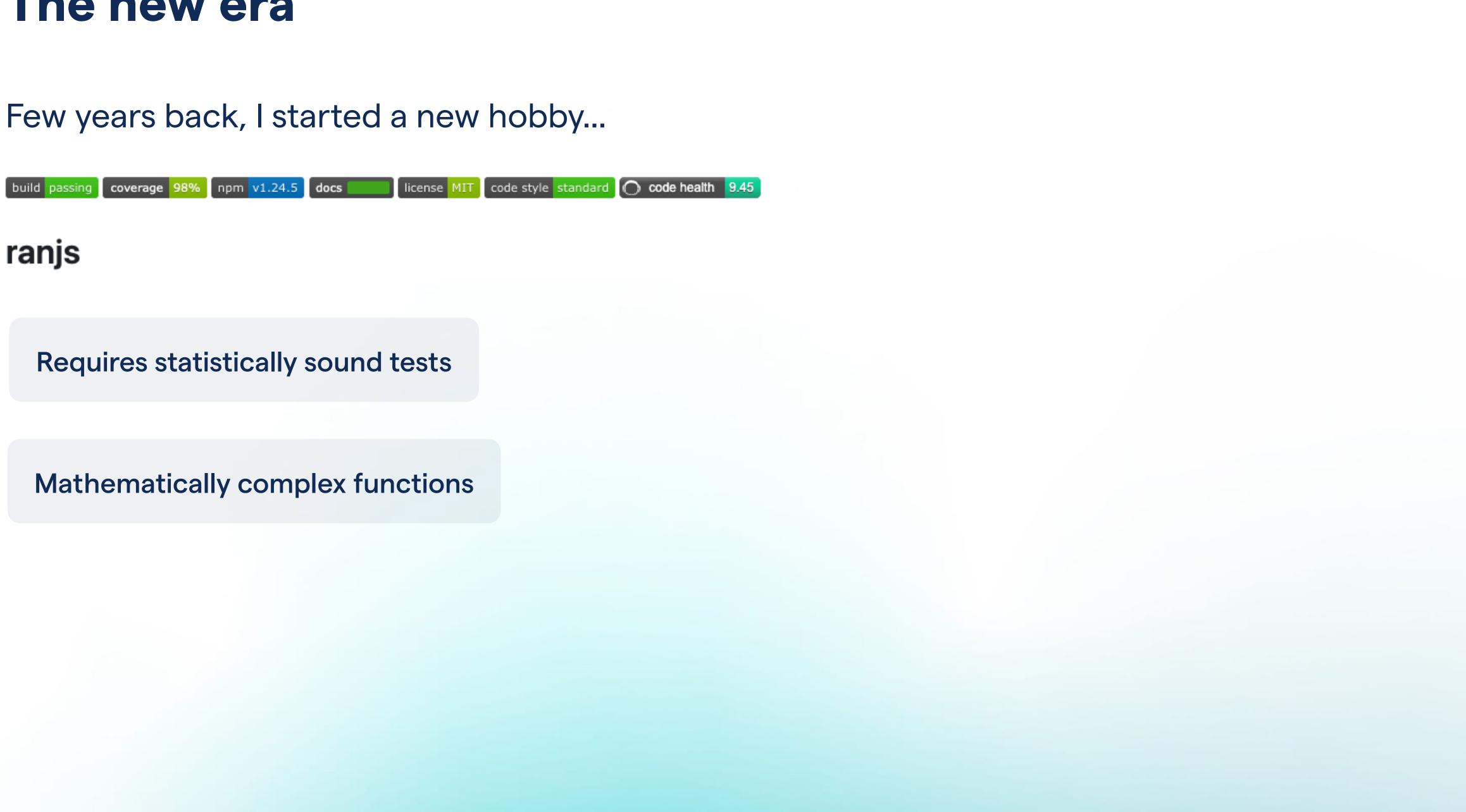
Tornhill, A. & Borg, M. (2022) Code Red: The Business Impact of Code Quality https://arxiv.org/abs/2203.04374

Better code quality leads to faster development



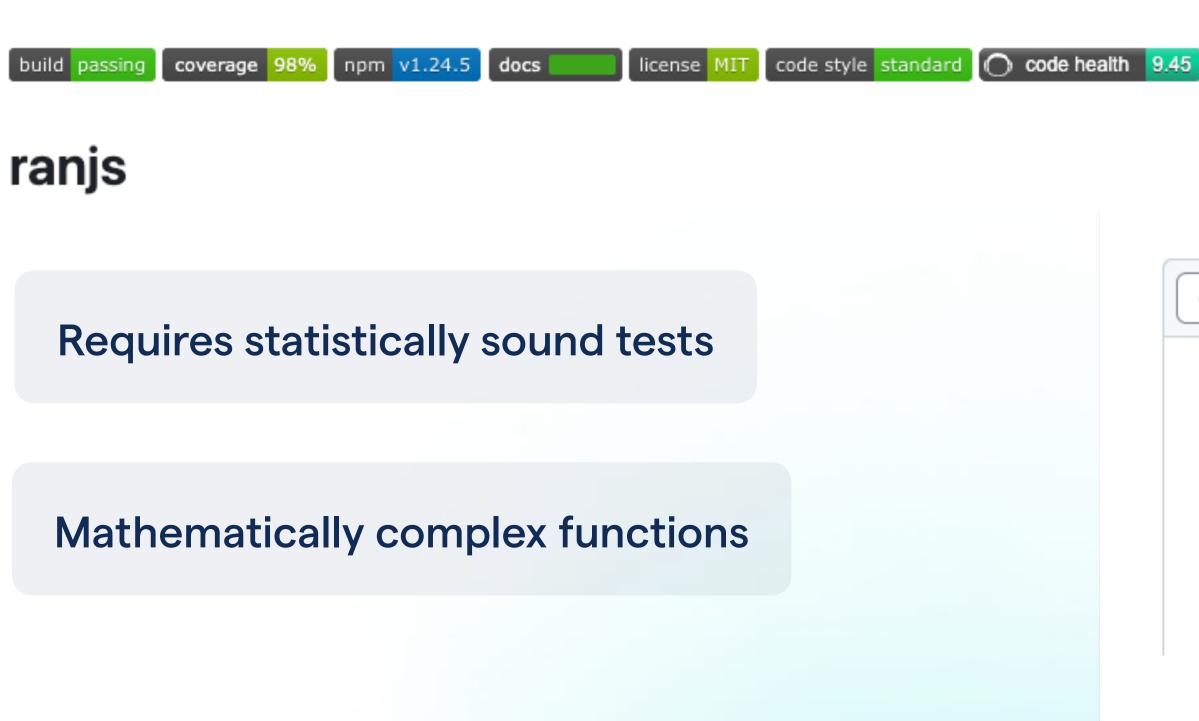
Hybrid coding







Few years back, I started a new hobby...



Code	Blame 379 lines (335 loc) · 11.5 KB 🕄 Code 55% faster with GitHub Copilot
1	<pre>import { assert } from 'chai'</pre>
2	<pre>import { describe, it } from 'mocha'</pre>
3	<pre>import { repeat, trials, ksTest, chiTest, Tests } from './test-utils'</pre>
4	<pre>import { float } from '/src/core'</pre>
5	<pre>import * as dist from '/src/dist'</pre>
6	<pre>import PreComputed from '/src/dist/_pre-computed'</pre>
7	<pre>import testCases from './dist-cases'</pre>
8	<pre>import Distribution from '/src/dist/_distribution'</pre>
9	

Al assisted coding

The Impact of AI on Developer Productivity: Evidence from GitHub Copilot

Sida Peng,^{1*} Eirini Kalliamvakou,² Peter Cihon,² Mert Demirer³

¹Microsoft Research, 14820 NE 36th St, Redmond, USA
 ²GitHub Inc., 88 Colin P Kelly Jr St, San Francisco, USA
 ³MIT Sloan School of Management, 100 Main Street Cambridge, USA

*To whom correspondence should be addressed; E-mail: sidpeng@microsoft.com.

Abstract

Generative AI tools hold promise to increase human productivity. This paper presents results from a controlled experiment with GitHub Copilot, an AI pair programmer. Recruited software developers were asked to implement an HTTP server in JavaScript as quickly as possible. The treatment group, with access to the AI pair programmer, completed the task 55.8% faster than the control group. Observed heterogenous effects show promise for AI pair programmers to help people transition into software development careers. "Productivity benefits may vary across specific tasks and programming languages, so **more research is needed to understand how our results generalizes** to other tasks."

Al assisted coding

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"Our results suggest that **less experienced programmers benefit more** from Copilot."

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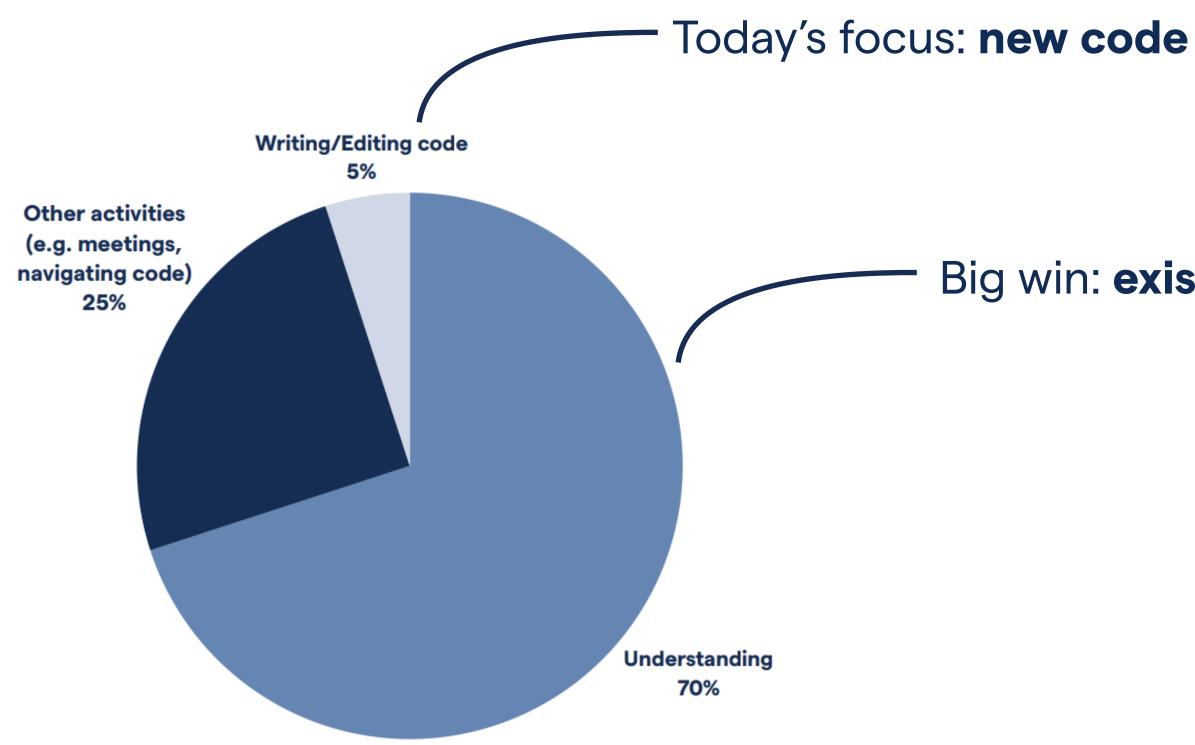
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"Our results suggest that **less experienced programmers benefit more** from Copilot."

"Finally, this study does not examine the effects of AI on code quality."

The bigger picture of time spent



55% faster on this part means ~1 hour saved per work week

Big win: existing code

The majority of a developer's time is spent trying to understand the existing system



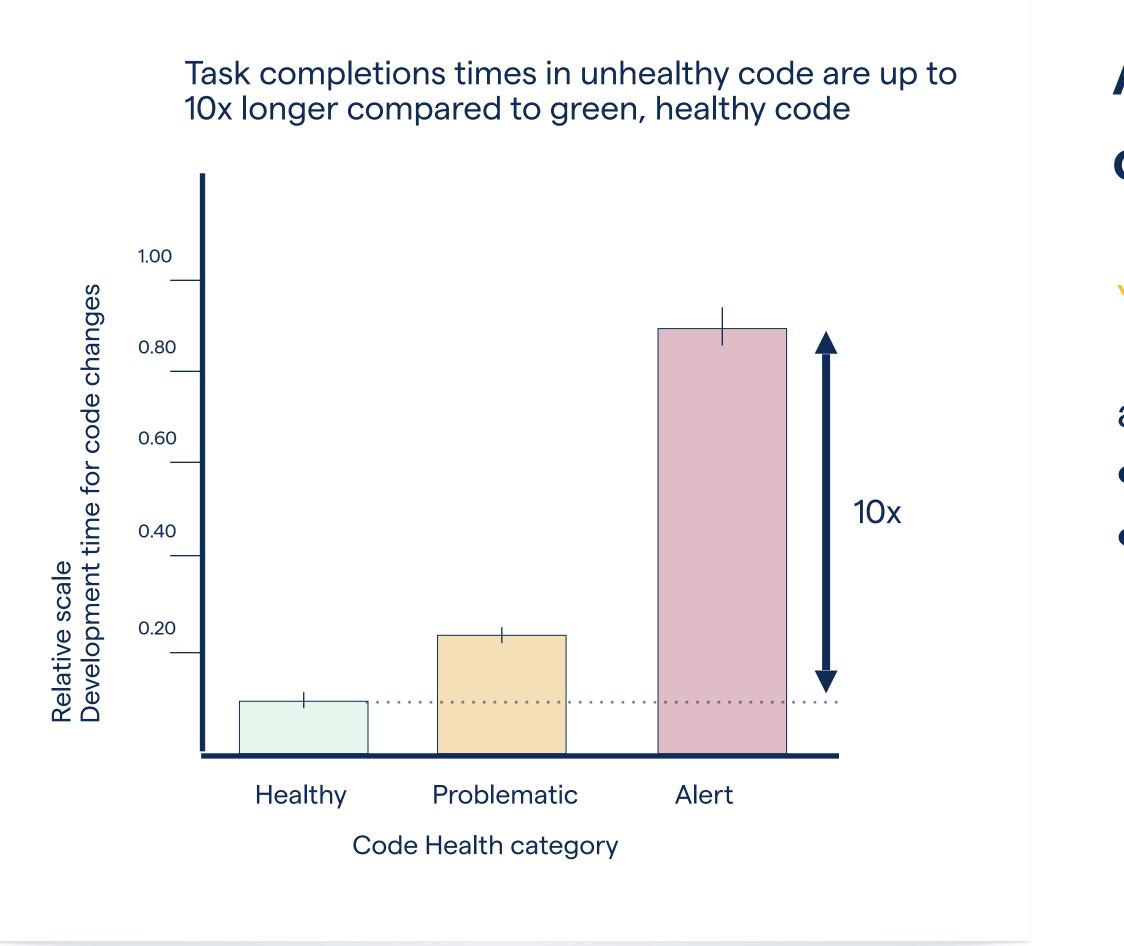
Are we outsourcing the fun and adding to the mundane?

"We've all turned ourselves into maintenance programmers; we took the fun bit and we're just going to give ourselves code that somebody else wrote."

Kevlin Henney, 2024

The bigger picture

Yes, it's possible to bring that +55% to 10X



Tornhill, A. & Borg, M. (2022) Code Red: The Business Impact of Code Quality https://arxiv.org/abs/2203.04374



Al accelerates the creation of new code code quality is more important than ever!

Yellow & Red Code comes with a significant on-boarding cost:

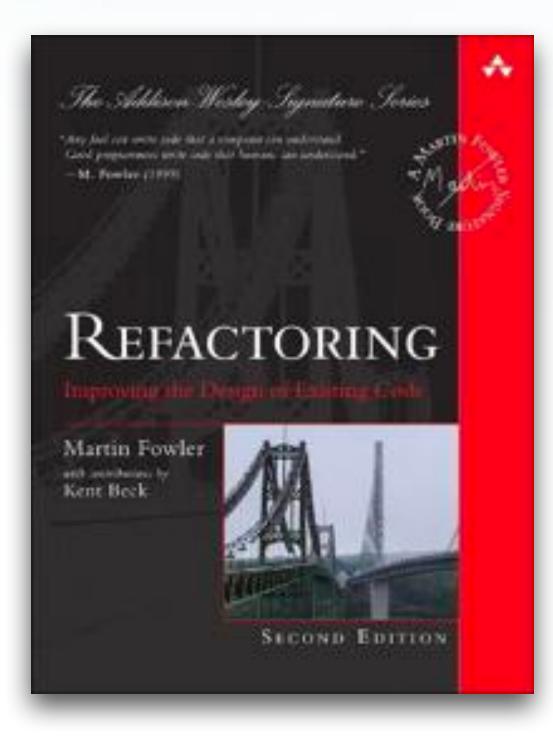
as a newcomer, you need

- 45% more time for small tasks, and
- 93% more time for large tasks compared to Green Code.

Borg, M., Tornhill, A., & Mones, E. (2023). U Owns the Code That Changes and How Marginal Owners Resolve Issues Slower in Low-Quality Source Code: https://arxiv.org/pdf/2304.11636.pdf



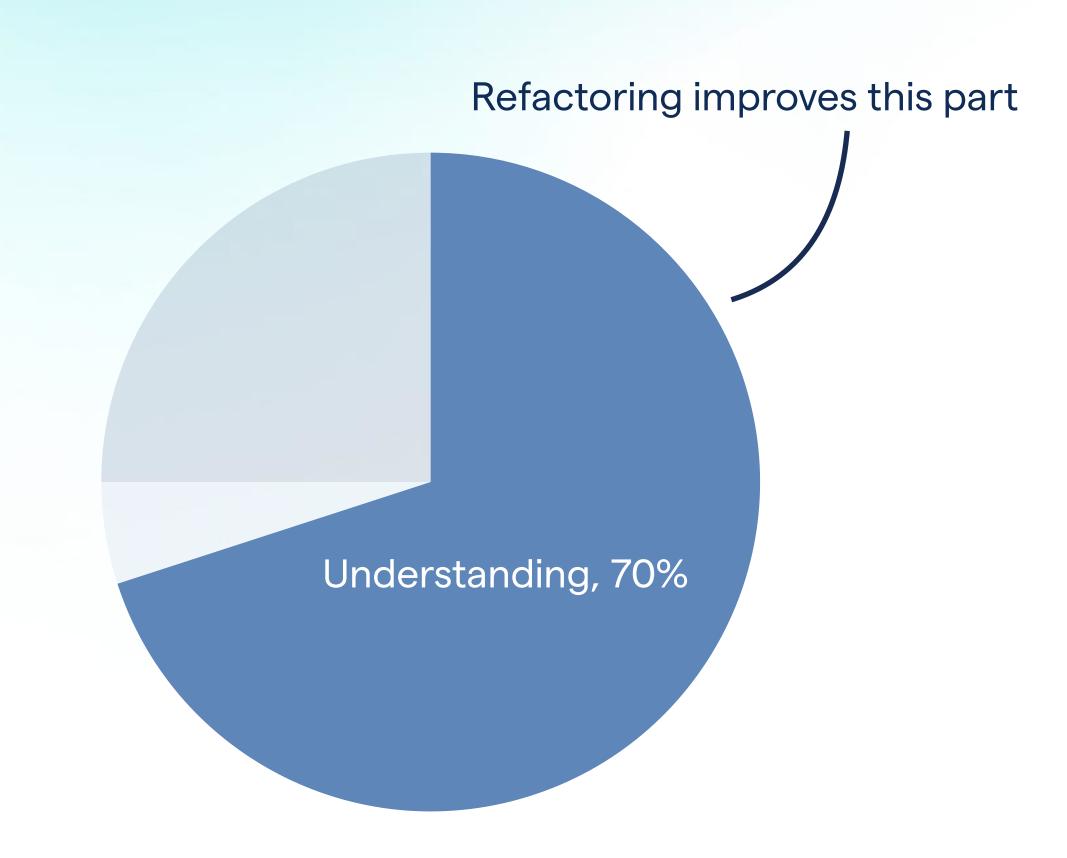
Refactoring and refuctoring



Refactoring is defined as **improving the** design of existing code without changing its behavior.

- ✓ It's not a refactoring unless we improve the design.
- \checkmark It's not a refactoring if we fail to preserve the behavior of the original code, e.g. we introduce a bug.

Refuctoring: the process of changing existing code while – involuntarily – altering the program's behavior



[Research:] Let's use AI to automate refactoring

9 January 2024

Refactoring vs Refuctoring:

Advancing the state of Alautomated code improvements

By Adam Tornhill, Markus Borg, PhD & Enys Mones, PhD

Summary

This report is the conclusion of a benchmark study of the most popular Large Language Models (LLMs) and their ability to generate code for refactoring tasks. We aim to illustrate the current standards and limitations, and seek to show new methodologies with higher confidence results.

1 https://codescene.io/docs/guides/technical/code-health.html

100k+ refactorings generated with Al

Open source Javascript and Typescript

Benchmarking criteria: Code Health as the gold standard for code improvements

[Research:] Can Al help us improve existing code?

Al model	Valid code?	Code Health improved?	Valid refactoring?	
	(check the syntax of the refactored code)	(did the code change by the Al mitigate the code smell?)	(do the tests still pass after the Al changed the code?)	
PaLM 2 code [Google]	99.93%	68.75%	32.29%	
GPT 3.5 [OpenAl]	100%	69.89%	30.26%	
PaLM 2 text [Google]	100%	66.54%	34.73%	
phind-codellama-34b-v2 [Meta, Phind]	100%	78.76%	18.14%	



The average code quality

Evaluating Large Language Models Trained on Code

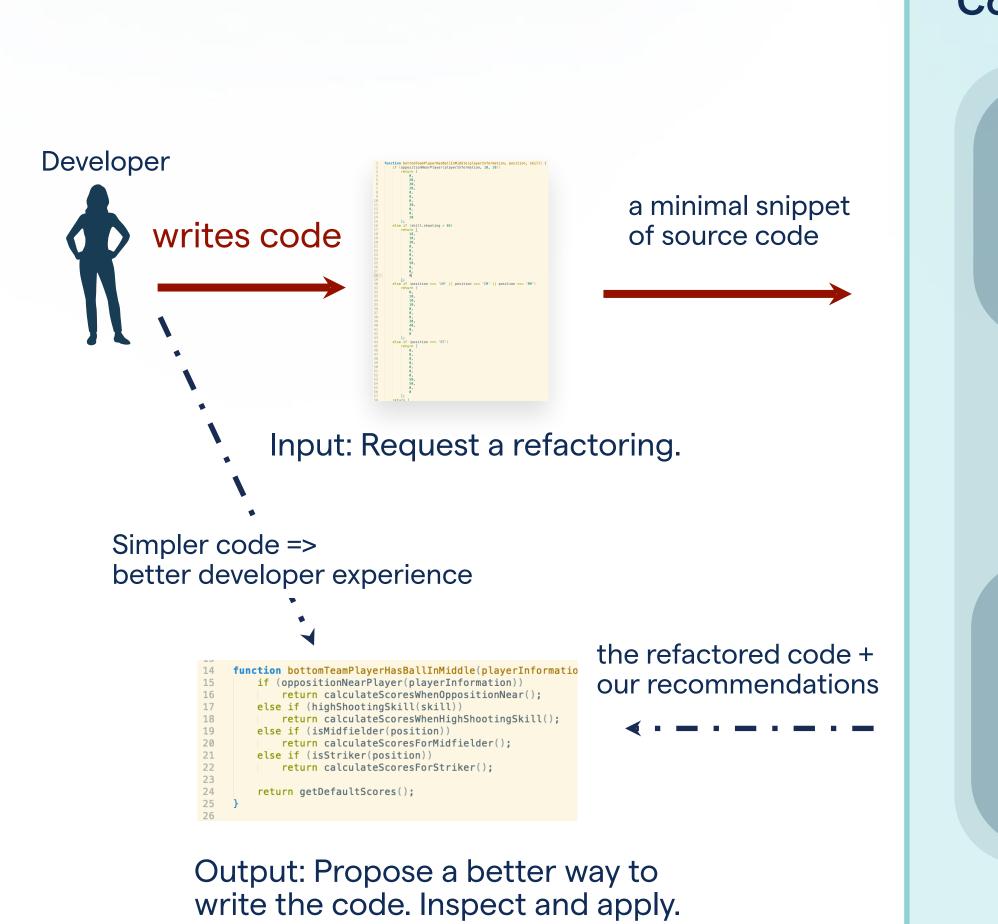
Mark Chen^{*1} Jerry Tworek^{*1} Heewoo Jun^{*1} Qiming Yuan^{*1} Henrique Ponde de Oliveira Pinto^{*1} Jared Kaplan^{*2} Harri Edwards¹ Yuri Burda¹ Nicholas Joseph² Greg Brockman¹ Alex Ray¹ Raul Puri¹ Gretchen Krueger¹ Michael Petrov¹ Heidy Khlaaf³ Girish Sastry¹ Pamela Mishkin¹ Brooke Chan¹ Scott Gray¹ Nick Ryder¹ Mikhail Pavlov¹ Alethea Power¹ Lukasz Kaiser¹ Mohammad Bavarian¹ Clemens Winter¹ Philippe Tillet¹ Felipe Petroski Such¹ Dave Cummings¹ Matthias Plappert¹ Fotios Chantzis¹ Elizabeth Barnes¹ Ariel Herbert-Voss¹ William Hebgen Guss¹ Alex Nichol¹ Alex Paino¹ Nikolas Tezak¹ Jie Tang¹ Igor Babuschkin¹ Suchir Balaji¹ Shantanu Jain¹ William Saunders¹ Christopher Hesse¹ Andrew N. Carr¹ Jan Leike¹ Josh Achiam¹ Vedant Misra¹ Evan Morikawa¹ Alec Radford¹ Matthew Knight¹ Miles Brundage¹ Mira Murati¹ Katie Mayer¹ Peter Welinder¹ Bob McGrew¹ Dario Amodei² Sam McCandlish² Ilya Sutskever¹ Wojciech Zaremba¹

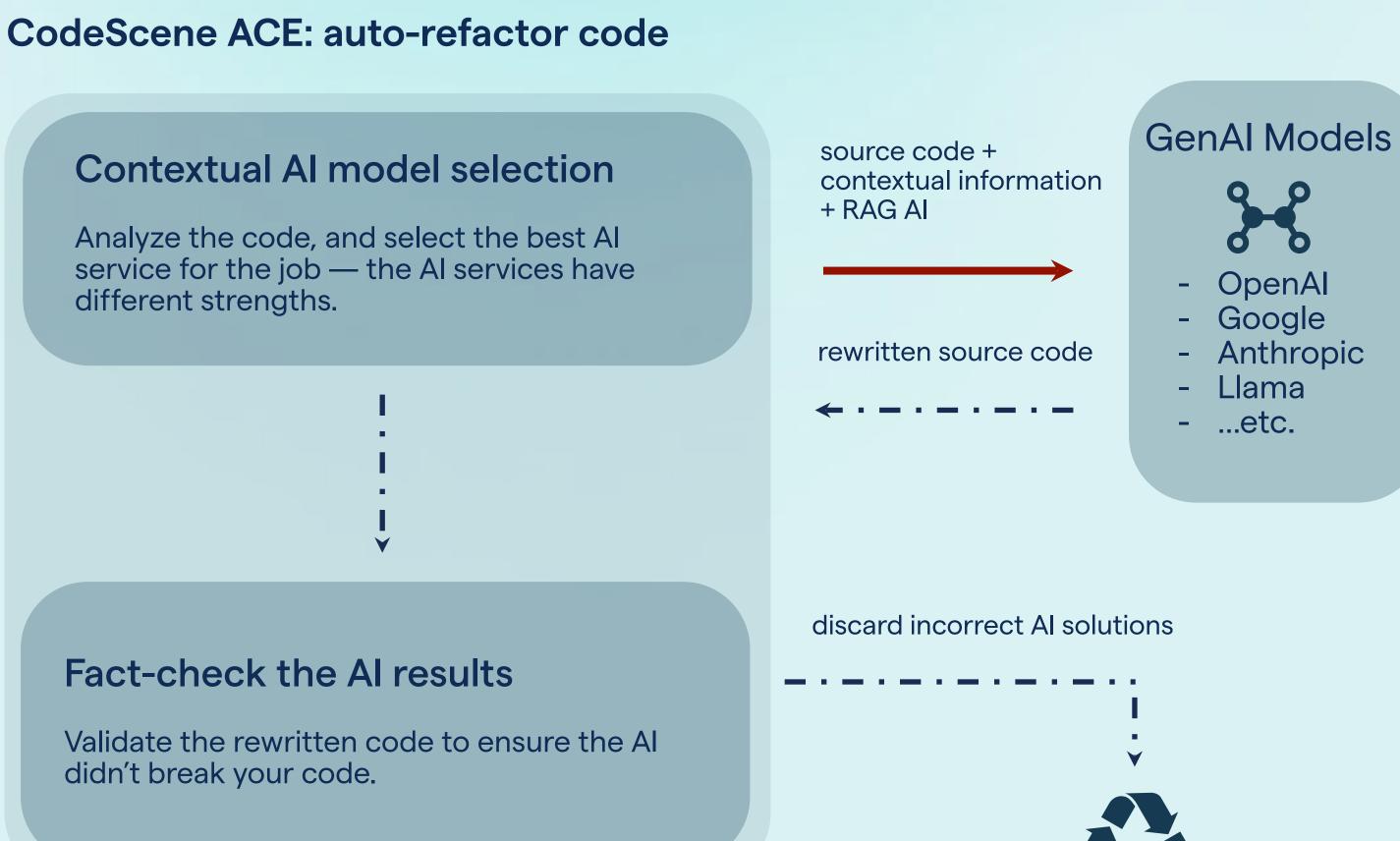
"We believe this is unlikely to be a large factor here, as **the GitHub dataset** contains plenty of poor-quality code.

The bugs are designed to be of the sort we'd expect to appear commonly in the dataset; code that compiles and often runs without errors but gives an incorrect answer."



[Innovation:] Fact-checking the Al refactorings







[Outcome:] Elevate AI to the level of human experts with a fact-checking model

	Complex Conditional	Deep, Nested Complexity	Bumpy Road	Complex Method
Raw GPT-3.5	33.7%	26.0%	26.3%	28.2%
GPT-3.5 with fact- checking	96.7%	98.4%	97.8%	98.9%

CodeScene ACE combines the results of multiple AIs and reject the incorrect solutions, 98% of the remaining Al-generated refactorings improve the code without breaking it.



With fact-checking, we can elevate generative AI to achieve 10X





How do we refactor critical code with Al and witness immediate improvement in code quality and code health?

codescene.com/ai





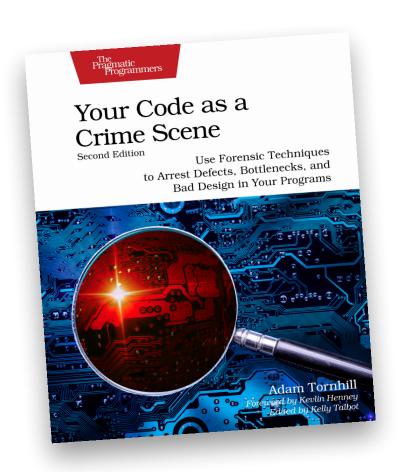
References

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 https://codescene.com/hubfs/web_docs/Business-impact-oflow-code-quality.pdf

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 https://codescene.com/hubfs/whitepapers/Refactoring-vs-Refuctoring-Advancing-the-state-of-Al-automated-codeimprovements.pdf



Your Code as a Crime Scene, 2nd ed (2023)

https://twitter.com/AdamTornhill



[Free] Try the automated refactoring via CodeScene

s.js	JS push_array.js JS builders.js 9+ • JS mapped_code.js 9+ × ↔ ↔ ﴾ [] ····	≡ CodeScene ACE ×
packa	ges > svelte > src > compiler > utils > $"$ mapped_code.js > \bigcirc sourcemap_add_offset	
9	}	Defectoring ourgestion
10	// mutate map in-place	Refactoring suggestion
11		
12	/**	
13	<pre>* @param {import('@ampproject/remapping').DecodedSourceMap} map</pre>	QUICK INSPECTION The refactoring improves code health and preserves the semantics
14	<pre>* @param {{ line: number; column: number; }} offset</pre>	code.
15	* @param {number} source_index	600E.
16		
17	export function sourcemap_add_offset(map, offset, source_index) {	<pre>export function sourcemap_add_offset(map, offset, source_ind</pre>
18	<pre>→ if (map.mappings.length == 0) return;</pre>	<pre>if (map.mappings.length == 0) return;</pre>
19	<pre>for (let line = 0; line < map.mappings.length; line++) {</pre>	<pre>for (let line = 0; line < map.mappings.length; line++) {</pre>
20	<pre> const segment_list = map.mappings[line]; </pre>	<pre>const segment_list = map.mappings[line];</pre>
21	<pre> → for (let segment = 0; segment < segment_list.length; segment++) { </pre>	<pre>for (let segment = 0; segment < segment_list.length;</pre>
22	<pre>→ → const seg = segment_list[segment];</pre>	<pre>const seg = segment_list[segment];</pre>
23	→ → // shift only segments that belong to component source file	<pre>if (seg[1] === source_index) {</pre>
24	\rightarrow \rightarrow if (seg[1] === source_index) {	<pre>shift_segment(seg, offset);</pre>
25	\rightarrow \rightarrow \rightarrow // also ensures that seg.length >= 4	}
26	\rightarrow \rightarrow \rightarrow // shift column if it points at the first line	}
27	$\rightarrow \rightarrow \rightarrow \text{ if} (\text{seg}[2] === 0) \{$	}
28	$\rightarrow \rightarrow \rightarrow \rightarrow /** \cdot (seg[3]) \cdot += \circ fset.column;$	}
29	$\rightarrow \rightarrow \rightarrow \rightarrow$	
30 31	$ \rightarrow \rightarrow \rightarrow // \cdot \text{shift} \cdot \text{line} $ $ \rightarrow \rightarrow // \cdot \text{shift} \cdot \text{line} $ $ \rightarrow \rightarrow // \cdot \text{shift} \cdot \text{line} $	<pre>function shift_segment(seg, offset) {</pre>
31	\rightarrow	<pre>// also ensures that seg.length >= 4</pre>
33	\rightarrow \rightarrow }	<pre>// shift column if it points at the first line</pre>
34	→ }	if (seg[2] === 0) {
35	halfnelson, 3 years ago • Preprocessor sourcemap support (#5584)	<pre>/** @type {any} */ (seg[3]) += offset.column;</pre>
36		}
37	/**	// shift line
38	* @template T	/** @type { any } */ (seg[2]) += offset.line;
39	<pre>* @param {T[]} this_table</pre>	}
40	<pre>* @param {T[]} other_table</pre>	

