

# Understanding Computer Programs: Computational and Cognitive Perspectives

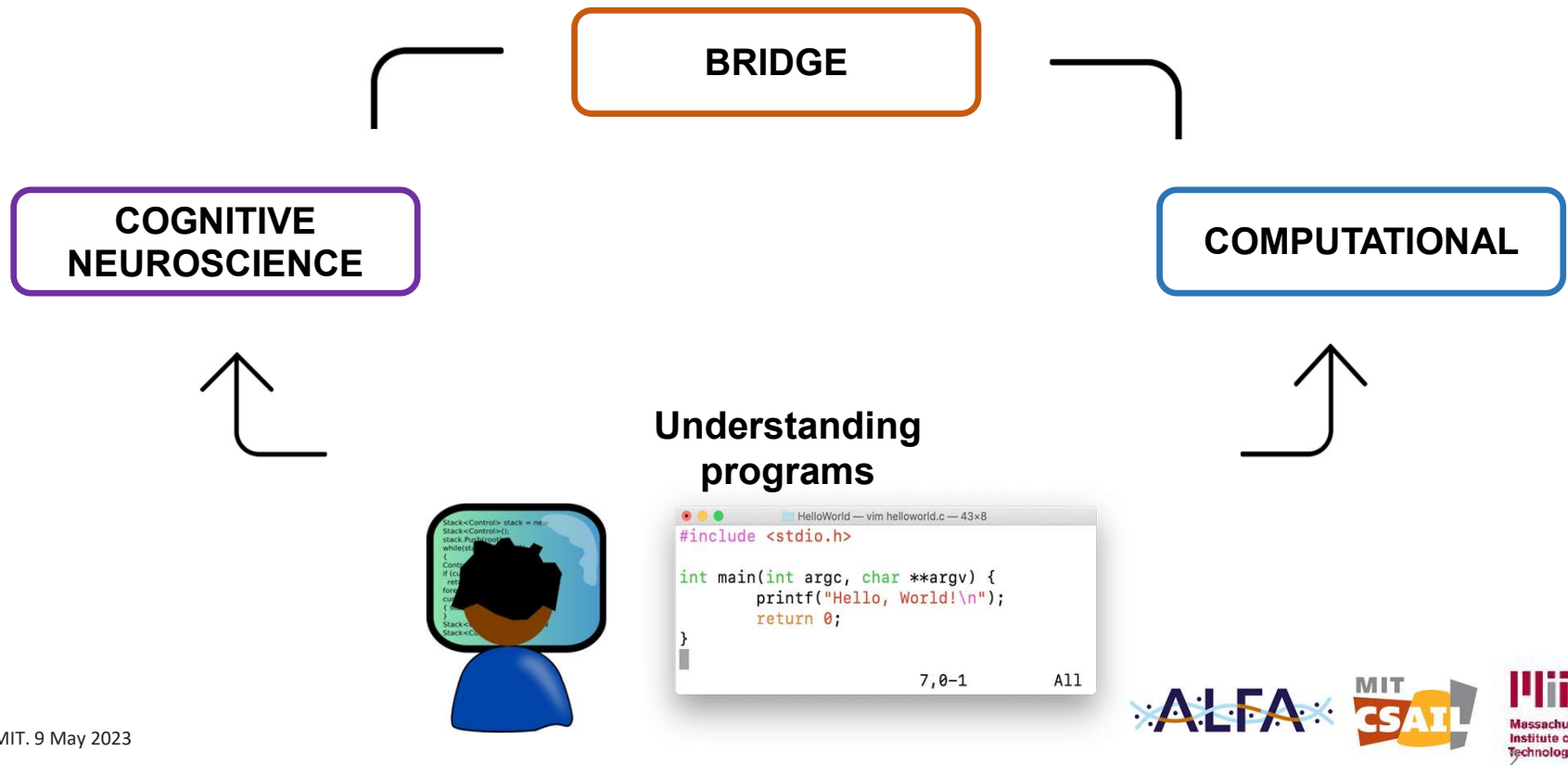
**Shashank Srikant**

**Ph.D. Thesis Defense**

**9 May 2023**



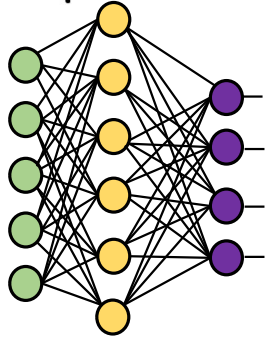
# Understanding Computer Programs: Computational and Cognitive Perspectives



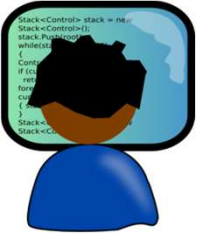
# Model representation



MACHINE LEARNING



# Understanding programs



```
>HelloWorld — vim helloworld.c — 43x8
#include <stdio.h>

int main(int argc, char **argv) {
    printf("Hello, World!\n");
    return 0;
}
```

7,0-1 All

COMPUTATIONAL

# Code models

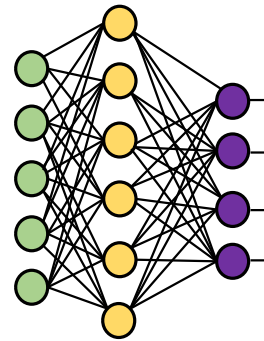


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#include <stdio.h>

int main(int argc, char **argv) {
    printf("Hello, World!\n");
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}
7,0-1 All
```



**Model**



**Task**

**Input  
representation**

**Model  
representation**

# Code models

## Code autocompletion and summarization

```

5 #include <vector>
6 #include <algorithm>
7
8 int foo(std::vector<int> v)
9 {
10     if (!v.empty())
11     {
12         std::sort(v.);
    
```

IntelliCode suggestion based on this context

- size
- back
- begin
- push\_back
- end
- assign

## Improving variable names

ENTER JAVASCRIPT

```

1 // Put your JavaScript here that you want to rename, deobfuscate,
2 // or filter types from.
3 function chunkData(a, t) {
4     var r = [];
5     var f = a.length;
6     for (i = 0; i < f; i++) {
7         r.push(a.substring(i, i + t));
8     }
9     return r;
10 }
11 // You can also use some ES6 features:
12 const get = (a,b) => a.substring(b);
    
```

RESULT: ARE YOU SATISFIED?

```

1 use strict;
2 var
3   * chunk (string) obj
4   * chunk (number) size
5   * return []
6 function chunkData(a, size) {
7   var obj = [];
8   var results = [];
9   var length = a.length;
10  -- loop (number) i
11  for (i = 0; i < length; i++) {
12    results.push(a.substring(i, i + size));
13  }
14  if (i < length; i < i + size) {
15    if (i < size & length)
16      results.push(a.substring(i, i + size));
17  }
18  return results;
19 }
20 const get = (a,b) => {
21   return a.substring(b);
22 };
    
```

## Assignment grading and error fixing

(a) Input program p.c with a missing closing brace at line 13

```

1 #include <stdio.h>
2 #include <stdlib.h>
3 int pow(int a, int b);
4 int main()
5 {
6     int n;
7     scanf("%d", &n);
8     int i, j;
9     for (i = 1; i <= n; i++)
10    for (j = 1; j <= n; j++)
11    if (j < i)
12    printf("%d ", pow(i, j));
13    printf("%n");
14    return 0;
15 }
16 int pow(int a, int b)
17 {
18     int i, res = 1;
19     for (i = 0; i <= b; i++)
20     res = a * res;
21     return res;
22 }
    
```

(b) Attention weights (darker the background, higher the weight)

```

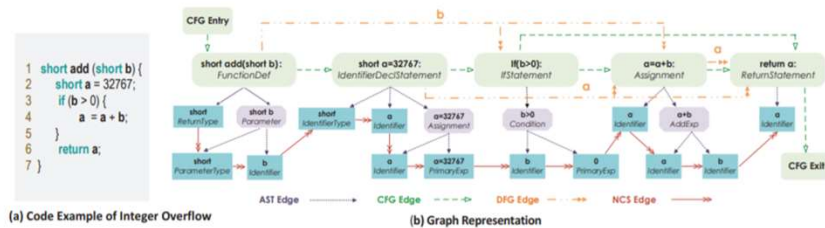
1 #include <stdio.h>
2 #include <stdlib.h>
3 int pow(int a, int b);
4 int main()
5 {
6     int n;
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9     for (i = 1; i <= n; i++)
10    for (j = 1; j <= n; j++)
11    if (j < i)
12    printf("%d ", pow(i, j));
13    printf("%n");
14    return 0;
15 }
16 int pow(int a, int b)
17 {
18     int i, res = 1;
19     for (i = 0; i <= b; i++)
20     res = a * res;
21     return res;
22 }
    
```

(c) The program after the fix (shaded) suggested by DeepFix is applied

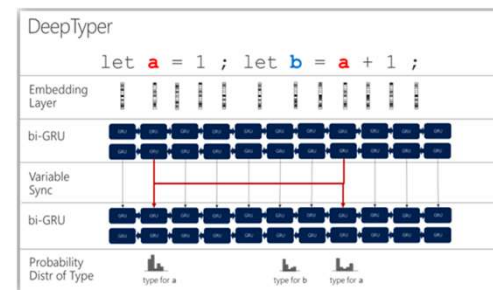
```

1 #include <stdio.h>
2 #include <stdlib.h>
3 int pow(int a, int b);
4 int main()
5 {
6     int n;
7     scanf("%d", &n);
8     int i, j;
9     for (i = 1; i <= n; i++)
10    for (j = 1; j <= n; j++)
11    if (j < i)
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18     int i, res = 1;
19     for (i = 0; i <= b; i++)
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21     return res;
22 }
    
```

## Vulnerability detection



## Predicting types



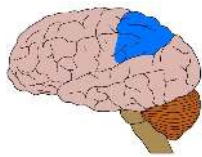
Raychev, V., Vechev, M., & Krause, A. (2015). Predicting program properties from "big code". *ACM SIGPLAN Notices*.

Zhou, Y., Liu, S., Slow, J., Du, X., & Liu, Y. Devign: Effective vulnerability identification by learning comprehensive program semantics via graph neural networks. *NeurIPS 2019*

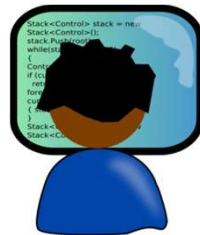
Helendoorn, V. J., Bird, C., Barr, E. T., & Allamanis, M. Deep learning type inference. *FSE 2018*.

Gupta, Rahul, et al. "Deepfix: Fixing common c language errors by deep learning." *Proceedings of the Thirty-First AAAI Conference on Artificial Intelligence*. 2017.

Allamanis, M., Brockschmidt, M., & Khademi, M. (2017). Learning to represent programs with graphs. *arXiv preprint arXiv:1711.00740*.



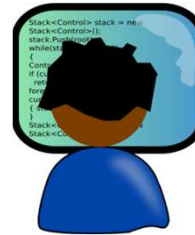
**COGNITIVE  
NEUROSCIENCE**



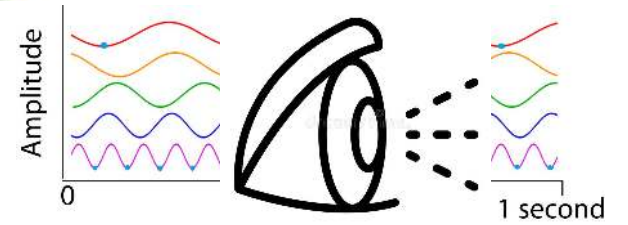
## Understanding programs

```
HelloWorld — vim helloworld.c — 43x8
#include <stdio.h>

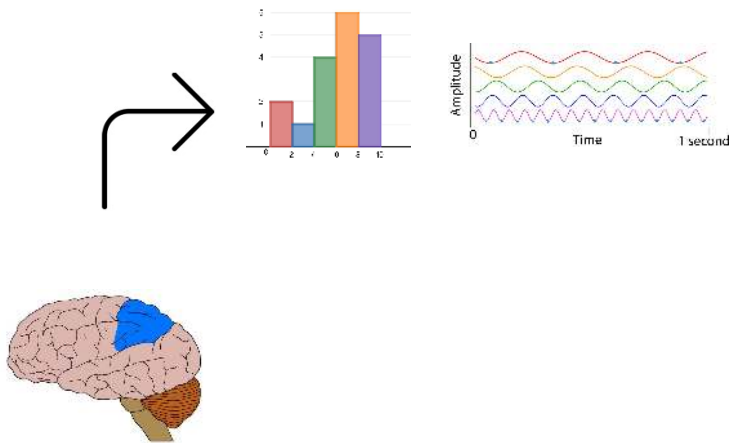
int main(int argc, char **argv) {
    printf("Hello, World!\n");
    return 0;
}
7,0-1 All
```



## Neural activation Gaze signals



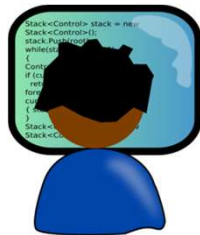
## Behavioral, Neural representation



## Understanding programs

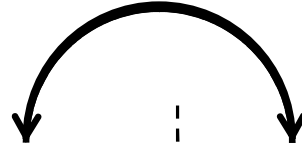


**COGNITIVE  
NEUROSCIENCE**

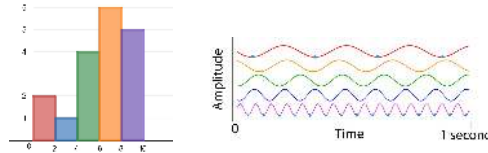


```
>HelloWorld — vim helloworld.c — 43x8
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int main(int argc, char **argv) {
    printf("Hello, World!\n");
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}
```



### Behavioral, Neural representation



### Model representation



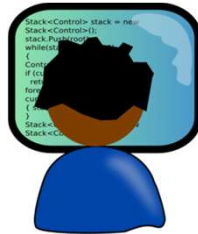
### Understanding programs

```
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#include <stdio.h>

int main(int argc, char **argv) {
    printf("Hello, World!\n");
    return 0;
}
```



**COGNITIVE  
NEUROSCIENCE**



**COMPUTATIONAL**



# Overview

## COMPUTATIONAL

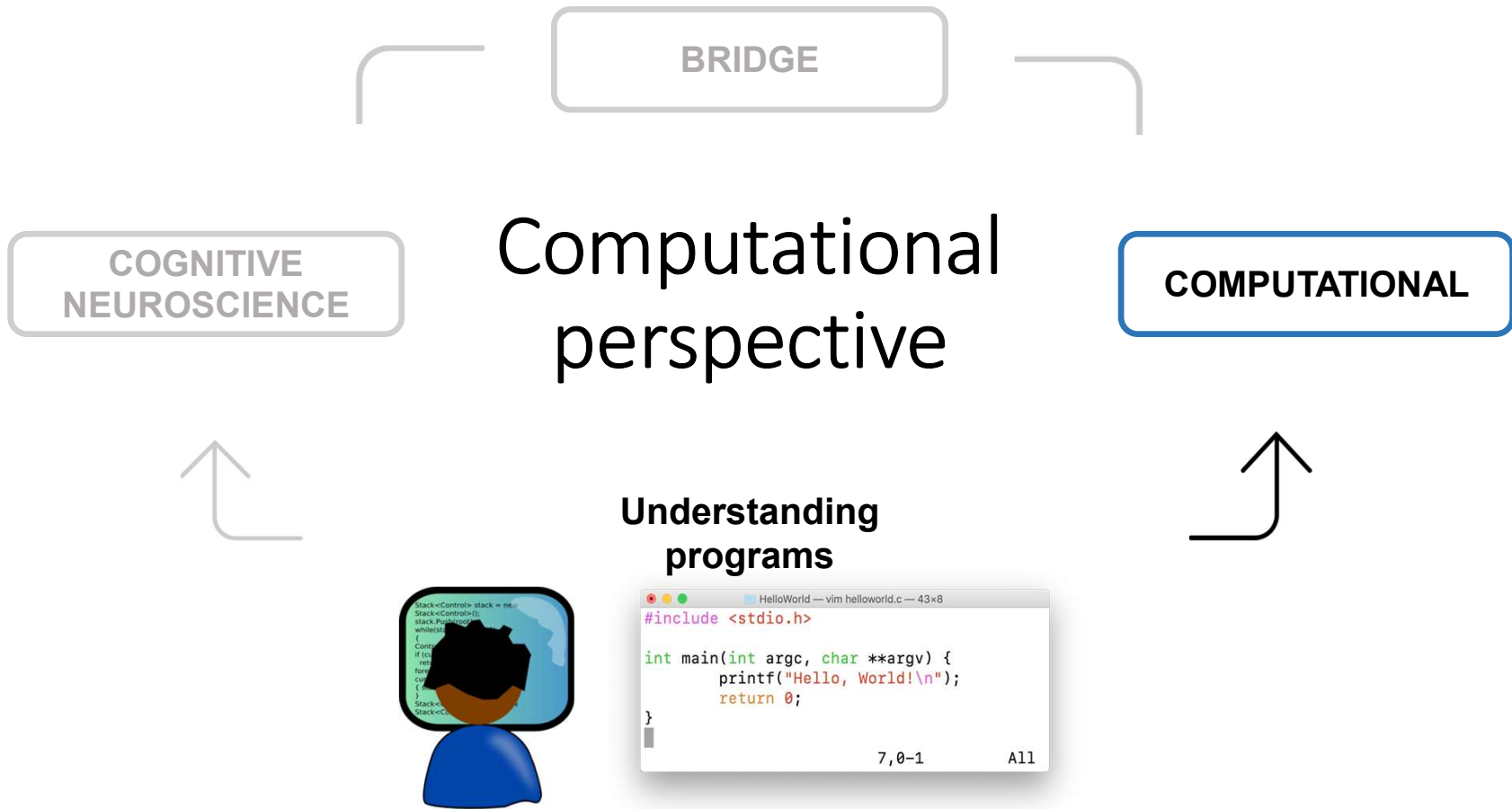
1. What is a test of a code model's basic understanding of code?
2. Can code models learn concurrent programs?

## BRIDGE

5. What is “important” to programmers when reading code?
6. Can program/stimuli generation be optimized for cognitive behavior?

## COGNITIVE NEUROSCIENCE

3. Which parts of our brains are involved in code comprehension?
4. Are program concepts encoded in the brain?



## Question 1

What is a test of a code model's basic understanding of code?

# Humans



```
def remove_extras ( lst ) :  
    new_list = []  
for item in lst:  
    if item not in new_list:  
        new_list . append( item )  
return new_list
```

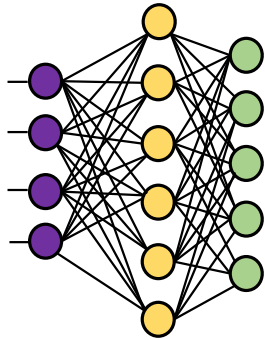
# Humans



```
def remove_extras (ABC) :  
    new_list = []  
for item in ABC :  
    if item not in new_list:  
        new_list . append( item )  
return new_list
```



# Code models?

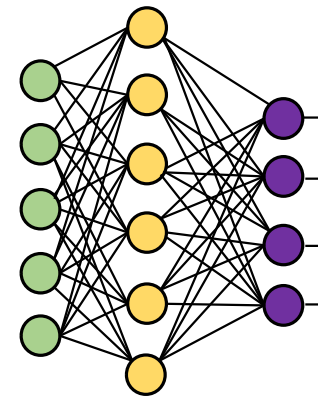


```
def remove_extras (ABC) :  
    new_list = []  
    for item in ABC :  
        if item not in new_list:  
            new_list . append( item )  
    return new_list
```

?

# A test for code models

```
def remove_extras ( ? ) :  
    ? = []  
    for ? in ? :  
        if ? not in ? :  
            ?.append( ? )  
    return ?
```



Where to modify?

What to modify to?

$$P_{\text{perturbed}} = \mathbf{z} \cdot \mathbf{u} + (1 - \mathbf{z}) \cdot P$$

where  $\sum \mathbf{z} \leq k, \mathbf{z} \in [0, 1]^n$

$$\sum \mathbf{u}_i = 1, \mathbf{u}_i \in [0, 1]^{|V|}$$

# GENERATING ADVERSARIAL COMPUTER PROGRAMS USING OPTIMIZED OBFUSCATIONS

**Shashank Srikant<sup>1</sup>** **Sijia Liu<sup>2,3</sup>** **Tamara Mitrovska<sup>1</sup>** **Shiyu Chang<sup>2</sup>**  
**Quanfu Fan<sup>2</sup>** **Gaoyuan Zhang<sup>2</sup>** **Una-May O'Reilly<sup>1</sup>**

ICLR 2021

<sup>1</sup>CSAIL, MIT <sup>2</sup>MIT-IBM Watson AI Lab <sup>3</sup>Michigan State University  
shash@mit.edu, liusiji5@msu.edu, unamay@csail.mit.edu

## Result

**A code summarizer model *misunderstood*  
30% of programs in which just one  
variable name was changed**

## Contribution

**An optimizable code modifier to test the  
basics of code model understanding**



## Question 2

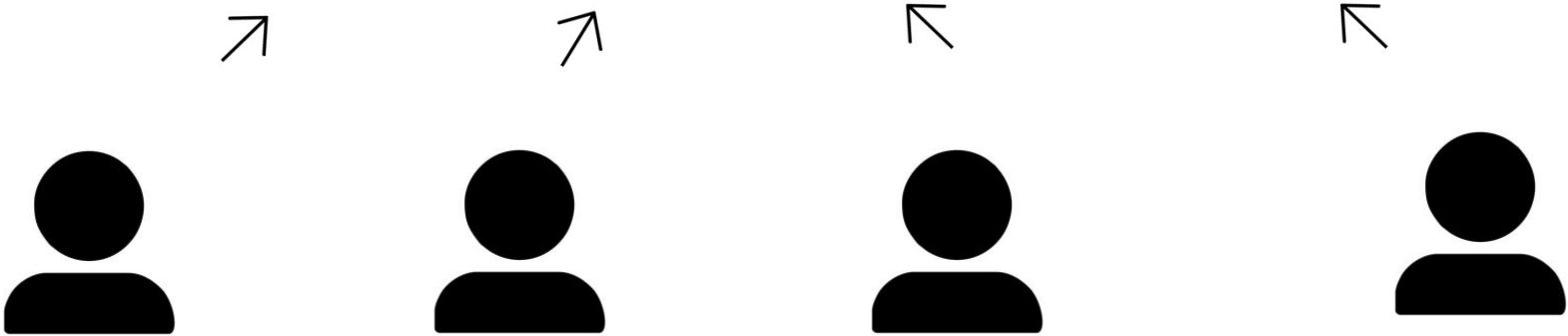
Can code models learn concurrent programs?



Time	Execution trace	
1s	read x	thread 1
2s	write x	thread 1
3s	read y	thread 2
4s	write y	thread 2

```
def book ( n ) :
  total = read ( )
  new = total - n
  write ( new )
```

**Data races**



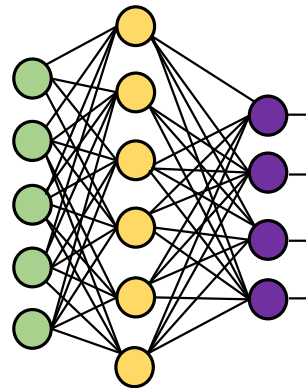


# No annotated datasets!

```
HelloWorld — vim helloworld.c — 43x8
#include <stdio.h>

int main(int argc, char **argv) {
    printf("Hello, World!\n");
    return 0;
}
7,0-1 All
```

Time	Execution trace	
1s	read x	thread 1
2s	write x	thread 1
3s	read y	thread 2
4s	write y	thread 2



Set of annotated execution traces

**Idea**  
Generate this larger set

**Set of annotated  
execution traces**

**Idea**

**Generate this larger set**



**Source bugs from  
concurrent programs in  
production**



**Use established data  
race detectors to create  
a true-positive dataset**

# Inject races

SMT solver

Execution trace

read x	thread 1
write x	thread 1
read y	thread 2
write y	thread 2

Execution trace

read x	thread 1
write x	thread 1
write z	thread 1
write z	thread 2
read y	thread 2
write y	thread 2

Execution trace

write z	thread 1
read x	thread 1
write x	thread 1
read y	thread 2
write y	thread 2
write z	thread 2

Inject a race

New, synthesized trace in our dataset

# RACEINJECTOR: Injecting Races To Evaluate And Learn Dynamic Race Detection Algorithms

SOAP 2023, PLDI

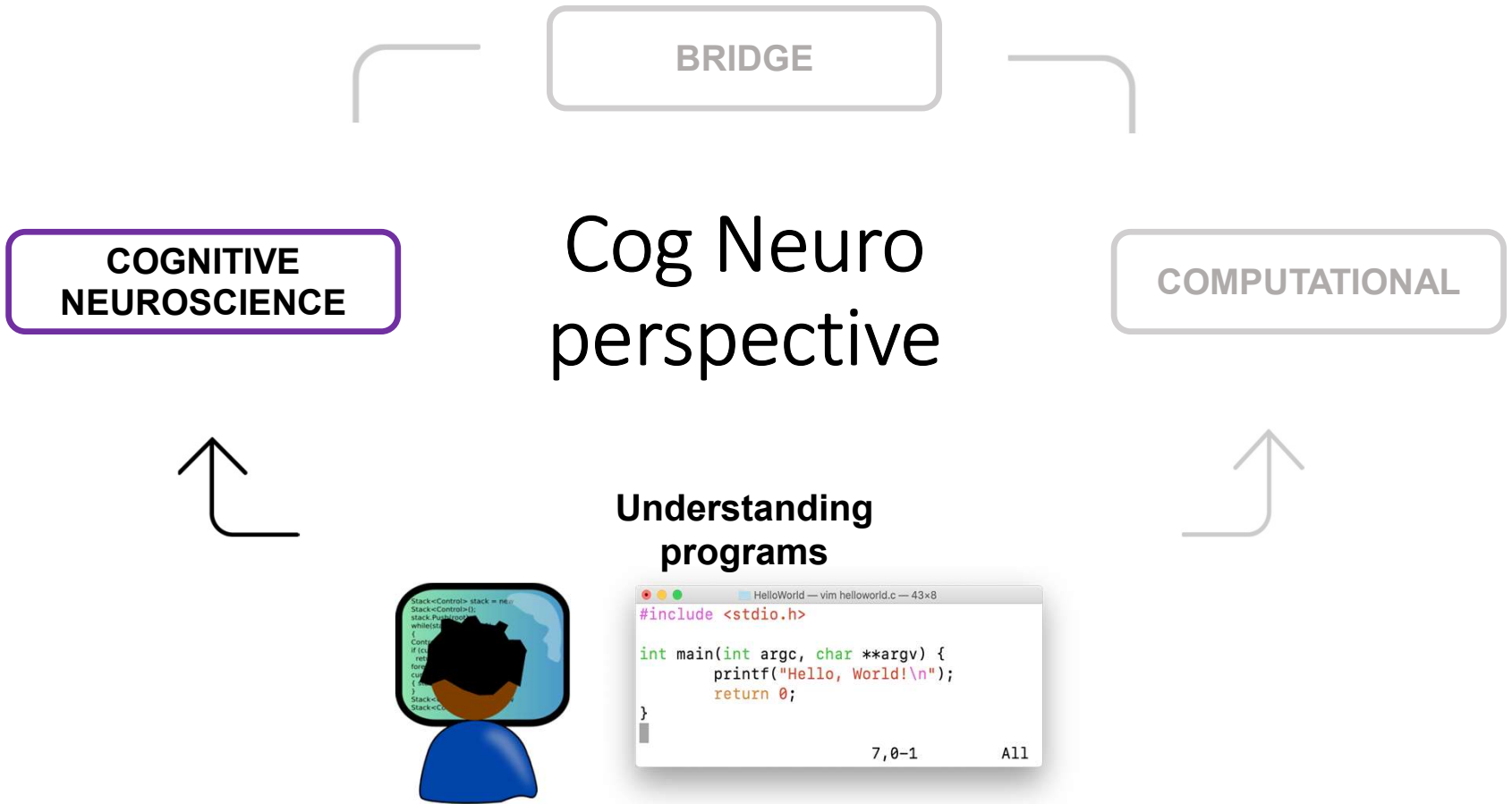
Michael Wang<sup>1</sup>, Shashank Srikant<sup>1,2</sup>, Malavika Samak<sup>1</sup>, Una-May O'Reilly<sup>1,2</sup>  
{mi27950, shash}@mit.edu {malavika, unamay}@csail.mit.edu  
<sup>1</sup>CSAIL, MIT <sup>2</sup>MIT-IBM Watson AI Lab

## Result

**Generated dataset contains examples  
which data race detection algorithms  
from the last 4 decades fail to detect**

## Contribution

**First steps at modeling concurrent  
programs and data races**

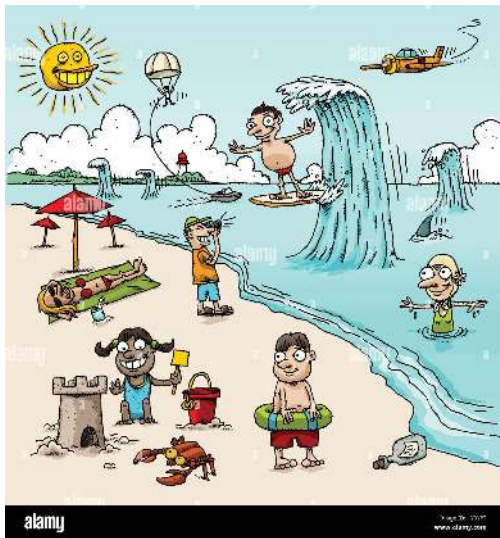




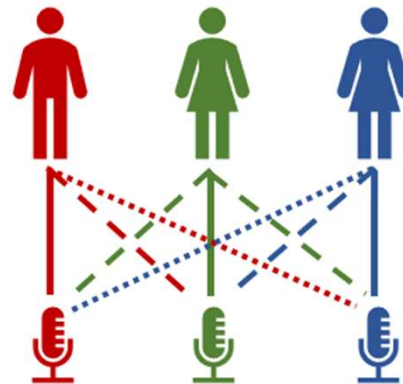
## Question 3

Which parts of our brains are involved in code comprehension?

# Human intelligence tasks



Describe the scene



Speaker identification

This one is better than the old one.

This one is better than nothing.

Sentiment analysis

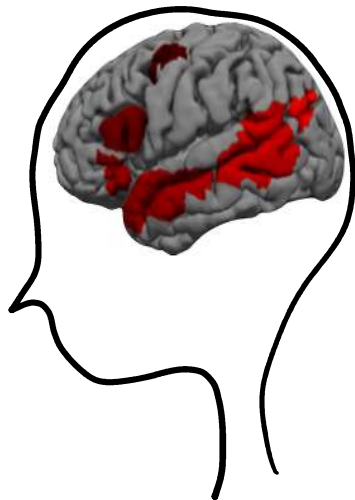
# Human intelligence task?

```
def remove_extras ( lst ) :  
    new_list = []  
    for item in lst:  
        if item not in new_list:  
            new_list . append( item )  
    return new_list
```

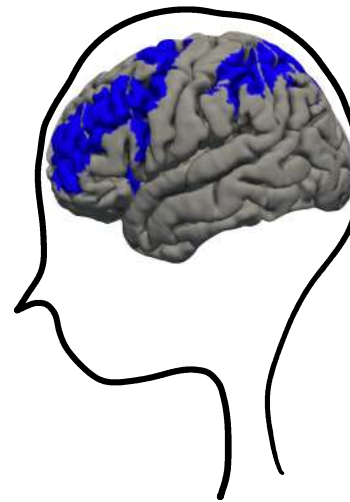
**Responds strongly  
to language**

**Across different  
modalities –  
reading, writing,  
sign language**

**Language  
system**



**Multiple Demand  
system**



**Working  
memory**

**Logic**

**Math**

**General  
problem  
solving**

```
group_data = [1, 5, 3]
num = 3
```

```
for value in group_data:
    product = num*value

print(product)
```

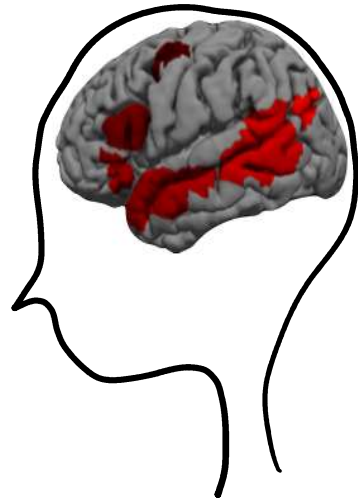
You have observations from three experiments: 1, 5, and 3.  
You define a value 'product'.  
Starting from the first observation, the value will get updated as the product of the observation and three.  
After going through the three observations, what will the value be?



# Result



Language system

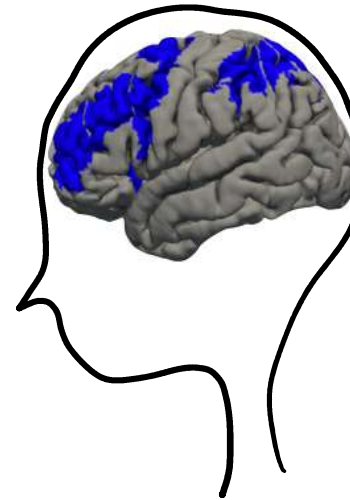


Responds strongly to language

Across different modalities – reading, writing, sign language



Multiple Demand system



Working memory

Logic

Math

General problem solving



# Comprehension of computer code relies primarily on domain-general executive brain regions

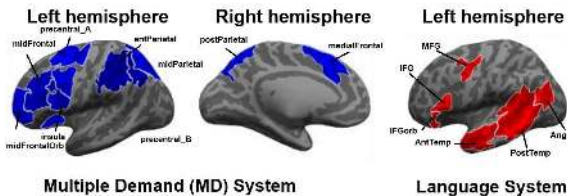
eLife, 2020



Anna A Ivanova<sup>1</sup>, Shashank Srikant, Yotaro Sueoka, Hope H Kean, Riva Dhamala, Una-May O'Reilly, Marina U Bers, Evelina Fedorenko<sup>1</sup>  
Department of Brain and Cognitive Sciences, Massachusetts Institute of Technology, United States; McGovern Institute for Brain Research, Massachusetts Institute of Technology, United States; Computer Science and Artificial Intelligence Laboratory, Massachusetts Institute of Technology, United States; Eliot-Pearson Department of Child Study and Human Development, Tufts University, United States

## Contribution

## Experiment design to separate out responses from language sensitive brain regions vs. others



## Question 4

Are program concepts encoded in the brain?



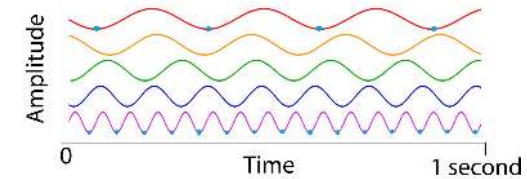
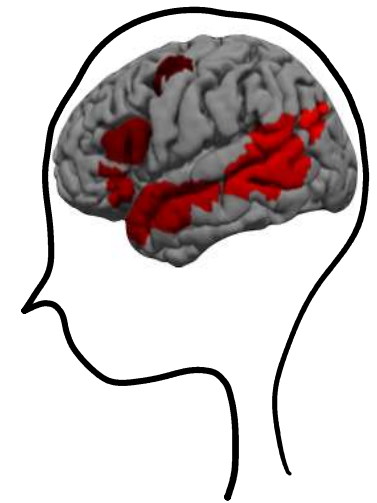
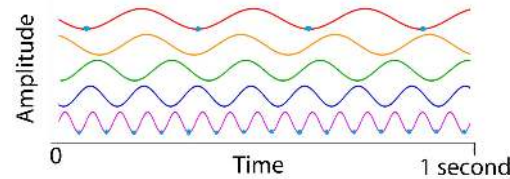
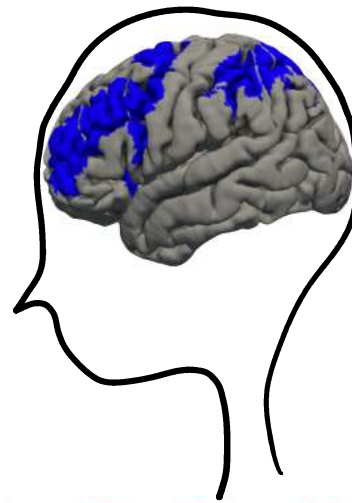
# Multiple Demand system

# Language system

```
group_data = [1, 5, 3]
num = 3

for value in group_data:
    product = num*value

print(product)
```



loops

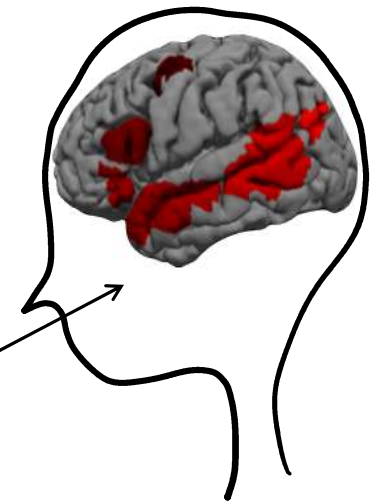
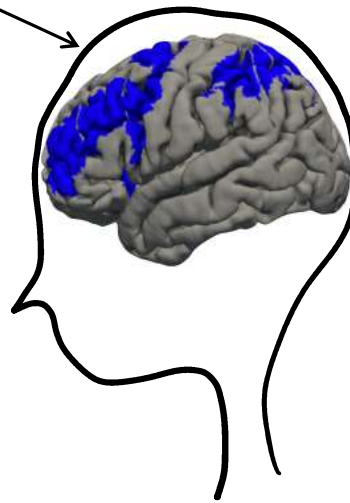
Multiple Demand  
system

Language  
system

branching

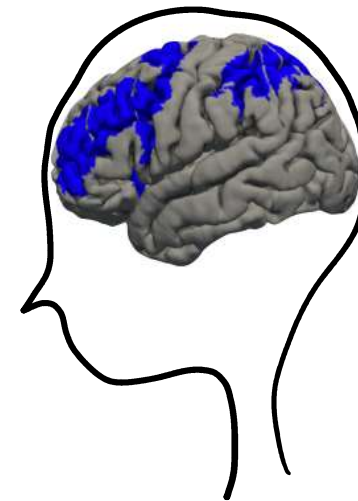
string-related  
operations

syntax, syntax tree

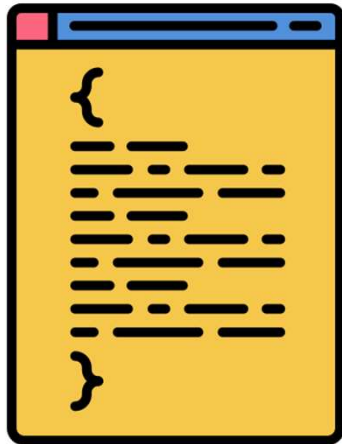


# General problem solving

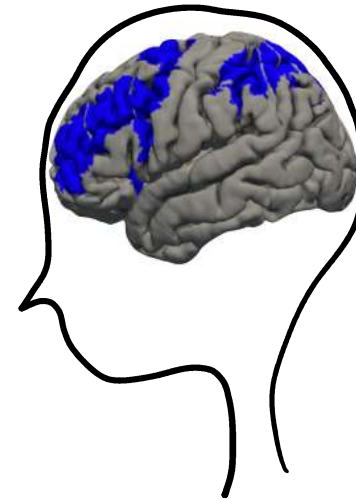
# Multiple Demand system



# General problem solving



# Multiple Demand system



# Logic Theorist - 1956

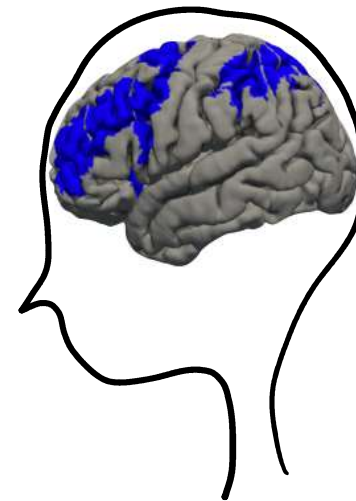


Allan  
Newell



Herbert  
Simon

# Multiple Demand system



# Result

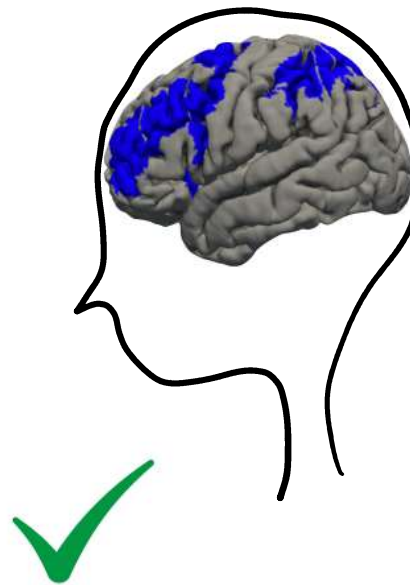
loops

branching

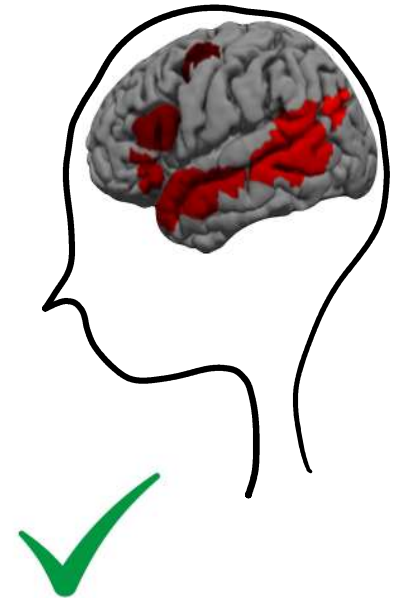
data dependencies

...

Multiple Demand  
system



Language  
system



---

## Convergent Representations of Computer Programs in Human and Artificial Neural Networks

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NeurIPS, 2022

**Shashank Srikant**<sup>\*1,4</sup> **Benjamin Lipkin**<sup>\*2</sup> **Anna A. Ivanova**<sup>1,2,3</sup>  
**Evelina Fedorenko**<sup>2,3</sup> **Una-May O'Reilly**<sup>1,4</sup>

\* Equal contribution

<sup>1</sup>CSAIL, MIT   <sup>2</sup>BCS, MIT

<sup>3</sup>McGovern Institute for Brain Research   MIT-IBM Watson AI Lab  
{shash, lipkinb, annaiv, evelina9}@mit.edu, unamay@csail.mit.edu

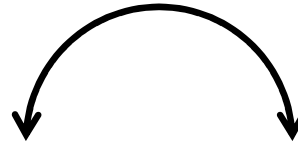
### Contribution

**Decoding program concepts from the  
MD and LS**

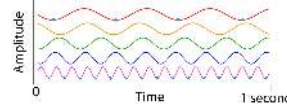
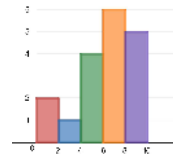
**First steps at specifying the nature of  
stimuli the MD system responds to**

**COGNITIVE  
NEUROSCIENCE**

**COMPUTATIONAL**



**Behavioral, Neural  
representation**



**Machine  
representation**



**Bridging the two perspectives**



## Question 5

What is “important” to  
programmers when reading code?

# Empirical Studies of Programming Knowledge

ELLIOT SOLOWAY AND KATE EHRLICH

*Int. J. Man-Machine Studies* (1986) **25**, 697-709

## Beacons in computer program comprehension

SUSAN WIEDENBECK

## Delocalized Plans and Program Comprehension

*A maintainer's understanding can go awry when it is based on purely local clues. How can we spell out the intentions behind a piece of code?*

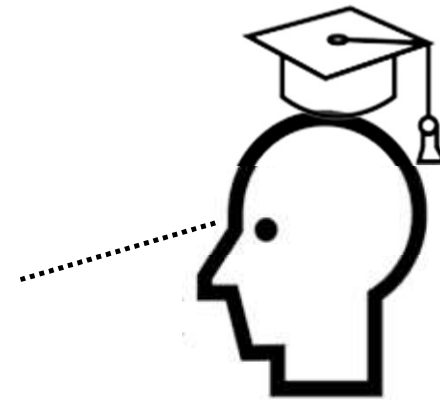
## Beacons in computer program comprehension

SUSAN WIEDENBECK



Non experts

```
def remove_extras ( lst ) :  
    new_list = []  
    for item in lst:  
        if item not in new_list:  
            new_list . append( item )  
    return new_list
```



Experts

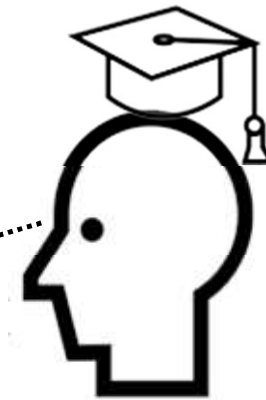
Can automate the discovery of *beacons*?

Can *beacons* help us understand more about code comprehension?



Non experts

```
def remove_extras ( lst ) :  
    new_lst = []  
    for item in lst:  
        if item not in new_list:  
            new_list . append( item )  
    return result
```



Experts

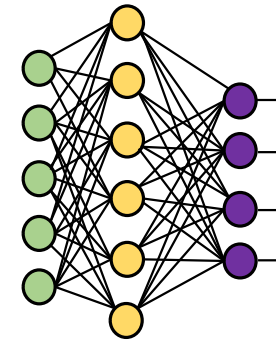
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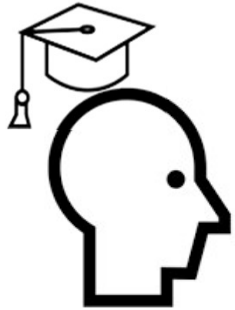


Non experts

```
def remove_extras ( lst ) :  
    new_list = []  
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    return new_list
```



Experts



# Experts

```
def remove_extras ( lst ) :
```

```
    new_list = [ ]
```

```
    for item in lst:
```

```
        if item not in new_list:
```

```
            new_list . append( item )
```

```
    return new_list
```

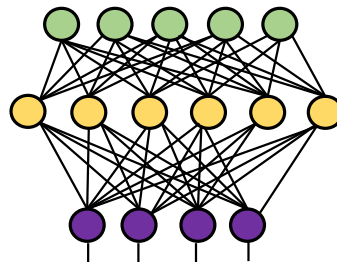
new\_list . append( item )

for item in lst:

new\_list . append( item )

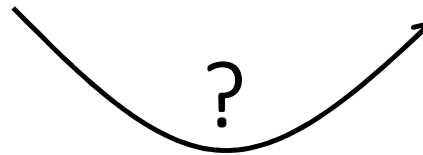
```
def remove_extras ( lst ) :  
    new_list = []  
    for item in lst:  
        if item not in new_list:  
            new_list . append( item )  
    return new_list
```

```
new_list . append( item )
```



```
for item in lst:
```

```
new_list . append( item )
```



## Results

Human experts agree when identifying *beacons* ( $r = 0.5$ )

Model representations can predict these *beacons* ( $r = 0.7$ )

## Contribution

Demonstrates how to use code models as proxies of experts.

Helps understand our behavioral responses to code



## Question 6

Can program/stimuli generation be optimized for cognitive behavior?

# Hypothetical

**Model which  
can predict  
*beacons***

**Model which  
can predict  
*mental load***

Can I generate programs which

minimize # of beacons?

minimize mental load?

**Model which  
can predict  
*beacons***

**Model which  
can predict  
*confusion***

Can I generate programs which

minimize # of beacons?

minimize mental load?

**Model which  
can predict  
*beacons***

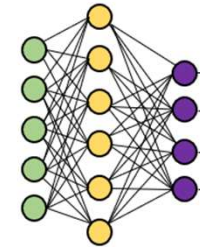
**Yes!**

**Model which  
can predict  
*confusion***

## COMPUTATIONAL

What is a test of a code model's basic understanding of code?

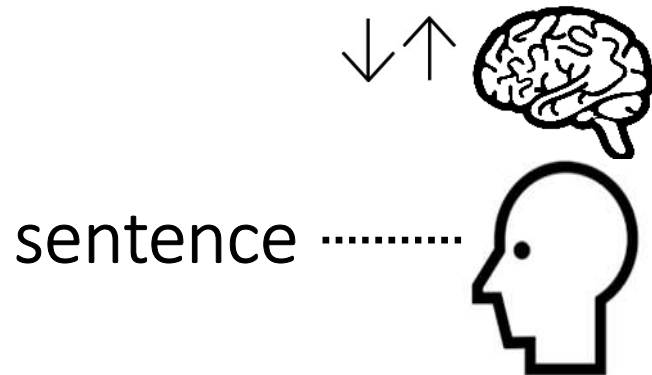
```
def remove_extras (l):  
    r = []  
    for x in l:  
        if x not in r:  
            r.append(x)  
    return r
```



Model which  
can predict  
*beacons*

Model which  
can predict  
*confusion*

# Generate sentences that control brain responses!



## GOLI: Goal-Optimized Linguistic Stimuli for Psycholinguistics and Cognitive Neuroscience

**Shashank Srikant<sup>1,2</sup> Greta Tuckute<sup>3</sup> Sijia Liu<sup>2,4</sup> Una-May O'Reilly<sup>1,2</sup>**  
<sup>1</sup>CSAIL, MIT <sup>2</sup>MIT-IBM Watson AI Lab <sup>3</sup>BCS, MIT <sup>4</sup>Michigan State University  
{shash, gretatu}@mit.edu, liusiji5@msu.edu, unamay@csail.mit.edu

Driving and suppressing the human language network using large language models

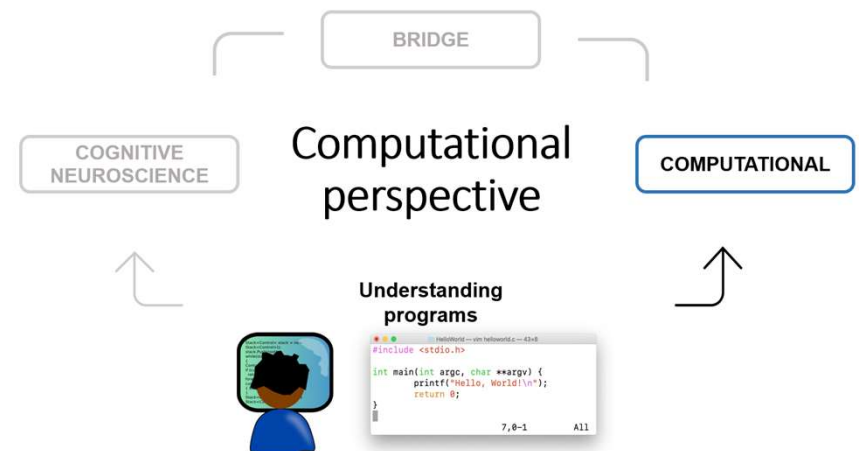
Greta Tuckute<sup>1,2</sup>, Aalok Sathe<sup>1,2</sup>, Shashank Srikant<sup>3,4</sup>, Maya Taliaferro<sup>1,2</sup>, Mingye Wang<sup>1,2</sup>, Martin Schrimpf<sup>5</sup>, Kendrick Kay<sup>6</sup>, Evelina Fedorenko<sup>1,2,7</sup>

**In submission**

# Contributions: Big picture

Methods to test and improve code understanding in code models

First steps towards training code models to understand concurrent program behavior

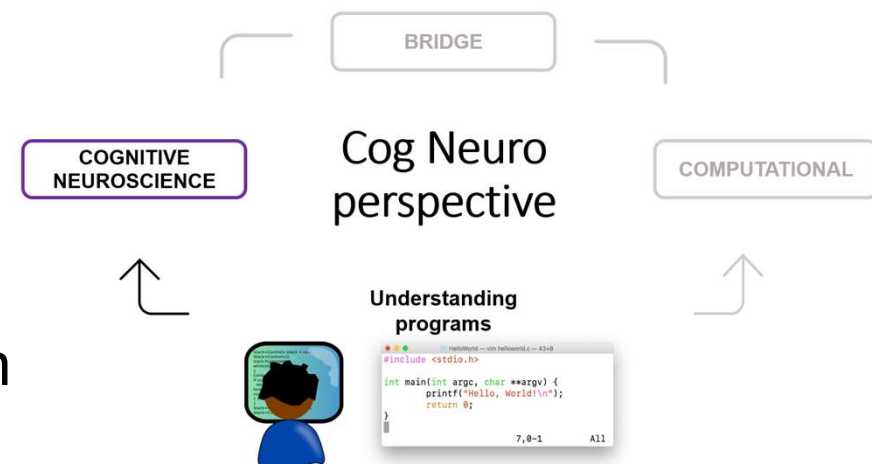


# Contributions: Big picture

Better understanding of where code comprehension happens in the brain

Better understanding of what code properties are encoded in the brain

First steps at specifying the nature of stimuli the MD system responds to

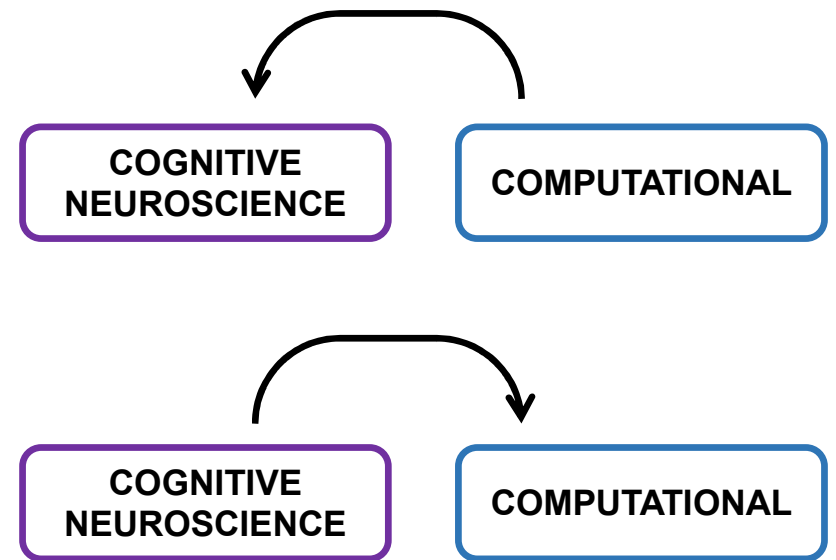




# Contributions: Big picture

Using code models to better understand behavioral responses to code comprehension

Using models of human behavior to generate code



# Where to from here?



Probing code models for the concepts they acquire

Integrating the role of the MD system in model architecture design?

# Where to from here?

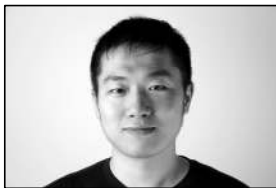
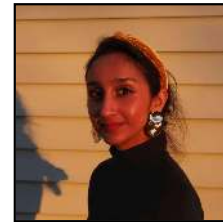
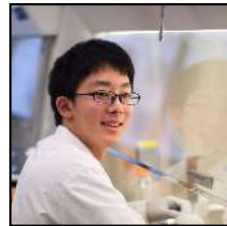
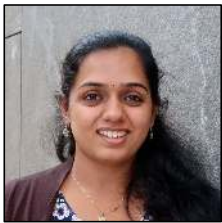


Other behavioral responses when understanding code.

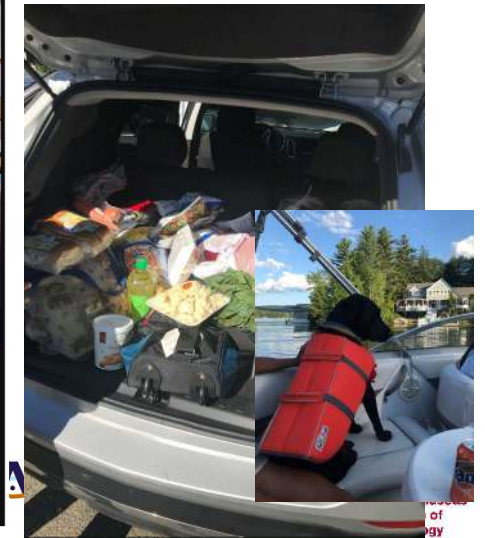
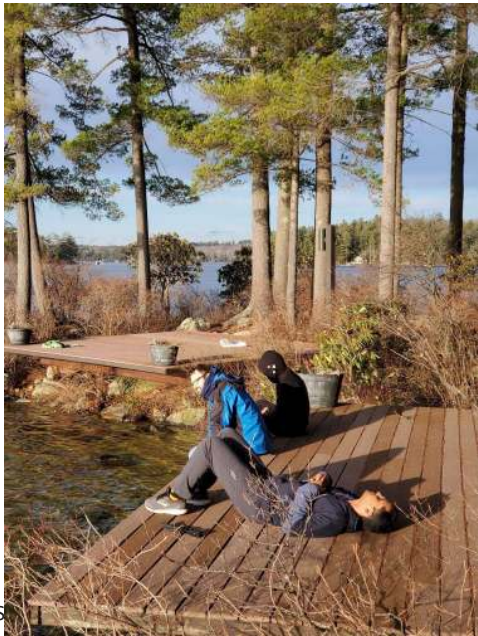
Models to explain these behaviors

What happens we write code? Debug code?

# The A-team









## My letter writers

# Family

# Friends





## Evolution as a design strategy for nonlinear architecture : Generative modeling of 3-D surfaces

Una-May O'Reilly \*  
Artificial Intelligence Lab  
MIT  
545 Tech Sq  
Cambridge, MA, 02143  
unamay@ai.mit.edu

Girish Ramachandran  
School of Architecture  
Massachusetts Institute of Technology  
77 Mass Avenue  
Cambridge, MA 02139  
girish@mit.edu

## Meta Optimization: Improving Compiler Heuristics with Machine Learning

Mark Stephenson and  
Saman Amarasinghe  
Massachusetts Institute of Technology  
Laboratory for Computer Science  
Cambridge, MA 02139  
{mstephen, saman}@cag.lcs.mit.edu

Martin Martin and Una-May O'Reilly  
Massachusetts Institute of Technology  
Artificial Intelligence Laboratory  
Cambridge, MA 02139  
{mcm, unamay}@ai.mit.edu

## Genetic Programming Applied to Compiler Heuristic Optimization

Mark Stephenson<sup>1</sup>, Una-May O'Reilly<sup>2</sup>,  
Martin C. Martin<sup>2</sup>, and Saman Amarasinghe<sup>1</sup>

## Autotuning Algorithmic Choice for Input Sensitivity

Yufei Ding\*, Jason Ansel<sup>◊</sup>, Kalyan Veeramachaneni<sup>◊</sup>, Xipeng Shen\*  
Una-May O'Reilly<sup>◊</sup>, Saman Amarasinghe<sup>◊</sup>



# MIT developing first humanoid personal assistant

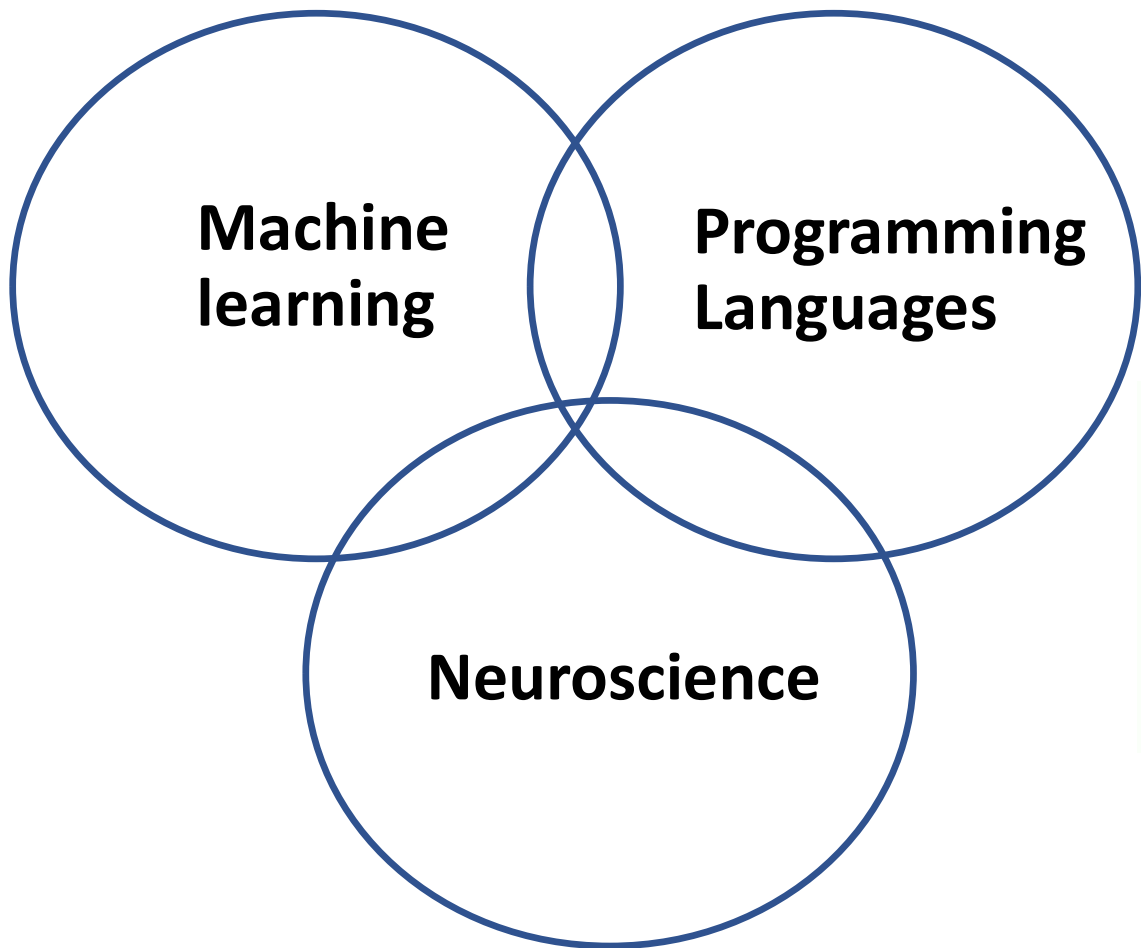
November 4, 2003



Una -May O'Reilly, co-principal investigator for MIT's newest robot, watches as Cardea lets itself out the door of the lab to go for a stroll down the hall.

Shashank Srika





# Questions

## COMPUTATIONAL

1. What is a test of a code model's basic understanding of code?
2. Can code models learn concurrent programs?

## BRIDGE

5. What is “important” to programmers when reading code?
6. Can program/stimuli generation be optimized for cognitive behavior?

## COGNITIVE NEUROSCIENCE

3. Which parts of our brains are involved in code comprehension?
4. Are program concepts encoded in the brain?