

# Towards Defining a Cognitive Linguistics of Programming and Using Eye Tracking to Verify Its Claims

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# Indirect Anaphora in Cognitive Linguistics

## IA in a Cognitive Linguistics of Programming

### Claims

### Experiment 1

### Experiment 2

### Discussion

### References

# Indirect Anaphora

(1) Keith was giving a lecture in London.  
He was **taking his car** there overnight.  
**The car** had recently been overhauled.

(2) Keith was giving a lecture in London.  
He was **driving** there overnight.  
**The car** had recently been overhauled.

(Garrod and Sanford, 1982)

# Indirect Anaphora in Cognitive Linguistics

He was **driving** there overnight.

**The car** had recently been overhauled.

Text

driving

TWM

Memory

LE-DRIVE
isa verb word "drive" default INSTRUMENT: DEF-CAR

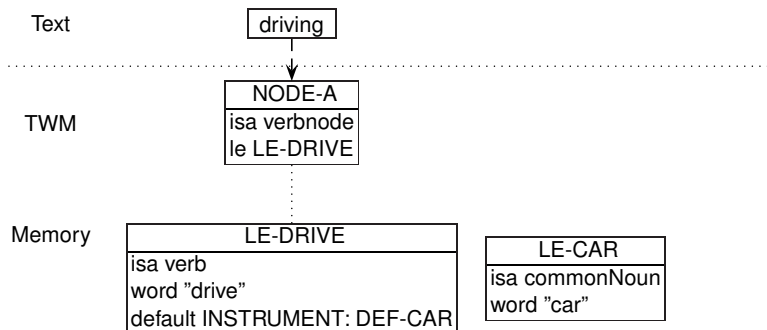
LE-CAR
isa commonNoun word "car"

(see also Schwarz 2000; Schwarz-Friesel 2007)

# Indirect Anaphora in Cognitive Linguistics

He was **driving** there overnight.

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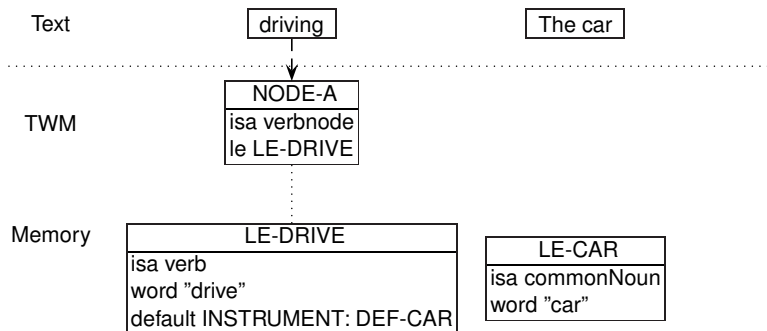


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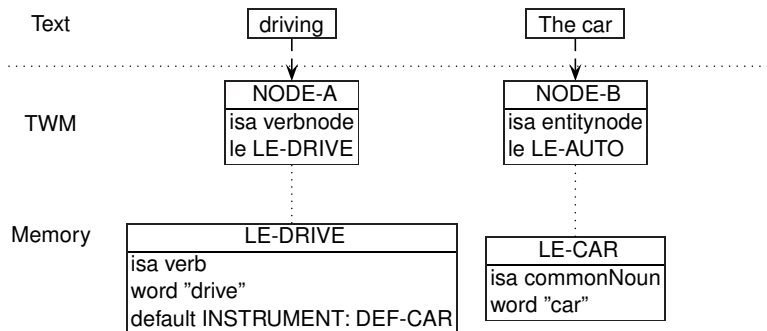


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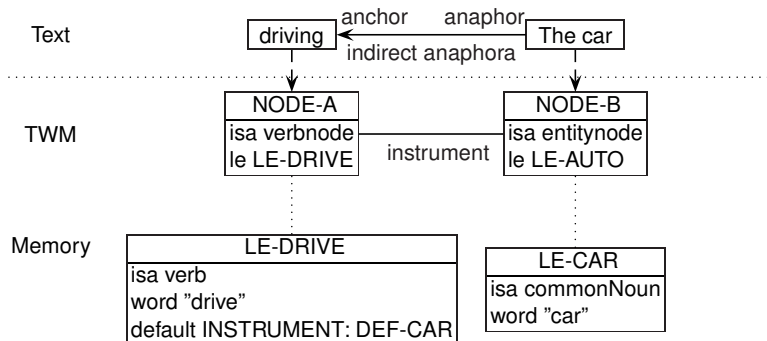


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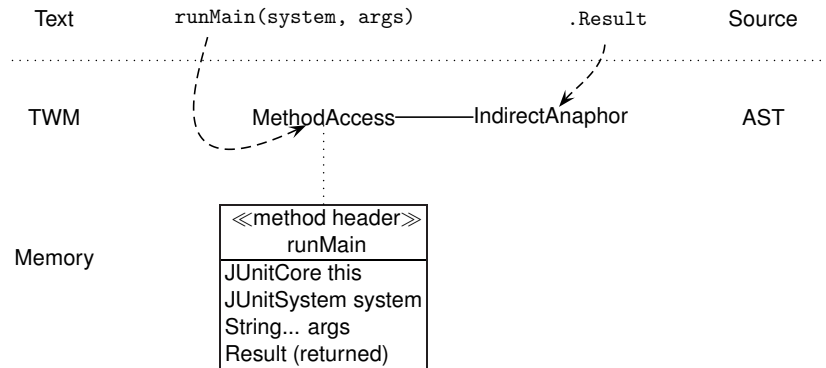


# IA in a Cognitive Linguistics of Programming

```
public static void
    runMainAndExit(JUnitSystem system,
        String... args) {
Result result= new
    JUnitCore().runMain(system, args);
system.exit(result.isSuccessful() ? 0:1);
}
```

```
public static void
    runMainAndExit(JUnitSystem system,
        String... args) {
new JUnitCore().runMain(system, args);
system.exit(.Result.isSuccessful() ? 0:1);
}
```

# IA in a Cognitive Linguistics of Programming



Lohmeier (2011)

# Claims

- ▶ Comparable processes in reading IAs in NL and PL
- ▶ Underspecification with indirect anaphors
  - ▶ speeds up code reading
  - ▶ improves code understanding

# Experiment 1: Design

Tracking eyes during reading (cf. Garrod and Terras 2000):

Independent variables:

- ▶ local variable vs. indirect anaphor
- ▶ dominant vs. non-dominant target  
(e.g. write with pen vs. chalk)

Dependent variables:

- ▶ 1st pass reading time anaphor region
- ▶ 1st pass reading time following word

Hypothesis:

- ▶ increased reading times (local variable vs. indirect anaphor) for non-dominant, but not for dominant targets

# Experiment 1: Method and Materials

## local variable/indirect anaphor, dominant target

```
Result result= new
    JUnitCore().runMain(system, args);
system.exit(result.wasSuccessful() ? 0:1);

new JUnitCore().runMain(system, args);
system.exit(.Result.wasSuccessful() ? 0:1);
```

## local variable/indirect anaphor, non-dominant target

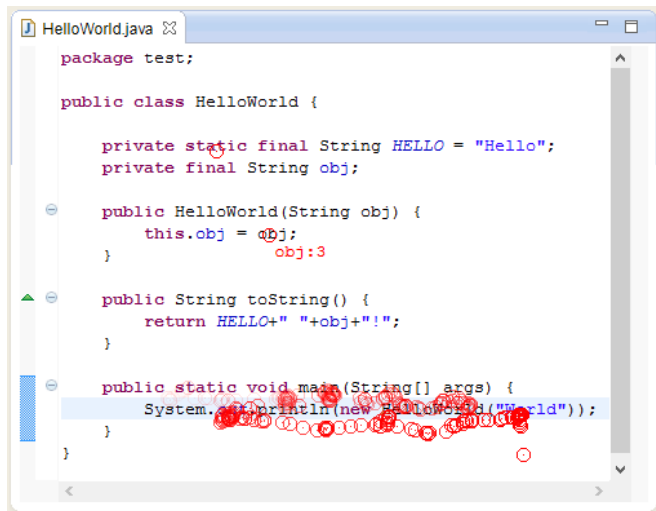
```
Execution execution= new
    JUnitCore().runMain(system, args);
system.exit(execution.wasSuccessful()?0:1);

new JUnitCore().runMain(system, args);
system.exit(.Execution.wasSuccessful()?0:1);
```

# Experiment 1: Method and Materials

- ▶ Production pre-test for dominance of targets: "An instance of what type does/could <METHOD> return?"  
<METHOD>: one of
  - ▶ `runMain`
  - ▶ `runMain(...)`
  - ▶ `runMain(system, args)`
  - ▶ `JUnitCore.runMain(...)`
  - ▶ `JUnitCore.runMain(system, args)`
- ▶ Recognition pre-test: Do you think that <METHOD> returns an object of type Result? Yes/No
- ▶ Abstract vs. concrete concepts
- ▶ ease of understanding the concept of indirect anaphors
- ▶ Familiarity of source code concepts (newly introduced vs. types from the Java API)
- ▶ Natural/controlled environment

# Experiment 1: Method and Materials



```
package test;

public class HelloWorld {

    private static final String HELLO = "Hello";
    private final String obj;

    public HelloWorld(String obj) {
        this.obj = obj;
        obj:3
    }

    public String toString() {
        return HELLO+" "+obj+"!";
    }

    public static void main(String[] args) {
        System.out.println(new HelloWorld("World"));
    }
}
```

Version 0.1.0 of an eye tracking plugin for Eclipse:  
<http://monochromata.de/eyeTracking/>

# Experiment 2

Measuring performance (cf. McNamara et al. 1996)

independent variables:

- ▶ local variables vs. indirect anaphors

dependent variables:

- ▶ free recall of source code
- ▶ number of correct answers to questions on the code
- ▶ time to modify the code to perform a different task



# Discussion

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# References I

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