Synthetic Benchmarks for Genetic Improvement

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In a Nutshell

Motivation:

- Empirical comparisons of GI approaches
- Parameter configuration of GI
- Genetic improvement of GI
- Quick experimentation for GI ideas

Idea:

- Premise: GI applied on software is very slow
- Bottleneck: fitness evaluation
- Proposition: synthetic benchmarks

Synthetic Benchmarks

Issues with real-world benchmarks:

- Evaluation is expensive
- Good data is scarce
- Uncertain features

Possible solutions:

- Surrogate modelling
- Artificial instances
- Synthetic benchmarks

Dang et al., GECCO 2017 (AC(AC) using surrogate modelling)

Malitsky et al., LION 2016 (Structure preserving instance generation)

Formalism

Standard GI:

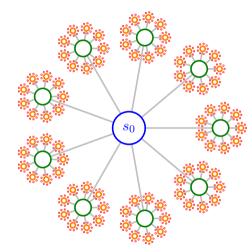
$$(\mathsf{GI}) \quad \left\{ \begin{array}{ll} \mathsf{optimise} & E[\mathbf{o}(s,i), \ i \in \mathcal{D}] \\ \mathsf{subject to} & s \in S \end{array} \right.$$

with:

- ▶ E: statistical population parameter (e.g., average)
- o: cost metric (e.g., running time)
- ▶ D: input distribution (e.g., test cases, instances)
- s: software variants
- ► S: search space

Idea: Replacing $E[o(s,i), i \in (D)]$ by a single instantaneous query

Software Analysis



Search space:

- Around n deletions
- ▶ Around n^2 replacements
- Around n^2 insertions
- $\rightsquigarrow \ \sum_{i=1}^k (n^{2i})$ sequences up to size k
- that's too big!

Assumption:

- Edits are independent
- \leadsto only around n^2 fitness values
- reasonable to model

Synthetic Model

Empirical analysis:

- Sample edits
- Collect data, e.g.:
 - did it compile?
 - did it run?
 - was it correct?
 - how much better/worse?
- Compute underlying distribution

Contribution aggregation:

- Compilation errors propagate
- Runtime errors propagate
- Wrong outputs propagate
- Duplicate edits are ignored
- Fitness ratios are multiplied
- **E.g.:** $[80\%, 100\%, 105\%] \rightarrow 84\%$

Conclusion

Problem:

- GI(software) is much slower than software
- GI(GI(software)) is much much slower than GI(software)

Idea:

- Replace software with model
- model is free
- GI(model) is cheap
- GI(GI(model)) should be reasonable

Advantages:

- Cheap, reusable benchmarks
- Model as complex as designed
- Possible focus on particular software feature

Selected References

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Structure-preserving instance generation.

In Paola Festa, Meinolf Sellmann, and Joaquin Vanschoren, editors, *Proceedings of the* 10th International Conference on Learning and Intelligent Optimization, Revised Selected Papers (LION 10), Ischia, Italy, volume 10079 of Lecture Notes in Computer Science, pages 123–140. Springer, 2016.