




# Genetic Improvement for Adaptive Software Engineering

Mark Harman

joint work with Yue Jia, Bill Langdon, Iman Moghadam,  
Justyna Petke, Shin Yoo & Fan Wu

University College London



Sherlock Holmes  
Museum



Madame Tussaud's

20 mins walk



Marble Arch




Eros



UCL



British  
Museum



Covent  
Garden  
Market



Royal Courts  
of Justice



St. Paul's




National  
Gallery




Nelson's  
Column




Tate Modern



Globe  
Theatre



National  
History  
Museum



Westminster  
Abbey



House of Parliament



London Eye

# COWs

CREST Open Workshop

Roughly one per month

Discussion based

Recorded and archived

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# COWs



# What is SBSE

# What is SBSE

In SBSE we apply search techniques to search large search spaces, guided by a fitness function that captures properties of the acceptable software artefacts we seek.

sweet spot  
like google search?  
like code search?  
like breadth first search?

potentially  
exhaustive

pick one at  
random



# What is SBSE

**Search Based  
Optimization**

**Software  
Engineering**

# What is SBSE

In SBSE we apply **search techniques** to search large search spaces, **guided by a fitness** function that captures properties of the acceptable software artefacts we seek.

Tabu Search      Ant Colonies      Particle Swarm Optimization  
Hill Climbing      Genetic Algorithms  
Genetic Programming  
Simulated Annealing      Greedy      LP      Random  
Estimation of Distribution Algorithms

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**Genetic Programming**  
Simulated Annealing      Greedy      LP      Random  
Estimation of Distribution Algorithms

# What is SBSE

let's listen to software engineers ...

... what sort of things do they say?

# Software Engineers Say

We need to satisfy business and technical concerns

We need to reduce risk while maintaining completion time

We need increased cohesion and decreased coupling

We need fewer tests that find more nasty bugs

We need to optimise for all metrics  $M_1, \dots, M_n$



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# Software Engineers Say

Requirements: We need to satisfy business and technical concerns

Management: We need to reduce risk while maintaining completion time

Design: We need increased cohesion and decreased coupling

Testing: We need fewer tests that find more nasty bugs

Refactoring: We need to optimise for all metrics  $M_1, \dots, M_n$

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Requirements: We need to satisfy business and technical concerns

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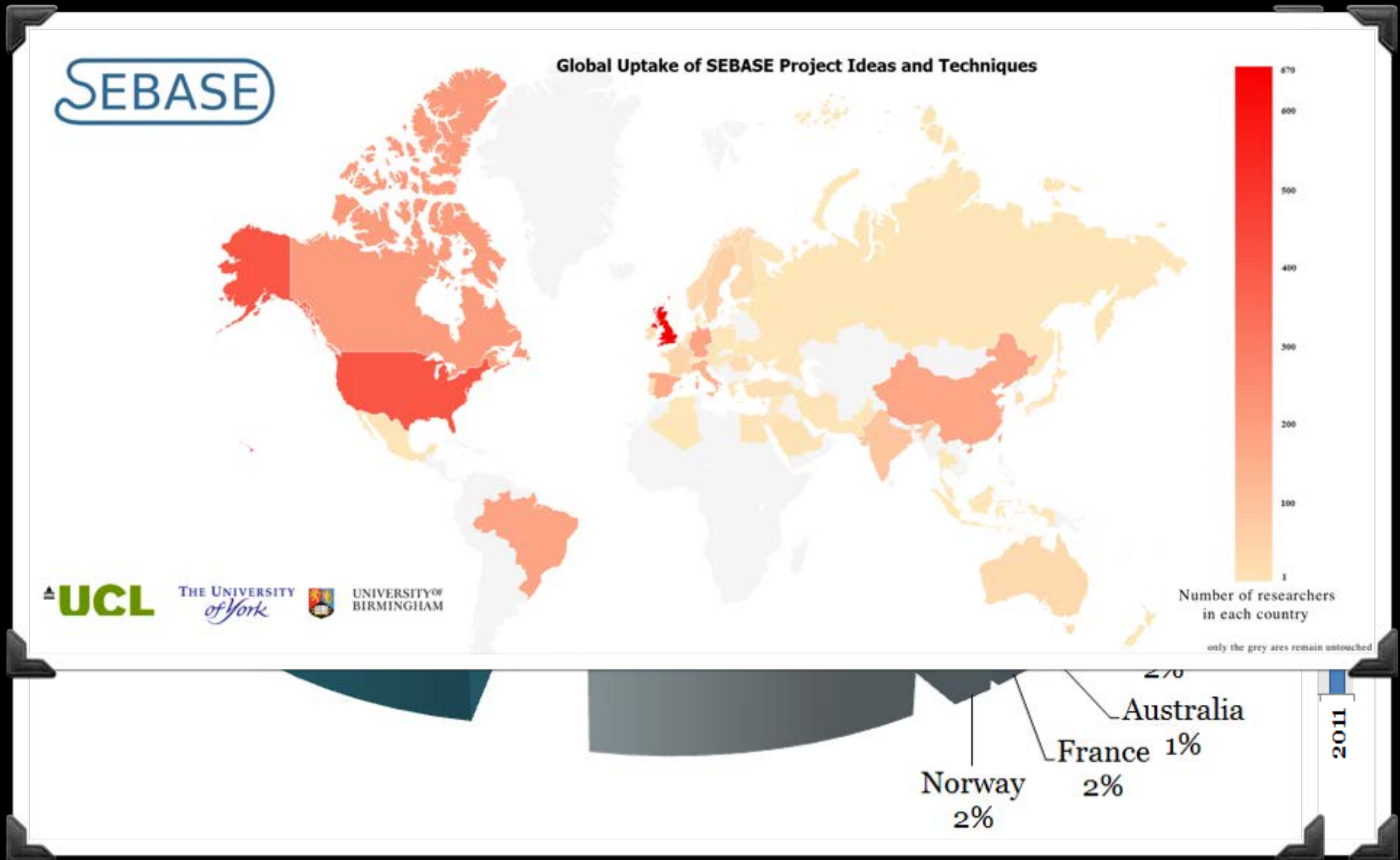
Testing: We need fewer tests that find more nasty bugs

Refactoring: We need to optimise for all metrics  $M_1, \dots, M_n$

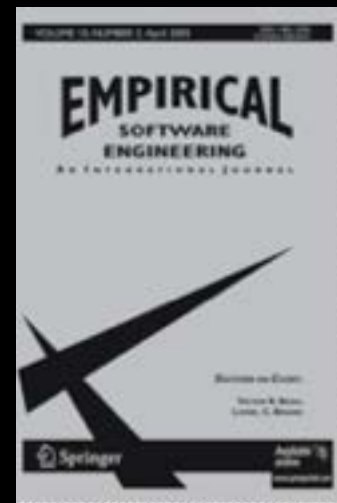
All have been addressed in the SBSE literature

# Growth Trends

# Polynomial rise in publications









# Author statistics

more than 1250 authors

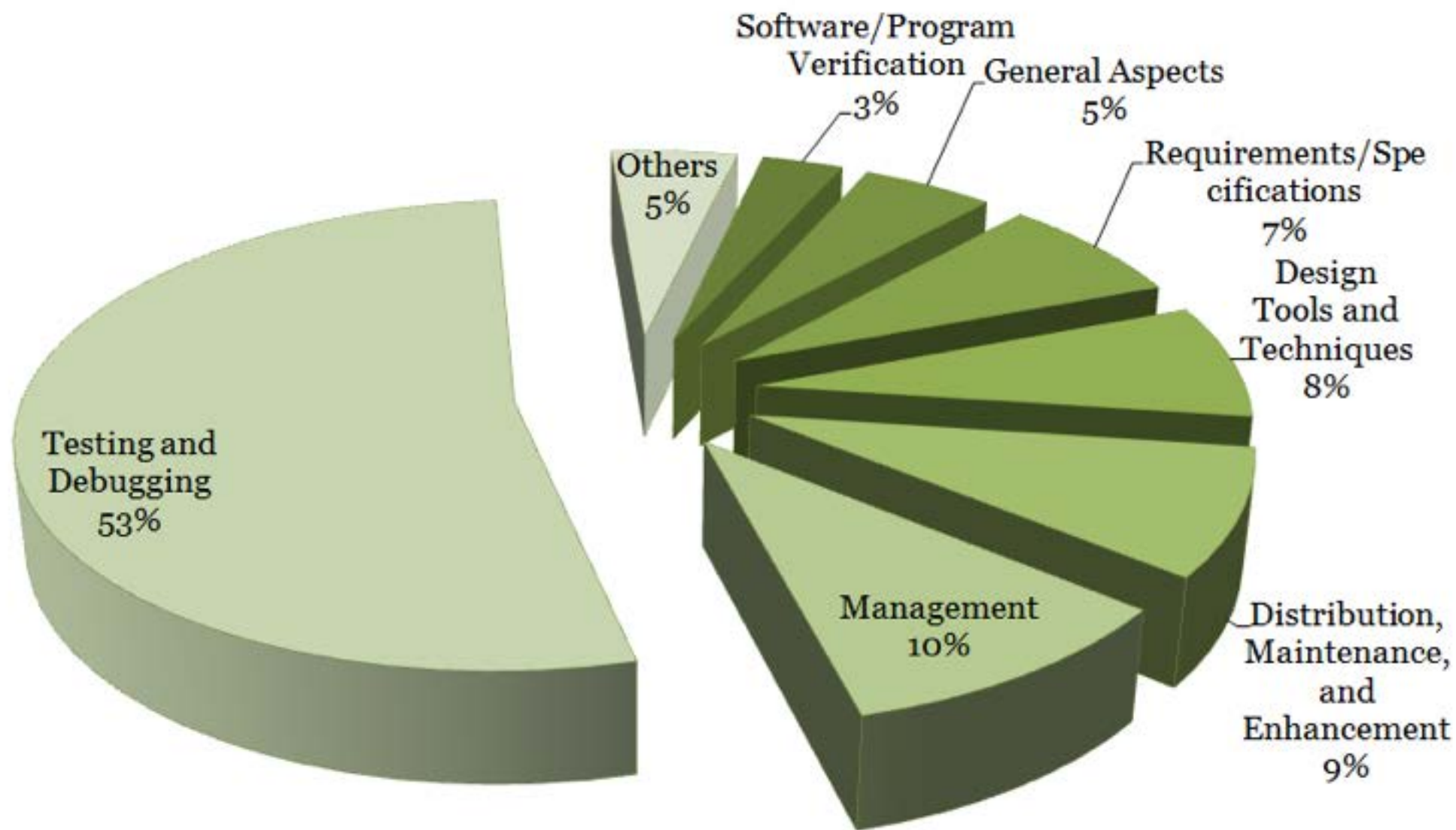
more than 1150 papers

more than 390 institutions

more than 50 countries

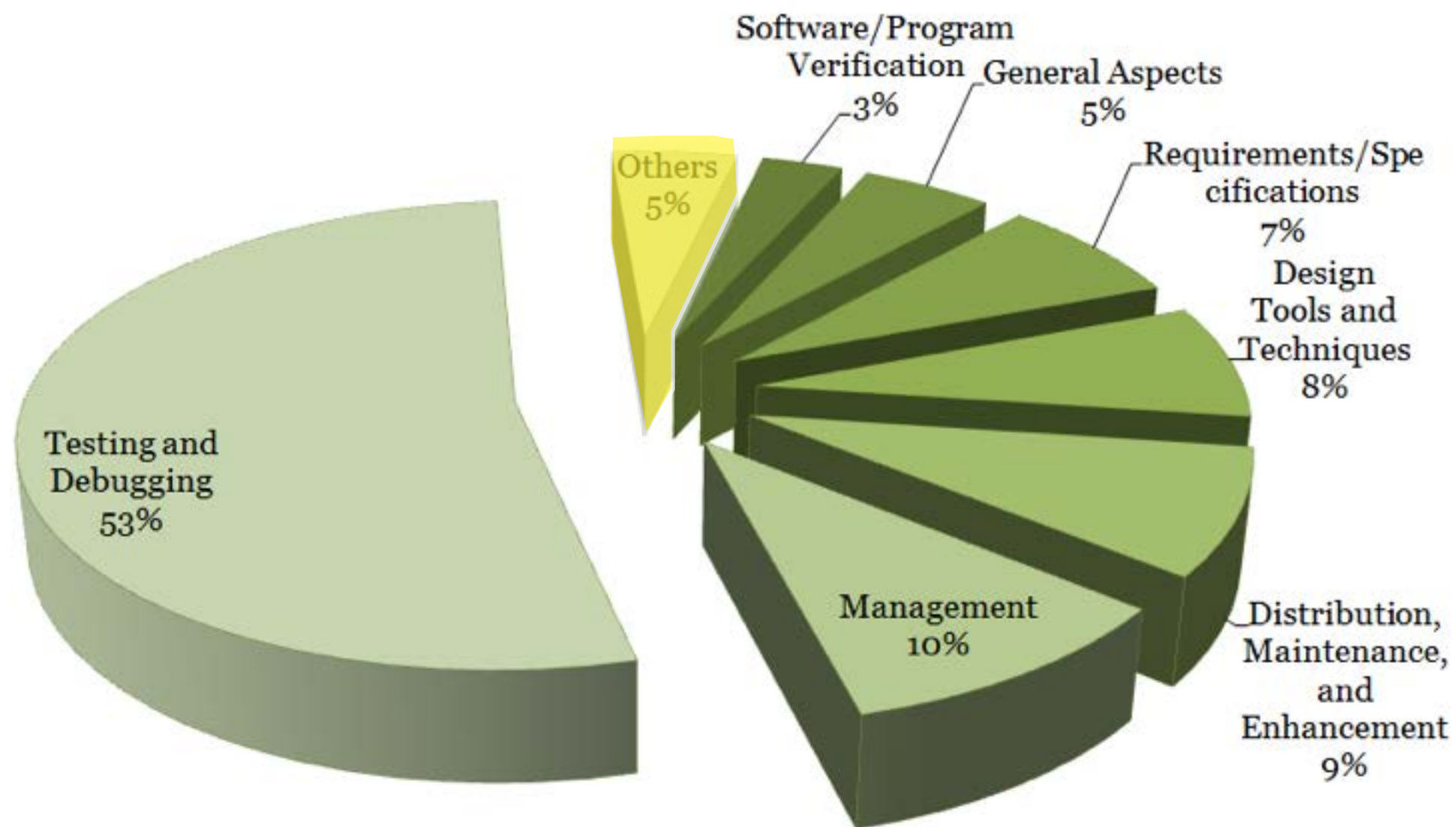
source: SBSE repository, July 2013.

**Percentage of Paper Number**



Software Engineering topics attacked

**Percentage of Paper Number**



Software Engineering topics attacked

# Just some of the **many** SBSE **applications**

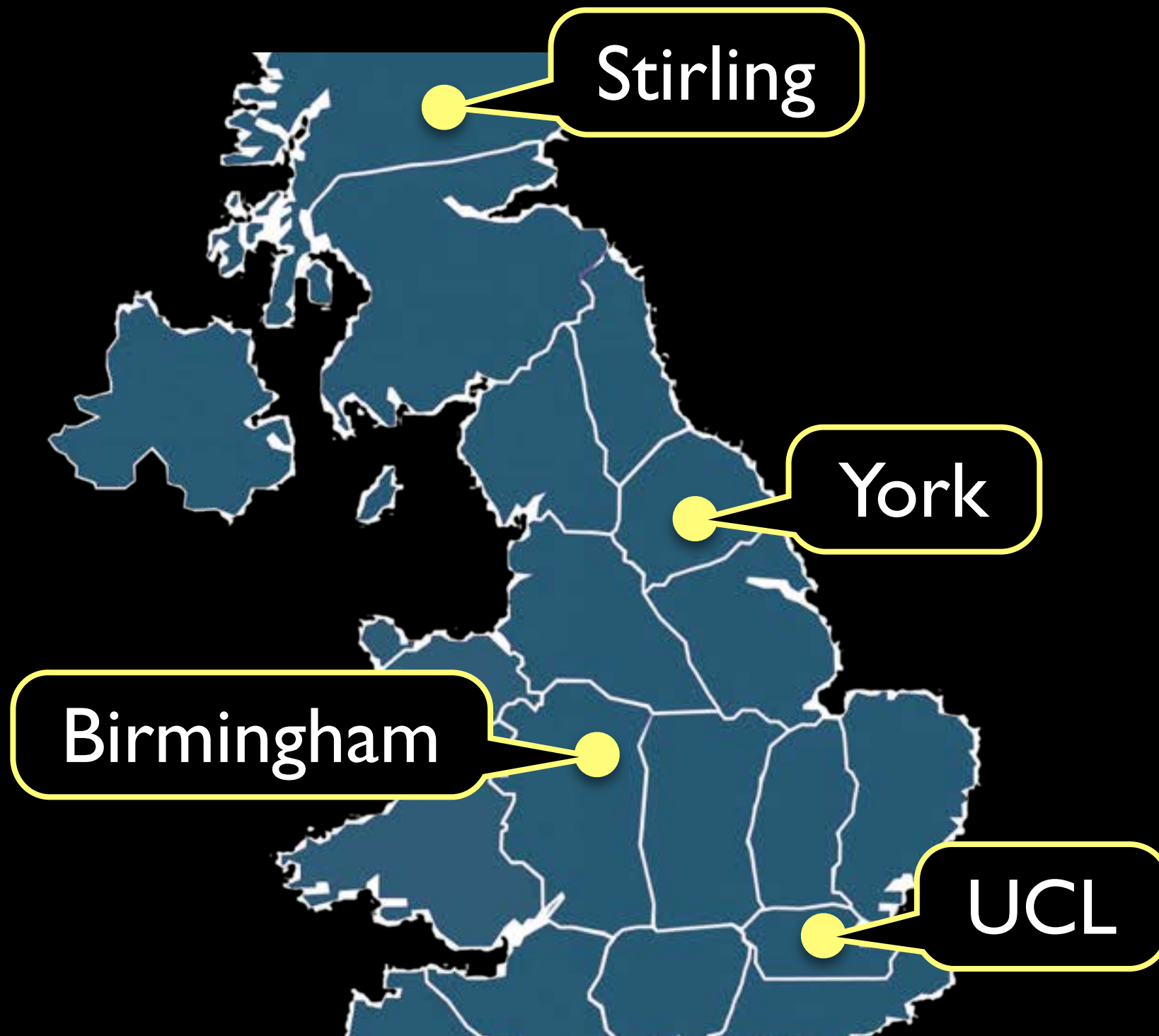
- Agent Oriented
- Aspect Oriented
- Assertion Generation
- Bug Fixing
- Component Oriented Design
- Effort Estimation
- Heap Optimisation
- Model Checking
- Predictive Modelling
- Probe distribution
- Program Analysis
- Program Comprehension
- Program Transformation
- Project Management
- Protocol Optimisation
- QoS
- Refactoring
- Regression Testing
- Requirements
- Reverse Engineering
- SOA
- Software Maintenance and Evolution
- Test Generation
- UIO generation

EPSRC  
Grant

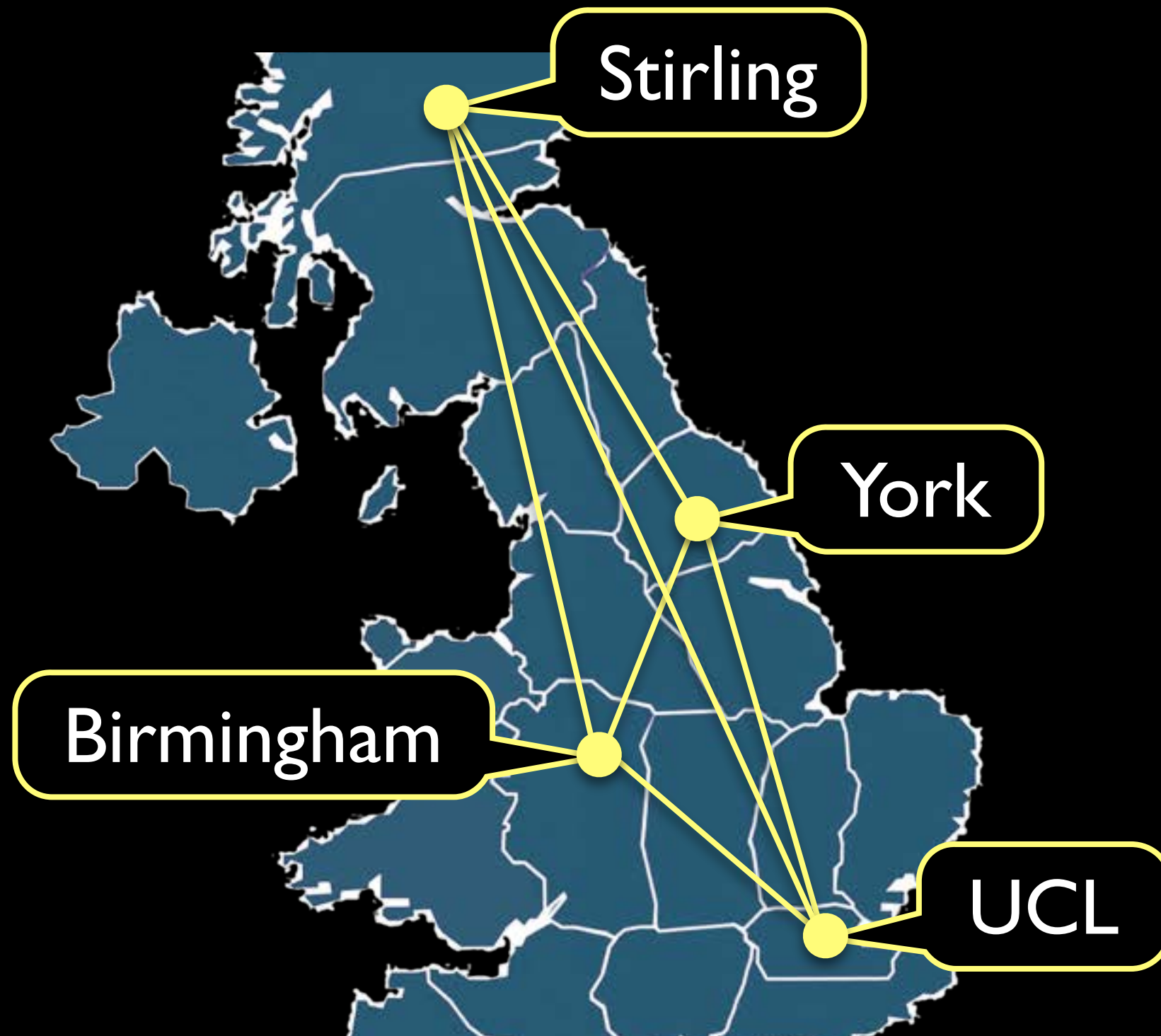




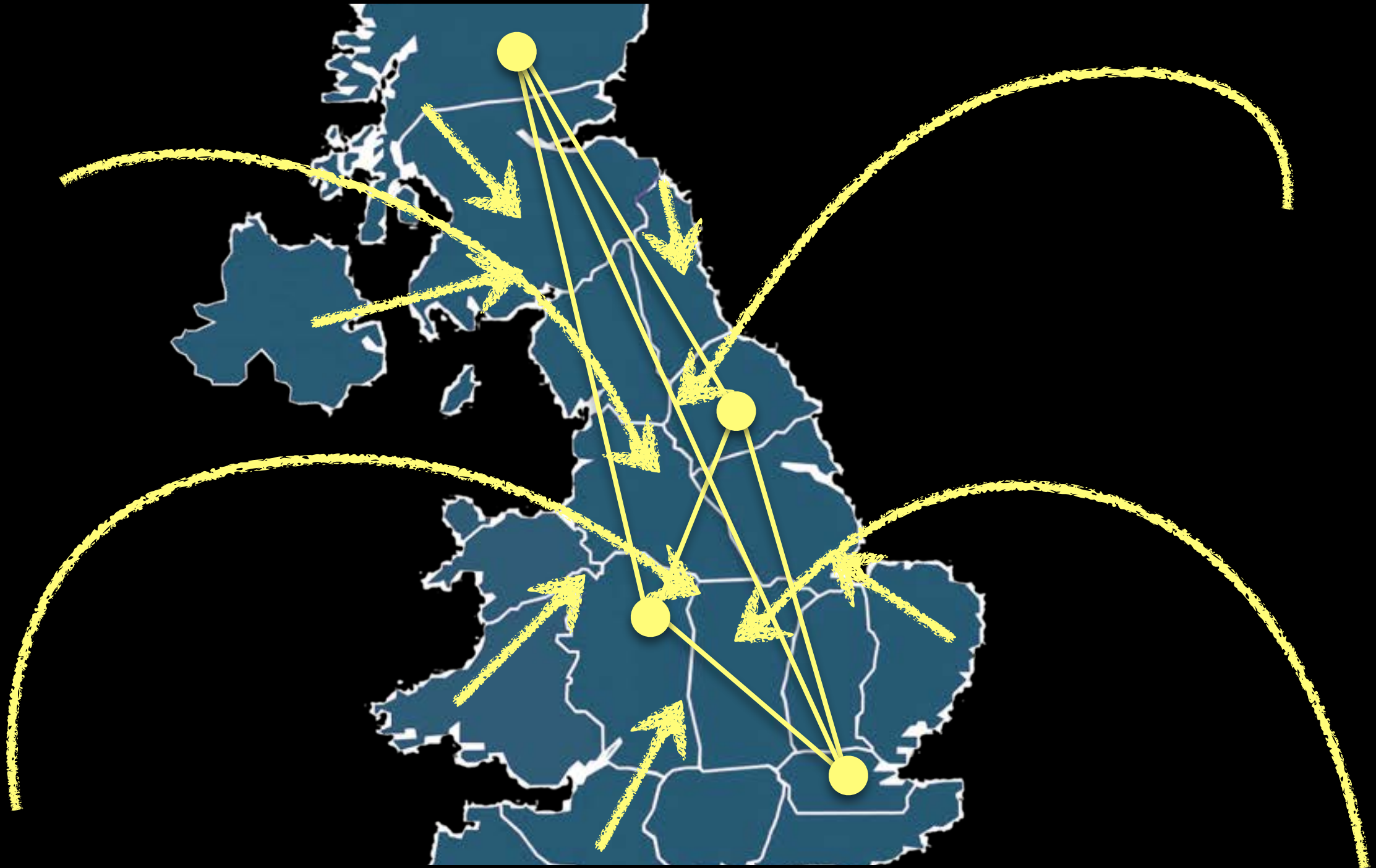
EPSRC  
Grant



EPSRC  
Grant



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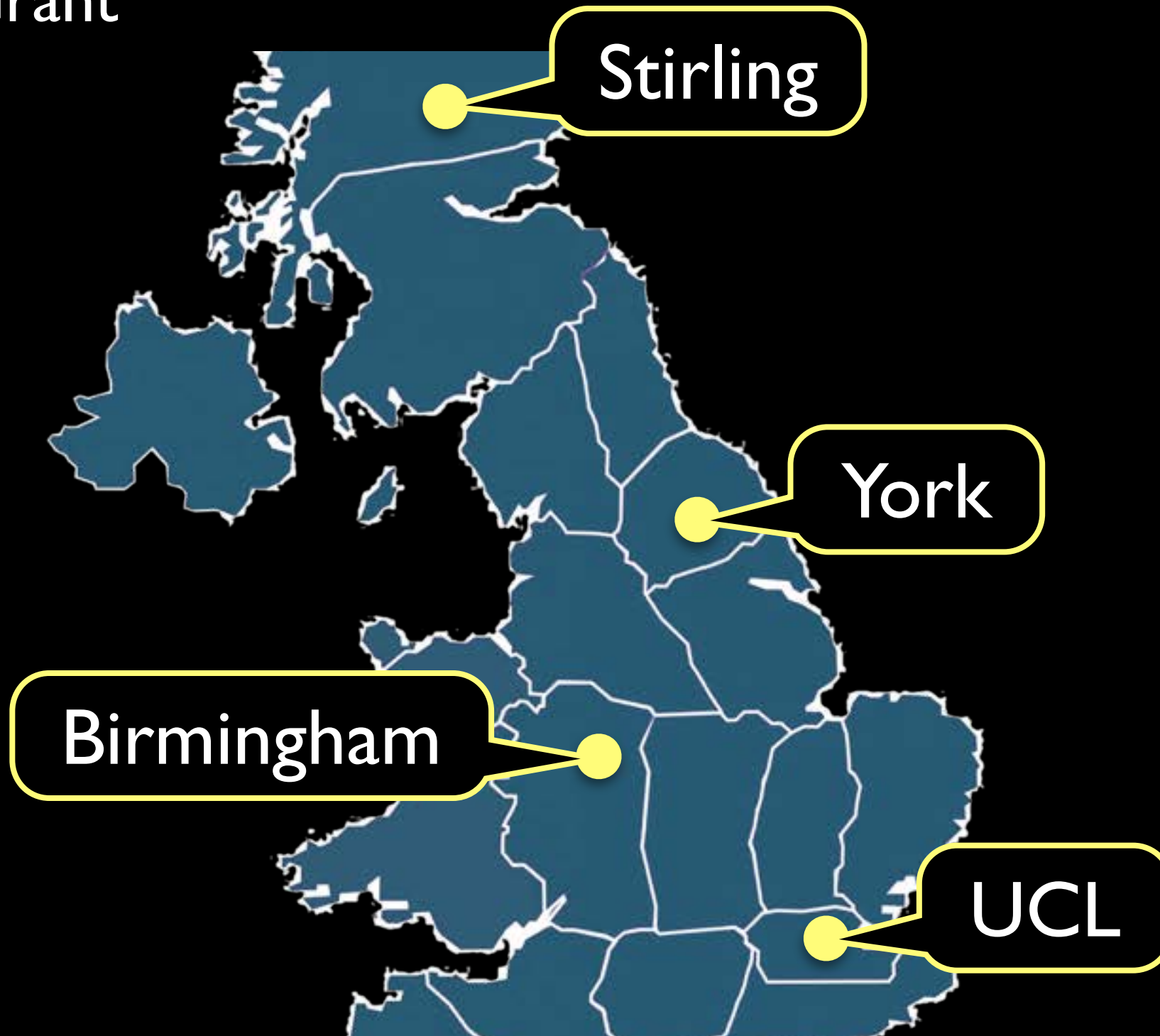




EPSRC  
Grant

2012-2018

PhD and post docs offered



[Mark.Harman@ucl.ac.uk](mailto:Mark.Harman@ucl.ac.uk)

# SBSE Tutorial and Survey



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Mark Harman, Phil McMinn, Jerffeson Teixeira de Souza and Shin Yoo.  
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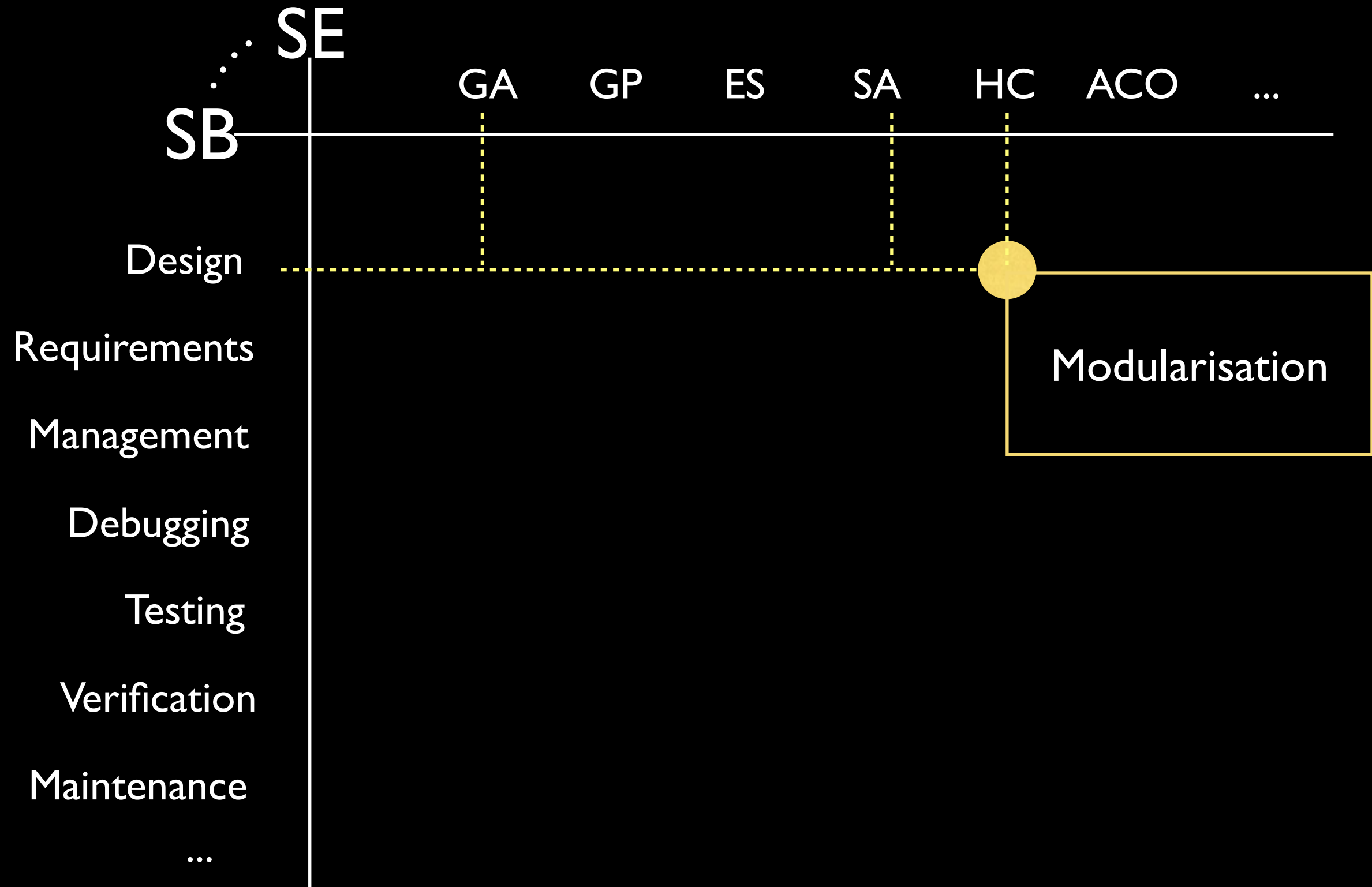
Mark Harman, Phil McMinn, Jerffeson Teixeira de Souza and Shin Yoo.  
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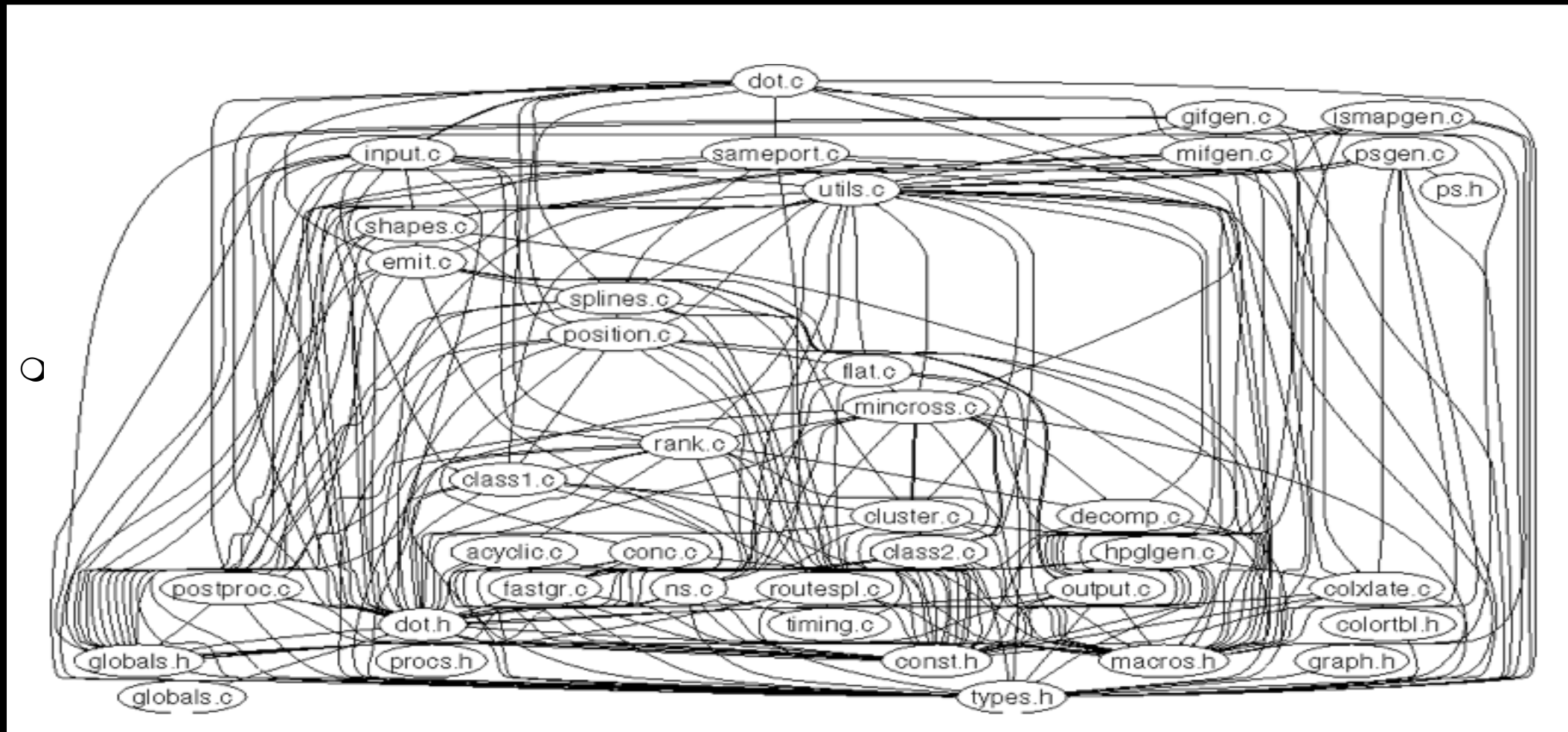
# Search based modularisation

Mancoridis and Mitchell: IWPC 1998 and TSE 2006

Praditwong, Harman and Yao: TSE 2011

Barros: GECCO 2012

# Search based modularisation

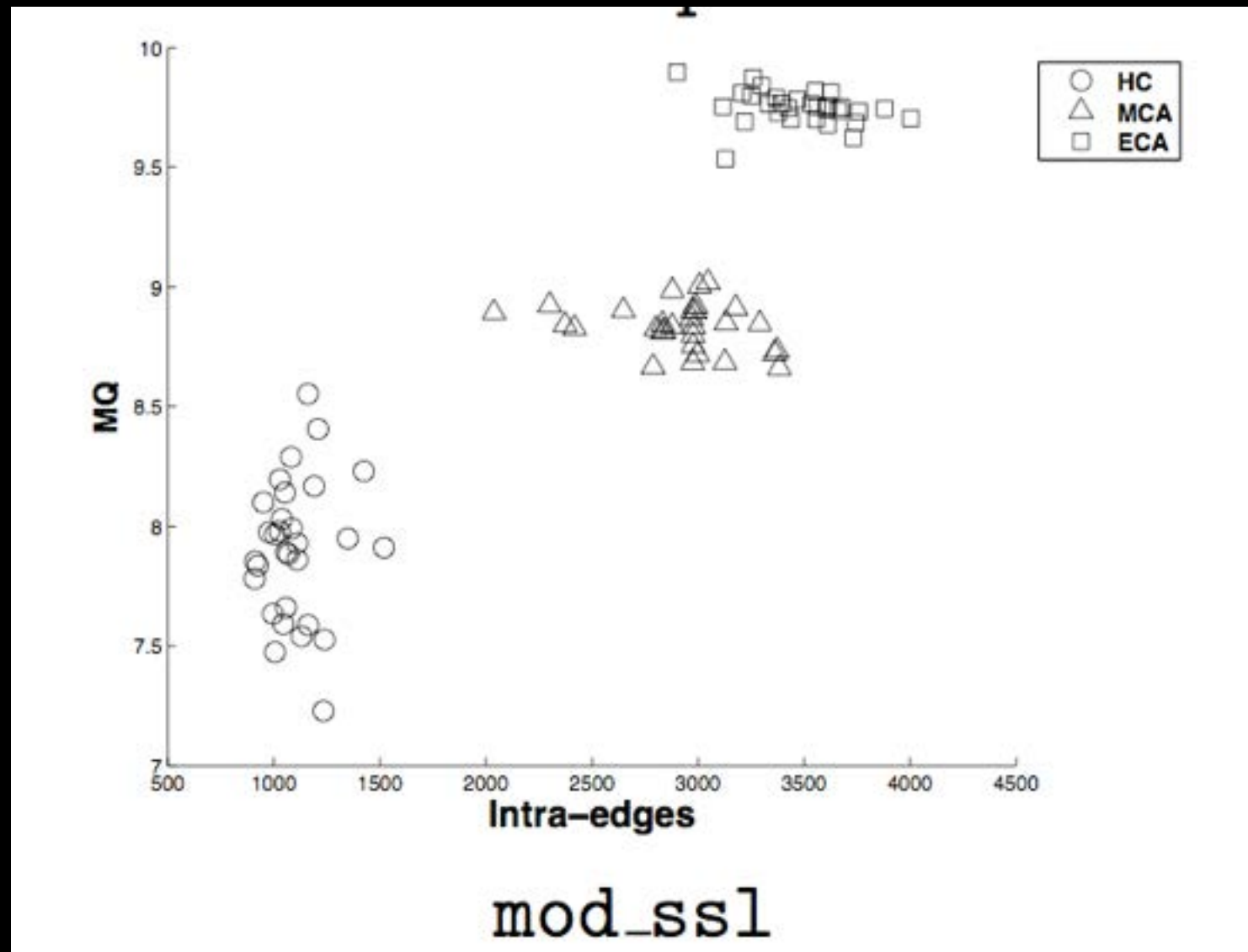


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# Search based modularisation



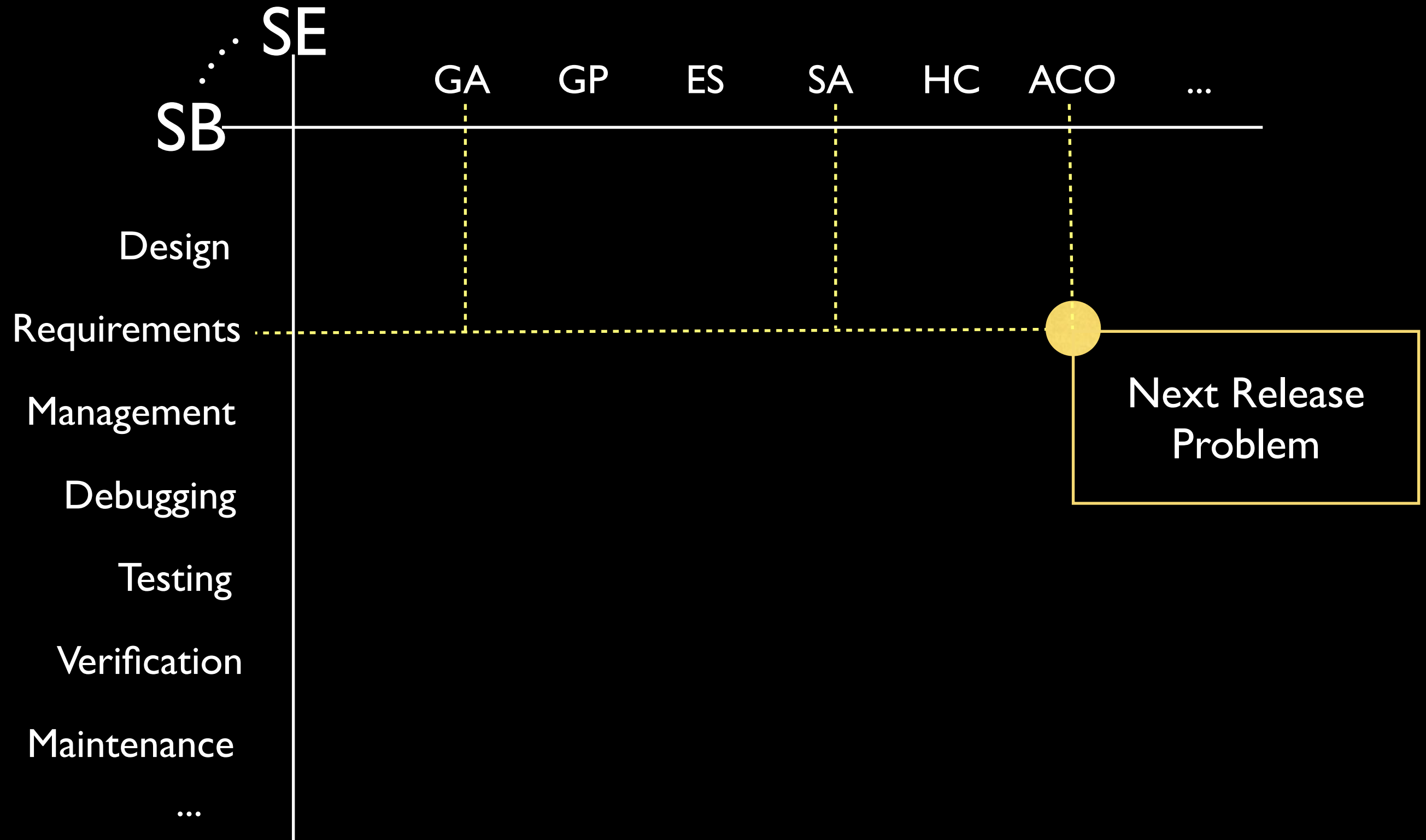
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**Take home: multi objective search helps even single objective problems**

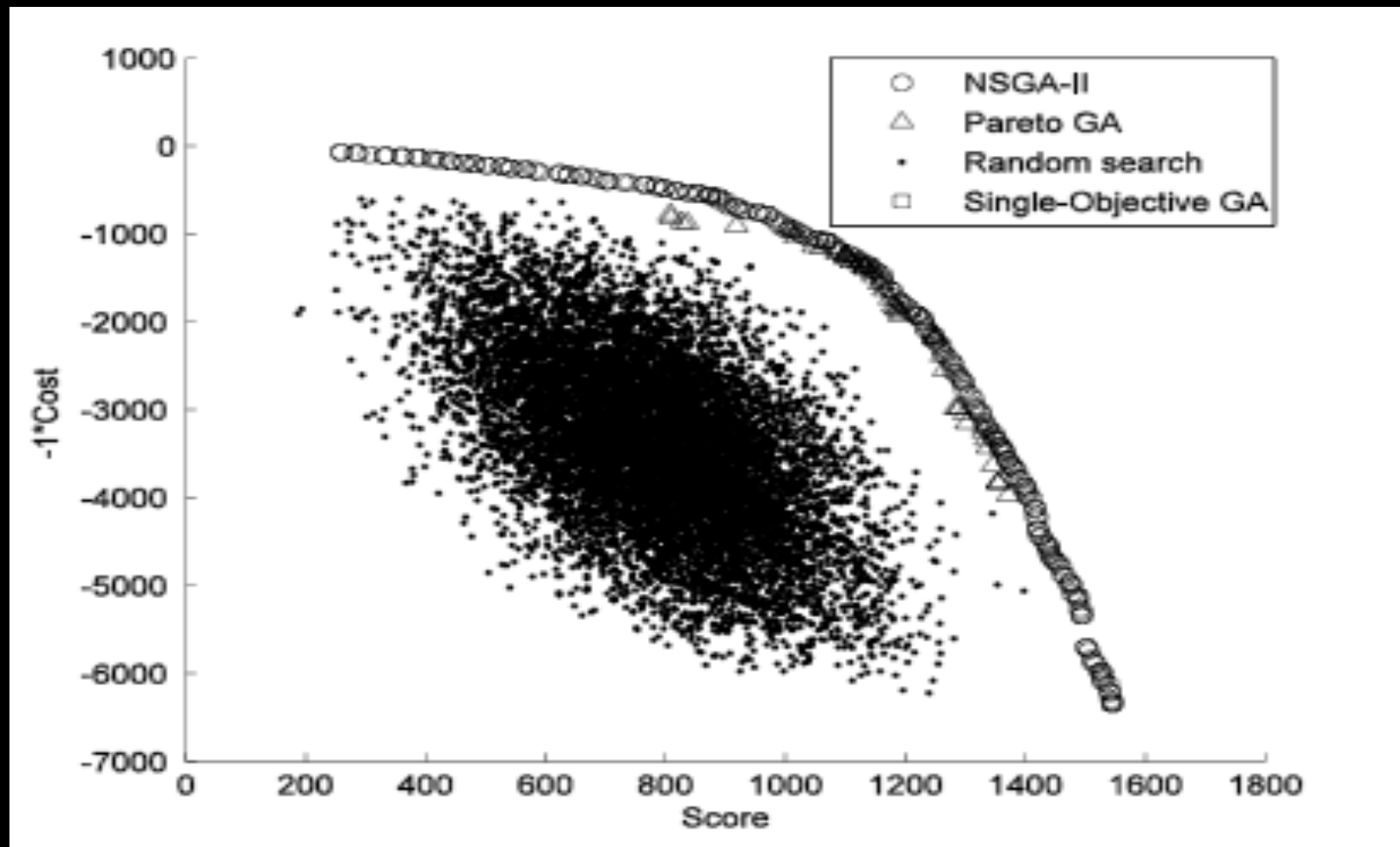




# Search based requirements

Bagnall, Rayward-Smith and Whittley: IST 2001  
Zhang, Harman and Mansouri: GECCO 2007  
Saliu and Ruhe: FSE 2007

# Search based requirements



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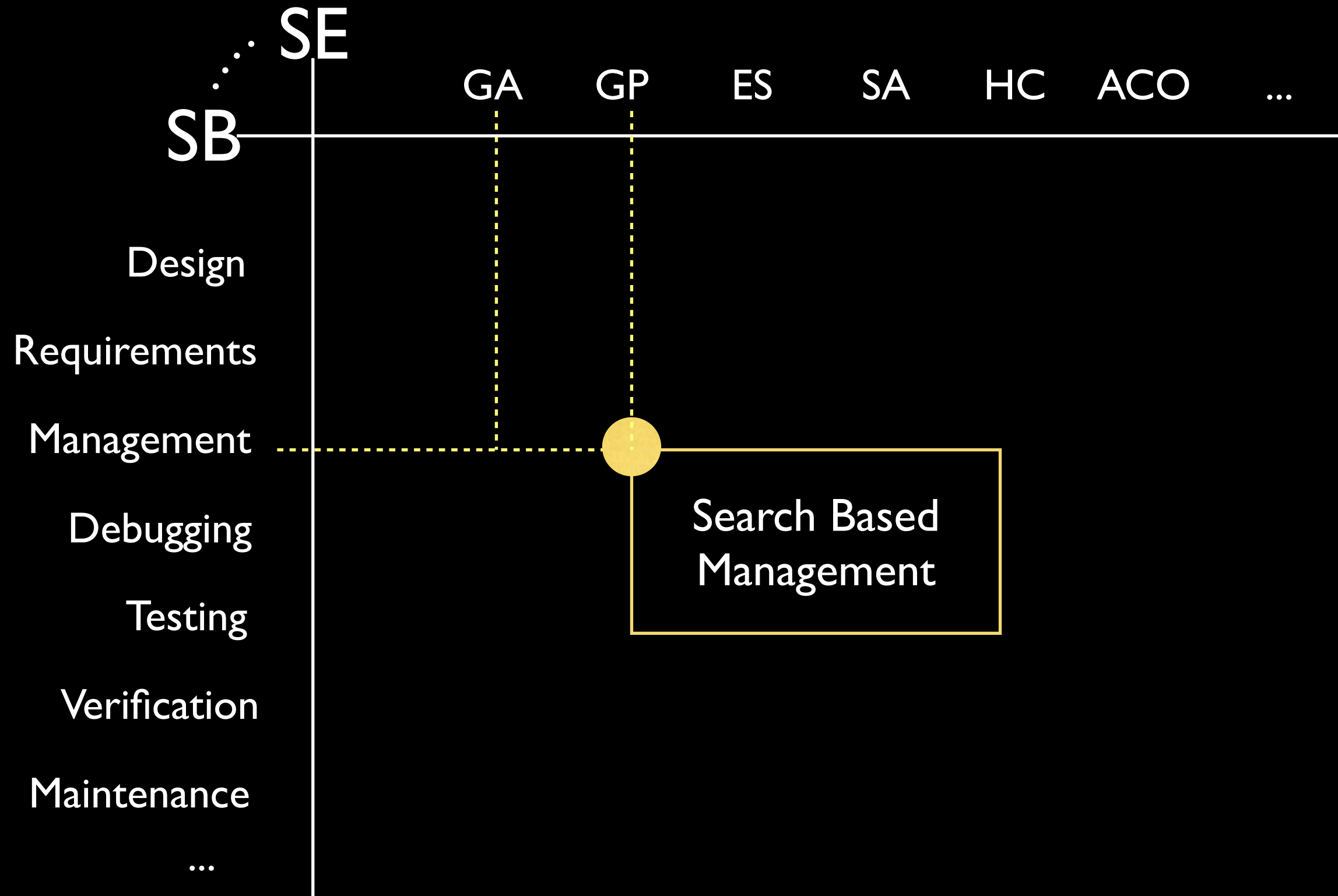
Zhang, Harman and Mansouri: GECCO 2007

Saliu and Ruhe: FSE 2007

**Take home: SBSE is well suited to cost value trade offs**







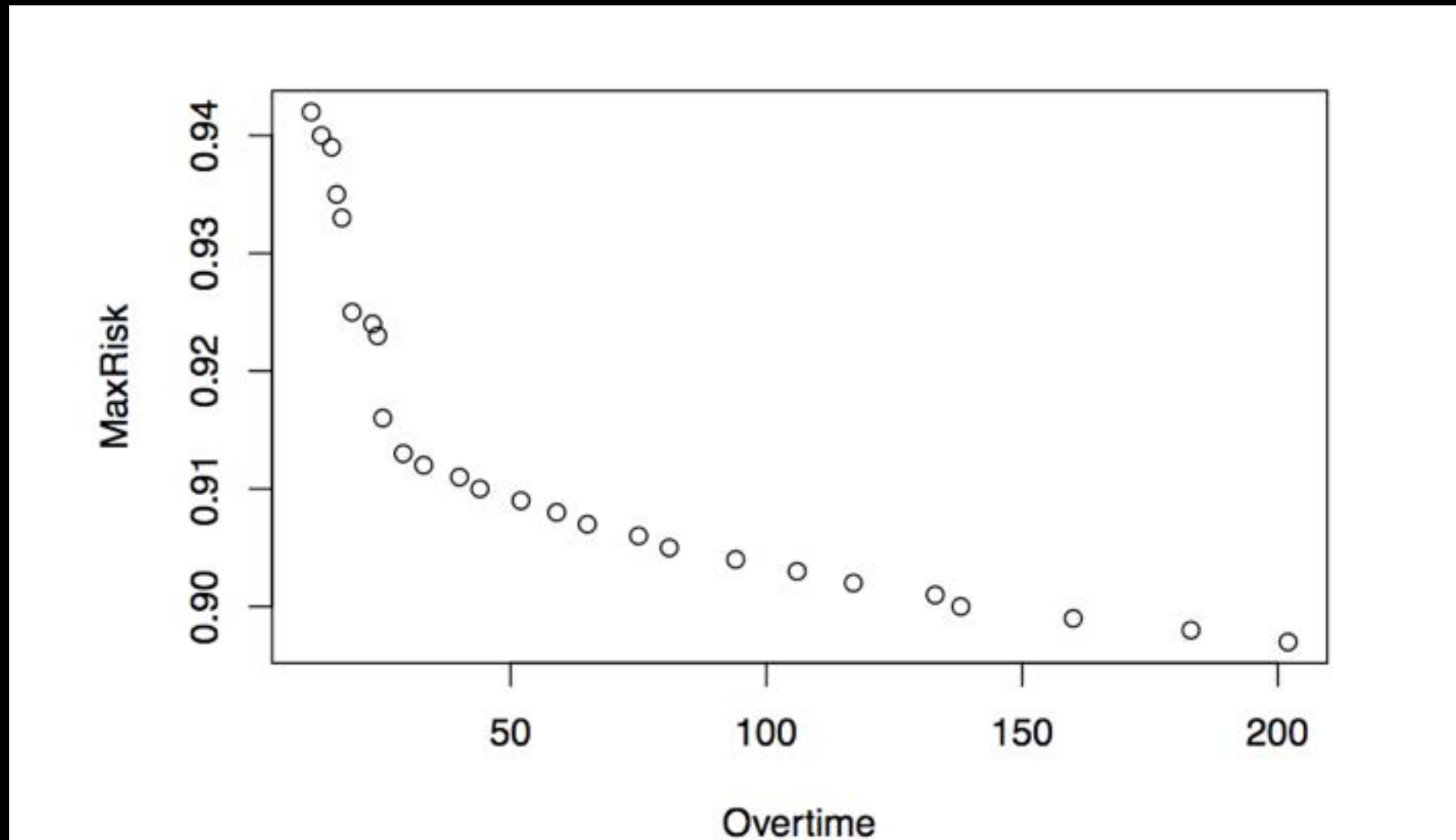
# Search based management

Dolado: IST 2001

Chicano and Alba: MIC 2005

Ferrucci, Harman, Ren and Sarro: ICSE 2013

# Search based management



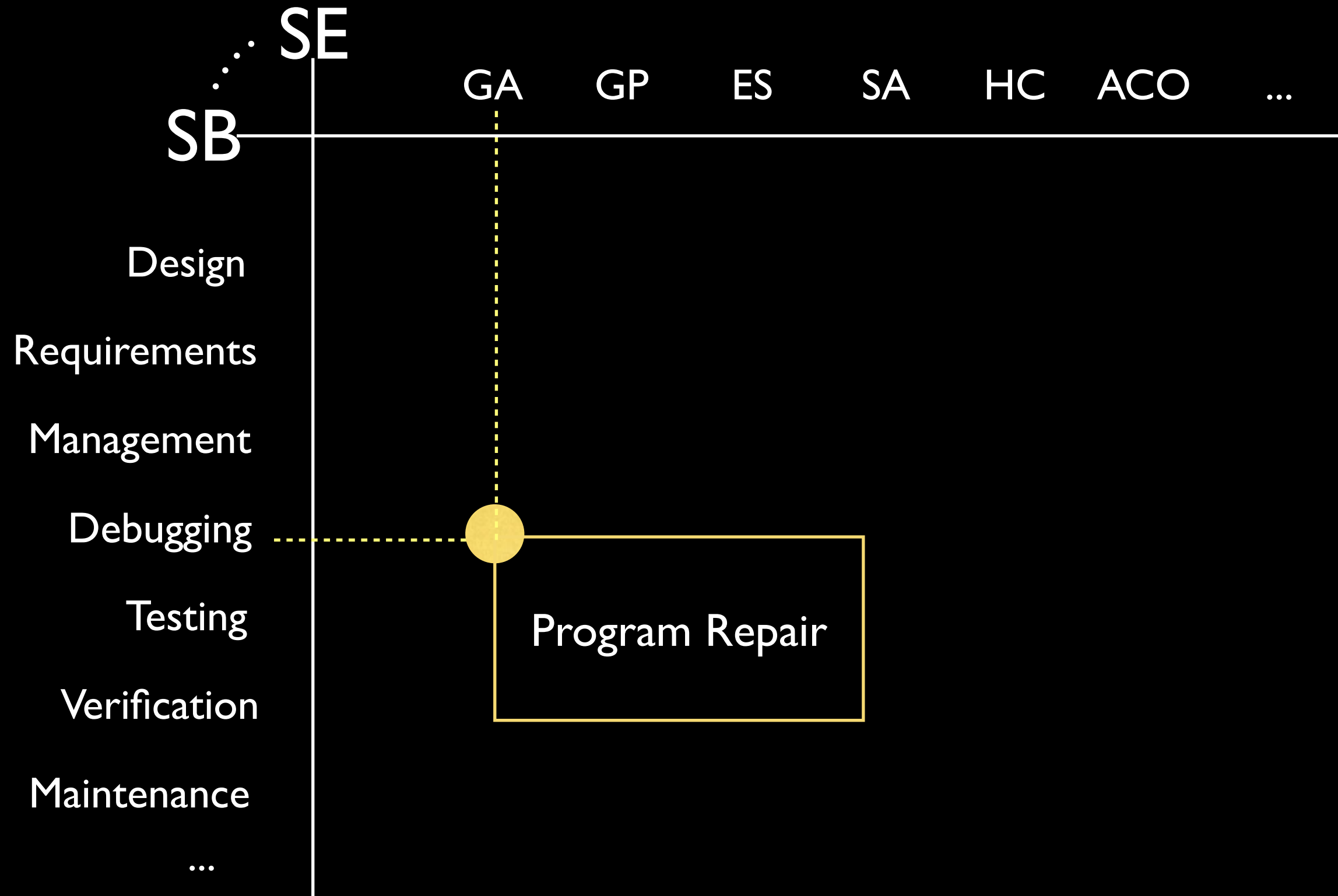
Dolado: IST 2001

Chicano and Alba: MIC 2005

Ferrucci, Harman, Ren and Sarro: ICSE 2013

**Take home: SBSE can help analyse risk - reward**







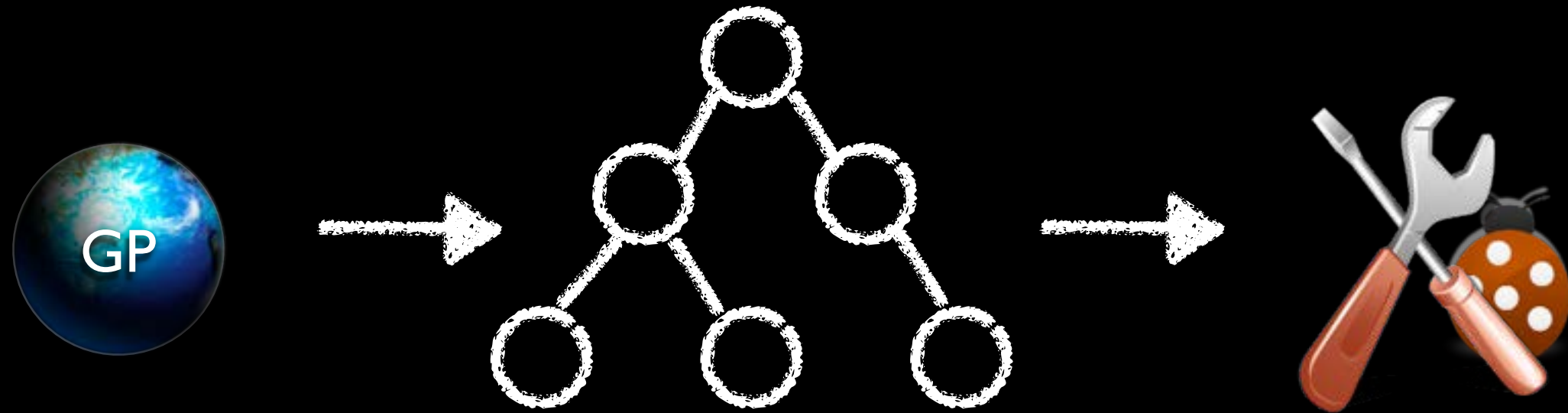
# Search based repair

Arcuri and Yao: CEC 2008

Weimer, Nguyen, Le Goues and Forrest: ICSE 2009

Kim, Nam, Song and Kim: ICSE 2013

# Search based repair



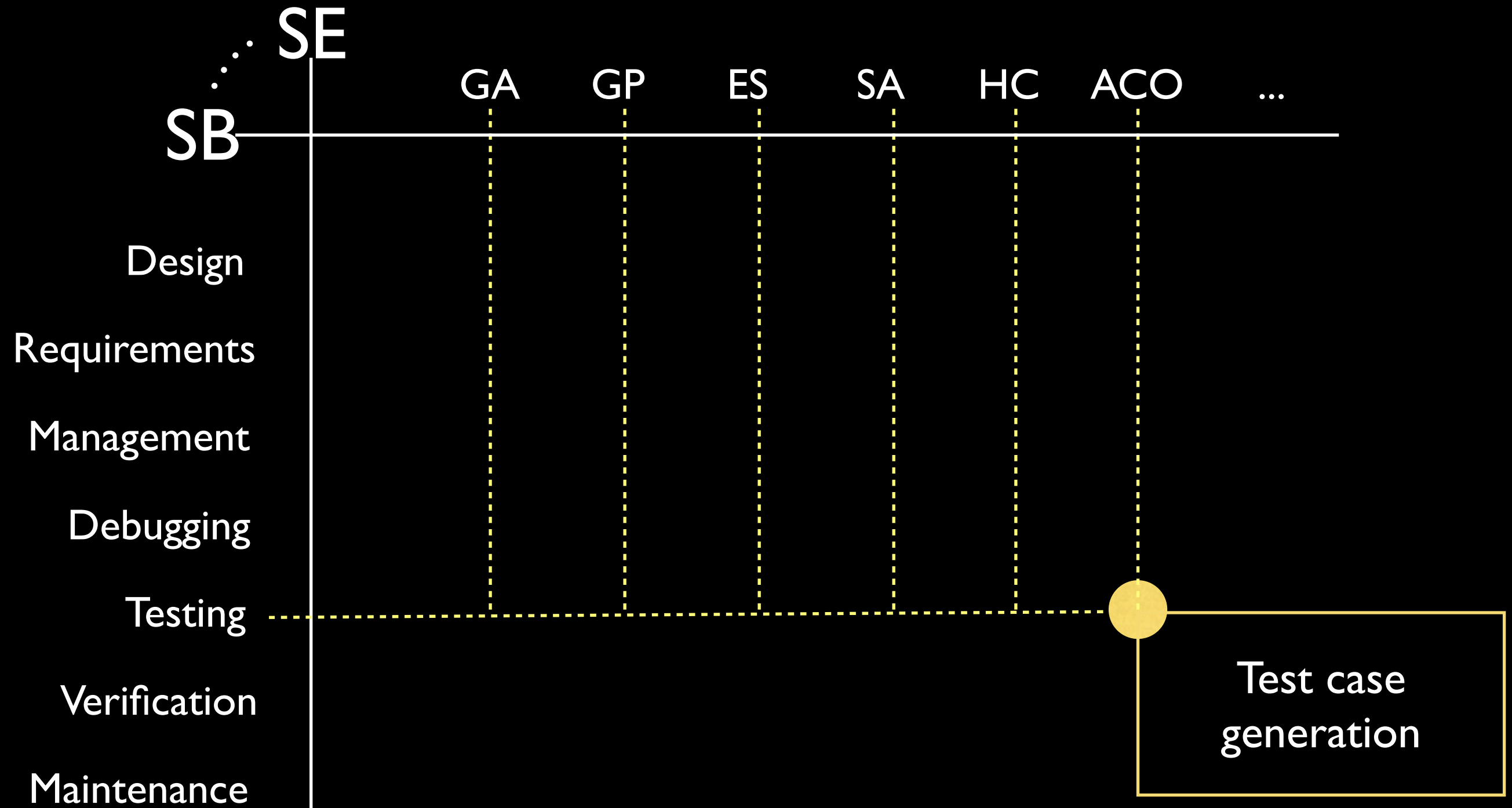
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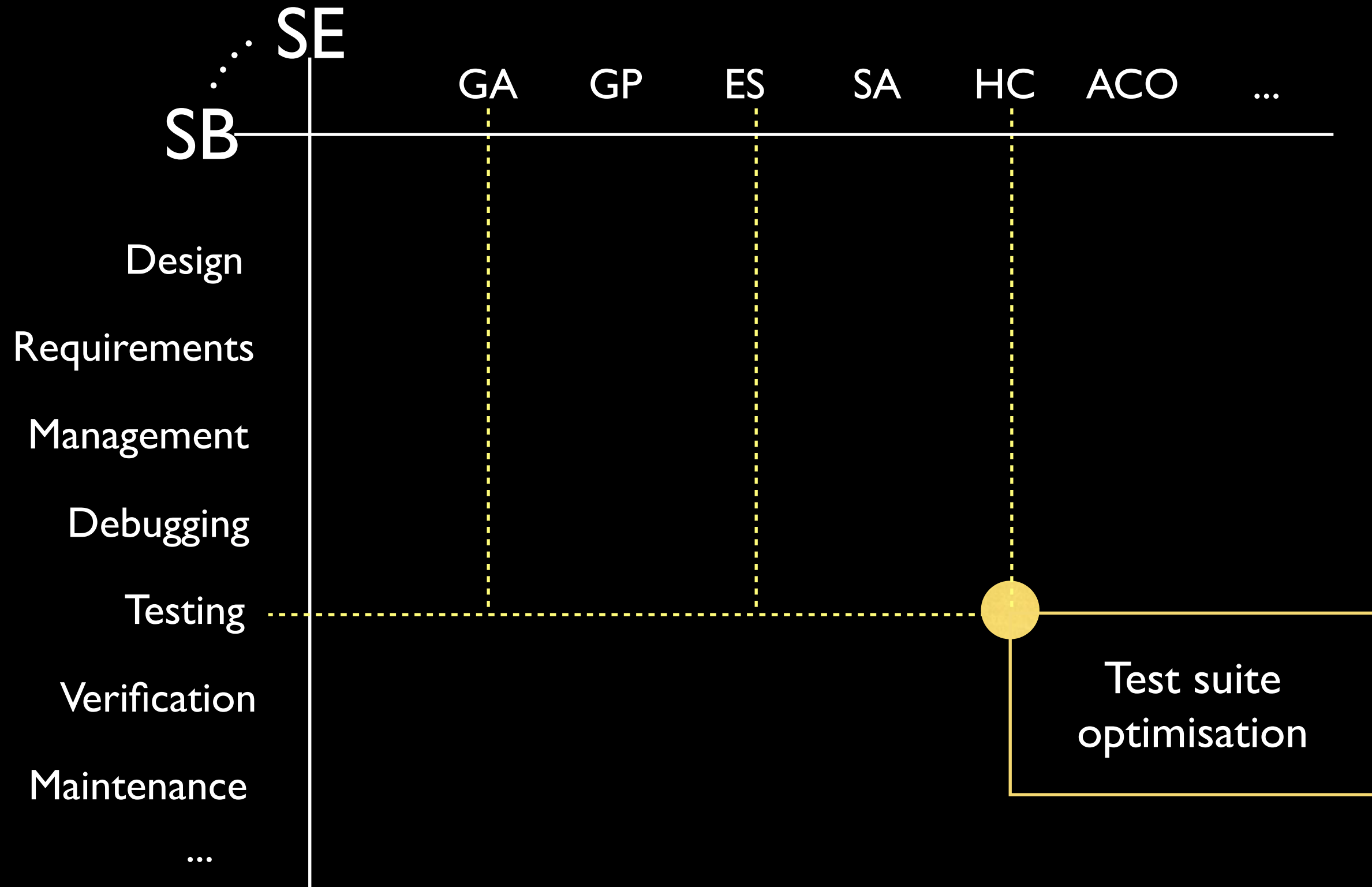
**Take home: some (~50%) real bugs are easy to fix**





Take home: SBSE loves testing problem: adequacy = fitness





# Test suite optimisation

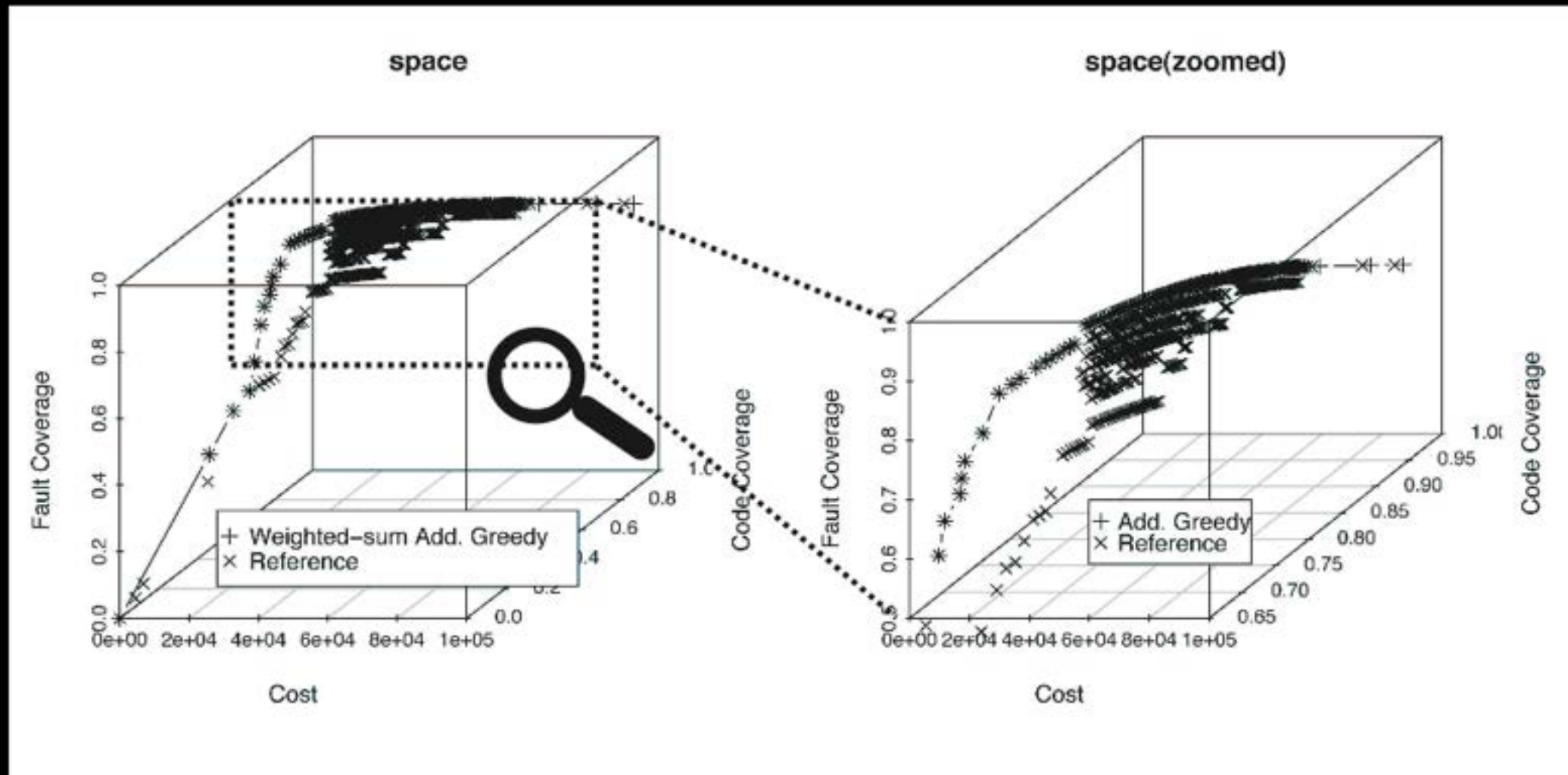
Yoo and Harman: ISSTA 2007

Li, Harman and Hierons: TSE 2007

Mirarab, Akhlaghi and Tahvildari: TSE 2012



# Test suite selection

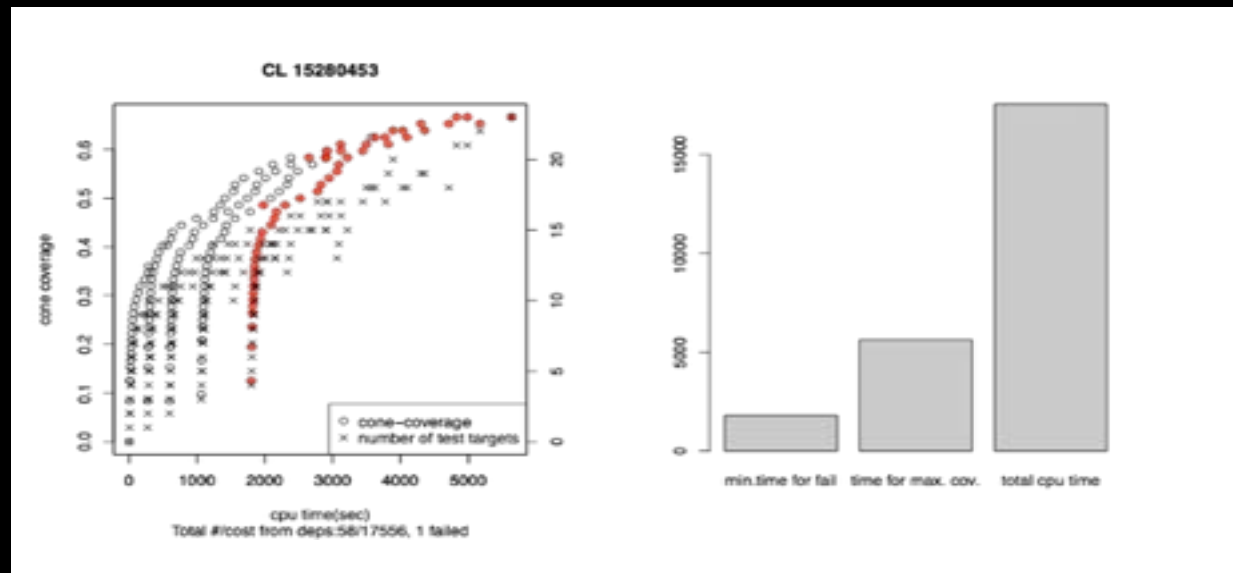


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Li, Harman and Hierons: TSE 2007

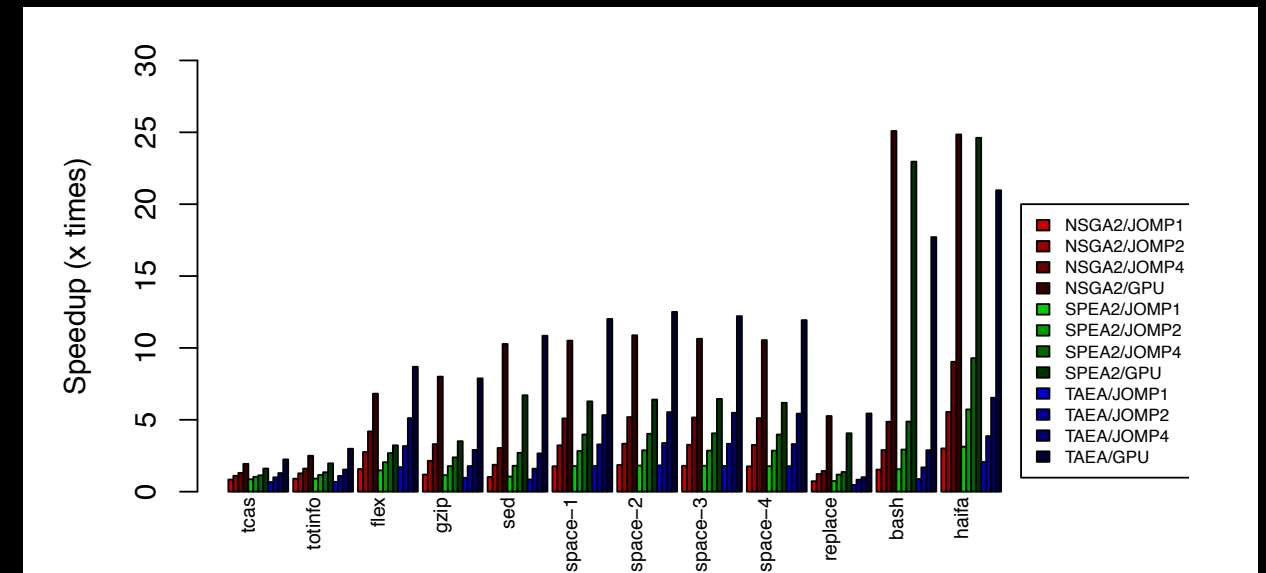
Mirarab, Akhlaghi and Tahvildari: TSE 2012

# Test suite selection



Yoo, Nilsson and Harman, FSE 2011

Find faults faster



Yoo, Harman and Ur, EMSE 2013

Optimise faster using GPGPU

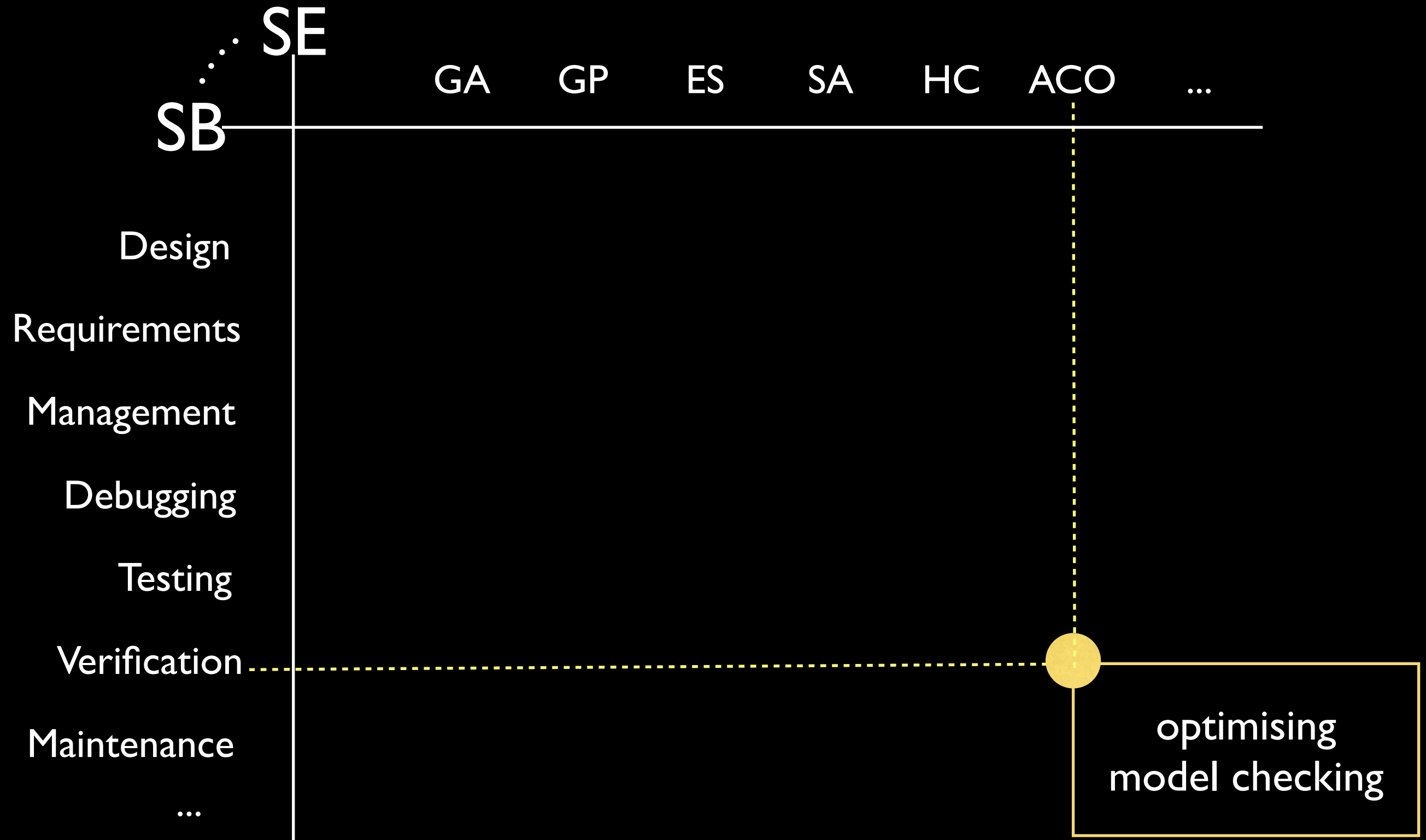
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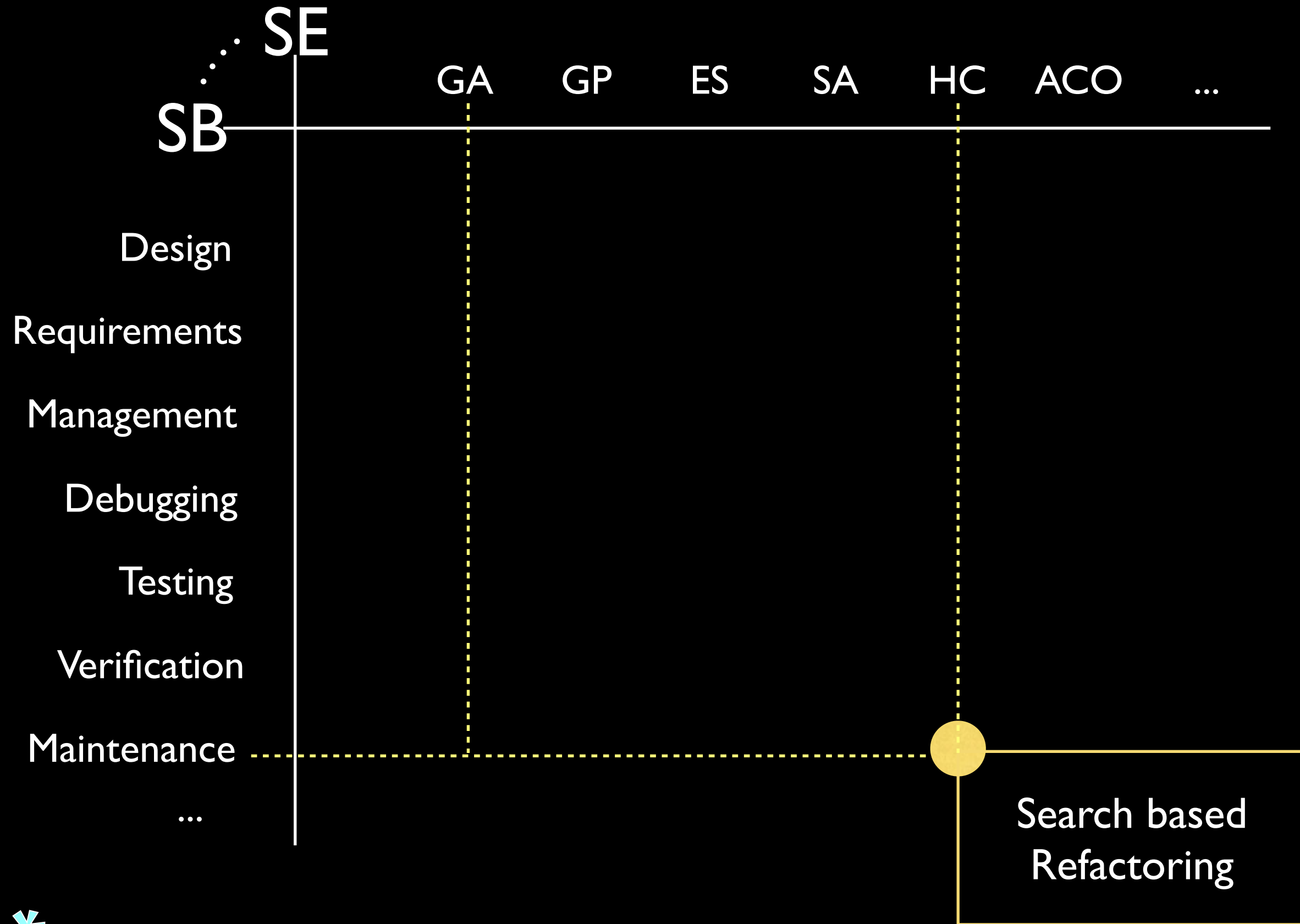
Take home: regression testing is *all about optimisation*





Take home: Model checkers search large spaces





# Search based refactoring

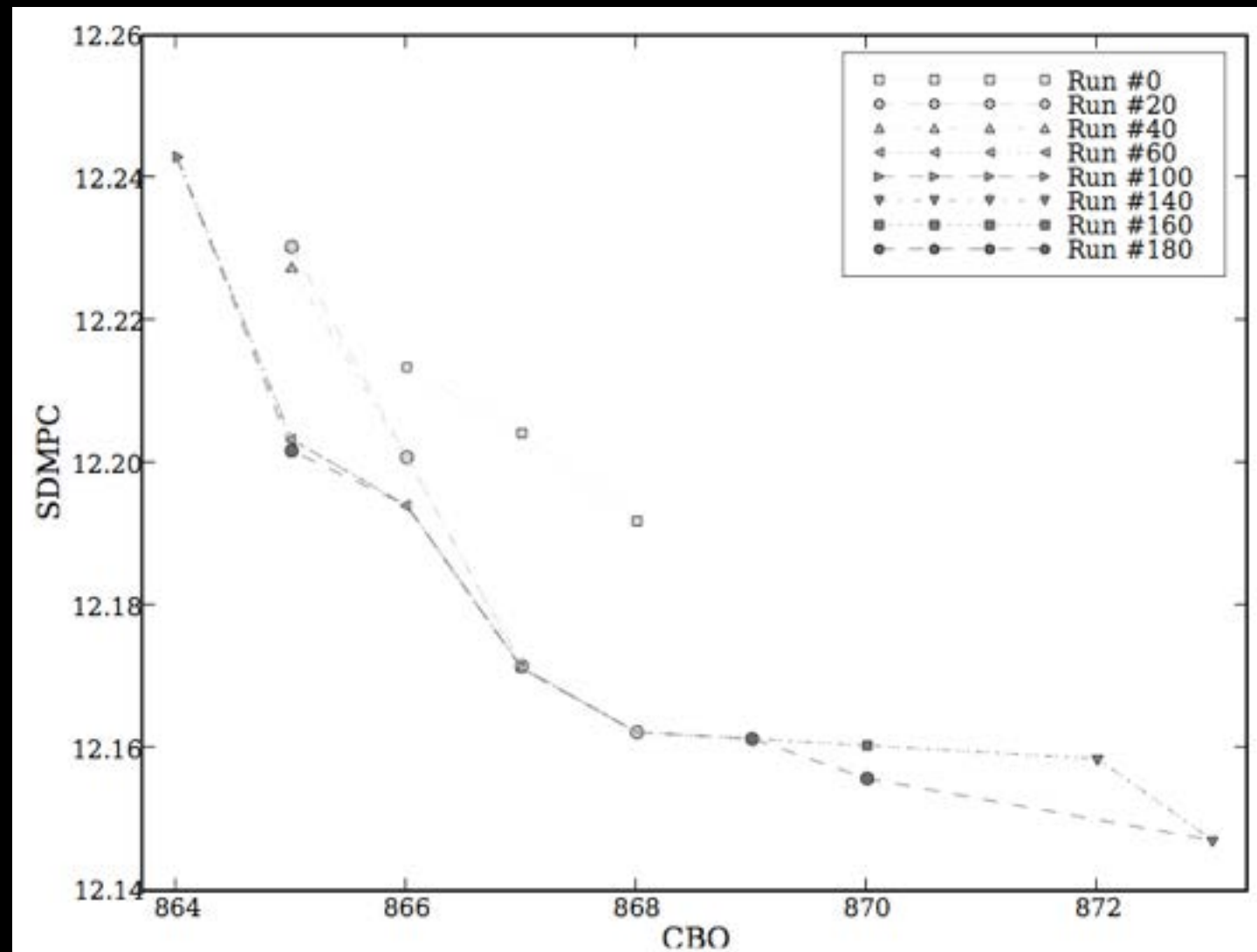
O'Keeffe and Ó Cinnéide: CSMR 2003

Harman and Tratt: GECCO 2007

Jensen and Cheng: GECCO 2010



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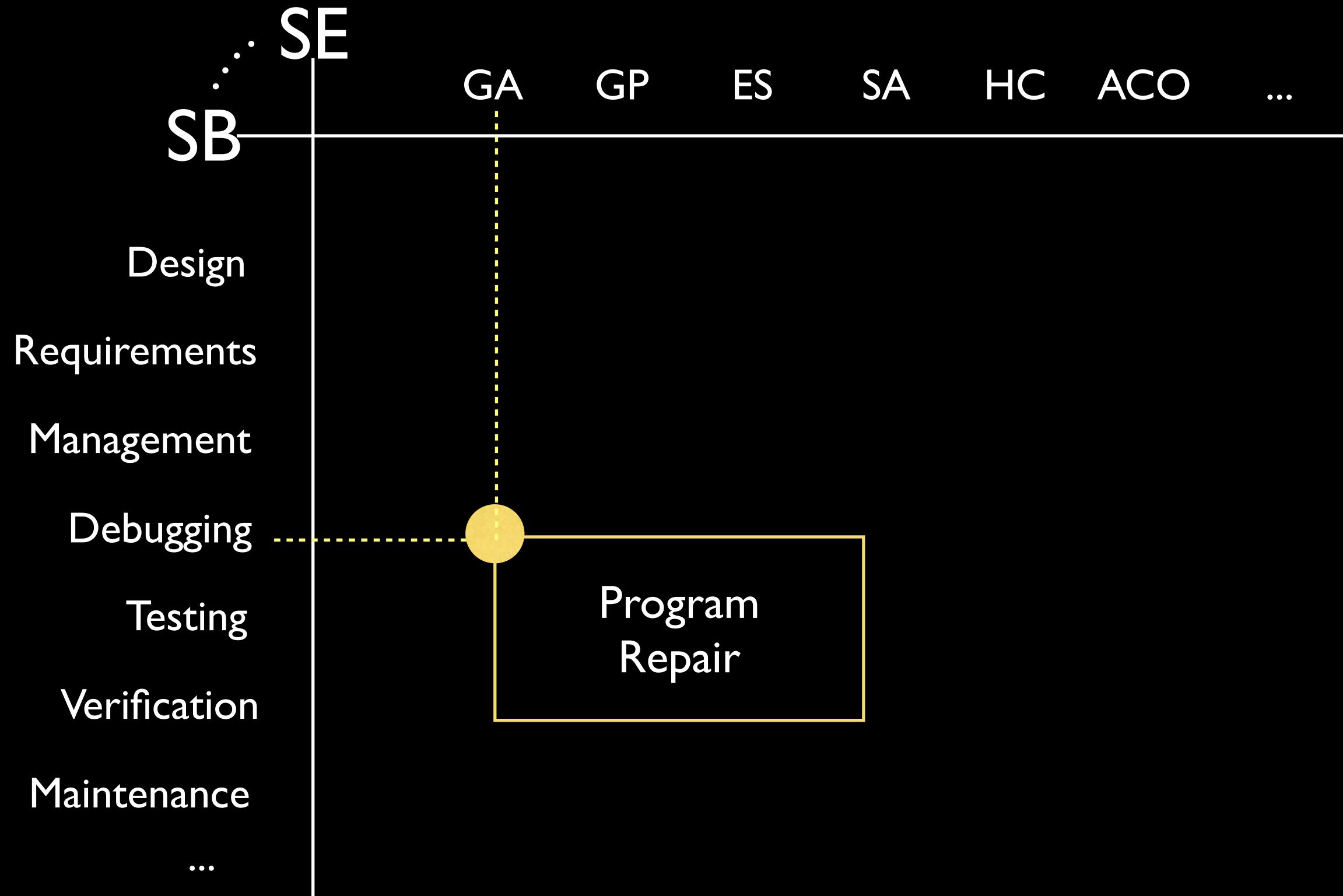


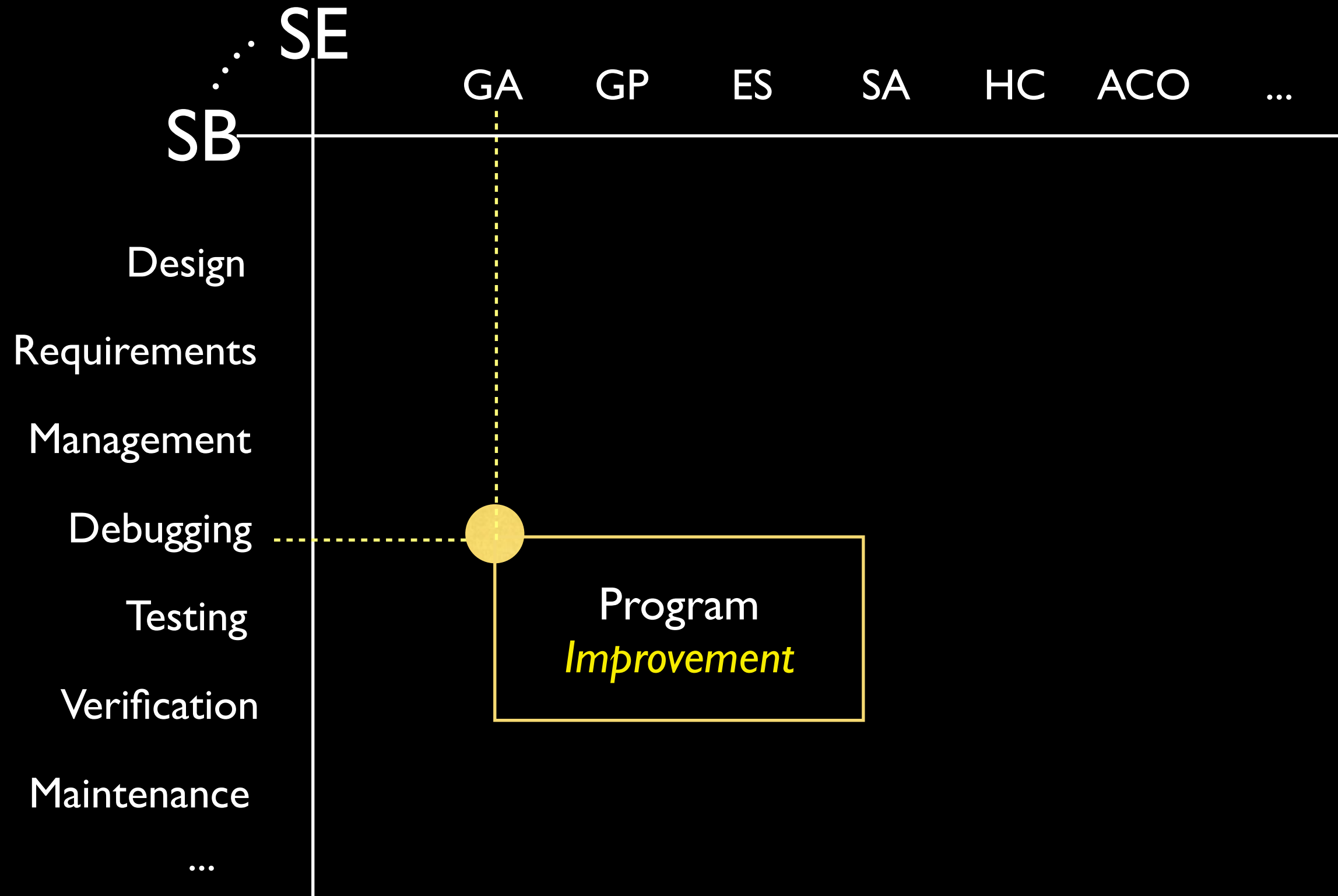
O'Keeffe and Ó Cinnéide: CSMR 2003

Harman and Tratt: GECCO 2007

Jensen and Cheng: GECCO 2010

**Take home: refactoring is a multi objective optimisation problem**





# GISMOE

*Pareto program surface is automatically constructed to support dialog with the software designer concerning trade offs in the solution space of programs*

what is a pareto program surface?

# The GISMOE challenge: Constructing the Pareto Program Surface Using Genetic Programming to Find Better Programs

Mark Harman<sup>1</sup>, William B. Langdon<sup>1</sup>, Yue Jia<sup>1</sup>, David R. White<sup>2</sup>, Andrea Arcuri<sup>3</sup>, John A. Clark<sup>4</sup>

<sup>1</sup>CREST Centre, University College London, Gower Street, London, WC1E 6BT, UK.

<sup>2</sup>School of Computing Science, University of Glasgow, Glasgow, G12 8QQ, Scotland, UK.

<sup>3</sup>Simula Research Laboratory, P. O. Box 134, 1325 Lysaker, Norway.

<sup>4</sup>Department of Computer Science, University of York, Deramore Lane, York, YO10 5GH, UK.

## ABSTRACT

Optimising programs for non-functional properties such as speed, size, throughput, power consumption and bandwidth can be demanding; pity the poor programmer who is asked to cater for them all at once! We set out an alternate vision for a new kind of software development environment inspired by recent results from Search Based Software Engineering (SBSE). Given an input program that satisfies the functional requirements, the proposed programming environment will automatically generate a set of candidate program implementations, all of which share functionality, but each of which differ in their non-functional trade offs. The software designer navigates this diverse Pareto surface of candidate implementations, gaining insight into the trade offs and selecting solutions for different platforms and environments, thereby stretching beyond the reach of current compiler technologies. Rather than having to focus on the details required to manage complex, inter-related and conflicting, non-functional trade offs, the designer is thus freed to explore, to understand, to control and to decide rather than to construct.

## Categories and Subject Descriptors

D.2 [Software Engineering]

## General Terms

Algorithms, Design, Experimentation, Human Factors, Languages, Measurement, Performance, Verification.

\*This position paper accompanies the keynote given by Mark Harman's at the 27<sup>th</sup> IEEE/ACM International Conference on Automated Software Engineering (ASE 12) in Essen, Germany. It is joint work with Bill Langdon, Yue Jia, David White, Andrea Arcuri and John Clark, funded by the EPSRC grants SEBASE (EP/D050863, EP/D050618 and EP/D052785), GISMO (EP/I033688) and DAASE (EP/J017515/) and by EU project FITTEST (257574).

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ASE'12, September 3-7, 2012, Essen, Germany.

Copyright 2012 ACM XXX-X-XXXX-XXXX-date ...\$15.00.

## Keywords

SBSE, Search Based Optimization, Compilation, Non-functional Properties, Genetic Programming, Pareto Surface.

## 1. INTRODUCTION

Humans find it hard to develop systems that balance many competing and conflicting non-functional objectives. Even meeting a single objective, such as execution time, requires automated support in the form of compiler optimisation. However, though most compilers can optimise compiled code for both speed and size, the programmer may find themselves making arbitrary choices when such objective are in conflict with one another.

Furthermore, speed and size are but two of many objectives that the next generation of software systems will have to consider. There are many others such as bandwidth, throughput, response time, memory consumption and resource access. It is unrealistic to expect an engineer to decide, up front, on the precise weighting that they attribute to each such non-functional property, nor for the engineer even to know what might be achievable in some unfamiliar environment in which the system may be deployed.

Emergent computing application paradigms require systems that are not only reliable, compact and fast, but which also optimise many different competing and conflicting objectives such as response time, throughput and consumption of resources (such as power, bandwidth and memory). As a result, operational objectives (the so-called non-functional properties of the system) are becoming increasingly important and uppermost in the minds of software engineers.

Human software developers cannot be expected to optimally balance these multiple competing constraints and may miss potentially valuable solutions should they attempt to do so. Why should they have to? How can a programmer assess (at code writing time) the behaviour of their code with regard to non-functional properties on a platform that may not yet have been built?

To address this conundrum we propose a development environment that distinguishes between functional and non-functional properties. In this environment, the functional properties remain the preserve of the human designer, while the optimisation of non-functional properties is left to the machine. That is, the choice of the non-functional properties to be considered will remain a decision for the human software designer.

# There is a paper to accompany this keynote





## The GISMOE challenge: Constructing the Pareto Program Surface Using Genetic Programming to Find Better Programs

Mark Harman<sup>1</sup>, William B. Langdon<sup>1</sup>, Yue Jia<sup>1</sup>, David R. White<sup>2</sup>, Andrea Arcuri<sup>3</sup>, John A. Clark<sup>4</sup>

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Furthermore, speed and size are but two of many objectives, that the next generation of software systems will have. There are many other objectives, such as bandwidth, power consumption, and execution time.

*programming is changing*

Functional  
Requirements

Non-Functional  
Requirements

Requirements



# Functional Requirements

# Non-Functional Requirements



functionality of  
the Program



Execution Time



Memory



Bandwidth

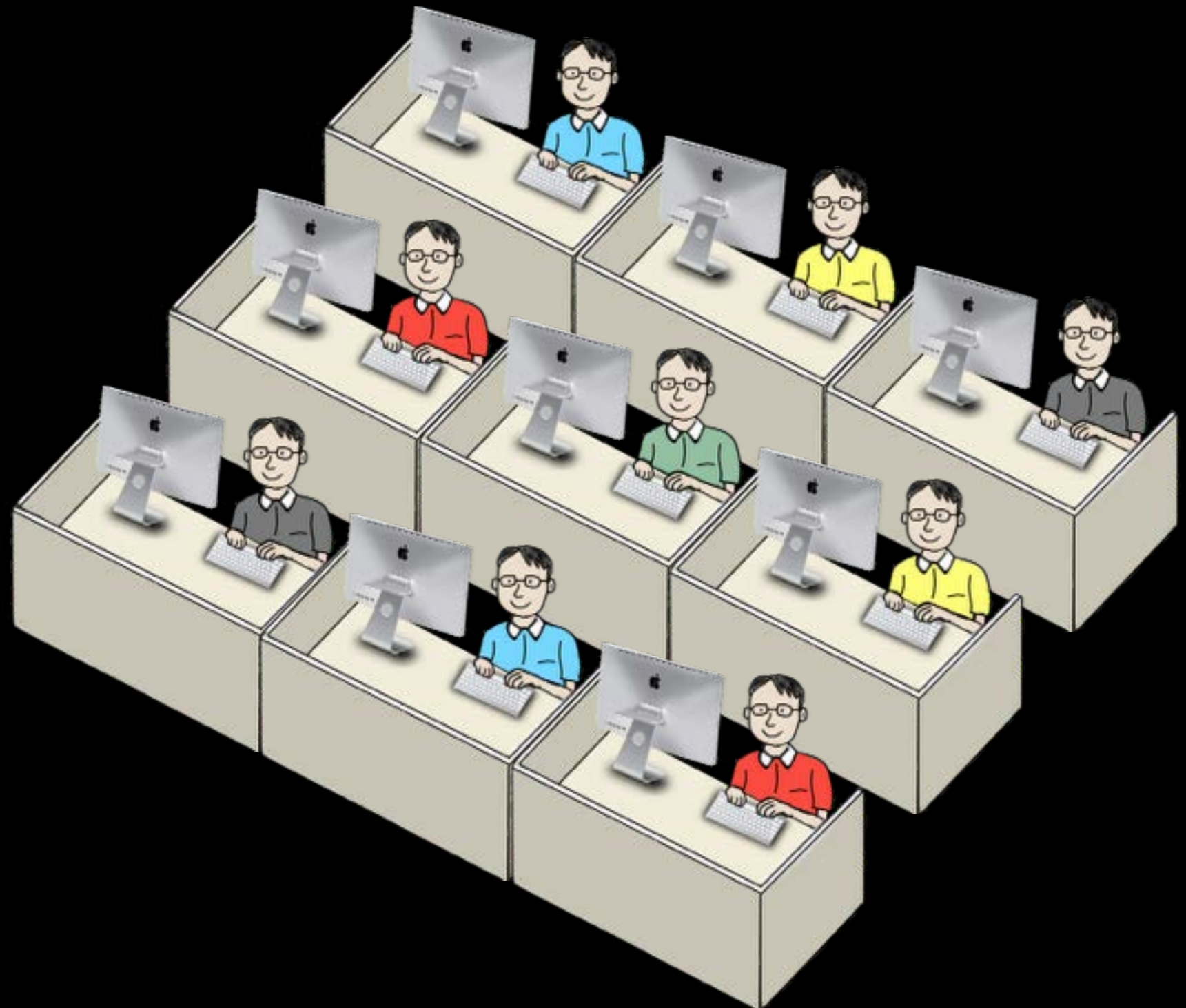


Battery

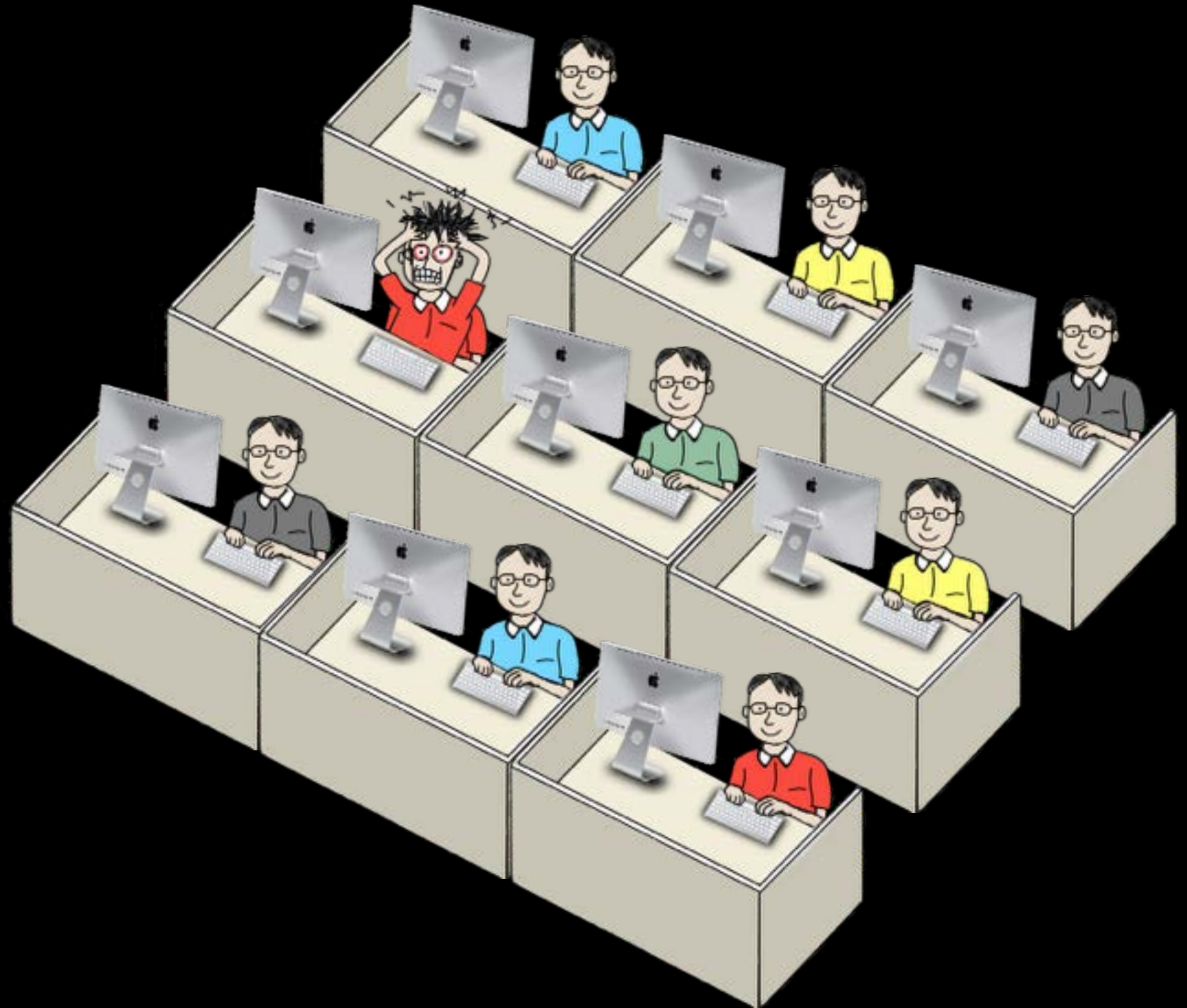


Size

# Software Design Process

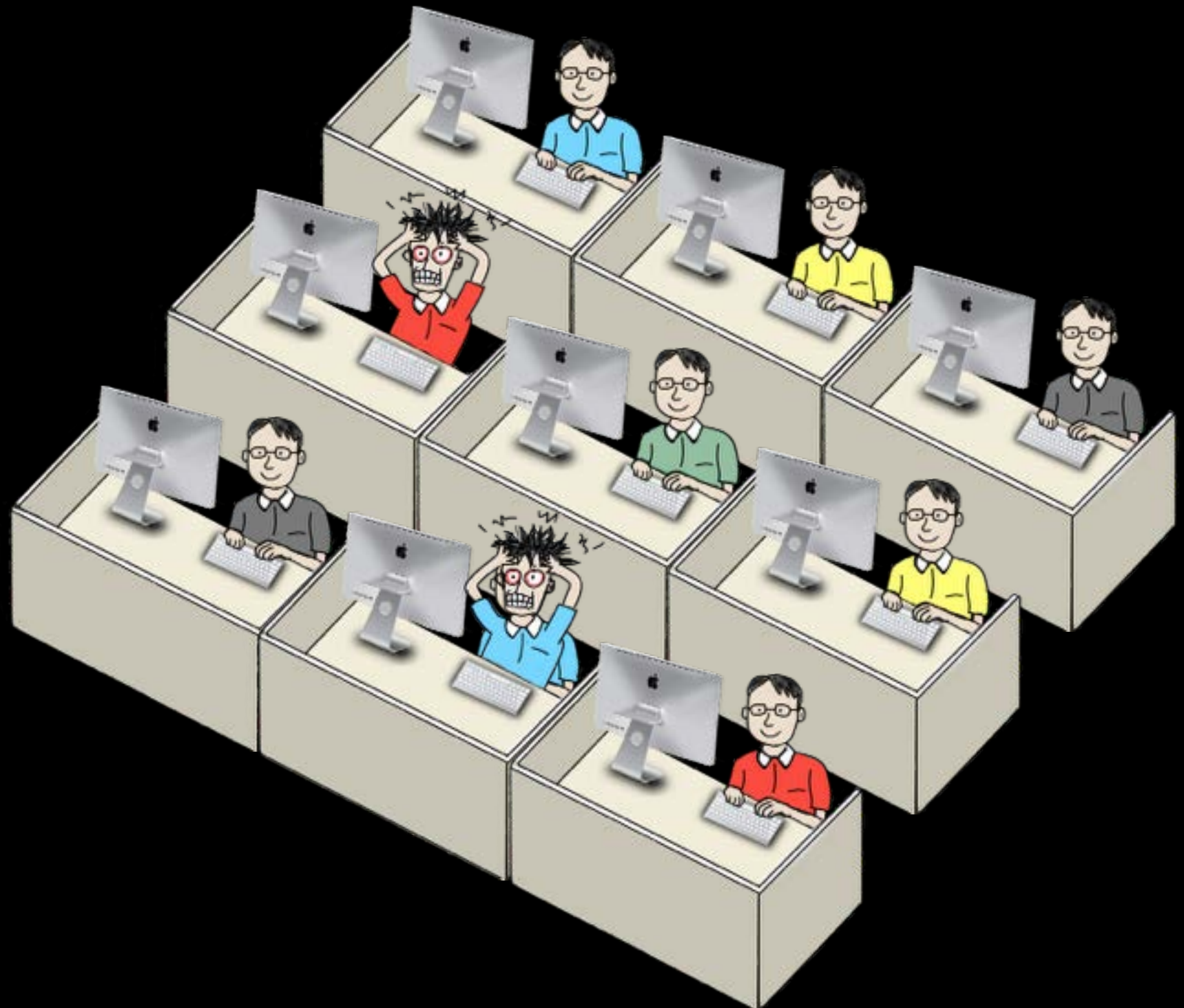


# Software Design Process

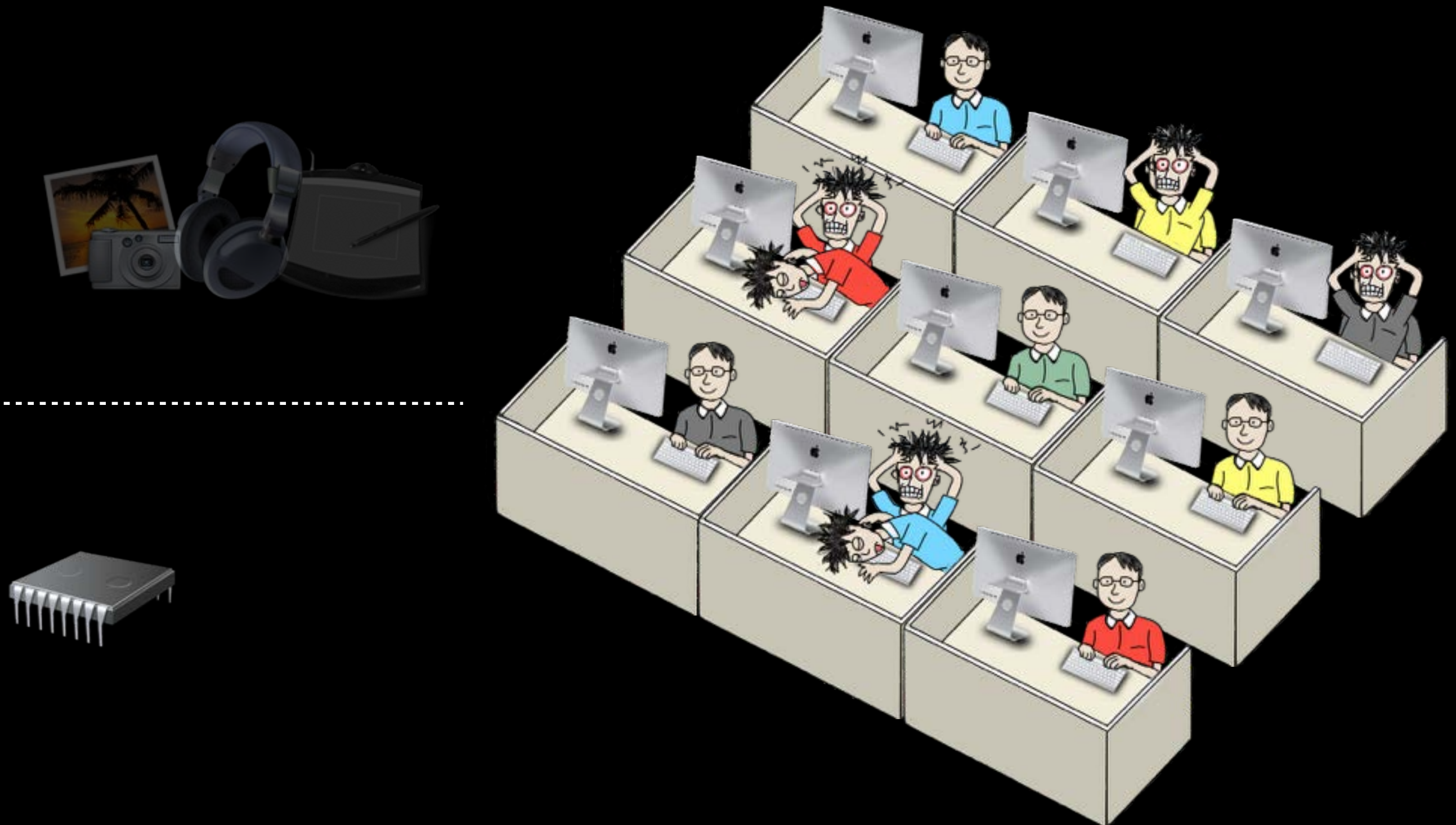




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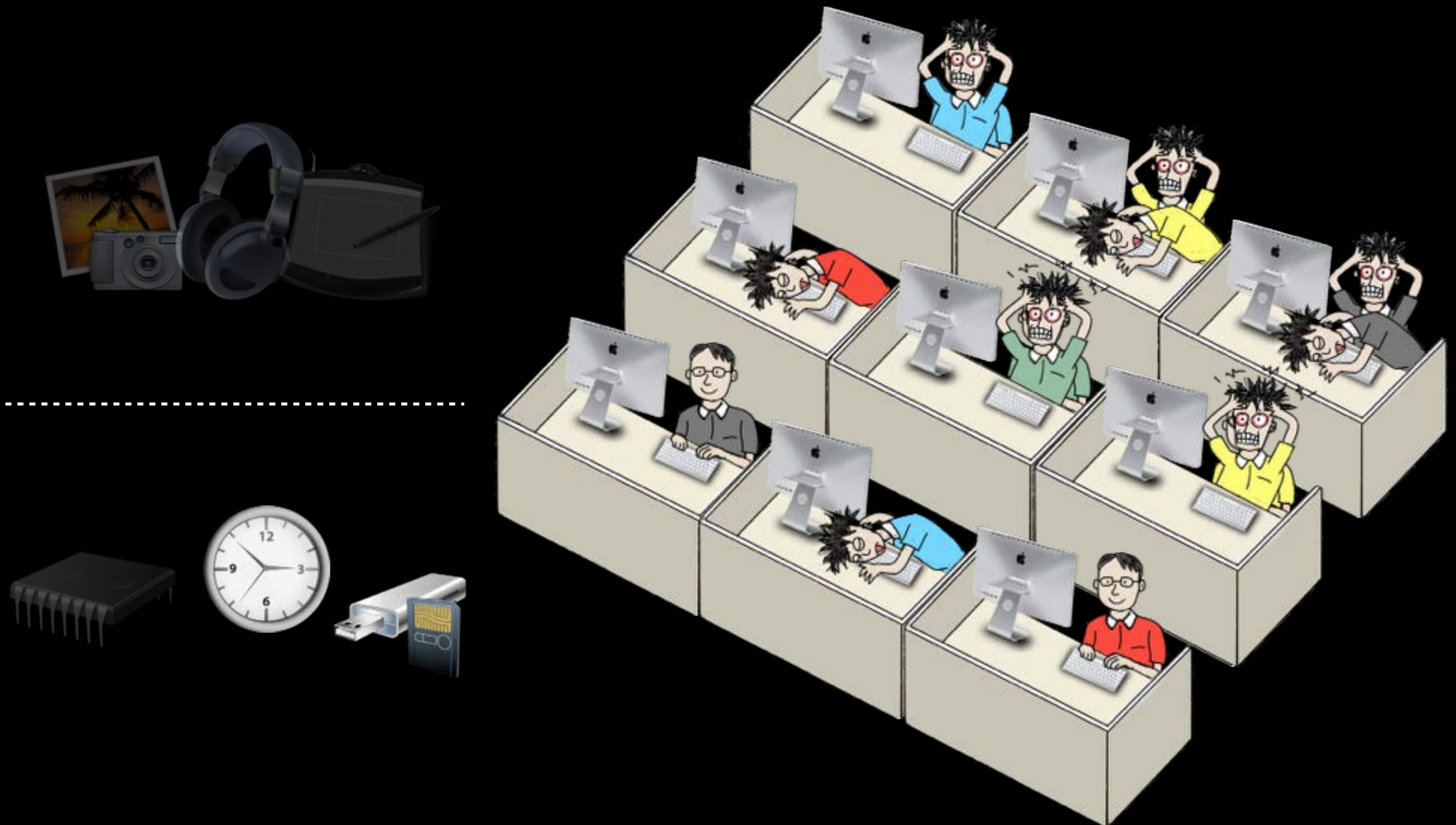


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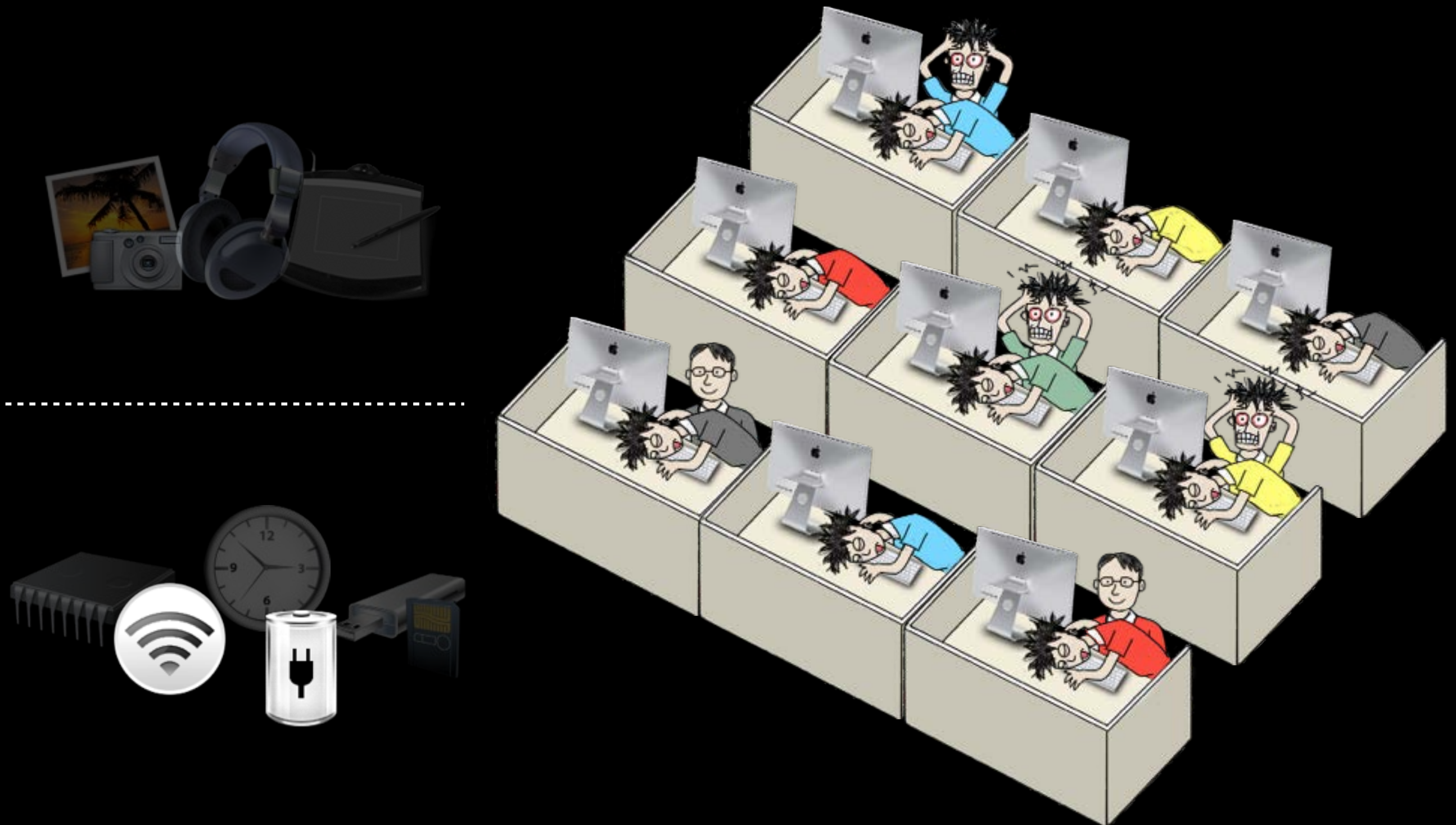




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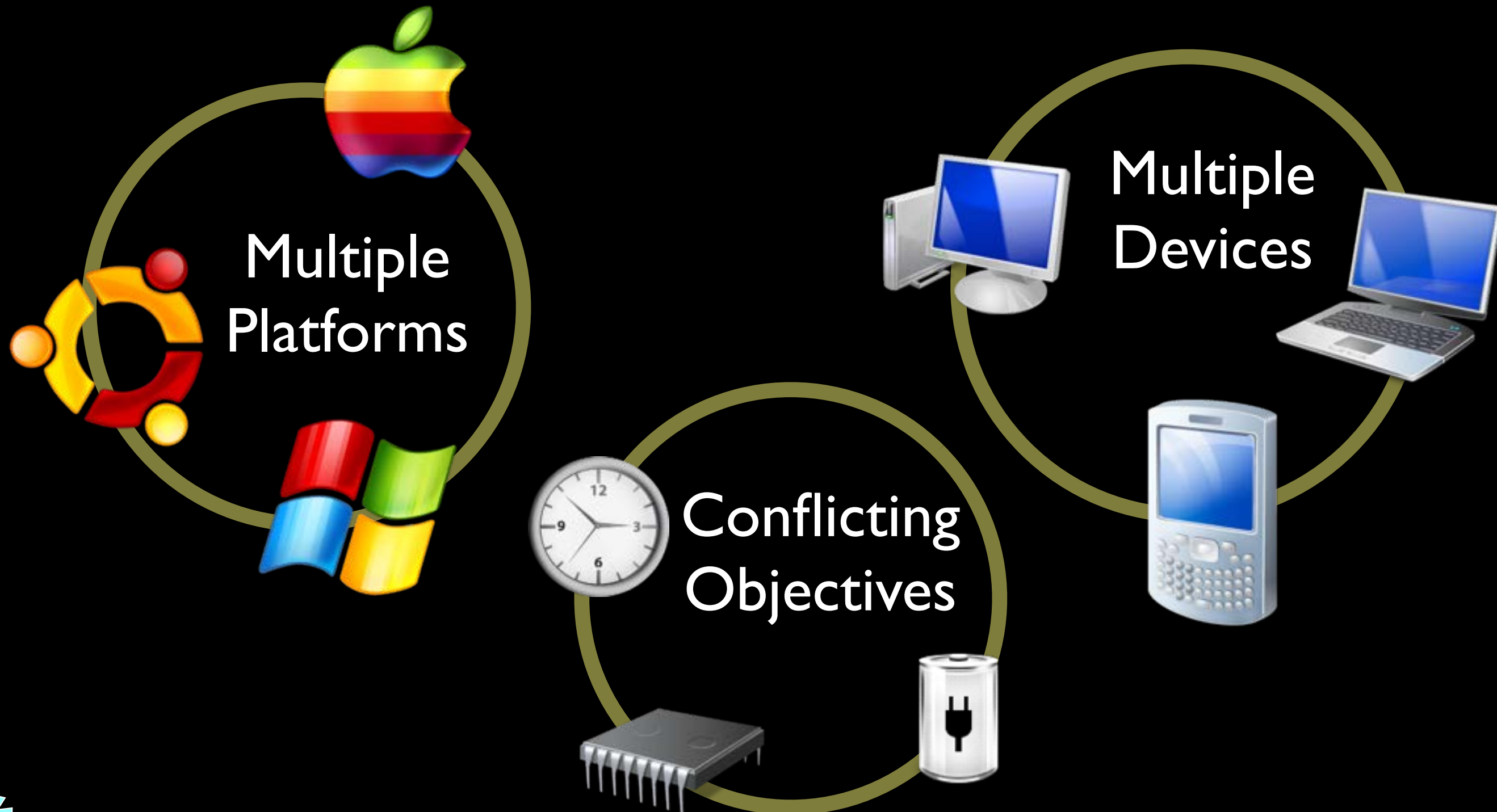


# Software Design Process





# Multiplicity





# Why is the programmer human?



# Which requirements must be human coded ?

Functional  
Requirements



humans have to  
define these

Non-Functional  
Requirements



a machine can  
optimise these

# Which requirements are essential to human ?

Functional  
Requirements



humans have to  
define these

Non-Functional  
Requirements

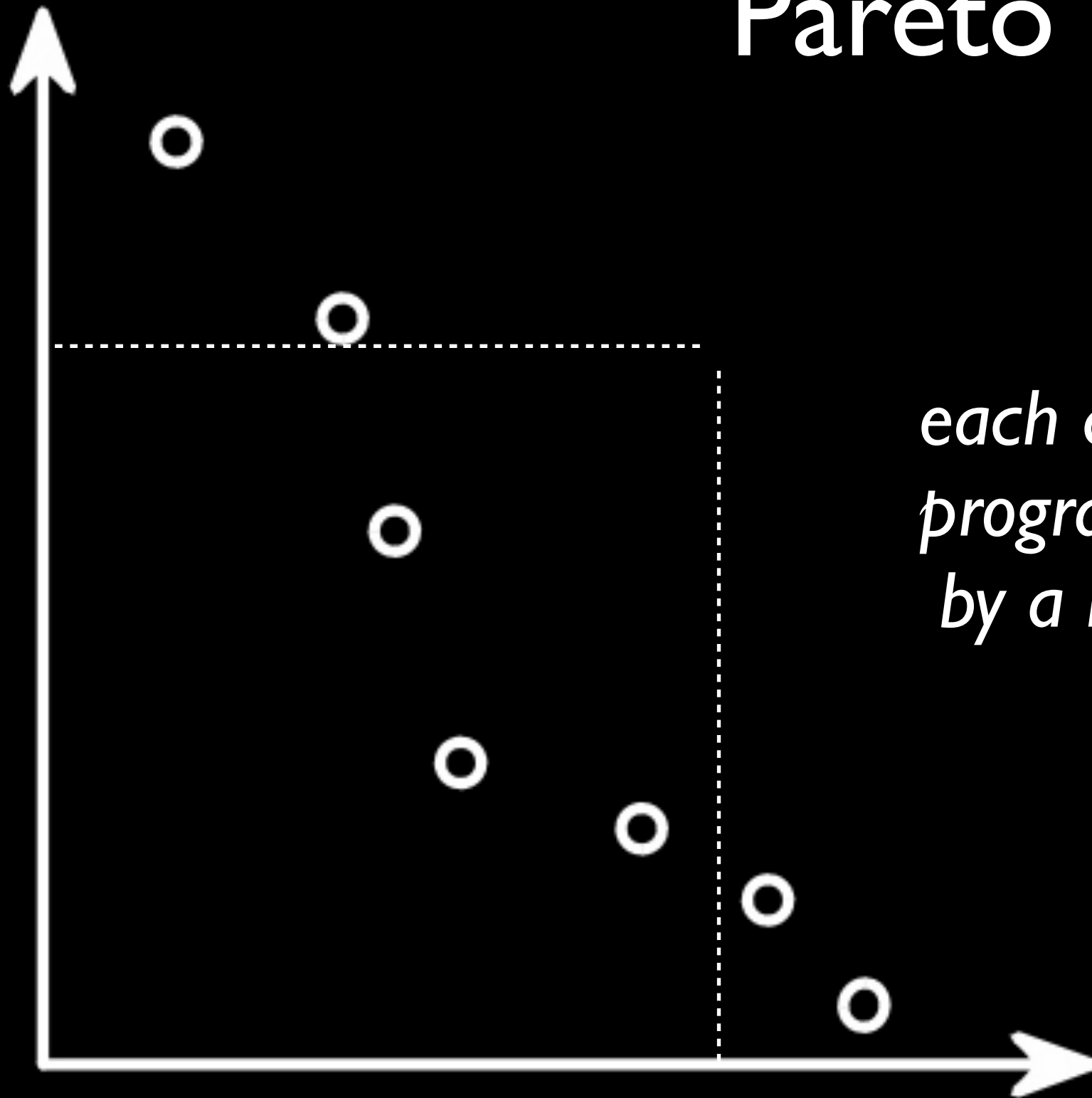


a machine can  
optimise these

# Pareto Front



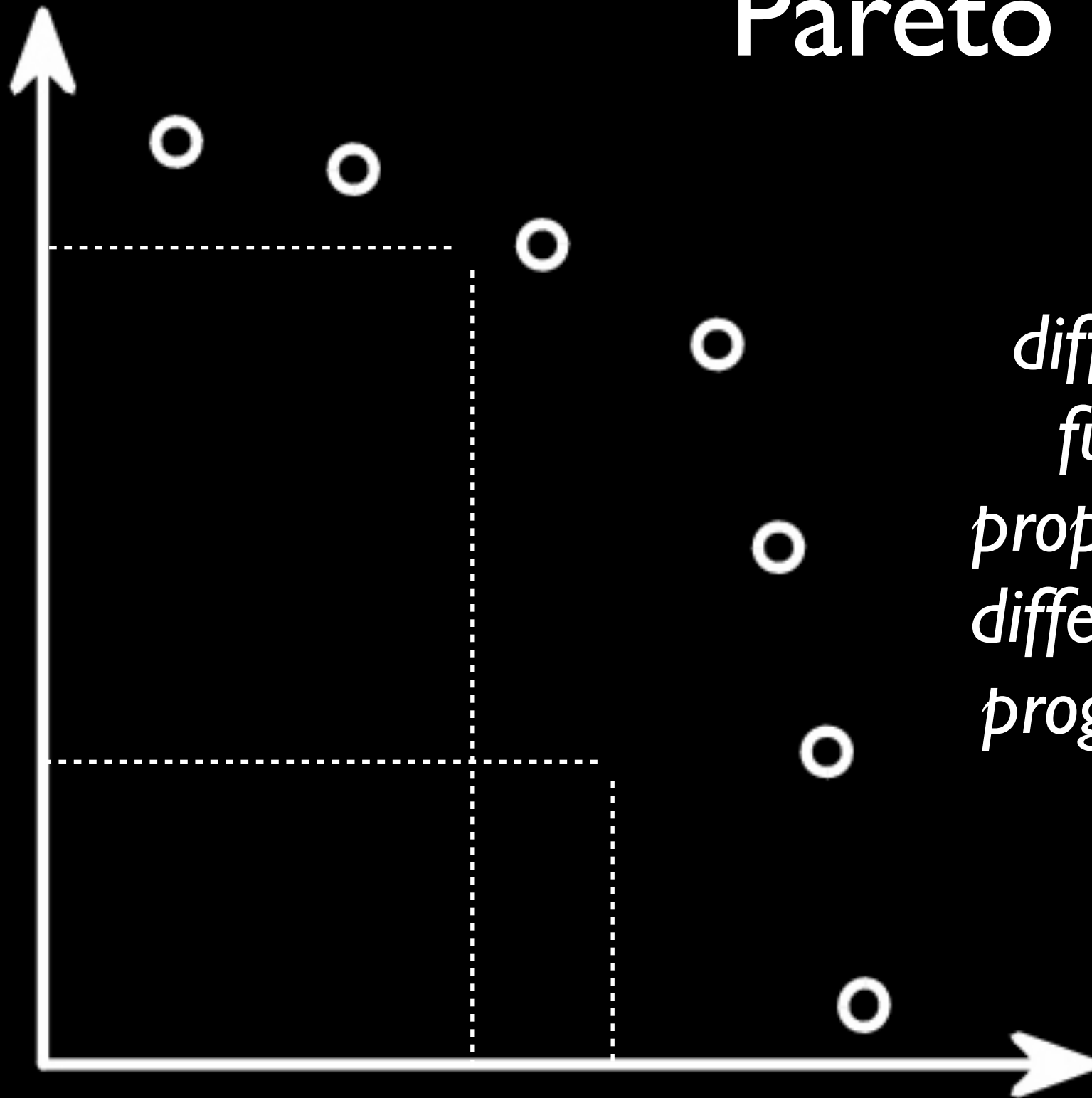
# Pareto Front



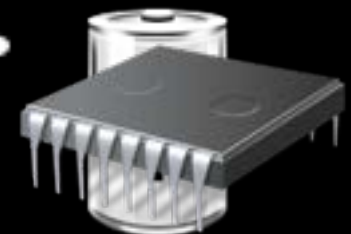
*each circle is a  
program found  
by a machine*



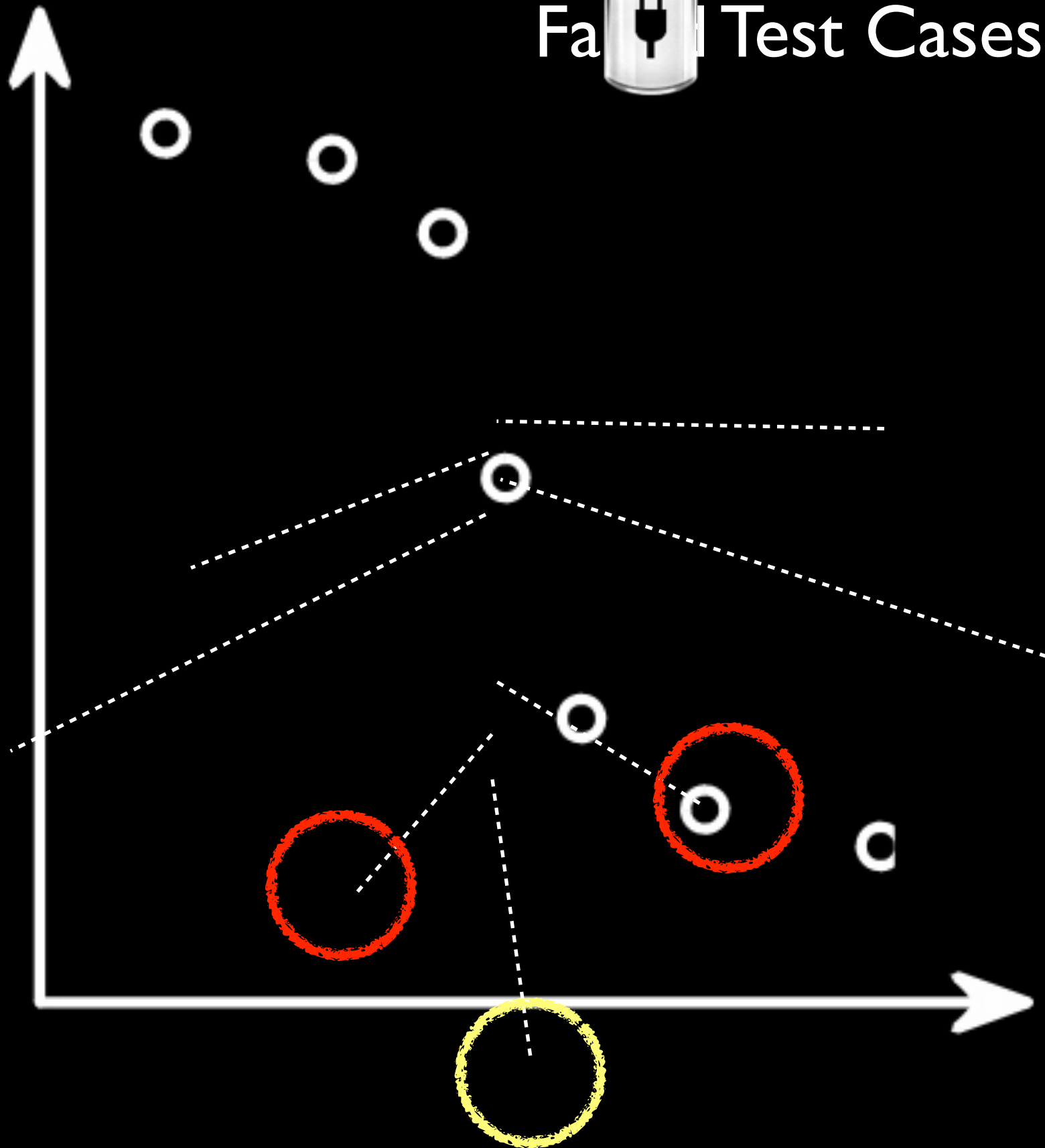
# Pareto Front



*different non  
functional  
properties have  
different pareto  
program fronts*



# Failed Test Cases





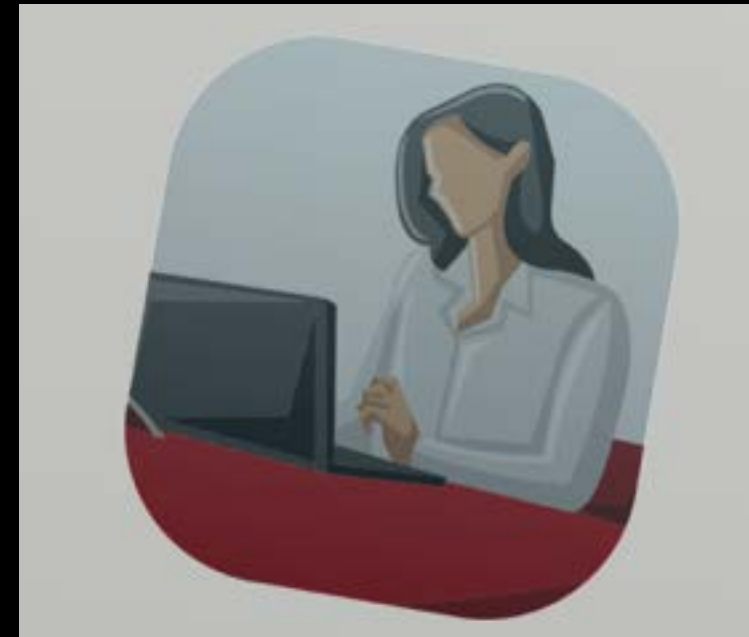
Why can't functional properties  
be optimisation objectives?



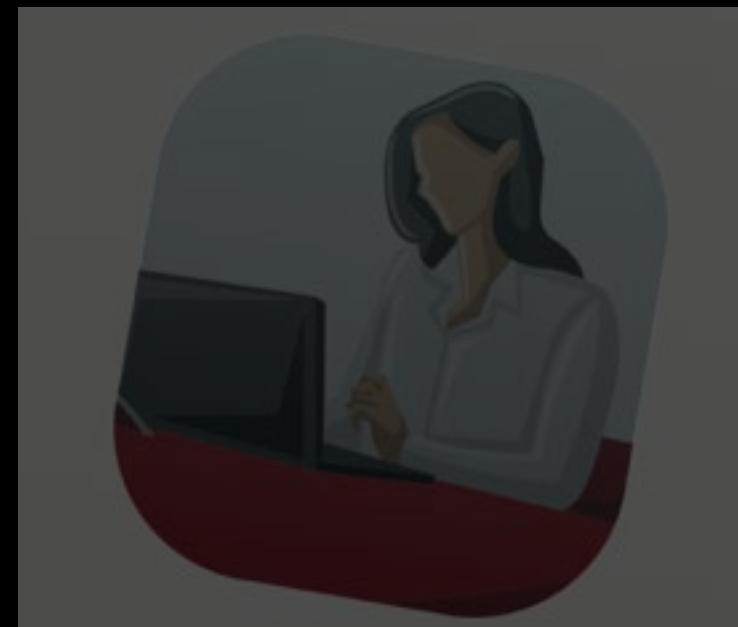




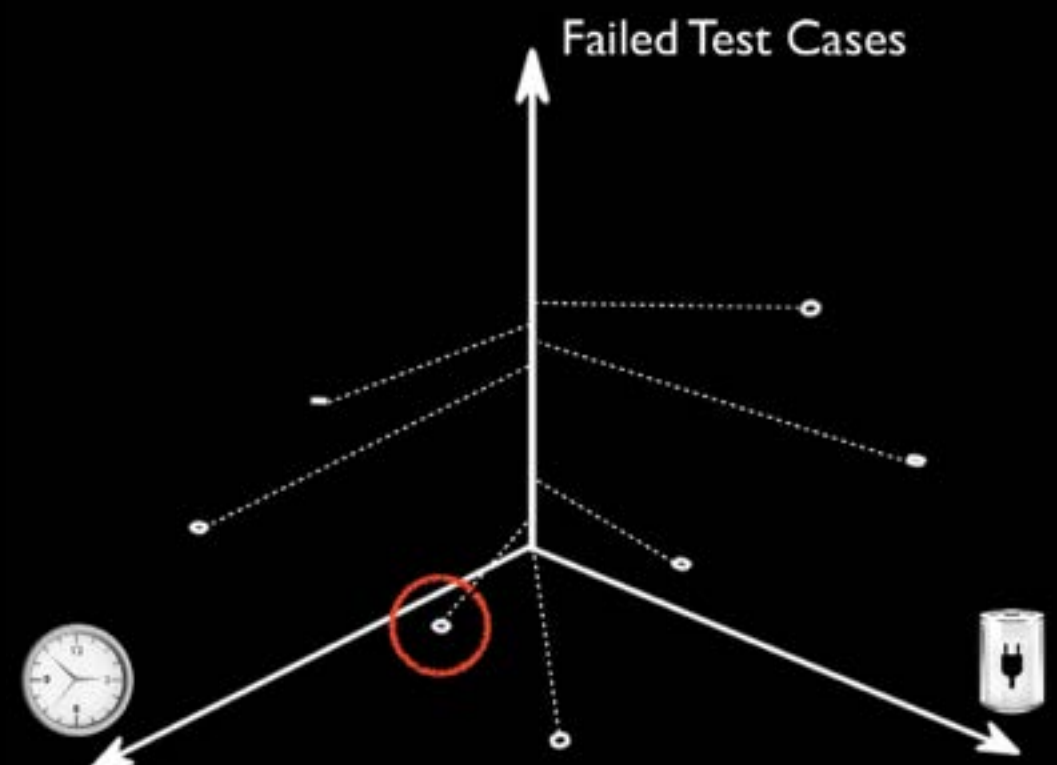
# Optimisation



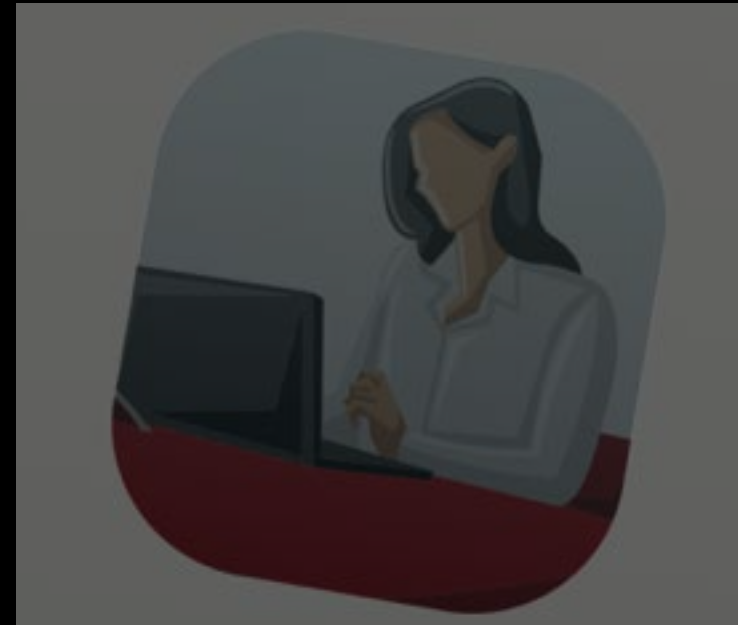
# Optimisation



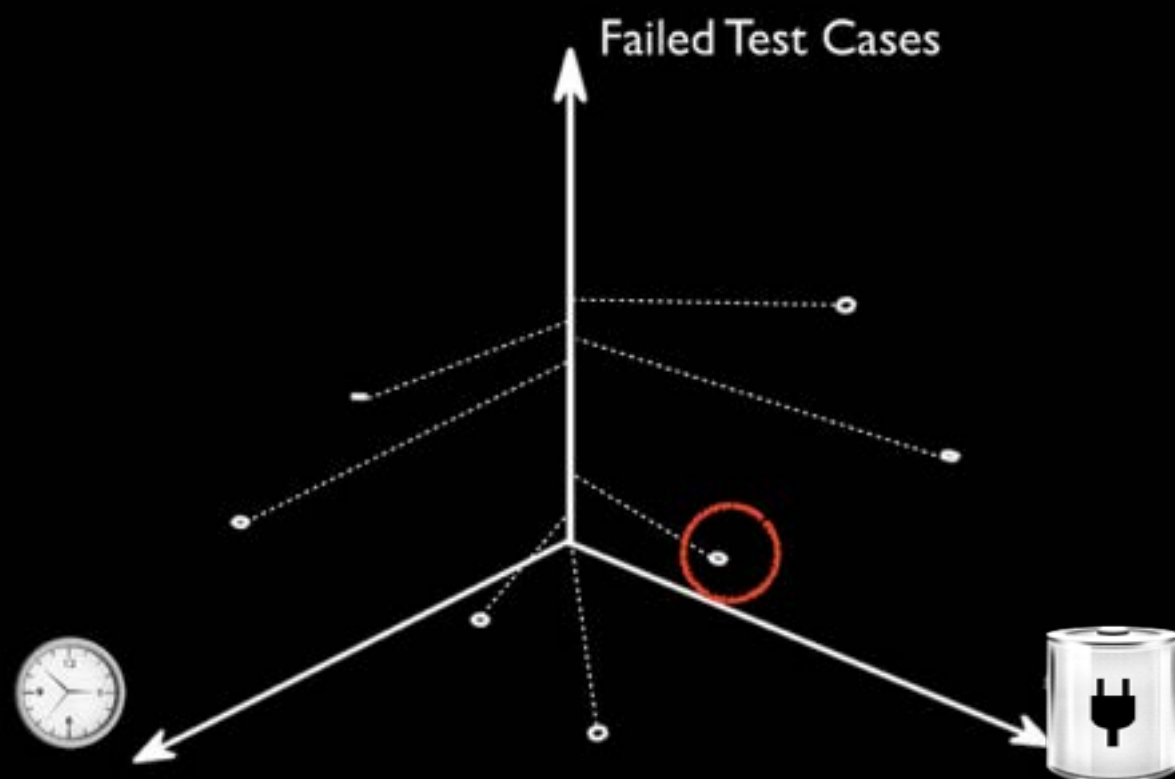
2.5 times faster but  
failed 1 test case?







# Optimisation



double the battery life  
but failed 2 test cases?

# Genetic Programming for Software Transplantation

# Genetic Programming for Software Transplantation

covered in more detail in the  
WCRE 2013  
keynote paper

# GP for Transplants



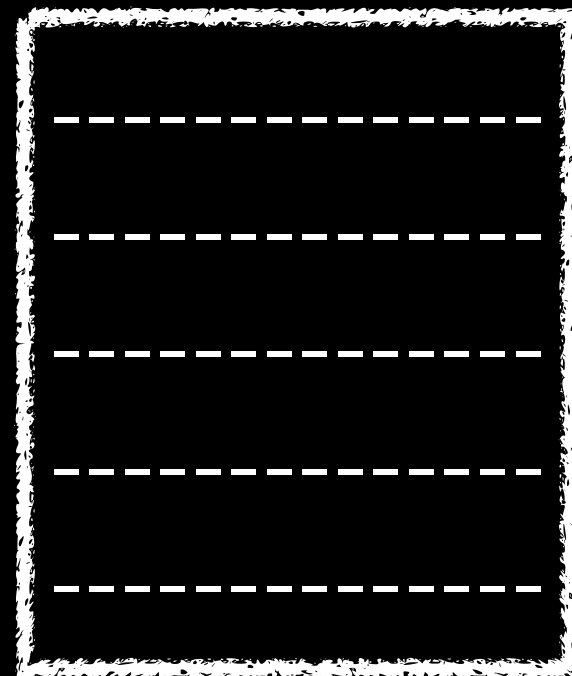


# GP for Transplants

L A T I I V <sup>R</sup>

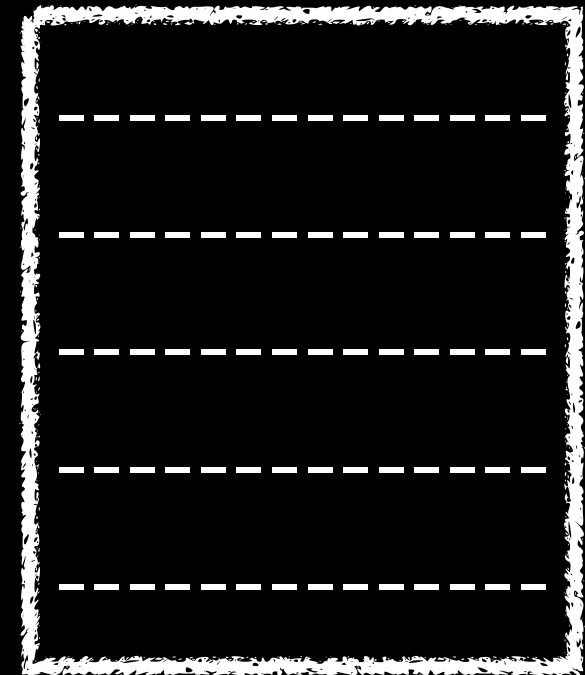
# GP for Transplants

L  
A  
T  
I  
V  
R



Doner

Feature



Host

# GP for Transplants

Localise

A

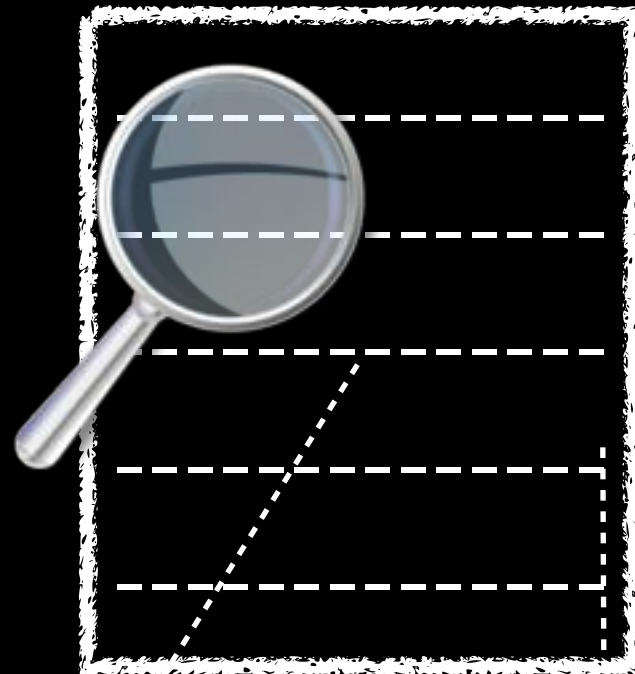
T

I

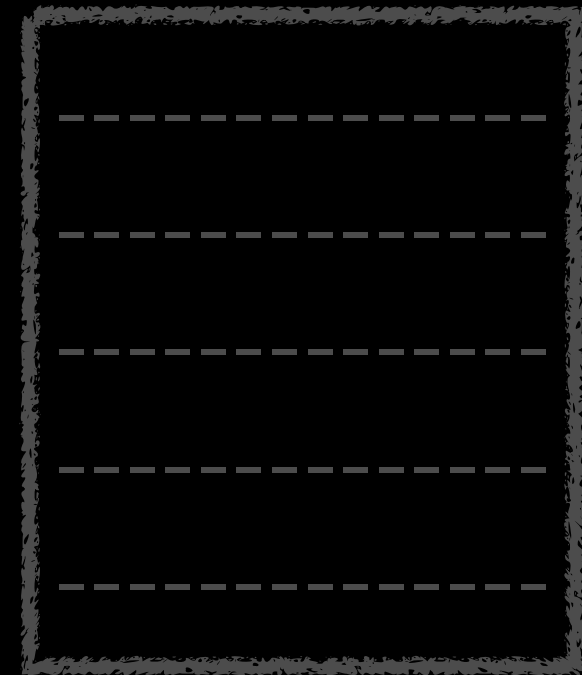
I

V

R



Doner



Host

```
if (ptr != NULL)
    foo(*ptr);
```

# GP for Transplants

Localise

Abstract

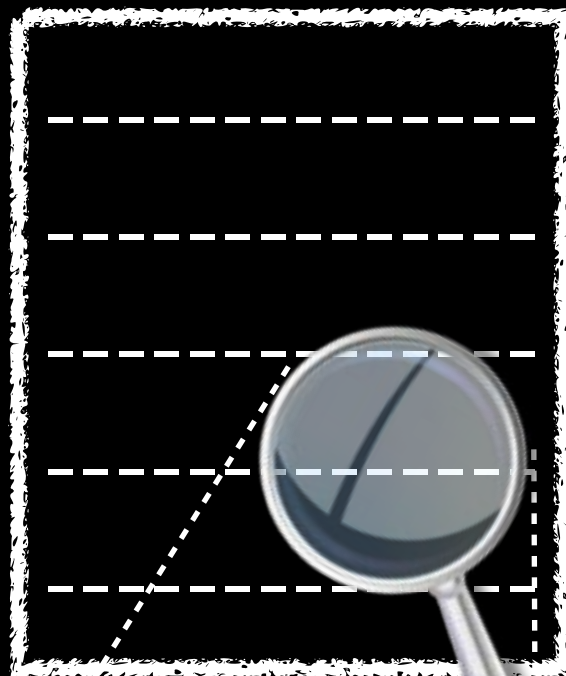
T

I

I

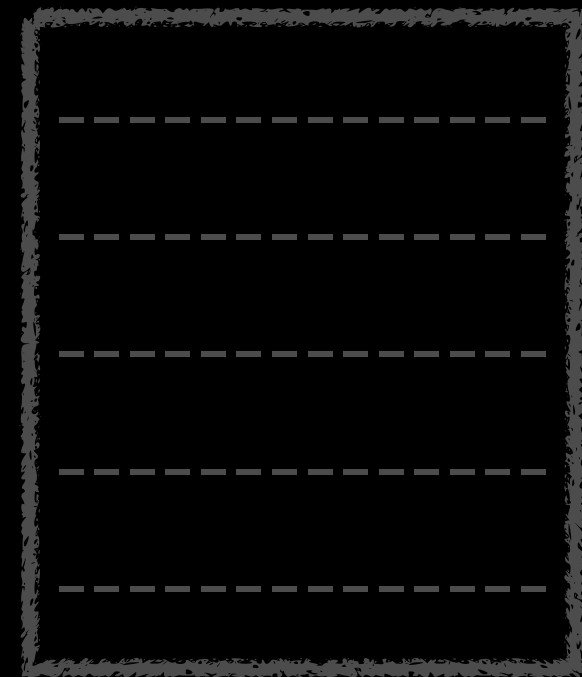
V

R



Doner

```
if (ptr != NULL)
    foo(*ptr);
```



Host

```
if (  1 != NULL)
     2 (  1 );
```

# GP for Transplants

Localise

Abstract

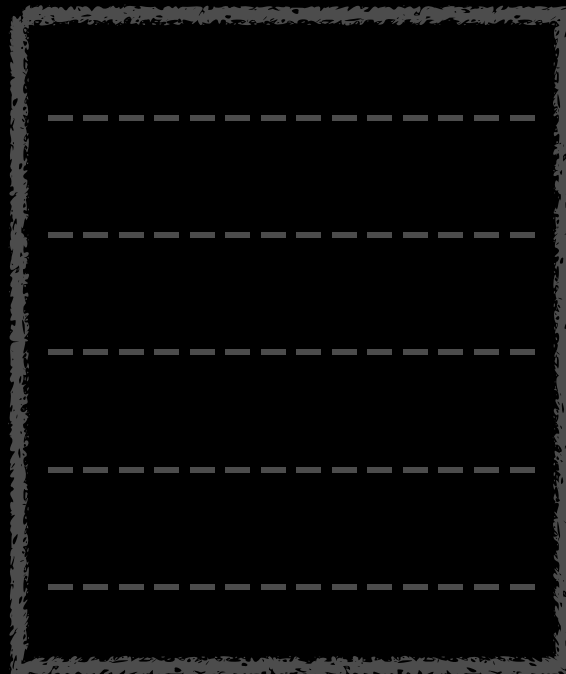
Target

I

I

V

R



Doner

SBSE



Host

# GP for Transplants

Localise

Abstract

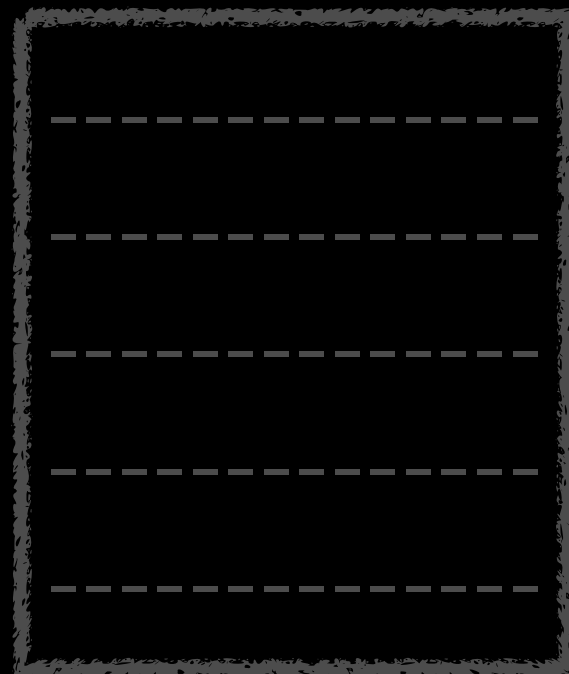
Target

Interface

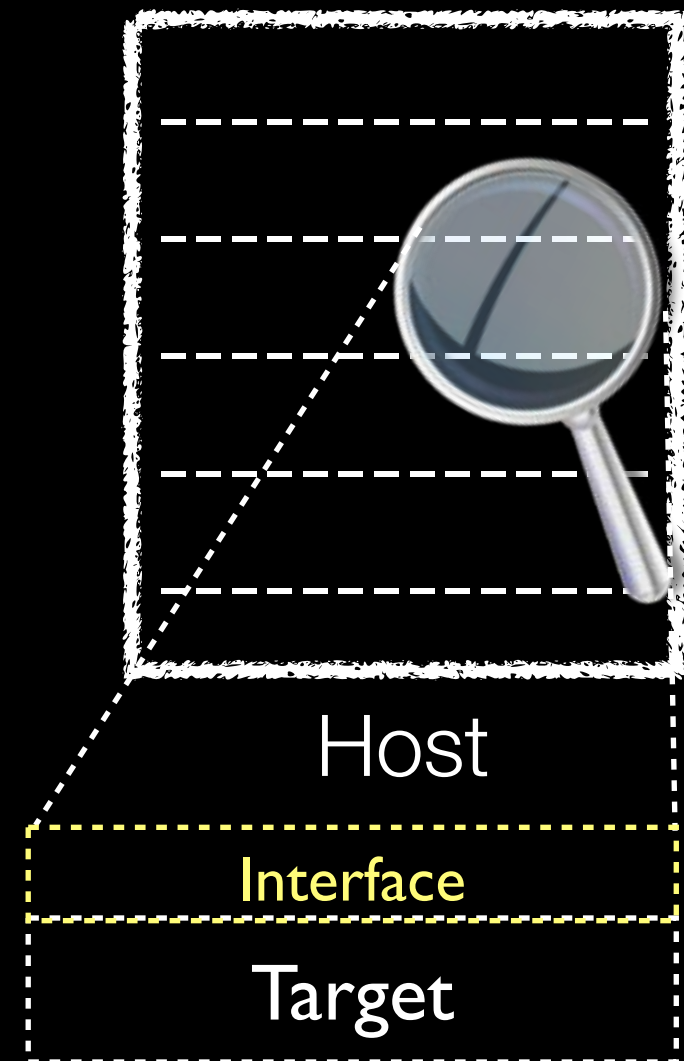
I

V

R



Doner



Host

Interface

Target

# GP for Transplants

Localise

Abstract

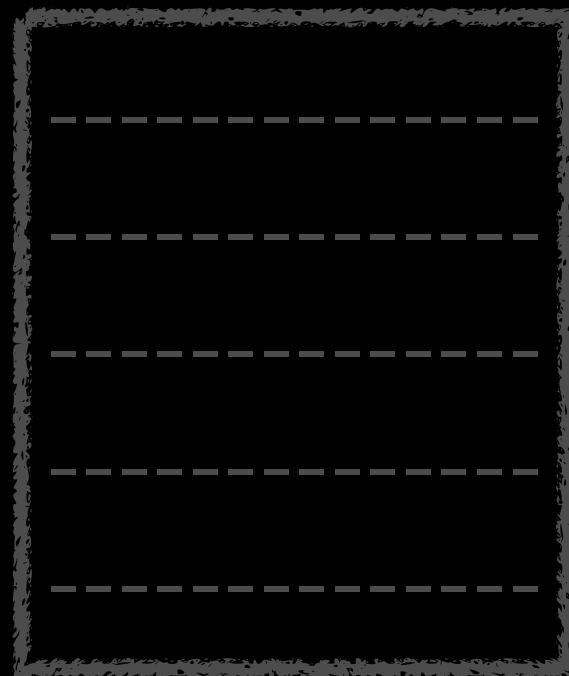
Target

Interface

Insert

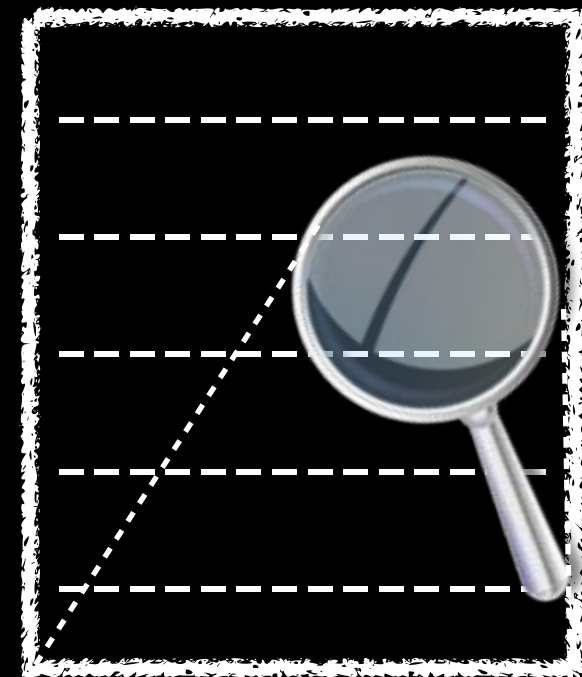
V

R



Doner

```
if (   1 != NULL)
      2 (   1 );
```



Host

Interface

Target

# GP for Transplants

Localise

Abstract

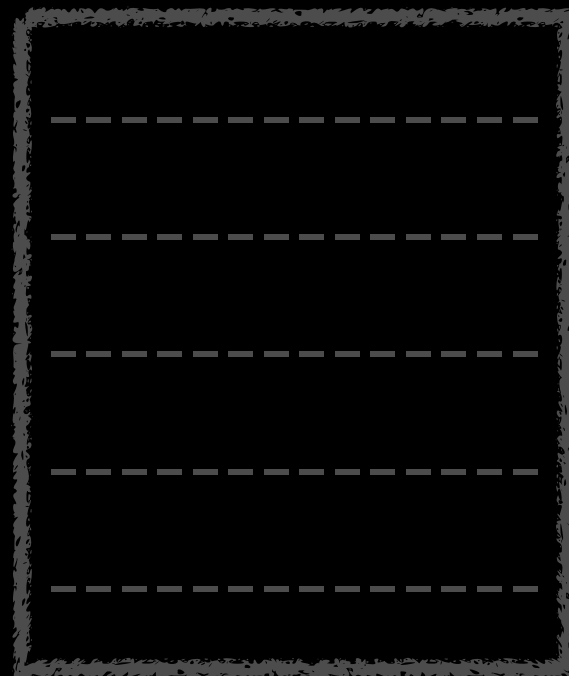
Target

Interface

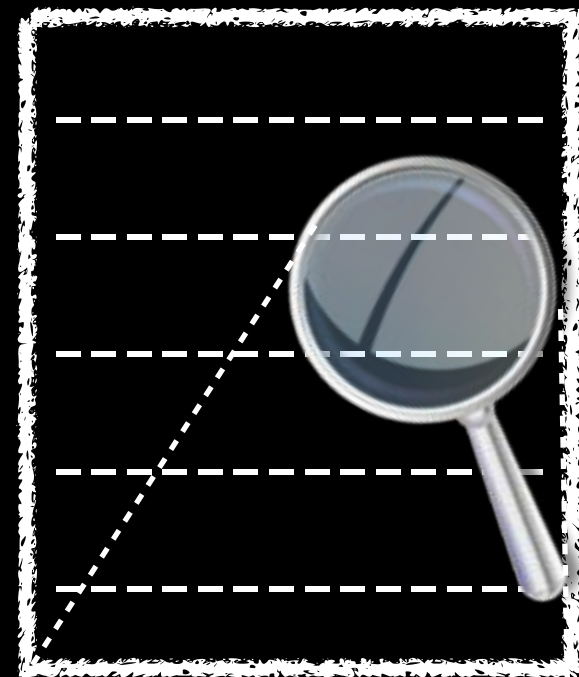
Insert

V

R



Doner



Host

```
if( host_ptr!=NULL)
host_action(*host_ptr);
```



Interface

Target



# GP for Transplants

Localise

Abstract

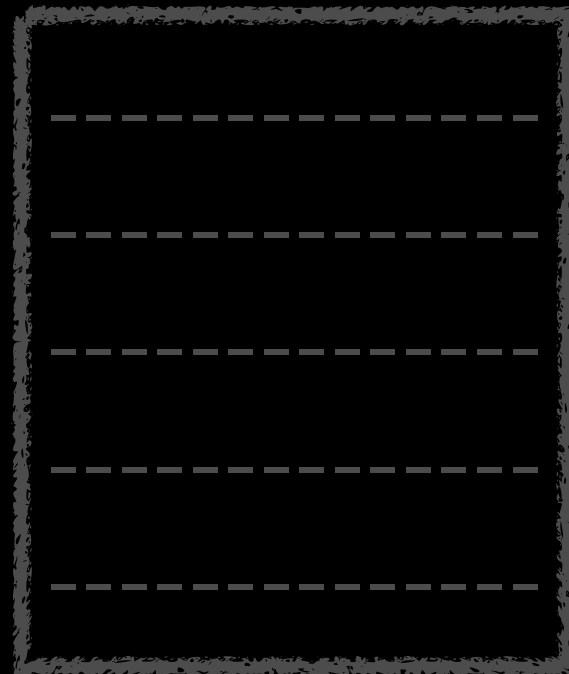
Target

Interface

Insert

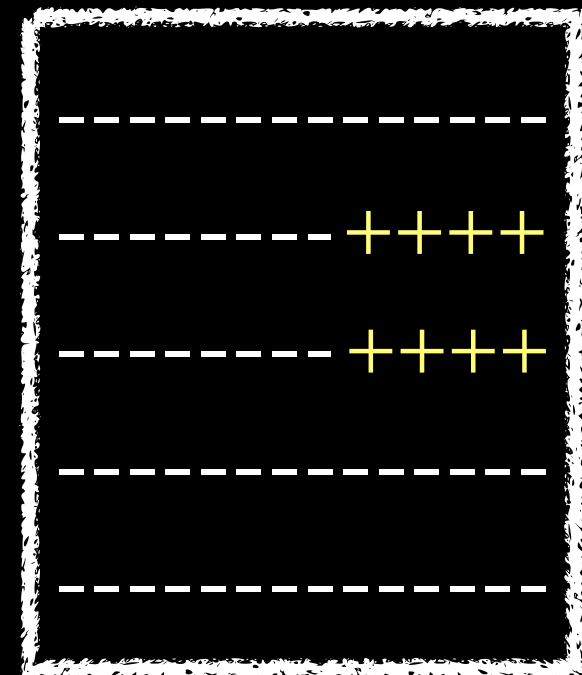
Validate

R



Doner

- 1 new feature tests
- 2 regression tests
- 3 quality tests



Host

# GP for Transplants

Localise

Abstract

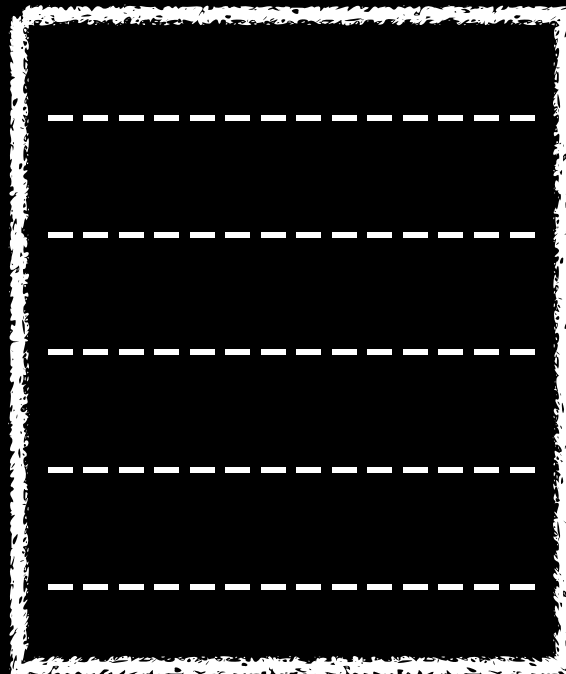
Target

Interface

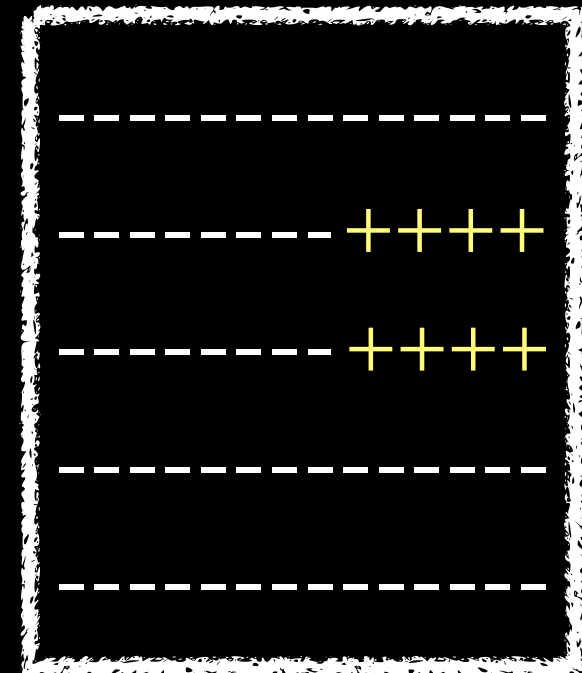
Insert

Validate

Repeat



Doner



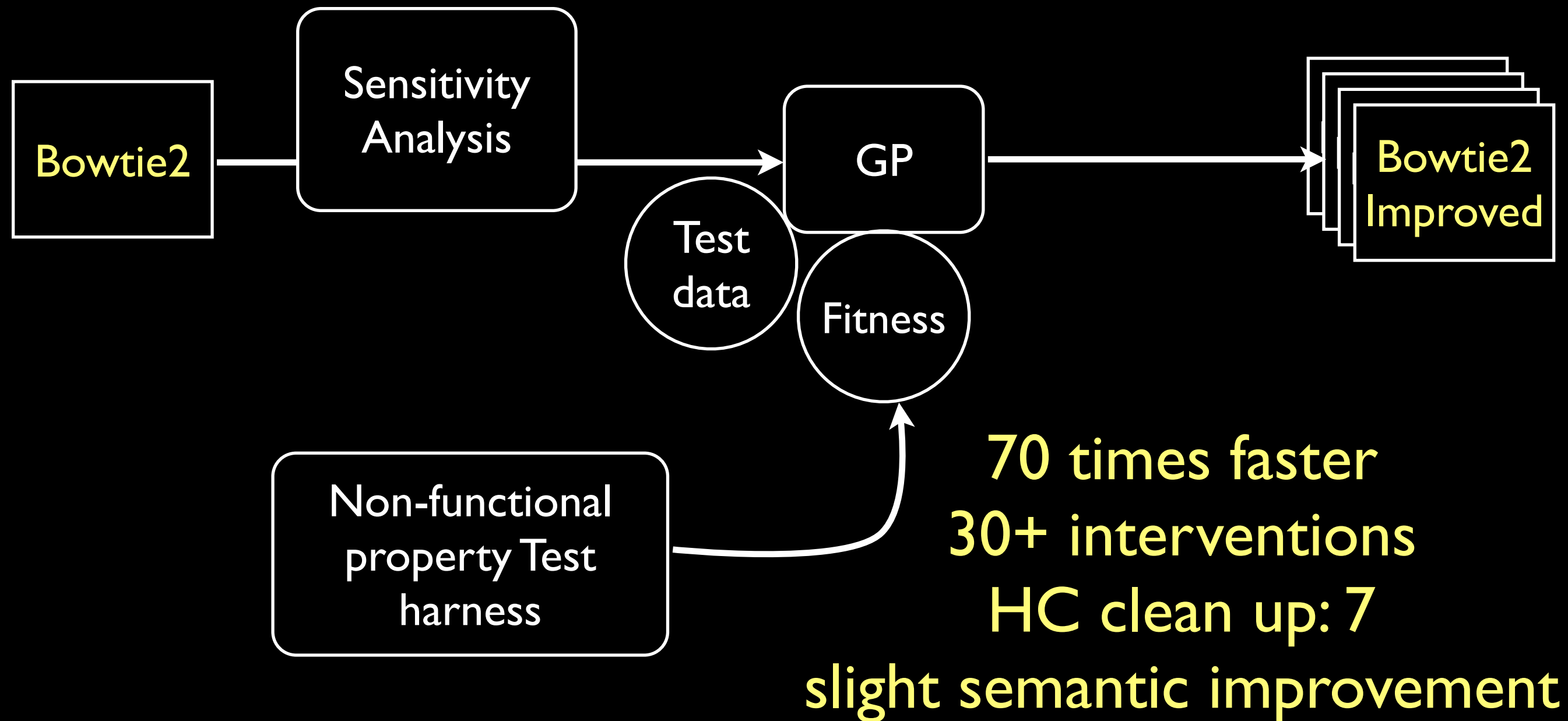
Host

# Offline Genetic Improvement

# Offline Genetic Improvement

... what have we managed to achieve so far ...

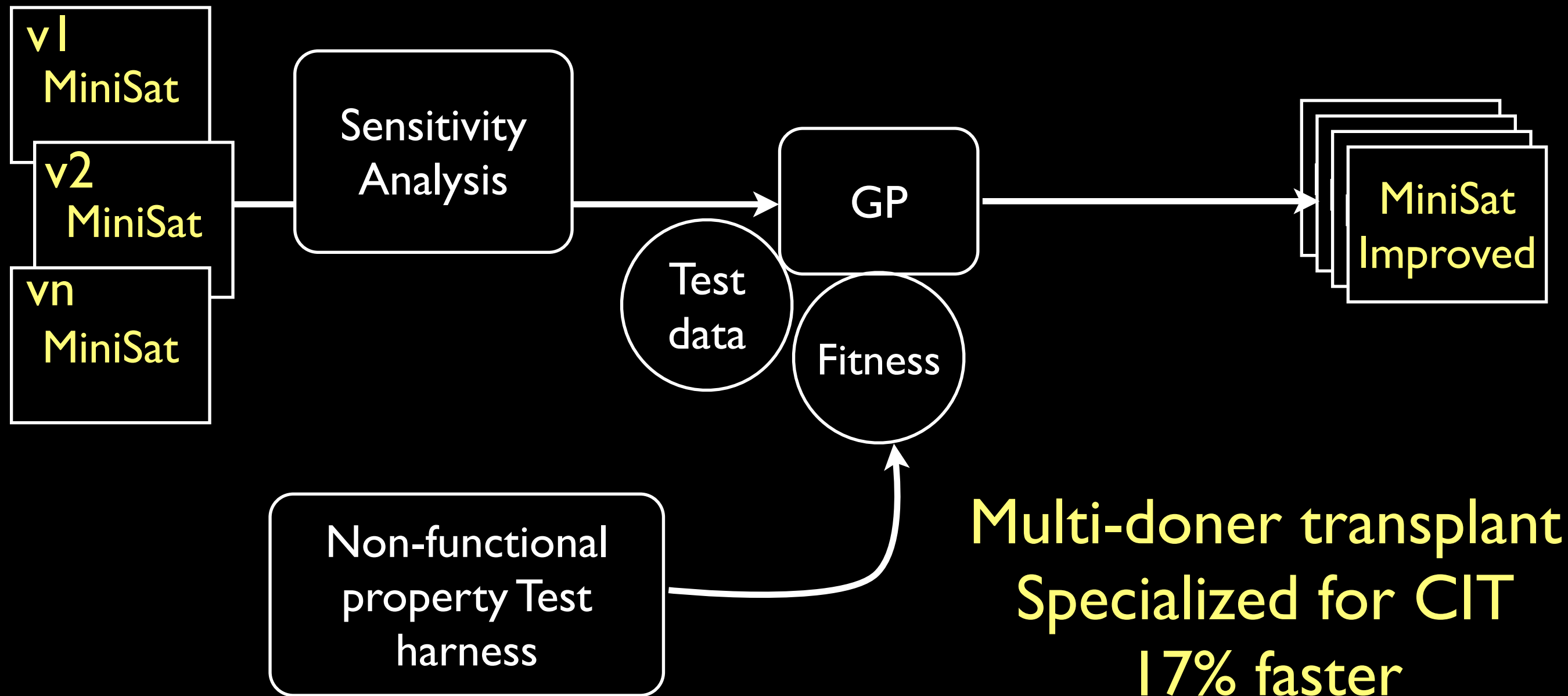
# Genetic Improvement of Programs



W. B. Langdon and M. Harman

Optimising Existing Software with Genetic Programming. TEC 2014 (TR available)

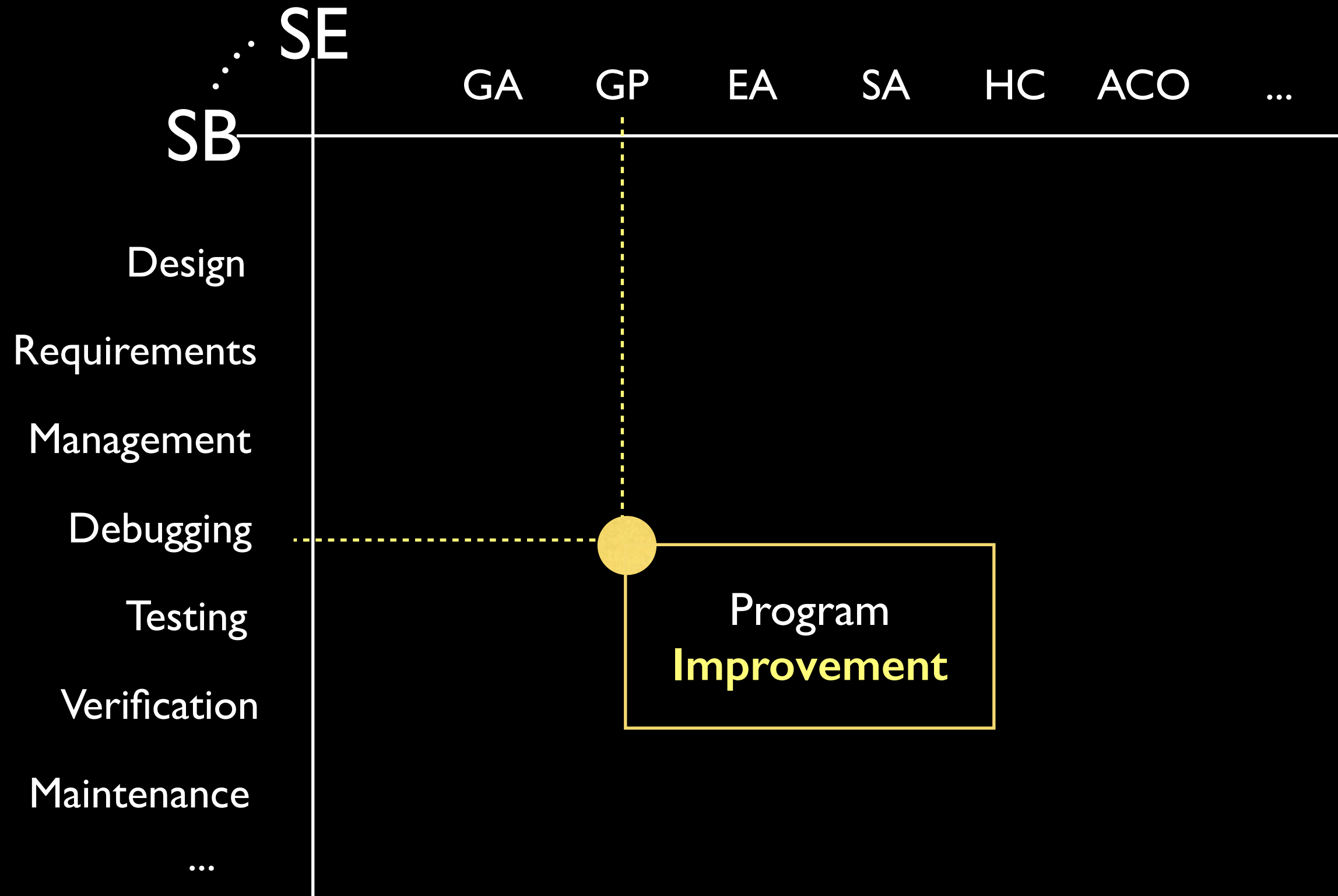
# Genetic Improvement of Programs

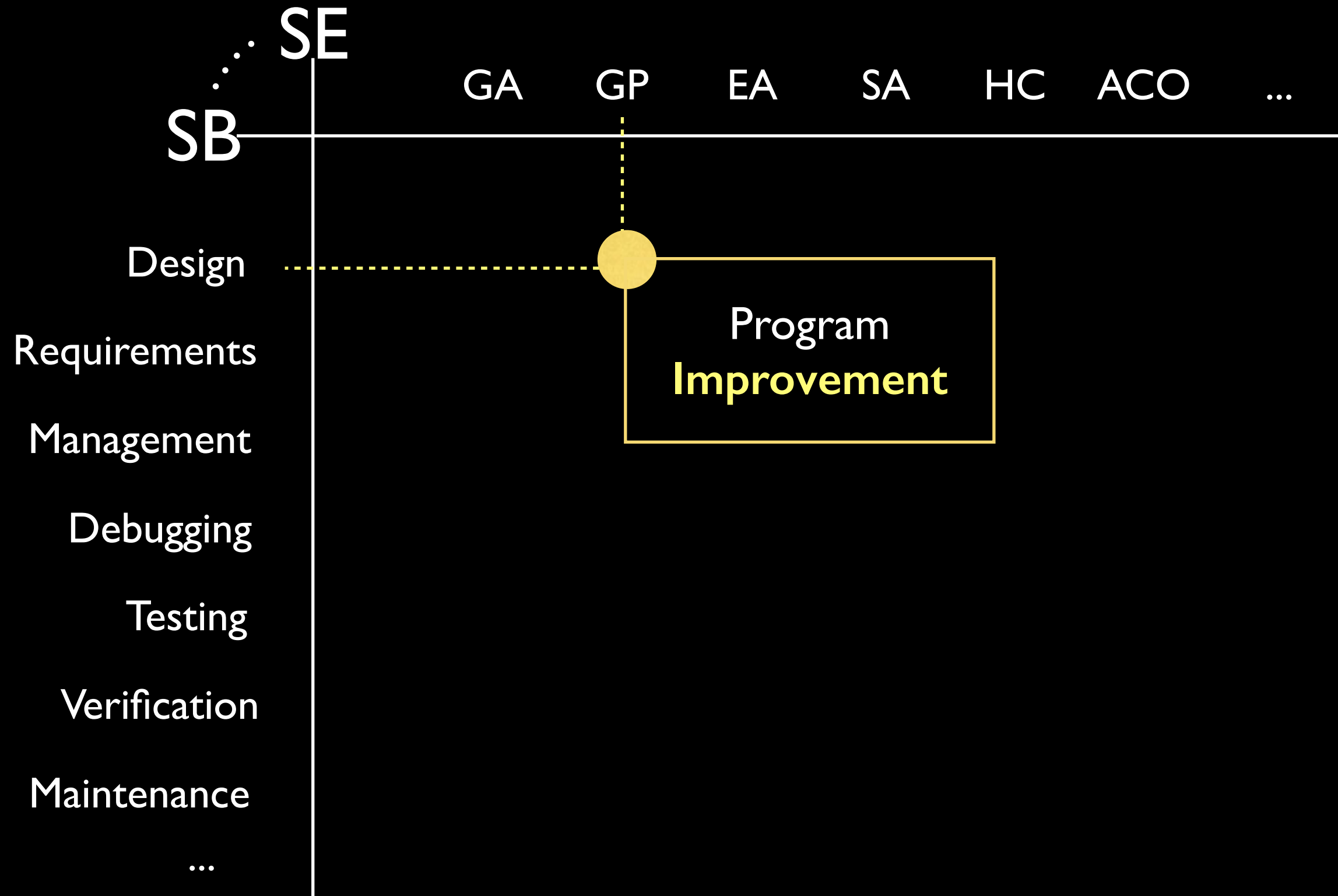


**Multi-doner transplant  
Specialized for CIT  
17% faster**

Justyna Petke, Mark Harman, William B. Langdon and Westley Weimer  
Using Genetic Improvement & Code Transplants to Specialise a C++ program  
to a Problem Class (EuroGP'14)

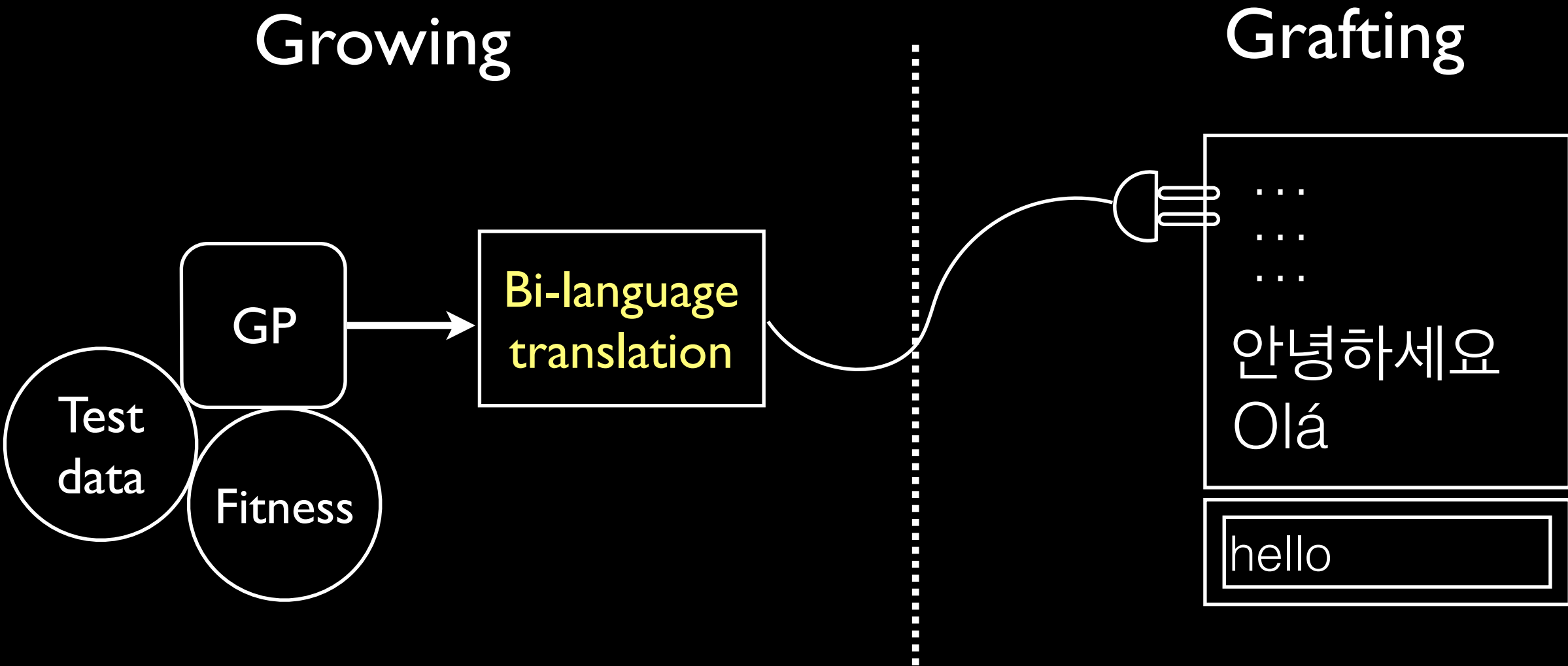






# Genetic Improvement

## Babel Pidgin: Grow new functionality



Mark Harman, Yue Jia and William B Langdon  
Babel Pidgin: SBSE can grow and graft entirely new functionality into a real world system (SSBSE'14 Challenge)



# Online Genetic Improvement

# Online Genetic Improvement

This is described in the SEAMS 2014 keynote paper



## Online phase

User specify  
operation  
characteristics



## Offline phase



## Online phase

User specify  
operation  
characteristics



Phase I

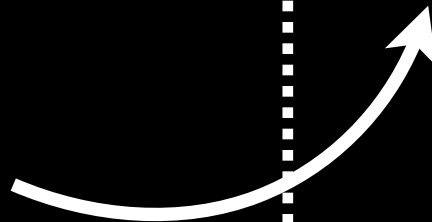
Data Collection



## Offline phase



Environmental and  
usage profile  
Learning







## Online phase

User specify  
operation  
characteristics



Phase I

Data Collection

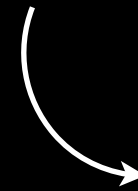


## Offline phase

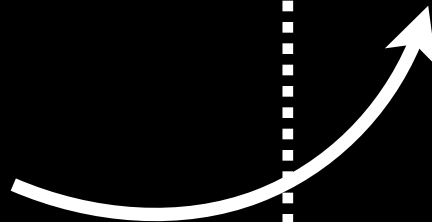


Environmental and  
usage profile  
Learning

Tuneable Parameters



Program





## Online phase

User specify  
operation  
characteristics



Phase I

Data Collection



## Offline phase



Environmental and  
usage profile  
Learning

Tuneable Parameters



Program

Tuneable Implicit Parameters

Exposing Implicit Parameters



## Online phase

User specify  
operation  
characteristics



Phase I

Data Collection



## Offline phase

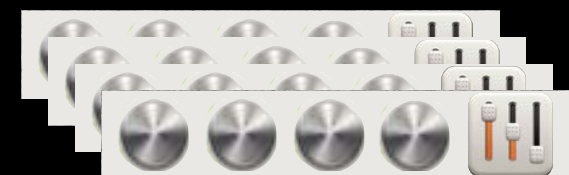


Environmental and  
usage profile  
Learning



Program

SBSE



Optimisation Tuning



## Online phase

User specify  
operation  
characteristics



Phase I

Data Collection



## Offline phase



Environmental and  
usage profile  
Learning

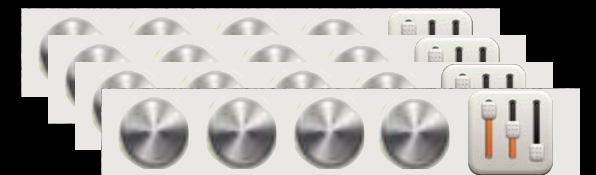


Program

SBSE



Patch generation



Optimisation Tuning



## Online phase

User specify  
operation  
characteristics



Phase I

Data Collection

Phase I - n

Deploy patches  
Data Collection



## Offline phase



Environmental and  
usage profile  
Learning



Program

SBSE



Patch generation



Optimisation Tuning



## Online phase

User specify  
operation  
characteristics



Phase I

Data Collection

Phase I - n

Deploy patches  
Data Collection



## Offline phase



Environmental and  
usage profile  
Learning

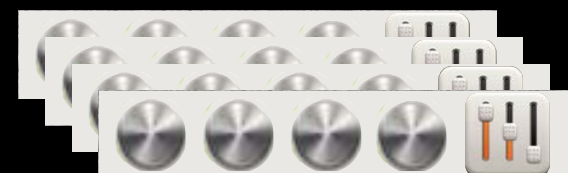


Program

SBSE



Patch generation



Optimisation Tuning

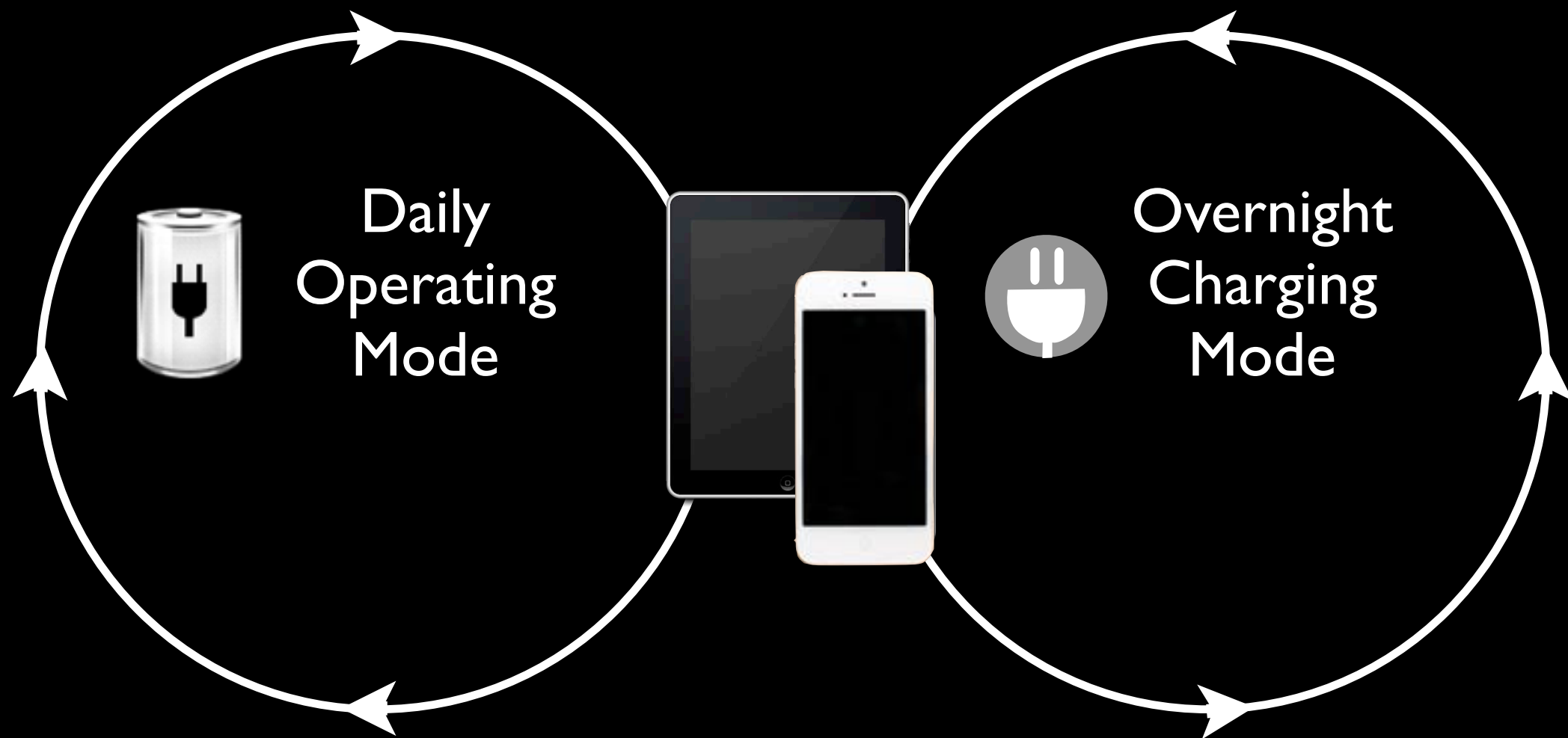


# Example: Wikipedia Mobile

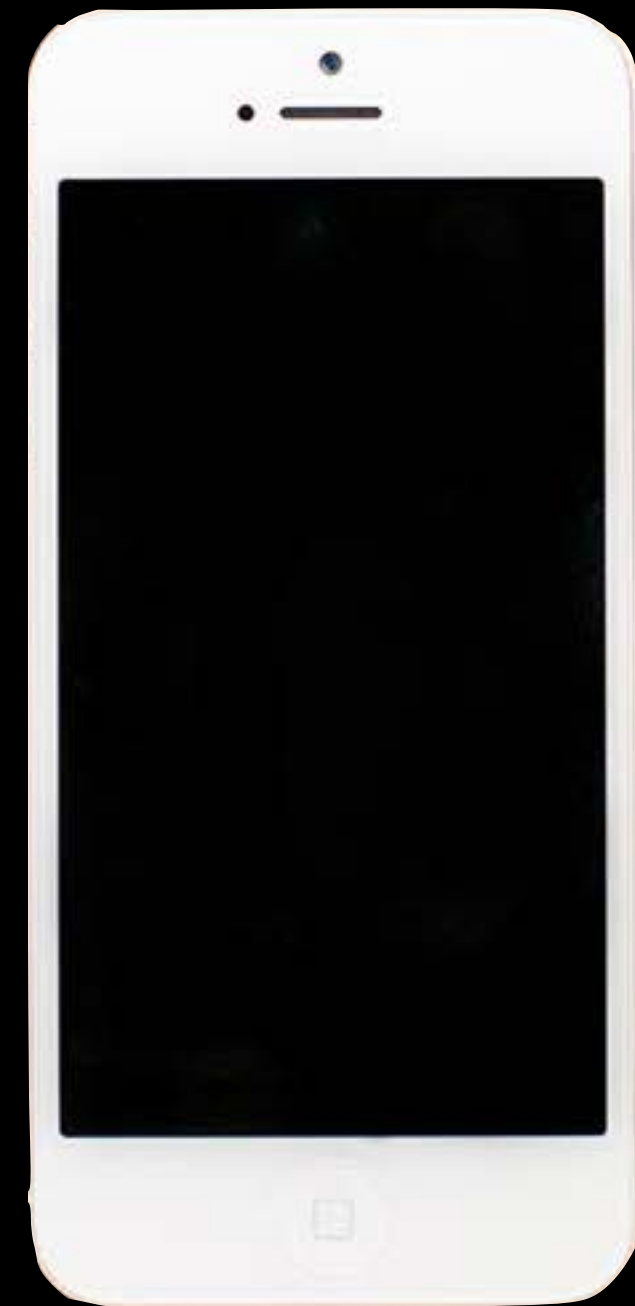
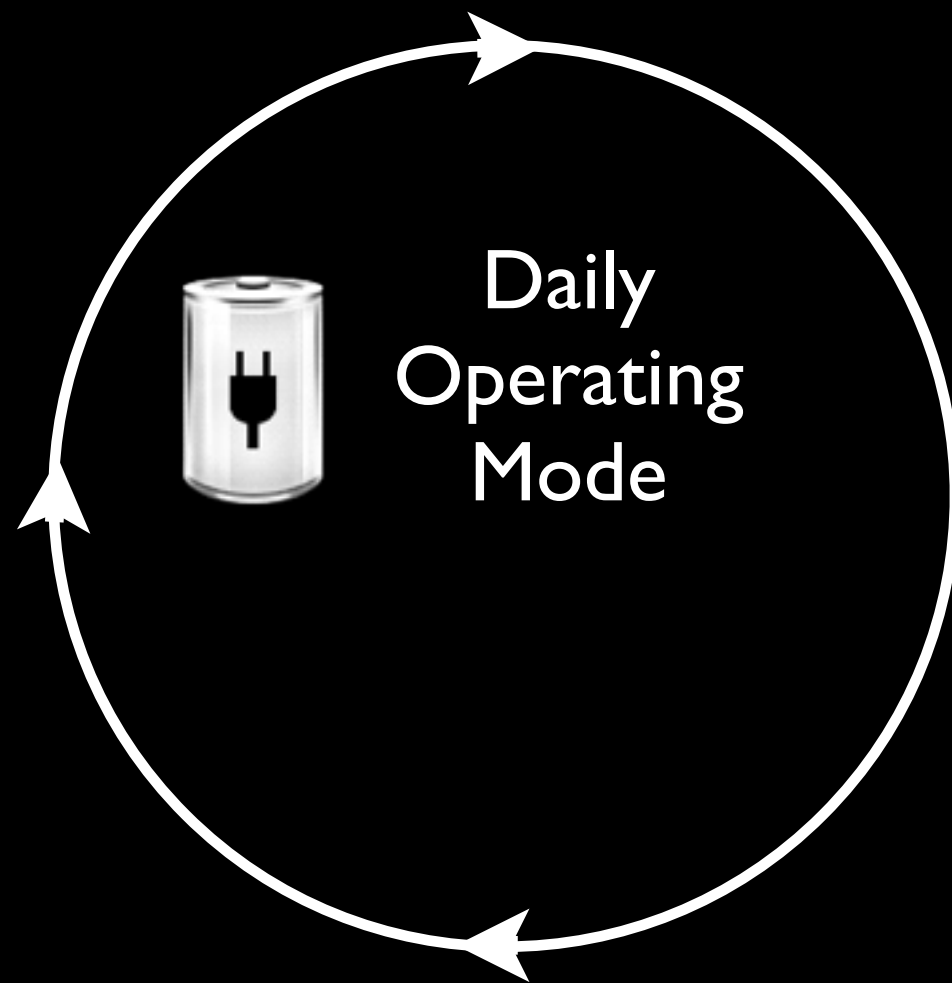




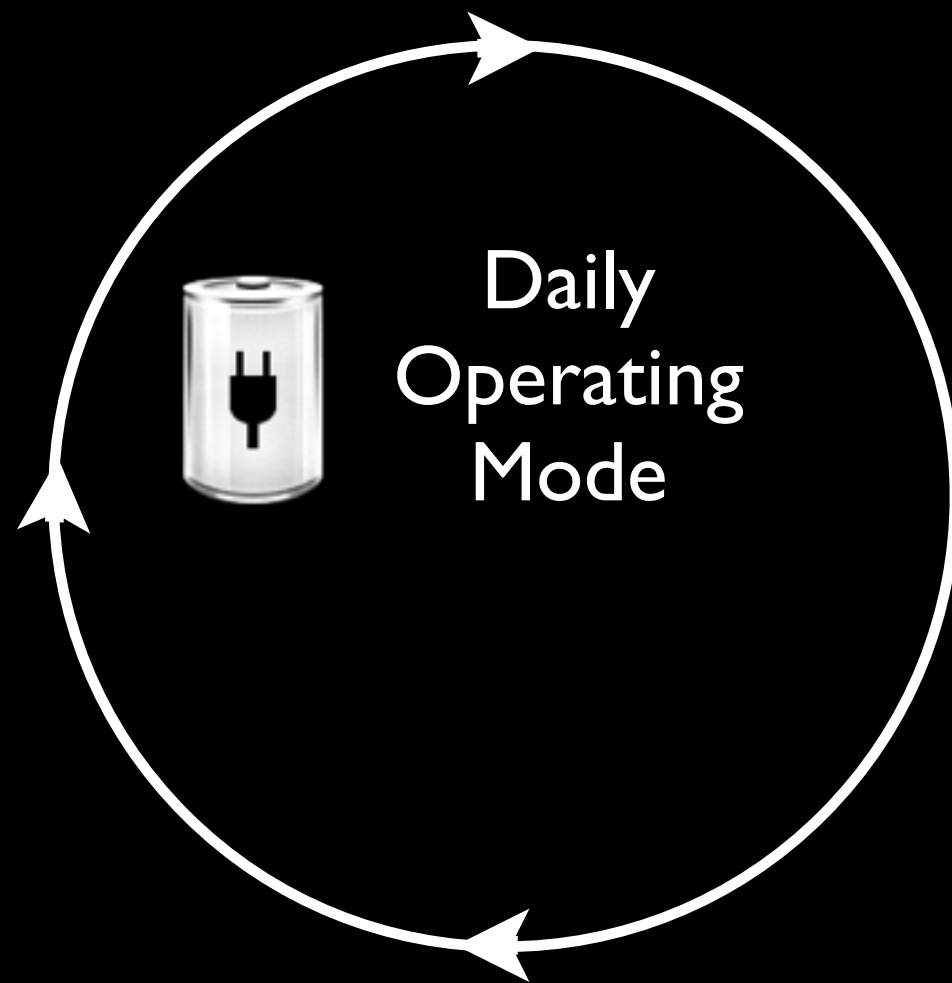
# Example: Wikipedia Mobile



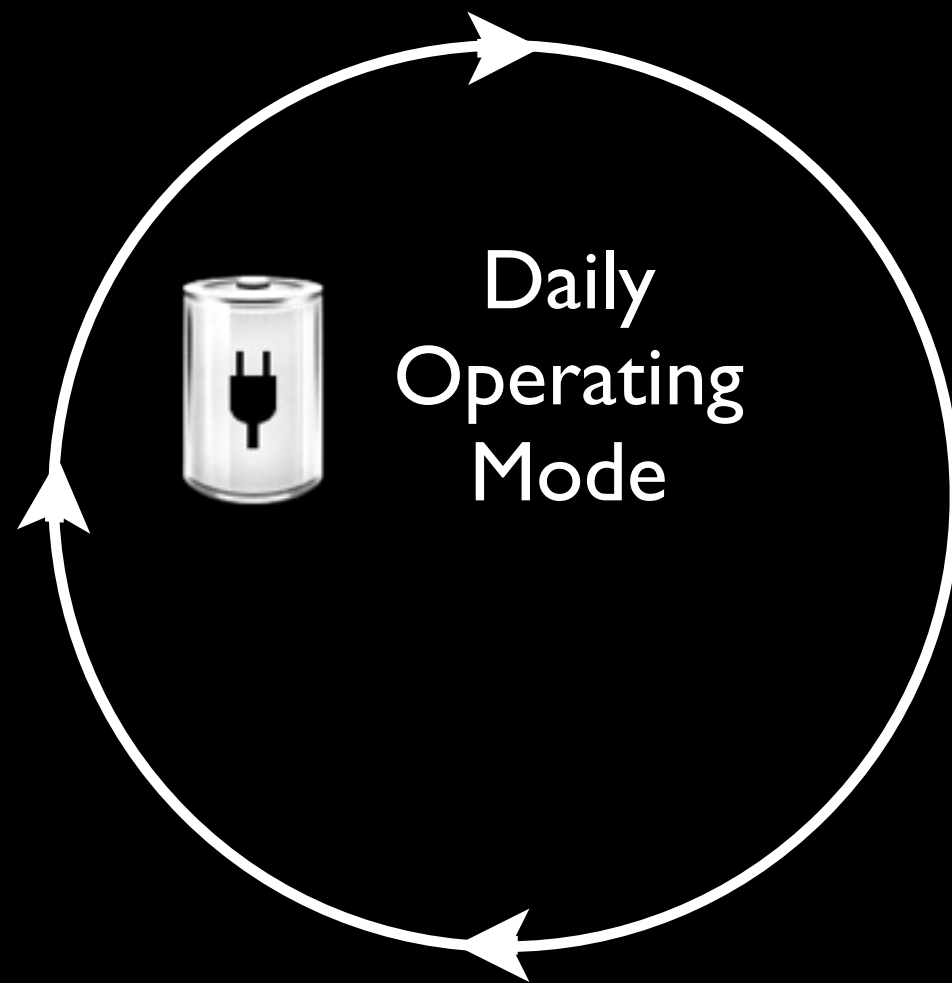
# Example: Wikipedia Mobile



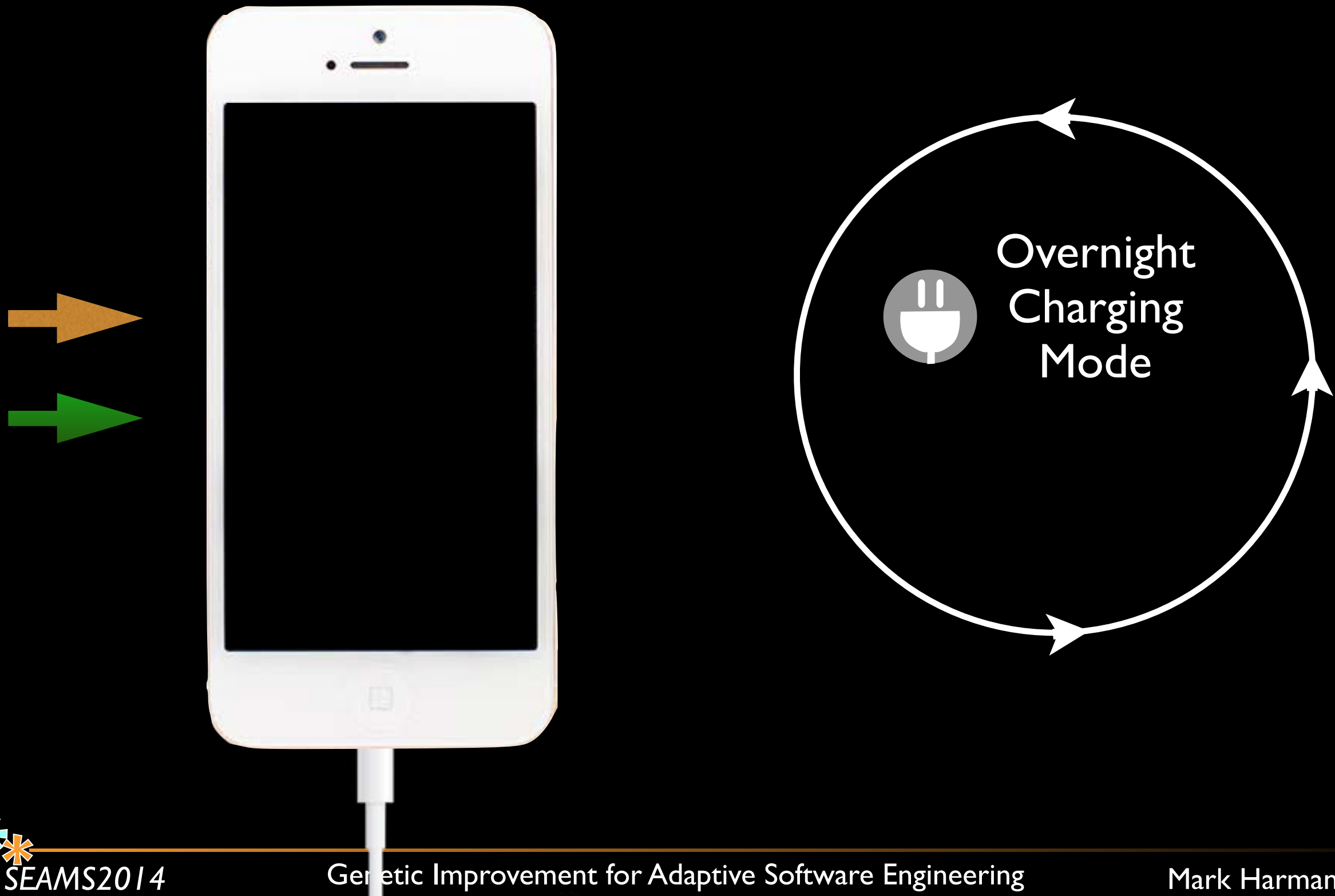
# Example: Wikipedia Mobile



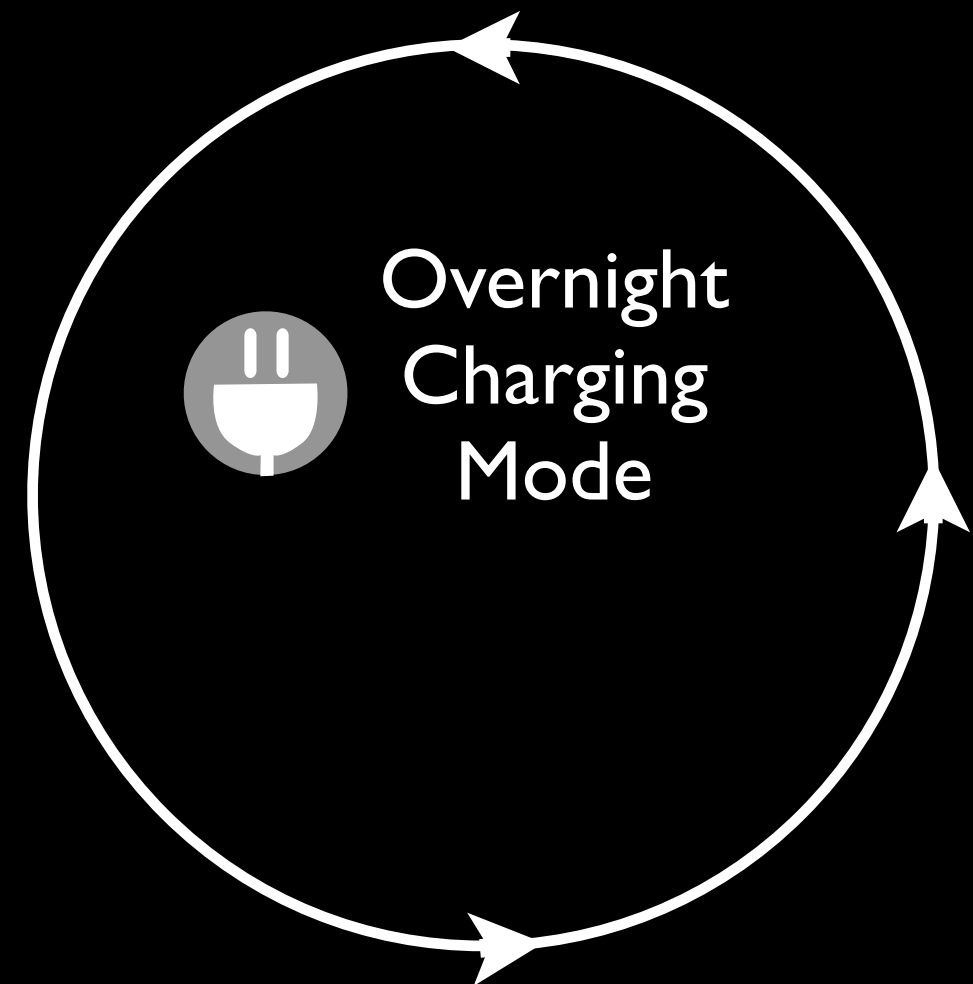
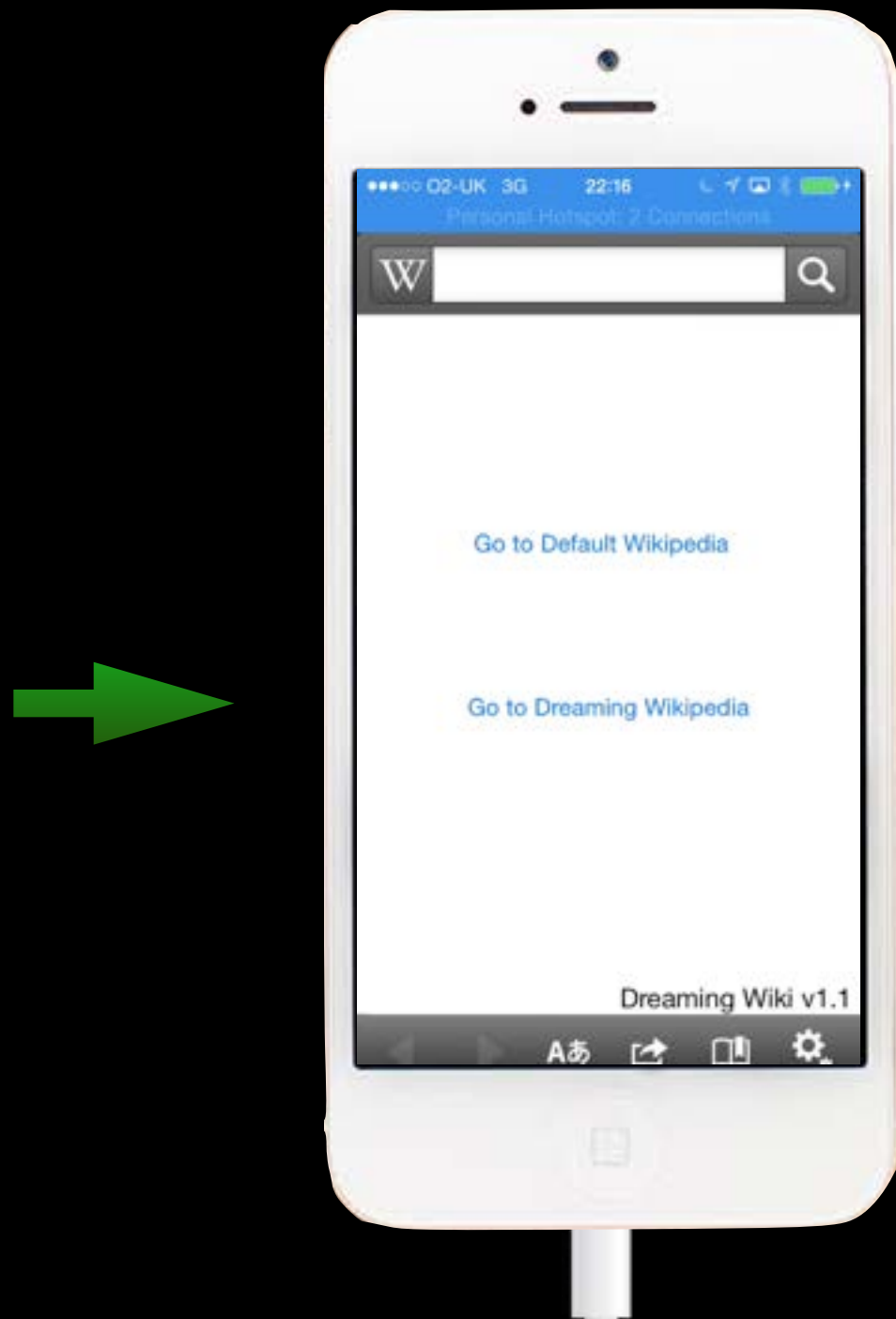
# Example: Wikipedia Mobile



# Example: Wikipedia Mobile



# Example: Wikipedia Mobile



GP to search for caching strategies

# Online Genetic Improvement

... could provide an *SBSE* for *Self Adaptive Systems*

Genetic Improvement

+

Grow and Graft Patches

+

Expose parameters and Autotune

+

Learning and deployment: Catch, Dream, Optimise

***More details in keynote papers: ASE12, WCRE13 & SEAMS14***