

Model-Driven Optimization: Generating Smart Mutation Operators for Multi-Objective Problems



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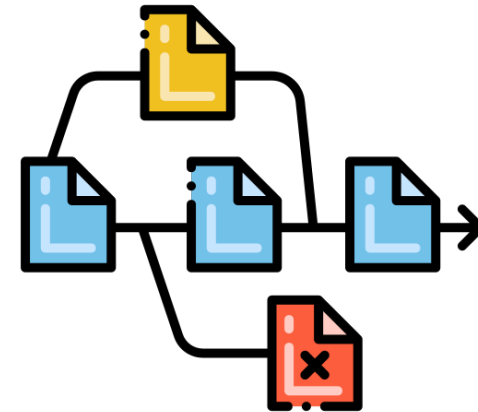
Optimization problems are at the heart of many software engineering tasks



Architecture refactoring



Components deployment



Release planning

Solutions

Assignment
Classes → Packages

Assignment
Components → Hosts

Assignment
Next Release → Artifacts

Optimality

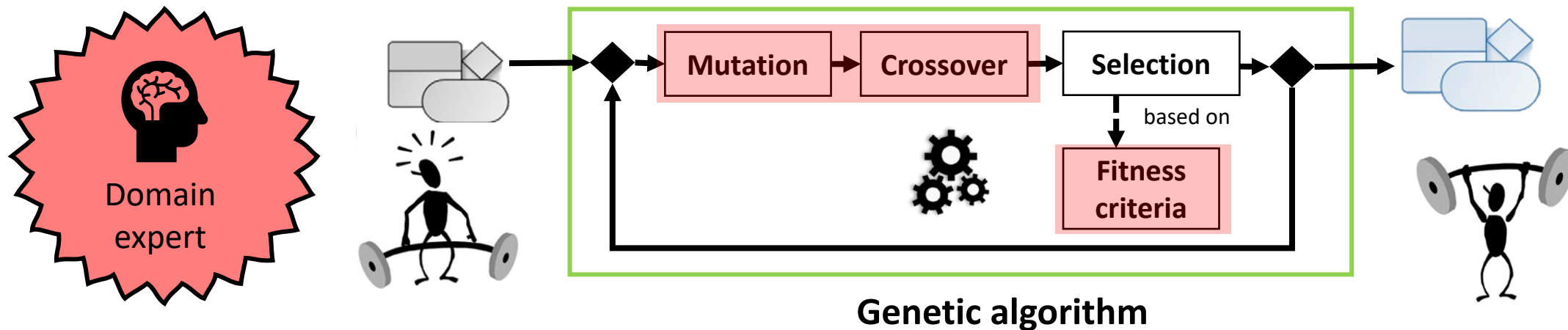
max. Cohesion
min. Coupling

min. Price
min. Overhead

min. Development Cost
max. Customer Satisfaction

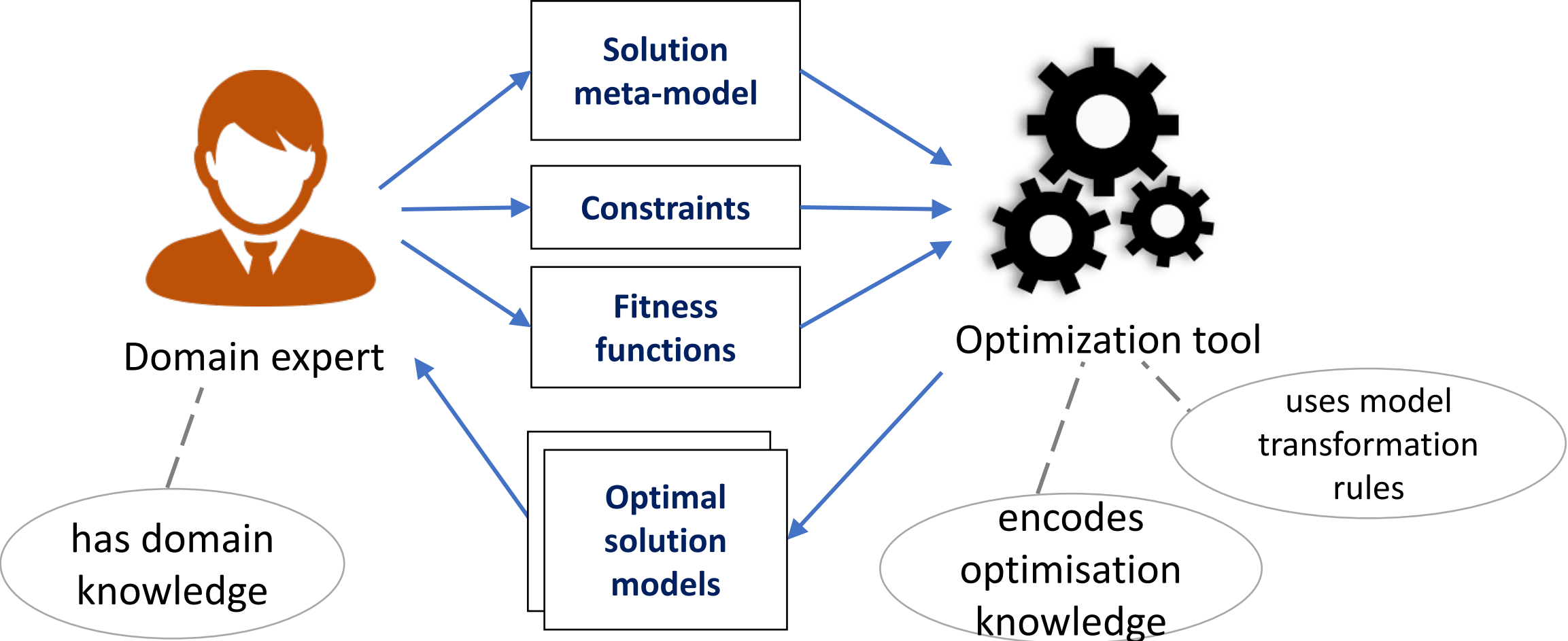
Search-based software engineering (SBSE)

- **Problem:** Search space usually too large to enumerate all solutions
- **Approach:** *Search guided by principles from the evolutionary theory*

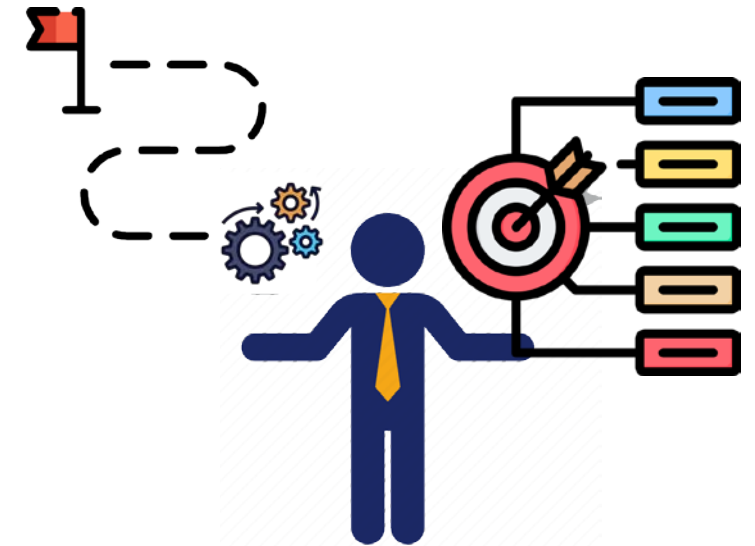
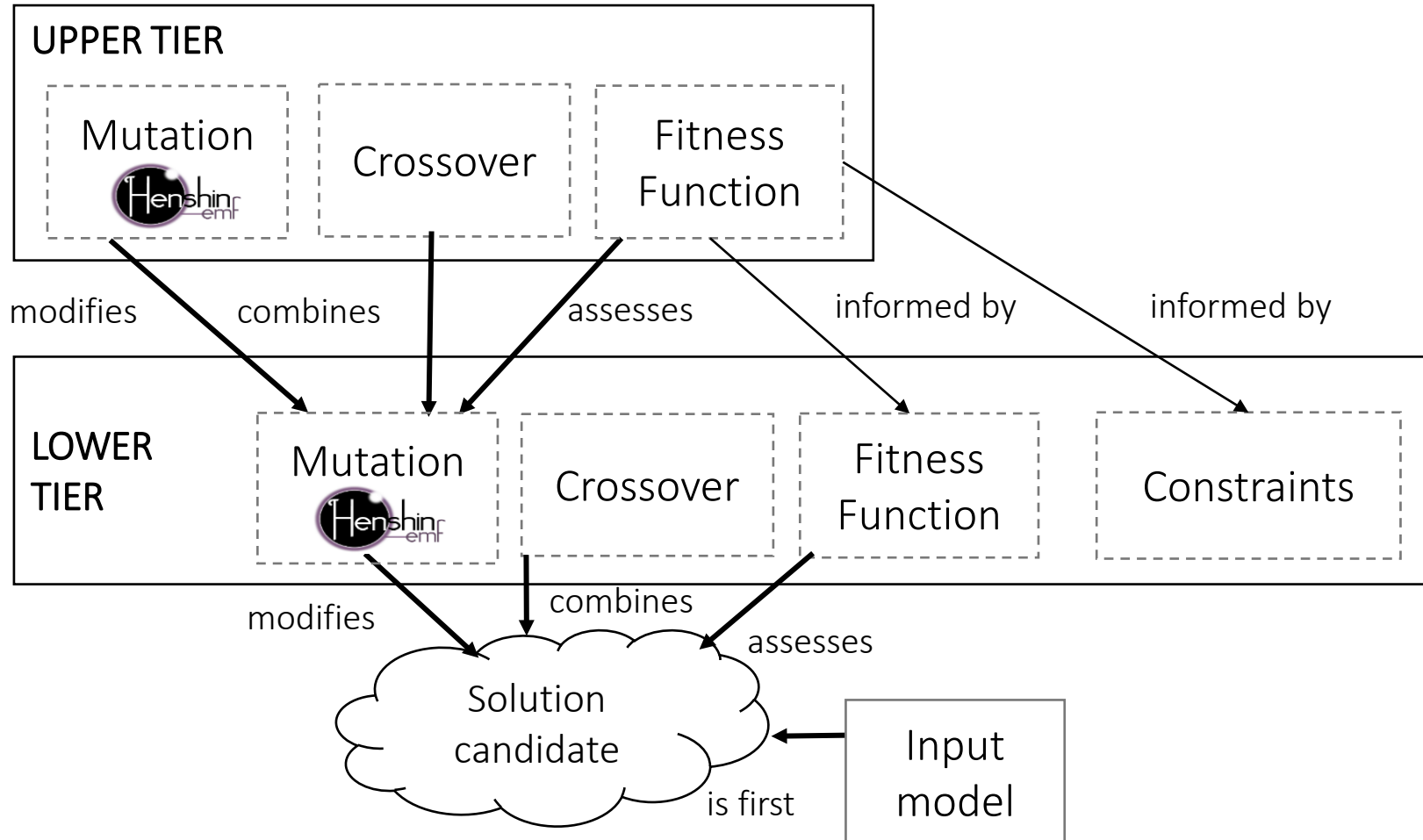


- **Challenge:** Search algorithms need to be **custom-tailored to the problem** at hand

Model-Driven Optimization



FitnessStudio: A two-tier framework of nested genetic algorithms



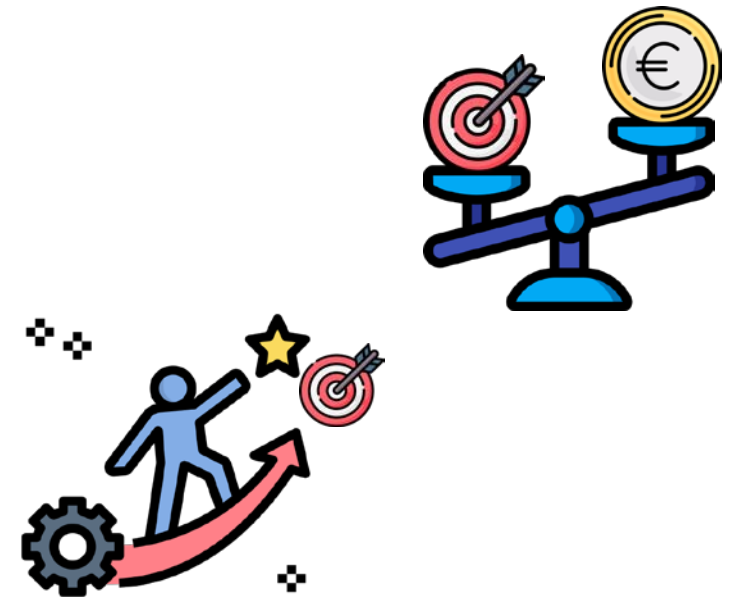
Limitations:

1. Relies on a **single-objective** genetic algorithm on both tiers
2. Mutation operators are generated: **from scratch** and **without additional user input**

Our Contribution

A model-driven optimization technique to **automatically generate** efficient **mutation operators** with support for:

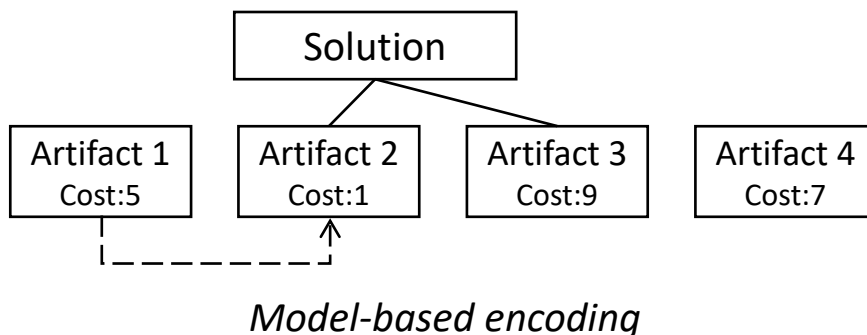
1. **Multiple** optimization criteria
2. User-provided **domain knowledge**



Model Driven-Optimization

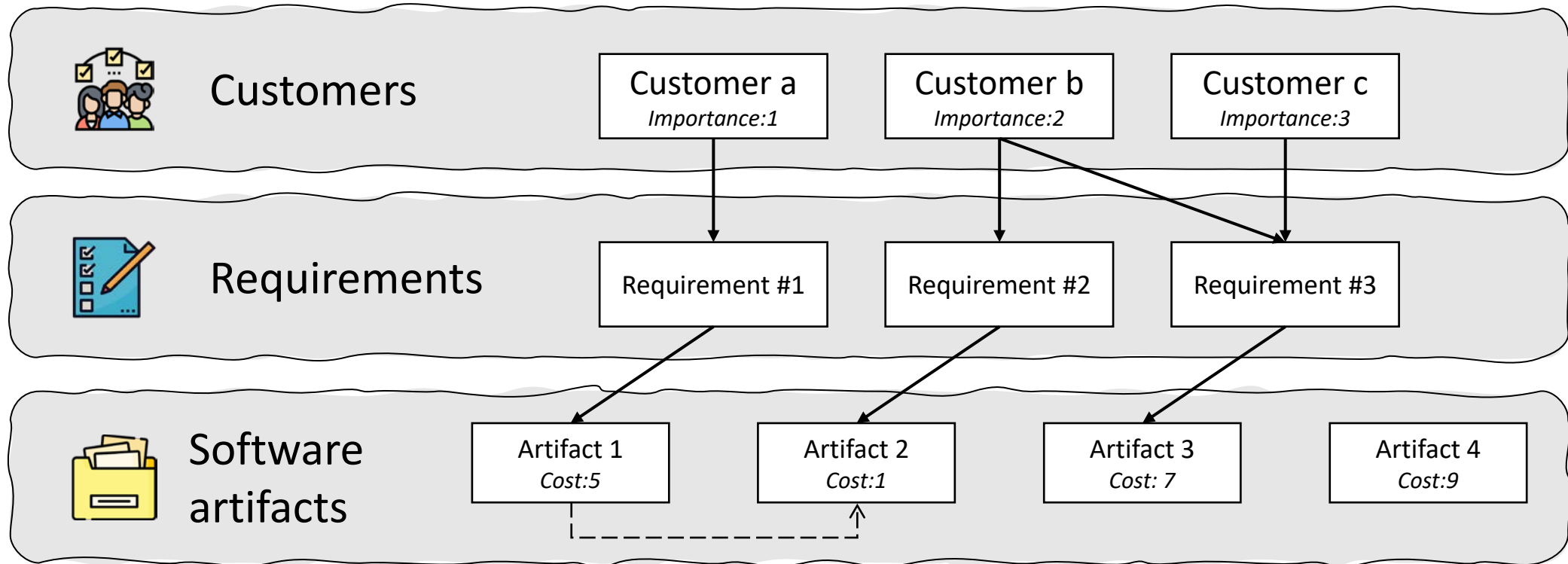
Model-Driven Optimization

- Model-driven principles to bridge the abstraction gap between:
 - The low-level SBSE implementations
 - Declarative specifications of optimization problems (e.g., models)
 - Graph-transformations languages (e.g., Henshin)



Henshin: Japanese for *Transformation*
<https://www.eclipse.org/henshin/>

The Next Release Problem

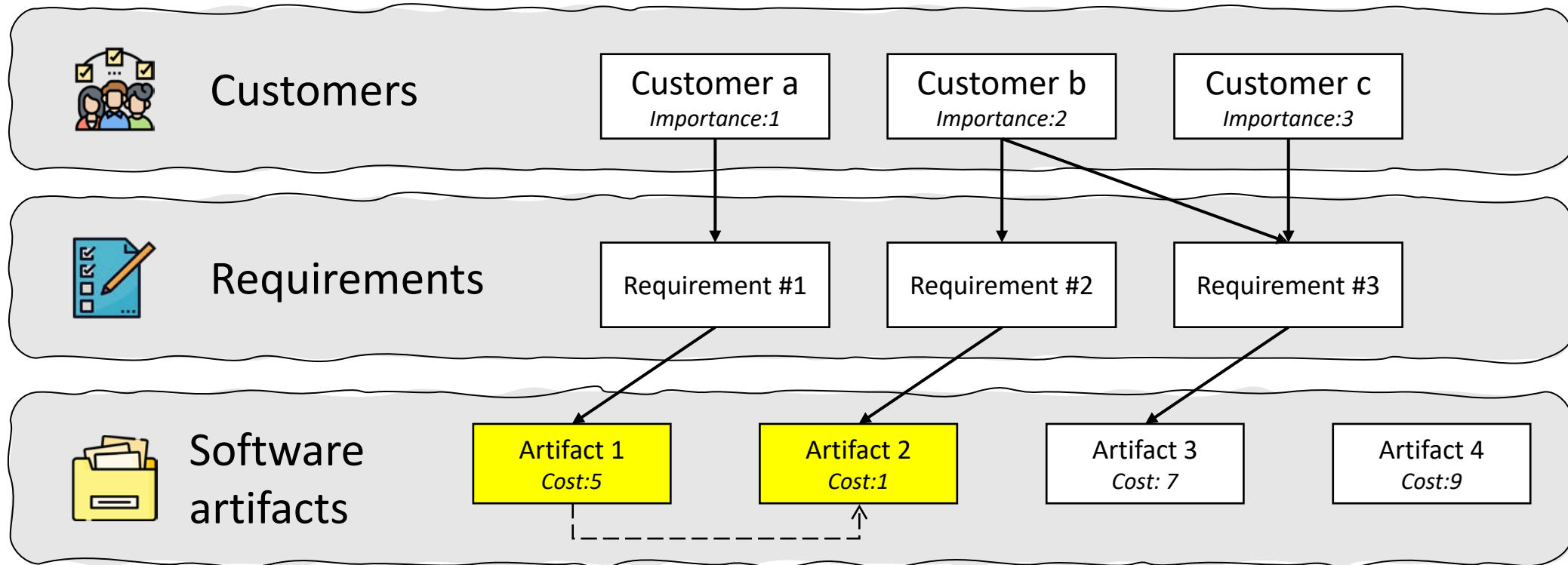


Find the “optimal” selection of artifacts w.r.t.

$$Cost = \sum_{sa \in SA'} cost(sa)$$

$$Satisfaction = \sum_{c \in C} importance(c) \cdot satisfaction(c)$$

The Next Release Problem



Example of solution: Release artifacts 1, 2

$$\text{Cost} = 5+1$$

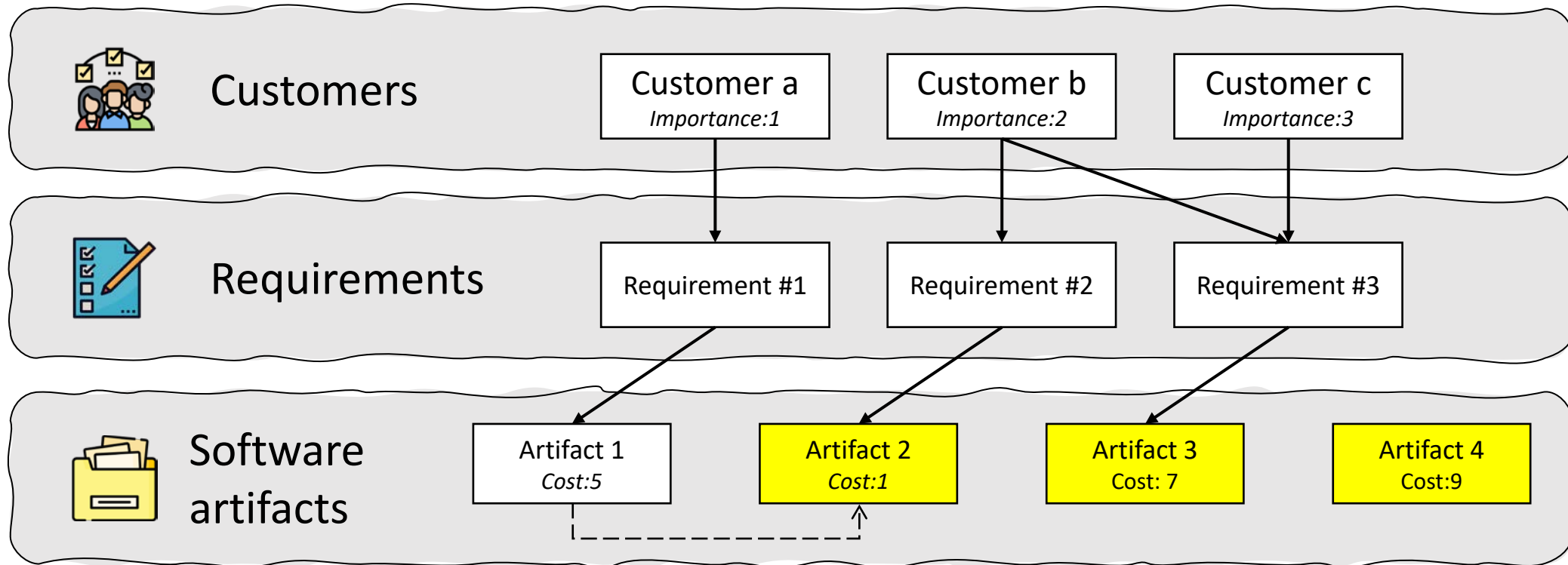
$$= 6$$

$$\text{Satisfaction} = 1*100\% + 2*50\% + 3*0\%$$

$$= 2$$



The Next Release Problem



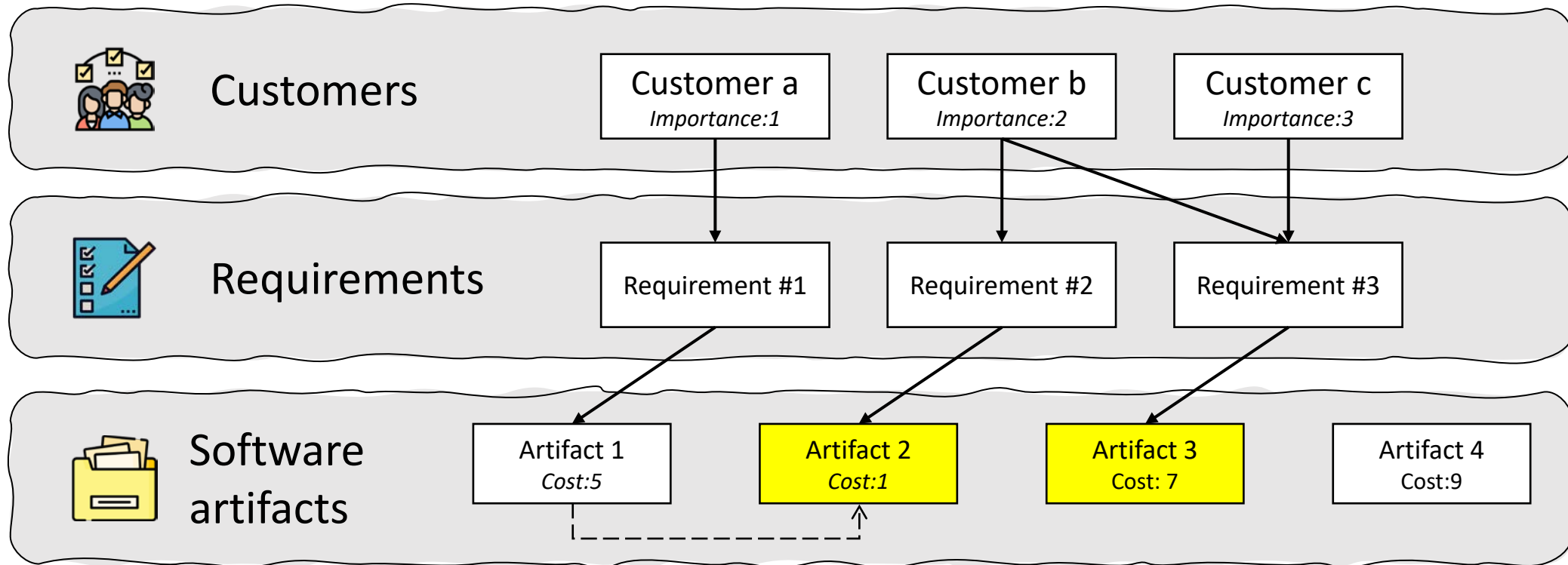
Example of solution: Release artifacts 2, 3, 4

$$\text{Cost} = 1 + 7 + 9 = 17$$

$$\text{Satisfaction} = 1 * 0\% + 2 * 100\% + 3 * 100\% = 5$$

Can we do better?

The Next Release Problem



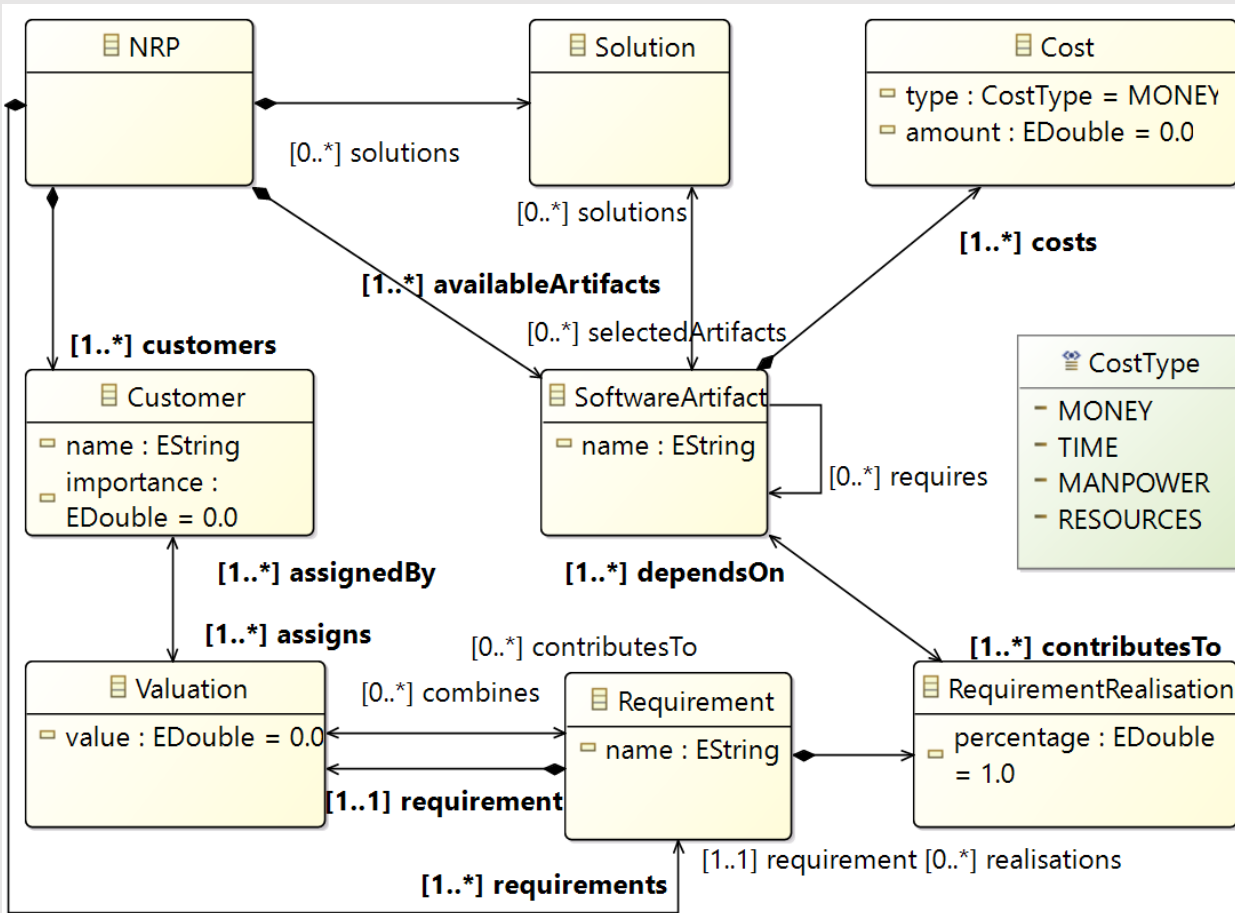
Example of solution: Release artifacts 2, 3

$$\text{Cost} = 1 + 7 = 8$$

$$\text{Satisfaction} = 1 * 0\% + 2 * 100\% + 3 * 100\% = 5$$

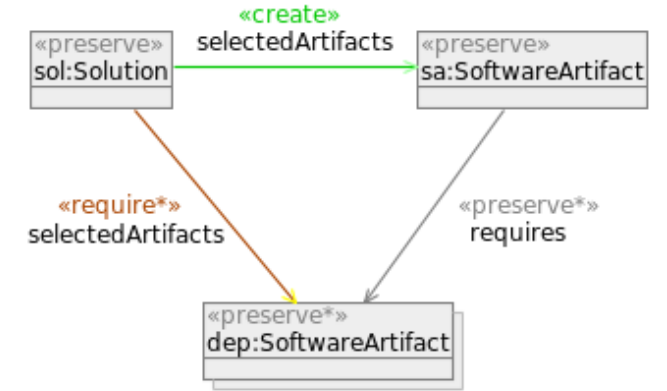


The Next Release Problem

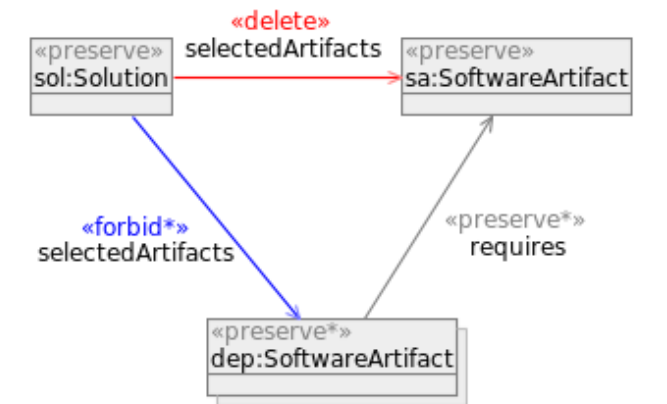


Metamodel for the next release problem (NRP)

⇒ Rule addSingleSa

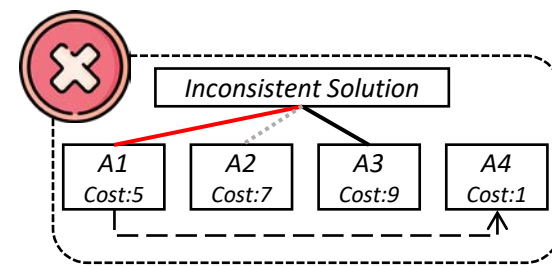
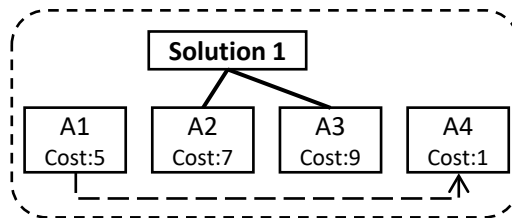
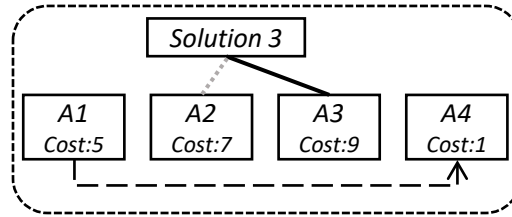
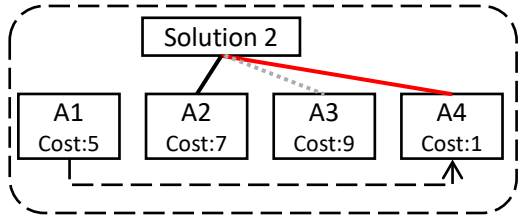


⇒ Rule removeSingleSa



Transformation Rules

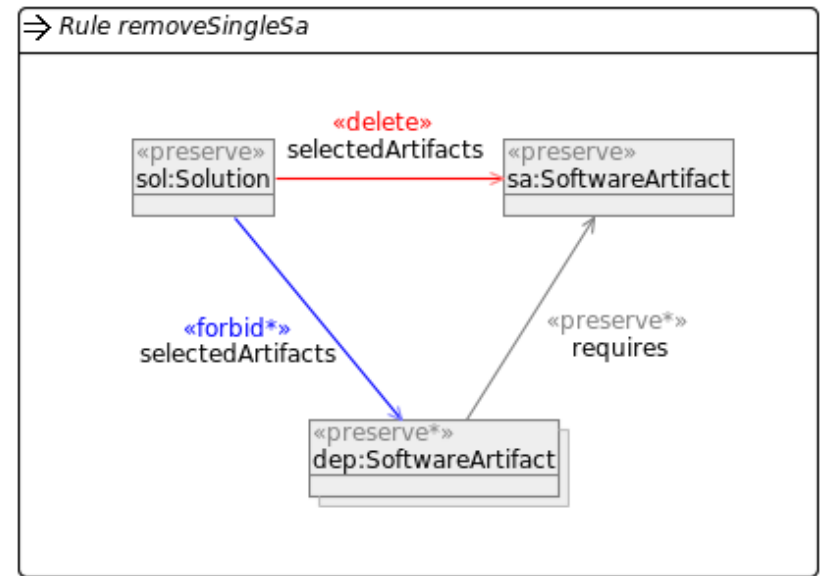
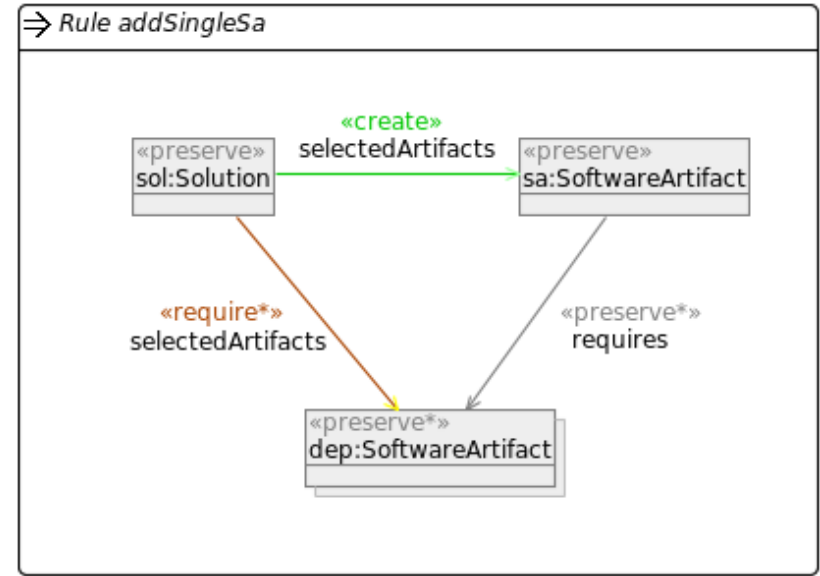
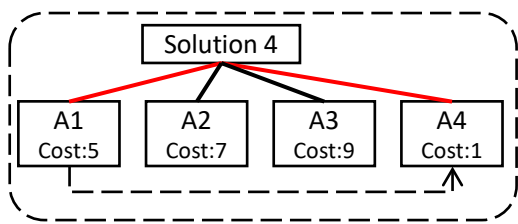
The Next Release Problem



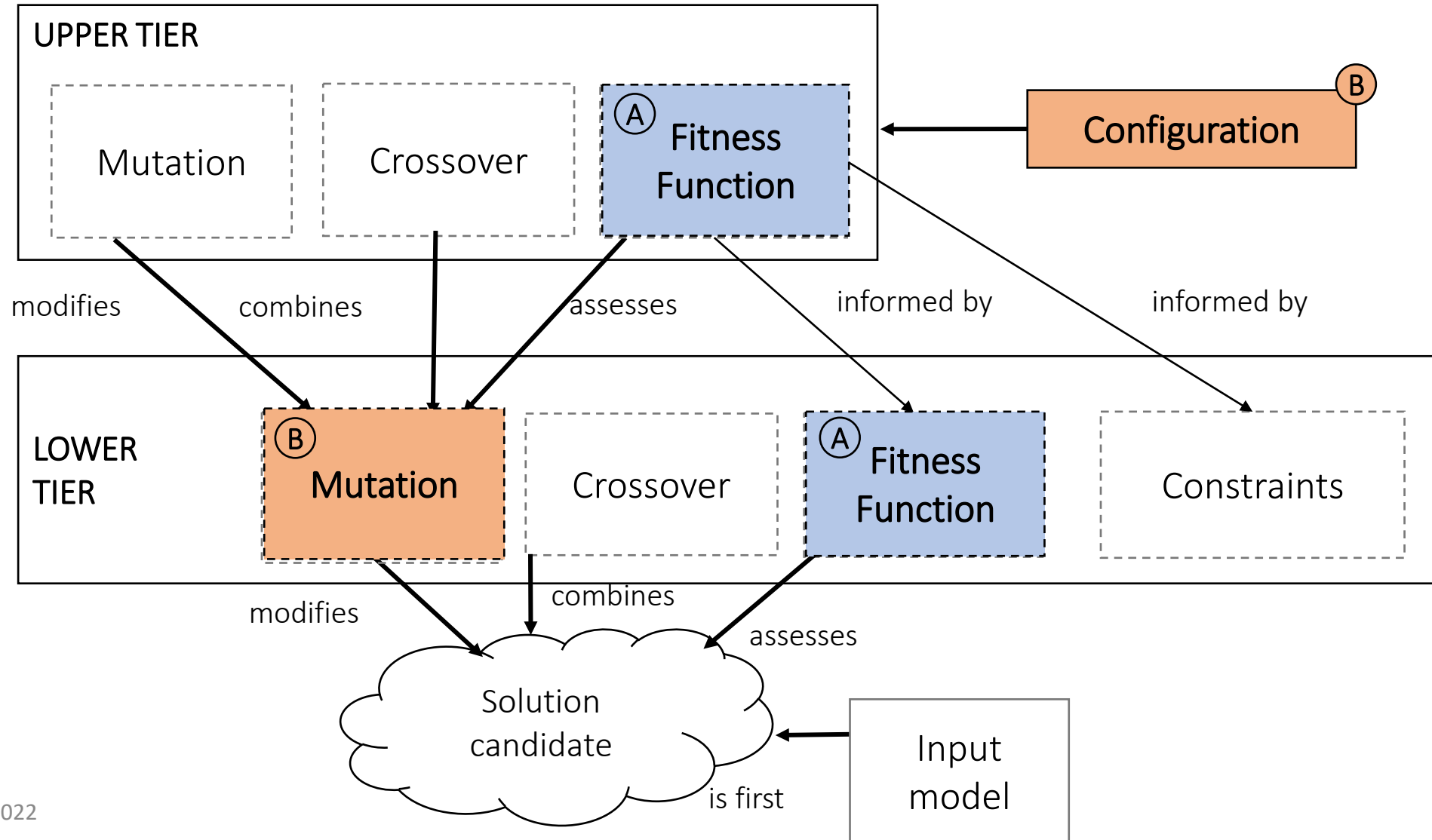
1x addSingleSa ●
1x removeSingleSa ●

1x removeSingleSa ●

1x addSingleSa (A1) ●
2x addSingleSa (A4 then A1) ●

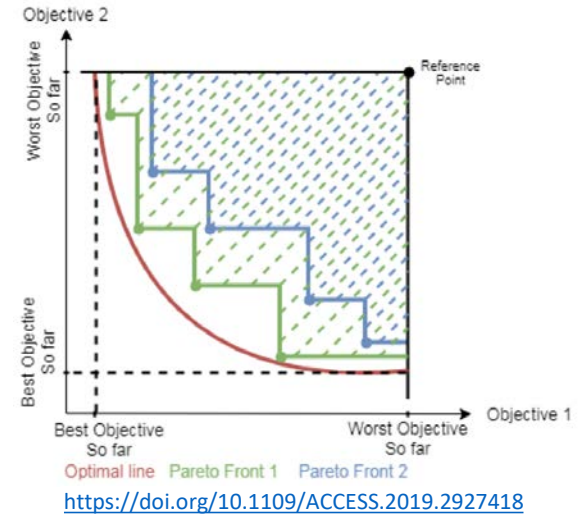


Our Contribution



(A) Support for multi-objective problems

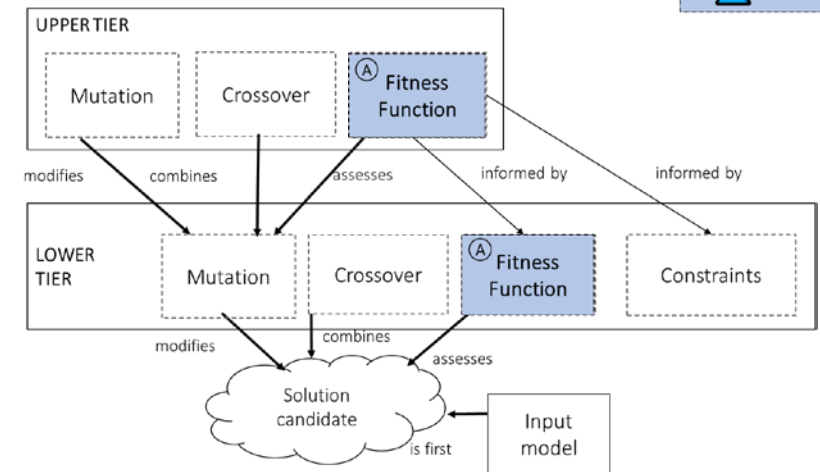
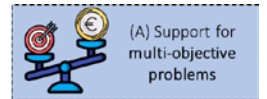
- FitnessStudio aims at a *single objective*
 - Inapplicable to problems with multiple objectives (e.g., NRP)



$$Cost = \sum_{sa \in SA'} cost(sa)$$

$$Satisfaction = \sum_{c \in C} importance(c) \cdot satisfaction(c)$$

- Our contribution #1: Improved fitness functions
 - Lower tier: Relies on an **arbitrary number** of functions
 - Upper tier: **Hypervolume** for lower-tier solutions

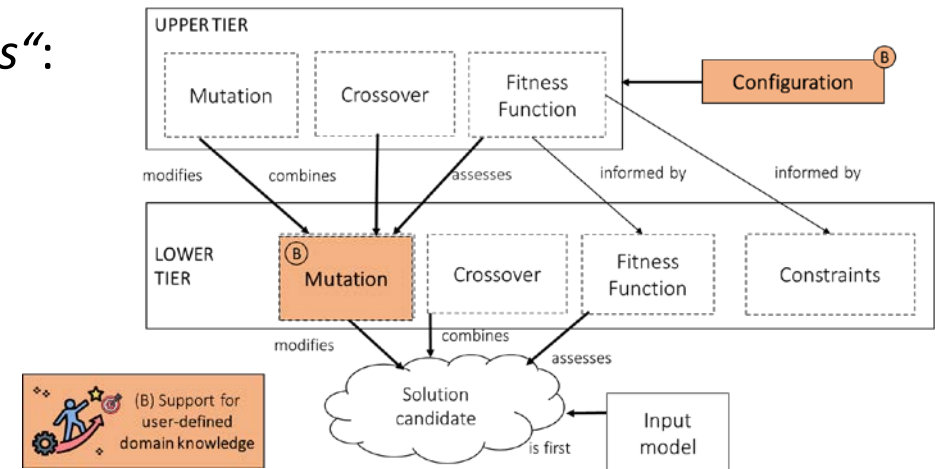


(B) Support for user-defined domain knowledge

- FitnessStudio generates mutation operators *only from scratch* (a.k.a. full automation)
- Our contribution #2: User-specified rule set
 - At **large scale problems**, we need *"the best of both worlds"*:
 - Useful, but not necessarily optimal mutation operators
 - Continuous improvement of mutation operators

```
if (Math.random() > 0.5)
  mutateWithFixedRules(graph);
else
  mutateWithGenRules(graph);
```

fixedXORgen: Combining generated with user specified fixed rules



- Our contribution #3: Configuration of upper-tier algorithm
 - Assign a weight to each higher-order mutation rule

Evaluation and Results

Evaluation

Input models	A	B	C	D	E
Customers	5	25	50	75	100
Requirements	25	50	75	100	120
Artifacts	63	203	319	425	602

Table: Instances of the next release problem

- **Subject:** The Next Release Problem (NRP)
- **RQ1:** How does the mutation operator generated by our framework impact performance, compared to a manually specified operator?

- Performance = Result quality and Execution time

- **Focus:** multi-objective NRP

$$Cost = \sum_{sa \in SA'} cost(sa)$$

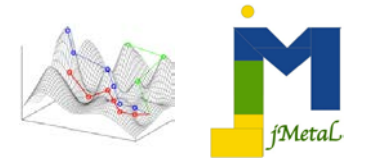
$$Satisfaction = \sum_{c \in C} importance(c) \cdot satisfaction(c)$$

- **RQ2:** To which extent does the customization with user-provided domain knowledge impact the performance?

- Isolated user-provided domain knowledge

- **Focus:** single-objective NRP

$$Fit(s) = \frac{sat(s)}{max_sat} - \frac{cost(s)}{max_cost}$$



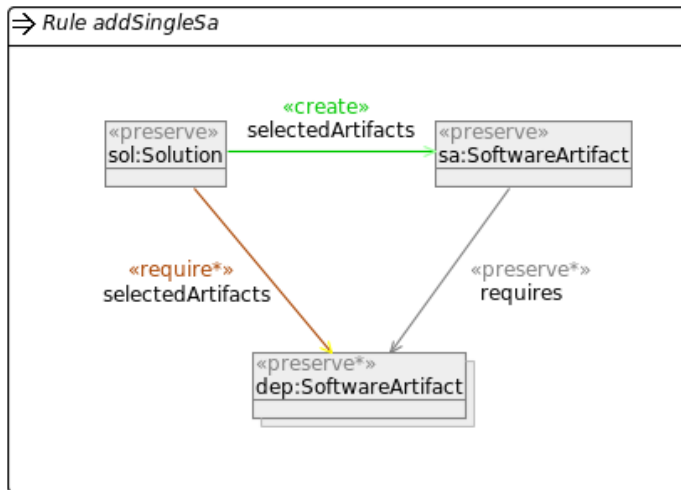
<https://jmetal.github.io/jMetal/>

Results for RQ1 (Performance Compared to Manually Specified Operators)

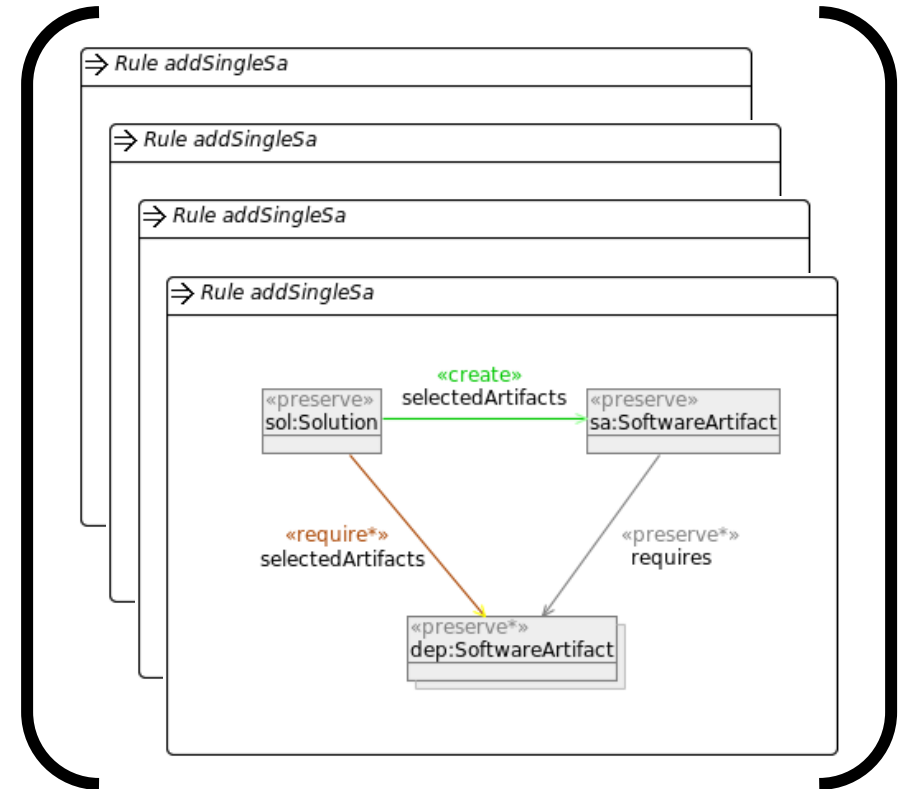
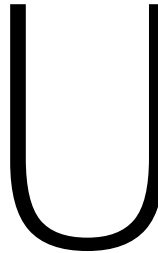
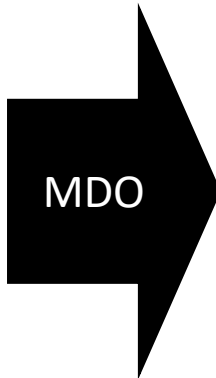
TABLE II: RQ1: *random* and *rand + x* results (mean, (stdev)), times denoted as mm:ss:xxx.

Results Input model	<i>random</i>						<i>rand + x</i>					
	Baseline (fixed)			Contribution (fixedXORgen)			Baseline (fixed)			Contribution (fixedXORgen)		
	HV	Spread	Runtime	HV	Spread	Runtime	HV	Spread	Runtime	HV	Spread	Runtime
A	0.0911	0.5795	00:08.817	0.1293	0.6642	00:07.284	0.103	0.5079	00:08.986	0.0704	0.501	00:06.342
	(0.0198)	(0.0824)	(00:00.335)	(0.0425)	(0.059)	(00:00.486)	(0.0134)	(0.0559)	(00:00.363)	(0.0116)	(0.0544)	(00:00.282)
B	0.267	0.7146	00:28.057	0.178	0.5283	00:23.433	0.222	0.4697	00:29.022	0.2102	0.4708	00:20.806
	(0.0267)	(0.0737)	(00:00.399)	(0.0255)	(0.0488)	(00:02.271)	(0.0193)	(0.04)	(00:00.339)	(0.0179)	(0.0428)	(00:00.401)
C	0.3512	0.8471	00:45.160	0.2622	0.7381	00:33.351	0.2629	0.4205	00:45.694	0.2304	0.4297	00:31.953
	(0.024)	(0.0479)	(00:00.830)	(0.0249)	(0.0584)	(00:01.130)	(0.0163)	(0.0341)	(00:00.529)	(0.021)	(0.0387)	(00:00.505)
D	0.3985	0.8714	01:01.851	0.3351	0.844	00:46.192	0.2415	0.4439	01:03.647	0.2283	0.4314	00:43.879
	(0.0209)	(0.0494)	(00:01.004)	(0.0257)	(0.045)	(00:01.139)	(0.0131)	(0.0278)	(00:01.143)	(0.0126)	(0.037)	(00:00.487)
E	0.4778	0.9129	01:34.769	0.4672	0.9028	01:08.612	0.3073	0.3698	01:34.197	0.3277	0.3819	01:06.508
	(0.0207)	(0.0303)	(00:01.455)	(0.0226)	(0.0324)	(00:01.396)	(0.0151)	(0.047)	(00:01.501)	(0.0178)	(0.0574)	(00:01.770)

Results for RQ1 (Performance Compared to Manually Specified Operators)



Creation/Deletion of a single selected edge



Creation/Deletion of multiple selected edges
(aka. larger "steps" in the search space)

Results for RQ2 (Impact of Domain Knowledge on Performance)

TABLE III: RQ2: Results using *complete* and *random* initialization, times denoted as mm:ss:x.

Init.	<i>complete</i> initialization						<i>random</i> initialization					
	Baseline <small>(fixed)</small>			Contribution <small>(fixedXORgen)</small>			Baseline <small>(fixed)</small>			Contribution <small>(fixedXORgen)</small>		
Input model	NRP		Time	NRP		Time	NRP		Time	NRP		Time
	best	median	median	best	median	median	best	median	median	best	median	median
A	0.457	0.446	00:10.0	0.457	0.457	00:08.2	0.454	0.439	00:11.4	0.461	0.440	00:08.6
B	0.526	0.504	00:35.3	0.582	0.556	00:40.7	0.589	0.554	00:38.4	0.602	0.540	00:30.0
C	0.379	0.357	00:47.8	0.459	0.435	00:43.3	0.508	0.461	00:59.2	0.539	0.491	00:46.4
D	0.314	0.276	01:04.3	0.427	0.405	01:35.8	0.434	0.403	01:20.9	0.473	0.443	01:06.8
E	0.218	0.207	01:48.6	0.357	0.336	02:25.1	0.272	0.226	02:15.0	0.330	0.290	01:39.1

Final Remarks

Final Remarks



DOI: 10.5281/zenodo.6645808



<https://github.com/nielsvharten/fitnessstudio-nrp>

Optimization problems are at the heart of many software engineering tasks

Solutions

- Architecture refactoring: Assignment Classes → Packages
- Components deployment: Assignment Components → Hosts
- Release planning: Assignment Next Release → Artifacts

Optimality

- Architecture refactoring: max. Cohesion, min. Coupling
- Components deployment: min. Price, min. Overhead
- Release planning: min. Development Cost, max. Customer Satisfaction

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- Approach:** Search guided by principles from the evolutionary theory

Challenge: Search algorithms need to be custom-tailored to the problem at hand

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Our Contribution

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Results for RQ1 (Performance Compared to Manually Specified Operators)

TABLE II: RQ1: *random* and *rand + x* results (mean, (stdev)), times denoted as mm:ss.xxx.

Input model	random						rand + x					
	Baseline (fixed)			Contribution (fixedNORops)			Baseline (fixed)			Contribution (fixedNORops)		
	HV	Spread	Runtime	HV	Spread	Runtime	HV	Spread	Runtime	HV	Spread	Runtime
A	0.6911	0.5795	00:08.817	0.1293	0.6642	00:07.284	0.103	0.5079	00:08.966	0.0794	0.501	00:06.242
B	0.6798	0.6844	00:00.315	0.0425	0.0591	00:06.466	0.0344	0.0559	00:00.363	0.0161	0.4544	00:06.282
C	0.267	0.7146	00:28.057	0.178	0.5281	00:33.433	0.222	0.4497	00:29.022	0.2182	0.4738	00:28.566
D	0.0597	0.0737	00:00.599	0.0265	0.0408	00:02.271	0.0193	0.044	00:00.339	0.0179	0.0423	00:06.481
E	0.3512	0.8471	00:45.160	0.2622	0.7381	00:33.351	0.2629	0.4205	00:45.604	0.2384	0.4297	00:31.953
F	0.024	0.0479	00:00.830	0.0249	0.0544	00:01.138	0.0163	0.0341	00:00.529	0.0211	0.0387	00:08.585
G	0.3985	0.8714	01:01.851	0.3051	0.844	00:46.192	0.2415	0.4459	01:03.647	0.2282	0.4314	00:43.979
H	0.0299	0.0494	00:01.004	0.0257	0.045	00:01.139	0.0131	0.0278	00:01.143	0.0126	0.037	00:06.487
I	0.4778	0.9129	01:34.769	0.4072	0.9028	01:08.412	0.3073	0.5698	01:34.197	0.277	0.3119	01:06.508
J	0.0207	0.0303	00:01.455	0.0226	0.0324	00:01.268	0.0151	0.047	00:01.501	0.0176	0.0574	00:01.778

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Results for RQ2 (Impact of Domain Knowledge on Performance)

TABLE III: RQ2: Results using *complete* and *random* initialization, times denoted as mm:ss.x.

Input model	complete initialization						random initialization					
	Baseline (fixed)			Contribution (fixedNORops)			Baseline (fixed)			Contribution (fixedNORops)		
	NRP	Time	Time	NRP	Time	Time	NRP	Time	Time	NRP	Time	Time
A	0.457	0.446	00:10.0	0.457	0.457	00:08.2	0.454	0.439	00:11.4	0.461	0.440	00:08.6
B	0.526	0.504	00:35.3	0.582	0.556	00:40.7	0.589	0.554	00:38.4	0.602	0.540	00:30.0
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D	0.314	0.276	01:04.3	0.427	0.405	01:35.8	0.434	0.403	01:20.9	0.473	0.443	01:06.8
E	0.218	0.207	01:48.6	0.357	0.336	02:25.1	0.272	0.226	02:15.0	0.330	0.290	01:39.1

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Thank you!



Questions?