



# On the Effect of Local Search in the Multi-objective Evolutionary Discovery of Software Architectures

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## Contents

- 1. Introduction
- 2. Proposed multi-objective memetic algorithms
  - Local search as genetic operator
  - Local search as post-processing

### 3. Experiments and results

- Analysis of quality indicators
- Influence on the Pareto front

### 4. Concluding remarks

# Introduction

#### Search Based Software Engineering

Search Based Software Engineering

Search Based Software Design Architecture Discovery

### Evolutionary methods in software design

- > Efficient exploration of design alternatives
- > Multi-objective search



### Software architectures

- > Important design artefacts in the early software conception
- Identification of functional blocks and their interactions

## Introduction

Multi-objective evolutionary discovery of architectures

# We want to automatically identify the component-based architecture of a system from its analysis model (represented as a class diagram)



Metric	Formula		
ICD: Intra-modular	$\cdot ICD_{i} = ((\#cl_{t} - \#cl_{i})/\#cl_{t}) \cdot (CI_{i}^{in}/(CI_{i}^{in} + CI_{i}^{out}))$		
Coupling Density	$ICD = \sum_{i=1}^{n} ICD_i/n$		
ERP: External	$ERP = \sum_{i=1}^{n} \sum_{j=i+1}^{n} \left( w_{as} \cdot n_{as_{ij}} + w_{ag} \cdot n_{ag_{ij}} \right)$		
Relations Penalty	$+w_{co} \cdot n_{co_{ij}} + w_{ge} \cdot n_{ge_{ij}})$		
CS: Critical size	$CS = \sum_{i=1}^{n} CC_i, CC_i = 1 \text{ if } \#cl_i > threshold, 0 \text{ otherwise}$		
CB: Component	$SB(n) = \frac{n-\gamma}{\mu-\gamma}$ if $n < \mu$ , $= 1 - \frac{n-\mu}{\omega-\mu}$ if $\mu < n < \omega$ , $= 0$ if $n \ge \omega$		
Balance	$CSU(n) = 1 - Gini(\{\#cl_i \forall i \in [1, n]\}), \ CB = SB(n) \cdot CSU$		



RQ: How can local search be effectively integrated in the multi-objective evolutionary discovery of software architectures?

### Introduction Multi-objective memetic algorithms

Evolutionary algorithm (MOEA)





Memetic algorithm (MOMA)

- Local search techniques
  - a. Hill climbing (HC)
  - b. Simulated annealing (SA)
  - c. Tabu search (TS)



#### Local search

- Neighbourhood
- Algorithm
- Comparison criterion

#### **Evolutionary search**

- Selection of solutions
- Step of the search
- Number of evaluations

### Proposed MOMAs Local search procedure

- Exploration of the neighbourhood:
  - A random class is reallocated
  - > HC/SA: 1 neighbour/iteration
  - > TS: 5 neighbours/iteration

### Comparison criterion:

- > Dominance (D)
- > Weights (We)
- > Best objective (B)
- > Worst objective (Wo)



Initial solution



### Proposed MOMAs MOEA(LS) and MOEA+LS



### Experiments and results Analysis of quality indicators

### Two Set Coverage

- > TSC = 0 for all comparisons between NSGA-II and MOMA
- Local search does not decrease the efficiency of NSGA-II

### Spacing

- Percentage of improvement
  - Few iterations of LS
  - HC/SA vs. TS
  - Different behaviours in MOEA+LS
- Effect size (Cliff's Delta test)
  - Influence of the problem instance
  - MOEA+LS with HC/SA and weights

		НС	SA	TS
MOEA(LS)	D	[-2.75, 6.66	[-0.51, 4.02]	[0.07, 4.15]
	We	[0.32, 8.72]	[0.14, 5.74]	[-0.58, 4.80]
	В	[-0.12, 6.49	] [-0.62 8.53]	[-0.53, 3.55]
	Wo	[-2.76, 6.58	] [-0.56, 5.54]	[-0.13, 3.16]
MOEA+LS	D	[-3.61, 6.68	] [-4.30, 1.95]	[-3.84, -1.79]
	We	[-1.62, 29.47	7] [-2.89, 27.42]	[-3.39, 2.11]
	В	[-3.48 6.32	] [-3.06, 5.50]	[-4.07, -2.04]
	Wo	[-1.77, 14.23	3 [-3.92, [11.41]	[-3.55, 0.08]
				[8/10]

24 (+1) algorithms: MOEA(LS) | MOEA+LS HC | SA | TS D | We | B | Wo <u>Common</u> <u>configuration</u>: 150 individuals 24000 evaluations 6 design problems 30 random seeds

### Experiments and results Influence on the Pareto Front

### The number of solutions is similar

> Only a small decrease in two problem instances with MOEA+LS

- Generation of new non-dominated solutions
  - > MOEA(LS):
    - ✤ HC > 3%
    - Methods D and We
  - > MOEA+LS:
    - Low percentages
    - Weights are effective



# **Concluding remarks**

- From the experimental outcomes:
  - Local search can enhance the diversity of solutions
  - Influence of the comparison criterion and algorithm
  - Differences among problem instances
- Future work
  - Domain knowledge to guide the generation of neighbours
  - Scalability in a many-objective space

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# **Thanks!**



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