

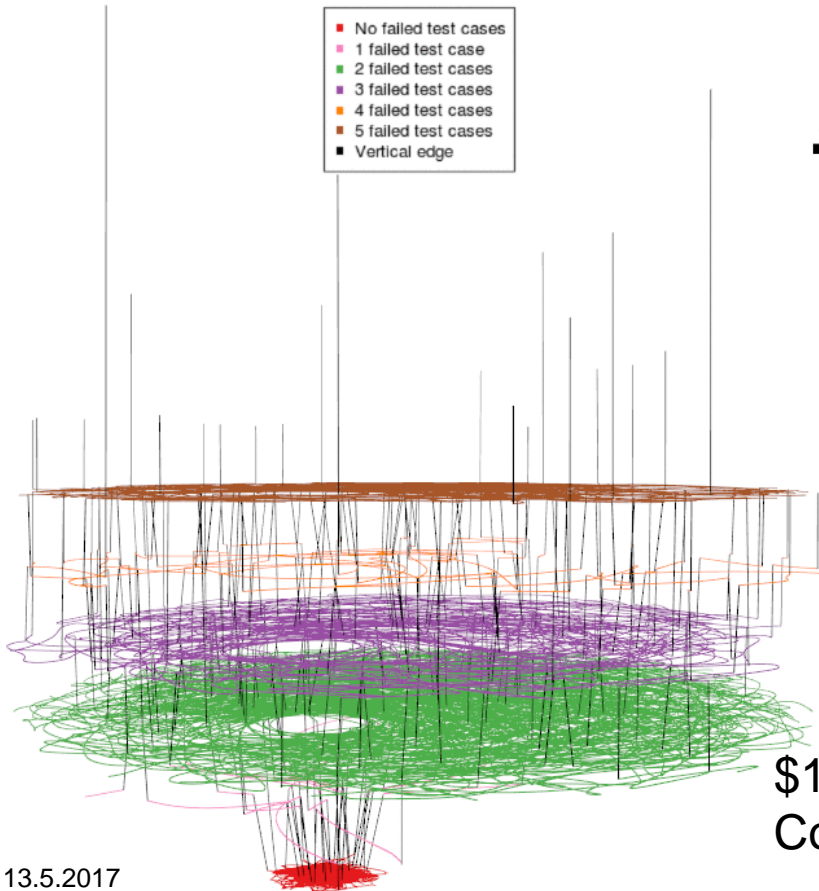
# Landscape of the Triangle Program

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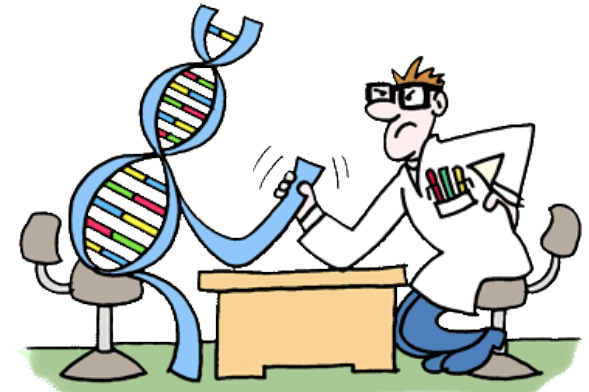


- No failed test cases
- 1 failed test case
- 2 failed test cases
- 3 failed test cases
- 4 failed test cases
- 5 failed test cases
- Vertical edge



Humies

\$10,000 Human-Competitive Results



# Fitness Landscape of the Triangle Program

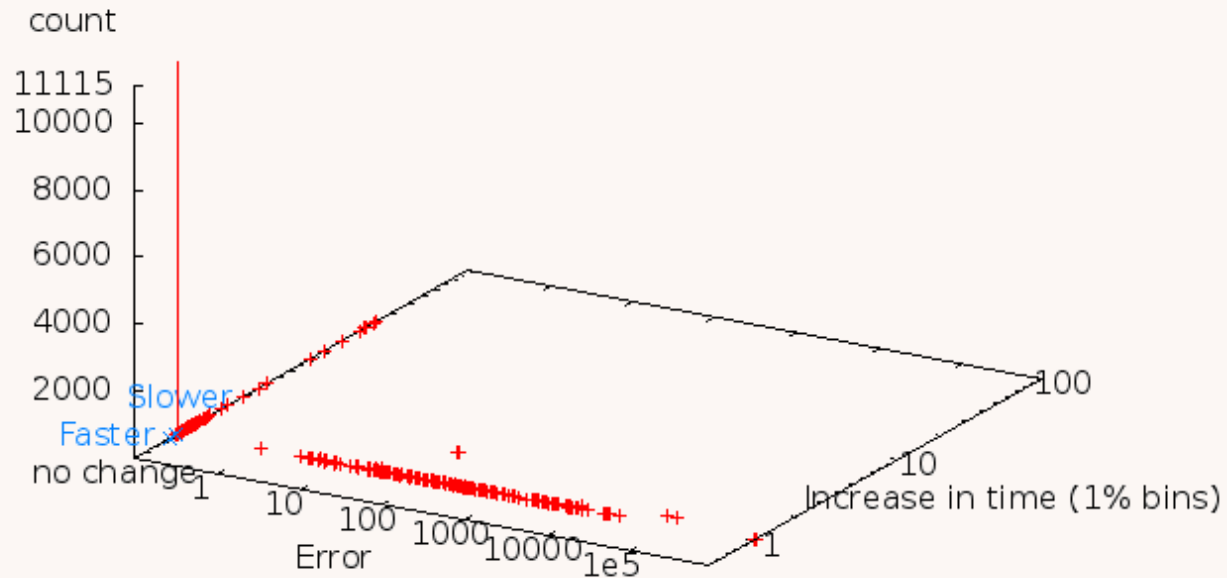
- Software is not fragile
- the Triangle program
  - ~~– Two versions: binary and all C code comparisons~~
- ~~• Existing analysis [EuroGP-2017](#)~~
- Benchmark, with no run time analysis
  - ~~– Population based~~
  - ~~– Hill climbing~~
  - ~~– Empirical~~
- variable interaction graph
- Theory for Genetic Improvement

# Software is not fragile

- Automatic bugfixing
  - suggests many repairs are easy
- Equivalent mutants in mutation testing
  - suggests many moves are neutral
- Failure of error propagation
  - suggests many moves are neutral
- Success of genetic improvement
  - software landscape is not so hard to search
- Empirical study suggests software is robust

# Genetic Improvement Mutation Fitness Landscapes

14,173 Successful single code mutations to BWA on execution path



89% mutations which compile make no change to test case [CS-DC'15](#)

BWA 0.7.12-r1039  
10958 lines of code

# Triangle Program

- Given length of three sides what type is triangle?  
(Software Engineering benchmark) 

- Test suite (14) covers all paths [JSS 83\(12\) \(2010\) 2416–2430](#) 

Quantified information flow  $3 \times 32 = 96 \rightarrow 2$  bits

- Mutate conditionals
- Fitness is number of tests that fail (minimize)
- Code and datasets online  
<http://www.cs.ucl.ac.uk/staff/W.Langdon/egp2017/triangle/>
- whole landscape

All 17 comparisons are potential mutation sites. Shown in red

39 lines of C code

```

int gettri(int side1, int side2, int side3)
{
    int triang ;

    if( side1 <= 0 || side2 <= 0 || side3 <= 0){
        return 4;
    }

    triang = 0;

    if(side1 == side2){
        triang = triang + 1;
    }
    if(side1 == side3){
        triang = triang + 2;
    }
    if(side2 == side3){
        triang = triang + 3;
    }

    if(triang == 0){
        if(side1 + side2 <= side3 ||
side2 + side3 <= side1 || side1 + side3 <= side2){
            return 4;
        }
        else {
            return 1;
        }
    }

    if(triang > 3){
        return 3;
    }
    else if ( triang == 1 && side1 + side2 > side3) {
        return 2;
    }
    else if (triang == 2 && side1 + side3 > side2){
        return 2;
    }
    else if (triang == 3 && side2 + side3 > side1){
        return 2;
    }

    return 4;
}

```

## testcases\_oracle.txt

14 tests

	Three inputs	expected output
Inputs are the three sides of the triangle.	0 0 0	4
	1 0 0	4
	1 1 0	4
	1 1 1	3
Output is correct classification of the triangle.	2 2 1	2
	1 1 2	4
	2 1 2	2
	1 2 1	4
Test suite covers all paths but is not strong enough to detect all mutations.	2 1 1	4
	3 2 2	2
	3 2 1	4
	4 3 2	1
<a href="#">Dataset</a> gives whole test equivalent fitness landscape for 2-way comparisons.	2 3 1	4
	2 1 3	4

```

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    else if (triang == 2 && side1 + side3 > side2){
        return 2;
    }
    else if (triang == 3 && side2 + side3 > side1){
        return 2;
    }

    return 4;
}

```

# Variable Interactions

## Scalene Triangle

Vertical control flow.  
Mutations only affected by  
mutations before them

Simplest example  
test case 12: 4,3,2  
correct answer scalene(1)

Depends on loci {1,2,3,4,5,6,7} only



# Variable Interactions

## Scalene Triangle

```

int triang ;

if( 4 <= 0 || 3 <= 0 || 2 <= 0){
    return 4;
}

triang = 0;

if(4 == 3){
    triang = triang + 1;
}
if(4 == 2){
    triang = triang + 2;
}
if(3 == 2){
    triang = triang + 3;
}

if(triang == 0) return 1;

```

### Problems:

Have only solved one of 14 test cases.  
Does a program which passes the test cases actually work.

Vertical control flow.  
Mutations only affected by mutations before them

Simpliest example  
test case 12: 4,3,2  
correct answer scalene(1)

Depends on loci {1,2,3,4,5,6,7} only

Loci {1,2,3} only <, <= or ==

Loci {4,5} only <,<=,==

Locus 6 only <,<=,==

Locus 7 only ==

Loci {8...17} anything

4.40798  $10^{10}$  solutions

# Variable Interactions graph

```

int triang ;

if( 4 <= 0 || 3 <= 0 || 2 <= 0){
    return 4;
}

triang = 0;

if(4 == 3){
    triang = triang + 1;
}
if(4 == 2){
    triang = triang + 2;
}
if(3 == 2){
    triang = triang + 3;
}

if(triang == 0) return 1;
:
:

```

What are the variables?

C code: side1, side2, side3, triang

But search variables are 17 loci <=, == etc.  
Test cases, C code, variables and constants tell us how our search variables interact.

Simple non-deceptive building blocks.

2048 solutions:

\*\*\* == == == \*\*\*\*\* > \*\* == \* == \*

\* two options

How do we use variable interaction graph?

Guide crossover.

For scalene, graph says loci 1-6 interact with 7

Build new graph for each test case?

Union too simple? Weight edges by number of test cases where they apply?

# Conclusions

## Triangle Program fitness landscape

- available and tractable (up to 16,926,659,444,735)
- Realistic
- Scalable (small  $2^{17}$  and larger versions)
- Unsolved

Next: Runtime analysis?

Variable interaction graph

Abstract features, generalise to other software?

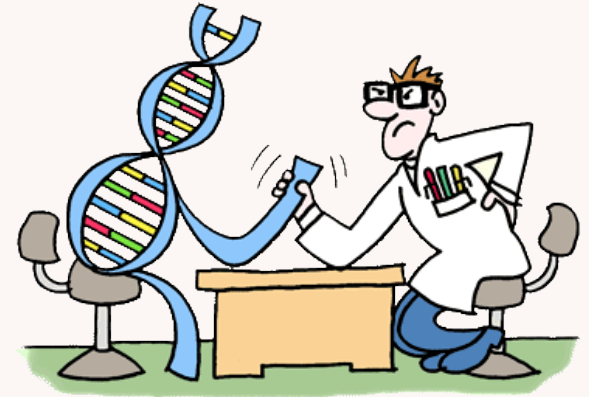
Other programs?

Analyse information flow?

Humies

\$10000

Human-Competitive Results



END

<http://www.cs.ucl.ac.uk/staff/W.Langdon/>

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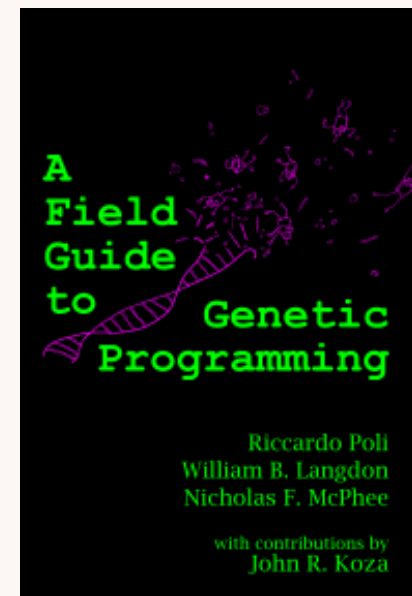
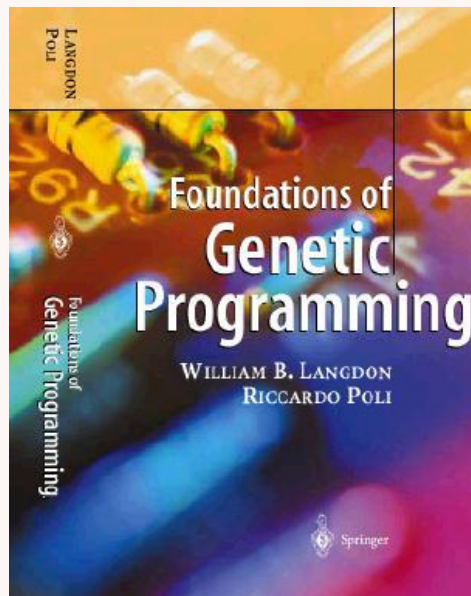
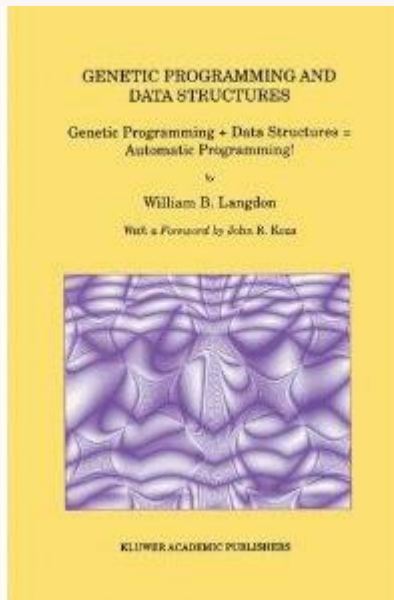
# Genetic Improvement



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CREST

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# The Genetic Programming Bibliography

<http://www.cs.bham.ac.uk/~wbl/biblio/>

11504 references

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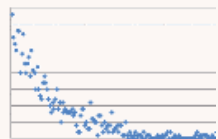
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