

InPUT :

The Intelligent Parameter Utilization Tool

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```
PopSize=100  
Elite=2  
Selection=Tournament  
Mutation=Flip  
Crossover=SinglePoint  
Termination=1000  
...
```

Restrictions

- structural parameters (algorithm design)
 - ▶ definition
 - ▶ implementation
- values
 - ▶ validation
 - ▶ adding

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Option 1

Selection=Roulette
TournamentSize=NA

Option 2

Selection=Tournament(2)

Restrictions

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- values
 - ▶ validation
 - ▶ adding

Option 1:

```
selection = prop.get("Selection")

if(selection == "Tournament")
    tournamentSize = prop.get("TournamentSize")
...
else if(selection == "Roulette")
...
else if(selection == "Rank")
```

Restrictions

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Option 2:

- Does the choice string for *Selection* start with "Tournament"?
 - ▶ If yes, parse string, and extract value(s).

Restrictions

- structural parameters (algorithm design)
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 - ▶ adding

Option 2:

- Does the choice string for *Selection* start with "Tournament"?
 - ▶ If yes, parse string, and extract value(s).

In both cases:

... redefine and implement for each parameter.

Restrictions

- structural parameters (algorithm design)
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- values
 - ▶ validation
 - ▶ adding

Selection=Tournamentn

PopSize=-1

Restrictions

- structural parameters (algorithm design)
 - ▶ definition
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 - ▶ validation
 - ▶ adding

```
Selection=Tournamentn
```

```
PopSize=-1
```

No validation at configuration time.

Could be added programmatically, for each parameter.

Restrictions

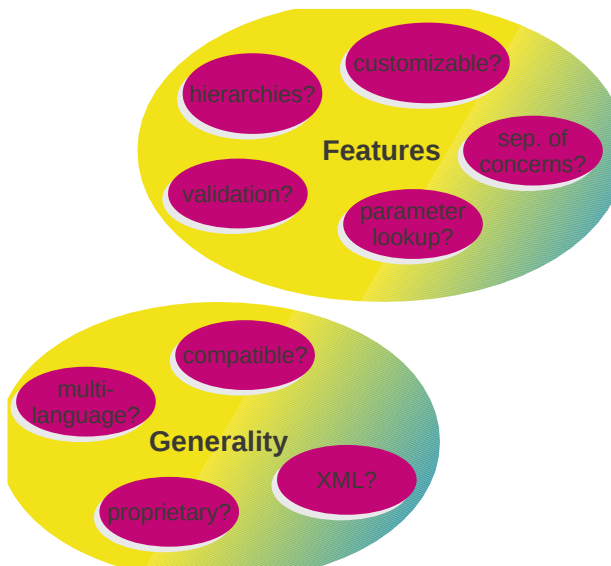
- structural parameters (algorithm design)
 - ▶ definition
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- values
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 - ▶ adding

Selection=Boltzman

Adding a value (choice) requires a recompile.
Has to be added programatically, for each parameter.

- 1 Can parameters be defined using descriptors?
- 2 Is the format sufficiently general to be used outside EC?
- 3 Are user defined parameters supported?
- 4 Are hierarchical user defined parameters supported?
- 5 Does the format conform to modeling standards using XML (eXchangeable Modeling Language)?
- 6 Does the structure enforce a separation of concerns? For instance, a separation of problem and algorithm parameters.
- 7 Is the format compatible with any other framework?
- 8 Can parameter descriptors be checked for validity?
- 9 Does the framework impose a proprietary parameter model on the user?
- 10 Does the framework offer a *meta parameter*, a service component that encapsulates the programmatic parameter lookup and update?
- 11 Is the framework available for multiple languages?





Configuration Criteria: Comparison

| Criteria | Frameworks | Open Beagle | jMetal | ECJ | OPT4J | ParadisEO (EO) | JCLEC | PISA |
|------------------------|------------|-------------|--------|-----|-------|----------------|-------|------|
| 1 input descriptors | | ✓ | - | ✓ | ✓ | ✓ | ✓ | ✓ |
| 2 usable outside EC | | - | - | - | ✓/- | - | - | ✓ |
| 3 user defined params | | ✓ | - | ✓ | ✓/- | ✓ | ✓ | ✓ |
| 4 hierarchical | | ✓/- | - | - | - | - | - | - |
| 5 XML | | ✓ | - | - | ✓ | - | ✓ | - |
| 6 sep. of concerns | | - | - | - | - | - | - | ✓ |
| 7 compatibility | | - | - | - | - | - | - | - |
| 8 validation | | ✓ | - | - | - | - | - | - |
| 9 implicit param model | | - | - | - | ✓ | - | ✓ | ✓ |
| 10 meta parameter | | ✓ | ✓ | ✓ | - | ✓ | - | - |
| 11 multi-language | | - | ✓ | - | ✓ | - | - | ✓ |

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|------------------------|------------|-------------|--------|-----|-------|----------------|-------|------|
| 1 input descriptors | | ✓ | - | ✓ | ✓ | ✓ | ✓ | ✓ |
| 2 usable outside EC | | - | - | - | ✓/- | - | - | ✓ |
| 3 user defined params | | ✓ | - | ✓ | ✓/- | ✓ | ✓ | ✓ |
| 4 hierarchical | | ✓/- | - | - | - | - | - | - |
| 5 XML | | ✓ | - | - | ✓ | - | ✓ | - |
| 6 sep. of concerns | | - | - | - | - | - | - | ✓ |
| 7 compatibility | | - | - | - | - | - | - | - |
| 8 validation | | ✓ | - | - | - | - | - | - |
| 9 implicit param model | | - | - | - | ✓ | - | ✓ | ✓ |
| 10 meta parameter | | ✓ | ✓ | ✓ | - | ✓ | - | - |
| 11 multi-language | | - | ✓ | - | ✓ | - | - | ✓ |

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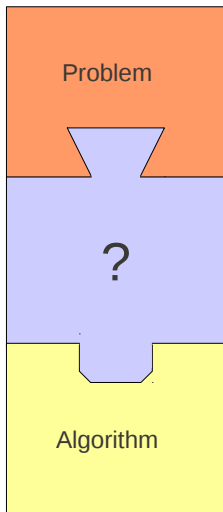
Means End

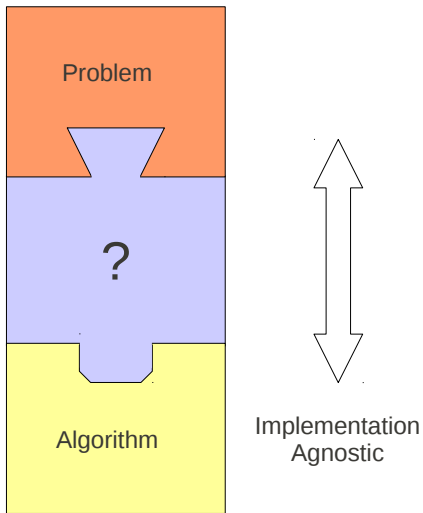
"Document and share your computer experiments"

"Configuration without recompilation"

Problem


Algorithm



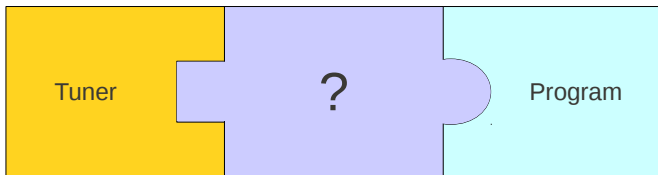


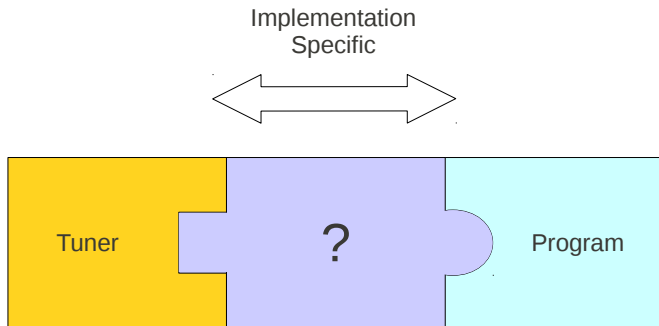


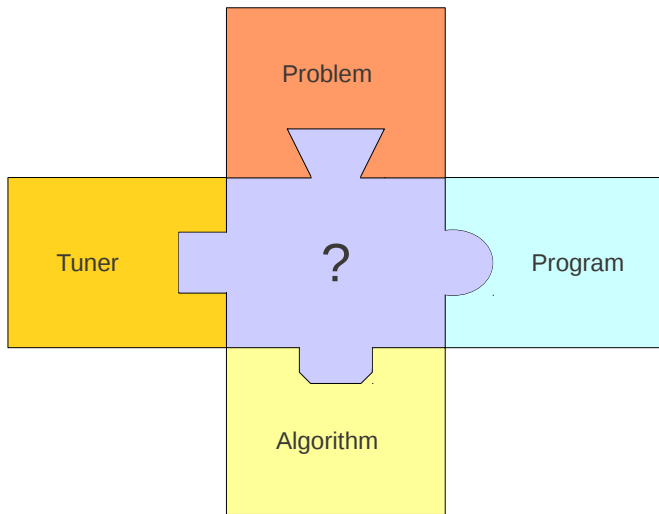
Tuner

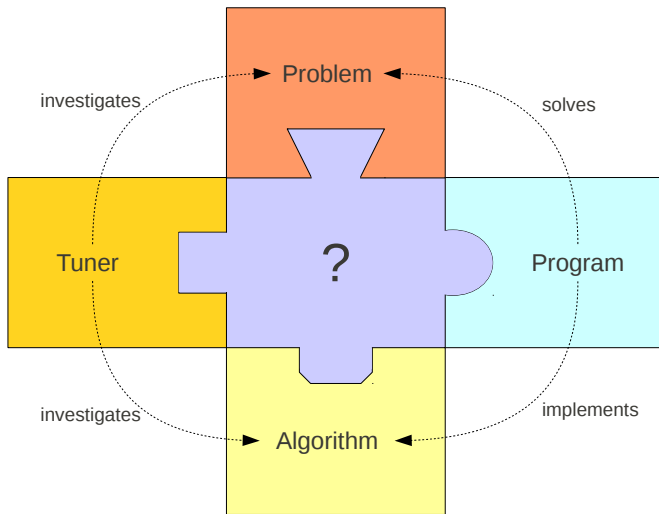


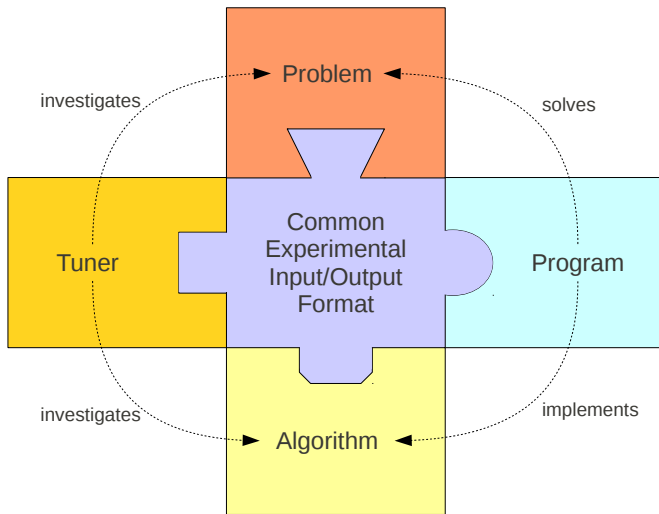
Program











Descriptor Types

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- 1 parameter range (region of interest)

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```
<NParam id="PopSize"  
  type="integer"  
  inclMin="10"  
  inclMax="100"/>
```

```
<SParam id="Selection">  
  <SChoice id="Roulette"/>  
  <SChoice id="Rank"/>  
  ...  
</SParam>
```

Descriptor Types

- 1 parameter range (region of interest)

```
<NParam id="PopSize"
  type="integer"
  inclMin="10"
  inclMax="100"/>
```

```
<SParam id="Selection">
  <SChoice id="Roulette"/>
  <SChoice id="Rank"/>
  ...
</SParam>
```

| Type | Range |
|---------|---|
| boolean | $\{0, 1\}$ |
| integer | $\mathbb{Z} \cap [-2^{31}, 2^{31} - 1]$ |
| short | $\mathbb{Z} \cap [-2^{15}, 2^{15} - 1]$ |
| long | $\mathbb{Z} \cap [-2^{63}, 2^{63} - 1]$ |
| float | $\mathbb{R} \cap [0, 1]$ (32-bit fp) |
| double | $\mathbb{R} \cap [0, 1]$ (64-bit fp) |
| decimal | \mathbb{R} |

Descriptor Types

- 2 parameter instance (observation, factor)

```
<NParam id="PopSize"  
  type="integer"  
  inclMin="10"  
  inclMax="100"/>
```

```
<SParam id="Selection">  
  <SChoice id="Roulette"/>  
  <SChoice id="Rank"/>  
  ...  
</SParam>
```

Descriptor Types

- parameter instance (observation, factor)

```
<NParam id="PopSize"  
  type="integer"  
  inclMin="10"  
  inclMax="100"/>
```



```
<NValue id="PopSize"  
value="13"/>
```

```
<SParam id="Selection">  
  <SChoice id="Roulette"/>  
  <SChoice id="Rank"/>  
  ...  
</SParam>
```



```
<SValue id="Selection"  
value="Roulette"/>
```

Descriptor Types

- 3 parameter to program mapping

```
<SParam id="Selection">  
  <SChoice id="Roulette"/>  
  <SChoice id="Rank"/>  
  ...  
</SParam>
```

Descriptor Types

3 parameter to program mapping

```
<SParam id="Selection">  
  <SChoice id="Roulette"/>  
  <SChoice id="Rank"/>  
  ...  
</SParam>  
↑  
<Mapping id="Selection" type="my.Selection"/>  
<Mapping id="Selection.Roulette" type="my.Roulette"/>  
<Mapping id="Selection.Rank" type="my.Rank"/>
```


Descriptor Types

- 1 parameter range
- 2 parameter instance
- 3 parameter to program mapping

Descriptor Types

- 1 parameter range → **design space**
- 2 parameter instance
- 3 parameter to program mapping

Descriptor Types

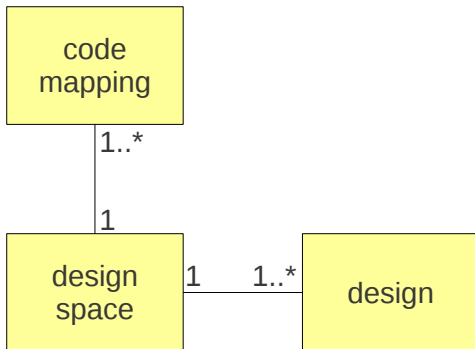
- 1 parameter range → **design space**
- 2 parameter instance → **design**
- 3 parameter to program mapping

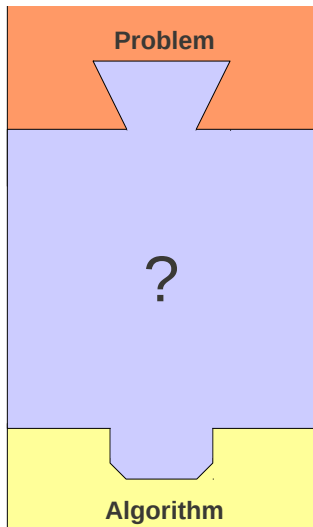
Descriptor Types

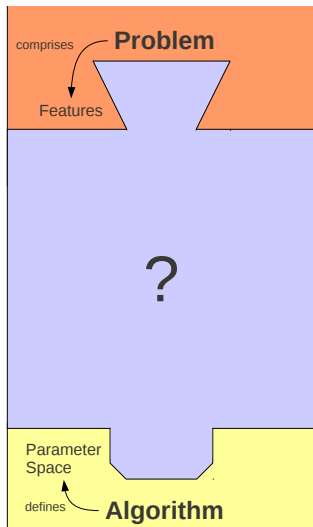
- 1 parameter range → **design space**
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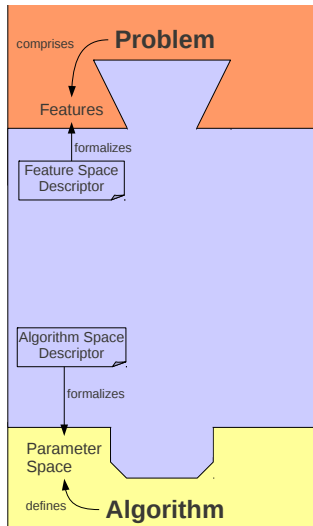
Descriptor Types

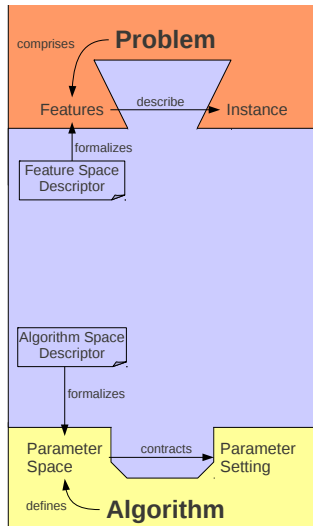
- 1 parameter range → **design space**
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- 3 parameter to program mapping → **code mapping**



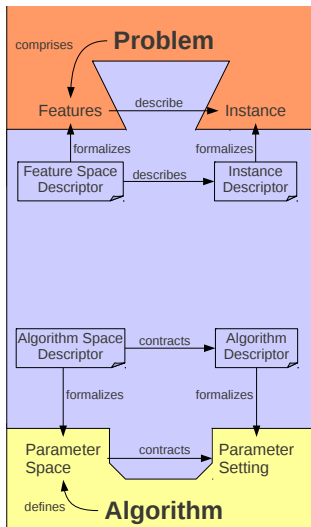




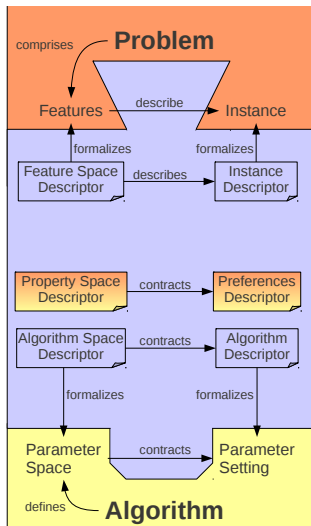




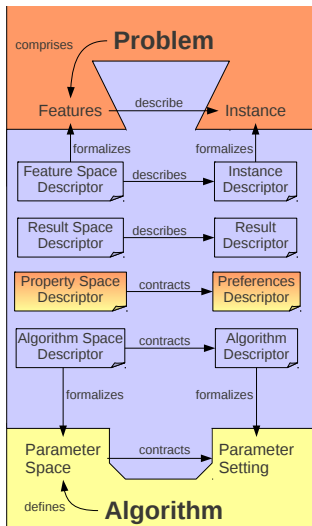
Approaching the Black Box



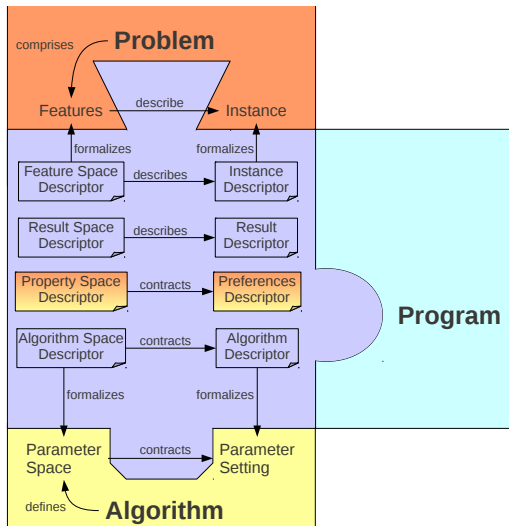
Approaching the Black Box



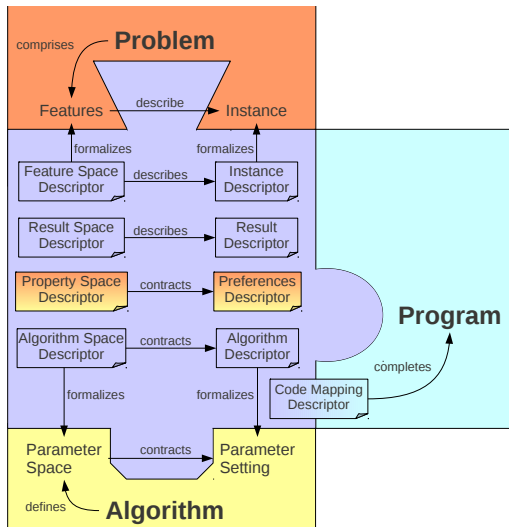
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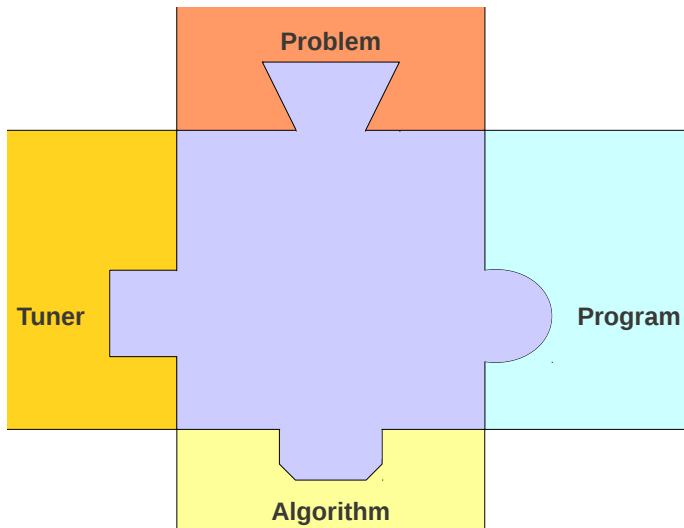


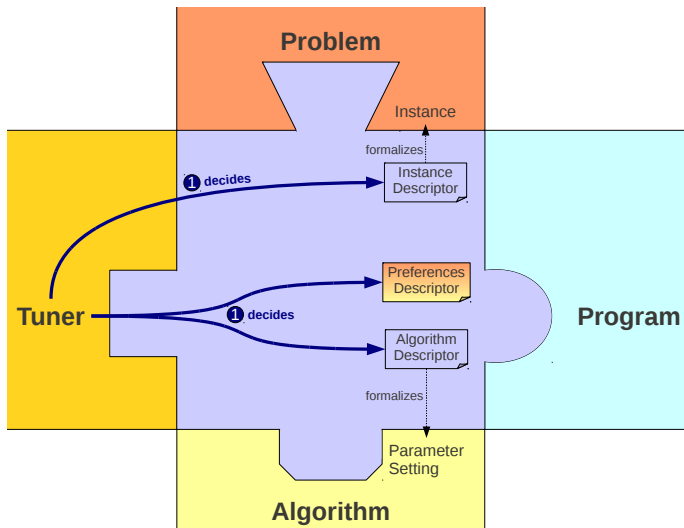
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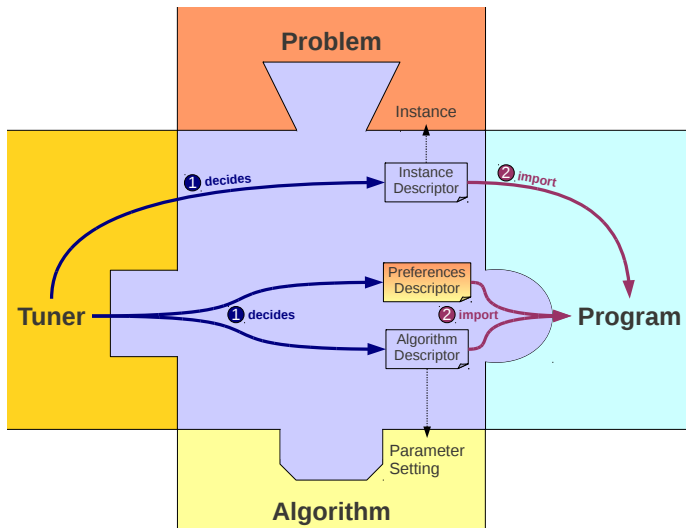


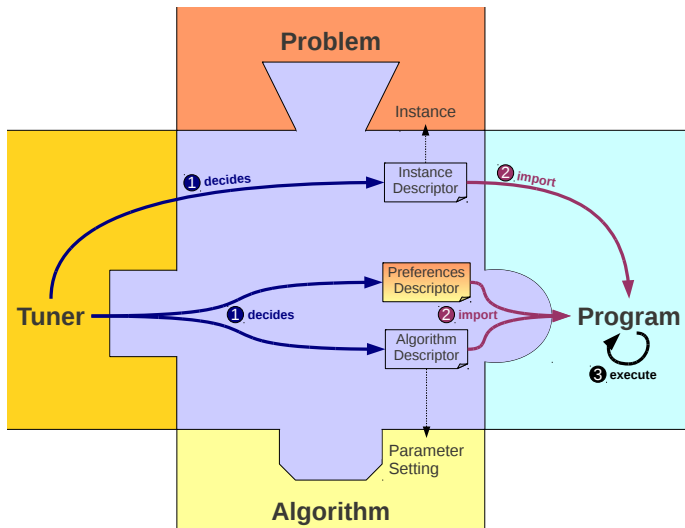
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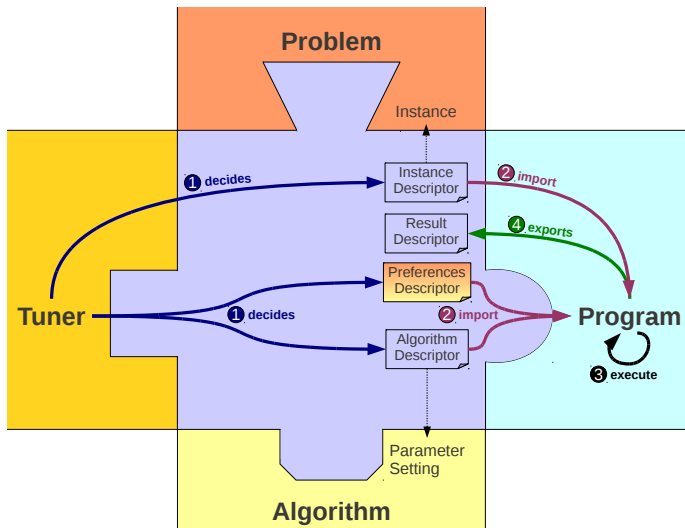


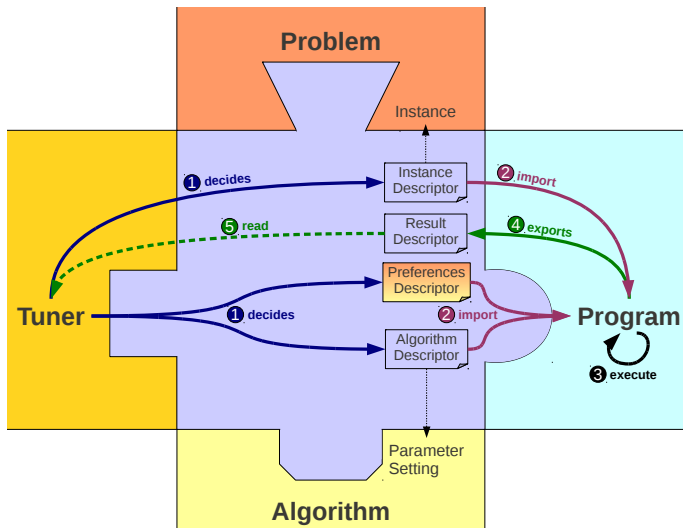


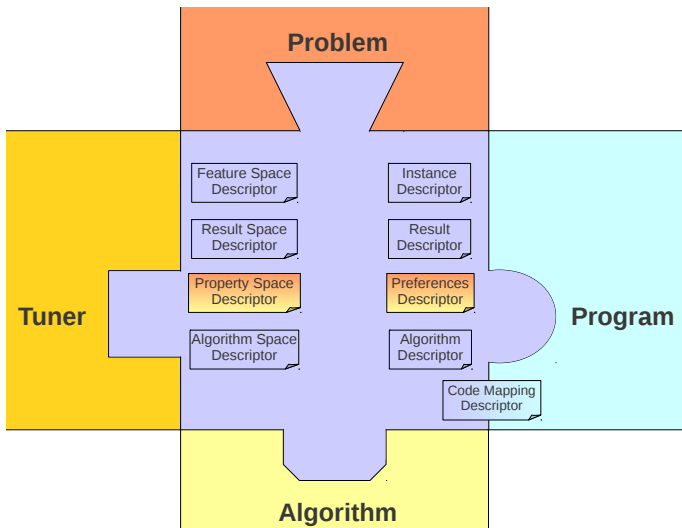


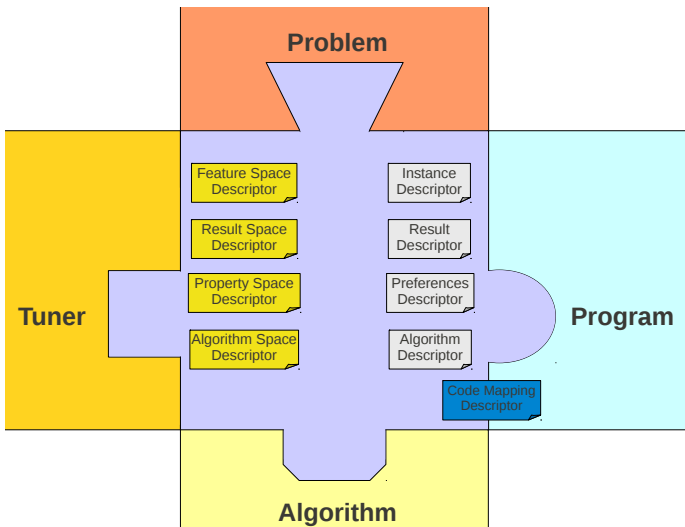


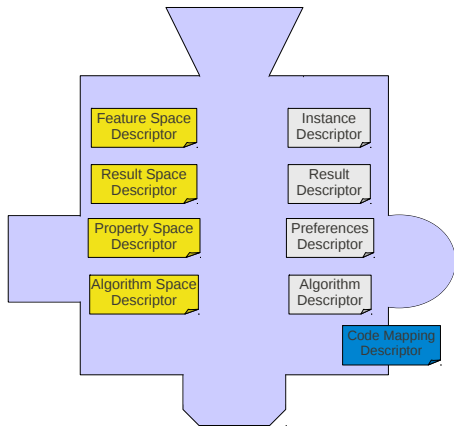
Automated Parameter Tuning

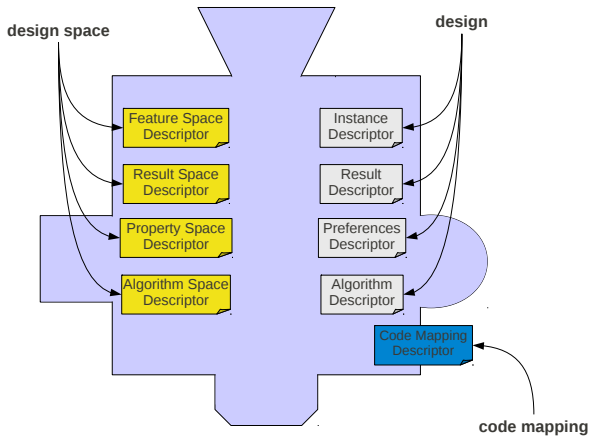




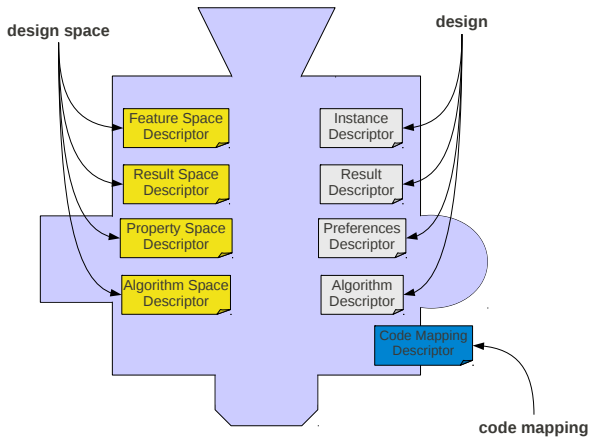








InPUT



Grammar 1. design space:

$$\langle DesignSpace \rangle \rightarrow \{\langle Param \rangle\}^+$$

$$\langle Param \rangle \rightarrow (sParamId \langle SParam \rangle) \mid nParamId$$

$$\langle SParam \rangle \rightarrow \{\langle DesignSpace \rangle\} \{\langle SChoice \rangle\}^+$$

$$\langle SChoice \rangle \rightarrow sChoiceId \mid (sChoiceId \langle DesignSpace \rangle)$$
Grammar 2. design:

$$\langle Design \rangle \rightarrow \{\langle Value \rangle\}^+$$

$$\langle Value \rangle \rightarrow \langle SValue \rangle \mid (nParamId \ nValue)$$

$$\langle SValue \rangle \rightarrow (sParamId \ sChoiceId \ [\langle Design \rangle])$$
Grammar 3. code mapping:

$$\langle Mappings \rangle \rightarrow \{paramId \ componentId\}$$

Example: Hello World

Hello World

Example: Hello World (Structure)

Hello World

of
type



String Identification

Experiment

Hello World

of
type



InPUT

String Identification



Experiment

HelloWorld.exp

- problemFeatures.xml
- algorithmDesign.xml
- preferences.xml

of
type

InPUT

StringIdentification.inp

- problemSpace.xml
- algorithmSpace.xml
- propertySpace.xml

Experiment

HelloWorld.exp

- problemFeatures.xml
- algorithmDesign.xml
- preferences.xml

of
type

InPUT

StringIdentification.inp

- problemSpace.xml
- algorithmSpace.xml
- propertySpace.xml
- problemSpaceCodeMapping.xml
- algorithmSpaceCodeMapping.xml
- propertySpaceCodeMapping.xml

Experiment

HelloWorld.exp

- problemFeatures.xml
- algorithmDesign.xml
- preferences.xml

of
type

InPUT

StringIdentification.inp

- problemSpace.xml
- algorithmSpace.xml
- propertySpace.xml
- problemSpaceCodeMapping.xml
- algorithmSpaceCodeMapping.xml
- propertySpaceCodeMapping.xml

Example: Hello World (Code, Java)

```
// import experimental meta-context
IInPUT input = InPUT.getInPUT(new InPUTArchiveImporter
    ("StringIdentification", "StringIdentification.inp"));
```

Example: Hello World (Code, Java)

```
// import experimental meta-context
IInPUT input = InPUT.getInPUT(new InPUTArchiveImporter
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IExperiment experiment = input.impOrt("HelloWorld",
    new ExperimentArchiveImporter("HelloWorld.exp"));
```

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    new ExperimentArchiveImporter("HelloWorld.exp"));

// retrieve the algorithm from InPUT
EvolutionEngine<String> engine = experiment.getValue("Algorithm");
```

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// import experimental assumptions
IExperiment experiment = input.impOrt("HelloWorld",
    new ExperimentArchiveImporter("HelloWorld.exp"));

// retrieve the algorithm from InPUT
EvolutionEngine<String> engine = experiment.getValue("Algorithm");

// retrieve assumptions
int popSize = experiment.getValue("Algorithm.EA.PopSize");
int elite = experiment.getValue("Algorithm.EA.EliteCount");
TerminationCondition termination = experiment
    .getValue("Algorithm.EA.Termination");
```

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// retrieve assumptions
int popSize = experiment.getValue("Algorithm.EA.PopSize");
int elite = experiment.getValue("Algorithm.EA.EliteCount");
TerminationCondition termination = experiment
    .getValue("Algorithm.EA.Termination");

// execute the algorithm
engine.evolve(popSize, elite, termination);
```

Example: Hello World (Algorithm Design)

```
<?xml version="1.0" encoding="UTF-8"?>
<Design id="1">
  <SValue id="Algorithm" value="EA">
    <SValue id="Termination" value="TargetFitness">
      <NValue id="Objective" value="0" />
    </SValue>
    <SValue id="Selection" value="Roulette" />
    <NValue id="PopSize" value="100" />
    <NValue id="EliteCount" value="30" />
  </SValue>
</Design>
```


Example: Hello World (Algorithm Design Space)

```
<?xml version="1.0" encoding="UTF-8"?>  
<DesignSpace id="ea" mapping="algorithmSpaceCodeMapping.xml">  
  <SParam id="Algorithm">  
    <SChoice id="EA">  
  </SParam>  
</DesignSpace>
```

Example: Hello World (Algorithm Design Space)

```
<?xml version="1.0" encoding="UTF-8"?>
<DesignSpace id="ea" mapping="algorithmSpaceCodeMapping.xml">
  <SParam id="Algorithm">
    <SChoice id="EA">
      <NParam id="PopSize" type="integer" inclMin="2" inclMax="100"/>
      <SParam id="Termination">
        <NParam id="EliteCount" type="integer" inclMin="0"
          inclMax="Math.min(10, Algorithm.EA.PopSize*.3)" />
      <SParam id="Selection">
    </SChoice>
  </SParam>
</DesignSpace>
```

Example: Hello World (Algorithm Design Space)

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<?xml version="1.0" encoding="UTF-8"?>
<DesignSpace id="ea" mapping="algorithmSpaceCodeMapping.xml">
  <SParam id="Algorithm">
    <SChoice id="EA">
      <NParam id="PopSize" type="integer" inclMin="2" inclMax="100"/>
      <SParam id="Termination">
        <SChoice id="ElapsedTime">
          <SChoice id="Generations">
            <SChoice id="Stagnation">
              <SChoice id="TargetFitness">
            </SChoice>
          </SChoice>
        </SParam>
      <NParam id="EliteCount" type="integer" inclMin="0"
        inclMax="Math.min(10, Algorithm.EA.PopSize*.3)" />
      <SParam id="Selection">
    </SChoice>
  </SParam>
</DesignSpace>
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<DesignSpace id="ea" mapping="algorithmSpaceCodeMapping.xml">
  <SParam id="Algorithm">
    <SChoice id="EA">
      <NParam id="PopSize" type="integer" inclMin="2" inclMax="100"/>
      <SParam id="Termination">
        <SChoice id="ElapsedTime">
          <NParam type="long" id="MS" />
        </SChoice>
        <SChoice id="Generations">
          <SChoice id="Stagnation">
            <SChoice id="TargetFitness">
          </SParam>
          <NParam id="EliteCount" type="integer" inclMin="0"
            inclMax="Math.min(10, Algorithm.EA.PopSize*.3)" />
          <SParam id="Selection">
        </SChoice>
      </SParam>
    </DesignSpace>
```

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<DesignSpace id="ea" mapping="algorithmSpaceCodeMapping.xml">
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    <SChoice id="EA">
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      <SParam id="Termination">
        <SChoice id="ElapsedTime">
          <SChoice id="Generations">
            <SChoice id="Stagnation">
              <SChoice id="TargetFitness">
            </SChoice>
          </SChoice>
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      <NParam id="EliteCount" type="integer" inclMin="0"
        inclMax="Math.min(10, Algorithm.EA.PopSize*.3)" />
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</DesignSpace>
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    <SChoice id="EA">
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      <SParam id="Termination">
        <NParam id="EliteCount" type="integer" inclMin="0"
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<?xml version="1.0" encoding="UTF-8"?>
<DesignSpace id="ea" mapping="algorithmSpaceCodeMapping.xml">
  <SParam id="Algorithm">
    <SChoice id="EA">
      <NParam id="PopSize" type="integer" inclMin="2" inclMax="100"/>
      <SParam id="Termination">
        <NParam id="EliteCount" type="integer" inclMin="0"
          inclMax="Math.min(10, Algorithm.EA.PopSize*.3)" />
      <SParam id="Selection">
        <NParam type="integer" id="AmountSelected" inclMin="1"
          inclMax="Math.min(2, Algorithm.EA.PopSize*.3)" />
        <SChoice id="Roulette" />
        <SChoice id="Rank" />
        <SChoice id="Truncation">
        <SChoice id="Tournament">
        <SChoice id="Sigma" />
        <SChoice id="StochasticSampling" />
      </SParam>
    </SChoice>
  </SParam>
</DesignSpace>
```

Example: Hello World (Algorithm Design Space)

```
<?xml version="1.0" encoding="UTF-8"?>
<DesignSpace id="ea" mapping="algorithmSpaceCodeMapping.xml">
  <SParam id="Algorithm">
    <SChoice id="EA">
      <NParam id="PopSize" type="integer" inclMin="2" inclMax="100"/>
      <SParam id="Termination">
        <NParam id="EliteCount" type="integer" inclMin="0"
          inclMax="Math.min(10, Algorithm.EA.PopSize*.3)" />
      <SParam id="Selection">
    </SChoice>
  </SParam>
</DesignSpace>
```


Example: Hello World (Algorithm Design Space)

```
<?xml version="1.0" encoding="UTF-8"?>  
<DesignSpace id="ea" mapping="algorithmSpaceCodeMapping.xml">  
  <SParam id="Algorithm">  
    <SChoice id="EA">  
  </SParam>  
</DesignSpace>
```

Example: Hello World (Preferences)

```
<?xml version="1.0" encoding="UTF-8"?>
<Design id="1">
  <SValue id="Seed" value="123456789" />
  <SValue id="Factory" value="Random" />
  <SValue id="Evaluator" value="MatchCounter" />
  <SValue id="Operators">
    <SValue id="1" value="StringCrossover">
      <NValue id="Probability" value=".4" />
      <NValue id="Points" value="1" />
    </SValue>
    <SValue id="2" value="StringMutation">
      <NValue id="Probability" value=".05" />
    </SValue>
    <SValue id="3" value="StringCrossover">
      <NValue id="Probability" value=".2" />
      <NValue id="Points" value="1" />
    </SValue>
  </SValue>
</Design>
```

Example: Hello World (Problem Design)

```
<?xml version="1.0" encoding="UTF-8"?>
<Design id="HelloWorld">
  <SValue id="Alphabet" value="Latin" />
  <SValue id="TargetString" value="HELLO WORLD" />
</Design>
```

Example: Hello World (Problem Code Mapping, Java)

```
<?xml version="1.0" encoding="UTF-8"?>
<CodeMappings id="stringIdentification">
  <Mapping id="Alphabet" type="se.miun.itm.input.example.util.Alphabet" />
  <Mapping id="Alphabet.Latin"
type="se.miun.itm.input.example.util.LatinAlphabet" />
  <Mapping id="TargetString" type="java.lang.String"
constructor="java.lang.String" />
</CodeMappings>
```


Reproducibility of experiments

- 1 Scientific publication (reviewing process)

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Simplified experimental design

- 1 Simple extraction of degrees of freedom
- 2 Simple extension of existing software, without a recompile
- 3 Focus on statistical analysis, not implementation
- 4 Customizable: stick to your preferred programming language, framework

General

- XML-schema structures for automated schema validation
- Command line tool for random design creation

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InPUT4j

- Full InPUT support
 - ▶ rich API
 - ▶ import/export (XML, L^AT_EX, archives, . . .)

General

- XML-schema structures for automated schema validation
- Command line tool for random design creation

InPUT4j

- Full InPUT support
 - ▶ rich API
 - ▶ import/export (XML, L^AT_EX, archives,...)
- Features
 - ▶ arbitrary array definitions (integer[10][5][[]], Operator[4])
 - ▶ random parameter/design creation (Problem instance generation)
 - ▶ customizable abstract datatypes
 - ▶ customizable code mappings: automated recursive object initialization, wrapper classes, string values, customizable constructors, getters, and setters, relative parameter value definition, id-references of parameters in constructor...

- 1 Support for automated algorithm design
 - ▶ Use for existing tuners (e.g. SPOT)
 - ▶ Genetic programming (GP)

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 - ▶ Use for existing tuners (e.g. SPOT)
 - ▶ Genetic programming (GP)
- 2 Additional programming language support
 - ▶ C++ soon, ...
- 3 Features
 - ▶ design spaces and references
 - ▶ import/export: database, spread-sheet
 - ▶ definition of restrictions based on boolean logic
 - ▶ ...

Thank you for your attention

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