

# On Adaptive Specialisation in Genetic Improvement

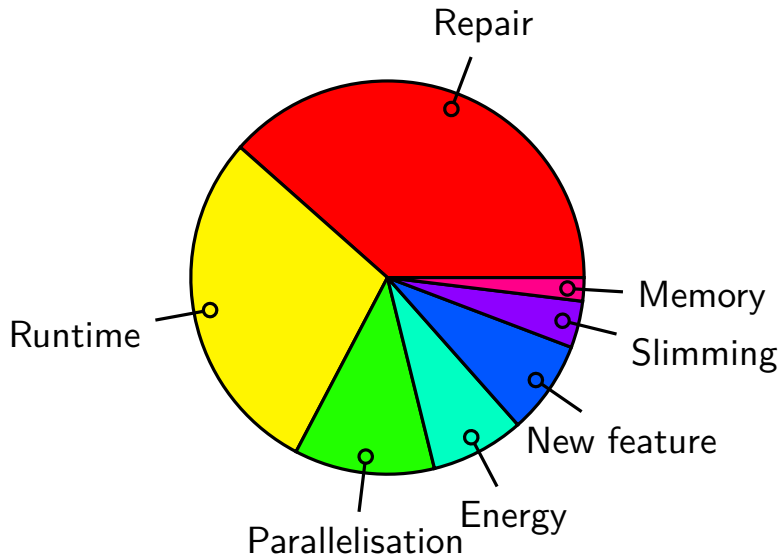
**Aymeric Blot**    Justyna Petke

University College London

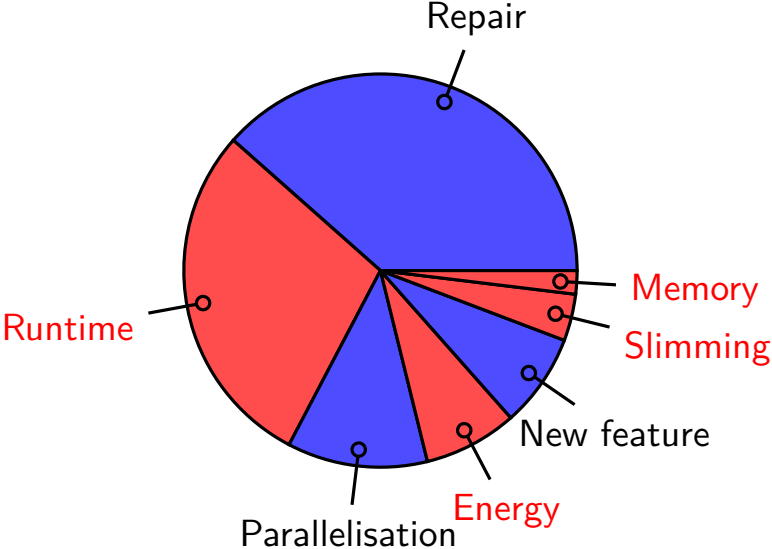
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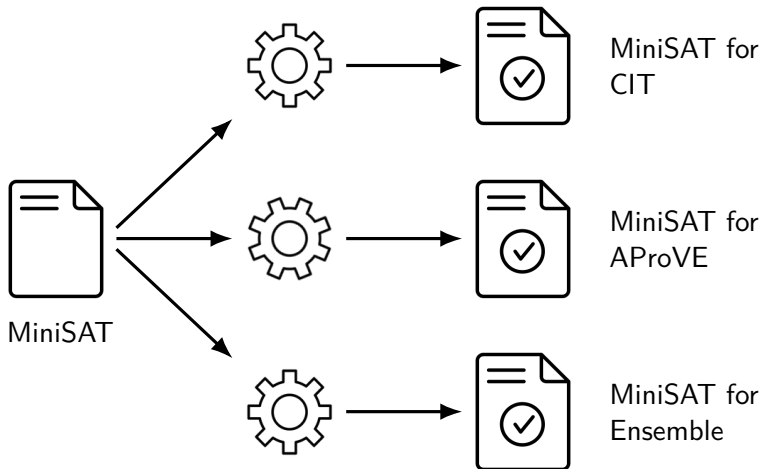
# Genetic Improvement



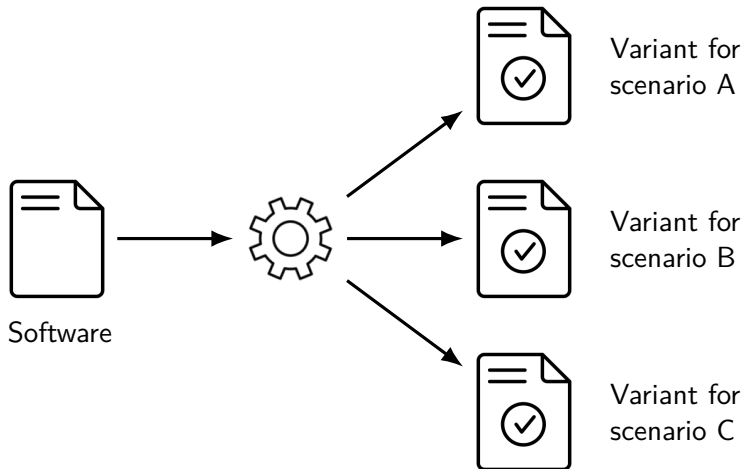
# Genetic Improvement



# Manual Software Specialisation



# Adaptive Software Specialisation



# In a Nutshell

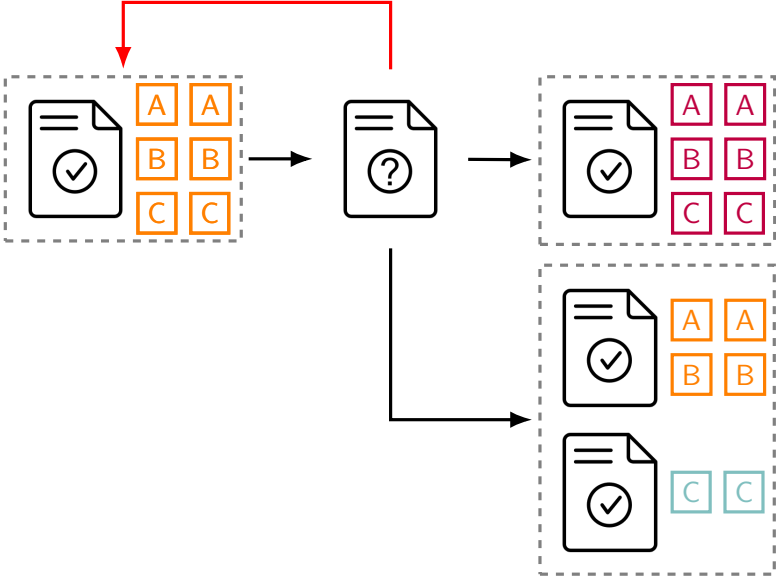
## Assumptions

- ▶ Specialisation (GI) is very time consuming
- ▶ Edits can be shared between applications
- ▶ Edits can be specific to single applications
- ▶ Input boundaries can be surprising

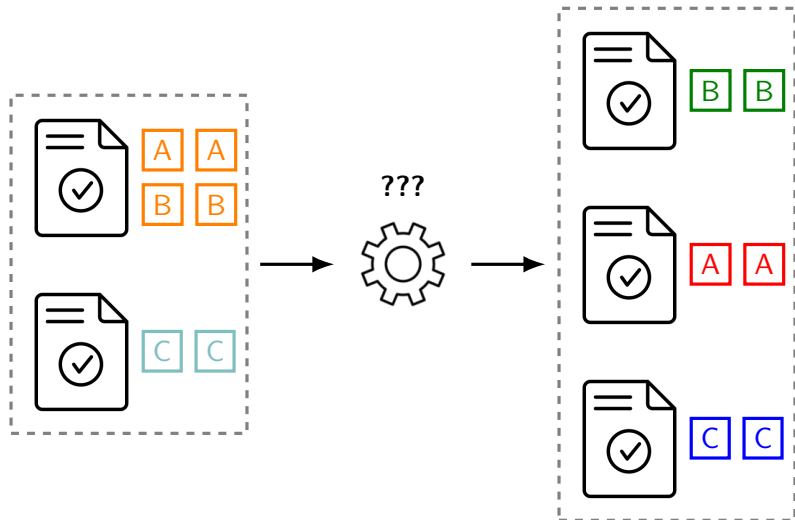
## Proposition

- ▶ Merge all training inputs
- ▶ Start with a single variant
- ▶ Branch on statistical difference in performance
- ▶ Grow a mapping of software variants

# Partitioning Training Data



## Evolving a Mapping of Mutated Software





# Challenges

## Partitioning

- ▶ How to detect heterogeneity?
- ▶ With which constraints?

## Algorithm

- ▶ Which search process is the most relevant?
- ▶ Will it be competitive?

## Training Data

- ▶ Will it scale?
- ▶ At what trade off?

# Final Words

## Adaptive Software Specialisation

- ▶ No expert knowledge
- ▶ No feature identification/computation/selection
- ▶ Automated black box

## Why?

- ▶ Improve time consumption
- ▶ Improve final software variants
- ▶ Discover new parameters and compilation switches

# Selected References



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