

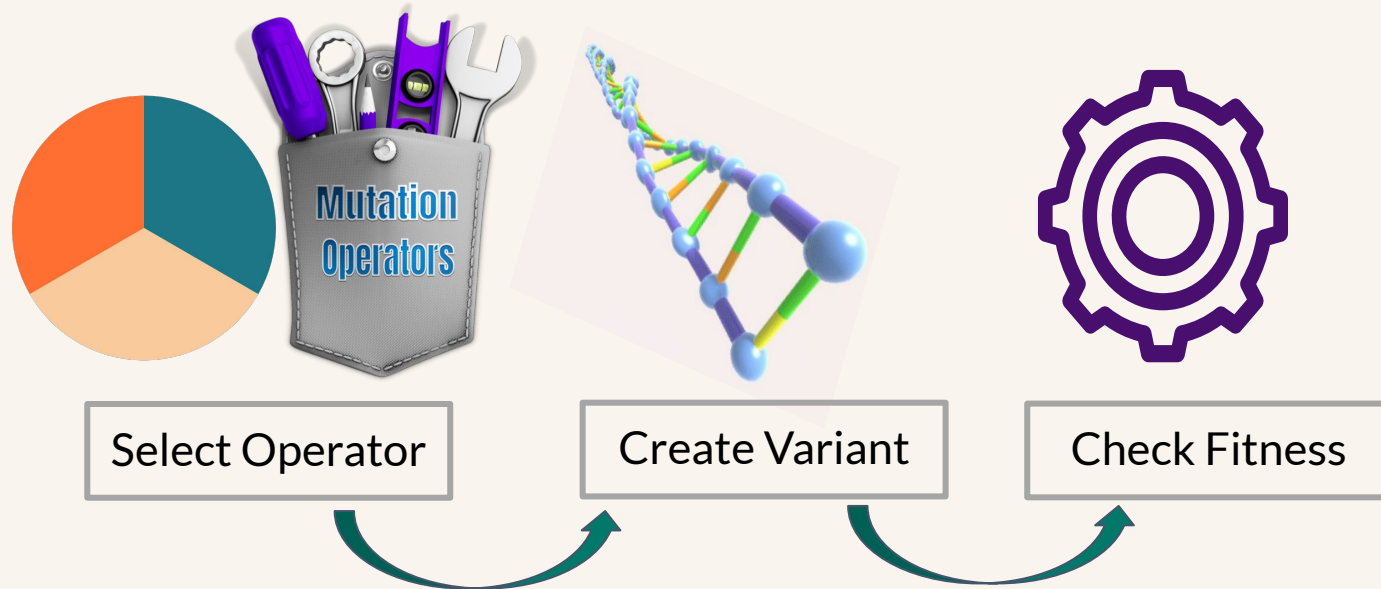
*Enhancing **Software Runtime** with  
**Reinforcement Learning**-Driven Mutation  
Operator Selection in Genetic Improvement*

Damien Bose and Carol Hanna and Justyna Petke

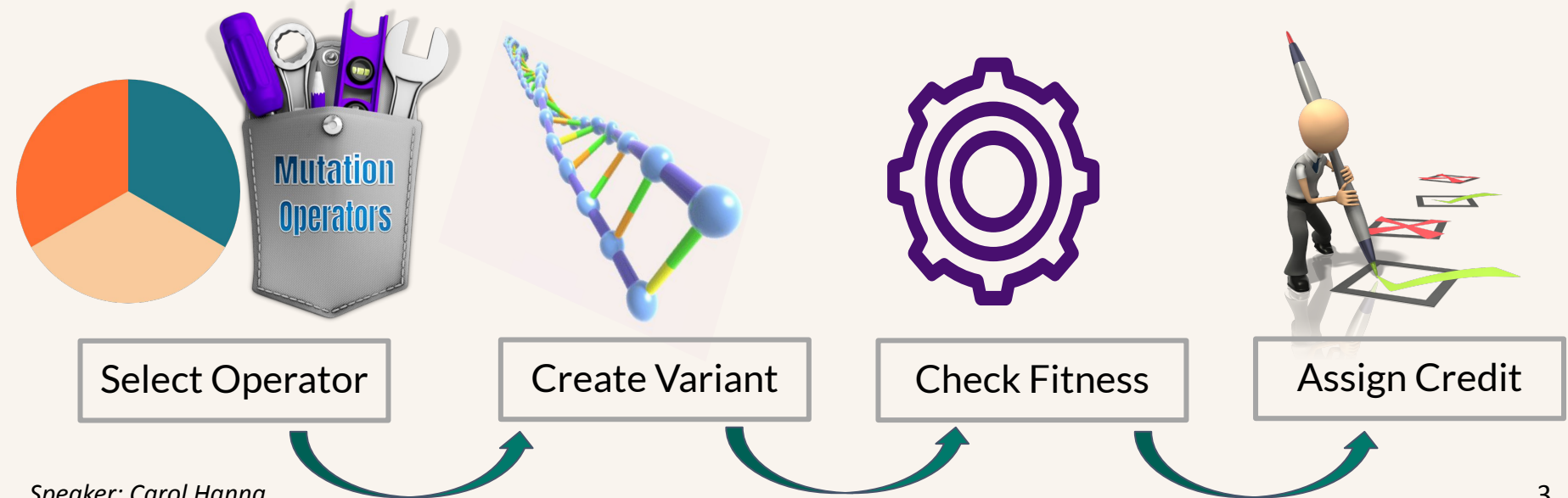
GI Workshop @ ICSE 2025

# Search-based runtime improvement of software

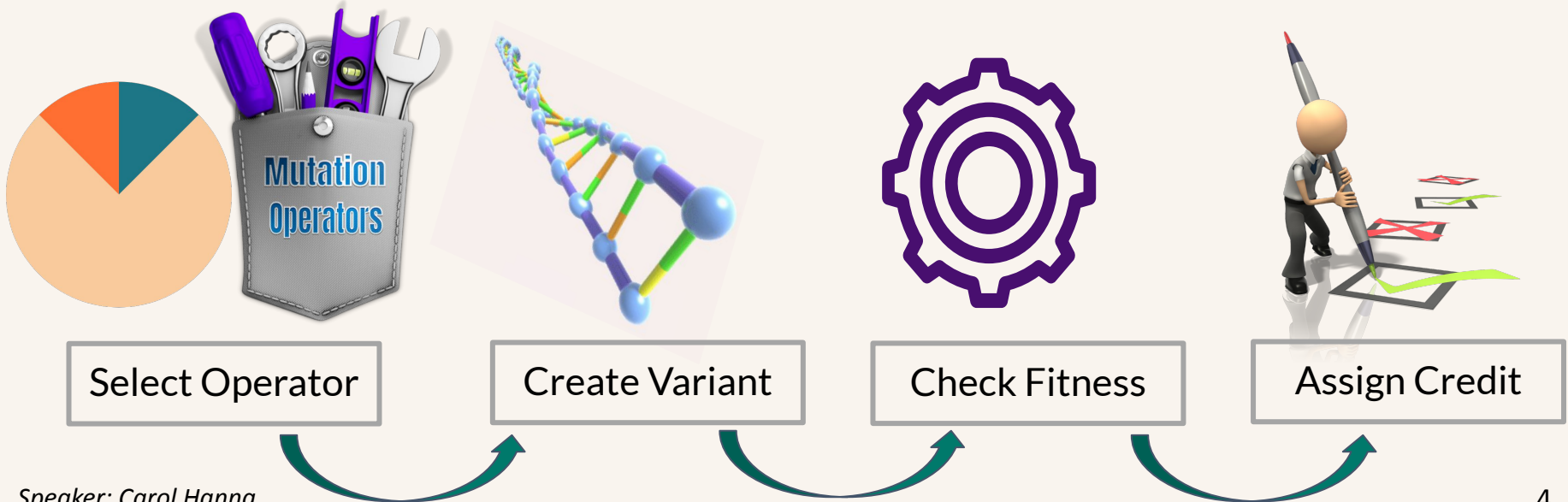
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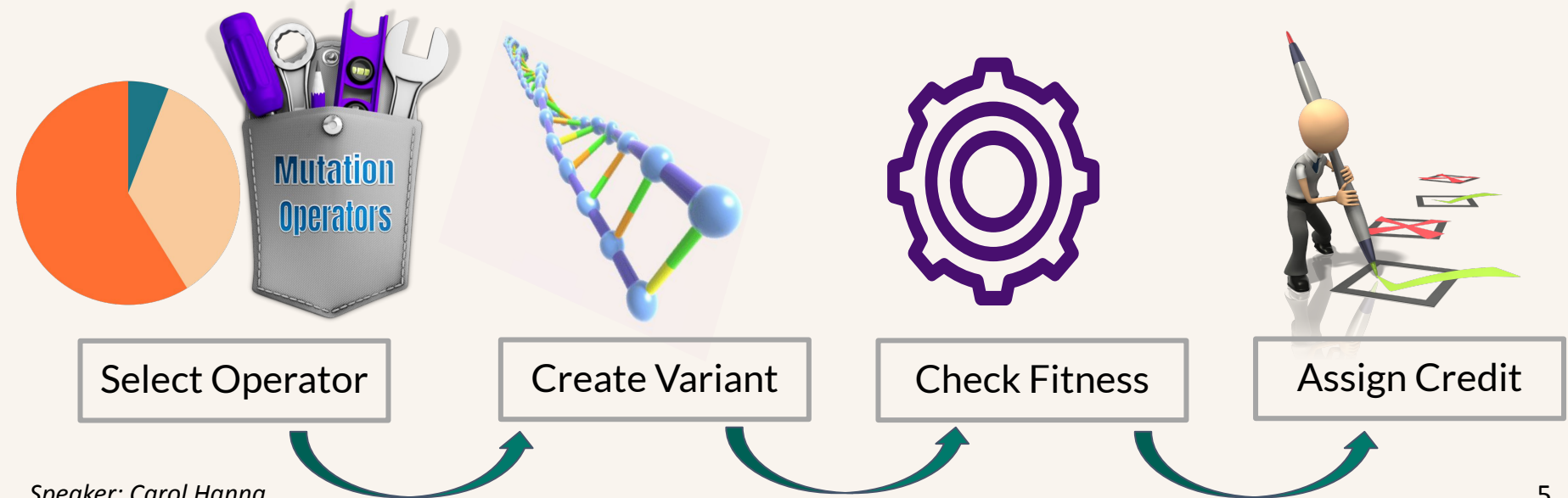
# Reinforcement learning aided mutation operator selection



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# Operator Selection



We experiment with 4 operator selection algorithms:

<i>Probability Matching</i>	<i>Upper Confidence Bound</i>
<i>Epsilon-Greedy</i>	<i>Policy Gradient</i>



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# Methodology

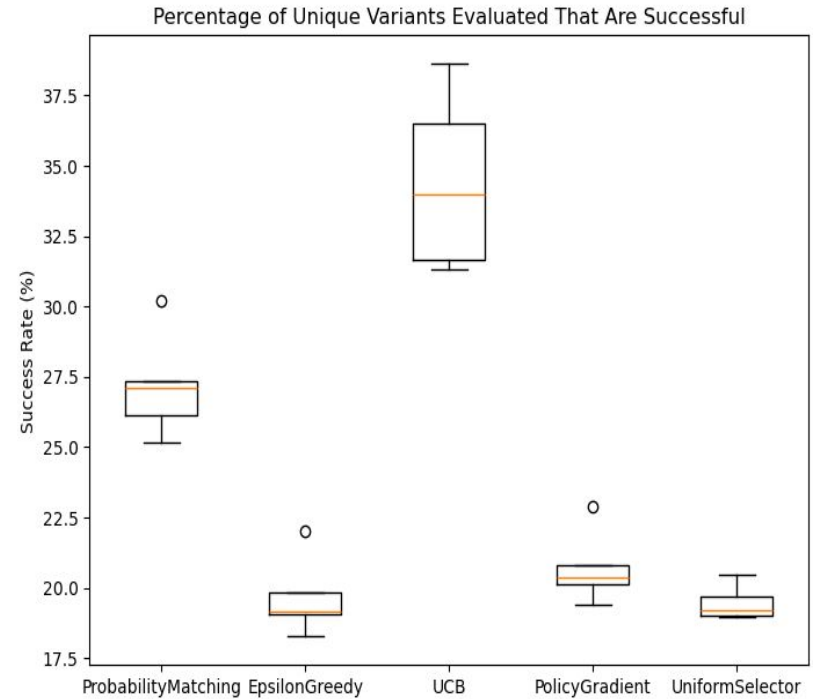
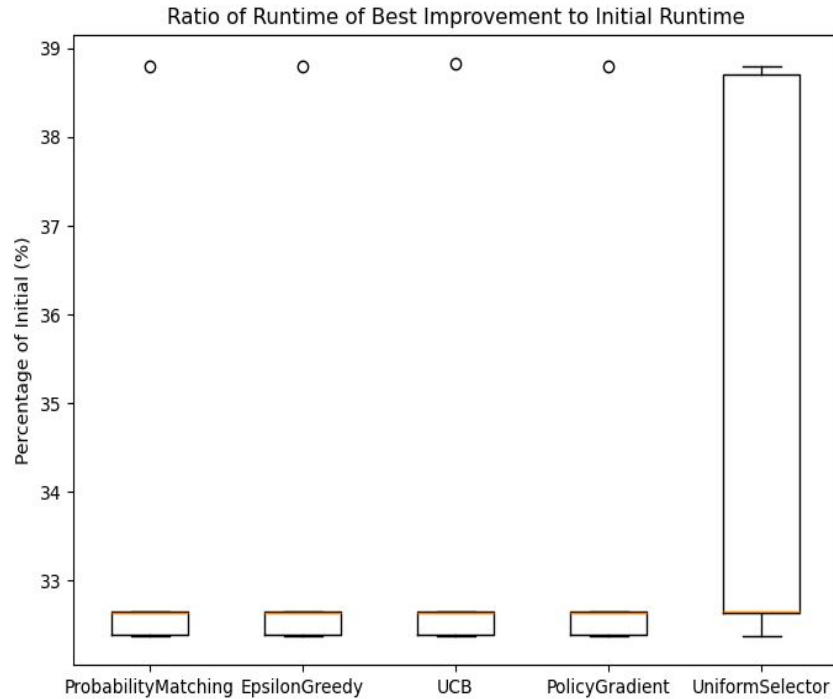


- Tool: Magpie
- Benchmark: MiniSAT (1000 test instances)
- 20 test training set (for fitness during search) and 980 validation set for checking true runtime improvement
- 2 search strategies: neighborhood search and hill climbing
- 5 repetitions
- Limited time budget
- Metrics:
  - Best runtime improvement found (ratio of new runtime to original runtime)
  - Percentage of unique variants evaluated that are successful

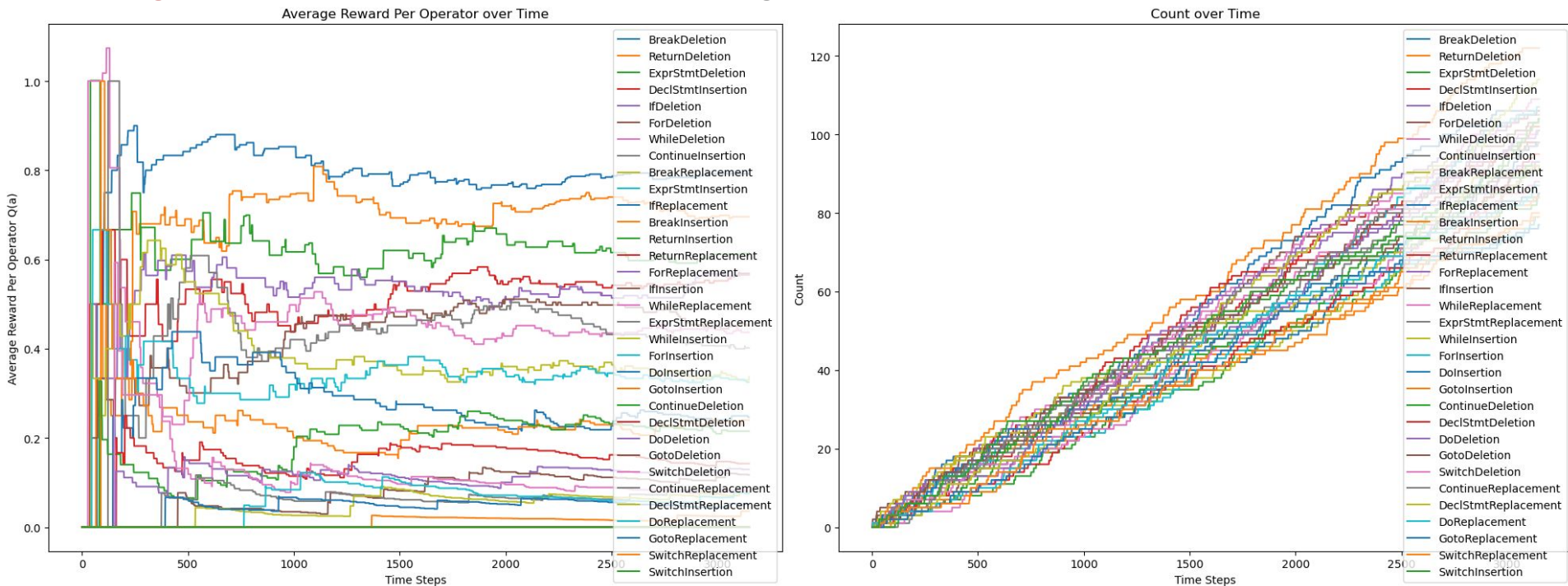


Which operator selection strategy leads to the best **efficacy and efficiency** of search for **Neighbourhood Search** and **Hill Climbing**?

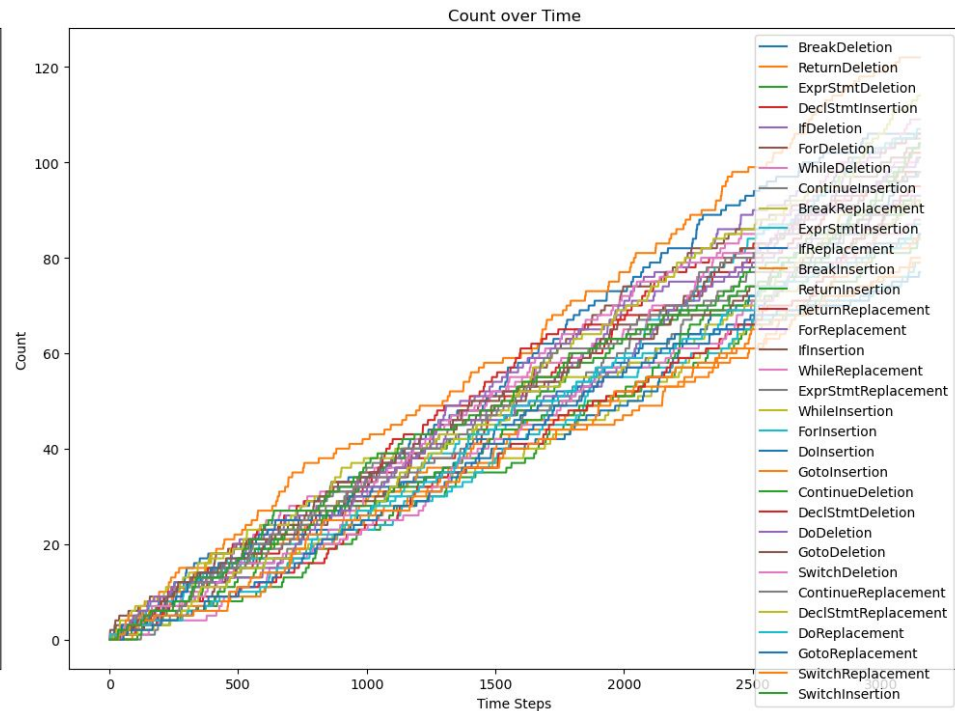
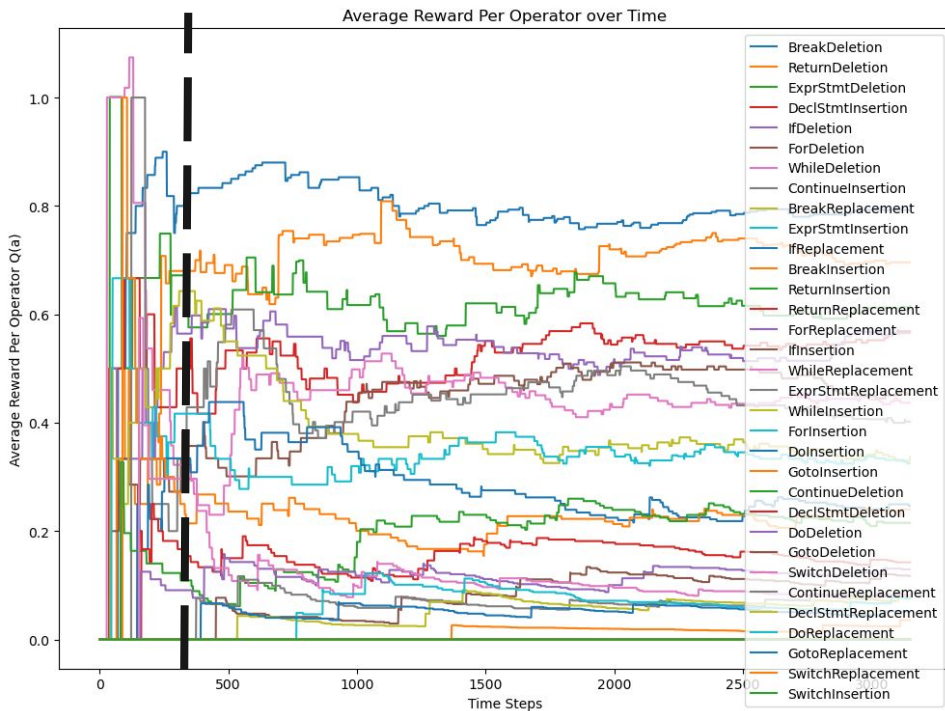
## RQ1: Which operator selection strategy leads to the best **efficacy** of search for **Neighbourhood Search** and Hill Climbing?



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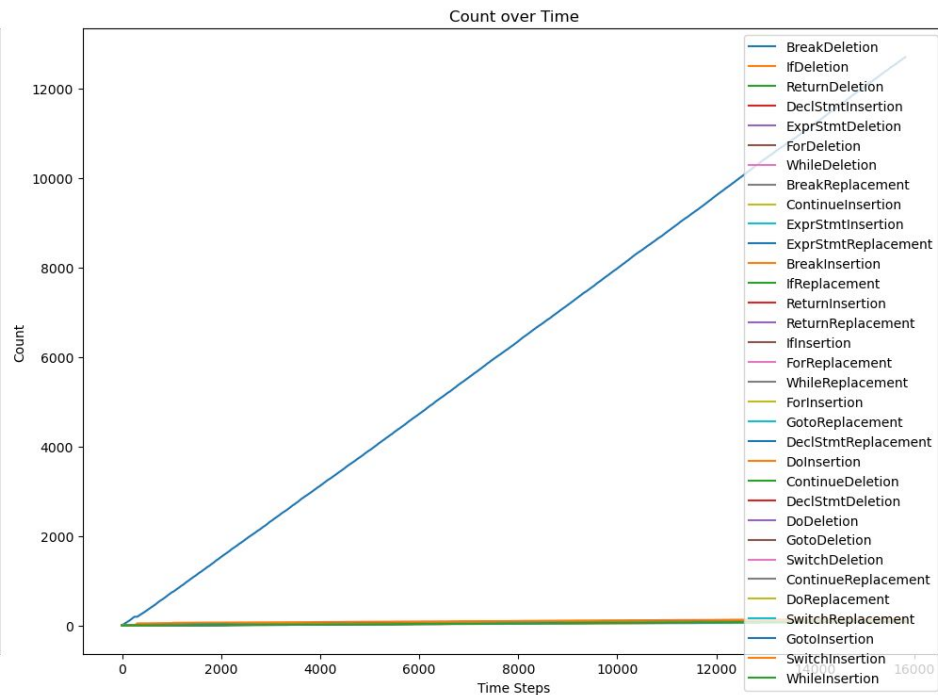
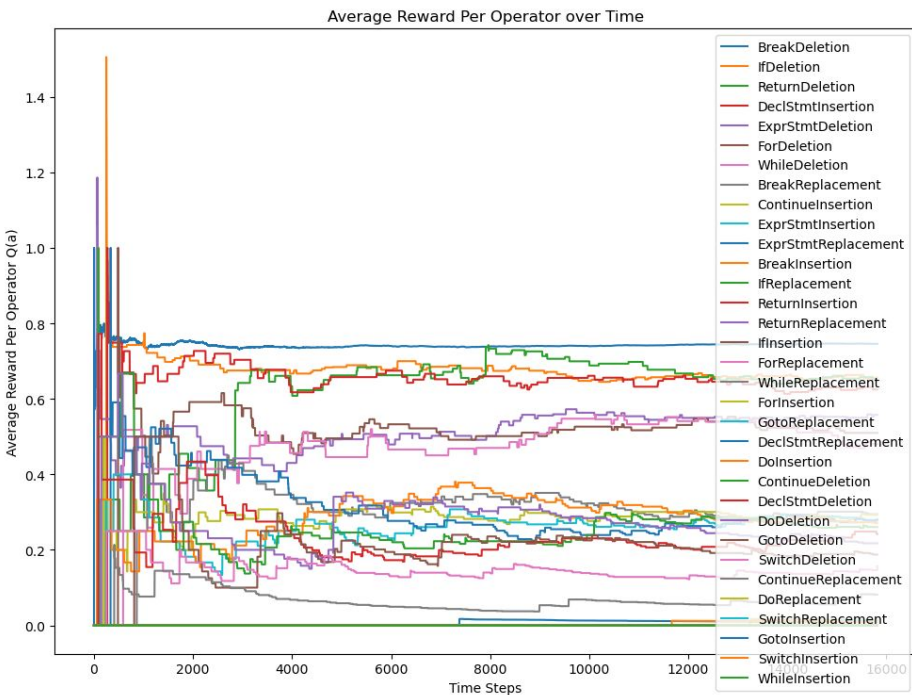


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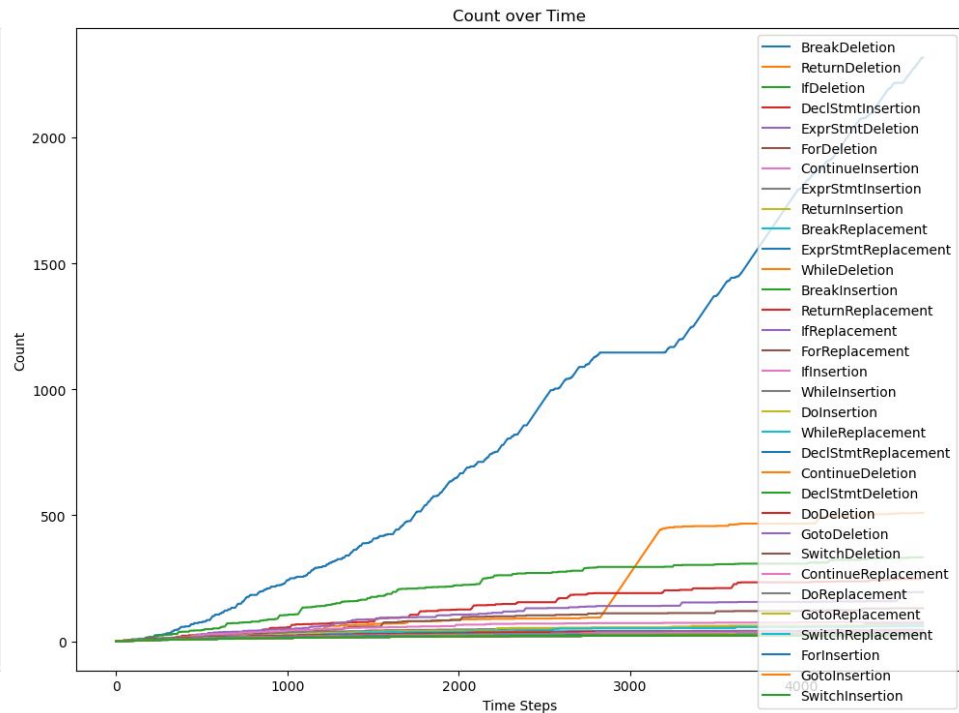
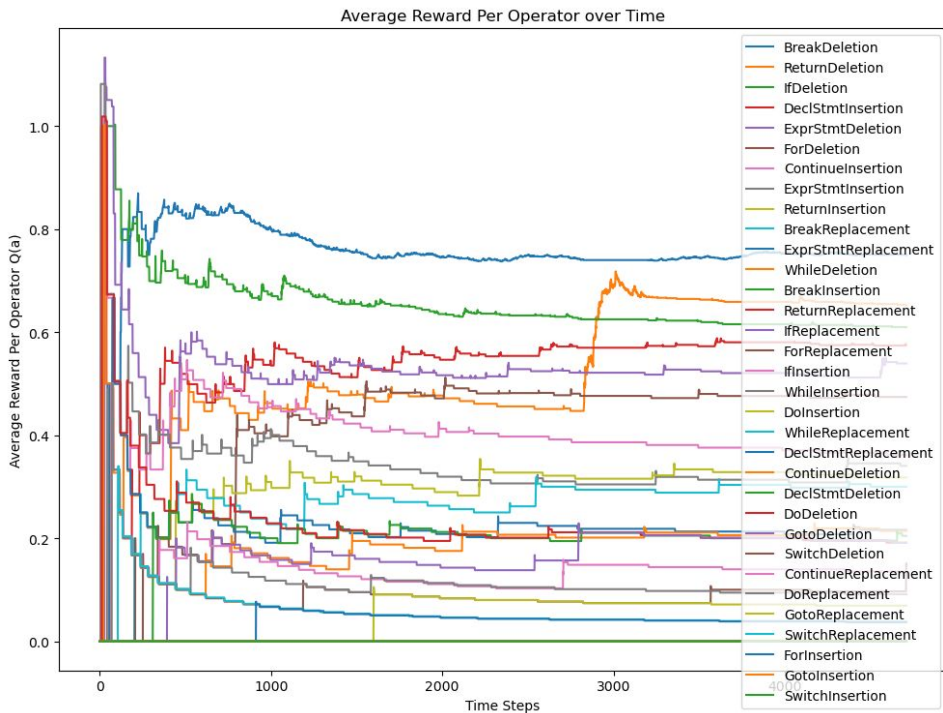
**Run statistics for Uniform Selector**

# RQ1: Which operator selection strategy leads to the best **efficacy** of search for **Neighbourhood Search** and Hill Climbing?



*Run statistics for Epsilon Greedy*

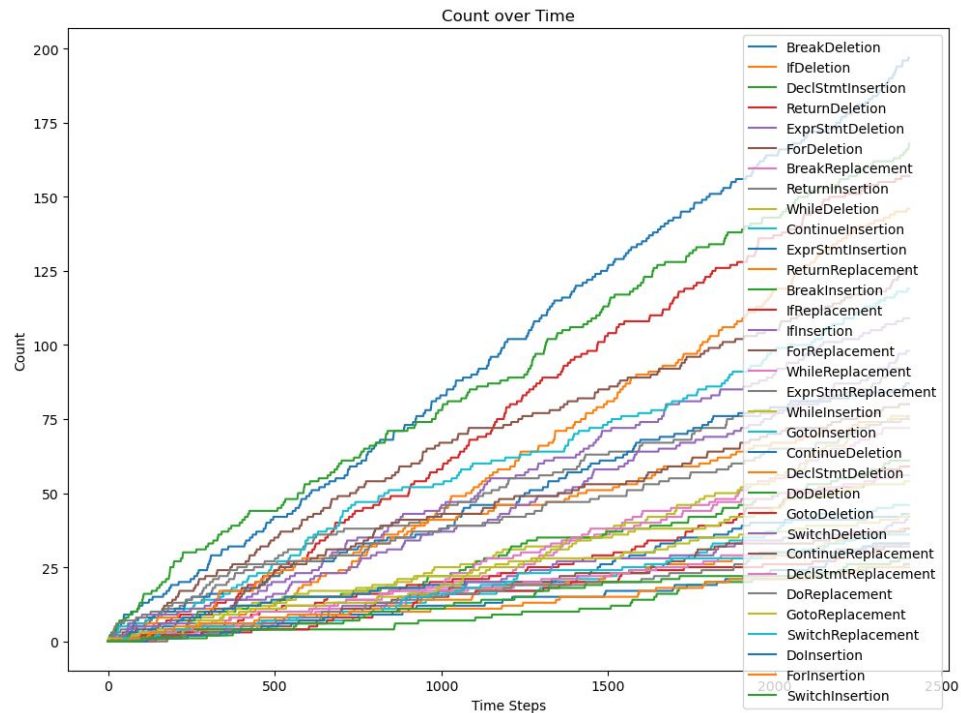
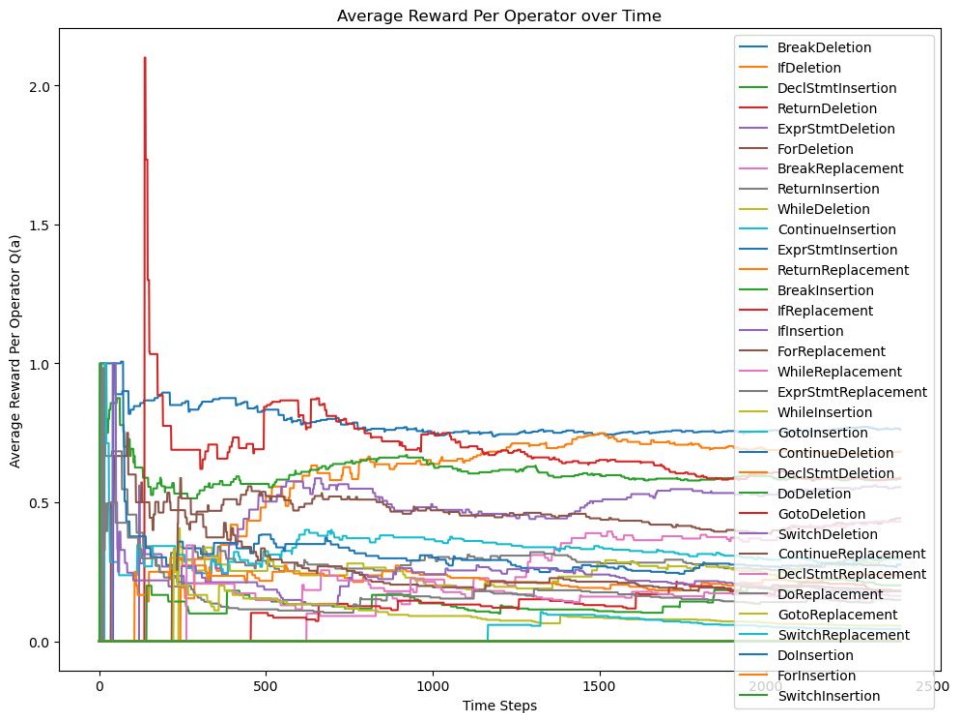
# RQ1: Which operator selection strategy leads to the best **efficacy** of search for **Neighbourhood Search** and Hill Climbing?



**Run statistics for UCB**

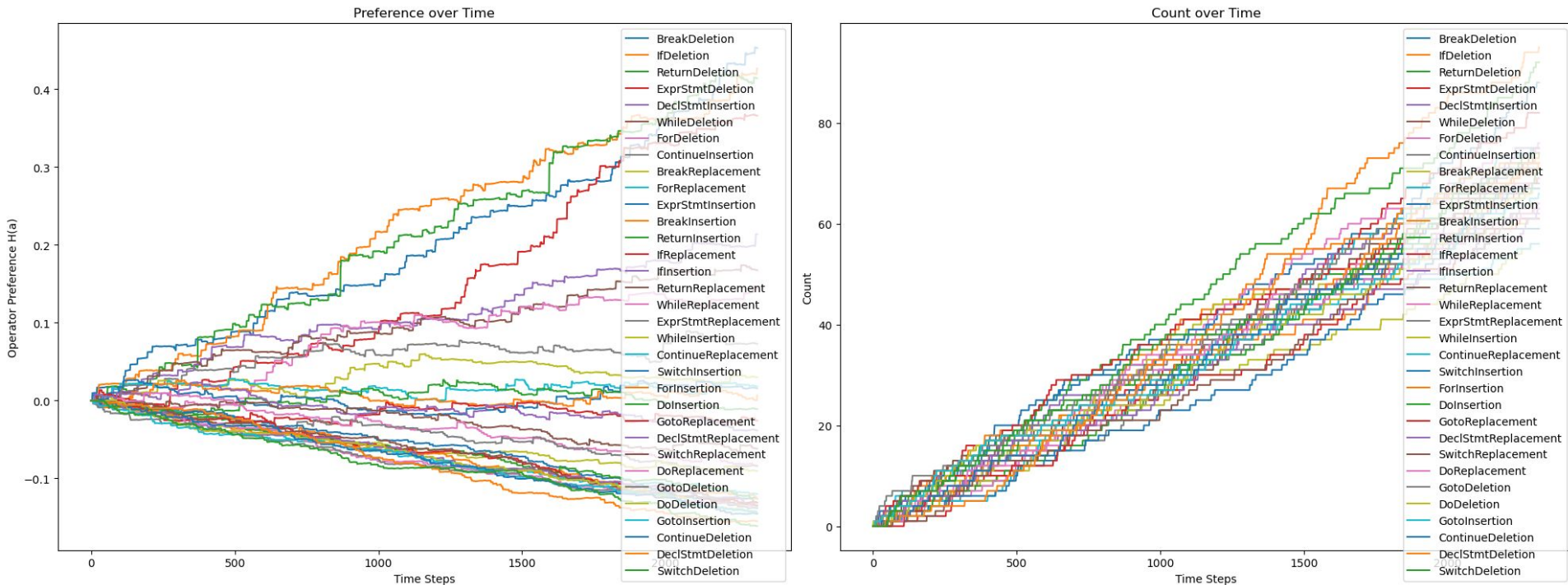


# RQ1: Which operator selection strategy leads to the best **efficacy** of search for **Neighbourhood Search** and Hill Climbing?



**Run statistics for Probability Matching**

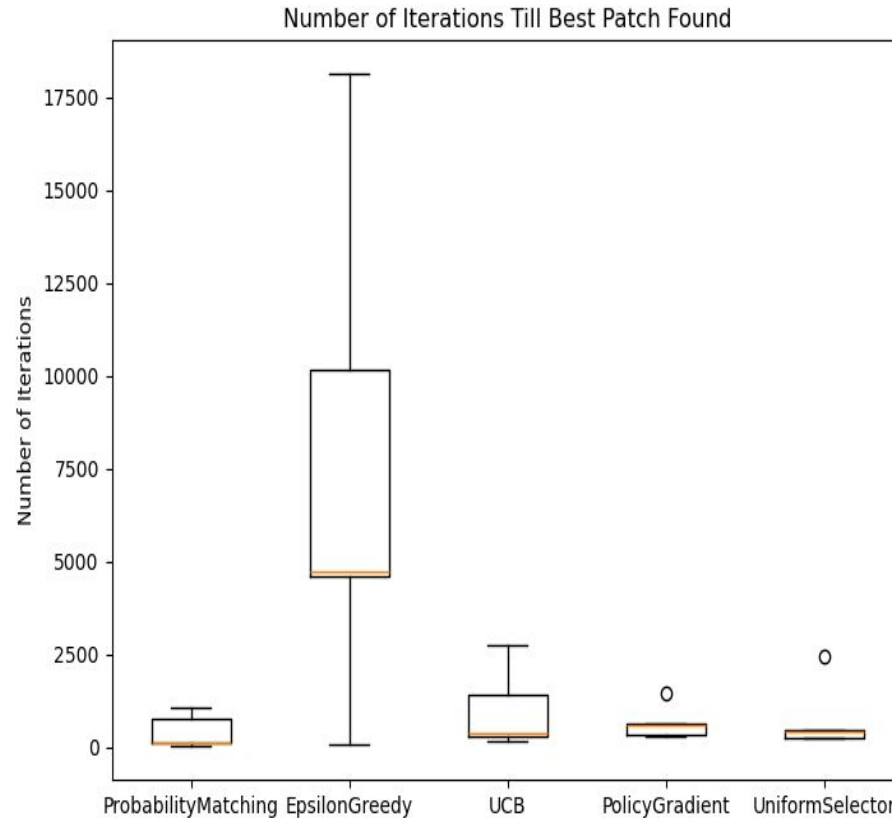
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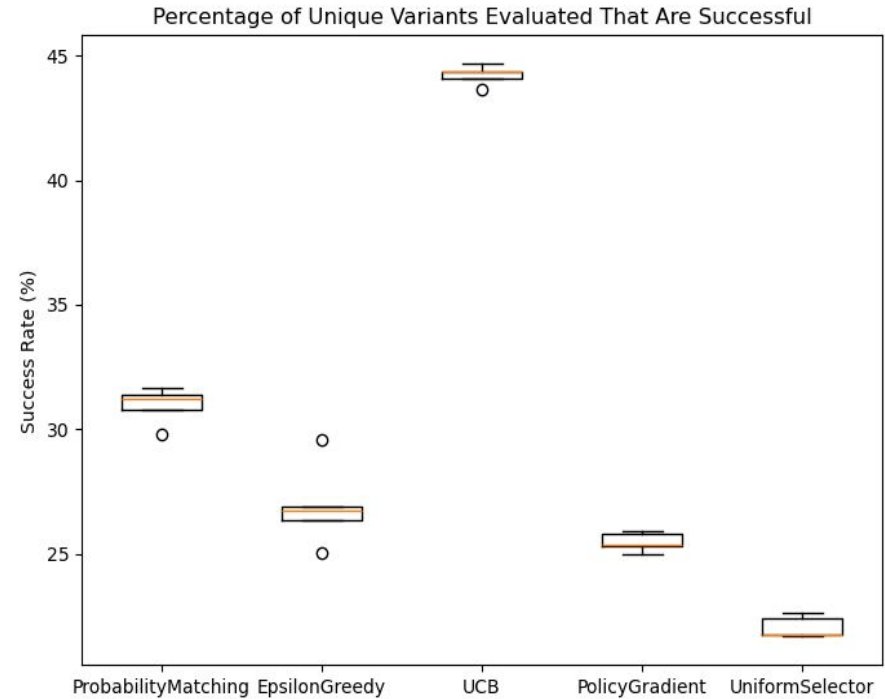
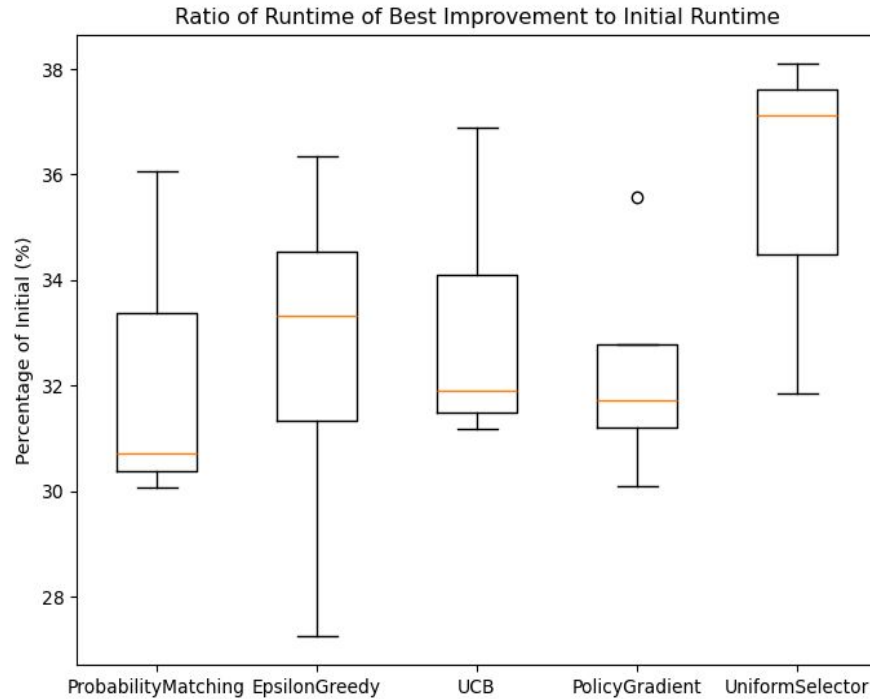
**Run statistics for Policy Gradient**



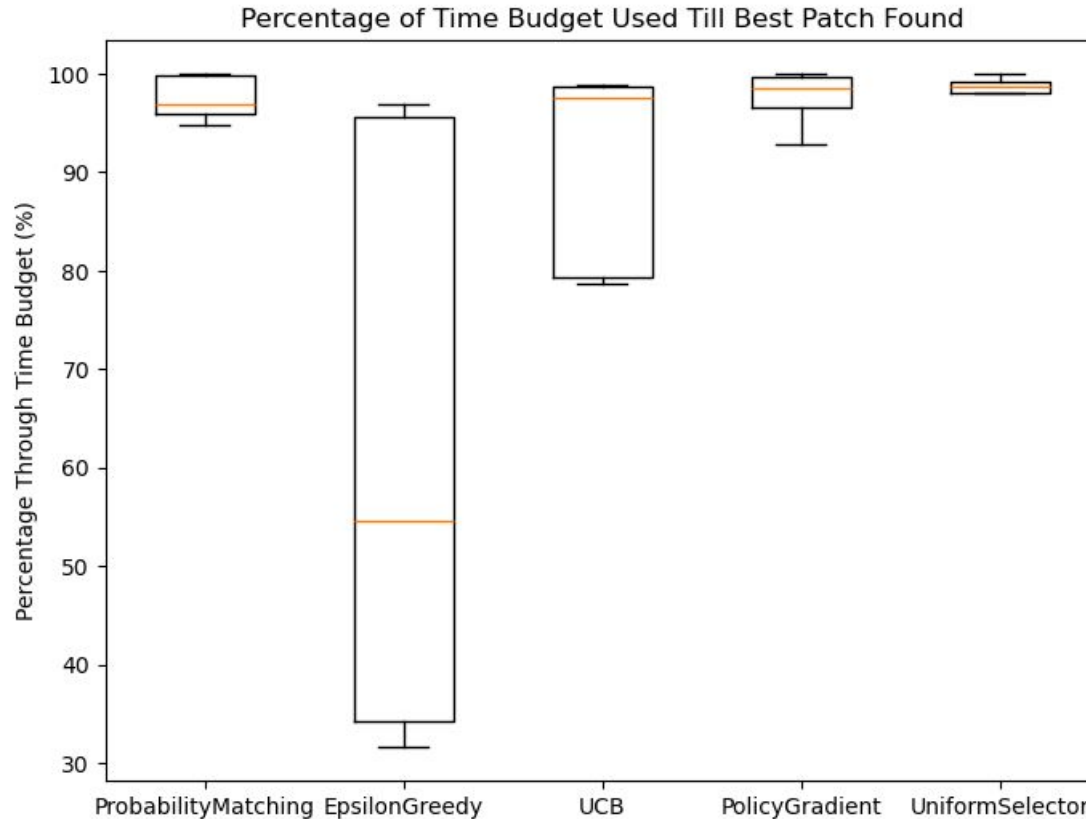
## RQ1: Which operator selection strategy leads to the best **efficiency** of search for **Neighbourhood Search** and Hill Climbing?



## RQ2: Which operator selection strategy leads to the best **efficacy** of search for Neighbourhood Search and **Hill Climbing**?



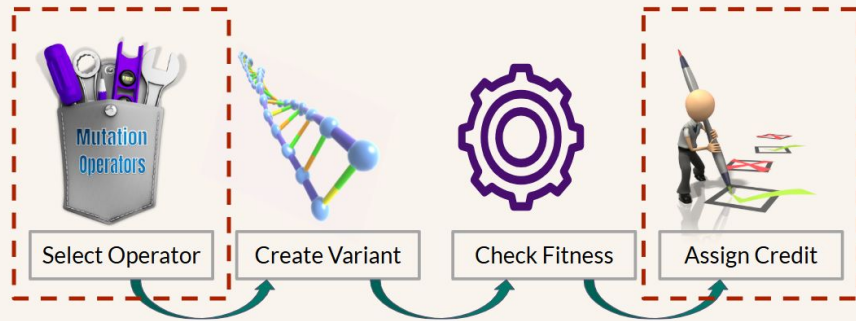
## RQ2: Which operator selection strategy leads to the best **efficiency** of search for Neighbourhood Search and **Hill Climbing**?



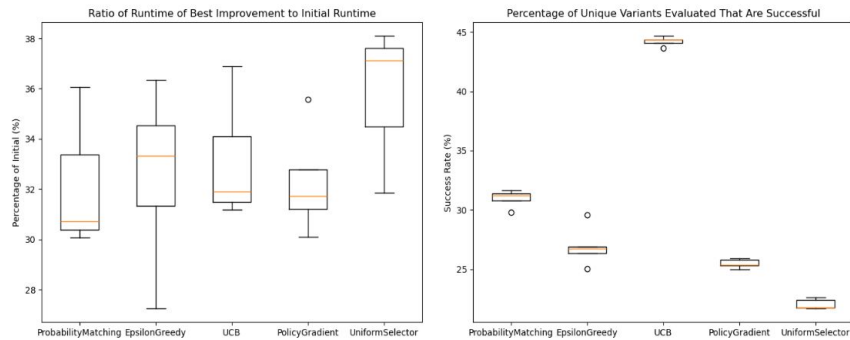
## Discussion

- The results for Hill Climbing are similar to those with the Neighbourhood Search experiments. E.g. BreakDeletion, ReturnDeletion still have the highest average reward
- The best edit found took only 27.24% of the original runtime to evaluate the 980 test instances in the validation split.
- Test-suite passing vs Manual analysis
- All operator selectors heavily value code deletion as is common with GI for runtime improvement (e.g. none of the test cases checks for exceptions, so the assert statements are redundant and thus deleted)
- Generalizability of MiniSAT benchmark
- Hyperparameter tuning

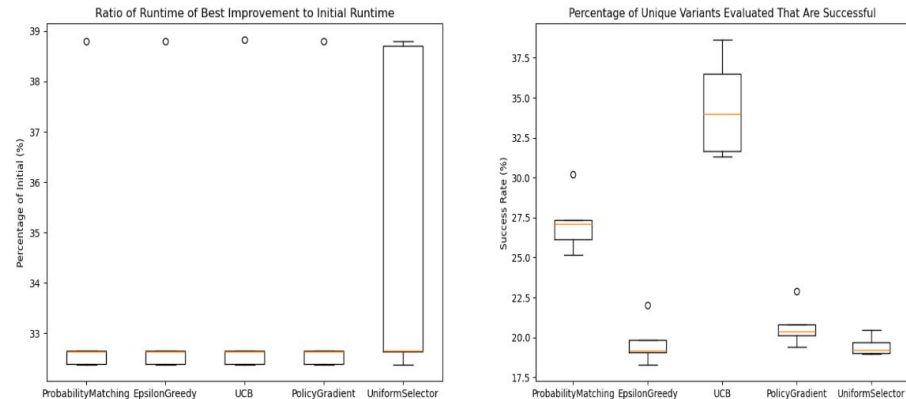
# Reinforcement learning aided mutation operator selection



**RQ2: Which operator selection strategy leads to the best efficacy of search for Neighbourhood Search and Hill Climbing?**



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## **EXTRA SLIDES**

**Value-based methods:** focus on learning how good each action is in a given situation.

*"How good is each action?"*

**Policy-based methods:** focus on learning the policy directly; learning what action to take in each state. They don't estimate values. Instead, they directly learn a policy function  $\pi(s)$ , which maps states to actions.

*"What action should I take?"*