## DM841 Discrete Optimization

# Lecture 9 Working Environment

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Outline

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1. Working Environment

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### **Building a Working Environment**

What will you need during the project? How will you organize it? How will you make things work together?

- ▶ src/ code that implements the algorithm (likely, several versions)
- ▶ bin/ place where to put your executables
- ▶ data/ input: Instances for the solver, parameters to guide the solver
- scripts/ code that runs batches of experiments or parses files
- ▶ res/ output: The result, the performance measurements
- ▶ log/ other log files produced by the run of the algorithm
- ▶ r/ analysis tools: statistics, data analysis, visualization
- ▶ doc/ or tex/ journal/report: A record of your experiments and findings, together with description of the algorithms.
- ▶ Makefile compiles the sources in src and puts the executables in bin.
- ▶ README explains how to compile, test and run the program. Eventually, it explains differences among versions.

→ organize everything like if you had to reproduce the same results in a few years from now.

### Example

#### Input controls on command line

```
xyz --main::instance ins1.txt --main::output-file log.txt --main::seed 12 > data.log
```

#### Output on stdout, self-describing

```
#stat instance.in 30 90
seed: 9897868
Parameter1: 30
Parameter2: A
Read instance. Time: 0.016001
begin try 1
best 0 col 22 time 0.004000 iter 0 par_iter 0
best 3 col 21 time 0.004000 iter 0 par_iter 0
best 1 col 21 time 0.004000 iter 0 par_iter 0
best 1 col 21 time 0.004000 iter 1 par_iter 1
best 6 col 20 time 0.004000 iter 3 par_iter 1
best 4 col 20 time 0.004000 iter 4 par_iter 1
best 2 col 20 time 0.004000 iter 6 par_iter 2
best 2 col 20 time 0.004000 iter 6 par_iter 4
exit iter 7 time 1.000062
```

### Example

#### If a single program that implements many heuristics

- re-compile for new versions but take old versions with a journal in archive.
- use command line parameters to choose among the heuristics
- C: getopt, getopt\_long, opag (option parser generator) Java: package org.apache.commons.cli EasyLocal: boost libraries
- use identifying labels in naming file outputs Example:

c0010.i0002.t0001.s02010.log

### Example

► You will need:

multiple runs, multiple instances, multiple classes and multiple algorithms.

Arrange this outside of your program: 

unix scripts (eg, bash one line program, perl, python, php)

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► Parse outputfiles: Example

```
grep #stat | cut -f 2 -d " "
```

See http://www.gnu.org/software/coreutils/manual/ for shell tools.

Data in form of matrix or data frame goes directly into R imported by read.table(), untouched by human hands!

```
alg instance run sol time

ROS 1e450_15a.col 3 21 0.00267

ROS 1e450_15b.col 3 21 0

ROS 1e450_15d.col 3 31 0.00267

RLF 1e450_15a.col 3 17 0.00533

RLF 1e450_15b.col 3 16 0.008
```

#### Text Editor

- ▶ vim (Vi IMproved) http://www.moolenaar.net/habits.html
- emacs
- ▶ Integrated development environment. Choose your favourite: http:// en.wikipedia.org/wiki/Integrated\_development\_environment



### **Graphics**

#### Visualization helps understanding

- Problem visualization (graphviz, igraph)
- ► Algorithm animation
- ► Results visualization: recommended R (more on this later)

### **Program Profiling**

- ► Check the correctness of your solutions many times
- ▶ Plot the development of
  - best visited solution quality
  - current solution quality

over time and compare with other features of the algorithm.

### **Code Optimization**

- ▶ Profile time consumption per program components
  - ▶ under Linux: gprof
    - 1. add flag -pg in compilation
    - 2. run the program
    - 3. gprof gmon.out > a.txt
  - ► Java VM profilers (plugin for eclipse) http://visualvm.java.net/

### Software Development

**Extreme Programming & Scrum** 

#### **Planning**

Release planning creates the schedule • Make frequent small releases • The project is divided into iterations • Publish early, revise often

#### Designing

Simplicity • No functionality is added early • Refactor: eliminate unused functionality and redundancy

#### Coding

Code must be written to agreed standards • Code the unit test first • All production code is pair programmed • Leave optimization till last • No overtime • Pair programming

#### **Testing**

All code must have unit tests  $\bullet$  All code must pass all unit tests before it can be released  $\bullet$  When a bug is found tests are created

## **Development of Heuristics**

- ► Implement
- ▶ experiment
- ▶ fail
- ▶ think
- ► try again!