



# HeuristicLab

A Paradigm-Independent and Extensible  
Environment for Heuristic Optimization

# Algorithm and Experiment Design with HeuristicLab

An Open Source Optimization Environment for  
Research and Education

S. Wagner, M. Affenzeller

Heuristic and Evolutionary Algorithms Laboratory (HEAL)  
School of Informatics/Communications/Media, Campus Hagenberg  
University of Applied Sciences Upper Austria



**HEAL**

Heuristic and Evolutionary  
Algorithms Laboratory



Josef Ressel-Zentrum  
**HEUREKA!**

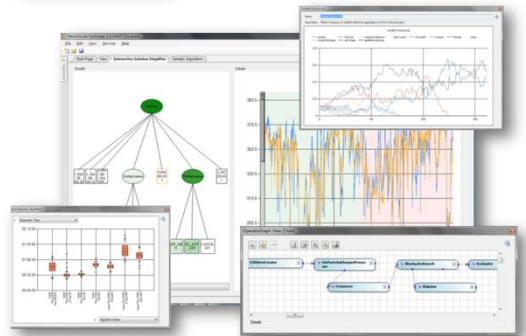
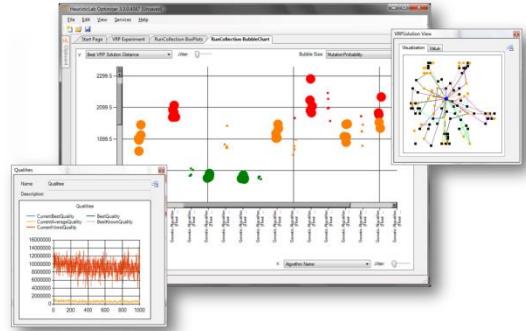
# Agenda

- Introduction
- Where to get HeuristicLab?
- Plugin Infrastructure
- Graphical User Interface
- Available Algorithms & Problems
- Demonstration
- Some Additional Features
- Planned Features
- Team
- Bibliography
- Questions & Answers

# Introduction



- Motivation and Goals
  - graphical user interface
  - paradigm independence
  - multiple algorithms and problems
  - large scale experiments and analyses
  - parallelization
  - extensibility, flexibility and reusability
  - visual and interactive algorithm development
  - multiple layers of abstraction
- Facts
  - development of HeuristicLab started in 2002
  - based on Microsoft .NET and C#
  - used in research and education
  - second place at the *Microsoft Innovation Award 2009*
  - open source (GNU General Public License)
  - version 3.3.0 released on May 18th, 2010
  - latest version 3.3.8 released on May 10th, 2013



# Where to get HeuristicLab?

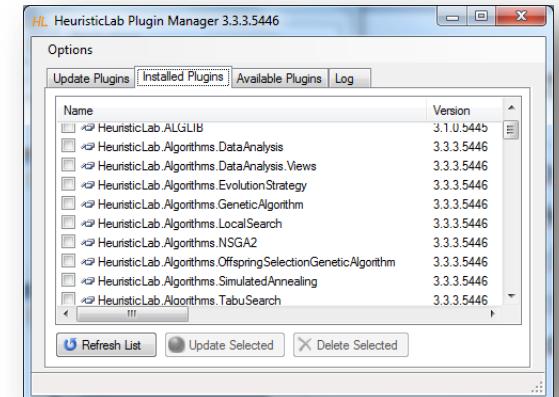
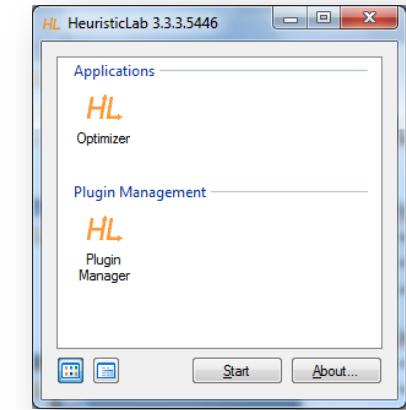


- Download binaries
  - deployed as ZIP archives
  - latest stable version 3.3.8
    - released on May 10th, 2013
  - daily trunk builds
  - <http://dev.heuristiclab.com/download>
- Check out sources
  - SVN repository
  - HeuristicLab 3.3.8 tag
    - <http://dev.heuristiclab.com/svn/hl/core/tags/3.3.8>
  - current development trunk
    - <http://dev.heuristiclab.com/svn/hl/core/trunk>
- License
  - GNU General Public License (Version 3)
- System requirements
  - Microsoft .NET Framework 4.0 Full Version
  - enough RAM and CPU power ;-)

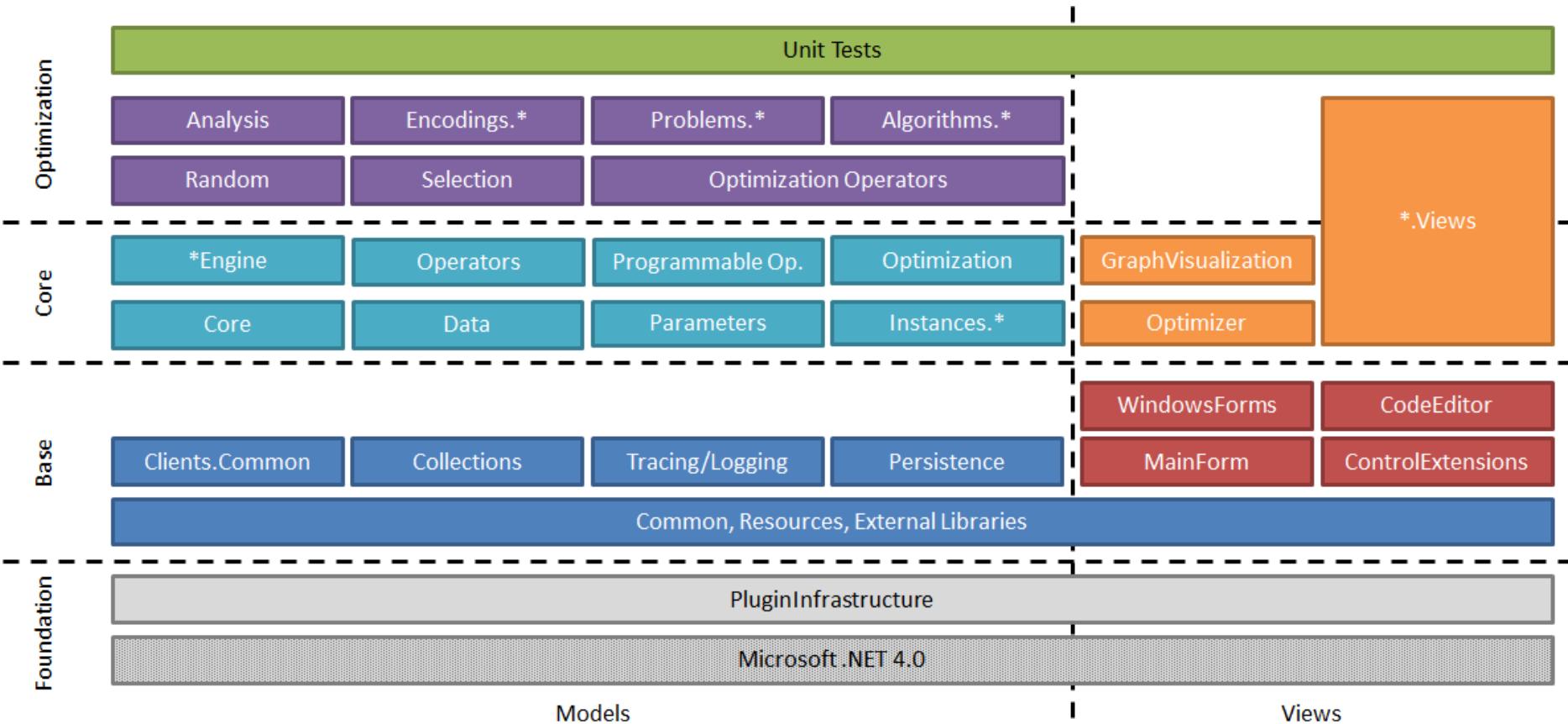
A screenshot of the HeuristicLab Development Homepage. The page features a header with the HeuristicLab logo and navigation links for Home, Status Board, View Tickets, Timeline, Browse Source, and Search. Below the header is a banner with the text "Welcome to the HeuristicLab Development Homepage". The main content area includes sections for "At a glance", "Publications and Projects", "Citation", and three boxes for "Users", "Developers", and "Download". The "At a glance" section contains links to the Status Board, developer blog, and support email. The "Publications and Projects" section mentions the software's use in research projects and provides a citation for a related PhD thesis by S. Wagner. The "Users", "Developers", and "Download" boxes provide links to various documentation and resources.

# Plugin Infrastructure

- HeuristicLab consists of many assemblies
  - 131 plugins in HeuristicLab 3.3.8
  - plugins can be loaded or unloaded at runtime
  - plugins can be updated via internet
  - application plugins provide GUI frontends
- Extensibility
  - developing and deploying new plugins is easy
  - dependencies are explicitly defined, automatically checked and resolved
  - automatic discovery of interface implementations (service locator pattern)
- Plugin Manager
  - GUI to check, install, update or delete plugins



# Plugin Architecture

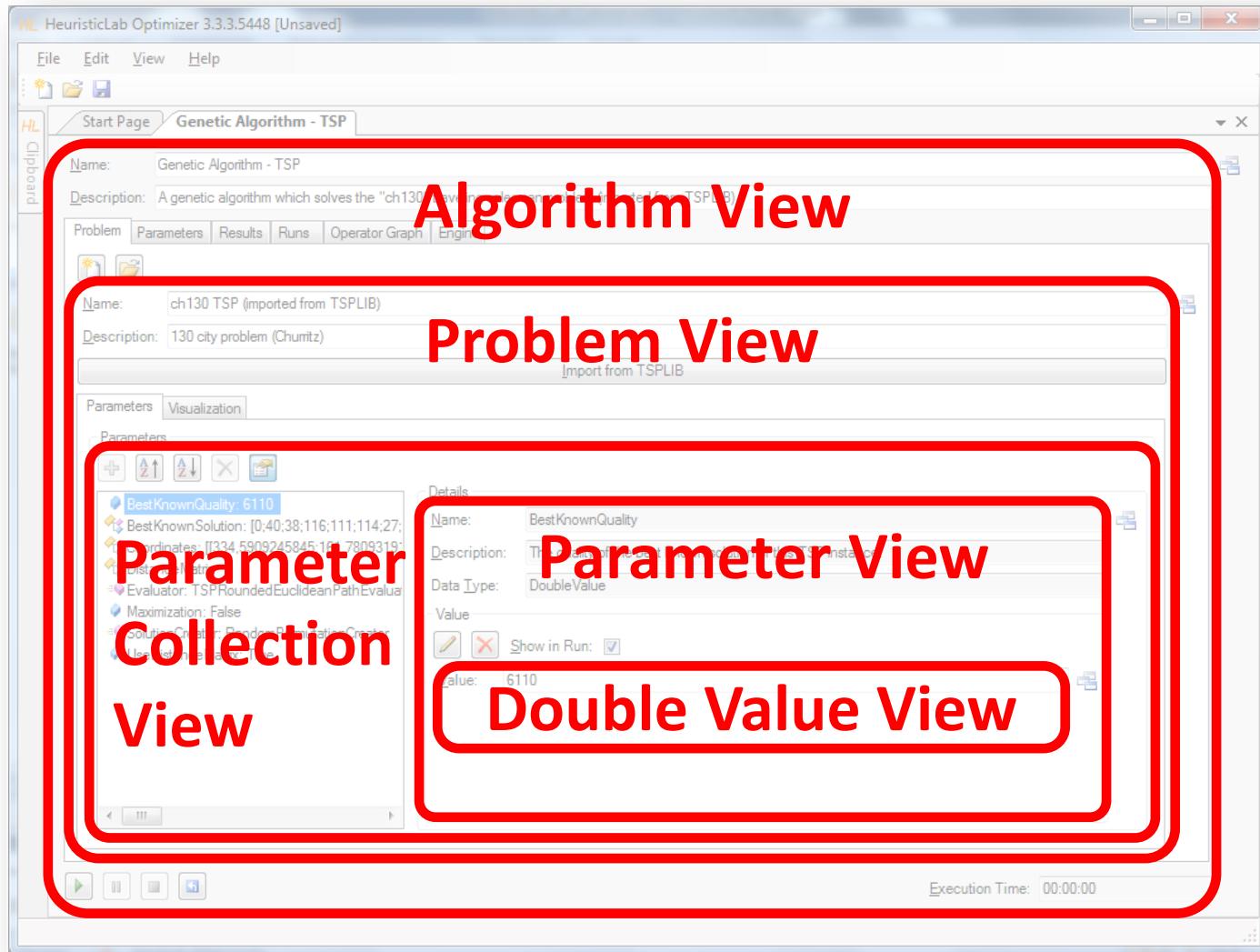


# Graphical User Interface



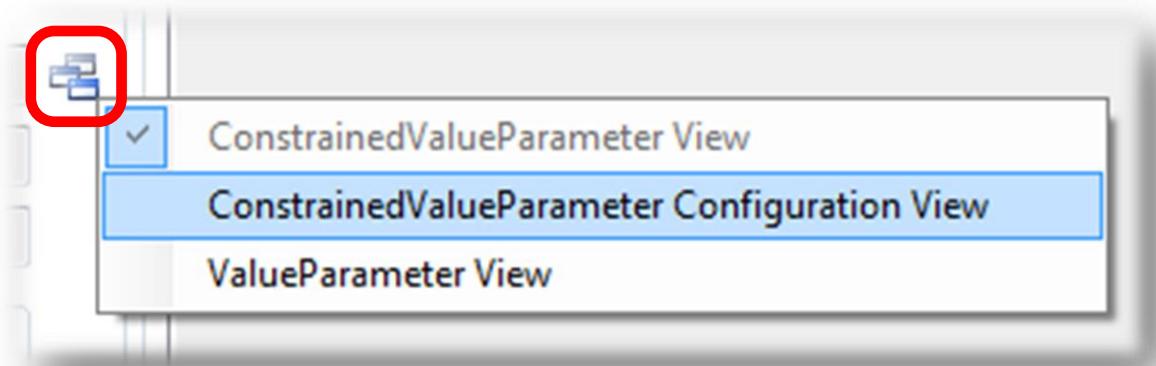
- HeuristicLab GUI is made up of views
  - views are visual representations of content objects
  - views are composed in the same way as their content
  - views and content objects are loosely coupled
  - multiple different views may exist for the same content
- Drag & Drop
  - views support drag & drop operations
  - content objects can be copied or moved (shift key)
  - enabled for collection items and content objects

# Graphical User Interface



# Graphical User Interface

- ViewHost
  - control which hosts views
  - right-click on windows icon to switch views
  - double-click on windows icon to open another view
  - drag & drop windows icon to copy contents



# Available Algorithms & Problems

## Algorithms

- Evolution Strategy
- Genetic Algorithm
- Genetic Programming
- Hungarian Algorithm
- Island Genetic Algorithm
- Island Offspring Selection Genetic Algorithm
- LM-BFGS
- Local Search
- NSGA-II
- Offspring Selection Genetic Algorithm
- Particle Swarm Optimization
- Relevant Alleles Preserving GA (RAPGA)
- Robust Taboo Search
- SASEGASA
- Scatter Search
- Simulated Annealing
- Tabu Search
- User-defined Algorithm
- Variable Neighborhood Search
- Performance Benchmarks
- Cross Validation
- Gaussian Process Regression and Least-Squares Classification
- k-Means
- Linear Discriminant Analysis
- Linear Regression
- Multinomial Logit Classification
- Nearest Neighbor Regression and Classification
- Neural Network Regression and Classification
- Random Forest Regression and Classification
- Support Vector Regression and Classification

## Problems

- Artificial Ant
- Classification
- Clustering
- External Evaluation Problem
- Job Shop Scheduling
- Knapsack
- Lawn Mower
- Linear Assignment
- OneMax
- Quadratic Assignment
- Regression
- Single-Objective Test Function
- Symbolic Classification
- Symbolic Regression
- Symbolic Time-Series Prognosis
- Traveling Salesman
- User-defined Problem
- Vehicle Routing

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# Some Additional Features

- HeuristicLab Hive
  - parallel and distributed execution of algorithms and experiments on many computers in a network
- Optimization Knowledge Base (OKB)
  - database to store algorithms, problems, parameters and results
  - open to the public
  - open for other frameworks
  - analyze and store characteristics of problem instances and problem classes
- External solution evaluation and simulation-based optimization
  - interface to couple HeuristicLab with other applications (MATLAB, AnyLogic, ...)
  - supports different protocols (command line parameters, TCP, ...)
- Parameter grid tests and meta-optimization
  - automatically create experiments to test large ranges of parameters
  - apply heuristic optimization algorithms to find optimal parameter settings for heuristic optimization algorithms



# Planned Features

- Algorithms & Problems
  - steady-state genetic algorithm
  - unified tabu search for vehicle routing
  - estimation of distribution algorithms
  - evolution of Robocode bots
  - ...
- Cloud Computing
  - port HeuristicLab Hive to Windows Azure
- Statistics
  - implement statistical tests and automated statistical analysis
- Have a look at the HeuristicLab roadmap
  - <http://dev.heuristiclab.com/trac/hl/core/roadmap>
- Any other ideas, requests or recommendations?
  - join our HeuristicLab Google group [heuristiclab@googlegroups.com](mailto:heuristiclab@googlegroups.com)
  - write an e-mail to [support@heuristiclab.com](mailto:support@heuristiclab.com)

# HeuristicLab Team



Heuristic and Evolutionary Algorithms Laboratory (HEAL)  
School of Informatics, Communications and Media  
University of Applied Sciences Upper Austria

Softwarepark 11  
A-4232 Hagenberg  
AUSTRIA

WWW: <http://heal.heuristiclab.com>



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Actas del séptimo congreso español sobre Metaheurísticas, Algoritmos Evolutivos y Bioinspirados (MAEB'2010), 2010
- Detailed list of all publications of the HEAL research group: <http://research.fh-ooe.at/de/orgunit/detail/356#showpublications>

# Questions & Answers



<http://dev.heuristiclab.com>

[heuristiclab@googlegroups.com](mailto:heuristiclab@googlegroups.com)

<http://www.youtube.com/heuristiclab>

<http://www.facebook.com/heuristiclab>