

Solving the Large Scale Next Release Problem with a Backbone-Based Multilevel Algorithm

Jifeng Xuan, He Jiang, *Member, IEEE*, Zhilei Ren, and Zhongxuan Luo

Abstract—The Next Release Problem (NRP) aims to optimize customer profits and requirements selection for the software releases. The research on the NRP is restricted by the growing scale of requirements. In this paper, we propose a Backbone-based Multilevel Algorithm (BMA) to address the large scale NRP. In contrast to direct solving approaches, the BMA employs multilevel reductions to downgrade the problem scale and multilevel refinements to construct the final optimal set of customers. In both reductions and refinements, the backbone is built to fix the common part of the optimal customers. Since it is intractable to extract the backbone in practice, the approximate backbone is employed for the instance reduction while the soft backbone is proposed to augment the backbone application. In the experiments, to cope with the lack of open large requirements databases, we propose a method to extract instances from open bug repositories. Experimental results on 15 classic instances and 24 realistic instances demonstrate that the BMA can achieve better solutions on the large scale NRP instances than direct solving approaches. Our work provides a reduction approach for solving large scale problems in search-based requirements engineering.

Index Terms—The next release problem, backbone, soft backbone, multilevel algorithm, requirements instance generation, search-based requirements engineering.

1 INTRODUCTION

FOR a large software project, determining the requirements assignment in the next release is an important problem in the requirements phase [12]. The customers of the software wish to purchase the products suitable for their needs, while the software company wishes to select optimal requirements to maximize commercial profits [48]. Due to the complexity of customer requests and product requirements, decisions for software releases frequently conflict with efforts to maximize the profits of the project [10]. To maximize the profits of a software project, an ideal approach is to implement all the requirements to satisfy each potential customer. Limited by the software costs (e.g., the budget or the development time), only a subset of these requirements can be selected in the next release [48]. From the perspective of the software company, the goal of the next release is to select the optimal requirements to maximize the customer profits. However, two factors restrict the development of requirements selection: the problem scale and the requirements dependency.

On one hand, when facing large scale requirements management, it is time-consuming to optimize customer profits [49]. The growth in scale has been listed as one of the nine research hotspots in the future of requirements engineering [10]. Some studies have focused on the large scale requirements analysis. For example, 1,000 requirements

are provided for the experiments on elicitation and triage in the *SugarCRM* project [9], [14]; 2,400 market requirements and 1,100 business requirements are handled for the next release in the *Baan* software framework [48]. Although some optimization technologies are introduced to balance the customer profits and requirements costs, such as the cost-value approaches [32], the linguistic-engineering approaches [48], [49], and the search-based approaches [5], [57], it is still a challenge to select an optimal decision for large scale requirements problems [67].

On the other hand, the requirements dependencies increase the complexity of requirements optimization. In the modern incremental software development process, new-coming requirements may build joint functions with previous and associate requirements [50]. An industry survey shows that about 80 percent requirements are constrained by dependencies which significantly complicate the decision for the software releases [8].

In this paper, we address large scale requirements selection with the Next Release Problem (NRP), which is proposed to model the decision for customer profits and requirements costs [4]. The NRP seeks to maximize customer profits from a set of dependent requirements under the constraint of a predefined budget bound. Assisted by the NRP, a requirements engineer can make a decision for software requirements to balance the profits of the company and the customers. As a combinatorial optimization problem, the NRP has been proven to be “ \mathcal{NP} -hard even when it is basic and customer requirements are independent” [4], i.e., unless $\mathcal{P} = \mathcal{NP}$, there exists no exact algorithm to select the optimal set of customers to maximize the profits in polynomial time [18]. In practice, especially for a large scale problem, it is hard to exactly optimize the decision of the NRP. Thus, it is straightforward to design approximate algorithms to generate near-optimal

- J. Xuan, H. Jiang, and Z. Ren are with the School of Software, Dalian University of Technology, Dalian 116621, China. E-mail: {xuan, ren}@mail.dlut.edu.cn, hejiang@ieee.org.
- Z. Luo is with the School of Mathematical Sciences, Dalian University of Technology, Dalian 116621, China. E-mail: zxl原因@dlut.edu.cn.

Manuscript received 7 Dec. 2010; revised 1 Aug. 2011; accepted 15 Aug. 2011; published online 31 Aug. 2011.

Recommended for acceptance by J. Cleland-Huang.

For information on obtaining reprints of this article, please send e-mail to: tse@computer.org, and reference IEEECS Log Number TSE-2010-12-0360. Digital Object Identifier no. 10.1109/TSE.2011.92.

decisions within polynomial time. Many search-based approaches have been proposed to approximately solve the NRP and its variant problems, including greedy algorithms [4], [25], greedy randomized adaptive search procedures [4], local searches (e.g., a hill climbing or a Simulated Annealing (SA)) [4], [5], genetic algorithms [13], [57], ant colony optimizations [31], [13], etc. A few of these approaches (e.g., a simulated annealing [7] and a genetic algorithm [52]) can work effectively on the small scale NRP. However, these approaches for the small scale problems cannot be directly applied to the large scale problems. For example, Natt och Dag et al. [48] show the hardness of large scale requirements management by analyzing the relationship between customer requests and product requirements; Svahnberg et al. discuss the growing complexity while the problem scale improves [59]. For the large scale NRP,¹ it is necessary to design an effective algorithm to cope with the increasing problem scale.

In this paper, we propose a Backbone-based Multilevel Algorithm (BMA) to iteratively solve the large scale NRP. In contrast to direct solving approaches, the BMA iteratively downgrades the scale of the problem by fixing the *backbone*, which can be approximately viewed as the common part of customers with optimal requirements. The backbone is one of the effective tools in large scale combinatorial optimization in recent years [58], [64], [30]. In our work, two kinds of backbones are employed for the NRP, namely, the *approximate backbone* (the common part of customers from a given number of local optimal solutions) and the *soft backbone* (the customers, who add zero cost to the requirements selection). Based on the backbone, we can break a large scale problem down to small ones and refine the solution to the original problem.

To face the lack of open large requirements databases, we propose a method to mine the NRP instances² from open bug repositories. Knowledge from bug repositories is extracted to generate the information of requirements. For example, we map a bug report and a user in open bug repositories to a requirement and a customer in requirements engineering. Based on our method, we can generate realistic NRP instances from open bug repositories.

In our work, first, we give the definitions of the NRP model and illustrate the NRP with an example. Then, we define the NRP backbone and propose the instance reduction approach for the NRP. In the implementation of the backbone, we use the approximate backbone to replace the backbone and present the similarity between the approximate backbone and the backbone via the fitness landscape analysis; to augment the application of the approximate backbone, we propose the new concept of the soft backbone. Next, we employ the approximate backbone and the soft backbone to design BMA, which employs a multilevel strategy to enhance the instance reduction. The framework of BMA includes three phases, namely, reduction, solving, and refinement. Finally, experiments are conducted on 15 instances generated from the classic literature and 24 new instances extracted from

open bug repositories. Experimental results show that our BMA can achieve better solutions than direct solving algorithms on large scale NRP instances.

The primary contributions of this paper are as follows:

1. We present a new algorithm, BMA, to reduce the problem scale of the NRP. In this algorithm, we show how to incorporate the backbone into an approximate algorithm for solving large scale problems. To our knowledge, this is the first application of the backbone in requirements engineering.
2. We propose the soft backbone to augment the existing concept of the backbone in both software engineering and combinatorial optimization. In our work, the soft backbone is directly obtained from the instance after the instance reduction by fixing the selected near-optimal customers.
3. We generate new NRP instances from bug repositories of three open source software projects. The bug repositories are mined to cope with the lack of open requirements repositories. This method of mining new instances can provide realistic instances for the empirical research.
4. We experimentally evaluate the BMA and two other existing algorithms for large scale NRP instances. Numerous experimental results on both solution quality and running time are shown to present the performance of these algorithms.

This paper is an extension of our previous work presented in the Search-Based Software Engineering (SBSE) Track at the 12th Annual Conference on Genetic and Evolutionary Computation (GECCO '10) [28]. In this extension, we add the new concept of the soft backbone, the new method for instance generation, and numerous experimental results.

The remainder of this paper is organized as follows: Section 2 states the definitions of the NRP. Section 3 shows the NRP backbone and the instance reduction. In Section 4, we propose the BMA for the NRP. Section 5 presents the experiments and results. Section 6 gives the threats to validity in our work. Section 7 lists the related work. Section 8 briefly concludes this paper and presents our future work.

2 PROBLEM DEFINITIONS

In this section, we present the related definitions of the NRP and illustrate the NRP with an example instance.

The NRP can be retrieved from the following scenario [4]: In the requirements analysis phase of a software project, a necessary step is to select adequate requirements in the next release to achieve maximized commercial profits within a limited cost. Each customer requests a fraction of candidate requirements and provides a potential commercial profit for the software company. In a real-world project, the dependencies among candidate requirements restrict the selection of customer profits. The NRP aims to determine a subset of customers to achieve maximum profits under a predefined budget bound.

According to this application scenario, we give the formal definitions of the NRP as follows: In a software project, let R be the set of all the candidate requirements

1. Throughout this paper, the *large scale NRP* can be viewed as the NRP in large scale requirements management, which is to balance the customer profits and requirements costs in large scale software projects.

2. An *instance* is a detailed model generated by specifying particular values for all the parameters of a problem [39].

TABLE 1
Requirements and Dependencies

Requirement	Description	Cost	Arc
r_1	Expanding memory on BTS controller	2	
r_2	BTS variant	5	
r_3	Market entry feature 1	4	
r_4	Market entry feature 2	3	(r_3, r_4)
r_5	Market entry feature 3	8	(r_4, r_5)
r_6	Next generation BTS	1	(r_2, r_6)
r_7	Pole mount packaging	5	(r_2, r_7)
r_8	Software quality initiative	2	

and the cardinality of R is $|R| = m$. Each requirement $r_j \in R$ ($1 \leq j \leq m$) is associated with a nonnegative cost $c_j \in C$. A directed acyclic graph $G = (R, E)$ denotes the dependencies among these requirements, where R is the set of vertices and E is the set of arcs. In the dependency graph G , an arc $(r', r) \in E$ indicates that the requirement r depends on r' , i.e., if r is implemented in the next release, r' must be implemented as well to satisfy the dependency. The requirement r is called the child requirement of r' . Let $parents(r)$ be the set of requirements which can reach r via one or more arcs. More formally, $parents(r) = \{r' \in R | (r', r) \in E \text{ or } (r', r'') \in E, r'' \in parents(r)\}$. All the requirements in $parents(r)$ must be implemented to ensure the implementation of r .

Let S be all the customers related to the requirements R and $|S| = n$. Each customer $s_i \in S$, requests a set of requirements $R_i \subseteq R$. Let $w_i \in W$ be the profit gained from the customer s_i . Let $parents(R_i) = \cup_{r \in R_i} parents(r)$. For a given customer s_i let the set of total requirements requested by s_i be $\hat{R}_i = R_i \cup parents(R_i)$. Under the above definitions, a customer s_i can be satisfied by the software release decision if and only if all the requirements in \hat{R}_i are implemented in the next release. Let the cost for satisfying the customer s_i be $cost(\hat{R}_i) = \sum_{r_j \in \hat{R}_i} c_j$. A subset of customers $S_0 \subseteq S$ can be viewed as a solution. To facilitate the following discussion, we also formulate a solution as a set of ordered pairs, i.e., the solution $S_0 \subseteq S$ is denoted as $X = \{(i, p) | p = 1, s_i \in S_0 \text{ or } p = 0, s_i \notin S_0\}$. It is easy to convert the form of X or S_0 into each other. Let the cost of a solution X be $cost(X) = cost(\cup_{(i,1) \in X} \hat{R}_i)$ and the objective function of X (i.e., the profit of X) be $\omega(X) = \sum_{(i,1) \in X} w_i$.

Definition 1. The next release problem.

Given a directed acyclic requirements dependency graph $G = (R, E)$, each customer $s_i \in S$ directly requests a set of requirements R_i . The profit of s_i is $w_i \in W$ and the cost of requirement $r_j \in R$ is $c_j \in C$. A predefined budget bound is b .

The goal of the NRP is to find an optimal solution X^* , to maximize $\omega(X)$, subject to $cost(X) \leq b$.

For an NRP instance, the scale is $n = |S|$. To simplify the statements, all the values of an NRP instance are integers except special specifications. For a real-world application, it is easy to convert a noninteger NRP instance into an integer-only instance by magnifying the same multiple for all the values.

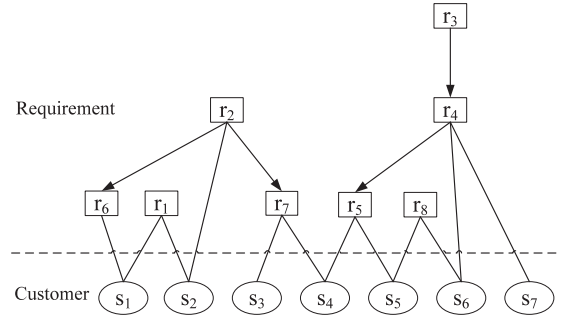


Fig. 1. Requirements dependencies and customer requests.

An NRP instance with seven customers and eight requirements is illustrated as follows: The requirements are extracted from a communication company project, which is introduced in [50]. Table 1 shows the description of these eight requirements and the dependencies. In Fig. 1, we present the dependency graph and the requirements requested by customers, where the arrows from top to bottom indicate the dependencies and the lines indicate customer requests. For the requirements set $R = \{r_1, r_2, \dots, r_8\}$, let the costs c_1, c_2, \dots, c_8 of these requirements be 2, 5, 4, 3, 8, 1, 5, 2, respectively; for the customer set $S = \{s_1, s_2, \dots, s_7\}$, let the profits w_1, w_2, \dots, w_7 of these customers be 7, 2, 6, 5, 4, 3, 1. Taking s_1 as an example, the total requirements requested by s_1 are $\hat{R}_1 = \{r_1, r_2, r_6\}$, the cost for satisfying the requirements is $cost(\hat{R}_1) = 8$, and the profit of s_1 is $w_1 = 7$.

Given a predefined budget bound $b = 26$, the profit and the cost of a feasible solution $X_1 = \{(1, 1), (2, 0), (3, 1), (4, 0), (5, 0), (6, 0), (7, 1)\}$ are 14 and 20, respectively. Similarly, the profit and the cost of $X_2 = \{(1, 1), (2, 0), (3, 0), (4, 0), (5, 1), (6, 1), (7, 1)\}$ are 15 and 25. Obviously, X_2 is a better solution than X_1 . However, $X_2 = \{(1, 0), (2, 1), (3, 0), (4, 1), (5, 0), (6, 1), (7, 0)\}$ is unfeasible since its cost of 29 exceeds the bound b .

From the definition of the NRP, the requirements \hat{R}_i requested by a customer s_i are calculated from the dependency graph of requirements [4]. If we directly input the requirements requests for each customer, Definition 1 can be simplified [5], [69].

Definition 2. The simplified NRP.

Given a set of requirements R and a set of customers S , each requirement $r_j \in R$ ($1 \leq j \leq m$) has a cost $c_j \in C$ and each customer $s_i \in S$ ($1 \leq i \leq n$) has a profit $w_i \in W$. A request $q_{ij} \in Q$ shows whether a customer s_i requests a requirement r_j in the next release, i.e., $q_{ij} = 1$ denotes that s_i requests r_j or $q_{ij} = 0$ denotes not. Given a solution X , the requirements for X is $R(X) = \cup_{(i,1) \in X, q_{ij}=1} \{r_j\}$. A predefined budget bound is b .

The goal of the NRP is to find an optimal solution X^* , to maximize $\omega(X) = \sum_{(i,1) \in X} w_i$, subject to $cost(X) = \sum_{r_k \in R(X)} c_k \leq b$.

Based on the definitions, each NRP instance can be directly converted into a Simplified NRP instance. The dependencies among requirements are included in the requirements requests Q . To simplify the following statements, a Simplified NRP instance is called an NRP instance for short. We denote an NRP instance as Π .

TABLE 2
Parameter Values for the Instance Reduction

Instance Π	Backbone ξ	New instance Π'
S	$S(\xi) = \{s_i (i, 1) \in \xi \text{ or } (i, 0) \in \xi\}$	$S' = S \setminus S(\xi)$
R	$R(\xi) = \{r_j (i, 1) \in \xi, q_{ij} = 1\}$	$R' = R \setminus R(\xi)$
Q	$Q(\xi) = \{q_{ij} s_i \in S(\xi) \text{ or } r_j \in R(\xi)\}$	$Q' = Q \setminus Q(\xi)$
W		$W' = \{w_i s_i \in S'\}$
C		$C' = \{c_j r_j \in R'\}$
b	$cost(\xi) = \sum_{r_k \in R(\xi)} c_k$	$b' = b - cost(\xi)$

3 BACKBONE-BASED INSTANCE REDUCTION

In this paper, for the large scale NRP, our basic idea is to reduce the scale of an NRP instance to get a small instance which is easy to solve. In this section, we will present the backbone-based instance reduction and the substitutions of the backbone, namely, the approximate backbone and the soft backbone.

3.1 Backbone and Instance Reduction

The backbone is a useful tool for algorithm design in constraint solving and combinatorial optimization [33]. In an algorithm, the backbone is viewed as an ideal structure to model the common characteristics of the optimal solutions [30]. On one hand, if the backbone is ideally obtained, the optimal solutions to an instance can be partly constructed; on the other hand, it is usually intractable to obtain the backbone within polynomial time [58]. In practice, the approximate backbone is usually employed instead. Backbone-based algorithms have been shown effective on some classic problems, such as the Maximum SATisfiability (Max-SAT) [64], the Traveling Salesman Problem (TSP) [33], and the Quadratic Assignment Problem (QAP) [30]. If we consider searching for a solution as finding a key part in a physical body, the backbone can be informally viewed as the common part of the global optimal solutions. A *global optimal solution* (called an *optimal solution* for short in the rest of this paper) is defined as the best solution in the whole search space, while a *local optimal solution* is the best solution in a local part of the search space with respect to a given algorithm [45]. We define the NRP backbone in Definition 3.

Definition 3. *The NRP backbone.*

Given an NRP instance Π , let $\Gamma^* = \{X_1^*, X_2^*, \dots, X_u^*\}$ be the set of all the optimal solutions to Π . The backbone of Π is defined as $\xi = \cap_{i=1}^u X_i^*$.

The backbone scale of ξ is $|\xi|$. Based on Definition 3, the NRP backbone contains the common characteristics of the optimal solutions. Given an NRP instance, we can reduce the instance scale by fixing its backbone.

Definition 4. *The NRP instance reduction.*

Given an NRP instance Π and its backbone ξ , an instance reduction is a process to generate a new and small scale instance Π' , which is easy to solve. Meanwhile, the backbone and a solution to the new instance can be used to form the solution to the original instance.

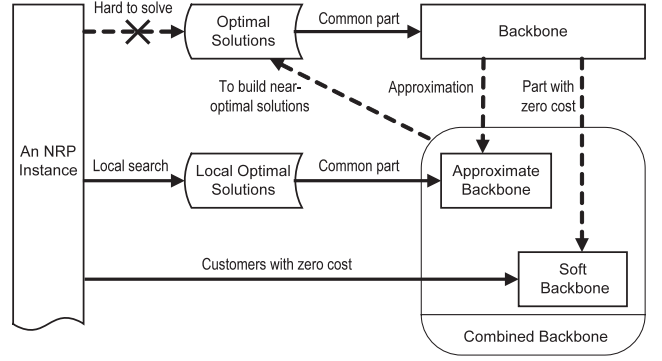


Fig. 2. The relationship among the backbone, the approximate backbone, and the soft backbone.

A new instance Π' can be constructed by removing the customers and the requirements of the backbone from the original instance. We list the parameter values for the variables of the new instance in Table 2. For an instance Π , the customers of its backbone ξ is $S(\xi)$, while the requirements selected in ξ is $R(\xi)$. The request set $Q(\xi)$ indicates the requirements requests of $S(\xi)$. In the new instance Π' , the customers in $S(\xi)$ and the requirements selected by $S(\xi)$ is not helpful yet. Thus, S' , R' , and Q' in Π' are generated by removing the elements in $S(\xi)$, $R(\xi)$, and $Q(\xi)$, respectively. To build the budget bound b' for Π' , we remove the cost of ξ , i.e., $cost(\xi)$. The profits W' and the costs C' are the subsets related to S' and R' . We can validate that each optimal solution to Π can be constructed from an optimal solution to Π' and the backbone ξ . According to Table 2, each parameter value of Π' can be obtained within polynomial time. Based on these parameter values, the new instance Π' can be uniquely determined, denoted as $\Pi' = \text{Instance-Reduction}(\Pi, \xi)$.

However, the NRP backbone is obtained from the optimal solutions, which cannot be obtained within polynomial time. Thus, there exists no polynomial time algorithm to find the NRP backbone. In this paper, we use the approximate backbone and the soft backbone to replace the backbone.

The approximate backbone is the set of common customers of a given number of local optimal solutions while the soft backbone is the set of optimal customers with no cost for the given instance. In Fig. 2, we summarize the relationship among the backbone, the approximate backbone, and the soft backbone. The approximate backbone is generated as the common part of a group of local optimal solutions; the soft backbone is directly extracted from the current instance. The union of the approximate backbone and the soft backbone is called the *combined backbone*. We employ the combined backbone to build the near-optimal solutions for the NRP. In Sections 3.2 and 3.3, we will present more details about the approximate backbone and the soft backbone, respectively.

3.2 Approximate Backbone

Since no polynomial time algorithm exists to exactly obtain the NRP backbone, we follow the existing work to replace the backbone with the approximate backbone, which is generated from a set of local optimal solutions [64]. In this section, we will present the relationship between the optimal

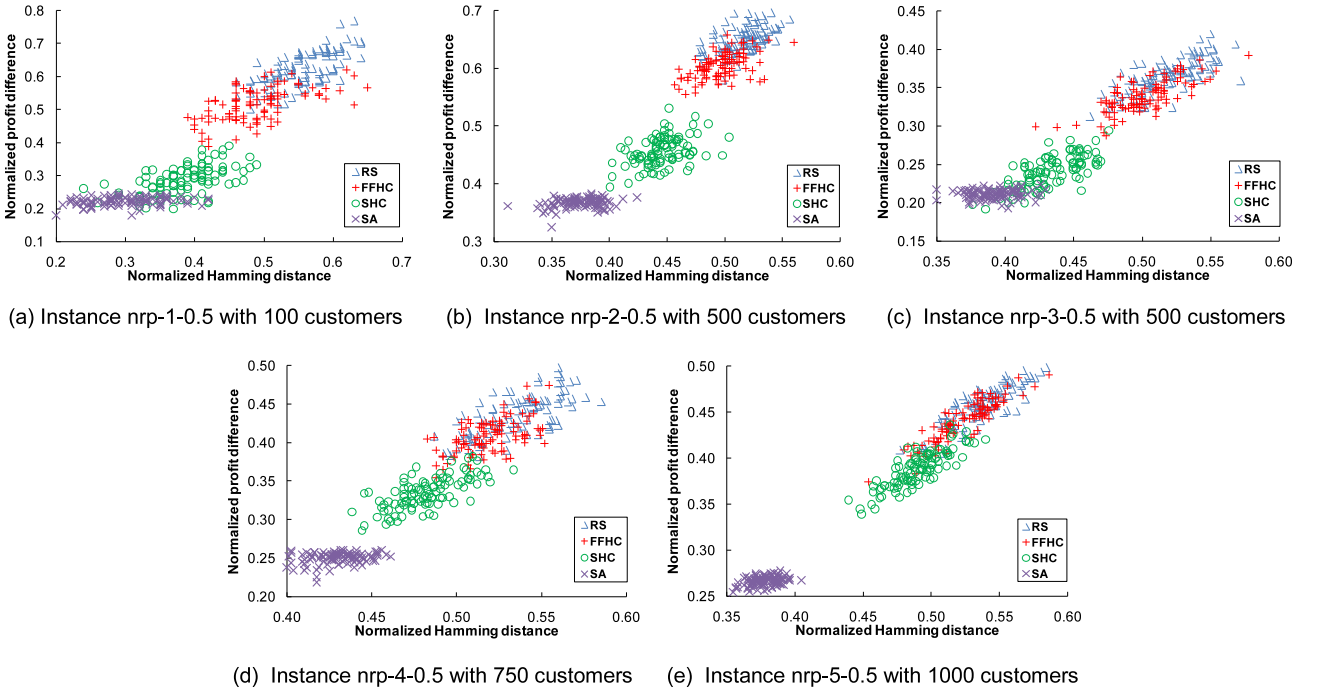


Fig. 3. Landscape of five classic NRP instances with four algorithms. For each instance in a subfigure, the x -axis is the normalized Hamming distance from a local optimal solution to the optimal solution and the y -axis is the normalized profit difference of these two solutions. In each subfigure, the point (0,0) denotes the optimal solution. A solution in the bottom-left corner is more similar to the optimal solution than that in the top-right corner.

solutions and local optimal solutions using the fitness landscape analysis. We show that the approximate backbone can partly reflect the characteristics of the backbone.

Compared to the concept of backbone, an approximate backbone of an NRP instance is defined as the common part of local optimal solutions. In real-world applications, a local optimal solution is generated within polynomial time by a local search algorithm, which is also called as a *local search operator* when it is incorporated into another algorithm [45]. We give Definition 5 to describe the approximate backbone.

Definition 5. *The NRP approximate backbone.*

Given an NRP instance Π , let $\Gamma = \{X_1, X_2, \dots, X_v\}$ be a set of local optimal solutions to Π . The approximate backbone of Π is defined as $\xi^a = \text{Approximate-Backbone}(\Pi, \Gamma) = \cap_{i=1}^v X_i$.

We employ the fitness landscape analysis [44] to investigate the relationship between the backbone and the approximate backbone. The fitness landscape analysis is an important technology to understand the behavior of combinatorial optimization algorithms [44]. For large scale optimization, the fitness degree and the solution distribution in the fitness landscape are measured to guide the design of algorithms [64]. To analyze the fitness landscape between the backbone and the approximate backbone, we evaluate the differences between the optimal solutions and local optimal solutions by the distances of these two kinds of solutions. The distance is usually measured as Hamming distance [44], [54]. For an NRP instance with scale n , the Hamming distance between a solution X and an optimal solution X^* is $\text{dist}(X, X^*) = n - |X \cap X^*|$. Thus, the normalized Hamming distance is $n\text{-dist}(X, X^*) = \frac{n - |X \cap X^*|}{n}$. To evaluate the difference of profits between these two solutions, we define the normalized profit difference as

$n\text{-diff}(X, X^*) = \frac{\omega(X^*) - \omega(X)}{\omega(X^*)}$. In practice, the optimal solutions to large scale instances are hard to obtain. Therefore, we follow the existing fitness landscape analysis approaches to replace the optimal solutions with the best known solutions³ [44], [54]. Note that the measure criterion of the profit difference in our work is a little different from that in some existing work on the fitness landscape (e.g., [42] and [43]). In our work, we use the normalized profit differences between solutions to evaluate the relationship between the backbone and the approximate backbone while the existing work uses the fitness values of solutions to evaluate the fitness degree.

In Fig. 3, we present the fitness landscape of five classic NRP instances. The scales of these instances are 100, 500, 500, 750, and 1,000, respectively (see Section 5.2 for the details of these instances). In the fitness landscape analysis, we employ four algorithms to indicate the similarity between local optimal solutions and the optimal solutions, including Randomized Search (RS), First Found Hill Climbing (FFHC), Sampled Hill Climbing (SHC), and Simulated Annealing. RS is a randomized algorithm which randomly generates a solution. Due to the budget bound of the NRP, a solution may be infeasible; RS repairs these infeasible solutions by randomly removing a couple of selected customers. FFHC and SHC are two kinds of hill climbing algorithms proposed in [4]. As their names suggest, FFHC updates its solution with the first improved solution while SHC updates its solution with the best solution among a certain number of sampled solutions. SA (also called LMSA in [4]) is an extension of a nonlinear

3. To obtain a best-known solution of an NRP instance, RS (in Section 3.2) and BMA (in Section 4.2) have been performed repeatedly (10^5 times for RS and 200 times for BMA, respectively) and the best solution is selected.

simulated annealing algorithm which combines the hill climbing with an acceptance temperature [4], [5]. Among these four algorithms, SA usually obtains the best solutions for the NRP [4]. In the experiments, each of these four algorithms is independently run 100 times and each fitness landscape of an algorithm consists of 100 local optimal solutions.

As shown in Fig. 3, an algorithm with small distances between solutions can provide small profit differences. For FFHC, SHC, or SA, the distances between solutions are from 0.2 to 0.6 of the instance scale, while the profit differences between solutions are from 0.2 to 0.7 of the profits of the best known solutions. In general, when measuring the distances for these five instances, SA is better than SHC and SHC is better than FFHC. On most of the five instances, SA is the best algorithm, which leads to both small distances and small profit differences. An exception instance is *nrp-1-0.5*, the one with the smallest scale. On *nrp-1-0.5*, the landscape of SHC covers the landscape of SA. This fact is primarily due to the small scale of *nrp-1-0.5*, i.e., both SA and SHC can generate good solutions. Moreover, for all the instances, the distances by SA are less than 0.45 of scales. Compared with FFHC and SHC, both the solution distances and profit differences by SA are stable. The other algorithm, RS, only provides large distances around 0.6 of instance scales.

The fitness landscape analysis indicates that there is an overlap between local optimal solutions and the optimal solutions. Thus, local optimal solutions can partly represent the characteristics of the optimal solutions. Meanwhile, among these four algorithms, an algorithm with high performance leads to small solution distances. Thus, a local optimal solution by a high-performance algorithm can do well in showing the characteristics of the optimal solutions. In summary of the fitness landscape analysis, the NRP backbone can be replaced by the approximate backbone, which is the intersection of local optimal solutions obtained by a good local search algorithm.

The instance reduction in Definition 4 can be applied to the approximate backbone. Since local optimal solutions are obtained in polynomial time, the approximate backbone-based instance reduction can be conducted within polynomial time.

3.3 Soft Backbone

In this section, apart from the approximate backbone, we propose the soft backbone to augment the application of the backbone.

Given an approximate backbone, we can generate a new and small instance after the instance reduction. The new instance can also be viewed as an NRP instance, which can be solved by an existing algorithm. However, there is one key difference between the new instance and the original one. Given an original NRP instance Π , for each customer $s_i \in S$, $\sum_{r_j \in R} q_{ij} \geq 1$, i.e., s_i requests one or more requirements to be implemented in the next release. Thus, the cost of requirements requested by each customer is more than zero. However, for the new NRP instance Π' after an instance reduction, it is possible to find a customer s_i such that $\sum_{r_j \in R'} q_{ij} = 0$. In other words, there may exist a customer, whose requirements have been wholly reduced in the

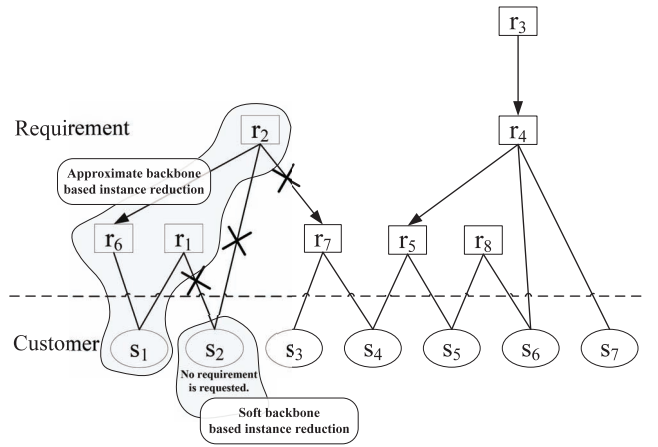


Fig. 4. An example of the approximate backbone and the soft backbone-based instance reductions.

instance reduction. For the goal of the NRP, we add this kind of customer to the solution to maximize the profits. From the perspective of the problem solving, the customers who provide profits with zero cost can also be approximately considered as the common part of the optimal solutions.

We define the soft backbone as such customers who provide profits and request no requirements. In contrast to obtaining the approximate backbone from solutions, the soft backbone is a new kind of backbone obtained from instances.

Definition 6. The NRP soft backbone.

Given an NRP instance Π' after the instance reduction, the soft backbone is defined as $\xi^s = \text{Soft-Backbone}(\Pi', \phi) = \{(i, 1) | \sum_{r_j \in R'} q_{ij} = 0\}$ (ϕ denotes an empty set and R' denotes the requirements set of Π').

The instance reduction in Definition 4 can be directly applied to the soft backbone. Thus, for an NRP instance, two instance reductions are employed to reduce the scale of the NRP instance, based on the approximate backbone and the soft backbone, respectively.

In Fig. 4, we take the instance in Fig. 1 as an example to illustrate the instance reductions. Given the approximate backbone $\xi^a = \{(1, 1)\}$, the three requirements, r_1 , r_2 , and r_6 , requested by the customer s_1 are selected by ξ^a . Then, the approximate backbone-based instance reduction is built and the three requirements and the customer s_1 are removed. For the new instance, no requirement is requested by the customer s_2 . Since s_2 provides a profit without any cost of requirements, the soft backbone of the new instance is $\xi^s = \{(2, 1)\}$. Based on ξ^s , a soft backbone-based instance reduction is built and the customer s_2 can be removed after this instance reduction. In summary, two customers and three requirements are removed based on these two instance reductions.

We present four differences between the approximate backbone and the soft backbone in Table 3. First, from the definition, the approximate backbone is the intersection of a given number of local optimal solutions, while the soft backbone is directly extracted from the instance. No local search algorithm is needed for obtaining the soft backbone. Second, based on the first difference, the soft backbone only exists in the instance generated after an instance reduction.

TABLE 3
Differences between
the Approximate Backbone and the Soft Backbone

	Approximate backbone	Soft backbone
Source	From local optimal solutions	Directly from the instance
Existence	Existing for each instance with feasible solutions	Only existing in the new instance after an instance reduction
Approximation	Approximation of the backbone	Part of the backbone for the current instance
Component	Including both the ordered pairs as $(i_a, 1)$ and $(i_b, 0)$	Only including the ordered pairs as $(i_a, 1)$

Since an original NRP instance does not include the customers who request no requirements, the original instance cannot provide any soft backbone. The soft backbone is a byproduct of the instance reduction. In other words, the instance reduction provides an application scenario for the soft backbone. However, the approximate backbone can be generated for all the instances which have feasible solutions. Third, given a new instance after the instance reduction, the approximate backbone is a kind of approximation of the backbone, while the soft backbone is a part of the backbone of this new instance. Based on the definition, the soft backbone can be added to any feasible solution to improve the profit of this solution. Since the optimal solutions have the maximum profit, each optimal solution of the given instance must include the soft backbone. Fourth, only when a customer is selected may this customer appear in the soft backbone, while both selected customers and unselected customers may appear in the approximate backbone.

4 BACKBONE-BASED MULTILEVEL ALGORITHM

To address the large scale NRP, we tend to reduce the scale of the NRP instances by fixing the backbone in order to solve the problem with the existing search-based algorithms. First, we will show that the multilevel strategy can be employed to iteratively reduce the instance scale. Then, we will propose the framework of the BMA and illustrate the process of the BMA with an example.

4.1 Multilevel Strategy

From Section 3.3, we can reduce the scale of an NRP instance using two instance reductions, based on the approximate backbone and the soft backbone, respectively. However, for a large scale instance, the instance after two instance reductions may be still hard to solve with the existing algorithms. Thus, we consider using the multilevel strategy to perform the instance reductions step by step.

A multilevel strategy is to convert the original problem into multiple levels of subproblems, each of which is an independent problem [60]. In combinatorial optimization, a multilevel strategy includes two kernel phases, namely, reduction (reducing the hardness of the problem) and refinement (constructing the solution to the original problem) [60]. In our work, since a new generated instance after

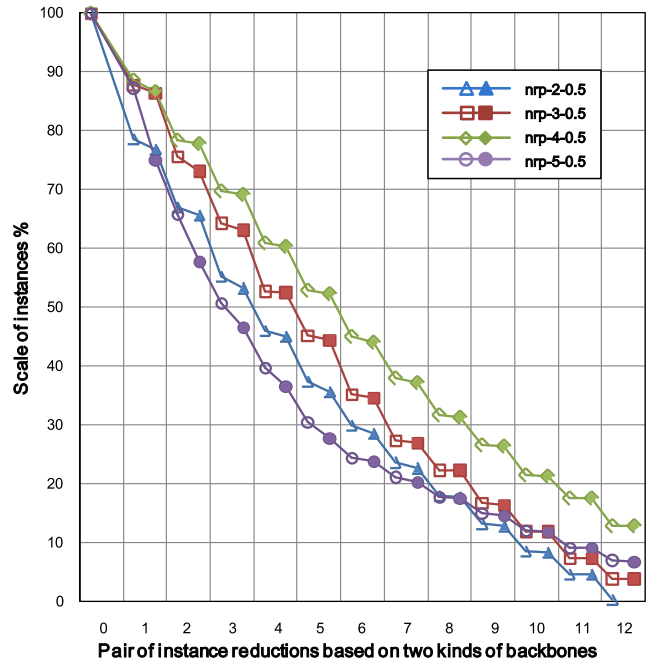


Fig. 5. The instance scales with 12 instance reductions for the approximate backbone and the soft backbone. The scales of the four instances are 500, 500, 750, and 1,000. The x -axis shows the pair of instance reductions based on two kinds of backbones and the y -axis shows the change of instance scales. There are two kinds of points in each curve. A solid point denotes an instance reduction based on the soft backbone while the other kind of point denotes an instance reduction based on the approximate backbone.

one instance reduction can be viewed as a new NRP instance, we use the multilevel strategy to iteratively reduce the scale of an instance, i.e., the original NRP instance is handled with multiple instance reductions and the final solution to the instance is then constructed from the approximate backbones and the soft backbones. In this paper, the approximate backbone and the soft backbone-based instance reductions are alternatively used. More specifically, given an instance, we always conduct a soft backbone-based instance reduction after an approximate backbone-based instance reduction. We call these two instance reductions (based on the approximate backbone and the soft backbone) a *pair of instance reductions* for simplicity.

In Fig. 5, we present the experimental result of the relationship between the pairs of instance reductions and the scales of instances. The instances in Fig. 5 are the same as those in Fig. 3, except for the instance nrp-1-0.5 (nrp-1-0.5 is omitted due to its small scale, 100). In this experiment, each approximate backbone is calculated from five local optimal solutions which are obtained by the classic algorithm, SA (see Section 3.2 for details). For each instance, 12 pairs of instances reductions are sequentially used to obtain new and small instances.

As shown in Fig. 5, although a single pair of instance reductions can reduce the scales of instances, it is feasible to employ further reductions when utilizing the multilevel strategy. For example, in the instance nrp-3-0.5 with the scale 500, the scales of two new instances after one pair of instance reductions are 439 and 432, respectively. For all four instances, less than 25 percent of the instance scales are removed after one pair of instance reductions; the scales of

TABLE 4
Total Scales Reduced by 12 Instance Reductions

Instance name	nrp-2-0.5	nrp-3-0.5	nrp-4-0.5	nrp-5-0.5
Original scale	500	500	750	1000
Scale reduced by approximate backbone%	88.4	88.6	79.9	60.8
Scale reduced by soft backbone%	11.2	7.6	7.2	32.4
Sum of scale reduced%	99.6	96.2	87.1	93.2

new instances are still too large for the solving algorithm. Rather than a single pair of instance reductions, multiple pairs can sufficiently reduce the instance scale. The instance scale gradually decreases while the number of instance reductions increases. The curves in Fig. 5 indicate that nearly all the instance reductions can reduce the scales of instances. After 12 pairs of instance reductions, only less than 15 percent of the scale for each instance is left, e.g., in nrp-3-0.5, only 19 customers are left after these multiple instance reductions. Moreover, Fig. 5 shows that 10 to 12 pairs of instance reductions can provide reasonable shrinkage for the scale of each instance.

To show the ability of the multilevel strategy for the instance reduction, we summarize the values of reduced scales in Table 4. For each instance, apart from the original instance scale, we show the scales reduced by all the approximate backbones, the scales reduced by all the soft backbones, and the sum of all the scales reduced by instances reductions. For example, with 12 pairs of instance reductions for nrp-3-0.5, 88.6 percent of the scale is reduced by the approximate backbone, while 7.6 percent of the scale is reduced by the soft backbone. For the four instances in Table 4, the scale reduced by fixing the approximate backbone is larger than that by fixing the soft backbone. The scale reduced by fixing the soft backbone is between 7 and 33 percent, while the one by fixing the approximate backbone is between 60 and 89 percent. Especially, in nrp-2-0.5, the left scale is 0.4 percent, i.e., two customers. Nearly the whole instance scale of nrp-2-0.5 is reduced in the multiple instance reductions.

Based on the analysis above, we conclude that multiple instance reductions can effectively reduce instance scales. Both of the two kinds of backbones work well in the instance reductions. The approximate backbone-based instance reduction can reduce a large part of the instance scale, while the soft backbone-based instance reduction can enhance the reduction by the approximate backbone. Thus, we employ this multilevel strategy to design our algorithm, BMA.

4.2 Framework of BMA

In Algorithm 1, we present the details of our algorithm, BMA. The framework of BMA contains three phases: reduction, solving, and refinement.

Algorithm 1. Backbone-based Multilevel Algorithm

Input: instance Π_1 , local search operator Ξ , maximum number α of levels, minimum scale β of instances, number γ of local optimal solutions
Output: solution X_1

Phase I. Reduction

```

1 for  $k = 1$  to  $\alpha$  do
2   if  $|\Pi_k| > \beta$  then
3     obtain a set  $\Gamma_k$  of  $\gamma$  local optimal solutions by  $\Xi$  to  $\Pi_k$ ;
4     calculate  $\xi_k^a = \text{Approximate-Backbone}(\Pi_k, \Gamma_k)$ ;
5     reduce instance,  $\Pi'_k = \text{Instance-Reduction}(\Pi_k, \xi_k^a)$ ;
6     calculate  $\xi_k^s = \text{Soft-Backbone}(\Pi'_k, \phi)$ ;
7     reduce instance,  $\Pi_{k+1} = \text{Instance-Reduction}(\Pi'_k, \xi_k^s)$ ;
8   endif
9 endfor

```

10 count the actual number δ of levels in Phase I;

Phase II. Solving

11 obtain a local optimal solution $X_{\delta+1}$ to $\Pi_{\delta+1}$ by Ξ ;

Phase III. Refinement

```

12 for  $k = \delta$  to 1 do
13   refine solution  $X_k = X_{k+1} \cup \xi_k^a \cup \xi_k^s$ ;
14 endfor

```

In the reduction phase, the algorithm reduces the scale of an NRP instance by fixing the approximate backbone and the soft backbone. The approximate backbone is generated as the intersection of a certain number of local optimal solutions, which are obtained by a specified local search operator; the soft backbone is generated from an NRP instance after the instance reduction. In the solving phase, the local search operator in the reduction phase is employed to approximately solve the final small instance. In the refinement phase, the algorithm combines the approximate backbone, the soft backbone, and the current solution to the reduced instance together to construct a solution to the original instance. Either the reduction phase or the refinement phase is an iterative procedure which reduces the instances or extends the solutions using a multilevel strategy. The actual number of levels in BMA depends on two input parameters, namely, the maximum number of levels and the minimum scale of instances. Moreover, the other input parameter of BMA is the number of local optimal solutions in each level of the reduction phase. This parameter constrains the scale and the quality of the backbone. In Section 5.4.1, we will present an experiment on this parameter, i.e., the number of local optimal solutions.

In Fig. 6, we illustrate the process of BMA with the instance presented in Fig. 3. For this instance, the algorithm employs two-level reductions and refinements. In the first level reduction (Fig. 6a), the local search operator obtains a set $\Gamma_1 = \{X_1^1, X_2^1, X_3^1\}$ of three local optimal solutions to the instance Π_1 . Thus, the first-level approximate backbone is $\xi_1^a = \{(1, 1), (4, 0)\}$, i.e., the customer s_1 is selected while the customer s_4 is not. Since the requirements for the customer s_1 are all satisfied in the release, all these requirements for s_1 can be reduced. By fixing the approximate backbone ξ_1^a , a new instance Π'_1 with five customers and five requirements is generated after the instance reduction. Then no require-

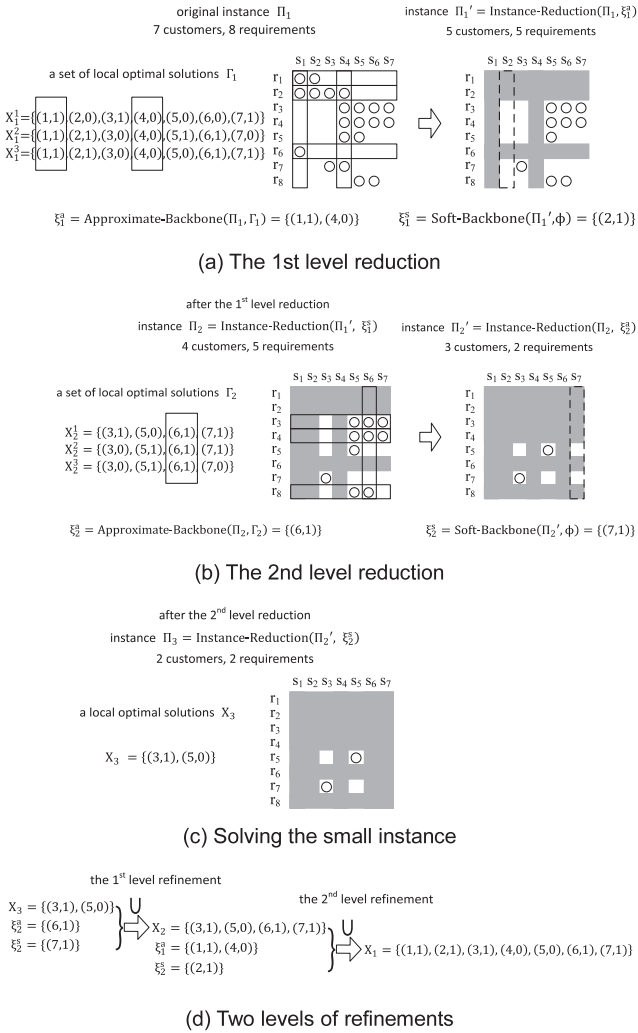


Fig. 6. Illustration on an instance with seven customers and eight requirements under two-level BMA. (a) and (b) Each level in the two-level reduction phase. (c) The solving phase. (d) The two-level refinement phase.

ment is left for the customer s_2 . Thus, the soft backbone is generated as $\xi_1^s = \{(2,1)\}$ and the instance is further reduced. Similarly, in the second-level reduction (Fig. 6b), a set $\Gamma_2 = \{X_2^1, X_2^2, X_2^3\}$ of three local optimal solutions is obtained for the instance Π_2 with four customers and five requirements. Thus, the second-level approximate backbone is $\xi_2^a = \{(6,1)\}$. By fixing ξ_2^a , a new instance Π_2' with three customers and two requirements is generated. Then no requirement is left for the customer s_7 . Thus, the soft backbone is generated as $\xi_2^s = \{(7,1)\}$ and a new instance Π_3 is generated as well. For the local search operator, the instance with two customers and two requirements is easy to solve (Fig. 6c). The solution is $X_3 = \{(3,1), (5,0)\}$. At last, under the inverted sequence of reductions, the algorithm combines the current solution, the approximate backbones, and the soft backbones together to construct the solution for each level (Fig. 6d). The final solution X_1 to the original instance Π_1 is formed within two-level reductions and refinements.

5 EXPERIMENTS AND RESULTS

For approximate algorithms, experimentation is a common way to evaluate the performance of algorithms. In this section, we evaluate our algorithm on 39 NRP instances. We first give the research questions in our experiments; then, we describe the instance generation rules of the classic NRP instances; next, we present the new instance generation method by mining open bug repositories; finally, we answer the research questions based on the experimental results.

5.1 Research Questions in the Experiments

We experimentally evaluate the performance of BMA for the NRP. For all the experiments in this paper, the algorithms are implemented with C++ and run on a PC with *Intel Core* 2.53 GHz processor and *uBuntu* OS (*Linux* kernel 2.6). We design the experiments to answer the following Research Questions (RQs):

RQ1: Parameter configuration for BMA. In the framework of BMA, each approximate backbone is generated based on a given number of local optimal solutions. The scale and the quality of the backbone (the combination of the approximate backbone and the soft backbone) may depend on the number of local optimal solutions, which is set manually for BMA. How does the number of local optimal solutions in BMA affect the backbone?

RQ2: Performance evaluation. In requirements engineering, some existing algorithms have been proposed to solve the NRP. We want to compare the solution quality of BMA with other algorithms. Can BMA perform well on the large scale NRP instances?

In Sections 5.2 and 5.3, we will give the details of the NRP instances in our experiments. The NRP instances in this paper can be found in <http://oscar-lab.org/people/~jxuan/page/project/nrp/>.

5.2 Classic NRP Instance Generation

As requirements are usually private data of software companies, no open large NRP instances can be found in the literature. In this paper, we evaluate our algorithm on two sets of the NRP instances. One set includes 15 instances generated under certain constraints based on the classic literature of the NRP experiments [4]; the other set includes 24 realistic instances mined from open bug repositories of three open source software projects.

The classic set of the NRP instances consists of five groups and each group includes three instances. In each group, instances have distinct budget bounds, each of which equals to the *cost ratio* (0.3, 0.5, or 0.7, respectively) multiplied by the sum of all the costs. Table 5 shows the details of the five groups of instances. According to Bagnall et al. [4], these instances are based on Definition 1. Taken the group *nrp-1* as an example, all the requirements are classified into three levels separated by the symbol “/”. A requirement in the second level may depend on some requirements in the first level while a requirement in the third level may depend on some requirements in the first and second levels. An instance name is formed by the group name and the cost ratio. For example, *nrp-1-0.3* is an instance in the group *nrp-1* and the cost ratio is 0.3. The details of the instance *nrp-1-0.3* are as follows: There are three levels of requirements, 20, 40, and 80 requirements in each level. The costs of requirements in the

TABLE 5
Generation Rules of the Classic NRP Instance Groups

Instance group name	nrp-1	nrp-2	nrp-3	nrp-4	nrp-5
# Requirements per level	20/40/80	20/40/80/160/320	250/500/750	250/500/750/1000/750	500/500/500
Cost of requirement	1~5/2~8/5~10	1~5/2~7/3~9/4~10/5~15	1~5/2~8/5~10	1~5/2~7/3~9/4~10/5~15	1~3/2/3~5
# Maximum child requirements	8/2/0	8/6/4/2/0	8/2/0	8/6/4/2/0	4/4/0
# Requests of customer	1~5	1~5	1~5	1~5	1
# Customers	100	500	500	750	1000
Profit of customer	10~50	10~50	10~50	10~50	10~50

three levels are from 1 to 5, from 2 to 8, and from 5 to 10, respectively. A requirement in the first level has at most eight child requirements. Similarly, a requirement in the second level has at most two child requirements. There are 100 customers, each of who requests 1 to 5 requirements. In addition, each customer provides a profit between 10 and 50.

5.3 Mining Realistic NRP Instances

Besides the classic instances, we extract a set of NRP instances from open source bug repositories. To face the lack of large scale open requirements repositories, the requirements data can be mined from other databases. To our knowledge, only one requirements repository is mined for experiments, i.e., the requirements database mined from an open source forum project by Duan et al. [14]. In their paper, requests or problems in the forum project are mapped to the requests in a requirements repository to evaluate their requirements prioritization and triage approach.

In our work, to build large NRP instances, we mine the NRP instances from *bug repositories* (also called *bug tracking systems*, e.g., a popular bug repository, *Bugzilla* [7]). A bug repository is a database for the storage of numerous *bug reports*, each of which is submitted by a *user* (maybe a developer, a tester, or an end user) for recording the details of suggestions or problems. One bug report may be commented by one or more users; meanwhile, one user may make comments on one or more bug reports. The *user comments* on the bug reports provide a similar scenario for the requirements requests in requirements repositories. For example, if two users make comments on three bug reports in a bug repository, we can extract a software release in which two customers request three requirements in the requirements analysis. Thus in our experiments, a bug report and a user in bug repositories are mapped to a requirement and a customer in the NRP, respectively. In addition, a user comment on a bug report is mapped to a requirement request; the *severity* of a bug report is mapped to the cost of a requirement. Similarly to the classic set of NRP instances, the profit of a customer is randomly generated within a certain range. We present the corresponding relationship between bug repositories and the NRP in Table 6.

To mine the NRP instances, we employ the bug repositories in three open source software projects, namely, *Eclipse* (a Java integrated development environment) [15], *Mozilla* (a set of web applications) [47], and *Gnome* (a desktop project) [19]. The XML form of these bug repositories can be found in *Mining Challenges 2007* and *2009* of the *IEEE Working*

Conference on Mining Software Repositories (MSR) [46]. To generate various instances, we set different parameters for bug repositories. In each group of instances, first we select 10,000 continuous bug reports from a bug repository. The time period of the selected bug reports is around the software release time since the bug reports in this period are usually active [2]. Then, we filter out the bug reports and users (i.e., the requirements and customers in Table 6) out of a specified range by limiting the number of user comments (i.e., the requests in Table 6). As a result, the characteristics of a group can be generated. In Table 7, we show the details of 12 groups of instances extracted for experiments. The form of instances is based on Definition 2. Each group of instances consists of two instances, with the cost ratio 0.3 or 0.5, respectively. Therefore, the budget bound of each instance equals to the value of the sum of costs multiplied by the cost ratio. Thus, 24 realistic instances are mined for the following experiments.

5.4 Answers to Research Questions

In this section, we will answer the research questions proposed in Section 5.1. We evaluate our algorithm BMA on the 39 NRP instances mentioned in Sections 5.2 and 5.3.

5.4.1 Answer to RQ1: Parameter Configuration for BMA

For the three input parameters of BMA, including the maximum number α of levels, the minimum scale β of instances, and the number γ of local optimal solutions, the parameters α and β can be viewed as the termination conditions of BMA. However, the parameter γ is a key value to decide the scale of the backbone. We experimentally evaluate the relationship among the number of local optimal solutions, the scale of the backbone, and the quality of the backbone.

In the framework of BMA, any algorithm can be embedded as a local search operator Ξ . To compare the

TABLE 6
Corresponding Relationship
for the Items between Bug Repositories and the NRP

Item in the NRP	Item in a bug repository
Requirements, R	Bug reports
Customers, S	Users for the bug reports
Requests, Q	User comments on bug reports
Costs, C	The severity of the bug reports
Profits, W	Random values generated within a certain range

TABLE 7
Details of the Realistic NRP Instance Groups

Instance group name	nrp-e1	nrp-e2	nrp-e3	nrp-e4	nrp-m1	nrp-m2	nrp-m3	nrp-m4	nrp-g1	nrp-g2	nrp-g3	nrp-g4
Source repository	Eclipse				Mozilla				Gnome			
Bug report ID	150001~160000		160001~170000		200001~210000		210001~220000		450001~460000		460001~470000	
Bug reports time period	Jul. 2006~Oct. 2006		Oct. 2006~Jan. 2007		Mar. 2003~Jun. 2003		Jun. 2003~Sept. 2003		Jun. 2007~Jul. 2007		Jul. 2007~Aug. 2007	
# Requests of customer	4~20	5~30	4~15	5~20	4~20	5~30	4~15	5~20	4~20	5~30	4~15	5~20
# Requirements	3502	4254	2844	3186	4060	4368	3566	3643	2690	2650	2512	2246
Cost of requirement	1~7	1~7	1~7	1~7	1~7	1~7	1~7	1~7	1~7	1~7	1~7	1~7
# Customers	536	491	456	399	768	617	765	568	445	315	423	294
Profit of customer	10~50	10~50	10~50	10~50	10~50	10~50	10~50	10~50	10~50	10~50	10~50	10~50

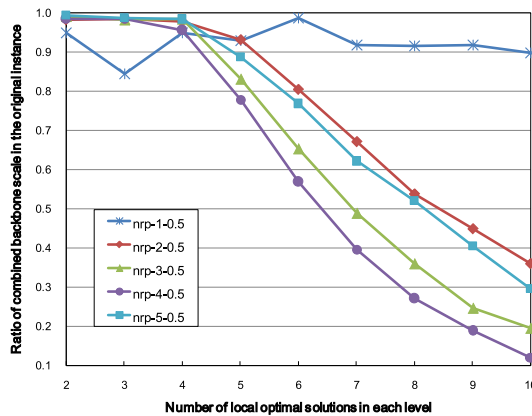
experimental results, we employ the existing best local search algorithm, SA, to obtain local optimal solutions [7]. The solid empirical results and simplicity of SA have led to a wide range of applications in combinatorial optimization. In the experiments in this paper, we set the parameters for SA according to [4], i.e., the starting temperature is set to 100 and the nonlinear ratio is set to 10^{-7} .

In Fig. 7, we present the experimental results to visualize the relationship among the parameter γ , the scale of the backbone, and the quality of the backbone. To simplify the visualization, the backbone in Fig. 7 is a *combined backbone* (see Fig. 2), which is the combination of the approximate backbones and the soft backbones in all the levels of BMA. For a δ -level BMA, given the approximate backbone ξ_k^a and the soft backbone ξ_k^s in the k th level, we define the combined backbone as $\xi^c = \cup_{1 \leq k \leq \delta} (\xi_k^a \cup \xi_k^s)$.

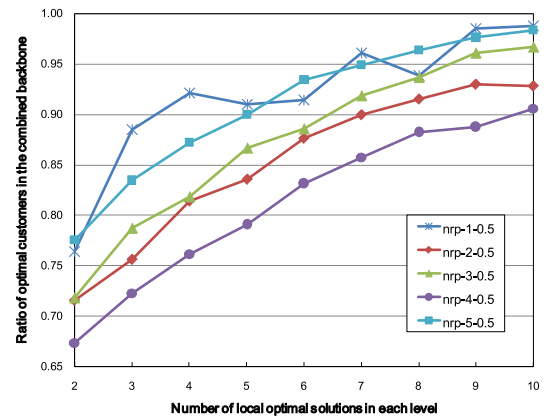
We evaluate the scale and the quality of the combined backbone with two criteria, namely, the ratio of the combined backbone scale and the ratio of optimal customers in the combined backbone. Given an NRP instance with the scale n , the ratio of the combined backbone scale in the original instance is $\frac{|\xi^c|}{n}$; given the best known solution X^* , the ratio of optimal customers in the combined backbone is $\frac{|\xi^c \cap X^*|}{|\xi^c|}$. In this experiment, we set $\alpha = 10$ and $\beta = 20$. Each point is calculated as an average of the results from 10 independent runs.

In Fig. 7, the scale of the combined backbone decreases and the ratio of optimal customers increases while the number of local optimal solutions increases. Four of the curves in this experiment present the same trend when varying the number of local optimal solutions. The curve of the instance nrp-1-0.5 does not correspond with the curves of other instances since nrp-1-0.5 is a small instance, which is much easier to solve than the other four instances. Based on each value of γ , the instance scale of nrp-1-0.5 can be easily reduced. For all five instances, when each approximate backbone in a level is generated by two local optimal solutions, the scale of the combined backbone is nearly the same as the instance scale and the number of optimal customers is less than 0.8 of the scale of the combined backbone; on the other hand, when each approximate backbone is generated by 10 local optimal solutions, the scale of the combined backbone is less than 0.4 of the instance scale for four out of five instances and the number of optimal customers is more than 0.9 of the scale of the combined backbone for all the five instances. From Fig. 7, we consider that four to six local optimal solutions for each approximate backbone is a good choice for the tradeoff between the scale of the combined backbone and the number of optimal customers.

Based on this part, the answer to RQ1 is that the value of the input parameter γ , i.e., the number of local optimal solutions, can affect the scale and the quality of the backbone



(a) Scale of the combined backbone

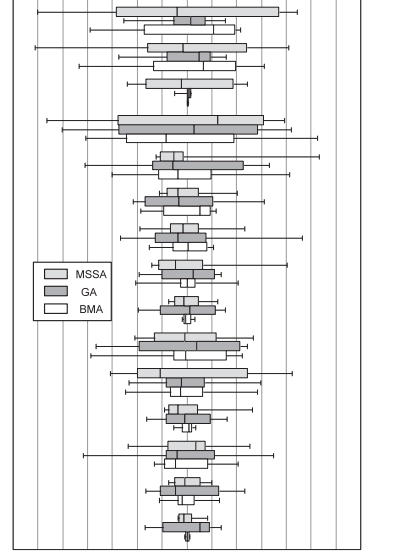


(b) Optimal customers in the combined backbone

Fig. 7. Relationship between the number of local optimal solutions, the scale of the combined backbone, and the ratio of optimal customers in the combined backbone.

TABLE 8
Performance for MSSA, GA, and BMA on 15 Classic Instances

Instance		MSSA			GA			BMA			Profit distribution %	
Name	Bound	Best	Average	Time	Best	Average	Time	Best	Average	Time	MSSA%	GA%
nrp-1-0.3	257	998	976.5	108.65	1187	1178.1	85.63	1201	1188.3	52.68	21.69	0.87
nrp-1-0.5	429	1536	1505.2	98.93	1820	1806.1	99.22	1824	1796.2	55.91	19.33	-0.55
nrp-1-0.7	600	2301	2273.6	91.70	2507	2505.4	79.19	2507	2507.0	34.51	10.27	0.06
nrp-2-0.3	1514	3220	3158.3	320.76	2794	2737.0	654.23	4726	4605.6	246.14	45.83	68.27
nrp-2-0.5	2524	5229	5094.1	288.70	5363	5276.4	891.55	7566	7414.1	280.87	45.54	40.51
nrp-2-0.7	3534	8002	7922.6	255.52	9018	8881.1	911.55	10987	10924.7	277.47	37.89	23.01
nrp-3-0.3	2661	5147	5088.8	461.21	5851	5719.0	910.99	7123	7086.3	436.90	39.25	23.91
nrp-3-0.5	4435	8725	8553.4	420.66	9639	9574.2	542.22	10897	10787.2	438.80	26.12	12.67
nrp-3-0.7	6209	13600	13518.2	489.79	12454	12360.7	265.23	14180	14159.2	215.90	4.74	14.55
nrp-4-0.3	6648	6797	6708.4	1153.34	6675	6595.7	1849.15	9818	9710.5	854.48	44.75	47.22
nrp-4-0.5	11081	11355	11120.6	1017.39	12781	12595.4	1587.22	15025	14815.5	907.03	33.23	17.63
nrp-4-0.7	15513	19077	18830.1	1104.26	17327	17189.9	549.71	20853	20819.7	672.60	10.57	21.12
nrp-5-0.3	1198	11421	11279.2	502.87	10689	10507.0	3069.26	17200	17026.9	475.85	50.96	62.05
nrp-5-0.5	1996	17843	17756.6	472.48	18950	18732.9	1696.38	24240	24087.5	459.05	35.65	28.58
nrp-5-0.7	2794	28347	28232.5	628.25	22174	22026.5	376.57	28909	28894.2	171.70	2.34	31.18



of BMA. The large scale backbone and the high-quality backbone cannot be obtained simultaneously while tuning the value of γ . Thus, for the following experiments, we choose a tradeoff value 5 for γ , which can balance the scale of the combined backbone and the number of optimal customers obtained by the BMA. For other parameters α and β in BMA, we choose parameter values as follows: In Fig. 5, we have studied the influence of the change of instance scales by tuning the pair of instance reductions. We set $\alpha = 10$ since over 10 pairs of instance reductions may significantly reduce the instance scale. For the parameter of the minimum scale of an instance, we manually set $\beta = 20$ since an instance with the scale less than 20 could be easy to solve [13].

5.4.2 Answer to RQ2: Performance Evaluation

To evaluate the performance of BMA, we employ two direct solving algorithms for comparison. One algorithm is a Multistart Strategy-based SA (MSSA) [39]. In MSSA, the existing best local search algorithm, SA [4], [5] is run independently multiple times and the best solution among these runs is chosen as the final solution [45]. The other algorithm is Genetic Algorithm (GA), which is a bioinspired and population-based technology for complex problems, also for the NRP [69], [13]. Among many variants of GA, we choose the implementation described in [13]. This implementation uses an elitism-based selection strategy to construct the population and updates new population with crossover and mutation operators.

We show the experimental results for the comparison among MSSA, GA, and BMA on the NRP instances. SA is employed as a local search operator in both MSSA and BMA; the input parameters of SA are the same as those in Section 5.4.1. We set the parameters of MSSA and BMA as follows: In MSSA, we repeat SA for 30 times and choose the

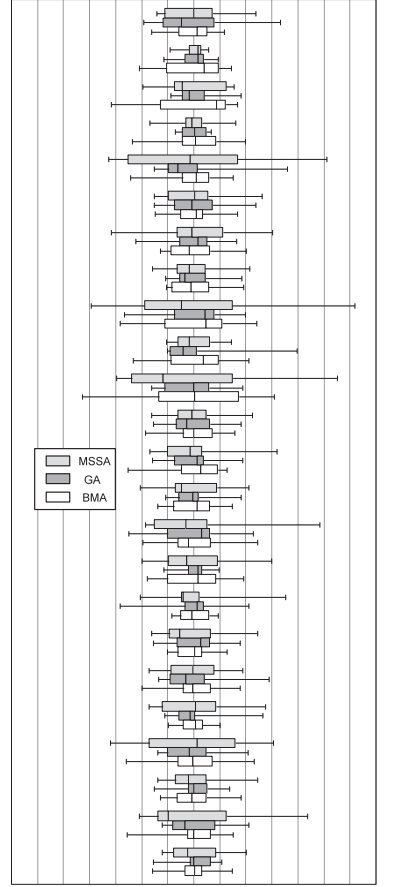
best solution; in BMA, we set the parameters according to Section 5.4.1, i.e., $\alpha = 10$, $\beta = 20$, and $\gamma = 5$.

To our knowledge, there is no prior parameter value of GA for the large scale NRP. Thus, we tune the parameters for GA. To this end, we configure the parameters for GA with an open access tuning tool, *ParamILS* [26], which employs an offline local search framework for automatically tuning parameters. In *ParamILS*, we set the training set as three instances nrp-1-0.5, nrp-3-0.5, and nrp-5-0.5; we set the test set as the two instances nrp-2-0.5 and nrp-4-0.5. The cutoff time of *ParamILS* is set to 5,000 seconds. After the parameter tuning by *ParamILS*, the values obtained are 100 for the population size, 0.3 for the elitism selection ratio, 0.3 for the crossover ratio, and 0.1 for the mutation ratio. Based on the parameters for GA, we set the maximum number of iterations to 10^5 . We choose such a value for the number of iterations to sufficiently show the solution quality of GA and to balance the running time of three algorithms.

We independently run each of the three algorithms (MSSA, GA, and BMA) 10 times. The results are collected to measure the performance and to plot the profit distributions. In Tables 8 and 9, we show the experimental results of MSSA, GA, and BMA on two sets of NRP instances. Each table has five columns, including the details of instances, the results of MSSA, the results of GA, the results of BMA, and the profit distributions. In the first column, the subcolumns are the instance name and the budget bound. The following three columns include subcolumns for the best profit, the average profit, and the average running time. For BMA, the subcolumn “MSSA%” and “GA%” present the rate of average profit in percentage to measure the advantage by BMA against that by MSSA and GA. For example, “MSSA%” is calculated as $\frac{\omega_{BMA} - \omega_{MSSA}}{\omega_{MSSA}}$, where ω_{BMA} and ω_{MSSA} are the average profits obtained by BMA and

TABLE 9
Performance for MSSA, GA, and BMA on 24 Realistic Instances

Instance		MSSA			GA			BMA			Profit distribution %												
Name	Bound	Best	Average	Time	Best	Average	Time	Best	Average	Time	MSSA%	GA%											
nrp-e1-0.3	3945	5723	5656.5	1181.73	6662	6553.4	1091.81	7572	7528.2	913.09	33.09	14.87											
nrp-e1-0.5	6575	8550	8526.2	1103.49	9801	9756.3	715.17	10664	10589.2	927.05	24.20	8.54											
nrp-e2-0.3	4722	5321	5281.0	1599.27	6275	6219.6	1076.41	7169	7109.9	1461.41	34.63	14.31											
nrp-e2-0.5	7871	7932	7869.6	1522.26	9203	9172.9	778.67	10098	9999.8	1444.93	27.07	9.01											
nrp-e3-0.3	4778	5031	4906.4	786.23	5795	5693.1	812.61	6461	6413.0	642.97	30.71	12.65											
nrp-e3-0.5	7964	7436	7340.5	740.01	8491	8391.1	538.52	9175	9100.1	665.02	23.97	8.45											
nrp-e4-0.3	5099	4332	4267.9	881.84	5065	5023.8	739.66	5692	5636.2	702.62	32.06	12.19											
nrp-e4-0.5	8499	6459	6391.1	831.31	7487	7418.9	545.73	8043	7968.0	752.19	24.67	7.40											
nrp-m1-0.3	3983	7733	7501.1	1636.15	8268	8188.3	1821.50	10008	9889.6	1445.38	31.84	20.78											
nrp-m1-0.5	6639	11532	11450.1	1513.71	13287	13030.8	1226.71	14588	14437.7	1486.81	26.09	10.80											
nrp-m2-0.3	3120	6321	6151.9	1729.67	6928	6863.9	1414.14	8272	8147.5	1607.23	32.44	18.70											
nrp-m2-0.5	5200	9369	9265.3	1592.72	10873	10776.5	1044.93	11975	11883.5	1649.63	28.26	10.27											
nrp-m3-0.3	3788	7427	7311.3	1501.49	8091	8016.1	1739.16	9559	9499.7	1081.69	29.93	18.51											
nrp-m3-0.5	6313	11500	11380.9	1408.42	12969	12853.4	1099.90	14138	14036.6	1131.92	23.33	9.21											
nrp-m4-0.3	3510	5719	5584.2	1281.95	6413	6341.3	1167.13	7408	7319.3	1054.64	31.07	15.42											
nrp-m4-0.5	5850	8770	8641.5	1191.33	9970	9923.2	827.70	10893	10790.7	1089.39	24.87	8.74											
nrp-g1-0.3	4140	4806	4723.0	729.61	5494	5437.0	733.69	5938	5911.3	614.23	25.16	8.72											
nrp-g1-0.5	6900	7339	7250.3	692.65	8223	8151.7	468.43	8714	8660.0	625.74	19.44	6.24											
nrp-g2-0.3	3677	3583	3549.9	781.94	4256	4195.5	523.65	4526	4486.2	576.97	26.38	6.93											
nrp-g2-0.5	6129	5433	5359.8	758.83	6219	6138.4	398.52	6502	6470.2	566.72	20.72	5.41											
nrp-g3-0.3	4258	4663	4593.1	659.25	5351	5296.6	665.49	5802	5736.5	563.12	24.89	8.31											
nrp-g3-0.5	7097	7032	6948.1	625.68	7903	7849.8	425.30	8402	8326.8	576.81	19.84	6.08											
nrp-g4-0.3	3210	3386	3313.9	658.86	3951	3909.9	444.16	4190	4159.0	475.27	25.50	6.37											
nrp-g4-0.5	5350	5041	4991.6	626.72	5751	5721.3	335.42	6030	5986.5	473.58	19.93	4.64											



MSSA, respectively. The average profit is used to measure the quality, while the best profit is listed as a reference. Since each of the three algorithms is run 10 times, we show the profit distributions of solutions with box plots [41] for all the algorithms in the last column. In a box plot, we measure the stability of solutions with the range between the first quartile and the third quartile. To normalize profits of distinct instances, the point in box plots is calculated as $\frac{\omega(X) - \omega(X)}{\omega(X)}$, where $\omega(X)$ is the profit obtained by the solution X and $\omega(X)$ is the average profit of all the solutions by an algorithm. Thus, the 0 percent point shows that the profit equals to the average. Note that based on the normalized profit distributions, each profit distribution shows the distribution for only one algorithm on one instance, while no comparison is conducted for the absolute values of profits among MSSA, GA, and BMA.

In Table 8 for the classic instances, BMA obtains better solutions within less running time than MSSA and GA on most of the instances. Based on the subcolumn “MSSA%,” the average profits obtained by BMA are 2 percent to 51 percent better than those by MSSA on all the instances. Note that on only two instances are the average profits by BMA less than 10 percent better than those by MSSA,

namely, nrp-3-0.7 and nrp-5-0.7. The reason for this result is that the large cost ratio 0.7 makes it easy for MSSA to solve these instances, i.e., the predefined cost is adequate for making the decision. Thus, on these three instances, BMA can do only a little better than MSSA. On the other hand, based on the subcolumn “GA%,” the average profits by BMA are 0 to 68 percent better than those by GA on all but one instance. The exception instance is nrp-1-0.5, on which GA can obtain better solutions than BMA. Moreover, on the other two instances in the group nrp-1 (with scale 100), the profits obtained by BMA are very similar to the profits by GA. That is, GA can work well on small scale instances. Among the rates in “MSSA%” and “GA%,” both the rates less than 1 percent and the rates more than 60 percent are provided by “GA%.” As a result, we can find that the solutions of GA are in a wider range than those of MSSA. From the profit distributions of MSSA, GA, and BMA, the average profits on most of the instances are surrounded by the ranges of the profits. Moreover, among the last nine instances (the last three groups) in Table 8, BMA can provide the most stable solution distributions for six instances (i.e., in box plots, for each of these six instances, the distance between the first quartile and the third quartile is short). In summary, the results in Table 8 show that the backbone-based instance

reduction makes BMA obtain good solutions for the large scale NRP.

In Table 9 for the realistic instances, the experimental results are basically similar to those in Table 8. The BMA can obtain the best solutions on all the instances. The average profits obtained by BMA are 19 to 35 percent better than those by MSSA on all the instances, while the average profits obtained by BMA are 5 to 21 percent better than those by GA on all the instances. GA can beat MSSA on all these instances. From the subcolumn “GA%,” the rates on the instances extracted from Gnome (the instance names starting with “nrp-g”) are smaller than the instances from Eclipse and Mozilla. In other words, the advantage of BMA is inconspicuous for the instances extracted from Gnome. A reason for this fact is that Gnome provides the simplest instances in our experiments, the instance scales of which are less than 500 (see Table 7 for the instance scales). On the contrary, for the large scale instances extracted from Mozilla, BMA can obtain much better profits than MSSA and GA. On the instances in Table 9, the profit distributions are also stable. On 10 instances among all the 24 realistic instances, the results obtained by BMA are the most stable in the three algorithms. From the subcolumns “MSSA%” and “GA%” in both Tables 8 and 9, in general, the rate of profits decreases while the cost ratio increases for the instances in each group (i.e., from 0.3 to 0.7 for the classic instances or from 0.3 to 0.5 for the realistic instances). Thus, BMA can obtain much better solutions on most of the instances, which are with small cost ratios.

Based on this part, the answer to RQ2 is that the BMA can obtain better solutions than the typical algorithms MSSA and GA on the large scale NRP instances. Moreover, the profit distributions provided by BMA are stable for most of the instances.

In conclusion, the results of the experiments in this section show that BMA can obtain better profits than MSSA and GA within similar time on the large scale NRP instances. From the perspective of algorithm design, the approximate backbone leads to the fast solving for BMA, the soft backbone is helpful in constructing the near-optimal solutions to the problem instances, and the multilevel reductions and refinements provide a framework to use the existing algorithms. Based on these characteristics, BMA outperforms the typical algorithms, MSSA and GA, on most of the NRP instances.

6 THREATS TO VALIDITY

Our approach is a search-based technology to solve the NRP in requirements engineering. There are three potential threats to validity for our work.

6.1 Problem Definition

In this paper, only one kind of requirements dependency is given to the NRP model following the existing definitions [4], [5], [31]. However, there are some other kinds of dependencies in requirements engineering. For example, Carlshamre et al. [8] list six kinds of requirements dependencies and the dependency in our work can be viewed as a “REQUIRES” dependency in their approach; Zhang et al. [65] explore four kinds of requirements

dependencies to facilitate the requirements reuse and software design.

Since the requirements dependencies in the NRP are formed as input parameters, it is straightforward to add other kinds of requirements dependencies to the model of the NRP. Based on the definition of the Simplified NRP, the model aims to handle the requirements requested by customers. As a result, the dependencies can be formed to the requirements requested by each customer. Therefore, our algorithm, BMA, can be extended to solve the NRP with various requirements dependencies.

6.2 Algorithm Construction

In this paper, we use the approximate backbone and the soft backbone to replace the backbone to construct our algorithm. The basic principle for using the approximate backbone is based on an empirical study, the fitness landscape analysis. However, it is not exact when applying the fitness landscape analysis for the relationship between the backbones and the approximate backbones. A theoretical analysis can provide much knowledge to the application of the approximate backbone. To our knowledge, the fitness landscape analysis is a useful empirical technology for approximately exploring the relationship between solutions [44], [35], [54]. This approximation between local optimal solutions and the optimal solutions can be viewed as a tradeoff between theory and algorithm performance.

In the fitness landscape analysis, we use the best known solutions to replace the optimal solutions. This replacement may bring some perturbation to the analysis results. Since the optimal solutions to large scale instances are always hard to find within polynomial time, we follow the existing approaches to choose the most similar substitutions, i.e., the best known solutions [44], [54].

The soft backbone, another approximation of the backbone in our work, is also experimentally evaluated. Experimental results on four classic instances (in Fig. 5) have indicated the necessity of the soft backbone. However, an exact theoretical analysis is much better to quantify the power of the soft backbone, e.g., how to analyze the scale of the soft backbone for a given NRP instance. For both the approximate backbone and the soft backbone, a deep theoretical analysis may provide a further guideline for the design of backbone-based algorithms.

6.3 Instance Bias

In the experimental results, we evaluate our algorithm on two sets of the NRP instances, namely, a set generated under given constraints and a set extracted from bug repositories. However, both of these two sets of instances may bring threats to the validity of our experimental results. On one hand, the classic generated NRP instances are a series of controllable randomized instances. Compared with real requirements repositories, these generated instances could provide extra stochastic distributions for the requirements data. On the other hand, the new extracted instances are much more realistic since the items in bug repositories can be viewed as a kind of requirements information. However, the knowledge gap between bug repositories and requirements repositories may lead to a bias for the evaluation results. To avoid the bias between

our instances and real requirements data, the best method is to build open large requirements repositories in the future.

7 RELATED WORK

To our knowledge, this paper is the first work using backbone-based algorithms to solve requirements engineering problems. In this section, we investigate the related work of this paper.

7.1 The NRP and Requirements Selection

To balance customer profits and requirements costs, Bagnall et al. [4] first proposed the NRP in 2001. In this work, they model the NRP, provide the instance generation rules, and apply numerous search-based algorithms to approximately solve the NRP. The most relevant problem of the NRP is the process of Release Planning (RP) [21], which addresses selecting optimal releases to satisfy software requirements constraints [56] or release time [62], [40]. Both the NRP and the RP aim to find an optimal decision for requirements selection, especially dependency constraints-based requirements selection. The NRP tends to address customer profits for the coming release, while the RP tends to directly assign requirements for multiple releases. A recent review of the RP by Svahnberg et al. [59] lists and compares the related work of the RP.

Based on the number of problem objectives, the related work of the NRP can be divided into two categories, namely single-objective and multi-objective. In the single-objective NRP (or the NRP for short), such as the problem in this paper, the cost bound of a software release is predefined and the problem objective is to obtain the maximum profits from customers. For example, Greer and Ruhe [21] propose a genetic algorithm-based approach to optimize software releases; Jiang et al. [31] propose an ant colony optimization algorithm to solve the NRP; Baker et al. [5] extend the NRP with component prioritization and solve this problem with the greedy algorithm and the simulated annealing. Moreover, for the resource allocation for software releases, Ngo-The and Ruhe [50] propose a two-phase optimization by combining integer programming to relax the search space and genetic programming to reduce the search space. In this paper, we address the large scale single-objective NRP. Our approach is to downgrade the problem scale, in contrast to the existing algorithms, which solve the problems directly.

In the Multi-Objective NRP (MONRP), besides the profit, another objective is usually defined to minimize software costs. Zhang et al. [69] first proposed the MONRP and gave an empirical study with the genetic algorithm-based multi-objective optimization algorithms in 2007. Many extensions of the MONRP are studied to balance the benefits and resources, including fairness [17], sensitivity [25], and robustness with completion time [22]. Moreover, Saliu and Ruhe [57] detect feature coupling from both business perspectives and implementation perspectives; Zhang et al. [66] model two periods of profits to analyze the requirements under varying time. A recent work by Zhang and Harman [68] shows that the dependencies in requirements interaction management can be formulated as an extension of the MONRP.

The NRP is a combinatorial optimization model for requirements selection. Requirements selection and optimization have impacted numerous aspects of requirements engineering, including requirements management [55], [48], [49], requirements prioritization [32], [3], requirements triage [12], [14], and requirements visualization [16]. In addition, for further research in requirements selection, some works investigate requirements interdependencies to explore the relationship and conflicts between requirements [8], [65], [20], [68].

7.2 Search-Based Requirements Engineering

By fixing the optimal requirements for the next release, our work is a kind of Search-Based Software Engineering (SBSE) approach for requirements engineering. In SBSE, software engineering problems are transformed into optimization problems for approximately solving with search technologies [24], [23]. One typical field of SBSE is search-based software testing (e.g., [42], [36], [1], [43]). Some other fields of SBSE include design (e.g., [6], [53], [61]), quality (e.g., [37]), refactoring (e.g., [51]), reverse engineering (e.g., [34]), etc.

Among the fields of SBSE, Search-Based Requirements Engineering (SBRE) aims to manage requirements with search technologies [24]. Most of work about the NRP and its relevant problems is the typical application of SBRE. A survey of SBRE shows the existing work and challenges in this field [67]. In our work, the backbone-based algorithm is introduced to SBRE for the first time.

7.3 Backbone and Its Application

The backbone, a basic structure for reductions and refinements in our work, is a solving strategy for exploring the hard problems in combinatorial optimization [58], [64], [33], [30]. To our knowledge, besides our work, there is only one concept similar to the approximate backbone for search technologies in software engineering. That is, Mahdavi et al. [38] propose a *building block*-based multiple hill climbing approach for the software module clustering problem. From the viewpoint of combinatorial optimization, a building block in [38] is also an intersection of local optimal solutions as the approximate backbone. However, in our work, the concept of the soft backbone is first proposed in both software engineering and combinatorial optimization. The soft backbone and the multilevel strategy are combined with the approximate backbone to solve large scale search based problems.

Besides the backbone, the *muscle* and the *fat* in combinatorial optimization are two other effective technologies for constructing the solutions. The muscle of an instance is the union set of optimal solutions [29], [27], while the fat of an instance is the part without any optimal solution [11]. Drawn on the experiments from the existing work in combinatorial optimization, each of the backbone, the muscle, and the fat can be employed to further guide the algorithm design for problems in requirements engineering.

7.4 Large Scale Optimization

The multilevel approach is a kind of large scale optimization technology [60]. As we mentioned in Section 4.1, the key idea of the multilevel approach is to iteratively convert the original problem into multiple subproblems so that the

algorithm can downgrade the problem scale to apply existing algorithms. In this paper, our BMA is a multilevel approach for reducing the problem scale in requirements engineering.

Besides the multilevel approach, the cooperative co-evolution approach is one of the recently proposed technologies for large scale optimization [63], [52]. In contrast to the iterative reduction in the multilevel approach, the cooperative co-evolution approach employs the divide-and-conquer strategy to find the optimal solutions.

8 CONCLUSIONS AND FUTURE WORK

As an important problem in requirements engineering, the Next Release Problem aims to balance customer profits and requirements costs for the project decision. In this paper, we propose a Backbone-based Multilevel Algorithm to solve the large scale NRP. Based on the approximate backbone and the soft backbone, BMA iteratively reduces the instance scales and refines the solutions to construct the final solution. Experimental results show that BMA can achieve better performance than direct solving approaches. In our work, we propose the soft backbone, which can be generated from the instance after the instance reduction, for the first time. Moreover, we also propose a method to generate requirements data from open bug repositories. This method can be used to supplement the lack of open requirements databases.

Our future work will focus on the application of BMA to other problems in software engineering. In requirements engineering, BMA can be used to solve many other large scale problems, such as release planning and requirements prioritization. The backbone-based multilevel strategy can build a bridge between large scale problems and existing algorithms. We will explore some new problems, which may be solved by the similar strategy of BMA. In addition, we plan to develop BMA with a theoretical analysis, e.g., how to estimate the scale of the backbone without empirical methods. Apart from applications in requirements engineering, we want to apply the BMA to the regression test case selection problem in software testing. The model of the regression test case selection problem is very similar to the NRP. Thus, the application of BMA can be extended to various fields in software engineering.

Another further work is to explore the relationship between open bug repositories and requirements repositories. In this paper, we map items in the NRP to ones in open bug repositories. However, the domain knowledge behind these two kinds of repositories may bring a gap to the application from one repository to the other. We will conduct an empirical study to find out the details of this knowledge gap.

ACKNOWLEDGMENTS

The authors greatly thank our anonymous reviewers for their insightful comments and corrections. They thank Edward Prendergast and Qingna Fan with Intel Corporation for their helpful suggestions. This work is partially supported by the National Natural Science Foundation of China under grants 61175062, 60805024, and 61033012, and the National Research Foundation for the Doctoral Program of Higher Education of China under grant 20070141020.

REFERENCES

- [1] S. Ali, L.C. Briand, H. Hemmati, and R.K. Panesar-Walawege, "A Systematic Review of the Application and Empirical Investigation of Search-Based Test Case Generation," *IEEE Trans. Software Eng.*, vol. 36, no. 6, pp. 742-762, Nov./Dec. 2010, doi:10.1109/TSE.2009.52.
- [2] J. Anvik, L. Hiew, and G.C. Murphy, "Who Should Fix This Bug?" *Proc. 28th Int'l Conf. Software Eng.*, pp. 361-370, May 2010, doi:10.1145/1134285.1134336.
- [3] J. Azar, R.K. Smith, and D. Cordes, "Value-Oriented Requirements Prioritization in a Small Development Organization," *IEEE Software*, vol. 24, no. 1, pp. 32-37, Jan./Feb. 2007, doi:10.1109/MS.2007.30.
- [4] A. Bagnall, V. Rayward-Smith, and I. Whitley, "The Next Release Problem," *Information and Software Technology*, vol. 43, no. 14, pp. 883-890, Dec. 2001, doi:10.1016/S0950-5849(01)00194-X.
- [5] P. Baker, M. Harman, K. Steinhofel, and A. Skaliotis, "Search Based Approaches to Component Selection and Prioritization for the Next Release Problem," *Proc. 22nd Int'l Conf. Software Maintenance*, pp. 176-185, Sept. 2006, doi:10.1109/ICSM.2006.56.
- [6] M. Bowman, L.C. Briand, and Y. Labiche, "Solving the Class Responsibility Assignment Problem in Object-Oriented Analysis with Multi-Objective Genetic Algorithms," *IEEE Trans. Software Eng.*, vol. 36, no. 6, pp. 817-837, Nov./Dec. 2010, doi:10.1109/TSE.2010.70.
- [7] Bugzilla, <http://www.bugzilla.org/>, July 2011.
- [8] P. Carlshamre, K. Sandahl, M. Lindvall, B. Regnell, and J. Natt och Dag, "An Industrial Survey of Requirements Interdependencies in Software Product Release Planning," *Proc. IEEE Int'l Symp. Requirements Eng.*, pp. 84-91, Aug. 2001, doi:10.1109/ISRE.2001.948547.
- [9] C. Castro-Herrera, C. Duan, J. Cleland-Huang, and B. Mobasher, "A Recommender System for Requirements Elicitation in Large-Scale Software Projects," *Proc. ACM Symp. Applied Computing*, pp. 1419-1426, Mar. 2009, doi:10.1145/1529282.1529601.
- [10] B.H.C. Cheng and J.M. Atlee, "Research Directions in Requirements Engineering," *Proc. Int'l Conf. Software Eng. Workshop Future of Software Eng.*, pp. 285-303, May 2007, doi:10.1109/FOSE.2007.17.
- [11] S. Climer and W. Zhang, "Searching for Backbones and Fat: A Limit-Crossing Approach with Applications," *Proc. Nat'l Conf. Artificial Intelligence*, pp. 707-712, Aug. 2002.
- [12] A.M. Davis, "The Art of Requirements Triage," *Computer*, vol. 36, no. 3, pp. 42-49, Mar. 2003, doi:10.1109/MC.2003.1185216.
- [13] J. del Sagrado, I.M. del Aguila, and F.J. Orellana, "Ant Colony Optimization for the Next Release Problem: A Comparative Study," *Proc. Second Int'l Symp. Search Based Software Eng.*, pp. 67-76, Sept. 2010, doi:10.1109/SSBSE.2010.18.
- [14] C. Duan, P. Laurent, J. Cleland-Huang, and C. Kwiatkowski, "Towards Automated Requirements Prioritization and Triage," *Requirements Eng.*, vol. 14, no. 2, pp. 73-89, June 2009, doi:10.1007/s00766-009-0079-7.
- [15] Eclipse, <http://www.eclipse.org/>, July 2011.
- [16] M.S. Feather, S.L. Cornford, J.D. Kiper, and T. Menzies, "Experiences Using Visualization Techniques to Present Requirements, Risks to Them, and Options for Risk Mitigation," *Proc. First Int'l Workshop Requirements Eng. Visualization*, p. 10, Sept. 2006, doi:10.1109/REV.2006.2.
- [17] A. Finkelstein, M. Harman, S.A. Mansouri, J. Ren, and Y. Zhang, "A Search Based Approach to Fairness Analysis in Requirement Assignments to Aid Negotiation, Mediation and Decision Making," *Requirements Eng.*, vol. 14, no. 4, pp. 231-245, Dec. 2009, doi:10.1007/s00766-009-0075-y.
- [18] M.R. Garey and D.S. Johnson, *Computers and Intractability: A Guide to the Theory of NP-Completeness*, pp. 109-117. W.H. Freeman, 1979.
- [19] Gnome, <http://www.gnome.org/>, July 2011.
- [20] T. Gorschek and A.M. Davis, "Requirements Engineering: In Search of the Dependent Variables," *Information and Software Technology*, vol. 50, nos. 1/2, pp. 67-75, Jan. 2008, doi:10.1016/j.infsof.2007.10.003.
- [21] D. Greer and G. Ruhe, "Software Release Planning: An Evolutionary and Iterative Approach," *Information and Software Technology*, vol. 46, no. 4, pp. 243-253, Mar. 2004, doi:10.1016/j.infsof.2003.07.002.

- [22] S. Gueorguiev, M. Harman, and G. Antoniol, "Software Project Planning for Robustness and Completion Time in the Presence of Uncertainty Using Multi Objective Search Based Software Engineering," *Proc. 11th Ann. Conf. Genetic and Evolutionary Computation*, pp. 1673-1680, July 2009, doi:10.1145/1569901.1570125.
- [23] M. Harman, "The Current State and Future of Search Based Software Engineering," *Proc. Workshop Future of Software Eng.*, pp. 342-357, May 2007, doi:10.1109/FOSE.2007.29.
- [24] M. Harman and B.F. Johns, "Search Based Software Engineering," *Information and Software Technology*, vol. 43, no. 14, pp. 833-839, Dec. 2001, doi:10.1016/S0950-5849(01)00189-6.
- [25] M. Harman, J. Krinke, J. Ren, and S. Yoo, "Search Based Data Sensitivity Analysis Applied to Requirement Engineering," *Proc. 11th Ann. Conf. Genetic and Evolutionary Computation*, pp. 1681-1688, July 2009, doi:10.1145/1569901.1570126.
- [26] F. Hutter, H.H. Hoos, K. Leyton-Brown, and T. Stützle, "ParamILS: An Automatic Algorithm Configuration Framework," *J. Artificial Intelligence Research*, vol. 36, no. 1, pp. 267-306, Sept. 2009, doi:10.1613/jair.2861.
- [27] H. Jiang and Y. Chen, "An Efficient Algorithm for Generalized Minimum Spanning Tree Problem," *Proc. 12th Ann. Conf. Genetic and Evolutionary Computation*, pp. 217-224, July 2010, doi:10.1145/1830483.1830525.
- [28] H. Jiang, J. Xuan, and Z. Ren, "Approximate Backbone Based Multilevel Algorithm for Next Release Problem," *Proc. 12th Ann. Conf. Genetic and Evolutionary Computation*, pp. 1333-1340, July 2010, doi:10.1145/1830483.1830730.
- [29] H. Jiang, J. Xuan, and X. Zhang, "An Approximate Muscle Guided Global Optimization Algorithm for the Three-Index Assignment Problem," *Proc. IEEE Congress on Evolutionary Computation*, pp. 2404-2410, June 2008, doi:10.1109/CEC.2008.4631119.
- [30] H. Jiang, X. Zhang, G. Chen, and M. Li, "Backbone Analysis and Algorithm Design for the Quadratic Assignment Problem," *Science in China Series F: Information Science*, vol. 51, no. 5, pp. 476-488, May 2008, doi:10.1007/s11432-008-0042-0.
- [31] H. Jiang, J. Zhang, J. Xuan, Z. Ren, and Y. Hu, "A Hybrid ACO Algorithm for the Next Release Problem," *Proc. Int'l Conf. Software Eng. and Data Mining*, pp. 166-171, June 2010.
- [32] J. Karlsson and K. Ryan, "A Cost-Value Approach for Prioritizing Requirements," *IEEE Software*, vol. 14, no. 5, pp. 67-74, Sept./Oct. 1997, doi:10.1109/52.605933.
- [33] P. Kilby, J. Slaney, and T. Walsh, "The Backbone of the Travelling Salesperson," *Proc. 19th Int'l Joint Conf. Artificial Intelligence*, pp. 175-180, July 2005.
- [34] K. Krogmann, M. Kuperberg, and R. Reussner, "Using Genetic Search for Reverse Engineering of Parametric Behaviour Models for Performance Prediction," *IEEE Trans. Software Eng.*, vol. 36, no. 6, pp. 865-877, Nov./Dec. 2010, doi:10.1109/TSE.2010.69.
- [35] S. Kryazhimskiy, G. Tkačik, and J.B. Plotkin, "The Dynamics of Adaptation on Correlated Fitness Landscapes," *Proc. Nat'l Academy of Sciences USA*, vol. 106, no. 44, pp. 18638-18643, Nov. 2009, doi:10.1073/pnas.0905497106.
- [36] Z. Li, M. Harman, and R.M. Hierons, "Search Algorithms for Regression Test Case Prioritization," *IEEE Trans. Software Eng.*, vol. 33, no. 4, pp. 225-237, Apr. 2007, doi:10.1109/TSE.2007.38.
- [37] Y. Liu, T.M. Khoshgoftaar, and N. Seliya, "Evolutionary Optimization of Software Quality Modeling with Multiple Repositories," *IEEE Trans. Software Eng.*, vol. 36, no. 6, pp. 852-864, Nov./Dec. 2010, doi:10.1109/TSE.2010.51.
- [38] K. Mahdavi, M. Harman, and R.M. Hierons, "A Multiple Hill Climbing Approach to Software Module Clustering," *Proc. 19th Int'l Conf. Software Maintenance*, pp. 315-324, Sept. 2003, doi:10.1109/ICSM.2003.1235437.
- [39] R. Martí, "Multi-Start Methods," *Handbook of Metaheuristics*, Int'l Series Operations Research and Managements Science, F. Glover and G.A. Kochenberger, eds., pp. 355-368, Kluwer, 2003.
- [40] J. McElroy and G. Ruhe, "When-to-Release Decisions for Features with Time-Dependent Value Functions," *Requirements Eng.*, vol. 15, no. 3, pp. 337-358, Sept. 2010, doi:10.1007/s00766-010-0097-5.
- [41] R. McGill, J.W. Tukey, and W.A. Larsen, "Variations of Box Plots," *The Am. Statistician*, vol. 32, no. 1, pp. 12-16, Feb. 1978.
- [42] P. McMinn, "Search-Based Software Test Data Generation: A Survey," *Software Testing, Verification and Reliability*, vol. 14, no. 2, pp. 105-156, June 2004, doi:10.1002/stvr.294.
- [43] P. McMinn, M. Harman, K. Lakhota, Y. Hassoun, and J. Wegener, "Input Domain Reduction through Irrelevant Variable Removal and its Effect on Local, Global and Hybrid Search-Based Structural Test Data Generation," *IEEE Trans. Software Eng.*, vol. 38, no. 2, pp. 453-477, Feb. 2011, doi:10.1109/TSE.2011.18.
- [44] P. Merz and B. Freisleben, "Fitness Landscape Analysis and Memetic Algorithms for the Quadratic Assignment Problem," *IEEE Trans. Evolutionary Computation*, vol. 4, no. 4, pp. 337-352, Nov. 2000, doi:10.1109/4235.887234.
- [45] Z. Michalewicz and F.B. Fogel, *How to Solve It: Modern Heuristics*, pp. 35-43, Springer-Verlag, 2000.
- [46] Mining Challenges 2007 and 2009 of IEEE Working Conf. Mining Software Repositories (MSR), <http://msr.uwaterloo.ca/msr2007/challenge/> and <http://msr.uwaterloo.ca/msr2009/challenge/>, July 2011.
- [47] Mozilla, <http://www.mozilla.org/>, July 2011.
- [48] J. Natt och Dag, B. Regnell, V. Gervasi, and S. Brinkkemper, "A Linguistic-Engineering Approach to Large-Scale Requirements Management," *IEEE Software*, vol. 22, no. 1, pp. 32-39, Jan./Feb. 2005, doi:10.1109/MS.2005.1.
- [49] J. Natt och Dag, T. Thelin, and B. Regnell, "An Experiment on Linguistic Tool Support for Consolidation of Requirements from Multiple Sources in Market-Driven Product Development," *Empirical Software Eng.*, vol. 11, no. 2, pp. 303-329, June 2006, doi:10.1007/s10664-006-6405-5.
- [50] A. Ngo-The and G. Ruhe, "Optimized Resource Allocation for Software Release Planning," *IEEE Trans. Software Eng.*, vol. 35, no. 1, pp. 109-123, Jan./Feb. 2009, doi:10.1109/TSE.2008.80.
- [51] M. O'Keefe and M.O. Cinnéide, "Search-Based Refactoring for Software Maintenance," *J. Systems and Software*, vol. 81, no. 4, pp. 502-516, Apr. 2008, doi:10.1016/j.jss.2007.06.003.
- [52] M.N. Omidvar, X. Li, Z. Yang, and X. Yao, "Cooperative Co-Evolution for Large Scale Optimization through More Frequent Random Grouping," *Proc. IEEE Congress on Evolutionary Computation*, pp. 1754-1761, July 2010, doi:10.1109/CEC.2010.5586127.
- [53] K. Praditwong, M. Harman, and X. Yao, "Software Module Clustering as a Multi-Objective Search Problem," *IEEE Trans. Software Eng.*, vol. 37, no. 2, pp. 264-282, Mar./Apr. 2011, doi:10.1109/TSE.2010.26.
- [54] M. Qasem and A. Prügel-Bennett, "Learning the Large-Scale Structure of the MAX-SAT Landscape Using Populations," *IEEE Trans. Evolutionary Computation*, vol. 14, no. 4, pp. 518-529, Aug. 2010, doi:10.1109/TEVC.2009.2033579.
- [55] B. Regnell, L. Karlsson, and M. Host, "An Analytical Model for Requirements Selection Quality Evaluation in Product Software Development," *Proc. IEEE Int'l Conf. Requirements Eng.*, pp. 254-263, Sept. 2003, doi:10.1109/ICRE.2003.1232757.
- [56] G. Ruhe and M.O. Salu, "The Art and Science of Software Release Planning," *IEEE Software*, vol. 22, no. 6, pp. 47-53, Nov. 2005, doi:10.1109/MS.2005.164.
- [57] M.O. Salu and G. Ruhe, "Bi-Objective Release Planning for Evolving Software Systems," *Proc. Sixth Joint Meeting European Software Eng. Conf. and ACM SIGSOFT Symp. Foundations of Software Eng.*, pp. 105-114, Sept. 2007, doi:10.1145/1287624.1287641.
- [58] J. Slaney and T. Walsh, "Backbones in Optimization and Approximation," *Proc. 17th Int'l Joint Conf. Artificial Intelligence*, pp. 254-259, 2001.
- [59] M. Svahnberg, T. Gorschek, R. Feldt, R. Torkar, S.B. Saleem, and M.U. Shafique, "A Systematic Review on Strategic Release Planning Models," *Information and Software Technology*, vol. 52, no. 3, pp. 237-248, Mar. 2010, doi:10.1016/j.infsof.2009.11.006.
- [60] C. Walshaw, "A Multilevel Approach to the Traveling Salesman Problem," *Operations Research*, vol. 50, no. 5, pp. 862-877, Sept. 2002.
- [61] Z. Wang, K. Tang, and X. Yao, "Multi-Objective Approaches to Optimal Testing Resource Allocation in Modular Software Systems," *IEEE Trans. Reliability*, vol. 59, no. 3, pp. 563-575, Sept. 2010, doi:10.1109/TR.2010.2057310.
- [62] B. Yang, H. Hu, and L. Jia, "A Study of Uncertainty in Software Cost and Its Impact on Optimal Software Release Time," *IEEE Trans. Software Eng.*, vol. 34, no. 6, pp. 813-825, Nov./Dec. 2008, doi:10.1109/TSE.2008.47.
- [63] Z. Yang, K. Tang, and X. Yao, "Large Scale Evolutionary Optimization Using Cooperative Coevolution," *Information Sciences*, vol. 178, no. 15, pp. 2985-2999, Aug. 2008, doi:10.1016/j.ins.2008.02.017.

- [64] W. Zhang, "Configuration Landscape Analysis and Backbone Guided Local Search. Part I: Satisfiability and Maximum Satisfiability," *Artificial Intelligence*, vol. 158, no. 1, pp. 1-26, Sept. 2004, doi:10.1016/j.artint.2004.04.001.
- [65] W. Zhang, H. Mei, and H. Zhao, "Feature-Driven Requirement Dependency Analysis and High-Level Software Design," *Requirements Eng.*, vol. 11, no. 3, pp. 205-220, June 2006, doi:10.1007/s00766-006-0033-x.
- [66] Y. Zhang, E. Alba, J.J. Durillo, S. Eldh, and M. Harman, "Today / Future Importance Analysis," *Proc. 12th Ann. Conf. Genetic and Evolutionary Computation*, pp. 1357-1364, July 2010, doi:10.1145/1830483.1830733.
- [67] Y. Zhang, A. Finkelstein, and M. Harman, "Search Based Requirements Optimisation: Existing Work and Challenges," *Requirements Eng.: Foundation for Software Quality*, B. Paech et al., eds., pp. 88-94, Springer-Verlag, 2008, doi:10.1007/978-3-540-69062-7_8.
- [68] Y. Zhang and M. Harman, "Search Based Optimization of Requirements Interaction Management," *Proc. Second Int'l Symp. Search Based Software Eng.*, pp. 47-56, Sept. 2010, doi:10.1109/SSBSE.2010.16.
- [69] Y. Zhang, M. Harman, and S.A. Mansouri, "The Multi-Objective Next Release Problem," *Proc. Ninth Ann. Conf. Genetic and Evolutionary Computation*, pp. 1129-1136, July 2007, doi:10.1145/1276958.1277179.



Jifeng Xuan received the BSc degree in software engineering from Dalian University of Technology, China, in 2007. Currently, he is working toward the PhD degree at Dalian University of Technology. His research interests include search-based software engineering, mining software repositories, and machine learning. He is a student member of the China Computer Federation (CCF).



He Jiang received the BSc and PhD degrees in computer science from the University of Science and Technology of China (USTC) in 1999 and 2005, respectively. Currently, he is working as an associate professor in the School of Software, Dalian University of Technology, China. His research interests include computational intelligence and its applications in software engineering and data mining. He is a member of the IEEE and the China Computer Federation (CCF).



Zhilei Ren received the BSc degree in software engineering from Dalian University of Technology, China, in 2007. Currently, he is working toward the PhD degree at Dalian University of Technology. His research interests include metaheuristic algorithm design, data mining, and their applications in software engineering. He is a student member of the China Computer Federation (CCF).



Zhongxuan Luo received the BSc degree in computational mathematics from Jilin University, China, in 1985, the MSc degree in computational mathematics from Jilin University in 1988, and the PhD degree in computational mathematics from Dalian University of Technology, China, in 1991. He has been a full professor of the School of Mathematical Sciences at Dalian University of Technology since 1997. His research interests include multivariate approximation theory and computational geometry.

► For more information on this or any other computing topic, please visit our Digital Library at www.computer.org/publications/dlib.