

## 18: Linear Genetic Programming 2

- Fitness, initialization, mutation, and crossover
- Evolution of programs
- Reference book chapters 3, 5
- Reference book: *Linear Genetic Programming*,  
*Brameier and Banzhaf*, Springer

# An example linear genetic program

$r_1, r_2$  take input variables  $x_1, x_2$

$r_0, r_3$  are calculation registers, and  $r_0$  is the output register, initialized as 1

$$1: \quad r_0 = r_2 + 5$$

$$2: \quad r_3 = r_1 \times 3$$

$$3: \quad \text{if } r_0 > r_3:$$

$$3: \quad r_3 = r_3 - 1$$

$$4: \quad r_0 = r_3 \times r_0$$

# LGP fundamentals - Fitness

- Error-based functions on training samples

- sum of absolute errors (SE)
- sum of squared errors (SSE)
- mean squared errors (MSE):

$$\text{MSE}(gp) = \frac{1}{n} \sum_{k=1}^n (gp(\vec{i}_k) - o_k)^2$$

- classification errors (CE):

$$\text{CE}(gp) = \sum_{k=1}^n \{1 \mid \text{class}(gp(\vec{i}_k)) \neq o_k\}$$

- Data partition: training, validation, testing  
Stochastic sampling of the training dataset

# LGP fundamentals - Initialization

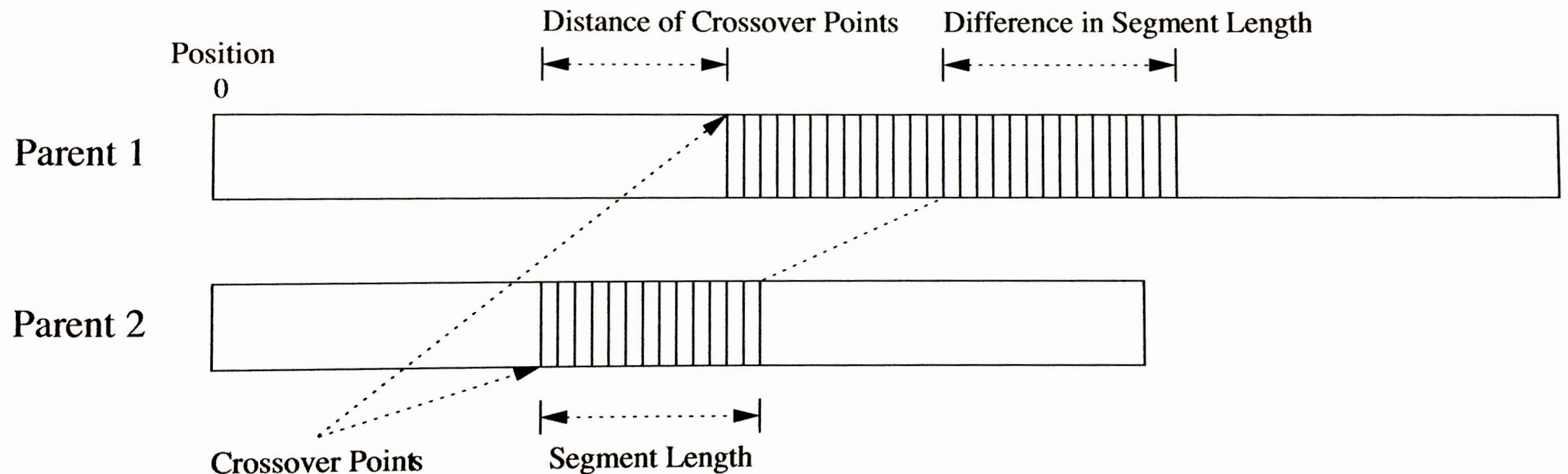
- Random generation of programs
  - Program size upper bound
  - Program size lower bound (minimum length - one instruction)
  - Initial program length uniformly random within the lower/upper bounds
- How to choose program size upper bound
  - Too long - reduce program variability during evolution
  - Too short - insufficient diversity of initial genetic material

# LGP fundamentals - Variation

- Crossover
  - Swap segments from two parents
  - Instruction is the smallest unit for variation
- Mutation
  - Randomly replace registers, constants, operations by equivalents from predefined sets or valid ranges
- Selection of variation points
  - Tree GP, bias choosing leaf nodes (variables or constants)
  - Linear GP, each instruction is selected with the same probability

# LGP fundamentals - Crossover

- Two-point crossover
  - Parameters: minimum and maximum program length  
maximum segment length  
maximum distance of crossover points  
maximum difference in segment length



# LGP fundamentals - Crossover

- One-point crossover
  - Programs are swapped at one point only
  - Parameters: minimum and maximum program length  
maximum distance of crossover points
- One-segment recombination
  - For parent1, *delete* a segment or *insert* a segment from parent2, and apply the same to parent2.
  - Parameters: insertion rate, deletion rate (sum to 1)
    - can adjust growth/shrink biasminimum and maximum program length  
maximum segment length

# LGP fundamentals - Mutation

- Micro mutation
  - Modify elements of an instruction
- Macro mutation
  - Instruction mutation: Insert or delete a single instruction
  - One-segment mutation: Insert a randomly created subsequence
  - Two-segment mutation: Replace an existing segment with a randomly created subsequence
- Effective mutation



# LGP fundamentals - Evolution

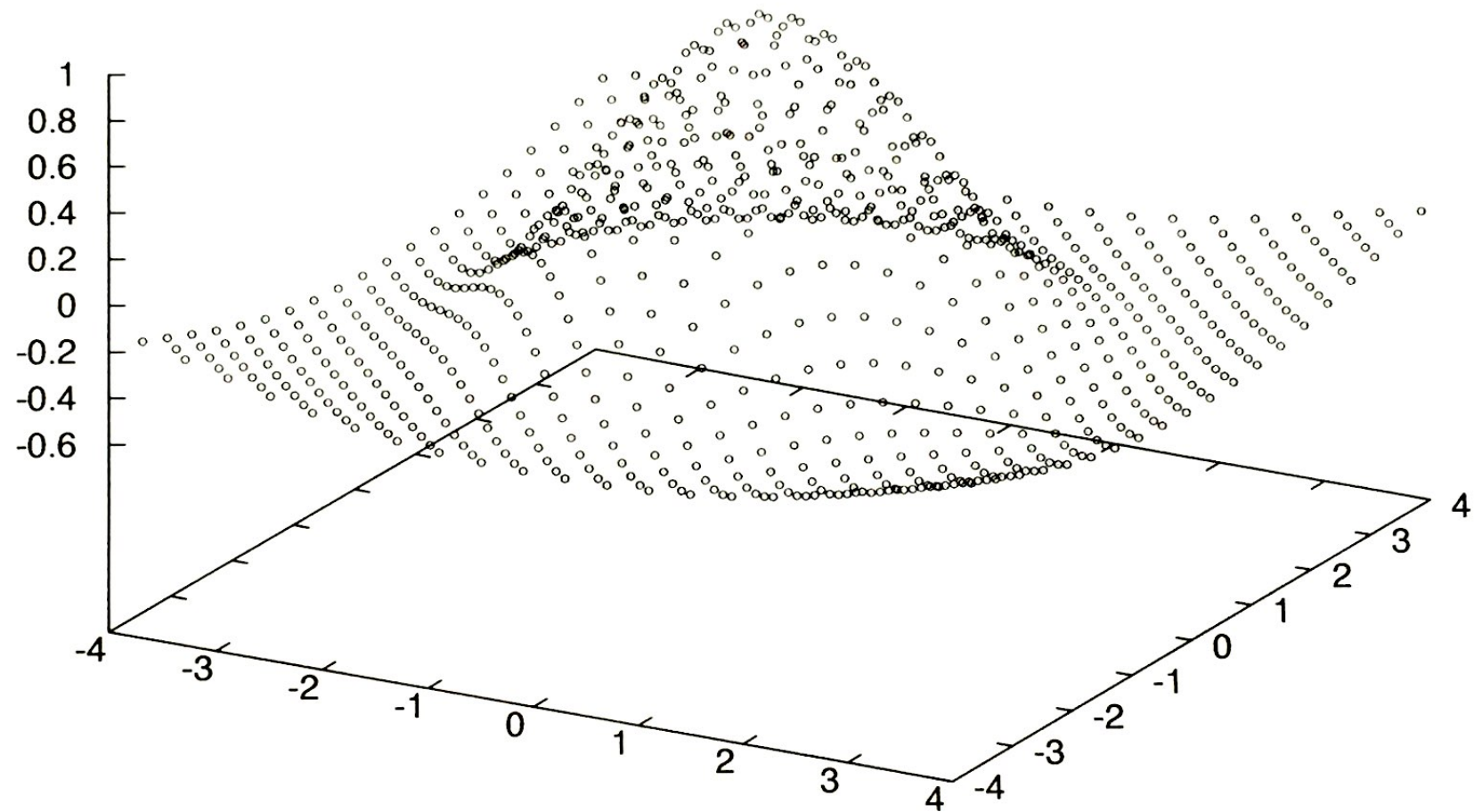
1. **Initialize** the population with random programs and calculate their fitness values
2. Randomly **select**  $2 * n_{ts}$  individuals from the population without replacement
3. Perform two fitness **tournaments** of size  $n_{ts}$
4. Use copies of the two winners to **produce** two offspring by variation operators with certain probabilities
5. **Evaluate** the fitness of the two offspring
6. If any of the offspring is fitter than the current best-fit individual (saved), **validate** the new best program using validation data
7. **Replace** the two tournament losers with two offspring
8. Repeat steps 2 to 8 until the **termination** criteria is met
9. The program with the best validation accuracy is the **output** of the algorithm
10. **Test** the output program using a testing dataset and report the testing accuracy

# LGP applications

- Symbolic regression

Ricker wavelet function

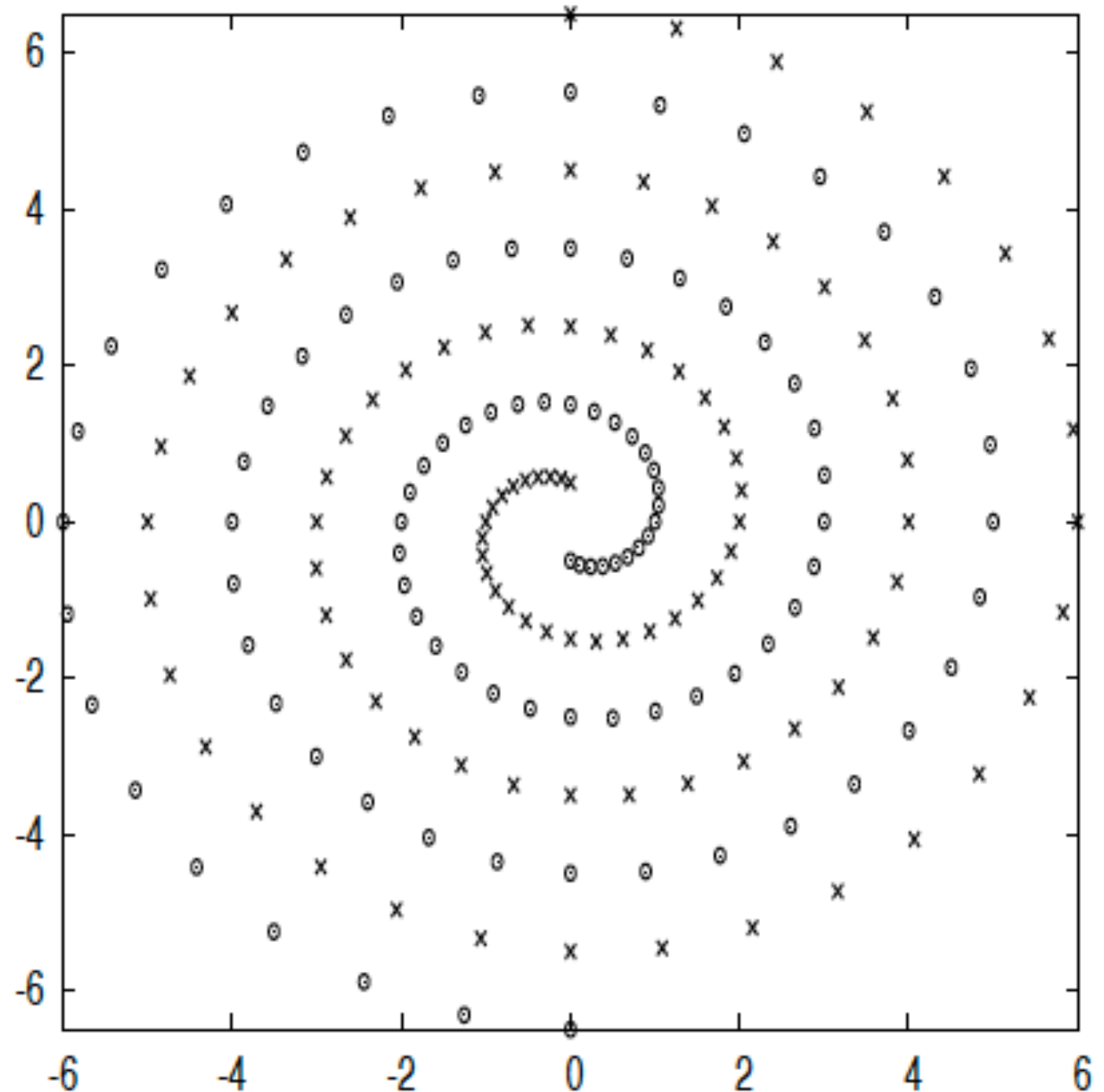
$$\left(1 - \frac{x^2}{4} - \frac{y^2}{4}\right) \times e^{\left(-\frac{x^2}{8} - \frac{y^2}{8}\right)}$$



# LGP applications

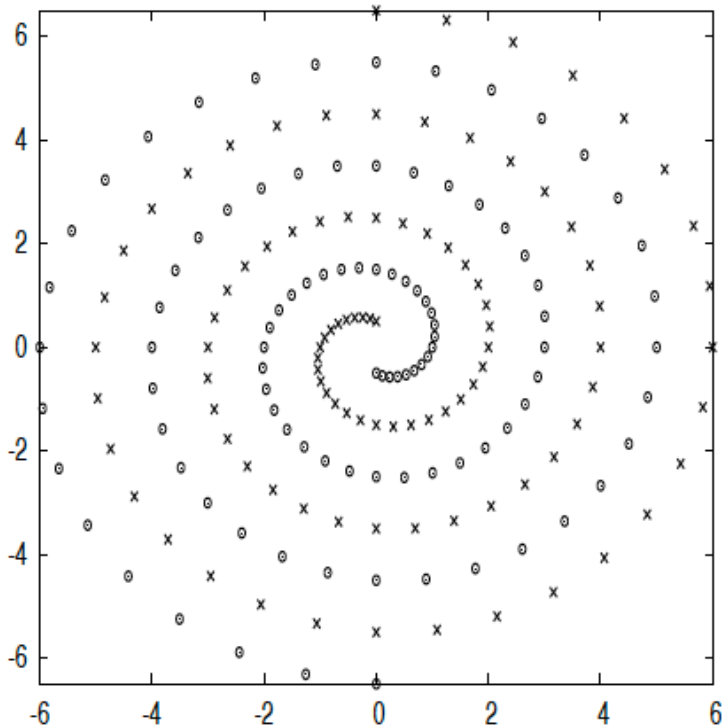
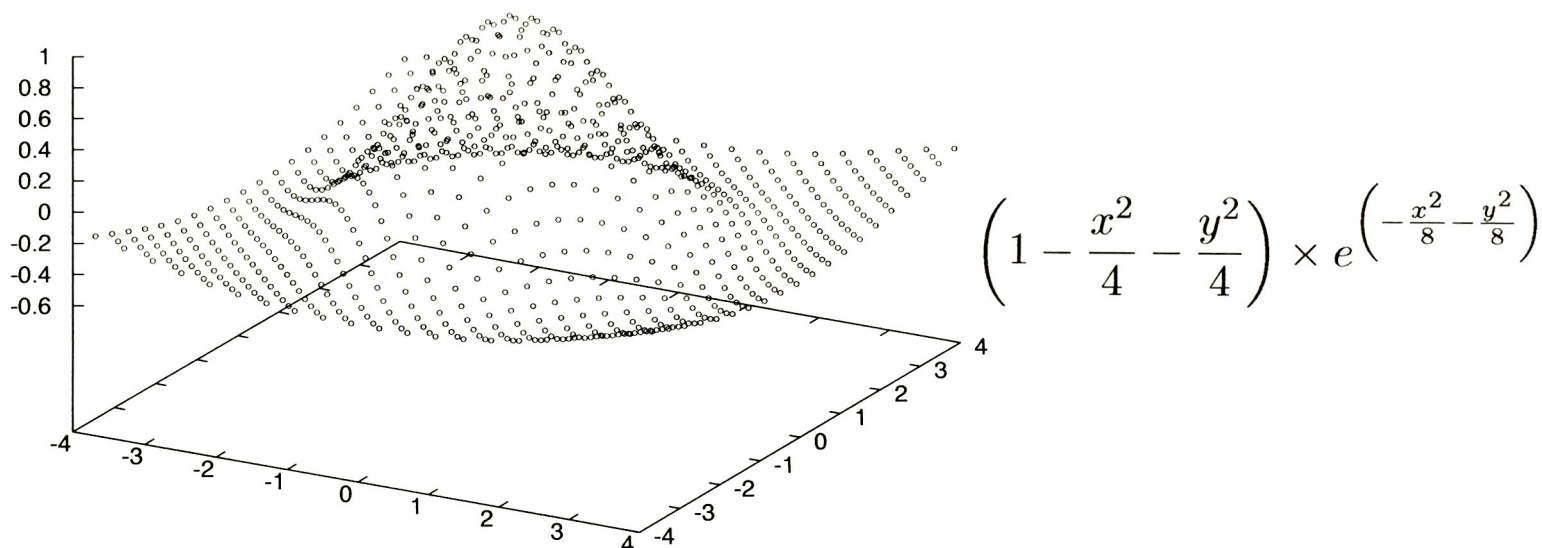
- Classification

## Spiral problem



# LGP applications

- LGP configuration and parameter setting



Problem	<i>mexican hat</i>	<i>spiral</i>
Problem type	regression	classification
Input range	$[-4.0, 4.0]$	$[-2\pi, 2\pi]$
Output range	$[-1, 1]$	$\{0, 1\}$
Number of inputs	2	2
Number of outputs	1	1
Number of output classes	—	2
Number of examples	400	194
Number of registers	$2 + 4$	$2 + 4$
Fitness function	SSE	CE
Instruction set	$\{+, -, \times, /, x^y\}$	$\{+, -, \times, /, \sin, \cos, if >\}$
Constants	$\{1, \dots, 9\}$	$\{1, \dots, 9\}$

Parameter	Setting
Number of generations	1,000
Population size	1,000
Tournament size	2
Maximum program length	200
Initial program length	5–15
Macro variation rate	75%
Micro mutation rate	25%
Reproduction rate	100%