## Powerplay

Evolutionary powerplay for Nascence materials

This example contains a search for classifiers

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## **Imports**

```
Import["../libMLP/bp9.m"]
Im[26]:= Import["../libNES/nes10.m"]
Im[209]:= Import["../libCoSyNE/libCosyne9.m"]
```

## VM

Vitual material is a simple MLP here :

## Powerplay Example - 2-space Classifiers

```
In[8]:= SetDirectory[NotebookDirectory[]]
Out[8]= /home/koutnij/Dropbox/math/nascence
In this example a space of classifiers is explored.
In[1]:= maxTasks = 1000;
In[814]:= SeedRandom[30];
    taskSet = RandomReal[{-1, 1}, {maxTasks, 2}];
In[480]:= currentTask = 1;
```

```
First point in the task set:
```

```
In[816]:= trainingSet = {{taskSet[[1]], {1}}}
Out[816]= \{\{\{-0.71618, 0.607906\}, \{1\}\}\}
 In[698]:= trainingSet =
                            \{\{taskSet[1], \{1\}\}, \{taskSet[2], \{-1\}\}, \{taskSet[3], \{1\}\}, \{taskSet[4], \{-1\}\}, \{task
                                 {taskSet[[5]], {1}}, {taskSet[[6]], {-1}}, {taskSet[[7]], {1}}, {taskSet[[8]], {-1}}};
                   XOR:
 In[682]:= xorSet = MapThread[Append[{#1}, {#2}] &, {Tuples[{-.9, .9}, 2], {-1, 1, 1, -1}}]
 \text{Out} [682] = \left\{ \left\{ \left\{ -0.9, \, -0.9 \right\}, \, \left\{ -1 \right\} \right\}, \, \left\{ \left\{ -0.9, \, 0.9 \right\}, \, \left\{ 1 \right\} \right\}, \, \left\{ \left\{ 0.9, \, 0.9 \right\}, \, \left\{ -1 \right\} \right\} \right\} 
 In[684]:= trainingSet = xorSet;
 In[789]:= fitFn[g_, set_] := With[
                             {diff = Flatten[(evalVM[vm, g, #] & /@set[All, 1]]) - set[All, 2]]}}, Total[diff^2]]
 In[790]:= fitFn[g_] := fitFn[g, trainingSet]
 In[788]:= solvesAllTasksQ[g_, set_] :=
                        \label{local_local_local} $$ \inf[706] := solvesAllTasksQ[g] := solvesAllTasksQ[g, trainingSet] $$ $$ \inf[706] := solvesAllTasksQ[g] :=
 In[791]:= optimize[pop_, fitFn_, trainingSet_, nGen_] :=
                       Module[{popTmp}, NestWhile[(popTmp = coSyNEstep[#, fitFn[#, trainingSet] &,
                                               minimize \rightarrow True, mutate \rightarrow 0.8, permuteAll \rightarrow True, verbose \rightarrow False, elite \rightarrow 1];
                                       Print[{popTmp[[1, 1]], solvesAllTasksQ[popTmp[[1, 2]], trainingSet]}];
                                        Print@plotBounds[vm, popTmp[[1, 2]], trainingSet]; popTmp) &,
                               pop, Not[solvesAllTasksQ[#[1, 2], trainingSet]] &, 1,
                               nGen]]
 In[792]:= reevaluate[pop_, fitFn_] := SortBy[{fitFn[#], #} & /@pop[[All, 2]], First]
 In[793]:= appendTask[set_, config_] := With[{point = taskSet[[Length[set] + 1]]},
                           Append[set, {point, -Sign[evalVM[vm, config, point]]}]]
 In[807]:= powerplay[fitFn_, popSize_, nGen_, nTasks_] := Module[{pop, set},
                            set = {{taskSet[[1]], {1}}}; (*first task*)
                           pop = SortBy[
                                   newRandomPop[popSize, dim, NormalDistribution[0, 1], fitFn[#, set] &], First];
                            Print["Generated population"];
                           Nest[
                                 (Print["# of tasks : " <> ToString@Length[set]];
                                       pop = optimize[pop, fitFn, set, nGen]; (*optimize*)
                                        set = appendTask[set, pop[[1, 2]]]; (*add next task*)
                                       pop = reevaluate[pop, fitFn[#, set] &];
                                       pop) &
                                , pop, nTasks]
                        1
```

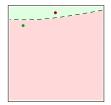
Powerplay with population size of 8, 30 generations of CoSyNE and 10 consecutive classification tasks to solve :

In[818]:= powerplay[fitFn, 8, 30, 10]

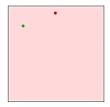
Generated population

```
# of tasks : 1
# of tasks : 2
```

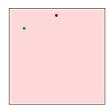
{2.34823, False}



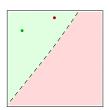
{2.09571, False}



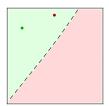
{2.00215, False}



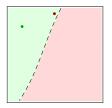
{1.91676, False}



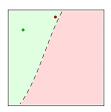
{1.91676, False}



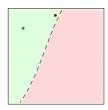
{1.69548, False}



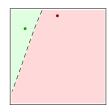
{1.69548, False}



{1.69548, False}

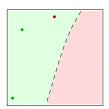


{1.5368, True}

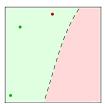


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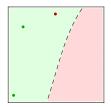
{2.30423, False}



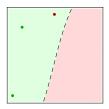
{2.30423, False}



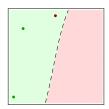
{2.30423, False}



{2.28959, False}



{2.28359, False}



{2.23056, False}

