# Examining Forms of Inductive Bias Towards 'Simplicity' in Genetic Algorithms to Enhance Evolvability of Boolean Functions

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### Outline

Components
Evolvability
Metabiology
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Framework
Conclusion
Future work



Figure: Scan to visit paper pdf

#### Motivation

- o Keratin, a protein found in human hair, nails, and skin, is about 550 amino acids long- out of  $\approx (20)^{500}$  possible combinations, nature somehow stumbled upon this particular arrangement.
- Definitely not tractable to explore the whole space
- How exactly does nature 'reduce' this exponential possibility to weed out potentially good combinations?



#### Motivation

- In a sense, we're "learning" what's fit and what's not enabled by some constraints
- o These 'constraints' are known as priors or the inductive bias
- Typically represent selectivity for low-complexity structures

### Goal

- o Existing approaches which seek to incorporate such priors-
  - 1. As a restricted case of PAC learnability Valiant (2009)
  - Meta-biology evolving software Chaitin (2011), Hernández-Orozco et al. (2018)
- We propose common framework to examine how these different priors affect the notion of evolvability of boolean function classes

## 1: A Computational Learning Theory (COLT) description

Evolution is modelled as a learning problem guided by aggregate fitness

Facilitated by restricting the search space to a chosen class of functions (such as conjunctions)

Simpler classes like conjunctions are shown to be more evolvable



Figure: Visualization of this framework [Kaushal (2018)]

## 2: The algorithmic information theory (AIT) approach

Impose the universal distribution over the mutation neighbourhood- probability of picking an algorithmically simpler structure is exponentially more

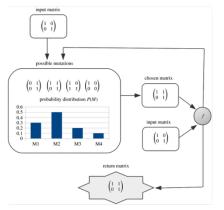
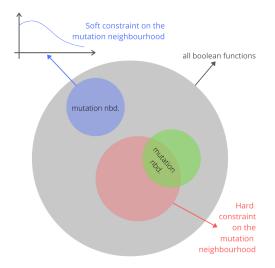


Figure: Framework proposed by Hernández-Orozco et al. (2018)

## Finding common ground



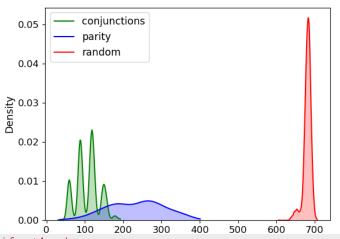
## Framework: Soft $\rightarrow$ Hard

How does the Valiant (2009) notion of inductive bias translate to the setting proposed in Hernández-Orozco et al. (2018)?

- o Represent individuals as  $2^n \times 1$  matrices, each representing minterms of a boolean function of n variables.
- o Soft constraint: G.A. similar to Hernández-Orozco et al., 2018
- Hard constraint: restriction on the algorithmic information of individuals- our 'prior' here becomes a threshold on the Kolomogorov complexity or BDM value.

## But before we go on..

Can the "hard constraint" in the sense of belonging to a certain function class be emulated using a threshold on the information content?



## Toy-example

Each boolean function is mapped to a binary string using its minterm representation

Evolving to: X AND (~y) ≘ (0010) [BDM 8.2576 bits]; Threshold: 8.3 bits

At generation G: x OR (~y)  $\cong$  (1011) [BDM: 8.2576 bits]

mutation

1 bit shift	(1011)	(1111)	(0011)	(1001)	(1010)
BDM	8.2576	7.9308	8.3392	8.4067	8.2587
Edit dist.	2	3	1	3	1

Red boxes are excluded from mutation neighbourhood because of the BDM threshold

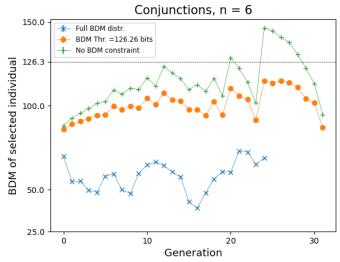
selection

At generation G+1: (~y) ≘ (1010) [BDM: 8.2587 bits]

..and we keep iterating



## **Observations**



#### Observations

- o Classes are actually 'separable' by BDM
- Thesholded setting converges faster than no threshold, and as it becomes tighter, faster convergence
- Extinctions/Time-outs also increase
- Conjunctions converge considerably faster than parity functions
- o Threshold weaker form of bias than the full universal distribution, but leads to a notable speed-up

#### Conclusion

- o Is it plausible to assume knowledge of a distribution over an exponentially large space?
- o Restriction on realisable functional mechanisms (such as conjunctions) may be a more plausible constraint

#### Further directions

- What's a feasible way to tune the BDM threshold?
- o Exploring modifications of the representation space because the current one would require space exponential in n

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