Semantic Genetic Programming

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https://gecco-2020.sigevo.org/

GECCO '20 Companion, July 8–12, 2020, Cancún, Mexico

ACM ISBN 978-1-4503-7127-8/20/07.
https://doi.org/10.1145/3377929.3389884

Instructors

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- **Krzysztof Krawiec** is a Professor in the Institute of Computing Science at Poznan University of Technology, Poland. His primary research areas within evolutionary computation are genetic programming, semantic genetic programming, and coevolutionary algorithms, with applications in program synthesis, modeling, pattern recognition, and games. Prof. Krawiec co-chaired the European Conference on Genetic Programming, GP track at GECCO, and is an associate editor of Genetic Programming and Evolvable Machines journal.

Agenda

- Introduction to Semantic Genetic Programming
- Geometric Operators on Semantic Space
- Approximating Geometric Semantic Genetic Programming
- Geometric Semantic Genetic Programming
- Other Developments and Current Research Directions

I. Introduction to Semantic Genetic Programming

Genetic Programming

- Generate-and test approach to program synthesis
- Programs represented as symbolic structures (usually abstract syntax trees, ASTs)
- Population-based
- Iterative: start with a population of programs drawn at random, and repeat:
  - select the most promising individuals,
  - perturb using mutation and crossover
- … until solution found
- This tutorial: focus on tree-based GP
  - However, many observations and conclusions can be generalized to other genres of GP.

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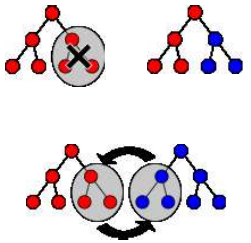
Motivations for Semantic GP (SGP)

- Traditional GP search operates directly on program syntax, largely disregarding program semantics.
- Consequences:
  - Complex, rugged genotype-phenotype mapping
  - A slight program modification can dramatically change its output
  - And conversely: high likelihood of no-effect (neutrality)
  - Low fitness-distance correlation
  - Low similarity of offspring to parents



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Questions

- Can we make GP more aware about the *effects* of program execution, i.e., program 'behavior'?
- Can we design search operators that *tend to* produce offspring programs that behave similarly to parent(s)?
- Can we design search operators that are *guaranteed* to do so?

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Program Semantics

- Program semantics = a formalism for capturing the *effects of computation* (program 'behavior').
- Common formalisms:
  - Axiomatic semantics,
  - Denotational semantics,
  - Operational semantics.
- Rarely applicable in GP, where program correctness typically expressed w.r.t. to fitness cases (tests).
  - Except for a handful of studies that hybridize GP with, e.g., *formal verification,* e.g. (Błądek, Krawiec, Swan 2018).
- Note: semantics (noun) vs. semantic (adj.)

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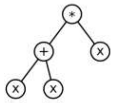
GP Semantics

- Problems in GP are typically posed using a set of *fitness cases* (*tests*)
- Usually, the only effect of computation that matters is program output.
- Program semantics in GP: the tuple (vector) of outputs for the training fitness cases.



x	result
-0.5	**0.5**
1.0	**2.0**
1.5	**4.5**
2.0	**8.0**

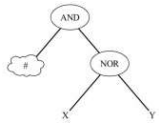
semantics=**[0.5, 2.0, 4.5, 8.0]**

- Consequence: semantic $s(p)$ is a *point* in an n-dimensional space.
  - Opens the door to a plethora of interpretations and algorithms.
  - In particular, enables geometric interpretation of semantics.
- A distance between $s(p_1)$ and $s(p_2)$ reflects *semantic similarity* of p_1 and p_2

Semantic Building Blocks

(McPhee, Ohs, Hutchison 2007/2008)

- Studied the impact of subtree crossover in terms of semantic building blocks.
- Describe the semantic action of crossover.
- Provide insight into what does (or doesn't) make crossover effective.
- Define semantics of subtrees and semantics of contexts, where context = a tree with one branch missing.



Parent semantics	Arg semantics (x)	(and x #)	(or x #)	(nand x #)	(nor x #)
0	0	0	0	0	0
0	1	0	0	0	0
1	0	1	1	1	1
1	1	1	1	1	1
+	0	0	+	1	-
+	1	+	1	-	0
-	0	1	-	0	+
-	1	-	0	+	1

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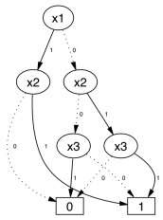
Semantically-Driven Crossover (SDC)

(Beadle and Johnson 2008)

- Program semantics = reduced ordered binary decision diagram (ROBDDs)
- Trial-and error wrapper of tree-swapping crossover:
  - Pick a pair of parents and generate from them a *potential offspring* (*candidate offspring*)
  - Calculate ROBDD semantics of parents and offspring
  - Repeat if semantics the same as of any of the parents

Analogously: Semantically-driven mutation (SDM) (Beadle & Johnson 2009)



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Semantic-Aware Crossovers

- Motivation: swap semantically similar subprograms in the parent programs, to 'smoothen' the semantic effect of crossover.
- Semantic-aware crossover (SAX) (Quang et al. 2011)
  - Select a pair of subprograms such that their semantics are sufficiently similar (upper limit on distance)
- Semantic Similarity-based Crossover (SSX) (Quang et al. 2011)
  - As SAX, but imposes also lower limit on distance between the subprograms, to prevent producing semantically neutral offspring (see *efficiency* later in this tutorial).
- (Quang et al. 2013): Picks the closest semantically different subprogram in the other parent.
- Analogous mutations defined too.

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Semantic-Aware Initialization

Semantically-driven Initialization (Beadle and Johnson 2009)

- Constructs a population of semantically distinct programs of gradually increasing complexity.
- Start with population *P* filled with all single-instruction programs
- Repeat until *P*'s capacity:
  - Repeat:
    - Create a random program *p* by combining a randomly selected non-terminal instruction *r* (of arity *k*) with *k* randomly selected programs in *P*
  - Until *p* has a non-constant semantics that is sufficiently distant from semantics of all programs in *P*
  - Add p to *P*

Semantic-Aware Initialization

- Behavioral Initialization (Jackson 2010)
- Start: set $P \leftarrow \varnothing$
- Repeat until *P*'s capacity:
  - Repeat:
    - Create a random program *p* using conventional methods (e.g., Grow or Full)
  - Until the semantic of *p* is sufficiently distant from semantics of all programs in *P*
  - Add *p* to *P*
- Observation: Semantic diversity decreases rapidly with run progress (as opposed to syntactic/structural which increases and then levels-off)

II. Geometric Operators on Semantic Space

Metric Space

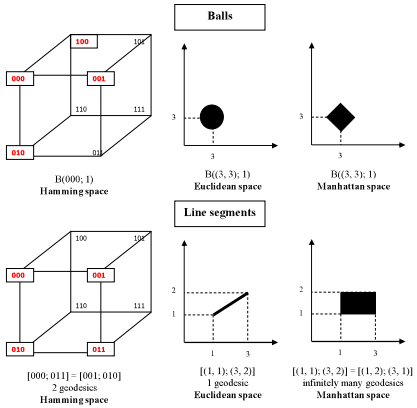
$$d(x,y) \geq 0$$
$$d(x,y) = 0 \Leftrightarrow x = y$$
$$d(x,y) = d(y,x)$$
$$d(x,z) + d(z,y) \geq d(x,y)$$

Balls & Segments

$$B(x;r) = \{y \in S \mid d(x,y) \le r\}$$

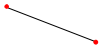
$$[x;y] = \{z \in S \mid d(x,z) + d(z,y) = d(x,y)\}$$

Squared Balls & Chunky Segments



Geometric Crossover & Mutation

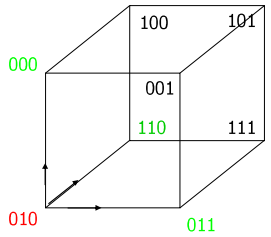
- **Geometric crossover**: a recombination operator is a geometric crossover under the metric *d* if all its offspring are in the *d*-metric segment between its parents.



- **Geometric mutation**: a mutation operator is a r-geometric mutation under the metric d if all its offspring are in the d-ball of radius r centred in the parent.

Example of Geometric Mutation

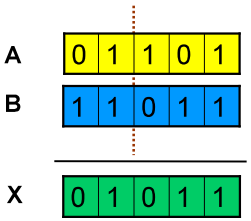
Traditional one-point mutation is 1-geometric under Hamming distance.

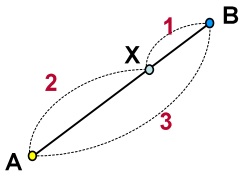


Neighbourhood structure naturally associated with the shortest path distance.

Example of Geometric Crossover

- Geometric crossover: offspring are in a segment between parents for some distance.
- The traditional crossover is geometric under the Hamming distance.





H(A,X) + H(X,B) = H(A,B)

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Significance of Geometric View

- Unification Across Representations
- Simple Landscape for Crossover
- Crossover Principled Design
- Principled Generalisation of Search Algorithms
- General Theory Across Representations

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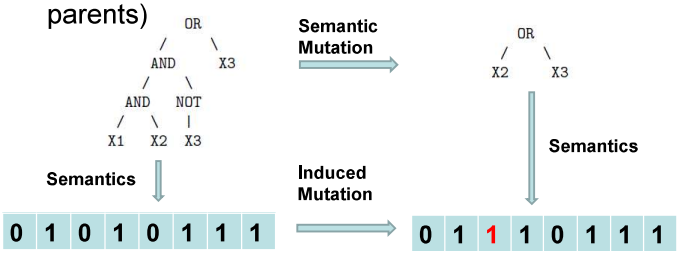
Semantic Operators

- Semantic search operators: operators that act on the syntax of the programs but that guarantee that some semantic criterion holds (e.g., semantic mutation: offspring are semantically similar to parents)



Fitness as Distance

- Aim: we want to find a function that scores perfectly on a given set of input-output examples (test cases)
- Error of a program: number of mismatches on the test cases
- Fitness as distance: the error of a program can be interpreted as the distance of the output vector of the program to the target output vector
- Distance functions: Hamming distance for Boolean outputs, Euclidean distance for continuous outputs

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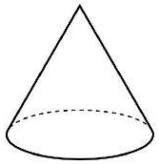
Semantic Distance & Operators

- The semantic distance between two functions is the distance of their output vectors measured with the distance function used in the definition of the fitness function
- Semantic geometric operators are geometric operators defined on the metric space of functions endowed with the semantic distance

Semantic Fitness Landscape

- The fitness landscape seen by GP with semantic geometric operators is always a cone landscape by definition (unimodal with a linear gradient) which GP can easily optimise!



III. Approximating Geometric Semantic GP

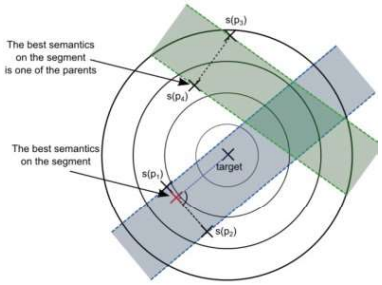
Trial-and-Error Geometric Crossover (KLX)

Krawiec and Lichocki Crossover, KLX (Krawiec and Lichocki 2009)

- Goal: Minimize offspring's total semantic distance from the parents under some assumed metric || ||.
- Assume a 'regular' crossover operator CX is given.
- Calculate parent semantics $s(p_1)$, $s(p_2)$
- Repeat:
  - Apply CX to (p_1,p_2) n times, creating a pool of candidates C
  - Calculate the semantics $s(z)$ of each candidate $z \in C$
- Return the candidate z that minimises the *total distance*:
  - argmin $||s(z) - s(p_1)|| + ||s(z) - s(p_2)||$
- A form of *brood selection*

Trial-and-Error Geometric Crossover (KLX)

Motivation: Given a globally convex fitness landscape (one global optimum), solutions on a segment connecting solutions *x* and *y* cannot be worse than the worse of them.



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Locally Geometric Crossover

(Krawiec & Pawlak 2012)

- Motivations: Finding an 'almost geometric' offspring can be difficult for entire parent programs,
  - … but should be easier for subprograms.
  - This may make sense if 'geometricity' can propagate through a tree.
- The algorithm:
  - Find the syntactic common region of the parents (where the trees overlap)
  - Select two homogenous nodes (subprograms) p_1 and p_2 in the common regions
  - Calculate the midpoint s_m between $s(p_1)$ and $s(p_2)$
  - Find two programs p'_1 and p'_2 in a library that have the closest semantic distance from s_m
  - Replace p_1 and p_2 with p'_1 and p'_2, respectively.

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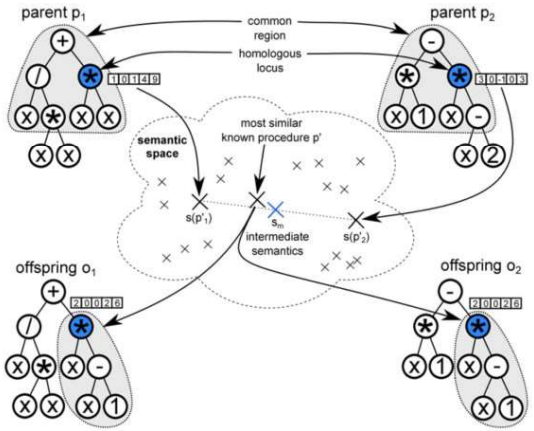

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IV. Geometric Semantic GP (GSGP)

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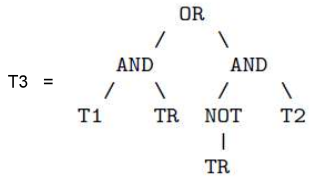
Geometric Semantic Operators Construction

- By approximation:
  - Trial & Error is wasteful
  - Offspring do not conform exactly to the semantic requirement
- By direct construction: Is it possible to find search operators that operate on syntax but that are guaranteed to respect geometric semantic criteria by direct construction?
- Due to the complexity of genotype-phenotype map in GP (Krawiec & Lichocki 2009) hypothesized that designing a crossover operator with such a guarantee is in general impossible. A pessimist? No, the established view until then...

Geometric Semantic Crossover for Boolean Expressions



T1, T2: parent trees
TR: random tree

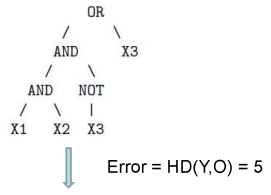
Theorem

The output vector of the offspring T3 is in the Hamming segment between the output vectors of its parent trees T1 and T2 for any tree TR

Example: parity problem

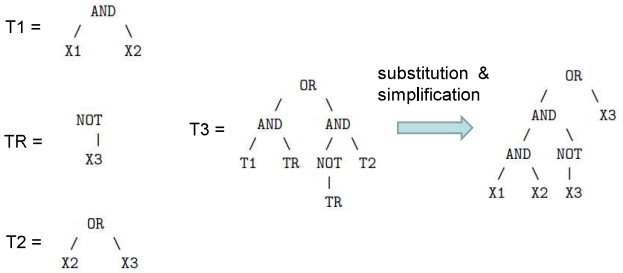
- 3-parity problem: we want to find a function P(X1,X2,X3) that returns 1 when an odd number of input variables is 1, 0 otherwise.

X1	X2	X3	Y
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1



O= **0 1 0 1 0 1 1 1**

Example: tree crossover



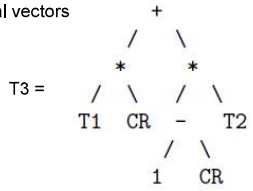
Example: output vector crossover

X1	X2	X3	Y	T1	T2	TR	T3
0	0	0	0	0	0	1	0
0	0	1	1	0	1	0	1
0	1	0	1	0	1	1	0
0	1	1	0	0	1	0	1
1	0	0	1	0	0	1	0
1	0	1	0	0	1	0	1
1	1	0	0	1	1	1	1
1	1	1	1	1	1	0	1

- The output vector of TR acts as a crossover mask to recombine the output vectors of T1 and T2 to produce the output vector T3.
- This is a geometric crossover on the semantic distance: output vector of T3 is in the Hamming segment between the output vectors of T1 and T2.

Geometric Semantic Crossover for Arithmetic Expressions

Function co-domain: real
Output vectors: real vectors

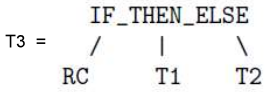


Semantic distance = Manhattan
CR = random function with co-domain [0,1]

Semantic distance = Euclidean
CR = random real in [0,1]

Geometric Semantic Crossover for Classifiers

Function co-domain: symbol
Output vectors: symbol string



Semantic distance = Hamming
RC = random function with boolean co-domain
(i.e., random condition function of the inputs)

Remark 1: Domain-Specific

- Unlike traditional syntactic operators which are of general applicability, semantic operators are domain-specific
- But there is a systematic way to derive them for any domain

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Remark 2: Quick Growth

- Offspring grows in size very quickly, as the size of the offspring is larger than the sum of the sizes of its parents!
- To keep the size manageable we need to simplify the offspring without changing the computed function:
  - Boolean expressions: Boolean simplification
  - Math Formulas: algebraic simplification
  - Programs: simplification by formal methods

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Remark 3: Syntax Does Not Matter!

- The offspring is defined purely functionally, independently from how the parent functions and itself are actually represented (e.g., trees)
- The genotype representation does not matter: solution can be represented using any genotype structure (trees, graphs, sequences)/language (Java, Lisp, Prolog) as long as the semantic operators can be described in that language

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Semantic Mutations

- It is possible to derive geometric semantic mutation operators.
- They also have very simple forms for Boolean, Arithmetic and Program domains.

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EXPERIMENTS

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Boolean Problems

Problem	Hits %								Length			
	GP		GPt		SSHC		SGP					
	avg	sd	avg	sd	avg	sd	avg	sd	GP	GPt	SSHC	SGP
Comparator6	80.2	3.8	90.9	3.5	99.8	0.5	99.5	0.7	1.0	2.0	2.9	2.8
Comparator8	80.3	2.8	94.9	2.4	100.0	0.0	99.9	0.2	1.0	2.3	2.9	3.0
Comparator10	82.3	4.3	95.3	0.9	100.0	0.0	100.0	0.1	1.6	2.4	2.7	3.0
Multiplexer6	70.8	3.3	94.7	5.8	99.8	0.5	99.5	0.8	1.1	2.2	2.7	2.9
Multiplexer11	76.4	7.9	88.8	3.4	100.0	0.0	99.9	0.1	2.2	2.4	2.9	2.6
Parity5	52.9	2.4	56.3	4.9	99.7	0.9	98.1	2.1	1.4	1.7	2.9	2.9
Parity6	50.5	0.7	55.4	5.1	99.7	0.6	98.8	1.7	1.0	1.9	3.0	3.0
Parity7	50.1	0.2	51.7	2.8	99.9	0.2	99.5	0.6	1.0	1.7	3.0	3.1
Parity8	50.1	0.2	50.6	0.9	100.0	0.0	99.7	0.3	1.0	1.6	3.4	3.4
Parity9	50.0	0.0	50.2	0.1	100.0	0.0	99.5	0.3	1.0	1.3	3.8	3.8
Parity10	50.0	0.0	50.0	0.0	100.0	0.0	99.4	0.2	0.9	1.2	4.1	4.1
Random5	82.2	6.6	90.9	6.0	99.5	1.2	98.8	2.1	0.9	1.6	2.7	2.8
Random6	83.6	6.6	93.0	4.1	99.9	0.4	99.2	1.3	1.2	1.9	2.9	2.8
Random7	85.1	5.3	92.9	3.8	99.9	0.2	99.8	0.4	1.1	2.0	2.8	2.9
Random8	89.6	5.3	93.7	2.4	100.0	0.1	99.9	0.2	1.4	2.0	3.0	2.9
Random9	93.1	3.7	95.4	2.3	100.0	0.1	100.0	0.1	1.5	1.8	2.9	2.9
Random10	95.3	2.3	96.2	2.0	100.0	0.0	100.0	0.0	1.5	1.8	2.8	3.0
Random11	96.6	1.6	97.3	1.5	100.0	0.0	100.0	0.0	1.6	1.7	2.7	3.1
True5	100.0	0.0	100.0	0.0	99.9	0.6	100.0	0.0	1.1	1.3	2.0	2.4
True6	100.0	0.0	100.0	0.0	99.8	0.6	100.0	0.0	1.2	1.2	2.6	2.5
True7	100.0	0.0	100.0	0.0	100.0	0.0	100.0	0.0	1.2	1.2	2.9	2.6
True8	100.0	0.0	100.0	0.0	100.0	0.0	100.0	0.1	1.2	1.4	3.3	2.9

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Polynomial Regression Problems

Problem	Hits %					
	GP		SSHC		SGP	
	avg	sd	avg	sd	avg	sd
Polynomial3	79.9	23.1	100.0	0.0	99.5	1.5
Polynomial4	60.5	27.6	99.9	0.9	99.9	0.9
Polynomial5	40.7	21.6	100.0	0.0	99.5	2.0
Polynomial6	37.5	23.4	100.0	0.0	98.9	3.1
Polynomial7	30.7	18.5	100.0	0.0	99.9	0.9
Polynomial8	34.7	16.0	99.5	2.0	99.7	1.3
Polynomial9	20.7	13.2	100.0	0.0	98.5	4.9
Polynomial10	25.7	16.7	99.4	1.7	99.9	0.9

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Classification Problems

Problem			Hits %								Length			
			GP		GPt		SSHC		SGP					
n_v	n_c	n_{cl}	avg	sd	avg	sd	avg	sd	avg	sd	GP	GPt	SSHC	SGP
3	3	2	80.00	8.41	97.30	4.78	99.74	0.93	99.89	0.67	1.6	1.9	2.3	2.3
3	3	4	49.15	9.96	78.89	8.93	99.89	0.67	99.00	1.63	1.6	2.1	2.3	2.3
3	3	8	37.04	5.07	59.52	14.26	99.74	0.93	96.04	2.85	1.2	1.9	2.3	2.3
3	4	2	67.92	7.05	93.80	5.41	99.95	0.28	99.58	0.80	1.8	2.3	2.7	2.7
3	4	4	39.11	7.02	68.48	8.66	99.84	0.47	98.08	1.64	1.7	2.3	2.7	2.7
3	4	8	28.02	3.73	46.98	14.48	99.73	0.58	94.22	1.72	1.1	2.0	2.7	2.7
4	3	2	88.31	6.98	98.89	2.89	99.96	0.22	100.00	0.00	1.6	1.9	2.9	2.9
4	3	4	48.85	6.54	88.15	10.10	100.00	0.00	99.54	0.68	1.4	2.2	2.9	2.9
4	3	8	36.54	9.01	60.37	17.14	100.00	0.00	96.63	1.23	1.0	1.9	2.9	2.9
4	4	2	82.75	8.21	99.79	1.12	100.00	0.00	99.86	0.23	2.2	2.3	3.3	3.3
4	4	4	44.13	8.75	77.55	6.30	100.00	0.00	99.68	0.29	2.0	2.4	3.3	3.3
4	4	8	30.63	5.33	50.21	15.08	99.96	0.12	98.84	0.58	1.4	2.1	3.3	3.3

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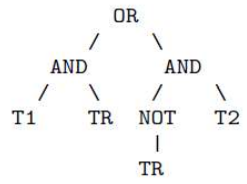
DEALING WITH GROWTH

Geometric Semantic Crossover for Boolean Expressions (Growth)

T1, T2: parent trees
TR: random tree

T3 =



size(T3) = 4 + 2 * size(TR) + size(T1) + size(T2)
average size at generation n + 1 > 2 * average size at generation n

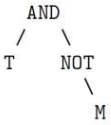
PROBLEM: size grows exponentially in the number of generation!

Geometric Semantic Mutation for Boolean Expressions (Growth)

Prob 0.5 --> TM =

T: parent tree
M: random minterm tree
TM: mutant tree

Prob 0.5 --> TM =



size(TM) = 2 + size(M) + size(T)
average size at generation n + 1 = constant + average size at generation n

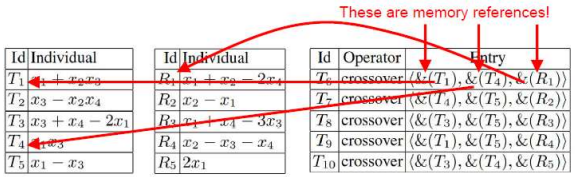
NO PROBLEM: size grows linearly in the number of generation

Three Solutions

1. Algebraic simplification of offspring
   - Can be computationally expensive
   - Not all domains can be simplified algebraically
   - Understandable final solutions
2. Not using crossover
   - Semantic Hill-Climber finds optimum efficiently
   - Linear growth is acceptable
3. Compression of offspring (Vanneschi et al, 2013)
   - Linear growth even with crossover
   - Applicable to any domain
   - Complicated Implementation (pointers structure)
   - Final solution is black box

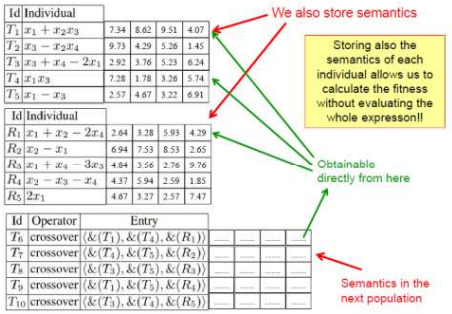
Compression Method (Vanneschi et al, 2013)

- Individuals are represented as **explicit shared linked data structure** to their parents, and recursively to all their ancestry.
- At each generation, each new offspring of crossover requires only a new triplet of references → Linear growth in the number of generations.



Compression Method

Output vector of offspring can be computed using the explicitly stored output vectors of the parent and mask trees. This turns fitness computation from exponential in the number of generations to constant time.



Compression Method

- Explicit garbage collection of unreferenced past individuals in the data structure.
- Final solution is extracted from data structure but this takes exponentially long in the number of generation.
- Extracted solution is queried on non-training inputs to make predictions. This takes exponential time since done on extracted solution.

Good idea, but can be improved and beautified!

Functional Compression (Moraglio, 2014)

- Individuals are represented directly as anonymous **Python functions**:

```
P1 = lambda x1, x2, x3: x1 or (x2 and not x3)
P2 = lambda x1, x2, x3: x1 and x2
RF = lambda x1, x2, x3: not (x2 and x3)
```

Functional Compression

- Offspring **call** parents rather than pointing to them:

  OX = lambda x1, x2, x3:
  ((P1() and RF()) or (P2() and not RF())

- The size of offspring is **constant** in the number of generations

- The function calls structure keeps **implicitly trace of all ancestry** of an individual

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Functional Compression

- All individuals are **memoized functions**: fitness of the offspring can be computed directly from stored output vectors of parents.

- **Garbage collection** of unreferenced past functions done automatically by the Python compiler.

- **Final solution is a Python compiled function**. The extracted solution is exponentially long.

- **But** the compiled final solution can be queried on non-training inputs to make predictions in **linear time**.

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GSGP Implementations

- Original Mathematica implementation with algebraic simplification: https://github.com/amoraglio/GSGP

- Compression method (>2000 lines in C++): http://gsgp.sourceforge.net/

- Functional compression (<100 lines in Python): https://github.com/amoraglio/GSGP

- Scala implementation using the ScaPS library: http://www.cs.put.poznan.pl/kkrawiec/wiki/?n=Site.Scaps

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V. New development: Geometric Semantic Grammatical Evolution

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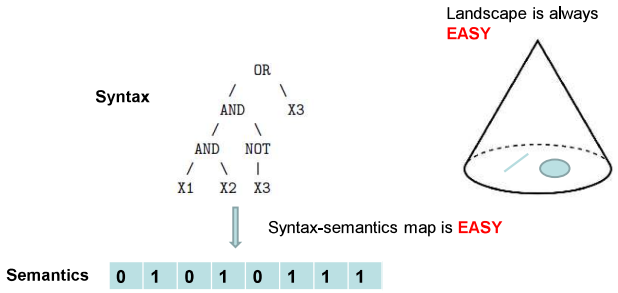
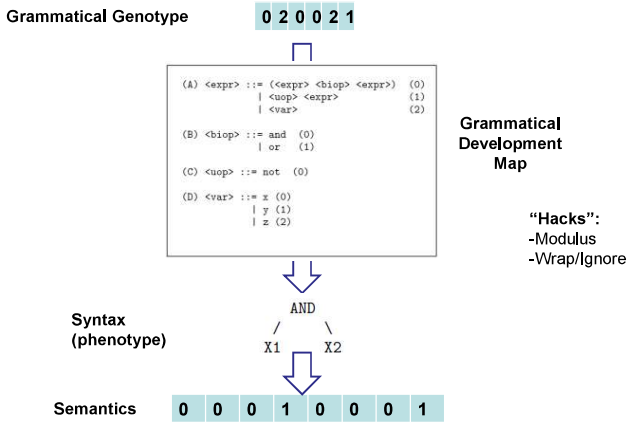
Geometric Semantic **GP**



Grammatical Evolution



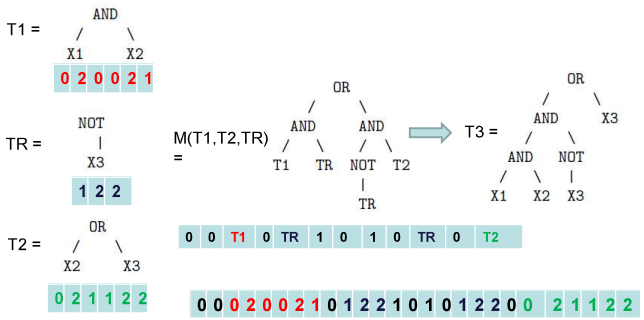
Grammatical Evolution

- **Pros**: evolve structures with complex constraints with simple GA
- **Complex developmental mapping**
- **Cons**: disruptive genetic operators
  - Low locality of mutation
  - Ripple crossover
  - Hard landscape, slow search

Research Aim

- Can we design geometric semantic search operators that operate on the **grammatical genotype**?
- If so, the landscape seen by GE would be a **cone** and easy to search!
- Given the non-trivial developmental mapping it would seem **impossible**...

Possible!



Compositional Modularity

- **Grammatical development map preserves compositional modularity**
- **All geometric semantic operators (mut, xover for Boolean, Arithmetic, Classifier domains) are defined composing a "mask" to parents**
- **GSGE: All geometric semantic operators can be defined on grammatical genotypes using an equivalent "genotypic mask"**
- **Practical limitation: need to rewrite operators for each new grammar**

Experimental settings

- TinyGSGP ⟹ TinyGSGE
- Similar experiments as in original GSGP paper

Experiments - polynomials

polynomial degree	GE HC	GE Evo	GSGE HC	GSGE Evo
3	0.27	0.008	0.0052	0.051
4	0.22	0.018	0.0049	0.047
5	0.23	0.029	0.0058	0.085
6	0.35	0.035	0.0075	0.080
7	0.36	0.029	0.0041	0.100
8	0.35	0.040	0.0074	0.110
9	0.28	0.034	0.0057	0.069
10	0.35	0.048	0.0066	0.110

Median error on 30 runs. Lower is better.
GSGE hill-climber is one order of magnitude better than all others.

Experiments - classifiers

Classifier v,i,o	GE HC	GE Evo	GSGE HC	GSGE Evo
3,3,2	12	12	12	12
3,3,4	18	15	6	15
3,3,8	18	15	0	16
3,4,2	32	32	32	32
3,4,4	47	40	16	40
3,4,8	48	44	0	40
4,3,2	36	36	36	36
4,3,4	54	40	18	45
4,3,8	54	44	0	46
4,4,2	130	130	130	130
4,4,4	180	140	64	150
4,4,8	190	140	0	150

Median error on 30 runs. Lower is better.
GSGE hill-climber is the best.

Experiments - Booleans

Rand Bool n	GE HC	GE Evo	GSGE HC	GSGE Evo
5	12	11	0	9
6	25	23	0	19
7	54	50	0	44
8	110	110	0	85
9	230	220	0	170
10	470	450	0	330
11	970	930	0	640

parity n	GE HC	GE Evo	GSGE HC	GSGE Evo
5	16	16	0	13
6	32	32	0	27
7	64	64	0	53
8	128	128	0	100
9	256	256	0	210
10	512	512	0	400

Comparator n	GE HC	GE Evo	GSGE HC	GSGE Evo
6	16	16	0	15
8	64	60	0	52
10	256	180	0	170
Multiplexer				
6	24	24	0	15
11	900	670	0	450

True n	GE HC	GE Evo	GSGE HC	GSGE Evo
5	1	0	0	0
6	0	0	0	2.5
7	0	0	0	4.5
8	0	0	0	2

Median error on 30 runs. Lower is better.
GSGE hill-climber finds always the optimum.

Lessons from GSGE

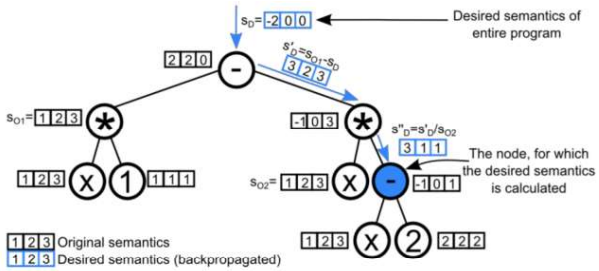
- Grammatical developmental map is complex
- Traditional search operators are disruptive
- Surprisingly geometric semantic operators for GE can be derived very simply
- Key property: compositional modularity preservation of developmental map
- GSGE sees a cone landscape and does efficient search

VI. Other developments & current research directions

Semantic Backpropagation

- Motivation: many instructions used in GP are invertible or partially invertible.
- Example: symbolic regression:
  - Fully invertible: e.g., addition: $y = x + c \Rightarrow x = y - c$
  - Partially invertible: e.g., square: $y = x^2 \Rightarrow x = \pm\text{sqrt}(x)$
- The desired output t of a program (target) is known.
- Given a program and t, this allows deriving *desired semantics* at any point in a program tree.

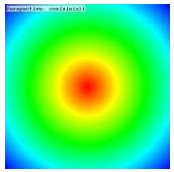
Semantic Backpropagation



SBP can be used to back propagate any semantics.

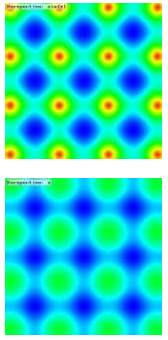
Propagation of Desired Semantics: Example 1

- Two fitness cases, 2D semantic space
- Desired outputs: (0,0)
- Program: cos(sin(*x*))
- Visualization:
  - semantic distance as a function of inputs (x_1, x_2)
  - red = smaller semantic distance (greater fitness)



Propagation of Desired Semantics: Example 2

- Top: desired semantics of cos(#)
  - target achieved for $x_1, x_2 = \pi + k\pi$, $k \in Z$
- Bottom: desired semantics of cos(sin(#))
  - Target cannot be achieved, because sin $\in$ [-1,1], and thus no x causes cos(sin(x)) = 0



Semantic Backpropagation

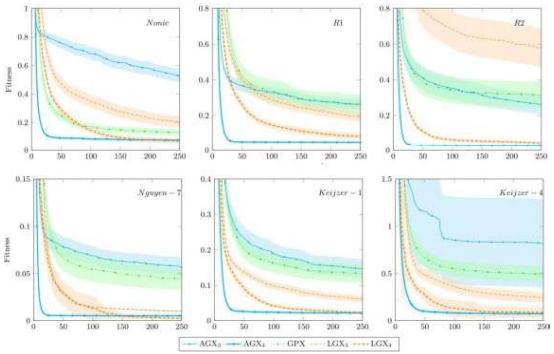
- Desired semantics is a *n*-tuple of *sets of* desired outputs, because not all instructions are bijective (*n* = number of tests). Examples:
  - *D* = ({2}, {3}, {2,-4}, {0, 1})
  - *D* = ({T}, {F}, {T,F})
- Captures exponentially many GP semantics (with respect to *n*).
- Special case: *non-realizable desired semantics*, e.g., *D* = ({T}, ∅, {T,F})
  - Or: non-realizable under assumed constraints (e.g., size of subprogram).
- Algorithms have to account for that.

Operators Based on SBP

- Common part of workflow:
  - Pick a node *p'* in a parent *p*
  - Perform semantic backpropagation of desired semantics from the root of *p* to *p'*, obtaining desired semantics *D*
  - Replace *p'* with a (sub)program from a library* that best matches *D*
- Approximately Geometric Crossover, AGX (Krawiec & Pawlak 2013)
  - A crossover operator
  - Uses SBP to match the midpoint on the segment connecting the parents' semantics
  - Starting point of SBP: the midpoint on the segment
- Random Desired Operator, RDO (Wieloch & Krawiec 2013)
  - A mutation operator
  - Uses SBP to match the target of the search process
  - Starting point of SBP: the target semantics of the

(*) Subprogram libraries:
- Static: Generated prior to run
- Dynamic: Other programs in population

AGX: Some Results



(Pawlak, Wieloch, Krawiec, 2014)

SGP and Neutrality

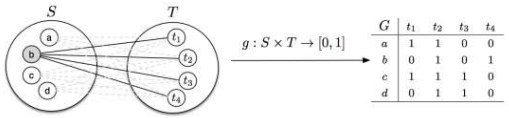
- Similarly to non-semantic operators, SGP operators can be ineffective (in the semantic sense).
  - The offspring is a semantic clone of a parent.
  - Slows down the search process.
- Percentage of neutral mutations:

Operator	Symbolic regression	Boolean function synthesis
SGX (Moraglio et al.)	*0.679*	*0.719*
AGX (Pawlak et al.)	*0.131*	*0.935*
LGX (Krawiec et al.)	*0.067*	*0.724*
KLX (Krawiec et al.)	*0.866*	*0.895*
SAC (Uy et al.)	*0.067*	*0.649*
GPX (Koza et al.)	*0.103*	*0.518*

- Can be tackled by testing potential offspring for semantic neutrality.

GP as a Test-Based Problem

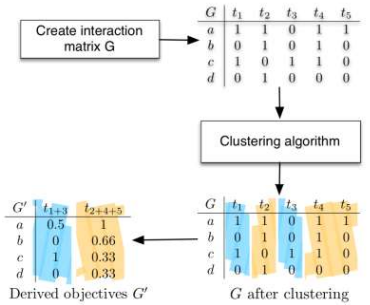
- Test based problem (S, T, G, Q) (Popovici et al. 2012):
  - S – set of candidate solutions (in GP: programs)
  - T – set of tests (in GP: tests, fitness cases)
  - G – interaction matrix
  - Q – quality measure
- Examples: Games (strategies vs. opponents), control problems (controllers vs. initial conditions), machine learning from examples (hypotheses vs. examples)
  - Generally: co-optimization and co-search



G	t_1	t_2	t_3	t_4
a	1	1	0	0
b	0	1	0	1
c	1	1	1	0
d	0	1	1	0

Discovery of Underlying Objectives via Clustering

(Krawiec & Liskowski 2013)



G	t_1	t_2	t_3	t_4	t_5
a	1	1	0	1	1
b	0	1	0	1	0
c	1	0	1	1	0
d	0	1	0	0	0

G'	t_{1+3}	t_{2+4+5}
a	0.5	1
b	0	0.66
c	1	0.33
d	0	0.33

G	t_1	t_2	t_3	t_4	t_5
a	1	1	0	1	1
b	0	1	0	1	0
c	1	0	1	1	0
d	0	1	0	0	0

Discovery of Underlying Objectives (and Surrogate Fitness) via Matrix Factorization

(Krawiec & Liskowski 2016)

$$G = \begin{array}{c} \\ p_1 \\ p_2 \\ p_3 \\ p_4 \end{array} \begin{array}{c} \begin{array}{ccccc} t_1 & t_2 & t_3 & t_4 & t_5 \end{array} \\ \begin{pmatrix} 2 & & 1 & 2 & \\ & 2 & 1 & & 1 \\ 1 & & & 2 & 2 \\ 2 & 1 & & & 1 \end{pmatrix} \end{array}$$

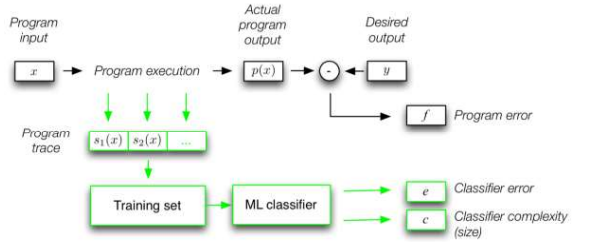
Missing outcomes due to $\alpha < 1$

$$W = \begin{array}{c} \\ p_1 \\ p_2 \\ p_3 \\ p_4 \end{array} \begin{array}{c} \begin{array}{ccc} f_1 & f_2 & f_3 \end{array} \\ \begin{pmatrix} 0.46 & 1.96 & 0.6 \\ 1.27 & 0.1 & 0.95 \\ 1.37 & 0.02 & 2.83 \\ 0.4 & 1.86 & 1.60 \end{pmatrix} \end{array}, \quad H = \begin{array}{c} \\ f_1 \\ f_2 \\ f_3 \end{array} \begin{array}{c} \begin{array}{ccccc} t_1 & t_2 & t_3 & t_4 & t_5 \end{array} \\ \begin{pmatrix} 0.48 & 1.50 & 0.01 & 0.41 & 0.41 \\ 0.87 & 0.14 & 0.19 & 0.77 & 0.01 \\ 0.11 & 0.09 & 1.02 & 0.50 & 0.51 \end{pmatrix} \end{array}$$

$$\hat{G} = WH = \begin{array}{c} \\ p_1 \\ p_2 \\ p_3 \\ p_4 \end{array} \begin{array}{c} \begin{array}{ccccc} t_1 & t_2 & t_3 & t_4 & t_5 \end{array} \\ \begin{pmatrix} 2 & 1.02 & 1 & 2 & 0.52 \\ 0.8 & 2 & 1 & 1.07 & 1 \\ 1 & 2.31 & 2.1 & 2 & 2 \\ 2 & 1 & 2.01 & 2.4 & 1 \end{pmatrix} \end{array} \xrightarrow{f(p_i) = \sum_{j=1}^{n} g_{ij}} \begin{array}{l} f(p_1) = 6.54 \\ f(p_2) = 5.87 \\ f(p_3) = 9.41 \\ f(p_4) = 8.41 \end{array}$$

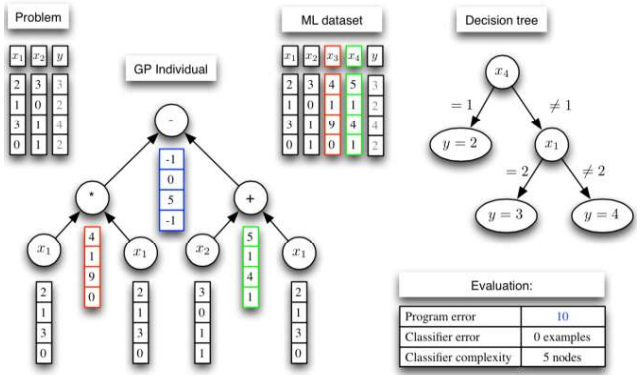
Behavioral GP

- Generalizes program behavior to the entire course of program execution, not only program output
- Program behavior = list of execution traces



(Krawiec & Swan 2013, Krawiec & O'Reilly 2014)

Behavioral GP: Example



Recent Developments

- New approaches based on semantic back propagation (Ffrancon & Schoenauer, 2015)
- Lexicase selection (Helmuth et al. 2012)
  - Epsilon-lexicase selection (La Cava et al., GECCO'16)
- Relationship to novelty search (program semantics = behavioral descriptor)

Competent Initialization

- Competent Geometric Semantic Genetic Programming (Pawlak & Krawiec 2016)
- Start: $P \leftarrow$ all terminal instructions
- Repeat until P's capacity:
  - Create a candidate program p by picking a random nonterminal and appending it with randomly selected programs from P
  - Add p to P if its semantics
    - is sufficiently distant from semantics of all programs in P, *and*
    - expands the convex hull of semantics in P
- Observation: Probability of enclosing target semantics in population's convex hull decreases with target distance to the origin of coordinate system

Bounds on offspring's fitness in GSGP

(Pawlak 2015)

- Let:
  - L_F be a Minkowski metric of order F used by fitness function
  - L_D be a Minkowski metric or order D used by geometric operators (operator's metric)
- r-geometric mutation applied to a program p produces an offspring p' such that
  - $f(p') = f(p) \pm r \cdot n^{1/F - 1/D}$ if $F \leq D$
  - $f(p') = f(p) \pm r$ otherwise
- The fitness of an offspring resulting from geometric crossover relative to the worse parent's fitness is bounded from above by:

Operator's metric	Fitness function L_1	Fitness function L_2	Fitness function L_∞
L_1	n	$\sqrt{n}$	1
L_2	1	1	1
L_∞	1	$\sqrt{2}$	2

- Practical upshot: use L_2!

Other Lines of Investigation in GSGP

- Rigorous Runtime Analysis
- Many Real-World Applications (Vanneschi et al, 2013)
- Generalisation Studies
  - PAC learning for provably good generalisation of GSGP
- Derivation of semantic operators for more complex domain (e.g., recursive programs) on more complex data structures (e.g., lists)
- Much more going on not covered here!

Take Home Message

- The geometric view shows that the relation between syntax and semantics is much easier than previously thought
- It allows to reason rigorously about the relation between syntax and semantics and build simple search operators that see a unimodal landscape for any problem(*)
- The current challenge is to extend this framework to more complex domains (e.g., program synthesis)

Thank you!

Questions?

References

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