1. **How to compile**
2. The project was created in C++ in Visual Studio 2015.
3. To compile it successfully please the compilation on Release x64
4. In the Configuration Manager, please turn off the compilation of EvolutionaryTesterDll project.
5. The main project is IslandGA
6. **How to execute**
7. The examples of how to run considered methods by hand are given in “run me yourself” folder.
8. The test took many executions and were handled by a dedicated program that was assuring that the same number of experiments is executed in a given moment. Therefore, the experiment execution may be found as complicated. We hope that examples we have supported will be clear enough, to allow anyone running his own experiments.
9. To execute 3LOa you need to:

* Put “IslandGA.exe”, “zobristkey” and settings file in one folder.
* In the 3LOa execute example the problem solved is deceptive concatenation. For such problem you need to put the file with problem definition in the same folder as the rest of the files. In the example it is the “dec\_concat.txt” file.
* Finally, you need to create the entry file. The entry file contains the name of the settings file (and <enter> after the setting file name).
* To execute the program you type “IslandGA.exe 1”. For such command “IslandGA.exe” will be executed with parameter “1” and it will consider the “1\_entry.txt” file that contains the name of settings file.
* After the execution the following files will be created “1\_out.txt” that contains the output information for the summery files and “3LO\_<experiment number>.txt” that contains the full experiment log.

1. To execute psDSMGA2 you need to:

* Put “IslandGA.exe”, “zobristkey” and settings file in one folder.
* In the psDSMGA2 example the problem solved is ising spin glass. For such problem you need to put the file with problem definition in the same folder as the rest of the files. In the example it is the “IsingSpinGlass\_pm\_784\_0.txt” file.
* Entry file the same as for 3LOa
* Execute the experiment in the same way as for 3LOa
* Output files will be the same as for 3LOa

1. To execute P3 you need to:

* Put “IslandGA.exe”, “zobristkey”, settings file **and “default.cfg”** in one folder.
* In the P3 execute example the problem solved is NK Landscapes. For such problem you do not need any additional the file with problem definition.
* Entry file the same as for 3LOa
* Execute the experiment in the same way as for 3LOa
* Output files will be the same as for 3LOa

1. To execute psLTGA in both versions you need to:

* In the LTGA execute example the problem solved is Rastrigin. For such problem you do not need any additional the file with problem definition.
* Entry file the same as for 3LOa
* Execute the experiment in the same way as for 3LOa
* Output files will be the same as for 3LOa

1. If no parameter is supported then we use some dedicated path (file System.cpp, line 226). This is a mechanism for tests, not for regular computation tests.
2. All settings files are given in the results folder. In the summary files, among all other information, you can get the seed for each run.

Thank you for downloading our sourcecodes and paying attention for our research. In case of any problem please do not hesitate to contact us using the following emails:

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