1. **How to compile**
2. The project was created in C++ in Visual Studio 2017 (you can get it free for academic purposes).
3. To compile it successfully, please run the compilation on *Release* and on *x64*
4. The main project is IslandGA (use the “Set as startup project” option)
5. **How to execute**
6. The examples of how to run considered methods by hand are given in “run me yourself” folder.
7. To run experiments, you need to:

* Put *IslandGA.exe*, *zobristkey, default* and settings file in one folder (except the settings file you can find the rest in folder *x64/Release*).
* To run an experiment, you need the following settings files that are in settings zips
* Once you have all the necessary files you run your command-prompt console (you can type *cmd* to your system search box) go to the folder containing *IslandGA IslandGA IslandGA.exe* and the settings files. Then, just type:
  + “**IslandGA.exe 0**” to run the experiment using the *0\_entry.txt* entry file
  + “**IslandGA.exe 1**” to run the experiment using the *1\_entry.txt* entry file
  + and so on…

1. More information about executing the experiments you can find in the folder that is a part of the source code: *zz\_introduction\00 run me yourself\readme.doc*
2. In folder “settings\zz\_execute\_example” you will find a compiled exe file and all other necessary files to run the program.
3. In the rest of the “settings” subfolders you will find all settings files for all experiments with LT-GOMEA and phBOA.

Thank you for downloading our source codes and paying attention for our research. In case of any problem, please do not hesitate to contact us using the following email [michal.przewozniczek@pwr.edu.pl](mailto:michal.przewozniczek@pwr.edu.pl).

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