

Goal for each pre:

5 minutes information

2 minutes “treasure”

3 minutes Discussion

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10 minutes for logistics,  
feedback

# Week 4

CSSE290  
Artificial Life

01

Presenter

## Good information:

- "Any system that meets the three basic requirements of Heredity, Variation and Selection will result in evolution."  
(Harvey, 1)
- "The most creative and challenging parts of programming a GA are usually the problem-specific aspects. What is the problem space, how can one best design the genotypic expression of potential solutions or phenotypes, and the genotype-phenotype mapping, how should one design an appropriate fitness function to achieve one's goals?"  
(Harvey, 2)

## Microbial Genetic Algorithm:

- "combines the random undirected parent-picking with the directed selection of who is to be culled. Pick two individuals at random to be parents, and generate a new offspring from them; then use the same two individuals for the tournament to select who is culled — in other words the weaker parent is replaced by the offspring. It turns out that this is easy to implement, is effective. This is the underlying intuition behind the Microbial GA, so called because we can interpret what is happening here in a different way — **Evolution without Death!**" (Harvey, 5)

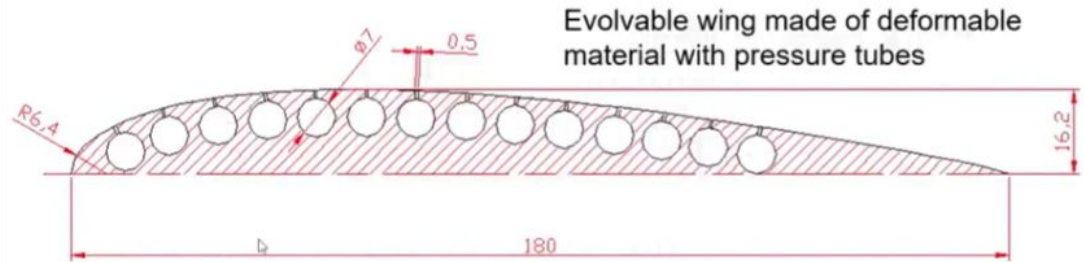
Treasure:

- Genetic algorithms can be used in many situations including physical wings!

## *Real-Valued Representation*

Genotype is sequence of real values that represent parameters

- Used when high-precision parameter optimization is required
- For example, genetic encoding of wing profile for shape optimization



Evolvable wing made of deformable material with pressure tubes

Genotype = pressure values of 14 tubes

Alternatively, encode values of variables of equations describing profile

Image from Dr. Yoder's Bio-AI videos

02

Presenter



# Self-Replication

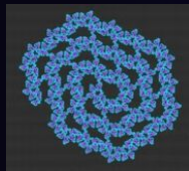
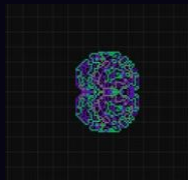
by Dominic Reilly

# Langton's Ant

## 2D Turing Machine / Cellular Automata

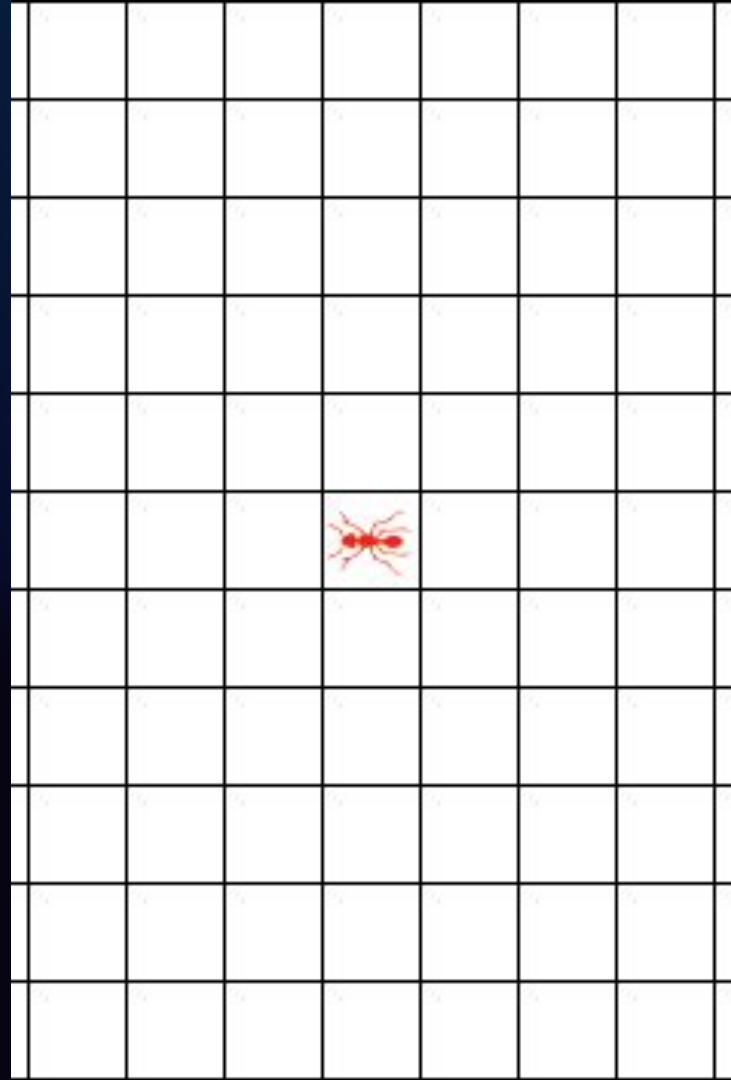
- Cells can be white or black
- Ant moves forward every timestep, flipping the color of the square he is on
- Turns 90 degrees clockwise on a white square
- Turn 90 degrees counter-clockwise on a black square

## Can be extended to more than 2 colors



## Behaviors

- Start off with simple symmetrical patterns
- Spirals into chaos for ~10,000 steps
- Repeating pattern emerges
- 104 step highway





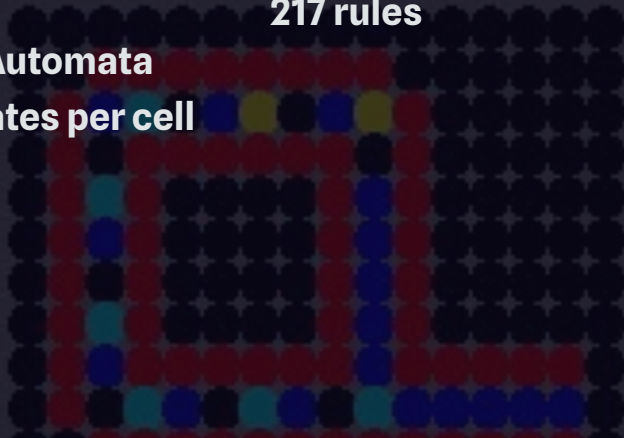
# Langton's Loops

Cellular Automata  
with 8 states per cell

217 rules

Loops that create  
copies of themselves

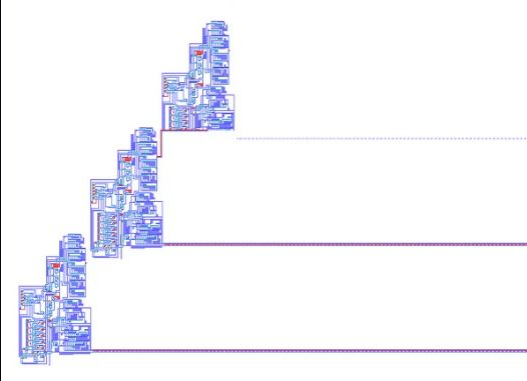
Expands outward  
forever



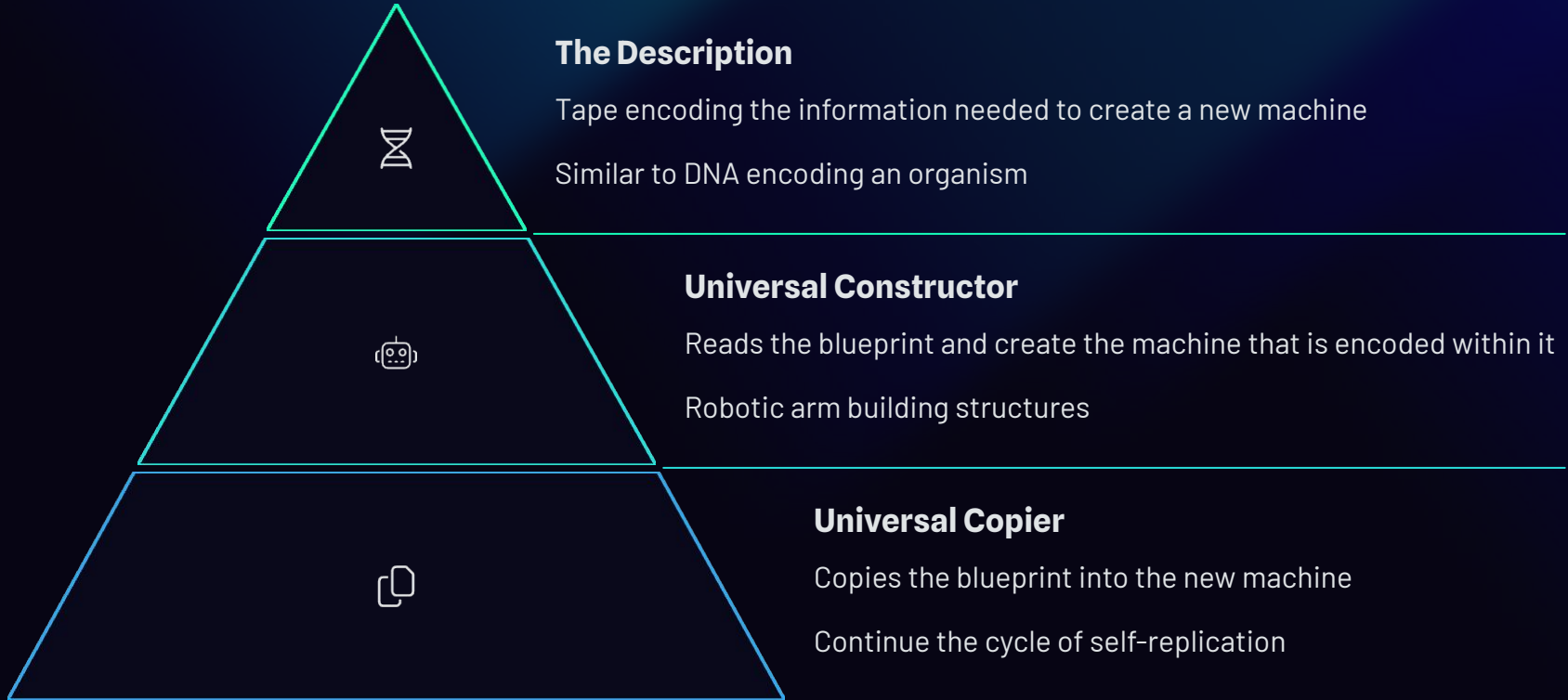
# von Neumann's Universal Constructor

## What is it?

- 2D cellular automata with 32 possible states per cell
- Also a Turing Machine
- Capable of creating anything that you can encode within its description



# 3 Parts



# Evolution

## **Mutation**

Introduce mutation in blueprint copying

## **Selection**

Fit machines survive

## **Replication**

Fit machines replicate

## **Evolution**

Fitness improves over time

**Fitness function is the ability to self-replicate**

# PushGP



## Stack-based programming system

Push utilized for genetic programming (GP)



## Multiple implementations

Has been implemented in many programming languages (C, lisp, Python)



## Type-specific stacks

Every data type has its own stack

- Integers, strings, executable code



## Execution process

Genomes represent starting executable code to be pushed to the exec stack

Pop the top executable and run it

- This likely will push data to the other stacks such as int stack
- Future executables can pop this data from the other stacks



## Evolutionary evaluation

Genomes are evaluated according to their error and evolutionary algorithms are applied

## PyshGP Results: And Gate

## Best Seen Individual

Genome:

```
pvector([ Input(input_index=0), Literal(value=0, push_type=<pyshgp.push.types.PushIntType object at 0x0000018FFFD06E70>),  
Input(input_index=1), InstructionMeta(name='int_yank', code_blocks=0)])
```

Program:

```
(input_0 0 input_1 int_yank)
```

Error vector:

[0.

```
0.0.0.0.0.0.]
```

Total error:

0.0

# PyshGP Results: Rectangle Area Difference

Solution found.

Best Seen Individual

Genome:

```
pvector([InstructionMeta(name='exec_dup', code_blocks=1), InstructionMeta(name='rectangle_area_diff', code_blocks=0), Input(input_index=1),  
Input(input_index=0)])
```

Program:

```
(exec_dup (rectangle_area_diff input_1 input_0))
```

Error vector:

```
[0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0 0.0]
```

Total error:

0.0

# PyshGP Results: Pythagorean Theorem

Best Seen Individual

Program:

(2.0 square\_root\_func square\_root\_func square\_root\_func square\_root\_func square\_root\_func square\_root\_func square\_root\_func square\_root\_func  
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Error vector:

[0.18965771 0.4903543 0.56133903 0.01657838 0.24648955 0.1408354  
0.31023448 0.39736874 0.43016764 0.53911683 0.26565455 0.19596679  
0.76540418 0.14442105 0.16692497 0.12313262 0.01918056 0.07604058  
0.02965324 0.63993649]

Total error:

5.748457069491287



03

Presenter

Person Name

Talking Points

# Wrapping Up

Connection to prior weeks?

Provide Peer Evaluation (including Self)

Portfolio Reflection Entry