

# Typed Functional Genetic Programming

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# Chapter 1

## Introduction

# Chapter 2

## Definitions

Let us first say some basic definitions.

### 2.1 Lambda term

Let  $V$  be set of *variable names*.

Let  $C$  be set of *constant names*.

Then  $\Lambda$  is set of  $\lambda$ -terms inductively defined as follows:

$$\begin{aligned}x &\in V \Rightarrow x \in \Lambda \\c &\in C \Rightarrow c \in \Lambda \\M, N &\in \Lambda \Rightarrow (MN) \in \Lambda \\x \in V, M &\in \Lambda \Rightarrow (\lambda x.M) \in \Lambda\end{aligned}$$

### 2.2 Type

Let  $A$  be set of *atomic types*.

Then  $\mathbb{T}$  is set of *types* inductively defined as follows:

$$\begin{aligned}\alpha &\in A \Rightarrow \alpha \in \mathbb{T} \\\sigma, \tau &\in \mathbb{T} \Rightarrow (\sigma \rightarrow \tau) \in \mathbb{T}\end{aligned}$$

## 2.3 Statement with :

Let  $\Lambda$  be set of  $\lambda$ -terms.

Let  $\mathbb{T}$  be set of *types*.

A *statement* is a pair  $(M, \sigma) \in \Lambda \times \mathbb{T}$ .

Notation  $M : \sigma$ .

The type  $\sigma$  is the *predicate* and the term  $M$  is the *subject* of the statement.

## 2.4 Context

Let  $\Gamma$  be a set of *statements*.

Then  $\Gamma$  is *context* if it obeys following conditions:

$$\begin{aligned} \forall (x, \sigma) \in \Gamma : x \in V \cup C \\ \forall s_1, s_2 \in \Gamma : s_1 \neq s_2 \Rightarrow fst(s_1) \neq fst(s_2) \end{aligned}$$

In other words context is a set of statements with distinct variables as subjects.

## 2.5 Statement with $\vdash$

By writing  $\Gamma \vdash M : \sigma$  we say *statement*  $M : \sigma$  is *derivable from context*  $\Gamma$ .

## 2.6 Inference rule

We construct valid *statements with*  $\vdash$  by using inference rules.

## **2.7 Term generating grammar**

## **2.8 Inhabitation tree**

### **2.8.1 Inhabitation Machine**

## **2.9 Roadmap**

## **2.10 Conversion to SKI combinators**

## **2.11 Genetic Programming**

### **2.11.1 Term generating**

### **2.11.2 Crossover**

### **2.11.3 Mutation**

# Chapter 3

## Designed system

### 3.1 Top level view

### 3.2 Term generating

#### 3.2.1 A\* algorithm

### 3.3 Crossover

#### 3.3.1 Finding same types

#### 3.3.2 Two basic options

Resolve problems with free variables or avoid variables completely.

### 3.4 Mutation

#### 3.4.1 Using term generation

# Chapter 4

## Problems

In this section will be presented usage of the system in order to solve specific problems.

### 4.1 Even Parity Problem

### 4.2 Big Context

### 4.3 Fly

### 4.4 Simple Symbolic Regression

### 4.5 Artificial Ant

### 4.6 Boolean Alternate

## Chapter 5

## Conclusion



# Chapter 6

## Sandbox ..

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$$E = mc^2 \tag{6.1}$$

$$m = \frac{m_0}{\sqrt{1 - \frac{v^2}{c^2}}} \tag{6.2}$$