

# **Generating Lambda Term Individuals in Typed Genetic Programming Using Forgetful A\***

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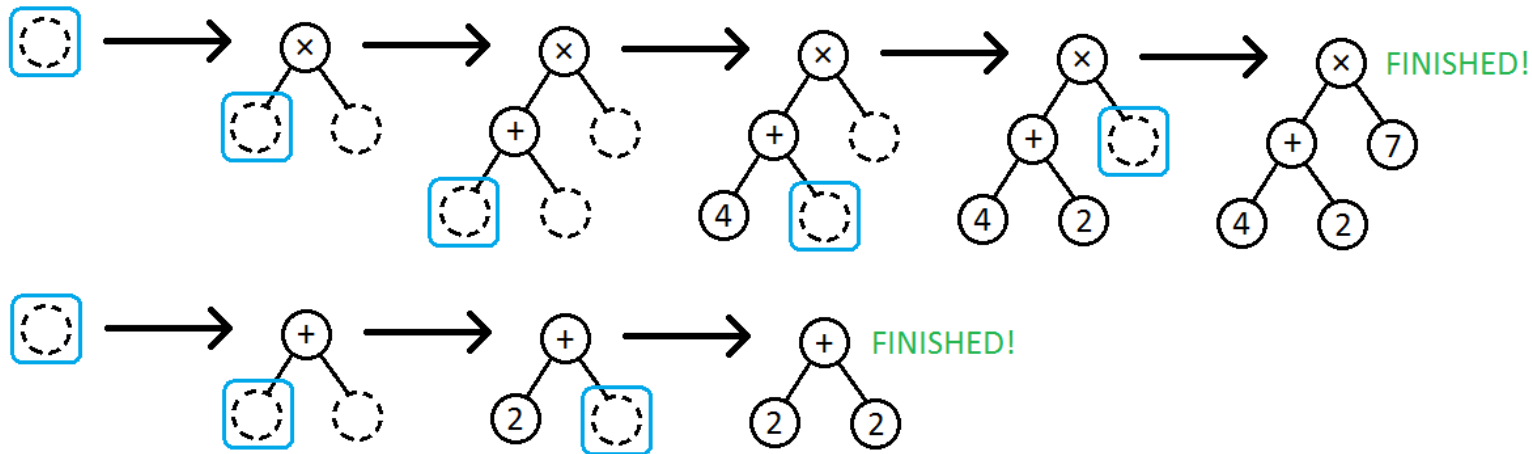
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# Presentation outline

- Standard population generating vs..
- Exhaustive enumeration
- Less exhaustive (more random) enumeration
- Generalization for *simply typed lambda calculus*
- Experiments

# Standard generating procedure

- works in separate iterations
  - In each iteration one tree individual is generated.



- We can do this differently:
  - “Generating of shared parts can be shared.”

# Exhaustive enumeration

- Systematic population generating
  - From smallest to biggest tree
- We use A\* algorithm
- Let's see an example

# Exhaustive enumeration

INPUT

(a)

(b)

(c)

e.g.  $T = \{a\}$ ,  $F = \{b:1 \text{ arg}, c:2 \text{ args}\}$

PRIORITY QUEUE



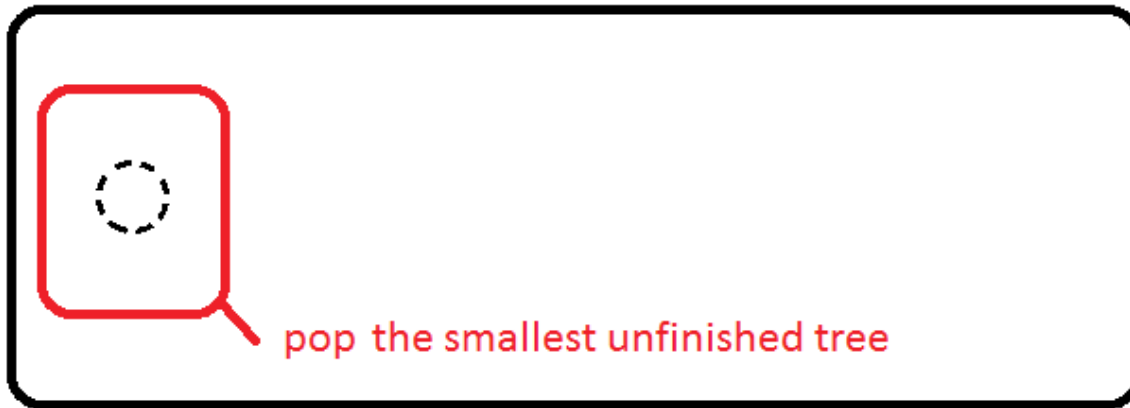
OUTPUT

# Exhaustive enumeration

INPUT



PRIORITY QUEUE



OUTPUT

# Exhaustive enumeration

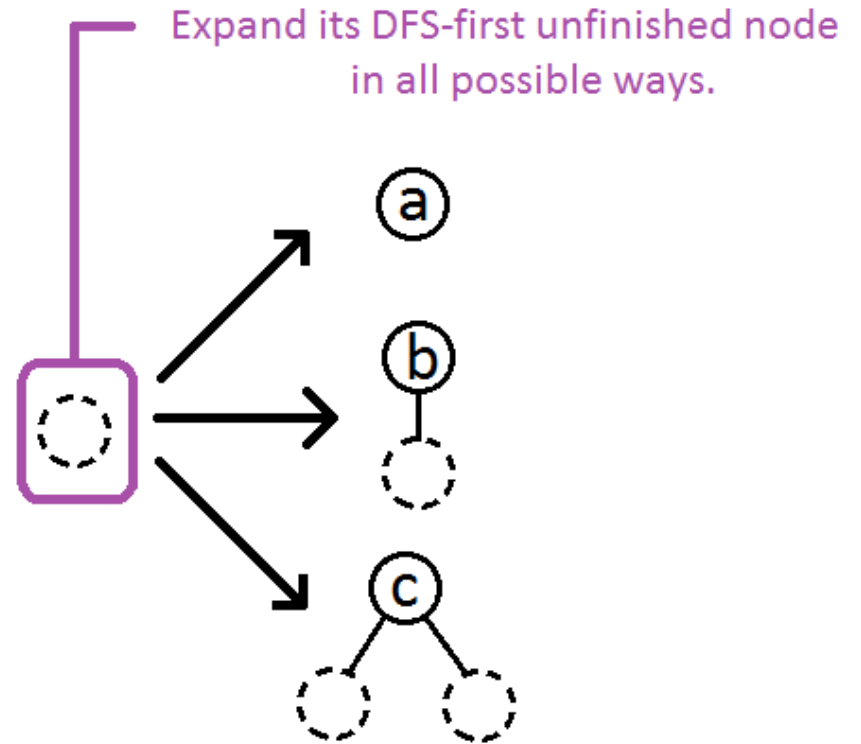
INPUT



PRIORITY QUEUE



OUTPUT



# Exhaustive enumeration

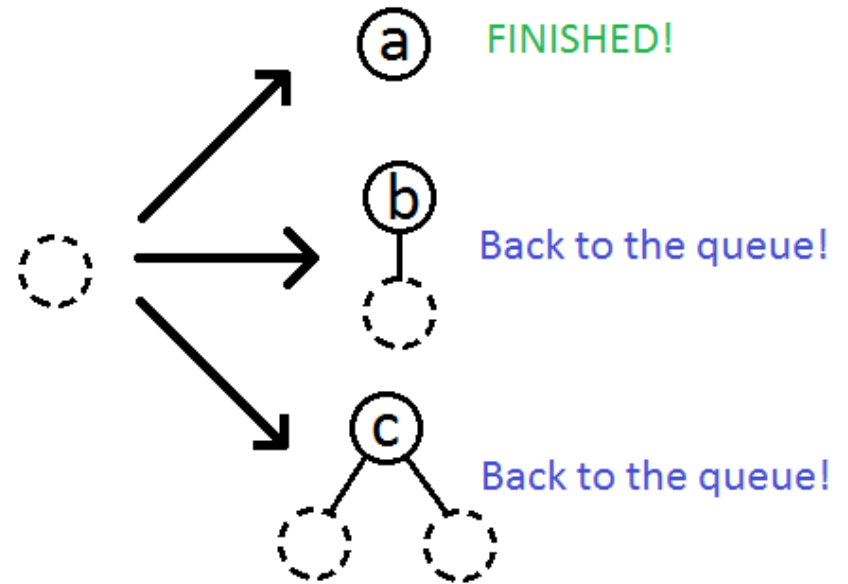
INPUT



PRIORITY QUEUE



OUTPUT



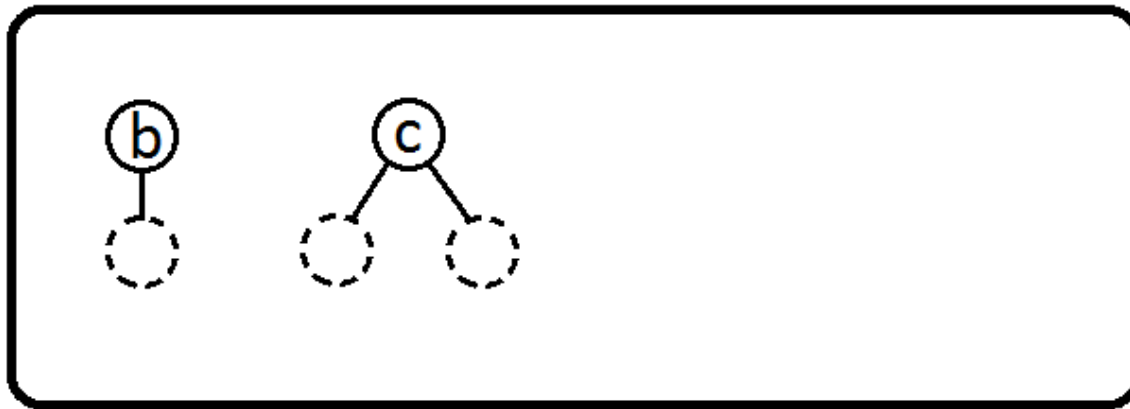


# Exhaustive enumeration

INPUT



PRIORITY QUEUE



OUTPUT

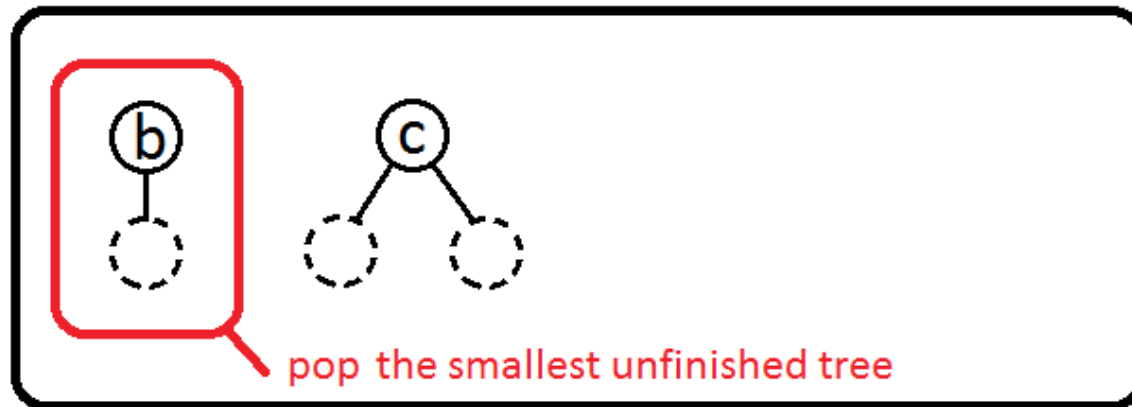


# Exhaustive enumeration

INPUT



PRIORITY QUEUE



OUTPUT

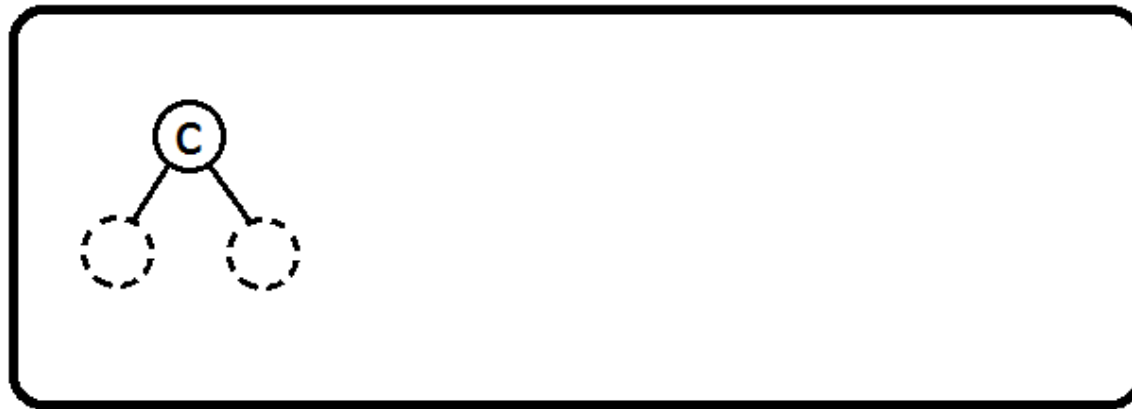


# Exhaustive enumeration

INPUT



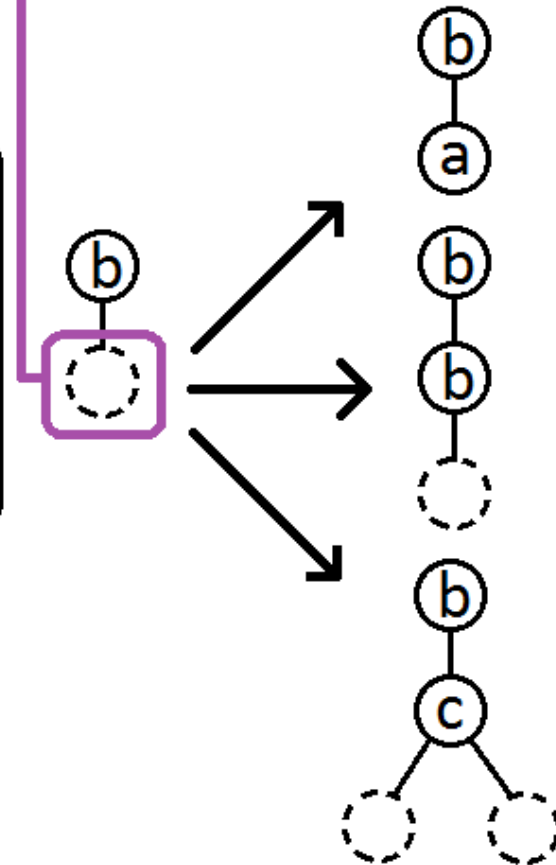
PRIORITY QUEUE



OUTPUT



Expand its DFS-first unfinished node in all possible ways.



# Exhaustive enumeration

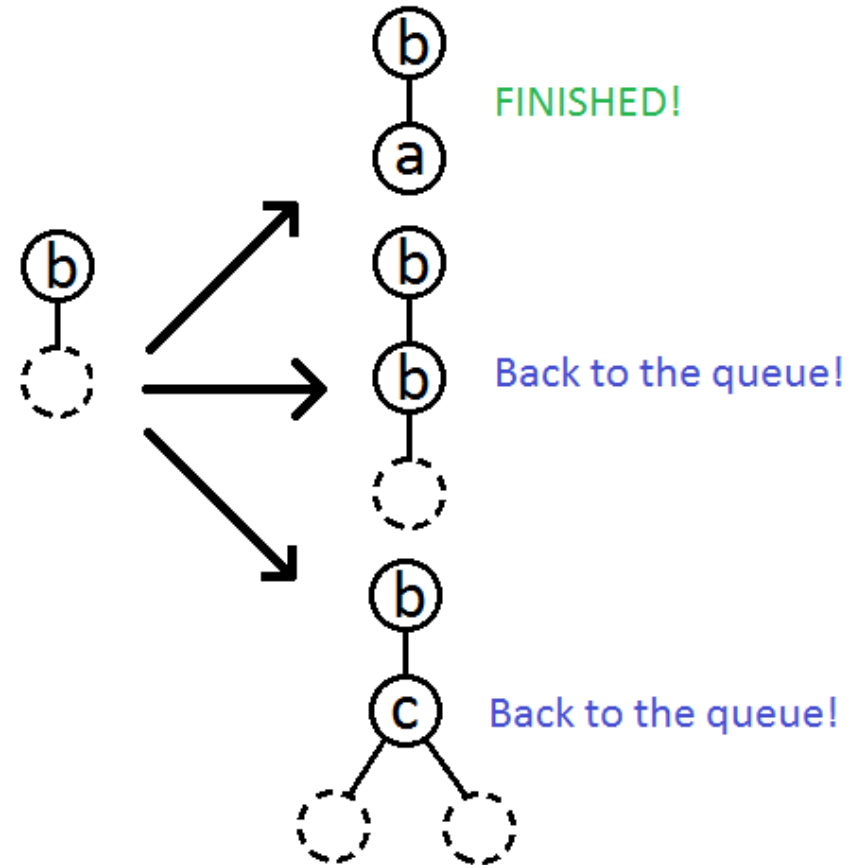
INPUT



PRIORITY QUEUE



OUTPUT

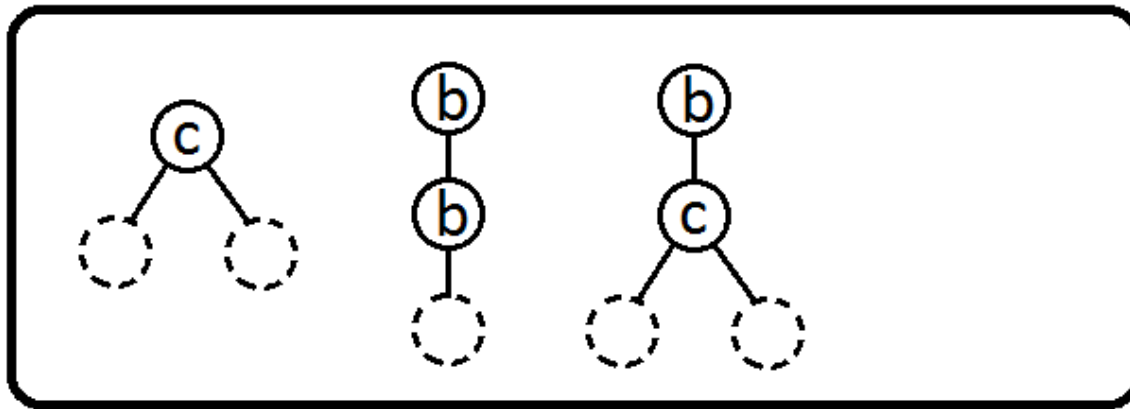


# Exhaustive enumeration

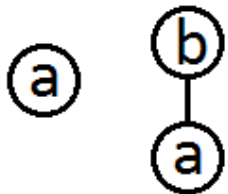
INPUT



PRIORITY QUEUE

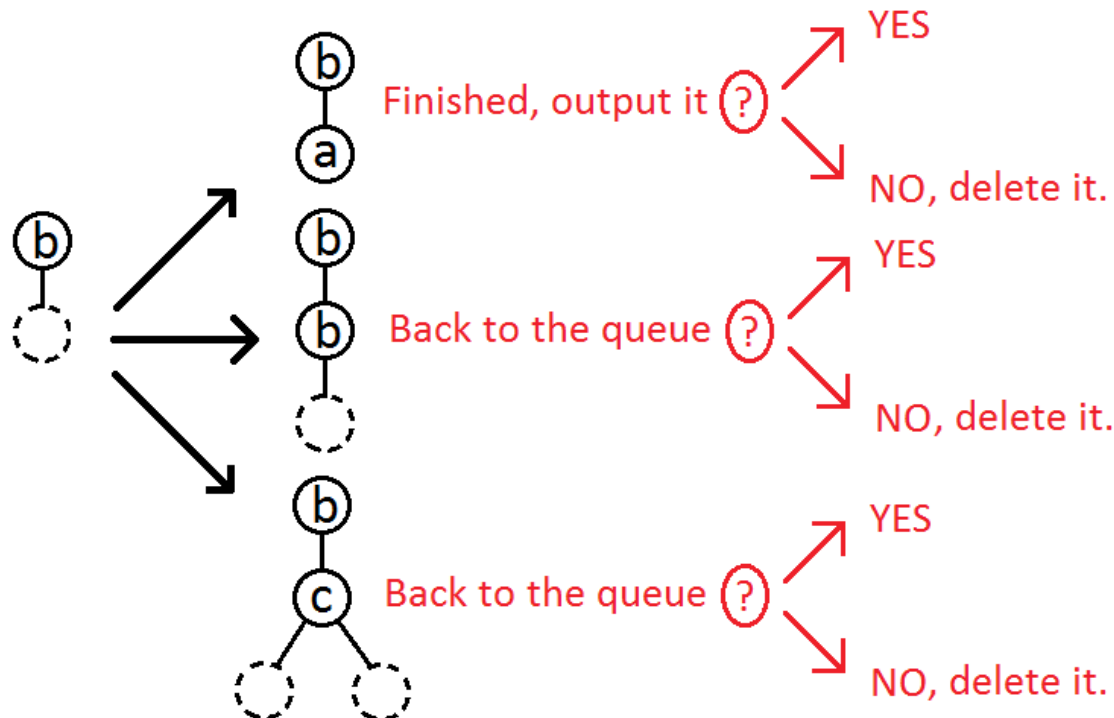


OUTPUT



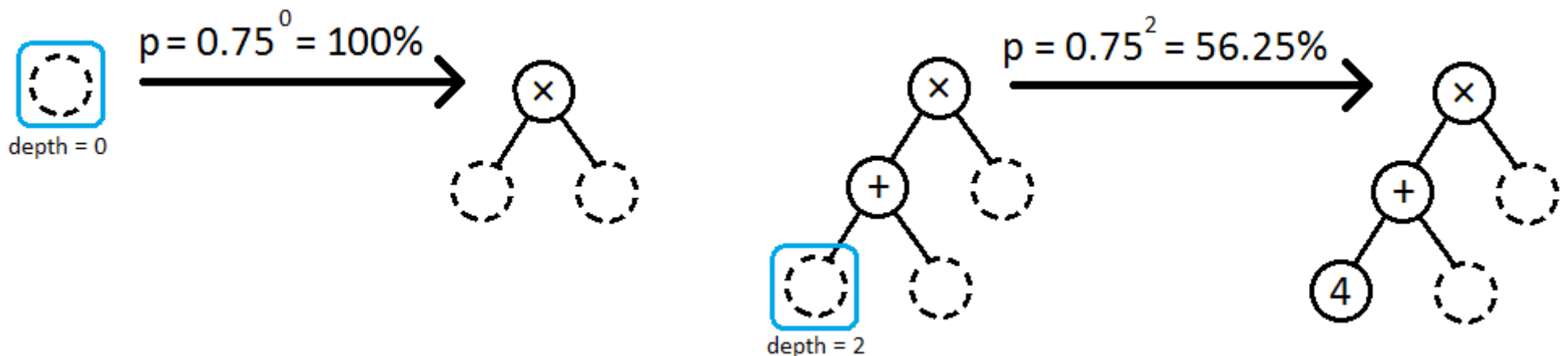
# How to make enumeration more random?

- We add a new step deciding what to do with an expanded tree:
  - keep it,
  - or delete it?
- We call this additional decision procedure a *generating strategy*.
  - “Keep all” strategy = exhaustive enumeration
  - “Delete all but one” strategy = standard generating approach



# Our *geometric* strategy

- It puts an expanded tree back to the queue with probability  $p = q^{\text{depth}}$
- Where  $q$  is a constant, we used  $q = 0.75$
- And **depth** is depth of the expanded node



# Lambda calculus

- Simple yet powerful (mathematical) programming language
- It uses anonymous functions very often.
  - $(\lambda x . \text{<function body, where } x \text{ may occur>})$




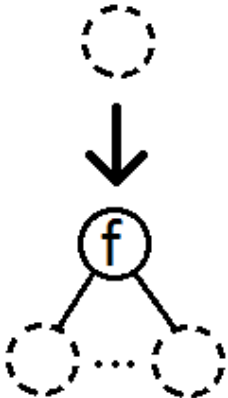
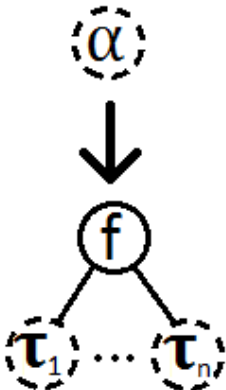
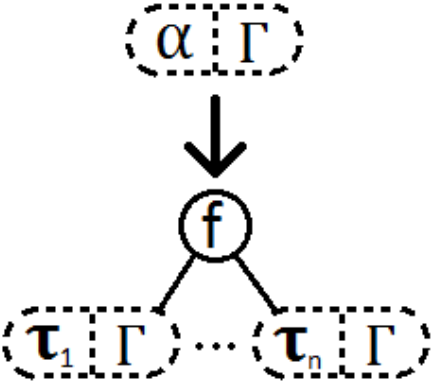
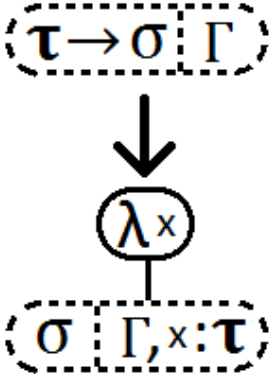
$x$  may occur in this subtree...



# Types

- Types help us overcome the *closure requirement*.
- But also make the programs more reasonable.
- (Local) context (usually denoted as  $\Gamma$ )
  - Set of symbol names accompanied with types
  - “ $\mathbf{T} \cup \mathbf{F}$  is an initial/global context”
  - We can add local variables to a context

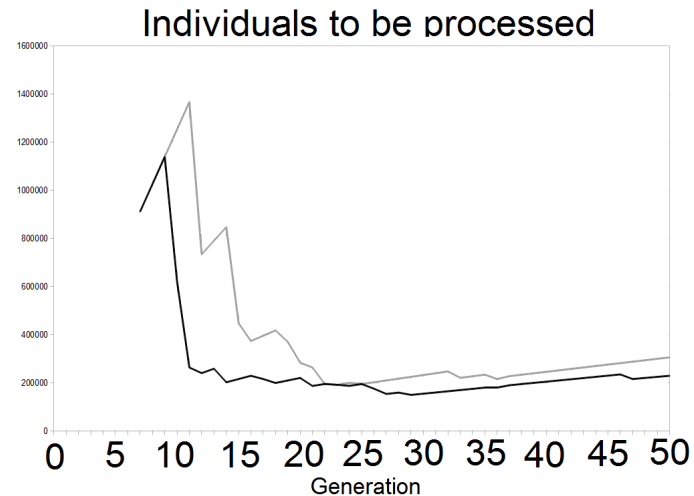
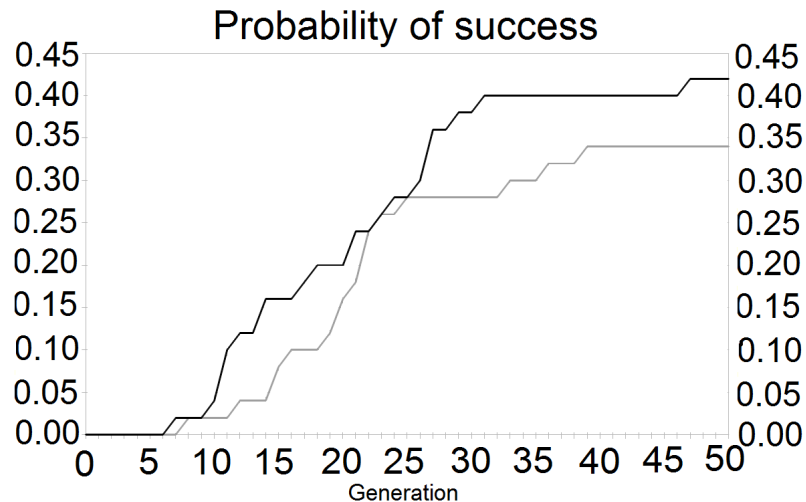
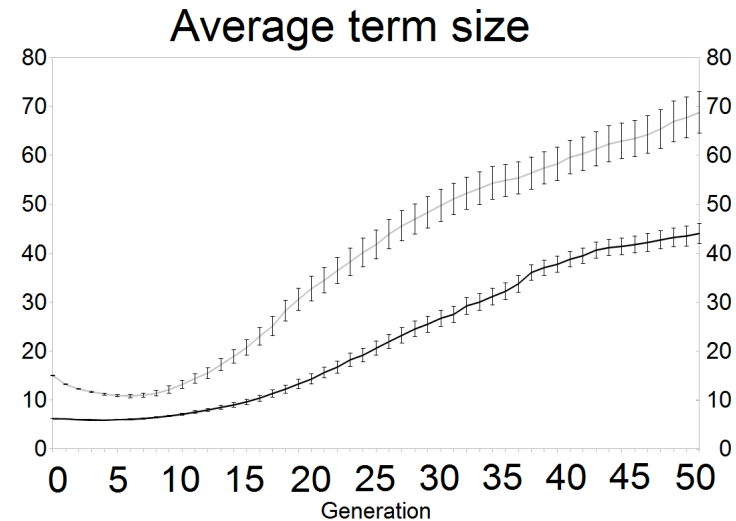
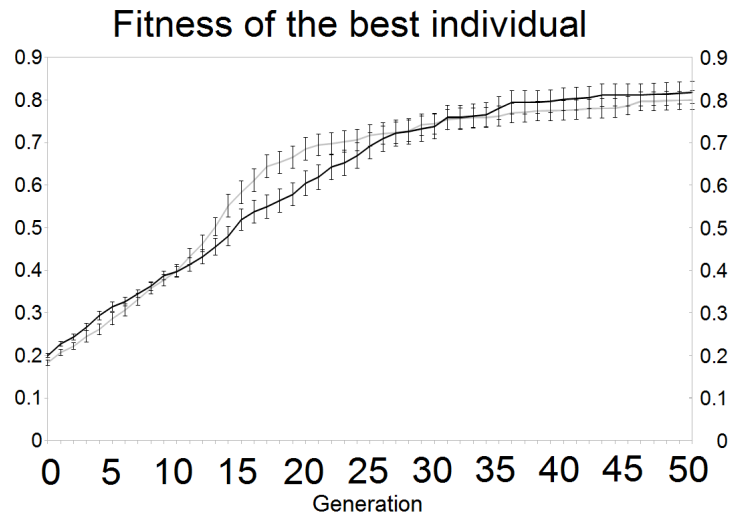
# Generalization for simply typed lambda calculus

	No types	Types, no contexts	Simply typed lambda calculus	
Unfinished node		$\alpha$	$\tau \mid \Gamma$	
Expansion(s)		 $f : \underbrace{\tau_1 \rightarrow \dots \rightarrow \tau_n}_{\text{inputs types}} \rightarrow \underbrace{\alpha}_{\text{ouput type}}$	<i>atomic types:</i>  $(f : \tau_1 \rightarrow \dots \rightarrow \tau_n \rightarrow \alpha) \in \Gamma$	<i>function types:</i> 

# Experiments

- We compared performance of our *geometric* strategy with standard *ramped half-and-half* on 3 benchmark problems.
- 50 runs, 500 population size, 51 generations
- Metrics
  - Average fitness of the best individual
  - Average term size
  - Cumulative probability of success
  - Number of individuals that must be processed to yield a correct solution with probability 99%
  - Time

# Simple symbolic regression

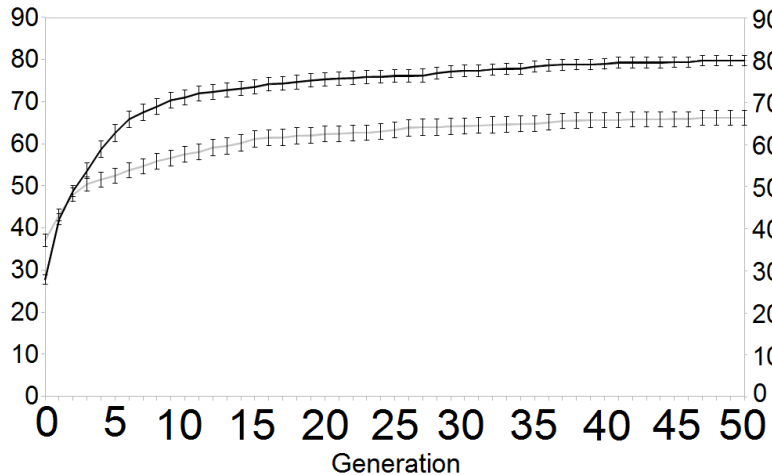


— Ramped half-and-half  
— Geometric

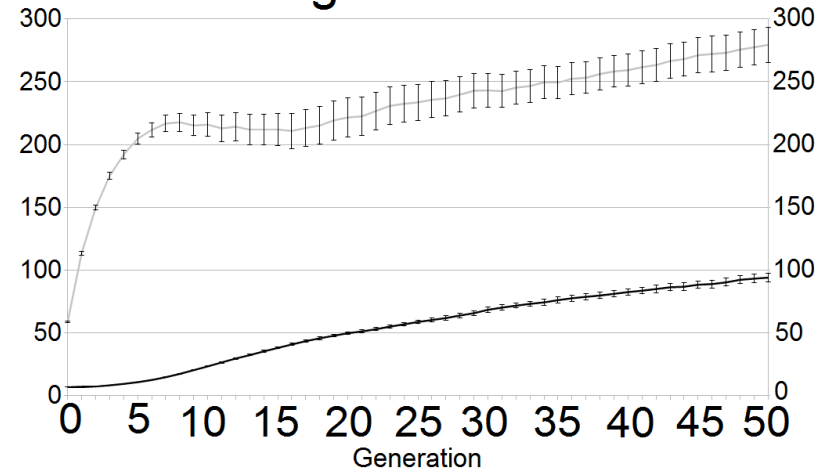
Times: 46 minutes  
26 minutes

# Artificial ant problem

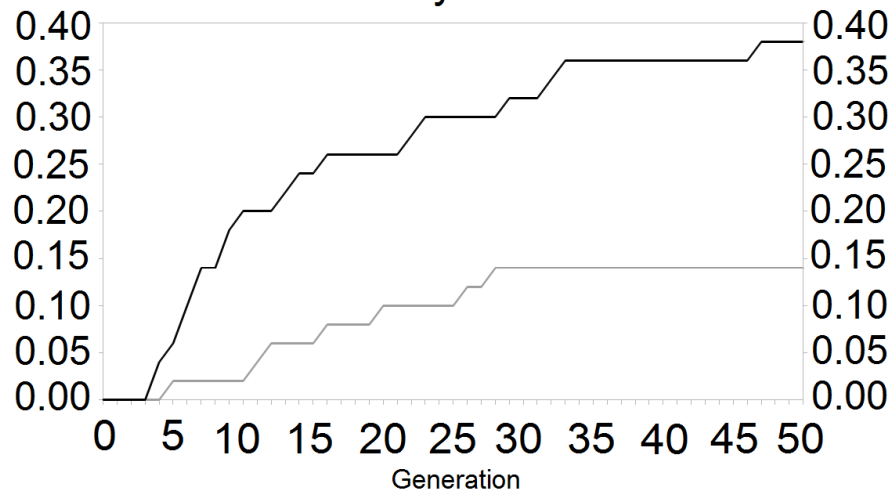
Fitness of the best individual



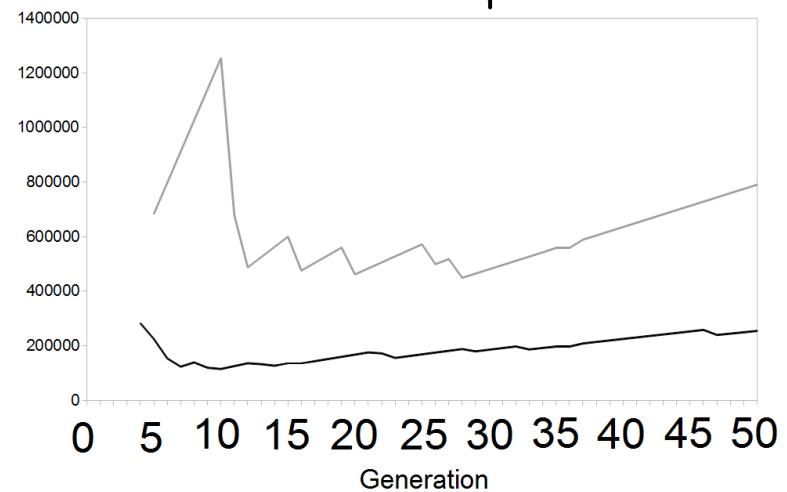
Average term size



Probability of success



Individuals to be processed

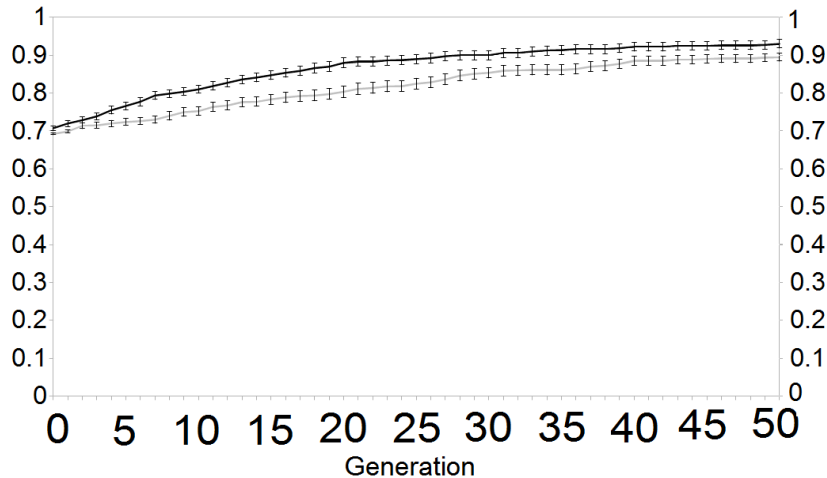


■ Ramped half-and-half  
■ Geometric

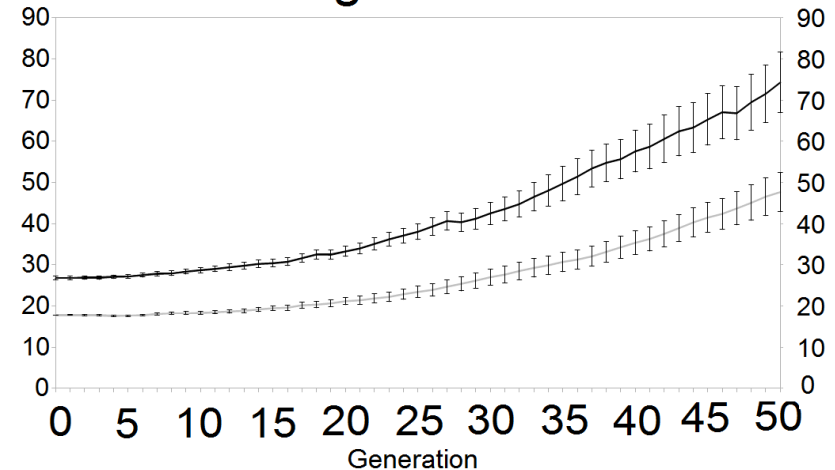
Times: 265 minutes  
107 minutes

# Even parity problem

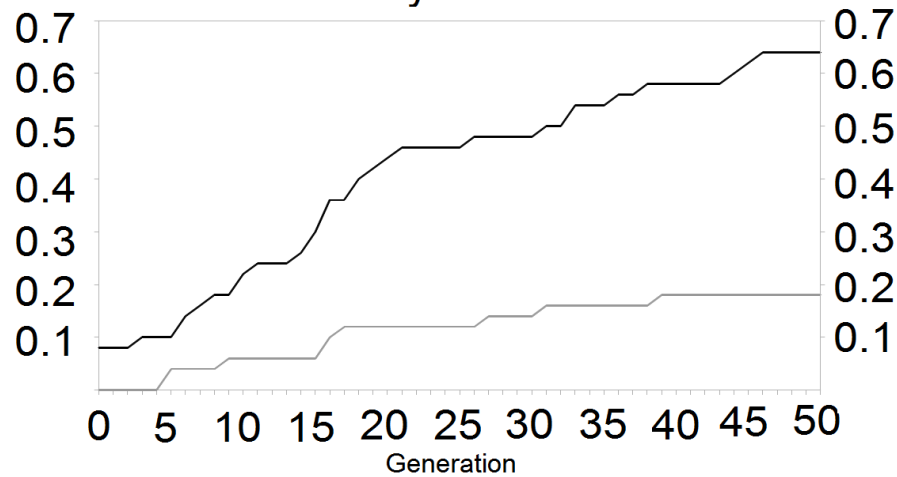
Fitness of the best individual



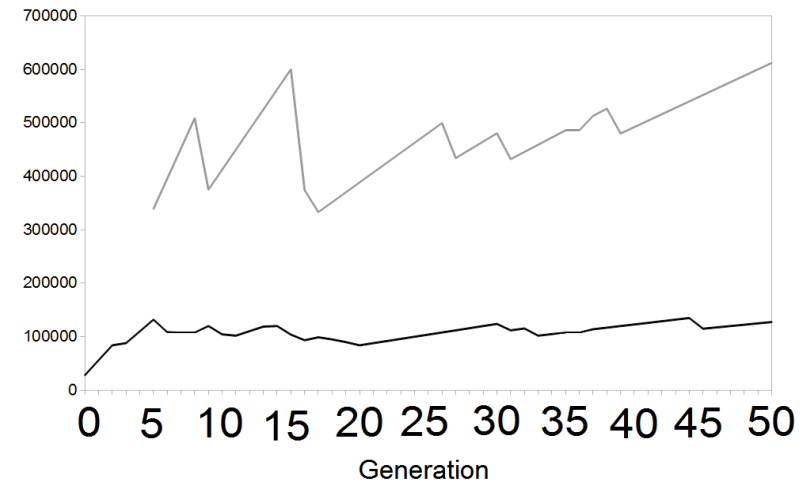
Average term size



Probability of success



Individuals to be processed



— Ramped half-and-half  
— Geometric

Times: 28 minutes  
33 minutes

# Conclusions

- *Geometric* outperforms standard *Ramped half-and-half*
- It seems that it reduces bloat.
- Works nicely with types.
- Future work
  - More test problems
  - Stronger type systems
  - Meta-evolution of generating strategy

# Thank you for your attention!

Any questions?

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