Recent Adventures with Grammarbased Genetic Programming

Dr. Michael O'Neill

Mendel '10 23 June 2010







UCD Natural Computing Research & Applications (NCRA) http://ncra.ucd.ie

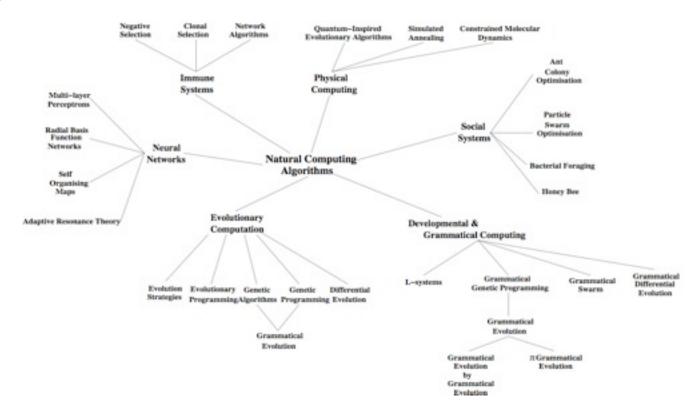
What is NCRA group about?



Inspire Design of *

Natural Processes as Computational Machines

Understanding Natural Processes





Team NCRA

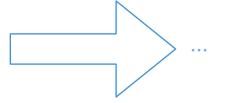


~30 researchers

+







(2006) (2010)

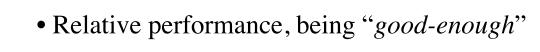




BIAs



- Develop automated problem solvers
- Solve hard real-world problems
 - e.g. Trading, Prediction, Classification, Model Development, Design...
- Biological organisms inhabit complex, ever-changing environments
- Diverse species and specialisations
- Survival depends on ability to adapt and compete for resources





Black Art of EC



- Population-based Search
- Stochastic

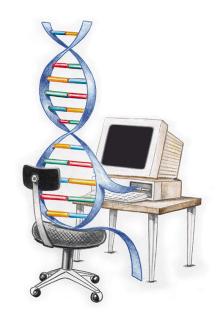
- Find good chromosome representation
- Find good fitness measure
- Design balanced variety generation (search) operators



Genetic Programming



- What is Genetic Programming?
- Automatic Programming?
 - Assemblers
 - Compilers 2GL...
 - Automatic Parallelisation









Automatic Programming



- John Koza's (1999) AP Attributes...
 - Start with **high-level problem description** that results in a solution in the form of a computer program
 - Automatically determine the programs size and architecture
 - Automatically organise a group of **instructions** so that they may be **re-used** by a program
 - Problem-independence
 - Scalability to larger versions of the same problem
 - Capability of producing human competitive results
 - Evolutionary Automatic Programming/Genetic Programming



Representation



• Individual is *OR* represents/encodes a program

```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
int main(int argc, char* argv){
         float x=0.0, y=0.0, z=0.0;
         x=atof(argv[1]);
         y=atof(argv[2]);
         z=atof(argv[3]);
         x = 2.0*\sin(y) + 4.0*\sin(x);
         z = (x*x) + exp(z);
         printf("The answer is: z=%f\n'',z);
         return(0);
```

```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
void turnLeft(float degrees);
void turnRight(float degrees);
void moveForward(float distance);
int main(int argc, char* argv){
         turnLeft(90);
          if(sensorValue(0) > 1000)
                    moveForward(10);
         else
                    turnRight(90);
         return(0);
```



Grammatical Evolution

- Grammatical Genetic Programming
- Chromosomes
 - Linear
 - Binary/Integer
 - Variable-length
- Genotype-Phenotype Map
- Bio-inspired



O'Neill, Ryan. (2003). Grammatical Evolution. Kluwer Academic Press.

Brabazon, O'Neill. (2006). Biologically Inspired Algorithms for Financial Modelling. Springer

Dempsey, O'Neill, Brabazon. (2009). Foundations of GE in Dynamic Environments. Springer.

Ryan, O'Neill, Collins (1998). *Grammatical Evolution: Solving Trigonometric Identities*. Mendel 1998

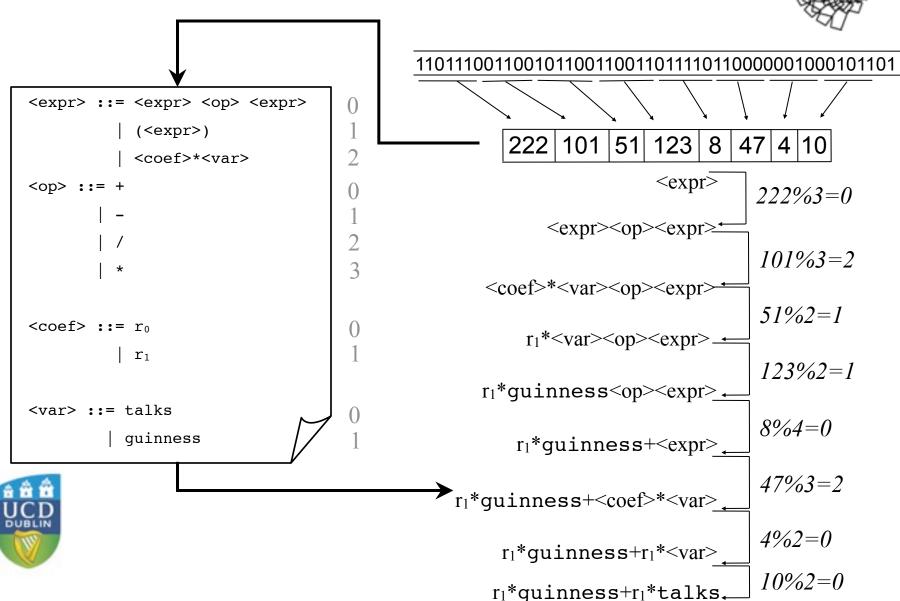
GP&EM 10th Anniversary Issue

McKay, Nguyen, Whigham, Shan, O'Neill. (2010). *Grammar-based Genetic Programming - A Survey*. Genetic Programming & Evolvable Machines 11(3).



Example - What makes a great conference?





Wrapper

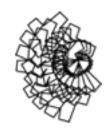
```
<func> ::= <header>
<header> ::= float symbreg(float x) { <body> }
<body> ::= <declarations><code><return>
<declarations> ::= float a;
<code> ::= a = <expr>;
```

```
float symbreg(float x){
    float a;
    a= <expr>;
    return(a);
}
```

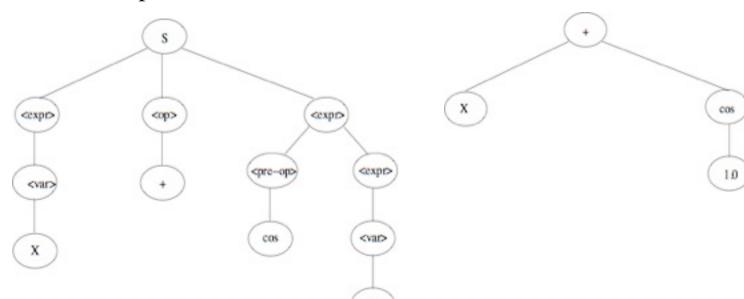
<return> ::= return (a);



Genetic Operators



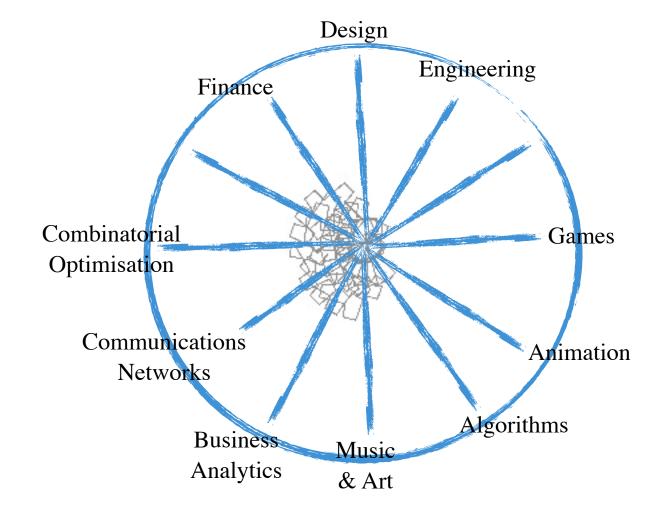
- (Variable-length) Binary/Integer String
- Bit/Codon Mutation
- 1pt Xover
- Duplication
- Tree-based operators



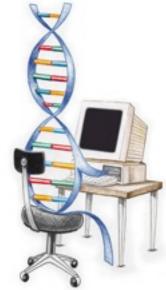


NCRA - Research & Applications



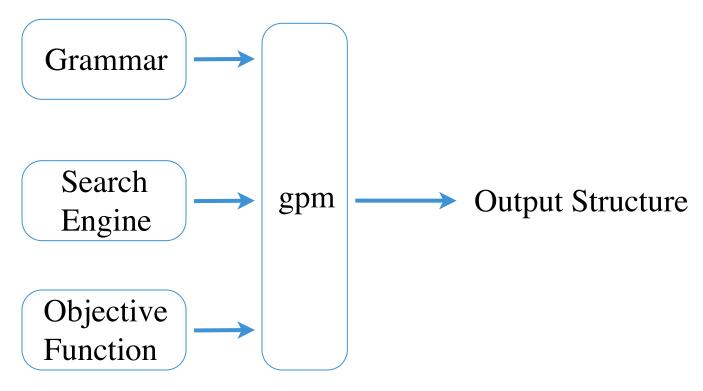






GE/GP Research







• Many important questions to address...

GE/GP Research (Conferences 2010...)

@EvoStar

Cui W., Brabazon A., O'Neill M. Evolving Dynamic Trade Execution Strategies using Grammatical Evolution. EvoFIN 2010

Bradley R., Brabazon A., O'Neill M. Evolving Trading Rule-Based Policies. EvoFIN 2010

Fagan D., O'Neill M., Galvan-Lopez E., Brabazon A., McGarraghy S. An analysis of Genotype-Phenotype Maps in Grammatical Evolution. EuroGP 2010

Nguyen Q.U., Nguyen T.H., Nguyen X.H., O'Neill M. Improving the Generalisation Ability of Genetic Programming with Semantic Similarity based Crossover. EuroGP 2010

Byrne J., McDermott J., O'Neill M., Brabazon A. An analysis of the behaviour of mutation in Grammatical Evolution. EuroGP 2010

Shao J., McDermott J., O'Neill M., Brabazon A. Jive: A Generative, Interactive, Virtual, Evolutionary Music System. EvoMUSART 2010

Galvan-Lopez E., Swafford J.M., O'Neill M. Evolving a Ms.Pac-man Controller using Grammatical Evolution. EvoGAMES 2010

@GECCO

Galvan-Lopez E., McDermott J., O'Neill M., Brabazon A. Towards an Understanding of Locality in Genetic Programming

Nguyen Q.U., Nguyen X.H., McKay R.I., O'Neill M. Semantics Based Crossover for Boolean Problems

@CEC/WCCI

Nguyen Q.U., McKay R.I., O'Neill M., Nguyen X.H. Self-Adapting Semantic Sensitivities for Semantic Similarity Based Crossover

McGee R., O'Neill M., Brabazon A. The Syntax of Stock Selection: Grammatical Evolution of a Stock Picking Model

McDermott J., O'Neill M., Brabazon A. Interactive Interpolating Crossover in Grammatical Evolution

McDermott J., Byrne J., Swafford J.M., O'Neill M., Brabazon A. Higher-Order Functions in Aesthetic EC Encodings

Swafford J.M., O'Neill M. An Examination on the Modularity of Grammars in Grammatical Evolutionary Design

Byrne J., McDermott J., Galvan-Lopez E., O'Neill M. Implementing an Intuitive Mutation Operator for Interactive Evolutionary 3D Design

Murphy E., O'Neill M., Galvan-Lopez E., Brabazon A. Tree-Adjunct Grammatical Evolution

Galvan-Lopez E., Fagan D., Murphy E., Swafford J.M., Agapitos A., O'Neill M., Brabazon A. Comparing the Performance of the Evolvable PiGrammatical Evolution Genotype-Phenotype Map to Grammatical Evolution in the Dynamic Ms. Pac-Man Environment

Galvan-Lopez E., McDermott J., O'Neill M., Brabazon A. Defining Locality in Genetic Programming to Predict Performance

Bradley R., Brabazon A., O'Neill M. Objective Function Design in a Grammatical Evolutionary Trading System

Cui W., Brabazon A., O'Neill M. Evolving Efficient Limit Order Strategy using Grammatical Evolution

Fagan D., Nicolau M., O'Neill M., Galvan-Lopez E., Brabazon A. Investigating Mapping Order in IIGE

@PPSN

Agapitos A., O'Neill M., Brabazon A. Evolutionary Learning of Technical Trading Rules without Data-mining Bias

McDermott J, Galvan-Lopez E., O'Neill M. GP Locality with Binary Decision Diagrams as Ant Phenotypes

Nguyen Q.U., Nguyen X.H., O'Neill M., McKay B. The Role of Syntactic and Semantic Locality of Crossover in Genetic Programming



Open Issues in GP



O'Neill, Vanneschi, Gustafson, Banzhaf. (2010). <u>Open Issues in Genetic Programming</u>. Genetic Programming & Evolvable Machines, 11(3).

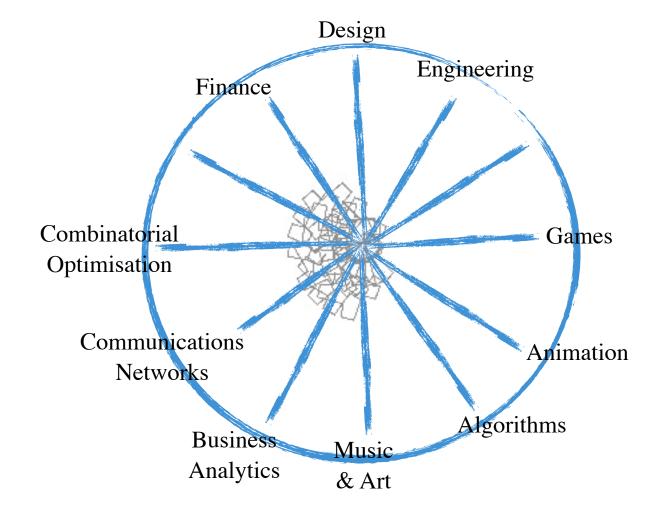
GP&EM 10th Anniversary Issue

- Identifying appropriate Representations
- Fitness Landscapes & Problem Difficulty
- Static vs. Dynamic Problems
- The Influence of Biology
- Open-ended Evolution
- Generalization
- Benchmarks
- Modularity
- Complexity of GP
- Misc....
 - Halting, AI Ratio, Bio, Constants, Theory, Distributed Models, Usability...

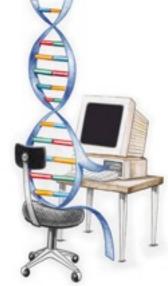


NCRA - Research & Applications







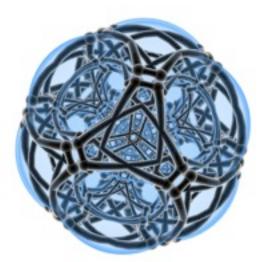


Applications - Art & Music



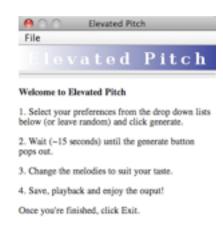
O'Neill & Brabazon (2008)





Nicolau & Costelloe (2010)

Reddin, McDermott, Brabazon, O'Neill (2009)

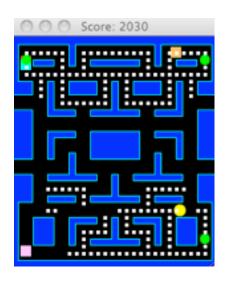






Applications - Video Games





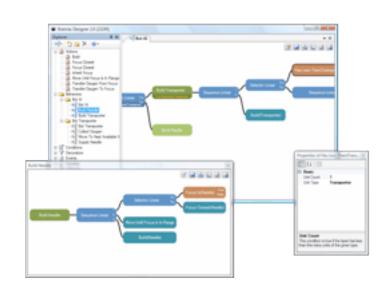
Miss PacMan &

ToriBash (Jonathan Byrne...later in Mendel 2010)

GameBrains http://www.ndrc.ie





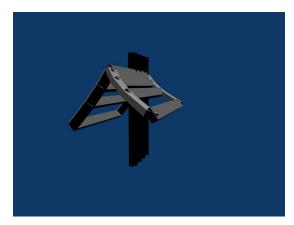


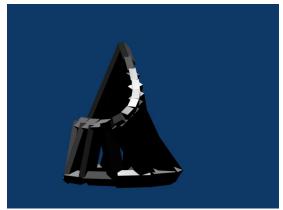
Applications - Architecture

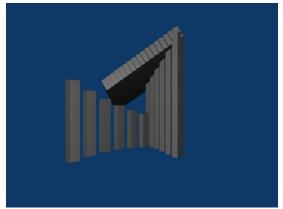


Evolutionary Architecture with Shape Grammars O'Neill et al (2009 & 2010)



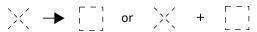


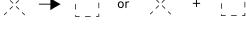


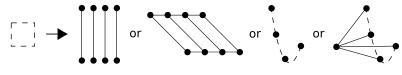


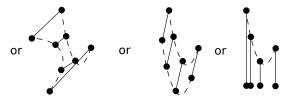


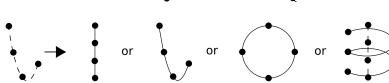


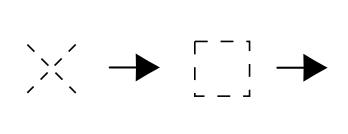


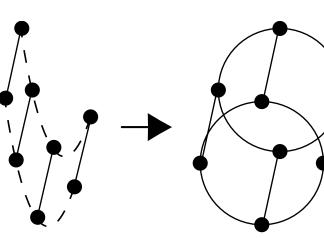






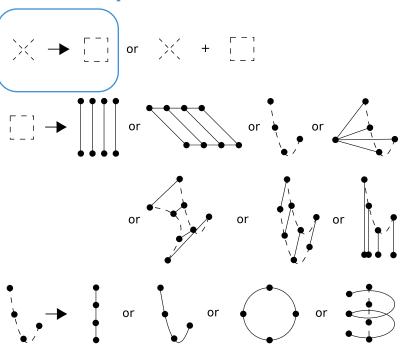


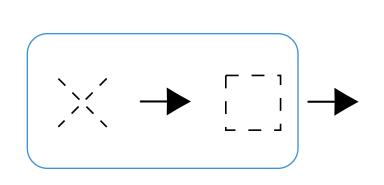




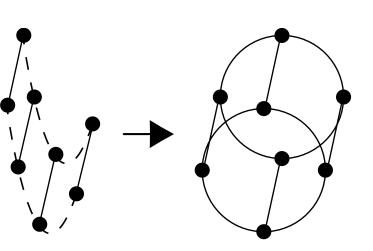






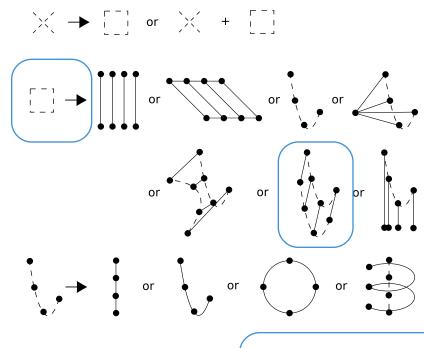


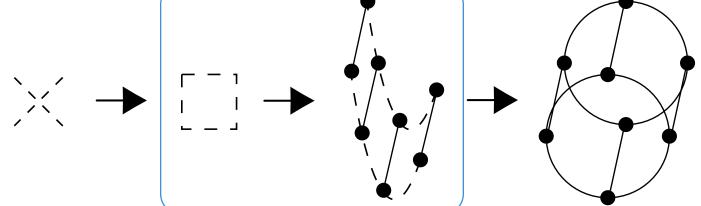








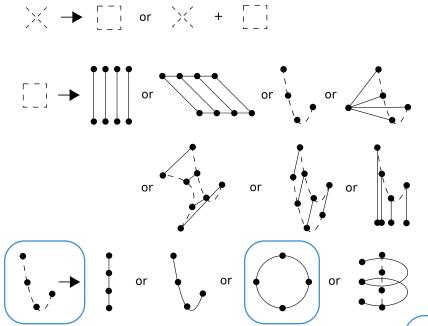


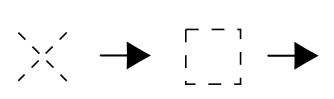


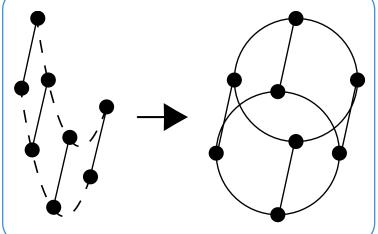








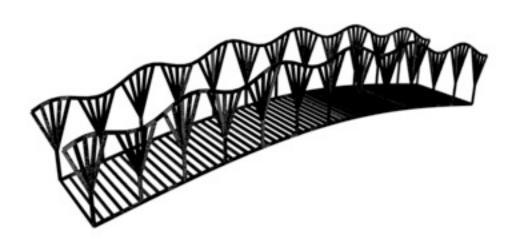






Results

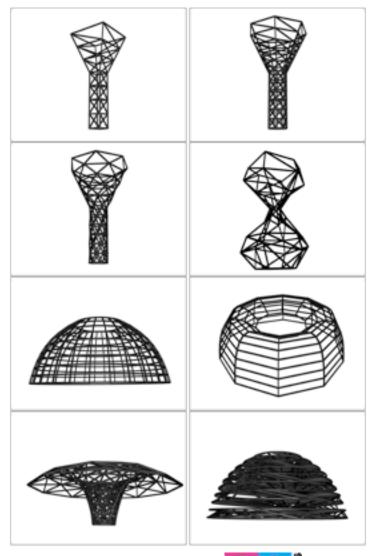


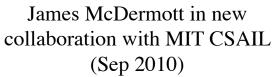






Results











Applications - Finance







www.fmc-cluster.org







GEVA - "Play with GE"



O'Neill, Hemberg, Gilligan, Bartley, McDermott, Brabazon. (2008). *GEVA: Grammatical Evolution in Java*. SIGEVOlution, 3(2):17-23.



- http://ncra.ucd.ie/geva
- v1.2 release imminent



Call for Papers

2011 Genetic and Evolutionary Computation Conference Tuesday – Saturday July 12–16, 2011 Dublin, Ireland

Largest Conference in the Field of Genetic and Evolutionary Computation A recombination of the

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Meet the submission deadline (January 26, 2011) and submit substantially new work. GECCO allows submissions of material that is substantially similar to a paper being submitted contemporaneously for review in another conference. However, if the submitted paper is accepted by GECCO, the authors agree that substantially the same material will not be published by another conference in the evolutionary computation field. Material may be later revised and submitted to a journal, if permitted by the journal.

Visit www.sigevo.org/gecco-2011

For detailed instructions, including categories, keywords, and formatting requirements, visit http://www.sigevo.org/gecco-2011. Be sure to check the web page for changes that may appear as the paper submission deadline approaches.

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Important Dates

- * Submission deadline: January 26, 2011
- * Notification of paper acceptance: March 23, 2011
- * Camera-ready submission: April 18, 2011
- * Workshop and tutorial proposals submission: November 8, 2010
- * Notification of workshop and tutorial acceptance: November 29, 2010
- * GECCO-2011 Conference: July 12-16, 2011

Accept author agreement

By submitting a paper, the author(s) agree that, if their paper is accepted, they will:

- * Submit a final, revised, camera-ready version to the publisher by Monday, April 18, 2011
- * Register at least one author to attend the conference by Monday, May 2, 2011
- * Attend the conference (at least one author)
- * Present the accepted paper at the conference

Review Process

Each paper submitted to GECCO will be rigorously reviewed, in a doubleblind review process, meaning that reviewers should not be able to infer the identities of the authors of the papers under review, and, of course, that authors will not know the identities of their reviewers.

Each submitted paper will be evaluated by one of at least 15 separate and independent program committees specializing in various aspects of genetic and evolutionary computation. These committees make their own final decisions on submitted papers for their areas, subject only to conference-wide space limitations and procedures.

Review criteria include significance of the work, technical soundness, novelty, clarity, writing quality, and sufficiency of information to permit replication, if applicable.

More Information

Visit www.sigevo.org/gecco-2011 for information about deadlines, student travel grants, hotel reservations, student housing, the graduate student workshop, the latest list of topics, late-breaking papers, and more. For matters of science and program content, contact Conference Chair Pier Luca Lanzi at lanzi@elet.polimi.it. For general help and administrative matters contact GECCO Support at gecco2011@sigevolution.org

About the Conference Venue

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Questions?



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