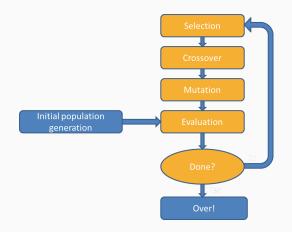
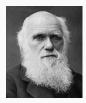
# A Brief Introduction To Evolutionary Computation

András M. Joó

# **Evolutionary computation**

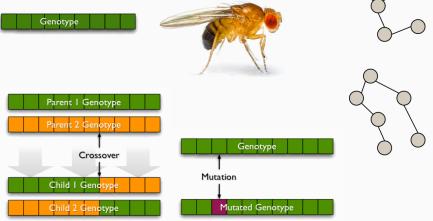
- ► a subfield of artificial intelligence,
- ► simulates the Darwinian evolution in silico





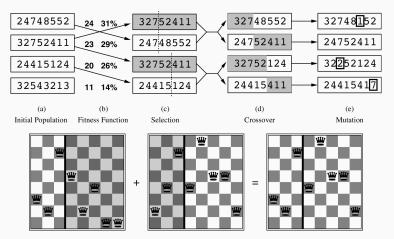
#### Terms

- ► genotype, phenotype, encoding, fitness function
- ► search operators: selection, crossover, mutation



# Genetic algorithms

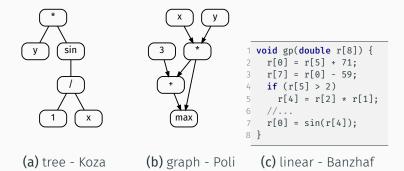
► linear representation (binary, integer, real, etc)



 why GAs work? John Holland (70s), building block hypothesis, schema theory

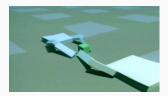
# Genetic programming

- automatic generation of expressions / trees
- major representation types:



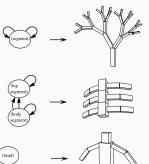
### Toy examples

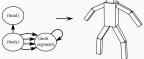
virtual creatures, Karl Sims, 1993

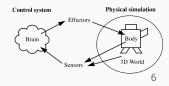


▶ bipedal creatures, T. Geijtenbeek, 2013









# Evolving game playing algorithms

- games are important in computer science as they are abstract models of our world
- Omid E. at al: Genetic Algorithms for Evolving Computer Chess Programs (2013)
- outperformed a two-time world computer chess champion (3000+ Élő points)



# Finding and fixing bugs

- the cost of software bugs world-wide is \$300B+/year (Cambridge University, 2013)
- Stephanie Forrest, et al: A Genetic Programming Approach to Automated Software Repair, GECCO, 2009



# Speeding up programs

- Bowtie, a highly optimized DNA sequencing software package (maintained by John Hopkins Univ.)
- ► it consists of 50,000+ lines of hand written C++ code



- evolutionary computation achieved 70x speedup on certain sections
- William B. Langdon, Mark Harman: Optimising Existing Software with Genetic Programming IEEE Transactions on Evolutionary Computation, 2015.

- ► if you think that WannaCry is the worst thing that could have happened, think again
- undetectable malware can be evolved: Sadia Noreen et al, Evolvable malware GECCO, ACM, 2009

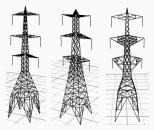


### Construction

 roof structure with complex curvatures, Ottawa Railway Station, Kociecki, 2014



 pylons evolved to withstand icing and wind, British Architects pylon design competition, Byrne, 2014



# Electrical engineering

- 2006 NASA ST5 spacecraft antenna, the world's first artificially-evolved object to fly in space
- wide beamwidth for a circularly polarized wave & wide impedance bandwidth



### Aesthetic artefacts



(a) Sims, 94

#### (b) NeuroSystems





#### (c) McCormack, 94

#### (d) Collomosse, 2008

### There is more to EC

- flavors: differential evolution, evolution strategy, grammatical evolution, neuroevolution, etc.
- zillions of ways to tweak: population model, selection/ recombination/ mutation zoos, parallel implementations, co-evolution, multi-objective variants, etc.
- (infamous) issues: premature convergence, loss of phenotypic/ genotypic diversity, code bloat, etc.
- lots of implementations: Java (ecj), Matlab (ga-builtin), C++ (beagle, galib), etc.

# Takeaway thoughts

Evolutionary computation (EC) can

- come up with good engineering solutions
- generate aesthetic artefacts
- invent programs/ find and fix bugs based on positive & negative examples
- optimize programs better than the brightest software developers
- ► generate undetectable malware

Caution

- ► EC, although powerful, is no silver bullet
- ▶ there is no free lunch

