

# Genetic Programming for Finite Algebras

— GECCO-2008 Presentation —

Lee Spector \*  
David M. Clark †  
Ian Lindsay \*  
Bradford Barr \*  
Jon Klein \*

\* Cognitive Science, Hampshire College, Amherst, MA

† Mathematics, SUNY New Paltz, New Paltz, NY

# Outline

- The domain
- Specific problems
- Methods
- Results
- Significance

# Everybody's Favorite Finite Algebra

Boolean algebra,  $\mathbf{B} := \langle \{0, 1\}, \wedge, \vee, \neg \rangle$

$\wedge$	0	1
0	0	0
1	0	1

$\vee$	0	1
0	0	1
1	1	1

	$\neg$
0	1
1	0

*Primal:* every possible operation can be expressed by a term using only (and not even)  $\wedge$ ,  $\vee$ , and  $\neg$ .

# Bigger Finite Algebras

- Have applications in many areas of science, engineering, mathematics
- Can be *much* harder to analyze/understand
- Number of terms grows astronomically with size of underlying set
- Under active investigation for decades, with major advances (cited fully in the paper) in 1939, 1954, 1970, 1975, 1979, 1991, 2008

# Goal

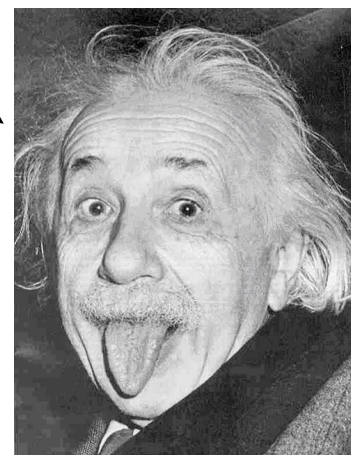
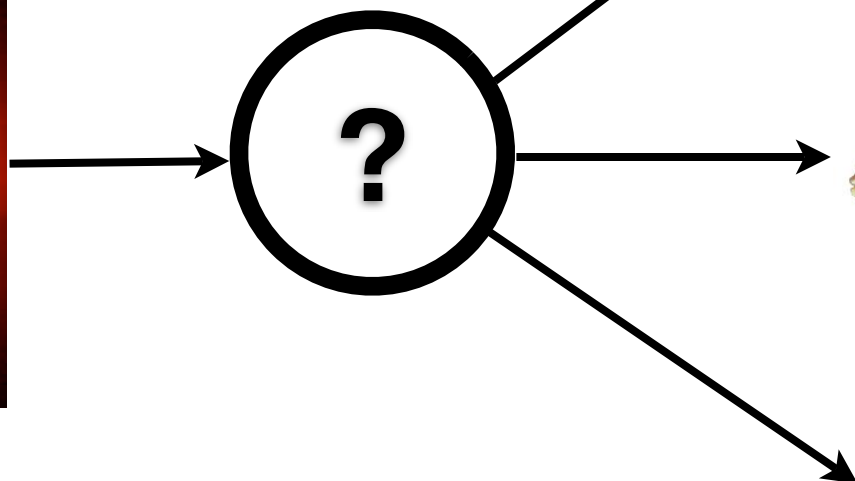
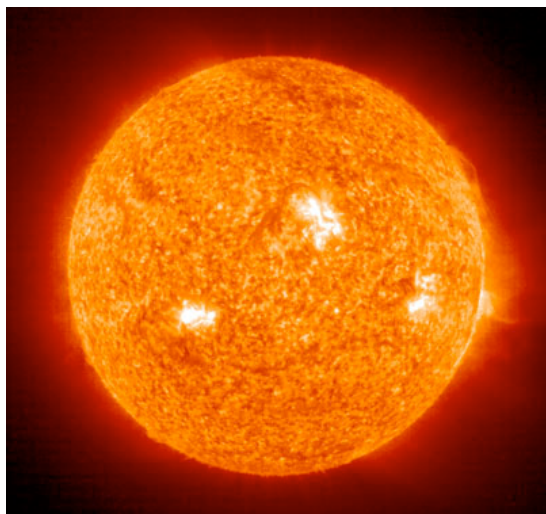
- Find terms that have certain special properties
- *Discriminator* terms, determine primality

$$t^A(x, y, z) = \begin{cases} x & \text{if } x \neq y \\ z & \text{if } x = y \end{cases}$$

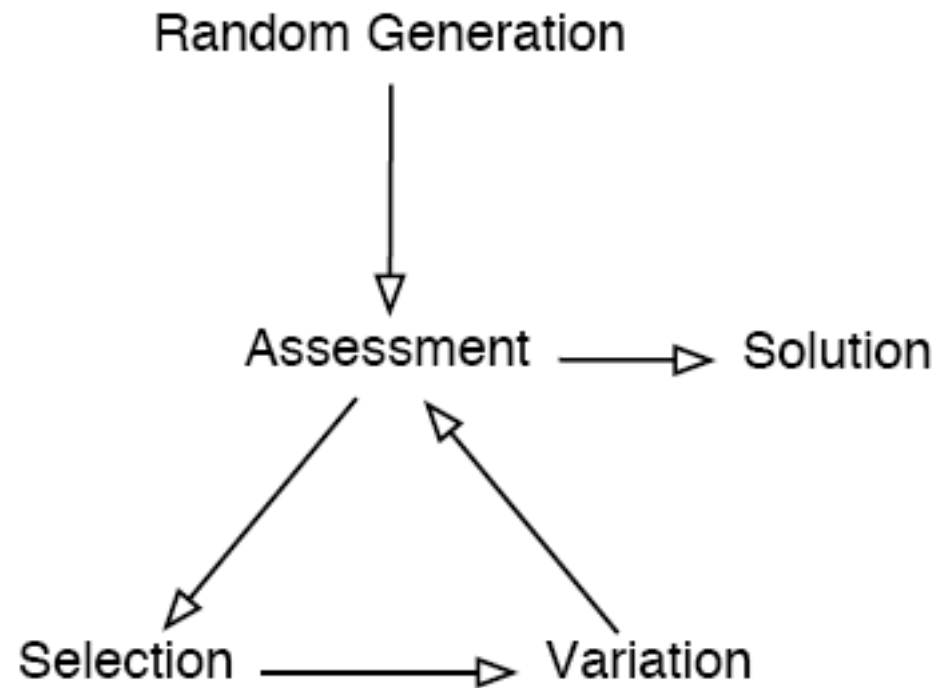
- *Mal'cev*, *majority*, and *Pixley* terms
- For decades there was no way to produce these terms in general, short of exhaustive search
- Current best methods produce enormous terms

# Specific Algebras

$\begin{array}{c ccc} \mathbf{A_1} * & 0 & 1 & 2 \\ \hline 0 & 2 & 1 & 2 \\ 1 & 1 & 0 & 0 \\ 2 & 0 & 0 & 1 \end{array}$	$\begin{array}{c ccc} \mathbf{A_2} * & 0 & 1 & 2 \\ \hline 0 & 2 & 0 & 2 \\ 1 & 1 & 0 & 2 \\ 2 & 1 & 2 & 1 \end{array}$
$\begin{array}{c ccc} \mathbf{A_3} * & 0 & 1 & 2 \\ \hline 0 & 1 & 0 & 1 \\ 1 & 1 & 2 & 0 \\ 2 & 0 & 0 & 0 \end{array}$	$\begin{array}{c ccc} \mathbf{A_4} * & 0 & 1 & 2 \\ \hline 0 & 1 & 0 & 1 \\ 1 & 0 & 2 & 0 \\ 2 & 0 & 1 & 0 \end{array}$
$\begin{array}{c ccc} \mathbf{A_5} * & 0 & 1 & 2 \\ \hline 0 & 1 & 0 & 2 \\ 1 & 1 & 2 & 0 \\ 2 & 0 & 1 & 0 \end{array}$	$\begin{array}{c cccc} \mathbf{B_1} * & 0 & 1 & 2 & 3 \\ \hline 0 & 1 & 3 & 1 & 0 \\ 1 & 3 & 2 & 0 & 1 \\ 2 & 0 & 1 & 3 & 1 \\ 3 & 1 & 0 & 2 & 0 \end{array}$



# Genetic Programming





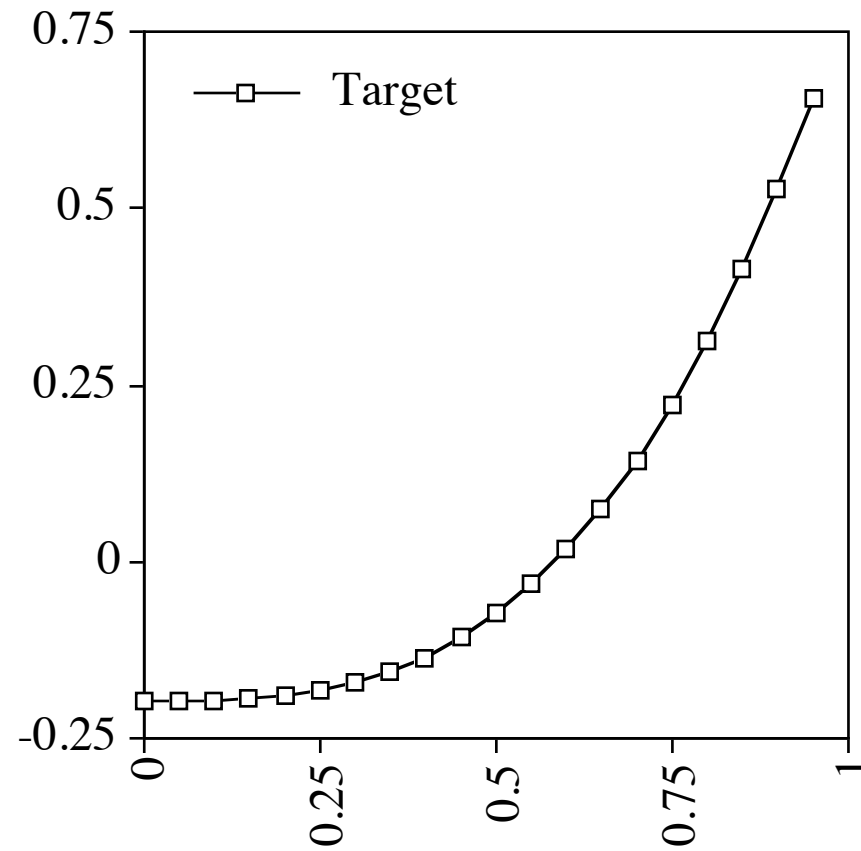
# Numerical Example

Given a set of data points, evolve a program that produces  $y$  from  $x$ .

Primordial ooze:  $+$ ,  $-$ ,  $*$ ,  $\%$ ,  $x$ ,  $0.1$

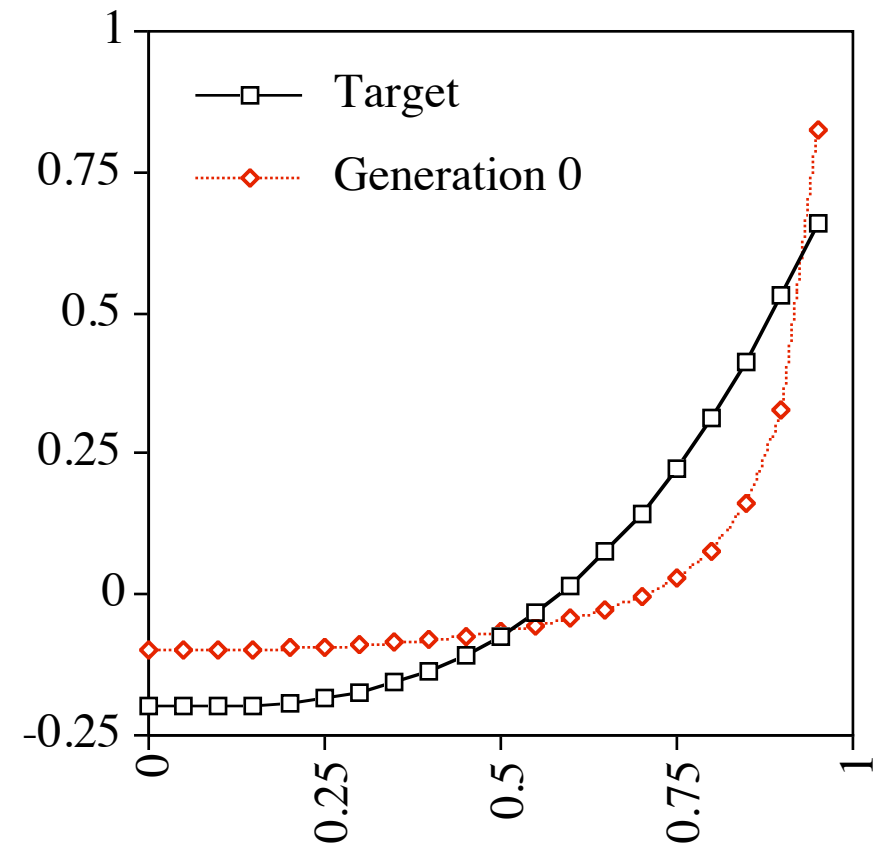
Fitness = error (smaller is better)

# Evolving $y = x^3 - 0.2$



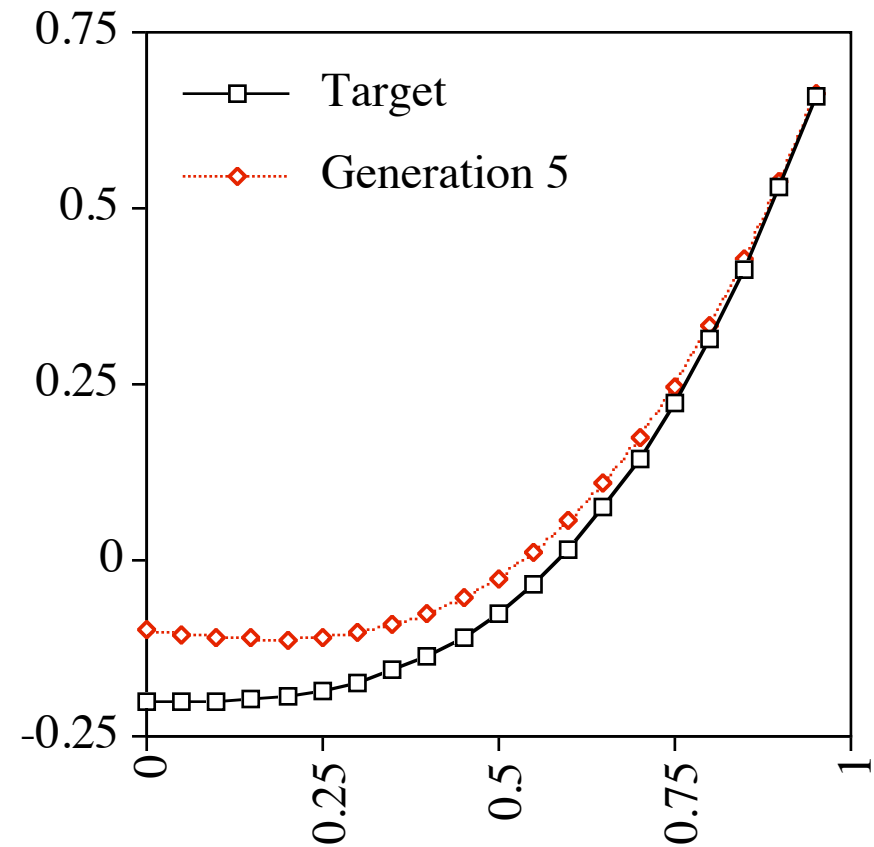
# Best Program, Gen 0

```
(- (% (* 0.1
      (* X X) )
  (- (% 0.1 0.1)
      (* X X) ) )
0.1)
```



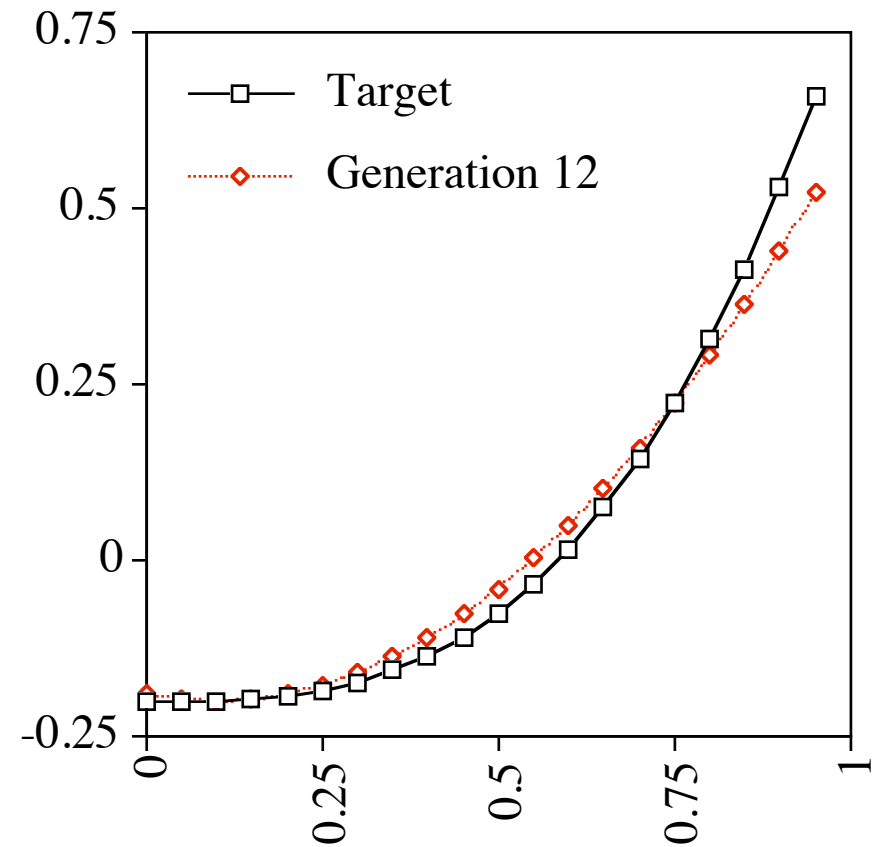
# Best Program, Gen 5

```
(- (* (* (% X 0.1)
          (* 0.1 X))
    (- X
      (% 0.1 X))))
0.1)
```



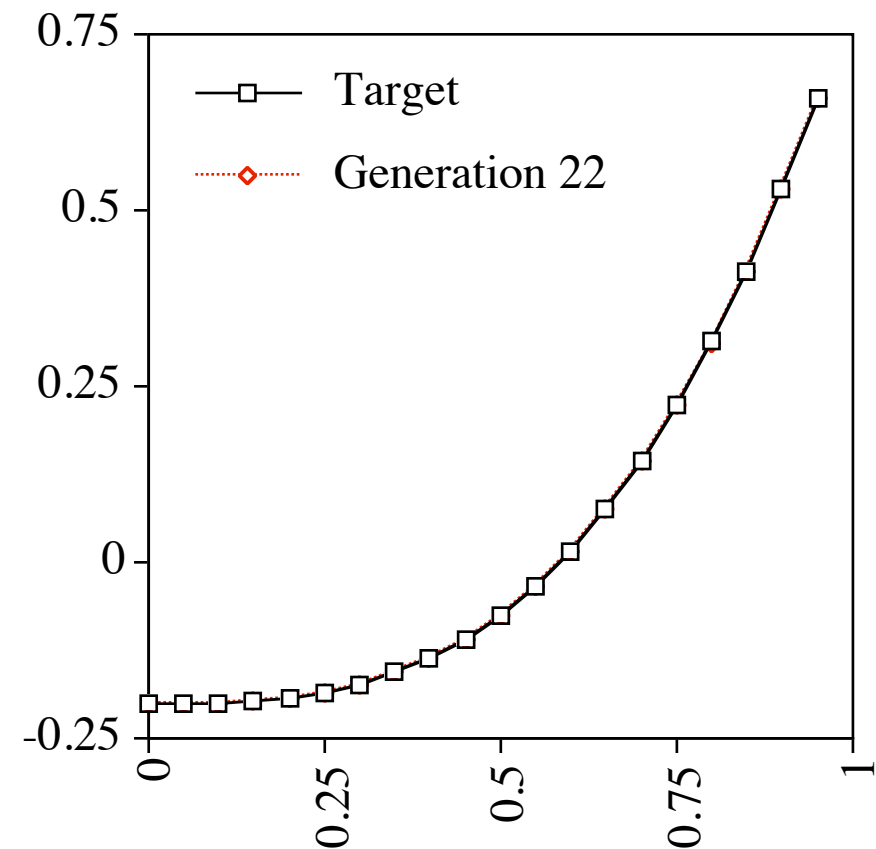
# Best Program, Gen 12

```
(+ (- (- 0.1
      (- 0.1
        (- (* X X)
          (+ 0.1
            (- 0.1
              (* 0.1
                0.1)))))))
(* X
  (* (% 0.1
      (% (* (* (- 0.1 0.1)
              (+ X
                (- 0.1 0.1)))
        X)
      (+ X (+ (- X 0.1)
              (* X X))))))
  (+ 0.1 (+ 0.1 X))))
(* X X))
```



# Best Program, Gen 22

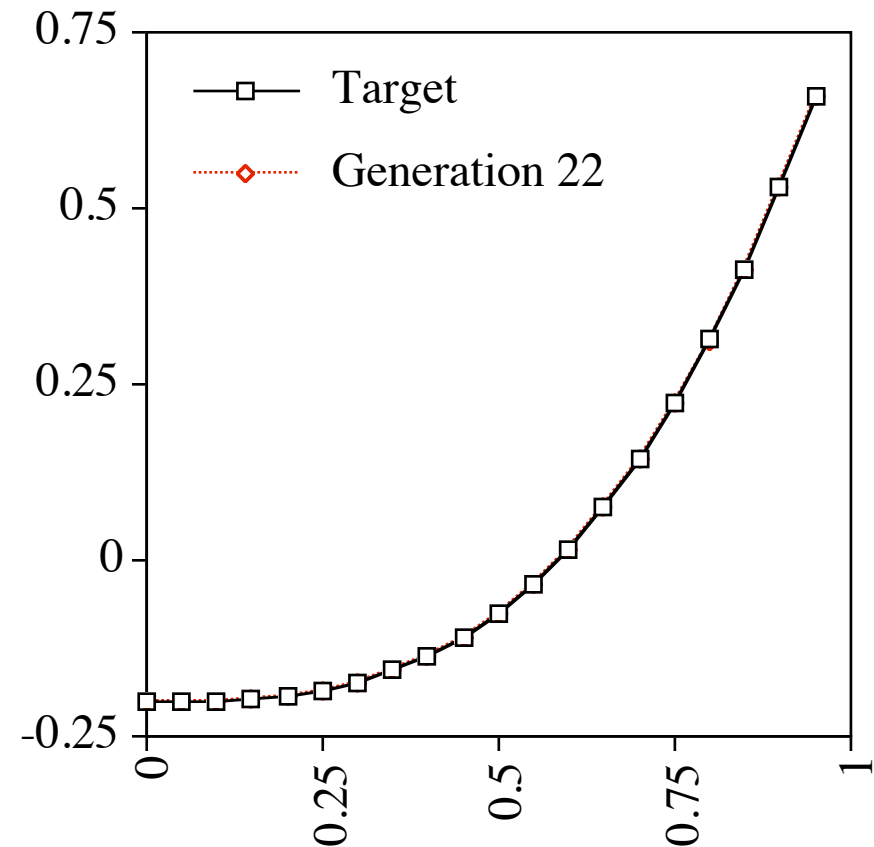
```
(- (- (* X (* X X))  
      0.1)  
  0.1)
```



# Best Program, Gen 22

“... removal of any one of the parts causes the system to effectively cease functioning.”

```
(- (- (* X (* X X))  
      0.1)  
  0.1)
```



# Best Program, Gen 22

“... removal of any one of the parts causes the system to effectively cease functioning.”

= “irreducably complex” (Behe)

= **Evidence for an intelligent designer!**

**Produced by 100% Darwinian means!**

(Reductio ad absurdum)



# Evolution, the Designer

*Apparent “irreducible complexity” is actually an expected product of Darwinian mechanisms, not evidence for a non-Darwinian “designer.”*

*“Darwinian evolution is itself a designer worthy of significant respect, if not religious devotion.” Boston Globe OpEd, Aug 29, 2005*

WHAT WOULD DARWIN SAY? | LEE SPECTOR

## **And now, digital evolution**

The Boston Globe

By Lee Spector | August 29, 2005

RECENT developments in computer science provide new perspective on "intelligent design," the view that life's complexity could only have arisen through the hand of an intelligent designer. These developments show that complex and useful designs can indeed emerge from random Darwinian processes.

# Methods

- Traditional genetic programming with ECJ
- Stack-based genetic programming with PushGP
- Alternative random code generators
- Asynchronous islands
- Trivial geography
- Parsimony-based selection
- Alpha-inverted selection pressure
- HAH = Historically Assessed Hardness

# Results

- Discriminators for  $A_1, A_2, A_3, A_4, A_5$
- Mal'cev and majority terms for  $B_1$
- Parameter tables and result terms in paper
- Example discriminator term for  $A_1$ :

$$\begin{aligned} &(((((((x*(y*x))*x)*z)*(z*x))*((x*(z*(x \\ &*(z*y))))*z))*z)*z)*(z*(((x*((z*z)*x)* \\ &(z*x))*x)*y)*((y*(z*(z*y))))*((y*y)*x \\ &)*z))*x*((z*z)*x)*(z*(x*(z*y)))))) \end{aligned}$$

# Assessing Significance

Relative to prior methods:

- Uninformed search:
  - Exhaustive: analytical (expected value) and empirical search time comparisons
  - Random: analytical (expected value) and empirical search time comparisons
- Primality method: empirical term size comparisons

# Expected Value Analysis

Since  $\text{Exp}(X)$  is the weighted sum of the values of  $X$ ,

$$\begin{aligned}\text{Exp}(X) &= \sum_{j=1}^{\infty} j p_j = \sum_{k=1}^{\infty} \sum_{j=k}^{\infty} p_j = \sum_{k=1}^{\infty} P_k \approx \sum_{k=1}^{\infty} \left(\frac{n-1}{n}\right)^{k-1} \\ &= \frac{1}{1 - \frac{n-1}{n}} = n.\end{aligned}$$

We recapitulate this conclusion as follows.

*The expected value  $\text{Exp}(X)$  of the number  $X$  of trials required to find a term representing the function  $f$  is approximately the size  $n = |A|^{|B|}$  of the search space  $A^B$  of all functions from  $B$  to  $A$ .*

- **Verified via empirical results with random search and exhaustive search**

# Significance, Time

	Uninformed Search Expected Time (Trials)
3 element algebras Mal'cev Pixley/majority discriminator	5 seconds ( $3^{15} \approx 10^7$ ) 1 hour ( $3^{21} \approx 10^{10}$ ) 1 month ( $3^{27} \approx 10^{13}$ )
4 element algebras Mal'cev Pixley/majority discriminator	$10^3$ years ( $4^{28} \approx 10^{17}$ ) $10^{10}$ years ( $4^{40} \approx 10^{24}$ ) $10^{24}$ years ( $4^{64} \approx 10^{38}$ )

# Significance, Time

	Uninformed Search Expected Time (Trials)	GP Time
3 element algebras Mal'cev Pixley/majority discriminator	5 seconds ( $3^{15} \approx 10^7$ ) 1 hour ( $3^{21} \approx 10^{10}$ ) 1 month ( $3^{27} \approx 10^{13}$ )	1 minute 3 minutes 5 minutes
4 element algebras Mal'cev Pixley/majority discriminator	$10^3$ years ( $4^{28} \approx 10^{17}$ ) $10^{10}$ years ( $4^{40} \approx 10^{24}$ ) $10^{24}$ years ( $4^{64} \approx 10^{38}$ )	30 minutes 2 hours ?

# Significance, Size

Term Type	Primality Theorem
Mal'cev	10,060,219
Majority	6,847,499
Pixley	1,257,556,499
Discriminator	12,575,109

(for  $A_1$ )

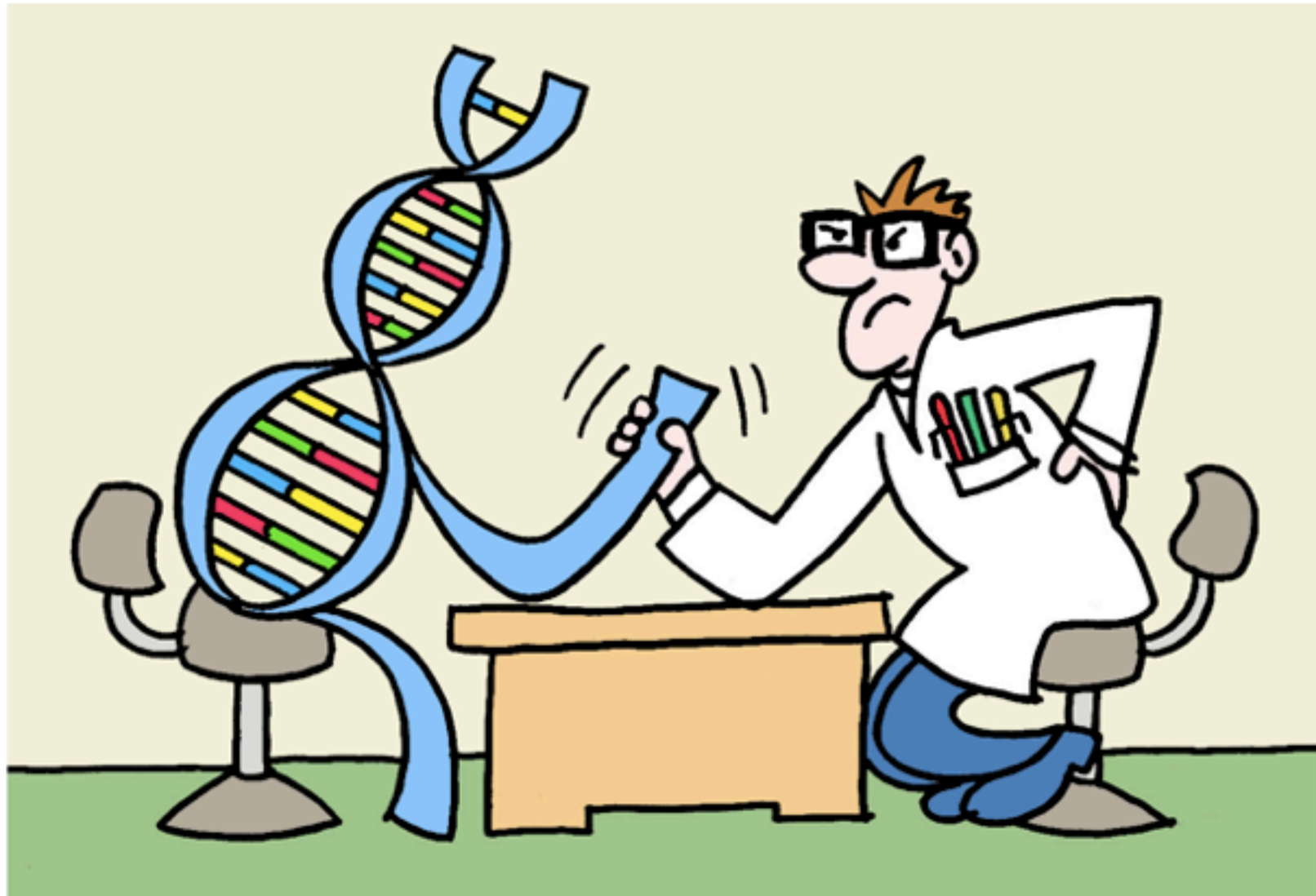


# Significance, Size

Term Type	Primality Theorem	GP
Mal'cev	10,060,219	12
Majority	6,847,499	49
Pixley	1,257,556,499	59
Discriminator	12,575,109	39

(for  $A_I$ )

**THE 5<sup>th</sup> ANNUAL (2008) “HUMIES” AWARDS  
FOR HUMAN-COMPETITIVE RESULTS  
PRODUCED BY GENETIC AND EVOLUTIONARY COMPUTATION  
HELD AT THE  
GENETIC AND EVOLUTIONARY COMPUTATION CONFERENCE**



# Human Competitive?

- Rather: human-**WHOMPING!**
- *Outperforms humans and all other known methods on significant problems, providing benefits of several orders of magnitude with respect to search speed and result size*
- Because there were no prior methods for generating practical terms in practical amounts of time, GP has provided the first solution to a previously open problem in the field

# Potential Impact

These results are in an foundational area of pure mathematics with:

- A long history
- Many outstanding problems of theoretical significance and quantifiable difficulty
- Applications across the sciences

# Conclusions

- Using GP, we have improved significantly on extensive past efforts of both humans and machines to solve problems related to finite algebras
- This is an important and previously unexplored application area for GP, with many open problems and quantitative measures of success

# Genetic Programming for Finite Algebras

Lee Spector

Cognitive Science

Hampshire College

Amherst, MA 01002

lspector@hampshire.edu

David M. Clark

Mathematics

SUNY New Paltz

New Paltz, NY 12561

clarkd@newpaltz.edu

Ian Lindsay

Hampshire College

Amherst, MA 01002

iml04@hampshire.edu

Bradford Barr

Hampshire College

Amherst, MA 01002

bradford.barr@gmail.com

Jon Klein

Hampshire College

Amherst, MA 01002

jk@artificial.com

**Humies 2008**  
**GOLD MEDAL!**