

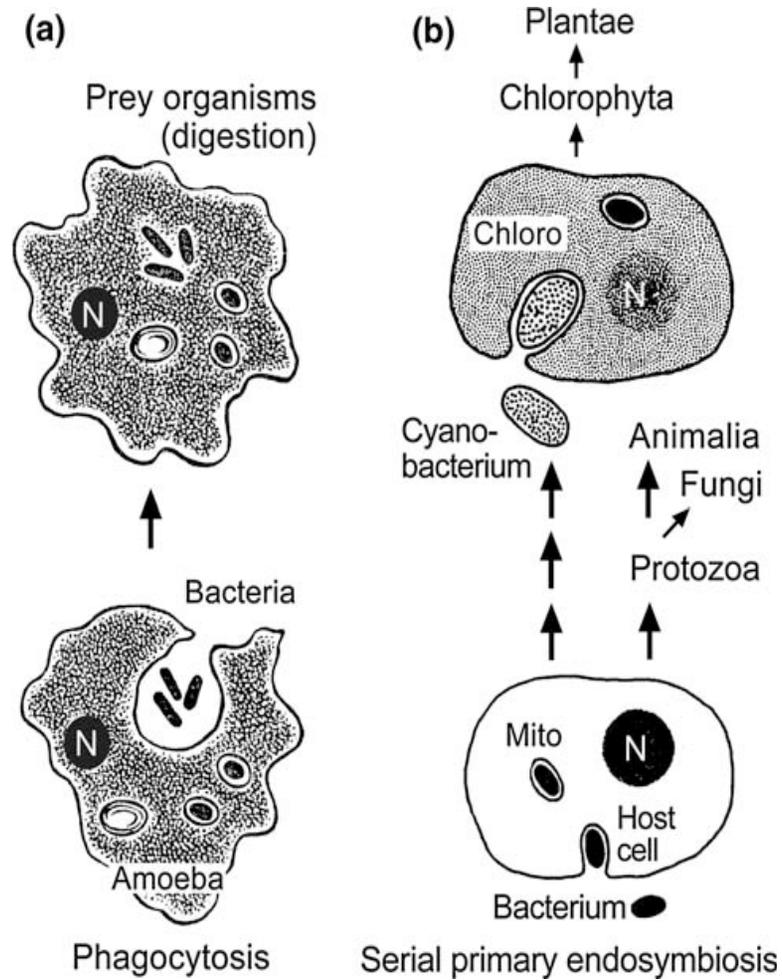
# The Rubik Cube and GP Temporal Sequence Learning: An initial study

Peter Lichodziejewski and Malcolm  
Heywood

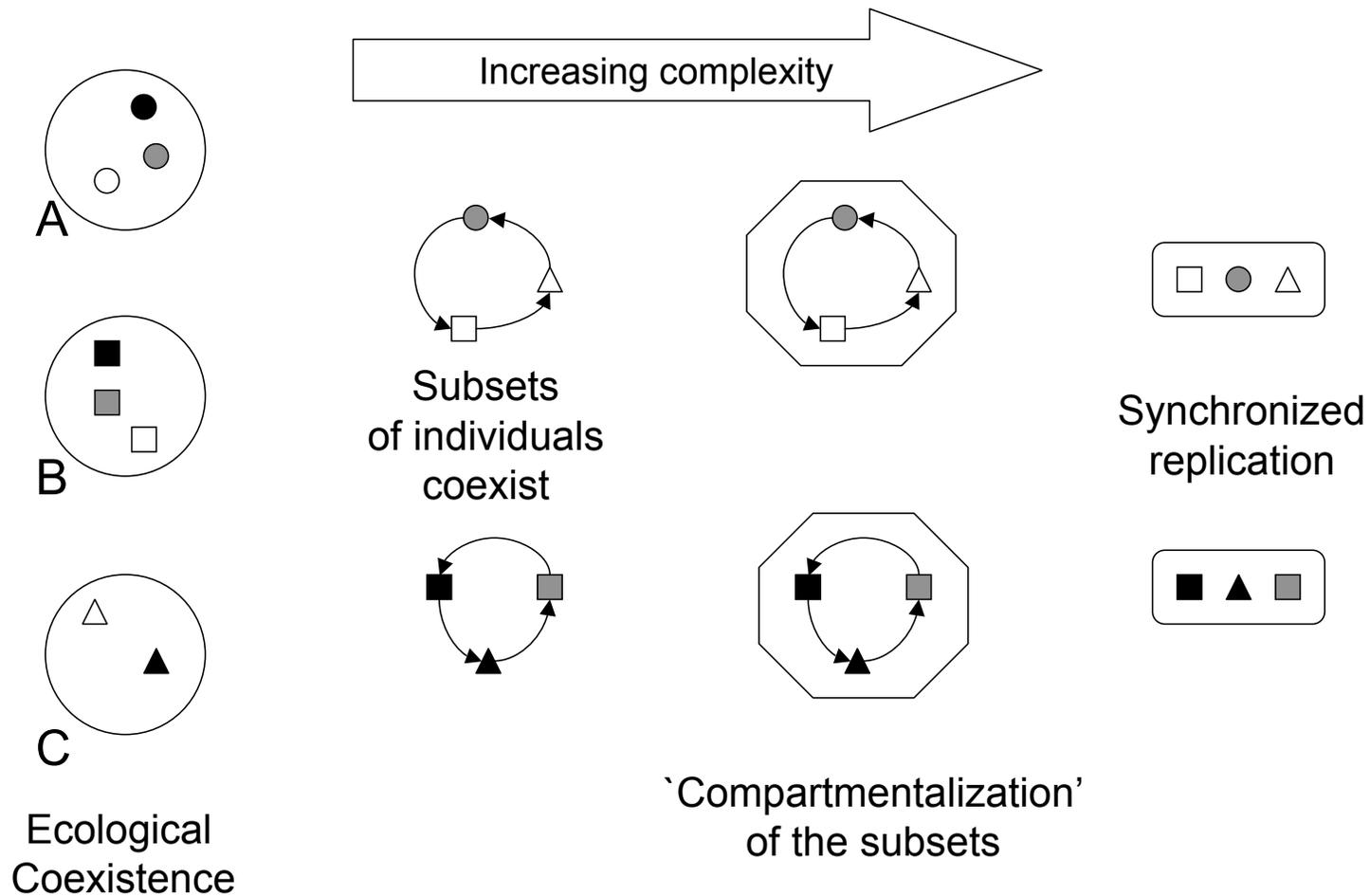
Dalhousie University, Computer Science

# Serial Primary Endosymbiosis

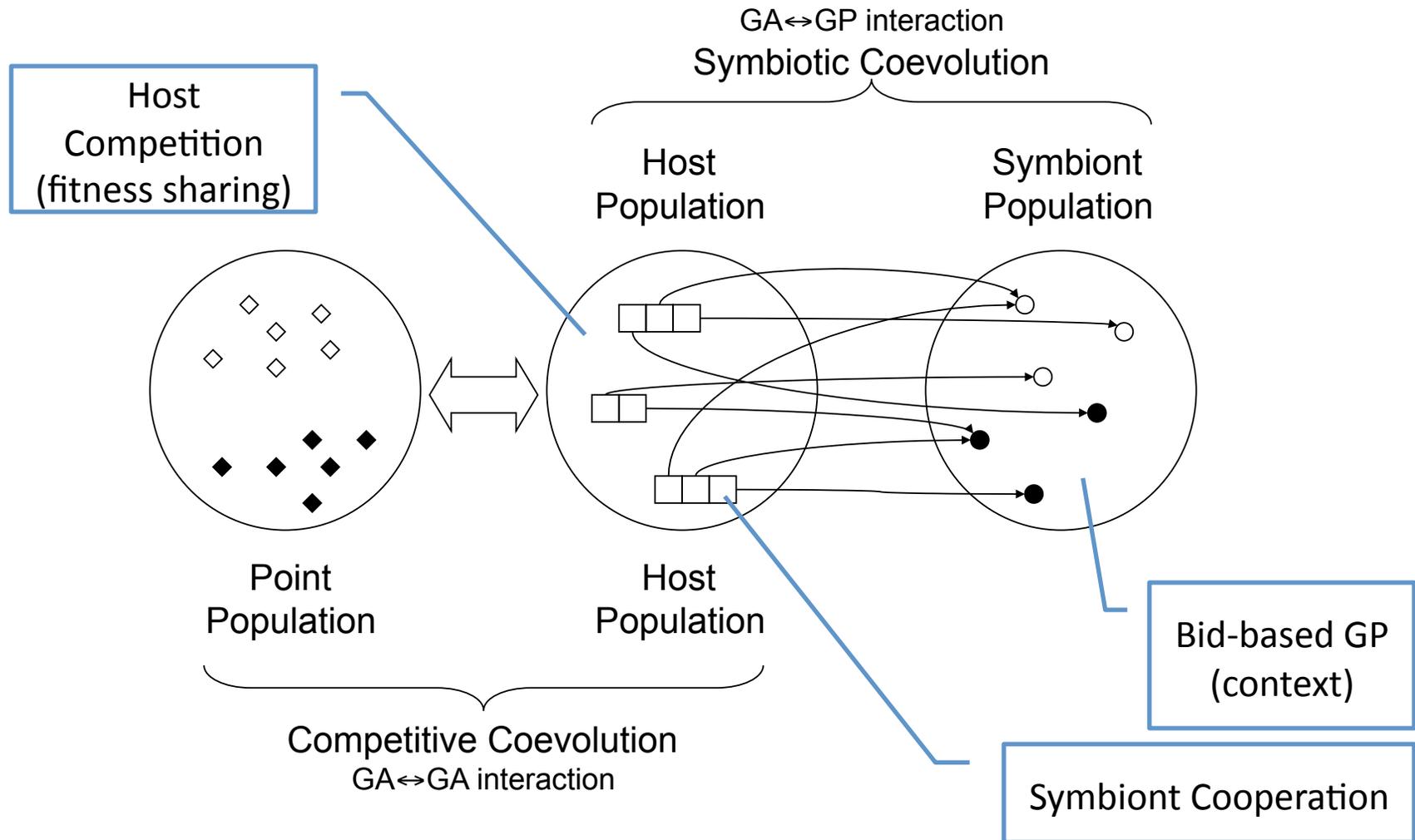
## Kutschera (2009)



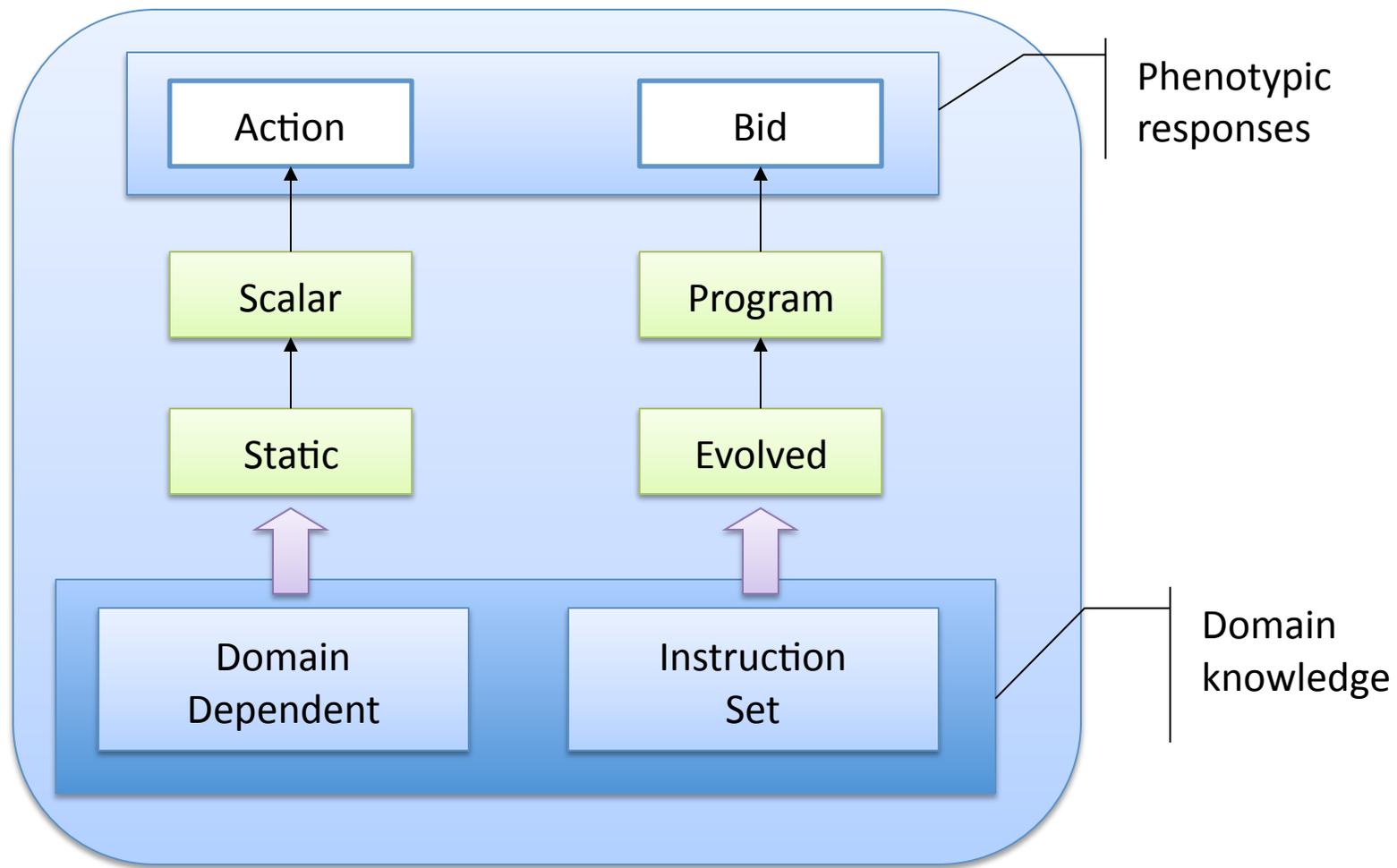
# Abstract Model of Symbiosis: Maynard Smith (1991)



# Multi-Population/ Coevolution – GP: Lichodziejewski and Heywood (2008)



# Achieving Context – Bid-based GP: Lichodziejewski and Heywood (2007)



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**Algorithm 1** The core SBB training algorithm.  $P^t$ ,  $H^t$ , and  $S^t$  refer to the point, host, and symbiont populations at time  $t$ .

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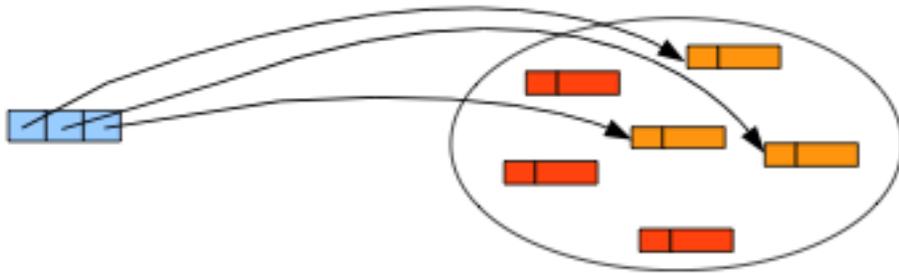
```
1: procedure TRAIN
2:    $t = 0$  ▷ Initialization
3:   initialize point population  $P^t$ 
4:   initialize host population  $H^t$  (and symbiont population  $L^t$ )
5:   while  $t \leq t_{max}$  do ▷ Main loop
6:     create new points and add to  $P^t$ 
7:     create new hosts and add to  $H^t$  (add new symbionts to  $S^t$ )
8:     for all  $h_i \in H^t$  do
9:       for all  $p_k \in P^t$  do
10:        evaluate  $h_i$  on  $p_k$ 
11:      end for
12:    end for
13:    remove points from  $P^t$ 
14:    remove hosts from  $H^t$  (remove symbionts from  $S^t$ )
15:     $t = t + 1$ 
16:  end while
17: end procedure
```

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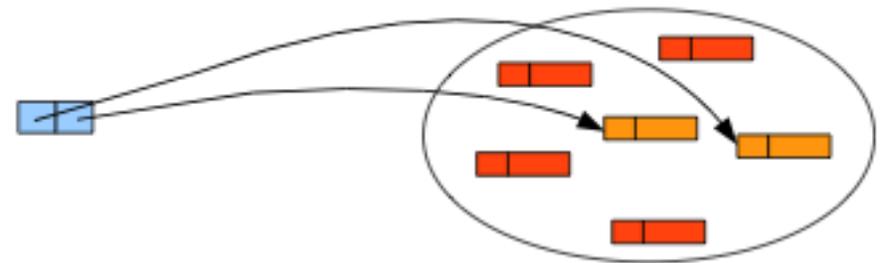
# Asexual Variation Operators

## Cannot assume genotypic context

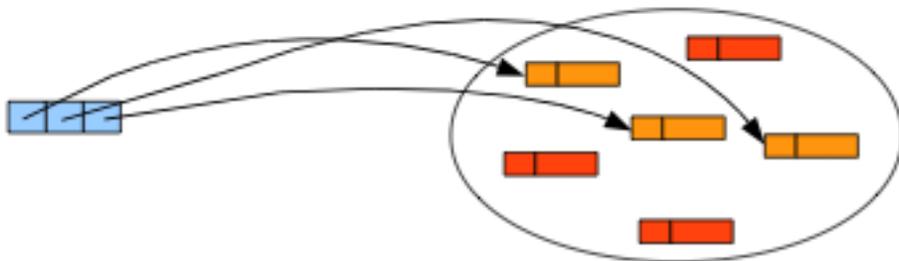
Step 0: Copy parent host



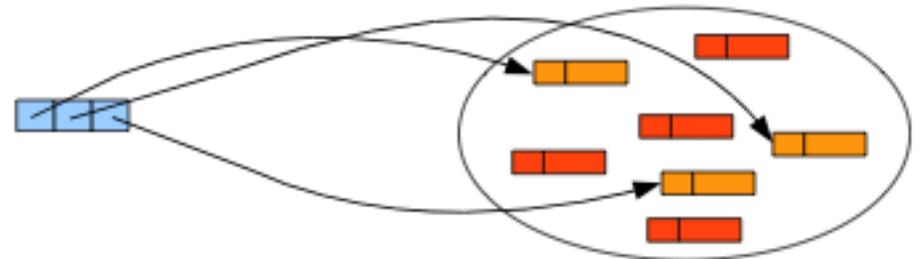
Step 1: Remove index(es)



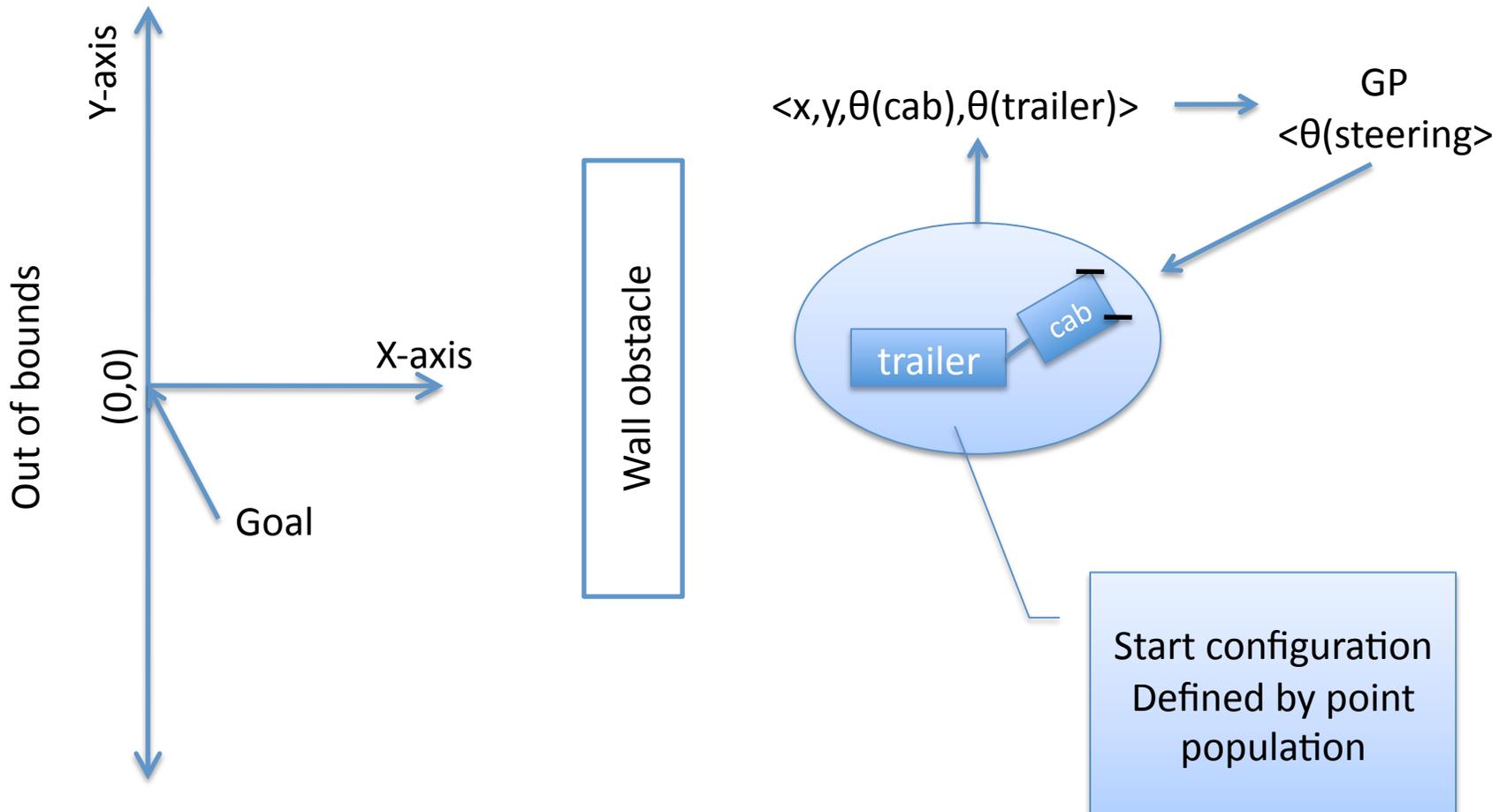
Step 2: Add index(es)



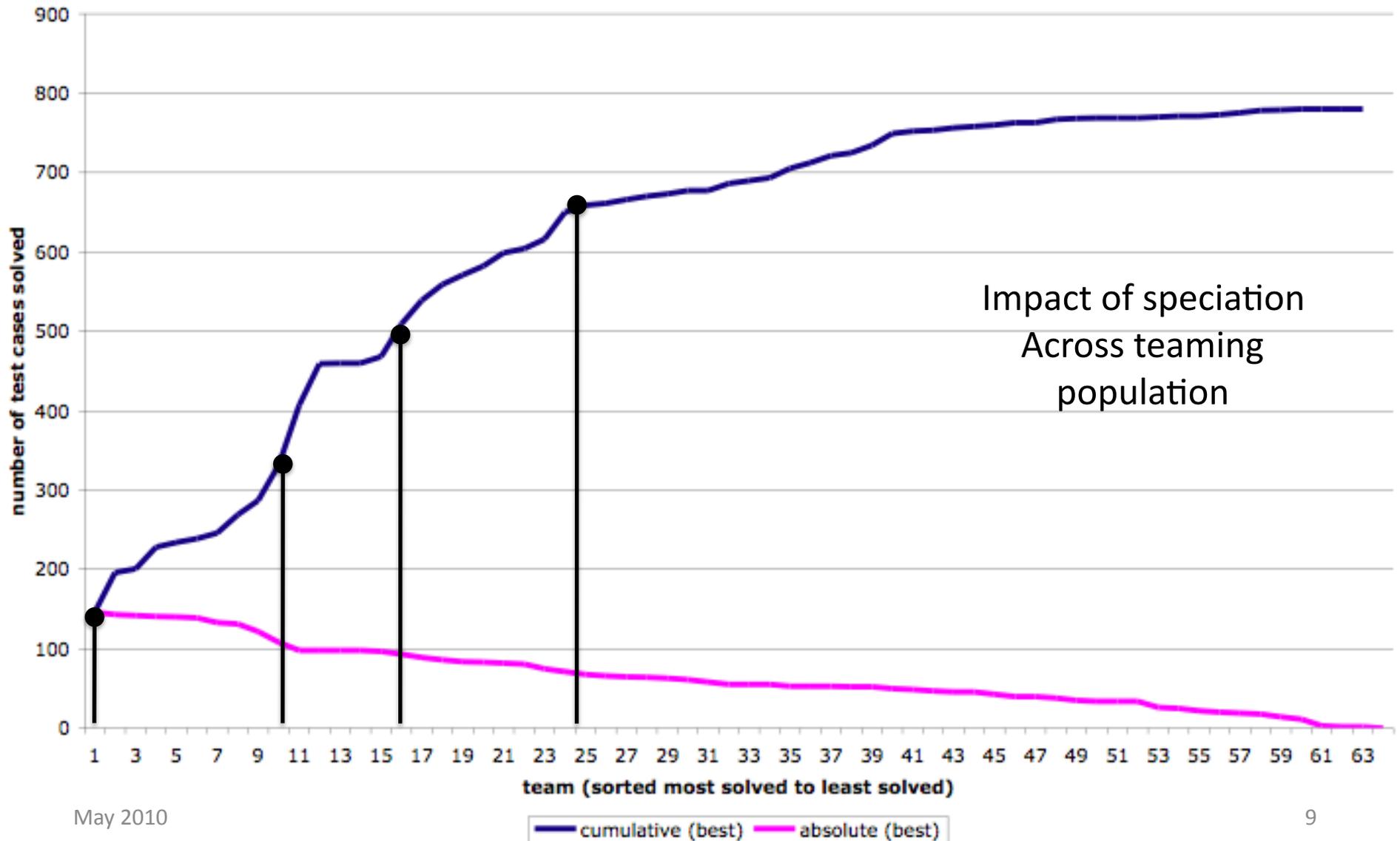
Step 3: Create new symbiont(s)



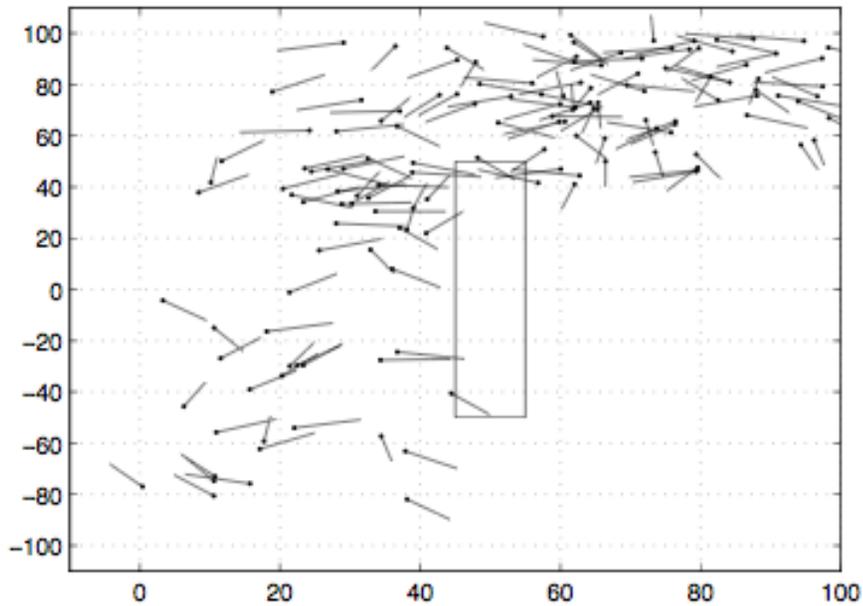
# Hidden State Truck Backer-upper: Lichodziejewski and Heywood (2009)



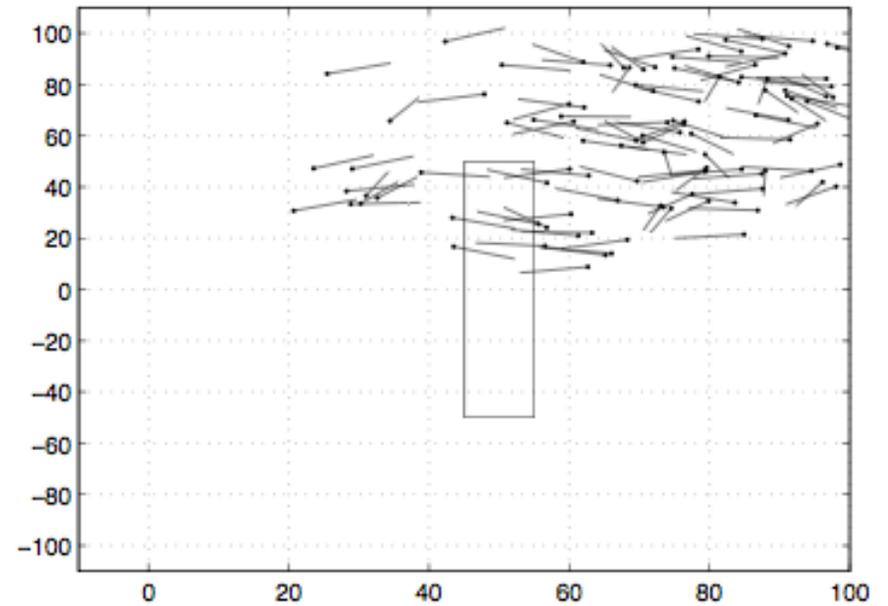
# Hidden State Truck Backer-upper: Case for layered learning



1st team, absolute 146, marginal 146

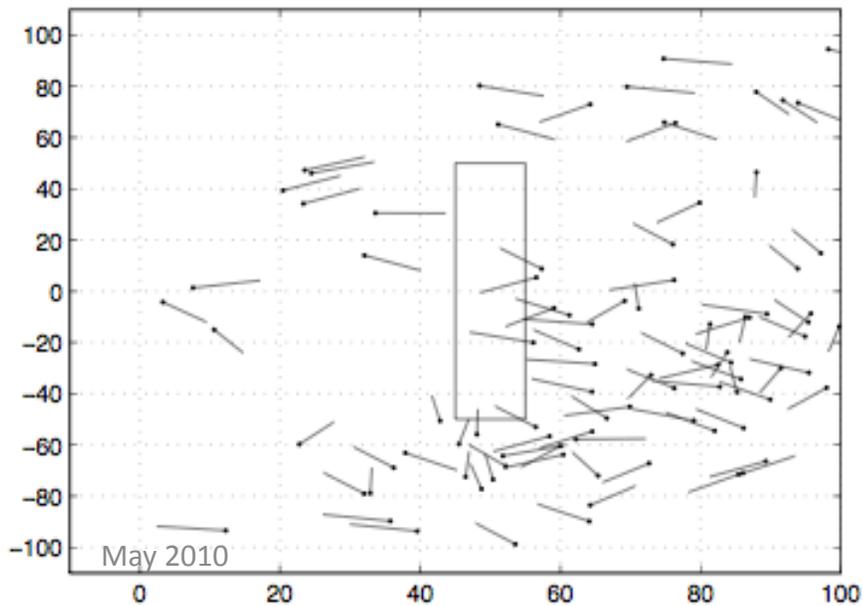


10th team, absolute 108, marginal 45

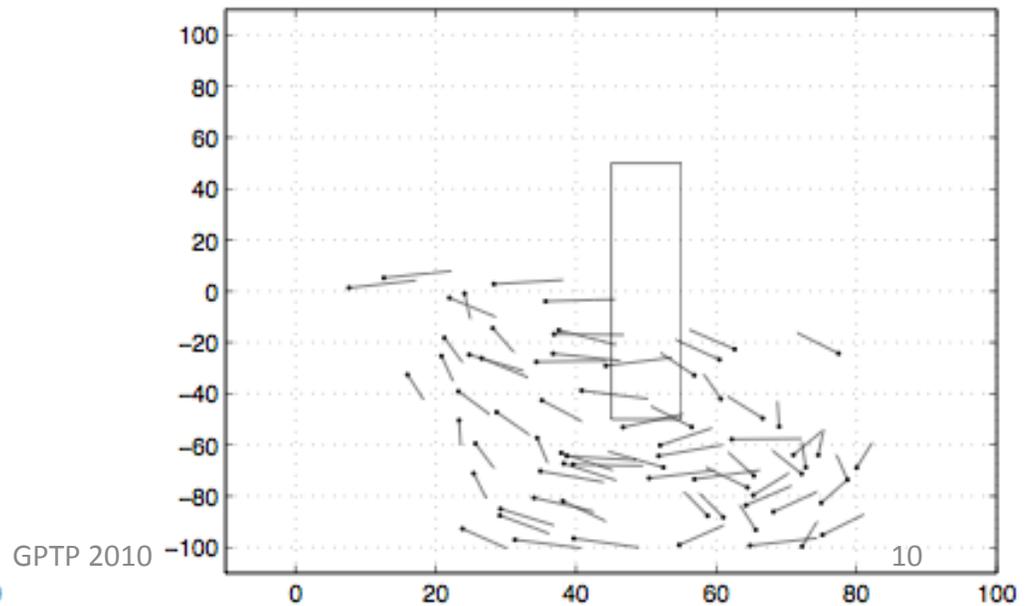


Case for layered Learning: Layer (i - 1) as actions for layer(i)

16th team, absolute 93, marginal 41

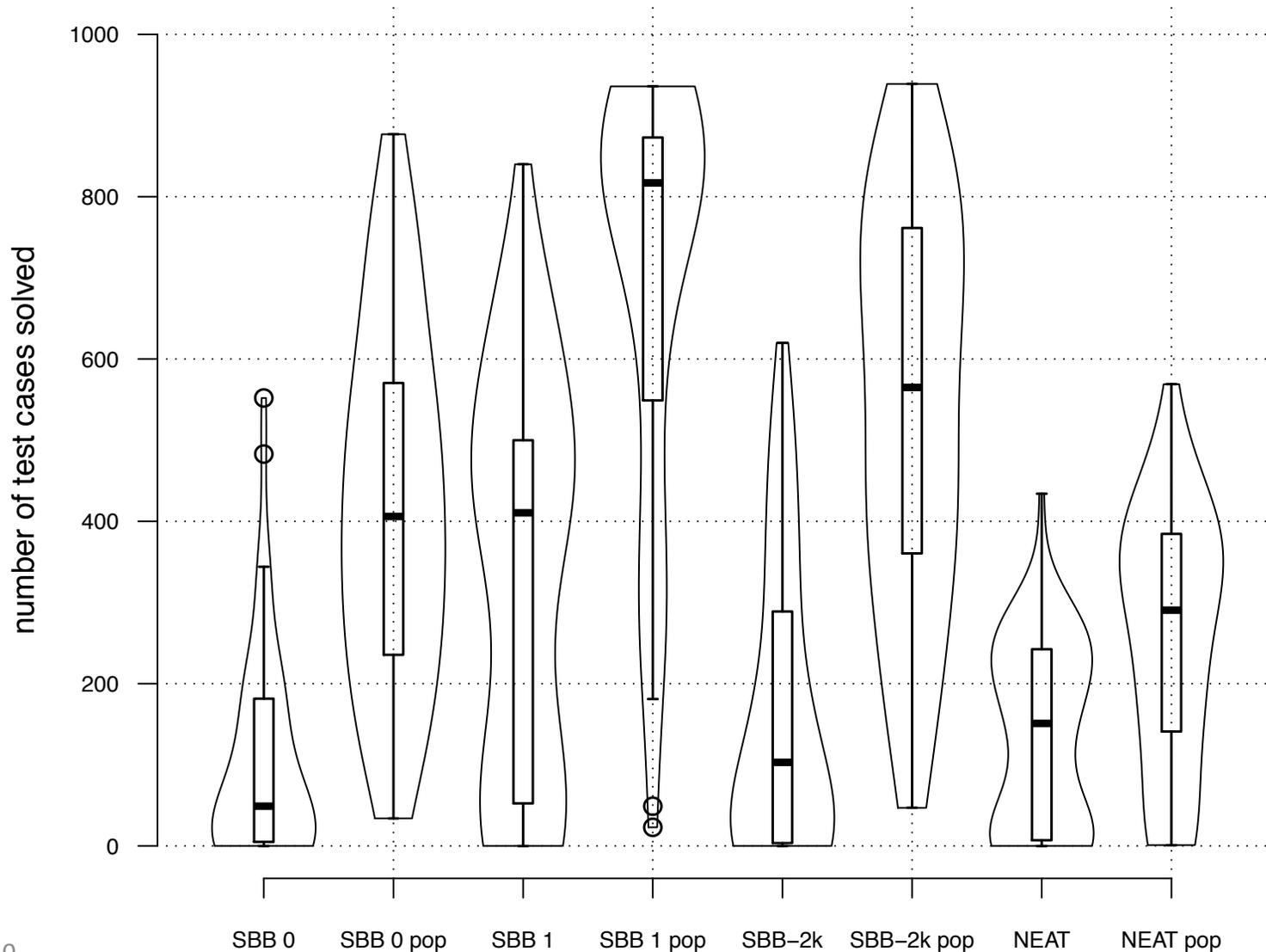


24th team, absolute 71, marginal 34

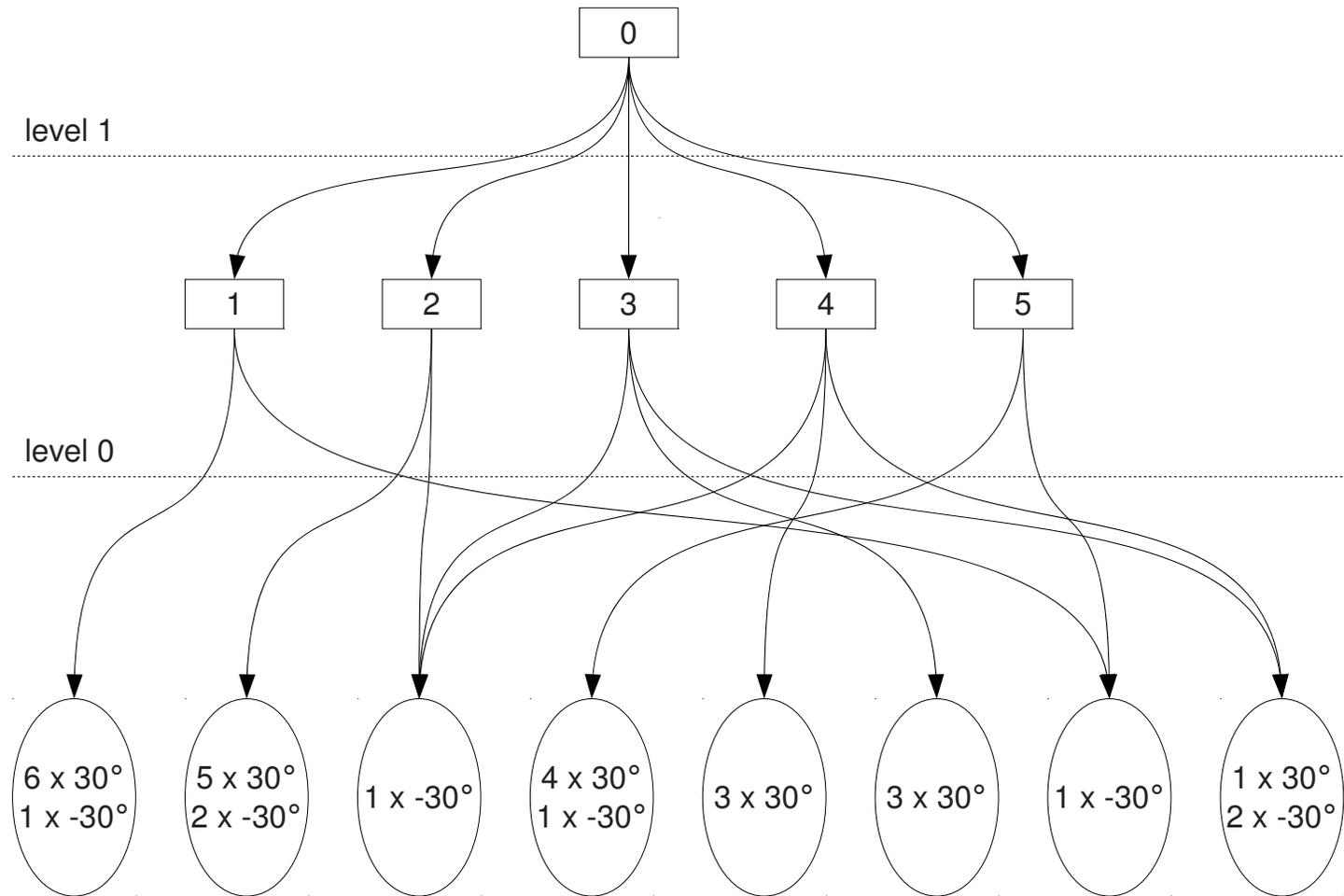


# Truck backer-upper: Layered SBB

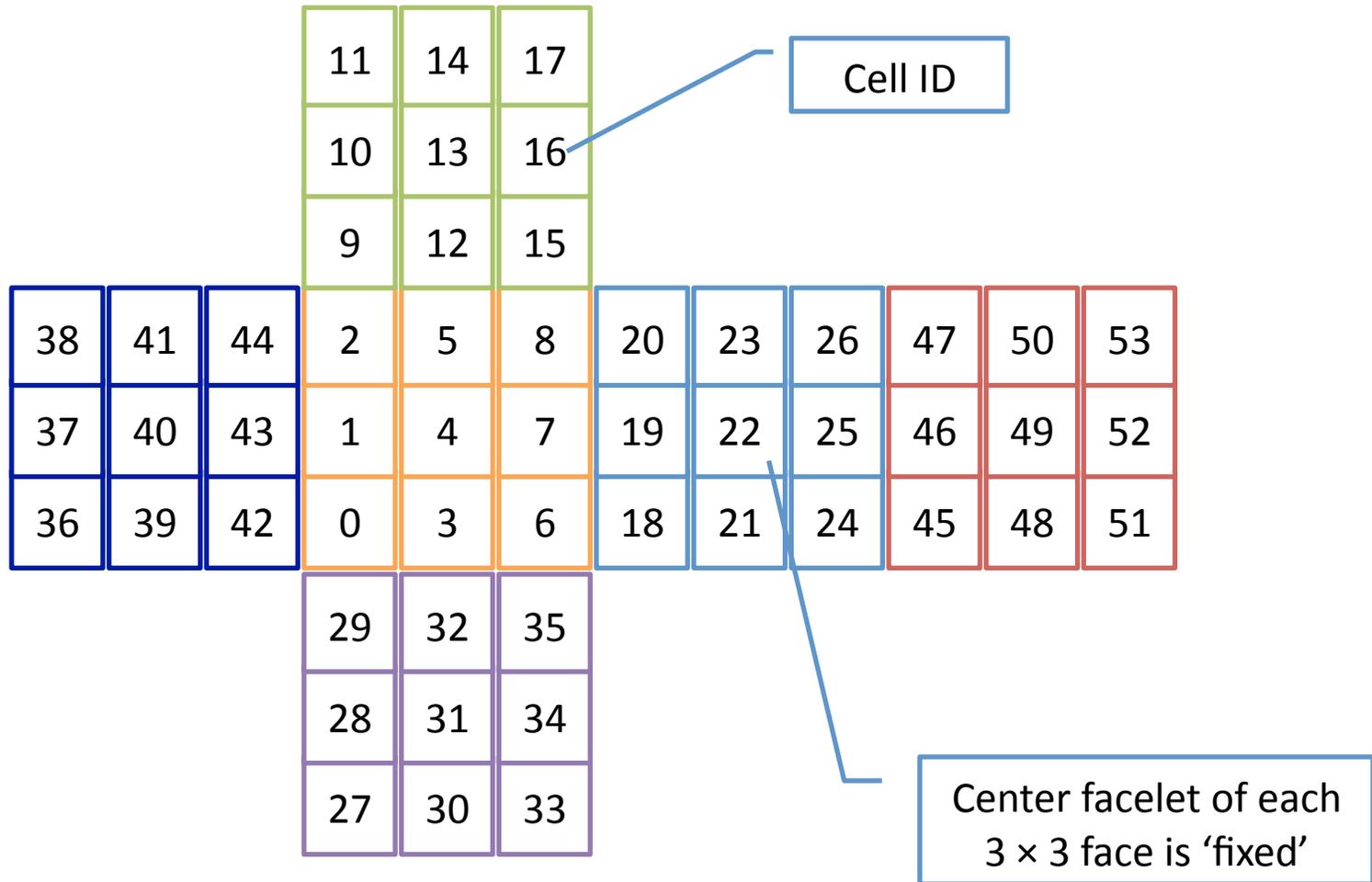
Lichodziejewski and Heywood (2010)



# Truck backer-upper: Layered SBB

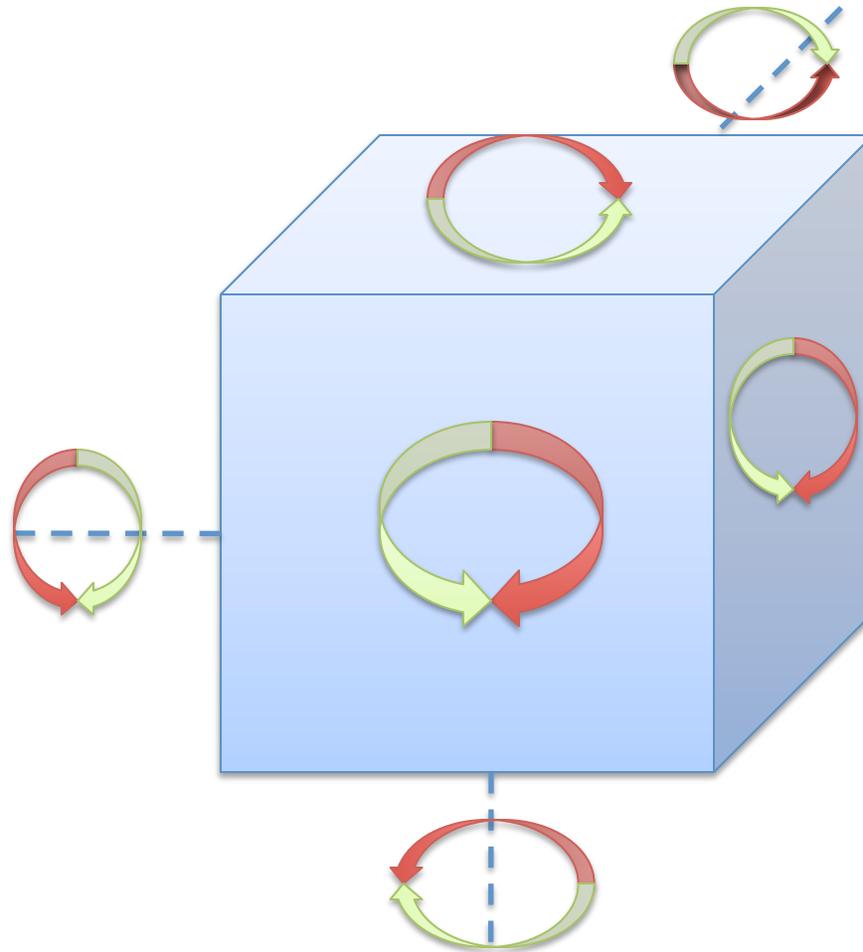


# Rubik Cube: Base Representation (54 cell vector)



# Rubik Cube: Action Set

(12 actions: 6 clk-wise, 6 counter clk-wise)



# Reward Functions:

## Host

### Host

- Competitive Fitness Sharing: 
$$s_i = \sum_{p_k} \left( \frac{G(h_i, p_k)}{\sum_{h_j} G(h_j, p_k)} \right)^3$$

- Reward function: 
$$G(h_i, p_k) = \frac{1}{(1 + D(s_f, s^*))^2}$$

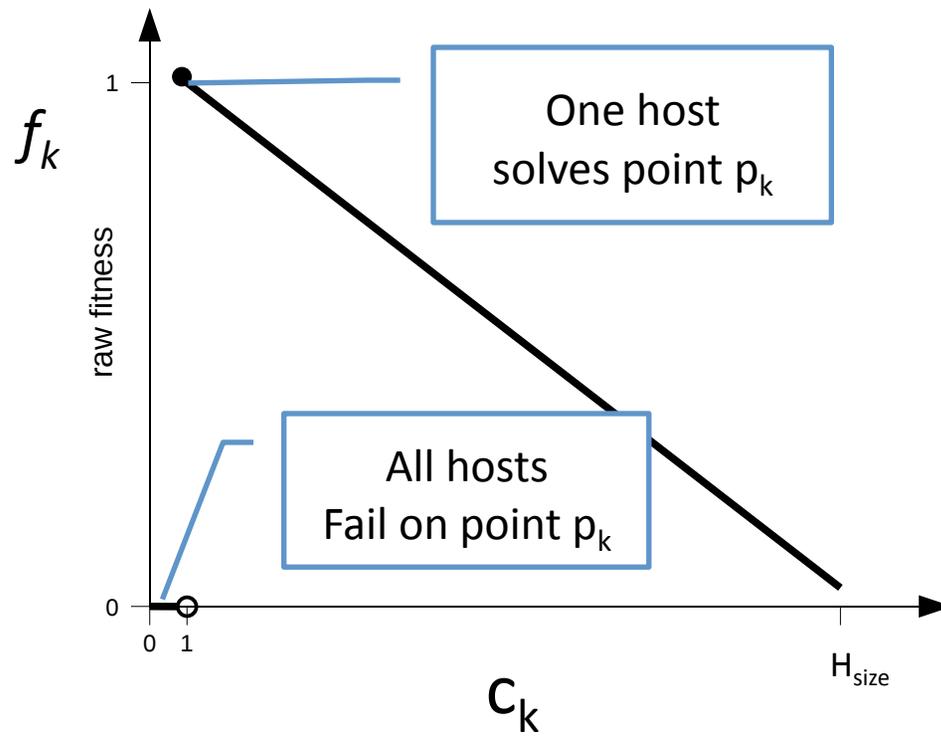
- Distance function:  $D(s_2, s_1)$

$$\left\{ \begin{array}{ll} 0, & \text{when 0 quarter twists match state } s_2 \text{ with } s_1 \\ 1, & \text{when 1 quarter twists match state } s_2 \text{ with } s_1 \\ 4, & \text{when 2 quarter twists match state } s_2 \text{ with } s_1 \\ 16, & \text{when } > 2 \text{ quarter twists match state } s_2 \text{ with } s_1 \end{array} \right.$$

# Reward Functions: Point

## Global reward function

- 'Raw' fitness ( $f_k$ ):



## Local Reward function

- Point Reward factor:

$$r_k = \left( \frac{\sum_{p_l} (D(p_k, p_l))^2}{K} \right)^2$$

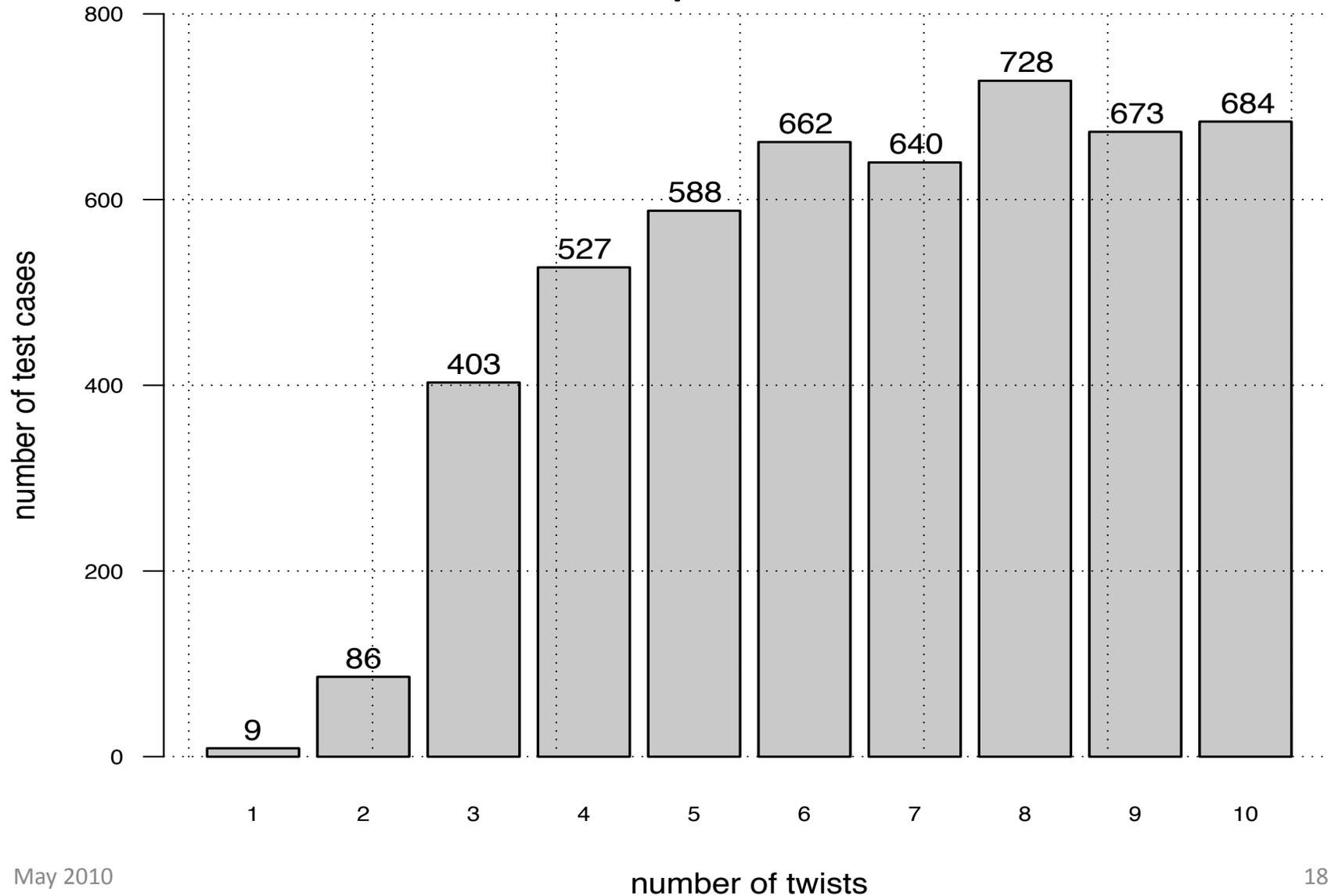
- Resulting Point fitness:

$$f'_k = f_k \cdot r_k$$

# Evaluation Methodology

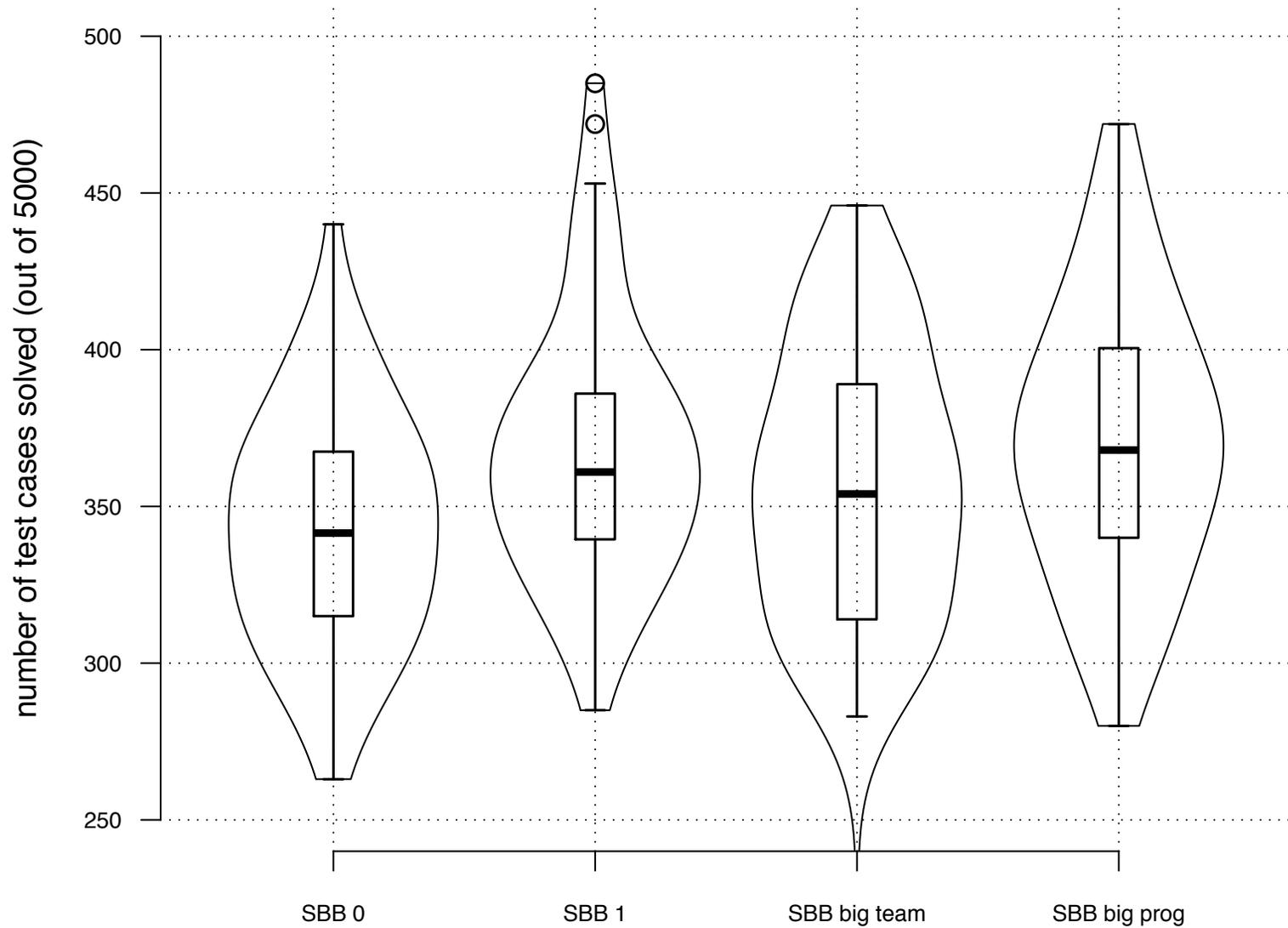
- Layered SBB
  - 2 layers
  - Max Generations
    - 1,000
  - `Default` Parameters
    - Max 24 symbiont/ host
    - Max 24 Instructions
    - Point / Host Pop Size:
      - 120
- Single Layer SBB
  - Max Generations: 2000
- `Big Prog`
  - Instruction limit: 36
- `Big Team`
  - Sym./ host Limit: 36

# Post Training Test Cases: Test Set A Sampled



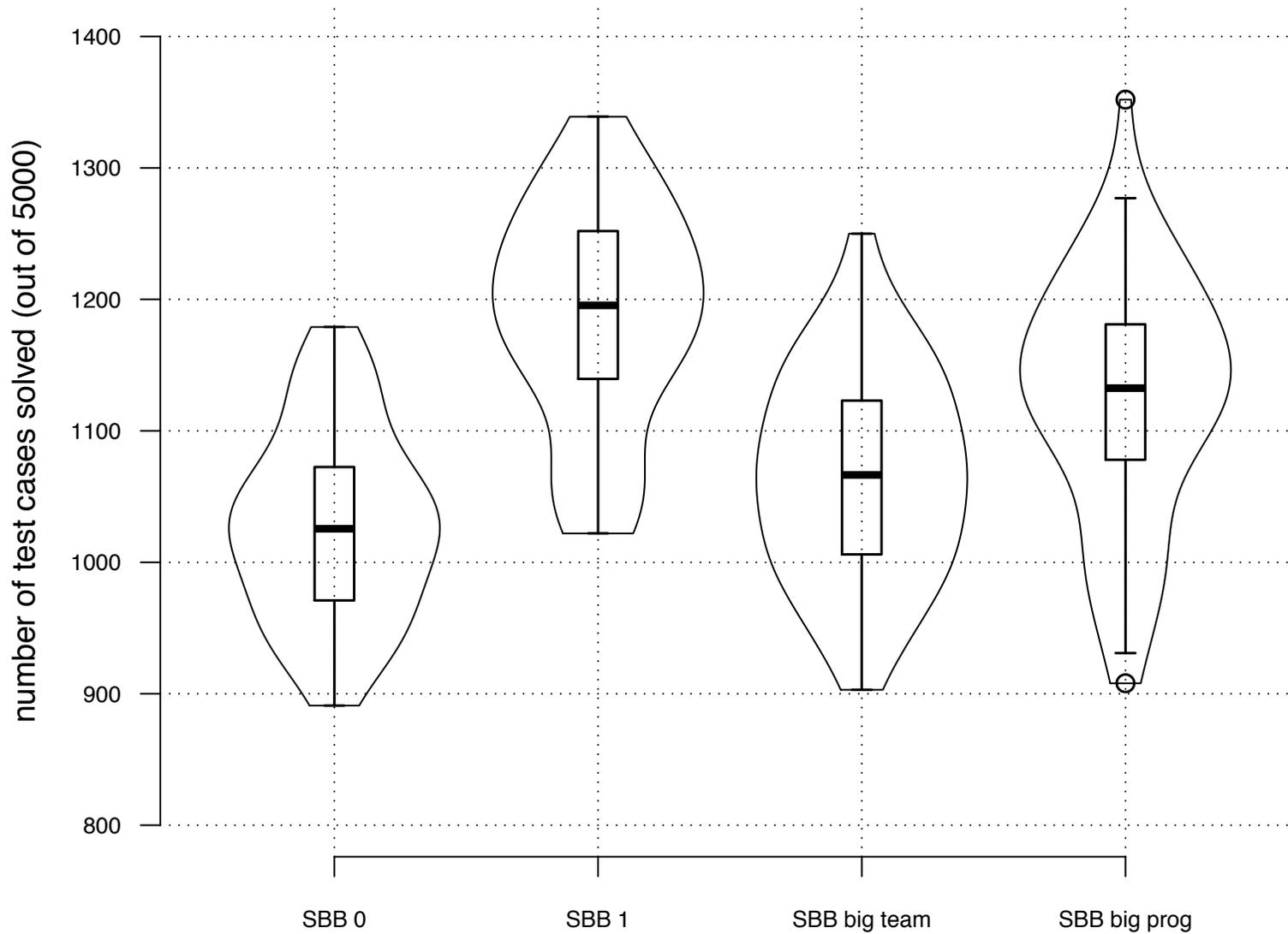
# Test Performance: Test Set A

## Single Champion



# Test Performance: Test Set A

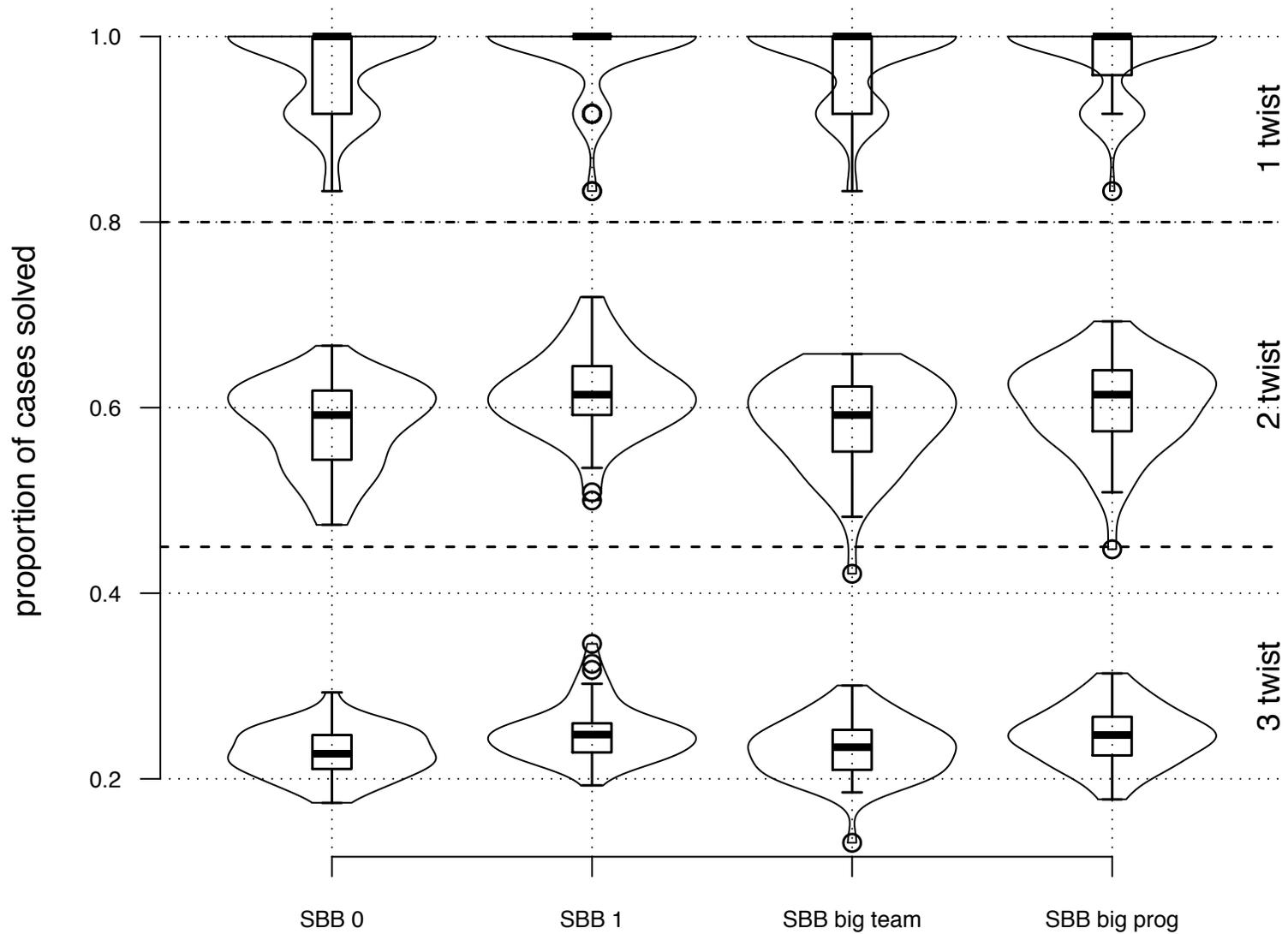
## Population wide



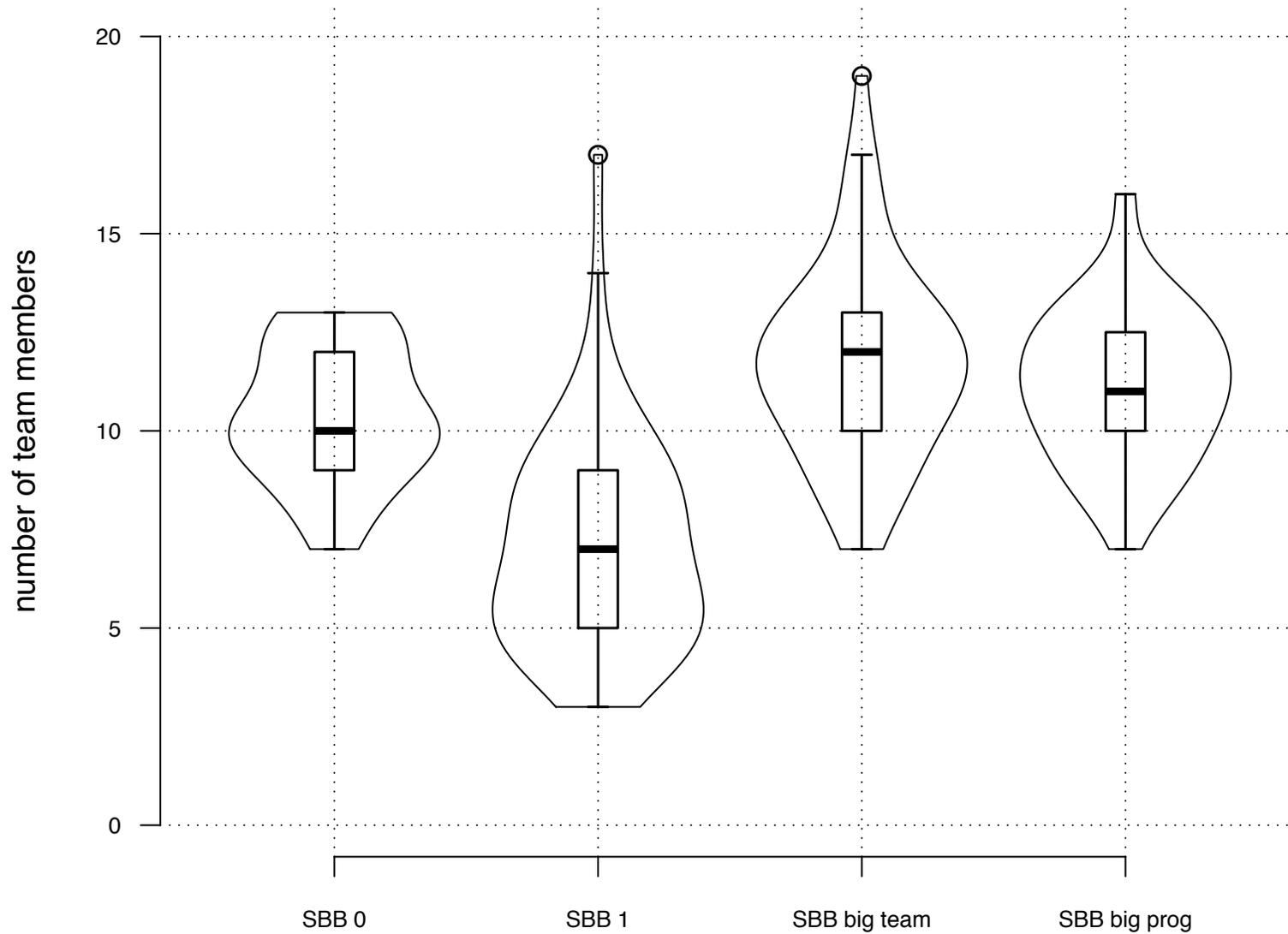
# Test Performance: Test Set B (Complete enumeration)

<b>Number of Twists</b>	<b>Number of unique cube configurations</b>
1	12
2	114
3	1 068

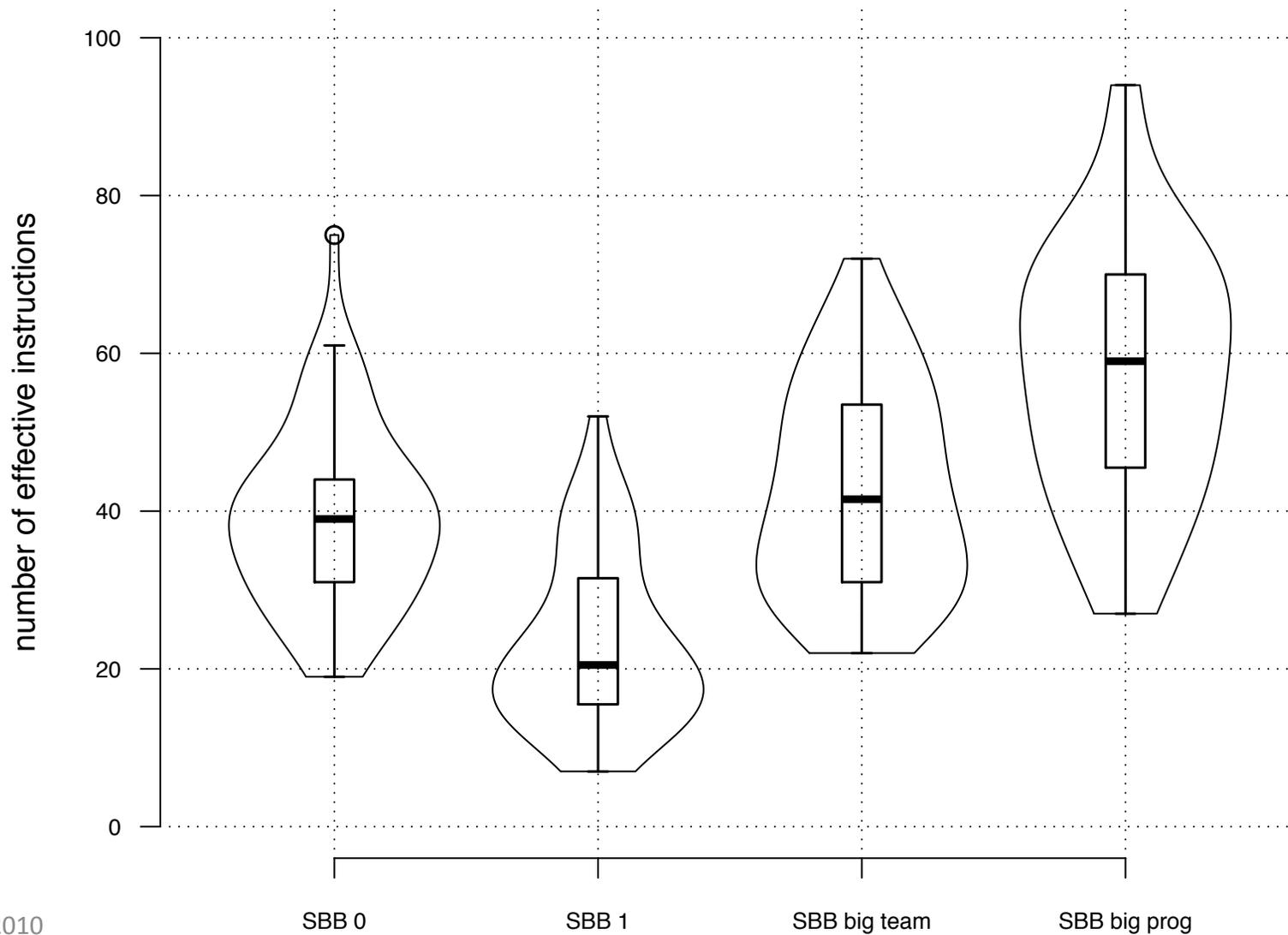
# Test Performance: Test Set B



# Solution Complexity: Symbiont Count



# Solution Complexity: Instruction Count



# Discussion (1)

- Rubik Cube domain
  - ‘Deceptive’ fitness function
  - Face independent representation
  - Layers potentially solve for different
    - Cube faces
    - Objectives
- Truck backer-upper
  - Informative fitness function
  - Point to Host interaction
    - Random sampling sufficient

# Discussion (2)

- **SBB implies**
  - Hosts:
    - Combinatorial search for relevant symbionts
    - Enforce Inter host competition: fitness sharing
  - Symbionts:
    - No direct fitness evaluation
    - Population size `floats`
    - Bid-based GP
      - Context and communication
  - Points:
    - Diversity of training scenarios
      - Major source of evolutionary innovation
    - Point fitness biases replacement
- **Layered Learning**
  - $\text{Hosts.layer}(m - 1) \rightarrow \text{Symbiont actions.layer}(m)$

# Acknowledgements

- NSERC
- MITACS
- Killam Scholarship program