

*Finding a Sorting Algorithm
Using Genetic Programming*

May 22, 2003

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Defining a Virtual Machine and the Syntax of the Programming Language (1/4)

- Resources that can be used by the VM
 - Array of registers : $A[0], \dots, A[N-1]$
 - Index registers : $I1, I2$ (initial value : 0)
- Machine Instructions and the Syntax
 - Syntax
 - One instruction (and its operands) per one line
 - An instruction can have at most two operands
 - Line number is assigned as 0, 1, 2, ...

Defining a Virtual Machine and the Syntax of the Programming Language (2/4)

- Example

0: PUT I2 \leftarrow I1

1: INC I2

2: EXCH

3: BR (I2 \geq N-1) 5

4: BR (I1 < I2) 1

5: INC I1

6: BR (I1 < I2) 0

Defining a Virtual Machine and the Syntax of the Programming Language (3/4)

● Instructions

- **EXCH** : (Exchange) First, it compares $A[I1]$ and $A[I2]$. And, if there is an inversion, it exchanges the values of $A[I1]$ and $A[I2]$. If " $0 \leq I1 \leq N-1$ and $0 \leq I2 \leq N-1$ " is not satisfied, this instruction doesn't do anything.
- **INC operand1** : (Increase) It increases the value of the register specified in operand1. Operand1 can be I1 or I2.
- **DEC operand1** : (Decrease) It decreases the value of the register specified in operand1. Operand1 can be I1 or I2.
- **PUT operand1** : It copies the value of a register into another register. Operand1 can be " $I2 \leftarrow I1$ " or " $I1 \leftarrow I2$ ".
- **BR operand1 operand2** : (Conditional branch) If the condition specified in operand1 is true, jump to the line specified in operand2.
operand1 can be...
 - $I1 \leq 0$
 - $I2 \leq 0$
 - $I1 \geq N-1$
 - $I2 \geq N-1$
 - $I1 < I2$
 - $I1 > I2$
 - $I1 = I2$operand2 is the line number to jump to.

Defining a Virtual Machine and the Syntax of the Programming Language (4/4)

- A priori constraints that the programs must satisfy
 - Use the instruction “EXCH” exactly one time

Defining the Cost Function (or Fitness Function)

- Weighted sum of
 - Inversion
= $\#(\{(i,j) \mid i < j \text{ and } A[i] > A[j], 0 \leq i, j \leq N-1 \})$
 - Runtime
= (how many instructions executed)
 - Length
= (how many lines)

Evaluation

- Implement the virtual machine, or an emulating program
- Execute the individual candidates(=programs) on this VM, and compute the cost function of each candidates.
- Here we generate T arrays, each array has N elements. Let each individual sort these T arrays. And we compute the average of the T cost values of each individual.
- If “runtime” exceed some threshold, stop the VM (unless it would run an infinite loop).

Defining the Evolutionary Operations

- 4 Mutation Methods
 - Insert a new line
 - When inserting a line including “BR”, the “operand2” should be in an adequate range.
 - Don’t insert “EXCH” line.
 - Delete a line
 - Don’t delete “EXCH” line.
 - Swap two lines
 - Mutate a line
 - Do not touch the instruction. Mutate the operands only.
- To mutate an individual candidate, randomly apply