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Related subject “Information Engineering 2”  
2nd period on November 26 and December 3 (Monday), 2012  
(For a student Javier Guzman)

# Invitation to Machine Learning and Evolutionary Computation

Tatsuya MOTOKI  
Dept. of Information Engineering  
Niigata University  
Ikarashi 2-8050  
Niigata 950-2181, Japan  
E-mail: [motoki@ie.niigata-u.ac.jp](mailto:motoki@ie.niigata-u.ac.jp)

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2nd period on November 26, 2012

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(For Teaching Yourself)

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# I. A Survey — Computers that Learn —

## 1 When do we say that a computer learn?

### 1-1 Inductive Learning

..... [This word means that someone uses “logical reasoning that a general law exists because particular cases that seem to be examples of it exist.” (The Oxford Paperback Dictionary.)

In the first learning paradigm, called **inductive learning**, we (or computers) construct something that explains given examples.

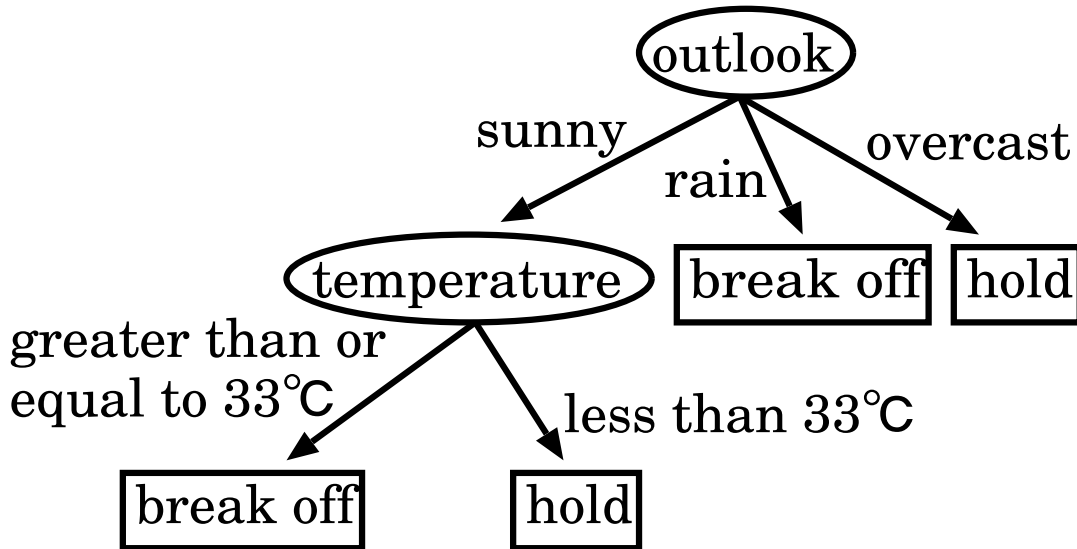
#### Example1 (Learning Decision Tree)

Suppose that we have to decide whether the athletic meeting should be held based on the outlook, the temperature and the humidity. Then, in the inductive learning paradigm, we try to build a general decision criterion from some decision instances.

Suppose, for example, that we are given following cases:

	attribute of case			decision of whether the athletic meeting is held
	outlook	temperature	humidity	
case1	sunny	40°C	low	break off
case2	sunny	30°C	high	hold
case3	overcast	20°C	low	hold
case4	rain	15°C	middle	break off

⇒ We can build the following kind of structure, called a **decision tree**, that explains the given cases.



This decision tree says that for deciding an arbitrarily given case,

we should first check up the outlook attribute and infer that

if outlook="rain" then the decision is "break off",  
 if outlook="overcast" then the decision is "hold",  
 and

if outlook="sunny" then

we should next check up the temperature attribute and infer that

if temperature  $\geq 33^\circ\text{C}$  then

the decision is "break off", and

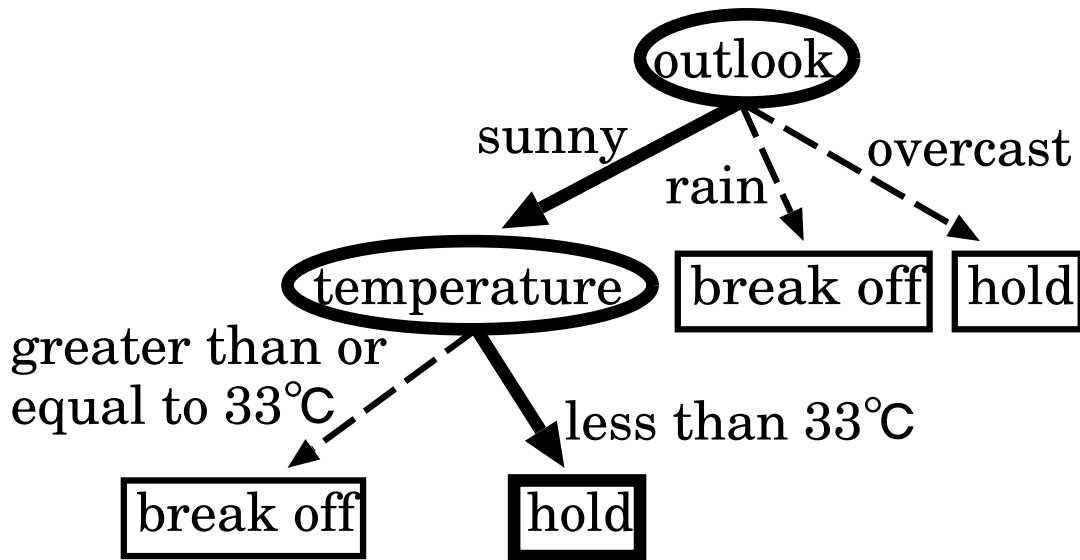
if temperature  $< 33^\circ\text{C}$  then

the decision is "hold."

For example, given a case

attribute of case			decision of whether the athletic meeting is held ,
outlook	temperature	humidity	
sunny	25°C	middle	hold

we can use the above tree to derive a decision as follows:



As a second example, suppose that we have to find a (logic) program that can deduce given instance facts. In such a case, we can construct or search a logic program that satisfies the given condition.

This is also an example of inductive learning, (although I do not give a detailed explanation.)

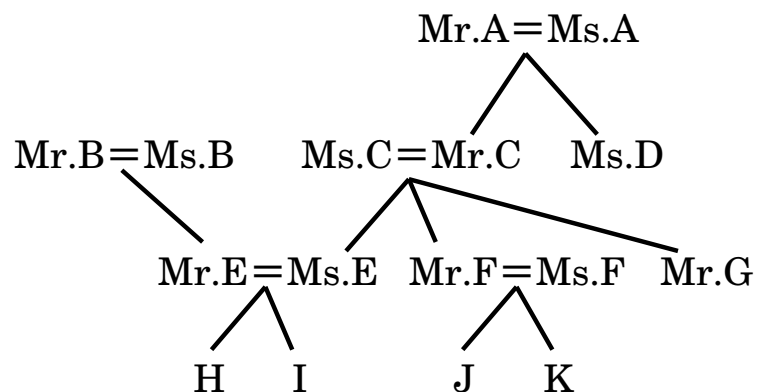
### Example2 (Inductive Logic Programming)

... functions whose ranges  
... are {true, false}

Given several facts about some predicate whose definition is unknown, we can search a logic program that defines this predicate.

Suppose, for example, that we are given the following facts about blood relation:

father(Mr.A, Mr.C), father(Mr.A, Ms.D), ...  
 mother(Ms.A, Mr.C), ...  
 married(Mr.A, Ms.A), ...  
 male(Mr.A), ...  
 female(Ms.A), ...





And suppose that we are also given the following facts about the target predicate “grandparent”:

grandparent(Mr.A, Ms.E), ...,  
 grandparent(Ms.C, K), .....  
 $\neg$  grandparent(Mr.A, H), ...,  
 $\neg$  grandparent(Mr.B, J), ...

⇒ Then we can search a logic program that defines the target predicate “grandparent.”

**Example of a solution program:**

parent(X,Y) :- mother(X,Y).  
 parent(X,Y) :- father(X,Y).  
 grandparent(X,Y) :- parent(X,Z),  
                           parent(Z,Y).

logical meaning

A person  $x$  is a parent of  $y$  if  $x$  is a mother of  $y$ .

A person  $x$  is a parent of  $y$  if  $x$  is a father of  $y$ .

A person  $x$  is a grandparent of  $y$

if  $x$  is a parent of  $z$  and

$z$  is a parent of  $y$ .

---

If these rules are established, we can deduce any grandparent-relation from facts on father- and mother-relations.

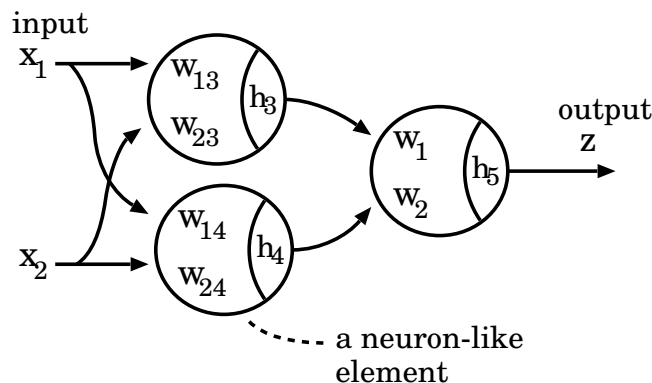
## 1-2 Adaptive Learning

In the second learning paradigm, called **adaptive learning**, we (or computers) repeatedly improve some system parameters so that the behaviour of the system will be better.

### Example3 (Training Artificial Neural Networks)

Consider artificial neural networks, which are typically built by hierarchically (or mutually) combining neuron-like elements. Suppose that we want a network that behaves as we intend. Then, in the adaptive learning paradigm, we assume some structure of the target network, and repeatedly adjust some parameters in the network so that the network behaves well.

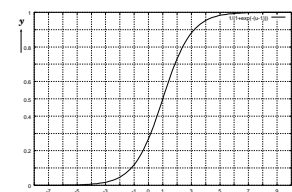
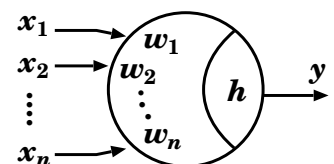
Suppose, for example, we assume the following structure for the target network.



The output  $y$  of a neuron-like element is calculated as follows:

$$u = \sum_{i=1}^n x_i w_i - h$$

$$y = \frac{1}{1 + e^{-u}}$$



And suppose that we wish the network to behave as follows:

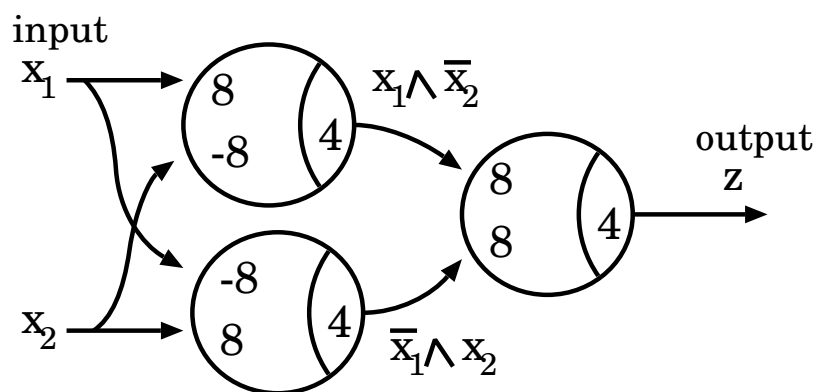
input		output
$x_1$	$x_2$	$z$
0	0	(nearly equal to) 0
0	1	(nearly equal to) 1
1	0	(nearly equal to) 1
1	1	(nearly equal to) 0

Exclusive OR function

⇒ Then we repeat the following training operations:

- (1) for some given input assignment, we compare the output of the network with the desired output;
- (2) if these are different, we adjust parameters  $w_{ij}$  and  $h_j$  so that the difference will be extinguished (or reduced).

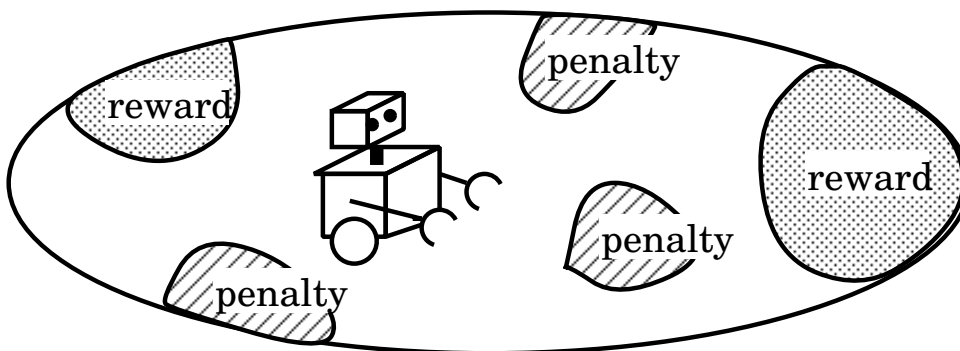
Finally we get a network like follows.



## Example4 (Reinforcement Learning)

Consider a robot that works in some unknown environment. Initially the robot has no knowledge about the environment; but in response to his action, he receives feedback signal (e.g. reward or penalty). So, hopefully, from his experience he will gradually learn which action brings a good result.

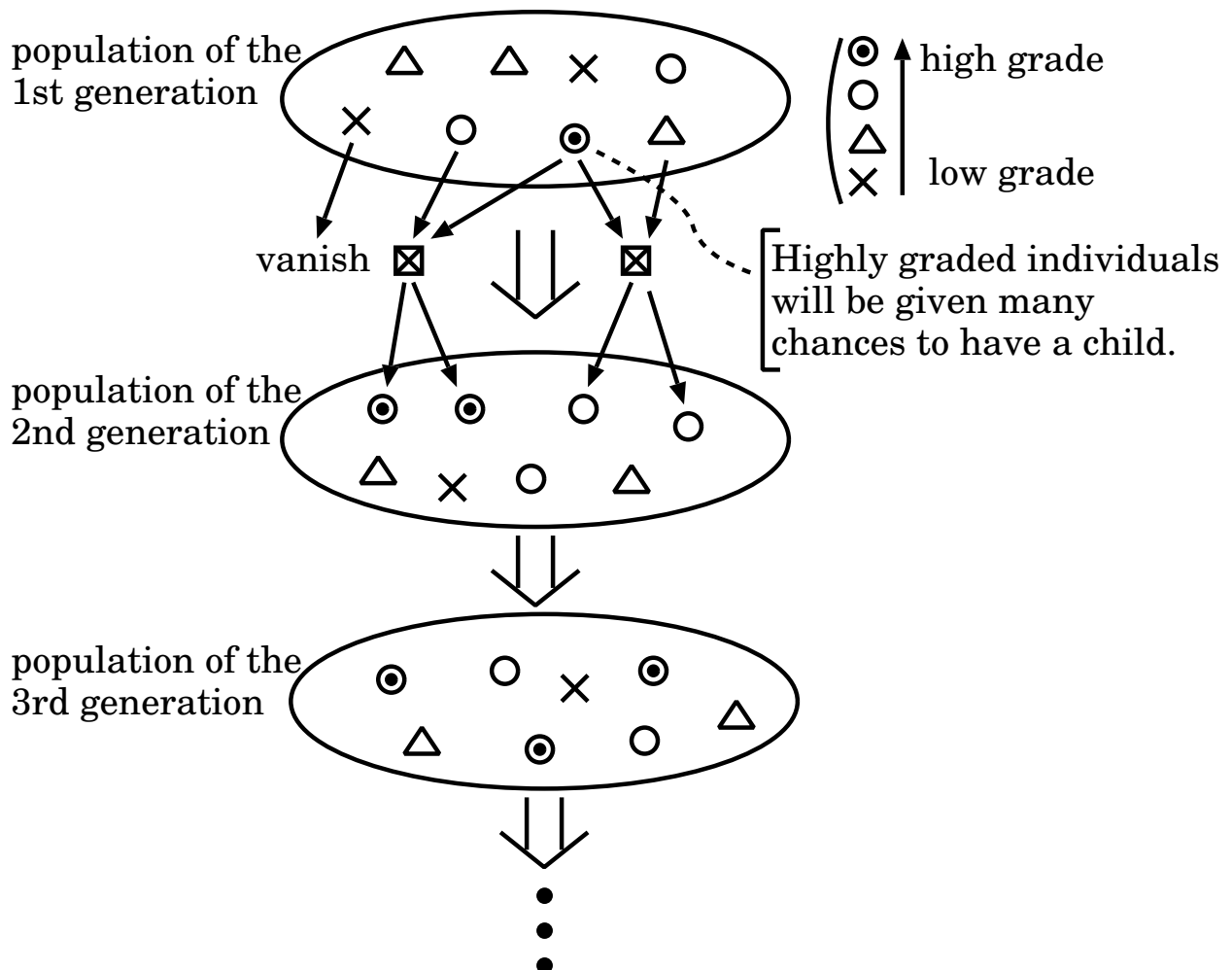
In contrast with the case of artificial neural networks, nobody teaches the robot the correct action.

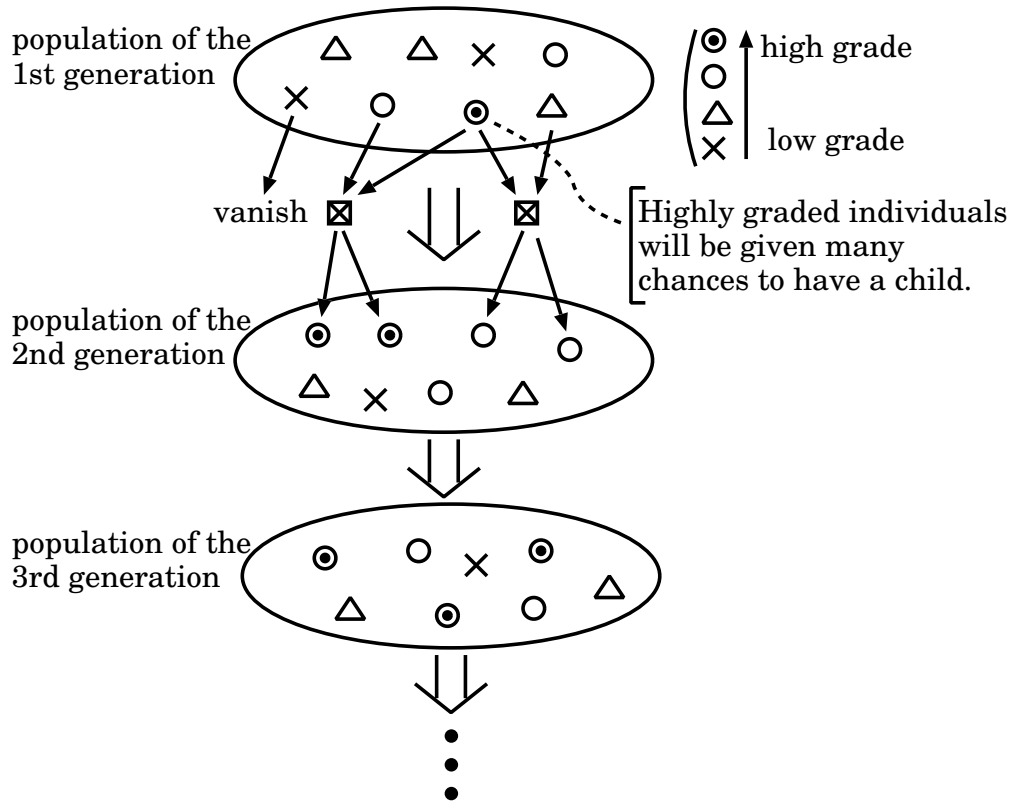


## 1-3 Evolutionary Learning

In the third learning paradigm, called **evolutionary learning**, we search a good solution based on the mechanics of natural selection and natural genetics; that is, we keep in mind how a population of animals and plants evolves, and search a good solution by alternately repeating two operations:

- (1) evaluation of current search points (i.e. current candidates for good solution), and
- (2) creation of new search points (candidates for good solution) from current-good search points.





- We regard candidates for good solution as individuals in a population.
  - In each time, we have several candidates for good solution as search points.
- 
- Individuals of low grade will disappear in the next generation.
  - Individuals of high grade will be utilized to create new individuals in the next generation.
- 
- The creation of new individuals are usually accomplished by imitating real animal's **crossover** or **mutation** events.

➡ Each individual does not learn, but the population of individuals learns.

## **1–4** Summary

- **Inductive Learning**
  - ... We construct something that explains given examples.
- **Adaptive Learning**
  - ... We repeatedly improve system parameters so that the behaviour of the system will be better.
- **Evolutionary Learning**
  - ... We search a good solution based on the mechanics of natural selection and natural genetics.

In each learning paradigm, we fix the system model (e.g. decision tree, neural network, .....) that gives a search space, and try to find a good solution within that model.

⋮  
⋮  
⋮.....

This shows a difference from our inborn learning ability. We (human) does not restrict to a particular model.

## II. Inductive Learning

### 2 Learning Decision Trees — C4.5 System —

**References:**  
 J.R.Quinlan(1993), C4.5: Programs for Machine Learning, Morgan Kaufmann.  
 P.H.Winston(1992), Artificial Intelligence 3rd Edition, Addison-Wesley.  
 S.Russell&P.Norvig(1995), Artificial Intelligence A Modern Approach, Prentice hall.

#### 2-1 What sort of decision tree is desirable?

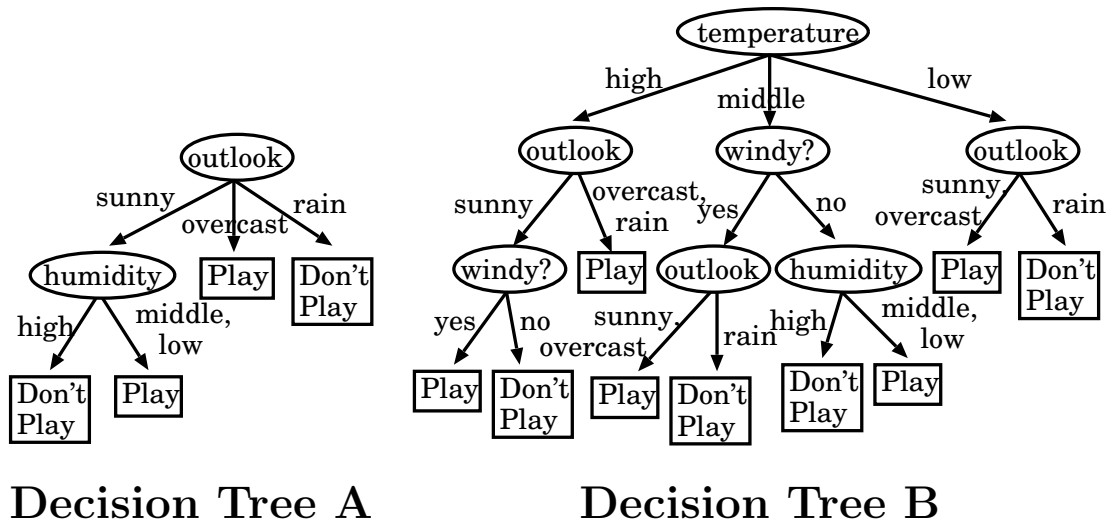
##### Example5 (Desirable Decision Tree)

Suppose, for example, that we are given the following sample cases:

	attribute of case				resulting class
	outlook	temperature	humidity	windy?	
case1	sunny	middle	low	yes	Play
case2	sunny	high	high	no	Don't Play
case3	sunny	middle	high	no	Don't Play
case4	sunny	middle	middle	no	Play
case5	sunny	high	middle	yes	Play
case6	overcast	high	high	no	Play
case7	overcast	low	middle	yes	Play
case8	overcast	high	middle	no	Play
case9	rain	middle	high	yes	Don't Play
case10	rain	low	middle	yes	Don't Play
case11	rain	middle	high	no	Don't Play



Then, both the following decision trees can be used to classify the given cases.



Between these trees, decision Tree A seems more reasonable, because Decision Tree B is considered to contain many unessential tests.

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⇒ Generally, we accept a principle, called **Occam's razor**:

The world is inherently simple.

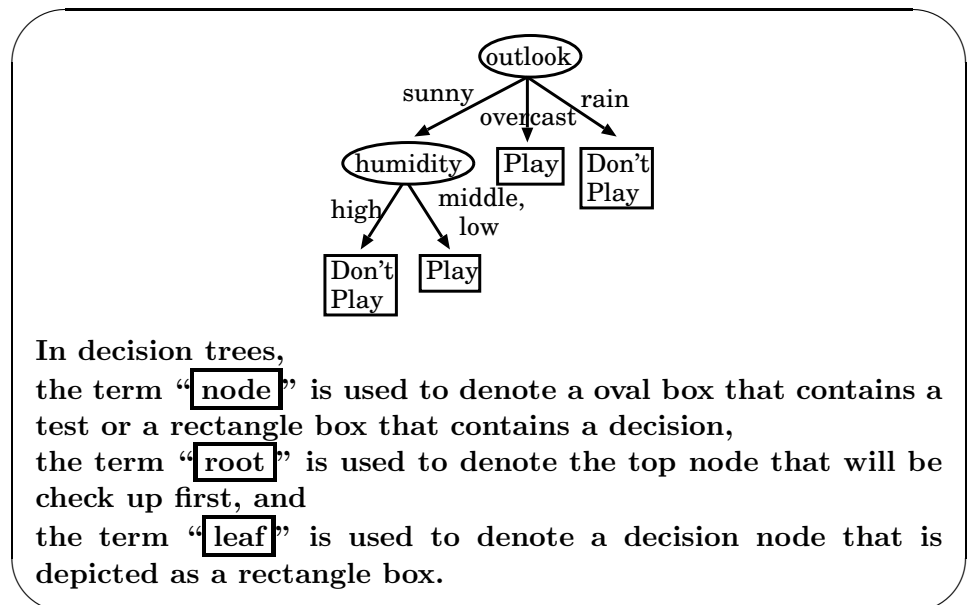
Therefore the simplest decision tree that is consistent with the samples is the one that is most likely to classify unknown objects correctly.

## 2-2 How do we build a desirable decision tree?

Unfortunately, finding the smallest decision tree is a computationally intractable problem.

⇒ We try to find a sufficiently small one with the following simple heuristics:

- Decision trees are built from root to leaves.



- In each time, we choose the test that seems to make the tree smallest.
- The building process proceeds greedily;

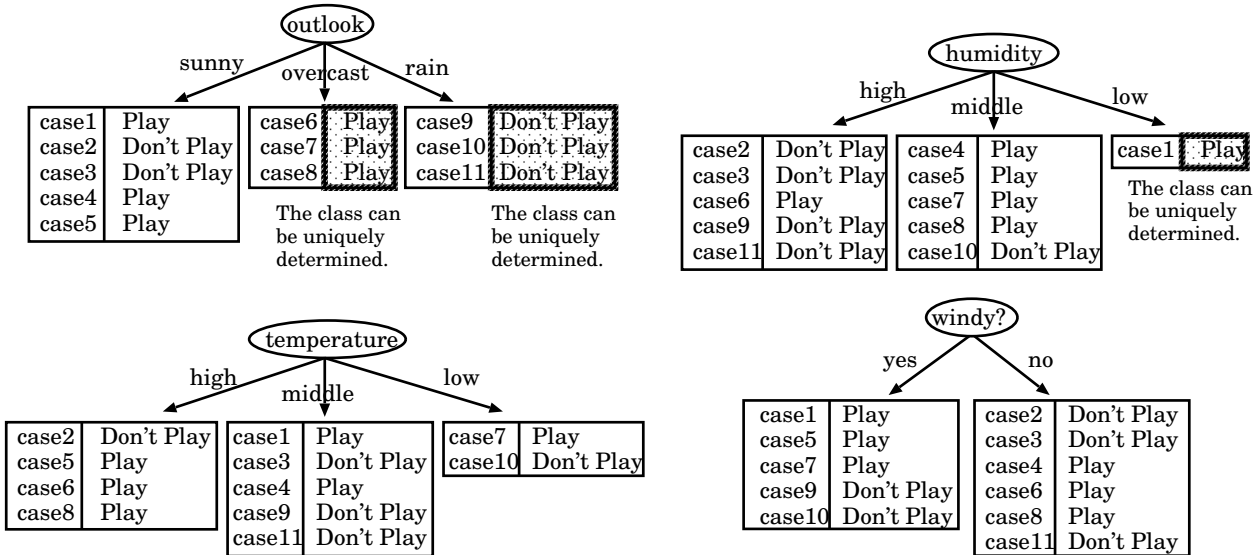
that is, once a test has been chosen to build a decision tree, that choice is fixed in the subsequent building process.

- In each node of tree under construction, we consider the set of sample cases that are distributed to that node by the above tests.

### Example6 (Building a Decision Tree)

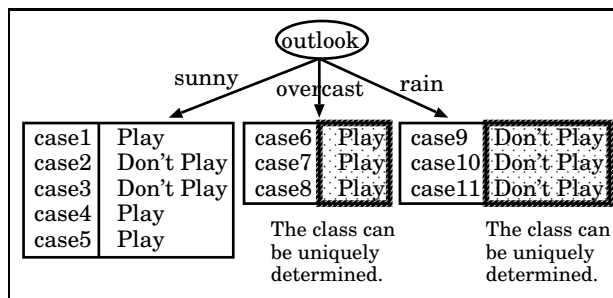
For the table of sample cases given in page 12, the above greedy algorithm works as follows:

**Step1** To choose the first test, we check up how each possible test divide the set of sample cases:



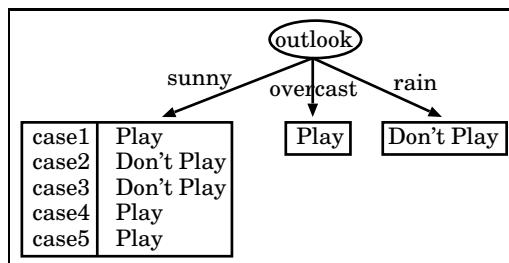
Among these, the outlook test seems to be best (i.e. seems to make the final tree smallest).

⇒ We choose the outlook test; so we renew the tree under construction as follows:



**Step2** Every node in which all distributed sample cases belong to the same class is replaced by an answering node identifying that class.

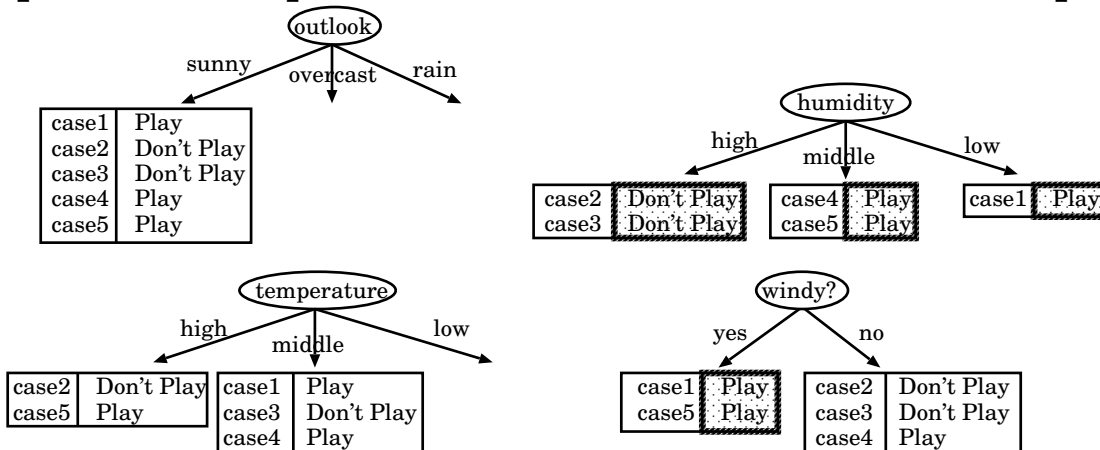
⇒ We renew the tree under construction as follows:



**Step3** Now, it remains to build a subtree that correctly classifies 5 cases:

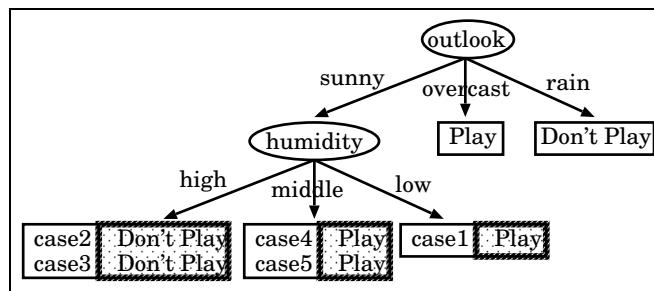
case1	Play
case2	Don't Play
case3	Don't Play
case4	Play
case5	Play

To choose the second test for this classification, we check up how each possible test divide the set of sample cases:



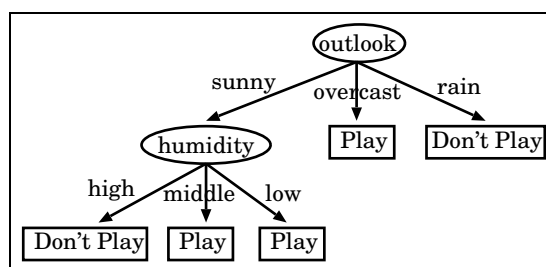
The humidity test seems to be best.

⇒ We choose the humidity test; so we renew the tree under construction as follows:



**Step4** Every node in which all distributed sample cases belong to the same class is replaced by an answering node identifying that class.

⇒ We renew the tree under construction as follows:



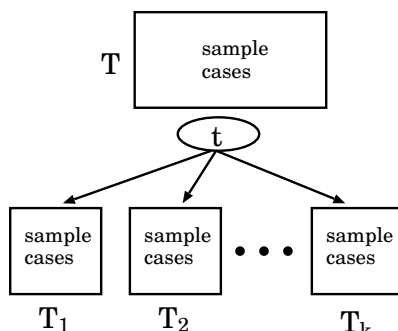
which is the resulting decision tree.

### 2-3 Which test should we next choose in building a decision tree?

When we saw some heuristics in the greedy tree-building algorithm, any criterion is not given for choosing a good test that seems to make the final tree smallest. Since it is generally unlikely that we unhesitatingly choose a good test, we need a powerful way to evaluate possible tests.

Among such ways, Quinlan(1979)'s one is well-known and illustrated below. But, there is not enough time to get into details on it right now.

➔ For evaluating a given test, Quinlan(1979) proposed a way to measure the total disorder in the subsets of sample cases produced by the test.



**Formally**, given any test  $t$  that splits the set  $T$  of sample cases into  $T_1, T_2, \dots, T_k$ , Quinlan defines a measure of disorder after that test:

$$\text{average\_disorder}(t) = \sum_{b=1}^k \left\{ \frac{|T_b|}{|T|} \sum_{c:\text{class}} \left( -\frac{\text{freq}(T_b, c)}{|T_b|} \log_2 \frac{\text{freq}(T_b, c)}{|T_b|} \right) \right\},$$

where

$|S|$  denotes the cardinality of a set  $S$ ,

(i.e. the number of elements in  $S$ ),

$\text{freq}(T_b, c)$  = the number of cases in  $T_b$  that belongs to class  $c$ .

Then, he proposed to choose the test that minimizes the amount average\_disorder(t).

## Example7 (Quinlan's Measure of Disorder)

Looking back at Step1 in page 12, we have

$$\begin{aligned}
 & \text{average\_disorder}(\text{outlook}) \\
 &= \frac{5}{11} \left( -\frac{3}{5} \log_2 \frac{3}{5} - \frac{2}{5} \log_2 \frac{2}{5} \right) \\
 &\quad + \frac{3}{11} \left( -\frac{3}{3} \log_2 \frac{3}{3} \right) \\
 &\quad + \frac{3}{11} \left( -\frac{3}{3} \log_2 \frac{3}{3} \right) \\
 &= 0.4413411 \dots
 \end{aligned}$$

$$\begin{aligned}
 & \text{average\_disorder}(\text{temperature}) \\
 &= \frac{4}{11} \left( -\frac{3}{4} \log_2 \frac{3}{4} - \frac{1}{4} \log_2 \frac{1}{4} \right) \\
 &\quad + \frac{5}{11} \left( -\frac{2}{5} \log_2 \frac{2}{5} - \frac{3}{5} \log_2 \frac{3}{5} \right) \\
 &\quad + \frac{2}{11} \left( -\frac{1}{2} \log_2 \frac{1}{2} - \frac{1}{2} \log_2 \frac{1}{2} \right) \\
 &= 0.9181694 \dots
 \end{aligned}$$

$$\begin{aligned}
 & \text{average\_disorder}(\text{humidity}) \\
 &= \frac{5}{11} \left( -\frac{1}{5} \log_2 \frac{1}{5} - \frac{4}{5} \log_2 \frac{4}{5} \right) \\
 &\quad + \frac{5}{11} \left( -\frac{4}{5} \log_2 \frac{4}{5} - \frac{1}{5} \log_2 \frac{1}{5} \right) \\
 &\quad + \frac{1}{11} \left( -\frac{1}{1} \log_2 \frac{1}{1} \right) \\
 &= 0.6562981 \dots
 \end{aligned}$$

$$\begin{aligned}
 & \text{average\_disorder}(\text{windy}) \\
 &= \frac{5}{11} \left( -\frac{3}{5} \log_2 \frac{3}{5} - \frac{2}{5} \log_2 \frac{2}{5} \right) \\
 &\quad + \frac{6}{11} \left( -\frac{3}{6} \log_2 \frac{3}{6} - \frac{3}{6} \log_2 \frac{3}{6} \right) \\
 &= 0.9867956 \dots
 \end{aligned}$$

So, based on Quinlan's criterion, the outlook test is decided to be best as the root test.

(The second best is humidity test, the third best is temperature test, and the worst is windy test.)

## 2-4 Utilizing the C4.5 System

Prof. Quinlan developed a system, called C4.5, that builds decision trees by the above algorithm.

Ross Quinlan is a professor in University of Sydney.

Besides building decision trees for given sample cases with discrete attribute, the C4.5 system works in various manners; e.g.

- it can treat attributes with continuous values,
- it can treat sample cases that has missing attribute values,
- it can construct sets of production rules,
- it can predict the accuracy of the resulting decision tree (or set of rules),
- it can simplify decision trees by discarding one or more subtrees and replacing them with leaves,
- it can run interactively,
- .....

According to the C4.5 system,

- a book(1993) that contains the source code (about 8800 lines) and user's guide, and
- a diskette that contains the source code,

are distributed by Morgan Kaufmann Publishers.

⇒ We will see how to utilize that system.

## Example8 (Utilizing the C4.5 system)

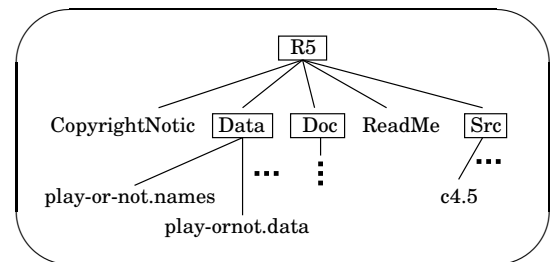
For building a decision tree from the table of sample cases in page 12, we can utilize the C4.5 system as follows:

**Step1** We give a brief name “play-or-not” to the task.

**Step2** We construct a text file “play-or-not.names” that defines the possible classes and attributes.

```
[motoki@x205a]$ cd R5
/home/motoki/R5
[motoki@x205a]$ ls
CopyrightNotic Data/ Doc/ ReadMe Src/
[motoki@x205a]$ cd Data
/home/motoki/R5/Data
[motoki@x205a]$ cat play-or-not.names
play, don't play.
```

```
outlook:    sunny, overcast, rain.
temperature: high, middle, low.
humidity:   high, middle, low.
windy:      yes, no.
[motoki@x205a]$
```



**Step3** We construct a text file “play-or-not.data” that describes the sample cases from which a decision tree will be built.

```
[motoki@x205a]$ pwd
/home/motoki/R5/Data
[motoki@x205a]$ cat play-or-not.data
sunny,    middle, low,    yes, play.
sunny,    high,   high,   no,  don't play.
sunny,    middle, high,   no,  don't play.
sunny,    middle, middle, no,  play.
sunny,    high,   middle, yes, play.
overcast, high,   high,   no,  play.
overcast, low,   middle, yes, play.
overcast, high, middle, no,  play.
rain,     middle, high,   yes, don't play.
rain,     low,   middle, yes, don't play.
rain,     middle, high,   no,  don't play.
[motoki@x205a]$
```



## Step4 If we do not yet complete the compilation&linkage of the source code, we accomplish this:

```
[motoki@x205a]$ cd ../Src
/home/motoki/R5/Src
[motoki@x205a]$ ls
Makefile      c4.5rules.c  discr.c      header.c     siftrules.c  types.i
Modifications classify.c    extern.i     info.c       sort.c        userint.c
average.c     confmat.c   genlogs.c   makerules.c  st-thresh.c  xval-prep.c
besttree.c    consult.c   genrules.c  prune.c      stats.c       xval.sh
build.c       consultr.c  getdata.c   prunerule.c  subset.c
buildex.i     contin.c    getnames.c  rules.c      testrules.c
c4.5.c        defns.i     getopt.c    rulex.i      trees.c

[motoki@x205a]$ make all
make c4.5
make[1]: 入ります ディレクトリ '/home/motoki/R5/Src'
      (**Comment** Enter to the directory '/home/motoki/R5/Src')
cc -O2 -c c4.5.c
cc -O2 -c besttree.c
cc -O2 -c build.c
cc -O2 -c info.c
cc -O2 -c discr.c
cc -O2 -c contin.c
cc -O2 -c subset.c
cc -O2 -c prune.c
cc -O2 -c stats.c
cc -O2 -c st-thresh.c
cc -O2 -c classify.c
cc -O2 -c confmat.c
cc -O2 -c sort.c
cc -O2 -c getnames.c
getnames.c: In function 'GetNames':
getnames.c:151: warning: assignment makes pointer from integer without a cast
getnames.c:176: warning: assignment makes pointer from integer without a cast
getnames.c:193: warning: assignment makes pointer from integer without a cast
getnames.c:213: warning: cast to pointer from integer of different size
getnames.c: At top level:
getnames.c:268: warning: type mismatch with previous implicit declaration
getnames.c:176: warning: previous implicit declaration of 'CopyString'
getnames.c:268: warning: 'CopyString' was previously implicitly declared to return 'int'
cc -O2 -c getdata.c
cc -O2 -c trees.c
cc -O2 -c getopt.c
cc -O2 -c header.c
cc -o c4.5 c4.5.o besttree.o build.o info.o discr.o contin.o subset.o prune.o stats.o st-thresh.o
make[1]: 出ます ディレクトリ '/home/motoki/R5/Src'
      (**Comment** Exit from the directory '/home/motoki/R5/Src')
make c4.5rules
make[1]: 入ります ディレクトリ '/home/motoki/R5/Src'
      (**Comment** Enter to the directory '/home/motoki/R5/Src')
cc -O2 -c c4.5rules.c
c4.5rules.c:35: warning: data definition has no type or storage class
cc -O2 -c rules.c
cc -O2 -c genlogs.c
cc -O2 -c genrules.c
```

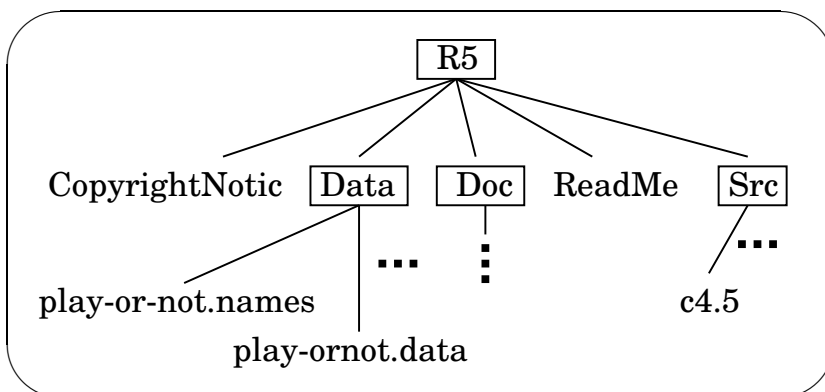
```

cc -O2 -c makerules.c
cc -O2 -c prunerule.c
cc -O2 -c siftrules.c
cc -O2 -c testrules.c
cc -o c4.5rules c4.5rules.o rules.o genlogs.o genrules.o makerules.o prunerule.o siftrules.o te
make[1]: 出ます ディレクトリ '/home/motoki/R5/Src'
    (**Comment** Exit from the directory '/home/motoki/R5/Src')
make consult
make[1]: 入ります ディレクトリ '/home/motoki/R5/Src'
    (**Comment** Enter to the directory '/home/motoki/R5/Src')
cc -O2 -c consult.c
cc -O2 -c userint.c
cc -o consult consult.o userint.o getnames.o getdata.o trees.o getopt.o header.o -lm
make[1]: 出ます ディレクトリ '/home/motoki/R5/Src'
    (**Comment** Exit from the directory '/home/motoki/R5/Src')
make consultr
make[1]: 入ります ディレクトリ '/home/motoki/R5/Src'
    (**Comment** Enter to the directory '/home/motoki/R5/Src')
cc -O2 -c consultr.c
cc -o consultr consultr.o rules.o userint.o getnames.o getdata.o trees.o getopt.o header.o -lm
make[1]: 出ます ディレクトリ '/home/motoki/R5/Src'
    (**Comment** Exit from the directory '/home/motoki/R5/Src')
cc -o xval-prep xval-prep.c -lm
cc -o average average.c -lm
[motoki@x205a]$ ls
    (display file names in the current directory)
Makefile      c4.5rules.c  contin.o     getopt.c     rules.o      testrules.o
Modifications c4.5rules.o  defns.i     getopt.o     rulex.i      trees.c
average*      classify.c    discr.c     header.c     siftrules.c trees.o
average.c     classify.o    discr.o     header.o     siftrules.o types.i
besttree.c    confmat.c    extern.i    info.c       sort.c       userint.c
besttree.o    confmat.o    genlogs.c  info.o       sort.o       userint.o
build.c       consult*     genlogs.o  makerules.c st-thresh.c  xval-prep*
build.o       consult.c    genrules.c makerules.o  st-thresh.o  xval-prep.c
builddex.i    consult.o    genrules.o prune.c      stats.c      xval.sh
c4.5*         consultr*    getdata.c  prune.o     stats.o
c4.5.c        consultr.c   getdata.o  prunerule.c subset.c
c4.5.o        consultr.o   getnames.c prunerule.o subset.o
c4.5rules*    contin.c     getnames.o rules.c      testrules.c
[motoki@x205a]$

```

---

**Step5** We invoke the executable program code c4.5 to build a decision tree:



```
[motoki@x205a]$ pwd
/home/motoki/R5/Data
[motoki@x205a]$ ls
```

print the name of the current working directory

display file names in the current directory

```
crx.data      golf.unpruned  labor-neg.test  monk2.test      soybean.data
crx.names     hypo.data      monk1.data      monk3.data      soybean.names
crx.test      hypo.names     monk1.names     monk3.names     vote.data
golf.data     hypo.test      monk1.test      monk3.test      vote.names
golf.names    labor-neg.data monk2.data      play-or-not.data vote.test
golf.tree     labor-neg.names monk2.names     play-or-not.names
```

```
[motoki@x205a]$ ../Src/c4.5 -f play-or-not
```

invoke the executable code "c4.5"

C4.5 [release 5] decision tree generator Mon Nov 12 10:11:26 2001

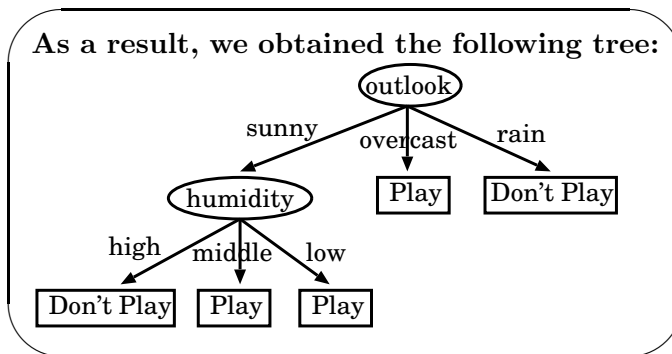
Options:  
File stem <play-or-not>

Read 11 cases (4 attributes) from play-or-not.data

Decision Tree:

```
outlook = overcast: play (3.0)
outlook = rain: don't play (3.0)
outlook = sunny:
| humidity = high: don't play (2.0)
| humidity = middle: play (2.0)
| humidity = low: play (1.0)
```

Tree saved



Evaluation on training data (11 items):

Before Pruning		After Pruning		
Size	Errors	Size	Errors	Estimate
7	0( 0.0%)	7	0( 0.0%)	(45.2%) <<

```
[motoki@x205a]$
```

**Remark:**

To avoid that the decision tree with little predictive power is built, the C4.5 system require in default that any test used in the tree must have at least two branches with 2 or more cases.

Therefore, the C4.5 system does not necessarily build a decision tree that classifies all given sample cases. For example, if case5 did not belong to the table of sample cases in page 12, the C4.5 system would work as follows:

```
[motoki@x205a]$ ../Src/c4.5 -f play-or-not
```

```
C4.5 [release 5] decision tree generator  Mon Nov 12 14:38:31 2001
```

```
-----
```

```
Options:
```

```
File stem <play-or-not>
```

```
Read 10 cases (4 attributes) from play-or-not.data
```

```
Decision Tree:
```

```
outlook = sunny: play (4.0/2.0)
```

```
outlook = overcast: play (3.0)
```

```
outlook = rain: don't play (3.0)
```

```
Tree saved
```

```
Evaluation on training data (10 items):
```

Before Pruning		After Pruning		
Size	Errors	Size	Errors	Estimate
4	2(20.0%)	4	2(20.0%)	(53.0%) <<

```
[motoki@x205a]$
```

# III. Evolutionary Computation

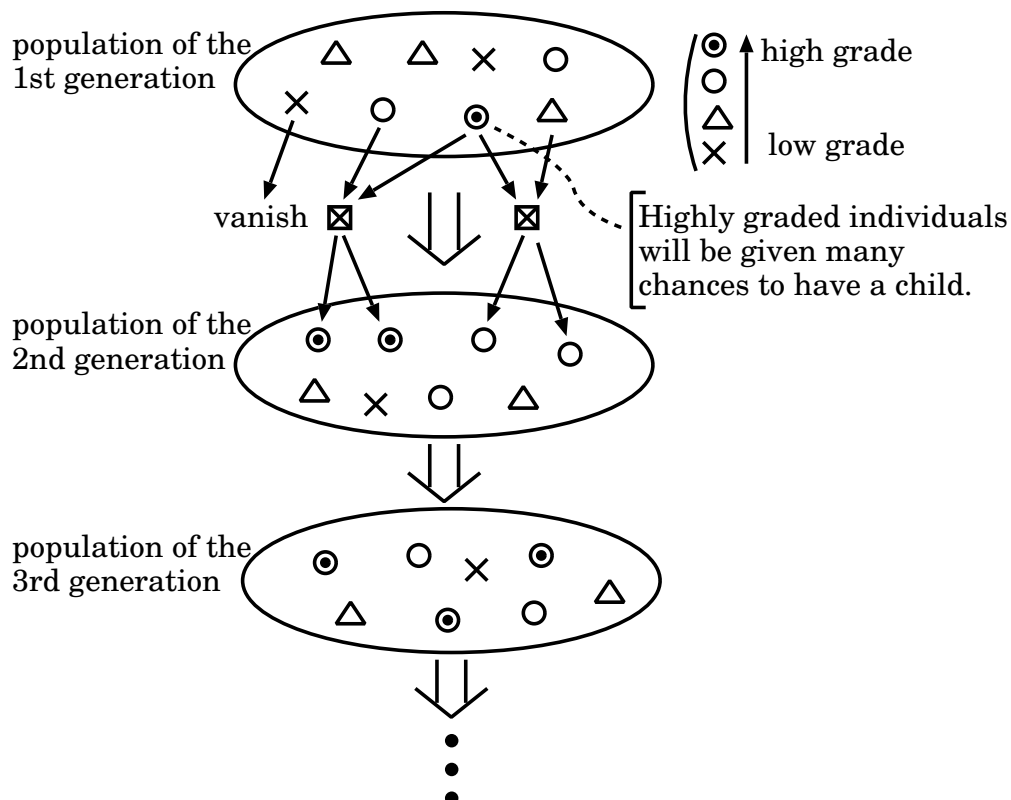
Today,

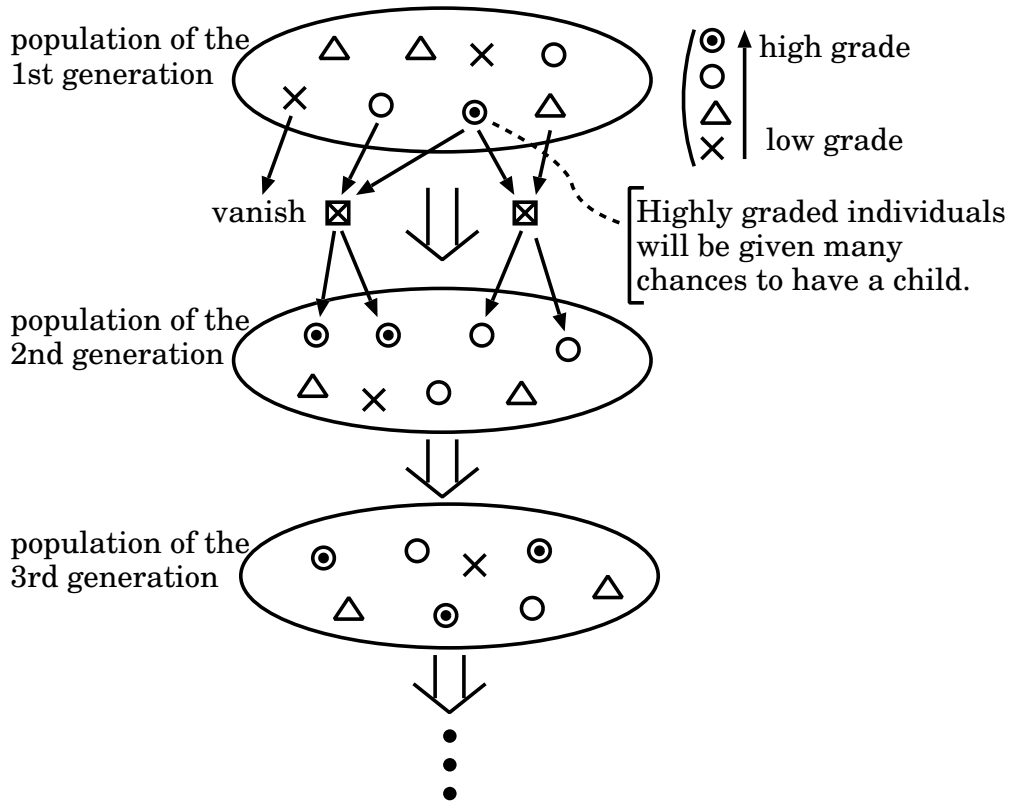
I'm going to share with you the basic feature of **evolutionary learning**, through optimization of a simple function of one variable, and next through search for an arithmetic expression that fits the given input-output relations.

At the beginning, let us review a last talk on evolutionary learning.

In the **evolutionary learning** paradigm, we search a good solution based on the mechanics of natural selection and natural genetics, **that is**, we keep in mind how a population of animals and plants evolves, and search a good solution by alternately repeating two operations:

- (1) valuation of current search points (i.e. current candidates for good solution), and
- (2) creation of new search points (candidates for good solution) from current-good search points.





### Getting into details,

- we regard candidates for good solution as individuals in a population.
  - In each time, we have several candidates for good solution as search points.
- 
- Individuals of low grade will disappear in the next generation.
  - Individuals of high grade will be utilized to create new individuals in the next generation.
- 
- The creation of new individuals are usually accomplished by imitating real animal's **crossover** or **mutation** events.

### **3** We can evolutionarily find $x$ that maximizes $x \cdot \sin(10 \cdot \pi \cdot x) + 1$ .

**References:**  
 Z. Michalewicz (1994), *Genetic Algorithms + Data Structures = Evolution Programs* Second Edition, Springer-Verlag.

First, we will see how we can apply the evolutionary search scheme to a simple problem.

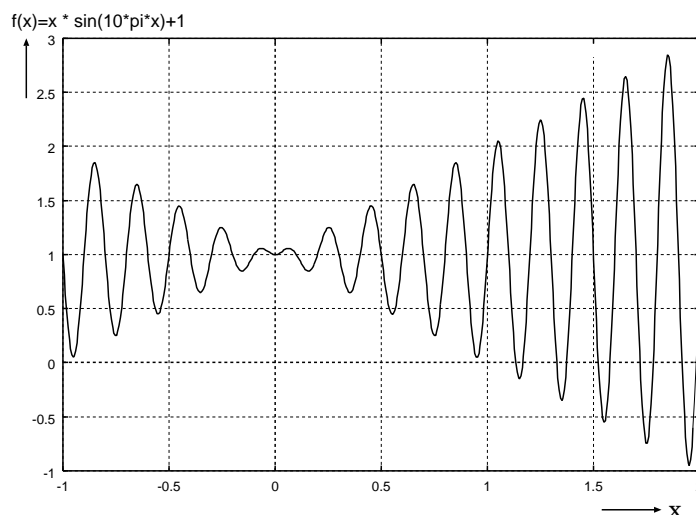
#### **3-1** A Problem of Optimizing a Simple Function of One Variable

Consider

##### **A Function Optimization Problem:**

Find such a value of  $x$  from the range  $[-1, 2]$  that maximize the function  $f(x) = x \sin(10\pi x) + 1$ .

As a matter of fact, this function behaves as follows:

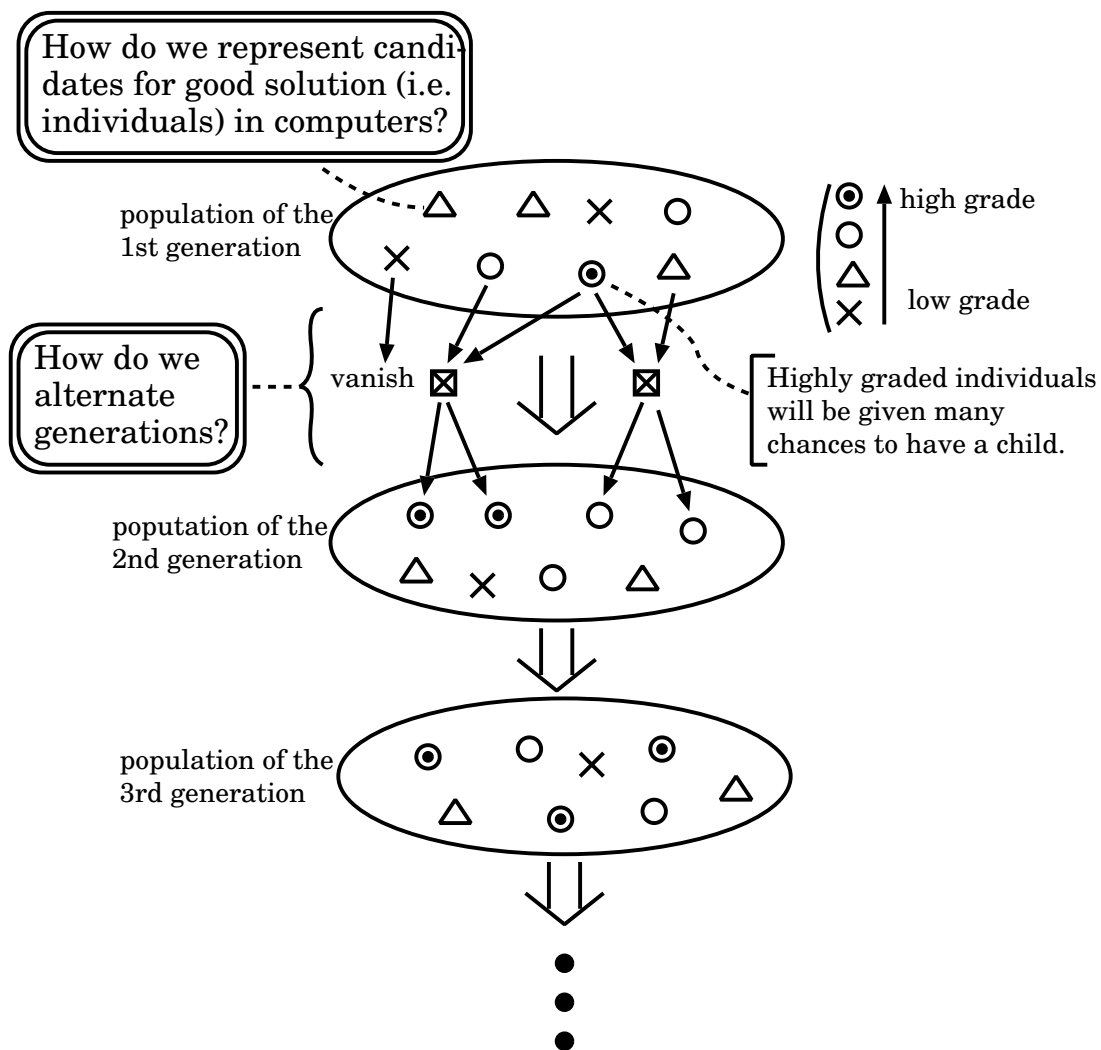


⇒ In the domain  $[-1, 2]$ , the function  $f$  reaches its maximum  $f(x) = 2.850274 \dots$  for  $x = 1.850542 \dots$ .

**3-2** How do we evolutionarily search  $x$  that maximize the function  $f(x)=x*\sin(10*\pi*x)+1$

To follow the search scheme reviewed a little while ago, we must clarify

- { how to represent candidates for good solution, and
- { how to alternate generations.



⇒ About these issues, we follow the scheme in the Michalewicz's book (pp.18-22), although we can choose many alternatives.



### **3-3** A Method for Representing Candidates for Good Solution

We are to find a real number in an interval  $[-1, 2]$ , but we cannot encode infinitely many objects by a fixed sized memory. So, we discretize the search space  $[-1, 2]$  by dividing into many equally-sized small intervals.

⇒ • We search a finite space

$$\left\{ -1 + \frac{3}{2^{22} - 1} k \mid k \text{ is an integer, } 0 \leq k \leq 2^{22} - 1 \right\},$$

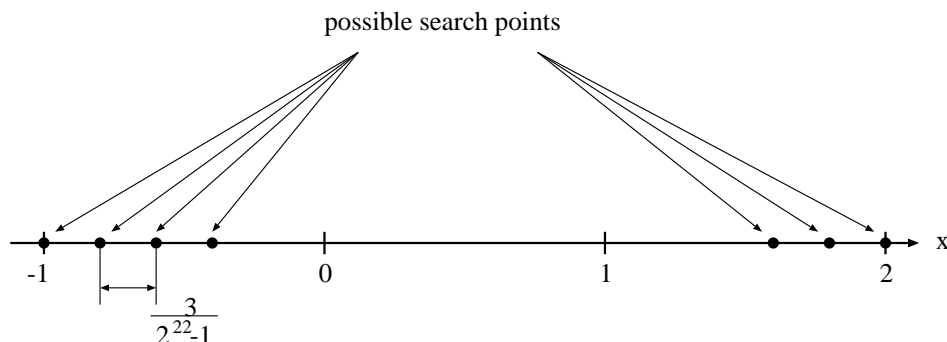
instead of an infinite space  $[-1, 2]$ .

• We use a binary string

$$b_{21}b_{20}b_{19} \cdots b_1b_0$$

as an individual to represent a search point

$$x = -1 + \frac{3}{2^{22} - 1} \left( \sum_{i=0}^{21} b_i \times 2^i \right) \in [-1, 2].$$

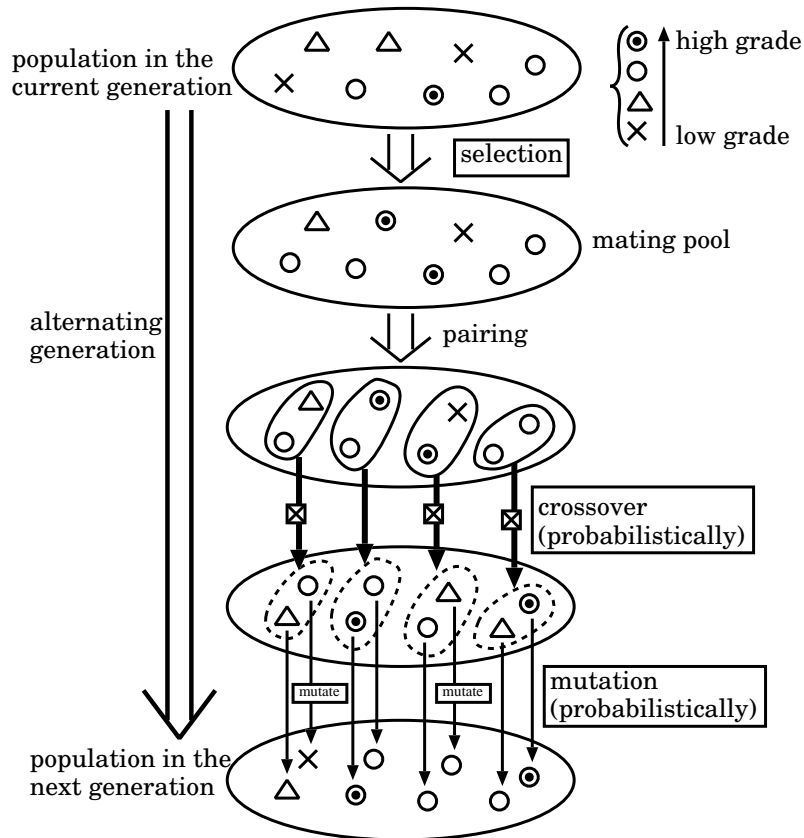


### **3-4** A Method for Creating Initial Individuals

All 22 bits for each individual are randomly initialized.

### 3-5 A Method for Alternating Generations

We alternate generations as follows:



Given a population of individuals in the current generation, we first select good individuals that are utilized to create new individuals. For this selection operation, we need a measure of goodness of individuals, called fitness.

#### Fitness

Now, since we are to find the value of  $x = -1 + \frac{3}{2^{22}-1} (\sum_{i=0}^{21} b_i \times 2^i)$  that maximize the function  $f(x)$ , we consider that

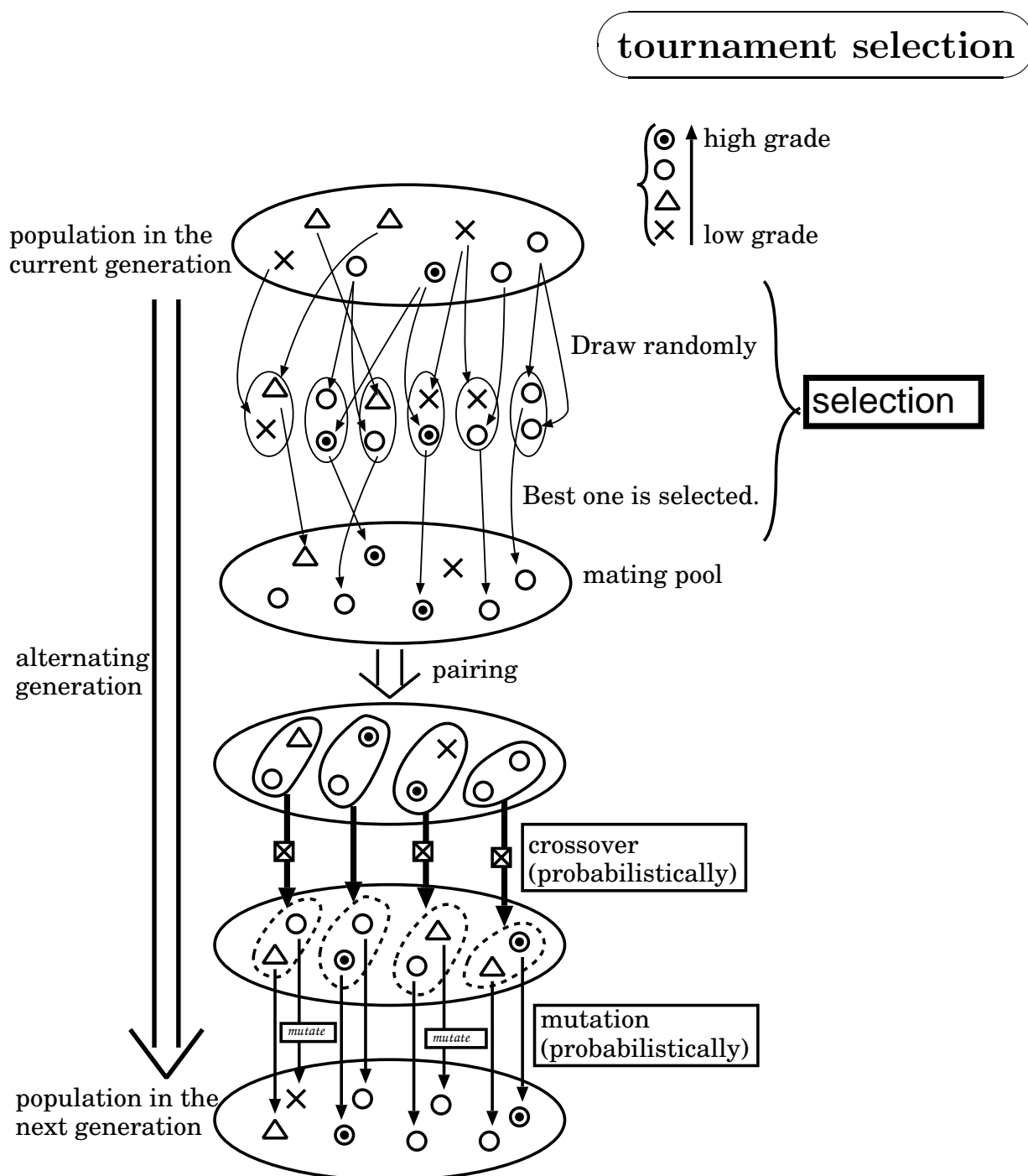
$$\begin{aligned}
 & \text{the fitness of individual } b_{21}b_{20} \cdots b_1b_0 \\
 &= f(\text{the search point that } b_{21}b_{20} \cdots b_1b_0 \text{ represent}) \\
 &= f(x)
 \end{aligned}$$

So in this problem, the larger the fitness, the better the individual.

**Selection**

Based on the fitness, we repeat the following selection process so many times as is equal to the population size:

- (1) Two individuals are randomly drawn from the population with replacement.
- (2) The best of them is selected into the mating pool.



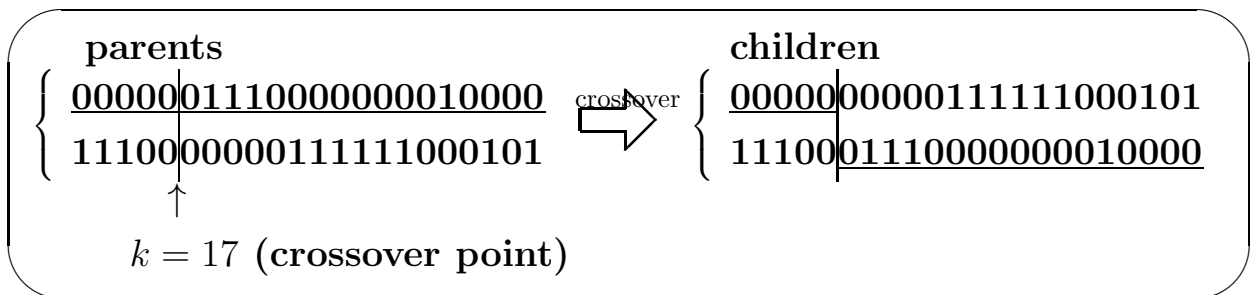
After the selection process, we next create new individuals from the selected individuals. Such creation operations are accomplished by imitating real animal's crossover and mutation events; so we also call such operations **crossover** and **mutation**, respectively.

### Crossover

Given two individuals (called parents), we perform the following operations with some probability (called crossover rate):

- (1) An integer  $k$  is randomly chosen from  $\{1, 2, 3, \dots, 21\}$ .
- (2) Swap final  $k$  bits of parents inclusively to generate two new individuals (called children).

#### one-point crossover



### Mutation

Given an individual, we independently flip each bit in it with a low probability (called mutation rate).

11110000000111111000101  
 ↓mutate  
 11110100000111111000101

Flip bitwisely with  
a low probability.

### 3-6 Implementation in Fortran77

We now give a Fortran77 computer code that implements the evolutionary search procedure described earlier, where

**population\_size** = 50,  
**maximum\_generation\_number** = 200,  
**crossover\_rate** = 0.25 and  
**mutation\_rate** = 0.01.

xcspc60\_41% cat applying\_GA\_to\_optimize\_func.f (display the Fortran77 source code)

```

*****
* A Fortran77 program that implements a GA search of
*
*     finding such a value of x from the range [-1,2] that
*     maximize the function  $f(x)=x*\sin(10*\pi*x)+1$ .
*
*-----*
* Note: (1)We use lower 22 bits of an INTEGER-type variable b (or array
*     element) as an individual to represent a search point
*      $x=-1+(b[0]+b[1]*2+\dots+b[21]*2^{**21})*3/(2^{**22}-1)$ ,
*     where b[i] denotes an (i+1)-th lowest bit.
*
* (2)All 22 bits for each individual are randomly initialized.
*
* (3)We fix the population size to be 50, and the maximum generation*
*     number to be 200.
*
* (4)we use the tournament selection with tournament size 2.
*
* (5)We use the one-point crossover with crossover rate 0.25.
*
* (6)As a mutation operation, we independently flip each bit in a
*     given individual with probability 0.01.
*
* (7)For simplicity, we use a pseudo-random generator that can be
*     disastrous in many circumstances.
*
* [Reference: W.H.Press, et al.(1992), Numerical Recipes in C,
*     Cambridge University Press.
*
*     M.Matsumoto&T.Nishimura(1998), Mersenne Twister: A
*     623-dimensionally Equidistributed Uniform
*     Pseudorandom Number Generator, ACM Trans. on Model.*
*     Comput. Simul., Vol.8, pp.3-30.]
*****

PROGRAM GA_OPT
INTEGER POPSIZE, MAXGEN
REAL    CROSS_RATE, MUT_RATE
PARAMETER (POPSIZE=50, MAXGEN=200, CROSS_RATE=0.25, MUT_RATE=0.01)
INTEGER SELECT, RAND_INT,
&     IND(1:POPSIZE), MATE_POOL(1:POPSIZE), GEN, BESTIND, I, K
REAL    F, RAND_REAL,

```

```

&          FITNESS(1:POPSIZE), BESTSO FAR

* Initialize a Pseudo-random Generator
  CALL RAND_INITIALIZE( )

* Create Initial Individuals
  DO 20 K=1, POPSIZE
    IND(K)=0
    DO 10 I=0,21
      IND(K)=IND(K)*2+RAND_INT(2)
10    CONTINUE
      FITNESS(K)=F(-1.0+3.0/REAL(2**22-1)*IND(K))
20 CONTINUE

  WRITE(*,100)
  BESTSO FAR=-100.0
  CALL OBSERVE(IND, FITNESS, POPSIZE, 0, BESTSO FAR)

* Evolutionary Simulation
  DO 80 GEN=1,MAXGEN
*    -----Selection-----
    DO 30 K=1,POPSIZE
      MATE_POOL(K)=IND(SELECT(FITNESS, POPSIZE))
30    CONTINUE
*    -----Crossover-----
    DO 40 K=1,POPSIZE,2
      IF (RAND_REAL( ).LE.CROSS_RATE) THEN
        CALL CROSSOVER(MATE_POOL(K), MATE_POOL(K+1))
      END IF
40    CONTINUE
*    -----Mutation-----
    DO 60 K=1,POPSIZE
      DO 50 I=0,21
        IF (RAND_REAL( ).LE.MUT_RATE) THEN
          CALL FLIP(MATE_POOL(K), I)
        END IF
50    CONTINUE
60    CONTINUE
*    -----Alternate Generation and Evaluate-----
    DO 70 K=1,POPSIZE
      IND(K)=MATE_POOL(K)
      FITNESS(K)=F(-1.0+3.0/REAL(2**22-1)*IND(K))
70    CONTINUE
      CALL OBSERVE(IND, FITNESS, POPSIZE, GEN, BESTSO FAR)
80 CONTINUE

100  FORMAT(' -----' /

```

```

& ' We now apply genetic algorithm to the problem of'/
& ' finding such a value of x from the range [-1,2]'/
& ' that maximize the function f(x)=x*sin(10*pi*x)+1.'/
& ' -----'//
& ' Gen.#          Best_ind          (its_val) Best_x  Best_f(x)'
&                                     , ' Average_f(x)'/
& ' -----  -----  -----  -----  ----- '
&                                     , ' -----')
END

```

```

*-----*
* A target function to be maximized *
*-----*

```

```

REAL FUNCTION F(X)
REAL PI
PARAMETER (PI=3.141593)
REAL X

F=X*sin(10.0*PI*X)+1.0

END

```

```

*-----*
* A function that selects an individual number *
*          by the tournament selection of tournament size 2 *
*-----*

```

```

INTEGER FUNCTION SELECT(FITNESS, POPSIZE)
INTEGER POPSIZE, RAND_INT, CANDIDATE1, CANDIDATE2,
& CHECKCOUNT
DATA CHECKCOUNT/0/
SAVE CHECKCOUNT
REAL FITNESS(1:POPSIZE)
CHARACTER REL*2

CANDIDATE1=RAND_INT(POPSIZE)+1
CANDIDATE2=RAND_INT(POPSIZE)+1
IF (FITNESS(CANDIDATE1).GE.FITNESS(CANDIDATE2)) THEN
  SELECT=CANDIDATE1
ELSE
  SELECT=CANDIDATE2
END IF

```

```

* -----Check whether the SELECT routine works-----
IF (CHECKCOUNT.LT.3) THEN
  CHECKCOUNT=CHECKCOUNT+1
  IF (FITNESS(CANDIDATE1).GE.FITNESS(CANDIDATE2)) THEN
    REL='>='

```

```

ELSE
  REL='< '
END IF
WRITE(*,100) POPSIZE, CANDIDATE1, FITNESS(CANDIDATE1), REL,
&          FITNESS(CANDIDATE2), CANDIDATE2, SELECT
END IF

100 FORMAT(' (Check the routine SELECT(FITNESS, popsize=', I2, '):'/
&        ' | FITNESS(', I2, ')=', F9.6, 1X, A2, 1X,
&        F9.6, '=FITNESS(', I2, ') ==> We select the ', I2,
&        '-th individual.))'

END

```

```

*-----*
* A subroutine that recombinates given two parent individuals      *
*           by one-point crossover                                *
*-----*

```

```

SUBROUTINE CROSSOVER(IND1, IND2)
  INTEGER IND1, IND2, RAND_INT, TAIL1, TAIL2, CROSSPOINT, I,
&        CHECKCOUNT, BIT_IND1(0:21), BIT_IND2(0:21),
&        CHILD1, CHILD2, BIT_CHILD1(0:21), BIT_CHILD2(0:21),
&        NUM1, NUM2, NUM_CHILD1, NUM_CHILD2
  DATA CHECKCOUNT/0/
  SAVE CHECKCOUNT
  CHARACTER*1 CHAR_CODE(0:1)
  DATA CHAR_CODE/'0', '1'/

  CROSSPOINT=RAND_INT(21)+1
  TAIL1=MOD(IND1, 2**CROSSPOINT)
  TAIL2=MOD(IND2, 2**CROSSPOINT)
  CHILD1=IND1-TAIL1+TAIL2
  CHILD2=IND2-TAIL2+TAIL1

```

```

* -----Check whether the CROSSOVER routine works-----
IF (CHECKCOUNT.LT.3) THEN
  CHECKCOUNT=CHECKCOUNT+1
  NUM1=IND1
  NUM2=IND2
  NUM_CHILD1=CHILD1
  NUM_CHILD2=CHILD2
  DO 10 I=0,21
    BIT_IND1(I)=MOD(NUM1,2)
    BIT_IND2(I)=MOD(NUM2,2)
    BIT_CHILD1(I)=MOD(NUM_CHILD1,2)
    BIT_CHILD2(I)=MOD(NUM_CHILD2,2)
    NUM1=NUM1/2

```



```

        NUM2=NUM2/2
        NUM_CHILD1=NUM_CHILD1/2
        NUM_CHILD2=NUM_CHILD2/2
10    CONTINUE
        WRITE(*,100) IND1, IND2, CROSSPOINT,
&      (CHAR_CODE(BIT_IND1(I)),I=21,CROSSPOINT,-1), ' ',
&      (CHAR_CODE(BIT_IND1(I)),I=CROSSPOINT-1,0,-1),
&      (CHAR_CODE(BIT_CHILD1(I)),I=21,CROSSPOINT,-1), ' ',
&      (CHAR_CODE(BIT_CHILD1(I)),I=CROSSPOINT-1,0,-1),
&      (CHAR_CODE(BIT_IND2(I)),I=21,CROSSPOINT,-1), ' ',
&      (CHAR_CODE(BIT_IND2(I)),I=CROSSPOINT-1,0,-1),
&      (CHAR_CODE(BIT_CHILD2(I)),I=21,CROSSPOINT,-1), ' ',
&      (CHAR_CODE(BIT_CHILD2(I)),I=CROSSPOINT-1,0,-1),
&      (' ',I=21,CROSSPOINT,-1), '^',
&      (' ', I=CROSSPOINT-1,0,-1),
&      (' ',I=21,CROSSPOINT,-1), '^',
&      (' ', I=CROSSPOINT-1,0,-1)
        END IF
*      -----End of check-----

        IND1=CHILD1
        IND2=CHILD2

100  FORMAT(' (Check the routine CROSSOVER(parent1=', I7,
&          ', parent2=',I7, '):')' /
&      ' | CROSSPOINT=', I2/
&      ' | Parent1: ', 23A1, ' \\ / ==> Child1: ', 23A1/
&      ' | Parent2: ', 23A1, ' / \ \      Child2: ', 23A1/
&      ' |           ', 23A1, '           ', 23A1, ' )')
        END

*-----*
* A subroutine that flips the (I+1)-th lowest bit of given individual *
*-----*

        SUBROUTINE FLIP(IND, FLIP_PLACE)
        INTEGER IND, FLIP_PLACE, I
&      CHECKCOUNT, BIT_IND(0:21),
&      AFTER_FLIP, BIT_AFTER_FLIP(0:21), NUM, NUM_AFTER_FLIP
        DATA CHECKCOUNT/0/
        SAVE CHECKCOUNT

        IF (MOD(IND/2**FLIP_PLACE,2).EQ.1) THEN
            AFTER_FLIP=IND-2**FLIP_PLACE
        ELSE
            AFTER_FLIP=IND+2**FLIP_PLACE
        END IF

```

```

* -----Check whether the FLIP routine works-----
IF (CHECKCOUNT.LT.3) THEN
  CHECKCOUNT=CHECKCOUNT+1
  NUM=IND
  NUM_AFTER_FLIP=AFTER_FLIP
  DO 10 I=0,21
    BIT_IND(I)=MOD(NUM,2)
    BIT_AFTER_FLIP(I)=MOD(NUM_AFTER_FLIP,2)
    NUM=NUM/2
    NUM_AFTER_FLIP=NUM_AFTER_FLIP/2
10  CONTINUE
  WRITE(*,100) IND, FLIP_PLACE,
&    (BIT_IND(I),I=21,0,-1), (BIT_AFTER_FLIP(I),I=21,0,-1),
&    (' ',I=21,FLIP_PLACE+1,-1), '^', (' ',I=FLIP_PLACE-1,0,-1),
&    (' ',I=21,FLIP_PLACE+1,-1), '^', (' ',I=FLIP_PLACE-1,0,-1)
  END IF
* -----End of check-----

IND=AFTER_FLIP

100 FORMAT(' (Check the routine FLIP(ind=', I7,
&          ', flip_place=', I2, '):'/
&          ' | Before_flip: ', 22I1, ' ==> After_flip: ', 22I1/
&          ' | ', 22A1, ' ', 22A1, ' )')
  END

*-----*
* A function that printouts the current state of the search *
*-----*

SUBROUTINE OBSERVE(IND, FITNESS, POPSIZE, GENERATION, BESTSO FAR)
  INTEGER POPSIZE, IND(1:POPSIZE), GENERATION,
&        BEST, K, I, BIT(0:21), NUM
  REAL    FITNESS(1:POPSIZE), BESTSO FAR, SUM

  BEST=1
  SUM=FITNESS(1)
  DO 10 K=2, POPSIZE
    SUM=SUM+FITNESS(K)
    IF(FITNESS(K).GT.FITNESS(BEST)) BEST=K
10  CONTINUE

  NUM=IND(BEST)
  DO 20 I=0,21
    BIT(I)=MOD(NUM,2)
    NUM=NUM/2
20  CONTINUE

```

```

      IF (FITNESS(BEST).GT.BESTSOFAR) THEN
        BESTSOFAR=FITNESS(BEST)
        WRITE(*,100) GENERATION, (BIT(K),K=21,0,-1), IND(BEST),
&          -1.0+3.0/REAL(2**22-1)*IND(BEST), FITNESS(BEST),
&          SUM/POPSIZE
      END IF

```

```

100  FORMAT(1X, I5, 2X, 22I1, 2X, I7, 2X, F8.6, 2X, F8.6, 2X, F8.6)
      END

```

```

*****
* A module for generating pseudo-random numbers                                     *
*****

```

```

*-----*
* A subroutine that initialize the random seed.                                   *
*-----*

```

```

      SUBROUTINE RAND_INITIALIZE( )
      COMMON /RAND/NEXT
      SAVE  /RAND/
      DOUBLE PRECISION NEXT
      INTEGER SEED

```

```

      WRITE(*,*) 'Type in a random seed (positive integer).'
      READ(*,*) SEED
      NEXT=DBLE(SEED)

```

```

      END

```

```

*-----*
* A function that generates a integer                                             *
*          between 0 and (given_parameter_value -1)                               *
*-----*

```

```

      INTEGER FUNCTION RAND_INT(TO)
      COMMON /RAND/NEXT
      SAVE  /RAND/
      DOUBLE PRECISION NEXT
      INTEGER TO
      REAL A

```

```

      RAND_INT=INT(RAND_REAL( )*TO)

```

```

      END

```

```

*-----*

```

```

* A function that generates a real number in [0, 1)
*-----*
REAL FUNCTION RAND_REAL( )
COMMON /RAND/NEXT
SAVE /RAND/
DOUBLE PRECISION NEXT
INTEGER NUM

NEXT=DMOD(NEXT*1103515245D0+12345D0, 2147483647D0)
NUM=MOD(INT(NEXT)/65536, 32768)
RAND_REAL=REAL(NUM)/32768.0

END

```

---

## **3-7** Experimental Results

The program in the previous section **3-6** reports the best individual, the best fitness and the average fitness in each time when the best-so-far fitness is improved. It also reports how the selection process works, how the crossover operation works, and how the mutation operation works.

Executing that program, we obtain the following results:

```

xcspc60_42% g77 applying_GA_to_optimize_func.f
      compile the source code and generate an executable code "a.out"
xcspc60_43% a.out
      invoke the executable code "a.out"
Type in a random seed (positive integer).
1
      input to the executing program "a.out"

```

```

-----
We now apply genetic algorithm to the problem of
finding such a value of x from the range [-1,2]
that maximize the function f(x)=x*sin(10*pi*x)+1.
-----

```

```

Gen.#          Best_ind          (its_val)  Best_x  Best_f(x)  Average_f(x)

```

```

-----
0 1111000111010111001101 3962317 1.834071 2.609172 0.969633
(Check the routine SELECT(FITNESS, popsize=50):
| FITNESS(22)= 1.639175 >= 1.001883=FITNESS(15) ==> We select the 22-th individual.)
(Check the routine SELECT(FITNESS, popsize=50):
| FITNESS( 6)= 2.448672 >= 1.011820=FITNESS(34) ==> We select the 6-th individual.)
(Check the routine SELECT(FITNESS, popsize=50):
| FITNESS(22)= 1.639175 >= 1.606463=FITNESS(50) ==> We select the 22-th individual.)
(Check the routine CROSSOVER(parent1= 495585, parent2=3428462):
| CROSSPOINT=11
| Parent1: 00011110001 11111100001 \ / ==> Child1: 00011110001 00001101110
| Parent2: 11010001010 00001101110 / \      Child2: 11010001010 11111100001
|                                     ^                               ^
|                                     )
(Check the routine CROSSOVER(parent1=1506017, parent2=3672623):
| CROSSPOINT= 3
| Parent1: 0101101111101011100 001 \ / ==> Child1: 0101101111101011100 111
| Parent2: 1110000000101000101 111 / \      Child2: 1110000000101000101 001
|                                     ^                               ^
|                                     )
(Check the routine CROSSOVER(parent1=3437851, parent2=1268266):
| CROSSPOINT=10
| Parent1: 110100011101 0100011011 \ / ==> Child1: 110100011101 1000101010
| Parent2: 010011010110 1000101010 / \      Child2: 010011010110 0100011011
|                                     ^                               ^
|                                     )
(Check the routine FLIP(ind=2850477, flip_place= 4):
| Before_flip: 1010110111111010101101 ==> After_flip: 1010110111111010111101
|                                     ^                               ^
|                                     )
(Check the routine FLIP(ind=1646233, flip_place= 4):
| Before_flip: 0110010001111010011001 ==> After_flip: 0110010001111010001001
|                                     ^                               ^
|                                     )
(Check the routine FLIP(ind=2350858, flip_place= 0):
| Before_flip: 1000111101111100001010 ==> After_flip: 1000111101111100001011
|                                     ^                               ^
|                                     )
5 1110000111010110111101 3700157 1.646559 2.636949 2.190265
6 1110000111010111111010 3700218 1.646603 2.637234 2.284685
7 1110000111110110111101 3702205 1.648024 2.644850 2.409237
8 111000011111011111101 3702269 1.648070 2.645041 2.519771
9 1111001111000111110010 3994098 1.856802 2.814564 2.491488
13 1111001011000111110010 3977714 1.845083 2.823120 2.682922
16 1111001110000110111101 3989949 1.853835 2.840398 2.674170
18 1111001110000110101101 3989933 1.853823 2.840466 2.778359
19 1111001110000011010010 3989714 1.853667 2.841381 2.760096
23 1111001100000110101101 3981741 1.847964 2.844185 2.705675
28 1111001100100001111101 3983485 1.849211 2.848644 2.662642
33 1111001100100001111111 3983487 1.849213 2.848647 2.833734
37 1111001100101001111101 3983997 1.849577 2.849415 2.663872
38 1111001100111001111101 3985021 1.850310 2.850222 2.742151
43 1111001100111011111101 3985149 1.850401 2.850254 2.670041

```

```

44 1111001100111101111101 3985277 1.850493 2.850271 2.772511
49 1111001100111111111101 3985405 1.850585 2.850272 2.796093
54 1111001100111111101101 3985389 1.850573 2.850273 2.588252
55 1111001100111111100101 3985381 1.850567 2.850273 2.743095
57 1111001100111110111111 3985343 1.850540 2.850274 2.673532

```

xcspc60\_44% a.out

invoke the executable code "a.out"

Type in a random seed (positive integer).

3

input to the executing program "a.out"

-----  
We now apply genetic algorithm to the problem of finding such a value of x from the range [-1,2] that maximize the function  $f(x)=x*\sin(10*\pi*x)+1$ .  
-----

```

Gen.#          Best_ind          (its_val)  Best_x  Best_f(x) Average_f(x)
-----

```

```

0 1111001010110110010111 3976599 1.844286 2.814652 0.931059

```

(Check the routine SELECT(FITNESS, popsize=50):

| FITNESS(20)= 0.840346 >= 0.675106=FITNESS(45) ==> We select the 20-th individual.)

(Check the routine SELECT(FITNESS, popsize=50):

| FITNESS(47)=-0.701067 < 0.510389=FITNESS(31) ==> We select the 31-th individual.)

(Check the routine SELECT(FITNESS, popsize=50):

| FITNESS( 9)= 2.115118 >= 1.109483=FITNESS(11) ==> We select the 9-th individual.)

(Check the routine CROSSOVER(parent1=3059904, parent2= 248745):

| CROSSPOINT=11

| Parent1: 10111010110 00011000000 \ / ==> Child1: 10111010110 01110101001

| Parent2: 00001111001 01110101001 / \ Child2: 00001111001 00011000000

| ^ ^ )

(Check the routine CROSSOVER(parent1=3976599, parent2=3965452):

| CROSSPOINT= 9

| Parent1: 1111001010110 110010111 \ / ==> Child1: 1111001010110 000001100

| Parent2: 1111001000001 000001100 / \ Child2: 1111001000001 110010111

| ^ ^ )

(Check the routine CROSSOVER(parent1=3965452, parent2= 785691):

| CROSSPOINT= 7

| Parent1: 111100100000100 0001100 \ / ==> Child1: 111100100000100 0011011

| Parent2: 00101111111010 0011011 / \ Child2: 00101111111010 0001100

| ^ ^ )

(Check the routine FLIP(ind=3361079, flip\_place= 4):

| Before\_flip: 1100110100100100110111 ==> After\_flip: 1100110100100100100111

| ^ ^ )

(Check the routine FLIP(ind=3976204, flip\_place= 1):

| Before\_flip: 1111001010110000001100 ==> After\_flip: 1111001010110000001110

| ^ ^ )

(Check the routine FLIP(ind= 605647, flip\_place= 4):

| Before\_flip: 0010010011110111001111 ==> After\_flip: 0010010011110111011111

| ^ ^ )

```

 4 1111001011000000001011 3977227 1.844735 2.819561 2.234270
 5 1111001100001100010011 3982099 1.848220 2.845331 2.310440
 7 1111001100100011000000 3983552 1.849259 2.848758 2.645174
 8 1111001100101100000100 3984132 1.849674 2.849577 2.716642
10 1111001100101100010011 3984147 1.849685 2.849594 2.657524
12 1111001100101111000000 3984320 1.849808 2.849775 2.728778
14 1111001100111111000001 3985345 1.850542 2.850274 2.800497

```

xcspc60\_45% a.out

invoke the executable code "a.out"

Type in a random seed (positive integer).

3333

input to the executing program "a.out"

-----  
 We now apply genetic algorithm to the problem of  
 finding such a value of x from the range [-1,2]  
 that maximize the function  $f(x)=x*\sin(10*\pi*x)+1$ .  
 -----

Gen.#	Best_ind	(its_val)	Best_x	Best_f(x)	Average_f(x)
0	1101111110110111010111	3665367	1.621675	2.020905	0.872255

(Check the routine SELECT(FITNESS, popsize=50):

| FITNESS(40)= 1.228418 >= 1.100637=FITNESS( 8) ==> We select the 40-th individual.)

(Check the routine SELECT(FITNESS, popsize=50):

| FITNESS(41)= 0.987819 >= 0.931672=FITNESS(19) ==> We select the 41-th individual.)

(Check the routine SELECT(FITNESS, popsize=50):

| FITNESS(32)= 0.757835 < 1.000196=FITNESS(35) ==> We select the 35-th individual.)

(Check the routine CROSSOVER(parent1=2015470, parent2=1724211):

| CROSSPOINT=21

| Parent1: 0 111101100000011101110 \\/ ==> Child1: 0 110100100111100110011

| Parent2: 0 110100100111100110011 /\ Child2: 0 111101100000011101110

| ^ ^ )

(Check the routine CROSSOVER(parent1=1767779, parent2=2427505):

| CROSSPOINT= 7

| Parent1: 011010111110010 1100011 \\/ ==> Child1: 011010111110010 1110001

| Parent2: 100101000010100 1110001 /\ Child2: 100101000010100 1100011

| ^ ^ )

(Check the routine CROSSOVER(parent1=1065732, parent2=2015470):

| CROSSPOINT=18

| Parent1: 0100 000100001100000100 \\/ ==> Child1: 0100 101100000011101110

| Parent2: 0111 101100000011101110 /\ Child2: 0111 000100001100000100

| ^ ^ )

(Check the routine FLIP(ind= 813159, flip\_place=13):

| Before\_flip: 0011000110100001100111 ==> After\_flip: 0011000100100001100111

| ^ ^ )

(Check the routine FLIP(ind=4060168, flip\_place=19):

| Before\_flip: 1111011111010000001000 ==> After\_flip: 1101011111010000001000

| ^ ^ )

(Check the routine FLIP(ind=2015470, flip\_place= 4):

```

| Before_flip: 0111101100000011101110 ==> After_flip: 0111101100000011111110
|
|           ^                               ^           )
2  1110001000111101101100  3706732  1.651262  2.649964  1.380827
3  1110001000110001101100  3705964  1.650713  2.650299  1.543338
9  1110001000101101011001  3705689  1.650516  2.650299  2.503086
10 1110001000101101101001  3705705  1.650527  2.650301  2.528122
11 1111001000111101011011  3968859  1.838750  2.725101  2.594279
14 1111001001110101101001  3972457  1.841323  2.773342  2.590566
16 1111001001111101011001  3972953  1.841678  2.779099  2.414793
17 1111001100110101011001  3984729  1.850101  2.850092  2.680887
22 1111001100110101101001  3984745  1.850112  2.850101  2.724118
23 1111001100110111101001  3984873  1.850204  2.850166  2.760757
27 1111001100111101101001  3985257  1.850479  2.850269  2.833693
29 1111001100111101101101  3985261  1.850482  2.850270  2.828703
30 1111001100111101111101  3985277  1.850493  2.850271  2.808124
32 1111001100111110111101  3985341  1.850539  2.850273  2.743597
40 1111001100111111001000  3985352  1.850547  2.850274  2.833087

```

xcspc60\_46%



## 4 We can evolutionarily search arithmetic expressions.

**References:**  
 J.R.Koza(1992), Genetic Programming: on the programming of computers by means of natural selection, MIT Press.

In this section, we see that we can evolutionarily search 2-dimensionally structured objects.

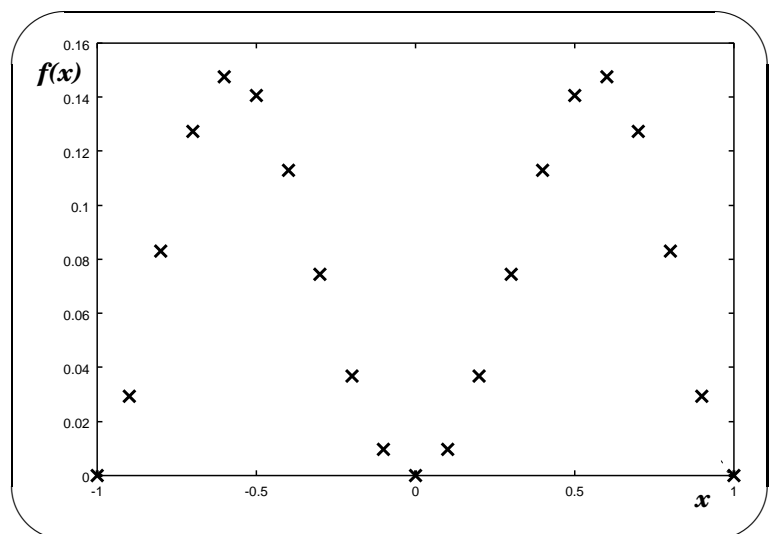
### 4-1 The Symbolic Regression Problem

Consider

#### A Symbolic Regression Problem:

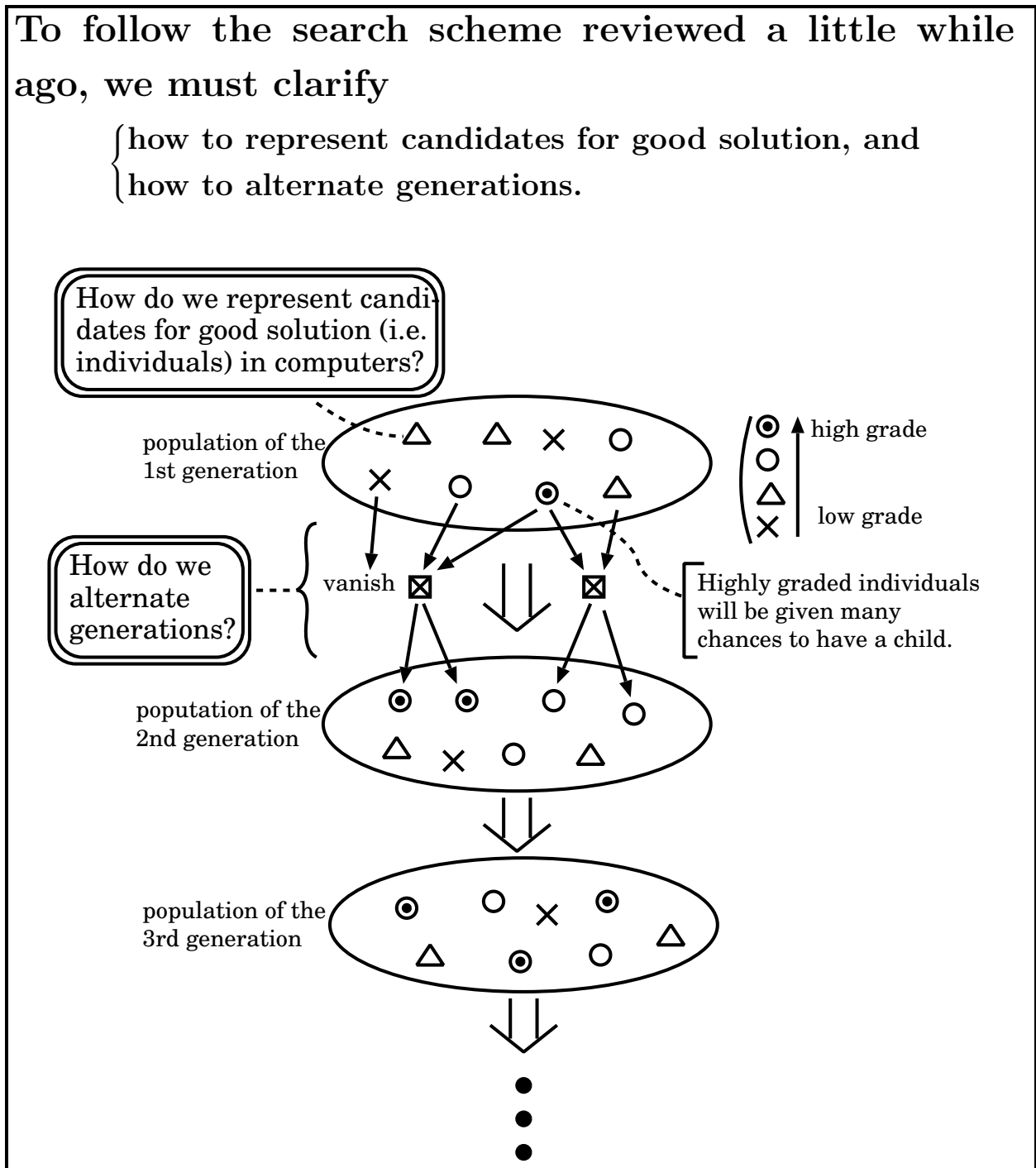
Find such a function  $f(x)$ , in symbolic form, that fits the following sample of input-output relations:

x	f(x)
-1.0	0.0
-0.9	0.029241
-0.8	0.082944
-0.7	0.127449
-0.6	0.147456
-0.5	0.140625
-0.4	0.112896
-0.3	0.074529
-0.2	0.036864
-0.1	0.009801
0.0	0.0
0.1	0.009801
0.2	0.036864
0.3	0.074529
0.4	0.112896
0.5	0.140625
0.6	0.147456
0.7	0.127449
0.8	0.082944
0.9	0.029241
1.0	0.0



## 4-2 How do we evolutionarily solve the symbolic regression problem?

We can proceed in the same manner as before; that is,



➡ About these issues, we mainly follow the scheme described in the Koza(1992)'s book.

### 4-3 A Method for Representing Candidates for Good Solution

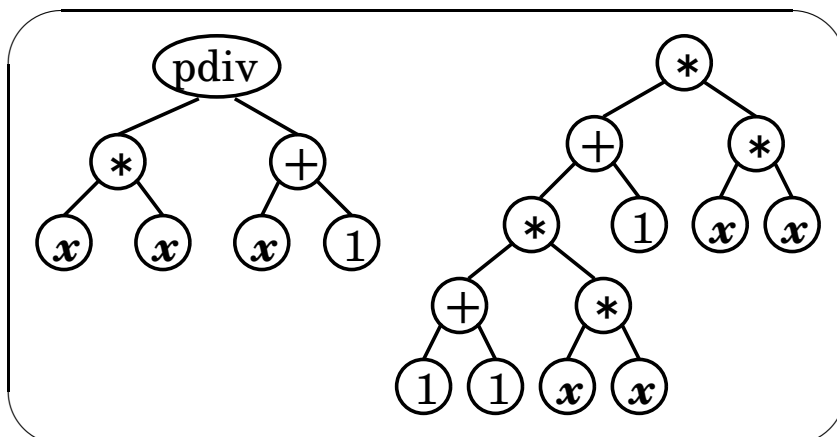
We are to find a function of variable  $x$  in symbolic form. So, we can consider many possible search points, e.g.  $\frac{x*x}{x+1}$ ,  $(2x^2 + 1) * x^2$ ,  $x \sin(10\pi x) + 1$ ,  $\exp(\log x + \sin x)$ , ... But to make the search steadily, we cannot help fixing the search space.

- ⇒ ● We fix the set  $F$  of possible primitive function (or operation) symbols to be  $\{+, -, *, \text{pdiv}, \text{if\_lte}\}$ , and fix the set  $T$  of possible primitive terminal symbols to be  $\{x, 1\}$ .

$$\text{pdiv}(a, b) = \begin{cases} 1 & \text{if } b = 0 \\ a/b & \text{otherwise} \end{cases}$$

$$\text{if\_lte}(a, b, c, d) = \begin{cases} c & \text{if } a \leq b \\ d & \text{otherwise} \end{cases}$$

- We consider an expression constructed from 4 arithmetic operations “+”, “-”, “\*”, “pdiv”, function “if\_lte”, variable name “x”, and constant name “1” as an individual. So, individuals have so-called “tree” structures, that spread 2 dimensionally.



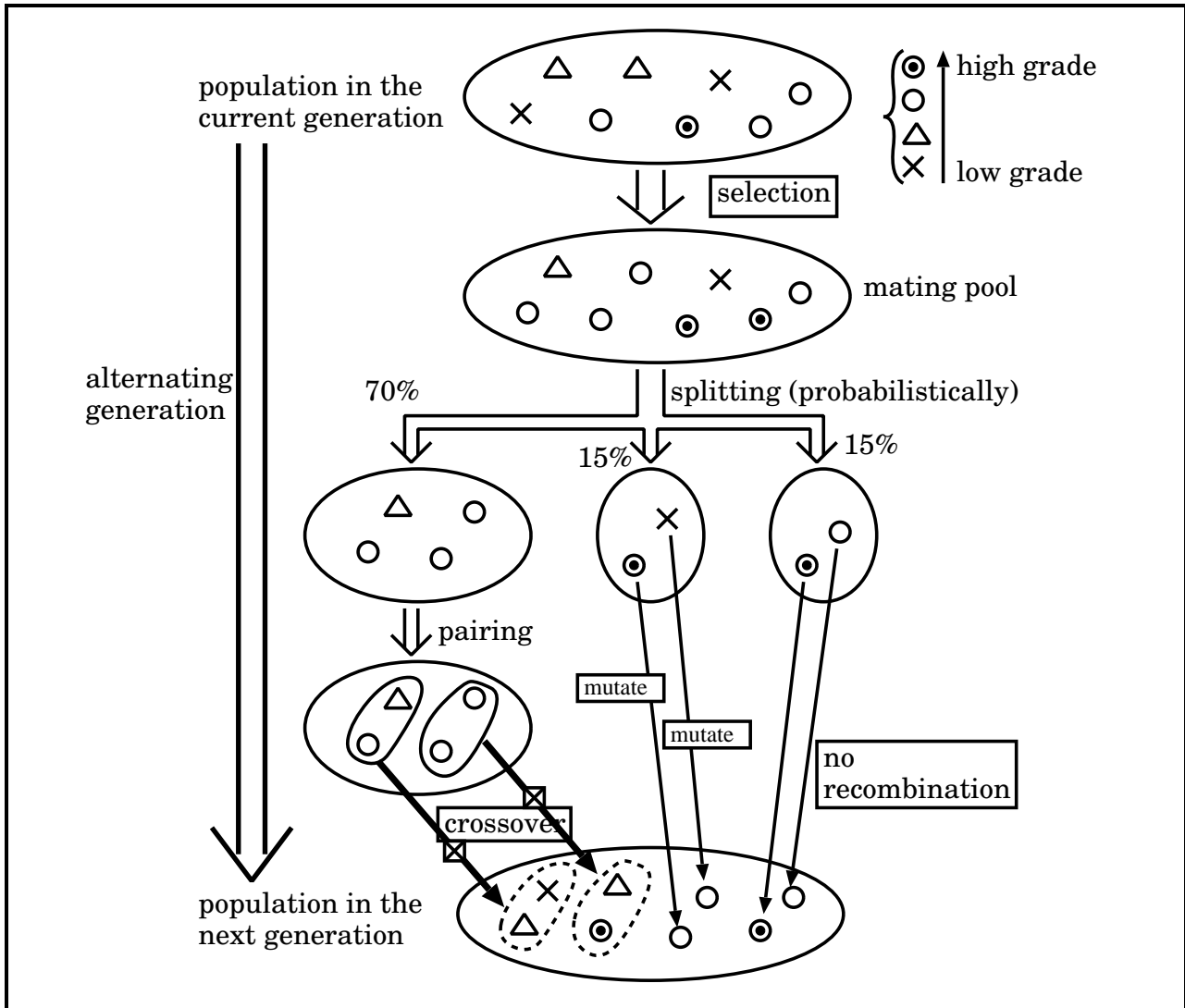
## **4-4** A Method for Creating Initial Individuals

For each integer  $k$  between 3 and 25 (called “size”), we randomly create an equal number of expressions that contains  $k$  primitive symbols.

- $\frac{\text{Popsize}}{23}$  expressions that contains 3 primitive symbols
  - $\frac{\text{Popsize}}{23}$  expressions that contains 4 primitive symbols
  - $\frac{\text{Popsize}}{23}$  expressions that contains 5 primitive symbols
  - .....
  - $\frac{\text{Popsize}}{23}$  expressions that contains 25 primitive symbols
- } Initial Population
- Trees with various shapes and labels are all given an equal probability to be created.

# 4-5 A Method for Alternating Generations

We alternate generations as follows:



Given a population of individuals in the current generation, we first select good individuals that are utilized to create new individuals.

For this selection operation, we need a measure of goodness of individuals, also called fitness.

### **Fitness**

Suppose that we are given a sample of input-output relations  $(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)$ .

Since we are to find a hypothetical function  $h(x)$  that fits the given sample relations as tightly as possible, we consider that

$$\text{the fitness of individual } h(x) = \frac{1}{n} \sum_{i=1}^n |h(x_i) - y_i|.$$

So in this problem, the smaller the fitness, the better the individual.

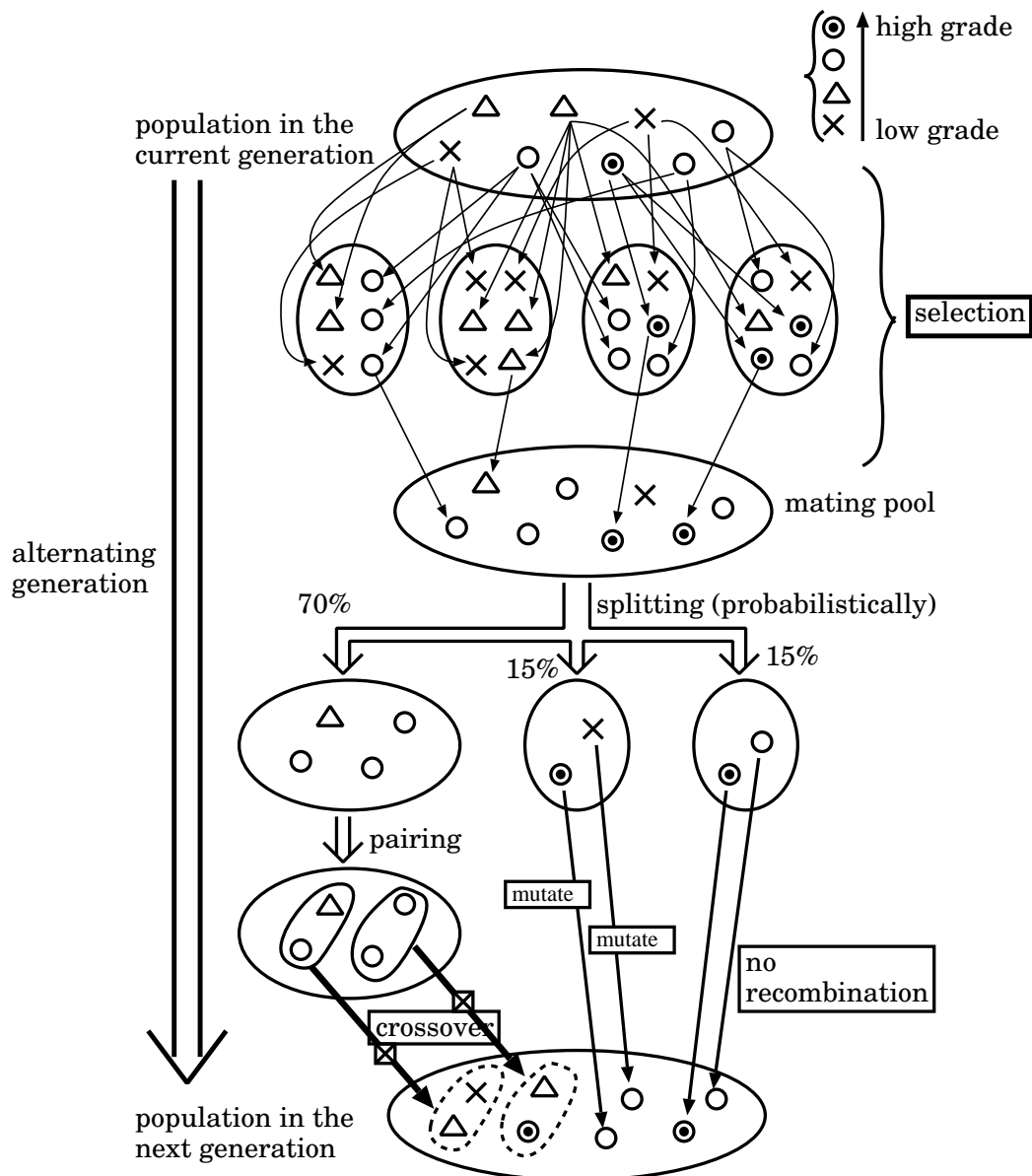
	target function	hypothetical function	
$x$	(unknown)	$h(x)$	error
$x_1$	$y_1$	$h(x_1)$	$ h(x_1) - y_1 $
$x_2$	$y_2$	$h(x_2)$	$ h(x_2) - y_2 $
$x_3$	$y_3$	$h(x_3)$	$ h(x_3) - y_3 $
...	...	...	.....
$x_n$	$y_n$	$h(x_n)$	$ h(x_n) - y_n $
			$\frac{1}{n} \sum_{i=1}^n  h(x_i) - y_i $
			(Average)

**Selection**

Based on the fitness, we also adopt the tournament selection scheme as in section **3** ; but we now fix the tournament size to be 6. So,

we repeat the following selection process so many times as is equal to the population size:

- (1) **Six** individuals are randomly drawn from the population with replacement.
- (2) The best of them is selected into the mating pool.

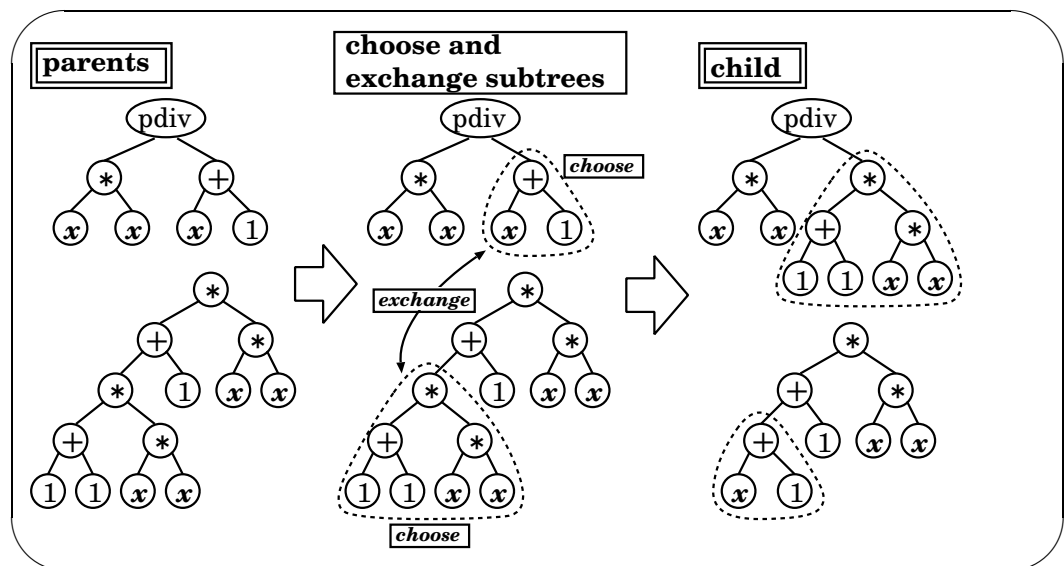


After the selection process, we next create new individuals from the selected individuals. Such creation operations are accomplished by imitating real animal's crossover and mutation events; so we also call such operations **crossover** and **mutation**, respectively.

### Crossover

Given two parent individuals, we perform the following operations:

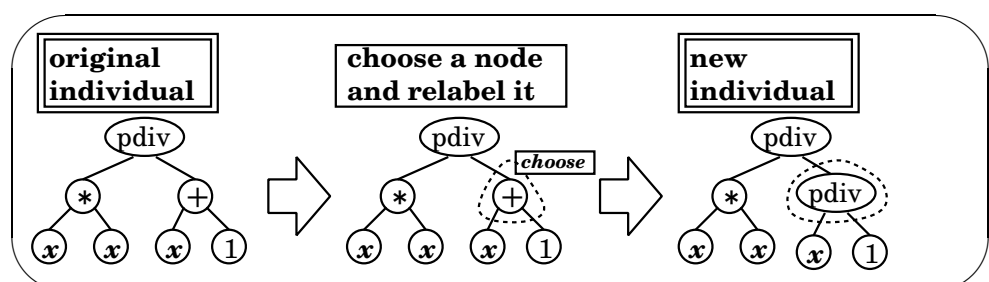
- (1) For each parent individual, choose one subtree randomly.
- (2) Exchange the two chosen subtrees.



### Mutation

Given an individual, we perform the following operations:

- (1) Choose a node randomly.
- (2) Reassign any possible function (or terminal) symbol to the chosen node.





## 4-6 Implementation in C-language

We now give a C program that implements the evolutionary search procedure described earlier.

Note: We use some terminologies with different meanings from those in section **3**; we now define

$$\text{Crossover\_rate} = \frac{\text{the number of new individuals by crossover}}{\text{population size}}$$

$$\text{Mutation\_rate} = \frac{\text{the number of new individuals by mutation}}{\text{population size}}$$

$$\text{Reproduction\_rate} = \frac{\text{the number of individuals that survives}}{\text{population size}}$$

```

/*****
/* PlainGPC/Reg-sample-run-2/main.c */
/*-----*/
/* This is a core part of programs that implements the following evolution-*/
/* ary computation for the symbolic regression problem: */
/* */
/* * Rough Sketch of the Computation: */
/* initialize all program modules */
/* (e.g. setting parameters, memory allocation, etc.); */
/* for (run=1; run<=num_runs ; run++) */
/* generate a population of individuals by the ramped uniform method;*/
/* calculate fitness for each individual; */
/* for (k=1; k<=max_gen; k++){ */
/* for (i=0; i<pop_size; ){ */
/* if ((rnd=pseudo_random_number_in_[0,1)) */
/* < branch_prob_crossover_func_pt && i<pop_size-1) { */
/* select two individuals by the tournament selection */
/* and copy those individuals to child[i] and child[i+1];*/
/* crossover child[i] and child[i+1] */
/* by exchanging any subtrees that have two or more nodes;*/
/* i+=2; */
/* }else if (rnd < branch_prob_crossover && i<pop_size-1){ */
/* select two individuals by the tournament selection */
/* and copy those individuals to child[i] and child[i+1];*/
/* crossover child[i] and child[i+1] */
/* by exchanging any subtrees; */
/* i+=2; */
/* }else if (rnd < branch_prob_crossover_or_mutation) { */

```

```

/*          select one individual by the tournament selection          */
/*          and copy this individual to child[i];                    */
/*          mutate child[i] by relabeling any node randomly;        */
/*          ++i;                                                     */
/*      }else {                                                      */
/*          select one individual by the tournament selection        */
/*          and copy this individual to child[i];                    */
/*          ++i;                                                     */
/*      }                                                            */
/*  }                                                                */
/*          { At this point, the new population                       */
/*            of individuals has been completed.}                    */
/*      alternate the generation by deleting the current-generation */
/*            individuals and supposing the newly-generated individuals */
/*            to be the current ones;                                */
/*      calculate fitness for each new (current) individuals;        */
/*      calculate and record the best fitness, the average fitness,  */
/*            the hit number of the best individual, etc.            */
/*            on the new population;                                  */
/*      if (the best fitness < epsilon)                               */
/*          break;                                                    */
/*  }                                                                */
/*      record a summary about (run)-th run;                          */
/*  }                                                                */
/*      generate a text file that records how the computation proceeds; */
/*  */
/* * Target Function:                                               */
/*     We only consider unary functions; for example,              */
/*     f1(x)=x*x/2, f2(x)=x^2+4*x+3, .....                          */
/*  */
/* * We use expressions constructed from                             | */
/*     5 function symbols                                          | */
/*     +, -, *, /,if-less-than-or-equal                            | ==> */
/*     and 2 or 3 terminal symbols                                  | Read also the module*/
/*     x, 1 (, some ephemeral-random-constants)                  | "../REGRESSION/ */
/*     as individuals to represent search points.                  | fitness_linked_1.c."*/
/*  */
/* * We represent individuals by the "Linked"                       | */
/*     data structure.                                             | */
/*  */
/* * We adopt the tournament selection scheme with default tournament */
/*     size 6.                                                     */
/*  */
/* * We adopt the point mutation that chooses any node in a given tree */
/*     and relabels it randomly.                                   */
/*  */
/*****

#include <stdio.h>
#include <stdlib.h>
#include "lib.h"

#define MAX_ARITY 4
#include "linked.h"
#include "reg_linked.h"

/*-----*/
double target_function(double x); /* We assume that the target function */

```

```

                                /* has this function name and type.  */
                                /*-----*/
static void initialize_all_modules(void);

/* Alias Names for Parameters that Control Runs */
#define  RANDOM_SEED              Param.random_seed

#define  NUM_RUNS                 Param.num_runs
#define  MAX_GENERATION          Param.max_generation
#define  POP_SIZE                 Param.pop_size

#define  CROSSOVER_RATE_FUNC_PT   Param.crossover_rate_func_pt
#define  CROSSOVER_RATE_ANY_PT   Param.crossover_rate_any_pt
#define  REPRODUCTION_RATE        Param.reproduction_rate
#define  MUTATION_RATE            Param.mutation_rate

                                /*-----*/
static GP_parameters Param;      /* A table of parameters          */
static char Report_file[100];    /* The name of the report file   */
                                /* will be recorded in this array. */
                                /*-----*/
static Boolean Best_individual_needed;
                                /*-----*/
                                /* A variable that records whether the program outputs */
                                /* all best-of-run individuals to the report file.   */
                                /*-----*/
static Boolean Observe_with_display;
                                /*-----*/
                                /* A variable that records whether the program opens a */
                                /* window for observing the progress of the search.   */
                                /*-----*/

/*-----*/
/* A List of Parameter Variables that are Specially Used */
/* in the Symbolic Regression Problem                      */
/*-----*/
#ifdef NUM_FITNESS_CASES          /* We can set these parameter*/
    static int  Num_fitness_cases = NUM_FITNESS_CASES; /* variables by specifying */
#else                             /* the corresponding macros */
    static int  Num_fitness_cases = 21;                /* in the makefile or the */
#endif                             /* command line.          */
#ifdef VAR_LOWER_LIMIT           /*-----*/
    static float Var_lower_limit  = VAR_LOWER_LIMIT;
#else
    static float Var_lower_limit  = -1.0;
#endif
#ifdef VAR_UPPER_LIMIT
    static float Var_upper_limit  = VAR_UPPER_LIMIT;
#else
    static float Var_upper_limit  = 1.0;
#endif
#ifdef MAX_ERROR_FOR_HIT
    static float Max_error_for_hit = MAX_ERROR_FOR_HIT;
                                /*-----*/
                                /* We will use this parameter variable when we      */

```

```

        /* decide whether an individual fit a fitness case. */
        /*-----*/
#else
    static float Max_error_for_hit = 0.01;
#endif
static Boolean Smaller_fitness_is_better = TRUE;

/*-----*/
/* Core Variables for Proceeding an Evolutionary Computation */
/*-----*/
static Tree    *Individual;
static float   *Raw_fitness;
static int     *Num_of_hits;
static int     *Ind_size;
static int     *Ind_height;
static int     Best_of_gen_ind_num;
static float   Current_ave_fitness;
static float   Current_ave_size;
static float   Current_ave_height;

static Tree    *Next_individual;

static int     *Arity_table;
static int     Num_func;
static int     Num_terminals;

/*-----*/
/* Variables for Recording the Progress of GP Runs */
/*-----*/
static Tree    *Best_of_run_individual; /* A storage for recording */
                                           /* best-of-run individuals */
                                           /*-----*/
static float   *Best_of_run_raw_fitness;
                                           /*-----*/
static int     Best_so_far_run; /* A variable for recording the */
                                           /* run number that gives the best*/
                                           /* individual among all runs */
                                           /*-----*/
static char    *Comment_on_overall_runs;

/*-----*/
/* A main routine that proceeds an evolutionay computation */
/*-----*/
/* (the format of parameter specification in the command line) : */
/* We assume that parameters will be specified in the command line */
/* as follows: */
/*     format      :      comments */
/*     -param filename or -p filename: */
/*         This declares that a detailed specification of */
/*         GP-parameters will be found in the file "filename."*/
/*         A specification of parameter in the command line */
/*         will be prior to one in this file. */
/*     -report filename or -r filename : */
/*         This declares that the progress of the computation */
/*         (e.g. how the best fitness varies with generation, */

```

```

/*          how the average fitness varies with generation, the*/
/*          best individual, the average progress of runs, etc.)*/
/*          should be output to the file "filename."          */
/*          If this specification is missing, the default file */
/*          name "report_file.default" is assume.            */
/*          If the file name "stdout" is specified, then all */
/*          the record will be output to the standard out file.*/
/*  -best_ind_needed  or  -b  :                               */
/*          This declares that all the best-of-run individuals */
/*          should be output to the file specified by the      */
/*          format "-report filename" (or the file            */
/*          "report_file.default").                            */
/*  -seed integer    or  -s integer :                         */
/*          This declares that the initial value of the random */
/*          seed should be set to "integer."                  */
/*  -no_observe     or  -n  :                               */
/*          This declares that the program should not open any */
/*          window for observing the progress of the computation.*/
/*  -popsize integer :                                     */
/*          This declares that the population size should be   */
/*          set to "integer."                                 */
/*  -max_gen integer :                                     */
/*          This declares that the maximum number of generation*/
/*          should be set to "integer."                       */
/*  -num_runs integer :                                   */
/*          This declares that the number of runs should be   */
/*          set to "integer."                                 */
/*  -help  or  -h  or  -H :                               */
/*          If this is specified, the program will not proceed */
/*          the GP run, but give an information about how to   */
/*          specify command line options.                     */
/*-----*/
/* (the format of the file to specify parameters) :          */
/* We assume that parameters will be specified in the file as follows: */
/* * Every line that begins with the character "#" will be treated as */
/* a comment line.                                           */
/* * Lines that specifies parameters should have one of the following */
/* forms, where the blank characters may be inserted in any place.  */
/* (Any order of parameters is possible.)                    */
/*                                                              default value */
/*                                                              ↓ */
/*  num_runs = any positive integer                          1 */
/*  pop_size = any positive integer                          500 */
/*  max_generation = any positive integer                     50 */
/*  random_seed = any nonnegative integer                    1 */
/*  allow_ephe_ran_const = yes or no                          no */
/*  min_ephe_ran_const = any real number                      0.0 */
/*  max_ephe_ran_const = any real number                      1.0 */
/*  restrict_num_ephe_ran_const = yes or no                  no */
/*  num_ephe_ran_const = any positive integer                 100 */
/*  max_height_of_initial_tree = any integer >=2             6 */
/*  max_height_after_crossover = any positive integer        17 */
/*  max_height_of_replacement_subtree = any positive integer  4 */
/*  min_size_of_initial_tree = any positive integer           3 */
/*  max_size_of_initial_tree = any positive integer           25 */
/*  thinning_rate_for_larger_ind = any real number in [0,1]  0.21

```

```

/*      tournament_size = any positive integer          6 */
/*      control_param_adj_fit = any nonnegative real number  1.0 */
/*      crossover_rate_func_pt = any real number in [0,1]    0.20 */
/*      crossover_rate_any_pt = any real number in [0,1]    0.50 */
/*      reproduction_rate = any real number in [0,1]       0.15 */
/*      mutation_rate = any real number in [0,1]           0.15 */
/*      report_file = any file name          report_file.default */
/*      best_individual_needed = yes or no          no */
/*      observe_with_display = yes or no          yes */
/*      * Any character that occurs after 100-th column is treated as a */
/*      part of a comment.                                          */
/*      * If two or more specification appear in one line, the second and */
/*      the later ones will be ignored.                            */
/* Remark: About the choice of random_generation_method,          */
/* ~~~~~~ initial_pop_creation_method and selection_method, this */
/*          routine knows by directly hearing from running modules. */
/*-----*/
main(int argc, char *argv[])
{
    int    i, num_ephe_ran_const, run, generation, best_ind_num,
           sum_of_size, sum_of_height;
    float  best_so_far_fitness, sum_of_raw_fitness, sum_of_rate, fraction,
           branch_prob_crossover_func_pt, branch_prob_crossover,
           branch_prob_crossover_or_mutation;
    Tree   best_so_far_individual, *temp;
    FILE   *report_fp, *gnuplot_data_fp;
    char   function_name[50];

    get_parameters(argc, argv,          /*-----*/
                  &Param,             /* read in values of parameters */
                  Report_file,         /*-----*/
                  &Best_individual_needed,
                  &Observe_with_display);

           /* check whether the parameters CROSSOVER_RATE_FUNC_PT */
           /* etc. is consistently specified.                      */
sum_of_rate = CROSSOVER_RATE_FUNC_PT + CROSSOVER_RATE_ANY_PT
            + REPRODUCTION_RATE + MUTATION_RATE;
if (sum_of_rate<0.9999 || 1.0001<sum_of_rate) {
    printf("Error: The parameter file specified\n"
          "      crossover_rate_func_pt = %e,\n"
          "      crossover_rate_any_pt  = %e,\n"
          "      reproduction_rate      = %e and\n"
          "      mutation_rate            = %e;\n"
          "      so crossover_rate_func_pt + crossover_rate_any_pt + "
          "reproduction_rate != 1.0, a curious setting.\n",
          CROSSOVER_RATE_FUNC_PT, CROSSOVER_RATE_ANY_PT,
          REPRODUCTION_RATE, MUTATION_RATE);
    exit(1);
}

#ifdef SMALL
POP_SIZE = 10;
MAX_GENERATION = 2;
Param.max_height_of_initial_tree = 4;
printf("-----\n"

```

```

        "To see how the program behaves,"
        "three GP parameters are changed as follows:\n"
        "    pop_size                = %d,\n"
        "    max_generation            = %d,\n"
        "    min_size_of_initial_tree   = %d,\n"
        "    max_size_of_initial_tree   = %d;\n"
        "then the execution trace are reported.\n\n",
        POP_SIZE, MAX_GENERATION,
        Param.min_size_of_initial_tree,
        Param.max_size_of_initial_tree);
    #endif

        /*-----*/
initialize_all_modules(); /* initialize all modules (e.g. informing */
                          /* parameter values to related modules, */
                          /* memory allocation, initialization of */
                          /* local variables) */
                          /*-----*/

branch_prob_crossover_func_pt
    = CROSSOVER_RATE_FUNC_PT
      / (2.0 - CROSSOVER_RATE_FUNC_PT - CROSSOVER_RATE_ANY_PT);
branch_prob_crossover
    = (CROSSOVER_RATE_FUNC_PT + CROSSOVER_RATE_ANY_PT)
      / (2.0 - CROSSOVER_RATE_FUNC_PT - CROSSOVER_RATE_ANY_PT);
branch_prob_crossover_or_mutation
    = (CROSSOVER_RATE_FUNC_PT + CROSSOVER_RATE_ANY_PT + 2.0*MUTATION_RATE)
      / (2.0 - CROSSOVER_RATE_FUNC_PT - CROSSOVER_RATE_ANY_PT);

/*-----*/
/*  repeat GP runs  */
/*-----*/
for (run=0; run<NUM_RUNS; run++) {
    #if defined(TRACEIND) || defined(TRACEFIT) || defined(TRACESEL) \
        || defined(TRACECROSS) || defined(TRACEMUT) \
        || defined(TRACERESULT) || defined(TRACEALL)
    printf("\n\n"
        "*****\n"
        "*    Run (%d)\n"
        "*****\n",
        run);
    #endif
    num_ephe_ran_const = create_initial_pop_ramped_uniform(Individual, POP_SIZE);
    create_terminal_value_table(num_ephe_ran_const);
    initialize_more_on_mutation_point(num_ephe_ran_const);

    for (generation=0; ; generation++) {
        #if defined(TRACEIND) || defined(TRACEFIT) || defined(TRACESEL) \
            || defined(TRACECROSS) || defined(TRACEMUT) \
            || defined(TRACERESULT) || defined(TRACEALL)
        printf("\n"
            "=====\n"
            "    Generation %d\n"
            "=====\n",
            generation);
        #endif
    }
}

/*-----*/

```

```

/* recognize the current state of the search */
/*-----*/
for (i=0; i<POP_SIZE; i++) {
    #if defined	TRACEIND || defined	TRACEALL /*-----*/
    printf("Individual[%d]:\n", i);           /* display all individuals*/
                                           /* and their fitnesses */
                                           /*-----*/

    print_an_individual_linked(stdout, Individual[i]);
    #endif
    calculate_fitness_and_hits_linked(Individual[i], &Raw_fitness[i],
                                     &Num_of_hits[i]);

    Ind_size[i] = num_of_nodes(Individual[i]);
    Ind_height[i] = height(Individual[i]);
    #if defined	TRACEIND || defined	TRACEALL
    printf(" ==> fitness      = %e\n"
           "      num_of_hits   = %d\n"
           "      num_of_nodes    = %d\n"
           "      num_of_func_nodes = %d\n"
           "      height          = %d\n"
           "\n-----\n",
           Raw_fitness[i], Num_of_hits[i],
           Ind_size[i],
           num_of_function_nodes(Individual[i]),
           Ind_height[i]);
    #endif
}

/*-----*/
best_ind_num = 0; /* the best individual, the */
sum_of_raw_fitness = Raw_fitness[0]; /* average fitness, the average */
sum_of_size = Ind_size[0]; /* size, and the average height */
sum_of_height = Ind_height[0]; /* in the current generation */
for (i=1; i<POP_SIZE; i++) { /*-----*/
    if (Raw_fitness[i] < Raw_fitness[best_ind_num])
        best_ind_num = i;
    sum_of_raw_fitness += Raw_fitness[i];
    sum_of_size += Ind_size[i];
    sum_of_height += Ind_height[i];
}
Best_of_gen_ind_num = best_ind_num;
Current_ave_fitness = sum_of_raw_fitness/POP_SIZE;
Current_ave_size = (float) sum_of_size/POP_SIZE;
Current_ave_height = (float) sum_of_height/POP_SIZE;
record_the_current_degree_of_evolution( /*-----*/
    Raw_fitness[Best_of_gen_ind_num], /* report to */
    Num_of_hits[Best_of_gen_ind_num], /* the module */
    Current_ave_fitness, /*"observe_run"*/
    Current_ave_size, /*-----*/
    Current_ave_height);

/*-----*/
/* renew the best-so-far individual */
/* and the best-so-far fitness */
if (generation==0) { /*-----*/
    best_so_far_fitness = Raw_fitness[Best_of_gen_ind_num];
    best_so_far_individual = copy_tree(Individual[Best_of_gen_ind_num]);
} else if (Raw_fitness[Best_of_gen_ind_num]<best_so_far_fitness) {

```



```

    best_so_far_fitness = Raw_fitness[Best_of_gen_ind_num];
    free_tree(best_so_far_individual);
    best_so_far_individual = copy_tree(Individual[Best_of_gen_ind_num]);
}

/*-----*/
/* decide wether the search should be terminated */
/*-----*/
if (Num_of_hits[Best_of_gen_ind_num]==Num_fitness_cases
    || generation >= MAX_GENERATION)
    break;

/*-----*/
/* alternate generation */
/*-----*/
for (i=0; i<POP_SIZE; i++)
                                /*-----*/
                                /* selection */
                                /*-----*/
    Next_individual[i] = copy_tree(Individual[select_min_by_tournament(Raw_fitness)]);
    #if defined	TRACEIND || defined	TRACEFIT || defined	TRACESEL \
        || defined	TRACECROSS || defined	TRACEMUT || defined	TRACEALL)
    printf("-----\n\n");
    #endif

for (i=0; i<POP_SIZE; ) {
                                /*-----*/
                                /* perform one operation */
                                /* among crossover, mutation and reproduction */
                                /*-----*/
    fraction = rand_float();
    if (fraction < branch_prob_crossover_func_pt && i<POP_SIZE-1) {
                                /*-----*/
                                /* exchange any subtrees that */
                                /* have two or more nodes */
                                /*-----*/
        #if defined	TRACECROSS || defined	TRACEALL)
        printf("***** Next_individual[%d] and Next_individual[%d]"
            " are mated. *****\n"
            " ==> crossover_at_func_point\n"
            , i, i+1);
        #endif
        crossover_at_func_point(&Next_individual[i], &Next_individual[i+1]);
        i += 2;
    }else if (fraction < branch_prob_crossover && i<POP_SIZE-1) {
                                /*-----*/
                                /* exchange any subtrees */
                                /*-----*/
        #if defined	TRACECROSS || defined	TRACEALL)
        printf("***** Next_individual[%d] and Next_individual[%d]"
            " are mated. *****\n"
            " ==> crossover_at_any_point\n"
            , i, i+1);
        #endif
        crossover_at_any_point(&Next_individual[i], &Next_individual[i+1]);
        i += 2;
    }
}

```

```

}else if (fraction < branch_prob_crossover_or_mutation) {
    /*-----*/
    /* mutate */
    /*-----*/
    #if defined(TRACEMUT) || defined(TRACEALL)
    printf("***** Next_individual[%d] is mutated."
        "(mutation_point) *****\n", i);
    #endif
    mutation_point(&Next_individual[i]);
    ++i;
}else {
    /*-----*/
    /* reproduce */
    /*-----*/
    #if defined(TRACEMUT) || defined(TRACEALL)
    printf("***** Next_individual[%d] is reproduced. *****\n", i);
    #endif
    ++i;
}
}

/*-----*/
/* alternate generation */
/*-----*/
for (i=0; i<POP_SIZE; i++)
    free_tree(Individual[i]);
temp = Individual;
Individual = Next_individual;
Next_individual = temp;
#if defined(TRACEIND) || defined(TRACEFIT) || defined(TRACESEL) \
    || defined(TRACECROSS) || defined(TRACEMUT) || defined(TRACEALL)
printf("\n\n***** Each Individual[i] is replaced by"
    " Next_individual[i]. *****\n\n");
#endif
}

/*-----*/
/* post-processing after a run */
/*-----*/
for (i=0; i<POP_SIZE; i++)
    free_tree(Individual[i]);
Best_of_run_individual[run] = best_so_far_individual;
Best_of_run_raw_fitness[run] = best_so_far_fitness;
if (best_so_far_fitness < Best_of_run_raw_fitness[Best_so_far_run])
    Best_so_far_run = run; /*-----*/
post_processing_after_a_run(); /* report to the module "observe_run" */
} /*-----*/

/*-----*/
/* generate a text file that records how the GP runs proceed */
/*-----*/
print_the_target_function(function_name); /*-----*/
sprintf(Comment_on_overall_runs, /* A storage of 500 byte */
    "### Problem ###\n\n" /* is available now. */
    "Symbolic Regression (Target: %s)\n" /* ==>Notice that the */
    "Num_fitness_cases = %d\n" /* comment should be */
    "Var_lower_limit = %e\n" /* shorter than 500 byte.*/
    "Var_upper_limit = %e\n\n" /*-----*/
    "### Additional Parameters ###\n\n"
    "Max_error_for_hit = %e\n");

```

```

        "mutaion_method    = point mutation\n",
        function_name, Num_fitness_cases,
        Var_lower_limit, Var_upper_limit,
        Max_error_for_hit);
report_on_runs(Report_file, Comment_on_overall_runs, NULL);

/*-----*/
/* output the best individual */
/*-----*/
if (strcmp(Report_file, "stdout") == 0) {
    report_fp = stdout;
}else if ((report_fp=fopen(Report_file, "a")) == NULL) {
    printf("Error: The report file \"%s\" cannot be opened. (Append)\n"
        "==> Execution was aborted.\n", Report_file);
    exit(1);
}
fprintf(report_fp,
        "#####\n"
        "# Best Individual(s) #\n"
        "#####\n\n"
        "### Best of Overall Runs ###\n"
        "(Raw Fitness = %e)\n",
        Best_of_run_raw_fitness[Best_so_far_run]);
print_an_individual_linked(report_fp,
        Best_of_run_individual[Best_so_far_run]);
if (Best_individual_needed)
    for (run=0; run<NUM_RUNS; run++) {
        fprintf(report_fp,
            "\n### Best of %d-th run ###\n"
            "(Raw Fitness = %e)\n",
            run, Best_of_run_raw_fitness[run]);
        print_an_individual_linked(report_fp, Best_of_run_individual[run]);
    }

if (strcmp(Report_file, "stdout") != 0)
    fclose(report_fp);
}

/*-----*/
/* a function "initialize_all_modules" */
/* that initialize all modules (e.g. informing parameter values to */
/* related modules, memory allocation, initialization of local variables)*/
/*-----*/
/* (parameters) num_fitness_cases : thenumber of fitness case */
/* var_lower_limit : the lower bound of variable of the */
/* target function, which is used when */
/* fitness cases are generated */
/* var_upper_limit : the upper bound of variable of the */
/* target function, which is used when */
/* fitness cases are generated */
/*-----*/
static void initialize_all_modules(void)
{
    int i;

```

```

get_symbol_information(&Arity_table, &Num_func, &Num_terminals);

/*-----*/
/* initialize other program modules */
/*-----*/
initialize_create_initial_pop_ramped_uniform(Arity_table,
                                             Num_func, Num_terminals,
                                             Param.min_size_of_initial_tree,
                                             Param.max_size_of_initial_tree,
                                             Param.allow_ephe_ran_const,
                                             Param.restrict_num_ephe_ran_const,
                                             Param.num_ephe_ran_const);
initialize_fitness_linked_1(Param.max_ephe_ran_const,
                           Param.min_ephe_ran_const, /*-----*/
                           Num_fitness_cases, /* The target function*/
                           target_function, /* and the related */
                           Var_lower_limit, /* parameters specified*/
                           Var_upper_limit, /* by external static */
                           Max_error_for_hit); /* variables will be */
                                               /* informed. */
                                               /*-----*/

initialize_crossover(Param.max_height_after_crossover);
initialize_mutation_point(MAX_ARITY, Arity_table,
                          Num_func, Num_terminals);
initialize_observe_runs(&Param,
                       Smaller_fitness_is_better,
                       Observe_with_display);
initialize_tournament_selection(Param.pop_size, Param.tournament_size);
initialize_randomizer(Param.random_seed);

/*-----*/
/* initialize this module "main.c" */
/*-----*/
Individual      = (Tree *) malloc(sizeof(Tree)*POP_SIZE);
Raw_fitness     = (float *) malloc(sizeof(float)*POP_SIZE);
Num_of_hits     = (int *) malloc(sizeof(int)*POP_SIZE);
Ind_size       = (int *) malloc(sizeof(int)*POP_SIZE);
Ind_height     = (int *) malloc(sizeof(int)*POP_SIZE);
Next_individual = (Tree *) malloc(sizeof(Tree)*POP_SIZE);
Best_of_run_individual = (Tree *) malloc(sizeof(Tree)*NUM_RUNS);
Best_of_run_raw_fitness = (float *) malloc(sizeof(float)*NUM_RUNS);
Comment_on_overall_runs = (char *) malloc(sizeof(char)*500);
}

```

We omit to display all other program modules.

## 4-7 Tracing a Run with Small Population Size

By activating all lines for debugging, we can make the program in section 4-6 verbose, and so observe how the program works in detail:

```
[motoki@x205a]$ make sym_reg3 "CC=gcc -DSMALL -DTRACERESULT -DTRACEIND \
-DTRACESEL -DTRACECROSS -DTRACEMUT"
    compile related source codes and link them
```

We omit to display some lines written by "make" command.

```
[motoki@x205a]$ i386_arity4/sym_reg3
    invoke the executable code "sym_reg3"
```

GP parameters are set as follows:

```
-----
num_runs          = 1
pop_size          = 500
max_generation    = 50
random_seed       = 1
random_generation_method = randomizer mt by matsumoto & nishimura
allow_ephe_ran_const = no
min_ephe_ran_const = 0.000000e+00
max_ephe_ran_const = 1.000000e+00
restrict_num_ephe_ran_const = no
num_ephe_ran_const = 100
max_height_of_initial_tree = 6
max_height_after_crossover = 17
max_height_of_replacement_subtree = 4
initial_pop_creation_method = ramped uniform
min_size_of_initial_tree = 3
max_size_of_initial_tree = 25
thinning_rate_for_larger_ind = 0.210000
selection_method = tournament selection
tournament_size = 6
control_param_for_adj_fit = 1
crossover_rate_func_pt = 0.200000
crossover_rate_any_pt = 0.500000
reproduction_rate = 0.150000
mutation_rate = 0.150000
Report_file = report_file.default
Best_individual_needed = no
Observe_with_display = yes
-----
```

To see how the program behaves, three GP parameters are changed as follows:

```
pop_size          = 10,
max_generation    = 2,
min_size_of_initial_tree = 3,
```

```

max_size_of_initial_tree = 25;
then the execution trace are reported.

```

```

-----
Target function is f(x) = x^6 - 2*x^4 + x^2.
==> Fitness cases are generated as follows:

```

x	f(x)
-1.000000e+00	0.000000e+00
-9.000000e-01	2.924101e-02
-8.000000e-01	8.294399e-02
-7.000000e-01	1.274490e-01
-6.000000e-01	1.474560e-01
-5.000000e-01	1.406250e-01
-4.000000e-01	1.128960e-01
-3.000000e-01	7.452901e-02
-2.000000e-01	3.686400e-02
-1.000000e-01	9.801000e-03
0.000000e+00	0.000000e+00
1.000000e-01	9.801000e-03
2.000000e-01	3.686400e-02
3.000000e-01	7.452901e-02
4.000000e-01	1.128960e-01
5.000000e-01	1.406250e-01
6.000000e-01	1.474560e-01
7.000000e-01	1.274490e-01
8.000000e-01	8.294399e-02
9.000000e-01	2.924101e-02
1.000000e+00	0.000000e+00

```

-----
From a given arity table, the following Table_of_possible_functions is obtained:

```

```

Table_of_possible_functions[0] = {}
Table_of_possible_functions[1] = {}
Table_of_possible_functions[2] = { 0 1 2 3 }
Table_of_possible_functions[3] = {}
Table_of_possible_functions[4] = { 4 }

```

```

*****

```

```

*   Run (0)

```

```

*****

```

```

=====
Generation 0
=====

```

```

Individual[0]:

```

```

pdiv(1,
  -(1,
    -(x,
      +(pdiv(1,
        +(pdiv(1,
          *(x,
            -(1,
              *(1,
                1 ) ) ) ) ),
          x ) ),
      +(1,

```

Here are individuals in  
the current generation.

```

1 ) ) ) ) )
==> fitness      = 1.778540e-01
    num_of_hits   = 0
    num_of_nodes  = 23
    num_of_func_nodes = 11
    height        = 10

```

-----

Individual[1]:

```

+(*(-1,
  -(-1,
    *(x,
      *(1,
        +(x,
          x ) ) ),
        1 ) ),
    x ) ),
  x ) ),
1 )
==> fitness      = 1.294114e+00
    num_of_hits   = 1
    num_of_nodes  = 19
    num_of_func_nodes = 9
    height        = 9

```

-----

Individual[2]:

```

iflte(pdiv(-*(x,
  pdiv(x,
    -(1,
      pdiv(x,
        *(1,
          -(1,
            1 ) ) ) ) ) ),
    x ),
  x ),
  x,
  1,
  x )
==> fitness      = 7.380952e-01
    num_of_hits   = 1
    num_of_nodes  = 21
    num_of_func_nodes = 9
    height        = 9

```

-----

Individual[3]:

```

+(x,
  iflte(+ (x,
    1 ),
    iflte(1,
      +(1,
        +(x,
          1 ) ),
      iflte(x,
        1,

```

```

                x,
                1 ) ),
            +(x,
              1 ) ) ),
        1,
        x ) )
==> fitness      = 1.047619e+00
    num_of_hits   = 1
    num_of_nodes  = 23
    num_of_func_nodes = 8
    height        = 5

```

-----

Individual[4]:

```

+(pdiv(1,
      1 ) ),
  x )
==> fitness      = 9.274472e-01
    num_of_hits   = 1
    num_of_nodes  = 5
    num_of_func_nodes = 2
    height        = 2

```

-----

Individual[5]:

```

iflte(x,
      *(1,
        -(+(--(1,
              x ) ),
          +(x,
            1 ) ) ),
        1 ) ),
      pdiv(x,
            --(1,
              1 ) ),
            x ) ) ) ),
  x,
  -(1,
    x ) )
==> fitness      = 3.904762e-01
    num_of_hits   = 2
    num_of_nodes  = 25
    num_of_func_nodes = 11
    height        = 6

```

-----

Individual[6]:

```

-(pdiv(+ (1,
          +(*(* (x,
                *(+ (1,
                    1 ) ),
                  1 ) ) ),
          pdiv(1,
                1 ) ) ),
  x ) ) ),
+(x,
  1 ) ) ),

```



```

x )
==> fitness          = 2.047754e+00
    num_of_hits      = 0
    num_of_nodes     = 21
    num_of_func_nodes = 10
    height           = 8

```

-----

Individual[7]:

```

pdiv(pdiv(x,
          pdiv(-(x,
                iflte(-(x,
                       x ),
                      x,
                      1,
                      x ) ),
                    1 ) ),
    pdiv(-(+(x,
            1 ),
          1 ),
        -(x,
          1 ) ) )
==> fitness          = 2.322194e+00
    num_of_hits      = 0
    num_of_nodes     = 23
    num_of_func_nodes = 10
    height           = 6

```

-----

Individual[8]:

```

-(pdiv(1,
       x ),
 +(*(-(x,
      x ),
    pdiv(-(1,
          x ),
          x ) ),
  1 ) )
==> fitness          = 2.789494e+00
    num_of_hits      = 2
    num_of_nodes     = 15
    num_of_func_nodes = 7
    height           = 5

```

-----

Individual[9]:

```

*(-(1,
    1 ),
 +(x,
  +(1,
    1 ) ) )
==> fitness          = 7.255287e-02
    num_of_hits      = 5
    num_of_nodes     = 9
    num_of_func_nodes = 4
    height           = 3

```

-----  
 0-th Generation of 0-th Run:

```

===> Best_of_gen_fitness      = 7.255287e-02
      Hits_num_of_best_of_gen ind. = 5
      Ave_of_gen_fitness      = 1.180760e+00
      Ave_of_gen_size         = 1.840000e+01
      Ave_of_gen_height       = 6.300000e+00
  
```

-----  
 \*\*\* Best\_so\_far\_fitness\_of\_current\_run is renewed. \*\*\*

### Selection operation started.

```

Tournament selection of size 6. ==> Individual[5] is selected and reproduced.
Tournament selection of size 6. ==> Individual[0] is selected and reproduced.
Tournament selection of size 6. ==> Individual[2] is selected and reproduced.
Tournament selection of size 6. ==> Individual[0] is selected and reproduced.
Tournament selection of size 6. ==> Individual[4] is selected and reproduced.
Tournament selection of size 6. ==> Individual[9] is selected and reproduced.
Tournament selection of size 6. ==> Individual[0] is selected and reproduced.
Tournament selection of size 6. ==> Individual[5] is selected and reproduced.
Tournament selection of size 6. ==> Individual[9] is selected and reproduced.
Tournament selection of size 6. ==> Individual[4] is selected and reproduced.
  
```

-----  
 \*\*\*\*\* Next\_individual[0] is reproduced. \*\*\*\*\*

### Reproduction

\*\*\*\*\* Next\_individual[1] and Next\_individual[2] are mated. \*\*\*\*\*

==> crossover\_at\_func\_point

Parent (1)

```

pdiv(1,
  -(1,
    -(x,
      +(pdiv(1,
        +(pdiv(1,
          *(x,
            -(1,
              *(1,
                1 ) ) ) ) ),
          x ) ),
      +(1,
        1 ) ) ) ) ) )
  
```

### Crossover

by exchanging any two subtrees that have two or more nodes

-----  
 Randomly generated node number is 0.

==> Selected subtree is as follows:

```

pdiv(1,
  -(1,
    -(x,
      +(pdiv(1,
        +(pdiv(1,
          *(x,
            -(1,
              *(1,
                1 ) ) ) ) ),
          x ) ),
      +(1,
        1 ) ) ) ) ) )
  
```

```

+(1,
  1 ) ) ) ) )

```

-----

Parent (2)

```

iflte(pdiv(-*(x,
              pdiv(x,
                    -(1,
                      pdiv(x,
                          *(1,
                            -(1,
                              1 ) ) ) ) ) ),
        x ),
      x ),
      x,
      1,
      x )

```

-----

Randomly generated node number is 6.

==> Selected subtree is as follows:

```

pdiv(x,
  *(1,
    -(1,
      1 ) ) )

```

-----

===> Child (1)

```

pdiv(x,
  *(1,
    -(1,
      1 ) ) )

```

-----

===> Child (2)

```

iflte(pdiv(-*(x,
              pdiv(x,
                    -(1,
                      pdiv(1,
                          -(1,
                            -(x,
                              +(pdiv(1,
                                  +(pdiv(1,
                                      *(x,
                                          -(1,
                                            *(1,
                                              1 ) ) ) ) ),
                                      x ) ),
                                  +(1,
                                    1 ) ) ) ) ) ) ),
        x ),
      x ),
      x,
      1,
      x )

```

-----

\*\*\*\*\* Next\_individual[3] is mutated.(mutation\_point) \*\*\*\*\*

Mutation

Before mutation:

```

pdiv(1,
  -(1,

```

```

-(x,
 +(pdiv(1,
   +(pdiv(1,
     *(x,
       -(1,
         *(1,
           1 ) ) ) ) ),
   x ) ),
 +(1,
  1 ) ) ) ) )

```

-----

Randomly generated node number is 11.

==> Selected subtree is as follows:

1

-----

By point mutation, the subtree is changed to:

x

-----

==> After mutation:

```

pdiv(1,
 -(1,
  -(x,
   +(pdiv(1,
     +(pdiv(x,
       *(x,
         -(1,
           *(1,
             1 ) ) ) ) ),
     x ) ),
   +(1,
    1 ) ) ) ) ) )

```

-----

\*\*\*\*\* Next\_individual[4] and Next\_individual[5] are mated. \*\*\*\*\*

==> crossover\_at\_any\_point

Parent (1)

```

+(pdiv(1,
  1 ) ),
 x )

```

-----

Randomly generated node number is 1.

==> Selected subtree is as follows:

```

pdiv(1,
  1 )

```

-----

Parent (2)

```

*(-(1,
  1 ) ),
 +(x,
  +(1,
   1 ) ) )

```

-----

Randomly generated node number is 7.

==> Selected subtree is as follows:

1

-----

==> Child (1)

**Crossover**

**by exchanging any two  
subtrees**

```

+(1,
  x )
-----
==> Child (2)
*(-(1,
  1 ),
  +(x,
    +(pdiv(1,
      1 ),
    1 ) ) )
-----
***** Next_individual[6] is reproduced. *****

***** Next_individual[7] is reproduced. *****

***** Next_individual[8] is mutated.(mutation_point) *****

```

Reproduction

Reproduction

Mutation

```

Before mutation:
*(-(1,
  1 ),
  +(x,
    +(1,
      1 ) ) )
-----
Randomly generated node number is 3.
==> Selected subtree is as follows:
1
-----
By point mutation, the subtree is changed to:
x
-----
==> After mutation:
*(-(1,
  x ),
  +(x,
    +(1,
      1 ) ) )
-----
***** Next_individual[9] is mutated.(mutation_point) *****

```

Mutation

```

Before mutation:
+(pdiv(1,
  1 ),
  x )
-----
Randomly generated node number is 2.
==> Selected subtree is as follows:
1
-----
By point mutation, the subtree is changed to:
1
-----
==> After mutation:
+(pdiv(1,
  1 ),
  x )

```



```

                                +(1,
                                1 ) ) ) ) ) ) ) ) ) ,
                                x ),
                                x ),
                                x,
                                1,
                                x )
==> fitness                    = 8.798280e-01
    num_of_hits                 = 1
    num_of_nodes                = 37
    num_of_func_nodes           = 17
    height                      = 16

```

-----

Individual[3]:

```

pdiv(1,
  -(1,
    -(x,
      +(pdiv(1,
        +(pdiv(x,
          *(x,
            -(1,
              *(1,
                1 ) ) ) ) ),
            x ) ) ),
          +(1,
            1 ) ) ) ) ) )
==> fitness                    = 1.778540e-01
    num_of_hits                 = 0
    num_of_nodes                = 23
    num_of_func_nodes           = 11
    height                      = 10

```

-----

Individual[4]:

```

+(1,
  x )
==> fitness                    = 9.274472e-01
    num_of_hits                 = 1
    num_of_nodes                = 3
    num_of_func_nodes           = 1
    height                      = 1

```

-----

Individual[5]:

```

*(-(1,
  1 ) ),
+(x,
  +(pdiv(1,
    1 ) ),
    1 ) ) )
==> fitness                    = 7.255287e-02
    num_of_hits                 = 5
    num_of_nodes                = 11
    num_of_func_nodes           = 5
    height                      = 4

```

```

-----
Individual[6]:
pdiv(1,
  -(1,
    -(x,
      +(pdiv(1,
        +(pdiv(1,
          *(x,
            -(1,
              *(1,
                1 ) ) ) ) ),
          x ) ),
        +(1,
          1 ) ) ) ) )
==> fitness      = 1.778540e-01
    num_of_hits   = 0
    num_of_nodes  = 23
    num_of_func_nodes = 11
    height        = 10

```

```

-----
Individual[7]:
iflte(x,
  *(1,
    -(+(-(-1,
      x ),
      +(x,
        1 ) ) ),
    1 ),
  pdiv(x,
    -(-1,
      1 ),
      x ) ) ) ) ),
  x,
  -(1,
    x ) )
==> fitness      = 3.904762e-01
    num_of_hits   = 2
    num_of_nodes  = 25
    num_of_func_nodes = 11
    height        = 6

```

```

-----
Individual[8]:
*(-(1,
  x ),
  +(x,
    +(1,
      1 ) ) ) )
==> fitness      = 1.560781e+00
    num_of_hits   = 1
    num_of_nodes  = 9
    num_of_func_nodes = 4
    height        = 3

```



```

Individual[9]:
+(pdiv(1,
      1  ),
  x  )
==> fitness          = 9.274472e-01
    num_of_hits      = 1
    num_of_nodes     = 5
    num_of_func_nodes = 2
    height           = 2

```

```

-----
1-th Generation of 0-th Run:
===> Best_of_gen_fitness      = 7.255287e-02
    Hits_num_of_best_of_gen ind. = 5
    Ave_of_gen_fitness        = 6.432163e-01
    Ave_of_gen_size           = 1.680000e+01
    Ave_of_gen_height         = 6.100000e+00
-----

```

We omit to display many intermediate lines.

```

-----
2-th Generation of 0-th Run:
===> Best_of_gen_fitness      = 7.255287e-02
    Hits_num_of_best_of_gen ind. = 5
    Ave_of_gen_fitness        = 7.050346e-01
    Ave_of_gen_size           = 1.440000e+01
    Ave_of_gen_height         = 4.900000e+00
-----

```

\*\*\*\*\* 0-th Run is terminated at 2th Generation. \*\*\*\*\*

\*\*\* Best\_so\_far\_fitness is renewed. \*\*\*

## **4-8** Experimental Results

The program in section **4-6** generate a report file that shows the run parameters we adopted, the best individual, and how the best (-of-generation) fitness, the average fitness and the average size vary with generation.

## Executing the program on a parameter environment

```

the_number_of_runs          = 100,
population_size             = 500,
maximum_generation_number  = 50,
        . . . . . ,

```

we obtain the following report file:

```
[motoki@x205a]$ more report_file.reg3_need_best_ind
```

```
display contents in the file "report_file.reg3_need_best_ind"
```

```

#####
#__GP_Parameters__#
#####

num_runs          = 100
pop_size         = 500
max_generation    = 50
random_seed       = 1
random_generation_method = randomizer mt by matsumoto & nishimura
allow_ephe_ran_const      = no
min_ephe_ran_const       = 0.000000e+00
max_ephe_ran_const       = 1.000000e+00
restrict_num_ephe_ran_const = no
num_ephe_ran_const       = 100
max_height_of_initial_tree      = 6
max_height_after_crossover      = 17
max_height_of_replacement_subtree = 4
initial_pop_creation_method     = ramped uniform
min_size_of_initial_tree       = 3
max_size_of_initial_tree       = 25
thinning_rate_for_larger_ind   = 0.210000
selection_method                = tournament selection
tournament_size                 = 6
control_param_for_adj_fit      = 1
crossover_rate_func_pt         = 0.200000
crossover_rate_any_pt         = 0.500000
reproduction_rate              = 0.150000
mutation_rate                   = 0.150000

#####
#__Comments_on_Overall_Runs__#
#####

### Problem ###

Symbolic Regression (Target:  f(x) = x^6 - 2*x^4 + x^2)
Num_fitness_cases = 21
Var_lower_limit   = -1.000000e+00
Var_upper_limit   = 1.000000e+00

### Additional Parameters ###

```

```
Max_error_for_hit = 1.000000e-02
mutaion_method    = point mutation
```

```
#####
#__Results_on_Runs__#
#####
```

```
###_0-th_Run_###
```

#Gene-	_	Hits#_of			
#ration	Best_Fitness	best_ind.	Ave._Fitness	Ave.Size	Ave.Height
0	7.255e-02	5	1.759e+03	1.447e+01	4.846e+00
1	6.768e-02	6	6.654e-01	1.273e+01	4.274e+00
2	6.768e-02	6	7.990e+03	1.216e+01	4.174e+00
3	6.306e-02	6	3.727e-01	1.280e+01	4.324e+00
4	5.285e-02	9	3.610e-01	1.508e+01	4.898e+00
5	5.356e-02	7	3.541e-01	1.822e+01	5.498e+00

We omit to display many intermediate lines.

```
###_90-th_Run_###
```

#Gene-	_	Hits#_of			
#ration	Best_Fitness	best_ind.	Ave._Fitness	Ave.Size	Ave.Height
0	7.255e-02	5	2.197e+01	1.389e+01	4.598e+00
1	5.285e-02	9	2.238e+03	1.205e+01	4.078e+00
2	5.285e-02	9	4.379e-01	1.245e+01	4.108e+00
3	5.285e-02	9	3.765e-01	1.384e+01	4.504e+00
4	5.285e-02	9	2.904e+04	1.614e+01	5.090e+00
5	5.285e-02	9	1.617e+05	1.992e+01	6.190e+00
6	5.285e-02	9	2.682e-01	2.395e+01	7.058e+00
7*	2.161e-09	21	7.989e+03	2.624e+01	7.414e+00

```
###_91-th_Run_###
```

#Gene-	_	Hits#_of			
#ration	Best_Fitness	best_ind.	Ave._Fitness	Ave.Size	Ave.Height
0	7.164e-02	5	9.802e+01	1.394e+01	4.632e+00
1	5.285e-02	9	2.619e+00	1.357e+01	4.308e+00
2	6.429e-02	5	4.433e-01	1.295e+01	4.090e+00
3	6.310e-02	6	3.380e-01	1.425e+01	4.206e+00
4	6.120e-02	5	2.586e-01	1.833e+01	4.748e+00
5	4.435e-02	7	2.211e-01	2.585e+01	6.220e+00
6	3.823e-02	9	1.429e-01	3.269e+01	8.090e+00
7	3.823e-02	9	1.480e-01	3.450e+01	8.814e+00
8	3.823e-02	9	1.363e-01	3.556e+01	9.034e+00
9	3.823e-02	9	1.452e-01	3.717e+01	8.878e+00
10	3.444e-02	7	1.485e-01	3.868e+01	8.738e+00
11	3.444e-02	7	1.270e-01	3.707e+01	8.352e+00
12	3.320e-02	11	1.213e-01	3.600e+01	8.186e+00
13	1.247e-02	14	1.292e-01	3.327e+01	7.878e+00
14	1.247e-02	14	1.214e-01	3.556e+01	8.408e+00

15	1.247e-02	14	1.075e-01	4.199e+01	9.700e+00
16*	5.515e-09	21	9.391e-02	4.879e+01	1.037e+01

###\_92-th\_Run\_###

#Gene- #ration	_ Best_Fitness	Hits#_of best_ind.	Ave._Fitness	Ave.Size	Ave.Height
0	7.255e-02	5	4.677e+00	1.421e+01	4.710e+00
1	7.255e-02	5	1.246e+04	1.317e+01	4.300e+00
2	7.255e-02	5	4.810e-01	1.236e+01	3.894e+00
3	7.255e-02	5	4.410e-01	1.223e+01	3.742e+00
4	7.255e-02	5	3.772e-01	1.426e+01	4.088e+00
5	7.255e-02	5	5.011e-01	1.878e+01	4.870e+00
6	7.255e-02	5	5.217e-01	2.225e+01	5.434e+00
7	7.255e-02	5	4.678e-01	2.595e+01	6.024e+00
8	7.255e-02	5	2.823e+04	2.770e+01	6.350e+00
9	7.255e-02	5	1.198e+00	2.766e+01	6.214e+00
10	7.255e-02	5	1.563e+00	3.043e+01	6.540e+00
11	7.255e-02	5	1.080e+01	3.425e+01	7.340e+00
12	7.255e-02	5	1.537e+01	3.976e+01	8.534e+00
13	7.233e-02	5	2.132e+01	5.078e+01	1.036e+01
14	7.233e-02	5	6.611e+01	5.936e+01	1.135e+01
15	7.233e-02	5	9.394e+02	6.002e+01	1.143e+01
16	7.233e-02	5	7.319e+03	7.283e+01	1.297e+01
17	7.233e-02	5	2.006e+04	8.172e+01	1.410e+01
18	7.212e-02	5	1.364e+04	7.608e+01	1.369e+01
19	7.212e-02	5	3.479e+04	7.350e+01	1.347e+01
20	7.177e-02	5	2.146e+05	7.281e+01	1.352e+01
21	7.177e-02	5	3.389e+06	7.590e+01	1.393e+01
22	7.177e-02	5	2.933e+05	7.827e+01	1.407e+01
23	7.177e-02	5	8.922e+06	7.820e+01	1.382e+01
24	7.174e-02	5	2.886e+05	8.052e+01	1.389e+01
25	7.174e-02	5	5.018e+04	8.252e+01	1.400e+01
26	7.170e-02	5	4.689e+05	8.454e+01	1.422e+01
27	7.169e-02	5	2.850e+05	8.636e+01	1.435e+01
28	7.167e-02	5	3.453e+05	8.760e+01	1.439e+01
29	7.167e-02	5	1.026e+05	8.580e+01	1.432e+01
30	7.167e-02	5	1.440e+11	8.561e+01	1.412e+01
31	7.167e-02	5	5.851e+12	8.564e+01	1.395e+01
32	7.167e-02	5	1.937e+11	8.924e+01	1.421e+01
33	7.164e-02	5	1.781e+12	9.285e+01	1.403e+01
34	7.164e-02	5	1.638e+12	9.503e+01	1.398e+01
35	7.162e-02	5	4.263e+06	9.770e+01	1.420e+01
36	7.149e-02	5	2.365e+06	9.849e+01	1.415e+01
37	7.149e-02	5	5.663e+05	1.008e+02	1.441e+01
38	7.147e-02	5	4.218e+05	1.042e+02	1.455e+01
39	7.141e-02	5	5.840e+06	1.071e+02	1.467e+01
40	7.084e-02	5	3.028e+06	1.087e+02	1.465e+01
41	7.080e-02	5	1.278e+08	1.105e+02	1.483e+01
42	7.023e-02	5	2.476e+07	1.133e+02	1.480e+01
43	7.023e-02	5	2.998e+08	1.206e+02	1.504e+01
44	7.023e-02	5	3.631e+07	1.299e+02	1.533e+01
45	6.965e-02	5	1.430e+08	1.376e+02	1.581e+01
46	6.929e-02	5	5.618e+09	1.404e+02	1.595e+01
47	6.880e-02	6	2.498e+08	1.453e+02	1.623e+01
48	6.879e-02	6	5.608e+09	1.505e+02	1.654e+01

49	6.849e-02	6	2.039e+09	1.581e+02	1.670e+01
50*	6.845e-02	6	2.622e+09	1.647e+02	1.675e+01

###\_93-th\_Run\_###

We omit to display many intermediate lines.

###\_Best\_Run\_###

90-th Run  
Best Fitness =2.161157e-09

###\_Average\_Run\_###

#Note: (1)We assume that Best\_Fitness and Hits#\_of\_best\_ind. of  
# final generation are kept after termination of run;  
# so according to these items, the averages are  
# calculated under this assumption.  
# (2)According to the remaining items Ave.Fitness, Ave.Size  
# and Ave.Height, the averages are calculated over all  
# populations that was really arisen in some GP run.

#Gene- #ration	Best_Fitness	Hits#_of best_ind.	Ave._Fitness	Ave.Size	Ave.Height
0	7.056e-02	5.290e+00	9.133e+03	1.400e+01	4.620e+00
1	6.705e-02	5.920e+00	9.898e+02	1.307e+01	4.211e+00
2	6.524e-02	6.020e+00	1.214e+03	1.312e+01	4.178e+00
3	6.390e-02	6.170e+00	4.029e+03	1.410e+01	4.402e+00
4	6.295e-02	6.100e+00	6.763e+03	1.621e+01	4.980e+00
5	6.014e-02	6.620e+00	1.148e+04	1.869e+01	5.654e+00
6	5.909e-02	6.660e+00	2.764e+08	2.102e+01	6.253e+00
7	5.345e-02	7.820e+00	1.183e+05	2.340e+01	6.803e+00
8	5.088e-02	8.560e+00	2.233e+04	2.592e+01	7.327e+00
9	4.951e-02	8.820e+00	1.382e+05	2.790e+01	7.746e+00
10	4.703e-02	9.300e+00	2.423e+08	3.051e+01	8.238e+00
11	4.547e-02	9.430e+00	4.997e+10	3.393e+01	8.815e+00
12	4.312e-02	1.002e+01	1.527e+09	3.700e+01	9.261e+00
13	4.090e-02	1.043e+01	3.024e+09	3.999e+01	9.708e+00
14	3.848e-02	1.081e+01	3.384e+09	4.301e+01	1.011e+01
15	3.753e-02	1.096e+01	5.586e+13	4.629e+01	1.062e+01
16	3.667e-02	1.117e+01	1.137e+09	4.995e+01	1.109e+01
17	3.618e-02	1.148e+01	3.899e+08	5.355e+01	1.152e+01
18	3.582e-02	1.144e+01	5.522e+08	5.733e+01	1.190e+01
19	3.544e-02	1.156e+01	9.662e+08	6.059e+01	1.217e+01
20	3.484e-02	1.168e+01	1.452e+12	6.315e+01	1.243e+01
21	3.337e-02	1.197e+01	7.745e+08	6.535e+01	1.263e+01
22	3.302e-02	1.199e+01	2.024e+11	6.797e+01	1.290e+01
23	3.224e-02	1.235e+01	1.580e+13	7.171e+01	1.321e+01
24	3.169e-02	1.249e+01	6.013e+16	7.479e+01	1.338e+01
25	3.149e-02	1.257e+01	1.241e+16	7.611e+01	1.354e+01
26	3.106e-02	1.271e+01	6.958e+14	7.795e+01	1.365e+01
27	3.099e-02	1.275e+01	3.158e+16	8.119e+01	1.386e+01
28	3.089e-02	1.278e+01	5.263e+13	8.437e+01	1.403e+01

29	3.067e-02	1.288e+01	3.376e+12	8.758e+01	1.422e+01
30	3.058e-02	1.284e+01	3.944e+13	9.071e+01	1.435e+01
31	3.048e-02	1.284e+01	2.511e+14	9.340e+01	1.445e+01
32	3.033e-02	1.284e+01	1.129e+13	9.569e+01	1.458e+01
33	3.010e-02	1.289e+01	1.212e+13	9.782e+01	1.468e+01
34	3.001e-02	1.299e+01	1.454e+11	9.954e+01	1.477e+01
35	2.983e-02	1.294e+01	2.613e+10	1.019e+02	1.481e+01
36	2.971e-02	1.308e+01	1.054e+12	1.052e+02	1.490e+01
37	2.947e-02	1.311e+01	1.336e+11	1.079e+02	1.498e+01
38	2.935e-02	1.314e+01	1.046e+12	1.096e+02	1.497e+01
39	2.921e-02	1.324e+01	1.159e+12	1.114e+02	1.499e+01
40	2.903e-02	1.326e+01	1.456e+10	1.131e+02	1.505e+01
41	2.894e-02	1.330e+01	1.105e+13	1.153e+02	1.509e+01
42	2.884e-02	1.332e+01	8.085e+10	1.179e+02	1.519e+01
43	2.874e-02	1.340e+01	1.115e+14	1.208e+02	1.530e+01
44	2.861e-02	1.344e+01	1.125e+13	1.237e+02	1.536e+01
45	2.850e-02	1.356e+01	1.588e+15	1.261e+02	1.545e+01
46	2.842e-02	1.360e+01	8.090e+11	1.273e+02	1.553e+01
47	2.838e-02	1.367e+01	1.754e+11	1.274e+02	1.557e+01
48	2.833e-02	1.369e+01	4.251e+10	1.282e+02	1.558e+01
49	2.830e-02	1.374e+01	3.398e+09	1.299e+02	1.564e+01
50	2.817e-02	1.380e+01	1.155e+13	1.312e+02	1.566e+01

###\_Information\_of\_Performance\_Curves\_###

#	-	Expected_Num.of_ind.
#	-	to_be_processed
#Generation	Success_Rate	for_over_99%_success
0	0.000000	-inf
1	0.010000	4.590e+05
2	0.010000	6.885e+05
3	0.010000	9.180e+05
4	0.010000	1.148e+06
5	0.030000	4.560e+05
6	0.030000	5.320e+05
7	0.120000	1.480e+05
8	0.160000	1.215e+05
9	0.170000	1.250e+05
10	0.200000	1.155e+05
11	0.210000	1.200e+05
12	0.240000	1.105e+05
13	0.260000	1.120e+05
14	0.280000	1.125e+05
15	0.290000	1.120e+05
16	0.300000	1.105e+05
17	0.320000	1.080e+05
18	0.330000	1.140e+05
19	0.330000	1.200e+05
20	0.330000	1.260e+05
21	0.340000	1.320e+05
22	0.350000	1.265e+05
23	0.360000	1.320e+05
24	0.380000	1.250e+05
25	0.380000	1.300e+05
26	0.390000	1.350e+05
27	0.390000	1.400e+05

28	0.3900000	1.450e+05
29	0.3900000	1.500e+05
30	0.3900000	1.550e+05
31	0.3900000	1.600e+05
32	0.3900000	1.650e+05
33	0.3900000	1.700e+05
34	0.3900000	1.750e+05
35	0.3900000	1.800e+05
36	0.3900000	1.850e+05
37	0.3900000	1.900e+05
38	0.3900000	1.950e+05
39	0.3900000	2.000e+05
40	0.3900000	2.050e+05
41	0.3900000	2.100e+05
42	0.4000000	2.150e+05
43	0.4000000	2.200e+05
44	0.4000000	2.250e+05
45	0.4000000	2.300e+05
46	0.4200000	2.115e+05
47	0.4200000	2.160e+05
48	0.4200000	2.205e+05
49	0.4200000	2.250e+05

We have a 42% chance of finding a good solution.

```
#####
#__Elapsed_Time__#
#####
```

	Process Time	Real Time
Total Time	2.108e+02 sec	2.110e+02 sec
Time/Run	2.108e+00 sec	2.110e+00 sec
Time/Generation	5.851e-02 sec	5.856e-02 sec

```
###_Run_Environment_###
```

Date: Tue Nov 20 16:15:03 2001

Host: x205a.ml.ie.niigata-u.ac.jp

```
#####
# Best Individual(s) #
#####
```

```
### Best of Overall Runs ###
```

(Raw Fitness = 2.161157e-09)

```
*(*(*(-(x,
      *(x,
        *(1,
          (*(1,
            x ),
          x ) ) ) ),
      -(1,
        x ) ),
    1 ),
*(x,
+(1,
```

```

-(* (1,
  x ),
  -(1,
    1 ) ) ) ) )

```

```

### Best of 0-th run ###
(Raw Fitness = 3.385495e-02)
*(iflte(* (x,
  +(x,
    +(* (x,

```

We omit to display many intermediate lines.

```

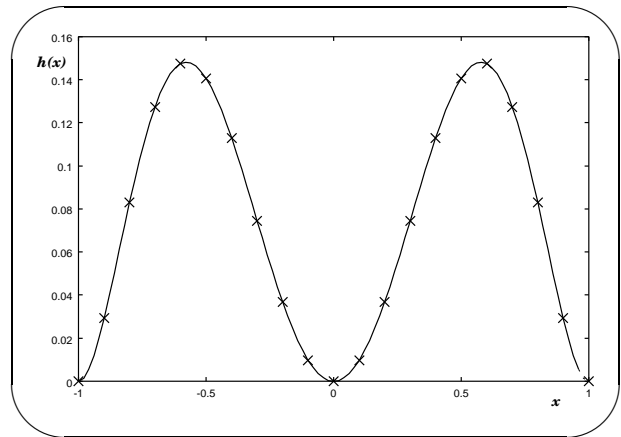
### Best of 90-th run ###
(Raw Fitness = 2.161157e-09)

```

```

*( (* ( * (- (x,
  *(x,
    *(1,
      *( (* (1,
        x ),
        x ) ) ) ) ),
    -(1,
      x ) ) ),
  1 ),
*(x,
  +(1,
    -( * (1,
      x ),
      -(1,
        1 ) ) ) ) ) )

```



```

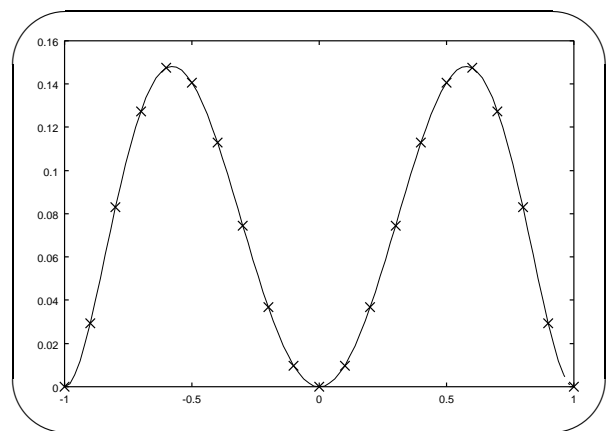
### Best of 91-th run ###
(Raw Fitness = 5.515259e-09)

```

```

*( (* (iflte (pdiv (x,
  pdiv (x,
    -(1,
      *(x,
        x ) ) ) ) ),
  1,
  -(1,
    *(x,
      -(+(pdiv (1,
        *( (* (1,
          1 ),
          1 ) ) ),
        x ),
        1 ) ) ) ),
    *(x,
      -(1,
        x ) ) ) ),
  *(x,
    -(1,

```





```

*(x,
  -(+(pdiv(+1,
    x ),
    *(x,
      *(-iflte(+*(x,
        +(1,
          x ) ) ),
        1 ),
        x,
        1,
        x ),
        x ),
        x ) ) ) ),
  x )

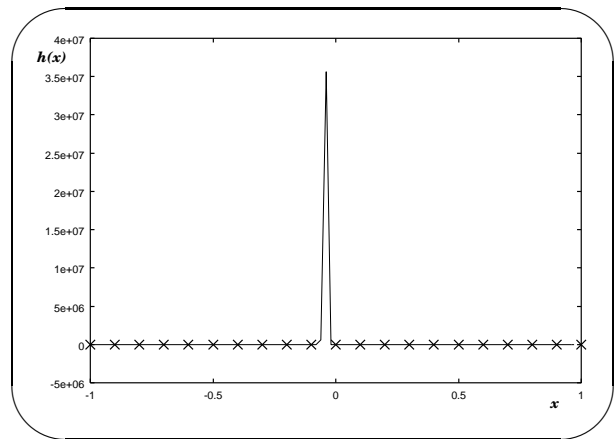
```

### Best of 92-th run ###  
 (Raw Fitness = 6.844731e-02)

```

*(-(x,
  +*(-(x,
    +*(pdiv(-+(pdiv(x,
      1 ),
      iflte(-+(1,
        x ),
        -(x,
        x ) ) ),
        x,
        x,
        pdiv(pdiv(1,
          *(x,
            pdiv(x,
              pdiv(pdiv(1,
                1 ),
                x ) ) ) ) ),
                x ) ) ) ),
                x ),
                x ),
    +(-(-(x,
      1 ),
      x ),
      iflte(-(-(+(1,
        x ),
        1 ),
        1 ),
        x,
        1,
        pdiv(pdiv(+1,
          x ),
          1 ),
          x ) ) ) ) ),
      -(+(1,
        x ),
        1 ) ) ) ),
      pdiv(pdiv(-+(*(x,
        1 ),

```



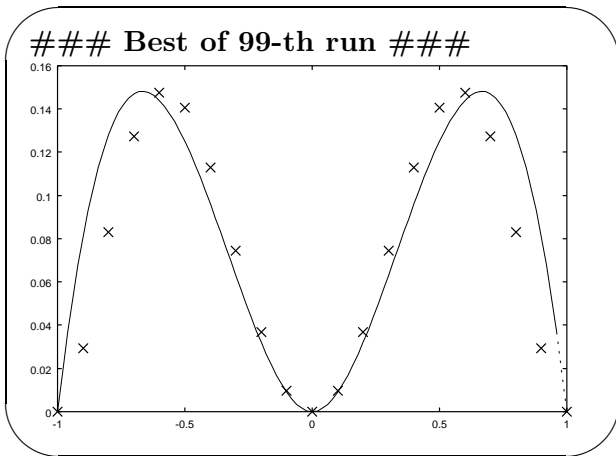
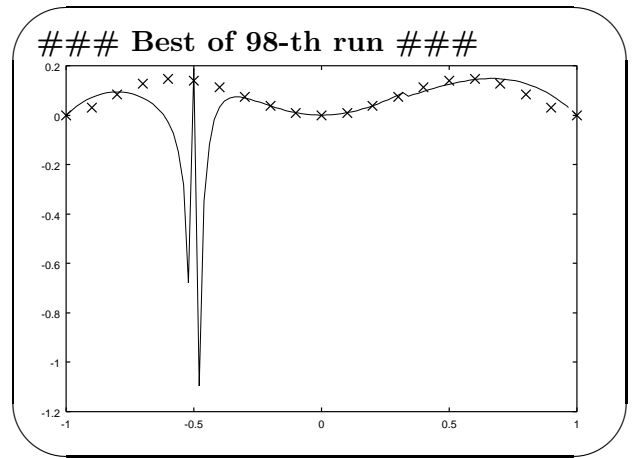
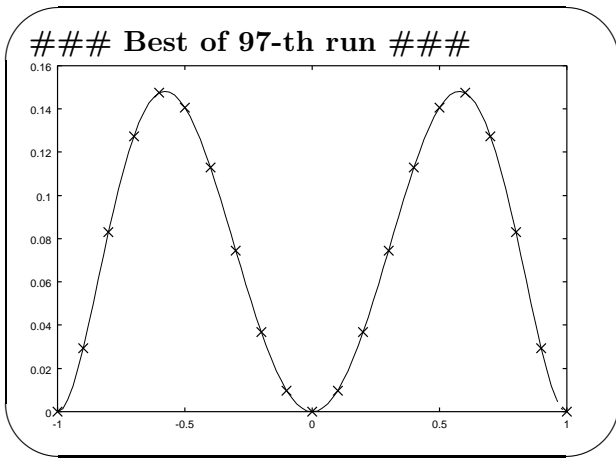
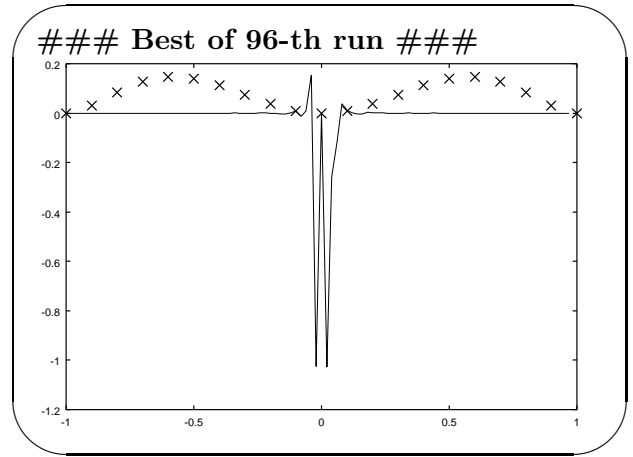
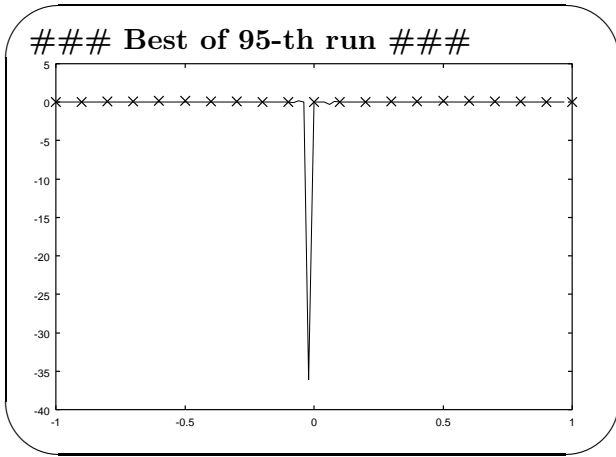
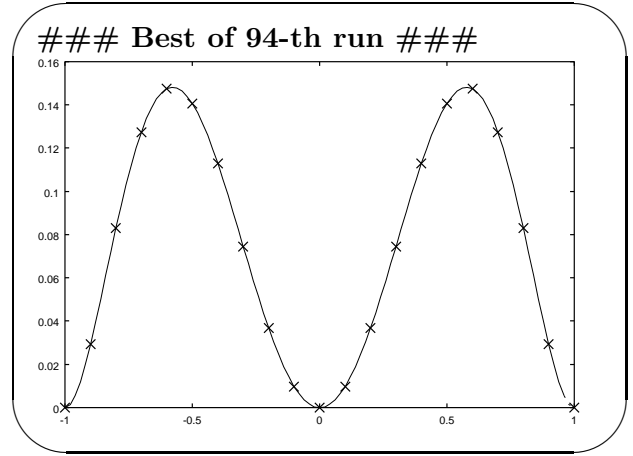
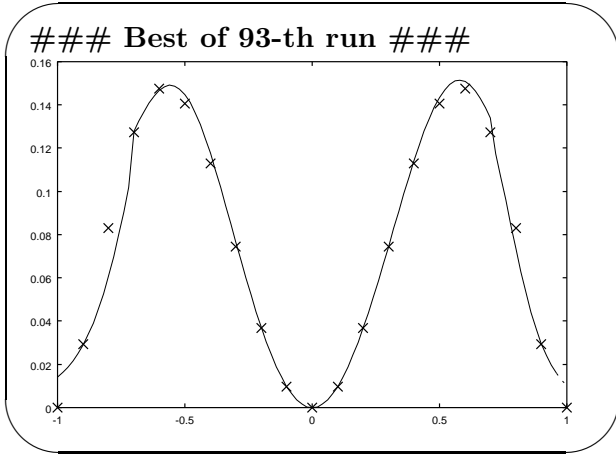
```

                -(- (1,
                    1 ),
                1 ) ),
            1 ),
        x ),
    pdiv(x,
        1 ) ) ),
- (+ (1,
    x ),
    1 ) ) ),
pdiv(pdiv(- (pdiv(pdiv(- (+ (* (x,
    1 ),
    - (- (x,
        1 ),
        1 ) ) ),
    1 ),
    x ),
    pdiv(x,
        1 ) ) ),
- (+ (x,
    x ),
- (1,
    + (* (- (x,
        1 ),
    + (- (- (x,
        1 ),
        x ),
    iflte(- (- (+ (x,
        x ),
        1 ),
        1 ),
        x,
        1,
        pdiv(pdiv(1,
            1 ),
            x ) ) ) ) ),
- (- (+ (* (x,
    x ),
    - (x,
        1 ) ) ),
    1 ),
    1 ) ) ) ) ),
x ),
pdiv(1,)
1 ) ) )

```

### Best of 93-th run ###

We omit to display many  
later lines.



## IV. Adaptive Learning

Today, I'm going to share with you the basic feature of adaptive learning on artificial neural networks.

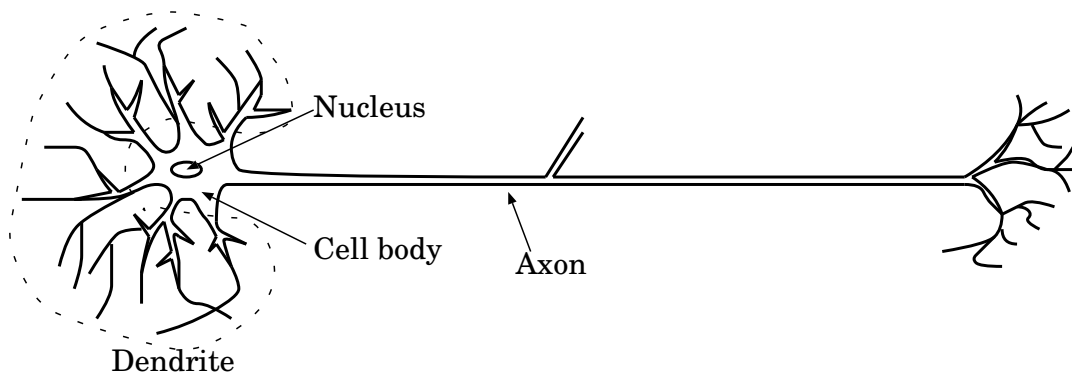
### 5 Training Perceptrons

References:  
 P.H.Winston(1992), Artificial Intelligence 3rd Edition, Addison-Wesley.  
 S.Russell&P.Norvig(1995), Artificial Intelligence A Modern Approach, Prentice hall.

#### 5-1 How the Brain Works

The brain consists of many simple functional units called neurons.

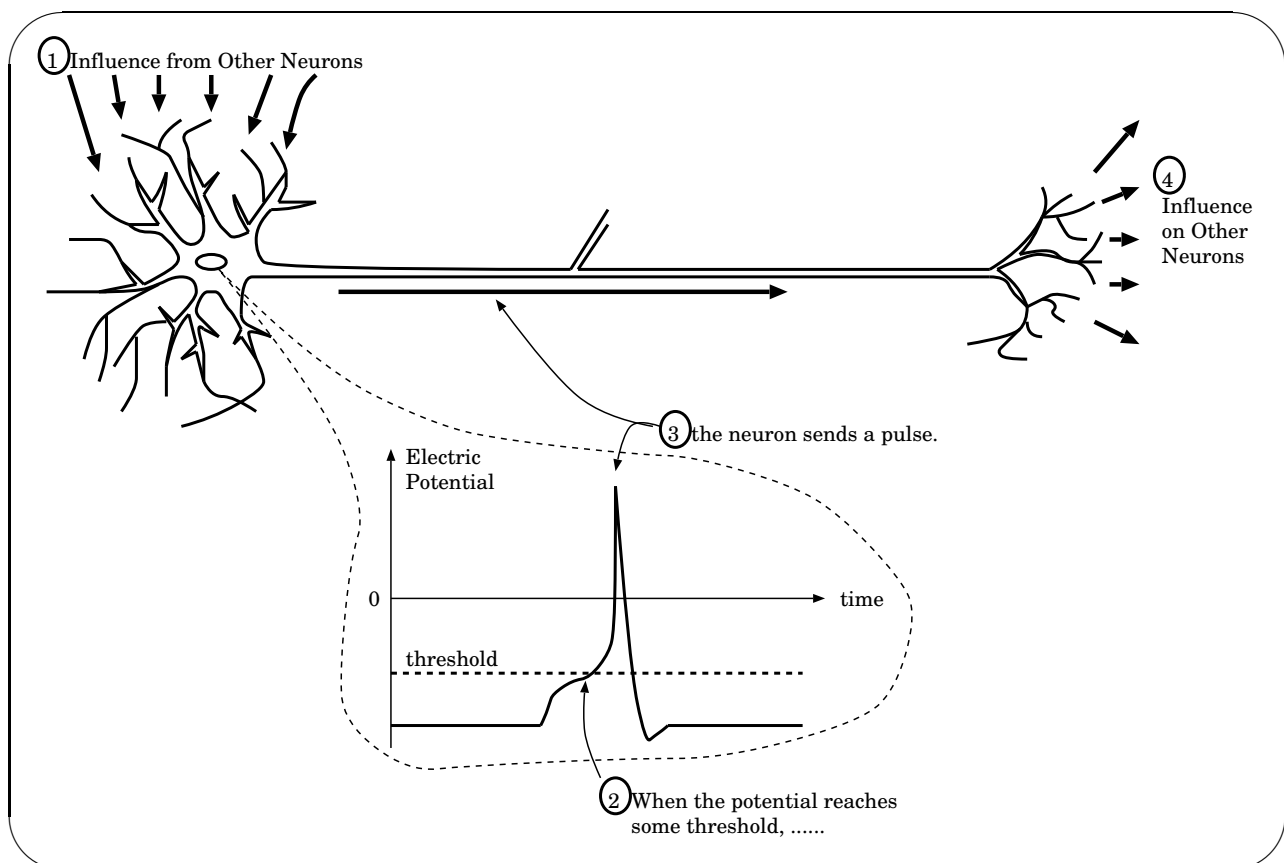
A neuron consists of a cell body plus one “axon” and many “dendrites.”



- **Dendrites** are bushy trees around the cell body that receive influences from other neurons.
- The **axon** is a single long fiber that delivers the neuron's output to connections with other neurons.
- The Axon eventually branches into strands that connect to the dendrites or cell bodies of other neurons. The connecting junction is called a **synapse**.

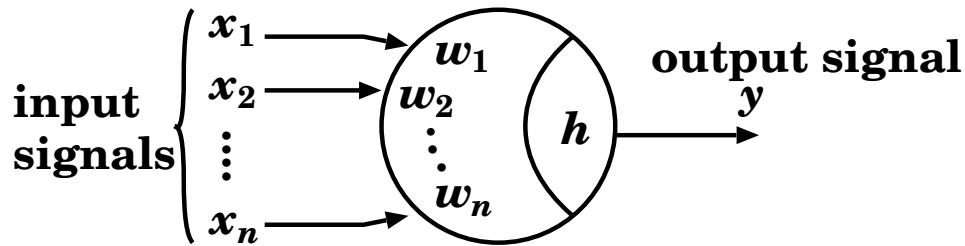
## Each neuron works as follows :

- (0) The neuron usually produce no output.
- (1) The cell body has some electrical potential that are raised or lowered by signals from other neurons.
- (2) When the potential reaches some threshold, the neuron sends a full-strength electrical pulse to the axon.
- (This pulse will have influence on other neurons.)



## 5-2 A Neuron-like Element

We now consider a simple computing element that simulates a neuron:



$$u = \sum_{i=1}^n x_i w_i$$

$$y = \begin{cases} 1 & \text{if } u \geq h \\ 0 & \text{otherwise} \end{cases}$$

- The quantity  $x_i$  models the stimulation from other neurons.
- The weights  $w_i$  model synaptic properties of whether and to what degree the stimulation  $x_i$  raise the potential of the neuron.
- The quantity  $u$  models the electric potential of the neuron.
- The quantity  $h$  models the threshold that gives a criterion of when the neuron send a electric pulse to an axon.
- The quantity  $y$  medels the stimulation that will influence on other neurons.

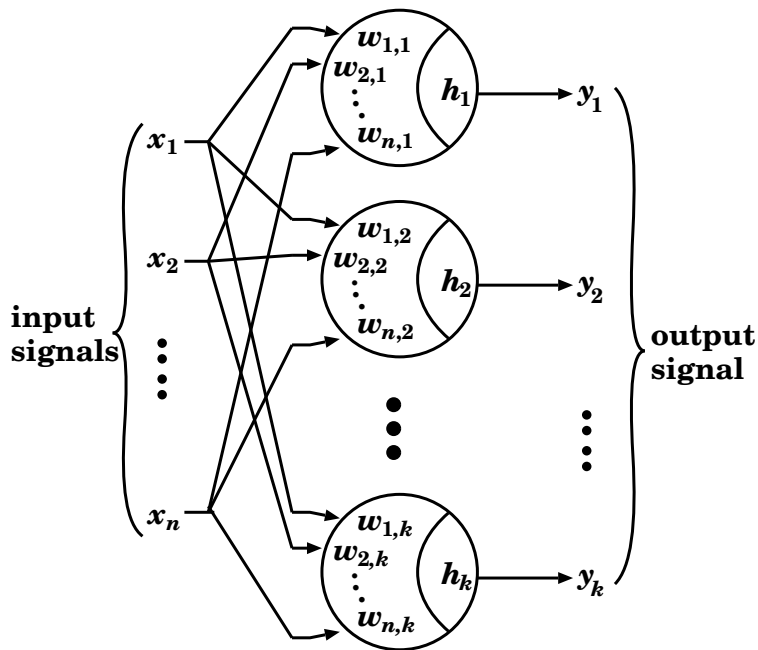
---

But unlike real neurons,

- This pseudo-neuron continues to give an output.

**5-3** Perceptrons — Single-Layer Feed-Forward Networks —

We first consider a class of networks, called **perceptrons**, that have the following network structure:

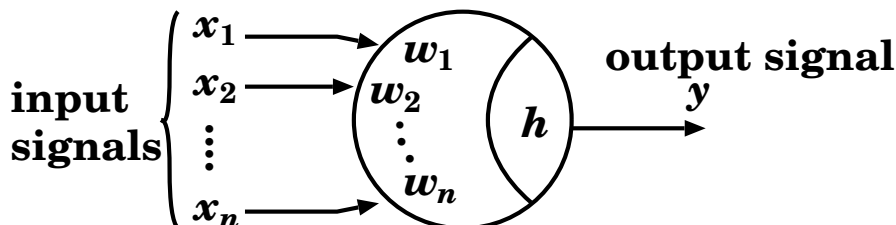


Notice that each output  $y_i$  is independent of the others.

Because each weight only affects one of the outputs.

⇒ For each output  $y_j$ , we can adjust a group of weights and threshold  $\{ w_{1,j}, w_{2,j}, \dots, w_{n,j}, h_j \}$  separately from other groups of weights and threshold.

⇒ With no loss of generality, we can limit an adjustment algorithm to perceptrons with single output.



## 5-4 Adjusting Weights in Perceptrons

Most neural network learning algorithms follow the "current-best-hypothesis" scheme:

```

function NEURAL-NETWORK-LEARNING(examples) returns network
  network  $\leftarrow$  a network with randomly assigned weights ;
  repeat
    for each e in examples do
      O  $\leftarrow$  NEURAL-NETWORK-OUTPUT(network, e) ;
      T  $\leftarrow$  the observed(required) output values from e ;
      update the weights in network based on e, O, and T
    end
  until all examples correctly predicted or stopping criterion is reached;
  return network

```

(from S.Russell&P.Norvig,1995; p.577, Fig.19.11)

- They search for a network that is consistent with the given examples (i.e. input-output relations).
- They hold a hypothesis network and repeatedly adjust it.
- When some given example is found to be unsatisfied by the current hypothesis network, small adjustments in weights are made to reduce the difference between the output of the network and the desired output.



**How to update the weights** :

For perceptrons, it suffices to update the weights and threshold with the following rule:

$$w_j \leftarrow w_j + \alpha \times x_j \times (t - y)$$

$$h \leftarrow h - \alpha \times (t - y),$$

where

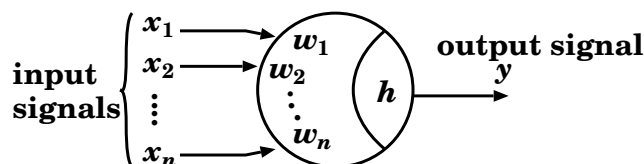
$\alpha$  is a small positive constant called the **learning rate**,

$x_j$  denotes the  $j$ -th input value of an example,

$t$  denotes the required output for the inputs  $(x_1, x_2, \dots, x_n)$ , and

$y$  denotes the output of the current hypothesis network for the inputs  $(x_1, x_2, \dots, x_n)$ .

These rules are seen to work correctly by the following way:



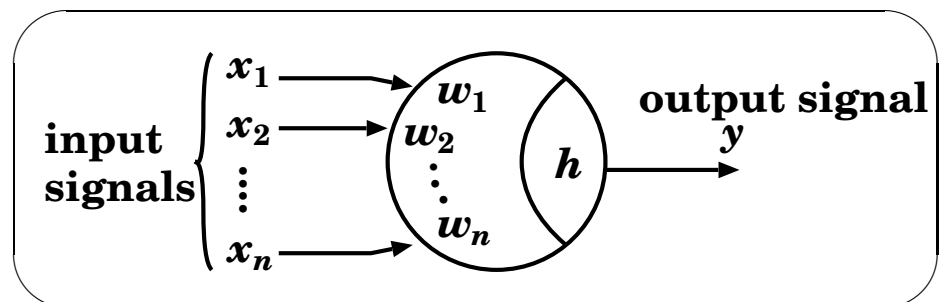
- If  $t - y > 0$  and  $x_j > 0$ , then the above update contributes to
  - an increase of  $w_j$ ,
  - so an increase of total input  $\sum_{i=1}^n x_i w_i$ ,
  - so a tendency to increase  $y$ ,
  - and so a tendency to reduce an error  $t - y$ .
- If  $t - y < 0$  and  $x_j > 0$ , then the above update contributes to
  - a decrease of  $w_j$ ,
  - so a decrease of total input  $\sum_{i=1}^n x_i w_i$ ,
  - so a tendency to decrease  $y$ ,
  - and so a tendency to reduce an error  $t - y$ .

⇒ We obtain the following perceptron learning algorithm:

```

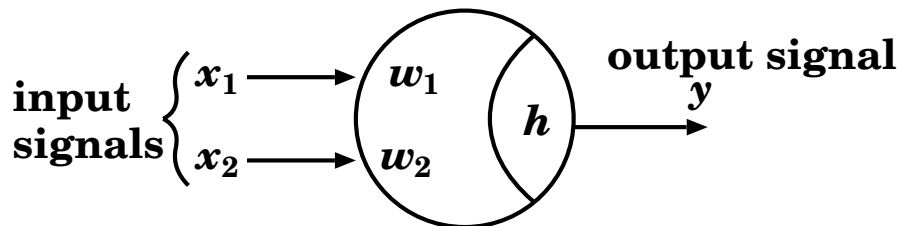
function PERCEPTRON-LEARNING(examples) returns network
  network ← a perceptron with randomly assigned weights  $w_i$ 's and  $h$ ;
  repeat
    num_of_disagree ← 0;
     $\Delta w_i \leftarrow 0$  for each  $i$ ;
     $\Delta h \leftarrow 0$ ;
    for each (inputs:  $x_1, \dots, x_n$ ; required_output:  $t$ ) in examples do
       $y \leftarrow$  the output of the current perceptron on inputs  $(x_1, \dots, x_n)$ ;
      if  $y \neq t$  then
        num_of_disagree ← num_of_disagree + 1;
         $\Delta w_i \leftarrow \Delta w_i + \alpha x_i(t - y)$  for each  $i$ ;
         $\Delta h \leftarrow \Delta h - \alpha(t - y)$ 
      end
    end
     $w_i \leftarrow w_i + \Delta w_i$  for each  $i$ ;
     $h \leftarrow h + \Delta h$ 
  until num_of_disagree=0 or some stopping criterion is satisfied;
  return network

```



**5-5** Implementation in Fortran77

For a target perceptron structure



and the required input-output relations

inputs		output
$x_1$	$x_2$	$t$
0	0	0
0	1	1
1	0	1
1	1	1

logical OR

we give a Fortran77 program that implements the perceptron learning algorithm described in the previous section

**5-4**:

xcspc60\_41% cat training\_perceptron\_OR.f display the contents of the file

```
*****
* A Fortran77 program that implements the perceptron learning algorithm *
*           to the problem of training a perceptron with one neuron- *
*           like element so that it behaves as the logical OR function.*
*****
PROGRAM PERCEPTRON
INTEGER NUM_OF_EXAMPLES, MAX_EPOCH
REAL ALPHA
PARAMETER (NUM_OF_EXAMPLES=4, MAX_EPOCH=200, ALPHA=0.01)
INTEGER EPOCH, EXAMPLE, NUM_OF_DISAGREE, Y,
& X1(1:NUM_OF_EXAMPLES), X2(1:NUM_OF_EXAMPLES),
& T(1:NUM_OF_EXAMPLES)
REAL W1, W2, H, DELTA_W1, DELTA_W2, DELTA_H
DATA X1/0,0,1,1/, X2/0,1,0,1/, T/0,1,1,1/
```

\* Initialize a Pseudo-random Generator

```

CALL RAND_INITIALIZE( )

* Generate a Perceptron Randomly (i.e. Initialize Weights and threshold)
  W1=RAND_REAL( )-0.5
  W2=RAND_REAL( )-0.5
  H=RAND_REAL( )-0.5

* Printout a Headline
  WRITE(*,100)

* Training the Perceptron
  DO 20 EPOCH=1,MAX_EPOCH
    WRITE(*,200) EPOCH-1, W1, W2, H
    NUM_OF_DISAGREE=0
    DELTA_W1=0.0
    DELTA_W2=0.0
    DELTA_H=0.0
    DO 10 EXAMPLE=1,NUM_OF_EXAMPLES
      IF (X1(EXAMPLE)*W1+X2(EXAMPLE)*W2 .GE. H) THEN
        Y=1
      ELSE
        Y=0
      END IF
      IF (Y .NE. T(EXAMPLE)) THEN
        NUM_OF_DISAGREE=NUM_OF_DISAGREE+1
        DELTA_W1=DELTA_W1+ALPHA*X1(EXAMPLE)*(T(EXAMPLE)-Y)
        DELTA_W2=DELTA_W2+ALPHA*X2(EXAMPLE)*(T(EXAMPLE)-Y)
        DELTA_H=DELTA_H-ALPHA*(T(EXAMPLE)-Y)
        WRITE(*,300) EXAMPLE, X1(EXAMPLE), X2(EXAMPLE),
&                               T(EXAMPLE), Y,
&                               ALPHA*X1(EXAMPLE)*(T(EXAMPLE)-Y),
&                               ALPHA*X2(EXAMPLE)*(T(EXAMPLE)-Y),
&                               -ALPHA*(T(EXAMPLE)-Y)
      ELSE
        WRITE(*,400) EXAMPLE, X1(EXAMPLE), X2(EXAMPLE),
&                               T(EXAMPLE), Y
      END IF
    10 CONTINUE
    IF (NUM_OF_DISAGREE .EQ. 0) THEN
      WRITE(*,500)
      STOP
    END IF
    W1=W1+DELTA_W1
    W2=W2+DELTA_W2
    H=H+DELTA_H
  20 CONTINUE
  WRITE(*,600)MAX_EPOCH

```

```

100 FORMAT(' -----' /
&      ' We now search a perceptron with one neuron-like' /
&      ' element that behaves as the logical OR function,' /
&      ' by the perceptron learning algorithm.' /
&      ' -----' //
&      ' Epoch      W1      W2      H' /
&      ' ----  -----  -----  -----' )
200 FORMAT(1X, I4, 2X, F6.3, 2X, F6.3, 2X, F6.3)
300 FORMAT(4X, '| Example', I1, ':X1=', I1, ' X2=', I1, ' T=', I1, ' Output:',
&      I1, ' ==> ', ' W1+=", F6.3, ' W2+=", F6.3, ' H+=", F6.3)
400 FORMAT(4X, '| Example', I1, ':X1=', I1, ' X2=', I1, ' T=', I1, ' Output:',
&      I1, ' ==> It behaves correctly.')
500 FORMAT('/' *** We found a required perceptron. ***)
600 FORMAT('/' *** We trained a perceptron ', I3, ' epochs,      ***' /
&      ' *** but couldn't find a required perceptron. ***)
      END

```

```

*****
* A module for generating pseudo-random numbers
*****

```

We omit to display the code,  
since it is already given in the  
section **3-6**.

## 5-6 Experimental Results

The program in the previous section **5-5** reports how the weights  $w_i$  and the threshold  $h$  are updated so that the hypothesis perceptron will become consistent with the given 4 examples.

Executing that program, we obtain the following results:

```

xcspc60_42% g77 training_perceptron_OR.f
      (compile the source code and generate an executable code "a.out")
xcspc60_43% a.out
      (invoke the executable code "a.out")
  Type in a random seed (positive integer).
1
      (input to the executing program "a.out")
-----
We now search a perceptron with one neuron-like
element that behaves as the logical OR function,
by the perceptron learning algorithm.
-----

Epoch      W1      W2      H
-----
  0   0.014  -0.060   0.136
    | Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
    | Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
    | Example3:X1=1 X2=0 T=1 Output:0 ==> W1+= 0.010 W2+= 0.000 H+--0.010
    | Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
  1   0.034  -0.040   0.106
    | Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
    | Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
    | Example3:X1=1 X2=0 T=1 Output:0 ==> W1+= 0.010 W2+= 0.000 H+--0.010
    | Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
  2   0.054  -0.020   0.076
    | Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
    | Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
    | Example3:X1=1 X2=0 T=1 Output:0 ==> W1+= 0.010 W2+= 0.000 H+--0.010
    | Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
  3   0.074   0.000   0.046
    | Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
    | Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
    | Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
    | Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
  4   0.074   0.010   0.036

```

```

| Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
5  0.074  0.020  0.026
| Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
6  0.074  0.030  0.016
| Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
| Example2:X1=0 X2=1 T=1 Output:1 ==> It behaves correctly.
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.

```

\*\*\* We found a required perceptron. \*\*\*

xcspc60\_44% a.out

invoke the executable code "a.out"

Type in a random seed (positive integer).

3

input to the executing program "a.out"

-----  
We now search a perceptron with one neuron-like  
element that behaves as the logical OR function,  
by the perceptron learning algorithm.  
-----

Epoch	W1	W2	H
0	0.042	-0.491	0.176
Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.			
Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010			
Example3:X1=1 X2=0 T=1 Output:0 ==> W1+= 0.010 W2+= 0.000 H+--0.010			
Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010			
1	0.062	-0.471	0.146
Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.			
Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010			
Example3:X1=1 X2=0 T=1 Output:0 ==> W1+= 0.010 W2+= 0.000 H+--0.010			
Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010			
2	0.082	-0.451	0.116
Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.			
Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010			
Example3:X1=1 X2=0 T=1 Output:0 ==> W1+= 0.010 W2+= 0.000 H+--0.010			
Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010			
3	0.102	-0.431	0.086
Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.			
Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010			
Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.			
Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010			

```

4   0.112  -0.411   0.066
| Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
5   0.122  -0.391   0.046
| Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
6   0.132  -0.371   0.026
| Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
7   0.142  -0.351   0.006
| Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
8   0.152  -0.331  -0.014
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
9   0.162  -0.311  -0.024
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
10  0.172  -0.291  -0.034
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
11  0.182  -0.271  -0.044
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
12  0.192  -0.251  -0.054
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+--0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:0 ==> W1+= 0.010 W2+= 0.010 H+--0.010
13  0.202  -0.231  -0.064
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010

```





```

| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
23  0.202  -0.131  -0.064
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+=-0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
24  0.202  -0.121  -0.064
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+=-0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
25  0.202  -0.111  -0.064
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+=-0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
26  0.202  -0.101  -0.064
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+=-0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
27  0.202  -0.091  -0.064
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+=-0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
28  0.202  -0.081  -0.064
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+=-0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
29  0.202  -0.071  -0.064
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+=-0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
30  0.202  -0.061  -0.064
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:1 ==> It behaves correctly.
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
31  0.202  -0.061  -0.054
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+=-0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
32  0.202  -0.051  -0.054

```



```

| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
42  0.202  -0.001  -0.004
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:1 ==> It behaves correctly.
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
43  0.202  -0.001   0.006
| Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
| Example2:X1=0 X2=1 T=1 Output:0 ==> W1+= 0.000 W2+= 0.010 H+=-0.010
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
44  0.202   0.009  -0.004
| Example1:X1=0 X2=0 T=0 Output:1 ==> W1+= 0.000 W2+= 0.000 H+= 0.010
| Example2:X1=0 X2=1 T=1 Output:1 ==> It behaves correctly.
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.
45  0.202   0.009   0.006
| Example1:X1=0 X2=0 T=0 Output:0 ==> It behaves correctly.
| Example2:X1=0 X2=1 T=1 Output:1 ==> It behaves correctly.
| Example3:X1=1 X2=0 T=1 Output:1 ==> It behaves correctly.
| Example4:X1=1 X2=1 T=1 Output:1 ==> It behaves correctly.

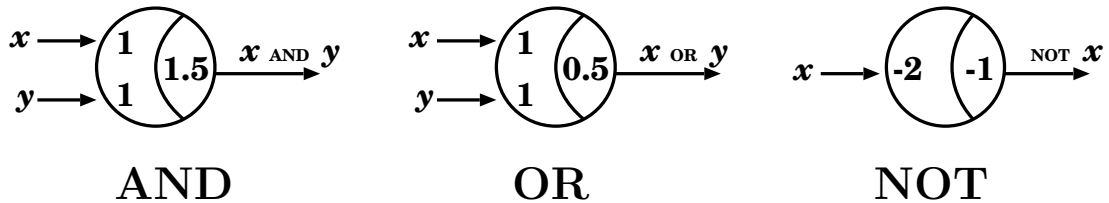
```

\*\*\* We found a required perceptron. \*\*\*

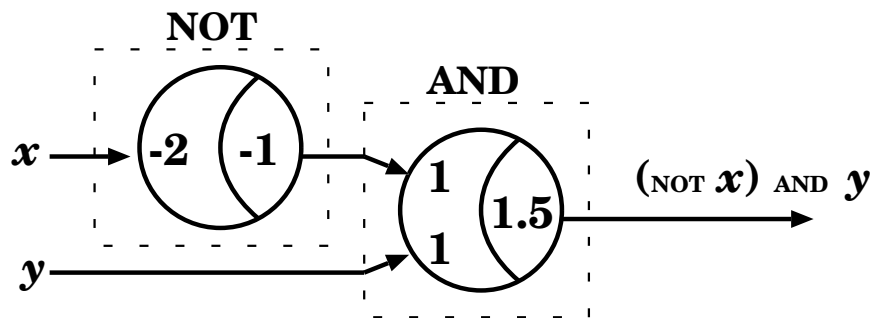
xcspc60\_45%

**5-7** What kind of Boolean function can perceptron represent?

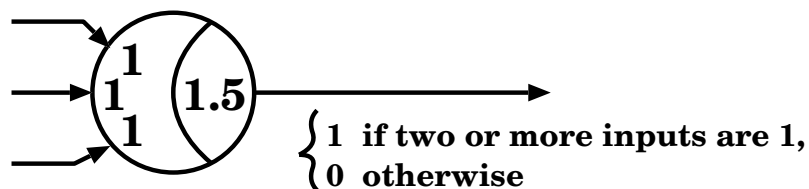
- Perceptrons can represent the simple Boolean functions AND, OR and NOT.



⇒ Every Boolean function can be represented by layering neuron-like units suitably.



- Perceptrons can represent some complex Boolean functions, e.g. the **majority function** which outputs 1 if and only if more than half of its inputs are 1.



But,

- Perceptrons cannot represent some simple Boolean functions, e.g. ExclusiveOR.

inputs		ExclusiveOR
$x_1$	$x_2$	
0	0	0
0	1	1
1	0	1
1	1	0

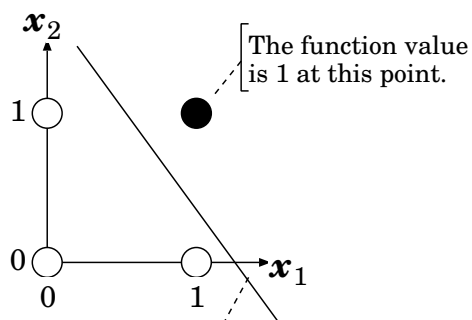
⇒ Generally,  
perceptrons can represent a Boolean function if  
and only if that function is “linearly separable.”

An  $n$ -ary Boolean function  $f$  is said to be **linearly separable** if two sets of input vectors

$$\{\vec{x} \mid f(\vec{x}) = 0\} \quad \text{and} \quad \{\vec{x} \mid f(\vec{x}) = 1\}$$

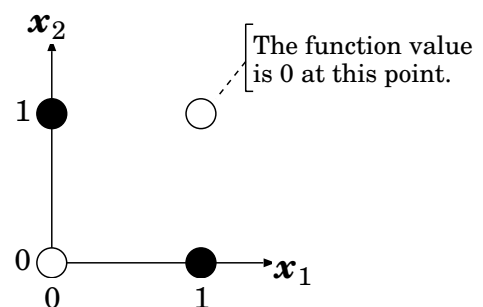
can be separated by some plane.

The AND function is linearly separable.



Black point and white points are separated by this line.

The ExclusiveOR function is not linearly separable.

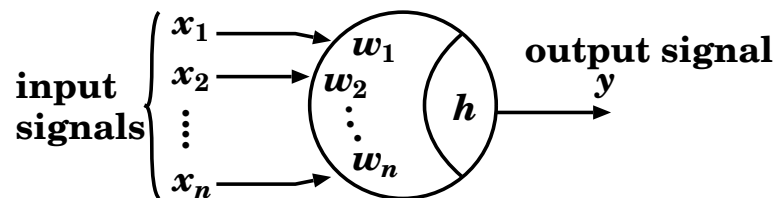


Black points and white points cannot be separated by any line.

## 6 Training Multilayer Neural Networks — backpropagation —

### 6-1 An Alternative Neuron-like Element

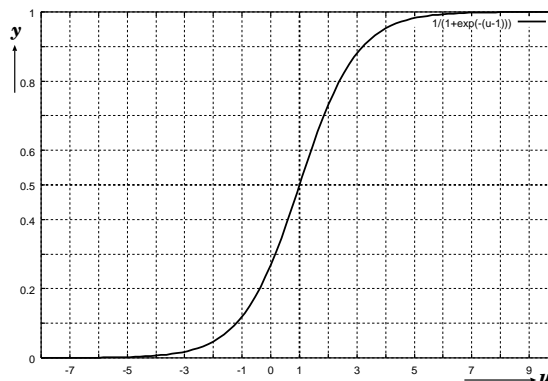
To avoid the difficulty of finding a good way to update the weights of “multilayer” neural networks, we next consider the other kind of simple computing elements that simulate a neuron:



$$u = \sum_{i=1}^n x_i w_i$$

$$y = \frac{1}{1 + e^{-(u-h)}}$$

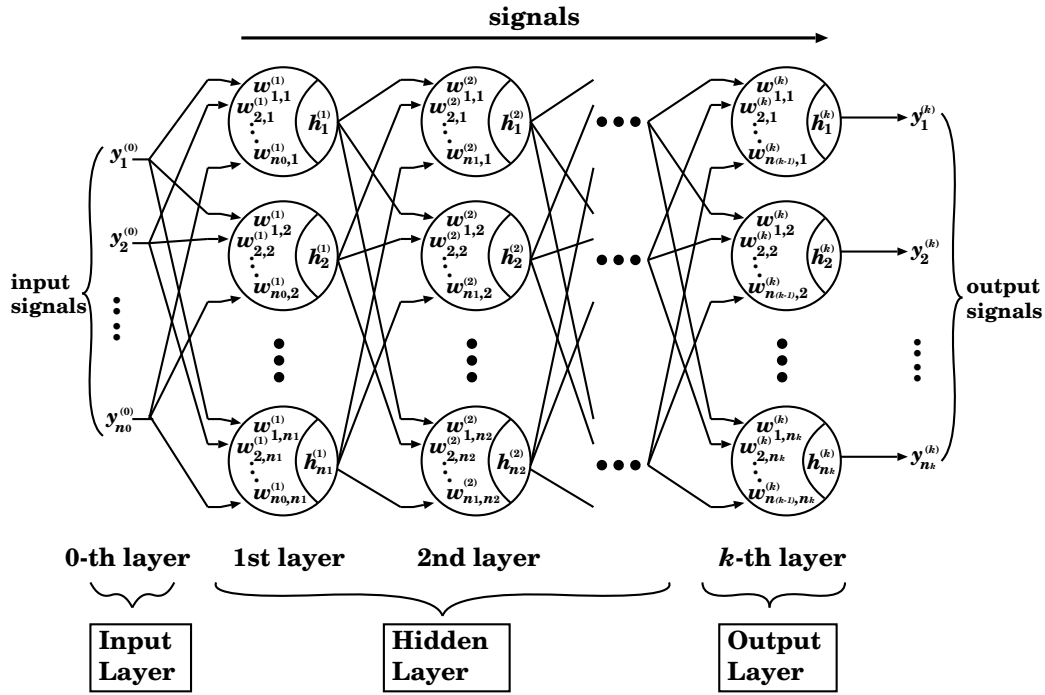
An “activation” function  $y = \frac{1}{1 + \exp\{-(u-h)\}}$ :



- ⇒
- The output  $y$  varies in the open interval  $(0,1)$ .
  - The derivative  $\frac{dy}{du}$  exists.

## 6-2 Multilayer Feed-Forward Networks

We consider a class of networks, called **multilayer** neural networks, that have the following network structure:



For each pair  $m \in \{1, 2, \dots, k\}$  and  $j \in \{1, 2, \dots, n_m\}$ , We define

$u_j^{(m)}$  = the total input (i.e. electric potential) of the  $j$ -th unit in the  $m$ -th layer, and

$y_j^{(m)}$  = the output of the  $j$ -th unit in the  $m$ -th layer.

⇒ From the assumption of the neuron-like elements in the previous subsection, we obtain

$$u_j^{(m)} = \sum_{i=1}^{n_{m-1}} y_i^{(m-1)} w_{i,j}^{(m)} \quad \text{for any } m \geq 1 \text{ and } j, \quad \text{and}$$

$$y_j^{(m)} = g(u_j^{(m)} - h_j^{(m)}) \quad \text{for any } m \geq 1 \text{ and } j,$$

where  $g(x) = \frac{1}{1 + e^{-x}}$ .



### **6-3** Backpropagation Learning

We also follow the scheme of keeping and repetitively updating the current-best-hypothesis:

**How to update the weights and threshold** :

For multilayer networks, it is usually adopted to update the weights and thresholds with the following rule:

$$w_{i,j}^{(m)} \leftarrow w_{i,j}^{(m)} + \alpha \times y_i^{(m-1)} \times \mathcal{E}rr_j^{(m)}$$

$$h_j^{(m)} \leftarrow h_j^{(m)} - \alpha \times \mathcal{E}rr_j^{(m)}$$

for every  $m \in \{1, 2, \dots, k\}$ ,  $i \in \{1, 2, \dots, n_{m-1}\}$ ,  
and  $j \in \{1, 2, \dots, n_m\}$ ,

where

$\alpha$  is a small positive constant (the learning rate),  
 $\mathcal{E}rr_j^{(m)}$  can be regarded as a quantity of error that the  $j$ -th unit in the  $m$ -th layer committed.

The quantities  $\mathcal{E}rr_i^{(m)}$  are calculated backward (i.e. from the  $k$ -th layer to the 1st layer) as follows:

$$\mathcal{E}rr_i^{(k)} = t_i - y_i^{(k)} \quad \text{for every } i \in \{1, 2, \dots, n_k\}$$

$$\mathcal{E}rr_i^{(m)} = g'(u_i^{(m)} - h_i^{(m)}) \sum_{j=1}^{n_{m+1}} w_{i,j}^{(m+1)} \mathcal{E}rr_j^{(m+1)}$$

for every  $m \in \{1, 2, \dots, k-1\}$ ,  $i \in \{1, 2, \dots, n_m\}$ ,

where

$t_i$  denotes the required output of the  $i$ -th unit (in the output layer) for the inputs  $(y_1^{(0)}, y_2^{(0)}, \dots, y_{n_0}^{(0)})$ ,

$g'$  denotes the derivative of the (activation) function  $g(x) = \frac{1}{1+e^{-x}}$ , and so

$$\begin{aligned} g'(u_i^{(m)} - h_i^{(m)}) &= g(u_i^{(m)} - h_i^{(m)}) \left(1 - g(u_i^{(m)} - h_i^{(m)})\right) \\ &= y_i^{(m)} (1 - y_i^{(m)}) \end{aligned}$$



We obtain the following backpropagation learning algorithm:

```

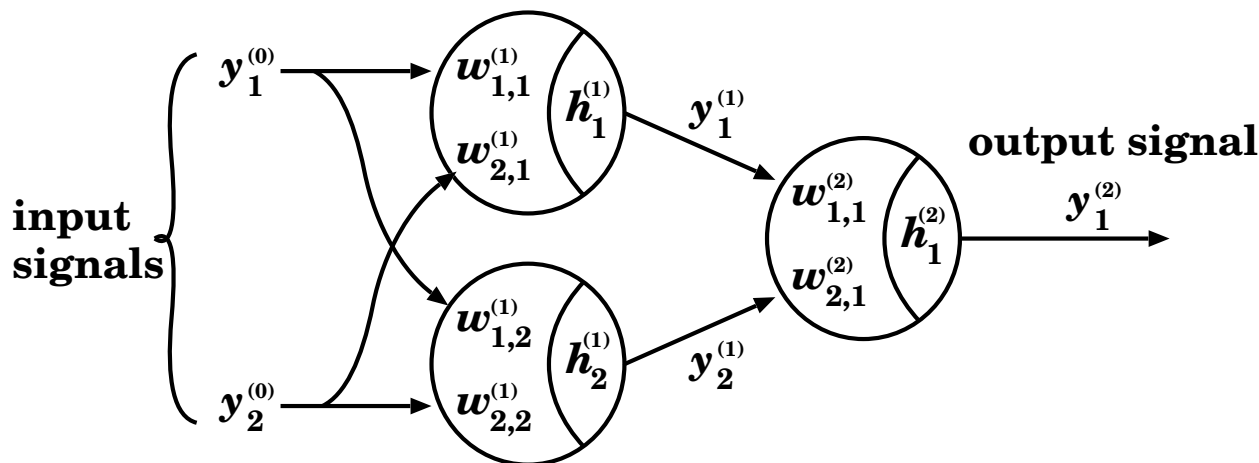
function BACKPROPAGATION-LEARNING(examples) returns network
  network  $\leftarrow$  a multilayer neural network
    with randomly assigned weights  $w_{i,j}^{(m)}$  and thresholds  $h_j^{(m)}$ ;
  repeat
    num_of_disagree  $\leftarrow$  0;
     $\Delta w_{i,j}^{(m)} \leftarrow 0$  for each  $i, j, m$ ;
     $\Delta h_j^{(m)} \leftarrow 0$  for each  $j, m$ ;
    for each (inputs:  $x_1, \dots, x_{n_0}$ ;
      required_output:  $t_1, \dots, t_{n_k}$ ) in examples do
       $y_j^{(0)} \leftarrow x_j$  for each  $j$ ;
      for each  $m = 1, 2, 3, \dots, k$  do
         $y_j^{(m)} \leftarrow$  the output of the  $j$ -th unit in the  $m$ -th layer for each  $j$ ;
      end
      if ( $|t_1 - y_1^k| > \epsilon$  or  $|t_2 - y_2^k| > \epsilon$  or  $\dots$  or  $|t_{n_k} - y_{n_k}^k| > \epsilon$ ) then
        num_of_disagree  $\leftarrow$  num_of_disagree + 1;
         $\mathcal{E}rr_i^{(k)} \leftarrow t_i - y_i^{(k)}$  for each  $i$ ;
        for each  $m = k - 1, k - 2, \dots, 2, 1$  do
           $\mathcal{E}rr_i^{(m)} \leftarrow y_i^{(m)}(1 - y_i^{(m)}) \sum_{j=1}^{n_{m+1}} w_{i,j}^{(m+1)} \mathcal{E}rr_j^{(m+1)}$  for each  $i$ ;
        end
         $\Delta w_{i,j}^{(m)} \leftarrow \Delta w_{i,j}^{(m)} + \alpha y_i^{(m-1)} \mathcal{E}rr_j^{(m)}$  for each  $m, i, j$ ;
         $\Delta h_j^{(m)} \leftarrow \Delta h_j^{(m)} - \alpha \mathcal{E}rr_j^{(m)}$  for each  $m, j$ 
      end
    end
     $w_{i,j}^{(m)} \leftarrow w_{i,j}^{(m)} + \Delta w_{i,j}^{(m)}$  for each  $m, i, j$ ;
     $h_j^{(m)} \leftarrow h_j^{(m)} + \Delta h_j^{(m)}$  for each  $m, j$ 
  until num_of_disagree = 0 or some stopping criterion is satisfied;
  return network

```

This learning algorithm is not guaranteed to converge to a global optimum.

### 6-4 Implementation in Fortran77

For a target multilayer network structure



and the required input-output relations

inputs		output
$x_1$	$x_2$	$t$
0	0	0
0	1	1
1	0	1
1	1	0

logical ExclusiveOR

we give a Fortran77 program that implements the backpropagation learning algorithm described in the previous section **6-3**:

```

xcspc60_41% cat training_multilayer_net_XOR.f
*****
* A Fortran77 program that implements the backpropagation learning
* algorithm to the problem of training a multilayer network
* with two inputs, two 1st-layer units and one 2nd-layer unit*
* so that it behaves as the logical ExclusiveOR function.
*****
PROGRAM BACKPROPAGATION
INTEGER MAX_LAYER, MAX_UNIT_NUM, NUM_OF_EXAMPLES, MAX_EPOCH,
& LAYER0, LAYER1, LAYER2, IN1, IN2, UNIT1, UNIT2
REAL ALPHA, EPSILON
PARAMETER (MAX_LAYER=2, MAX_UNIT_NUM=2, NUM_OF_EXAMPLES=4,
& MAX_EPOCH=10000,
& LAYER0=0, LAYER1=1, LAYER2=2,
& IN1=1, IN2=2, UNIT1=1, UNIT2=2,

```

display the Fortran77 source code

```

&          ALPHA=0.9, EPSILON=0.05)
  INTEGER NUM_OF_UNITS(0:MAX_LAYER),
&          LAYER, UNIT, EPOCH, EXAMPLE, NUM_OF_DISAGREE,
&          X1(1:NUM_OF_EXAMPLES), X2(1:NUM_OF_EXAMPLES),
&          T(1:NUM_OF_EXAMPLES)
  DATA    NUM_OF_UNITS/2,2,1/,
&          X1/0,0,1,1/, X2/0,1,0,1/, T/0,1,1,0/
  REAL     Y(0:MAX_LAYER, 1:MAX_UNIT_NUM),
&          W(0:MAX_LAYER, 1:MAX_UNIT_NUM, 1:MAX_UNIT_NUM),
&          H(0:MAX_LAYER, 1:MAX_UNIT_NUM),
&          ERR(1:MAX_LAYER, 1:MAX_UNIT_NUM),
&          DELTA_W(0:MAX_LAYER, 1:MAX_UNIT_NUM, 1:MAX_UNIT_NUM),
&          DELTA_H(0:MAX_LAYER, 1:MAX_UNIT_NUM)

* Initialize a Pseudo-random Generator
  CALL RAND_INITIALIZE( )

* Generate a Multilayer Network Randomly (i.e. Initialize Weights and threshold)
  DO 20 LAYER=1,2
    DO 10 UNIT=1,NUM_OF_UNITS(LAYER)
      W(LAYER,IN1,UNIT)=RAND_REAL( )-0.5
      W(LAYER,IN2,UNIT)=RAND_REAL( )-0.5
      H(LAYER,UNIT)=RAND_REAL( )-0.5
    10  CONTINUE
  20  CONTINUE

* Printout a Headline
  WRITE(*,1000)

* Training the Multilayer Network
  DO 100 EPOCH=1,MAX_EPOCH
    WRITE(*,2000) EPOCH-1,
&          W(LAYER1,IN1,UNIT1),W(LAYER1,IN2,UNIT1),H(LAYER1,UNIT1),
&          W(LAYER1,IN1,UNIT2),W(LAYER1,IN2,UNIT2),H(LAYER1,UNIT2),
&          W(LAYER2,IN1,UNIT1),W(LAYER2,IN2,UNIT1),H(LAYER2,UNIT1)
    NUM_OF_DISAGREE=0
    DO 40 LAYER=1,2
      DO 30 UNIT=1,NUM_OF_UNITS(LAYER)
        DELTA_W(LAYER,IN1,UNIT)=0.0
        DELTA_W(LAYER,IN2,UNIT)=0.0
        DELTA_H(LAYER,UNIT)=0.0
      30  CONTINUE
    40  CONTINUE

    DO 70 EXAMPLE=1,NUM_OF_EXAMPLES
*      ---Calculate the Output of each Unit in each Layer---
      Y(LAYER0,UNIT1)=REAL(X1(EXAMPLE))
      Y(LAYER0,UNIT2)=REAL(X2(EXAMPLE))
      Y(LAYER1,UNIT1)=
&          1.0/(1.0+exp(-(Y(LAYER0,UNIT1)*W(LAYER1,IN1,UNIT1)
&          +Y(LAYER0,UNIT2)*W(LAYER1,IN2,UNIT1)
&          -H(LAYER1,UNIT1))))
      Y(LAYER1,UNIT2)=
&          1.0/(1.0+exp(-(Y(LAYER0,UNIT1)*W(LAYER1,IN1,UNIT2)
&          +Y(LAYER0,UNIT2)*W(LAYER1,IN2,UNIT2)
&          -H(LAYER1,UNIT2))))

```

```

        Y(LAYER2,UNIT1)=
&          1.0/(1.0+exp(-(Y(LAYER1,UNIT1)*W(LAYER2,IN1,UNIT1)
&          +Y(LAYER1,UNIT2)*W(LAYER2,IN2,UNIT1)
&          -H(LAYER2,UNIT1))))
*      ---Check wether the Output is Correct---
      IF (ABS(REAL(T(EXAMPLE))-Y(LAYER2,UNIT1)) .GT. EPSILON) THEN
        NUM_OF_DISAGREE=NUM_OF_DISAGREE+1
*      ---Estimate the Error of each Unit in each Layer Backward---
      ERR(LAYER2,UNIT1)=REAL(T(EXAMPLE))-Y(LAYER2,UNIT1)
      ERR(LAYER1,UNIT1)=Y(LAYER1,UNIT1)*(1-Y(LAYER1,UNIT1))
&          *W(LAYER2,IN1,UNIT1)*ERR(LAYER2,UNIT1)
      ERR(LAYER1,UNIT2)=Y(LAYER1,UNIT2)*(1-Y(LAYER1,UNIT2))
&          *W(LAYER2,IN2,UNIT1)*ERR(LAYER2,UNIT1)
*      ---Calculate the Adjustment on Weights and Thresholds---
      DO 60 LAYER=1,2
        DO 50 UNIT=1,NUM_OF_UNITS(LAYER)
          DELTA_W(LAYER,IN1,UNIT)=DELTA_W(LAYER,IN1,UNIT)
&          + ALPHA*Y(LAYER-1,IN1)*ERR(LAYER,UNIT)
          DELTA_W(LAYER,IN2,UNIT)=DELTA_W(LAYER,IN2,UNIT)
&          + ALPHA*Y(LAYER-1,IN2)*ERR(LAYER,UNIT)
          DELTA_H(LAYER,UNIT)=DELTA_H(LAYER,UNIT)
&          - ALPHA*ERR(LAYER,UNIT)
50      CONTINUE
60      CONTINUE
        WRITE(*,3000)
&          EXAMPLE, X1(EXAMPLE), X2(EXAMPLE), T(EXAMPLE),
&          Y(LAYER1,UNIT1), Y(LAYER1,UNIT2), Y(LAYER2,UNIT1),
&          ERR(LAYER2,UNIT1),ERR(LAYER1,UNIT1),ERR(LAYER1,UNIT2)
        ELSE
          WRITE(*,4000)
&          EXAMPLE, X1(EXAMPLE), X2(EXAMPLE), T(EXAMPLE),
&          Y(LAYER1,UNIT1), Y(LAYER1,UNIT2), Y(LAYER2,UNIT1)
        END IF
70      CONTINUE

*      ---Check whether We Found a Required Multilayer Network---
      IF (NUM_OF_DISAGREE .EQ. 0) THEN
        WRITE(*,5000)
        STOP
      END IF
*      ---Update Weights and Thresholds---
      DO 90 LAYER=1,2
        DO 80 UNIT=1,NUM_OF_UNITS(LAYER)
          W(LAYER,IN1,UNIT)=
&          W(LAYER,IN1,UNIT)+DELTA_W(LAYER,IN1,UNIT)
          W(LAYER,IN2,UNIT)=
&          W(LAYER,IN2,UNIT)+DELTA_W(LAYER,IN2,UNIT)
          H(LAYER,UNIT)=H(LAYER,UNIT)+DELTA_H(LAYER,UNIT)
80      CONTINUE
90      CONTINUE
100     CONTINUE

        WRITE(*,6000)MAX_EPOCH

1000    FORMAT(' -----'/
&          ' We now search a multilayer network with two inputs,')/

```

```

&      ' two 1st-layer units and one 2nd-layer unit that'/
&      ' behaves as the logical ExclusiveOR function,'/
&      ' by the backpropagation learning algorithm.'/
&      ' -----'//
&      '      ---(Layer1,Unit1)--- ---(Layer1,Unit2)---',
&      '              ' ---(Layer2,Unit1)---'/
&      ' Epoch      W1      W2      H      W1      W2      H      ',
&      '              '      W1      W2      H      '/
&      ' -----      -----      -----      -----',
&      '              ' -----      -----      -----')
2000 FORMAT(1X, I4, 1X, 3(2X, F6.3, 1X, F6.3, 1X, F6.3))
3000 FORMAT(4X, '| Example',I1,':X1=',I1,' X2=',I1,' T=',I1,
&      ' Output:Y1_1=',F5.2,' Y1_2=',F5.2,' ->Y2_1=',F5.2,
&      ' ==> Err2_1=',F5.2,' ->Err1_1=',F5.2,' Err1_2=',F5.2)
4000 FORMAT(4X, '| Example',I1,':X1=',I1,' X2=',I1,' T=',I1,
&      ' Output:Y1_1=',F5.2,' Y1_2=',F5.2,' ->Y2_1=',F5.2,
&      ' ==> It behaves correctly.')
5000 FORMAT(/' *** We found a required multilayer network. ***')
6000 FORMAT(/
&      ' *** We trained a multilayer network ', I5, ' epochs,      ***'/
&      ' *** but couldn't find a required multilayer network. ***')
      END

*****
* A module for generating pseudo-random numbers
*****

```

We omit to display the code,  
 since it is already given in the  
 section **3-6**.

## 6-5 Experimental Results

The program in the previous section **6-4** reports how the weights  $w_{i,j}^{(m)}$  and the thresholds  $h_j^{(m)}$  are updated so that the hypothesis multilayer network will become consistent with the given 4 examples. Executing that program, we obtain the following results:

```
xcspc60.42% g77 training_multilayer_net_XOR.f
xcspc60.43% a.out
Type in a random seed (positive integer).
55
```

compile the source code and generate an executable code "a.out"

invoke the executable code "a.out"

input to the executing program "a.out"

-----  
 We now search a multilayer network with two inputs,  
 two 1st-layer units and one 2nd-layer unit that  
 behaves as the logical ExclusiveOR function,  
 by the backpropagation learning algorithm.  
 -----

Epoch	---(Layer1,Unit1)---			---(Layer1,Unit2)---			---(Layer2,Unit1)---		
	W1	W2	H	W1	W2	H	W1	W2	H
0	-0.237	0.311	0.037	-0.371	-0.479	0.348	-0.432	-0.203	-0.096
	Example1:X1=0 X2=0 T=0	Output:Y1_1= 0.49	Y1_2= 0.41	->Y2_1= 0.45	==> Err2_1=-0.45	->Err1_1= 0.05	Err1_2= 0.02		
	Example2:X1=0 X2=1 T=1	Output:Y1_1= 0.57	Y1_2= 0.30	->Y2_1= 0.45	==> Err2_1= 0.55	->Err1_1=-0.06	Err1_2=-0.02		
	Example3:X1=1 X2=0 T=1	Output:Y1_1= 0.43	Y1_2= 0.33	->Y2_1= 0.46	==> Err2_1= 0.54	->Err1_1=-0.06	Err1_2=-0.02		
	Example4:X1=1 X2=1 T=0	Output:Y1_1= 0.51	Y1_2= 0.23	->Y2_1= 0.46	==> Err2_1=-0.46	->Err1_1= 0.05	Err1_2= 0.02		
1	-0.244	0.302	0.053	-0.378	-0.486	0.356	-0.348	-0.155	-0.262
	Example1:X1=0 X2=0 T=0	Output:Y1_1= 0.49	Y1_2= 0.41	->Y2_1= 0.51	==> Err2_1=-0.51	->Err1_1= 0.04	Err1_2= 0.02		
	Example2:X1=0 X2=1 T=1	Output:Y1_1= 0.56	Y1_2= 0.30	->Y2_1= 0.50	==> Err2_1= 0.50	->Err1_1=-0.04	Err1_2=-0.02		
	Example3:X1=1 X2=0 T=1	Output:Y1_1= 0.43	Y1_2= 0.32	->Y2_1= 0.52	==> Err2_1= 0.48	->Err1_1=-0.04	Err1_2=-0.02		
	Example4:X1=1 X2=1 T=0	Output:Y1_1= 0.50	Y1_2= 0.23	->Y2_1= 0.51	==> Err2_1=-0.51	->Err1_1= 0.04	Err1_2= 0.01		
2	-0.241	0.304	0.048	-0.380	-0.488	0.355	-0.366	-0.173	-0.225
	Example1:X1=0 X2=0 T=0	Output:Y1_1= 0.49	Y1_2= 0.41	->Y2_1= 0.49	==> Err2_1=-0.49	->Err1_1= 0.05	Err1_2= 0.02		
	Example2:X1=0 X2=1 T=1	Output:Y1_1= 0.56	Y1_2= 0.30	->Y2_1= 0.49	==> Err2_1= 0.51	->Err1_1=-0.05	Err1_2=-0.02		
	Example3:X1=1 X2=0 T=1	Output:Y1_1= 0.43	Y1_2= 0.32	->Y2_1= 0.50	==> Err2_1= 0.50	->Err1_1=-0.04	Err1_2=-0.02		
	Example4:X1=1 X2=1 T=0	Output:Y1_1= 0.50	Y1_2= 0.23	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.05	Err1_2= 0.02		
3	-0.240	0.304	0.048	-0.383	-0.491	0.357	-0.360	-0.176	-0.235
	Example1:X1=0 X2=0 T=0	Output:Y1_1= 0.49	Y1_2= 0.41	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.04	Err1_2= 0.02		
	Example2:X1=0 X2=1 T=1	Output:Y1_1= 0.56	Y1_2= 0.30	->Y2_1= 0.49	==> Err2_1= 0.51	->Err1_1=-0.04	Err1_2=-0.02		
	Example3:X1=1 X2=0 T=1	Output:Y1_1= 0.43	Y1_2= 0.32	->Y2_1= 0.51	==> Err2_1= 0.49	->Err1_1=-0.04	Err1_2=-0.02		
	Example4:X1=1 X2=1 T=0	Output:Y1_1= 0.50	Y1_2= 0.23	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.05	Err1_2= 0.02		
4	-0.239	0.305	0.046	-0.386	-0.494	0.358	-0.360	-0.183	-0.234
	Example1:X1=0 X2=0 T=0	Output:Y1_1= 0.49	Y1_2= 0.41	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.04	Err1_2= 0.02		
	Example2:X1=0 X2=1 T=1	Output:Y1_1= 0.56	Y1_2= 0.30	->Y2_1= 0.49	==> Err2_1= 0.51	->Err1_1=-0.04	Err1_2=-0.02		
	Example3:X1=1 X2=0 T=1	Output:Y1_1= 0.43	Y1_2= 0.32	->Y2_1= 0.51	==> Err2_1= 0.49	->Err1_1=-0.04	Err1_2=-0.02		
	Example4:X1=1 X2=1 T=0	Output:Y1_1= 0.50	Y1_2= 0.22	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.05	Err1_2= 0.02		
5	-0.237	0.305	0.045	-0.390	-0.497	0.359	-0.358	-0.188	-0.236
	Example1:X1=0 X2=0 T=0	Output:Y1_1= 0.49	Y1_2= 0.41	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.04	Err1_2= 0.02		
	Example2:X1=0 X2=1 T=1	Output:Y1_1= 0.56	Y1_2= 0.30	->Y2_1= 0.49	==> Err2_1= 0.51	->Err1_1=-0.04	Err1_2=-0.02		
	Example3:X1=1 X2=0 T=1	Output:Y1_1= 0.43	Y1_2= 0.32	->Y2_1= 0.51	==> Err2_1= 0.49	->Err1_1=-0.04	Err1_2=-0.02		
	Example4:X1=1 X2=1 T=0	Output:Y1_1= 0.51	Y1_2= 0.22	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.05	Err1_2= 0.02		
6	-0.236	0.306	0.044	-0.393	-0.500	0.360	-0.357	-0.194	-0.237
	Example1:X1=0 X2=0 T=0	Output:Y1_1= 0.49	Y1_2= 0.41	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.04	Err1_2= 0.02		
	Example2:X1=0 X2=1 T=1	Output:Y1_1= 0.57	Y1_2= 0.30	->Y2_1= 0.49	==> Err2_1= 0.51	->Err1_1=-0.04	Err1_2=-0.02		
	Example3:X1=1 X2=0 T=1	Output:Y1_1= 0.43	Y1_2= 0.32	->Y2_1= 0.51	==> Err2_1= 0.49	->Err1_1=-0.04	Err1_2=-0.02		
	Example4:X1=1 X2=1 T=0	Output:Y1_1= 0.51	Y1_2= 0.22	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.04	Err1_2= 0.02		
7	-0.234	0.306	0.042	-0.397	-0.503	0.361	-0.356	-0.200	-0.238
	Example1:X1=0 X2=0 T=0	Output:Y1_1= 0.49	Y1_2= 0.41	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.04	Err1_2= 0.02		
	Example2:X1=0 X2=1 T=1	Output:Y1_1= 0.57	Y1_2= 0.30	->Y2_1= 0.49	==> Err2_1= 0.51	->Err1_1=-0.04	Err1_2=-0.02		
	Example3:X1=1 X2=0 T=1	Output:Y1_1= 0.43	Y1_2= 0.32	->Y2_1= 0.51	==> Err2_1= 0.49	->Err1_1=-0.04	Err1_2=-0.02		
	Example4:X1=1 X2=1 T=0	Output:Y1_1= 0.51	Y1_2= 0.22	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.04	Err1_2= 0.02		
8	-0.233	0.307	0.041	-0.401	-0.506	0.362	-0.354	-0.207	-0.240
	Example1:X1=0 X2=0 T=0	Output:Y1_1= 0.49	Y1_2= 0.41	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.04	Err1_2= 0.02		
	Example2:X1=0 X2=1 T=1	Output:Y1_1= 0.57	Y1_2= 0.30	->Y2_1= 0.49	==> Err2_1= 0.51	->Err1_1=-0.04	Err1_2=-0.02		
	Example3:X1=1 X2=0 T=1	Output:Y1_1= 0.43	Y1_2= 0.32	->Y2_1= 0.51	==> Err2_1= 0.49	->Err1_1=-0.04	Err1_2=-0.02		
	Example4:X1=1 X2=1 T=0	Output:Y1_1= 0.51	Y1_2= 0.22	->Y2_1= 0.50	==> Err2_1=-0.50	->Err1_1= 0.04	Err1_2= 0.02		





























