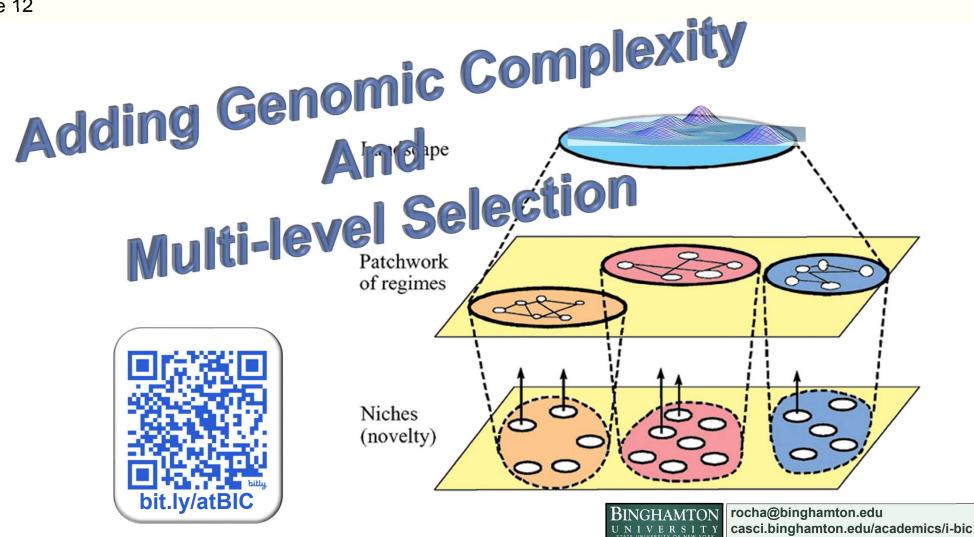
lecture 12



#### course outlook

#### key events coming up

- Labs: 35% (ISE-483)
  - Complete 5 (best 4 graded) assignments based on algorithms presented in class
    - Lab 3: March 31st
      - Cellular Automata and Boolean Networks (Assignment 3)
        - Delivered by Kaeli Ahn and Erik Fiolkoski
        - Due: April 7th
    - Lab 4 : April 22<sup>nd</sup> (Tuesday after Easter break)????
      - Evolutionary Algorithms, (Assignment 4)
        - Delivered by Kristen Beideman
        - Due April 29<sup>th</sup>
    - Lab 5: April 28<sup>th</sup>
      - Ant Clustering Algorithm, (Assignment 5)
        - Delivered by Emad Abed and Kiet Ngo Tuan
        - Due May 5th
- SSIE 583 -Presentation and Discussion: 25%
  - Present and lead the discussion of an article related to the class materials
    - Enginet students post/send video or join by Zoom
  - April 22, 2025
    - Rik Pardun
      - Conrad, M. [1990]. "The geometry of evolution." Biosystems 24: 61-81.
    - Kiet Ngo Tuar
      - Garg, Shivam, Kirankumar Shiragur, Deborah M. Gordon, and Moses Charikar. "Distributed Algorithms from Arboreal Ants for the Shortest Path Problem." PNAS 120, no. 6 (February 7, 2023): e2207959120.
    - Eric Fiolkoski
      - Schmidt, M. and H. Lipson [2009]. "Distilling Free-Form Natural Laws from Experimental Data". Science, 324: 81-85.





#### final project schedule

#### Projects

- Due by May 7<sup>th</sup> in Brightspace, "Final Project 483/583" assignment
  - ALIFE 2025
    - Not necessarily to submit to actual conference due date
      - May 4 full paper, July 4, abstract
    - https://2025.alife.org/
    - Max 8 pages, author guidelines:
    - https://2025.alife.org/calls#paper-call
    - MS Word, PDF, and Latex/Overleaf templates.
- Individual or group
  - With very definite tasks assigned per member of group

# **ALIFE 2025**

Tackle a real problem using bio-inspired algorithms, such as those used in the labs.





Reusing and expanding labs is highly encouraged.



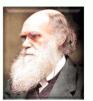
# readings

#### until now

- Class Book
  - Floreano, D. and C. Mattiussi [2008]. Bio-Inspired Artificial Intelligence: Theories, Methods, and Technologies. MIT Press.
    - Chapters 1, 4, and 7
- Lecture notes
  - Chapter 1: What is Life?
  - Chapter 2: The logical Mechanisms of Life
  - Chapter 3: Formalizing and Modeling the World
  - Chapter 4: Self-Organization and Emergent Complex Behavior
  - Chapter 5: Reality is Stranger than Fiction
  - Chapter 6: Von Neumann and Natural Selection
  - Chapter 7: Modeling Evolutionary Systems
    - posted online @ http://informatics.indiana.edu/rocha/i-bic
- Papers and other materials
  - Optional
    - Nunes de Castro, Leandro [2006]. Fundamentals of Natural Computing: Basic Concepts, Algorithms, and Applications. Chapman & Hall.
      - Chapter 2, 7, 8
      - Chapter 3, sections 3.1 to 3.5









# evolutionary design

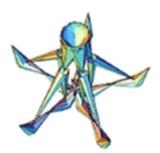
objective function may be subjective

"Once a Darwinian process gets going in a world, it has an open-ended power to generate surprising consequences: us, for example" Richard Dawkins

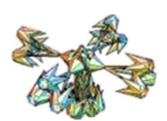








**Biomorphs** 







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### computational evolution

#### artificial genotype/phenotype mapping

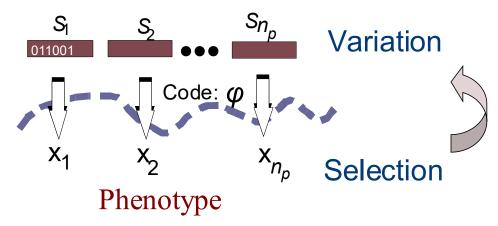
Search algorithms based on the mechanics of Natural Selection

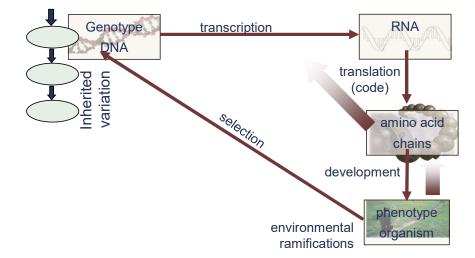
Based on distinction between a machine and a description of a machine

Solution alternatives for optimization problems

# Traditional Genetic Algorithm

Genotype





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#### computational evolution

RNA

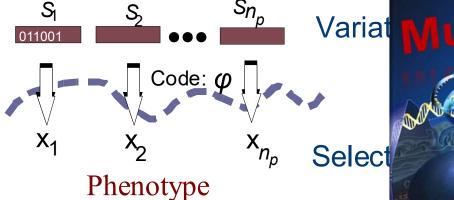
#### artificial genotype/phenotype mapping

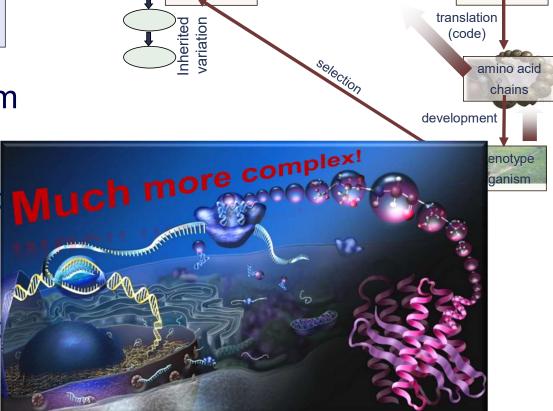
Search algorithms based on the mechanics of Natural Selection Based on distinction between a machine and a description of a machine

Solution alternatives for optimization problems

Traditional Genetic Algorithm

Genotype





transcription

Genotype

DNA

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# Gene expression programming

# Including a genotype/phenotype map in GP

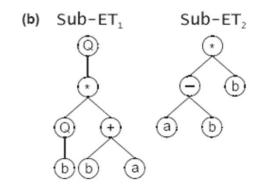
- Proposed by Candida Ferreira
- Program trees are encoded in fixed-length linear genotypes
- Genotypes
  - Open-reading frame architecture
    - Stop signal not necessarily at end of genotype
  - Non-coding genes are possible
    - Can include genetic operators
  - Genes contain two types of symbols
    - Functions (only at the head) and terminals
  - Multigenic solutions
    - Assembled from non-coding operations between various open-reading frames

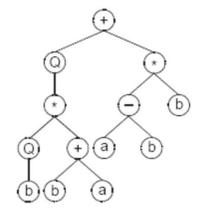
012345678012345678012345678 -b\*b**abbab**\*Qb+**abbba**-\*Qa**bbaba** 

C. FERREIRA [2001]. Gene Expression Programming: A New Adaptive Algorithm for Solving Problems. *Complex Systems*, **13** (2): 87-129.

(a) 012345678012345678 Q\*Q+bbaaa\*-babaabb

(c) ET







# **RNA** Editing

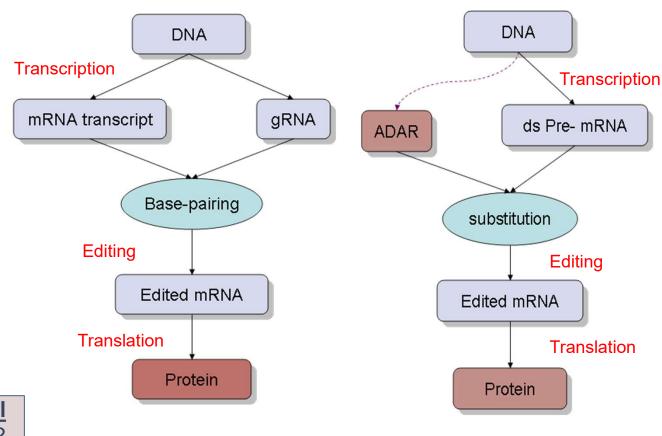
#### Including transcription regulation and translation

- RNA Editing: post-transcriptional alteration of genetic information
  - can be performed by ncRNA structures and proteins (i.e enzyme cascades).
- U-Insertion/deletion RNA Editing (mitochondria of kinetoplastid protozoa)
  - Involve small guide RNAs (gRNA) complementary to the target mRNA, and editosome (multi-protein complex)
    - gRNA is a template for editing
  - insertion/deletion of Uracil (U) residues, usually in coding regions of mRNA transcripts
    - e.g. creation of open reading frames



# **RNA** Editing

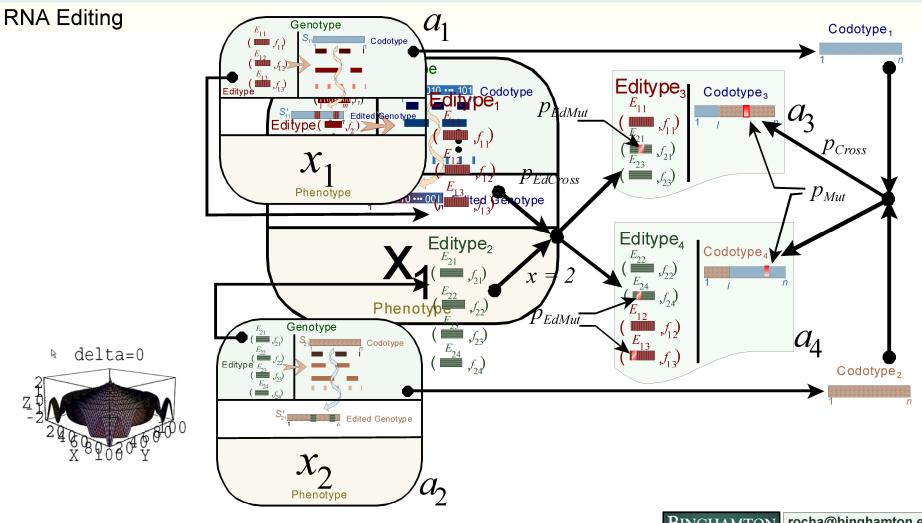
#### U-insertion and A-to-I subtitution



is there a **general principle** at play?

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#### Agent-based models of evolutionary dynamics



Huang, C-F, et al [2007]. Evolutionary Computation. 15(3).

# Simple fitness function

# Royal road

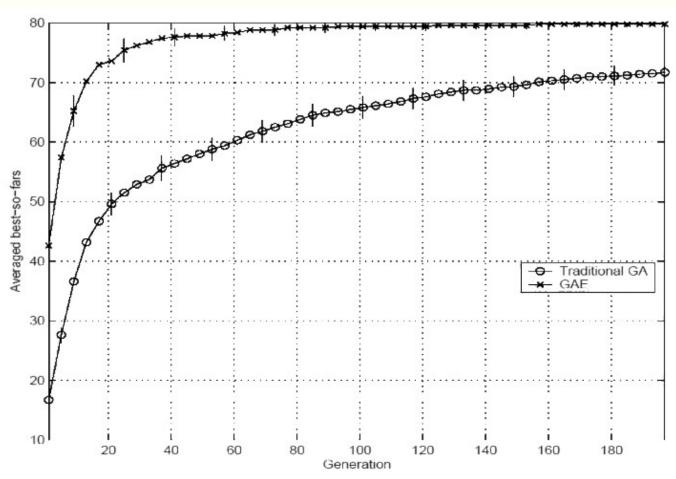
$$F(x) = \sum_{s_i \in S} c_i \sigma_{s_i}(x)$$

- Miniature of "Royal Road" function (Forrest and Mitchell, 1993)
  - Schemata  $S = (s_1, ..., s_8)$
  - ▶ c<sub>i</sub> is a value assigned to each schema s<sub>i</sub>
  - $\sigma_{si}(x) = 1$  if x is an instance of  $s_i$  and 0 otherwise
  - ► Fitness of the global optimum string (40 1's) is 10\*8 = 80

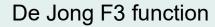


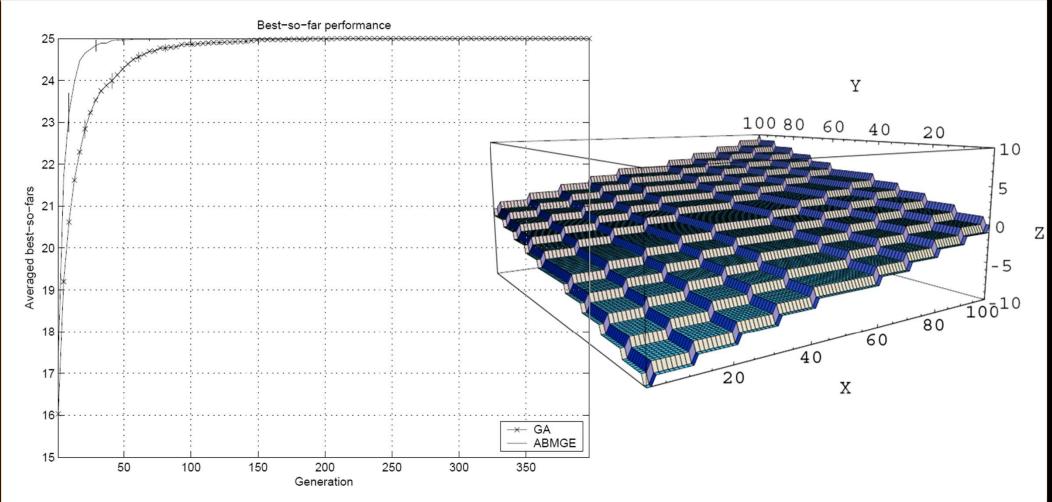
# Simple example

# 50 runs for small royal road testbed



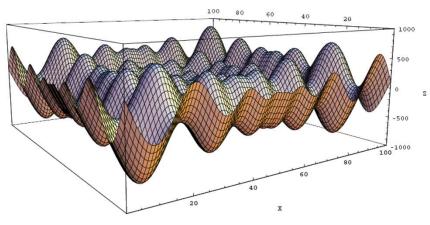
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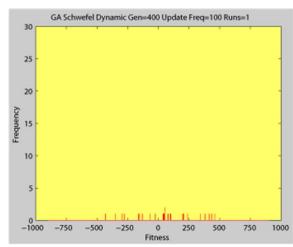


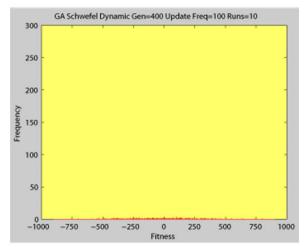


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# example run: Schwefel function



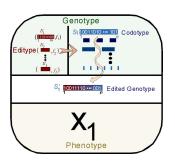


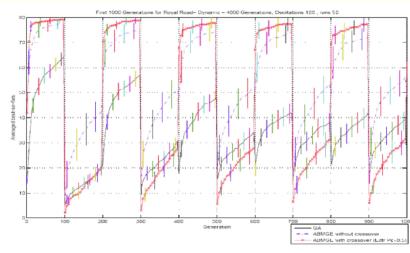


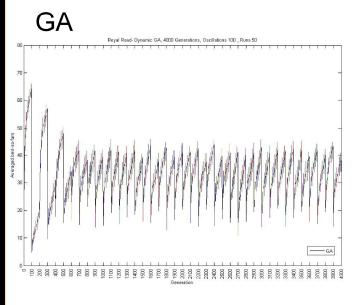
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# Agent-based models of RNA Editing

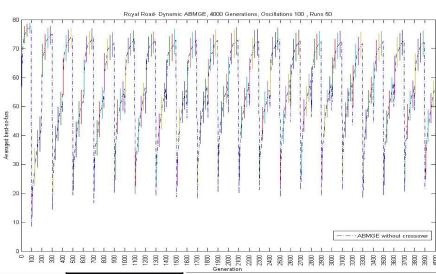
# ABMGE on oscillatory fitness landscapes (Royal Road)







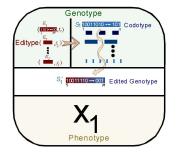
# **ABMGE**

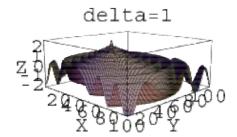


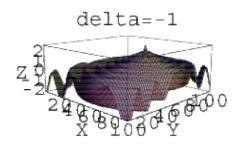
Huang, C-F, et al [2007]. Evolutionary Computation. 15(3).

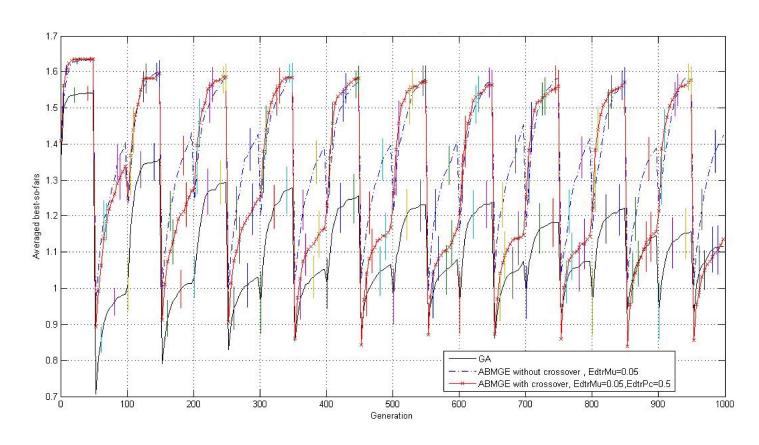
# Agent-based models of RNA Editing

# ABMGE on dynamical environments





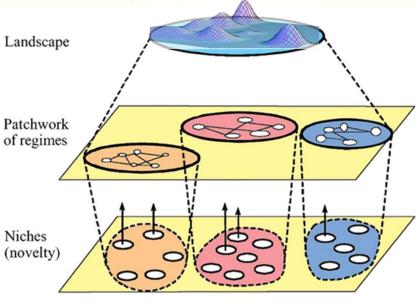


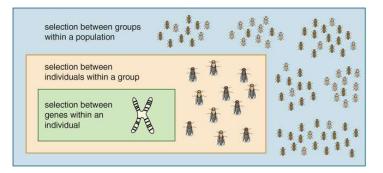




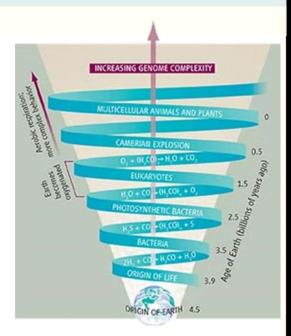
### Multi-level complexity

Genomic complexity and multi-level selection





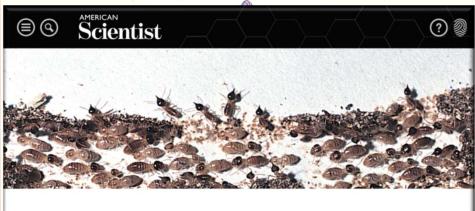
Wilson, David Sloan, and Edward O. Wilson. "Evolution 'for the Good of the Group' " *American Scientist* **96**.5 (2008): 380-389.





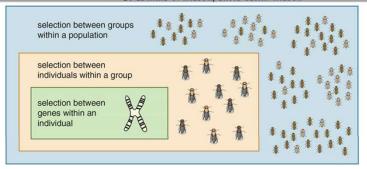
#### Multi-level complexity

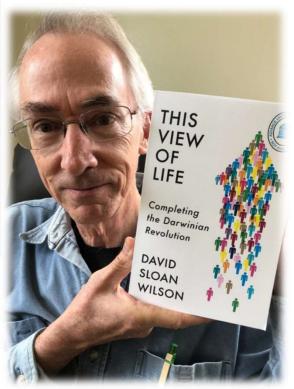
Genomic complexity and multi-level selection

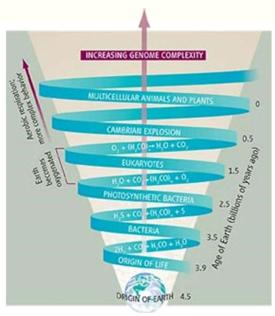


# Evolution "for the Good of the Group"

BY EDWARD O. WILSON, DAVID SLOAN WILSON







Wilson, David Sloan, and Edward O. Wilson. "Evolution 'for the Good of the Group' " *American Scientist* **96**.5 (2008): 380-389.



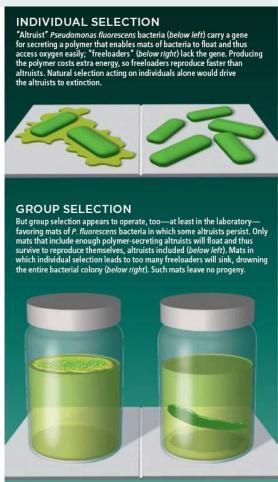
#### units of selection

moral men might not do any better than immoral men but tribes of moral men would certainly "have an immense advantage" over fractious bands of pirates. (Charles Darwin)

- Multilevel selection theory
  - Selection occurs in multiple levels simultaneously
  - No general-case scenario, each organism on a case-bycase basis
    - David Wilson and E.O. Wilson
- Experiments with Pseudonas fluorescens
  - Oxygen-exhausting bacteria in liquid
  - Groups with enough altruists survive
- Kin-selection as special case of group selection
  - Leading to various, diverse (selectable) groups with high genetic similarity
- Sociobiology
  - Selfishness beats altruism within groups. Altruistic groups beat selfish groups.

"Morality is herd instinct in the individual". (Friedrich Nietzsche)

# altruism and selection



Sci. American, Jan 2009 (Steve Mirsky)



#### units of select

moral men might certainly "have ar Waring, Timothy M., Michelle Kline Ann, Jeremy S. Brooks, Sandra H. Goff, John Gowdy, Marco A. Janssen, Paul E. Smaldino, and Jennifer Jacquet. "A multilevel evolutionary framework for sustainability analysis." Ecology and Society 20, no. 2 (2015).

#### Multile<sup>1</sup>

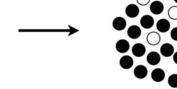
- No
- Experi
- Kin-sel
  - Lea

"Morality

individual selection

selection





favors selfish individuals

favors

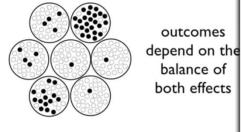
cooperative

individuals

within selfish groups

outcomes

balance of both effects



cooperative

non-cooperative ('selfish')

**GROUP SELECTION** 

But group selection appears to operate, too—at least in the laboratoryfavoring mats of *P. Huorescens* bacteria in which some altruists persist. Only mats that include enough polymer-secreting altruists will float and thus survive to reproduce themselves, altruists included (below left). Mats in which individual selection leads to too many freeloaders will sink, drowning the entire bacterial colony (below right). Such mats leave no progeny.

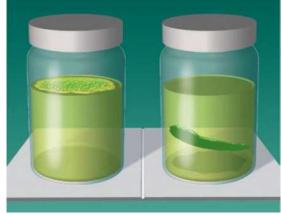
altruism and selection

"Altruist" Pseudomonas fluorescens bacteria (below left) carry a gene for secreting a polymer that enables mats of bacteria to float and thus access oxygen easily; "freeloaders" (below right) lack the gene. Producing the polymer costs extra energy, so freeloaders reproduce faster than

altruists. Natural selection acting on individuals alone would drive

INDIVIDUAL SELECTION

the altruists to extinction.



Sci. American, Jan 2009 (Steve Mirsky)

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(Friedrich Melzache)

• Sele

case

Oxy group

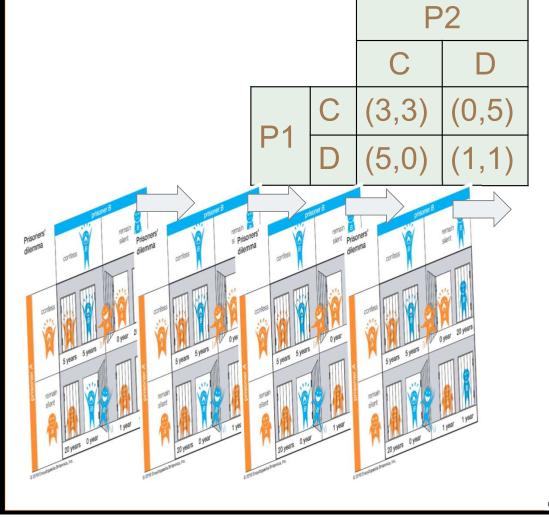
gen

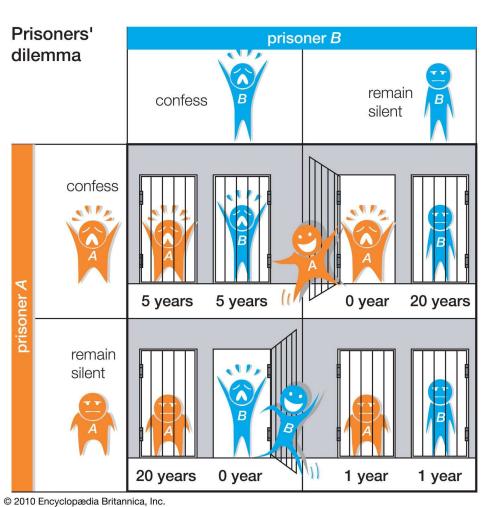
Sociob multilevel

 Self selection bea

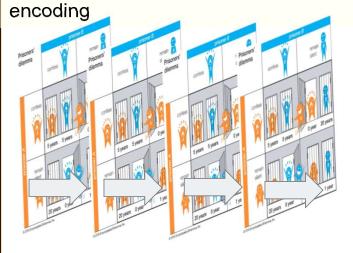
# iterated prisoner's dilemma



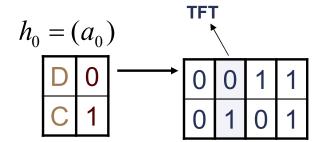




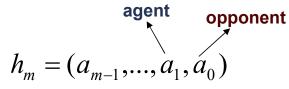
# iterated prisoner's dilemma



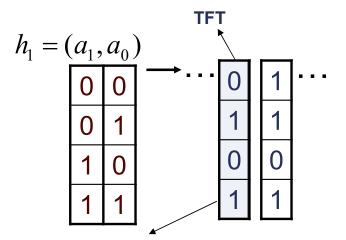
		P2	
		С	D
P1	C	(3,3)	(0,5)
	D	(5,0)	(1,1)



4 possible strategies (genotype=2 bits)



Lindgren's iterated game for agents with memory



Used in the evolutionary search by GA (tournament selection)

16 possible strategies (genotype=4 bits)

# Iterated prisoner's dilemma

#### memory 0 strategies



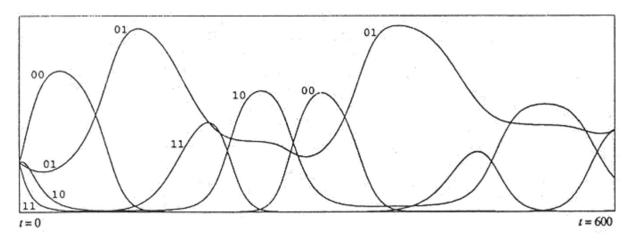
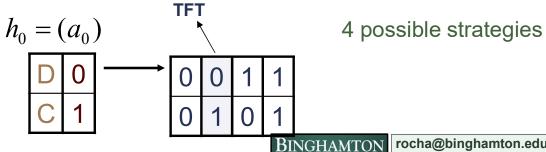


FIGURE 1 The evolution of a population of strategies starting with equal fractions of the memory one strategies [00], [01], [10], and [11] is shown for the first 600 generations. The fractions of different strategies are shown as functions of time (generation).



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Lindgren, Kristian. "Evolutionary phenomena in simple dynamics." Artificial life II (1991): 295-312.

# iterated prisoner's dilemma

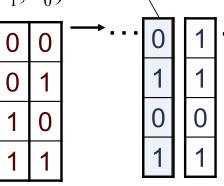
# higher memory rules

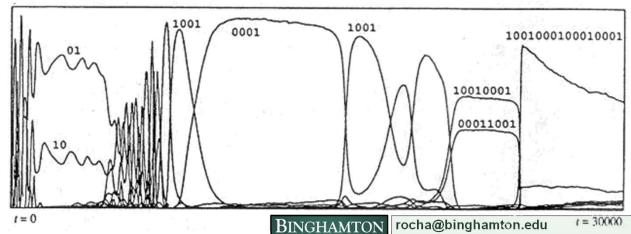
16 possible strategies (genotype=4 bits)

**TFT**  $h_1 = (a_1, a_0)$ 

**Used in the evolutionary** search by GA (tournament selection)

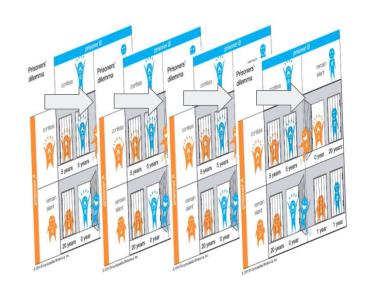
**GA** uses variable length genotype

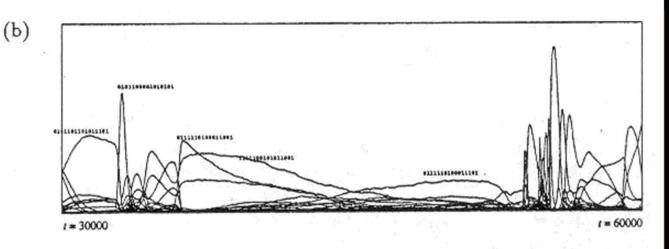




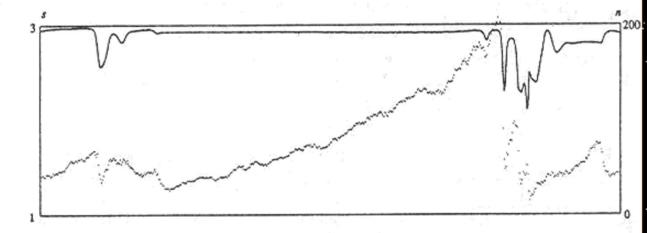
Lindgren, Kristian. "Evolutionary phenomena in simple dynamics." Artificial life II (1991): 295-312.

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Punctuated equilibria and complex evolutionary dynamics



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#### **Next lectures**

#### readings

#### Class Book

- Floreano, D. and C. Mattiussi [2008]. *Bio-Inspired Artificial Intelligence: Theories, Methods, and Technologies*. MIT Press.
  - Chapter 7

#### Lecture notes

- Chapter 1: What is Life?
- Chapter 2: The logical Mechanisms of Life
- Chapter 3: Formalizing and Modeling the World
- Chapter 4: Self-Organization and Emergent Complex Behavior
- Chapter 5: Reality is Stranger than Fiction
- Chapter 6: Von Neumann and Natural Selection
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- Papers and other materials
  - Optional
    - Nunes de Castro, Leandro [2006]. Fundamentals of Natural Computing: Basic Concepts, Algorithms, and Applications. Chapman & Hall.
      - Chapter 5, 7.7, 8.3.1, 8.3.6,





