

COMP 5660/6660 Fall 2023 Final Exam

This is a closed-book, closed-notes exam. The sum of the max points for all the questions is 98, but note that the max exam score will be capped at 94 (i.e., there are 4 bonus points, but you can't score more than 100%). You have exactly two hours to complete this exam. Keep your answers clear and concise while complete. Good luck!

1. Fitness proportional selection suffers from the following problems: [4 pts]

- (a) when fitness values are all very close together, mediocre individuals take over the entire population very quickly, leading to premature convergence
- (b) outstanding individuals cause the selection pressure to drop because they decrease the number of slots on the virtual roulette wheel from which individuals are selected
- (c) transposed versions of the fitness function all behave identically while they represent different problems which we obviously want to be able to differentiate between

Select one of:

- a
- b
- c
- a and b
- a and c
- b and c
- a, b, and c
- none of a, b, nor c

2. Which of the following inherent characteristics of an EA makes it belong to the family of “embarrassingly parallel” algorithms: [4 pts]

- (a) fitness evaluations within a generation can be computed independently
- (b) runs of an EA can be computed independently
- (c) individual fitness evaluations contain independent and parallelizable operations

Select one of:

- a
- b
- c
- a and b
- a and c
- b and c
- all of a, b, and c
- none of a, b, nor c

3. Mutation has the potential to increase population diversity by: [4 pts]

- (a) increasing the number of unique fitness values without increasing the number of unique alleles
- (b) increasing the number of unique alleles without increasing the number of unique phenotypes
- (c) increasing the number of unique phenotypes without increasing the number of unique genotypes

Select one of:

- a
- b
- c
- a and b, but not c
- a, b, and c
- none of a, b, nor c

4. To increase selective pressure for an EA employing tournament parent selection one can: [4 pts]

- (a) switch from truncation survivor selection (i.e., deterministically replacing the worst individuals) to an elitist stochastic survivor selection
- (b) decrease the tournament size used in parent selection
- (c) increase the mutation rate

Select one of:

- a
- b
- c
- a and b
- b and c
- a and c
- a, b, and c
- none of a, b, nor c

5. The phenomenon of bloat in GP occurs most likely because: [4 pts]

- (a) individuals with bigger genomes have a larger chance of survival (also known as “survival of the fittest”)
- (b) the variable length aspect of GP causes a natural tendency for the population to reflect the different possible sizes
- (c) the ratio of alleles to genes in bloated individuals is higher than non-bloated individuals which gives them an evolutionary advantage

Select one of:

- a
- b
- c
- a and b
- a and c
- b and c
- a, b, and c
- none of a, b, nor c

6. Over-selection is employed in GP because: [4 pts]

- (a) GP typically uses large trees which suffer from bloat
- (b) GP typically uses fitness proportionate selection which suffers from premature convergence
- (c) GP typically uses large populations which cause excessively high selective pressure

Select one of:

- a
- b
- c
- a and b
- a and c
- b and c
- a, b, and c
- none of a, b, nor c

7. A Competitive Coevolutionary Algorithm is a CoEA: [4 pts]

- (a) with two or more competing populations
- (b) where each individual competes with one or more individuals in the competing population
- (c) where individuals compete with each other to gain fitness at each others expense

Select one of:

- a
- b
- c
- a and b
- a and c
- b and c
- a, b, and c
- none of a, b, nor c

8. Mediocre stability in a competitive CoEA occurs when: [4 pts]

- (a) the convergence of the system is not very stable
- (b) the system stabilizes in a suboptimal equilibrium
- (c) cycling causes instability in the system

Select one of:

- a
- b
- c
- a and b
- a and c
- b and c
- a, b, and c
- none of a, b, nor c

9. Your Assignment 2c Ms. Pac-Man versus The Ghosts problem: [4 pts]

- (a) is technically not a competitive coevolution problem because it is a single population problem
- (b) is technically not a competitive coevolution problem because it is a single species problem
- (c) is technically not a competitive coevolution problem because the ghosts cooperate with each other

Select one of:

- a
- b
- c
- a and b
- a and c
- b and c
- a, b, and c
- none of a, b, nor c

10. A multi-population cooperative CoEA is a CoEA where: [4 pts]

- (a) each population tries to solve its own problem without harming the fitness of any of the other populations
- (b) the populations are symbiotic species
- (c) each population is a different species representing part of a larger problem

Select one of:

- a
- b
- c
- a and b
- a and c
- b and c
- all of a, b, and c
- none of a, b, nor c

11. What is the motivation for the automated design of crossover operators for EAs employing self-adaptation: [4 pts]

- (a) EA performance is sensitive to the choice of crossover operator
- (b) identifying & configuring best traditional crossover operator is time consuming
- (c) existing crossover operators may be suboptimal for the problem at hand
- (d) the optimal crossover operator may change during evolution

Select one of:

- a
- b
- c
- d
- a and b
- a and c
- a and d
- b and c
- b and d
- c and d
- a, b, and c
- a, b, and d
- a, c, and d
- b, c, and d
- a, b, c, and d
- none of a, b, c, nor d

12. In Learning Classifier Systems (LCS), the Bucket Brigade algorithm is a: [4 pts]

- (a) multi-step credit allocation method to distribute reward to members of previous action sets
- (b) multi-step credit allocation method to distribute reward to members of previous match sets
- (c) multi-step credit allocation method to distribute reward to individuals of previous populations
- (d) LCS for optimizing human chain formation to pass buckets of water to put out fires

Select one of:

- a
- b
- c
- d
- none of a, b, c, nor d

13. On a computer system with 200 computing cores and given a population size of 100 and an offspring size of 500, employing an Asynchronous Parallel EA (APEA) for evolving GP controllers for Pac-Man: [4 pts]

- (a) may be expected to reduce run-time versus a Synchronous Parallel EA (SPEA) because a SPEA cannot utilize more cores than the offspring size while an APEA can
- (b) may be expected to increase run-time versus a SPEA because an APEA cannot utilize more cores than the population size while a SPEA can
- (c) may be expected to reduce run-time versus a SPEA because a SPEA has to wait for the longest evaluation to complete while an APEA can exploit the heterogeneous evaluation times common to GP

Select one of:

- a
- b
- c
- a and b
- a and c
- b and c
- a, b, and c
- none of a, b, nor c

14. Say you want to purchase a new house and care most about maximizing space and affordability. You execute a multi-objective EA and the final population contains the solutions listed in the following table, where you're maximizing both objectives:

| ID | Space | Affordability |
|----|-------|---------------|
| 1 | 1 | 3 |
| 2 | 2 | 6 |
| 3 | 3 | 9 |
| 4 | 5 | 10 |
| 5 | 7 | 8 |
| 6 | 5 | 6 |
| 7 | 3 | 4 |
| 8 | 2 | 2 |
| 9 | 1 | 1 |
| 10 | 2 | 1 |

- (a) List for each element which elements it dominates; indicate elements with their IDs. [4 pts]
- (b) Show the population distributed over non-dominated levels, like some multi-objective EAs employ, after each addition of an element, starting with element 1 and ending with element 10 increasing the element number one at a time; indicate elements with their IDs. So you need to show ten different population distributions, the first one consisting of a single element, and the last one consisting of ten elements. [12 pts]
15. The n -bit multiplexer function consist of k address bits a_i followed by 2^k data bits d_j where $n = k + 2^k$ and the function is defined as $a_{k-1}, \dots, a_1, a_0, d_{2^k-1}, \dots, d_1, d_0$. Assume a Michigan-style Learning Classifier System (LCS) to solve a 6-bit multiplexer problem with the following rule set:

Rule 1: 1##### : 0 → 50

Rule 2: 11#####0 : 0 → 20

Rule 3: 0#1010 : 1 → 10

Rule 4: #11#####0 : 1 → 30

Rule 5: #00100 : 0 → 60

Rule 6: #####1#0 : 1 → 50

If the input string 111100 is presented to this LCS:

- (a) which rules will the match set consist of? [2 pts]
- (b) which rules will the action set consist of and what action will the LCS execute? Show how you computed this. [6 pts]
16. Given the following two parents with permutation representation:
 $p1 = (475318692)$
 $p2 = (524836971)$
 compute the first offspring with Cycle Crossover. Show first the cycles you've identified and then the construction of the offspring. [6 pts]
17. Given the following two parents with permutation representation:
 $p1 = (475318692)$
 $p2 = (524836971)$
 compute the first offspring with PMX, using crossover points between the 2nd and 3rd loci and between the 6th and 7th loci. Show your offspring construction steps. [10 pts]
18. Given the following two parents with permutation representation:
 $p1 = (475318692)$
 $p2 = (524836971)$
 compute the first offspring with Order Crossover, using crossover points between the 3rd and 4th loci and between the 7th and 8th loci. Show your offspring construction steps. [6 pts]