

COMP 5660/6660 Fall 2025 Exam 3 Key

This is a closed-book, closed-notes exam. The sum of the max points for all the questions is 66, but note that the max exam score will be capped at 62 (i.e., there are 4 bonus points, but you can't score more than 100%). You have exactly 50 minutes to complete this exam. Good luck!

Multiple Choice Questions

1. Which of the following is not a way that (canonical) Cartesian Genetic Programming differs from typical genetic programming variants? [4 pts]

- (a) Population size of 1
- (b) No recombination
- (c) GP nodes can form cycles
- (d) Bloat control is unnecessary

Select one of:

- a [0]
- b [0]
- c
- d [0]
- a and b [0]
- a and c [2]
- a and d [0]
- b and c [2]
- b and d [0]
- c and d [2]
- a, b, and c [1]
- a, b, and d [0]
- a, c, and d [1]
- b, c, and d [1]
- a, b, c, and d [0]
- none of a, b, c, nor d [0]

2. Which mechanisms does the quality-diversity algorithm MAP-Elites use to promote diversity? [4 pts]

- (a) Fitness is divided between all individuals that are close by in phenotype space
- (b) A grid of cells in phenotype space, where each cell stores a single individual
- (c) A penalty function measures the Manhattan distance between individuals in genotype space
- (d) The phylogenetic history of each gene is tracked in order to form distinct species

Select one of:

- a [1]
- b
- c [0]
- d [0]
- none of a, b, c, nor d [0]

3. When representing a multivariate normal distribution of solutions in CMA-ES, what role does the covariance matrix play? [4 pts]

- (a) Encodes the location of the distribution
- (b) Encodes the scale of the distribution
- (c) Encodes the orientation of the distribution

Select one of:

- a [0]
- b [2]
- c [2]
- a and b [1]
- a and c [1]
- **b and c**
- a, b, and c [2]
- none of a, b, nor c [0]

4. An asynchronous parallel EA (APEA) inherently leverages heterogeneous fitness evaluation times for: [4 pts]

- (a) genotype size diversity
- (b) phenotype size diversity
- (c) computational scalability
- (d) elitist parsimony pressure

Select one of:

- a [0]
- b [0]
- c [2]
- d [2]
- a and b [0]
- a and c [1]
- a and d [1]
- b and c [1]
- b and d [1]
- **c and d**
- a, b, and c [0]
- a, b, and d [0]
- a, c, and d [3]
- b, c, and d [3]
- a, b, c, and d [2]
- none of a, b, c, nor d [0]

5. Machine learning models alone would be unfit for evolving new proteins because... [4 pts]

- (a) Evolutionary algorithms are the only thing that can model the process by which existing proteins were designed.
- (b) Proteins are an example of an extremely high-dimensional space, which machine learning models struggle with.
- (c) Even the most advanced machine learning models, such as AlphaFold 3, struggle to fold proteins accurately.
- (d) Machine learning models will be biased by their own training data.

Select one of:

- a [1]
- b [0]
- c [1]
- **d**
- none of a, b, c, nor d [0]

6. Koza's Automatically Defined Functions (ADFs) are: [4 pts]

- (a) the application of GP to automate the creation of functions in computer programs
- (b) the standard method of evolving reusable components in GP
- (c) the use of GP to create functions with a high AI ratio

Select one of:

- a [2]
- **b**
- c [1]
- a and b [3]
- a and c [1]
- b and c [2]
- a, b, and c [2]
- none of a, b, nor c [0]

7. Some Interactive EAs allow the user to directly modify the evolving genes and place the modified individuals back in the population. This is an example of: [4 pts]

- (a) Lamarckian Evolution
- (b) Baldwin Effect
- (c) Hyper-heuristics
- (d) Self-generating Memetic Algorithms

Select one of:

- **a**
- b [2]
- c [0]
- d [1]
- none of a, b, c, nor d [0]

8. Learning Classifier Systems (LCS) have the following differences with classic expert systems in order to improve performance: [4 pts]

- (a) storing knowledge in the form of rules
- (b) improving accuracy through reinforcement learning
- (c) gaining new knowledge by generating rules employing evolutionary computation

Select one of:

- a [1]
- b [2]
- c [2]
- a and b [2]
- a and c [2]
- **b and c**
- a, b, and c [3]
- none of a, b, nor c [0]

9. In Fitness Sharing: [4 pts]

- (a) new individuals replace similar population members, resulting in the population sharing niches equally
- (b) the fitness of individuals immediately prior to selection is adjusted according to the number of individuals falling within some prespecified distance of each other
- (c) individuals share the fitness of similar population members immediately prior to selection, resulting in the number of individuals per niche being dependent on the niche fitness

Select one of:

- a [0]
- b [2]
- c [2]
- a and b [1]
- a and c [1]
- **b and c**
- a, b, and c [3]
- none of a, b, nor c [0]

10. In the hybridization of the GPS-EA and ELOOMS, the Limiting Cases are detected by: [4 pts]

- (a) none of the individuals desiring to mate with any individual who reciprocates that desire
- (b) the average fitness of the mating pool being higher than the average population fitness
- (c) the average fitness of the mating pool being lower than the average population fitness
- (d) none of the individuals desiring to mate with any other individual

Select one of:

- **a**
- b [0]
- c [0]
- d [2]
- none of a, b, c, nor d [0]

11. Increasing primitive granularity in hyper-heuristics is: [4 pts]

- (a) a terrible idea, because we want more sophisticated algorithms, not more primitive
- (b) a sensible idea, because you can represent more fine-grained solutions thus increasing the chance of representing the true global optimum
- (c) a problematic idea, because it expands the search space, so the expected run time to find the global optimum increases
- (d) a wonderful idea, because as the granularity approaches Turing completeness, the hyper-heuristic performance will converge on GP optimality

Select one of:

- a [0]
- b [2]
- c [2]
- d [0]
- a and b [1]
- a and c [1]
- a and d [0]
- **b and c**
- b and d [1]
- c and d [1]
- a, b, and c [3]
- a, b, and d [1]
- a, c, and d [1]
- b, c, and d [3]
- all of a, b, c, and d [2]
- none of a, b, c, nor d [0]

12. In the context of John Holland's Schema Theorem, which of the following statements are true: [4 pts]

- (a) The Building Block Hypothesis is that a genetic algorithm seeks near-optimal performance through the juxtaposition of short, low-order, high-performance schemata, called the building blocks.
- (b) Short, low-order, above-average schemata receive exponentially decreasing trials in subsequent generations of a genetic algorithm.
- (c) The result that a population of size μ will usefully process $O(\mu^3)$ schemata is known as Implicit Parallelism.

Select one of:

- a [3]
- b [1]
- c [2]
- a and b [2]
- **a and c**
- b and c [2]
- all of a, b, and c [3]
- none of a, b, nor c [0]

Open Questions

13. Assume a generational genetic algorithm with $\mu = 5$, $\lambda = 35$, and max fitness of 4. Given the following population v_1 through v_5 and schema S

$v_1 = (11111111111111)$	$fitness(v_1) = 1$
$v_2 = (00000000000000)$	$fitness(v_2) = 1$
$v_3 = (00000001111111)$	$fitness(v_3) = 2.5$
$v_4 = (11111110000000)$	$fitness(v_4) = 4$
$v_5 = (10101010101010)$	$fitness(v_5) = 4$
$S = (1*****1*****0)$	

- (a) Compute the *order* of S . [2 pts]

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- (b) Compute the *defining length* of S and show your computation. [2 pts]

$14-1=13$

- (c) Compute the fitness of S and justify your answer. [2 pts]

The strings that match S are v_4 and v_5 , so the fitness of S at the current generation is $\frac{4+4}{2} = 4$.

- (d) Do you expect the number of strings matching S to increase or decrease in subsequent generations? Explain your answer! [4 pts]

Average population fitness = $\frac{1+1+2.5+4+4}{5} = 2.5$

Increase, because while S has a high defining length so a significant chance of destruction during crossover, the fitness of S is well-above the average population fitness and S is low-order, so has a small chance of destruction from mutation.

14. The n -bit multiplexer function consists 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: 101#### : 1 $\rightarrow$ 10

Rule 2: 0#1110 : 1 $\rightarrow$ 30

Rule 3: #01###0 : 0 $\rightarrow$ 60

Rule 4: ##1###0 : 1 $\rightarrow$ 20

Rule 5: #11010 : 1 $\rightarrow$ 10

Rule 6: 10#0#0 : 0 $\rightarrow$ 50

Rule 7: 0##### : 0 $\rightarrow$ 25

If the input string 011000 is presented to this LCS:

- (a) which rules will the match set consist of? [2 pts]

Rules 4 and 7

- (b) which rules will the action set consist of and what action will the LCS execute? Show how you computed this. [6 pts]

Group them by advocated action and compute predicted action payoff:

Action 0: Rule 7: Mean predicted action payoff: 25/1=25

Action 1: Rule 4: Mean predicted action payoff: 20/1=20

Highest predicted payoff action: Action 0

Action set: Rule 7

LCS executes Action 0