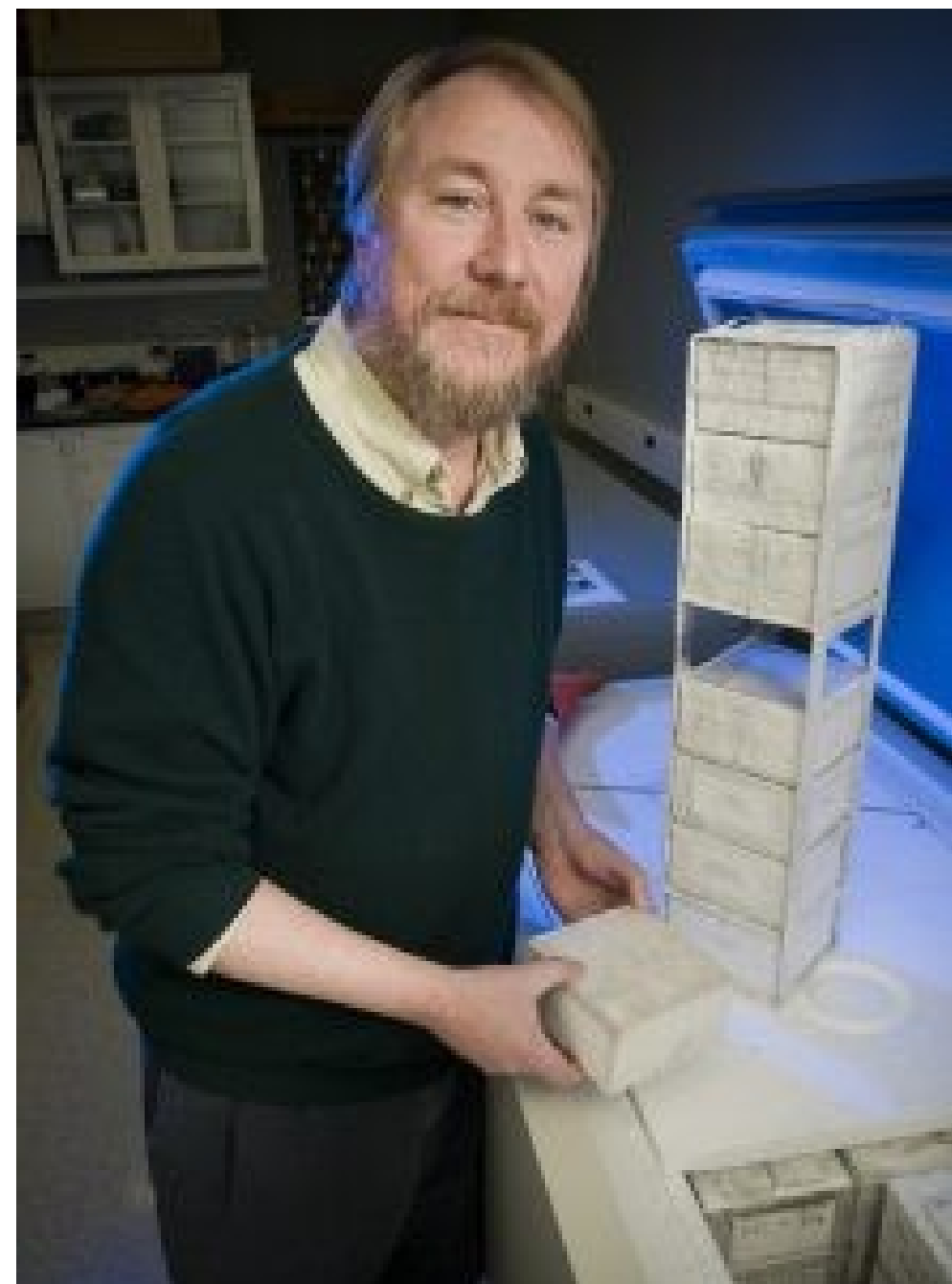
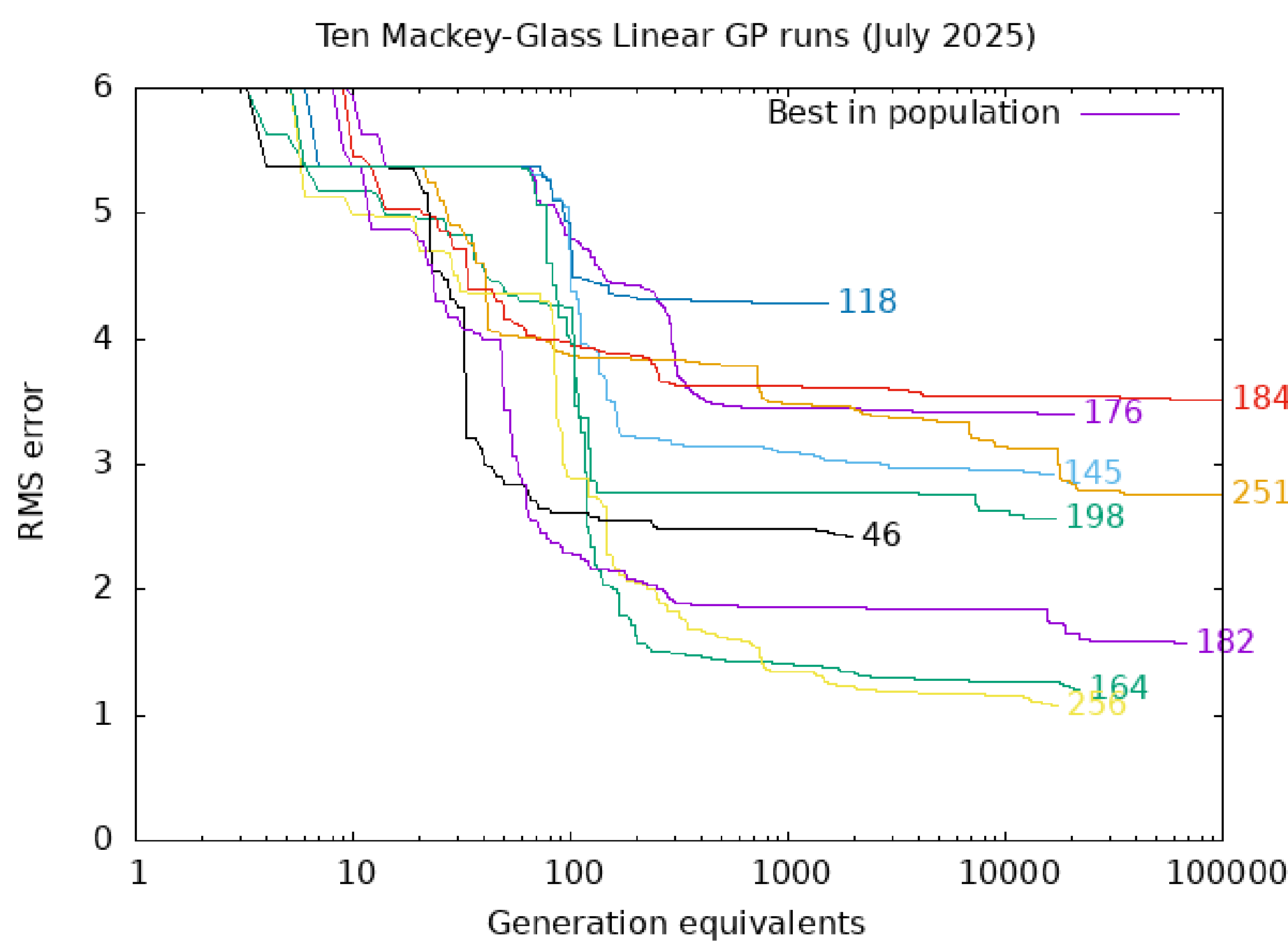


Open-Ended Evolution with Linear Genetic Programming

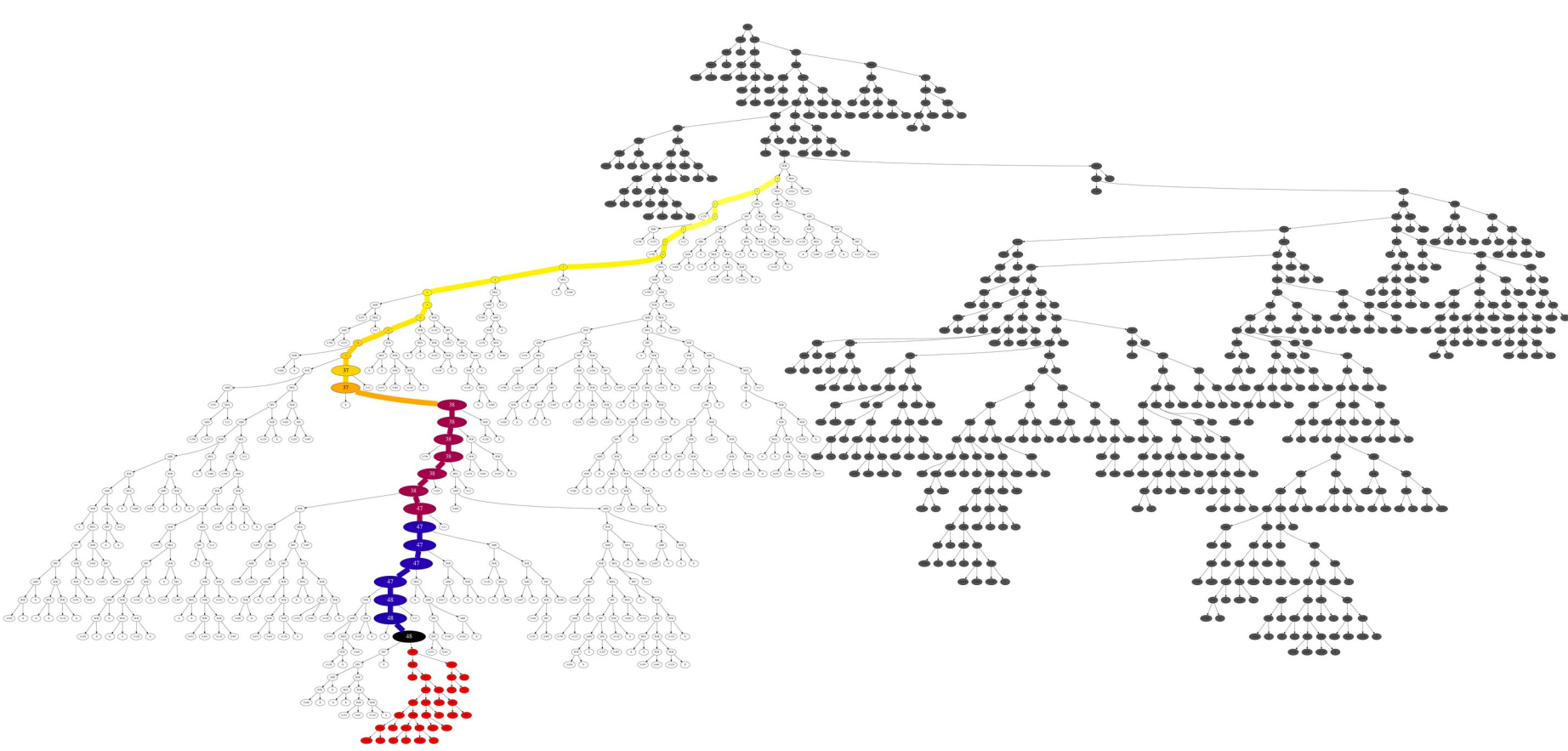
1 Long Term Evolution Experiment



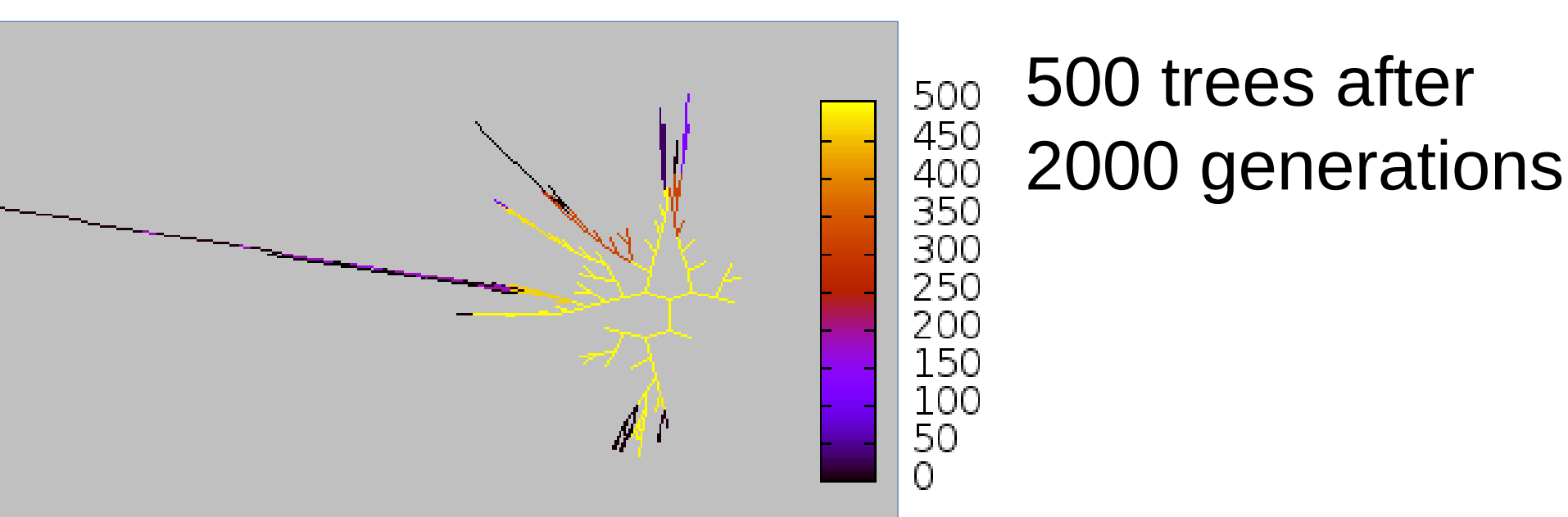
Richard Lenski pulls frozen bacteria cultures out of a freezer 15 Oct 2009.

August 2024 LTEE 80,000 generations.

2 Disruption hidden by depth



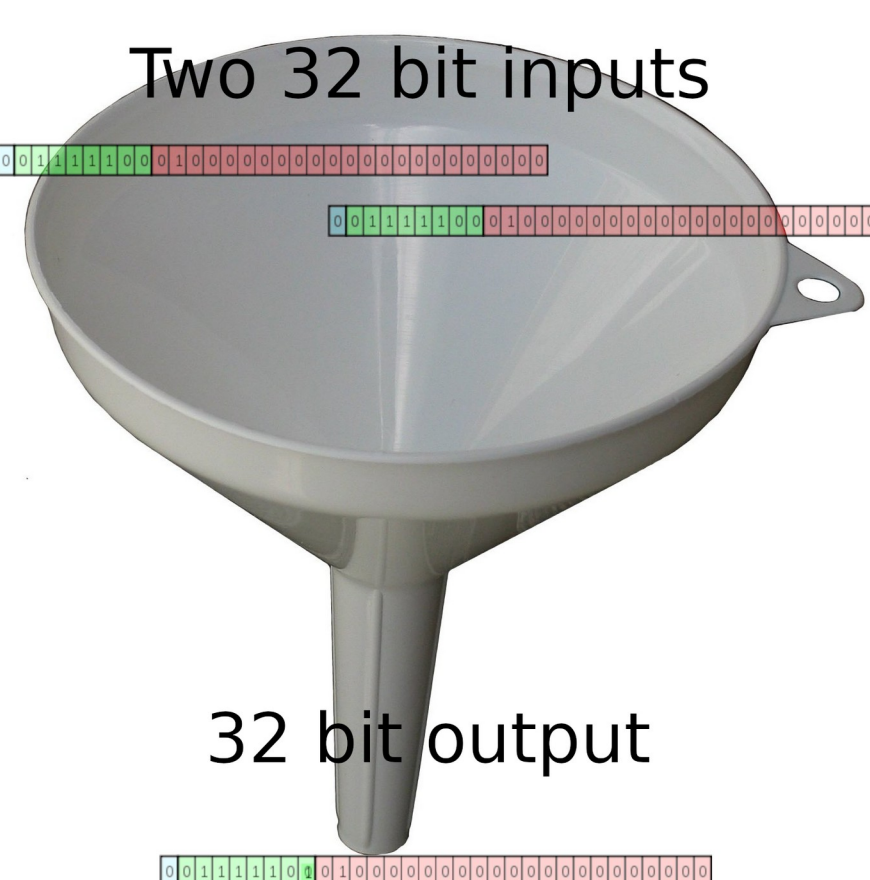
3 Population Convergence



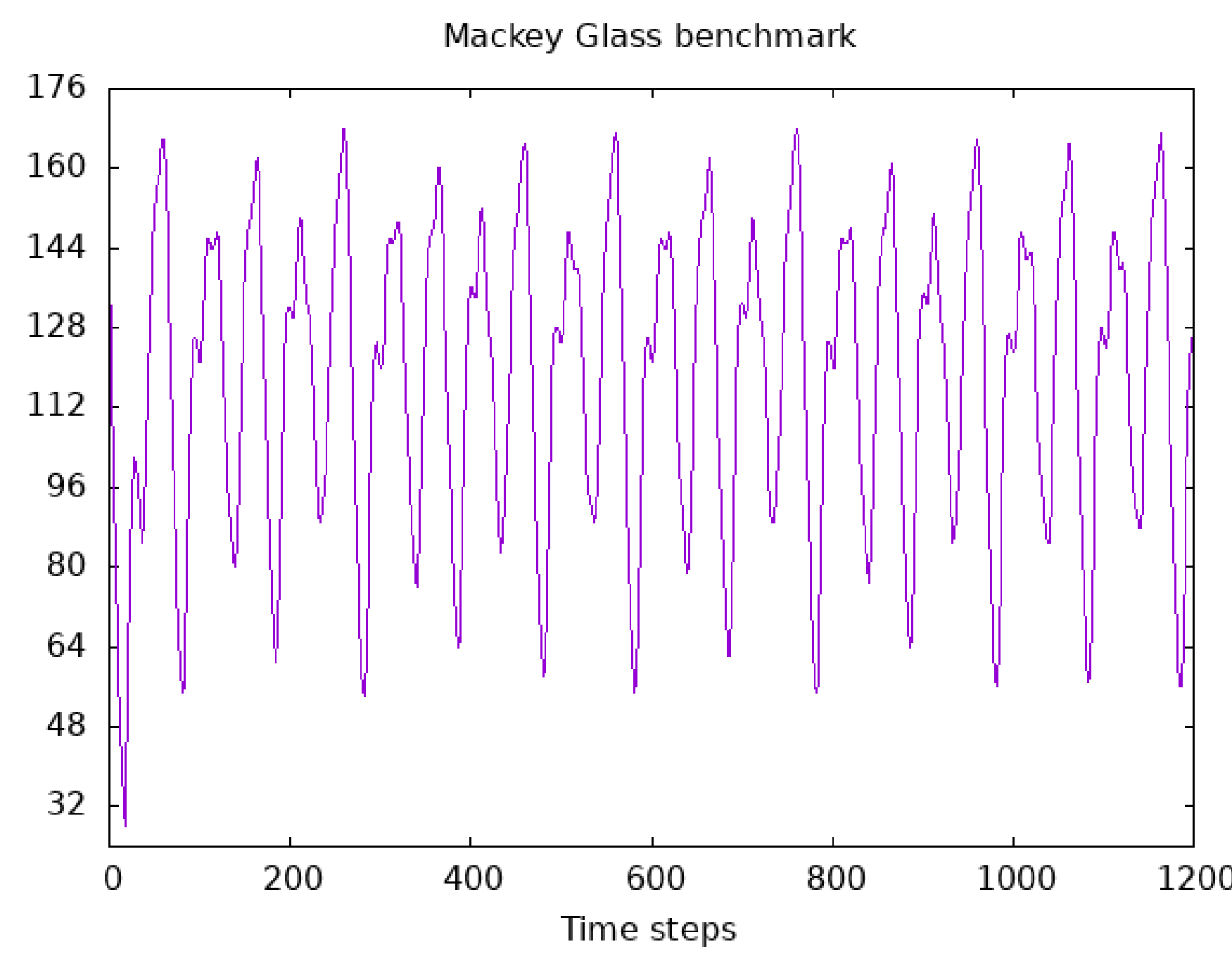
4 Information Theory

In digital computing all operations are irreversible. Meaning loss of information.

The funnel adds two 32 bit numbers (≤ 64 bits information) and generates one 32 bit answer (≤ 32 bits of information).



5 IEEE chaotic time series Benchmark

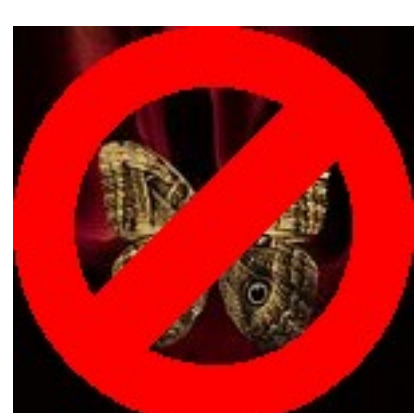
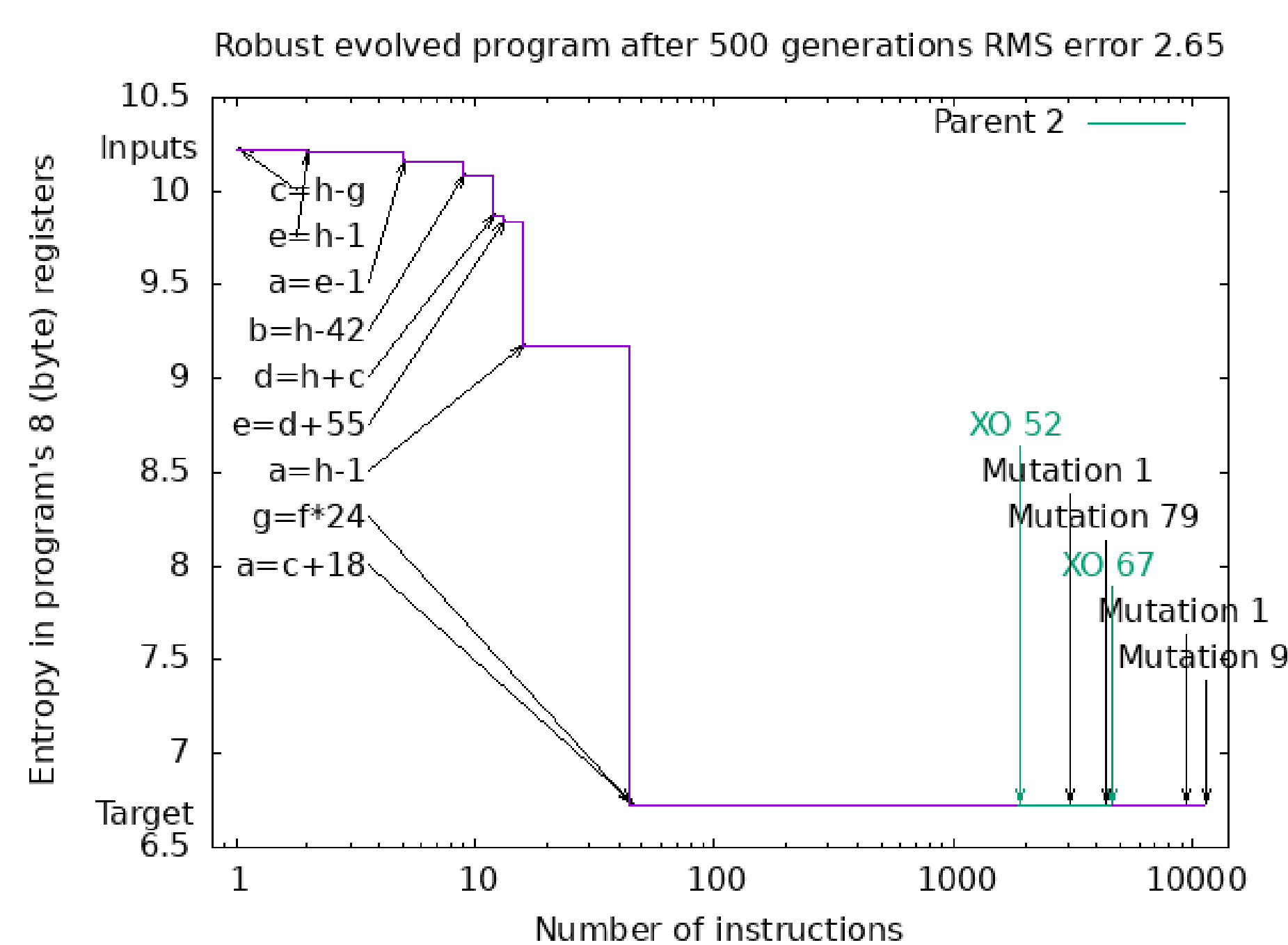
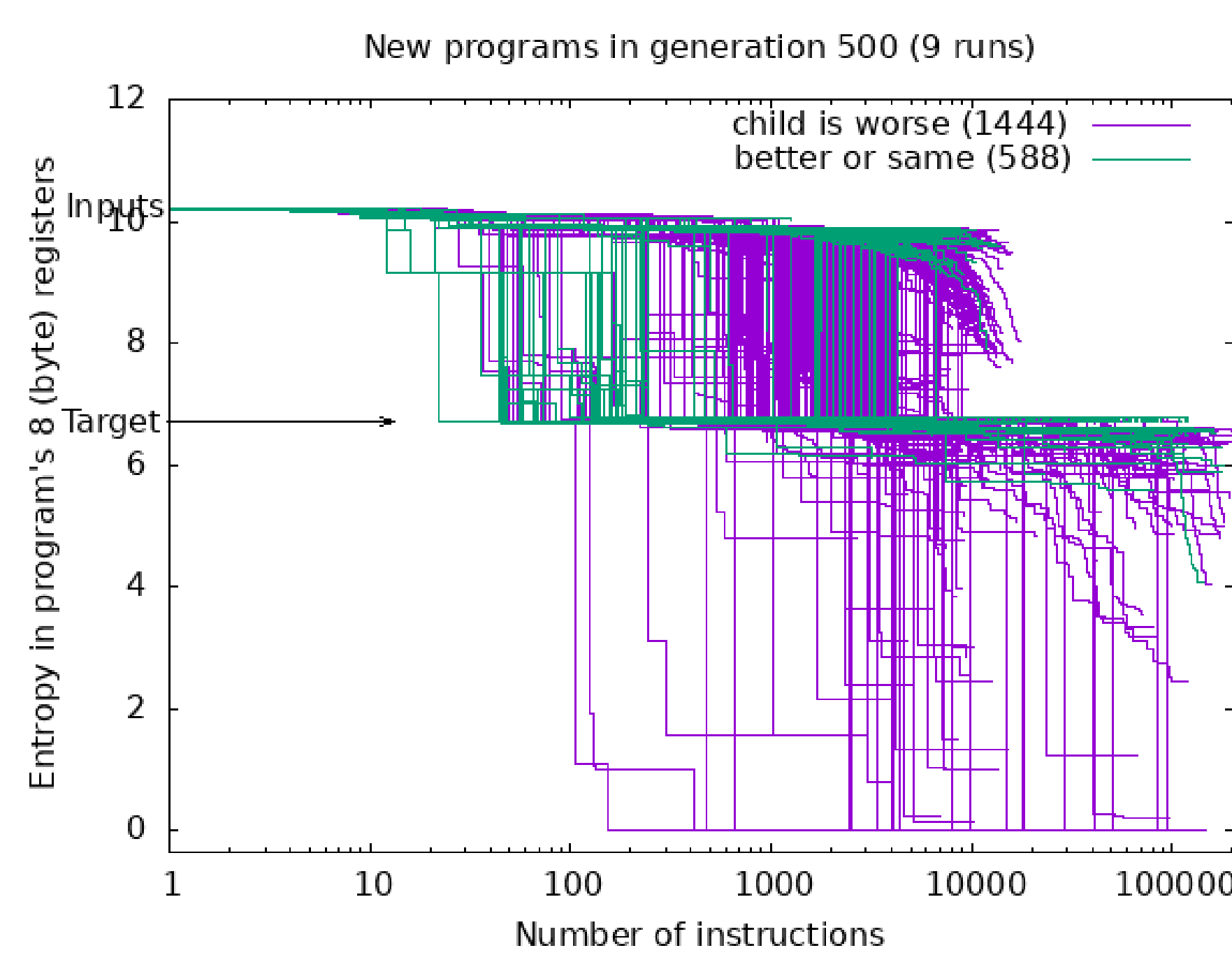


6 Linear Genetic Programming

Table 1: Mackey-Glass prediction with Linear GP
 Terminal set: Unsigned 8 bit integers. Variables R0, R1, R2, R3, R4, R5, R6, R7. Constants 0 to 127.
 Function set: + - × DIV
 Fitness cases: 1201 Mackey-Glass examples. Given 8 prior values (-1, -2, -4, ... -128 before) predict next y
 Selection: Tournament(2), $fit = \sum_{i=0}^{1201} |GP(x_i) - y_i|^2$
 Population: 500, panmictic, steady state.
 Parameters: 100 000 generations. Random initial population (500) size between 1 and 14 instructions. 90% two point 2 child crossover, 40% chance both XO children subjected to random point mutation 4 times. 10% reproduction.
 DIV is protected division ($y \neq 0$) ? x/y : 0

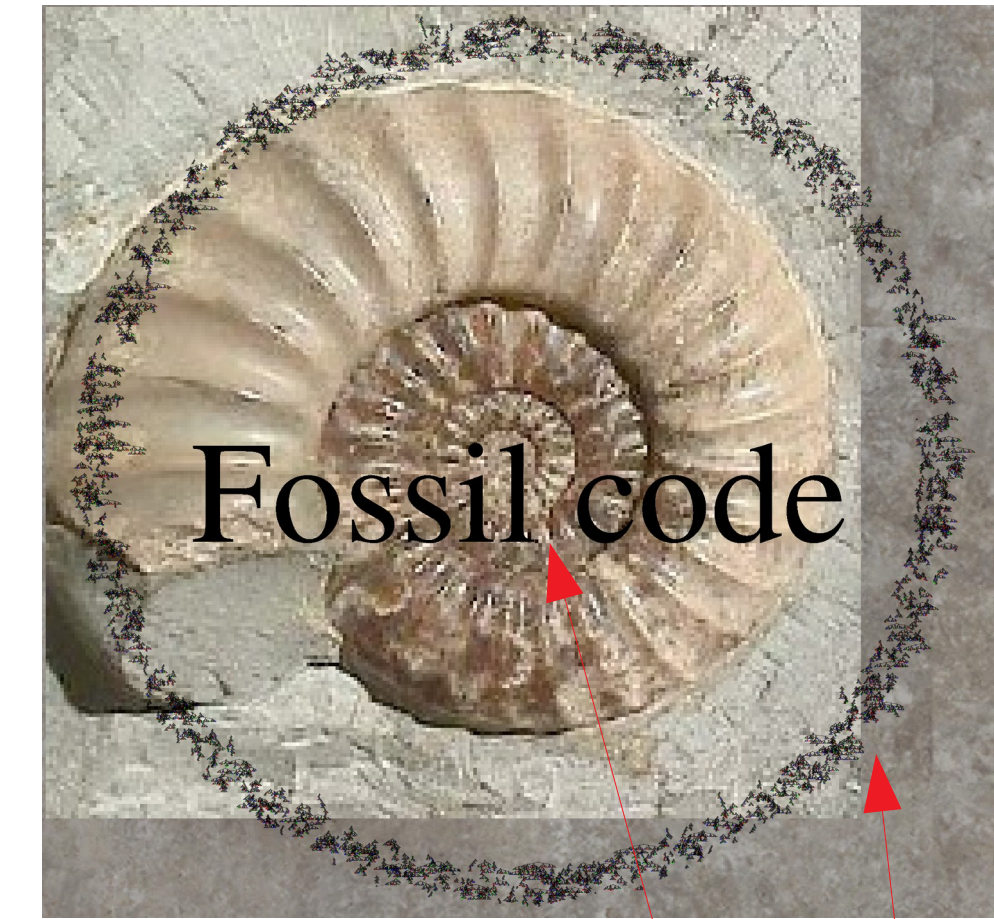
7 Information Entropy

$$Entropy = -\sum p \log_2 p$$



Software is robust not chaotic

8 Evolve large complex code



AVOID dead code

With deep code most crossovers and mutations make no difference.

To avoid dead center evolving code must be near environment.

Large dead center

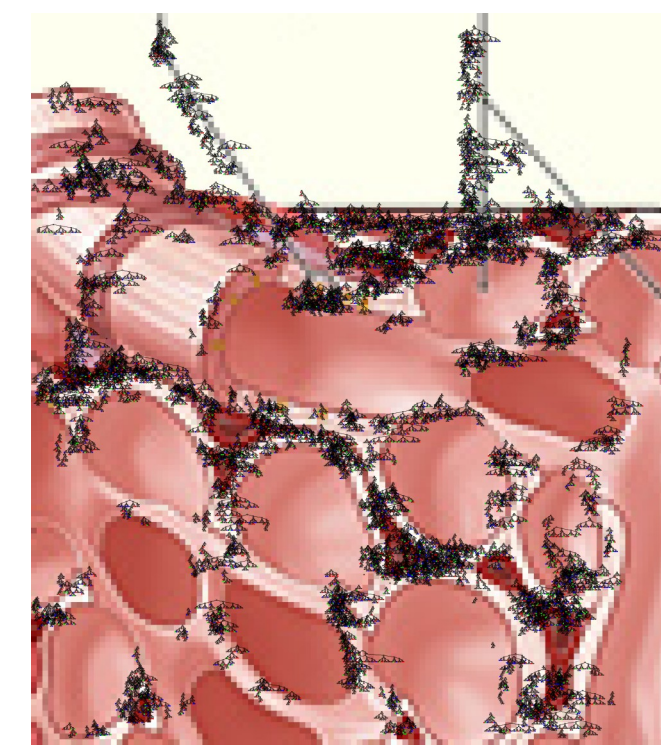
Thin evolving crust

9 Evolve many linked shallow codes



Bali barat mangroves

Many many trees, so most code close to fitness environment.



Lung like open complex evolving system composed of 1300 individual functions. Compute element are placed side-by-side to form an open structure. The gaps promote short cut side effects between functions input and outputs and the environment.



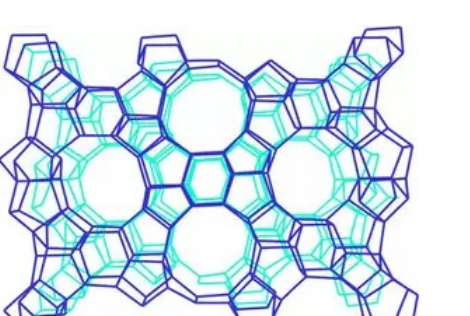
sponge



Coral



Pumice



Zeolite

Be shallow, be close to the environment

10 References

Langdon, W. B. (2022a). Genetic programming convergence. *Genetic Programming and Evolvable Machines*, 23(1):71-104.

Langdon, W. B. (2022c). A trillion genetic programming instructions per second. *ArXiv:2205.03251*.

Langdon, W. B. and Banzhaf, W. (2022). Long-term evolution experiment with genetic programming. *Artificial Life*, 28(2):173-204.

Langdon, W. B. and Clark, D. (2025). Deep imperative mutations have less impact. *Automated Software Engineering*, 32:6.

Langdon, W. B. and Hulme, D. (2024). Sustaining evolution for shallow embodied intelligence. In *EI-2023*, page 012007, Cambridge, UK. IOP.

Lenski, R. E. et al. (2015). Sustained fitness gains and variability in fitness trajectories in the long-term evolution experiment with *Escherichia coli*. *Proceedings of the Royal Society B*, 282(1821).

Petke, J., Clark, D. and Langdon, W.B. Software robustness: a survey, a theory, and prospects. In *ESEC/FSE 2021*, pp1475-1478.

Reference: Open-Ended Evolution with Linear Genetic Programming, W.B. Langdon, in *The 7th International Workshop on Intrinsically Motivated Open-ended Learning (IMOL 2025)*. 8-10 September, University of Hertfordshire.