CI Lab Notes

01.22.16

Present: Lee, Tom, Bill L, Bill T, Mike (Scribe), Nic, Eva, Eddie, George, Julian

#### Introductions

## **Humies**

You could win \$\$\$!

Deadline in Spring

Very few entries in the past,

Probably not Auto Construction,

# Mike Project idea

Parallelization!

Fitness tests and birthing process are bottleneck

Check out Tozier's Push interpreter

## Andy tractor GUI

Lee send this out to the group!

GUI to launch jobs.

## Hackathon

Looking for mentors

Contact Eddie, Mike, or Lee if you'd like to be involved

## **CEC Niching Competition**

Multimodal stuff.

Lexicase selection could be a good candidate for other

## **GECCO Paper**

Hyperselection

Abstracts due Jan 27, Full Papers due Feb 3.

## **GECCO Poster** (Nic)

Genealogies

Poster about visualization

Tournament vs. Lexicase

Maybe turn it into a book?

#### Autoconstruction

Two solutions on the newest set of runs

One solved in 40 generations

2<sup>nd</sup> solved in 203 generations

#### **Chris Hill**

Bill and Lee met with Chris

He works on ocean currents and turbulence. Large scale fluid dynamic simulations

From MIT, works with UMass as well.

## **Observation and Selection**

Foundational Questions institute

## George

Quantum processing with QGAME

Evolve push programs that when run compile a QGAME script

Lack of complex numbers in Clojure is an issue

Does it need to be implemented in Clojure to make it run faster

It's definitely running too slow at this point

Nic – Could Garbage collection be an issue? We should look into memory.