Engineered Biomimicry: Chapter 17. Evolutionary Computation and Genetic Programming

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This chapter focuses on evolutionary computation, in particular genetic programming, as examples of drawing inspiration from biological systems. We set the choice of evolution as a source for inspiration in context and discuss the history of evolutionary computation and its variants before looking more closely at genetic programming. After a discussion of methods and the state of the art, we review application areas of genetic programming and its strength in providing human-competitive solutions.

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