

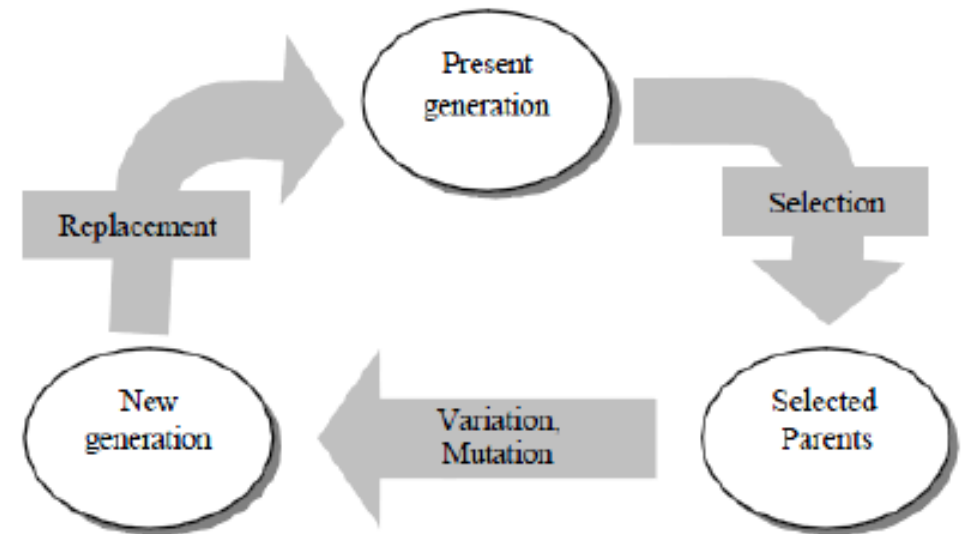


INTRODUCTION OF GENETIC ALGORITHM



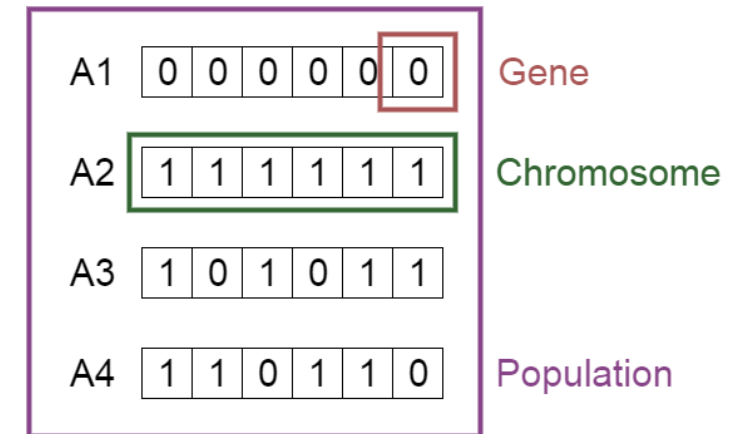
WHAT ARE GENETIC ALGORITHMS?

- Genetic algorithms (GA's) are a technique to solve problems which need optimization in search.
- Genetic Algorithms are search and optimization techniques based on Darwin's Principle of Natural Selection.
- Also known as evolutionary algorithms, genetic algorithms demonstrate self organization and adaptation similar to the way that the fittest biological organism survive and reproduce.
- A genetic algorithm is an iterative procedure that represents its candidate solutions as strings of genes called chromosomes.

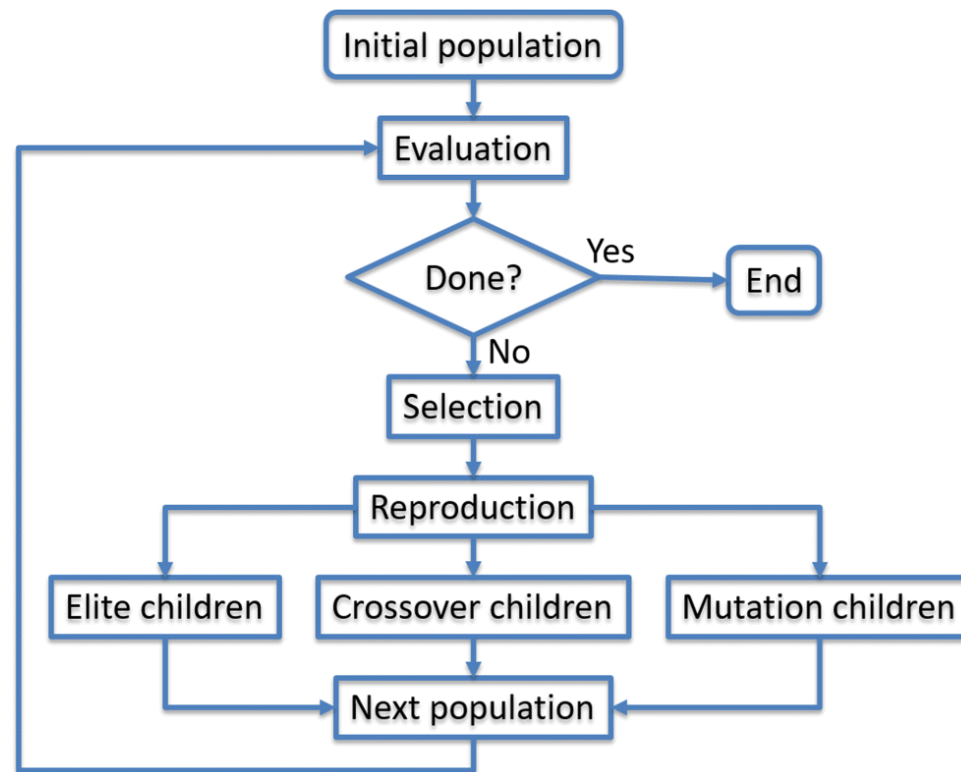


CONCEPTS

- **Population:** set of individuals each representing a possible solution to a given problem.
- **Gene:** a solution to problem represented as a set of parameters, these parameters known as genes.
- **Chromosome:** genes joined together to form a string of values called chromosome.
- **Selection:** the idea of selection phase is to select the fittest individuals and let them pass their genes to the next generation.
- **Fitness score (value):** every chromosome has fitness score can be inferred from the chromosome itself by using fitness function.



WORKING MECHANISM OF GA



AN EXAMPLE

$$2a^2 + b = 57$$

$$f(a,b) = |2a^2 + b - 57|$$

INITIALIZE POPULATION

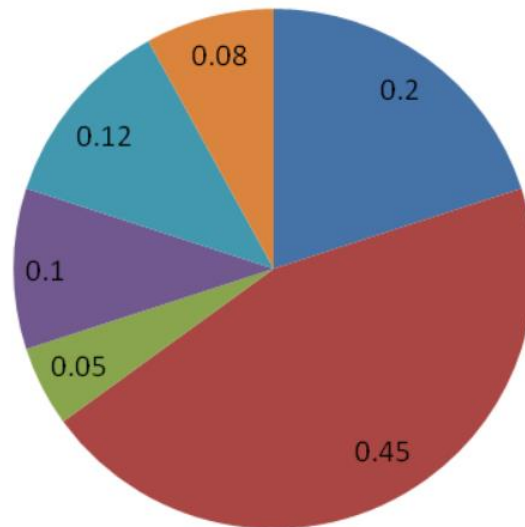
$$f(a,b) = |2a^2 + b - 57|$$

```
print(intial_popu)
##           [,1] [,2]
## Chromosome1    5    9
## Chromosome2    9    7
## Chromosome3    9    9
## Chromosome4    3    3
## Chromosome5    7    8
## Chromosome6    8    4
```

SELECTION

$$FP = \frac{F_i}{\sum_{i=1}^{n=6} F_i}$$

Where, FP = fitness probability of i th chromosome, F_i = fitness value of i th chromosome



Roulette wheel showing fitness probabilities of chromosomes

CROSSOVER

Parent Chromosomes

Chromosome -1 (from selection)

0	1	1	0	0	1	1	1
---	---	---	---	---	---	---	---

Chromosome -2 (from selection)

1	0	0	1	1	1	0	0
---	---	---	---	---	---	---	---

Crossover

Chromosome -1 (from selection)

0	1	1	0	0	1	1	1
---	---	---	---	---	---	---	---



Chromosome -2 (from selection)

1	0	0	1	1			
---	---	---	---	---	--	--	--

Remove the
original genes,
i.e.
1,0,0

Offspring

1	0	0	1	1	1	1	1
---	---	---	---	---	---	---	---

Replace with
the genes from
Chr-01, i.e.
1,1,1

MUTATION

Binary representation of
chromosomes of offspring

1	1	0	1	1	1	0	1
0	1	0	1	1	1	1	0
0	1	1	0	1	1	1	1
0	1	1	1	0	0	0	1
0	1	1	0	0	1	0	1
1	0	0	0	0	0	1	1

If mutation rate is 5. We need to
randomly select five positions as shown
above where the values of 0 and 1
need to be interchanged



1	1	0	1	1	1	1	1
0	0	0	1	1	1	1	0
0	1	1	0	1	1	0	1
0	1	1	0	0	0	0	1
0	1	1	0	0	1	0	1
1	0	0	0	1	0	1	1

After mutation



THANKS FOR YOUR ATTENTION