AIM: IMPLEMENT GENETIC ALGORITHM WITH THREE OPERATORS

Explanation:

Genetic Algorithms (GAs) are adaptive heuristic search algorithms that belong to the larger part of evolutionary algorithms. Genetic algorithms are based on the ideas of natural selection and genetics. These are intelligent exploitation of random search provided with historical data to direct the search into the region of better performance in solution space. They are commonly used to generate high-quality solutions for optimization problems and search problems.

Fitness Score

A Fitness Score is given to each individual which shows the ability of an individual to "compete". The individual having optimal fitness score (or near optimal) are sought.

Operators of Genetic Algorithms

Once the initial generation is created, the algorithm evolves the generation using following operators –

- **1) Selection Operator:** The idea is to give preference to the individuals with good fitness scores and allow them to pass their genes to successive generations.
- **2) Crossover Operator:** This represents mating between individuals. Two individuals are selected using selection operator and crossover sites are chosen randomly. Then the genes at these crossover sites are exchanged thus creating a completely new individual (offspring).
- **3) Mutation Operator:** The key idea is to insert random genes in offspring to maintain the diversity in the population to avoid premature convergence.

The whole algorithm can be summarized as -

- 1) Randomly initialize populations p
- 2) Determine fitness of population
- 3) Until convergence repeat:
 - a) Select parents from population
 - b) Crossover and generate new population
 - c) Perform mutation on new population
 - d) Calculate fitness for new population

```
CODE:
import random
POPULATION_SIZE = 100
GENES = "'abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOP
QRSTUVWXYZ 1234567890, .-;:_!"#%&/()=?@${[]}'''
TARGET = "Hello World"
class Individual(object):
      Class representing individual in population
      def __init__(self, chromosome):
             self.chromosome = chromosome
             self.fitness = self.cal_fitness()
       @classmethod
       def mutated_genes(self):
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```
create random genes for mutation
      global GENES
      gene = random.choice(GENES)
      return gene
@classmethod
def create_gnome(self):
      create chromosome or string of genes
      global TARGET
      gnome_len = len(TARGET)
      return [self.mutated_genes() for _ in range(gnome_len)]
def mate(self, par2):
      Perform mating and produce new offspring
      child_chromosome = []
      for gp1, gp2 in zip(self.chromosome, par2.chromosome):
             prob = random.random()
             if prob < 0.45:
                    child_chromosome.append(gp1)
```

else:

return Individual(child_chromosome)

child_chromosome.append(self.mutated_genes())

```
def cal_fitness(self):
    ""
    Calculate fitness score, it is the number of
    characters in string which differ from target
    string.
    ""
    global TARGET
    fitness = 0
    for gs, gt in zip(self.chromosome, TARGET):
        if gs != gt: fitness+= 1
```

```
def main():
    global POPULATION_SIZE

generation = 1
```

found = False

population = []

return fitness

for _ in range(POPULATION_SIZE):

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gnome = Individual.create_gnome()
                     population.append(Individual(gnome))
while not found:
       population = sorted(population, key = lambda x:x.fitness)
       if population[0].fitness <= 0:
              found = True
              break
       new_generation = []
       s = int((10*POPULATION SIZE)/100)
       new generation.extend(population[:s])
       s = int((90*POPULATION_SIZE)/100)
       for _ in range(s):
              parent1 = random.choice(population[:50])
              parent2 = random.choice(population[:50])
              child = parent1.mate(parent2)
              new generation.append(child)
       population = new_generation
       print("Generation: {}\tString: {}\tFitness: {}".\
              format(generation,
              "".join(population[0].chromosome),
              population[0].fitness))
```

```
generation += 1
```

OUTPUT:

```
IDLE Shell 3.9.6
```

File Edit Shell Debug Options Window Help

```
Generation: 1 String: aOc[k50or)2 Fitness: 9
Generation: 2 String: aOc[k50or)2 Fitness: 9
Generation: 3 String: aOc[k50or)2 Fitness: 9
Generation: 4 String: aQE0, 9:rl1 Fitness: 8
Generation: 5 String: Mu%0o Oor#9 Fitness: 7
Generation: 6 String: Hem, cor7( Fitness: 6
Generation: 7 String: Hem, cor7( Fitness: 6
Generation: 8 String: Hem o Hor#( Fitness: 5
Generation: 9 String: Hem o Hor#( Fitness: 5
Generation: 10 String: Hem o Hor#( Fitness: 5
Generation: 11 String: He%Co 9orl( Fitness: 4
Generation: 12 String: He%Co 9orl( Fitness: 4
Generation: 13 String: He%Co 9orl( Fitness: 4
Generation: 15 String: He%Co 9orl( Fitness: 4
Generation: 16 String: He%Co 9orl( Fitness: 4
Generation: 17 String: He%Co 9orl( Fitness: 4
                                                                          ----- RESTART: C:\U
  Generation: 17 String: He%Co 9orl(
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  Generation: 18 String: He%Co 9orl(
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Generation: 19 String: He%Co 9orl( Fitness: 4 Generation: 20 String: He%Co 9orl( Fitness: 4 Generation: 21 String: He%Co 9orl( Fitness: 4 Generation: 22 String: He%Co 9orl( Fitness: 4 Generation: 23 String: He%Co 9orl( Fitness: 4 Generation: 23 String: He%Co 9orl( Fitness: 4 Generation: 24 String: He%Co 9orl( Fitness: 3 Generation: 25 String: He%Co 9orl( Fitness: 3 Generation: 26 String: He%Co 9orl( Fitness: 3 Generation: 27 String: He%Co 9orl( Fitness: 3 Generation: 28 String: He%Co 9orl( Fitness: 3 Generation: 27 String: He%Co 9orl( Fitness: 3 Generation: 28 String: He%Co 9orl( Fitness: 3 Fitness: 3 Generation: 28 String: He%Co 9orl( Fitness: 3 Fitness: 3 Generation: 28 String: He%Co 9orl( Fitness: 3 Fitness: 3 Generation: 28 String: He%Co 9orl( Fitness: 3 Fitness: 2 Generation: 30 String: He%Co 9orl( Fitness: 2 Fitness: 2 Generation: 33 String: He%Co 9orl( Fitness: 1 Fitness: 1 Fitness: 1
  Generation: 19 String: He%Co 9orl(
                                                                                                                                                                                                       Fitness: 4
  Generation: 34 String: Hello Worli
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  Generation: 35 String: Hello Worli
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 Generation: 36 String: Hello Worli Fitness: 1
Generation: 37 String: Hello Worli Fitness: 1
Generation: 38 String: Hello Worli Fitness: 1
Generation: 39 String: Hello World Fitness: 0
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