

# GenAlg

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## Introduction

GenAlg is a C library providing structures and functions implementing a Genetic Algorithm.

The genes are memorized as a VecFloat and/or VecShort. The user can defined a range of possible values for each gene. The user can define the size of the pool of entities and the size of the breeding pool. Selection, reproduction and mutation are designed to efficiently explore all the possible gene combination, and avoid local optimum. It is also possible to save and load

the GenAlg.

It uses the PBErr, PBMath and GSet libraries.

## 1 Definitions

A genetic algorithm has 3 steps. In a pool of entities it discards a given number of entities based on their ranking (given by a mean external to the algorithm). Then it replaces each of the discarded entity by a new one created from two selected entities from the non discarded one. The newly created entity's properties are a mix of these two selected entities, plus a certain amount of random modification. The detail of the implementation in GenAlg of these 3 steps (selection, reproduction and mutation) are given below.

### 1.1 Selection

The non discarded entities are called 'elite' in GenAlg. The size of the pool of elite is configurable by the user. The selection of two elite entities is simply a random selection in the pool of elites. Selection of the same elite twice is allowed.

### 1.2 Reproduction

The reproduction step copies the genes of the elite entity into the new entity. Each gene has a probability of 50% to be chosen in one or the other elite.

### 1.3 Mutation

The mutation occurs as follow. First we calculate the probability of mutation for every gene as follow:  $P = \frac{rank}{nbEntity}$  where rank is the rank of the discarded entity in the pool of entities, and nbEntity is the number of entities in the pool. A gene affected by a mutation according to this probability is modified as follow. The amplitude of the mutation is equal to  $1 - \frac{1}{\sqrt{age+1}}$  where age is the age of the oldest elite entity used during the reproduction step for the entity. Then the new value of the gene is equals

to  $gene + range * amp * (rnd + delta)$  where  $gene$  is the current value of the gene,  $range$  is equal to  $max_{gene} - min_{gene}$  (the difference of the maximum allowed value for this gene and its minimum value),  $amp$  is the amplitude calculated above,  $rnd$  is a random value between -0.5 and 0.5, and  $delta$  is the mutation that has been applied to this gene in the corresponding elite entity. Genes' value is kept in bounds by bouncing it on the bounds when necessary ( $gene = 2 * bound - gene$ )

To counteract inbreeding (the algorithm getting stuck into a local minimum), we also apply mutation to all the elite entities except the best one when the inbreeding level of the elite pool fall below a threshold set to 0.1. The mutation of elites occurs exactly as the one for discarded entities, but the age of elite entity itself is used instead of the one of selected entities (which doesn't exist in this case). The inbreeding level is calculated as follow  $\frac{1}{nbElite} \sum_{i=1}^{nbElite} \frac{\|\vec{adn}(elite_i) - \vec{adn}(elite_0)\|}{\|\vec{bound}_{max} - \vec{bound}_{min}\|}$  where  $nbElite$  is the number of elite entities,  $\vec{adn}(elite_i)$  is the genes vector of the  $i$ -th elite entity, and  $\vec{bound}_{max}$  and  $\vec{bound}_{min}$  are the vector of maximum and minimum values of the genes.

Some explanation:  $delta$  bias the mutation toward the direction that improved the result at previous step; in the pool of discarded entities high ranked ones tend to have few mutations and low ranked ones tend to have more mutation, this tends to cover any possibilities of evolution; entities newly entered in the elite pool tends to produce new entities near to them (in term of distance in the genes space), while older ones tend to produce more diverse new entities, thus the exploration of solution space occurs from the vicinity of newly better solutions toward larger areas; from the previous point, a good entity tends to create a lot of similar entity, which may lead to an elite pool saturated with very similar entities (inbreeding) from which the algorithm can't escape, this is prevented by the forced mutation of elites when the inbreeding level gets too high.

## 2 Interface

```
// ===== GENALG.H =====

#ifndef GENALG_H
#define GENALG_H

// ===== Include =====

#include <stdlib.h>
```

```

#include <stdio.h>
#include <math.h>
#include <string.h>
#include <stdbool.h>
#include "pberr.h"
#include "pbmath.h"
#include "gset.h"

// ===== Define =====

#define GENALG_NBENTITIES 100
#define GENALG_NBELITES 20
#define GENALG_INBREEDINGTHRESHOLD 0.1

// ----- GenAlgAdn

// ===== Data structure =====

typedef struct GenAlg GenAlg;

typedef struct GenAlgAdn {
    // ID
    int _id;
    // Age
    int _age;
    // Adn for floating point value
    VecFloat* _adnF;
    // Delta Adn during mutation
    VecFloat* _deltaAdnF;
    // Adn for integer point value
    VecShort* _adnI;
} GenAlgAdn;

// ===== Functions declaration =====

// Create a new GenAlgAdn with ID 'id', 'lengthAdnF' and 'lengthAdnI'
// 'lengthAdnF' and 'lengthAdnI' must be greater than or equal to 0
GenAlgAdn* GenAlgAdnCreate(int id, int lengthAdnF,
    int lengthAdnI);

// Free memory used by the GenAlgAdn 'that'
void GenAlgAdnFree(GenAlgAdn** that);

// Return the adn for floating point values of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
VecFloat* GAAdnAdnF(GenAlgAdn* that);

// Return the delta of adn for floating point values of the
// GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
VecFloat* GAAdnDeltaAdnF(GenAlgAdn* that);

// Return the adn for integer values of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
VecShort* GAAdnAdnI(GenAlgAdn* that);

```

```

// Initialise randomly the genes of the GenAlgAdn 'that' of the
// GenAlg 'ga'
void GAAdnInit(GenAlgAdn* that, GenAlg* ga);

// Get the 'iGene'-th gene of the adn for floating point values of the
// GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
float GAAdnGetGeneF(GenAlgAdn* that, int iGene);

// Get the delta of the 'iGene'-th gene of the adn for floating point
// values of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
float GAAdnGetDeltaGeneF(GenAlgAdn* that, int iGene);

// Get the 'iGene'-th gene of the adn for int values of the
// GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
int GAAdnGetGeneI(GenAlgAdn* that, int iGene);

// Set the 'iGene'-th gene of the adn for floating point values of the
// GenAlgAdn 'that' to 'gene'
#if BUILDMODE != 0
inline
#endif
void GAAdnSetGeneF(GenAlgAdn* that, int iGene, float gene);

// Set the delta of the 'iGene'-th gene of the adn for floating point
// values of the GenAlgAdn 'that' to 'delta'
#if BUILDMODE != 0
inline
#endif
void GAAdnSetDeltaGeneF(GenAlgAdn* that, int iGene, float delta);

// Set the 'iGene'-th gene of the adn for int values of the
// GenAlgAdn 'that' to 'gene'
#if BUILDMODE != 0
inline
#endif
void GAAdnSetGeneI(GenAlgAdn* that, int iGene, short gene);

// Get the id of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
int GAAdnGetId(GenAlgAdn* that);

// Get the age of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
int GAAdnGetAge(GenAlgAdn* that);

// Print the information about the GenAlgAdn 'that' on the
// stream 'stream'
void GAAdnPrintln(GenAlgAdn* that, FILE* stream);

```

```

// ----- GenAlg

// ===== Define =====

#define GABestAdnF(that) GAAdnAdnF(GAAdn(that, 0))
#define GABestAdnI(that) GAAdnAdnI(GAAdn(that, 0))

// ===== Data structure =====

typedef struct GenAlg {
    // GSet of GenAlgAdn, sortval == score so the head of the set is the
    // worst adn and the tail of the set is the best
    GSet* _adns;
    // Current epoch
    int _curEpoch;
    // Nb elite entities in population
    int _nbElites;
    // Id of the next new GenAlgAdn
    int _nextId;
    // Length of adn for floating point value
    int _lengthAdnF;
    // Length of adn for integer value
    int _lengthAdnI;
    // Bounds (min, max) for floating point values adn
    VecFloat2D* _boundsF;
    // Bounds (min, max) for integer values adn
    VecShort2D* _boundsI;
} GenAlg;

// ===== Functions declaration =====

// Create a new GenAlg with 'nbEntities', 'nbElites', 'lengthAdnF'
// and 'lengthAdnI'
// 'nbEntities' must greater than 2
// 'nbElites' must greater than 1
// 'lengthAdnF' and 'lengthAdnI' must be greater than or equal to 0
GenAlg* GenAlgCreate(int nbEntities, int nbElites, int lengthAdnF,
    int lengthAdnI);

// Free memory used by the GenAlg 'that'
void GenAlgFree(GenAlg** that);

// Return the GSet of the GenAlg 'that'
#if BUILDMODE != 0
inline
#endif
GSet* GAAdns(GenAlg* that);

// Return the nb of entities of the GenAlg 'that'
#if BUILDMODE != 0
inline
#endif
int GAGetNbAdns(GenAlg* that);

// Return the nb of elites of the GenAlg 'that'
#if BUILDMODE != 0
inline
#endif
int GAGetNbElites(GenAlg* that);

// Return the current epoch of the GenAlg 'that'
#if BUILDMODE != 0

```

```

inline
#endif
int GAGetCurEpoch(GenAlg* that);

// Set the nb of entities of the GenAlg 'that' to 'nb'
// 'nb' must be greater than 1, if 'nb' is lower than the current nb
// of elite the number of elite is set to 'nb' - 1
void GASetNbEntities(GenAlg* that, int nb);

// Set the nb of elites of the GenAlg 'that' to 'nb'
// 'nb' must be greater than 0, if 'nb' is greater or equal to the
// current nb of entities the number of entities is set to 'nb' + 1
void GASetNbElites(GenAlg* that, int nb);

// Get the length of adn for floating point value
#if BUILDMODE != 0
inline
#endif
int GAGetLengthAdnFloat(GenAlg* that);

// Get the length of adn for integer value
#if BUILDMODE != 0
inline
#endif
int GAGetLengthAdnInt(GenAlg* that);

// Get the bounds for the 'iGene'-th gene of adn for floating point
// values
#if BUILDMODE != 0
inline
#endif
VecFloat2D* GABoundsAdnFloat(GenAlg* that, int iGene);

// Get the bounds for the 'iGene'-th gene of adn for integer values
#if BUILDMODE != 0
inline
#endif
VecShort2D* GABoundsAdnInt(GenAlg* that, int iGene);

// Set the bounds for the 'iGene'-th gene of adn for floating point
// values to a copy of 'bounds'
#if BUILDMODE != 0
inline
#endif
void GASetBoundsAdnFloat(GenAlg* that, int iGene, VecFloat2D* bounds);

// Set the bounds for the 'iGene'-th gene of adn for integer values
// to a copy of 'bounds'
#if BUILDMODE != 0
inline
#endif
void GASetBoundsAdnInt(GenAlg* that, int iGene, VecShort2D* bounds);

// Get the GenAlgAdn of the GenAlg 'that' currently at rank 'iRank'
#if BUILDMODE != 0
inline
#endif
GenAlgAdn* GAAdn(GenAlg* that, int iRank);

// Init the GenAlg 'that'
// Must be called after the bounds have been set
// The random generator must have been initialised before calling this

```

```

// function
void GAlnit(GenAlg* that);

// Step an epoch for the GenAlg 'that' with the current ranking of
// GenAlgAdn
void GAStep(GenAlg* that);

// Print the information about the GenAlg 'that' on the stream 'stream'
void GAPrintln(GenAlg* that, FILE* stream);

// Get the level of inbreeding of curent entities of the GenAlg 'that'
// The return value is in [0.0, 1.0]
// 0.0 means all the elite entities have exactly the same adns
float GAGetInbreeding(GenAlg* that);

// Load the GenAlg 'that' from the stream 'stream'
// If the GenAlg is already allocated, it is freed before loading
// Return true in case of success, else false
bool GALoad(GenAlg** that, FILE* stream);

// Save the GenAlg 'that' to the stream 'stream'
// Return true in case of success, else false
bool GASave(GenAlg* that, FILE* stream);

// Set the value of the GenAlgAdn 'adn' of the GenAlg 'that' to 'val'
#if BUILDMODE != 0
inline
#endif
void GASetAdnValue(GenAlg* that, GenAlgAdn* adn, float val);

// ===== Polymorphism =====

// ===== Inliner =====

#if BUILDMODE != 0
#include "genalg-inline.c"
#endif

#endif

```

## 3 Code

### 3.1 genalg.c

```

// ===== GENALG.C =====

// ===== Include =====

#include "genalg.h"
#if BUILDMODE == 0
#include "genalg-inline.c"
#endif

// ----- GenAlgAdn

// ===== Functions declaration =====

```



```

// ===== Functions implementation =====

// Create a new GenAlgAdn with ID 'id', 'lengthAdnF' and 'lengthAdnI'
// 'lengthAdnF' and 'lengthAdnI' must be greater than or equal to 0
GenAlgAdn* GenAlgAdnCreate(int id, int lengthAdnF,
    int lengthAdnI) {
#ifdef BUILDMODE == 0
    if (lengthAdnF < 0) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'lengthAdnF' is invalid (%d>=0)",
            lengthAdnF);
        PBErrCatch(GenAlgErr);
    }
    if (lengthAdnI < 0) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'lengthAdnI' is invalid (%d>=0)",
            lengthAdnI);
        PBErrCatch(GenAlgErr);
    }
#endif
    // Allocate memory
    GenAlgAdn* that = PBErrMalloc(GenAlgErr, sizeof(GenAlgAdn));
    // Set the properties
    that->_age = 1;
    that->_id = id;
    if (lengthAdnF > 0) {
        that->_adnF = VecFloatCreate(lengthAdnF);
        that->_deltaAdnF = VecFloatCreate(lengthAdnF);
    } else {
        that->_adnF = NULL;
        that->_deltaAdnF = NULL;
    }
    if (lengthAdnI > 0)
        that->_adnI = VecShortCreate(lengthAdnI);
    else
        that->_adnI = NULL;
    // Return the new GenAlgAdn
    return that;
}

// Free memory used by the GenAlgAdn 'that'
void GenAlgAdnFree(GenAlgAdn** that) {
    // Check the argument
    if (that == NULL || *that == NULL) return;
    // Free memory
    if ((*that)->_adnF != NULL)
        VecFree(&((*that)->_adnF));
    if ((*that)->_deltaAdnF != NULL)
        VecFree(&((*that)->_deltaAdnF));
    if ((*that)->_adnI != NULL)
        VecFree(&((*that)->_adnI));
    free(*that);
    // Set the pointer to null
    *that = NULL;
}

// Initialise randomly the genes of the GenAlgAdn 'that' of the
// GenAlg 'ga'
void GAAdnInit(GenAlgAdn* that, GenAlg* ga) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
    }
#endif
}

```

```

        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    // For each floating point value gene
    for (int iGene = GAGetLengthAdnFloat(ga); iGene--;) {
        float min = VecGet(GABoundsAdnFloat(ga, iGene), 0);
        float max = VecGet(GABoundsAdnFloat(ga, iGene), 1);
        float val = min + (max - min) * rnd();
        VecSet(that->_adnF, iGene, val);
    }
    // For each integer value gene
    for (int iGene = GAGetLengthAdnInt(ga); iGene--;) {
        short min = VecGet(GABoundsAdnInt(ga, iGene), 0);
        short max = VecGet(GABoundsAdnInt(ga, iGene), 1);
        short val = (short)round((float)min + (float)(max - min) * rnd());
        VecSet(that->_adnI, iGene, val);
    }
}

// Print the information about the GenAlgAdn 'that' on the
// stream 'stream'
void GAAdnPrintln(GenAlgAdn* that, FILE* stream) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (stream == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'stream' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    fprintf(stream, "id:%d age:%d", GAAdnGetId(that), GAAdnGetAge(that));
    fprintf(stream, "\n");
    fprintf(stream, "  adnF:");
    VecFloatPrint(GAAdnAdnF(that), stream, 6);
    fprintf(stream, "\n");
    fprintf(stream, "  deltaAdnF:");
    VecFloatPrint(GAAdnDeltaAdnF(that), stream, 6);
    fprintf(stream, "\n");
    fprintf(stream, "  adnI:");
    VecPrint(GAAdnAdnI(that), stream);
    fprintf(stream, "\n");
}

// ----- GenAlg

// ===== Functions declaration =====

// Select the rank of two parents for the SRM algorithm
// Return the ranks in 'parents', with parents[0] <= parents[1]
void GASelectParents(GenAlg* that, int* parents);

// Set the genes of the entity at rank 'iChild' as a 50/50 mix of the
// genes of entities at ranks 'parents[0]' and 'parents[1]'
void GAReproduction(GenAlg* that, int* parents, int iChild);

// Mute the genes of the entity at rank 'iChild'
// The probability of mutation for one gene is equal to

```

```

// 'rankChild'/'that'-'>_nbEntities and the amplitude of the mutation
// is equal to (max-min).(gauss(0.0, 1.0)+deltaAdn).ln('parents[0]'.age)
void GAMute(GenAlg* that, int* parents, int iChild);

// ===== Functions implementation =====

// Create a new GenAlg with 'nbEntities', 'nbElites', 'lengthAdnF'
// and 'lengthAdnI'
// 'nbEntities' must be greater than 2
// 'nbElites' must be greater than 1
// 'lengthAdnF' and 'lengthAdnI' must be greater than or equal to 0
GenAlg* GenAlgCreate(int nbEntities, int nbElites, int lengthAdnF,
int lengthAdnI) {
    // Allocate memory
    GenAlg* that = PBErrMalloc(GenAlgErr, sizeof(GenAlg));
    // Set the properties
    that->_adns = GSetCreate();
    that->_curEpoch = 0;
    that->_lengthAdnF = lengthAdnF;
    that->_lengthAdnI = lengthAdnI;
    if (lengthAdnF > 0) {
        that->_boundsF =
            PBErrMalloc(GenAlgErr, sizeof(VecFloat2D) * lengthAdnF);
        for (int iGene = lengthAdnF; iGene--;)
            that->_boundsF[iGene] = VecFloatCreateStatic2D();
    } else
        that->_boundsF = NULL;
    if (lengthAdnI > 0) {
        that->_boundsI =
            PBErrMalloc(GenAlgErr, sizeof(VecShort2D) * lengthAdnI);
        for (int iGene = lengthAdnI; iGene--;)
            that->_boundsI[iGene] = VecShortCreateStatic2D();
    } else
        that->_boundsI = NULL;
    that->_nbElites = 0;
    that->_nextId = 0;
    GSetNbEntities(that, nbEntities);
    GSetNbElites(that, nbElites);
    // Return the new GenAlg
    return that;
}

// Free memory used by the GenAlg 'that'
void GenAlgFree(GenAlg** that) {
    // Check the argument
    if (that == NULL || *that == NULL) return;
    // Free memory
    GSetIterForward iter = GSetIterForwardCreateStatic(GAAdns(*that));
    do {
        GenAlgAdn* gaEnt = GSetIterGet(&iter);
        GenAlgAdnFree(&gaEnt);
    } while (GSetIterStep(&iter));
    GSetFree(&((*that)->_adns));
    if ((*that)->_boundsF != NULL)
        free((*that)->_boundsF);
    if ((*that)->_boundsI != NULL)
        free((*that)->_boundsI);
    free(*that);
    // Set the pointer to null
    *that = NULL;
}

```

```

// Set the nb of entities of the GenAlg 'that' to 'nb'
// 'nb' must be greater than 1, if 'nb' is lower than the current nb
// of elite the number of elite is set to 'nb' - 1
void GSetNbEntities(GenAlg* that, int nb) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
    if (nb <= 1) {
        GenAlgErr->_type = PErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'nb' is invalid (%d>1)", nb);
        PErrCatch(GenAlgErr);
    }
#endif
    while (GSetNbElem(GAAdns(that)) > nb) {
        GenAlgAdn* gaEnt = GSetPop(GAAdns(that));
        GenAlgAdnFree(&gaEnt);
    }
    while (GSetNbElem(GAAdns(that)) < nb) {
        GenAlgAdn* ent = GenAlgAdnCreate(that->_nextId++,
            GAGetLengthAdnFloat(that), GAGetLengthAdnInt(that));
        GSetPush(GAAdns(that), ent);
    }
    if (GAGetNbElites(that) >= nb)
        GSetNbElites(that, nb - 1);
}

// Set the nb of elites of the GenAlg 'that' to 'nb'
// 'nb' must be greater than 0, if 'nb' is greater or equal to the
// current nb of entities the number of entities is set to 'nb' + 1
void GSetNbElites(GenAlg* that, int nb) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
    if (nb <= 1) {
        GenAlgErr->_type = PErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'nb' is invalid (%d>1)", nb);
        PErrCatch(GenAlgErr);
    }
#endif
    if (GAGetNbAdns(that) <= nb)
        GSetNbEntities(that, nb + 1);
    that->_nbElites = nb;
}

// Init the GenAlg 'that'
// Must be called after the bounds have been set
// The random generator must have been initialised before calling this
// function
void GAINit(GenAlg* that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
}

```

```

// For each adn
GSetIterForward iter = GSetIterForwardCreateStatic(GAAdns(that));
do {
    // Get the adn
    GenAlgAdn* adn = GSetIterGet(&iter);
    // Initialise randomly the genes of the adn
    GAAdnInit(adn, that);
} while (GSetIterStep(&iter));
}

// Step an epoch for the GenAlg 'that' with the current ranking of
// GenAlgAdn
void GAStep(GenAlg* that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    // Selection, Reproduction, Mutation
    // Ensure the set of adns is sorted
    GSetSort(GAAdns(that));
    // Declare a variable to memorize the parents
    int parents[2];
    // Get the inbreeding level
    float inbreeding = GAGetInbreeding(that);
    // For each adn which is an elite
    for (int iAdn = 0; iAdn < GAGetNbElites(that); ++iAdn) {
        // Increment age
        (GAAdn(that, iAdn)->_age)++;
        // If the inbreeding level is too high
        // Break the inbreeding by applying mutation to elites except the
        // best one
        if (inbreeding < GENALG_INBREEDINGTHRESHOLD && iAdn > 0) {
            // Reproduce with itself and mute the genes of the adn
            parents[1] = iAdn;
            GAReproduction(that, parents, iAdn);
            GAMute(that, parents, iAdn);
        }
    }
    // For each adn which is not an elite
    for (int iAdn = GAGetNbElites(that); iAdn < GAGetNbAdns(that);
        ++iAdn) {
        // Select two parents for this adn
        GASelectParents(that, parents);
        // Set the genes of the adn as a 50/50 mix of parents' genes
        GAReproduction(that, parents, iAdn);
        // Mute the genes of the adn
        GAMute(that, parents, iAdn);
    }
    // Increment the number of epochs
    ++(that->_curEpoch);
}

// Select the rank of two parents for the SRM algorithm
// Return the ranks in 'parents', with parents[0] <= parents[1]
void GASelectParents(GenAlg* that, int* parents) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
    }
#endif
}

```

```

    PBErCatch(GenAlgErr);
}
if (parents == NULL) {
    GenAlgErr->_type = PBErTypeNullPointer;
    sprintf(GenAlgErr->_msg, "'parents' is null");
    PBErCatch(GenAlgErr);
}
#endif
// Declare a variable to memorize the parents' rank
int p[2];
for (int i = 2; i--;)
    // p[i] below may be equal to the rank of the highest non elite
    // adn, but it's not a problem so leave it and let's call that
    // the Hawking radiation of this function in memory of this great
    // man.
    p[i] = (int)floor(rnd() * (float)GAGetNbElites(that));
// Memorize the sorted parents' rank
if (p[0] < p[1]) {
    parents[0] = p[0];
    parents[1] = p[1];
} else {
    parents[0] = p[1];
    parents[1] = p[0];
}
}

// Set the genes of the adn at rank 'iChild' as a 50/50 mix of the
// genes of adns at ranks 'parents[0]' and 'parents[1]'
void GAReproduction(GenAlg* that, int* parents, int iChild) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErCatch(GenAlgErr);
    }
    if (parents == NULL) {
        GenAlgErr->_type = PBErTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'parents' is null");
        PBErCatch(GenAlgErr);
    }
    if (iChild < 0 || iChild >= GAGetNbAdns(that)) {
        GenAlgErr->_type = PBErTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'child' is invalid (0<=%d<=%d)",
            iChild, GAGetNbAdns(that));
        PBErCatch(GenAlgErr);
    }
#endif
    // Get the parents and child
    GenAlgAdn* parentA = GAAdn(that, parents[0]);
    GenAlgAdn* parentB = GAAdn(that, parents[1]);
    GenAlgAdn* child = GAAdn(that, iChild);
    // For each gene of the adn for floating point value
    for (int iGene = GAGetLengthAdnFloat(that); iGene--;) {
        // Get the gene from one parent or the other with equal probability
        if (rnd() < 0.5) {
            VecSet(child->_adnF, iGene, VecGet(parentA->_adnF, iGene));
            VecSet(child->_deltaAdnF, iGene,
                VecGet(parentA->_deltaAdnF, iGene));
        } else {
            VecSet(child->_adnF, iGene, VecGet(parentB->_adnF, iGene));
            VecSet(child->_deltaAdnF, iGene,
                VecGet(parentB->_deltaAdnF, iGene));
        }
    }
}

```

```

    }
}
// For each gene of the adn for int value
for (int iGene = GAGetLengthAdnInt(that); iGene--;) {
    // Get the gene from one parent or the other with equal probability
    if (rnd() < 0.5)
        VecSet(child->_adnI, iGene, VecGet(parentA->_adnI, iGene));
    else
        VecSet(child->_adnI, iGene, VecGet(parentB->_adnI, iGene));
}
// Reset the age of the child
child->_age = 1;
// Set the id of the child
child->_id = (that->_nextId)++;
}

// Mute the genes of the entity at rank 'iChild'
// The probability of mutation for one gene is equal to
// 'rankChild'/'that'->_nbEntities and the amplitude of the mutation
// is equal to (max-min).(gauss(0.0, 1.0)+deltaAdn).ln('parents[0]'.age)
void GAMute(GenAlg* that, int* parents, int iChild) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
        if (parents == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'parents' is null");
            PBErrCatch(GenAlgErr);
        }
        if (iChild < 0 || iChild >= GAGetNbAdns(that)) {
            GenAlgErr->_type = PBErrTypeInvalidArg;
            sprintf(GenAlgErr->_msg, "'child' is invalid (0<=%d<=%d)",
                iChild, GAGetNbAdns(that));
            PBErrCatch(GenAlgErr);
        }
    }
    #endif
    // Get the first parent and child
    GenAlgAdn* parentA = GAAdn(that, parents[0]);
    GenAlgAdn* child = GAAdn(that, iChild);
    // Get the probability of mutation
    float probMute = ((float)iChild) / ((float)GAGetNbAdns(that));
    // Get the amplitude of mutation
    float amp = 1.0 - 1.0 / sqrt((float)(parentA->_age + 1));
    // For each gene of the adn for floating point value
    for (int iGene = GAGetLengthAdnFloat(that); iGene--;) {
        // If this gene mutes
        if (rnd() < probMute) {
            // Get the bounds
            VecFloat2D* bounds = GABoundsAdnFloat(that, iGene);
            // Declare a variable to memorize the previous value of the gene
            float prevVal = GAAdnGetGeneF(child, iGene);
            // Apply the mutation
            GAAdnSetGeneF(child, iGene, GAAdnGetGeneF(child, iGene) +
                (VecGet(bounds, 1) - VecGet(bounds, 0)) * amp *
                (rnd() - 0.5 + GAAdnGetDeltaGeneF(child, iGene)));
            // Keep the gene value in bounds
            while (GAAdnGetGeneF(child, iGene) < VecGet(bounds, 0) ||
                GAAdnGetGeneF(child, iGene) > VecGet(bounds, 1)) {
                if (GAAdnGetGeneF(child, iGene) > VecGet(bounds, 1))

```

```

        GAAdnSetGeneF(child, iGene,
            2.0 * VecGet(bounds, 1) - GAAdnGetGeneF(child, iGene));
    else if (GAAdnGetGeneF(child, iGene) < VecGet(bounds, 0))
        GAAdnSetGeneF(child, iGene,
            2.0 * VecGet(bounds, 0) - GAAdnGetGeneF(child, iGene));
    }
    // Update the deltaAdn
    GAAdnSetDeltaGeneF(child, iGene,
        GAAdnGetGeneF(child, iGene) - prevVal);
}
}
// For each gene of the adn for int value
for (int iGene = GAGetLengthAdnInt(that); iGene--;) {
    // If this gene mutes
    if (rnd() < probbMute) {
        // Get the bounds
        VecShort2D* boundsI = GABoundsAdnInt(that, iGene);
        VecFloat2D bounds = VecShortToFloat2D(boundsI);
        // Apply the mutation (as it is int value, ensure the amplitude
        // is big enough to have an effect
        float ampI = MIN(2.0,
            (float)(VecGet(&bounds, 1) - VecGet(&bounds, 0)) * amp);
        GAAdnSetGeneI(child, iGene, GAAdnGetGeneI(child, iGene) +
            (short)round(ampI * (rnd() - 0.5)));
        // Keep the gene value in bounds
        while (GAAdnGetGeneI(child, iGene) < VecGet(&bounds, 0) ||
            GAAdnGetGeneI(child, iGene) > VecGet(&bounds, 1)) {
            if (GAAdnGetGeneI(child, iGene) > VecGet(&bounds, 1))
                GAAdnSetGeneI(child, iGene,
                    2 * VecGet(&bounds, 1) - GAAdnGetGeneI(child, iGene));
            else if (GAAdnGetGeneI(child, iGene) < VecGet(&bounds, 0))
                GAAdnSetGeneI(child, iGene,
                    2 * VecGet(&bounds, 0) - GAAdnGetGeneI(child, iGene));
        }
    }
}
}
}

// Print the information about the GenAlg 'that' on the stream 'stream'
void GAPrintln(GenAlg* that, FILE* stream) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
        if (stream == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'stream' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
    fprintf(stream, "epoch:%d\n", GAGetCurEpoch(that));
    fprintf(stream, "%d entities, %d elites\n", GAGetNbAdns(that),
        GAGetNbElites(that));
    GSetIterBackward iter = GSetIterBackwardCreateStatic(GAAdns(that));
    int iEnt = 0;
    do {
        GenAlgAdn* ent = GSetIterGet(&iter);
        fprintf(stream, "%d value:%f ", iEnt,
            GSetIterGetElem(&iter)->_sortVal);
        if (iEnt < GAGetNbElites(that))

```



```

        fprintf(stream, "elite ");
        GAAdnPrintln(ent, stream);
        ++iEnt;
    } while (GSetIterStep(&iter));
}

// Get the level of inbreeding of curent entities of the GenAlg 'that'
// The return value is in [0.0, 1.0]
// 0.0 means all the elite entities have exactly the same adns
float GAGetInbreeding(GenAlg* that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    // Declare a variable to memorize the result
    float inbreeding = 0.0;
    // Declare a variable for calculation
    int nb = 1;
    // If there are adn for floating point values
    if (GAGetLengthAdnFloat(that) > 0) {
        // Declare a vector to memorize the ranges in gene values
        VecFloat* range = VecFloatCreate(GAGetLengthAdnFloat(that));
        // Calculate the ranges in gene values
        for (int iGene = GAGetLengthAdnFloat(that); iGene--;)
            VecSet(range, iGene,
                VecGet(GABoundsAdnFloat(that, iGene), 1) -
                VecGet(GABoundsAdnFloat(that, iGene), 0));
        // Calculate the norm of the range
        float normRange = VecNorm(range);
        // For each elite entity except the first one
        for (int iEnt = 1; iEnt < GAGetNbElites(that); ++iEnt) {
            // Get the difference in adn with the first entity
            VecFloat* diff = VecGetOp(GAAdnAdnF(GAAdn(that, iEnt)), 1.0,
                GAAdnAdnF(GAAdn(that, 0)), -1.0);
            // Calculate the inbreeding
            inbreeding += VecNorm(diff) / normRange;
            // Free memory
            VecFree(&diff);
        }
        // Calculate the inbreeding
        nb += GAGetNbElites(that);
        // Free memory
        VecFree(&range);
    }
    // If there are adn for floating point values
    if (GAGetLengthAdnInt(that) > 0) {
        // Declare a vector to memorize the ranges in gene values
        VecFloat* range = VecFloatCreate(GAGetLengthAdnInt(that));
        // Calculate the ranges in gene values
        for (int iGene = GAGetLengthAdnInt(that); iGene--;)
            VecSet(range, iGene,
                (float)(VecGet(GABoundsAdnInt(that, iGene), 1) -
                VecGet(GABoundsAdnInt(that, iGene), 0)));
        // Calculate the norm of the range
        float normRange = VecNorm(range);
        // For each elite entity except the first one
        for (int iEnt = 1; iEnt < GAGetNbElites(that); ++iEnt) {
            // Get the difference in adn with the first entity
            VecShort* diff = VecGetOp(GAAdnAdnI(GAAdn(that, iEnt)), 1,

```

```

        GAAdnAdnI(GAAdn(that, 0)), -1);
    VecFloat* diffF = VecShortToFloat(diff);
    // Calculate the inbreeding
    inbreeding += VecNorm(diffF) / normRange;
    // Free memory
    VecFree(&diffF);
    VecFree(&diff);
}
// Calculate the inbreeding
nb += GAGetNbElites(that);
// Free memory
VecFree(&range);
}
// Calculate the inbreeding
inbreeding /= (float)nb;
// Return the result
return inbreeding;
}

// Load the GenAlg 'that' from the stream 'stream'
// If the GenAlg is already allocated, it is freed before loading
// Return true in case of success, else false
bool GALoad(GenAlg** that, FILE* stream) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (stream == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'stream' is null");
        PBErrCatch(GenAlgErr);
    }
}
#endif
// If 'that' is already allocated
if (*that != NULL) {
    // Free memory
    GenAlgFree(that);
}
// Load the number of entity and elite, and the length of adn
int nbEnt, nbElite, lenAdnF, lenAdnI;
int ret = fscanf(stream, "%d %d %d %d", &nbEnt, &nbElite,
    &lenAdnF, &lenAdnI);
// If we couldn't fscanf
if (ret == EOF)
    return false;
// Check the data
if (nbEnt < 3 || nbElite < 2 || lenAdnF < 0 || lenAdnI < 0)
    return false;
// Allocate memory
*that = GenAlgCreate(nbEnt, nbElite, lenAdnF, lenAdnI);
// Load the epoch, nextId
ret = fscanf(stream, "%d %d", &((*that)->_curEpoch),
    &((*that)->_nextId));
// If we couldn't fscanf
if (ret == EOF)
    return false;
// Load the bounds
for (int iBound = 0; iBound < lenAdnF; ++iBound) {
    VecFloat* b = NULL;
    if (VecLoad(&b, stream) == false)

```

```

        return false;
        VecCopy(GABoundsAdnFloat(*that, iBound), b);
        VecFree(&b);
    }
    for (int iBound = 0; iBound < lenAdnI; ++iBound) {
        VecShort* b = NULL;
        if (VecLoad(&b, stream) == false)
            return false;
        VecCopy(GABoundsAdnInt(*that, iBound), b);
        VecFree(&b);
    }
    // Load the adns
    for (int iEnt = 0; iEnt < nbEnt; ++iEnt) {
        GSetElem* setElem = GSetGetElem(GAAdns(*that), iEnt);
        GenAlgAdn* ent = (GenAlgAdn*)(setElem->_data);
        // Load the id, age and elo
        int id, age;
        float val;
        int ret = fscanf(stream, "%d %d %f", &id, &age, &val);
        // If we couldn't fscanf
        if (ret == EOF)
            return false;
        // Set the id and elo
        ent->_id = id;
        ent->_age = age;
        setElem->_sortVal = val;
        // Load the genes
        if (lenAdnF > 0) {
            VecFloat* v = NULL;
            if (VecLoad(&v, stream) == false)
                return false;
            VecCopy(ent->_adnF, v);
            if (VecLoad(&v, stream) == false)
                return false;
            VecCopy(ent->_deltaAdnF, v);
            VecFree(&v);
        }
        if (lenAdnI > 0) {
            VecShort* v = NULL;
            if (VecLoad(&v, stream) == false)
                return false;
            VecCopy(ent->_adnI, v);
            VecFree(&v);
        }
    }
    // Return success code
    return true;
}

// Save the GenAlg 'that' to the stream 'stream'
// Return true in case of success, else false
bool GASave(GenAlg* that, FILE* stream) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
        if (stream == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'stream' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
}

```

```

    }
#endif
    // Save the number of entity and elite, and the length of adn
    int ret = fprintf(stream, "%d %d %d %d\n", GAGetNbAdns(that),
        GAGetNbElites(that), GAGetLengthAdnFloat(that),
        GAGetLengthAdnInt(that));
    // If we couldn't fprintf
    if (ret < 0)
        return false;
    // Save the epoch, nextId
    ret = fprintf(stream, "%d %d\n", GAGetCurEpoch(that), that->_nextId);
    // If we couldn't fprintf
    if (ret < 0)
        return false;
    // Save the bounds
    for (int iBound = 0; iBound < GAGetLengthAdnFloat(that); ++iBound)
        if (VecSave(GABoundsAdnFloat(that, iBound), stream) == false)
            return false;
    for (int iBound = 0; iBound < GAGetLengthAdnInt(that); ++iBound)
        if (VecSave(GABoundsAdnInt(that, iBound), stream) == false)
            return false;
    // Save the adns
    for (int iEnt = 0; iEnt < GAGetNbAdns(that); ++iEnt) {
        GSetElem* setElem = GSetGetElem(GAAdns(that), iEnt);
        GenAlgAdn* ent = (GenAlgAdn*)(setElem->_data);
        // Save the id, age and elo
        int ret = fprintf(stream, "%d %d %f\n", ent->_id, ent->_age,
            setElem->_sortVal);
        // If we couldn't fprintf
        if (ret < 0)
            return false;
        // Save the genes
        if (GAGetLengthAdnFloat(that) > 0) {
            if (VecSave(ent->_adnF, stream) == false)
                return false;
            if (VecSave(ent->_deltaAdnF, stream) == false)
                return false;
        }
        if (GAGetLengthAdnInt(that) > 0)
            if (VecSave(ent->_adnI, stream) == false)
                return false;
    }
    // Return success code
    return true;
}

```

## 3.2 genalg-inline.c

```

// ===== GENALG-INLINE.C =====

// ----- GenAlgAdn

// ===== Functions implementation =====

// Return the adn for floating point values of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
VecFloat* GAAdnAdnF(GenAlgAdn* that) {

```

```

#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_adnF;
}

// Return the delta of adn for floating point values of the
// GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
VecFloat* GAAdnDeltaAdnF(GenAlgAdn* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_deltaAdnF;
}

// Return the adn for integer values of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
VecShort* GAAdnAdnI(GenAlgAdn* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_adnI;
}

// Get the 'iGene'-th gene of the adn for floating point values of the
// GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
float GAAdnGetGeneF(GenAlgAdn* that, int iGene) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return VecGet(that->_adnF, iGene);
}

// Get the delta of the 'iGene'-th gene of the adn for floating point
// values of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif

```

```

float GAAdnGetDeltaGeneF(GenAlgAdn* that, int iGene) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return VecGet(that->_deltaAdnF, iGene);
}

// Get the 'iGene'-th gene of the adn for int values of the
// GenAlgAdn 'that'
#ifdef BUILDMODE != 0
inline
#endif
int GAAdnGetGeneI(GenAlgAdn* that, int iGene) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return VecGet(that->_adnI, iGene);
}

// Set the 'iGene'-th gene of the adn for floating point values of the
// GenAlgAdn 'that' to 'gene'
#ifdef BUILDMODE != 0
inline
#endif
void GAAdnSetGeneF(GenAlgAdn* that, int iGene, float gene) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    VecSet(that->_adnF, iGene, gene);
}

// Set the delta of the 'iGene'-th gene of the adn for floating point
// values of the GenAlgAdn 'that' to 'delta'
#ifdef BUILDMODE != 0
inline
#endif
void GAAdnSetDeltaGeneF(GenAlgAdn* that, int iGene, float delta) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    VecSet(that->_deltaAdnF, iGene, delta);
}

// Set the 'iGene'-th gene of the adn for int values of the
// GenAlgAdn 'that' to 'gene'
#ifdef BUILDMODE != 0

```

```

inline
#endif
void GAAdnSetGeneI(GenAlgAdn* that, int iGene, short gene) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    VecSet(that->_adnI, iGene, gene);
}

// Get the id of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
int GAAdnGetId(GenAlgAdn* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_id;
}

// Get the age of the GenAlgAdn 'that'
#if BUILDMODE != 0
inline
#endif
int GAAdnGetAge(GenAlgAdn* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_age;
}

// ----- GenAlg

// ===== Functions implementation =====

// Return the GSet of the GenAlg 'that'
#if BUILDMODE != 0
inline
#endif
GSet* GAAdns(GenAlg* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_adns;
}

```

```

// Return the nb of entities of the GenAlg 'that'
#if BUILDMODE != 0
inline
#endif
int GAGetNbAdns(GenAlg* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    return GSetNbElem(that->_adns);
}

// Return the nb of elites of the GenAlg 'that'
#if BUILDMODE != 0
inline
#endif
int GAGetNbElites(GenAlg* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    return that->_nbElites;
}

// Return the current epoch of the GenAlg 'that'
#if BUILDMODE != 0
inline
#endif
int GAGetCurEpoch(GenAlg* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    return that->_curEpoch;
}

// Get the length of adn for floating point value
#if BUILDMODE != 0
inline
#endif
int GAGetLengthAdnFloat(GenAlg* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    return that->_lengthAdnF;
}

// Get the length of adn for integer value
#if BUILDMODE != 0

```



```

inline
#endif
int GAGetLengthAdnInt(GenAlg* that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_lengthAdnI;
}

// Set the bounds for the 'iGene'-th gene of adn for floating point
// values to a copy of 'bounds'
#if BUILDMODE != 0
inline
#endif
void GASetBoundsAdnFloat(GenAlg* that, int iGene, VecFloat2D* bounds) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (bounds == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'bounds' is null");
        PBErrCatch(GenAlgErr);
    }
    if (iGene < 0 || iGene >= that->_lengthAdnF) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'iGene' is invalid (0<=%d<=%d)",
            iGene, that->_lengthAdnF);
        PBErrCatch(GenAlgErr);
    }
#endif
    VecCopy(that->_boundsF + iGene, bounds);
}

// Set the bounds for the 'iGene'-th gene of adn for integer values
// to a copy of 'bounds'
#if BUILDMODE != 0
inline
#endif
void GASetBoundsAdnInt(GenAlg* that, int iGene, VecShort2D* bounds) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (bounds == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'bounds' is null");
        PBErrCatch(GenAlgErr);
    }
    if (iGene < 0 || iGene >= that->_lengthAdnI) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'iGene' is invalid (0<=%d<=%d)",
            iGene, that->_lengthAdnI);
        PBErrCatch(GenAlgErr);
    }
#endif
}

```

```

    }
#endif
    VecCopy(that->_boundsI + iGene, bounds);
}

// Get the bounds for the 'iGene'-th gene of adn for floating point
// values
#if BUILDMODE != 0
inline
#endif
VecFloat2D* GABoundsAdnFloat(GenAlg* that, int iGene) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (iGene < 0 || iGene >= that->_lengthAdnF) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'iGene' is invalid (0<=%d<=%d)",
            iGene, that->_lengthAdnF);
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_boundsF + iGene;
}

// Get the bounds for the 'iGene'-th gene of adn for integer values
#if BUILDMODE != 0
inline
#endif
VecShort2D* GABoundsAdnInt(GenAlg* that, int iGene) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (iGene < 0 || iGene >= that->_lengthAdnI) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'iGene' is invalid (0<=%d<=%d)",
            iGene, that->_lengthAdnI);
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_boundsI + iGene;
}

// Get the GenAlgAdn of the GenAlg 'that' currently at rank 'iRank'
// (0 is the best adn)
#if BUILDMODE != 0
inline
#endif
GenAlgAdn* GAAdn(GenAlg* that, int iRank) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (iRank < 0 || iRank >= GAGetNbAdns(that)) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
    }
#endif
}

```

```

        sprintf(GenAlgErr->_msg, "'iRank' is invalid (0<=%d<=%d)",
            iRank, GAGetNbAdns(that));
        PBErrCatch(GenAlgErr);
    }
#endif
    return (GenAlgAdn*)GSetGet(that->_adns,
        GSetNbElem(that->_adns) - iRank - 1);
}

// Set the value of the GenAlgAdn 'adn' of the GenAlg 'that' to 'val'
#if BUILDMODE != 0
inline
#endif
void GSetAdnValue(GenAlg* that, GenAlgAdn* adn, float val) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (adn == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'adn' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    GSetGetFirstElem(GAAdns(that), adn)->_sortVal = val;
}

```

## 4 Makefile

```

#directory
PBERRDIR=../PBErr
PBMATHDIR=../PBMath
GSETDIR=../GSet
BCURVEDIR=../BCurve
SHAPOIDDIR=../Shapoid

# Build mode
# 0: development (max safety, no optimisation)
# 1: release (min safety, optimisation)
# 2: fast and furious (no safety, optimisation)
BUILDMODE=0

include $(PBERRDIR)/Makefile.inc

INCPATH=-I./ -I$(PBERRDIR)/ -I$(GSETDIR)/ -I$(PBMATHDIR)/ -I$(ELORANKDIR)/ -I$(BCURVEDIR)/ -I$(SHAPOIDDIR)/
BUILDOPTIONS=$(BUILDPARAM) $(INCPATH)

# compiler
COMPILER=gcc

#rules
all : main getSCurve

main: main.o pberr.o gset.o pbmath.o genalg.o genalg.o Makefile
$(COMPILER) main.o pberr.o gset.o pbmath.o genalg.o $(LINKOPTIONS) -o main

```

```

main.o : main.c $(PBERRDIR)/pberr.h $(GSETDIR)/gset.h $(ELORANKDIR)/ genalg.h genalg-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c main.c

getSCurve: getSCurve.o pberr.o gset.o pbmath.o genalg.o genalg.o bcurve.o shapoid.o Makefile
$(COMPILER) getSCurve.o pberr.o gset.o pbmath.o genalg.o bcurve.o shapoid.o $(LINKOPTIONS) -o getSCurve

getSCurve.o : getSCurve.c $(PBERRDIR)/pberr.h $(GSETDIR)/gset.h $(ELORANKDIR)/ $(BCURVEDIR)/bcurve.h genalg.h genalg-
$(COMPILER) $(BUILDOPTIONS) -c getSCurve.c

genalg.o : genalg.c genalg.h genalg-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c genalg.c

shapoid.o : $(SHAPOIDDIR)/shapoid.c $(SHAPOIDDIR)/shapoid.h $(SHAPOIDDIR)/shapoid-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c $(SHAPOIDDIR)/shapoid.c

bcurve.o : $(BCURVEDIR)/bcurve.c $(BCURVEDIR)/bcurve.h $(BCURVEDIR)/bcurve-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c $(BCURVEDIR)/bcurve.c

pberr.o : $(PBERRDIR)/pberr.c $(PBERRDIR)/pberr.h Makefile
$(COMPILER) $(BUILDOPTIONS) -c $(PBERRDIR)/pberr.c

pbmath.o : $(PBMATHDIR)/pbmath.c $(PBMATHDIR)/pbmath-inline.c $(PBMATHDIR)/pbmath.h Makefile $(PBERRDIR)/pberr.h
$(COMPILER) $(BUILDOPTIONS) -c $(PBMATHDIR)/pbmath.c

gset.o : $(GSETDIR)/gset.c $(GSETDIR)/gset-inline.c $(GSETDIR)/gset.h Makefile $(PBERRDIR)/pberr.h
$(COMPILER) $(BUILDOPTIONS) -c $(GSETDIR)/gset.c

clean :
rm -rf *.o main

valgrind :
valgrind -v --track-origins=yes --leak-check=full --gen-suppressions=yes --show-leak-kinds=all ./main

unitTest :
main > unitTest.txt; diff unitTest.txt unitTestRef.txt

```

## 5 Unit tests

```

#include <stdlib.h>
#include <stdio.h>
#include <time.h>
#include <string.h>
#include <time.h>
#include <unistd.h>
#include <sys/time.h>
#include "genalg.h"

#define RANDOMSEED 2

void UnitTestGenAlgAdnCreateFree() {
    int id = 1;
    int lengthAdnF = 2;
    int lengthAdnI = 3;
    GenAlgAdn* ent = GenAlgAdnCreate(id, lengthAdnF, lengthAdnI);
    if (ent->_age != 1 ||
        ent->_id != id ||
        VecGetDim(ent->_adnF) != lengthAdnF ||
        VecGetDim(ent->_deltaAdnF) != lengthAdnF ||
        VecGetDim(ent->_adnI) != lengthAdnI) {

```

```

        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GenAlgAdnCreate failed");
        PBErrCatch(GenAlgErr);
    }
    GenAlgAdnFree(&ent);
    if (ent != NULL) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GenAlgAdnFree failed");
        PBErrCatch(GenAlgErr);
    }
    printf("UnitTestGenAlgAdnCreateFree OK\n");
}

void UnitTestGenAlgAdnGetSet() {
    int id = 1;
    int lengthAdnF = 2;
    int lengthAdnI = 3;
    GenAlgAdn* ent = GenAlgAdnCreate(id, lengthAdnF, lengthAdnI);
    if (GAAdnAdnF(ent) != ent->_adnF) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnAdnF failed");
        PBErrCatch(GenAlgErr);
    }
    if (GAAdnDeltaAdnF(ent) != ent->_deltaAdnF) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnDeltaAdnF failed");
        PBErrCatch(GenAlgErr);
    }
    if (GAAdnAdnI(ent) != ent->_adnI) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnAdnI failed");
        PBErrCatch(GenAlgErr);
    }
    GAAdnSetGeneF(ent, 0, 1.0);
    if (ISEQUALF(VecGet(ent->_adnF, 0), 1.0) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnSetGeneF failed");
        PBErrCatch(GenAlgErr);
    }
    if (ISEQUALF(GAAdnGetGeneF(ent, 0), 1.0) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnGetGeneF failed");
        PBErrCatch(GenAlgErr);
    }
    GAAdnSetDeltaGeneF(ent, 0, 2.0);
    if (ISEQUALF(VecGet(ent->_deltaAdnF, 0), 2.0) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnSetDeltaGeneF failed");
        PBErrCatch(GenAlgErr);
    }
    if (ISEQUALF(GAAdnGetDeltaGeneF(ent, 0), 2.0) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnGetDeltaGeneF failed");
        PBErrCatch(GenAlgErr);
    }
    GAAdnSetGeneI(ent, 0, 3);
    if (VecGet(ent->_adnI, 0) != 3) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnSetGeneI failed");
        PBErrCatch(GenAlgErr);
    }
    if (GAAdnGetGeneI(ent, 0) != 3) {

```

```

        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnGetGeneI failed");
        PBErrCatch(GenAlgErr);
    }
    if (GAAdnGetAge(ent) != 1) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnGetAge failed");
        PBErrCatch(GenAlgErr);
    }
    if (GAAdnGetId(ent) != id) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnGetId failed");
        PBErrCatch(GenAlgErr);
    }
    GenAlgAdnFree(&ent);
    printf("UnitTestGenAlgAdnGetSet OK\n");
}

void UnitTestGenAlgAdnInit() {
    srand(5);
    int id = 1;
    int lengthAdnF = 2;
    int lengthAdnI = 2;
    GenAlgAdn* ent = GenAlgAdnCreate(id, lengthAdnF, lengthAdnI);
    GenAlg* ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES,
        lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();
    VecShort2D boundsI = VecShortCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    VecCopy(GABoundsAdnFloat(ga, 0), &boundsF);
    VecCopy(GABoundsAdnFloat(ga, 1), &boundsF);
    VecCopy(GABoundsAdnInt(ga, 0), &boundsI);
    VecCopy(GABoundsAdnInt(ga, 1), &boundsI);
    GAAdnInit(ent, ga);
    if (ISEQUALF(VecGet(ent->_adnF, 0), -0.907064) == false ||
        ISEQUALF(VecGet(ent->_adnF, 1), -0.450509) == false ||
        VecGet(ent->_adnI, 0) != 2 ||
        VecGet(ent->_adnI, 1) != 10) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnInit failed");
        PBErrCatch(GenAlgErr);
    }
    GenAlgFree(&ga);
    GenAlgAdnFree(&ent);
    printf("UnitTestGenAlgAdnInit OK\n");
}

void UnitTestGenAlgAdn() {
    UnitTestGenAlgAdnCreateFree();
    UnitTestGenAlgAdnGetSet();
    UnitTestGenAlgAdnInit();
    printf("UnitTestGenAlgAdn OK\n");
}

void UnitTestGenAlgCreateFree() {
    int lengthAdnF = 2;
    int lengthAdnI = 3;
    GenAlg* ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES,
        lengthAdnF, lengthAdnI);
    if (ga->_curEpoch != 0 ||
        ga->_nextId != GENALG_NBENTITIES ||

```

```

    ga->_nbElites != GENALG_NBELITES ||
    ga->_lengthAdnF != lengthAdnF ||
    ga->_lengthAdnI != lengthAdnI ||
    GSetNbElem(GAAdns(ga)) != GENALG_NBENTITIES) {
    GenAlgErr->_type = PErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GenAlgCreate failed");
    PErrCatch(GenAlgErr);
}
GenAlgFree(&ga);
if (ga != NULL) {
    GenAlgErr->_type = PErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GenAlgFree failed");
    PErrCatch(GenAlgErr);
}
printf("UnitTestGenAlgCreateFree OK\n");
}

void UnitTestGenAlgGetSet() {
    int lengthAdnF = 2;
    int lengthAdnI = 3;
    GenAlg* ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES,
        lengthAdnF, lengthAdnI);
    if (GAAdns(ga) != ga->_adns) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAElorank failed");
        PErrCatch(GenAlgErr);
    }
    if (GAGetNbAdns(ga) != GENALG_NBENTITIES) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetNbAdns failed");
        PErrCatch(GenAlgErr);
    }
    if (GAGetNbElites(ga) != GENALG_NBELITES) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetNbElites failed");
        PErrCatch(GenAlgErr);
    }
    if (GAGetCurEpoch(ga) != 0) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetCurEpoch failed");
        PErrCatch(GenAlgErr);
    }
    GANbEntities(ga, 10);
    if (GAGetNbAdns(ga) != 10 ||
        GAGetNbElites(ga) != 9 ||
        GSetNbElem(GAAdns(ga)) != 10) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GASetNbEntities failed");
        PErrCatch(GenAlgErr);
    }
    GANbElites(ga, 20);
    if (GAGetNbAdns(ga) != 21 ||
        GAGetNbElites(ga) != 20 ||
        GSetNbElem(GAAdns(ga)) != 21) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GASetNbElites failed");
        PErrCatch(GenAlgErr);
    }
    if (GAGetLengthAdnFloat(ga) != lengthAdnF) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetLengthAdnFloat failed");
        PErrCatch(GenAlgErr);
    }
}

```

```

}
if (GAGetLengthAdnInt(ga) != lengthAdnI) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetLengthAdnInt failed");
    PBErrCatch(GenAlgErr);
}
if (GABoundsAdnFloat(ga, 1) != ga->_boundsF + 1) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GABoundsAdnFloat failed");
    PBErrCatch(GenAlgErr);
}
VecFloat2D boundsF = VecFloatCreateStatic2D();
VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
GASetBoundsAdnFloat(ga, 1, &boundsF);
if (VecIsEqual(GABoundsAdnFloat(ga, 1), &boundsF) == false) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetBoundsAdnFloat failed");
    PBErrCatch(GenAlgErr);
}
VecShort2D boundsS = VecShortCreateStatic2D();
VecSet(&boundsS, 0, -1); VecSet(&boundsS, 1, 1);
GASetBoundsAdnInt(ga, 1, &boundsS);
if (VecIsEqual(GABoundsAdnInt(ga, 1), &boundsS) == false) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetBoundsAdnInt failed");
    PBErrCatch(GenAlgErr);
}
if (GABoundsAdnInt(ga, 1) != ga->_boundsI + 1) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GABoundsAdnInt failed");
    PBErrCatch(GenAlgErr);
}
GASetAdnValue(ga, GAAdn(ga, 0), 1.0);
if (ISEQUALF(ga->_adns->_tail->_sortVal, 1.0) == false) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetAdnValue failed");
    PBErrCatch(GenAlgErr);
}
GenAlgFree(&ga);
printf("UnitTestGenAlgGetSet OK\n");
}

void UnitTestGenAlgInit() {
    srand(5);
    int lengthAdnF = 2;
    int lengthAdnI = 2;
    GenAlg* ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES,
        lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();
    VecShort2D boundsI = VecShortCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    VecCopy(GABoundsAdnFloat(ga, 0), &boundsF);
    VecCopy(GABoundsAdnFloat(ga, 1), &boundsF);
    VecCopy(GABoundsAdnInt(ga, 0), &boundsI);
    VecCopy(GABoundsAdnInt(ga, 1), &boundsI);
    GAInit(ga);
    GenAlgAdn* ent = (GenAlgAdn*)(GAAdns(ga)->_head->_data);
    if (ISEQUALF(VecGet(ent->_adnF, 0), -0.907064) == false ||
        ISEQUALF(VecGet(ent->_adnF, 1), -0.450509) == false ||
        VecGet(ent->_adnI, 0) != 2 ||
        VecGet(ent->_adnI, 1) != 10) {

```



```

        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAINit failed");
        PBErrCatch(GenAlgErr);
    }
    GenAlgFree(&ga);
    printf("UnitTestGenAlgInit OK\n");
}

void UnitTestGenAlgPrint() {
    srandom(5);
    int lengthAdnF = 2;
    int lengthAdnI = 2;
    GenAlg* ga = GenAlgCreate(3, 2, lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();
    VecShort2D boundsI = VecShortCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    VecCopy(GABoundsAdnFloat(ga, 0), &boundsF);
    VecCopy(GABoundsAdnFloat(ga, 1), &boundsF);
    VecCopy(GABoundsAdnInt(ga, 0), &boundsI);
    VecCopy(GABoundsAdnInt(ga, 1), &boundsI);
    GAINit(ga);
    GAPrintln(ga, stdout);
    GenAlgFree(&ga);
    printf("UnitTestGenAlgInit OK\n");
}

void UnitTestGenAlgGetInbreeding() {
    srandom(5);
    int lengthAdnF = 2;
    int lengthAdnI = 2;
    GenAlg* ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES,
        lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();
    VecShort2D boundsI = VecShortCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    VecCopy(GABoundsAdnFloat(ga, 0), &boundsF);
    VecCopy(GABoundsAdnFloat(ga, 1), &boundsF);
    VecCopy(GABoundsAdnInt(ga, 0), &boundsI);
    VecCopy(GABoundsAdnInt(ga, 1), &boundsI);
    GASetNbElites(ga, 2);
    GASetNbEntities(ga, 3);
    GAINit(ga);
    if (ISEQUALF(GAGetInbreeding(ga), 0.182041) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetInbreeding failed");
        PBErrCatch(GenAlgErr);
    }
    VecCopy(GAAdn(ga, 1)->_adnF, GAAdn(ga, 0)->_adnF);
    VecCopy(GAAdn(ga, 1)->_adnI, GAAdn(ga, 0)->_adnI);
    if (ISEQUALF(GAGetInbreeding(ga), 0.0) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetInbreeding failed");
        PBErrCatch(GenAlgErr);
    }
    GenAlgFree(&ga);
    printf("UnitTestGenAlgGetInbreeding OK\n");
}

void UnitTestGenAlgStep() {
    srandom(2);

```

```

int lengthAdnF = 2;
int lengthAdnI = 2;
GenAlg* ga = GenAlgCreate(3, 2, lengthAdnF, lengthAdnI);
VecFloat2D boundsF = VecFloatCreateStatic2D();
VecShort2D boundsI = VecShortCreateStatic2D();
VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
VecCopy(GABoundsAdnFloat(ga, 0), &boundsF);
VecCopy(GABoundsAdnFloat(ga, 1), &boundsF);
VecCopy(GABoundsAdnInt(ga, 0), &boundsI);
VecCopy(GABoundsAdnInt(ga, 1), &boundsI);
GAInit(ga);
for (int i = 3; i--;)
    GAASetAdnValue(ga, GAAAdn(ga, i), 3.0 - (float)i);
printf("Before Step:\n");
GAPrintln(ga, stdout);
GenAlgAdn* child = GAAAdn(ga, 2);
GAStep(ga);
printf("After Step:\n");
GAPrintln(ga, stdout);
if (ga->_nextId != 4 || GAAAdnGetId(child) != 3 ||
    GAAAdnGetAge(child) != 1 ||
    ISEQUALF(GAAAdnGetGeneF(child, 0), 0.367611) == false ||
    ISEQUALF(GAAAdnGetGeneF(child, 1), 0.174965) == false ||
    ISEQUALF(GAAAdnGetDeltaGeneF(child, 0), 0.081678) == false ||
    ISEQUALF(GAAAdnGetDeltaGeneF(child, 1), 0.0) == false ||
    GAAAdnGetGeneI(child, 0) != 4 ||
    GAAAdnGetGeneI(child, 1) != 9 ||
    GAAAdn(ga, 2) != child ||
    GAAAdnGetAge(GAAAdn(ga, 0)) != 2 ||
    GAAAdnGetAge(GAAAdn(ga, 1)) != 2 ||
    GAAAdnGetId(GAAAdn(ga, 0)) != 0 ||
    GAAAdnGetId(GAAAdn(ga, 1)) != 1) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAStep failed");
    PBErrCatch(GenAlgErr);
}
VecCopy(GAAAdn(ga, 1)->_adnF, GAAAdn(ga, 0)->_adnF);
VecCopy(GAAAdn(ga, 1)->_adnI, GAAAdn(ga, 0)->_adnI);
GAStep(ga);
printf("After StepEpoch with interbreeding:\n");
GAPrintln(ga, stdout);
if (ga->_nextId != 6 || GAAAdnGetId(child) != 5 ||
    GAAAdnGetAge(child) != 1 ||
    ISEQUALF(GAAAdnGetGeneF(child, 0), 0.325465) == false ||
    ISEQUALF(GAAAdnGetGeneF(child, 1), -0.065164) == false ||
    ISEQUALF(GAAAdnGetDeltaGeneF(child, 0), 0.039532) == false ||
    ISEQUALF(GAAAdnGetDeltaGeneF(child, 1), -0.240129) == false ||
    GAAAdnGetGeneI(child, 0) != 4 ||
    GAAAdnGetGeneI(child, 1) != 9 ||
    GAAAdn(ga, 2) != child ||
    GAAAdnGetAge(GAAAdn(ga, 0)) != 3 ||
    GAAAdnGetAge(GAAAdn(ga, 1)) != 1 ||
    GAAAdnGetId(GAAAdn(ga, 0)) != 0 ||
    GAAAdnGetId(GAAAdn(ga, 1)) != 4) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAStep failed");
    PBErrCatch(GenAlgErr);
}
GenAlgFree(&ga);
printf("UnitTestGenAlgStep OK\n");
}

```

```

void UnitTestGenAlgLoadSave() {
    srandom(5);
    int lengthAdnF = 2;
    int lengthAdnI = 2;
    GenAlg* ga = GenAlgCreate(3, 2, lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();
    VecShort2D boundsI = VecShortCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    VecCopy(GABoundsAdnFloat(ga, 0), &boundsF);
    VecCopy(GABoundsAdnFloat(ga, 1), &boundsF);
    VecCopy(GABoundsAdnInt(ga, 0), &boundsI);
    VecCopy(GABoundsAdnInt(ga, 1), &boundsI);
    GAInit(ga);
    GASet(ga);
    GSet* rank = GSetCreate();
    for (int i = 3; i--;)
        GSetAddSort(rank, GAAdn(ga, i), 3.0 - (float)i);
    FILE* stream = fopen("./UnitTestGenAlgLoadSave.txt", "w");
    if (GASave(ga, stream) == false) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GASave failed");
        PErrCatch(GenAlgErr);
    }
    fclose(stream);
    stream = fopen("./UnitTestGenAlgLoadSave.txt", "r");
    GenAlg* gaLoad = NULL;
    if (GALoad(&gaLoad, stream) == false) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GALoad failed");
        PErrCatch(GenAlgErr);
    }
    fclose(stream);
    if (ga->_nextId != gaLoad->_nextId ||
        ga->_curEpoch != gaLoad->_curEpoch ||
        ga->_nbElites != gaLoad->_nbElites ||
        ga->_lengthAdnF != gaLoad->_lengthAdnF ||
        ga->_lengthAdnI != gaLoad->_lengthAdnI ||
        VecIsEqual(ga->_boundsF, gaLoad->_boundsF) == false ||
        VecIsEqual(ga->_boundsF + 1, gaLoad->_boundsF + 1) == false ||
        VecIsEqual(ga->_boundsI, gaLoad->_boundsI) == false ||
        VecIsEqual(ga->_boundsI + 1, gaLoad->_boundsI + 1) == false ||
        GAAdnGetId(GAAdn(ga, 0)) != GAAdnGetId(GAAdn(gaLoad, 0)) ||
        GAAdnGetId(GAAdn(ga, 1)) != GAAdnGetId(GAAdn(gaLoad, 1)) ||
        GAAdnGetId(GAAdn(ga, 2)) != GAAdnGetId(GAAdn(gaLoad, 2)) ||
        GAAdnGetAge(GAAdn(ga, 0)) != GAAdnGetAge(GAAdn(gaLoad, 0)) ||
        GAAdnGetAge(GAAdn(ga, 1)) != GAAdnGetAge(GAAdn(gaLoad, 1)) ||
        GAAdnGetAge(GAAdn(ga, 2)) != GAAdnGetAge(GAAdn(gaLoad, 2)) ||
        VecIsEqual(GAAdn(ga, 0)->_adnF,
            GAAdn(gaLoad, 0)->_adnF) == false ||
        VecIsEqual(GAAdn(ga, 0)->_deltaAdnF,
            GAAdn(gaLoad, 0)->_deltaAdnF) == false ||
        VecIsEqual(GAAdn(ga, 0)->_adnI,
            GAAdn(gaLoad, 0)->_adnI) == false ||
        VecIsEqual(GAAdn(ga, 1)->_adnF,
            GAAdn(gaLoad, 1)->_adnF) == false ||
        VecIsEqual(GAAdn(ga, 1)->_deltaAdnF,
            GAAdn(gaLoad, 1)->_deltaAdnF) == false ||
        VecIsEqual(GAAdn(ga, 1)->_adnI,
            GAAdn(gaLoad, 1)->_adnI) == false ||
        VecIsEqual(GAAdn(ga, 2)->_adnF,

```

```

    GAAdn(gaLoad, 2)->_adnF) == false ||
VecIsEqual(GAAdn(ga, 2)->_deltaAdnF,
    GAAdn(gaLoad, 2)->_deltaAdnF) == false ||
VecIsEqual(GAAdn(ga, 2)->_adnI,
    GAAdn(gaLoad, 2)->_adnI) == false) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "UnitTestGenAlgLoadSave failed");
    PBErrCatch(GenAlgErr);
}
GSetFree(&rank);
GenAlgFree(&ga);
GenAlgFree(&gaLoad);
printf("UnitTestGenAlgLoadSave OK\n");
}

float ftarget(float x) {
    return -0.5 * fastpow(x, 3) + 0.314 * fastpow(x, 2) - 0.7777 * x + 0.1;
}

float evaluate(VecFloat* adnF, VecShort* adnI) {
    float delta = 0.02;
    int nb = (int)round(4.0 / delta);
    float res = 0.0;
    float x = -2.0;
    for (int i = 0; i < nb; ++i, x += delta) {
        float y = 0.0;
        for (int j = 4; j--;)
            y += VecGet(adnF, j) * fastpow(x, VecGet(adnI, j));
        res += fabs(ftarget(x) - y);
    }
    return res / (float)nb;
}

void UnitTestGenAlgTest() {
    srand(5);
    int lengthAdnF = 4;
    int lengthAdnI = lengthAdnF;
    GenAlg* ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES,
        lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();
    VecShort2D boundsI = VecShortCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 0); VecSet(&boundsI, 1, 4);
    for (int i = lengthAdnF; i--;) {
        VecCopy(GABoundsAdnFloat(ga, i), &boundsF);
        VecCopy(GABoundsAdnInt(ga, i), &boundsI);
    }
    GAINit(ga);
    //float best = 1.0;
    //int step = 0;
    /*float ev = evaluate(GABestAdnF(ga), GABestAdnI(ga));
    printf("%d %f %f\n", GAGetCurEpoch(ga), ev, GAGetInbreeding(ga));*/
    do {
        for (int iEnt = GAGetNbAdns(ga); iEnt--;)
            GASetAdnValue(ga, GAAdn(ga, iEnt),
                -1.0 * evaluate(GAAdnAdnF(GAAdn(ga, iEnt)),
                    GAAdnAdnI(GAAdn(ga, iEnt))));
        GAStep(ga);
    } /*float ev = evaluate(GABestAdnF(ga), GABestAdnI(ga));
    if (step == 10){
        printf("%d %f %f\n", GAGetCurEpoch(ga), ev, GAGetInbreeding(ga));
        step = 0;
    }
}

```

```

} else step++;*/
/*if (best - ev > PBMath_EPSILON) {
    best = ev;
    printf("%d %f ", GAGetCurEpoch(ga), best);
    VecFloatPrint(GABestAdnF(ga), stdout, 6);
    printf(" ");
    VecPrint(GABestAdnI(ga), stdout);
    printf("\n");
}*/
} while (GAGetCurEpoch(ga) < 20000 ||
    evaluate(GABestAdnF(ga), GABestAdnI(ga)) < PBMath_EPSILON);
printf("target: -0.5*x^3 + 0.314*x^2 - 0.7777*x + 0.1\n");
printf("approx: \n");
GAAdnPrintln(GAAdn(ga, 0), stdout);
printf("error: %f\n", evaluate(GABestAdnF(ga), GABestAdnI(ga)));
GenAlgFree(&ga);
printf("UnitTestGenAlgTest OK\n");
}

void UnitTestGenAlg() {
    UnitTestGenAlgCreateFree();
    UnitTestGenAlgGetSet();
    UnitTestGenAlgInit();
    UnitTestGenAlgPrint();
    UnitTestGenAlgGetInbreeding();
    UnitTestGenAlgStep();
    UnitTestGenAlgLoadSave();
    UnitTestGenAlgTest();
    printf("UnitTestGenAlg OK\n");
}

void UnitTestAll() {
    UnitTestGenAlgAdn();
    UnitTestGenAlg();
    printf("UnitTestAll OK\n");
}

int main() {
    UnitTestAll();
    // Return success code
    return 0;
}

```

## 6 Unit tests output

```

UnitTestGenAlgAdnCreateFree OK
UnitTestGenAlgAdnGetSet OK
UnitTestGenAlgAdnInit OK
UnitTestGenAlgAdn OK
UnitTestGenAlgCreateFree OK
UnitTestGenAlgGetSet OK
UnitTestGenAlgInit OK
epoch:0
3 entities, 2 elites
#0 value:0.000000 elite id:0 age:1
  adnF:<0.788004,-0.003504>
  deltaAdnF:<0.000000,0.000000>
  adnI:<3,1>

```

```

#1 value:0.000000 elite id:1 age:1
  adnF:<-0.840711,-0.704622>
  deltaAdnF:<0.000000,0.000000>
  adnI:<5,4>
#2 value:0.000000 id:2 age:1
  adnF:<-0.907064,-0.450509>
  deltaAdnF:<0.000000,0.000000>
  adnI:<2,10>
UnitTestGenAlgInit OK
UnitTestGenAlgGetInbreeding OK
Before Step:
epoch:0
3 entities, 2 elites
#0 value:3.000000 elite id:0 age:1
  adnF:<0.285933,0.174965>
  deltaAdnF:<0.000000,0.000000>
  adnI:<4,10>
#1 value:2.000000 elite id:1 age:1
  adnF:<-0.156076,-0.303386>
  deltaAdnF:<0.000000,0.000000>
  adnI:<2,7>
#2 value:1.000000 id:2 age:1
  adnF:<0.619353,0.401953>
  deltaAdnF:<0.000000,0.000000>
  adnI:<2,2>
After Step:
epoch:1
3 entities, 2 elites
#0 value:3.000000 elite id:0 age:2
  adnF:<0.285933,0.174965>
  deltaAdnF:<0.000000,0.000000>
  adnI:<4,10>
#1 value:2.000000 elite id:1 age:2
  adnF:<-0.156076,-0.303386>
  deltaAdnF:<0.000000,0.000000>
  adnI:<2,7>
#2 value:1.000000 id:3 age:1
  adnF:<0.367611,0.174965>
  deltaAdnF:<0.081678,0.000000>
  adnI:<4,9>
After StepEpoch with interbreeding:
epoch:2
3 entities, 2 elites
#0 value:3.000000 elite id:0 age:3
  adnF:<0.285933,0.174965>
  deltaAdnF:<0.000000,0.000000>
  adnI:<4,10>
#1 value:2.000000 elite id:4 age:1
  adnF:<0.285933,0.259899>
  deltaAdnF:<0.000000,0.084934>
  adnI:<4,10>
#2 value:1.000000 id:5 age:1
  adnF:<0.325465,-0.065164>
  deltaAdnF:<0.039532,-0.240129>
  adnI:<4,9>
UnitTestGenAlgStep OK
UnitTestGenAlgLoadSave OK
target:  $-0.5*x^3 + 0.314*x^2 - 0.7777*x + 0.1$ 
approx:
id:1922425 age:558
  adnF:<0.100144,-0.777091,-0.500248,0.313884>
  deltaAdnF:<-0.000031,-0.000205,-0.015841,-0.027809>

```

```

    adnI:<0,1,3,2>
error: 0.000276
UnitTestGenAlgTest OK
UnitTestGenAlg OK
UnitTestAll OK

```

#### UnitTestGenAlgLoadSave.txt:

```

3 2 2 2
1 4
2 -1.000000 1.000000
2 -1.000000 1.000000
2 1 10
2 1 10
3 1 0.000000
2 0.755265 -0.209552
2 -0.032739 -0.206048
2 4 1
1 2 0.000000
2 -0.840711 -0.704622
2 0.000000 0.000000
2 5 4
0 2 0.000000
2 0.788004 -0.003504
2 0.000000 0.000000
2 3 1

```

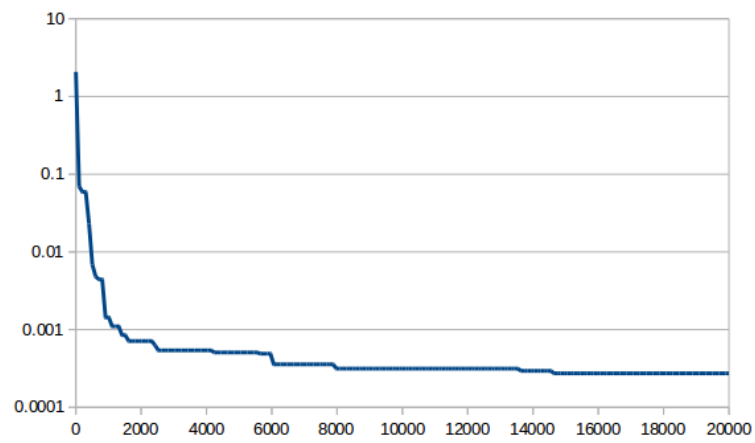
#### UnitTestGenAlgTest.txt:

```

1 0.522830 <-0.959931,0.745928,-0.259332,0.037688> <3,2,4,3>
5 0.497879 <-0.705052,-0.642017,0.013810,0.064010> <1,3,2,3>
6 0.282025 <0.417260,-0.209251,-0.236740,-0.983157> <2,1,3,1>
9 0.275125 <0.417260,-0.367980,-0.236740,-0.983157> <2,1,3,1>
10 0.139608 <-0.926479,-0.487278,0.263994,0.061657> <1,3,2,2>
18 0.122607 <0.417260,-0.390734,-0.033236,-0.983157> <2,3,4,1>
41 0.122242 <0.417260,-0.390734,-0.031894,-0.983157> <2,3,4,1>
72 0.109098 <0.417260,-0.404364,-0.031894,-0.983157> <2,3,4,1>
93 0.069723 <0.368169,-0.587925,0.134941,-0.877196> <2,3,3,1>
158 0.063040 <0.366069,-0.542914,0.012028,-0.712285> <2,3,3,1>
167 0.059077 <0.354208,-0.540277,0.019711,-0.725518> <2,3,3,1>
359 0.053620 <0.362968,-0.467260,0.025845,-0.841754> <2,3,0,1>
377 0.039073 <0.332053,-0.467260,0.059402,-0.841754> <2,3,0,1>
387 0.023240 <0.326358,-0.480174,0.083872,-0.806773> <2,3,0,1>
408 0.017246 <0.326358,-0.485758,0.081981,-0.806773> <2,3,0,1>
483 0.006893 <0.312161,-0.493849,0.105263,-0.789093> <2,3,0,1>
523 0.006232 <0.313073,-0.493849,0.100830,-0.789093> <2,3,0,1>
589 0.004830 <0.313073,-0.496067,0.100830,-0.789093> <2,3,0,1>
656 0.004425 <0.313073,-0.496067,0.100830,-0.788065> <2,3,0,1>
873 0.001438 <0.313216,-0.498759,0.100830,-0.780600> <2,3,0,1>
1102 0.001102 <0.313216,-0.500515,0.100830,-0.776028> <2,3,0,1>
1346 0.000849 <0.313216,-0.500515,0.100830,-0.776682> <2,3,0,1>
1606 0.000713 <0.313704,-0.500515,0.100830,-0.776682> <2,3,0,1>
2331 0.000632 <0.313704,-0.500515,0.099891,-0.776682> <2,3,0,1>
2470 0.000542 <0.314199,-0.500515,0.099891,-0.776682> <2,3,0,1>
4172 0.000508 <0.314199,-0.500314,0.099891,-0.776682> <2,3,0,1>
5578 0.000490 <0.314199,-0.500314,0.099687,-0.776682> <2,3,0,1>
5971 0.000358 <0.314199,-0.500314,0.099687,-0.777031> <2,3,0,1>
7882 0.000315 <0.314122,-0.500244,0.099687,-0.777031> <2,3,0,1>
13608 0.000295 <0.314122,-0.500244,0.099687,-0.777131> <2,3,0,1>
14614 0.000274 <0.314122,-0.500244,0.099787,-0.777131> <2,3,0,1>

```

eval() of best genes over epoch:



inbreeding over epoch:

