

# 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, and to record the history of birth of entities in a JSON file.

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:  $P = \frac{rank}{nbEntity} * (1 - \frac{1}{\sqrt{age+1}})$  where rank is the rank of the discarded entity in the pool of entities, and nbEntity is the number of entities in the pool, and age is the age of the oldest elite entity used during the reproduction step for the entity. 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), when the diversity level of the elite pool falls below a threshold, we also reset the  $adn$  of all the non entities and all the elite entities (except the best one) having at least one diversity level with another elite entity below the diversity level of the elite pool (set to 0.01 by default). The diversity level of the whole elite pool is calculated as follow  $Avg_{i,j} \frac{\|\vec{adn}(elite_i) - \vec{adn}(elite_j)\|}{\|\vec{bound}_{max} - \vec{bound}_{min}\|}$  where  $\vec{adn}(elite_i)$  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"
#include "republish.h"

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

#define GABestAdnF(that) GAAdnAdnF(GABestAdn(that))
#define GABestAdnI(that) GAAdnAdnI(GABestAdn(that))

#define GENALG_NBENTITIES 100
#define GENALG_NBELITES 20

#define GENALG_TXTOMETER_NBADNDISPLAYED 40
#define GENALG_TXTOMETER_LINE1 "Epoch #xxxxxx KTEvent #xxxxxx \n"
#define GENALG_TXTOMETER_FORMAT1 "Epoch #%06lu KTEvent #%06lu\n"
#define GENALG_TXTOMETER_LINE2 "Id      Age      Val\n"
#define GENALG_TXTOMETER_LINE3 "xxxxxxx  xxxxxx  +xxxxxx.xxxxxx\n"
#define GENALG_TXTOMETER_FORMAT3 "%08lu  %06lu  %+06.6f\n"
#define GENALG_TXTOMETER_LINE4 "-----\n"
#define GENALG_TXTOMETER_LINE5 "Diversity +xxx.xxxx/+xxx.xxxx \n"
#define GENALG_TXTOMETER_FORMAT5 "Diversity %+03.5f/%+03.5f \n"
#define GENALG_TXTOMETER_LINE6 "Size pool xxxxxx \n"
#define GENALG_TXTOMETER_FORMAT6 "Size pool %06d \n"

// ----- GenAlgAdn

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

typedef struct GenAlg GenAlg;

typedef struct GenAlgAdn {
    // ID
    unsigned long _id;
    // Age
    unsigned long _age;
    // Adn for floating point value
    VecFloat* _adnF;
    // Delta Adn during mutation for floating point value
    VecFloat* _deltaAdnF;
    // Adn for integer value
    VecLong* _adnI;
    // Value
    float _val;
    // Mutability of adn for floating point value
    VecFloat* _mutabilityF;
    // Mutability of adn for integer value
    VecFloat* _mutabilityI;
} 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(const unsigned long id, const long lengthAdnF,
    const long 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
static inline
#endif
const VecFloat* GAAdnAdnF(const GenAlgAdn* const that);

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

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

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

// Initialise randomly the genes of the GenAlgAdn 'that' of the
// GenAlg 'ga', version used to calculate the parameters of a NeuraNet
void GAAdnInitNeuraNet(const GenAlgAdn* const that, const GenAlg* ga);

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

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

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

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

```

```

#endif
void GAAdnSetDeltaGeneF(GenAlgAdn* const that, const long iGene,
    const float delta);

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

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

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

// Get the value of the GenAlgAdn 'that'
#if BUILDMODE != 0
static inline
#endif
float GAAdnGetVal(const GenAlgAdn* const that);

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

// Return true if the GenAlgAdn 'that' is new, i.e. is age equals 1
// Return false
#if BUILDMODE != 0
static inline
#endif
bool GAAdnIsNew(const GenAlgAdn* const that);

// Copy the GenAlgAdn 'tho' into the GenAlgAdn 'that'
#if BUILDMODE != 0
static inline
#endif
void GAAdnCopy(GenAlgAdn* const that, const GenAlgAdn* const tho);

// Set the mutability vectors for the GenAlgAdn 'that' to 'mutability'
#if BUILDMODE != 0
static inline
#endif
void GAAdnSetMutabilityInt(GenAlgAdn* const that,
    const VecFloat* const mutability);
#if BUILDMODE != 0
static inline
#endif
void GAAdnSetMutabilityFloat(GenAlgAdn* const that,
    const VecFloat* const mutability);

// ----- GenAlg
// ===== Data structure =====

```

```

typedef enum GenAlgType {
    genAlgTypeDefault,
    genAlgTypeNeuraNet,
    genAlgTypeNeuraNetConv
} GenAlgType;

// Data used when GenAlg is applied to a NeuraNet
typedef struct GANeuraNet {
    // Nb of input, hidden and output of the NeuraNet
    int _nbIn;
    int _nbHid;
    int _nbOut;
    long _nbBaseConv;
    long _nbBaseCellConv;
    long _nbLink;
    // Flag to memorize if the links of the NeuraNet can be modified
    bool _flagMutableLink;
} GANeuraNet;

// Structures to save the history of the GenAlg
typedef struct GAHistoryBirth {
    // Epoch
    unsigned long _epoch;
    // First parent
    unsigned long _idParents[2];
    // Child
    unsigned long _idChild;
} GAHistoryBirth;
typedef struct GAHistory {
    // Set of GAHistoryBirth
    GSet _genealogy;
    // Path to the history file
    char* _path;
} GAHistory;

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;
    // Copy of the best adn
    GenAlgAdn* _bestAdn;
    // Type of the GenAlg
    GenAlgType _type;
    // Current epoch
    unsigned long _curEpoch;
    // Nb elite entities in population
    int _nbElites;
    // Id of the next new GenAlgAdn
    unsigned long _nextId;
    // Length of adn for floating point value
    const long _lengthAdnF;
    // Length of adn for integer value
    const long _lengthAdnI;
    // Bounds (min, max) for floating point values adn
    VecFloat2D* _boundsF;
    // Bounds (min, max) for integer values adn
    VecLong2D* _boundsI;
    // Norm of the range value for adns (optimization for diversity
    // calculation)
    float _normRangeFloat;
    float _normRangeInt;

```

```

// Data used if the GenAlg is applied to a NeuraNet
GANeuraNet _NNdata;
// Number of ktevent
unsigned long _nbKTEvent;
// Flag to memorize if there has been a KT event during last call to GASStep
bool _flagKTEvent;
// Flag to remember if we display info via a TextOMeter
// about the population
bool _flagTextOMeter;
// DiversityThreshold
float _diversityThreshold;
// TextOMeter to display information about the population
// If the TextOMeter is used, its content is refreshed at each call
// of the function GASStep();
TextOMeter* _textOMeter;
// Nb min of adns
int _nbMinAdn;
// Nb max of adns
int _nbMaxAdn;
// History of the GenAlg
GAHistory _history;
// Flag to remember if we are recording the history
bool _flagHistory;
} 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(const int nbEntities, const int nbElites,
    const long lengthAdnF, const long lengthAdnI);

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

// Get the type of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
GenAlgType GAGetType(const GenAlg* const that);

// Set the type of the GenAlg 'that' to genAlgTypeNeuraNet, the GenAlg
// will be used with a NeuraNet having 'nbIn' inputs, 'nbHid' hidden
// values and 'nbOut' outputs
#if BUILDMODE != 0
static inline
#endif
void GASetTypeNeuraNet(GenAlg* const that, const int nbIn,
    const int nbHid, const int nbOut);

// Set the type of the GenAlg 'that' to genAlgTypeNeuraNetConv,
// the GenAlg will be used with a NeuraNet having 'nbIn' inputs,
// 'nbHid' hidden values, 'nbOut' outputs, 'nbBaseConv' bases function,
// 'nbLink' links dedicated to the convolution and 'nbBaseCellConv' bases function per cell of convolution
#if BUILDMODE != 0
static inline
#endif
void GASetTypeNeuraNetConv(GenAlg* const that, const int nbIn,
    const int nbHid, const int nbOut, const long nbBaseConv,

```



```

    const long nbBaseCellConv, const long nbLink);

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

// Return the max nb of adns of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
int GAGetNbMaxAdn(const GenAlg* const that);

// Return the min nb of adns of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
int GAGetNbMinAdn(const GenAlg* const that);

// Set the min nb of adns of the GenAlg 'that' to 'nb'
#if BUILDMODE != 0
static inline
#endif
void GASetNbMaxAdn(GenAlg* const that, const int nb);

// Set the min nb of adns of the GenAlg 'that' to 'nb'
#if BUILDMODE != 0
static inline
#endif
void GASetNbMinAdn(GenAlg* const that, const int nb);

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

// Get the diversity threshold of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
float GAGetDiversityThreshold(const GenAlg* const that);

// Set the diversity threshold of the GenAlg 'that' to 'threshold'
#if BUILDMODE != 0
static inline
#endif
void GASetDiversityThreshold(GenAlg* const that, const float threshold);

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

// Return the current epoch of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
unsigned long GAGetCurEpoch(const GenAlg* const that);

```

```

// Return the number of KTEvent of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
unsigned long GAGetNbKTEvent(const GenAlg* const 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* const that, const 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* const that, const int nb);

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

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

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

// Get the bounds for the 'iGene'-th gene of adn for integer values
#if BUILDMODE != 0
static inline
#endif
const VecLong2D* GABoundsAdnInt(const GenAlg* const that,
    const long iGene);

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

// Set the bounds for the 'iGene'-th gene of adn for integer values
// to a copy of 'bounds'
#if BUILDMODE != 0
static inline
#endif
void GASetBoundsAdnInt(GenAlg* const that, const long iGene,
    const VecLong2D* const bounds);

// Get the GenAlgAdn of the GenAlg 'that' currently at rank 'iRank'
#if BUILDMODE != 0
static inline

```

```

#endif
GenAlgAdn* GAAdn(const GenAlg* const that, const 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 GAINit(GenAlg* const that);

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

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

// Print a summary about the elite entities of the GenAlg 'that'
// on the stream 'stream'
void GAEliteSummaryPrintln(const GenAlg* const that,
    FILE* const stream);

// Get the diversity of the GenAlg 'that'
#ifdef BUILDMODE != 0
static inline
#endif
float GAGetDiversity(const GenAlg* const that);

// Function which return the JSON encoding of 'that'
JSONNode* GAEncodeAsJSON(const GenAlg* const that);

// Function which decode from JSON encoding 'json' to 'that'
bool GADecodeAsJSON(GenAlg** that, const JSONNode* const json);

// 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* const stream);

// Save the GenAlg 'that' to the stream 'stream'
// If 'compact' equals true it saves in compact form, else it saves in
// readable form
// Return true in case of success, else false
bool GASave(const GenAlg* const that, FILE* const stream,
    const bool compact);

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

// Update the norm of the range value for adans of the GenAlg 'that'
void GAUpdateNormRange(GenAlg* const that);

// Reset the GenAlg 'that'
// Randomize all the gene except those of the first adn
void GAKTEvent(GenAlg* const that);

// Return the best adn of the GenAlg 'that'
#ifdef BUILDMODE != 0
static inline

```

```

#endif
const GenAlgAdn* GABestAdn(const GenAlg* const that);

// Return the flag memorizing if the TextOMeter is displayed for
// the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
bool GAIstextOMeterActive(const GenAlg* const that);

// Set the flag memorizing if the TextOMeter is displayed for
// the GenAlg 'that' to 'flag'
void GASetTextOMeterFlag(GenAlg* const that, bool flag);

// Set the link mutability flag for the NeuraNet data of
// the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
void GASetNeuraNetLinkMutability(GenAlg* const that, const bool flag);

// Get the link mutability flag for the NeuraNet data of
// the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
bool GAGetNeuraNetLinkMutability(GenAlg* const that);

// Get the flag about KTEvent at last call of GASTep for
// the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
bool GAGetFlagKTEvent(GenAlg* const that);

// Create a static GAHistory
GAHistory GAHistoryCreateStatic(void);

// Free the memory used by the GAHistory 'that'
void GAHistoryFree(GAHistory* that);

// Add a birth to the history of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
void GAHistoryRecordBirth(GAHistory* const that, const unsigned int epoch,
    const unsigned long idFather, const unsigned long idMother,
    const GenAlgAdn* child);

// Set the history recording flag for the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
void GASetFlagHistory(GenAlg* const that, const bool flag);

// Set the path where the history is recorded for the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
void GASetHistoryPath(GenAlg* const that, const char* const path);

// Get the path where the history is recorded for the GenAlg 'that'

```

```

#if BUILDMODE != 0
static inline
#endif
const char* GAGetHistoryPath(GenAlg* const that);

// Get the history recording flag for the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
bool GAGetFlagHistory(const GenAlg* const that);

// Save the history of the GenAlg 'that'
// Return true if we could save the history, false else
bool GASaveHistory(const GenAlg* const that);

// Function which return the JSON encoding of the GAHistory 'that'
JSONNode* GAHistoryEncodeAsJSON(const GAHistory* const that);

// Flush the content of the GAHistory 'that'
void GAHistoryFlush(GAHistory* that);

// Load the history into the GAHistory 'that' from the FILE 'stream'
// Return true if we could load the history, false else
bool GAHistoryLoad(GAHistory* const that, FILE* const stream);

// Function which decode from JSON encoding 'json' to GAHistory 'that'
bool GAHistoryDecodeAsJSON(GAHistory* const that,
    const JSONNode* const json);

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

// ===== static 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 =====

// Get the diversity value of 'adnA' against 'adnB'

```

```

// The diversity is equal to
float GAAdnGetDiversity(const GenAlgAdn* const adnA,
    const GenAlgAdn* const adnB, const GenAlg* const ga);

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

// Initialise randomly the genes of the GenAlgAdn 'that' of the
// GenAlg 'ga', version used to calculate the parameters of a NeuraNet
void GAAdnInitNeuraNet(const GenAlgAdn* const that, const GenAlg* ga);

// Initialise randomly the genes of the GenAlgAdn 'that' of the
// GenAlg 'ga', version used to calculate the parameters of a NeuraNet
// with convolution
void GAAdnInitNeuraNetConv(const GenAlgAdn* const that,
    const GenAlg* const ga);

// ===== 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(const unsigned long id,
    const long lengthAdnF, const long lengthAdnI) {
#ifdef BUILDMODE == 0
    if (lengthAdnF < 0) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'lengthAdnF' is invalid (%ld>=0)",
            lengthAdnF);
        PBErrCatch(GenAlgErr);
    }
    if (lengthAdnI < 0) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'lengthAdnI' is invalid (%ld>=0)",
            lengthAdnI);
        PBErrCatch(GenAlgErr);
    }
#endif
    // Allocate memory
    GenAlgAdn* that = PBErrMalloc(GenAlgErr, sizeof(GenAlgAdn));
    // Set the properties
    that->_age = 1;
    that->_id = id;
    that->_val = 0.0;
    if (lengthAdnF > 0) {
        that->_adnF = VecFloatCreate(lengthAdnF);
        that->_deltaAdnF = VecFloatCreate(lengthAdnF);
        that->_mutabilityF = VecFloatCreate(lengthAdnF);
    } else {
        that->_adnF = NULL;
        that->_deltaAdnF = NULL;
        that->_mutabilityF = NULL;
    }
    if (lengthAdnI > 0) {
        that->_adnI = VecLongCreate(lengthAdnI);
        that->_mutabilityI = VecFloatCreate(lengthAdnI);
    } else {
        that->_adnI = NULL;
        that->_mutabilityI = 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));
    if ((*that)->_mutabilityF != NULL)
        VecFree(&((*that)->_mutabilityF));
    if ((*that)->_mutabilityI != NULL)
        VecFree(&((*that)->_mutabilityI));
    free(*that);
    // Set the pointer to null
    *that = NULL;
}

// Initialise randomly the genes of the GenAlgAdn 'that' of the
// GenAlg 'ga' according to the type of GenAlg
void GAAdnInit(const GenAlgAdn* const that, const GenAlg* const ga) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
    switch (GAGetType(ga)) {
        case genAlgTypeNeuraNet:
            GAAdnInitNeuraNet(that, ga);
            break;
        case genAlgTypeNeuraNetConv:
            GAAdnInitNeuraNetConv(that, ga);
            break;
        case genAlgTypeDefault:
        default:
            GAAdnInitDefault(that, ga);
    }
}

// Initialise randomly the genes of the GenAlgAdn 'that' of the
// GenAlg 'ga'
void GAAdnInitDefault(const GenAlgAdn* const that,
    const GenAlg* const ga) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
    // For each floating point value gene
    for (long 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);
    }
}

```

```

        VecSet(that->_mutabilityF, iGene, 1.0);
    }
    // For each integer value gene
    for (long iGene = GAGetLengthAdnInt(ga); iGene--;) {
        long min = VecGet(GABoundsAdnInt(ga, iGene), 0);
        long max = VecGet(GABoundsAdnInt(ga, iGene), 1);
        long val = (long)round((float)min + (float)(max - min) * rnd());
        VecSet(that->_adnI, iGene, val);
        VecSet(that->_mutabilityI, iGene, 1.0);
    }
}

// Initialise randomly the genes of the GenAlgAdn 'that' of the
// GenAlg 'ga', version used to calculate the parameters of a NeuraNet
// with convolution
void GAAdnInitNeuraNetConv(const GenAlgAdn* const that,
    const GenAlg* const ga) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
    // For each floating point value gene
    for (long 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);
        VecSet(that->_mutabilityF, iGene, 1.0);
    }
}

// Initialise randomly the genes of the GenAlgAdn 'that' of the
// GenAlg 'ga', version used to calculate the parameters of a NeuraNet
void GAAdnInitNeuraNet(const GenAlgAdn* const that, const GenAlg* ga) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
    // Init the base functions randomly
    // For each floating point value gene
    for (long 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);
        VecSet(that->_mutabilityF, iGene, 1.0);
    }
    // If the links are mutable
    if (ga->_NNdata._flagMutableLink == true) {
        // Init the links by ensuring there is at least one link reaching
        // each output and use inputs as start of the initial links
        // For each integer value gene
        int shiftOut = ga->_NNdata._nbIn + ga->_NNdata._nbHid;
        for (long iGene = GAGetLengthAdnInt(ga); iGene--;) {
            VecSet(that->_adnI, iGene, -1);
            VecSet(that->_mutabilityI, iGene, 1.0);
        }
    }
}

```



```

    }
    for (int iOut = 0; iOut < ga->_NNdata._nbOut; ++iOut) {
        // The base function is randomly choosen but can't be an
        // inactive link
        long min = 0;
        long max = VecGet(GABoundsAdnInt(ga, iOut * 3), 1);
        long val = (long)round((float)min + (float)(max - min) * rnd());
        VecSet(that->_adnI, iOut * 3, val);
        // The start of the link is randomly choosen amongst inputs
        min = 0;
        max = ga->_NNdata._nbIn - 1;
        val = (long)round((float)min + (float)(max - min) * rnd());
        VecSet(that->_adnI, iOut * 3 + 1, val);
        // The end of the link is choosen sequentially amongst outputs
        VecSet(that->_adnI, iOut * 3 + 2, iOut + shiftOut);
    }
}
}

// Print the information about the GenAlgAdn 'that' on the
// stream 'stream'
void GAAdnPrintln(const GenAlgAdn* const that, FILE* const 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:%lu age:%lu", GAAdnGetId(that), GAAdnGetAge(that));
    fprintf(stream, "\n");
    fprintf(stream, "  adnF:");
    if (GAAdnAdnF(that) != NULL)
        VecFloatPrint(GAAdnAdnF(that), stream, 6);
    else
        fprintf(stream, "<null>");
    fprintf(stream, "\n");
    fprintf(stream, "  deltaAdnF:");
    if (GAAdnAdnF(that) != NULL)
        VecFloatPrint(GAAdnDeltaAdnF(that), stream, 6);
    else
        fprintf(stream, "<null>");
    fprintf(stream, "\n");
    fprintf(stream, "  adnI:");
    if (GAAdnAdnI(that) != NULL)
        VecPrint(GAAdnAdnI(that), stream);
    else
        fprintf(stream, "<null>");
    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(const GenAlg* const that, int* const 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* const that, const int* const parents,
    const int iChild);

// 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 GAReproductionDefault(GenAlg* const that,
    const int* const parents, const int iChild);

// 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]'
// This version is optimised to calculate the parameters of a NeuraNet
// with convolution by inheriting whole bases from parents
void GAReproductionNeuraNetConv(GenAlg* const that,
    const int* const parents, const int iChild);

// 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]'
// This version is optimised to calculate the parameters of a NeuraNet
// by inheriting whole bases and links from parents
void GAReproductionNeuraNet(GenAlg* const that,
    const int* const parents, const int iChild);

// Router toward the appropriate Mute function according to the type
// of GenAlg
void GAMute(GenAlg* const that, const int* const parents,
    const int iChild);

// Mute the genes of the entity at rank 'iChild'
void GAMuteDefault(GenAlg* const that, const int* const parents,
    const int iChild);

// Mute the genes of the entity at rank 'iChild'
// This version is optimised to calculate the parameters of a NeuraNet
// by ensuring coherence in links: outputs have at least one link
// and there is no dead link
void GAMuteNeuraNet(GenAlg* const that, const int* const parents,
    const int iChild);

// Mute the genes of the entity at rank 'iChild'
// This version is optimised to calculate the parameters of a NeuraNet
// with convolution by muting bases function per cell
void GAMuteNeuraNetConv(GenAlg* const that, const int* const parents,
    const int iChild);

// Refresh the content of the TextOMeter attached to the GenAlg 'that'
void GAUpdateTextOMeter(const GenAlg* const that);

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

// 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(const int nbEntities, const int nbElites,
    const long lengthAdnF, const long lengthAdnI) {
    // Allocate memory
    GenAlg* that = PBErrMalloc(GenAlgErr, sizeof(GenAlg));

```

```

// Set the properties
that->_type = genAlgTypeDefault;
that->_adns = GSetCreate();
that->_curEpoch = 0;
that->_nbKTEvent = 0;
that->_flagTextOMeter = false;
that->_diversityThreshold = 0.01;
that->_textOMeter = NULL;
that->_nbMinAdn = nbEntities;
that->_nbMaxAdn = nbEntities;
that->_bestAdn = GenAlgAdnCreate(0, lengthAdnF, lengthAdnI);
*(long*)&(that->_lengthAdnF) = lengthAdnF;
*(long*)&(that->_lengthAdnI) = lengthAdnI;
if (lengthAdnF > 0) {
    that->_boundsF =
        PBErrMalloc(GenAlgErr, sizeof(VecFloat2D) * lengthAdnF);
    for (long iGene = lengthAdnF; iGene--;)
        that->_boundsF[iGene] = VecFloatCreateStatic2D();
} else
    that->_boundsF = NULL;
if (lengthAdnI > 0) {
    that->_boundsI =
        PBErrMalloc(GenAlgErr, sizeof(VecLong2D) * lengthAdnI);
    for (long iGene = lengthAdnI; iGene--;)
        that->_boundsI[iGene] = VecLongCreateStatic2D();
} else
    that->_boundsI = NULL;
that->_normRangeFloat = 1.0;
that->_normRangeInt = 1.0;
that->_nbElites = 0;
that->_nextId = 0;
GASetNbEntities(that, nbEntities);
GASetNbElites(that, nbElites);
that->_history = GAHistoryCreateStatic();
that->_flagHistory = false;
// 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);
    GenAlgAdnFree(&((*that)->_bestAdn));
    if ((*that)->_textOMeter != NULL) {
        TextOMeterFree(&((*that)->_textOMeter));
    }
    GAHistoryFree(&((*that)->_history));
    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 GASetNbEntities(GenAlg* const that, const int nb) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (nb <= 1) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'nb' is invalid (%d>1)", nb);
        PBErrCatch(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)
        GASetNbElites(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 GASetNbElites(GenAlg* const that, const int nb) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (nb <= 1) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'nb' is invalid (%d>1)", nb);
        PBErrCatch(GenAlgErr);
    }
#endif
    if (GAGetNbAdns(that) <= nb)
        GASetNbEntities(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* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
}

```

```

    }
#endif
    // Flush the history
    GAHistoryFlush(&(that->_history));
    // 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);
        // Add a birth to init history
        if (GAGetFlagHistory(that) == true) {
            GAHistoryRecordBirth(&(that->_history), GAGetCurEpoch(that),
                                GAAdnGetId(adn),
                                GAAdnGetId(adn),
                                adn);
        }
    } while (GSetIterStep(&iter));
    GAAdnCopy(that->_bestAdn, GAAdn(that, 0));
    that->_flagKTEvent = false;
}

// Reset the GenAlg 'that'
// Randomize all the gene except those of the best adn
void GAKTEvent(GenAlg* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif

    // Loop until the diversity of the elites is sufficient
    int nbKTEvent = 0;
    int nbMaxLoop =
        (int)round((float)GAGetNbAdns(that) / (float)GAGetNbElites(that));
    do {
        nbKTEvent = 0;
        // For each pair of adn

        //for (int iAdn = GAGetNbElites(that) - 1; iAdn >= 1 ; --iAdn) {

        for (int iAdn = MAX(GAGetNbElites(that) - 1, GAGetNbAdns(that) / 2); iAdn >= 1 ; --iAdn) {
            for (int jAdn = iAdn - 1; jAdn >= 0 ; --jAdn) {
                // Get the diversity of this pair
                float div = fabs(GAAdnGetVal(GAAdn(that, iAdn)) -
                                GAAdnGetVal(GAAdn(that, jAdn)));
                // If it's below the diversity threshold
                if (div <= GAGetDiversityThreshold(that)) {
                    GenAlgAdn* adn = GAAdn(that, iAdn);
                    GAAdnInit(adn, that);
                    adn->_age = 1;
                    adn->_id = (that->_nextId)++;
                    //GASetAdnValue(that, adn, worstValue);
                    jAdn = 0;
                    ++nbKTEvent;
                }
            }
        }
    }
    // If their has been KTEvent

```

```

    if (nbKTEvent > 0) {
        // We need to sort the adns
        //GSetSort(GAAdns(that));
        // Update the flag about KTEvent
        that->_flagKTEvent = true;
    }
    --nbMaxLoop;
} while (nbKTEvent > 0 && nbMaxLoop > 0);

// Calculate a threshold for the age of the best elite
//float thresholdAgeBest = GAAdnGetAge(GAAdn(that, 0)) / (float)GAGetNbElites(that);
// Get the diversity relatively to the best of all
float div = GAAdnGetVal(GABestAdn(that)) - GAAdnGetVal(GAAdn(that, 0));
// If it's below the diversity threshold or it's older than
// the threshold
if ((div >= -PBMath_EPSILON && div <= GAGetDiversityThreshold(that)) ||
    GAAdnGetAge(GAAdn(that, 0)) > (unsigned int)GAGetNbElites(that)) {
    GenAlgAdn* adn = GAAdn(that, 0);
    GAAdnInit(adn, that);
    adn->_age = 1;
    adn->_id = (that->_nextId)++;
    //GSetAdnValue(that, adn, worstValue);
    // We need to sort the adns
    GSetSort(GAAdns(that));
    // Memorize the total number of KTEvent
    that->_nbKTEvent += 1;
    // Update the flag about KTEvent
    //that->_flagKTEvent = true;
}
if (that->_flagKTEvent == true) {
    // We need to sort the adns
    GSetSort(GAAdns(that));
}

}

// Step an epoch for the GenAlg 'that' with the current ranking of
// GenAlgAdn
void GStep(GenAlg* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    // Reset the flag about KTEvent
    that->_flagKTEvent = false;
    // Selection, Reproduction, Mutation
    // Ensure the set of adns is sorted
    GSetSort(GAAdns(that));
    // Variable to memorize if there has been improvement
    bool flagImprov = false;
    // Update the best adn if necessary
    if (that->_curEpoch == 1) {
        GAAdnCopy(that->_bestAdn, GAAdn(that, 0));
        that->_bestAdn->_age = that->_curEpoch + 1;
    } else {
        if (GAAdnGetVal(GAAdn(that, 0)) > GAAdnGetVal(GABestAdn(that))) {
            GAAdnCopy(that->_bestAdn, GAAdn(that, 0));
            that->_bestAdn->_age = that->_curEpoch + 1;
            flagImprov = true;
        }
    }
}

```

```

    } else {
        // Ensure diversity level
        GAKTEvent(that);
    }
}
// Refresh the TextOMeter if necessary
if (that->_flagTextOMeter) {
    GAUpdateTextOMeter(that);
}
// Resize the population according to the improvement
if (that->_curEpoch > 1) {
    if (flagImprov) {
        GASetNbEntities(that,
            MAX(GAGetNbMinAdn(that), GAGetNbAdns(that) / 2));
    } else {
        GASetNbEntities(that,
            MIN(GAGetNbMaxAdn(that), 2 * GAGetNbAdns(that)));
    }
}

// For each adn which is an elite
for (int iAdn = 0; iAdn < GAGetNbElites(that); ++iAdn) {
    // Increment age
    ++(GAAdn(that, iAdn)->_age);
    // Add a birth to represent the surviving of this adn
    if (GAGetFlagHistory(that) == true) {
        GAHistoryRecordBirth(&(that->_history), GAGetCurEpoch(that) + 1,
            GAAdnGetId(GAAdn(that, iAdn)),
            GAAdnGetId(GAAdn(that, iAdn)),
            GAAdn(that, iAdn));
    }
}
// For each adn which is not an elite
for (int iAdn = GAGetNbElites(that); iAdn < GAGetNbAdns(that);
    ++iAdn) {
    // Declare a variable to memorize the parents
    int parents[2];
    // 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);
    // Record the birth
    if (GAGetFlagHistory(that) == true) {
        GAHistoryRecordBirth(&(that->_history), GAGetCurEpoch(that) + 1,
            GAAdnGetId(GAAdn(that, parents[0])),
            GAAdnGetId(GAAdn(that, parents[1])),
            GAAdn(that, iAdn));
    }
}
// If the user requested to save the history
if (GAGetFlagHistory(that) == true) {
    // Save the history
    bool ret = GASaveHistory(that);
    if (ret == false) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "Couldn't save the history");
        PBErrCatch(GenAlgErr);
    }
}
// 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(const GenAlg* const that, int* const parents) {
#ifdef 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);
    }
#endif
    // Declare a variable to memorize the parents' rank
    int p[2];
    do {
        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)) - 1;
    } while (p[0] == p[1]);
    // 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* const that,
    const int* const parents, const int iChild) {
#ifdef 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
    switch (GAGetType(that)) {
        case genAlgTypeNeuraNet:

```



```

        GAReproductionNeuraNet(that, parents, iChild);
        break;
    case genAlgTypeNeuraNetConv:
        GAReproductionNeuraNetConv(that, parents, iChild);
        break;
    case genAlgTypeDefault:
    default:
        GAReproductionDefault(that, parents, iChild);
    }
}

// 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]'
// This version is optimised to calculate the parameters of a NeuraNet
// by inheriting whole bases and links from parents
void GAReproductionNeuraNet(GenAlg* const that,
    const int* const parents, const 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 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 (long iGene = 0; iGene < GAGetLengthAdnFloat(that); iGene += 3) {
        // Get the gene from one parent or the other with equal
        // probability
        if (rnd() < 0.5) {
            for (long jGene = 3; jGene--;) {
                VecSet(child->_adnF, iGene + jGene,
                    VecGet(parentA->_adnF, iGene + jGene));
                VecSet(child->_deltaAdnF, iGene + jGene,
                    VecGet(parentA->_deltaAdnF, iGene + jGene));
            }
        } else {
            for (long jGene = 3; jGene--;) {
                VecSet(child->_adnF, iGene + jGene,
                    VecGet(parentB->_adnF, iGene + jGene));
                VecSet(child->_deltaAdnF, iGene + jGene,
                    VecGet(parentB->_deltaAdnF, iGene + jGene));
            }
        }
    }
    // For each gene of the adn for int value
    for (long iGene = 0; iGene < GAGetLengthAdnInt(that); iGene += 3) {
        // Get the gene from one parent or the other with equal probability

```

```

    if (rnd() < 0.5) {
        for (long jGene = 3; jGene--;)
            VecSet(child->_adnI, iGene + jGene,
                VecGet(parentA->_adnI, iGene + jGene));
    } else {
        for (long jGene = 3; jGene--;)
            VecSet(child->_adnI, iGene + jGene,
                VecGet(parentB->_adnI, iGene + jGene));
    }
}
// Reset the age of the child
child->_age = 1;
// Set the id of the child
child->_id = (that->_nextId)++;
}

// 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]'
// This version is optimised to calculate the parameters of a NeuraNet
// with convolution by inheriting whole bases from parents
void GAReproductionNeuraNetConv(GenAlg* const that,
    const int* const parents, const int iChild) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
    if (parents == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'parents' is null");
        PErrCatch(GenAlgErr);
    }
    if (iChild < 0 || iChild >= GAGetNbAdns(that)) {
        GenAlgErr->_type = PErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'child' is invalid (0<=%d<=%d)",
            iChild, GAGetNbAdns(that));
        PErrCatch(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 of convolution
    // base functions
    for (long iGene = 0;
        iGene < that->_NNdata._nbBaseConv * 3;
        iGene += that->_NNdata._nbBaseCellConv * 3) {
        // Get the gene from one parent or the other with equal probability
        if (rnd() < 0.5) {
            for (long jGene = that->_NNdata._nbBaseCellConv * 3;
                jGene--;) {
                VecSet(child->_adnF, iGene + jGene,
                    VecGet(parentA->_adnF, iGene + jGene));
                VecSet(child->_deltaAdnF, iGene + jGene,
                    VecGet(parentA->_deltaAdnF, iGene + jGene));
            }
        } else {
            for (long jGene = that->_NNdata._nbBaseCellConv * 3;
                jGene--;) {
                VecSet(child->_adnF, iGene + jGene,

```

```

        VecGet(parentB->_adnF, iGene + jGene));
        VecSet(child->_deltaAdnF, iGene + jGene,
        VecGet(parentB->_deltaAdnF, iGene + jGene));
    }
}
// For each gene of the adn for floating point value of convolution
// base functions
for (long iGene = that->_NNdata._nbBaseConv * 3;
iGene < GAGetLengthAdnFloat(that); iGene += 3) {
    // Get the gene from one parent or the other with equal probabillity
    if (rnd() < 0.5) {
        for (long jGene = 3; --jGene;) {
            VecSet(child->_adnF, iGene + jGene,
            VecGet(parentA->_adnF, iGene + jGene));
            VecSet(child->_deltaAdnF, iGene + jGene,
            VecGet(parentA->_deltaAdnF, iGene + jGene));
        }
    } else {
        for (long jGene = 3; --jGene;) {
            VecSet(child->_adnF, iGene + jGene,
            VecGet(parentB->_adnF, iGene + jGene));
            VecSet(child->_deltaAdnF, iGene + jGene,
            VecGet(parentB->_deltaAdnF, iGene + jGene));
        }
    }
}
// Reset the age of the child
child->_age = 1;
// Set the id of the child
child->_id = (that->_nextId)++;
}

// 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 GAReproductionDefault(GenAlg* const that,
const int* const parents, const int iChild) {
#ifdef 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 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 (long iGene = GAGetLengthAdnFloat(that); iGene--;) {
        // Get the gene from one parent or the other with equal probabillity

```

```

        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 (long 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)++;
}

// Router toward the appropriate Mute function according to the type
// of GenAlg
void GAMute(GenAlg* const that, const int* const parents,
    const 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
    switch (GAGetType(that)) {
        case genAlgTypeNeuraNet:
            GAMuteNeuraNet(that, parents, iChild);
            break;
        case genAlgTypeNeuraNetConv:
            GAMuteNeuraNetConv(that, parents, iChild);
            break;
        case genAlgTypeDefault:
        default:
            GAMuteDefault(that, parents, iChild);
    }
}

// Mute the genes of the entity at rank 'iChild'
// This version is optimised to calculate the parameters of a NeuraNet
// by ensuring coherence in links: outputs have at least one link

```

```

// and there is no dead link
void GAMuteNeuraNet(GenAlg* const that, const int* const parents,
    const 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 proba and amplitude of mutation
    float probMute = sqrt(((float)iChild) / ((float)GAGetNbAdns(that)));
    float amp = sqrt(1.0 / (float)(parentA->_age + 1));
    probMute /= (float)(GAGetLengthAdnInt(that));
    probMute += (float)(parentA->_age) / 10000.0;
    // Ensure the proba is not null
    if (probMute < PBMATH_EPSILON)
        probMute = PBMATH_EPSILON;
    // Declare a variable to memorize if there has been mutation
    bool hasMuted = false;
    // Declare a variable to memorize the used values amongst input and
    // hidden
    long nbMaxUsedVal = that->_NNdata._nbIn + that->_NNdata._nbHid;
    char* isUsed = PBErrMalloc(GenAlgErr, sizeof(char) * nbMaxUsedVal);
    // Loop until there has been at least one mutation
    do {
        // Reset the used values
        memset(isUsed, 0, sizeof(char) * nbMaxUsedVal);
        memset(isUsed, 1, sizeof(char) * that->_NNdata._nbIn);
        // For each gene of the adn for int value (links definitions)
        for (long iGene = 0; iGene < GAGetLengthAdnInt(that); iGene += 3) {
            // If the link mutes
            if (that->_NNdata._flagMutableLink == true && rnd() < probMute) {
                hasMuted = true;
                // If this link is currently inactivated
                if (GAAdnGetGeneI(child, iGene) == -1) {
                    // Base function
                    long iBase = (int)round((float)iGene / 3.0);
                    GAAdnSetGeneI(child, iGene, iBase);
                    // Input
                    long min =
                        VecGet(GABoundsAdnInt(that, iGene + 1), 0);
                    long max =
                        VecGet(GABoundsAdnInt(that, iGene + 1), 1);
                    long val = min;
                    // Ensure the input is a used value
                    do {
                        val = (long)round((float)min +

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        (float)(max - min) * rnd());
    } while (isUsed[val] == 0);
    GAAdnSetGeneI(child, iGene + 1, val);
    // Output
    min = MAX(val, VecGet(GABoundsAdnInt(that, iGene + 2), 0));
    max = VecGet(GABoundsAdnInt(that, iGene + 2), 1);
    val = (long)round((float)min + (float)(max - min) * rnd());
    GAAdnSetGeneI(child, iGene + 2, val);
    if (val < nbMaxUsedVal)
        isUsed[val] = 1;
    // Else, this link is currently activated
} else {
    // Choose between inactivation or mutation
    if (rnd() < 0.5) {
        // Inactivate the link
        GAAdnSetGeneI(child, iGene, -1);
    } else {
        // Input
        long min =
            VecGet(GABoundsAdnInt(that, iGene + 1), 0);
        long max =
            VecGet(GABoundsAdnInt(that, iGene + 1), 1);
        long val = min;
        // Ensure the input is a used value
        do {
            val = (long)round((float)min +
                (float)(max - min) * rnd());
        } while (isUsed[val] == 0);
        GAAdnSetGeneI(child, iGene + 1, val);
        // Output
        min = MAX(val, VecGet(GABoundsAdnInt(that, iGene + 2), 0));
        max = VecGet(GABoundsAdnInt(that, iGene + 2), 1);
        val = (long)round((float)min + (float)(max - min) * rnd());
        GAAdnSetGeneI(child, iGene + 2, val);
        if (val < nbMaxUsedVal)
            isUsed[val] = 1;
    }
}
}
}
// Get the index of the base function
long baseFun = GAAdnGetGeneI(child, iGene);
// If the link is active
if (baseFun != -1) {
    // If the associated base function mutes
    if (rnd() < probbMute) {
        hasMuted = true;
        long baseFunGene = baseFun * 3;
        for (long jGene = 3; jGene--;) {
            // Get the bounds
            const VecFloat2D* const bounds =
                GABoundsAdnFloat(that, baseFunGene + jGene);
            // Declare a variable to memorize the previous value
            // of the gene
            float prevVal = GAAdnGetGeneF(child, baseFunGene + jGene);
            // Apply the mutation
            GAAdnSetGeneF(child, baseFunGene + jGene,
                GAAdnGetGeneF(child, baseFunGene + jGene) +
                (VecGet(bounds, 1) - VecGet(bounds, 0)) * amp *
                //VecGet(parentA->_mutabilityF, baseFun * 3) *
                (rnd() - 0.5) +
                GAAdnGetDeltaGeneF(child, baseFunGene + jGene));
            // Keep the gene value in bounds

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        while (GAAdnGetGeneF(child, baseFunGene + jGene) <
            VecGet(bounds, 0) ||
            GAAdnGetGeneF(child, baseFunGene + jGene) >
            VecGet(bounds, 1)) {
            if (GAAdnGetGeneF(child, baseFunGene + jGene) >
                VecGet(bounds, 1))
                GAAdnSetGeneF(child, baseFunGene + jGene,
                    2.0 * VecGet(bounds, 1) -
                    GAAdnGetGeneF(child, baseFunGene + jGene));
            else if (GAAdnGetGeneF(child, baseFunGene + jGene) <
                VecGet(bounds, 0))
                GAAdnSetGeneF(child, baseFunGene + jGene,
                    2.0 * VecGet(bounds, 0) -
                    GAAdnGetGeneF(child, baseFunGene + jGene));
        }
        // Update the deltaAdn
        GAAdnSetDeltaGeneF(child, baseFunGene + jGene,
            GAAdnGetGeneF(child, baseFunGene + jGene) - prevVal);
    }
}
}
} while (hasMuted == false);
free(isUsed);
}

// Mute the genes of the entity at rank 'iChild'
void GAMuteDefault(GenAlg* const that, const int* const parents,
    const int iChild) {
#ifdef 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 proba amplitude of mutation
    float probMute = sqrt(((float)iChild) / ((float)GAGetNbAdns(that)));
    float amp = sqrt(1.0 / (float)(parentA->_age));
    probMute /= (float)(MAX(GAGetLengthAdnInt(that),
        GAGetLengthAdnFloat(that)));
    probMute += (float)(parentA->_age) / 10000.0;
    if (probMute < PBMATH_EPSILON)
        probMute = PBMATH_EPSILON;
    bool hasMuted = false;
    do {
        // For each gene of the adn for floating point value
        for (long iGene = GAGetLengthAdnFloat(that); iGene--;) {

```

```

// If this gene mutes
if (rnd() < probbMute) {
    hasMuted = true;
    // Get the bounds
    const VecFloat2D* const 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 (long iGene = GAGetLengthAdnInt(that); iGene--;) {
    // If this gene mutes
    if (rnd() < probbMute) {
        hasMuted = true;
        // Get the bounds
        const VecLong2D* const boundsI = GABoundsAdnInt(that, iGene);
        VecFloat2D bounds = VecLongToFloat2D(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) +
            (long)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));
        }
    }
}
} while (hasMuted == false);
}

// Mute the genes of the entity at rank 'iChild'
// This version is optimised to calculate the parameters of a NeuraNet
// with convolution by muting bases function per cell
void GAMuteNeuraNetConv(GenAlg* const that, const int* const parents,
    const 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 proba amplitude of mutation
float probMute = sqrt(((float)iChild) / ((float)GAGetNbAdns(that)));
float amp = sqrt(1.0 / (float)(parentA->_age));
probMute /= (float)(that->_NNdata._nbLink);
probMute += (float)(parentA->_age) / 10000.0;
if (probMute < PBMATH_EPSILON)
    probMute = PBMATH_EPSILON;
bool hasMuted = false;
int nbTry = 0;
do {
    // For each gene of the adn for floating point value
    for (long iGene = GAGetLengthAdnFloat(that); iGene--;) {
        // If this gene mutes
        if (rnd() < probMute * VecGet(parentA->_mutabilityF, iGene)) {
            hasMuted = true;
            // Get the bounds
            const VecFloat2D* const 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);
        }
    }
    ++nbTry;
} while (hasMuted == false && nbTry < 10);
}

// Print the information about the GenAlg 'that' on the stream 'stream'

```

```

void GAPrintln(const GenAlg* const that, FILE* const 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
    fprintf(stream, "epoch:%lu\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));
}

// Print a summary about the elite entities of the GenAlg 'that'
// on the stream 'stream'
void GAEliteSummaryPrintln(const GenAlg* const that,
    FILE* const 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
    GSetIterBackward iter = GSetIterBackwardCreateStatic(GAAdns(that));
    int iEnt = 0;
    GenAlgAdn* leader = GSetIterGet(&iter);
    fprintf(stream, "(age,val,div) ");
    do {
        GenAlgAdn* ent = GSetIterGet(&iter);
        fprintf(stream, "(%lu,%.3f,%.3f) ", GAAdnGetAge(ent),
            GSetIterGetElem(&iter)->_sortVal,
            GAAdnGetDiversity(ent, leader, that));
        ++iEnt;
    } while (GSetIterStep(&iter) && iEnt < GAGetNbElites(that));
    fprintf(stream, "\n");
}

// Update the norm of the range value for adans of the GenAlg 'that'
void GAUpdateNormRange(GenAlg* const that) {
#ifdef BUILDMODE == 0

```

```

    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
// If there are float adn
if (GAGetLengthAdnFloat(that) > 0) {
    // Declare a vector to memorize the ranges in float gene values
    VecFloat* range = VecFloatCreate(GAGetLengthAdnFloat(that));
    // Calculate the ranges in gene values
    for (long iGene = GAGetLengthAdnFloat(that); iGene--;)
        VecSet(range, iGene,
            VecGet(GABoundsAdnFloat(that, iGene), 1) -
            VecGet(GABoundsAdnFloat(that, iGene), 0));
    // Calculate the norm of the range
    that->_normRangeFloat = VecNorm(range);
    // Free memory
    VecFree(&range);
}

// If there are int adn
if (GAGetLengthAdnInt(that) > 0) {
    // Declare a vector to memorize the ranges in int gene values
    VecFloat* range = VecFloatCreate(GAGetLengthAdnInt(that));
    // Calculate the ranges in gene values
    for (long iGene = GAGetLengthAdnInt(that); iGene--;)
        VecSet(range, iGene,
            VecGet(GABoundsAdnInt(that, iGene), 1) -
            VecGet(GABoundsAdnInt(that, iGene), 0));
    // Calculate the norm of the range
    that->_normRangeInt = VecNorm(range);
    // Free memory
    VecFree(&range);
}

// Get the diversity value of 'adnA' against 'adnB'
// The diversity is equal to
float GAAdnGetDiversity(const GenAlgAdn* const adnA,
    const GenAlgAdn* const adnB, const GenAlg* const ga) {
    #if BUILDMODE == 0
        if (adnA == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'adnA' is null");
            PBErrCatch(GenAlgErr);
        }
        if (adnB == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'adnB' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
    // Declare a variable to memorize the result
    float diversity = 0.0;
    // If there are adn for floating point values
    if (GAAdnAdnF(adnA) != NULL && GAAdnAdnF(adnB) != NULL) {
        // Get the difference in adn with the first entity
        VecFloat* diff =
            VecGetOp(GAAdnAdnF(adnA), 1.0, GAAdnAdnF(adnB), -1.0);
        // Calculate the diversity

```

```

        diversity += VecNorm(diff) / ga->_normRangeFloat;
        // Free memory
        VecFree(&diff);
    }
    // If there are adn for int values
    if (GAAdnAdnI(adnA) != NULL && GAAdnAdnI(adnB) != NULL) {
        // Get the difference in adn with the first entity
        VecLong* diffI =
            VecGetOp(GAAdnAdnI(adnA), 1, GAAdnAdnI(adnB), -1);
        VecFloat* diff = VecLongToFloat(diffI);
        // Calculate the diversity
        diversity += VecNorm(diff) / ga->_normRangeInt;
        // Free memory
        VecFree(&diffI);
        VecFree(&diff);
    }
    // Correct diversity if there was both float and int adns
    if (GAAdnAdnF(adnA) != NULL && GAAdnAdnF(adnB) != NULL &&
        GAAdnAdnI(adnA) != NULL && GAAdnAdnI(adnB) != NULL)
        diversity /= 2.0;
    // Return the result
    return diversity;
}

// Function which return the JSON encoding of 'that'
JSONNode* GAAdnEncodeAsJSON(const GenAlgAdn* const that,
    const float elo) {
    #if BUILDMODE == 0
        if (that == NULL) {
            PBMathErr->_type = PBErrTypeNullPointer;
            sprintf(PBMathErr->_msg, "'that' is null");
            PBErrCatch(PBMathErr);
        }
    #endif
    // Create the JSON structure
    JSONNode* json = JSONCreate();
    // Declare a buffer to convert value into string
    char val[100];
    // Encode the id
    sprintf(val, "%lu", that->_id);
    JSONAddProp(json, "_id", val);
    // Encode the age
    sprintf(val, "%lu", that->_age);
    JSONAddProp(json, "_age", val);
    // Encode the elo
    sprintf(val, "%f", elo);
    JSONAddProp(json, "_elo", val);
    // Encode the value
    sprintf(val, "%f", that->_val);
    JSONAddProp(json, "_val", val);
    // Encode the genes
    if (that->_adnF != NULL) {
        JSONAddProp(json, "_adnF", VecEncodeAsJSON(that->_adnF));
        JSONAddProp(json, "_deltaAdnF", VecEncodeAsJSON(that->_deltaAdnF));
    }
    if (that->_adnI != NULL)
        JSONAddProp(json, "_adnI", VecEncodeAsJSON(that->_adnI));
    // Return the created JSON
    return json;
}

// Function which return the JSON encoding of 'that'

```

```

JSONNode* GAEncodeAsJSON(const GenAlg* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBMathErr->_type = PBErrTypeNullPointer;
        sprintf(PBMathErr->_msg, "'that' is null");
        PBErrCatch(PBMathErr);
    }
#endif
    // Create the JSON structure
    JSONNode* json = JSONCreate();
    // Declare a buffer to convert value into string
    char val[100];
    // Encode the type
    sprintf(val, "%d", GAGetType(that));
    JSONAddProp(json, "_type", val);
    switch (GAGetType(that)) {
        case genAlgTypeNeuraNet:
            sprintf(val, "%d", that->_NNdata._nbIn);
            JSONAddProp(json, "NN_nbIn", val);
            sprintf(val, "%d", that->_NNdata._nbHid);
            JSONAddProp(json, "NN_nbHid", val);
            sprintf(val, "%d", that->_NNdata._nbOut);
            JSONAddProp(json, "NN_nbOut", val);
            sprintf(val, "%d", that->_NNdata._flagMutableLink);
            JSONAddProp(json, "NN_flagMutablelink", val);
            break;
        case genAlgTypeNeuraNetConv:
            sprintf(val, "%d", that->_NNdata._nbIn);
            JSONAddProp(json, "NN_nbIn", val);
            sprintf(val, "%d", that->_NNdata._nbHid);
            JSONAddProp(json, "NN_nbHid", val);
            sprintf(val, "%d", that->_NNdata._nbOut);
            JSONAddProp(json, "NN_nbOut", val);
            sprintf(val, "%d", that->_NNdata._flagMutableLink);
            JSONAddProp(json, "NN_flagMutablelink", val);
            sprintf(val, "%ld", that->_NNdata._nbBaseConv);
            JSONAddProp(json, "NN_nbBaseConv", val);
            sprintf(val, "%ld", that->_NNdata._nbBaseCellConv);
            JSONAddProp(json, "NN_nbBaseCellConv", val);
            sprintf(val, "%ld", that->_NNdata._nbLink);
            JSONAddProp(json, "NN_nbLink", val);
            break;
        default:
            break;
    }
    // Encode the nb adns
    sprintf(val, "%d", GAGetNbAdns(that));
    JSONAddProp(json, "_nbAdns", val);
    // Encode the nb elites
    sprintf(val, "%d", GAGetNbElites(that));
    JSONAddProp(json, "_nbElites", val);
    // Encode the length adn float
    sprintf(val, "%ld", GAGetLengthAdnFloat(that));
    JSONAddProp(json, "_lengthAdnF", val);
    // Encode the length adn int
    sprintf(val, "%ld", GAGetLengthAdnInt(that));
    JSONAddProp(json, "_lengthAdnI", val);
    // Encode the epoch
    sprintf(val, "%lu", GAGetCurEpoch(that));
    JSONAddProp(json, "_curEpoch", val);
    // Encode the next id
    sprintf(val, "%lu", that->_nextId);

```

```

JSONAddProp(json, "_nextId", val);
// Encode the bounds
JSONArrayStruct setBoundFloat = JSONArrayStructCreateStatic();
if (GAGetLengthAdnFloat(that) > 0) {
    for (long iBound = 0; iBound < GAGetLengthAdnFloat(that); ++iBound)
        JSONArrayStructAdd(&setBoundFloat,
            VecEncodeAsJSON((VecFloat*)GABoundsAdnFloat(that, iBound)));
    JSONAddProp(json, "_boundFloat", &setBoundFloat);
}
JSONArrayStruct setBoundInt = JSONArrayStructCreateStatic();
if (GAGetLengthAdnInt(that) > 0) {
    for (long iBound = 0; iBound < GAGetLengthAdnInt(that); ++iBound)
        JSONArrayStructAdd(&setBoundInt,
            VecEncodeAsJSON((VecLong*)GABoundsAdnInt(that, iBound)));
    JSONAddProp(json, "_boundInt", &setBoundInt);
}
// Save the adns
JSONArrayStruct setAdn = JSONArrayStructCreateStatic();
for (int iEnt = 0; iEnt < GAGetNbAdns(that); ++iEnt) {
    GenAlgAdn* ent = GSetElemData(GSetElement(GAAdns(that), iEnt));
    float sortVal = GSetElemGetSortVal(GSetElement(GAAdns(that), iEnt));
    JSONArrayStructAdd(&setAdn, GAAdnEncodeAsJSON(ent, sortVal));
}
JSONAddProp(json, "_adns", &setAdn);
// Save the best adn
JSONAddProp(json, "_bestAdn",
    GAAdnEncodeAsJSON(GABestAdn(that), 0.0));
// Free memory
JSONArrayStructFlush(&setBoundFloat);
JSONArrayStructFlush(&setBoundInt);
JSONArrayStructFlush(&setAdn);
// Return the created JSON
return json;
}

// Function which decode from JSON encoding 'json' to 'that'
bool GAAdnDecodeAsJSON(GenAlgAdn** that, const JSONNode* const json) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBMathErr->_type = PBErrTypeNullPointer;
        sprintf(PBMathErr->_msg, "'that' is null");
        PBErrCatch(PBMathErr);
    }
    if (json == NULL) {
        PBMathErr->_type = PBErrTypeNullPointer;
        sprintf(PBMathErr->_msg, "'json' is null");
        PBErrCatch(PBMathErr);
    }
#endif
    // If 'that' is already allocated
    if (*that != NULL)
        // Free memory
        GenAlgAdnFree(that);
    // Get the id from the JSON
    JSONNode* prop = JSONProperty(json, "_id");
    if (prop == NULL) {
        return false;
    }
    unsigned long id = strtoul(JSONLb1Val(prop), NULL, 10);
    // Get the lengthAdnF from the JSON
    long lengthAdnF = 0;
    prop = JSONProperty(json, "_adnF");

```

```

    if (prop != NULL) {
        JSONNode* subprop = JSONProperty(prop, "_dim");
        lengthAdnF = atoi(JSONLblVal(subprop));
    }
    // Get the lengthAdnI from the JSON
    long lengthAdnI = 0;
    prop = JSONProperty(json, "_adnI");
    if (prop != NULL) {
        JSONNode* subprop = JSONProperty(prop, "_dim");
        lengthAdnI = atoi(JSONLblVal(subprop));
    }
    // Allocate memory
    *that = GenAlgAdnCreate(id, lengthAdnF, lengthAdnI);
    // Get the age from the JSON
    prop = JSONProperty(json, "_age");
    if (prop == NULL) {
        return false;
    }
    (*that)->_age = strtoul(JSONLblVal(prop), NULL, 10);
    // Get the adnF from the JSON
    prop = JSONProperty(json, "_adnF");
    if (prop != NULL) {
        if (!VecDecodeAsJSON(&((*that)->_adnF), prop)) {
            return false;
        }
        prop = JSONProperty(json, "_deltaAdnF");
        if (prop == NULL) {
            return false;
        }
        if (!VecDecodeAsJSON(&((*that)->_deltaAdnF), prop)) {
            return false;
        }
    }
    // Get the adnI from the JSON
    prop = JSONProperty(json, "_adnI");
    if (prop != NULL) {
        if (!VecDecodeAsJSON(&((*that)->_adnI), prop)) {
            return false;
        }
    }
    // Get the value
    prop = JSONProperty(json, "_val");
    if (prop == NULL) {
        return false;
    }
    (*that)->_val = atof(JSONLblVal(prop));
    // Return the success code
    return true;
}

// Function which decode from JSON encoding 'json' to 'that'
bool GADecodeAsJSON(GenAlg** that, const JSONNode* const json) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBMathErr->_type = PBErrTypeNullPointer;
        sprintf(PBMathErr->_msg, "'that' is null");
        PBErrCatch(PBMathErr);
    }
    if (json == NULL) {
        PBMathErr->_type = PBErrTypeNullPointer;
        sprintf(PBMathErr->_msg, "'json' is null");
        PBErrCatch(PBMathErr);
    }
}

```

```

#endif
// If 'that' is already allocated
if (*that != NULL)
    // Free memory
    GenAlgFree(that);
// Decode the nb adns
JSONNode* prop = JSONProperty(json, "_nbAdns");
if (prop == NULL) {
    return false;
}
int nbAdns = atoi(JSONLblVal(prop));
// Decode the nb elites
prop = JSONProperty(json, "_nbElites");
if (prop == NULL) {
    return false;
}
int nbElites = atoi(JSONLblVal(prop));
// Decode the length adn float
prop = JSONProperty(json, "_lengthAdnF");
if (prop == NULL) {
    return false;
}
long lengthAdnF = atoi(JSONLblVal(prop));
// Decode the length adn int
prop = JSONProperty(json, "_lengthAdnI");
if (prop == NULL) {
    return false;
}
long lengthAdnI = atoi(JSONLblVal(prop));
// Allocate memory
*that = GenAlgCreate(nbAdns, nbElites, lengthAdnF, lengthAdnI);
// Decode the type
prop = JSONProperty(json, "_type");
if (prop == NULL) {
    return false;
}
int type = atoi(JSONLblVal(prop));
int nbIn = 0;
int nbOut = 0;
int nbHid = 0;
bool flagMutableLink = true;
switch (type) {
    case genAlgTypeNeuraNet:
        prop = JSONProperty(json, "NN_nbIn");
        if (prop == NULL) {
            return false;
        }
        nbIn = atoi(JSONLblVal(prop));
        prop = JSONProperty(json, "NN_nbOut");
        if (prop == NULL) {
            return false;
        }
        nbOut = atoi(JSONLblVal(prop));
        prop = JSONProperty(json, "NN_nbHid");
        if (prop == NULL) {
            return false;
        }
        nbHid = atoi(JSONLblVal(prop));
        GASetTypeNeuraNet(*that, nbIn, nbHid, nbOut);
        prop = JSONProperty(json, "NN_flagMutableLink");
        if (prop == NULL) {
            return false;
        }

```



```

    }
    flagMutableLink = atoi(JSONLblVal(prop));
    GASetNeuraNetLinkMutability(*that, flagMutableLink);
    break;
case genAlgTypeNeuraNetConv:
    prop = JSONProperty(json, "NN_nbIn");
    if (prop == NULL) {
        return false;
    }
    nbIn = atoi(JSONLblVal(prop));
    prop = JSONProperty(json, "NN_nbOut");
    if (prop == NULL) {
        return false;
    }
    nbOut = atoi(JSONLblVal(prop));
    prop = JSONProperty(json, "NN_nbHid");
    if (prop == NULL) {
        return false;
    }
    nbHid = atoi(JSONLblVal(prop));
    prop = JSONProperty(json, "NN_nbBaseConv");
    if (prop == NULL) {
        return false;
    }
    long nbBaseConv = atol(JSONLblVal(prop));
    prop = JSONProperty(json, "NN_nbBaseCellConv");
    if (prop == NULL) {
        return false;
    }
    long nbBaseCellConv = atol(JSONLblVal(prop));
    prop = JSONProperty(json, "NN_nbLink");
    if (prop == NULL) {
        return false;
    }
    long nbLink = atol(JSONLblVal(prop));
    GASetTypeNeuraNetConv(*that, nbIn, nbHid, nbOut, nbBaseConv,
        nbBaseCellConv, nbLink);
    prop = JSONProperty(json, "NN_flagMutableLink");
    if (prop == NULL) {
        return false;
    }
    flagMutableLink = atoi(JSONLblVal(prop));
    GASetNeuraNetLinkMutability(*that, flagMutableLink);
    break;
default:
    break;
}
// Decode the epoch
prop = JSONProperty(json, "_curEpoch");
if (prop == NULL) {
    return false;
}
(*that)->_curEpoch =
    strtoul(JSONLblVal(prop), NULL, 10);
// Decode the next id
prop = JSONProperty(json, "_nextId");
if (prop == NULL) {
    return false;
}
(*that)->_nextId = strtoul(JSONLblVal(prop), NULL, 10);
// Decode the bounds
prop = JSONProperty(json, "_boundFloat");

```

```

if (prop != NULL) {
    if (JSONGetNbValue(prop) != GAGetLengthAdnFloat(*that))
        return false;
    for (long iBound = 0; iBound < GAGetLengthAdnFloat(*that); ++iBound) {
        JSONNode* val = JSONValue(prop, iBound);
        VecFloat2D* b = NULL;
        if (!VecDecodeAsJSON((VecFloat**)&b, val)) {
            return false;
        }
        GAGetBoundsAdnFloat(*that, iBound, b);
        VecFree((VecFloat**)&b);
    }
}
prop = JSONProperty(json, "_boundInt");
if (prop != NULL) {
    if (JSONGetNbValue(prop) != GAGetLengthAdnInt(*that))
        return false;
    for (long iBound = 0; iBound < GAGetLengthAdnInt(*that); ++iBound) {
        JSONNode* val = JSONValue(prop, iBound);
        VecLong2D* b = NULL;
        if (!VecDecodeAsJSON((VecLong**)&b, val)) {
            return false;
        }
        GAGetBoundsAdnInt(*that, iBound, b);
        VecFree((VecLong**)&b);
    }
}
// Upadte the norm of the range values
GAUpdateNormRange(*that);
// Decode the adns
prop = JSONProperty(json, "_adns");
if (prop == NULL) {
    return false;
}
if (JSONGetNbValue(prop) != GAGetNbAdns(*that))
    return false;
for (int iEnt = 0; iEnt < GAGetNbAdns(*that); ++iEnt) {
    JSONNode* val = JSONValue(prop, iEnt);
    if (!GAAdnDecodeAsJSON(
        (GenAlgAdn**)&(GSetElement(GAAdns(*that), iEnt)->_data), val)) {
        return false;
    }
}
// Decode the best adn
prop = JSONProperty(json, "_bestAdn");
if (prop == NULL) {
    return false;
}
if (!GAAdnDecodeAsJSON((GenAlgAdn**)&((*that)->_bestAdn), prop)) {
    return false;
}

// Return the success code
return true;
}

// 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* const 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
    // Declare a json to load the encoded data
    JSONNode* json = JSONCreate();
    // Load the whole encoded data
    if (!JSONLoad(json, stream)) {
        return false;
    }
    // Decode the data from the JSON
    if (!GADecodeAsJSON(that, json)) {
        return false;
    }
    // Free the memory used by the JSON
    JSONFree(&json);
    // Return the success code
    return true;
}

// Save the GenAlg 'that' to the stream 'stream'
// If 'compact' equals true it saves in compact form, else it saves in
// readable form
// Return true in case of success, else false
bool GASave(const GenAlg* const that, FILE* const stream,
            const bool compact) {
#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
    // Get the JSON encoding
    JSONNode* json = GAEncodeAsJSON(that);
    // Save the JSON
    if (!JSONSave(json, stream, compact)) {
        return false;
    }
    // Free memory
    JSONFree(&json);
    // Return success code
    return true;
}

// Set the flag memorizing if the TextOMeter is displayed for
// the GenAlg 'that' to 'flag'
void GASetTextOMeterFlag(GenAlg* const that, bool flag) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;

```

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        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    // If the requested flag is different from the current flag;
    if (that->_flagTextOMeter != flag) {
        if (flag && that->_textOMeter == NULL) {
            char title[] = "GenAlg";
            int width = strlen(GENALG_TXTOMETER_LINE1) + 1;
            int height = 10 +
                MIN(GENALG_TXTOMETER_NBADNDISPLAYED, GAGetNbMaxAdn(that));
            that->_textOMeter = TextOMeterCreate(title, width, height);
        }
        if (!flag && that->_textOMeter != NULL) {
            TextOMeterFree(&(that->_textOMeter));
        }
        that->_flagTextOMeter = flag;
    }
}

// Refresh the content of the TextOMeter attached to the GenAlg 'that'
void GAUpdateTextOMeter(const GenAlg* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
        if (that->_textOMeter == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that->_textOMeter' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
    // Clear the TextOMeter
    TextOMeterClear(that->_textOMeter);
    // Declare a variable to print the content of the TextOMeter
    char str[50];
    // Print the content of the TextOMeter
    // Epoch #xxxxxxx KTEvent #xxxxxxx
    sprintf(str, GENALG_TXTOMETER_FORMAT1,
        GAGetCurEpoch(that), GAGetNbKTEvent(that));
    TextOMeterPrint(that->_textOMeter, str);
    // Diversity +xxxxxxx.xxxxxx
    sprintf(str, GENALG_TXTOMETER_FORMAT5, GAGetDiversity(that),
        GAGetDiversityThreshold(that));
    TextOMeterPrint(that->_textOMeter, str);
    // Nb adns xxxxxx
    sprintf(str, GENALG_TXTOMETER_FORMAT6, GAGetNbAdns(that));
    TextOMeterPrint(that->_textOMeter, str);
    //
    sprintf(str, "\n");
    TextOMeterPrint(that->_textOMeter, str);
    // Id      Age      Val
    sprintf(str, GENALG_TXTOMETER_LINE2);
    TextOMeterPrint(that->_textOMeter, str);
    // xxxxxx xxxxxx +xxxxxxx.xxxx
    sprintf(str, GENALG_TXTOMETER_FORMAT3,
        GAAdnGetId(GABestAdn(that)), GAAdnGetAge(GABestAdn(that)),
        GAAdnGetVal(GABestAdn(that)));
    TextOMeterPrint(that->_textOMeter, str);
    // .....

```

```

sprintf(str, GENALG_TXTOMETER_LINE4);
TextOMeterPrint(that->_textOMeter, str);
// xxxxxx xxxxxx +xxxxxx.xxxx
for (int iRank = 0; iRank < GAGetNbElites(that); ++iRank) {
    sprintf(str, GENALG_TXTOMETER_FORMAT3,
        GAAdnGetId(GAAdn(that, iRank)), GAAdnGetAge(GAAdn(that, iRank)),
        GAAdnGetVal(GAAdn(that, iRank)));
    TextOMeterPrint(that->_textOMeter, str);
}
// .....
sprintf(str, GENALG_TXTOMETER_LINE4);
TextOMeterPrint(that->_textOMeter, str);
// xxxxxx xxxxxx +xxxxxx.xxxx
int maxRank = MIN(GENALG_TXTOMETER_NBADNDISPLAYED, GAGetNbAdns(that));
for (int iRank = GAGetNbElites(that); iRank < maxRank; ++iRank) {
    sprintf(str, GENALG_TXTOMETER_FORMAT3,
        GAAdnGetId(GAAdn(that, iRank)), GAAdnGetAge(GAAdn(that, iRank)),
        GAAdnGetVal(GAAdn(that, iRank)));
    TextOMeterPrint(that->_textOMeter, str);
}
// Fill in with blank lines if necessary
sprintf(str, "\n");
for (int iBlank = GAGetNbAdns(that);
    iBlank < GENALG_TXTOMETER_NBADNDISPLAYED; ++iBlank) {
    TextOMeterPrint(that->_textOMeter, str);
}
// If there are more adns than availalbe space in the TextOMeter
if (GAGetNbAdns(that) > GENALG_TXTOMETER_NBADNDISPLAYED) {
    sprintf(str, "...");
    TextOMeterPrint(that->_textOMeter, str);
}
// Flush the content of the TextOMeter
TextOMeterFlush(that->_textOMeter);
}

// Create a static GAHistory
GAHistory GAHistoryCreateStatic(void) {
    // Declare the new GAHistory
    GAHistory that;
    // Init properties
    that._genealogy = GSetCreateStatic();
    that._path = strdup("./genAlgHistory.json");
    // Return the new GAHistory
    return that;
}

// Free the memory used by the GAHistory 'that'
void GAHistoryFree(GAHistory* that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
    // Flush the history
    GAHistoryFlush(that);
    // Free memory
    free(that->_path);
}

// Flush the content of the GAHistory 'that'

```

```

void GAHistoryFlush(GAHistory* that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    // Loop on the genealogy
    while (GSetNbElem(&(that->_genealogy)) > 0) {
        // Pop the birth
        GAHistoryBirth* birth = GSetPop(&(that->_genealogy));
        // Free memory
        free(birth);
    }
}

// Save the history of the GenAlg 'that'
bool GASaveHistory(const GenAlg* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    // Get the JSON encoding
    JSONNode* json = GAHistoryEncodeAsJSON(&(that->_history));
    // Open the stream
    FILE* stream = fopen(that->_history._path, "w");
    // Save the JSON
    bool compact = true;
    if (!JSONSave(json, stream, compact)) {
        return false;
    }
    // Close the stream
    fclose(stream);
    // Free memory
    JSONFree(&jjson);
    // Return the success code
    return true;
}

// Function which return the JSON encoding of the GAHistory 'that'
JSONNode* GAHistoryEncodeAsJSON(const GAHistory* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        PBMathErr->_type = PErrTypeNullPointer;
        sprintf(PBMathErr->_msg, "'that' is null");
        PErrCatch(PBMathErr);
    }
#endif
    // Create the JSON structure
    JSONNode* json = JSONCreate();
    // Declare a buffer to convert value into string
    char val[100];

    // Array of birth
    JSONArrayStruct genealogy = JSONArrayStructCreateStatic();
    // Loop on the births
    GSetIterForward iter =

```

```

        GSetIterForwardCreateStatic(
            &(that->_genealogy));
    do {
        // Get the birth
        GAHistoryBirth* birth = GSetIterGet(&iter);
        // Encode the birth
        JSONNode* birthJson = JSONCreate();
        sprintf(val, "%ld", birth->_epoch);
        JSONAddProp(birthJson, "_epoch", val);
        sprintf(val, "%ld", birth->_idParents[0]);
        JSONAddProp(birthJson, "_father", val);
        sprintf(val, "%ld", birth->_idParents[1]);
        JSONAddProp(birthJson, "_mother", val);
        sprintf(val, "%ld", birth->_idChild);
        JSONAddProp(birthJson, "_id", val);
        // Add the birth to the array
        JSONArrayStructAdd(&genealogy, birthJson);
    } while (GSetIterStep(&iter));
    // Add the genealogy
    JSONAddProp(json, "_genealogy", &genealogy);
    // Flush the temporary node for the genealogy
    JSONArrayStructFlush(&genealogy);
    // Return the created JSON
    return json;
}

// Load the history into the GAHistory 'that' from the FILE 'stream'
// Return true if we could load the history, false else
bool GAHistoryLoad(GAHistory* const that, FILE* const 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
    // Declare a json to load the encoded data
    JSONNode* json = JSONCreate();
    // Load the whole encoded data
    if (!JSONLoad(json, stream)) {
        return false;
    }
    // Decode the data from the JSON
    if (!GAHistoryDecodeAsJSON(that, json)) {
        return false;
    }
    // Free the memory used by the JSON
    JSONFree(&json);
    // Return the success code
    return true;
}

// Function which decode from JSON encoding 'json' to GAHistory 'that'
bool GAHistoryDecodeAsJSON(GAHistory* const that,
    const JSONNode* const json) {
    #if BUILDMODE == 0
        if (that == NULL) {

```

```

    PBMathErr->_type = PBErrTypeNullPointer;
    sprintf(PBMathErr->_msg, "'that' is null");
    PBErrCatch(PBMathErr);
}
if (json == NULL) {
    PBMathErr->_type = PBErrTypeNullPointer;
    sprintf(PBMathErr->_msg, "'json' is null");
    PBErrCatch(PBMathErr);
}
#endif
// Flush the history
GAHistoryFlush(that);
// Decode the genealogy
JSONNode* propGen = JSONProperty(json, "_genealogy");
if (propGen == NULL) {
    return false;
}
// Loop on the births
for (int i = 0; i < JSONGetNbValue(propGen); ++i) {
    JSONNode* val = JSONValue(propGen, i);
    // Decode the epoch
    JSONNode* prop = JSONProperty(val, "_epoch");
    if (prop == NULL) {
        return false;
    }
    long epoch = atol(JSONLblVal(prop));
    // Decode the father
    prop = JSONProperty(val, "_father");
    if (prop == NULL) {
        return false;
    }
    long father = atol(JSONLblVal(prop));
    // Decode the epoch
    prop = JSONProperty(val, "_mother");
    if (prop == NULL) {
        return false;
    }
    long mother = atol(JSONLblVal(prop));
    // Decode the id
    prop = JSONProperty(val, "_id");
    if (prop == NULL) {
        return false;
    }
    GenAlgAdn adn;
    adn._id = atol(JSONLblVal(prop));
    // Add the birth to history
    GAHistoryRecordBirth(that, epoch, father, mother, &adn);
}
// Return the success code
return true;
}

```

## 3.2 genalg-inline.c

```

// ===== GENALG-static inline.C =====

// ----- GenAlgAdn

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

```



```

// Return the adn for floating point values of the GenAlgAdn 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* GAAdnAdnF(const GenAlgAdn* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    return that->_adnF;
}

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

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

// Get the 'iGene'-th gene of the adn for floating point values of the
// GenAlgAdn 'that'
#if BUILDMODE != 0
static inline
#endif
float GAAdnGetGeneF(const GenAlgAdn* const that, const long iGene) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(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
static inline
#endif
float GAAdnGetDeltaGeneF(const GenAlgAdn* const that, const long iGene) {
#if 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'
#if BUILDMODE != 0
static inline
#endif
int GAAdnGetGeneI(const GenAlgAdn* const that, const long iGene) {
#if 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'
#if BUILDMODE != 0
static inline
#endif
void GAAdnSetGeneF(GenAlgAdn* const that, const long iGene,
    const float gene) {
#if 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'
#if BUILDMODE != 0
static inline
#endif
void GAAdnSetDeltaGeneF(GenAlgAdn* const that, const long iGene,
    const float delta) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
}

```

```

    }
#endif
    VecSet(that->_deltaAdnF, iGene, delta);
}

// Set the 'iGene'-th gene of the adn for int values of the
// GenAlgAdn 'that'to 'gene'
#if BUILDMODE != 0
static inline
#endif
void GAAdnSetGeneI(GenAlgAdn* const that, const long iGene,
    const long gene) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PErrCatch(GenAlgErr);
        }
    #endif
    VecSet(that->_adnI, iGene, gene);
}

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

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

// Get the value of the GenAlgAdn 'that'
#if BUILDMODE != 0
static inline
#endif
float GAAdnGetVal(const GenAlgAdn* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PErrCatch(GenAlgErr);
        }
    #endif
}

```

```

    }
#endif
    return that->_val;
}

// Return true if the GenAlgAdn 'that' is new, i.e. is age equals 1
// Return false
#if BUILDMODE != 0
static inline
#endif
bool GAAdnIsNew(const GenAlgAdn* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    return (that->_age == 1);
}

// Copy the GenAlgAdn 'tho' into the GenAlgAdn 'that'
#if BUILDMODE != 0
static inline
#endif
void GAAdnCopy(GenAlgAdn* const that, const GenAlgAdn* const tho) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
    if (tho == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'tho' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    that->_id = tho->_id;
    that->_age = tho->_age;
    that->_val = tho->_val;
    if (tho->_adnF != NULL)
        VecCopy(that->_adnF, tho->_adnF);
    else
        VecFree(&(that->_adnF));
    if (tho->_deltaAdnF != NULL)
        VecCopy(that->_deltaAdnF, tho->_deltaAdnF);
    else
        VecFree(&(that->_deltaAdnF));
    if (tho->_adnI != NULL)
        VecCopy(that->_adnI, tho->_adnI);
    else
        VecFree(&(that->_adnI));
}

// Set the mutability vectors for the GenAlgAdn 'that' to 'mutability'
#if BUILDMODE != 0
static inline
#endif
void GAAdnSetMutabilityInt(GenAlgAdn* const that,
    const VecFloat* const mutability) {
#if BUILDMODE == 0

```

```

    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (that->_mutabilityI == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that->_mutabilityI' is null");
        PBErrCatch(GenAlgErr);
    }
    if (mutability == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'mutability' is null");
        PBErrCatch(GenAlgErr);
    }
    if (VecGetDim(mutability) != VecGetDim(GAAdnAdnF(that))) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'mutability''s dim is invalid (%ld==%ld)",
            VecGetDim(mutability), VecGetDim(GAAdnAdnI(that)));
        PBErrCatch(GenAlgErr);
    }
#endif
    VecCopy(that->_mutabilityI, mutability);
}

#if BUILDMODE != 0
static inline
#endif
void GAAdnSetMutabilityFloat(GenAlgAdn* const that,
    const VecFloat* const mutability) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (that->_mutabilityF == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that->_mutabilityF' is null");
        PBErrCatch(GenAlgErr);
    }
    if (mutability == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'mutability' is null");
        PBErrCatch(GenAlgErr);
    }
    if (VecGetDim(mutability) != VecGetDim(GAAdnAdnF(that))) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'mutability''s dim is invalid (%ld==%ld)",
            VecGetDim(mutability), VecGetDim(GAAdnAdnF(that)));
        PBErrCatch(GenAlgErr);
    }
}
#endif
VecCopy(that->_mutabilityF, mutability);
}

// ----- GenAlg

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

// Get the type of the GenAlg 'that'
#if BUILDMODE != 0

```

```

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

// Set the type of the GenAlg 'that' to genAlgTypeNeuraNet, the GenAlg
// will be used with a NeuraNet having 'nbIn' inputs, 'nbHid' hidden
// values and 'nbOut' outputs
#if BUILDMODE != 0
static inline
#endif
void GASetTypeNeuraNet(GenAlg* const that, const int nbIn,
    const int nbHid, const int nbOut) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    if (GAGetLengthAdnFloat(that) != GAGetLengthAdnInt(that)) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "Must have the same nb of bases and links");
        PBErrCatch(GenAlgErr);
    }
    that->_type = genAlgTypeNeuraNet;
    that->_NNdata._nbIn = nbIn;
    that->_NNdata._nbHid = nbHid;
    that->_NNdata._nbOut = nbOut;
    that->_NNdata._nbBaseConv = 0;
    that->_NNdata._flagMutableLink = true;
}

// Set the type of the GenAlg 'that' to genAlgTypeNeuraNetConv,
// the GenAlg will be used with a NeuraNet having 'nbIn' inputs,
// 'nbHid' hidden values, 'nbOut' outputs, 'nbBaseConv' bases function,
// 'nbLink' links dedicated to the convolution and 'nbBaseCellConv' bases function per cell of convolution
#if BUILDMODE != 0
static inline
#endif
void GASetTypeNeuraNetConv(GenAlg* const that, const int nbIn,
    const int nbHid, const int nbOut, const long nbBaseConv,
    const long nbBaseCellConv, const long nbLink) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    that->_type = genAlgTypeNeuraNetConv;
    that->_NNdata._nbIn = nbIn;
    that->_NNdata._nbHid = nbHid;
    that->_NNdata._nbOut = nbOut;

```

```

    that->_NNdata._nbBaseConv = nbBaseConv;
    that->_NNdata._nbBaseCellConv = nbBaseCellConv;
    that->_NNdata._nbLink = nbLink;
    that->_NNdata._flagMutableLink = true;
}

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

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

```

```

#endif
    return that->_curEpoch;
}

// Return the number of KTEvent of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
unsigned long int GAGetNbKTEvent(const GenAlg* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_nbKTEvent;
}

// Return the min nb of adns of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
int GAGetNbMinAdn(const GenAlg* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_nbMinAdn;
}

// Return the max nb of adns of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
int GAGetNbMaxAdn(const GenAlg* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_nbMaxAdn;
}

// Set the min nb of adns of the GenAlg 'that' to 'nb'
#if BUILDMODE != 0
static inline
#endif
void GASetNbMaxAdn(GenAlg* const that, const int nb) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    that->_nbMaxAdn = MAX(nb, GAGetNbElites(that) + 1);
}

```



```

        if (GAGetNbMinAdn(that) > that->_nbMaxAdn)
            GASetNbMinAdn(that, nb);
    }

    // Set the min nb of adns of the GenAlg 'that' to 'nb'
    #if BUILDMODE != 0
    static inline
    #endif
    void GASetNbMinAdn(GenAlg* const that, const int nb) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
        that->_nbMinAdn = MAX(nb, GAGetNbElites(that) + 1);
        if (GAGetNbMaxAdn(that) < that->_nbMinAdn)
            GASetNbMaxAdn(that, nb);
    }

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

    // Get the length of adn for integer value
    #if BUILDMODE != 0
    static inline
    #endif
    long GAGetLengthAdnInt(const GenAlg* const 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
    static inline
    #endif
    void GASetBoundsAdnFloat(GenAlg* const that, const long iGene,
        const VecFloat2D* const bounds) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");

```

```

        PBErCatch(GenAlgErr);
    }
    if (bounds == NULL) {
        GenAlgErr->_type = PBErTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'bounds' is null");
        PBErCatch(GenAlgErr);
    }
    if (VecGet(bounds, 0) >= VecGet(bounds, 1)) {
        GenAlgErr->_type = PBErTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'bounds' is invalid (%f<%f)",
            VecGet(bounds, 0), VecGet(bounds, 1));
        PBErCatch(GenAlgErr);
    }
    if (iGene < 0 || iGene >= that->_lengthAdnF) {
        GenAlgErr->_type = PBErTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'iGene' is invalid (0<=%ld<%ld)",
            iGene, that->_lengthAdnF);
        PBErCatch(GenAlgErr);
    }
}
#endif
VecCopy(that->_boundsF + iGene, bounds);
GAUpdateNormRange(that);
}

// Set the bounds for the 'iGene'-th gene of adn for integer values
// to a copy of 'bounds'
#if BUILDMODE != 0
static inline
#endif
void GASetBoundsAdnInt(GenAlg* const that, const long iGene,
    const VecLong2D* const bounds) {
    if (BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErCatch(GenAlgErr);
        }
        if (bounds == NULL) {
            GenAlgErr->_type = PBErTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'bounds' is null");
            PBErCatch(GenAlgErr);
        }
        if (VecGet(bounds, 0) >= VecGet(bounds, 1)) {
            GenAlgErr->_type = PBErTypeInvalidArg;
            sprintf(GenAlgErr->_msg, "'bounds' is invalid (%ld<%ld)",
                VecGet(bounds, 0), VecGet(bounds, 1));
            PBErCatch(GenAlgErr);
        }
        if (iGene < 0 || iGene >= that->_lengthAdnI) {
            GenAlgErr->_type = PBErTypeInvalidArg;
            sprintf(GenAlgErr->_msg, "'iGene' is invalid (0<=%ld<%ld)",
                iGene, that->_lengthAdnI);
            PBErCatch(GenAlgErr);
        }
    }
}
#endif
VecCopy(that->_boundsI + iGene, bounds);
GAUpdateNormRange(that);
}

// Get the bounds for the 'iGene'-th gene of adn for floating point
// values
#if BUILDMODE != 0

```

```

static inline
#endif
const VecFloat2D* GABoundsAdnFloat(const GenAlg* const that,
    const long iGene) {
#ifdef 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<=%ld<=%ld)",
            iGene, that->_lengthAdnF);
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_boundsF + iGene;
}

// Get the bounds for the 'iGene'-th gene of adn for integer values
#ifdef BUILDMODE != 0
static inline
#endif
const VecLong2D* GABoundsAdnInt(const GenAlg* const that,
    const long iGene) {
#ifdef 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<=%ld<=%ld)",
            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)
#ifdef BUILDMODE != 0
static inline
#endif
GenAlgAdn* GAAdn(const GenAlg* const that, const int iRank) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (iRank < -1 || iRank >= GAGetNbAdns(that)) {
        GenAlgErr->_type = PBErrTypeInvalidArg;
        sprintf(GenAlgErr->_msg, "'iRank' is invalid (0<=%d<=%d)",
            iRank, GAGetNbAdns(that));
        PBErrCatch(GenAlgErr);
    }
#endif
    if (iRank == -1)

```

```

        return (GenAlgAdn*)GABestAdn(that);
    else
        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
static inline
#endif
void GSetAdnValue(GenAlg* const that, GenAlgAdn* const adn,
    const 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
    // Set the value
    adn->_val = val;
    GSetElemSetSortVal((GSetElem*)GSetFirstElem(GAAdns(that), adn), val);
}

// Get the diversity of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
float GAGetDiversity(const GenAlg* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
    float diversity = GAGetDiversityThreshold(that) + 1.0;
    for (int iAdn = 0; iAdn < GAGetNbElites(that) - 1; ++iAdn) {
        for (int jAdn = iAdn + 1; jAdn < GAGetNbElites(that); ++jAdn) {
            diversity = fabs(MIN(diversity,
                GAAdn(that, iAdn)->_val - GAAdn(that, jAdn)->_val));
        }
    }
    return diversity;
}

// Get the diversity threshold of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
float GAGetDiversityThreshold(const GenAlg* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GenAlgErr->_type = PBErrTypeNullPointer;
            sprintf(GenAlgErr->_msg, "'that' is null");
            PBErrCatch(GenAlgErr);
        }
    #endif
}

```

```

#endif
    return that->_diversityThreshold;
}

// Set the diversity threshold of the GenAlg 'that' to 'threshold'
#if BUILDMODE != 0
static inline
#endif
void GASetDiversityThreshold(GenAlg* const that, const float threshold) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    that->_diversityThreshold = threshold;
}

// Return the best adn of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
const GenAlgAdn* GABestAdn(const GenAlg* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_bestAdn;
}

// Return the flag memorizing if the TextOMeter is displayed for
// the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
bool GAIstextOMeterActive(const GenAlg* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    return that->_flagTextOMeter;
}

// Set the link mutability flag for the NeuraNet data of
// the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
void GASetNeuraNetLinkMutability(GenAlg* const that, const bool flag) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
}

```

```

#endif
    that->_NNdata._flagMutableLink = flag;
}

// Get the link mutability flag for the NeuraNet data of
// the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
bool GAGetNeuraNetLinkMutability(GenAlg* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    return that->_NNdata._flagMutableLink;
}

// Get the flag about KTEvent at last call of GASTep for
// the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
bool GAGetFlagKTEvent(GenAlg* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    return that->_flagKTEvent;
}

// Add a birth to the history of the GenAlg 'that'
#if BUILDMODE != 0
static inline
#endif
void GAHistoryRecordBirth(GAHistory* const that, const unsigned int epoch,
    const unsigned long idFather, const unsigned long idMother,
    const GenAlgAdn* child) {
#if BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PErrCatch(GenAlgErr);
    }
#endif
    // Create the GAHistoryBirth
    GAHistoryBirth* birth = PErrMalloc(GenAlgErr, sizeof(GAHistory));
    birth->_epoch = epoch;
    birth->_idParents[0] = idFather;
    birth->_idParents[1] = idMother;
    birth->_idChild = GAAdnGetId(child);
    // Add the birth to the genealogy of 'that'
    GSetAppend(&(that->_genealogy), birth);
}

// Set the history recording flag for the GenAlg 'that'
#if BUILDMODE != 0

```

```

static inline
#endif
void GASetFlagHistory(GenAlg* const that, const bool flag) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    // Set the flag
    that->_flagHistory = flag;
}

// Get the history recording flag for the GenAlg 'that'
#ifdef BUILDMODE != 0
static inline
#endif
bool GAGetFlagHistory(const GenAlg* const that){
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    // Return the flag
    return that->_flagHistory;
}

// Set the path where the history is recorded for the GenAlg 'that'
#ifdef BUILDMODE != 0
static inline
#endif
void GASetHistoryPath(GenAlg* const that, const char* const path) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }
    if (path == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'path' is null");
        PBErrCatch(GenAlgErr);
    }
#endif
    // Set the path
    free(that->_history._path);
    that->_history._path = strdup(path);
}

// Get the path where the history is recorded for the GenAlg 'that'
#ifdef BUILDMODE != 0
static inline
#endif
const char* GAGetHistoryPath(GenAlg* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GenAlgErr->_type = PBErrTypeNullPointer;
        sprintf(GenAlgErr->_msg, "'that' is null");
        PBErrCatch(GenAlgErr);
    }

```

```

    }
#endif
    // Return the path
    return that->_history._path;
}

```

## 4 Makefile

```

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

all: pbmake_wget main

# Automatic installation of the repository PBMake in the parent folder
pbmake_wget:
if [ ! -d ../PBMake ]; then wget https://github.com/BayashiPascal/PBMake/archive/master.zip; unzip master.zip; rm -f

# Makefile definitions
MAKEFILE_INC=../PBMake/Makefile.inc
include $(MAKEFILE_INC)

# Rules to make the executable
repo=genalg
$(repo)_EXENAME: \
$(repo)_EXENAME.o \
$(repo)_EXE_DEP \
$(repo)_DEP
$(COMPILER) 'echo "$$(repo)_EXE_DEP $$(repo)_EXENAME.o" | tr ' ' '\n' | sort -u' $(LINK_ARG) $$(repo)_LINK_ARG

$(repo)_EXENAME.o: \
$(repo)_DIR/$$(repo)_EXENAME.c \
$(repo)_INC_H_EXE \
$(repo)_EXE_DEP
$(COMPILER) $(BUILD_ARG) $$(repo)_BUILD_ARG 'echo "$$(repo)_INC_DIR" | tr ' ' '\n' | sort -u' -c $$(repo)_DIR)/

```

## 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() {
    unsigned long 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() {
    unsigned long 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);
}
ent->_val = 2.0;
if (ISEQUALF(GAAdnGetVal(ent), 2.0) == false) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAAdnGetVal failed");
    PBErrCatch(GenAlgErr);
}
if (GAAdnGetId(ent) != id) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAAdnGetId failed");
    PBErrCatch(GenAlgErr);
}
if (GAAdnIsNew(ent) != true) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAAdnIsNew failed");
    PBErrCatch(GenAlgErr);
}
ent->_age = 2;
if (GAAdnIsNew(ent) != false) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAAdnIsNew failed");
    PBErrCatch(GenAlgErr);
}
GenAlgAdnFree(&ent);
printf("UnitTestGenAlgAdnGetSet OK\n");
}

void UnitTestGenAlgAdnInit() {
    srandom(5);
    unsigned long 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();
    VecLong2D boundsI = VecLongCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    GASetBoundsAdnFloat(ga, 0, &boundsF);
    GASetBoundsAdnFloat(ga, 1, &boundsF);
    GASetBoundsAdnInt(ga, 0, &boundsI);
    GASetBoundsAdnInt(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 = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAAdnInit failed");
        PErrCatch(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->_type != genAlgTypeDefault ||
        ga->_curEpoch != 0 ||
        ga->_nbKTEvent != 0 ||
        ga->_nextId != GENALG_NBENTITIES ||
        ga->_nbElites != GENALG_NBELITES ||
        ga->_lengthAdnF != lengthAdnF ||
        ga->_lengthAdnI != lengthAdnI ||
        ga->_flagTextOMeter != false ||
        ga->_nbMinAdn != GENALG_NBENTITIES ||
        ga->_nbMaxAdn != GENALG_NBENTITIES ||
        ISEQUALF(ga->_diversityThreshold, 0.01) != true ||
        ga->_textOMeter != NULL ||
        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 (GAGetType(ga) != ga->_type) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetType failed");
        PErrCatch(GenAlgErr);
    }
    if (GAAdns(ga) != ga->_adns) {
        GenAlgErr->_type = PErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAElorank failed");
    }
}

```

```

    PBErCatch(GenAlgErr);
}
if (GAGetNbAdns(ga) != GENALG_NBENTITIES) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetNbAdns failed");
    PBErCatch(GenAlgErr);
}
if (GAGetNbElites(ga) != GENALG_NBELITES) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetNbElites failed");
    PBErCatch(GenAlgErr);
}
if (GAGetCurEpoch(ga) != 0) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetCurEpoch failed");
    PBErCatch(GenAlgErr);
}
if (GAGetNbKTEvent(ga) != 0) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetNbKTEvent failed");
    PBErCatch(GenAlgErr);
}
if (ISEQUALF(GAGetDiversityThreshold(ga),
    ga->_diversityThreshold) != true) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetDiversityThreshold failed");
    PBErCatch(GenAlgErr);
}
GASetDiversityThreshold(ga, 2.0);
if (ISEQUALF(GAGetDiversityThreshold(ga), 2.0) != true) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetDiversityThrehsold failed");
    PBErCatch(GenAlgErr);
}
GASetNbEntities(ga, 10);
if (GAGetNbAdns(ga) != 10 ||
    GAGetNbElites(ga) != 9 ||
    GSetNbElem(GAAdns(ga)) != 10) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetNbEntities failed");
    PBErCatch(GenAlgErr);
}
GASetNbElites(ga, 20);
if (GAGetNbAdns(ga) != 21 ||
    GAGetNbElites(ga) != 20 ||
    GSetNbElem(GAAdns(ga)) != 21) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetNbElites failed");
    PBErCatch(GenAlgErr);
}
if (GAGetLengthAdnFloat(ga) != lengthAdnF) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetLengthAdnFloat failed");
    PBErCatch(GenAlgErr);
}
if (GAGetLengthAdnInt(ga) != lengthAdnI) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetLengthAdnInt failed");
    PBErCatch(GenAlgErr);
}
if (GABoundsAdnFloat(ga, 1) != ga->_boundsF + 1) {
    GenAlgErr->_type = PBErTypeUnitTestFailed;
}

```

```

    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);
}
VecLong2D boundsS = VecLongCreateStatic2D();
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(GAAdn(ga, 0)->_val, 1.0) == false ||
    ISEQUALF(ga->_adns->_tail->_sortVal, 1.0) == false) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetAdnValue failed");
    PBErrCatch(GenAlgErr);
}
if (GAGetNbMaxAdn(ga) != ga->_nbMaxAdn) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetNbMaxAdn failed");
    PBErrCatch(GenAlgErr);
}
if (GAGetNbMinAdn(ga) != ga->_nbMinAdn) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAGetNbMinAdn failed");
    PBErrCatch(GenAlgErr);
}
GASetNbMaxAdn(ga, 100);
if (GAGetNbMaxAdn(ga) != 100) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetNbMaxAdn failed");
    PBErrCatch(GenAlgErr);
}
GASetNbMinAdn(ga, 100);
if (GAGetNbMinAdn(ga) != 100) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetNbMinAdn failed");
    PBErrCatch(GenAlgErr);
}
GenAlgFree(&ga);
ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES, 3, 3);
GASetTypeNeuraNet(ga, 1, 2, 3);
if (GAGetType(ga) != genAlgTypeNeuraNet ||
    ga->_NNdata._nbIn != 1 ||
    ga->_NNdata._nbHid != 2 ||
    ga->_NNdata._nbOut != 3) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GASetTypeNeuraNet failed");
}

```

```

        PBErCatch(GenAlgErr);
    }
    GASetNeuraNetLinkMutability(ga, true);
    if (ga->_NNdata._flagMutableLink != true) {
        GenAlgErr->_type = PBErTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GASetNeuraNetLinkMutability failed");
        PBErCatch(GenAlgErr);
    }
    if (GAGetNeuraNetLinkMutability(ga) != true) {
        GenAlgErr->_type = PBErTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetNeuraNetLinkMutability failed");
        PBErCatch(GenAlgErr);
    }
    GASetNeuraNetLinkMutability(ga, false);
    if (ga->_NNdata._flagMutableLink != false) {
        GenAlgErr->_type = PBErTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GASetNeuraNetLinkMutability failed");
        PBErCatch(GenAlgErr);
    }
    if (GAGetNeuraNetLinkMutability(ga) != false) {
        GenAlgErr->_type = PBErTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetNeuraNetLinkMutability failed");
        PBErCatch(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();
    VecLong2D boundsI = VecLongCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    GASetBoundsAdnFloat(ga, 0, &boundsF);
    GASetBoundsAdnFloat(ga, 1, &boundsF);
    GASetBoundsAdnInt(ga, 0, &boundsI);
    GASetBoundsAdnInt(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 = PBErTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAINit failed");
        PBErCatch(GenAlgErr);
    }
    GenAlgFree(&ga);
    printf("UnitTestGenAlgInit OK\n");
}

void UnitTestGenAlgPrint() {
    srand(5);
    int lengthAdnF = 2;
    int lengthAdnI = 2;
    GenAlg* ga = GenAlgCreate(3, 2, lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();

```

```

VecLong2D boundsI = VecLongCreateStatic2D();
VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
GASetBoundsAdnFloat(ga, 0, &boundsF);
GASetBoundsAdnFloat(ga, 1, &boundsF);
GASetBoundsAdnInt(ga, 0, &boundsI);
GASetBoundsAdnInt(ga, 1, &boundsI);
GAInit(ga);
GAPrintln(ga, stdout);
GAEliteSummaryPrintln(ga, stdout);
GenAlgFree(&ga);
printf("UnitTestGenAlgInit OK\n");
}

void UnitTestGenAlgGetDiversity() {
    srandom(5);
    int lengthAdnF = 2;
    int lengthAdnI = 2;
    GenAlg* ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES,
        lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();
    VecLong2D boundsI = VecLongCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    GASetBoundsAdnFloat(ga, 0, &boundsF);
    GASetBoundsAdnFloat(ga, 1, &boundsF);
    GASetBoundsAdnInt(ga, 0, &boundsI);
    GASetBoundsAdnInt(ga, 1, &boundsI);
    GASetNbElites(ga, 2);
    GASetNbEntities(ga, 3);
    GAInit(ga);
    if (ISEQUALF(GAGetDiversity(ga), 0.0) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetDiversity failed");
        PBErrCatch(GenAlgErr);
    }
    VecCopy(GAAdn(ga, 1)->_adnF, GAAdn(ga, 0)->_adnF);
    VecCopy(GAAdn(ga, 1)->_adnI, GAAdn(ga, 0)->_adnI);
    if (ISEQUALF(GAGetDiversity(ga), 0.0) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAGetDiversity failed");
        PBErrCatch(GenAlgErr);
    }
    GenAlgFree(&ga);
    printf("UnitTestGenAlgGetDiversity OK\n");
}

void UnitTestGenAlgStep() {
    srandom(2);
    int lengthAdnF = 2;
    int lengthAdnI = 2;
    GenAlg* ga = GenAlgCreate(3, 2, lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();
    VecLong2D boundsI = VecLongCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    GASetBoundsAdnFloat(ga, 0, &boundsF);
    GASetBoundsAdnFloat(ga, 1, &boundsF);
    GASetBoundsAdnInt(ga, 0, &boundsI);
    GASetBoundsAdnInt(ga, 1, &boundsI);
    GAInit(ga);
    for (int i = 3; i--;)

```

```

        GASetAdnValue(ga, GAAdn(ga, i), 3.0 - (float)i);
printf("Before Step:\n");
GAPrintln(ga, stdout);
GenAlgAdn* child = GAAdn(ga, 2);
GAStep(ga);
printf("After Step:\n");
GAPrintln(ga, stdout);
if (ga->_nextId != 4 || GAAdnGetId(child) != 3 ||
    GAAdnGetAge(child) != 1 ||
    ISEQUALF(GAAdnGetGeneF(child, 0), 0.285933) == false ||
    ISEQUALF(GAAdnGetGeneF(child, 1), 0.174965) == false ||
    ISEQUALF(GAAdnGetDeltaGeneF(child, 0), 0.0) == false ||
    ISEQUALF(GAAdnGetDeltaGeneF(child, 1), 0.0) == false ||
    GAAdnGetGeneI(child, 0) != 4 ||
    GAAdnGetGeneI(child, 1) != 10 ||
    GAAdn(ga, 2) != child ||
    GAAdnGetAge(GAAdn(ga, 0)) != 2 ||
    GAAdnGetAge(GAAdn(ga, 1)) != 2 ||
    GAAdnGetId(GAAdn(ga, 0)) != 0 ||
    GAAdnGetId(GAAdn(ga, 1)) != 1) {
    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();
    VecLong2D boundsI = VecLongCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 1); VecSet(&boundsI, 1, 10);
    GASetBoundsAdnFloat(ga, 0, &boundsF);
    GASetBoundsAdnFloat(ga, 1, &boundsF);
    GASetBoundsAdnInt(ga, 0, &boundsI);
    GASetBoundsAdnInt(ga, 1, &boundsI);
    GAINit(ga);
    GAStep(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) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GASave failed");
        PBErrCatch(GenAlgErr);
    }
    fclose(stream);
    stream = fopen("./UnitTestGenAlgLoadSave.txt", "r");
    GenAlg* gaLoad = NULL;
    if (GALoad(&gaLoad, stream) == false) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GALoad failed");
        PBErrCatch(GenAlgErr);
    }
    fclose(stream);
    if (ga->_nextId != gaLoad->_nextId ||

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ga->_curEpoch != gaLoad->_curEpoch ||
ga->_nbElites != gaLoad->_nbElites ||
ga->_type != genAlgTypeDefault ||
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(const VecFloat* adnF, const VecLong* 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() {

```

```

srandom(0);
int lengthAdnF = 4;
int lengthAdnI = lengthAdnF;
GenAlg* ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES,
    lengthAdnF, lengthAdnI);
VecFloat2D boundsF = VecFloatCreateStatic2D();
VecLong2D boundsI = VecLongCreateStatic2D();
VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
VecSet(&boundsI, 0, 0); VecSet(&boundsI, 1, 4);
for (int i = lengthAdnF; i--;) {
    GASetBoundsAdnFloat(ga, i, &boundsF);
    GASetBoundsAdnInt(ga, i, &boundsI);
}
GAInit(ga);
GASetTextOMeterFlag(ga, true);
//GASetDiversityThreshold(ga, 0.0001);
GASetDiversityThreshold(ga, 0.01);
GASetNbMinAdn(ga, 32);
GASetNbMaxAdn(ga, 512);
float best = 1.0;
do {
    for (int iEnt = GAGetNbAdns(ga); iEnt--;)
        if (GAAdnIsNew(GAAdn(ga, iEnt)))
            GASetAdnValue(ga, GAAdn(ga, iEnt),
                -1.0 * evaluate(GAAdnAdnF(GAAdn(ga, iEnt)),
                    GAAdnAdnI(GAAdn(ga, iEnt))));
    GAStep(ga);
    // Slow down the process to have time to read the TextOMeter
    unsigned int microseconds = 10000;
    usleep(microseconds);
    //sleep(1);
    // Display info if there is improvment
    float ev = evaluate(GABestAdnF(ga), GABestAdnI(ga));
    if (best - ev > PBMath_EPSILON) {
        best = ev;
        printf("%lu %f ", GAGetCurEpoch(ga), best);
        VecFloatPrint(GABestAdnF(ga), stdout, 6);
        printf(" ");
        VecPrint(GABestAdnI(ga), stdout);
        printf("\n");
    }
} while (GAGetCurEpoch(ga) < 2000 && best > PBMath_EPSILON);
printf("target: -0.5*x^3 + 0.314*x^2 - 0.7777*x + 0.1\n");
printf("approx: \n");
GAAdnPrintln(GABestAdn(ga), stdout);
printf("error: %f\n", evaluate(GABestAdnF(ga), GABestAdnI(ga)));
GenAlgFree(&ga);
printf("UnitTestGenAlgTest OK\n");
}

void UnitTestGenAlgPerf() {
    int nbRun = 10;
    unsigned long int nbMaxEpoch = 2000;
    float maxEv = 0.0;
    float bestEv = 0.0;
    float sumEv = 0.0;
    float avgEv = 0.0;
    for (int iRun = 0; iRun < nbRun; ++iRun) {
        srandom(time(NULL));
        int lengthAdnF = 4;
        int lengthAdnI = lengthAdnF;
        GenAlg* ga = GenAlgCreate(GENALG_NBENTITIES, GENALG_NBELITES,

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```

        lengthAdnF, lengthAdnI);
VecFloat2D boundsF = VecFloatCreateStatic2D();
VecLong2D boundsI = VecLongCreateStatic2D();
VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
VecSet(&boundsI, 0, 0); VecSet(&boundsI, 1, 4);
for (int i = lengthAdnF; i--;) {
    GASetBoundsAdnFloat(ga, i, &boundsF);
    GASetBoundsAdnInt(ga, i, &boundsI);
}
GAInit(ga);
//GASetDiversityThreshold(ga, 0.001);

GASetDiversityThreshold(ga, 0.01);
GASetNbMinAdn(ga, 32);
GASetNbMaxAdn(ga, 512);

float ev = 0.0;
do {
    for (int iEnt = GAGetNbAdns(ga); iEnt--;)
        if (GAAdnIsNew(GAAdn(ga, iEnt)))
            GASetAdnValue(ga, GAAdn(ga, iEnt),
                -1.0 * evaluate(GAAdnAdnF(GAAdn(ga, iEnt)),
                    GAAdnAdnI(GAAdn(ga, iEnt))));
    GAStep(ga);
    ev = evaluate(GABestAdnF(ga), GABestAdnI(ga));
} while (GAGetCurEpoch(ga) < nbMaxEpoch && ev > PBMMATH_EPSILON);
sumEv += ev;
if (iRun == 0 || bestEv > ev)
    bestEv = ev;
if (iRun == 0 || maxEv < ev)
    maxEv = ev;
avgEv = sumEv / (float)(iRun + 1);
printf("best: %f, worst: %f, avg: %f, ktevent: %lu\n",
    bestEv, maxEv, avgEv, ga->_nbKTEvent);
GenAlgFree(&ga);
}
avgEv = sumEv / (float)nbRun;
printf("in %d runs, %lu epochs, best: %f, worst: %f, avg: %f\n",
    nbRun, nbMaxEpoch, bestEv, maxEv, avgEv);
printf("UnitTestGenAlgPerf OK\n");
}

void UnitTestGenAlgHistory() {
    srandom(0);
    int lengthAdnF = 4;
    int lengthAdnI = lengthAdnF;
    GenAlg* ga = GenAlgCreate(8, 4, lengthAdnF, lengthAdnI);
    VecFloat2D boundsF = VecFloatCreateStatic2D();
    VecLong2D boundsI = VecLongCreateStatic2D();
    VecSet(&boundsF, 0, -1.0); VecSet(&boundsF, 1, 1.0);
    VecSet(&boundsI, 0, 0); VecSet(&boundsI, 1, 4);
    for (int i = lengthAdnF; i--;) {
        GASetBoundsAdnFloat(ga, i, &boundsF);
        GASetBoundsAdnInt(ga, i, &boundsI);
    }
    GASetFlagHistory(ga, true);
    GASetHistoryPath(ga, "./UnitTestGenAlgHistory.json");
    GAInit(ga);
    GASetNbMinAdn(ga, 8);
    GASetNbMaxAdn(ga, 16);
    float best = 1.0;
    do {

```

```

    for (int iEnt = GAGetNbAdns(ga); iEnt--;)
        if (GAAdnIsNew(GAAdn(ga, iEnt)))
            GASetAdnValue(ga, GAAdn(ga, iEnt),
                -1.0 * evaluate(GAAdnAdnF(GAAdn(ga, iEnt)),
                    GAAdnAdnI(GAAdn(ga, iEnt))));
    GAStep(ga);
    // Display info if there is improvment
    float ev = evaluate(GABestAdnF(ga), GABestAdnI(ga));
    if (best - ev > PBMath_EPSILON) {
        best = ev;
    }
} while (GAGetCurEpoch(ga) < 10 && best > PBMath_EPSILON);

GAHistory history = GAHistoryCreateStatic();
FILE* stream = fopen(GAGetHistoryPath(ga), "r");
bool ret = GAHistoryLoad(&history, stream);
if (ret == false) {
    GenAlgErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GenAlgErr->_msg, "GAHistoryLoad failed");
    PBErrCatch(GenAlgErr);
}
fclose(stream);
GSetIterForward iterA =
    GSetIterForwardCreateStatic(&(ga->_history._genealogy));
GSetIterForward iterB =
    GSetIterForwardCreateStatic(&(history._genealogy));
do {
    GAHistoryBirth* birthA = GSetIterGet(&iterA);
    GAHistoryBirth* birthB = GSetIterGet(&iterB);
    if (birthA->_epoch != birthB->_epoch &&
        birthA->_idParents[0] != birthB->_idParents[0] &&
        birthA->_idParents[1] != birthB->_idParents[1] &&
        birthA->_idChild != birthB->_idChild) {
        GenAlgErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GenAlgErr->_msg, "GAHistoryLoad/Save failed");
        PBErrCatch(GenAlgErr);
    }
} while (GSetIterStep(&iterA) && GSetIterStep(&iterB));
GAHistoryFree(&history);
GenAlgFree(&ga);
printf("UnitTestGenAlgHistory OK\n");
}

void UnitTestGenAlg() {
    UnitTestGenAlgCreateFree();
    UnitTestGenAlgGetSet();
    UnitTestGenAlgInit();
    UnitTestGenAlgPrint();
    UnitTestGenAlgGetDiversity();
    UnitTestGenAlgStep();
    UnitTestGenAlgLoadSave();
    UnitTestGenAlgTest();
    UnitTestGenAlgPerf();
    UnitTestGenAlgHistory();
    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>
(age,val,div) (1,0.000,0.000) (1,0.000,0.455)
UnitTestGenAlgInit OK
UnitTestGenAlgGetDiversity 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,-0.303387>
  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,-0.303387>

```

```

deltaAdnF:<0.000000,0.000000>
adnI:<2,7>
#2 value:1.000000 id:3 age:1
adnF:<0.285933,0.174965>
deltaAdnF:<0.000000,0.000000>
adnI:<4,10>
UnitTestGenAlgStep OK
UnitTestGenAlgLoadSave OK
2 0.203473 <-0.535477,-0.411679,-0.262673,0.499542> <3,1,1,2>
4 0.202150 <-0.572110,-0.411679,-0.262673,0.499542> <3,1,1,2>
7 0.126108 <-0.428822,0.238616,-0.995582,0.258997> <3,2,1,0>
21 0.105620 <-0.897581,-0.399089,-0.022115,0.366163> <1,3,3,2>
29 0.066694 <-0.804578,-0.455458,-0.022115,0.366163> <1,3,3,2>
39 0.065822 <-0.804578,-0.455458,-0.042967,0.366163> <1,3,3,2>
42 0.062279 <-0.749860,-0.489408,-0.022115,0.366163> <1,3,3,2>
43 0.062153 <-0.749860,-0.489408,-0.024757,0.366163> <1,3,3,2>
47 0.061799 <-0.767852,-0.489408,-0.024757,0.366163> <1,3,1,2>
109 0.061633 <-0.772588,-0.489408,-0.024757,0.366163> <1,3,1,2>
133 0.059144 <-0.772588,-0.489408,-0.024757,0.357968> <1,3,1,2>
175 0.058989 <-0.841884,-0.489408,0.039884,0.357968> <1,3,1,2>
214 0.058976 <-0.841884,-0.489408,0.039884,0.357900> <1,3,1,2>
257 0.047028 <-0.776102,-0.489408,0.039884,0.357900> <1,3,0,2>
264 0.046002 <-0.776102,-0.506820,0.039884,0.357900> <1,3,0,2>
266 0.036168 <-0.776102,-0.506820,0.075049,0.349073> <1,3,0,2>
312 0.035753 <-0.776102,-0.506820,0.071455,0.349073> <1,3,0,2>
313 0.024230 <-0.776102,-0.506820,0.071455,0.327461> <1,3,0,2>
317 0.018558 <-0.776102,-0.497538,0.071455,0.327461> <1,3,0,2>
318 0.017071 <-0.783080,-0.497538,0.071455,0.327461> <1,3,0,2>
319 0.016318 <-0.776102,-0.497538,0.075868,0.327461> <1,3,0,2>
365 0.015793 <-0.776102,-0.497538,0.077136,0.327461> <1,3,0,2>
413 0.013667 <-0.776102,-0.497538,0.088084,0.327461> <1,3,0,2>
461 0.010738 <-0.776102,-0.497538,0.088084,0.320059> <1,3,0,2>
473 0.007182 <-0.776102,-0.497538,0.098704,0.320059> <1,3,0,2>
862 0.006777 <-0.776102,-0.497538,0.098704,0.313230> <1,3,0,2>
962 0.002334 <-0.776102,-0.500124,0.098704,0.313230> <1,3,0,2>
980 0.001978 <-0.776102,-0.500124,0.100079,0.315340> <1,3,0,2>
1002 0.001727 <-0.776102,-0.500124,0.098654,0.315340> <1,3,0,2>
1418 0.001569 <-0.776102,-0.500124,0.098654,0.314888> <1,3,0,2>
1804 0.001046 <-0.778001,-0.500124,0.098654,0.314888> <1,3,0,2>
1807 0.000941 <-0.778001,-0.499722,0.098654,0.314888> <1,3,0,2>
target: -0.5*x^3 + 0.314*x^2 - 0.7777*x + 0.1
approx:
id:9804659 age:1807
adnF:<-0.778001,-0.499722,0.098654,0.314888>
deltaAdnF:<-0.069295,0.000402,-0.001425,-0.000453>
adnI:<1,3,0,2>
error: 0.000941
UnitTestGenAlgTest OK
best: 0.005715, worst: 0.005715, avg: 0.005715, ktevent: 1957
best: 0.005715, worst: 0.013945, avg: 0.009830, ktevent: 1972
best: 0.005715, worst: 0.060580, avg: 0.026747, ktevent: 1983
best: 0.005715, worst: 0.060580, avg: 0.022382, ktevent: 1965
best: 0.005715, worst: 0.060580, avg: 0.029682, ktevent: 1985
best: 0.005715, worst: 0.060580, avg: 0.027078, ktevent: 1967
best: 0.005715, worst: 0.060580, avg: 0.024867, ktevent: 1962
best: 0.004266, worst: 0.060580, avg: 0.022292, ktevent: 1973
best: 0.004266, worst: 0.060580, avg: 0.021662, ktevent: 1973
best: 0.004266, worst: 0.060580, avg: 0.020330, ktevent: 1960
in 10 runs, 2000 epochs, best: 0.004266, worst: 0.060580, avg: 0.020330
UnitTestGenAlgPerf OK
UnitTestGenAlgHistory OK
UnitTestGenAlg OK

```

UnitTestAll OK

UnitTestGenAlgLoadSave.txt:

```
{
  "_type": "0",
  "_nbAdns": "3",
  "_nbElites": "2",
  "_lengthAdnF": "2",
  "_lengthAdnI": "2",
  "_curEpoch": "1",
  "_nextId": "7",
  "_boundFloat": [
    {
      "_dim": "2",
      "_val": ["-1.000000", "1.000000"]
    },
    {
      "_dim": "2",
      "_val": ["-1.000000", "1.000000"]
    }
  ],
  "_boundInt": [
    {
      "_dim": "2",
      "_val": ["1", "10"]
    },
    {
      "_dim": "2",
      "_val": ["1", "10"]
    }
  ],
  "_adns": [
    {
      "_id": "6",
      "_age": "1",
      "_elo": "0.000000",
      "_val": "0.000000",
      "_adnF": {
        "_dim": "2",
        "_val": ["0.788004", "-0.394299"]
      },
      "_deltaAdnF": {
        "_dim": "2",
        "_val": ["0.000000", "0.000000"]
      },
      "_adnI": {
        "_dim": "2",
        "_val": ["4", "1"]
      }
    },
    {
      "_id": "4",
      "_age": "2",
      "_elo": "0.000000",
      "_val": "0.000000",
      "_adnF": {
        "_dim": "2",
        "_val": ["-0.456306", "-0.273161"]
      },
      "_deltaAdnF": {
```

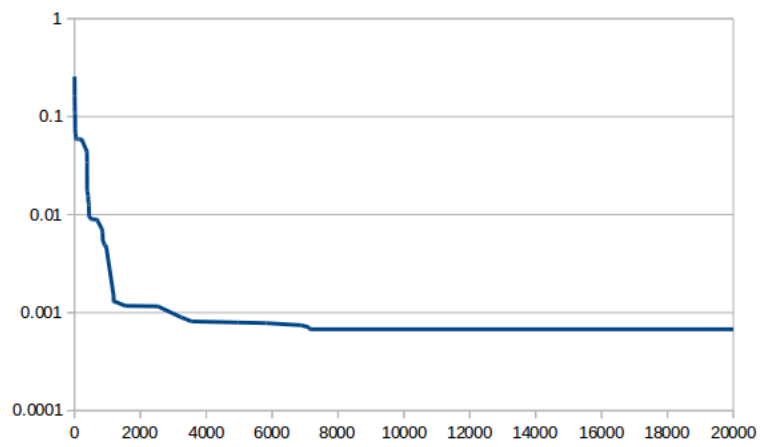
```

        "_dim": "2",
        "_val": ["0.000000", "0.000000"]
    },
    "_adnI": {
        "_dim": "2",
        "_val": ["3", "5"]
    }
},
{
    "_id": "5",
    "_age": "2",
    "_elo": "0.000000",
    "_val": "0.000000",
    "_adnF": {
        "_dim": "2",
        "_val": ["-0.077461", "-0.394299"]
    },
    "_deltaAdnF": {
        "_dim": "2",
        "_val": ["0.000000", "0.000000"]
    },
    "_adnI": {
        "_dim": "2",
        "_val": ["4", "5"]
    }
}
],
"_bestAdn": {
    "_id": "0",
    "_age": "1",
    "_elo": "0.000000",
    "_val": "0.000000",
    "_adnF": {
        "_dim": "2",
        "_val": ["0.788004", "-0.003504"]
    },
    "_deltaAdnF": {
        "_dim": "2",
        "_val": ["0.000000", "0.000000"]
    },
    "_adnI": {
        "_dim": "2",
        "_val": ["3", "1"]
    }
}
}

```

eval() of best genes over epoch:





UnitTestGenAlgHistory.json:

```
{"_genealogy":[{"_epoch":"0","_father":"7","_mother":"7","_id":"7"}, {"_epoch":"0","_father":"6","_mother":"6","_id":
```