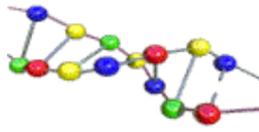


## Introduction to Genetic Algorithms



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# XI. Crossover and Mutation

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## Introduction

Crossover and mutation are two basic operators of GA. Performance of GA very depends on them. Type and implementation of operators depends on encoding and also on a problem.

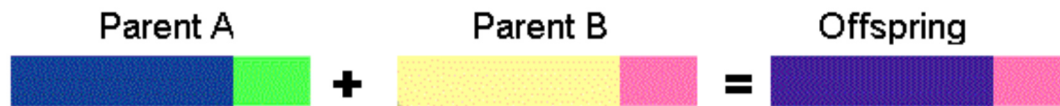
There are many ways how to do crossover and mutation. In this chapter are only some examples and suggestions how to do it for [several encoding](#).

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## Binary Encoding

### Crossover

**Single point crossover** - one crossover point is selected, binary string from beginning of chromosome to the crossover point is copied from one parent, the rest is copied from the second parent



$$11001011 + 11011111 = 11001111$$

**Two point crossover** - two crossover point are selected, binary string from beginning of chromosome to the first crossover point is copied from one parent, the part from the first to the second crossover point is copied from the second parent and the rest is copied from the first parent



$$11001011 + 11011111 = 11011111$$

**Uniform crossover** - bits are randomly copied from the first or from the second parent



$$11001011 + 11011101 = 11011111$$

**Arithmetic crossover** - some arithmetic operation is performed to make a new offspring



$$11001011 + 11011111 = 11001001 \text{ (AND)}$$

## Mutation

**Bit inversion** - selected bits are inverted



$$11001001 \Rightarrow 10001001$$

## Permutation Encoding

### Crossover

**Single point crossover** - one crossover point is selected, till this point the permutation is copied

from the first parent, then the second parent is scanned and if the number is not yet in the offspring it is added

*Note: there are more ways how to produce the rest after crossover point*

$$(1\ 2\ 3\ 4\ 5\ 6\ 7\ 8\ 9) + (4\ 5\ 3\ 6\ 8\ 9\ 7\ 2\ 1) = (1\ 2\ 3\ 4\ 5\ 6\ 8\ 9\ 7)$$

## Mutation

**Order changing** - two numbers are selected and exchanged

$$(1\ 2\ 3\ 4\ 5\ 6\ 8\ 9\ 7) \Rightarrow (1\ 8\ 3\ 4\ 5\ 6\ 2\ 9\ 7)$$

## Value Encoding

### Crossover

All crossovers from [binary encoding](#) can be used

### Mutation

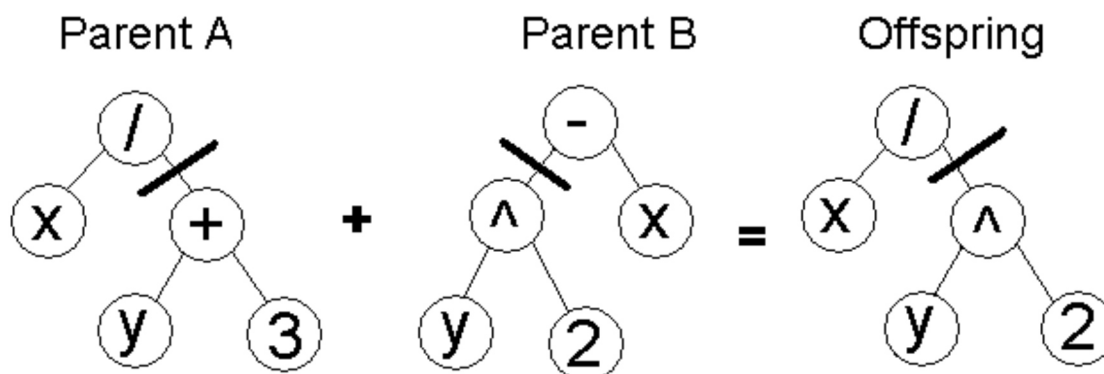
**Adding** a small number (for real value encoding) - to selected values is added (or subtracted) a small number

$$(1.29\ 5.68\ 2.86\ 4.11\ 5.55) \Rightarrow (1.29\ 5.68\ 2.73\ 4.22\ 5.55)$$

## Tree Encoding

### Crossover

**Tree crossover** - in both parent one crossover point is selected, parents are divided in that point and exchange part below crossover point to produce new offspring



### Mutation

**Changing operator, number** - selected nodes are changed

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