

population\_size = 100

GA = GeneticAlgorithm(

population\_size=population\_size,

num\_generations=50,

num\_parents\_mating=4,

mutation\_percent\_genes=10,

num\_joints=4,

parallel\_processing=None,

init\_range\_low=-1000, # init range applied to the genes

# which in this case are the forces/angles

init\_range\_high=1000,

random\_mutation\_min\_val=-1000,

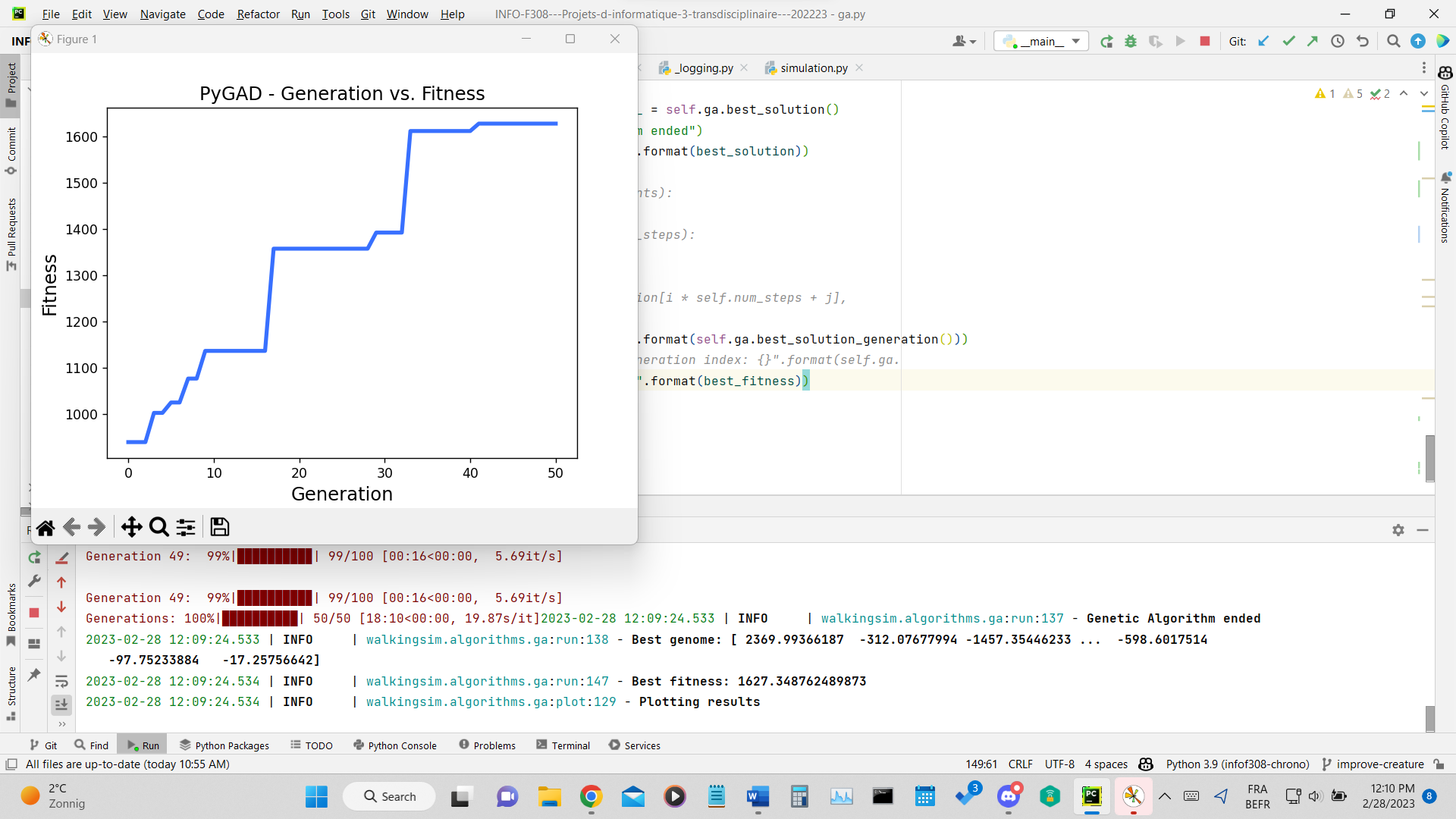
random\_mutation\_max\_val=1000,

parent\_selection\_type="tournament",

keep\_elitism=population\_size // 100,

crossover\_type="uniform",

)



Une image contenant texte, diagramme, ligne, capture d’écran

Description générée automatiquement

population\_size=20,

num\_generations=2,

num\_parents\_mating=4,

num\_joints=8,

num\_steps=\_GENOME\_DISCRETE\_INTERVALS,

parallel\_processing=None,

# init\_range\_low=-1000, # init range applied to the genes

# # which in this case are the forces/angles

# init\_range\_high=1000,

parent\_selection\_type="tournament",

# K\_tournament=population\_size // 100,

keep\_elitism=population\_size // 100,

crossover\_type="uniform",

# crossover\_type="single\_point",

# crossover\_type="two\_points",

# crossover\_type="random",

# UserWarning: Use the 'save\_solutions' parameter with caution

# as it may cause memory overflow when either the number of

# generations, number of

# genes, or number of

# solutions in population is large.

save\_solutions=False,

mutation\_type="adaptive",

mutation\_percent\_genes=(30,1),

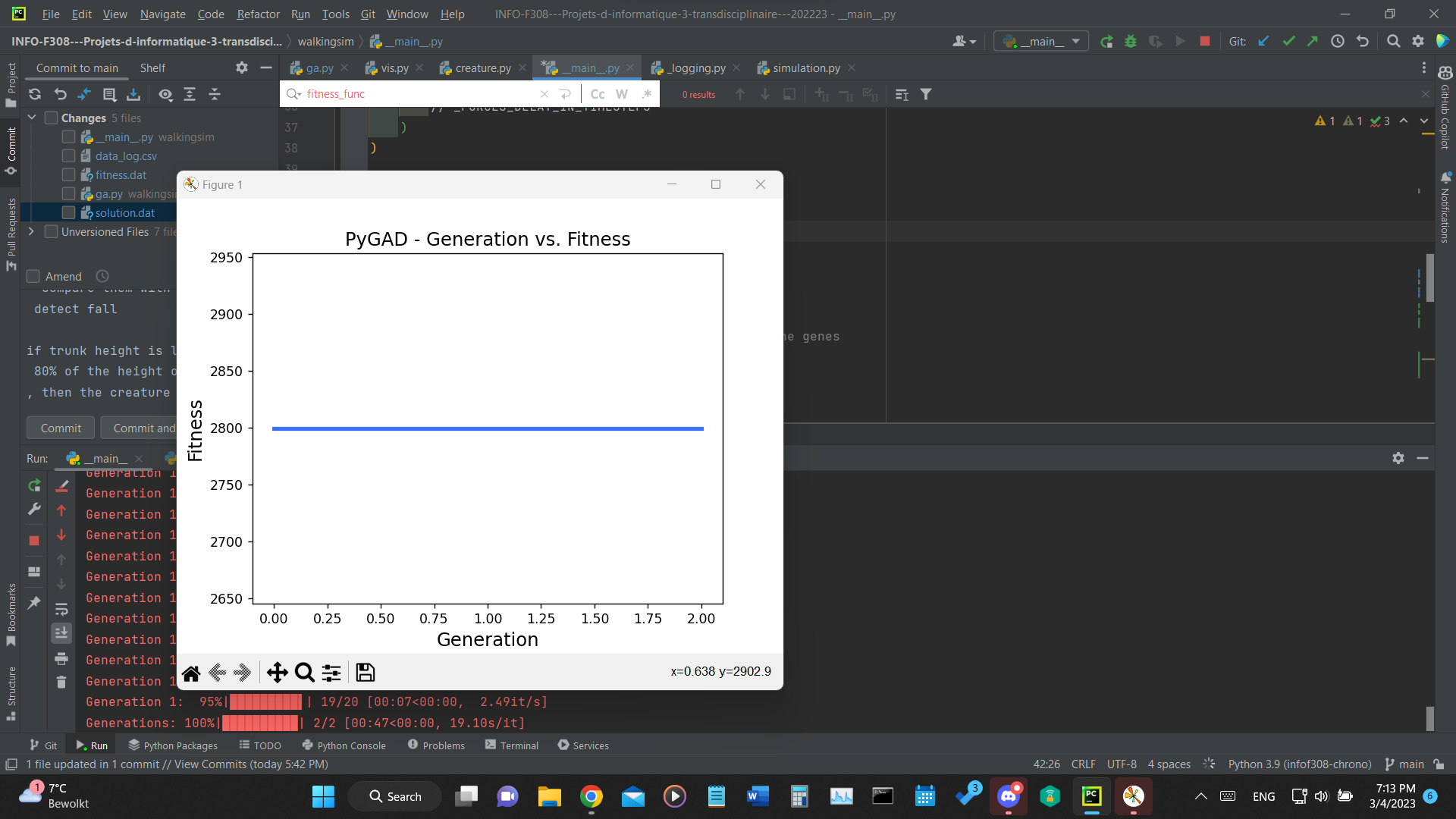
# mutation\_type="random",

# mutation\_by\_replacement=True,

# random\_mutation\_min\_val=-1000,

# random\_mutation\_max\_val=1000,

)



population\_size=20,

num\_generations=100,

num\_parents\_mating=4,

num\_joints=8,

num\_steps=\_GENOME\_DISCRETE\_INTERVALS,

parallel\_processing=None,

# init\_range\_low=-1000, # init range applied to the genes

# # which in this case are the forces/angles

# init\_range\_high=1000,

parent\_selection\_type="tournament",

# K\_tournament=population\_size // 100,

keep\_elitism=population\_size // 100,

crossover\_type="uniform",

# crossover\_type="single\_point",

# crossover\_type="two\_points",

# crossover\_type="random",

# UserWarning: Use the 'save\_solutions' parameter with caution

# as it may cause memory overflow when either the number of

# generations, number of

# genes, or number of

# solutions in population is large.

save\_solutions=False,

mutation\_type="adaptive",

mutation\_percent\_genes=(30,1),

# mutation\_type="random",

# mutation\_by\_replacement=True,

# random\_mutation\_min\_val=-1000,

# random\_mutation\_max\_val=1000,

)

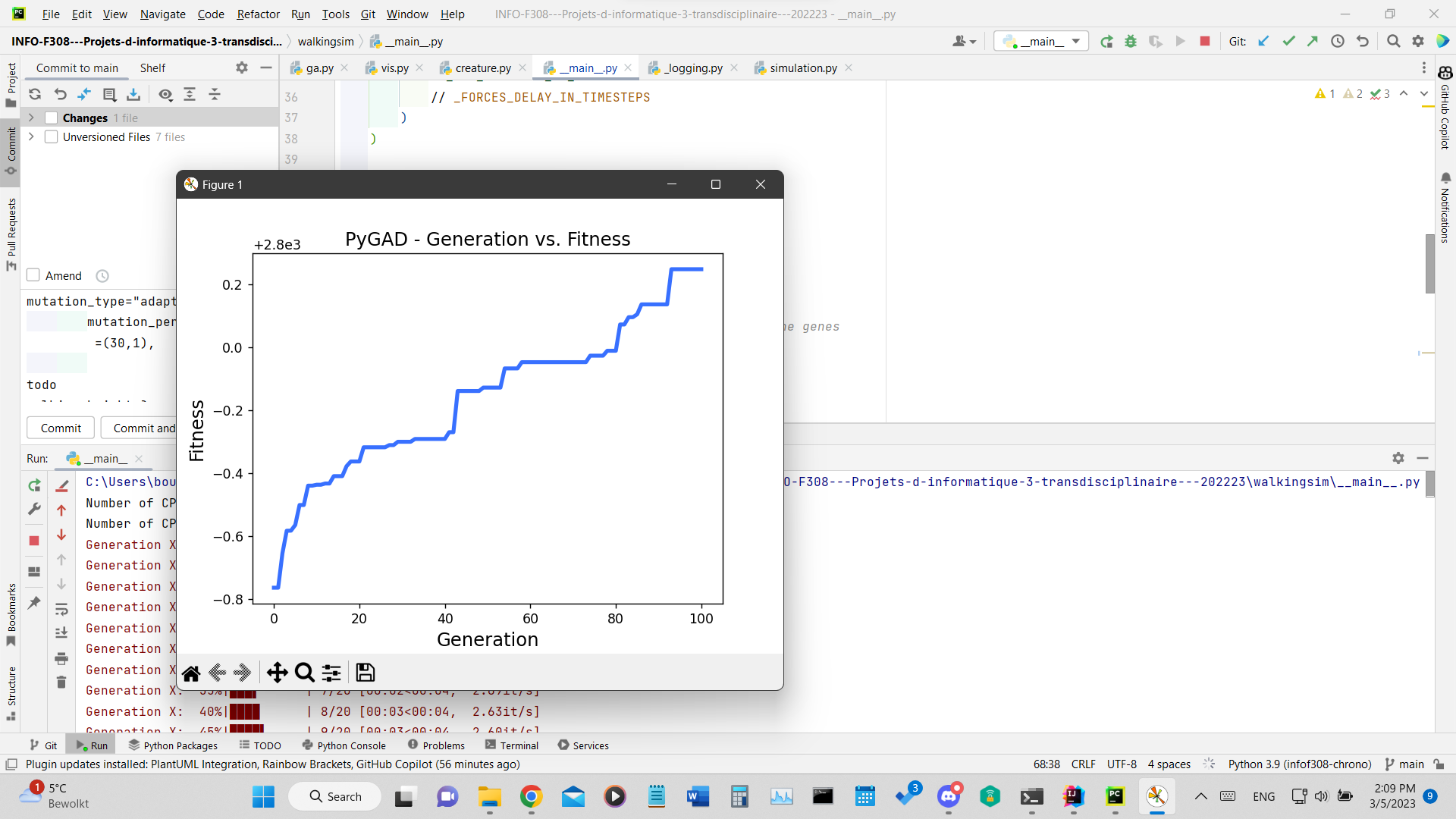
Une image contenant texte, capture d’écran, ordinateur, moniteur

Description générée automatiquement

Une image contenant texte, capture d’écran, ligne, diagramme

Description générée automatiquement

mutation\_percent\_genes=(30,10),



eUne image contenant texte, diagramme, ligne, Police

Description générée automatiquement

config = PygadConfig(

num\_generations=num\_generations,

num\_parents\_mating=4, # TODO: Add argument

mutation\_percent\_genes=(60, 10), # TODO: Add argument

parallel\_processing=None,

parent\_selection\_type="tournament", # TODO: Add argument

keep\_elitism=5, # TODO: Add argument

crossover\_type="uniform", # TODO: Add argument

mutation\_type="adaptive", # TODO: Add argument

initial\_population=None, # TODO: Add argument

population\_size=population\_size,

num\_joints=8, # FIXME: Load this from the creature

save\_solutions=False,

gene\_space={"low": -1, "high": 1, "step": 0.1},

init\_range\_low=-1,

init\_range\_high=1,

random\_mutation\_min\_val=-1,

random\_mutation\_max\_val=1,

timesteps=timesteps,

)