

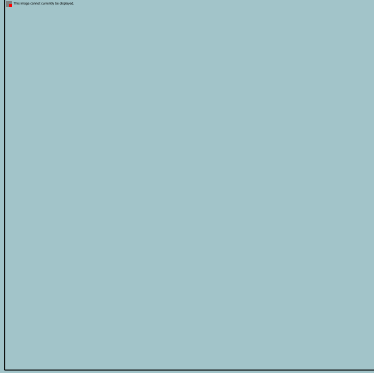


Genetic Algorithm

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In the field of artificial intelligence...

Presenters'

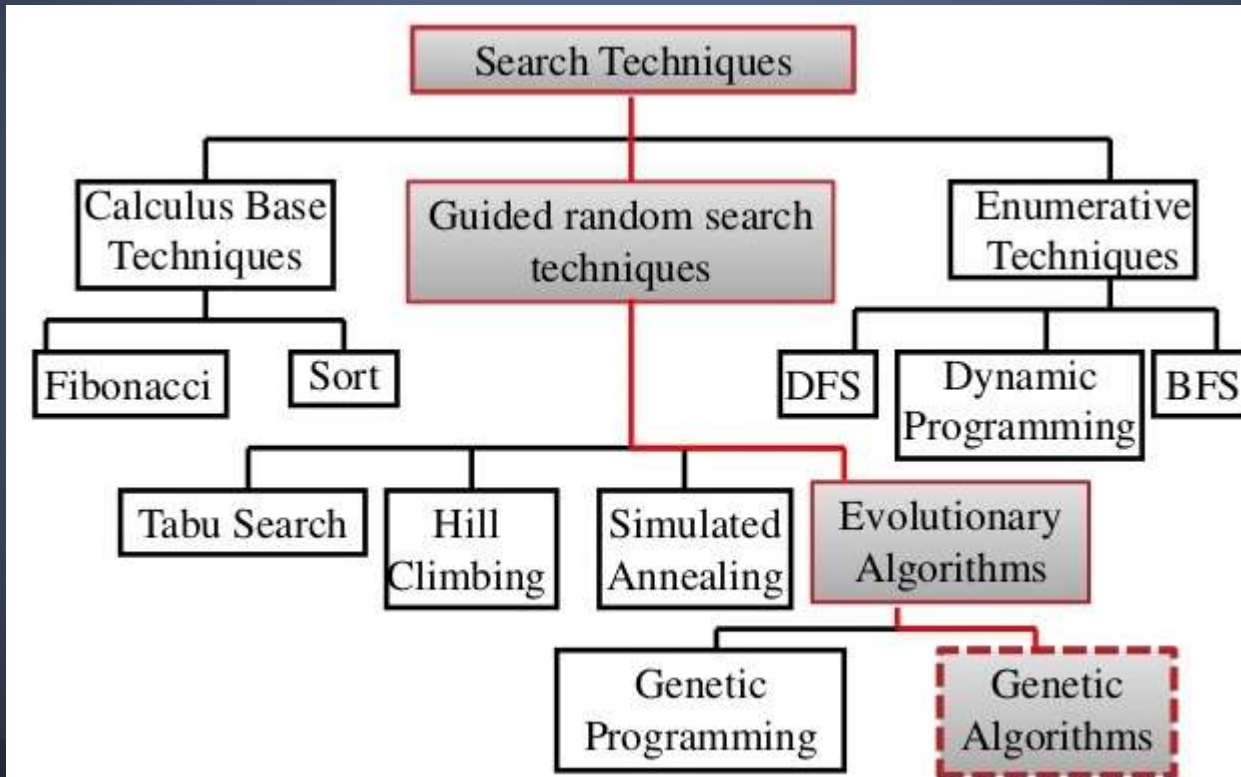


Abu Sayed
ID : 011 111 009



Tauhidul Khandaker
ID : 011 111 010

Search Techniques



Why Genetic Algorithm?

Widely-used in business, science and
engineering

Optimization and Search Problems

Scheduling and Timetabling

Basic Algorithm of Genetic Algorithm

randomly initialize population(t)

determine fitness of population(t)

repeat

- select parents from population(t)

- perform crossover on parents creating population($t+1$)

- perform mutation of population($t+1$)

- determine fitness of population($t+1$)

until best individual is good enough



Outline of the Basic Genetic Algorithm

1. **[Start]** Generate random population of n chromosomes (suitable solutions for the problem)
2. **[Fitness]** Evaluate the fitness $f(x)$ of each chromosome x in the population
3. **[New population]** Create a new population by repeating following steps until the new population is complete
 1. **[Selection]** *Select two parent chromosomes from a population according to their fitness (the better fitness, the bigger chance to be selected)*
 2. **[Crossover]** *With a crossover probability crossover the parents to form a new children. If no crossover was performed, children is an exact copy of parents.*
 3. **[Mutation]** *With a mutation probability mutate new children at each position in chromosome*

Outline of the Basic Genetic Algorithm

4. [Replace] Use new generated population for a further run of algorithm
5. [Test] If the end condition is satisfied, stop, and return the best solution in current population
6. [Loop] Go to step 2

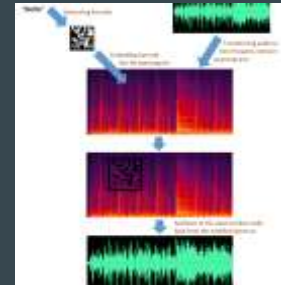
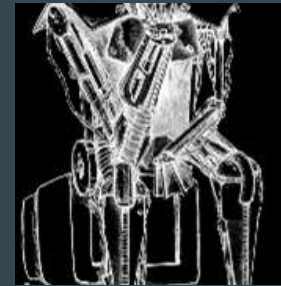
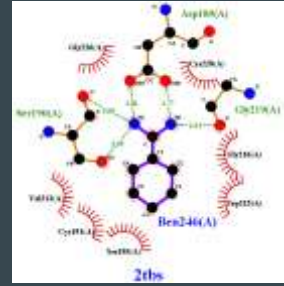
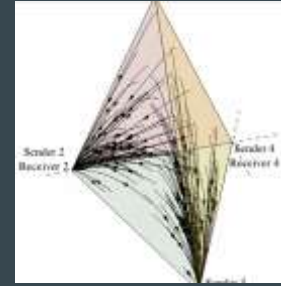
Genetic



Algorithms

List of Genetic Algorithm applications

1. Airlines Revenue Management.
2. Wireless sensor/ad-hoc networks.
3. Audio watermark insertion/detection.
4. Protein folding and protein/ligand docking.
5. Pop music record producer.
6. Financial Mathematics.
7. Finding hardware bugs.
8. Game theory equilibrium resolution.



Initial Population

We start with a population of n random strings. Suppose that length is = 10 and total n = 6

$s_1 = 1111010101$

$s_2 = 0111000101$

$s_3 = 1110110101$

$s_4 = 0100010011$

$s_5 = 1110111101$

$s_6 = 0100110000$

Fitness Function: $f()$

$$s_1 = 1111010101 \quad f(s_1) = 7$$

$$s_2 = 0111000101 \quad f(s_2) = 5$$

$$s_3 = 1110110101 \quad f(s_3) = 7$$

$$s_4 = 0100010011 \quad f(s_4) = 4$$

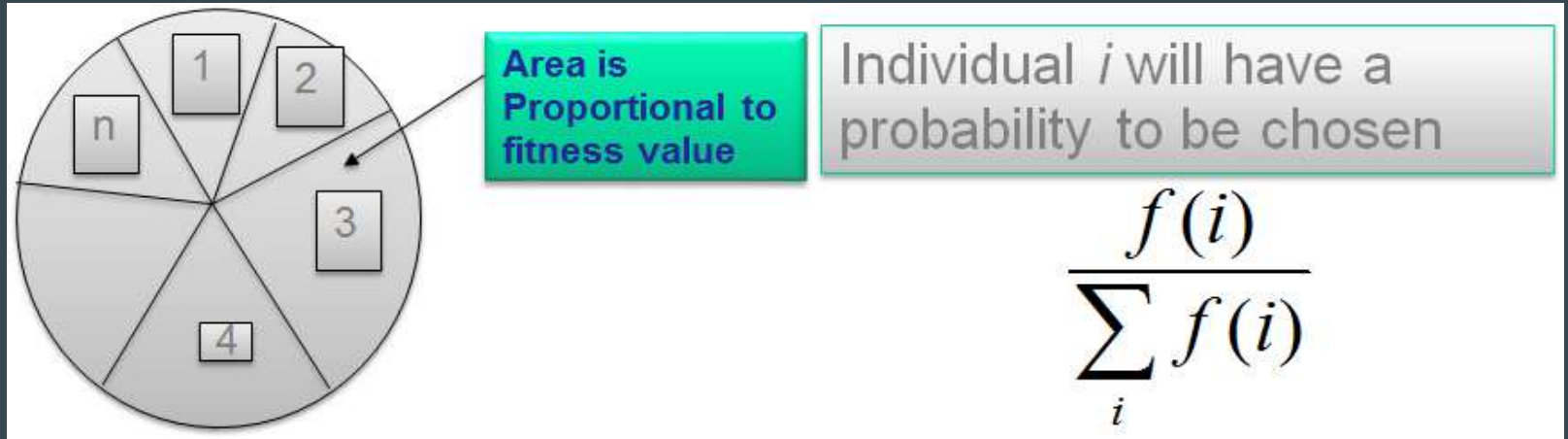
$$s_5 = 1110111101 \quad f(s_5) = 8$$

$$s_6 = 0100110000 \quad f(s_6) = 3$$

Total = 34

Selection (1)

Next we apply fitness proportionate selection with the roulette wheel method:



We repeat the extraction as many times as the number of individuals we need to have the same parent population size (6 in our case)

Selection (2)

Suppose that, after performing selection, we get the following population:

$s1' = 1111010101$ (s1)

$s2' = 1110110101$ (s3)

$s3' = 1110111101$ (s5)

$s4' = 0111000101$ (s2)

$s5' = 0100010011$ (s4)

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Perform Crossover

Before Crossover

S1' = 1111010101

S2' = 1110110101

S5' = 0100010011

S6' = 1110111101

After Crossover

S1' = 1110110101

S2' = 1111010101

S5'' = 0100011101

S6'' = 1110110011

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Mutation

Before applying mutation:

$s1'' = 11101\textcolor{red}{1}0101$

$s2'' = 1111\textcolor{red}{0}10101\textcolor{red}{1}$

$s3'' = 11101\textcolor{red}{1}11\textcolor{red}{0}1$

$s4'' = 0111000101$

$s5'' = 0100011101$

$s6'' = 11101100\textcolor{red}{1}1$

After applying mutation:

$s1''' = 11101\textcolor{red}{0}0101$

$s2''' = 1111\textcolor{red}{1}1010\textcolor{red}{0}$

$s3''' = 11101\textcolor{red}{0}11\textcolor{red}{1}1$

$s4''' = 0111000101$

$s5''' = 0100011101$

$s6''' = 11101100\textcolor{red}{0}1$

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Fitness of New Population

After Applying Mutation

$s1''' = 1110100101$

$s2''' = 1111110100$

$s3''' = 1110101111$

$s4''' = 0111000101$

$s5''' = 0100011101$

$s6''' = 1110110001$

$f(s1''') = 6$

$f(s2''') = 7$

$f(s3''') = 8$

$f(s4''') = 5$

$f(s5''') = 5$

$f(s6''') = 6$

Total = 37

Example (End)

- In one generation, the total population fitness changed from 34 to 37, thus improved by ~9%.
- At this point, we go through the same process all over again, until a stopping criteria is met.

Issues

Choosing basic implementation issues:

- representation

- population size, mutation rate, ...

- selection, deletion policies

- crossover, mutation operators

Termination Criteria

Performance, scalability

Solution is only as good as the evaluation function

When to Use a GA

Alternate solutions are too slow or overly complicated

Need an exploratory tool to examine new approaches

Problem is similar to one that has already been successfully solved by using a GA

Want to hybridize with an existing solution

Conclusion

Inspired from Nature

Has many areas of Applications

GA is powerful

[illegible]