

SSG 438: BIO-INSPIRED COMPUTING (GROUP ASSIGNMENT)

ASSIGNMENT 1.2 (TO SUBMITTED ON OR BEFORE JANUARY 26, 2024: 23:59)

Using the following Genetic Algorithm parameters,

Population size = 200

Number of generations = 100

Crossover Probability = 0.85

Mutation probability = 0.25

Selection mechanism = Roulette Wheel

Chromosome entries = 0 - 1 binary numbers

String length = 6

Number of strings = 4

Use two-point crossover

Write a code in any chosen language to solve the problem:

$$\text{Maximize } f(X) = 3x_1^2x_3x_4^3 + 2x_2x_3^3x_4^2 + 4x_1x_2$$

$$\text{Given that } 2 \leq x_1 \leq 5, 5 \leq x_2 \leq 10, 0 \leq x_3 \leq 6 \wedge 10 \leq x_4 \leq 15$$

- (1) Obtain the best solution in each generation
- (2) Obtain the best solution chromosome up to each generation
- (3) After obtaining the approximate solution, plot the graph of Generation Number versus Best Fitness up to the generation.
- (4) Determine at which generation the solution converges (if any) to the estimate optimum value.
- (5) Estimate the computation time of convergence.

The generic pseudo-code of Genetic Algorithm is given by:

```
Generate Initial Population, N = 0
Evaluate                               'Keep best Chromosome
Do While Termination Criterion is False
    N = N + 1                          'Increment generation No
    Select
    Crossover
    Mutate
    Evaluate                            'Determine best chromosome to date
Loop
```

2. Repeat Question 1 by generating decimal values in chromosome byte positions.
3. Repeat Question 1 using the following elitism rules:
At the selection stage:
 - Rank the Chromosome in descending order of fitness
 - Select the best 20 Chromosome without crossing over to next generation.
 - Next select the best 20 chromosomes without crossing over to next generation
 - Select the remaining chromosomes using roulette wheel method.

What is the difference in solutions of Questions 1 and 3?

4. For the problem Question 2 above use the Elitism Selection as specified below:
At the selection stage:
 - Rank the Chromosome in descending order of fitness
 - Select the best 20 Chromosome without crossing over to next generation.
 - Next select the best 20 chromosomes without crossing over to next generation
 - Select the remaining chromosomes using roulette wheel method.

What is the difference in solutions of Questions 2 and 4 ?

Deliverables

1. Answer File
2. Feedback Questions

Please note that each answer file must be named with the student's

Course Code_Assignment No_Matriculation Number

e.g.

SSG438_Assign 2.2_170407419
written part

for Assignment

SSG438_Code (Part B) Answer_Assign 2.2_170407419
coding part

for answer to

SSG438_Code (Part B) Written Code_Assign 2.2_170407419

for written code