```
In [1]: import numpy
In [2]: def cal pop fitness(equation inputs, pop):
            # Calculating the fitness value of each solution in the current population.
            # The fitness function caulcuates the sum of products between each input and its corresponding weight.
            fitness = numpy.sum(pop*equation inputs, axis=1)
            return fitness
In [3]: def select mating pool(pop, fitness, num parents):
            # Selecting the best individuals in the current generation as parents for producing the offspring of the next generation.
            parents = numpy.empty((num parents, pop.shape[1]))
            for parent num in range(num parents):
                max fitness idx = numpy.where(fitness == numpy.max(fitness))
                max fitness idx = max fitness idx[0][0]
                parents[parent num, :] = pop[max fitness idx, :]
                fitness[max fitness idx] = -99999999999
            return parents
In [4]: def crossover(parents, offspring size):
            offspring = numpy.empty(offspring size)
            # The point at which crossover takes place between two parents. Usually it is at the center.
            crossover point = numpy.uint8(offspring size[1]/2)
            for k in range(offspring size[0]):
                # Index of the first parent to mate.
                parent1 idx = k%parents.shape[0]
                # Index of the second parent to mate.
                parent2 idx = (k+1)%parents.shape[0]
                # The new offspring will have its first half of its genes taken from the first parent.
                offspring[k, 0:crossover point] = parents[parent1 idx, 0:crossover point]
                # The new offspring will have its second half of its genes taken from the second parent.
                offspring[k, crossover point:] = parents[parent2 idx, crossover point:]
            return offspring
```

```
In [5]: def mutation(offspring crossover):
           # Mutation changes a single gene in each offspring randomly.
           for idx in range(offspring crossover.shape[0]):
              # The random value to be added to the gene.
              random value = numpy.random.uniform(-1.0, 1.0, 1)
              offspring crossover[idx, 4] = offspring crossover[idx, 4] + random value
           return offspring crossover
In [11]: # Inputs of the equation.
       equation inputs = [4, -2, 3.5, 5, -11, -4.7]
       # Number of the weights we are looking to optimize.
       num weights = 6
       Genetic algorithm parameters:
           Mating pool size
           Population size
       sol per pop = 8
       num_parents_mating = 4
In [12]: # Defining the population size.
       # The population will have sol per pop chromosome where each chromosome has num weights genes.
       pop size = (sol per pop,num weights)
In [13]: #Creating the initial population.
       new population = numpy.random.uniform(low=-4.0, high=4.0, size=pop size)
       print(new population)
        [-2.18064226 -3.98830864 -0.40041838 -0.76319955 2.15288246 -2.29012487]
         [ 3.8568017 -1.48299349 2.33560053 0.27147509 -0.83590856 0.4334214 ]
        [-1.35737105 0.90403876 2.1925174 1.8344854 -2.81130544 -2.38289254]
         [-3.58192008 2.91725726 0.54977895 3.03201971 1.03198915 -1.59130146]
        [ 1.10662555 -1.53517317 -2.02204031 -3.96555534 3.97112888 2.1092782 ]]
```

```
In [14]: num generations = 5
         for generation in range(num generations):
             print("Generation : ", generation)
             # Measing the fitness of each chromosome in the population.
             fitness = cal pop fitness(equation inputs, new population)
             # Selecting the best parents in the population for mating.
             parents = select mating pool(new population, fitness,
                                               num parents mating)
             # Generating next generation using crossover.
             offspring crossover = crossover(parents,
                                                offspring size=(pop size[0]-parents.shape[0], num weights))
             # Adding some variations to the offsrping using mutation.
             offspring mutation = mutation(offspring crossover)
             # Creating the new population based on the parents and offspring.
             new population[0:parents.shape[0], :] = parents
             new_population[parents.shape[0]:, :] = offspring_mutation
             # The best result in the current iteration.
             print("Best result : ", numpy.max(numpy.sum(new population*equation inputs, axis=1)))
```

Generation: 0

Best result : 56.50163256488645

Generation: 1

Best result : 61.86697069483192

Generation: 2

Best result : 68.5022132798091

Generation: 3

Best result : 68.5022132798091

Generation: 4

Best result : 69.90126297984114

In [ ]: