

**VISVESVARAYA TECHNOLOGICAL
UNIVERSITY**

“JnanaSangama”, Belgaum -590014, Karnataka.



LAB RECORD

Bio Inspired Systems (23CS5BSBIS)

Submitted by

Harsha B (1BM23CS107)

in partial fulfillment for the award of the degree of

**BACHELOR OF ENGINEERING
in
COMPUTER SCIENCE AND ENGINEERING**



**B.M.S. COLLEGE OF ENGINEERING
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**B.M.S. College of Engineering,
Bull Temple Road, Bangalore 560019**
(Affiliated To Visvesvaraya Technological University, Belgaum)
Department of Computer Science and Engineering



CERTIFICATE

This is to certify that the Lab work entitled “ Bio Inspired Systems (23CS5BSBIS)” carried out by **Harsha B (1BM23CS107)**, who is bonafide student of **B.M.S. College of Engineering**. It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum. The Lab report has been approved as it satisfies the academic requirements of the above mentioned subject and the work prescribed for the said degree.

Soumya T Assistant Professor Department of CSE, BMSCE	Dr. Kavitha Sooda Professor & HOD Department of CSE, BMSCE
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Index

Sl. No.	Date	Experiment Title	Page No.
1	18/08/2025	Genetic Algorithm for Optimization Problems	4-8
2	01/09/2025	Particle Swarm Optimization for Function Optimization	9-11
3	08/09/2025	Ant Colony Optimization for the Traveling Salesman Problem	12-16
4	15/09/2025	Cuckoo Search (CS)	17-20
5	29/09/2025	Grey Wolf Optimizer (GWO)	21-25
6	13/10/2025	Parallel Cellular Algorithms and Programs	26-30
7	25/08/2025	Optimization via Gene Expression Algorithms	30-34

Github Link:

<https://github.com/Harsha6B/BIS>

Program 1

Genetic Algorithm for Optimization Problems:

Genetic Algorithms (GA) are inspired by the process of natural selection and genetics, where the fittest individuals are selected for reproduction to produce the next generation. GAs are widely used for solving optimization and search problems. Implement a Genetic Algorithm using Python to solve a basic optimization problem, such as finding the maximum value of a mathematical function.

Implementation Steps:

1. Define the Problem: Create a mathematical function to optimize.
2. Initialize Parameters: Set the population size, mutation rate, crossover rate, and number of generations.
3. Create Initial Population: Generate an initial population of potential solutions.
4. Evaluate Fitness: Evaluate the fitness of each individual in the population.
5. Selection: Select individuals based on their fitness to reproduce.
6. Crossover: Perform crossover between selected individuals to produce offspring.
7. Mutation: Apply mutation to the offspring to maintain genetic diversity.
8. Iteration: Repeat the evaluation, selection, crossover, and mutation processes for a fixed number of generations or until convergence criteria are met.
9. Output the Best Solution: Track and output the best solution found during the generations.

Algorithm:

ns

Pseudocode :

function fitness (x)
 Return x^* x

function decode (chromosome):
 Convert the binary list to decimal number
 Return decimal - value

function create-population (c)
 population = []
 for i = 1 to 10
 # call decode function to
 # get decimal value i

Chromosome random list of 5 bits (0 to 1)
ADD chromosome to population
Return population

function evaluate_population (population)

fitness_list = []

for each chromosome in population

x = decode (chromosome)

f = fitness (x)

ADD f to fitness list

Return fitness_list

function select_parents (population, fitness_lists)

Use roulette wheel selection based on fitness value

Return selected_parents.

function crossover (parent 1, parent 2)

If random < 0.7

Choose a random crossover point

Child 1 = first part of parent 1 + second part of parent 2.

Child 2 = first part of parent 2 + second part of parent 1

Else :

Child 1 = copy of parent 1

Child 2 = copy of parent 2

Return Child 1, Child 2

Function mutate (chromosome)

For each bit in Chromosome

if random < 0.1 :

flip the bit ($0 \rightarrow 1$ becomes 0) $1 \rightarrow 0$ becomes 1
return chromosome

function genetic algorithm()

population = create-population()

best-chromosome = None

best-fitness = -infinity

for generation = 1 to 10^10

fitness-list = evaluate-population
(population)

find chromosome with highest fitness

If this fitness > best-fitness

best-chromosome = that chromosome

best-fitness = its fitness

print generation number, best-x & best-fitness

selected = select-parents (population, fitness-list)

next-generation = []

for i=0 to population-size step 2:

parent 1 = Selected (i)

parent 2 = Selected (i+1)

child 1, child 2 = crossover (parent 1, parent 2)

child 1 = mutate (child 1)

child 2 = mutate (child 2)

ADD child 1 and child 2 to

next-generation

population = next-generation

return decode (best-chromosome),
best-fitness

call genetic-algorithm().

Code:

```
import numpy as np
import matplotlib.pyplot as plt
from sklearn.datasets import make_classification
from sklearn.model_selection import train_test_split
from sklearn.metrics import accuracy_score

# Creating a sample dataset
X, y = make_classification(n_samples=500, n_features=10, n_informative=8, n_classes=2)
X_train, X_val, y_train, y_val = train_test_split(X, y, test_size=0.2)

# Neural Network Structure
input_size = X.shape[1]
hidden_size = 5
output_size = 1

# Helper functions for the Neural Network
def sigmoid(x):
    return 1 / (1 + np.exp(-x))
def forward_pass(X, weights1, weights2):
    hidden_input = np.dot(X, weights1)
    hidden_output = sigmoid(hidden_input)
    output_input = np.dot(hidden_output, weights2)
    output = sigmoid(output_input)
    return output
def compute_fitness(weights):
    predictions = forward_pass(X_train, weights['w1'], weights['w2'])
    predictions = (predictions > 0.5).astype(int)
    accuracy = accuracy_score(y_train, predictions)
    return accuracy
# Genetic Algorithm Parameters
population_size = 20
generations = 10
mutation_rate = 0.1

# Initialize Population
population = []
for _ in range(population_size):
    individual = {
        'w1': np.random.randn(input_size, hidden_size),
        'w2': np.random.randn(hidden_size, output_size)
    }
    population.append(individual)

# Tracking performance
```

```

best_fitness_history = []
average_fitness_history = []

# Main Genetic Algorithm Loop
for generation in range(generations):
    # Evaluate Fitness of each Individual
    fitness_scores = np.array([compute_fitness(individual) for individual in population])
    best_fitness = np.max(fitness_scores)
    average_fitness = np.mean(fitness_scores)
    best_fitness_history.append(best_fitness)
    average_fitness_history.append(average_fitness)

    # Selection: Select top half of the population
    sorted_indices = np.argsort(fitness_scores)[::-1]
    population = [population[i] for i in sorted_indices[:population_size//2]]
    # Crossover and Mutation
    new_population = []
    while len(new_population) < population_size:
        parents = np.random.choice(population, 2, replace=False)
        child = {
            'w1': (parents[0]['w1'] + parents[1]['w1']) / 2,
            'w2': (parents[0]['w2'] + parents[1]['w2']) / 2
        }
        # Mutation
        if np.random.rand() < mutation_rate:
            child['w1'] += np.random.randn(*child['w1'].shape) * 0.1
            child['w2'] += np.random.randn(*child['w2'].shape) * 0.1
        new_population.append(child)
    population = new_population
    print(f"Generation {generation+1}, Best Fitness: {best_fitness:.4f}")

    # Evaluate the best individual on validation set
    best_individual = population[np.argmax(fitness_scores)]
    predictions = forward_pass(X_val, best_individual['w1'], best_individual['w2'])
    predictions = (predictions > 0.5).astype(int)
    final_accuracy = accuracy_score(y_val, predictions)
    print(f'Final Accuracy on Validation Set: {final_accuracy:.4f}')
    # Plotting the results
    plt.figure(figsize=(10, 5))
    plt.plot(best_fitness_history, label='Best Fitness')
    plt.plot(average_fitness_history, label='Average Fitness')
    plt.title('Fitness Over Generations')
    plt.xlabel('Generation')
    plt.ylabel('Fitness')
    plt.legend()
    plt.grid(True)
    plt.show()

```

Program 2

Particle Swarm Optimization for Function Optimization:

Particle Swarm Optimization (PSO) is inspired by the social behavior of birds flocking or fish schooling. PSO is used to find optimal solutions by iteratively improving a candidate solution with regard to a given measure of quality. Implement the PSO algorithm using Python to optimize a mathematical function.

Implementation Steps:

1. Define the Problem: Create a mathematical function to optimize.
2. Initialize Parameters: Set the number of particles, inertia weight, cognitive and social coefficients.
3. Initialize Particles: Generate an initial population of particles with random positions and velocities.
4. Evaluate Fitness: Evaluate the fitness of each particle based on the optimization function.
5. Update Velocities and Positions: Update the velocity and position of each particle based on its own best position and the global best position.
6. Iterate: Repeat the evaluation, updating, and position adjustment for a fixed number of iterations or until convergence criteria are met.
7. Output the Best Solution: Track and output the best solution found during the iterations.

Algorithm:

01/09/2025
Monday

LAB : 3 . Particle Swarm Optimization for function Optimization.

- Particle swarm optimization (PSO) is inspired by the social behaviour of birds flocking or fish schooling. PSO is used to find optimal solutions by iteratively improving a candidate solution with regard to a given measure of quality. Implement the PSO algorithm using python to optimize a mathematical function.

Pseudocode :-

Initializing swarm:

- for each particle $i = 1$ to N :
 - Randomly initialize position x_i within bounds
 - Randomly initialize velocity v_i
 - Set personal best $p_i = x_i$
 - Evaluate fitness $f(p_i)$
- set global best $G = \text{minimum}(p_i)$

Repeat until stopping condition (max iterations or convergence):

- for each particle i :
 - For each dimension d :
 - $v_{i[d]} = w * v_{i[d]}$
 $+ c_1 * r_1 * (p_{i[d]} - x_{i[d]})$
 $+ c_2 * r_2 * (G[d] - x_{i[d]})$
(clamp $v_{i[d]}$ within $[-V_{\max}, V_{\max}]$)
 - $x_{i[d]} = x_{i[d]} + v_{i[d]}$
(if $x_{i[d]}$ outside bounds \rightarrow set to bound)
 - Evaluate fitness $f(x_i)$
 - if $f(x_i) < f(p_i)$:
 - if $f(p_i) < f(G)$
 $G = p_i$

Output:

Iteration 1/10 - Best score : 0.45194
Iteration 2/10 - Best score : 0.45194
Iteration 3/10 - Best score : 0.08463
Iteration 4/10 - Best score : 0.08463
Iteration 5/10 - Best score : 0.08068
Iteration 6/10 - Best score : 0.04906
Iteration 7/10 - Best score : 0.00581
Iteration 8/10 - Best score : 0.00581
Iteration 9/10 - Best score : 0.00581
Iteration 10/10 - Best score : 0.00188

Best Solution found:

Position : [-0.0415 + 3.64447284, 0.01234597284]

Value : 0.001880790

Code:

```
import random

# Define the function to optimize
def objective_function(position):
    x, y = position
    return x**2 + y**2

# PSO parameters
num_particles = 30
num_dimensions = 2
max_iterations = 10 # Changed from 100 to 10
```

w = 0.5
c1 = 1.5

c2 = 1.5

```
# Initialize particles
particles = []
velocities = []
personal_best_positions = []
personal_best_scores = []

for _ in range(num_particles):
    position = [random.uniform(-10, 10) for _ in range(num_dimensions)]
    velocity = [random.uniform(-1, 1) for _ in range(num_dimensions)]
    particles.append(position)
    velocities.append(velocity)
    personal_best_positions.append(position[:])
    personal_best_scores.append(objective_function(position))

global_best_index = personal_best_scores.index(min(personal_best_scores))
global_best_position = personal_best_positions[global_best_index][:]
global_best_score = personal_best_scores[global_best_index]

for iteration in range(max_iterations):
    for i in range(num_particles):
        for d in range(num_dimensions):
            r1 = random.random()
            r2 = random.random()

            velocities[i][d] = (w * velocities[i][d] +
                c1 * r1 * (personal_best_positions[i][d] - particles[i][d]) +
                c2 * r2 * (global_best_position[d] - particles[i][d]))

            particles[i][d] += velocities[i][d]

        fitness = objective_function(particles[i])

        if fitness < personal_best_scores[i]:
            personal_best_positions[i] = particles[i][:]
            personal_best_scores[i] = fitness

        if fitness < global_best_score:
            global_best_position = particles[i][:]
            global_best_score = fitness

    print(f'Iteration {iteration+1}/{max_iterations} — Best Score: {global_best_score:.5f}')

print("\nBest solution found:")
print(f"Position: {global_best_position}")
print(f"Value: {global_best_score}")
```

Program 3:

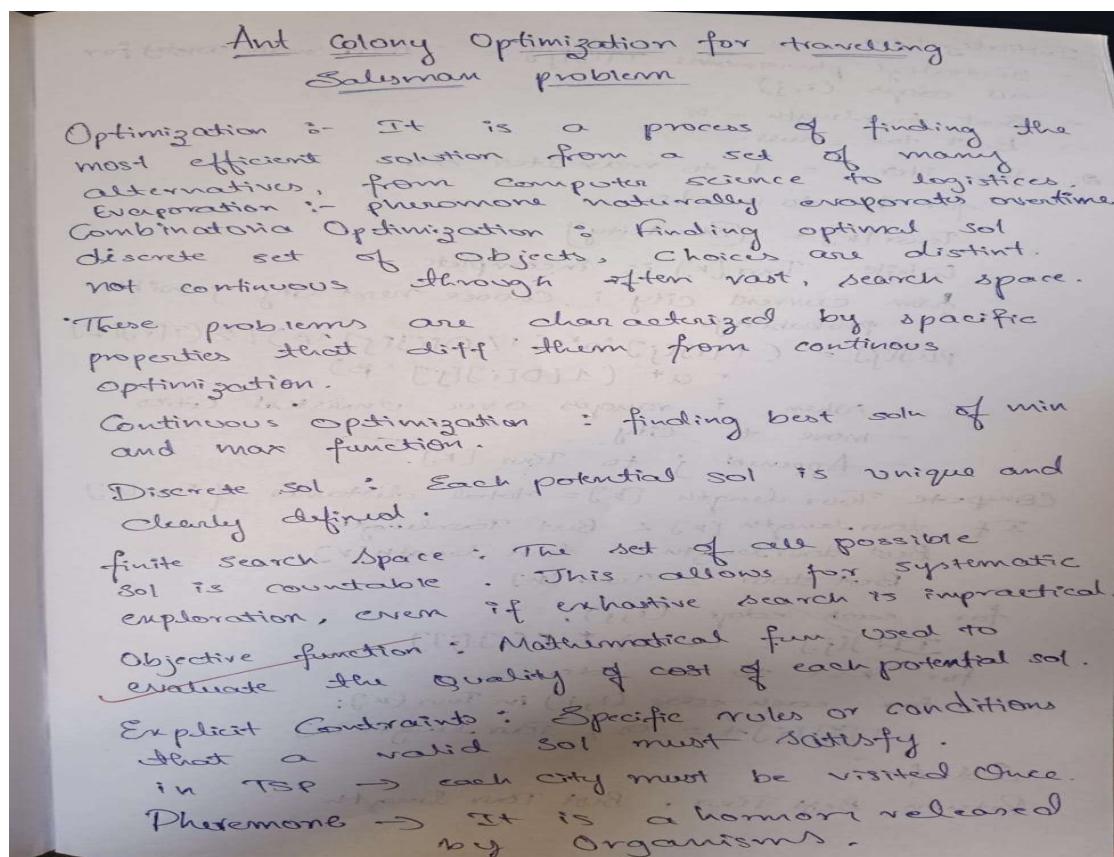
Ant Colony Optimization for the Traveling Salesman Problem:

The foraging behavior of ants has inspired the development of optimization algorithms that can solve complex problems such as the Traveling Salesman Problem (TSP). Ant Colony Optimization (ACO) simulates the way ants find the shortest path between food sources and their nest. Implement the ACO algorithm using Python to solve the TSP, where the objective is to find the shortest possible route that visits a list of cities and returns to the origin city.

Implementation Steps:

1. Define the Problem: Create a set of cities with their coordinates.
2. Initialize Parameters: Set the number of ants, the importance of pheromone (α), the importance of heuristic information (β), the evaporation rate (ρ), and the initial pheromone value.
3. Construct Solutions: Each ant constructs a solution by probabilistically choosing the next city based on pheromone trails and heuristic information.
4. Update Pheromones: After all ants have constructed their solutions, update the pheromone trails based on the quality of the solutions found.
5. Iterate: Repeat the construction and updating process for a fixed number of iterations or until convergence criteria are met.
6. Output the Best Solution: Keep track of and output the best solution found during the iterations.

Algorithm:



Initialization

- Initialize pheromone $T[i][j] = T_0$ (a small const for all edges (i, j))

→ Best tourlength = 0

→ Best tour = null.

2. for iter = 1 to maxIter do

for k=1 to m do

Tour[k] = [Startcity]

while Tour[k] is incomplete

from current city i, choose next city j with probability,

$$p[i][j] = \frac{(T[i][j])^\alpha \cdot (1/D[i][j])^\beta}{\sum (T[i][j])^\alpha \cdot (1/D[i][j])^\beta}$$

When i ranges over unvisited cities

- move to city

- Append j to Tour[k].

Compute Tour length [k] = total distance of Tour[k]

If tourlength [k] ≤ Best tourlength

Best tourlength = tour length [k]

Best tour = Tour [k].

for each edge (i, j) :

$$T[i][j] = (1 - p) * T[i][j]$$

for k=1 to m do

for each edge (i, j) in Tour [k]:

$$T[i][j] += \alpha / \text{Tour length}[k]$$

End for

Return Best Tour, Best tour length

Input :

$$\begin{bmatrix} 0 & 2 & 9 & 10 & 7 \\ 1 & 0 & 6 & 4 & 3 \\ 15 & 7 & 0 & 8 & 3 \\ 6 & 3 & 12 & 0 & 11 \\ 9 & 7 & 5 & 6 & 0 \end{bmatrix}$$

Output :

Best path $\rightarrow 3 \rightarrow 1 \rightarrow 0 \rightarrow 2 \rightarrow 4 \rightarrow 3$
 path length : 22

Input:

$$\begin{bmatrix} 0 & 2 & 9 & 10 & 7 \\ 1 & 0 & 6 & 4 & 3 \\ 15 & 7 & 0 & 8 & 3 \\ 6 & 3 & 12 & 0 & 11 \end{bmatrix}$$

Best path $\rightarrow 3 \rightarrow 1 \rightarrow 0 \rightarrow 2 \rightarrow 3$
 Best path length : 21

S.P.T.

Code:

```

import random
import math

class ACO_TSP:
    def __init__(self, distances, n_ants=10, n_iterations=100, alpha=1, beta=5, rho=0.5, Q=100):
        self.distances = distances
        self.n = len(distances)
        self.n_ants = n_ants
        self.n_iterations = n_iterations
        self.alpha = alpha
        self.beta = beta
        self.rho = rho
        self.Q = Q
        self.pheromone = [[1 for _ in range(self.n)] for _ in range(self.n)] 

        self.best_length = float("inf")
        self.best_tour = None

    def run(self):

```

```

for it in range(self.n_iterations):
    all_tours = []
    all_lengths = []

    for ant in range(self.n_ants):
        tour = self.construct_solution()
        length = self.compute_length(tour)

        all_tours.append(tour)
        all_lengths.append(length)

        if length < self.best_length:
            self.best_length = length
            self.best_tour = tour

    self.update_pheromones(all_tours, all_lengths)

    return self.best_tour, self.best_length

def construct_solution(self):
    start = random.randint(0, self.n - 1)
    tour = [start]
    unvisited = set(range(self.n))
    unvisited.remove(start)

    current = start
    while unvisited:
        next_city = self.choose_next_city(current, unvisited)
        tour.append(next_city)
        unvisited.remove(next_city)
        current = next_city

    return tour

def choose_next_city(self, current, unvisited):
    probs = []
    total = 0
    for city in unvisited:
        tau = self.pheromone[current][city] ** self.alpha
        eta = (1.0 / self.distances[current][city]) ** self.beta
        value = tau * eta
        probs.append((city, value))
        total += value

    r = random.random() * total
    cumulative = 0
    for city, value in probs:

```

```

        cumulative += value
    if cumulative >= r:
        return city
    return probs[-1][0]

def compute_length(self, tour):
    length = 0
    for i in range(len(tour) - 1):
        length += self.distances[tour[i]][tour[i+1]]
    length += self.distances[tour[-1]][tour[0]]
    return length

def update_pheromones(self, all_tours, all_lengths):
    for i in range(self.n):
        for j in range(self.n):
            self.pheromone[i][j] *= (1 - self.rho)

    for tour, length in zip(all_tours, all_lengths):
        for i in range(len(tour) - 1):
            a, b = tour[i], tour[i+1]
            self.pheromone[a][b] += self.Q / length
            self.pheromone[b][a] += self.Q / length
        a, b = tour[-1], tour[0]
        self.pheromone[a][b] += self.Q / length
        self.pheromone[b][a] += self.Q / length

# Example usage
if __name__ == "__main__":
    distances = [
        [0, 2, 9, 10, 7],
        [1, 0, 6, 4, 3],
        [15, 7, 0, 8, 3],
        [6, 3, 12, 0, 11],
        [9, 7, 5, 6, 0]
    ]

    aco = ACO_TSP(distances, n_ants=10, n_iterations=50, alpha=1, beta=5, rho=0.5, Q=100)
    best_tour, best_length = aco.run()

    # Format tour as edges
    path_str = " -> ".join(map(str, best_tour)) + f" -> {best_tour[0]}"
    print("\n==== Final Best Solution ===")
    print("Best path:", path_str)
    print("Best path length:", best_length)

```

Program 4:

Cuckoo Search (CS):

Cuckoo Search (CS) is a nature-inspired optimization algorithm based on the brood parasitism of some cuckoo species. This behavior involves laying eggs in the nests of other birds, leading to the optimization of survival strategies. CS uses Lévy flights to generate new solutions, promoting global search capabilities and avoiding local minima. The algorithm is widely used for solving continuous optimization problems and has applications in various domains, including engineering design, machine learning, and data mining.

Implementation Steps:

1. Define the Problem: Create a mathematical function to optimize.
2. Initialize Parameters: Set the number of nests, the probability of discovery, and the number of iterations.
3. Initialize Population: Generate an initial population of nests with random positions.
4. Evaluate Fitness: Evaluate the fitness of each nest based on the optimization function.
5. Generate New Solutions: Create new solutions via Lévy flights.
6. Abandon Worst Nests: Abandon a fraction of the worst nests and replace them with new random positions.
7. Iterate: Repeat the evaluation, updating, and replacement process for a fixed number of iterations or until convergence criteria are met.
8. Output the Best Solution: Track and output the best solution found during the iterations.

Algorithm:

Pseudo Code :

1. Set the initial value of the host nest size n , probability p_a (0.1) and maximum no. of iteration Maxt.
2. Set $t = 0$. & counter Initialization.
3. For ($i=1 : i \leq n$) do
4. Generate initial population of n nest x_i^t .
5. Evaluate fitness function $f(x_i^t)$.
6. End for.
7. Generate a new solution (cuckoo) x_i^{t+1} randomly by Levy flight.
8. Evaluate fitness function x_i^{t+1} i.e $f(x_i^{t+1})$.
9. Choose a nest x_j^t among n solutions randomly.
10. If ($f(x_i^{t+1}) > f(x_j^t)$) then
11. Replace the solution x_j^t with the solution x_i^{t+1}
12. End if.
13. Abandon a fraction p_a of worst nest.
14. Build new nest at new location using Levy flight a fraction p_a of worse nest.
15. Keep the best solution (nest with quality solution).
16. Rank the solution and find current best solution.
17. Set $t = t + 1$
18. Until ($t \geq \text{Maxt}$)
19. Produce the best solution.

(x_i^t and x_j^t are random variables)

S.P.T.

Pseudocode : Cuckoo Search for Knapsack

Input : n , p_a , Max-t, weights, values, capacity

Initialize n random nests (solutions)

Evaluate fitness of each nest.

for $t=1$ to Max-t do

 for each nest i :

 Generate new solution by Levy flight (cuckoo)

 Evaluate cuckoo fitness

 Randomly select nest j

 If cuckoo fitness > fitness of nest j :

 Replace nest j with cuckoo solution.

Abandon p_a fraction of worst nests and replace
with new random nests

Evaluate fitness of new nests

Find best solution so far

End for

Output best solution and its fitness:

Weights = 12, 7, 11, 8, 9

Values = 24, 13, 23, 15, 16

Capacity = 26

$n=10$, $p_a=0.25$, max-iter=100

Output :

Best Solution found:

Items selected : [0 1 1 1 0]

Total Value : 51

Total weight : 26

Sonika
Rao

Code:

```
import numpy as np

# Problem data (same as before)
weights = np.array([12, 7, 11, 8, 9])
values = np.array([24, 13, 23, 15, 16])
capacity = 26

n = 10      # Number of nests
Pa = 0.25   # Probability of abandoning worst nests
max_iter = 100

def fitness(solution):
    total_weight = np.sum(solution * weights)
    if total_weight > capacity:
        return 0
    else:
        return np.sum(solution * values)

def initial_nests(n, dim):
    return np.random.randint(0, 2, (n, dim))

def levy_flight(Lambda=1.5):
    sigma = (np.math.gamma(1 + Lambda) * np.sin(np.pi * Lambda / 2) /
             (np.math.gamma((1 + Lambda) / 2) * Lambda * 2 ** ((Lambda - 1) / 2))) ** (1 /
             Lambda)
    u = np.random.normal(0, sigma, size=weights.shape[0])
    v = np.random.normal(0, 1, size=weights.shape[0])
    step = u / np.abs(v) ** (1 / Lambda)
    return step

def get_new_solution(nest):
    step_size = levy_flight()
    new_sol_cont = nest + 0.01 * step_size * (nest - np.mean(nest))
    s = 1 / (1 + np.exp(-new_sol_cont))
    new_sol = np.array([1 if x > 0.5 else 0 for x in s])
    return new_sol

def abandon_worst_nests(nests, fitnesses, Pa):
    num_abandon = int(Pa * len(nests))
    worst_indices = np.argsort(fitnesses)[:num_abandon]
    for i in worst_indices:
        nests[i] = np.random.randint(0, 2, nests.shape[1])
        fitnesses[i] = fitness(nests[i])
    return nests, fitnesses
```

```

def cuckoo_search():
    dim = weights.shape[0]
    t = 0

    # Step 4 and 5: Initialize population and evaluate fitness
    nests = initial_nests(n, dim)
    fitnesses = np.array([fitness(nest) for nest in nests])

    while t < max_iter:
        for i in range(n):
            # Step 7 and 8: Generate cuckoo and evaluate fitness
            cuckoo = get_new_solution(nests[i])
            cuckoo_fit = fitness(cuckoo)

            # Step 9: Choose a nest randomly
            j = np.random.randint(n)

            # Step 10-12: Replace if cuckoo is better
            if cuckoo_fit > fitnesses[j]:
                nests[j] = cuckoo
                fitnesses[j] = cuckoo_fit

        # Step 13 and 14: Abandon fraction Pa of worst nests and build new ones
        nests, fitnesses = abandon_worst_nests(nests, fitnesses, Pa)

        # Step 15 and 16: Keep and rank the best solution
        best_index = np.argmax(fitnesses)
        best_nest = nests[best_index].copy()
        best_fitness = fitnesses[best_index]

        print(f'Iteration {t+1}: Best fitness = {best_fitness}')

        t += 1

    # Step 19: Output the best solution
    return best_nest, best_fitness

best_solution, best_val = cuckoo_search()

print("\nBest solution found:")
print("Items selected:", best_solution)
print("Total value:", best_val)
print("Total weight:", np.sum(best_solution * weights))

```

Program 5:

Grey Wolf Optimizer (GWO):

The Grey Wolf Optimizer (GWO) algorithm is a swarm intelligence algorithm inspired by the social hierarchy and hunting behavior of grey wolves. It mimics the leadership structure of alpha, beta, delta, and omega wolves and their collaborative hunting strategies. The GWO algorithm uses these social hierarchies to model the optimization process, where the alpha wolves guide the search process while beta and delta wolves assist in refining the search direction. This algorithm is effective for continuous optimization problems and has applications in engineering, data analysis, and machine learning.

Implementation Steps:

1. Define the Problem: Create a mathematical function to optimize.
2. Initialize Parameters: Set the number of wolves and the number of iterations.
3. Initialize Population: Generate an initial population of wolves with random positions.
4. Evaluate Fitness: Evaluate the fitness of each wolf based on the optimization function.
5. Update Positions: Update the positions of the wolves based on the positions of alpha, beta, and delta wolves.
6. Iterate: Repeat the evaluation and position updating process for a fixed number of iterations or until convergence criteria are met.
7. Output the Best Solution: Track and output the best solution found during the iterations

Algorithm:

Lab-6

29/09/2023

Monday

Grey Wolf Optimization

Application feature Selection in ML using
grey wolf optimization.

Pseudo code

Input : Dataset ($m \times n$), number of features D,
fitness function f , wolves N, iterations
MaxIter.

Initialize wolf positions randomly in $[0,1]$
(size $N \times D$)

Initialize Alpha, Beta, Delta wolves with
worst fitness.

for $t=1$ to MaxIter:

$$\alpha = 2 - 2^* (t / \text{MaxIter})$$

For each wolf i : Converts any real number
into a valid bin $0 \leq 1$
Convert position to binary mask
using sigmoid and threshold 0.5

$$\text{fitness}[i] = f(\text{mask}[i])$$

Turns probability into
a binary (0 or 1)

Update Alpha, Beta, Delta wolves based
on fitness.

for each wolf i :

for each feature d :

Update position $[i][d]$ using
Alpha, Beta, Delta positions
and coefficients A, C

clamp positions to [0,1]

Convert Alpha position to binary mask

Return best feature mask and fitness.

Output:

Iteration 1/10, Best fitness : 0.8589

Iteration 2/10, Best fitness : 0.8819

Iteration 3/10, Best fitness : 0.8836

Iteration 4/10, Best fitness : 0.8884

Iteration 5/10, Best fitness : 0.8884

Iteration 6/10, Best fitness : 0.8884

Iteration 7/10, Best fitness : 0.8884

Iteration 8/10, Best fitness : 0.8884

Iteration 9/10, Best fitness : 0.8884

Iteration 10/10, Best fitness : 0.8884

Selected features indices: [1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20 21 22
23 24 25 26 27 28 29]

Number of features selected : 24

Best fitness : 0.8884

Sept
29/7/18

Code:

```
import numpy as np
from sklearn.datasets import load_breast_cancer
from sklearn.model_selection import cross_val_score
from sklearn.ensemble import RandomForestClassifier

# Load dataset
data = load_breast_cancer()
X = data.data
y = data.target
num_features = X.shape[1]

# Gray Wolf Optimizer parameters
num_wolves = 10 # Population size
max_iter = 10 # Number of iterations

# Binary GWO helper functions
def sigmoid(x):
    return 1 / (1 + np.exp(-x))

def binary_transform(x):
    return np.where(sigmoid(x) > np.random.rand(len(x)), 1, 0)

# Fitness function: classification accuracy
def fitness(position):
    selected_features = np.where(position == 1)[0]
    if len(selected_features) == 0:
        return 0
    X_selected = X[:, selected_features]
    clf = RandomForestClassifier(n_estimators=50)
    score = cross_val_score(clf, X_selected, y, cv=5).mean()
    return score

# Initialize wolves
wolves = np.random.uniform(-1, 1, (num_wolves, num_features))
binary_wolves = np.array([binary_transform(w) for w in wolves])
fitness_vals = np.array([fitness(w) for w in binary_wolves])

# Initialize alpha, beta, delta
alpha_idx = np.argmax(fitness_vals)
alpha = wolves[alpha_idx].copy()
alpha_score = fitness_vals[alpha_idx]

beta_idx = np.argsort(fitness_vals)[-2]
beta = wolves[beta_idx].copy()
beta_score = fitness_vals[beta_idx]
```

```

delta_idx = np.argsort(fitness_vals)[-3]
delta = wolves[delta_idx].copy()
delta_score = fitness_vals[delta_idx]

# Main loop
for t in range(max_iter):
    a = 2 - t * (2 / max_iter) # Linearly decreasing a

    for i in range(num_wolves):
        for j in range(num_features):
            r1, r2 = np.random.rand(), np.random.rand()
            A1 = 2 * a * r1 - a
            C1 = 2 * r2
            D_alpha = abs(C1 * alpha[j] - wolves[i][j])
            X1 = alpha[j] - A1 * D_alpha

            r1, r2 = np.random.rand(), np.random.rand()
            A2 = 2 * a * r1 - a
            C2 = 2 * r2
            D_beta = abs(C2 * beta[j] - wolves[i][j])
            X2 = beta[j] - A2 * D_beta

            r1, r2 = np.random.rand(), np.random.rand()
            A3 = 2 * a * r1 - a
            C3 = 2 * r2
            D_delta = abs(C3 * delta[j] - wolves[i][j])
            X3 = delta[j] - A3 * D_delta

            wolves[i][j] = (X1 + X2 + X3) / 3

# Update binary positions
binary_wolves = np.array([binary_transform(w) for w in wolves])
fitness_vals = np.array([fitness(w) for w in binary_wolves])

# Update alpha, beta, delta
sorted_idx = np.argsort(fitness_vals)[::-1]
alpha, alpha_score = wolves[sorted_idx[0]].copy(), fitness_vals[sorted_idx[0]]
beta, beta_score = wolves[sorted_idx[1]].copy(), fitness_vals[sorted_idx[1]]
delta, delta_score = wolves[sorted_idx[2]].copy(), fitness_vals[sorted_idx[2]]

print(f"Iteration {t+1}/{max_iter}, Best fitness: {alpha_score:.4f}")

# Best feature subset
best_features = np.where(binary_transform(alpha) == 1)[0]
print("Selected feature indices:", best_features)
print("Number of features selected:", len(best_features))

```

Program 6:

Parallel Cellular Algorithms and Programs:

Parallel Cellular Algorithms are inspired by the functioning of biological cells that operate in a highly parallel and distributed manner. These algorithms leverage the principles of cellular automata and parallel computing to solve complex optimization problems efficiently. Each cell represents a potential solution and interacts with its neighbors to update its state based on predefined rules. This interaction models the diffusion of information across the cellular grid, enabling the algorithm to explore the search space effectively. Parallel Cellular Algorithms are particularly suitable for large-scale optimization problems and can be implemented on parallel computing architectures for enhanced performance.

Implementation Steps:

1. Define the Problem: Create a mathematical function to optimize.
2. Initialize Parameters: Set the number of cells, grid size, neighborhood structure, and number of iterations.
3. Initialize Population: Generate an initial population of cells with random positions in the solution space.
4. Evaluate Fitness: Evaluate the fitness of each cell based on the optimization function.
5. Update States: Update the state of each cell based on the states of its neighboring cells and predefined update rules.
6. Iterate: Repeat the evaluation and state updating process for a fixed number of iterations or until convergence criteria are met.
7. Output the Best Solution: Track and output the best solution found during the iterations.

Algorithm:

13/10/2025

Monday

Parallel Cellular Algorithm

Pseudo-Code

Application - Noise Reduction.

Algorithm PCA-Noise-Reduction

Input: Noisy image $I(x,y)$

Define parameters:

grid-size \leftarrow dimensions of I

neighborhood \leftarrow define-neighborhood-structure()

max-iterations \leftarrow MaxIter

smoothing-factor $\leftarrow \alpha$

Initialize cells:

for each pixel (x,y) in I :

cell $[x][y]$. state $\leftarrow I(x,y)$

cell $[x][y]$. new-state $\leftarrow 0$

for iter = 1 to max-iterations do in parallel:

for each cell (x,y) :

neighbors \leftarrow get-neighbors (cell $[x][y]$, neighborhood)

neighbor-avg \leftarrow average-state (neighbors)

cell $[x][y]$. new-state $\leftarrow (\text{cell}[x][y]. state * (1 - \alpha)) +$

cell $[x][y]$. state $+ \alpha * \text{neighbor-avg}$

End for

for each cell (x,y) :

cell $[x][y]$. state \leftarrow cell $[x][y]$. new-state

End for

End for

Output: Denoised image $D(x,y) = \text{cell}[x][y]. state$

Output:

Original Image 5x5 patch:

$$\begin{bmatrix} [212 & 212 & 212 & 213 & 212] \\ [213 & 212 & 212 & 211 & 213] \\ [213 & 213 & 213 & 211 & 212] \\ [213 & 213 & 212 & 212 & 212] \\ [213 & 212 & 213 & 212 & 213] \end{bmatrix}$$

Noisy Image 5x5 patch:

$$\begin{bmatrix} [211 & 211 & 211 & 213 & 211] \\ [213 & 211 & 211 & 211 & 213] \\ [213 & 213 & 213 & 211 & 211] \\ [213 & 213 & 211 & 211 & 211] \\ [213 & 211 & 213 & 211 & 213] \end{bmatrix}$$

Denoised Image 5x5 patch:

$$\begin{bmatrix} [211 & 211 & 211 & 211 & 211] \\ [211 & 211 & 211 & 211 & 211] \\ [211 & 211 & 211 & 211 & 211] \\ [212 & 212 & 212 & 212 & 211] \\ [212 & 212 & 212 & 212 & 212] \end{bmatrix}$$

SP.1
18/10/25

Code:

```
import numpy as np
import matplotlib.pyplot as plt
from skimage import data, util
```

```

def get_neighbors_indices(row, col, max_row, max_col):
    neighbors = []
    for dr in [-1, 0, 1]:
        for dc in [-1, 0, 1]:
            if dr == 0 and dc == 0:
                continue
            nr, nc = row + dr, col + dc
            if 0 <= nr < max_row and 0 <= nc < max_col:
                neighbors.append((nr, nc))
    return neighbors

def pca_noise_reduction(image, max_iterations=10, sigma=15):
    rows, cols = image.shape
    denoised_image = image.copy().astype(float)

    for iteration in range(max_iterations):
        new_image = denoised_image.copy()

        for i in range(rows):
            for j in range(cols):
                neighbors = get_neighbors_indices(i, j, rows, cols)

                weights = []
                intensities = []

                for nr, nc in neighbors:
                    diff = abs(denoised_image[nr, nc] - denoised_image[i, j])
                    weight = np.exp(-diff / sigma)
                    weights.append(weight)
                    intensities.append(denoised_image[nr, nc])

                weights = np.array(weights)
                intensities = np.array(intensities)

                if weights.sum() > 0:
                    new_value = np.sum(weights * intensities) / np.sum(weights)
                    new_image[i, j] = new_value

        denoised_image = new_image

    return denoised_image.astype(np.uint8)

# Load sample grayscale image: "camera"
image = data.camera() # shape: (512, 512)

# Add salt & pepper noise

```

```

noisy_image = util.random_noise(image, mode='s&p', amount=0.05)
noisy_image = (noisy_image * 255).astype(np.uint8)

# Apply PCA-based denoising
denoised = pca_noise_reduction(noisy_image, max_iterations=10, sigma=20)

# ⚡ Print only the 5x5 pixel values for comparison
print("\nOriginal Image 5x5 patch:")
print(image[100:105, 100:105])

print("\nNoisy Image 5x5 patch:")
print(noisy_image[100:105, 100:105])

print("\nDenoised Image 5x5 patch:")
print(denoised[100:105, 100:105])

```

Program 7:

Optimization via Gene Expression Algorithms:

Gene Expression Algorithms (GEA) are inspired by the biological process of gene expression in living organisms. This process involves the translation of genetic information encoded in DNA into functional proteins. In GEA, solutions to optimization problems are encoded in a manner similar to genetic sequences. The algorithm evolves these solutions through selection, crossover, mutation, and gene expression to find optimal or near-optimal solutions. GEA is effective for solving complex optimization problems in various domains, including engineering, data analysis, and machine learning.

Implementation Steps:

1. Define the Problem: Create a mathematical function to optimize.
2. Initialize Parameters: Set the population size, number of genes, mutation rate, crossover rate, and number of generations.
3. Initialize Population: Generate an initial population of random genetic sequences.
4. Evaluate Fitness: Evaluate the fitness of each genetic sequence based on the optimization function.
5. Selection: Select genetic sequences based on their fitness for reproduction.
6. Crossover: Perform crossover between selected sequences to produce offspring.
7. Mutation: Apply mutation to the offspring to introduce variability.
8. Gene Expression: Translate genetic sequences into functional solutions.
9. Iterate: Repeat the selection, crossover, mutation, and gene expression processes for a fixed number of generations or until convergence criteria are met.
10. Output the Best Solution: Track and output the best solution found during the iterations.

Algorithm:

25/08/2025

Monday

LAB 2 : Travelling Salesman
using Genetic Algorithm.

Lab 2 : Gene Expression Algorithm

1) Define fitness function

fitness (x) = sum of squares of x 's
Components.

2) Initialise parameters

population size = 20

num-genes = 5

gene-min = -5.0

gene-max = 5.0

mutation-rate = 0.1

crossover-cost = 0.8

generations = 30

3) Initializing population:

for each individual in population size

Create a vector of num-genes

random values between gene-min and
gene-max.

4. for generation = 1 to generation do :

a. Evaluate fitness for all individuals
for each individual :

Calculate fitness(individual)

b. Find the best individual so far
and same if imposed.

c. Print generation number, best fitness
and best solution

d. Select parents;

Use tournament selection based
on fitness

e. Generate next generation

for pairs of parents

perform crossover with probability
crossover rate

perform mutation on children
with mutation rate.

Add children to next generation.

⇒ After all generations
Print best solution and its fitness.

Outputs:

Gen	Best fitness
1	4.626874
2	4.239207
3	4.239207
4	4.239207

Best Solution (genes)

$\begin{bmatrix} -2.006 & 0.0863 & -1.8552 & -0.3412 \\ -0.4556 & -1.6406 & 0.8779 & 0.7545 \\ -0.4556 & -1.6406 & 0.8779 & 0.7545 \\ 0.4556 & -1.6406 & 0.8799 & 0.7545 \end{bmatrix}$

8) Gen 1 : Best fitness = 841 , Best $x = 29$
 Gen 2 : Best fitness = 841 , Best $x = 29$
 Gen 3 : Best fitness = 841 , Best $x = 29$
 Gen 4 : Best fitness = 961 , Best $x = 31$
 Gen 5 : Best fitness = 961 , Best $x = 31$
 Gen 6 : Best fitness = 961 , Best $x = 31$
 Gen 7 : Best fitness = 961 , Best $x = 31$
 Gen 8 : Best fitness = 961 , Best $x = 31$
 Gen 9 : Best fitness = 961 , Best $x = 31$
 Gen 10 : Best fitness = 961 , Best $x = 31$
 Best Solution : $x = 31$, fitness = 961.
*Ans
28/8/15*

Code:

```

import numpy as np
import matplotlib.pyplot as plt
from gplearn.genetic import SymbolicRegressor
from gplearn.functions import make_function
from gplearn.fitness import make_fitness

# Generate training data
X = np.linspace(-10, 10, 100).reshape(-1, 1)
y = X**2 + np.sin(X) # True function to approximate

# Define symbolic regressor
est_gp = SymbolicRegressor(
    population_size=500,

```

```

generations=20,
stopping_criteria=0.01,
p_crossover=0.7,
p_subtree_mutation=0.1,
p_hoist_mutation=0.05,
p_point_mutation=0.1,
max_samples=0.9,
verbose=1,
parsimony_coefficient=0.001,
random_state=42
)

# Fit model
est_gp.fit(X, y)

# Predict on training data
y_pred = est_gp.predict(X)

# Print discovered expression
print("\nDiscovered expression:")
print(est_gp._program)

# Plot the results
plt.figure(figsize=(10, 6))
plt.plot(X, y, label='True Function', color='blue')
plt.plot(X, y_pred, label='GEP Prediction', color='red', linestyle='--')
plt.legend()
plt.title("Gene Expression Programming (Symbolic Regression)")
plt.xlabel("X")
plt.ylabel("y")
plt.grid(True)
plt.show()

```