

Justin: 23 May

10 random binary strings (or chromosomes)

Each needs a “fitness” or “score” (lower=better)

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

Fitness or score logic

- Look at an equation and count up the number of variables it has: V_{has}
- See how many variables are known: V_{known}
- Fitness = $V_{has} - V_{known}$
- Example
 - $x = x_0 + v_{x0}\Delta t + \frac{1}{2}a\Delta t^2$ has 5 variables ($V_{has} = 5$)
 - Suppose 3 variables x_0 , v_0 , and a are known ($V_{known} = 3$)
 - Fitness for this: $5-3=2$

Optimizer: Genetic Algorithm

Mimics Darwin's "survival of the fittest"

- Start with random population (us: binary strings that drive Q&A)
- Pick out "most fit ones"
- "Mate" them
- Create "children" from the mating
- Children become next generation
- Hopefully children are more fit than parents

Remember

```
equation_dict = {  
    0: {  
        "text": "x = x0 + v0x dt + 1/2 ax dt^2",  
        "vars": ["x", "x0", "v0x", "ax", "dt"],  
        "var_count": 5,  
        "label": "x"  
    },  
  
    1: {  
        "text": "vx = v0x + ax dt",  
        "vars": ["vx", "v0x", "ax", "dt"],  
        "var_count": 4,  
        "label": "vx",  
    },  
  
    2: {  
        "text": "dt = tf - ti",  
        "vars": ["dt", "tf", "ti"],  
        "var_count": 3,  
        "label": "dt"  
    }  
}
```

Some fake knowledge (to come from Q&A)

```
knowns = [
```

```
{'object_num': 1, 'eqn_num': 0, 'var_num': 3, 'seq_num': 6, 'var_name': 'ax', 'response': '1m/s^2'}  
{'object_num': 1, 'eqn_num': 1, 'var_num': 3, 'seq_num': 6, 'var_name': 'dt', 'response': '10s'}  
{'object_num': 1, 'eqn_num': 0, 'var_num': 4, 'seq_num': 6, 'var_name': 'dt', 'response': '10s'}  
{'object_num': 1, 'eqn_num': 1, 'var_num': 1, 'seq_num': 6, 'var_name': 'v0x', 'response': '0m/s'}  
{'object_num': 1, 'eqn_num': 0, 'var_num': 2, 'seq_num': 6, 'var_name': 'v0x', 'response': '0m/s'}  
{'object_num': 1, 'eqn_num': 0, 'var_num': 1, 'seq_num': 6, 'var_name': 'x0', 'response': '0m'}
```

```
]
```

Fitness calculator

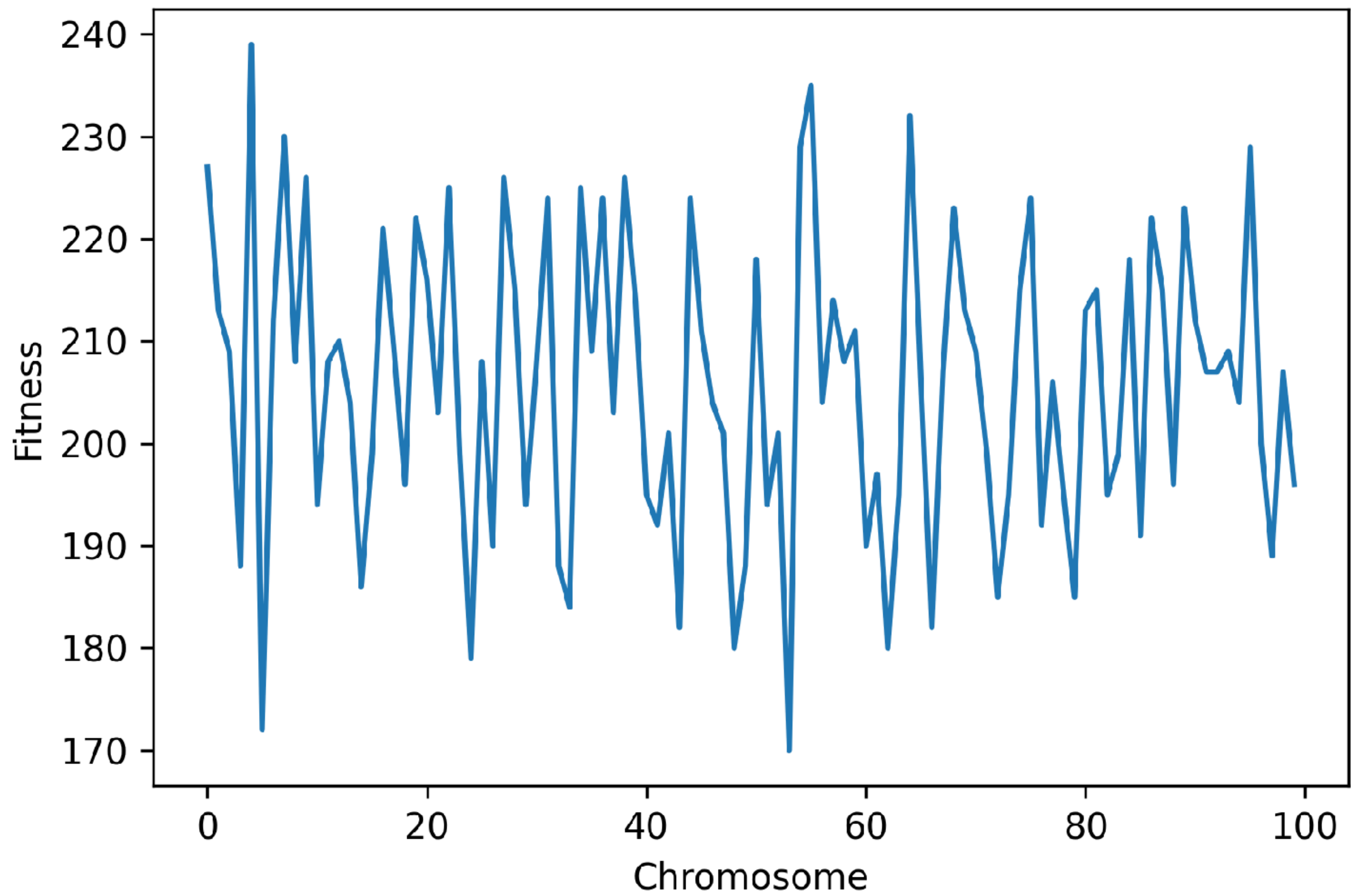
```
def compute_fitness(self, knowns, chrom):
    fitness = 0
    out_of_range = 0
    in_range = 0
    for i in range(0, len(chrom), self.chunk_size):
        [object_num, eqn_num, var_num, seq_num] = lib.get_numbers(chrom, self.number_count_needed, i, self.bits_per_number)
        #only log valid equation and variable numbers
        if eqn_num < len(self.equation_dict) and var_num < len(self.equation_dict[eqn_num]['vars']):
            possible_vars = len(self.equation_dict[eqn_num]['vars'])
            #get known equations for the combo
            vars_known = [ known['var_name']
                           for known in knowns if
                           known['object_num'] == object_num and
                           known['eqn_num'] == eqn_num and
                           known['seq_num'] == seq_num
                           ]
            fitness += possible_vars - len(vars_known)
            in_range += 1
        else:
            fitness += eqn_num
            out_of_range += 1

    return {"fitness": fitness, "in_range": in_range, "out_of_range": out_of_range}
```


Results

100 Chromosomes

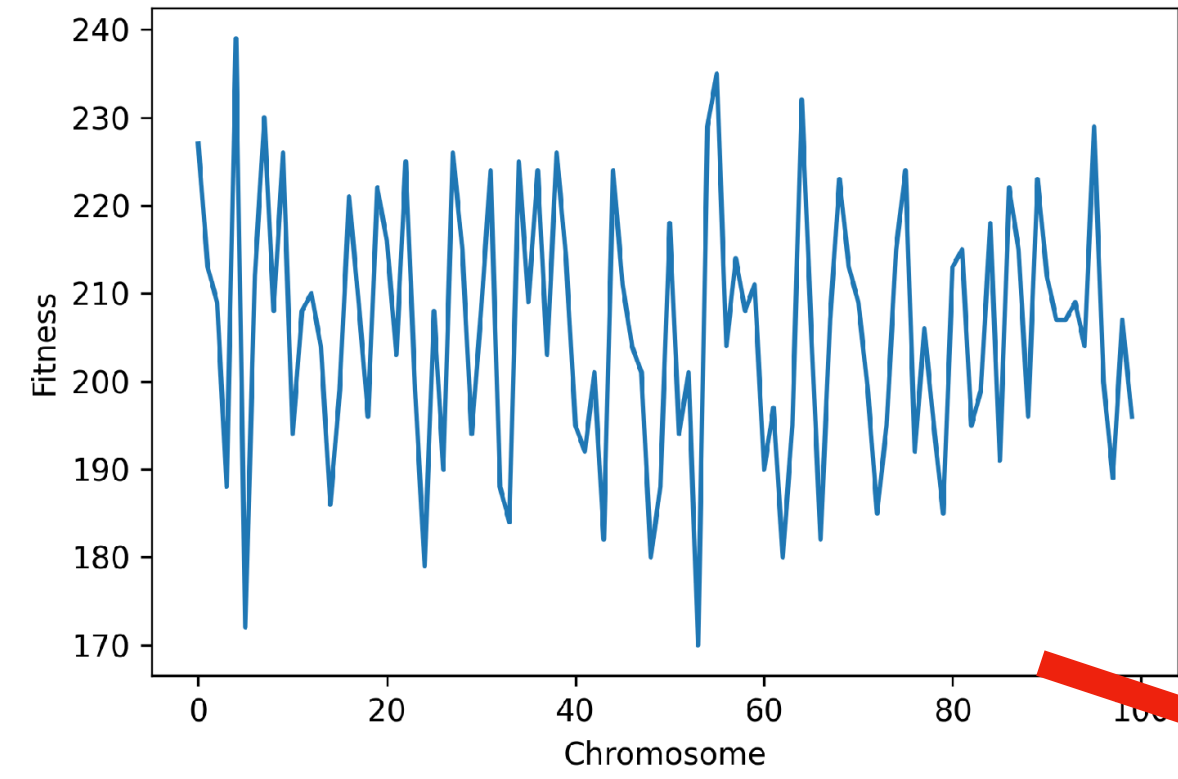
fitness=210, Equations in-range: 3, out of range: 47
fitness=193, Equations in-range: 12, out of range: 38
fitness=196, Equations in-range: 6, out of range: 44
fitness=223, Equations in-range: 7, out of range: 43
fitness=217, Equations in-range: 12, out of range: 38
fitness=200, Equations in-range: 12, out of range: 38
fitness=185, Equations in-range: 12, out of range: 38
fitness=184, Equations in-range: 9, out of range: 41
fitness=207, Equations in-range: 9, out of range: 41
fitness=202, Equations in-range: 12, out of range: 38
fitness=212, Equations in-range: 14, out of range: 36
fitness=182, Equations in-range: 9, out of range: 41
fitness=229, Equations in-range: 10, out of range: 40
fitness=208, Equations in-range: 6, out of range: 44
fitness=220, Equations in-range: 10, out of range: 40
fitness=208, Equations in-range: 3, out of range: 47
fitness=207, Equations in-range: 10, out of range: 40
fitness=194, Equations in-range: 8, out of range: 42
fitness=179, Equations in-range: 13, out of range: 37
fitness=222, Equations in-range: 15, out of range: 35
fitness=210, Equations in-range: 12, out of range: 38
fitness=212, Equations in-range: 11, out of range: 39
fitness=214, Equations in-range: 8, out of range: 42
fitness=188, Equations in-range: 6, out of range: 44
fitness=205, Equations in-range: 12, out of range: 38
fitness=220, Equations in-range: 7, out of range: 43
fitness=218, Equations in-range: 7, out of range: 43
fitness=199, Equations in-range: 11, out of range: 39
fitness=201, Equations in-range: 8, out of range: 42
fitness=204, Equations in-range: 10, out of range: 40
fitness=171, Equations in-range: 7, out of range: 43
fitness=200, Equations in-range: 6, out of range: 44
fitness=196, Equations in-range: 12, out of range: 38
fitness=220, Equations in-range: 16, out of range: 34
fitness=176, Equations in-range: 7, out of range: 43
fitness=227, Equations in-range: 9, out of range: 41



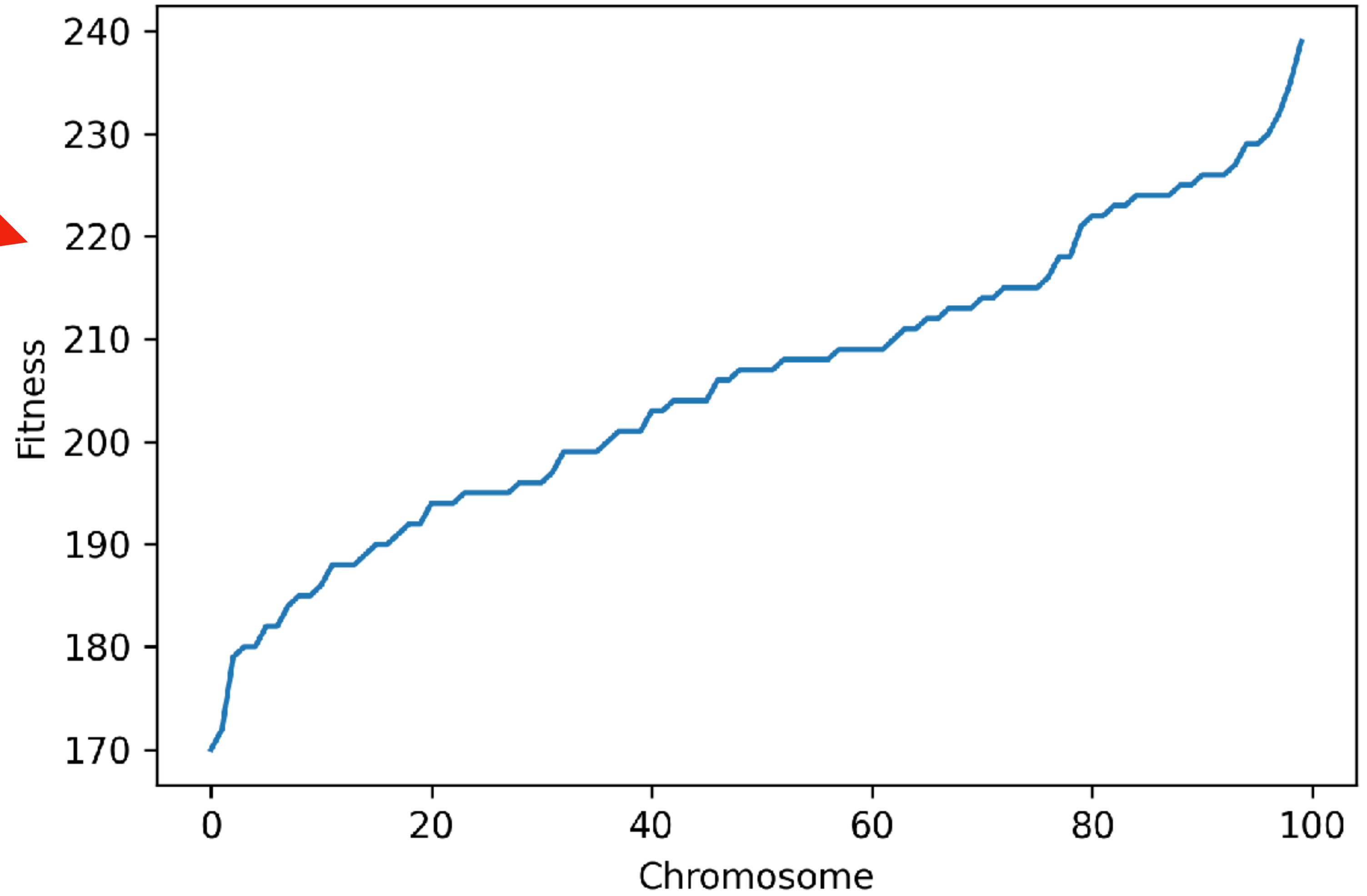
Optimizer plan

See out a solution to the problem

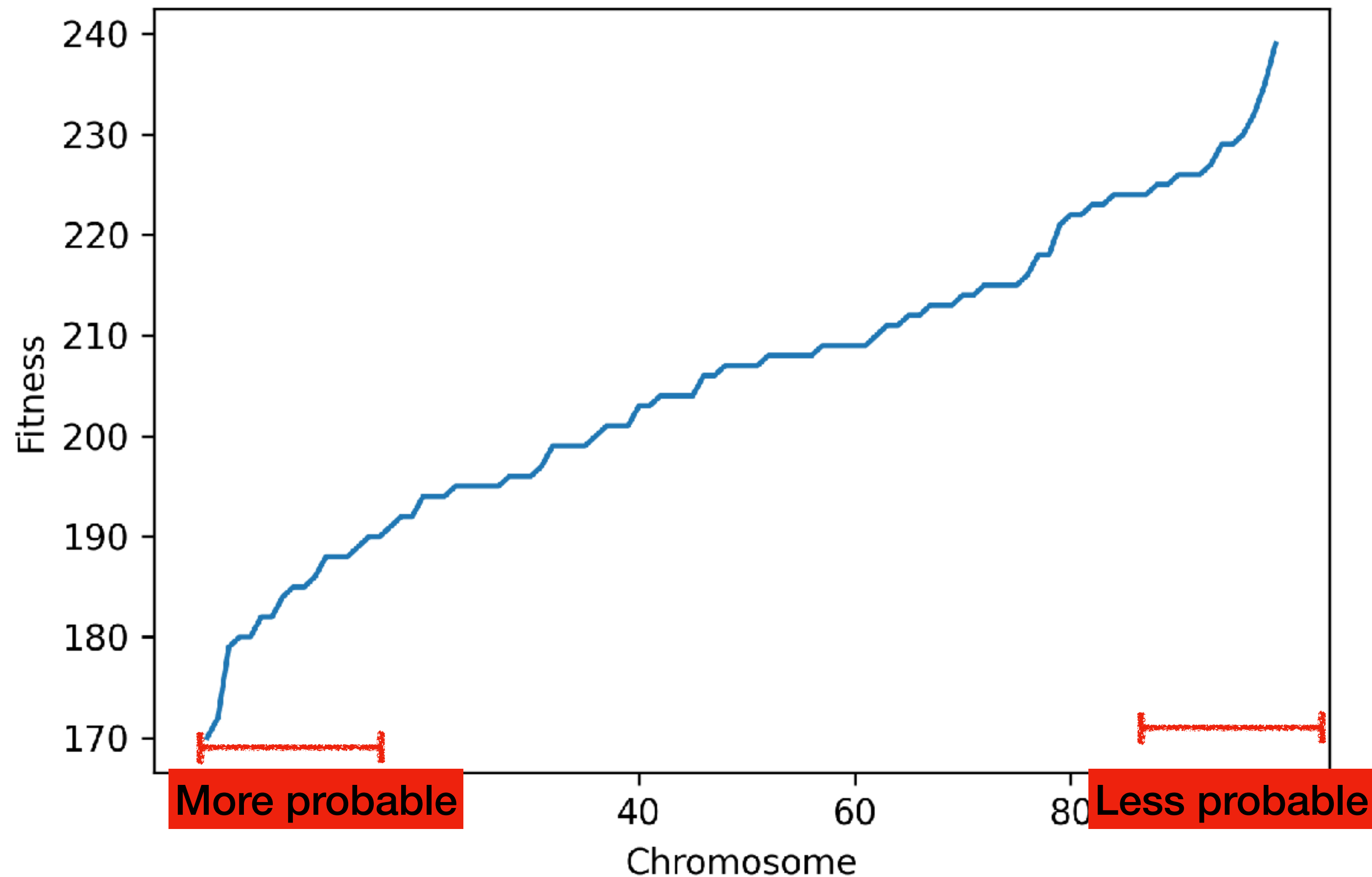
1. Start with 10 random binary strings (chromosomes) (“initial generation”)
2. Run them all through the Q&A routines
3. Compute fitness of all of them
4. Start a new empty generation
5. Select “fit” parents, mix them together, and add their “children” to the new generation
6. Go to Step #2



Sorted



Genetic algorithm: **Adjust**



- Randomly select 2 chromosomes
- Random \rightarrow Probability of selection is inverse to each's fitness
- Meaning: choose 2 "more fit" schedules
- Mate them...

Crossover

Choose two “parent” candidates based on their fitness (roulette wheel)

- 10010101111111000110100111100110100111000010111010
- 01101010100011111101001110111111101101001110000101

Random “crossover” point

- 10010101111111000110100111100110101101001110000101
 - 01101010100011111101001110111111100111000010111010
- } Children

- Hope: one (or both) will have even a lower fitness
- Simple crossovers: all I need are the binary digits

Mutation

Randomly flip a bit of the children with low probability

- 100101011111100011010011100110101101001110000101



Flip to 0 $\sim 1\%$ of the time.

- Mutation: allows for a small amount of random exploration

Form new generation

1. Select two “fit” chromosomes
2. Cross them over and mutate result
3. Repeat until we have a new generation of 50 new chromosomes
4. Run through Q&A steps again