GENE EXPRESSION ALGORITHM

Code: import random import math # --- PARAMETERS ---POPULATION SIZE = 50 GENE LENGTH = 30 GENERATIONS = 100 $MUTATION_RATE = 0.05$ $CROSSOVER_RATE = 0.7$ # Terminals (constants, variable 'x') and Functions TERMINALS = ['x', '1', '2', '3', '4', '5']FUNCTIONS = ['+', '-', '*', '/', 'sin', 'cos'] # Target Cost Function (to minimize) def cost_function(x): """ Example cost function to minimize. Replace with your target function. """ return $x^{**}2 - 10$ * math.sin(2 * x) # --- GENE EXPRESSION CLASS --class GeneExpression: def __init__(self): self.gene = self._random_gene() self.cached_fitness = None # To store fitness value def _random_gene(self): """ Initialize a random gene sequence. """ return [random.choice(TERMINALS + FUNCTIONS) for _ in range(GENE_LENGTH)]

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def decode_gene(self, x):
  """ Decode the gene into a mathematical expression and evaluate it. """
  stack = []
  for token in self.gene:
     if token in TERMINALS:
       stack.append(float(x) if token == 'x' else float(token))
     elif token in FUNCTIONS:
       if len(stack) >= 1 and token in ['sin', 'cos']:
          arg = stack.pop()
          stack.append(math.sin(arg) if token == 'sin' else math.cos(arg))
       elif len(stack) >= 2:
          b, a = stack.pop(), stack.pop()
          if token == '+': stack.append(a + b)
          elif token == '-': stack.append(a - b)
          elif token == '*': stack.append(a * b)
          elif token == \frac{1}{2} and b != 0: stack.append(a / b)
       else:
          return float('inf') # Malformed gene
  return stack[0] if len(stack) == 1 else float('inf')
def fitness(self, x):
  """ Evaluate fitness: minimize cost_function(output). """
  if self.cached_fitness is None:
     try:
       result = self.decode\_gene(x)
       self.cached_fitness = abs(cost_function(result))
     except:
        self.cached_fitness = float('inf')
  return self.cached fitness
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# --- GENETIC OPERATIONS ---
def selection(population, fitnesses):
  """ Tournament selection: Select the best from random candidates. """
  tournament\_size = 3
  candidates = random.sample(list(zip(population, fitnesses)), tournament_size)
  return min(candidates, key=lambda c: c[1])[0]
def crossover(parent1, parent2):
  """ Perform single-point crossover between two parents. """
  if random.random() < CROSSOVER_RATE:
    point = random.randint(1, GENE_LENGTH - 1)
    child1 = GeneExpression()
    child2 = GeneExpression()
    child1.gene = parent1.gene[:point] + parent2.gene[point:]
    child2.gene = parent2.gene[:point] + parent1.gene[point:]
    return child1, child2
  return parent1, parent2
def mutate(individual):
  """ Apply mutation by altering random parts of the gene. """
  for i in range(GENE_LENGTH):
    if random.random() < MUTATION_RATE:
       individual.gene[i] = random.choice(TERMINALS + FUNCTIONS)
# --- MAIN EVOLUTION FUNCTION ---
def geneExpression():
  # Initialization
  population = [GeneExpression() for _ in range(POPULATION_SIZE)]
  x_value = random.uniform(-10, 10) # Random input to test optimization
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# Evolutionary loop
  for generation in range(GENERATIONS):
    fitnesses = [ind.fitness(x_value) for ind in population]
    best_idx = fitnesses.index(min(fitnesses))
    print(f"Generation { generation }: Best Fitness = { fitnesses[best_idx]:.5f}")
    # Elitism: Preserve the best individual
    new_population = [population[best_idx]]
    # Create next generation
     while len(new_population) < POPULATION_SIZE:
       parent1 = selection(population, fitnesses)
       parent2 = selection(population, fitnesses)
       child1, child2 = crossover(parent1, parent2)
       mutate(child1)
       mutate(child2)
       new_population.extend([child1, child2])
    population = new_population
  # Final Solution
  final\_fitnesses = [ind.fitness(x\_value) for ind in population]
  best_idx = final_fitnesses.index(min(final_fitnesses))
  print("\nOptimized Solution:")
  print(f"Best Gene: {population[best_idx].gene}")
  print(f"Best Fitness: {final_fitnesses[best_idx]:.5f}")
if __name__ == "__main__":
  geneExpression()
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Output:

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Generation 0: Best Fitness = inf
Generation 1: Best Fitness = inf
Generation 2: Best Fitness = inf
Generation 3: Best Fitness = inf
Generation 4: Best Fitness = 37.56666
Generation 5: Best Fitness = 37.56666
Generation 6: Best Fitness = 37.56666
Generation 7: Best Fitness = 37.56666
Generation 8: Best Fitness = 37.56666
Generation 9: Best Fitness = 37.56666
Generation 10: Best Fitness = 37.56666
Generation 11: Best Fitness = 37.56666
Generation 12: Best Fitness = 37.56666
Generation 13: Best Fitness = 26.06944
Generation 14: Best Fitness = 26.06944
Generation 15: Best Fitness = 26.06944
Generation 16: Best Fitness = 26.06944
Generation 17: Best Fitness = 26.06944
Generation 18: Best Fitness = 26.06944
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