Report Liyang Ru Identity key: liru 4968

Part 1

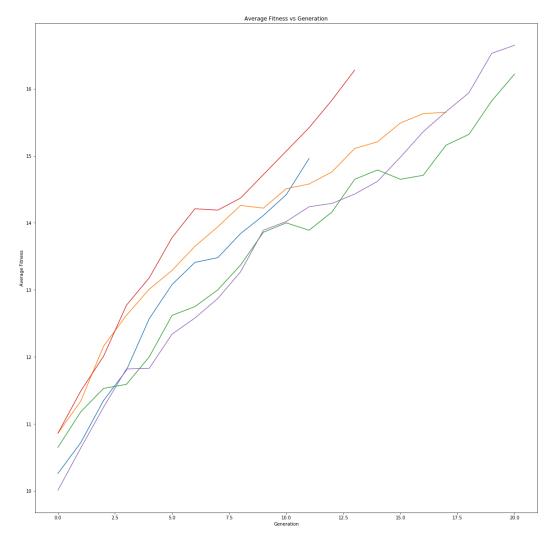
1. Average is: 23.38

Maximum is: 49

Minimum is: 6

After we run 50 times of runGA function, we calculate the average final generation and the maximum generation and minimum generation as above.

2. We choose randomly 5 result from above and plot the result as below:



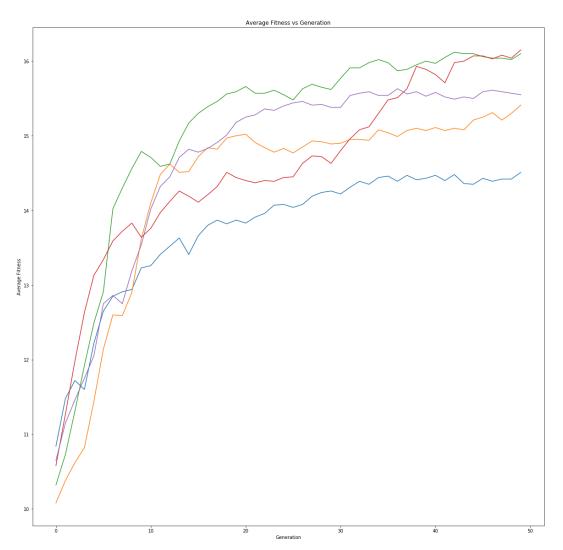
In these five instances, the average fitness increases as the generation increases in general. And they have similar increasing rate.

The first difference of these is the initial average fitness since when we generate the initial data randomly.

The second difference of these is the length of each line because the generation which can be find the optimal genome is different (randomly) for each time of run.

3. Pc = 0

Average is: 49.0 Maximum is: 49 Minimum is: 49



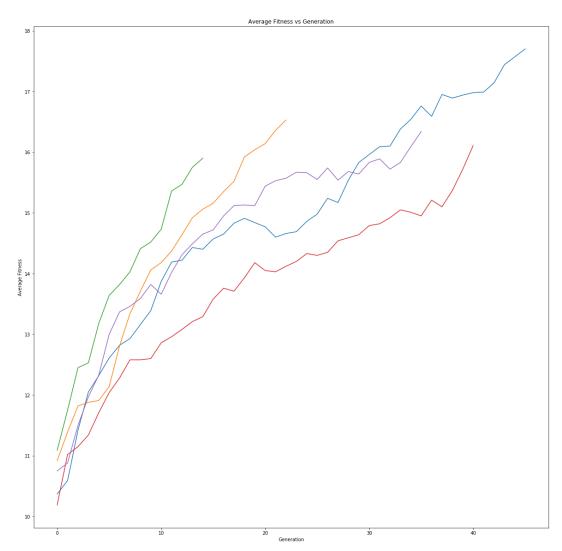
The efficiency of the algorithm to get the optimal solution decreases a lot. And the average fitness increases very slowly. We cannot find the optimal string within 50 generations if we let Pc = 0.

It happens because there is no crossover for our algorithm. But crossover is the main way to improve the average fitness.

4. Pc = 0.5

If we decrease the crossover rate. We may need much more generations to find the optimal string. The maximum, minimum and average of fitness are larger than the result in Part1.1.

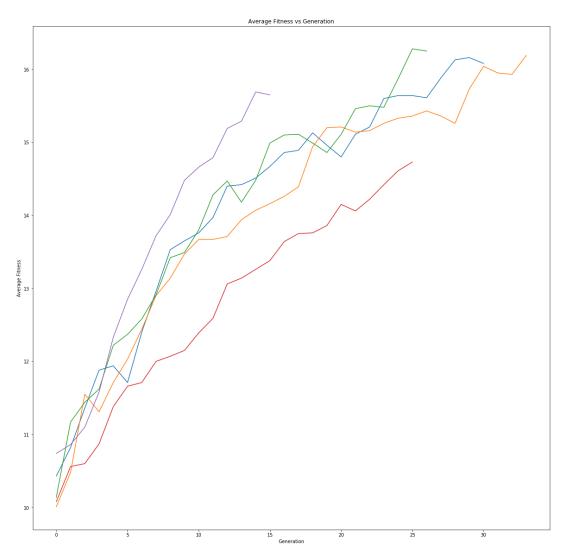
Average is: 30.52 Maximum is: 49 Minimum is: 4



Pm = 0.005

If we increase the mutation rate, it does not effect the efficiency of algorithm a lot. The maximum, minimum and average of fitness are closed to the result in Part1.1.

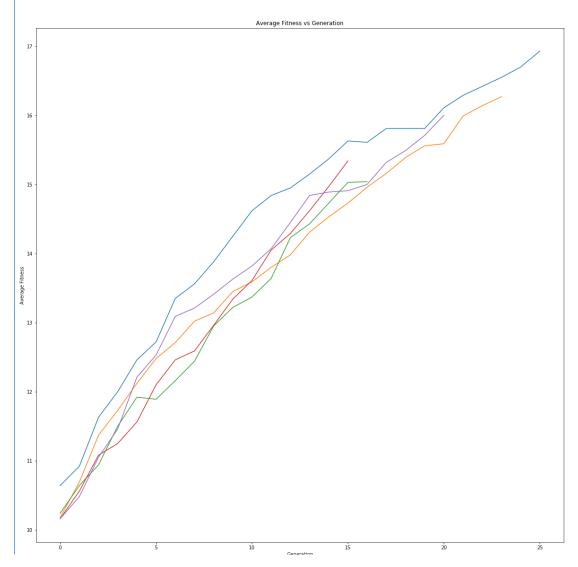
Average is: 25.94 Maximum is: 49 Minimum is: 9



Population = 200

When we doubled the population of the algorithm. We only need less generations to find the optimal genome. The maximum, minimum and average of fitness are less than the result in Part1.1.

Average is: 18.68 Maximum is: 34 Minimum is: 6



In total, as population increases, the number of generation at which the string of all ones are discovered will decrease.

As crossover rate increases, the number of generation at which the string of all ones are discovered will decrease.

As mutation rate increases, the number of generation at which the string of all ones are discovered does not change a lot.

Part 2

Since we do not have enough time to run our algorithm, we can't get a very good strategy like strategy. But if we increase the total generations and populations, we can finally get a really good strategy even better than strategyM.

For runGA, we have 4 parameters. The first parameter is population. We need to make population as large as possible to get the optimal strategy. As we increase the population, we may more likely to get a good strategy.

In the first test, we used 100 population (runGA(100, 1.0, 0.05, "GAoutput.txt")).

Then the output file is like this:

Then we enlarged the population to 200 (runGA(200, 1.0, 0.05, "GAoutput1.txt")). And the output file is like this:

```
-365.67 -1.0 124121413405423250255525666222414155025502403440553653312111035644004642351641112520036664025411654335232413544200416623
    80 13.82 33.2 42363245122001405422551005345500105043614615625055411325106410264641644421521103145431061622400653564105542435241332450210
90 13.51 32.8 32336245122604395652551045345500165904161451562505445132510061026460464421125100120440450160505261130145542435140515244662 100 12.14 38.8 3233324512203131500255604534250000504351461522405445132510061026460464642152110504543521662141061230210254641524061
110 8.25 42.4 42363645122001415016531215665500115040644615246064441155100610264641644421526403120440450150505261302100542015300625244662
100 17.96 44.4 1236344512200141521653121546550011501605411542400445123253344026063364442452110344543505015050525513010553243524161524066
130 9.10 42.0 12363445122301015002251045342105315010614115424004451232533440260633644424521103445435050150556525513010553243524162100
140 13.56 43.2 4353344512300131501654120566550011504351411542400445513255344026023334442422110344344345015244065356310554643534162525021
150 18.85 46.0 4353341510460031520653121546650011531061441522400431113235344522066164412102110346643506110244065556415253543404532266366
160 22.92 52.8 43533415122001415216540215465400115063214215424504455132350440260133644424521003545464161302460653540105344435243133245021
170 23.86 50.8 4356341510460031521654324556550051504301401542400445513235044420366164516152140314523506110242065050010550243101062524066
180 35.58 60.2 4453341510460031521654321546540011504341411542450445123236154022166164042452100354541506110264053326415035641201063522321
190 35.01 66.0 1353341510460031531624321566552011504001411542450445113214334021066164442452100355541506110264053326415035641201062522321
230 34.00 71.2 3606341510460021531622624552320641501245461562400452130635044522001304442252111344513556112504555326413240346524333360026
2240 43.48 71.2 300034151040002153102200433225004130124340130240043213005304432220104442252111344315330112364535320413240340324353330021
240 43.48 71.0 40533341510410231510416212166655005150422140156240044210323515452216616454254610031454452550126045555226614454401665963333358021
250 37.56 70.8 4553301512460051520416151562501011504303101562400542523235154522146164502552100346544005114665516366413644346524333660026
260 43.33 71.2 3000341512240161550416151526550151504221401562410436133235114522126164542552116366544005166604555316613244431205065565012
270 34.82 70.0 6656521510454231525316101366540031503221251532406436133335114522064564542552140044543306114266516366414215131201063235021
280 42.54 73.6 4053641510449151263161013053406113053406131395221231352400493139535311452220540541345340541540541340541620541300611426315300611426316300414213111201005253021
280 42.54 73.6 40536415104249152041610152655006150423230156241044213523511452232116454222521166413130061142651530604126514304513131616042624333660426
290 45.40 71.2 4053641510455231535315100566550051512256201562502536126235114533121164542212110324513502162244655326014215146024033505426
```

The best fitness of 100 population is 7.2 while the best fitness of 200 population is 73.6. So we find that increasing the population will largely increase the efficiency of our algorithm.

The second parameter is crossover rate. We need to set it as 1 to avoid decrease the efficiency of the algorithm.

The third parameter is mutation rate, it does not affect the result a lot.

As the generation increases, the fitness of the best strategy so far will increase. It may start at very low fitness (like -400) and increases very quickly when the generation increases. After the fitness reaches around 0, it will increase very slowly as the generation increases. It happens because it is easy to train the Robby to avoid crushing to the wall, but it is hard to train him to pick up the cans on the ground. We need much more generations to increase the fitness from 0 to 500. The graph "Generation vs fitness" will similar to the below one.

