



# Genetic Algorithm

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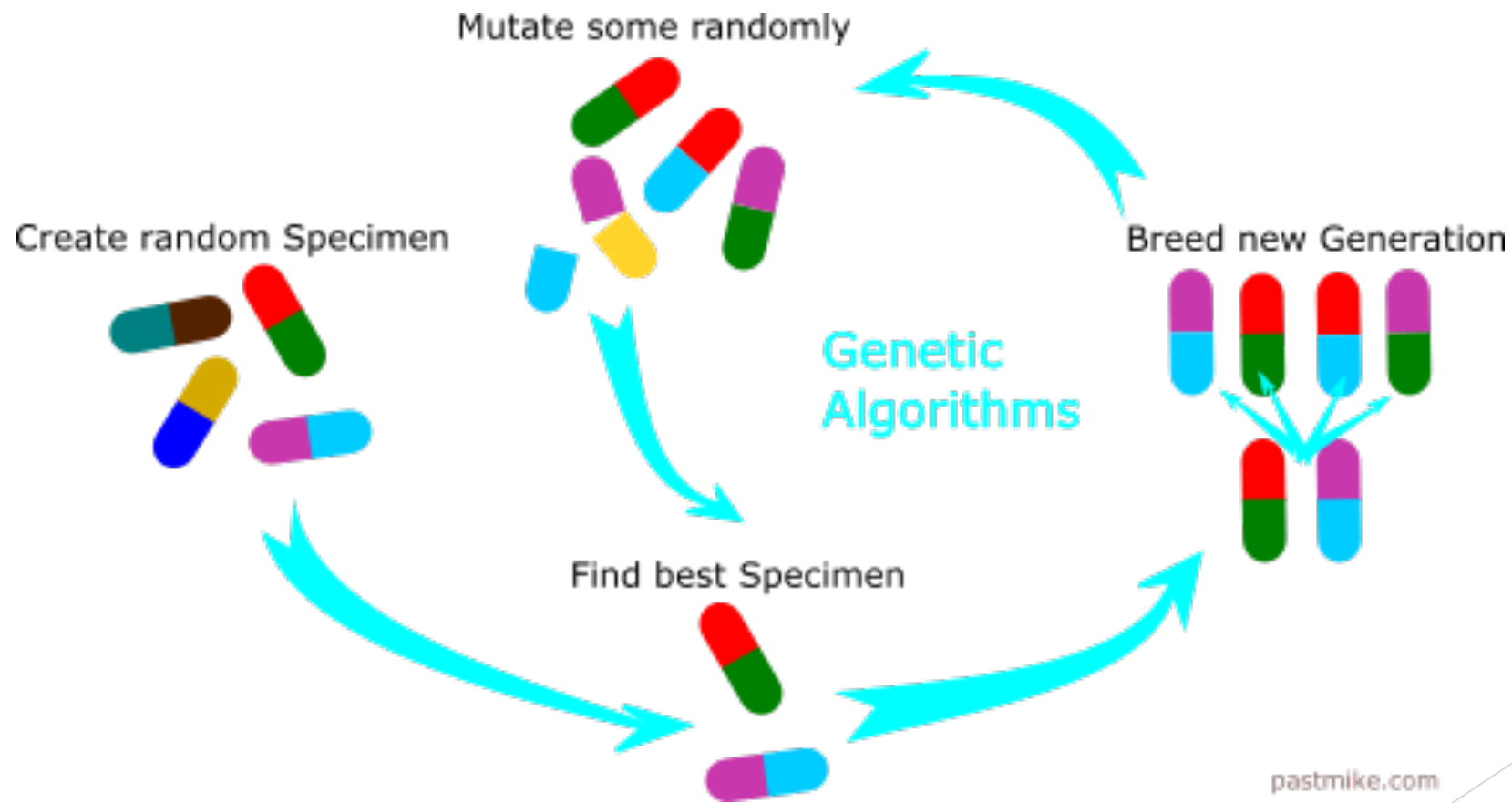
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# Natural Selection

- Proposed by Charles Darwin in 1859
- Variation is the result of genetic difference which can arise through mutation or genetic recombination.
- Offspring inherit traits from parents.
- Overproduction.
- Environment is challenging.
- Survival of the fittest (Advantageous traits are more likely to pass to the next generation).
- Frequency of advantageous traits increases in the population.

# Connections



# Travelling Salesman Problem(TSP)

- Given a list of cities and the distance between each pair of cities, what is the shortest possible route that visits each city exactly once and returns to the origin city?
- NP-hard (No efficient solution)

# Terminology

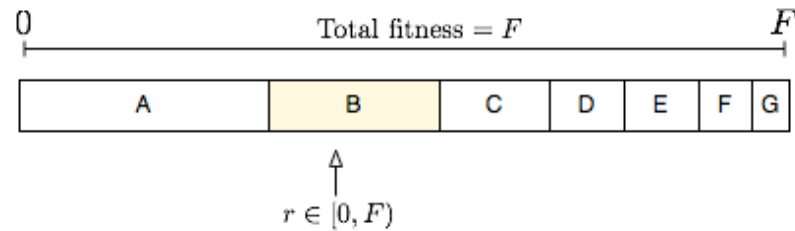
- Gene - a city (vertex)
- Individual (a.k.a. “chromosome”) - single walk satisfied the condition
- Parents - two individuals that will combine to produce new individual
- Mating Pool - collection of parents
- Fitness - a function that tells us how good the individual is
- Elitism - carry best individuals to the next generation (for quicker convergence)

# Initiation

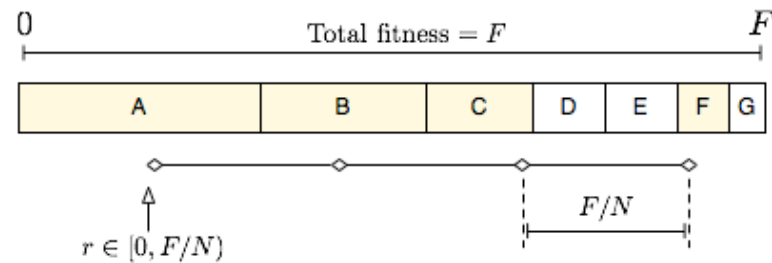
- Import data
- Randomly generate individuals
- Generate initial generation
- Determine the fitness

# Selection

- Sort based on fitness
- Using selection method to select the high-fitness individual
  - Fitness proportionate selection (roulette wheel selection)



- Stochastic universal sampling



# Crossover

- Partially Mapped Crossover

$$P_1 = (3 \ 4 \ 8 \mid 2 \ 7 \ 1 \mid 6 \ 5),$$

$$P_2 = (4 \ 2 \ 5 \mid 1 \ 6 \ 8 \mid 3 \ 7).$$

$$O_1 = (\times \ \times \ \times \mid 1 \ 6 \ 8 \mid \times \ \times),$$

$$O_2 = (\times \ \times \ \times \mid 2 \ 7 \ 1 \mid \times \ \times).$$

$$O_1 = (3 \ 4 \ 2 \mid 1 \ 6 \ 8 \mid 7 \ 5).$$

$$O_1 = (3 \ 4 \ \times \mid 1 \ 6 \ 8 \mid \times \ 5),$$

$$O_2 = (4 \ \times \ 5 \mid 2 \ 7 \ 1 \mid 3 \ \times).$$

$$O_2 = (4 \ 8 \ 5 \mid 2 \ 7 \ 1 \mid 3 \ 6).$$

- Cycle Crossover

$$P_1 = (1 \ 2 \ 3 \ 4 \ 5 \ 6 \ 7 \ 8),$$

$$P_2 = (8 \ 5 \ 2 \ 1 \ 3 \ 6 \ 4 \ 7).$$

$$O_1 = (1 \ \times \ \times \ \times \ \times \ \times \ \times \ \times).$$

$$O_1 = (1 \ \times \ \times \ \times \ \times \ \times \ \times \ 8).$$

$$O_1 = (1 \ \times \ \times \ \times \ \times \ \times \ 7 \ 8).$$

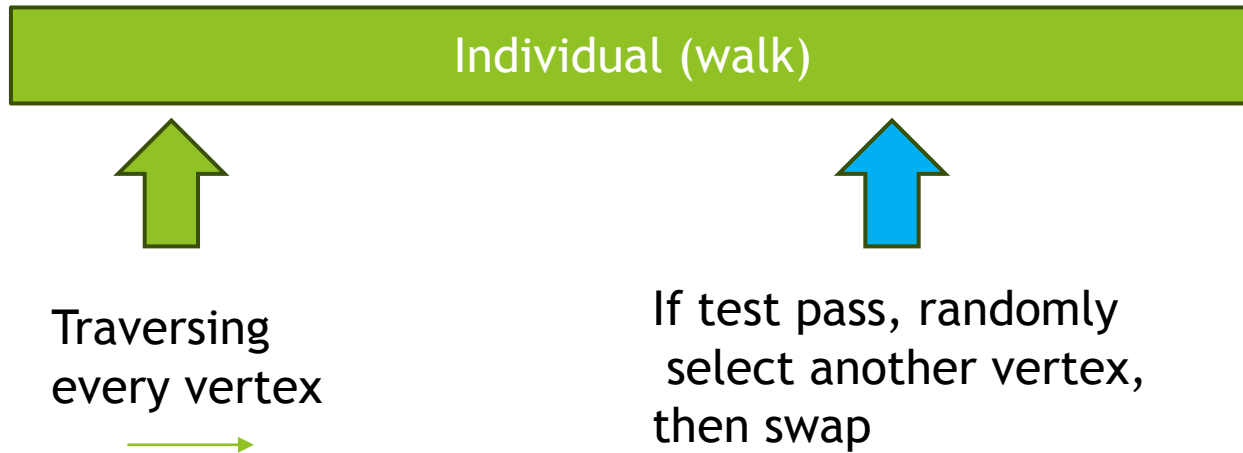
$$O_1 = (1 \ \times \ \times \ 4 \ \times \ \times \ 7 \ 8).$$

$$O_1 = (1 \ 5 \ 2 \ 4 \ 3 \ 6 \ 7 \ 8).$$



# Mutation

- Mutation Rate
- Test for each vertex in the walk
- If test pass, randomly select a vertex in the walk and swap

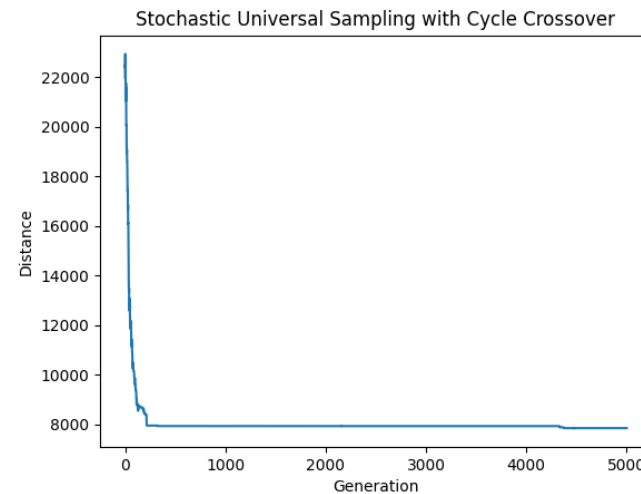
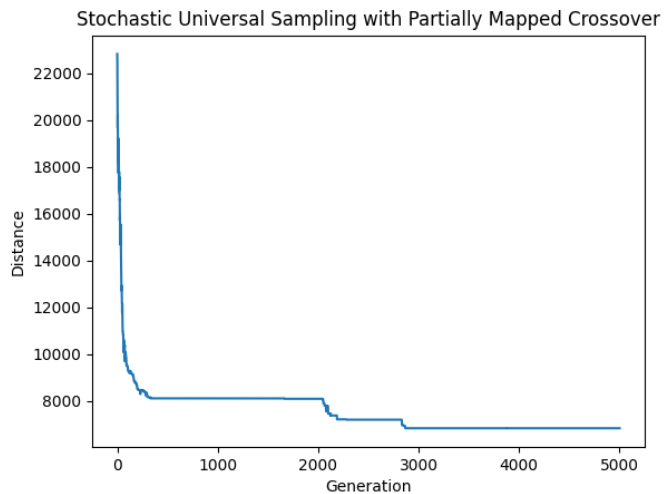
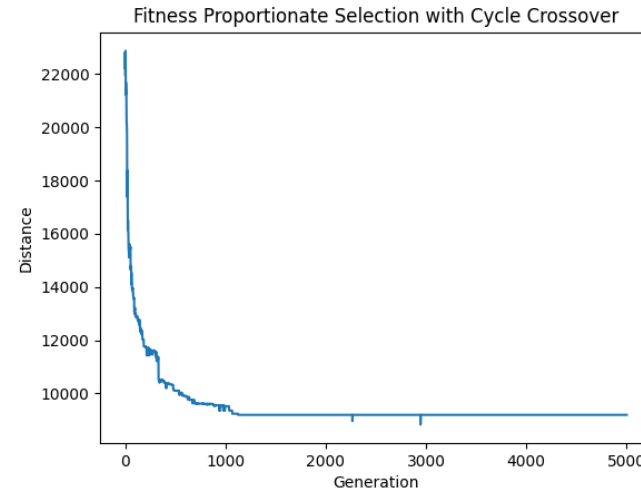
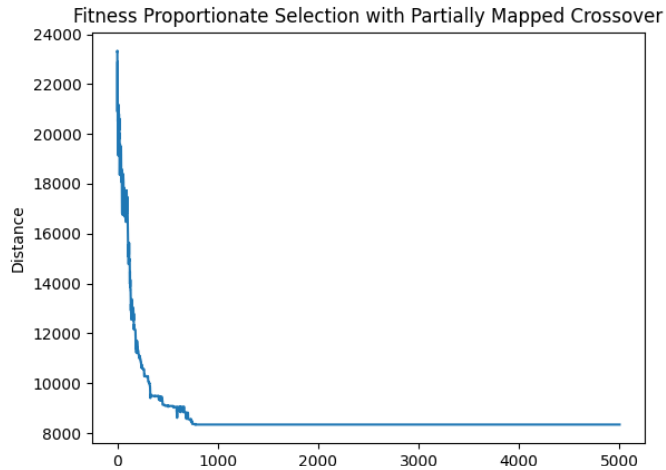


Dataset from <https://www.math.uwaterloo.ca/tsp/world/countries.html>

GA with population\_size=100, elite\_size=20, mutation\_rate=0.01

number\_of\_generation=5000

Known that the optimal walk is of length 6656



# Reference

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- Hussain A, Muhammad YS, Nauman Sajid M, Hussain I, Mohamd Shoukry A, Gani S. Genetic Algorithm for Traveling Salesman Problem with Modified Cycle Crossover Operator. Computational intelligence and neuroscience.2017;2017:7430125-7430127.doi:10.1155/2017/7430125
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