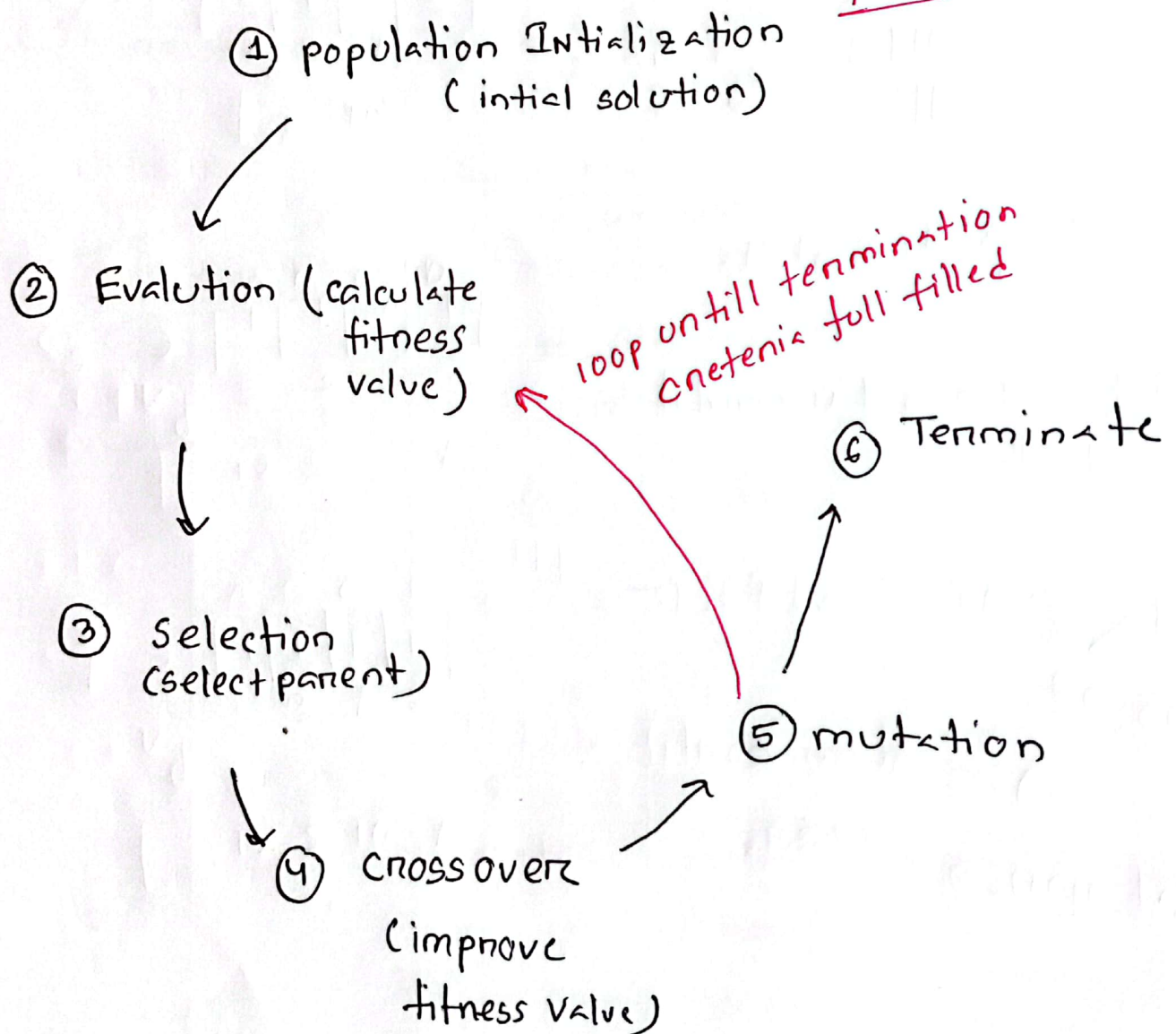


Genetic Algorithm

- Slow Algorithm
- difficult to find model chromosome & fitness function
- Random Search Algorithm
- easy to code
- provides many solⁿ
- parallel processing

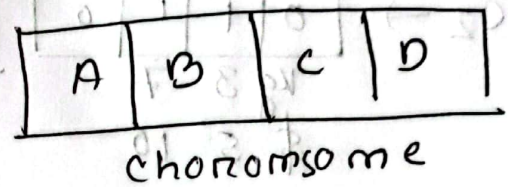
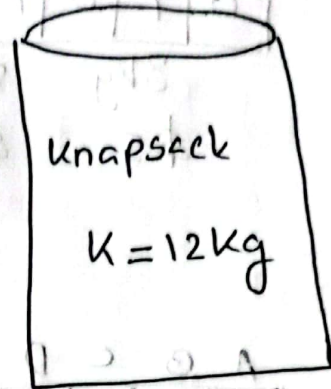
6 Steps



Q1

0-1 Knapsack problem by Genetic Algorithm

Item	weight	Value
A	5kg	\$12
B	3kg	\$5
C	7kg	\$10
D	2kg	\$7



$$2^4 = 16$$

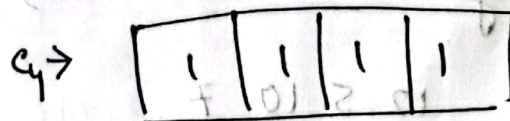
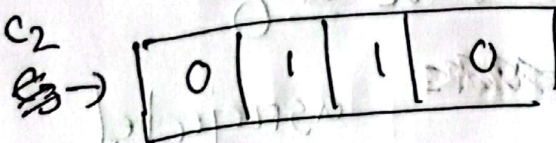
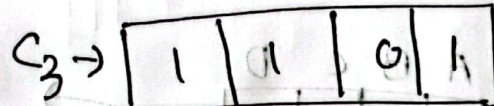
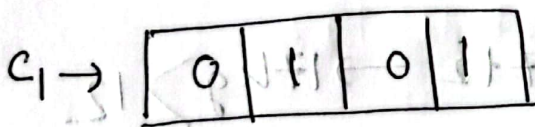
$$0000 \rightarrow 1111$$

choosing random 1

0 → not selected item

1 → selected item

Step:-1 Population Initialization



② Calculate fitness score

C₁ →

A	B	C	D
0	1	0	1

3kg

\$5

2kg

\$7

$$3+2 \Rightarrow 5\text{kg}$$

< 12kg Accepted

fitness value

$$= 5 + 7$$

$$= \$12$$

C₂ →

A	B	C	D
0	1	1	0

kg 3 7

\$ 5 10

$$3+7 = 10\text{kg}$$

< 12 Accepted

fitness value

$$= 5 + 10$$

$$= \$15$$

C₃ →

A	B	C	D
1	1	0	1

kg 5 3 2

\$ 12 5 7

$$5+3+2 = 10\text{kg}$$

< 12 accepted

fitness value

$$= 12 + 5 + 7$$

$$= \$24$$

C₄ →

A	B	C	D
1	1	1	1

kg 5 3 7 2

\$ 12 5 10 7

$$5+3+7+2 \rightarrow 17\text{kg}$$

> 12

Reject

fitness value

$$= 0$$

as rejected

③ Selection Process

$$\text{probability of } i = p_i = \frac{f_i (\text{fitness value } i)}{\sum f_i}$$

chromosome	fitness value, f_i	$p_i = \frac{f_i}{\sum f_i}$
C ₁ 0101	\$12	12/51 = .235
C ₂ 0110	\$15	15/51 = .294
C ₃ 1101	\$24	24/51 = .47
C ₄ 1111	\$0	0/51 = 0
	$\sum f_i = \$51$	1

as C₄ has probability 0 . we removing it
choosing Highest probability chromosome as parents

$p_1 \rightarrow$

1	0	1	1
---	---	---	---

 C₃

$p_2 \rightarrow$

0	1	1	0
---	---	---	---

 C₂

$p_3 \rightarrow$

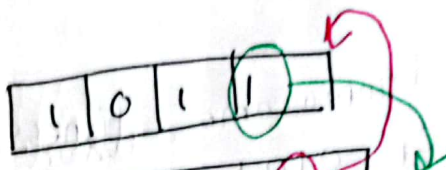
0	1	0	1
---	---	---	---

 C₁

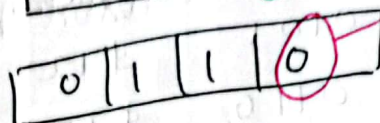
① Crossover

crossovering
top 2 parents

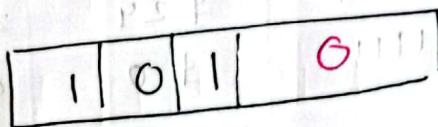
C₃ →



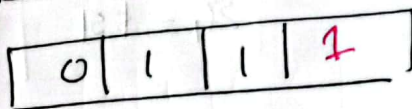
C₂ →



OS₁ →



OS₂ →



Mating Pool	Cross over Point	offspring	weight	fitnes	Pi
1 0 1 1	2	1 0 1 0	12kg	\$22	
0 1 1 0	2	0 1 1 1	12kg	\$22	
1 0 1 1	0	1 0 1 1	10kg	\$24	
0 1 1 0	0	0 1 1 0	10kg	\$15	

⑤ Mutation: flip 1 to 0 or 0 to 1 for any offspring

offspring	mutation point	update offspring	weight	fitness value
1010	3	1011	10kg	\$24
0111	2	0101	5kg	\$12
1011	1	0011	7kg	\$10
0110	0	1110	15kg >12 not accepted	0

⑥ Termination:

Highest fitness value

$$P_1 = \$24 \quad \leftarrow \text{highest fitness value}$$

$$P_2 = 10 \text{ kg}$$

Q-2

maximize the function $f(x) = x^2$
x value range from 0-31

$$2^5 = 32$$
$$00000 - 11111$$

Step-1

Initialize population

Decimal
to Binary

13

→

0	1	1	0	1
---	---	---	---	---

24

→

1	1	0	0	0
---	---	---	---	---

8

→

0	1	0	0	0
---	---	---	---	---

19

→

1	0	0	1	1
---	---	---	---	---

Step-2

calculating fitness

fitness function (f)

13

→

$$13^2 = 169$$

24

→

$$24^2 = 576$$

8

→

$$8^2 = 64$$

19

→

$$19^2 = 361$$

③ selecting parent :-

$$p_i = f_i / \sum f_i$$

	chromose	fitness	p_i
13	01101	169	.17
24	11000	576	.49
8	01000	64	.06
19	10011	361	.31

$$\sum f_i =$$

selecting parent

$$P_1 = 11000 \quad (24)$$

$$P_2 = 10011 \quad (19)$$

$$P_3 = 01101 \quad (13)$$

④ crossover

matings pool	crossover point	offspring	X value	fitness
P_3 01101	3	01100	12	144
P_1 11000	3	11001	25	625
P_1 11000	1	11011	27	726
P_2 10011	1	10000	16	256

5. Mutation

Offspring	Mutation point	update offspring	X	fitness
01100	0	11100	28	784
11001	N/A	11001	25	625
11011	N/A	11011	27	729
100100	2	10100	18	324

6. Terminating

Highest fitness value

$$= 784$$

$$X = 28$$