

## Lab 2

### Gene Expression Algorithm

LAB-2  
Gene Expression Algorithm

```
import math, random

FUNCS = { "+": 2, "-": 2, "*": 2, "/": 2, "sin": 1, "cos": 1, "exp": 1, "log": 1 }

APPLY = {
    "+": lambda a, b: a+b,
    "-": lambda a, b: a-b,
    "*": lambda a, b: a*b,
    "/": lambda a, b: a/b if abs(b) > 0 else 0,
    "sin": lambda a: math.sin(a),
    "cos": lambda a: math.cos(a),
    "exp": lambda a: math.exp(max(-50, min(50, a))),
    "log": lambda a: math.log(abs(a+1))
}

TERMS = ["x", "1"]

def init_chrom(head, tail):
    g = random.choice(list(FUNCS) + TERMS)
    gt = random.choice(TERMS)
    c = random.uniform(-2, 2)
    return [g, gt, c]

def decode(g):
    seq = []
    need = 1
    i = 0
    while need > 0 and i < len(g):
        sym = g[i]
        seq.append(sym)
        need -= 1
        if sym in FUNCS:
            need += FUNCS[sym]
        i += 1
    return seq

def eval_expr(seq, x, c):
    spos = seq[0]
    if spos in FUNCS:
        args = [1]
        for i in range(FUNCS[spos]):
            arg = eval_expr(seq[i+1:], x, c)
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            args.append(arg)
        try:
            return (FUNCS[spos])(*args, c)
        except:
            return float("inf")
    return (c if spos == "x" else c.get(seq[0], 1))

def safe_eval(ch):
    try:
        v = eval_expr(ch[0], x, ch[1])
    except:
        return float("inf")
    return v if math.isfinite(v) else float("inf")

def mae(ch, y):
    s = 0
    for x, y in zip(xs, ys):
        d = safe_eval(ch) - y
        if not math.isfinite(d):
            return float("inf")
        s += d*d
    return s/len(xs)

def mutate(ch, head, tail, pm = 0.05, pc = 0.1):
    g, c = ch[0], ch[1]
    for i in range(n):
        if random.random() < pm:
            g[i] = random.choice(list(FUNCS) + TERMS)
            if i < head:
                c[i] = random.uniform(-2, 2)
            elif i < tail:
                c[i] = 0
        for j in range(len(c)):
            if random.random() < pc:
                c[j] = c[j] + random.gauss(0, 0.1)

def crossover(p1, p2):
    n = len(p1)
    cut = random.randint(1, n-1)
    def make(p1, p2):
        g = p1[0:cut] + p2[0:cut]
        for i in range(len(g)):
            if g[i] == "x":
                c[i] = p1[i] if i < cut else p2[i]
            else:
                c[i] = random.uniform(-2, 2)
    return make(p1, p2)
```

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    return {'g': g, 'c': c}
    return make(a, b), make(b, a)

def select(pop, fit, k=3):
    i = min(random.sample(range(len(pop)), k), key=lambda j: fit[j])
    return {'g': pop[i]['g'], 'c': dict(pop[i]['c'])}

def evolve(f, target=(-3, 3), pts=64, popn=100, head=10, gens=100):
    cx = 0.7; seed = None
    if seed: random.seed(seed)
    tail = head * (max(fitness, values()) - 1) + 1
    X = [target[0] + (target[1] - target[0]) * i / (pts - 1) for i in range(pts)]
    Y = [f(x) for x in X]
    pop = [init_chrom(head, tail) for _ in range(popn)]
    best, fit = float("inf"), None
    for gen in range(gens):
        fits = [mse(ind, X, Y) for ind in pop]
        b = min(range(popn), key=lambda i: fits[i])
        if fits[b] < best: best, fit = fits[b], dict(pop[b]['c'])
        new = [fit]
        while len(new) < popn:
            p1 = select(pop, fits); p2 = select(pop, fits)
            c1, c2 = crossover(p1, p2) if random.random() < cx
            else (p1, p2)
            mutate(c1, head, tail); mutate(c2, head, tail)
            new += [c1, c2]
        pop = new
        if (gen+1) % 20 == 0: print("Gen", gen+1, "Best", best)
    return fit, best

if __name__ == "__main__":
    f = lambda x: x**3 - 0.5 * x + math.sin(x)
    best, err = evolve(f, gens=100)
    print("Best error:", err)
    print("Preds:", [safe_eval(best, x) for x in [-2, -1, 0, 1, 2]])

```

Code:

```
print("Shreya Raj 1BM23CS317")

import math, random

# --- Function set ---

FUNCS = {"+":2,"-":2,"*":2,"/":2,"sin":1,"cos":1,"exp":1,"log":1}

APPLY = {

    "+":lambda a,b:a+b, "-":lambda a,b:a-b, "*":lambda a,b:a*b,

    "/":lambda a,b:a if abs(b)<1e-12 else a/b,

    "sin":lambda a:math.sin(a), "cos":lambda a:math.cos(a),

    "exp":lambda a:math.exp(max(-50,min(50,a))),

    "log":lambda a:math.log(abs(a)+1)

}

TERMS=["x","C"]

def init_chrom(head,tail):

    g=[random.choice(list(FUNCS)+TERMS) for _ in range(head)]

    g+=[random.choice(TERMS) for _ in range(tail)]

    c={i:random.uniform(-2,2) for i,s in enumerate(g) if s=="C"}

    return {"g":g,"c":c}

def decode(g):

    seq=[];need=1;i=0

    while need>0 and i<len(g):

        sym=g[i];seq.append((sym,i));need-=1

        if sym in FUNCS: need+=FUNCS[sym]
```

```
i+=1
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```
return seq
```

```
def eval_expr(seq,i,x,c):
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    s,pos=seq[i]
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    if s in FUNCS:
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        args=[];j=i+1
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        for _ in range(FUNCS[s]):
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            v,j=eval_expr(seq,j,x,c);args.append(v)
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        try:return (APPLY[s](args),j)
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        except: return (float("inf"),j)
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    return (x if s=="x" else c.get(pos,0),i+1)
```

```
def safe_eval(ch,x):
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```
    try:v,_=eval_expr(decode(ch["g"]),0,x,ch["c"])
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```
    except:return float("inf")
```

```
    return v if math.isfinite(v) else float("inf")
```

```
def mse(ch,X,Y):
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```
    s=0
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    for x,y in zip(X,Y):
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        d=safe_eval(ch,x)-y
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        if not math.isfinite(d): return 1e12
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```
        s+=d*d
```

```
    return s/len(X)
```

```

def mutate(ch,head,tail,pm=0.05,pc=0.1):
    g,c=ch["g"],ch["c"];n=len(g)
    for i in range(n):
        if random.random()<pm:
            g[i]=random.choice((list(FUNCS)+TERMS) if i<head else TERMS)
            if g[i]=="C":c[i]=random.uniform(-2,2)
            elif i in c:del c[i]
    for i in list(c):
        if random.random()<pc:c[i]+=random.gauss(0,0.1)

def crossover(a,b):
    n=len(a["g"]);cut=random.randint(1,n-1)
    def make(pa,pb):
        g=pa["g"][:cut]+pb["g"][cut:];c={}
        for i,s in enumerate(g):
            if s=="C":c[i]=(pa["c"] if i<cut else pb["c"]).get(i,random.uniform(-2,2))
        return {"g":g,"c":c}
    return make(a,b),make(b,a)

def select(pop,fit,k=3):
    i=min(random.sample(range(len(pop)),k),key=lambda j:fit[j])
    return {"g":pop[i]["g"][:],"c":dict(pop[i]["c"])}

def evolve(f,target=(-3,3),pts=64,popn=100,head=10,gens=100,cx=0.7,seed=None):
    if seed:random.seed(seed)
    tail=head*(max(FUNCS.values())-1)+1

```

```

X=[target[0]+(target[1]-target[0])*i/(pts-1) for i in range(pts)]
Y=[f(x) for x in X]
pop=[init_chrom(head,tail) for _ in range(popn)]
best,fit=float("inf"),None
for gen in range(gens):
    fits=[mse(ind,X,Y) for ind in pop]
    b=min(range(popn),key=lambda i:fits[i])
    if fits[b]<best:best,fit=fits[b],{"g":pop[b]["g"][:],"c":dict(pop[b]["c"])}
    new=[fit]
    while len(new)<popn:
        p1=select(pop,fits);p2=select(pop,fits)
        c1,c2=crossover(p1,p2) if random.random()<cx else (p1,p2)
        mutate(c1,head,tail);mutate(c2,head,tail)
        new+=[c1,c2]
    pop=new
    if (gen+1)%20==0:print("Gen",gen+1,"Best",best)
return fit,best

```

```

if __name__=="__main__":
    f=lambda x:x**3-0.5*x+math.sin(x)
    best,err=evolve(f,gens=100)
    print("Best error:",err)
    print("Preds:",[safe_eval(best,x) for x in [-2,-1,0,1,2]])

```

Output:

```
➦ Shreya Raj 1BM23CS317  
Gen 20 Best 0.2711388144567344  
Gen 40 Best 0.08276309290483551  
Gen 60 Best 0.02638736211355352  
Gen 80 Best 0.0038234107968136122  
Gen 100 Best 0.0035796711491496228  
Best error: 0.0035796711491496228  
Preds: [-7.947649551427884, -1.2578413596603832, 0.0, 1.2578413596603832, 7.947649551427884]
```