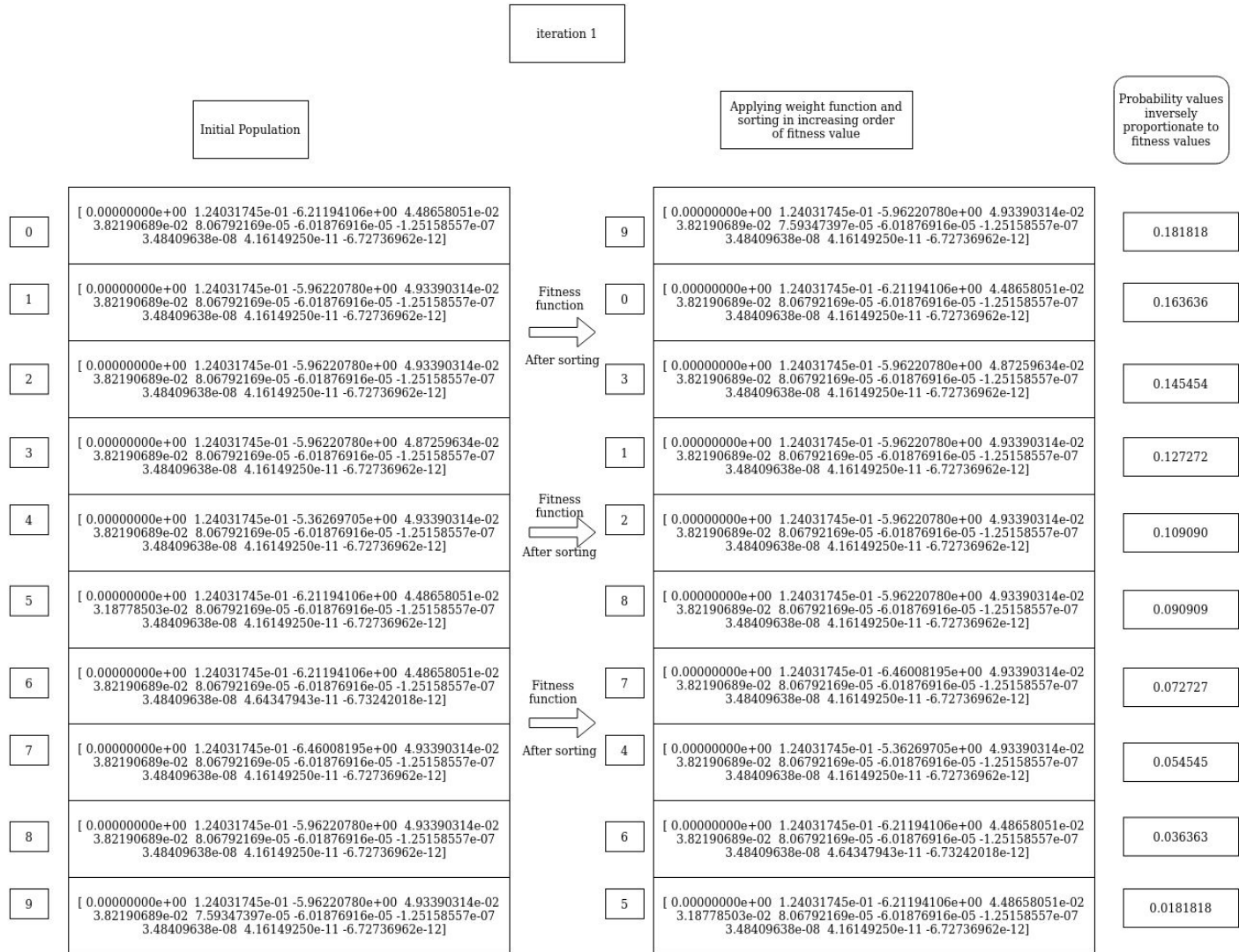


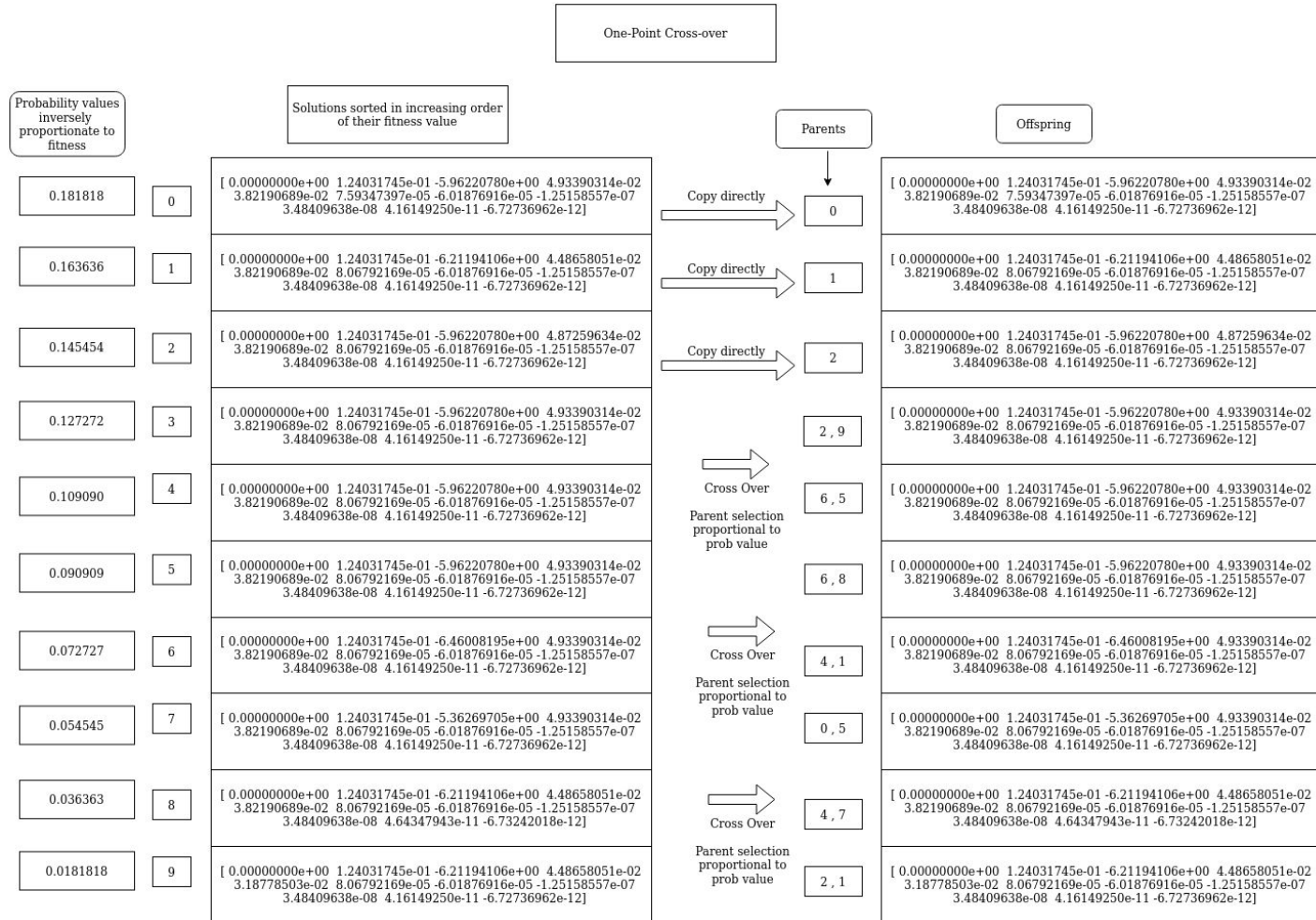
# Ist Iteration

## Applying Fitness Function



# Ist Iteration:

## Now applying One-Point Cross-over



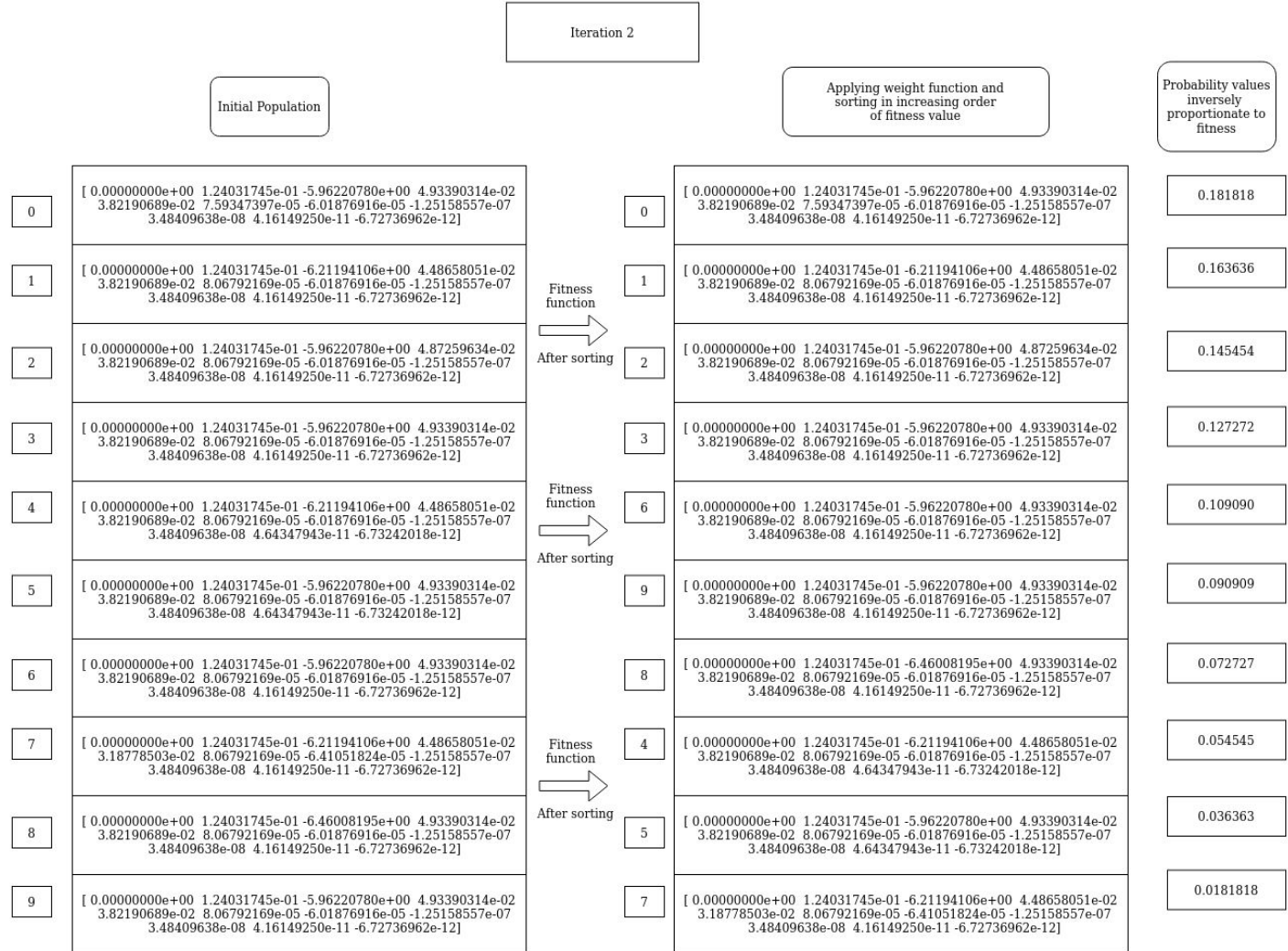
# Ist Iteration:

## Now applying Random Resetting Mutation

	Offspring generated by cross over	Applying Random Resetting Mutation	Mutation is applied only if probability < 0.3		New generation/population
0	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.93390314e-02 3.82190689e-02 7.59347397e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]	Direct Copy		0	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.93390314e-02 3.82190689e-02 7.59347397e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]
1	[ 0.00000000e+00 1.24031745e-01 -6.21194106e+00 4.48658051e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]	Direct Copy		1	[ 0.00000000e+00 1.24031745e-01 -6.21194106e+00 4.48658051e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]
2	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.87259634e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]	Direct Copy		2	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.87259634e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]
3	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]	p=0.58		3	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]
4	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]	p=0.995		4	[ 0.00000000e+00 1.24031745e-01 -6.21194106e+00 4.48658051e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.64347943e-11 -6.73242018e-12]
5	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]	p=0.559		5	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.64347943e-11 -6.73242018e-12]
6	[ 0.00000000e+00 1.24031745e-01 -6.46008195e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]	p=0.459		6	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]
7	[ 0.00000000e+00 1.24031745e-01 -5.36269705e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]	p=0.23		7	[ 0.00000000e+00 1.24031745e-01 -6.21194106e+00 4.48658051e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]
8	[ 0.00000000e+00 1.24031745e-01 -6.21194106e+00 4.48658051e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.64347943e-11 -6.73242018e-12]	p=0.89		8	[ 0.00000000e+00 1.24031745e-01 -6.46008195e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]
9	[ 0.00000000e+00 1.24031745e-01 -6.21194106e+00 4.48658051e-02 3.18778503e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]	p=0.58		9	[ 0.00000000e+00 1.24031745e-01 -5.96220780e+00 4.93390314e-02 3.82190689e-02 8.06792169e-05 -6.01876916e-05 -1.25158557e-07 3.48409638e-08 4.16149250e-11 -6.72736962e-12]

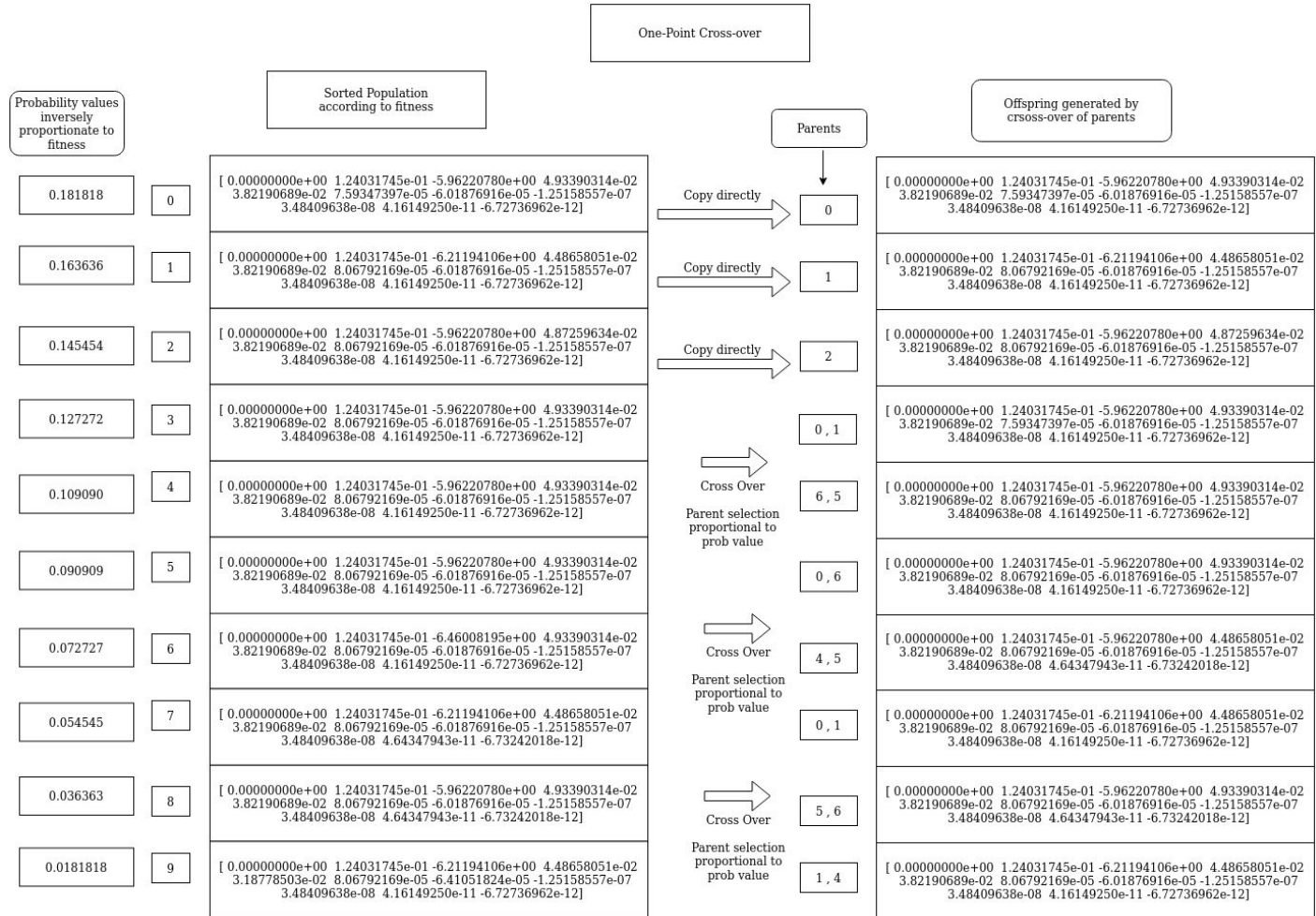
# 2nd Iteration

## Applying Fitness Function



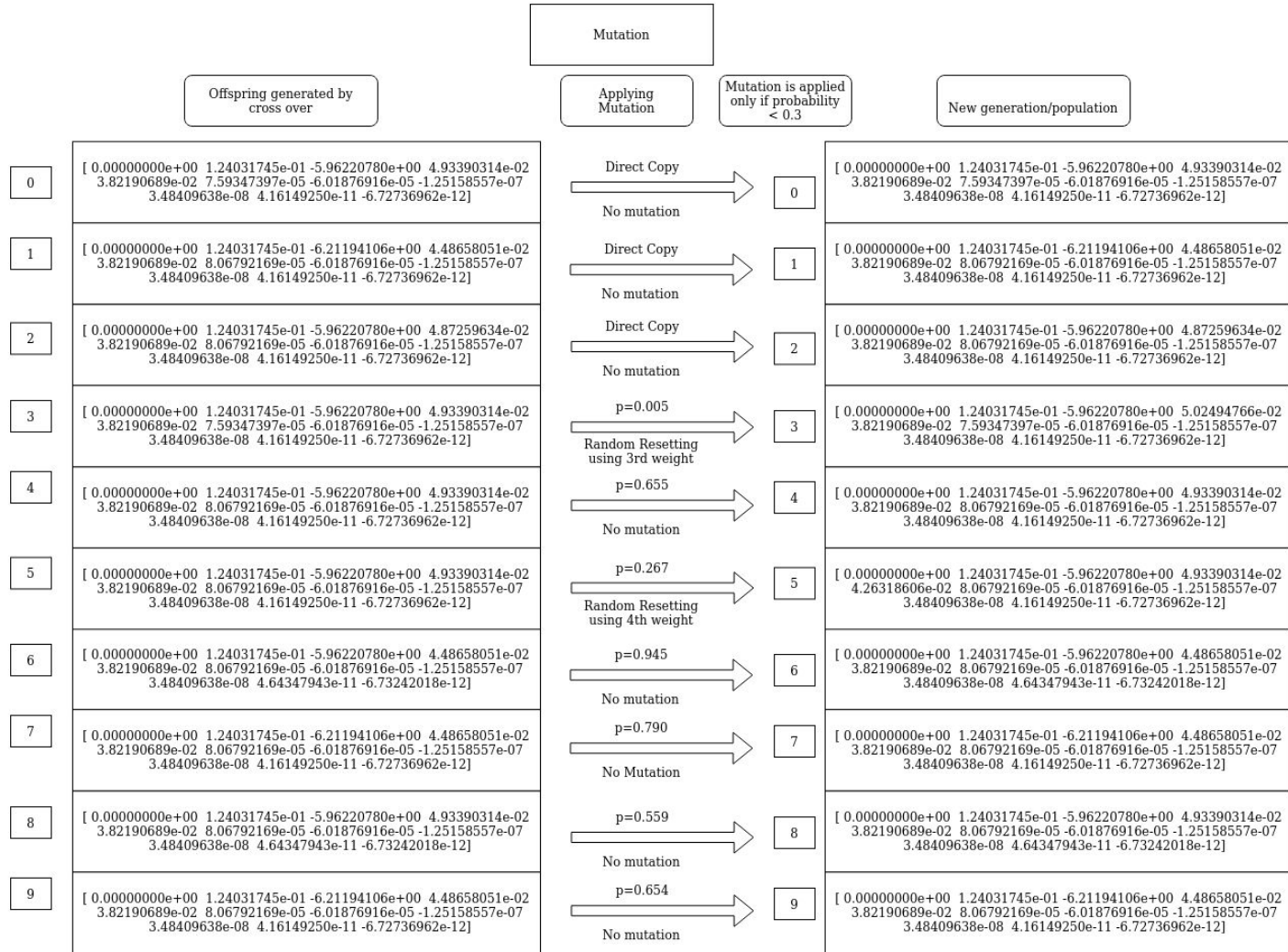
# 2nd Iteration

## Now applying One-Point Cross-over



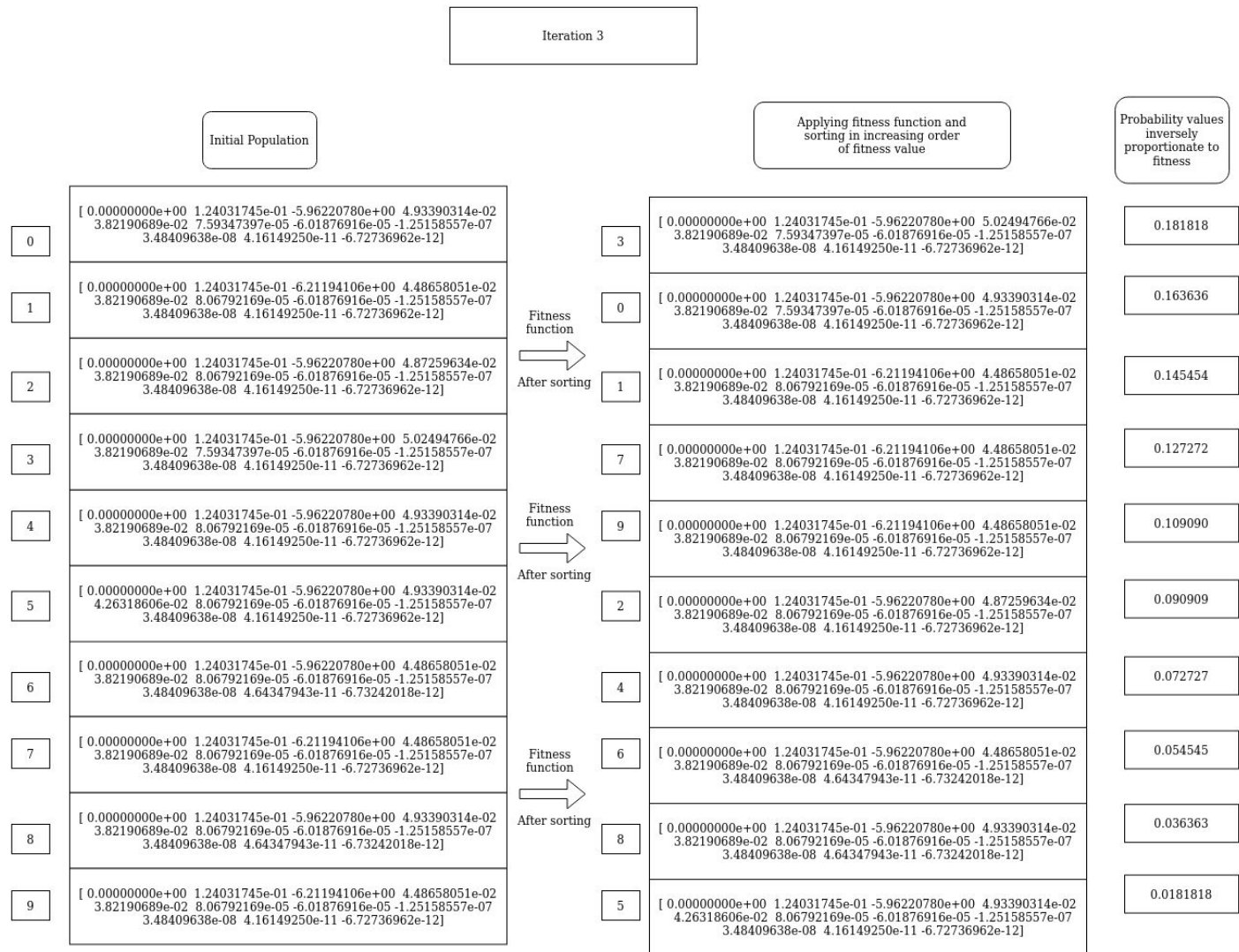
# 2nd Iteration:

## Now applying Random Resetting Mutation



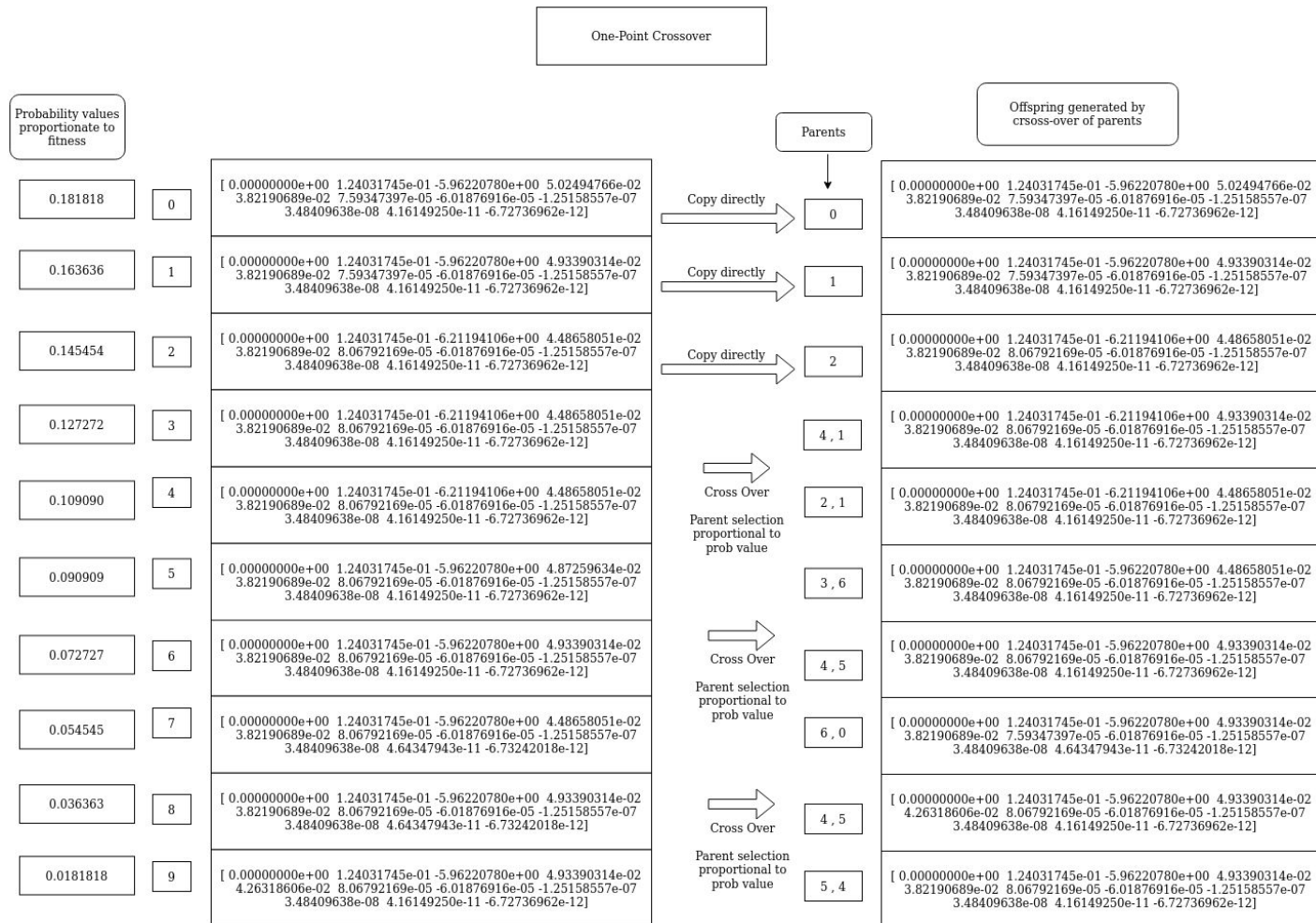
# 3rd Iteration

## Applying Fitness Function



# 3rd Iteration

## Now applying One-Point Cross-over





# 3rd Iteration:

## Now applying Random Resetting Mutation

