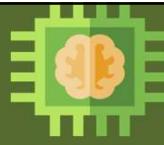


**Elective Course**

Course Code: CS4103

Autumn 2025-26

**Lecture #21**

# Artificial Intelligence for Data Science

## Week-6: Introduction to Genetic Algorithm (GA) [Part-II]

**Course Instructor:****Dr. Monidipa Das**

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## Genetic Algorithm: An Overview



- **Step-1:** Start with a randomly generated population of individuals.  
The population size is  $n$ .
- **Step-2:** Calculate the fitness of each individual in the population.
- **Step-3:** Repeat the following steps until  $n$  children or offspring are created.
  - Select pair of parents from the population
  - With probability  $P_c$  perform crossover on these selected parents to generate two offspring
  - Mutate offspring with probability  $P_m$
- **Step-4:** Replace the old population with this new population
- **Step-5:** Go to step 2 until the termination condition is reached.

# Selection



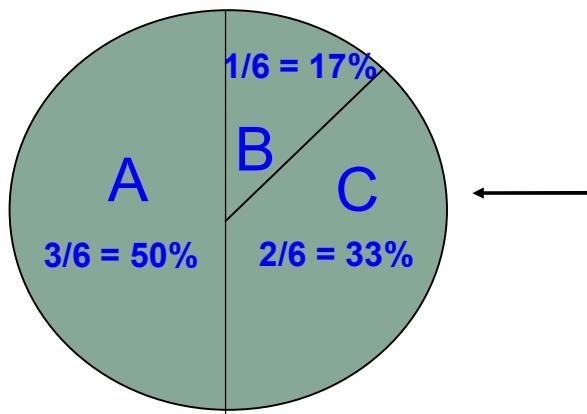
- The purpose is to bias the mating pool (those who can pass on their traits to the next generation) with fitter individuals
- Selection must NOT be too strong or too weak
- Selection Strategies
  - Random Selection
  - Roulette Wheel Selection
  - Rank Selection
  - Tournament selection etc.

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## Roulette wheel selection



- ◎ Assign to each individual a part of the roulette wheel
- ◎ Spin the wheel  $n$  times to select  $n$  individuals



$$\begin{aligned}\text{fitness}(A) &= 3 \\ \text{fitness}(B) &= 1 \\ \text{fitness}(C) &= 2\end{aligned}$$

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## Rank selection



- In Linear Rank selection, individuals are assigned subjective fitness based on the rank within the population:
  - $sf_i = (P - r_i)(max - min)/(P - 1) + min$
  - Where  $r_i$  is the rank of individual  $i$ ,
  - $P$  is the population size,
  - $max$  represents the fitness to assign to the best individual,
  - $min$  represents the fitness to assign to the worst individual.
- $p_i = sf_i / \sum sf_j$  Roulette Wheel Selection can be performed using the subjective fitnesses.
- One disadvantage associated with linear rank selection is that the population must be sorted on each cycle.

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## Tournament selection



- In tournament selection several tournaments are played among a few individuals.
- The individuals are chosen at random from the population.
- The winner of each tournament is selected for next generation.
- Selection pressure can be adjusted by changing the tournament size.
- Weak individuals have a smaller chance to be selected if tournament size is large.

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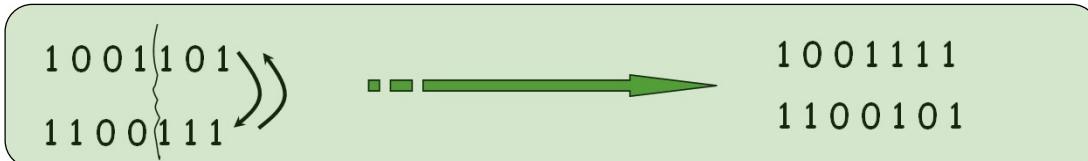
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## Crossover



Crossover is a critical feature of genetic algorithms:

- It greatly accelerates search early in evolution of a population
- Choose a random point on the two parents
- Split parents at this crossover point
- Create children by exchanging tails
- $P_c$  typically in range (0.6, 0.9)



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# Crossover



- One-point crossover
- Two-point crossover
- N-point crossover
- Uniform crossover

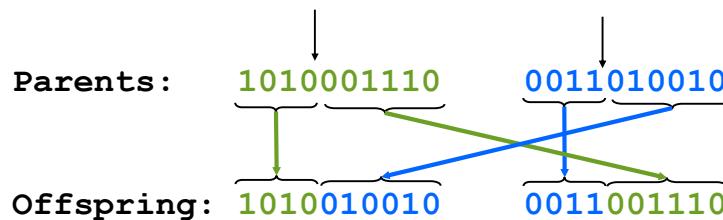
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## One-point crossover



- Randomly one position in the chromosomes is chosen
- Child 1 is head of chromosome of parent 1 with tail of chromosome of parent 2
- Child 2 is head of 2 with tail of 1

### Randomly chosen position



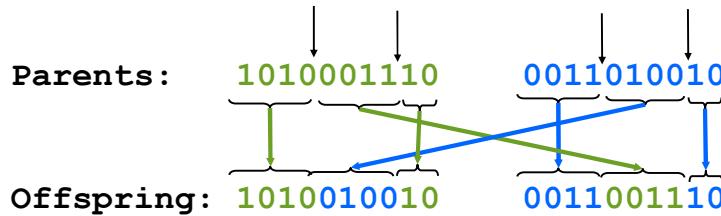
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## Two-point crossover



- Randomly two positions in the chromosomes are chosen
- Avoids that genes at the head and genes at the tail of a chromosome

### Randomly chosen position

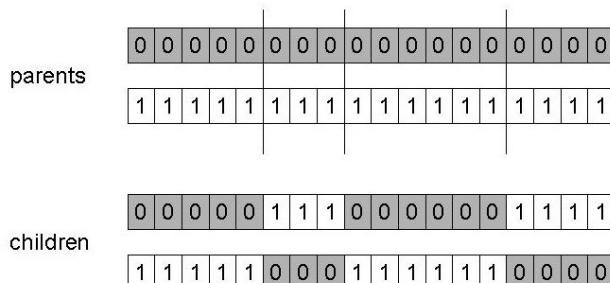


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## n-point crossover



- Choose n random crossover points
- Split along those points
- Glue parts, alternating between parents
- Generalisation of 1 point (still some positional bias)



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## Uniform crossover



- A random mask is generated
- The mask determines which bits are copied from one parent and which from the other parent
- Bit density in mask determines how much material is taken from the other parent (takeover parameter)

**Mask:** 0110011000 (Randomly generated)

**Parents:** 1010001110      0011010010

**Offspring:** 0011001010      1010010110

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## Crossover



- **Cross-over for Continuous Parameters**
  - A cross-over operator that linearly combines two parent chromosome vectors to produce two new offspring according to the following equations:
    - Offspring1=a \* Parent1+(1-a) \* Parent2
    - Offspring2=(1-a)\*Parent1+a\*Parent2
  - Consider the following two parents (each consisting of four floating genes) which have been selected for cross-over:
    - Paren1: (0.3 1.4 0.2 7.4)
    - Parent2: (0.5 4.5 0.1 5.6)
  - If **a = 0.7**, the following two offspring would be produced:
    - O1=(0.36 2.33 0.17 6.86)
    - O2=(0.44 3.57 0.13 6.14)

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# Problems with crossover



- Depending on coding, simple crossovers can have high chance to produce illegal offspring
  - E.g. in TSP with simple binary or path coding, most offspring will be illegal because not all cities will be in the offspring and some cities will be there more than once
- Uniform crossover can often be modified to avoid this problem
  - E.g. in TSP with simple path coding:
    - Where mask is 1, copy cities from one parent
    - Where mask is 0, choose the remaining cities in the order of the other parent

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# Genetic Algorithm: An Overview



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# Mutation Operator



- Mutation represents a change in the gene.
- Mutation is a background operator. Its role is to provide a guarantee that the search algorithm is not trapped on a local optimum.
- The mutation operator flips a randomly selected gene in a chromosome.
- The mutation probability is quite small in nature, and is kept low for GAs, typically in the range between 0.001 and 0.01.

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# Mutation



- Alter each gene independently with a probability  $P_m$
- $P_m$  is called the mutation rate
- Typically between  $1/pop\_size$  and  $1/ chromosome\_length$

1 0 0 1 1 0 1      →      1 0 0 0 1 0 1

parent      

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

child      

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

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# Example



- Simple problem: maximize  $x^2$  over  $\{0,1,\dots,31\}$
- GA approach:**
  - Representation: binary code, e.g. 01101  $\leftrightarrow$  13
  - Population size: 4
  - Random initialization
  - Roulette wheel selection
  - 1-point crossover, bitwise mutation

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## $\chi^2$ example: selection



String no.	Initial population	$x$ Value	Fitness $f(x) = x^2$	$Prob_i$
1	0 1 1 0 1	13	169	0.14
2	1 1 0 0 0	24	576	0.49
3	0 1 0 0 0	8	64	0.06
4	1 0 0 1 1	19	361	0.31
Sum			1170	1.00
Average			293	0.25
Max			576	0.49

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# $\chi^2$ example: selection



String no.	Mating pool	Crossover point	Offspring after xover	$x$ Value	Fitness $f(x) = x^2$
1	0 1 1 0   1	4	0 1 1 0 0	12	144
2	1 1 0 0   0	4	1 1 0 0 1	25	625
2	1 1   0 0 0	2	1 1 0 1 1	27	729
4	1 0   0 1 1	2	1 0 0 0 0	16	256
Sum					1754
Average					439
Max					729

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# $\chi^2$ example: selection



String no.	Offspring after xover	Offspring after mutation	$x$ Value	Fitness $f(x) = x^2$
1	0 1 1 0 0	1 1 1 0 0	26	676
2	1 1 0 0 1	1 1 0 0 1	25	625
2	1 1 0 1 1	1 1 0 1 1	27	729
4	1 0 0 0 0	1 0 1 0 0	18	324
Sum				2354
Average				588.5
Max				729

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# Practical Example - TSP



## TSP Encoding

- **Integer representation**
  - Tour 1-3-2: (1 3 2)
- **Binary representation**
  - Tour 1-3-2 is represented as: ( 00 10 01 )
- **Character/Alphabet representation**
  - Tour CityA-CityB-CityC: (A B C)

# TSP – Crossover operator

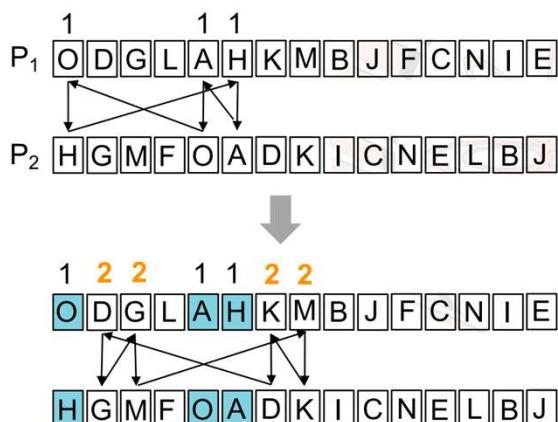


- **Order Based crossover (OX2)**

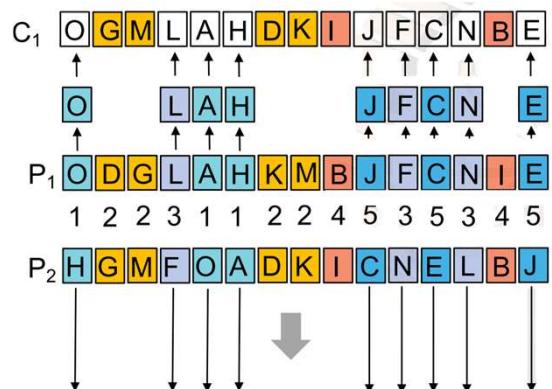
- Selects at random several positions in the parent tour
- Imposes the order of nodes in selected positions of one parent on the other parent
- Parents: (1 2 3 4 5 6 7 8) and (2 4 6 8 7 5 3 1)
- Selected positions, 2<sup>nd</sup>, 3<sup>rd</sup> and 6<sup>th</sup>
- Impose order on (2 4 6 8 7 5 3 1) & (1 2 3 4 5 6 7 8)
- Children are (2 4 3 8 7 5 6 1) and (1 2 3 4 6 5 7 8)

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## Cycle Crossover



C1 gets even numbered cycles from P2 and odd numbered cycles from P1



C2 gets even numbered cycles from P1 and odd numbered cycles from P2

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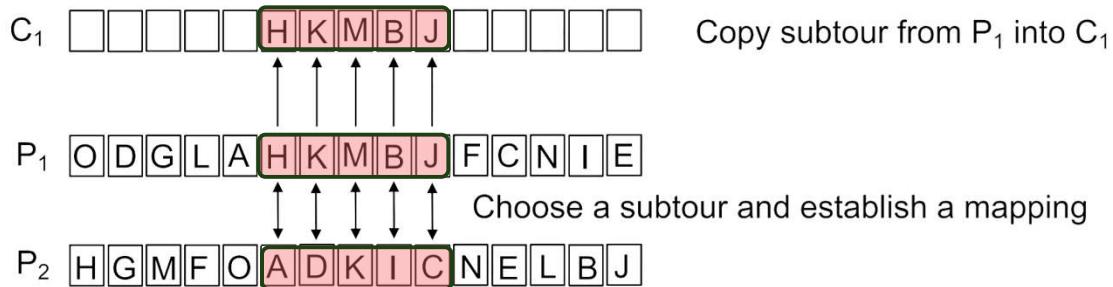
# TSP – Crossover operator



# TSP – Crossover operator



## Partially Mapped Crossover (PMX)



Would like to copy remaining cities from P<sub>2</sub>  
but  
the locations for cities A, D, I, C are occupied  
by cities H, K, B, J respectively

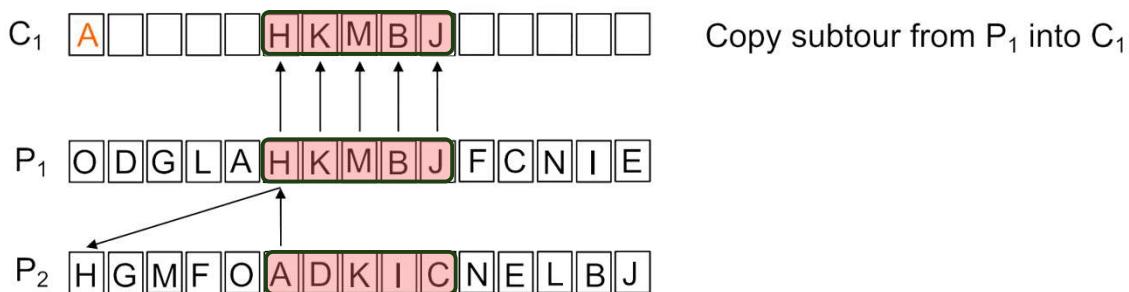
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# TSP – Crossover operator



## Partially Mapped Crossover (PMX)



Where should city A be in C<sub>1</sub>?

Follow the partial map...

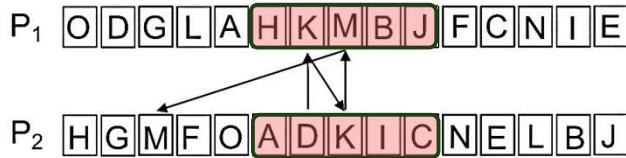
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# TSP – Crossover operator



## Partially Mapped Crossover (PMX)



Where should city D be in C<sub>1</sub>?

Follow the partial map...

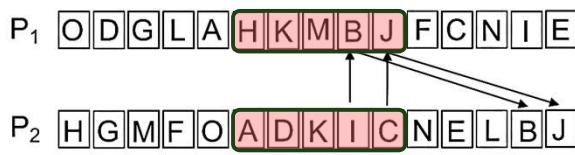
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# TSP – Crossover operator



## Partially Mapped Crossover (PMX)



Likewise for cities I and C

Remember that city K is already in C<sub>1</sub>...

Copy the remaining cities directly from P<sub>2</sub>

The second child C<sub>2</sub> is constructed in a similar manner, first copying the subtour from P<sub>2</sub>

### Homework

What will be the chromosome representation of child2 (C2) as per PMX?

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# TSP – Crossover operator



## Order Crossover

P<sub>1</sub> O D G L A H K M B J F C N I E

P<sub>2</sub> H G M F O A D K I C N E L B J

C<sub>1</sub> G F O A D H K M B J I C N E L

Copy a subtour from P<sub>1</sub> into C<sub>1</sub> and the remaining from P<sub>2</sub> in the order they occur in P<sub>2</sub>.

## Homework

What will be the chromosome representation of child2 (C<sub>2</sub>) as per this scheme?

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# Questions?

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