Project 2 - Genetic Programming

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1 Abstract

Algorithm	Steady-state
Population size	1000
Selection method	Tournament
Crossover method	Swap two random subtrees in two parents
Crossover rate	90% Non-terminal, 10% Terminal
Mutation method	Change the type of one random subnode
Operator/non-terminal set	$+, -, *, /$
Terminal set	0-100, x
Fitness function	$\sqrt{\sum e_i^2}$
Size control (if any)	

Graph showing average and best fitnesses evolving over time.

Graph showing test points and best evolved function.

2 Discussion