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# HW 1 - Simple Genetic algorithm - Alternating individual

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#### Task definition

The task is to implement a simple genetic algorithm for acheiving an individual with alternating 1s and 0s.

## Changes in the given template (sga.py)

- Slighlty adjusted the parameters
- Changed the fitness function

### Crossover and mutation probabilities

Since I enabled elitism, I have set the cross-over probability to 0.9 to explore a bit more, while lowering the mutation probability to 0.025 to prevent losing the better individuals to non-beneficial mutations. The probability is set to 1/IND\_LEN so approximately at least one bit is flipped in each mutated individual.

```
POP_SIZE = 100
GEN_COUNT = 100
IND_LEN = 25
CX_PROB = 0.9
MUT_PROB = 0.025
MUT_FLIP_PROB = 1 / IND_LEN
```

Lowering the cross-over probability to 0.5 does not seem to search the space of solutions well enough since the mean fitness does not reach the maximum value. So the one-point cross-over is still uninformed (not a smart operator) but seems to work quite well.

#### Fitness function

As fitness function I have chosen the number of similar bits to to a target individual as follows:

You can compute the similarity to the second target individual (starting with 1) by taking the length of the individual and substracting the similarity to the first target individual, thanks to the fact that values are just 0s and 1s.

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I just thought that the second fitness function would not work quite as well (number of alternating pairs).

## Observations

- **Higher mutation probability** is not beneficial since the mutation is not smart and can easily flip the wrong bits.
- **Cross-over probability of 1** is not beneficial since the algorithm will loose most of the good individuals and lower the mean fitness.

## **Plots**

Best result, lower cross-over probability, higher mutation probability:





