

P1

0.5	0.7	0.7	0.5	0.2	0.8	0.3	0.9	0.4
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P2

0.1	0.3	0.1	0.3	0.6	0.2	0.5	0.1	0.2
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After crossover

C1

0.3	0.5	0.4	0.4	0.4	0.5	0.4	0.5	0.3
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C2

0.3	0.5	0.4	0.4	0.4	0.5	0.4	0.5	0.3
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$$\alpha = 0.5$$

$$\rightarrow 0.5 * 0.5 + 0.5 * 0.1 = 0.25 + 0.05 = 0.3$$

$$\rightarrow 0.5 * 0.1 + 0.5 * 0.5 = 0.05 + 0.25 = 0.3$$

Problem Solving using Genetic Algorithms

Maximize $f(x) = x^2$; where x is permitted to vary between 0 and 31

steps: Select initial population at random

string Number	Initial Population	x value (DV)	$f(x) = x^2$	pselect $\frac{f_i}{\sum f}$	Expected count $\frac{f_i}{\bar{f}}$	Actual count (Roulette Wheel)
1	01101	13	169	$0.14 = \frac{169}{1170}$	$0.58 = \frac{169}{293}$	1
2	11000	24	576	$0.49 = \frac{576}{1170}$	$1.97 = \frac{576}{293}$	2
3	01000	8	64	$0.06 = \frac{64}{1170}$	$0.22 = \frac{64}{293}$	0
4	10011	19	361	$0.31 = \frac{361}{1170}$	$1.23 = \frac{361}{293}$	1

$$\text{sum} = 1170$$

$$\text{Avg} = 293$$

$$\text{Max} = 576$$