

Five phases of a genetic algorithm:

1. Initial population → set of individuals

2. Fitness function → The ability of an individual to compete with other individuals. Measured by fitness score.

3. Selection

4. Crossover

5. Mutation

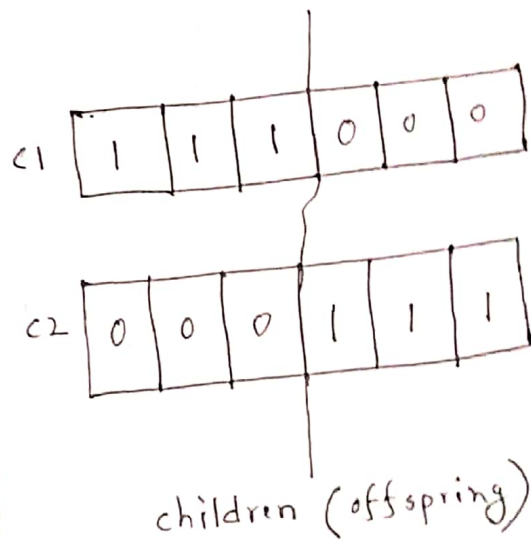
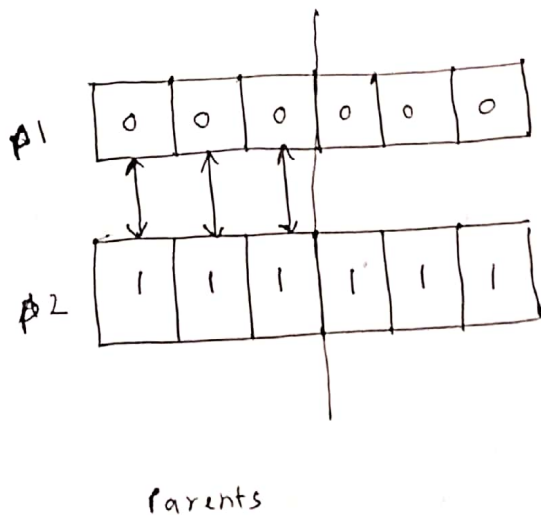
Fittest individuals are selected based on fitness score

A crossover point is chosen at random from within the genes

Some of the bits in the bit string can be flipped.

Example of Crossover

Crossover point 3



Mutation

Before Mutation

