

# AI and Decision Sciences

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## Genetic Algorithms

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# What does survival of the fittest mean



# Summary of biology

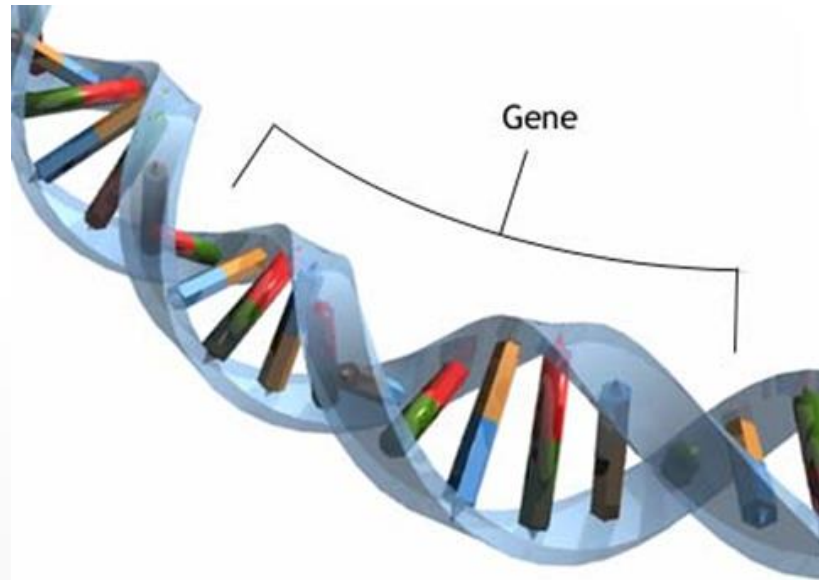
- Not all members survive until reproduction. Only a few learn to earn lunch. Others are lunch!
- The strong ones then need to attract and mate other members of the species that survived.
- The offspring generation hence is normally better than the parents generation
- Over generations, species develop

# Can a similar theory be applied to optimization

- Start with random solutions
- Kill the weak ones
- Reproduce from the good ones
- Will the newer set be more optimal than its parents?

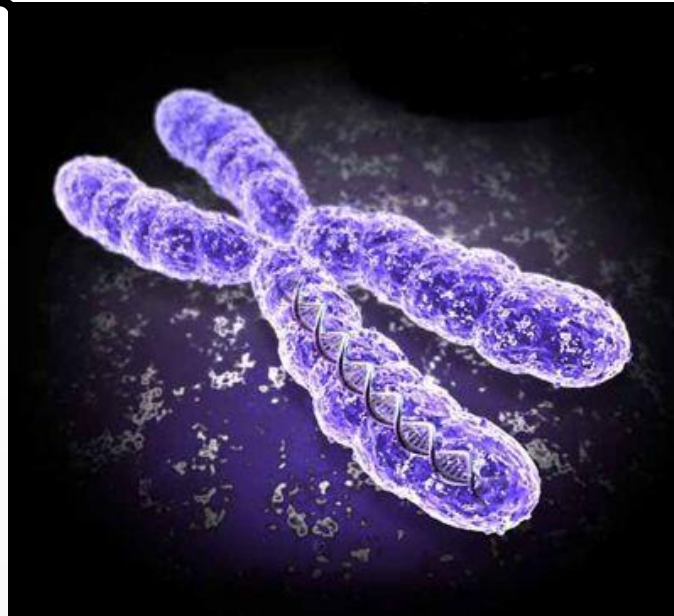
# Gene

Gene: The reproducible building block of chromosome



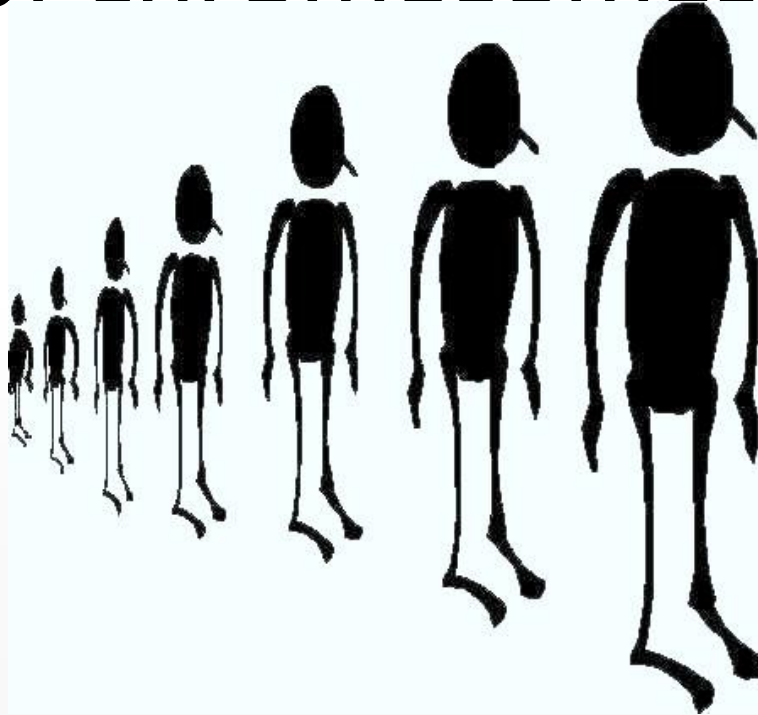
# Beg, Borrow or Steel

- Chromosome: A possible solution



# Population

- A set of chromosomes



# Generation

- A population derived from the fittest chromosomes of the previous





# Reproduction, Mating and Mutation

- Create a new solution from the old fitter solu



```
{  
    initialize population;  
    evaluate population;  
    while TerminationCriteriaNotSatisfied  
    {  
        select parents for reproduction;  
        perform recombination and mutation;  
        evaluate population;  
    }  
}
```

# So, GA at a snapshot

- Create a schema to create possible solutions in a bit/byte format
- Start with a number of random solutions
- Identify the best ones
- Create new ones from them using some exchange mechanism
- Continue with the last two steps until a solution is found

# Some unique differentiators

- GAs work with a coding of the parameters and not the parameters themselves
- GAs search from a population of points and not a single point
- GAs work with the objective function and not the derivatives
- GAs transition based on random rules and not on deterministic rules

# OPERATIONAL ASPECTS

# Population

Chromosomes could be:

- Bit strings (0101 ... 1100)
- Real numbers (43.2 -33.1 ... 0.0 89.2)
- Permutations of element (E11 E3 E7 ... E1 E15)
- Lists of rules (R1 R2 R3 ... R22 R23)
- Program elements (genetic programming)
- ... any data structure ...

# Innovations: Creating a coding scheme

- Password retrieval
- Knap Sack
- Polynomial fit
- TSP
- Portfolio allocation

# How do we decide mating pool

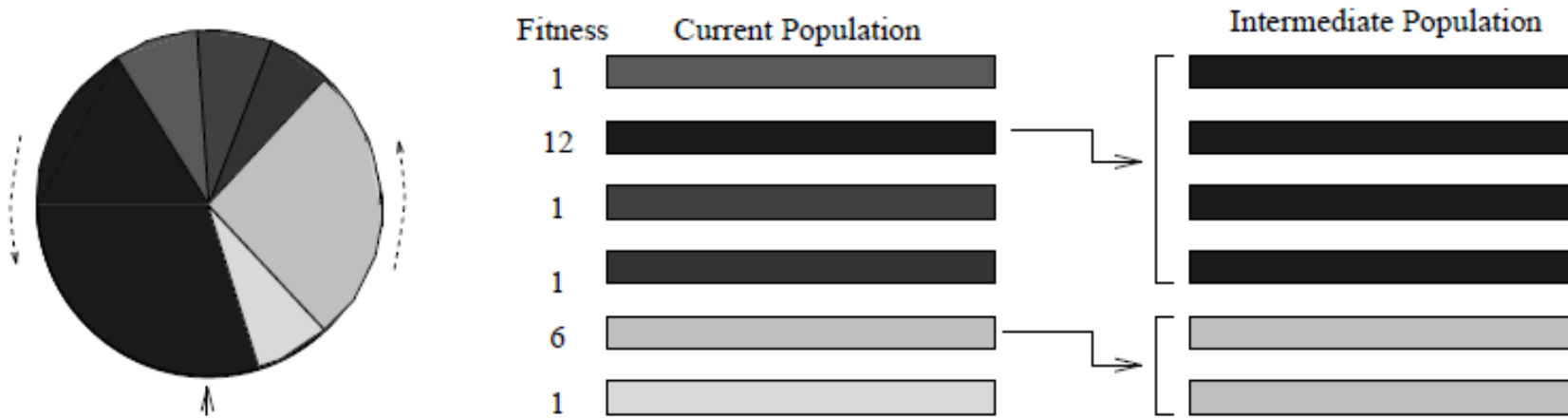


Figure 2. Selection application



# How do we determine reproduction

- Most common: Cross over
  - npoint crossover:  $n$  crossover points are randomly selected and the segments of the parents, defined by them, are exchanged for generating the offspring.
  - uniform crossover: the values of each gene in the offspring are determined by the uniform random choice of the values of this gene in the parents.

# For real coding

## **Arithmetical crossover** (Michalewicz, 1992)

Two offspring,  $H_k = (h_1^k, \dots, h_i^k, \dots, h_n^k)$   $k = 1, 2$ , are generated, where  $h_i^1 = \lambda c_i^1 + (1 - \lambda)c_i^2$  and  $h_i^2 = \lambda c_i^2 + (1 - \lambda)c_i^1$ .  $\lambda$  is a constant (uniform arithmetical crossover) or varies with regard to the number of generations made (non-uniform arithmetical crossover).

- Flat crossover: An offspring,  $H$  is generated, where  $h_i$  is a randomly (uniformly) chosen value of the interval  $[c1_i; c2_i]$

- Hello World
- Knap Sack
- Polynomial fit
- TSP
- Portfolio allocation

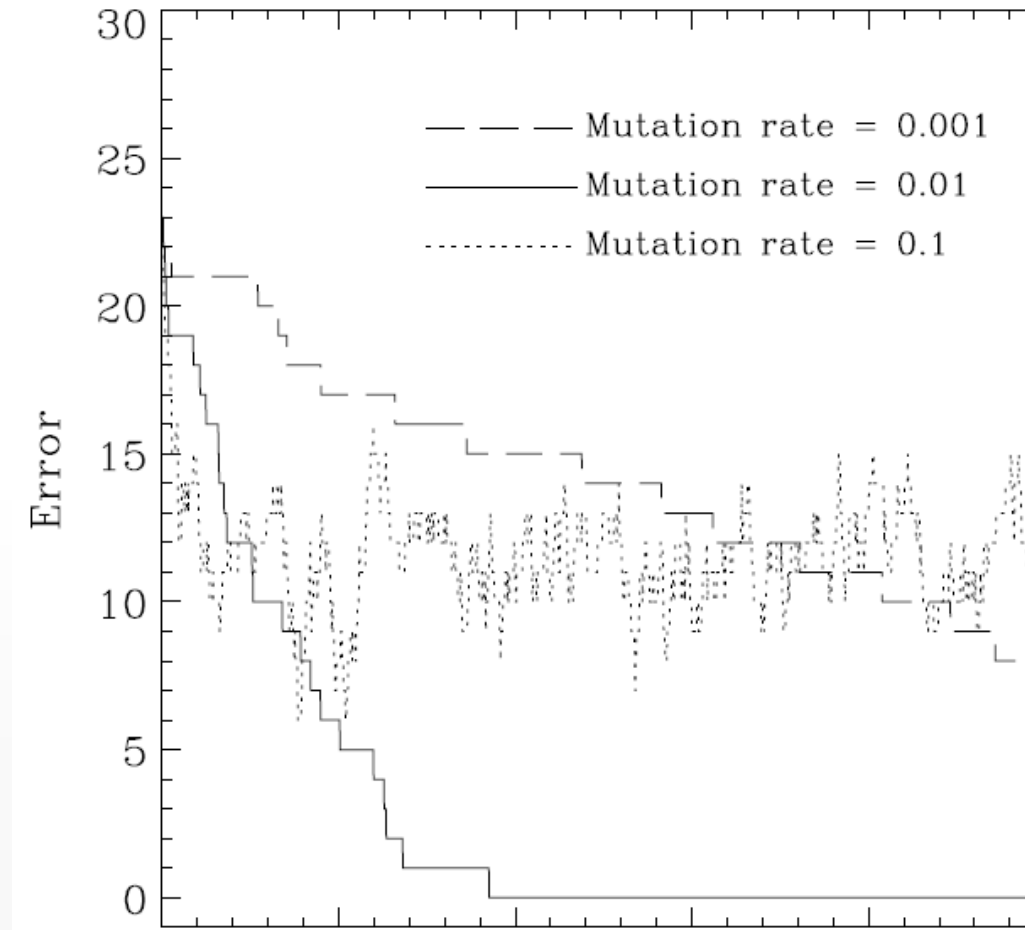
# Inversion or Mutation

- Flip
- Random generation
- An unexpected operation

# Non uniform mutation

- Initially mutate heavily
- As the number of generations increase mutate less

# What about mutation?



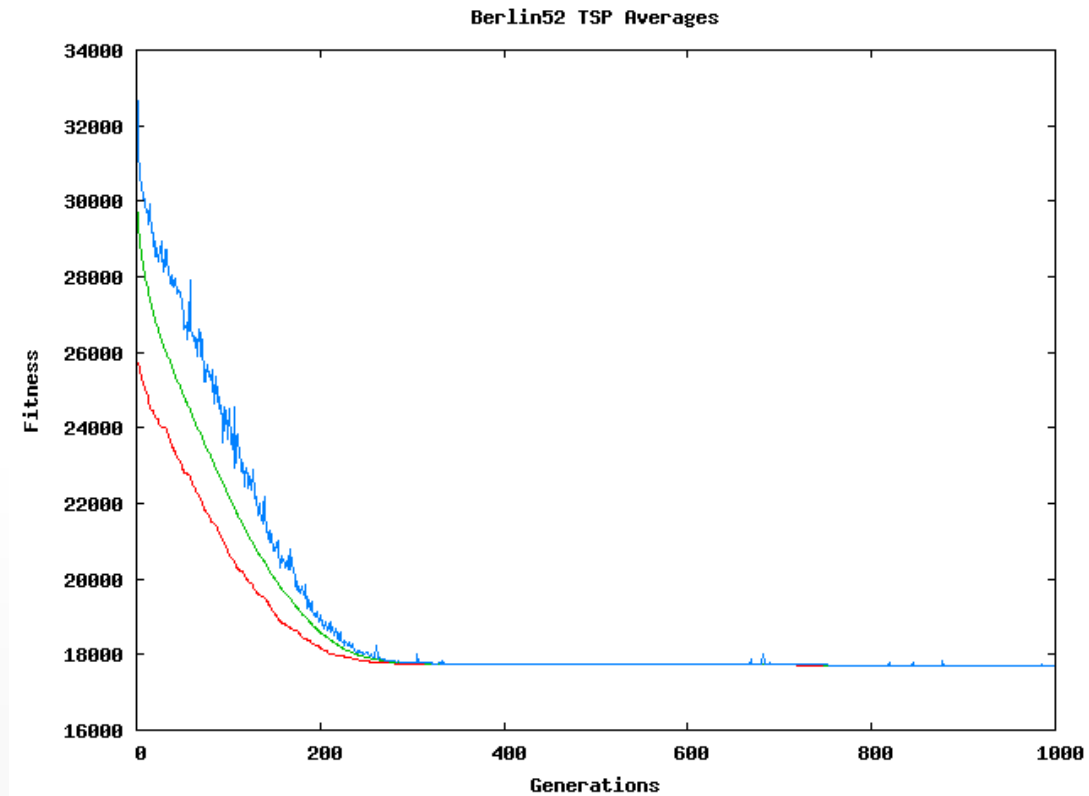
# Mutation scheme

- Hello World
- Knap Sack
- Polynomial fit
- TSP
- Portfolio allocation



# Convergence of a GA

When to stop?



# EXAMPLES

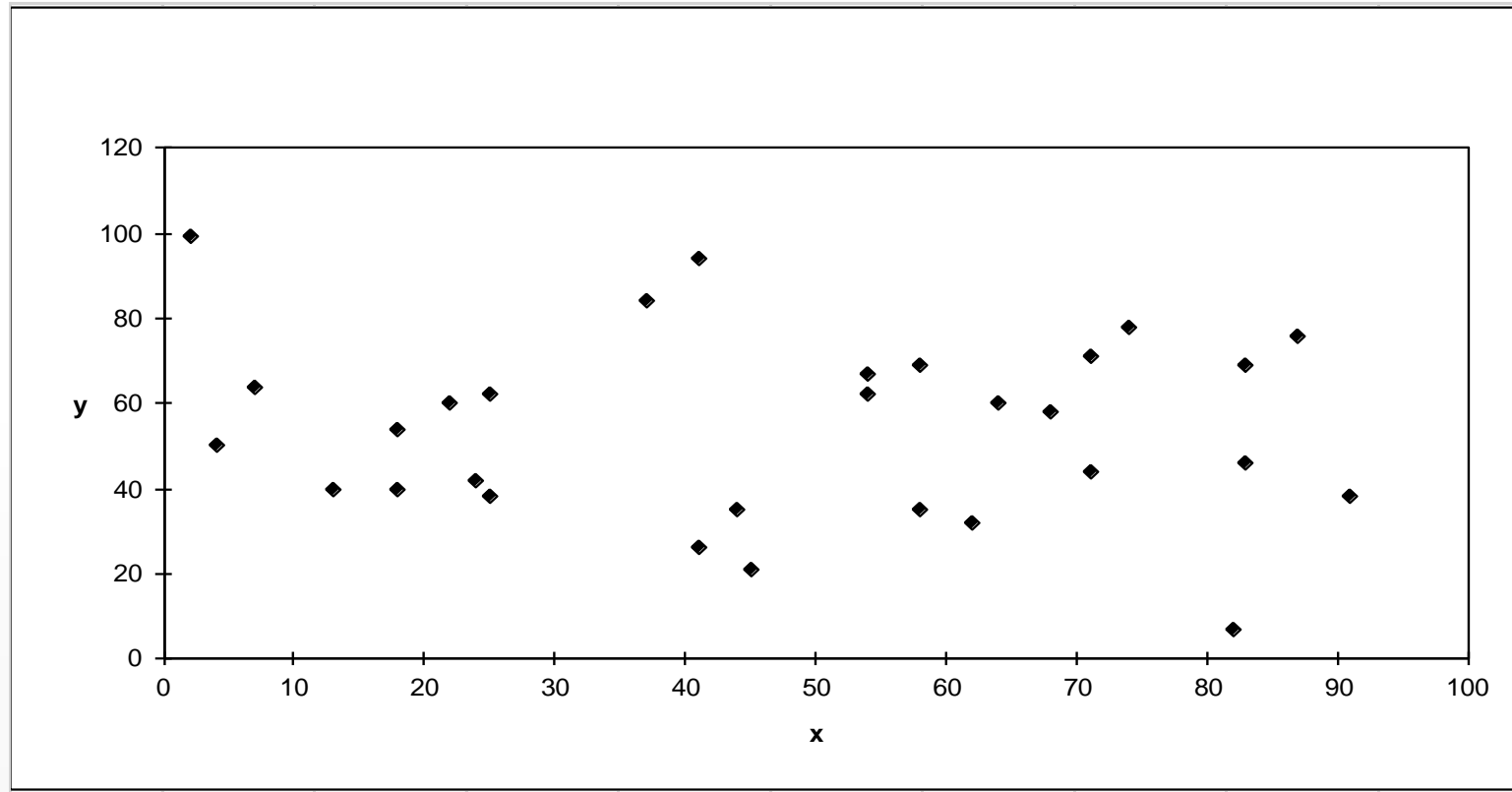
# A Simple Example

The Traveling Salesman Problem:

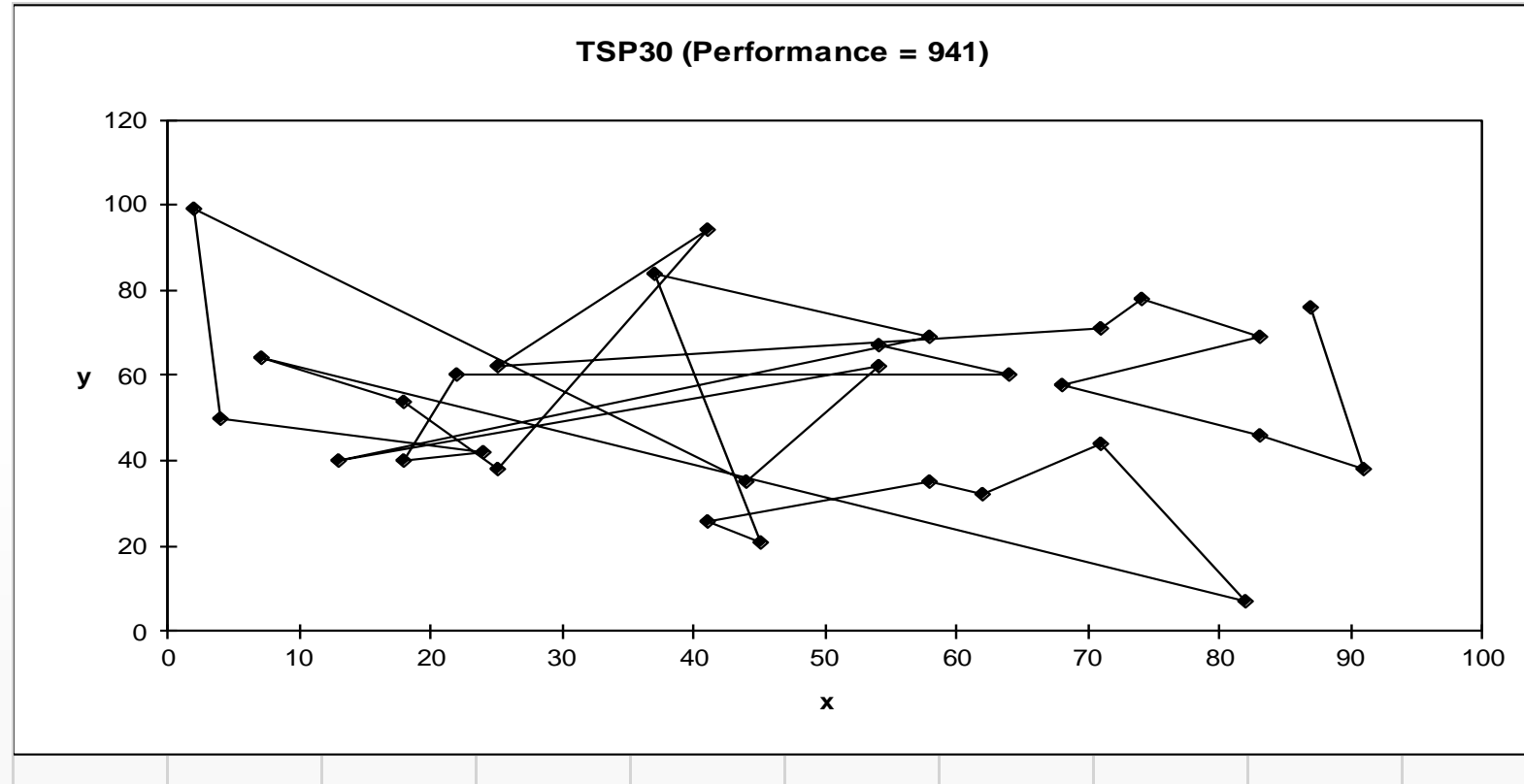
Find a tour of a given set of cities so that

- each city is visited only once
- the total distance traveled is minimized

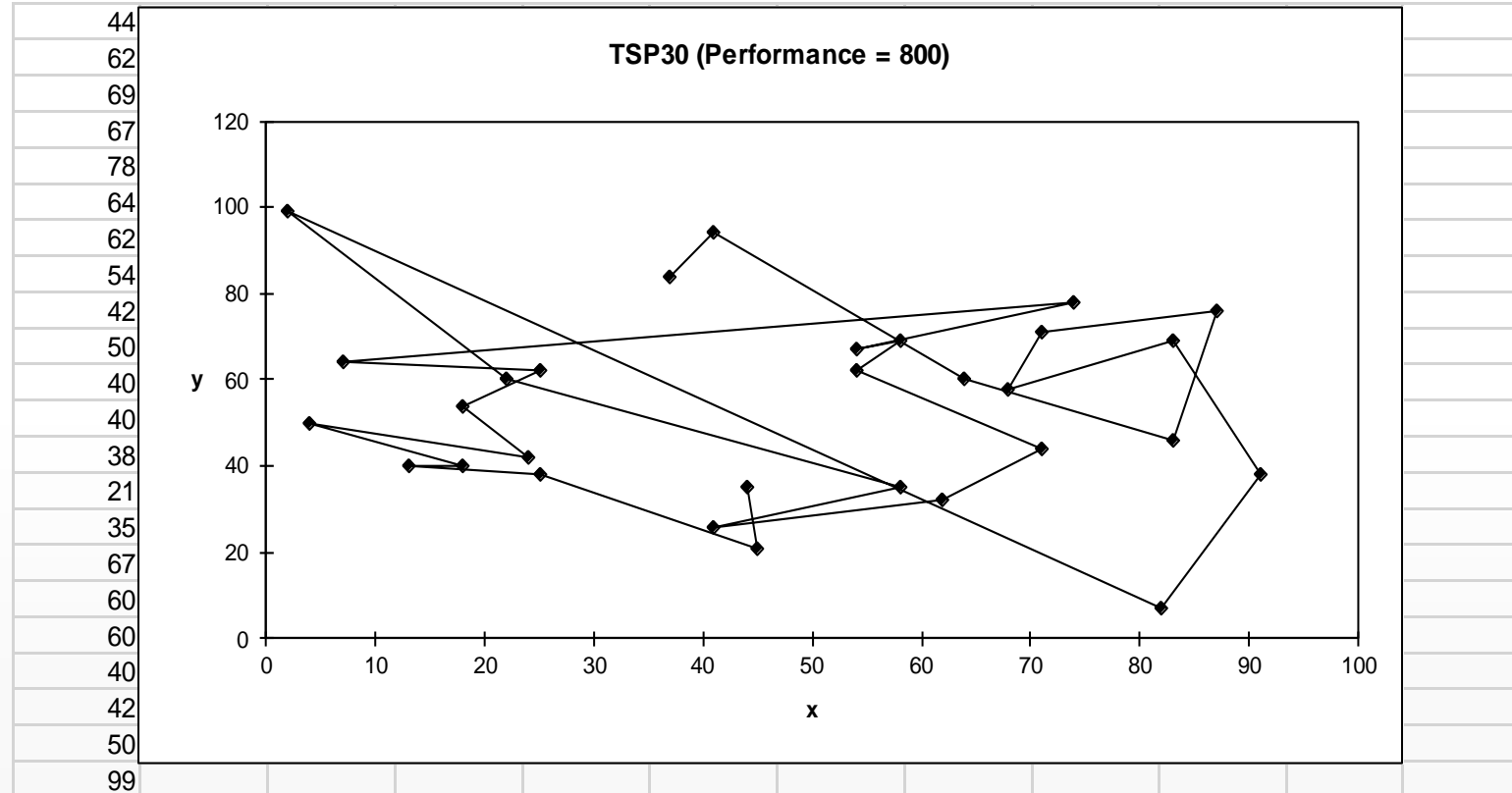
# TSP Example: 30 Cities



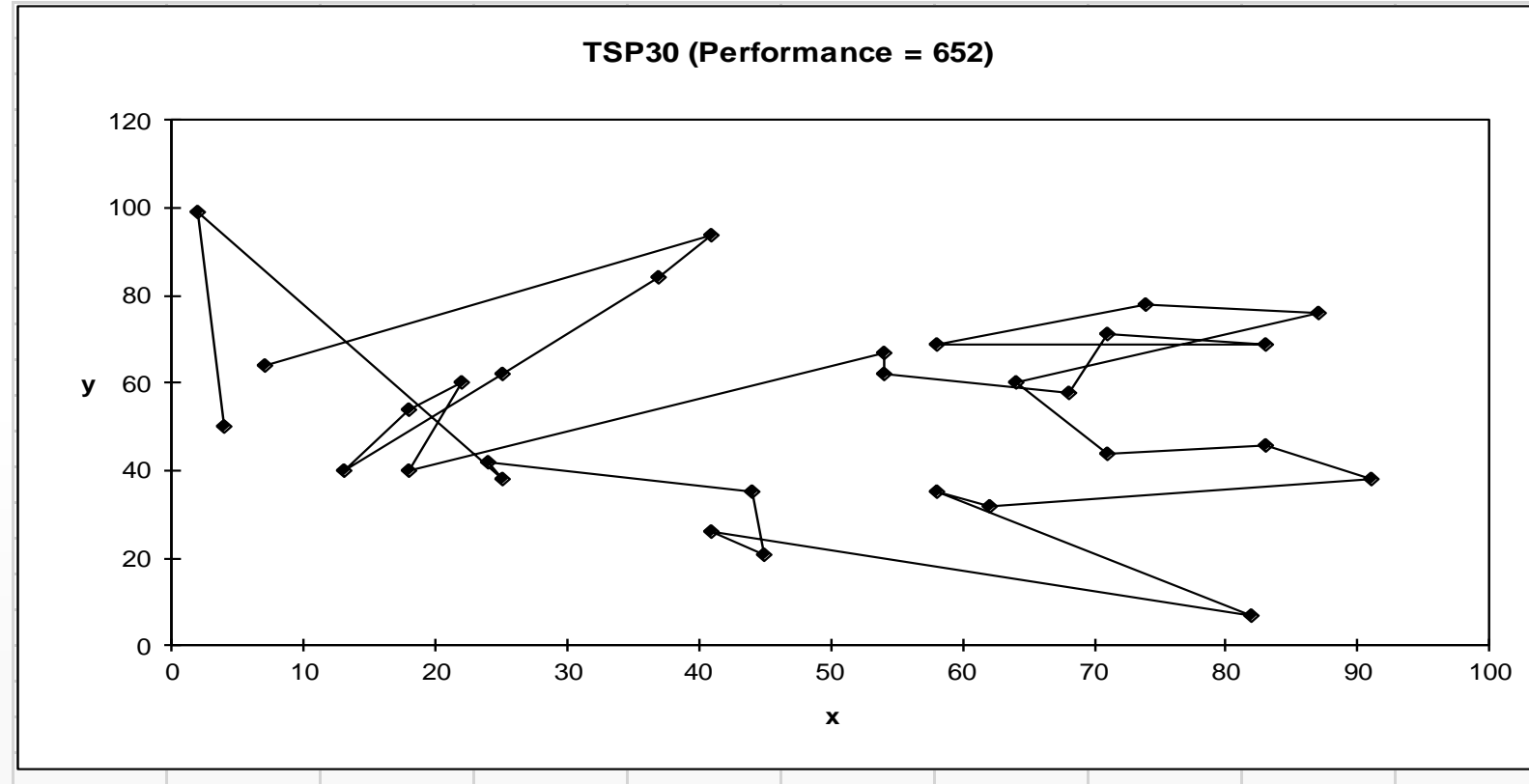
# Solution ; (Distance = 941)



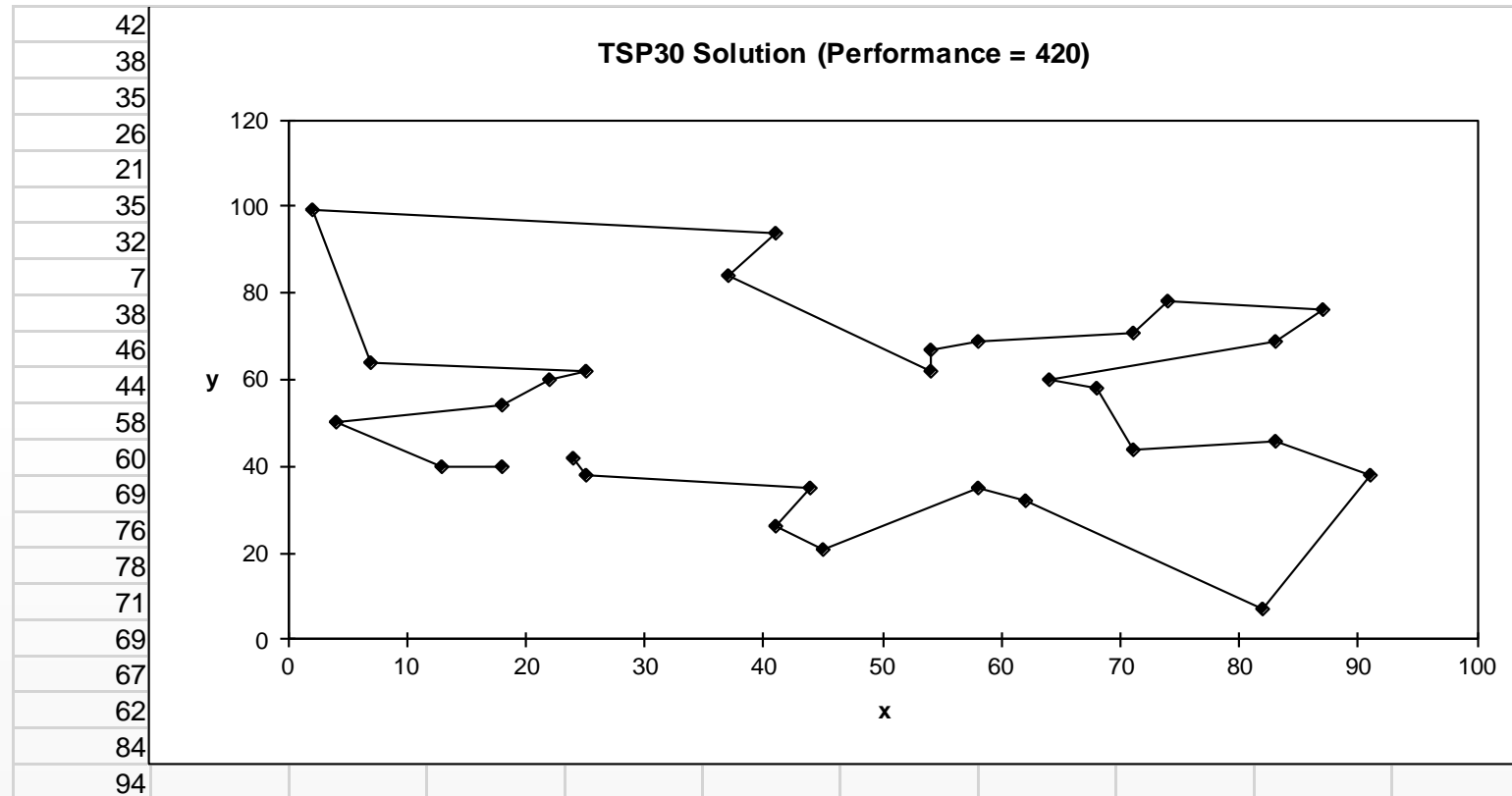
# Solution $j$ (Distance = 800)



# Solution $_k$ (Distance = 652)

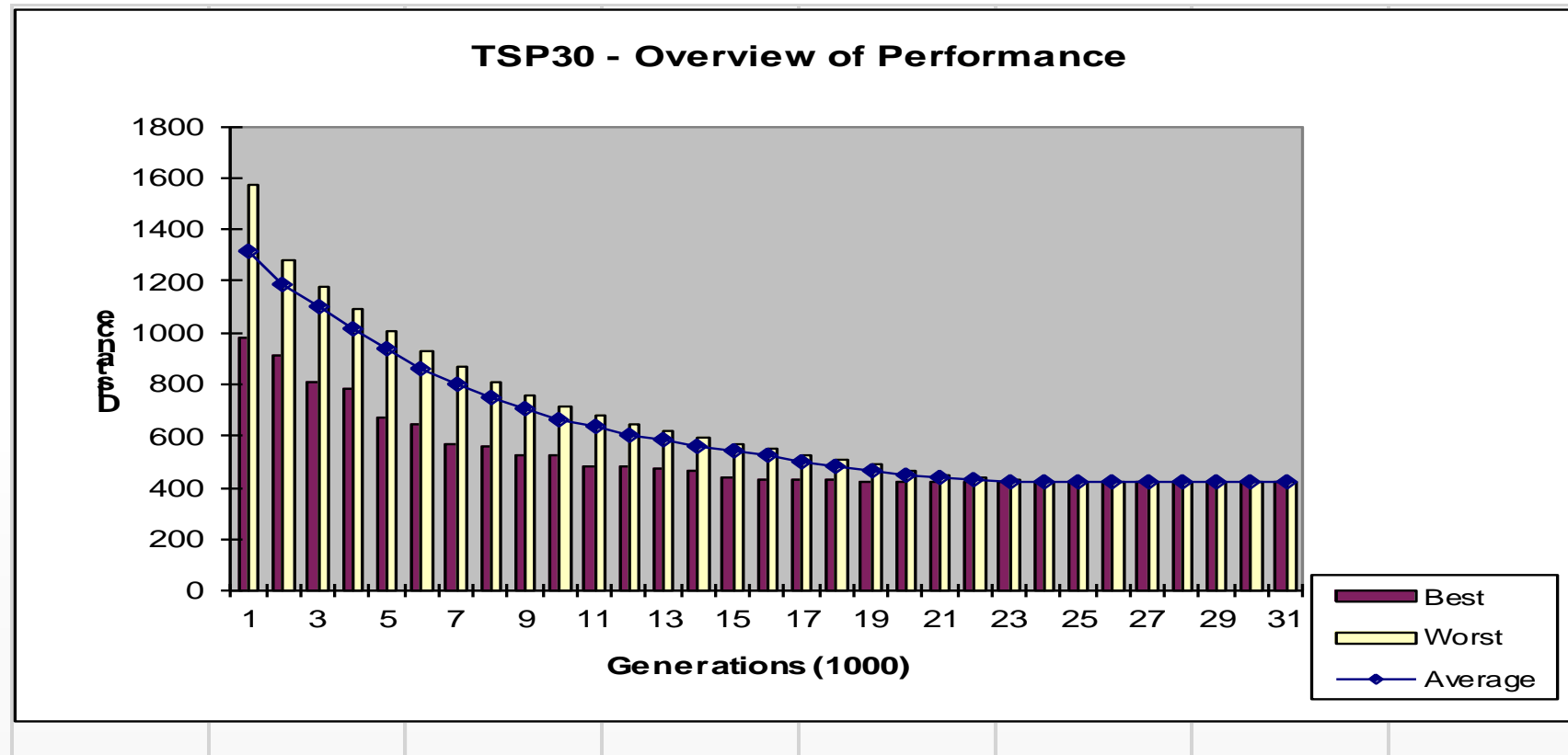


# Best Solution (Distance = 420)





# Overview of Performance



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