

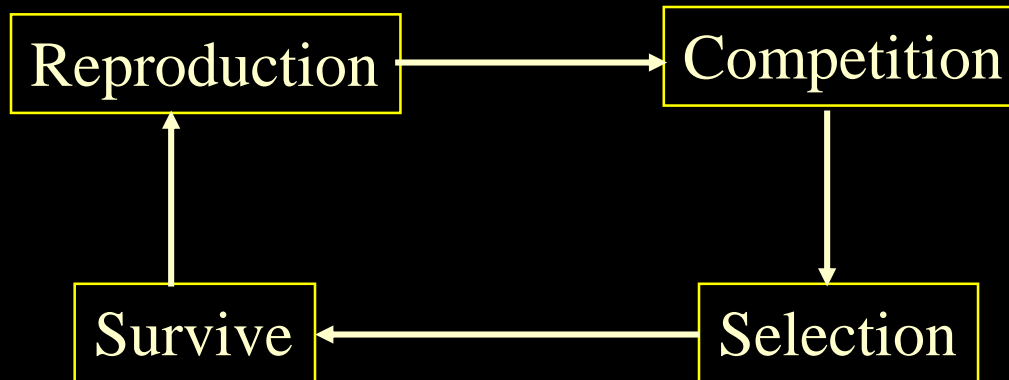
# CSCE790 Topics in Information Technology



Department of Computer Science & Engineering  
University of South Carolina  
Spring, 2002

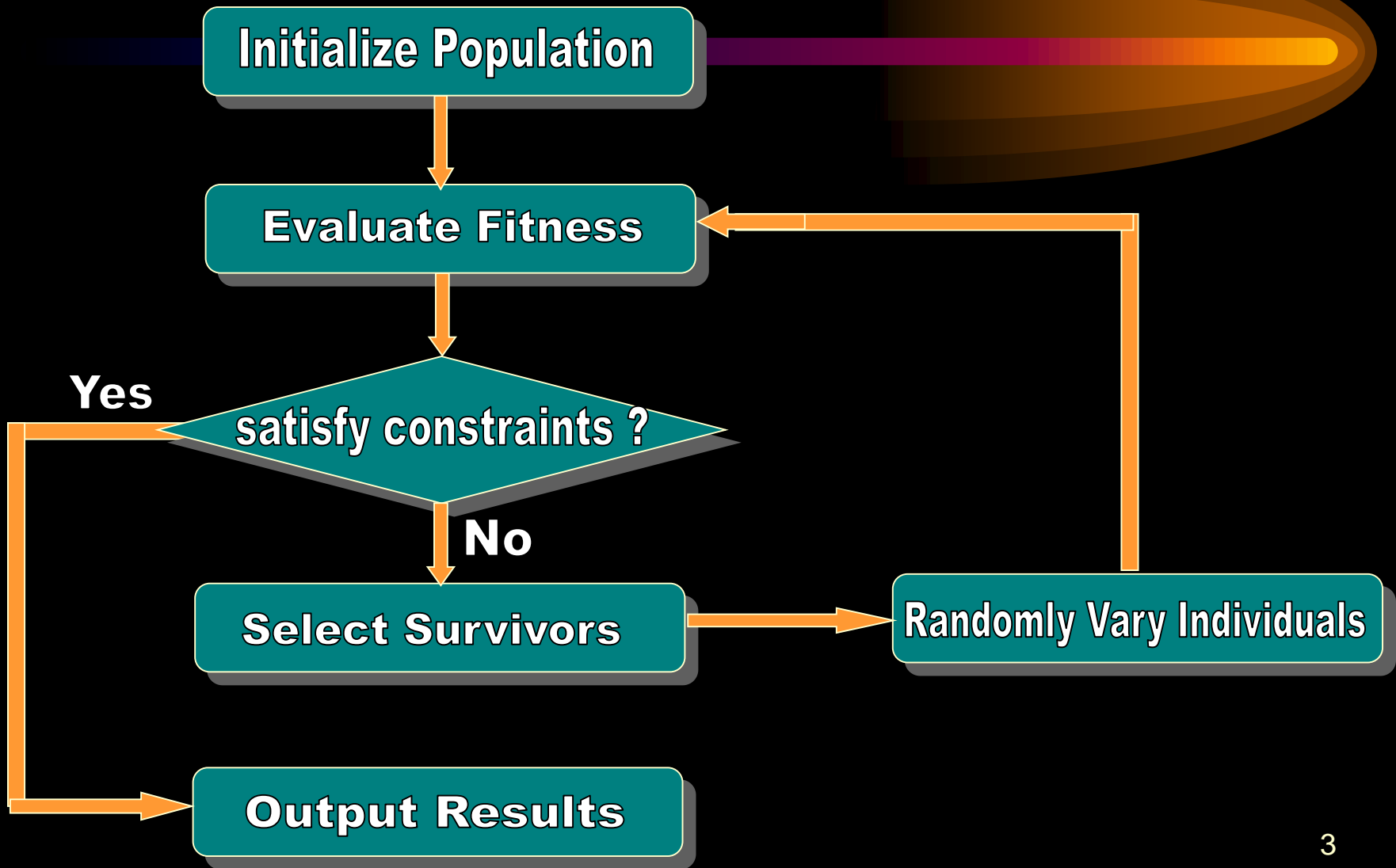
# *Genetic Algorithm*

- Based on Darwinian Paradigm



- Intrinsically a robust search and optimization mechanism

# *Conceptual Algorithm*



# *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

# Representation

Representation is an ordered list of city numbers known as an *order-based* GA.

1) London	3) Dunedin	5) Beijing	7) Tokyo
2) Venice	4) Singapore	6) Phoenix	8) Victoria

CityList1     (3   5   7   2   1   6   4   8)

CityList2     (2   5   7   6   8   1   3   4)

# Crossover

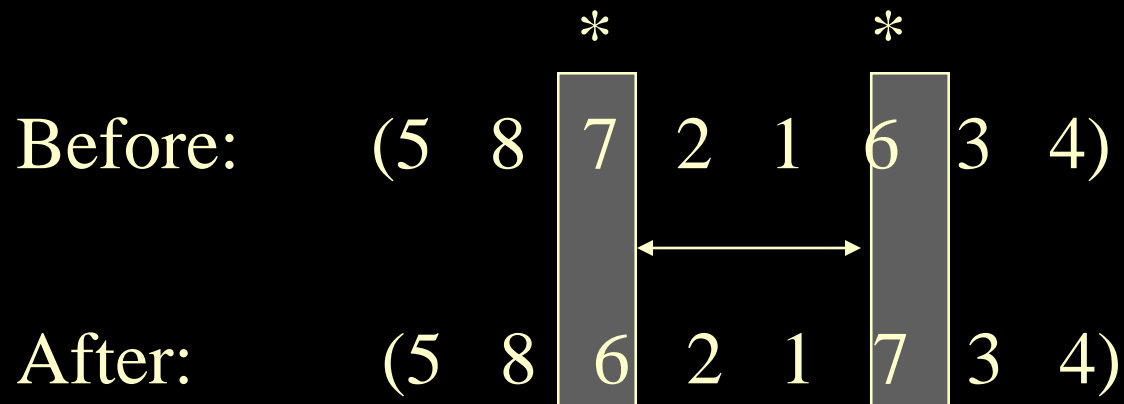
Crossover combines inversion and recombination:

			*		*		
Parent1	(3	5	7	2	1	6	4 8)
Parent2	(2	5	7	6	8	1	3 4)
<hr/>							
Child	(5	8	7	2	1	6	3 4)

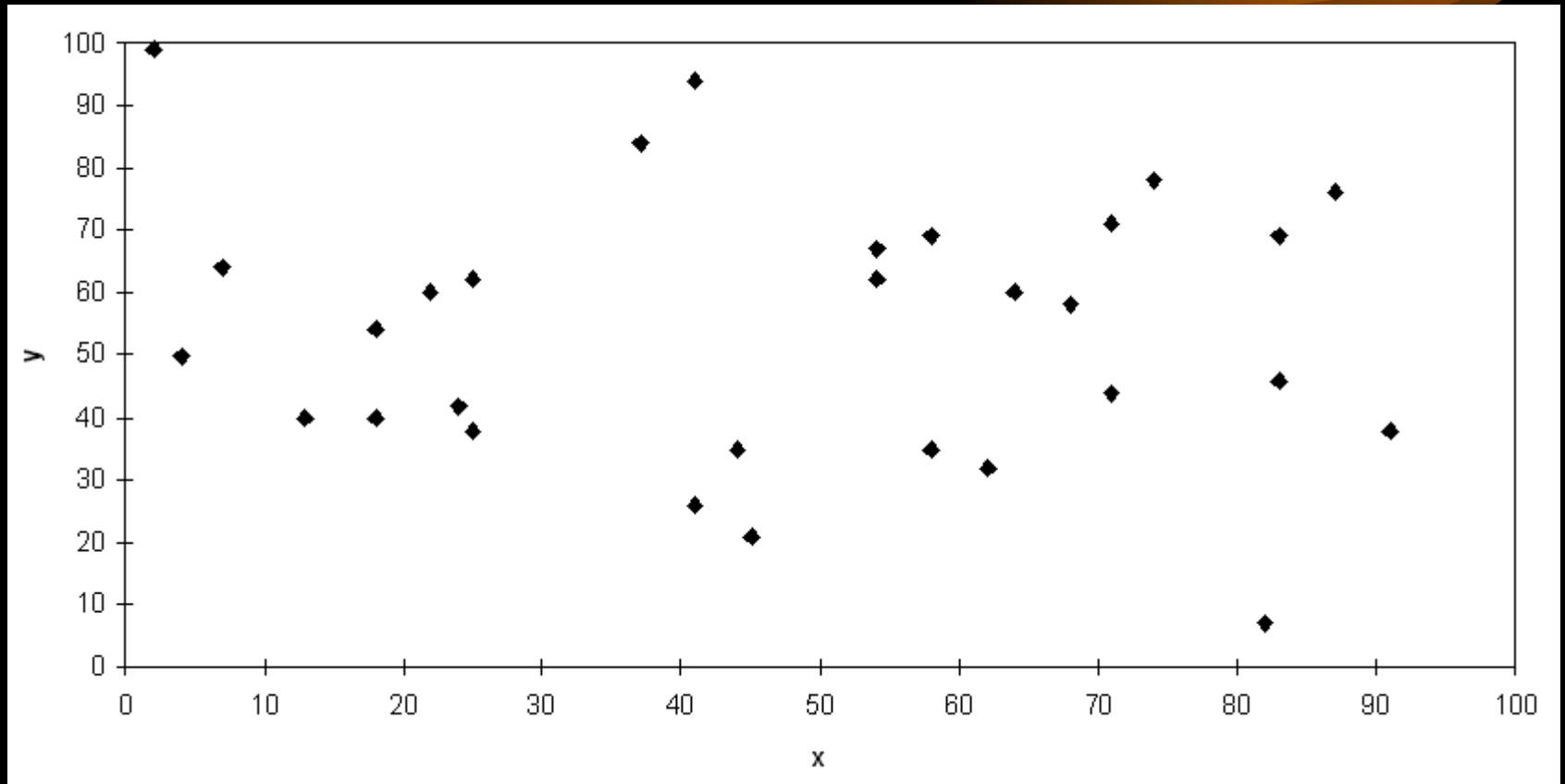
This operator is called the *Order1* crossover.

# *Mutation*

Mutation involves reordering of the list:



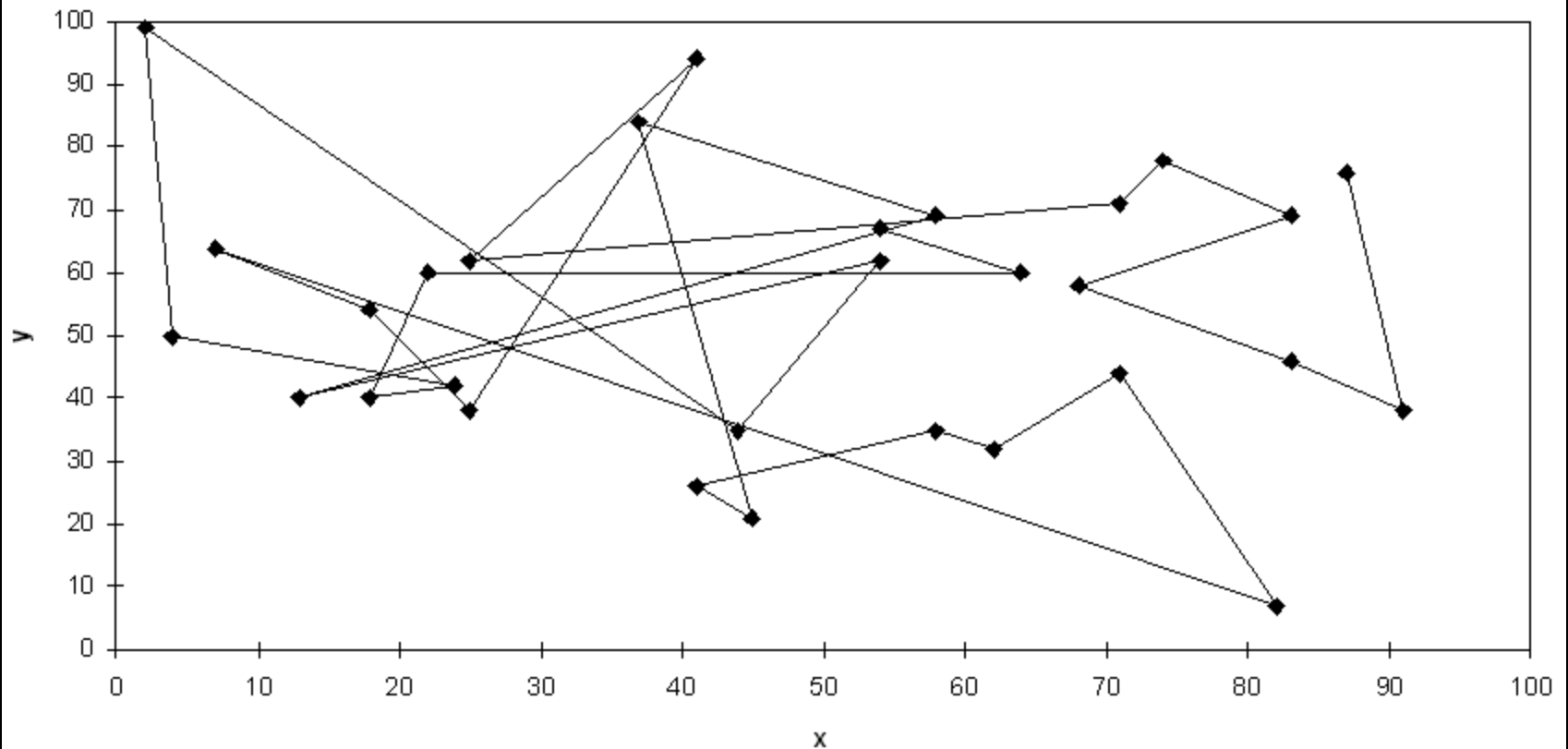
# *TSP Example: 30 Cities*





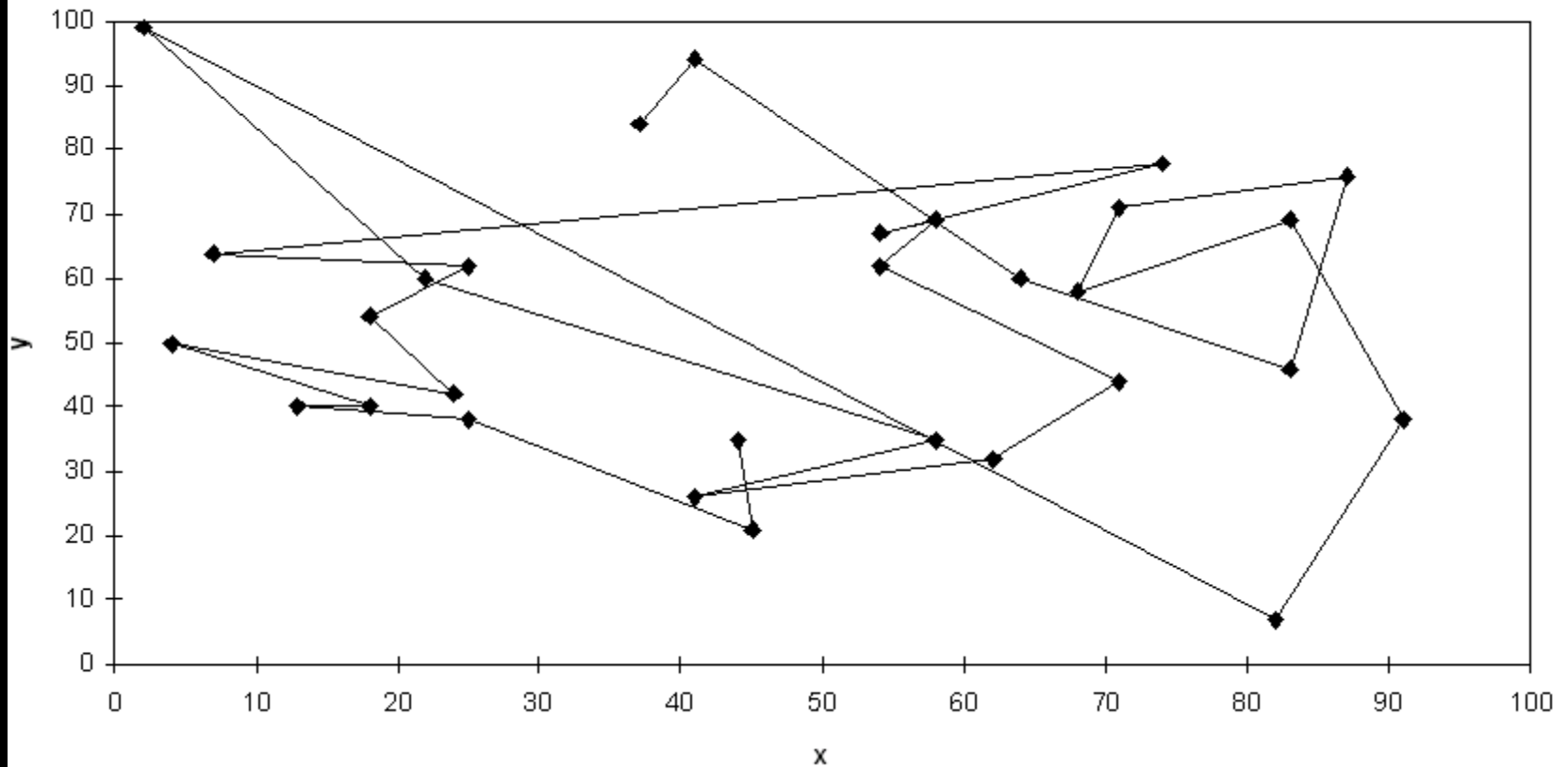
# *Solution $i$ (Distance = 941)*

**TSP30 (Performance = 941)**



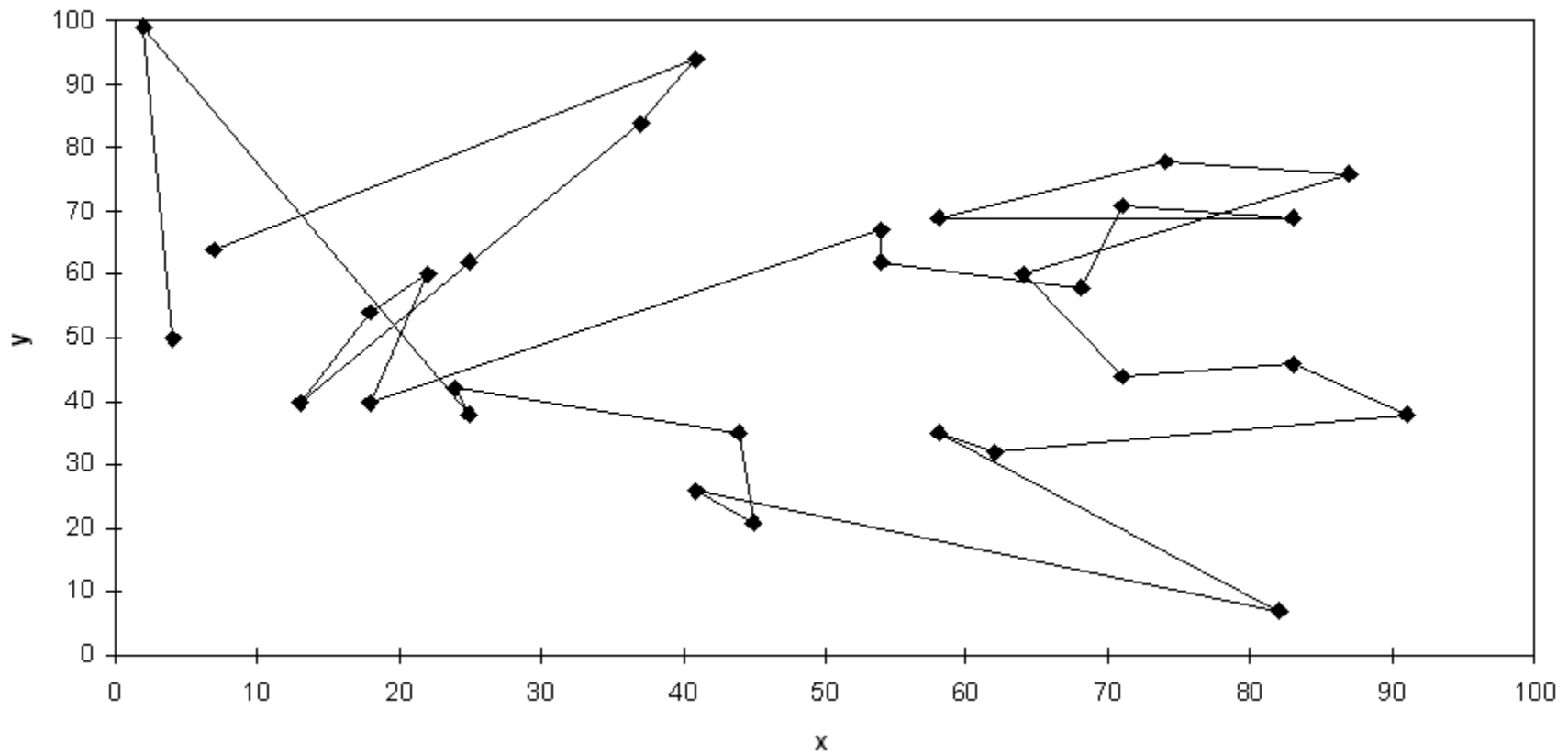
# *Solution $j$ (Distance = 800)*

TSP30 (Performance = 800)



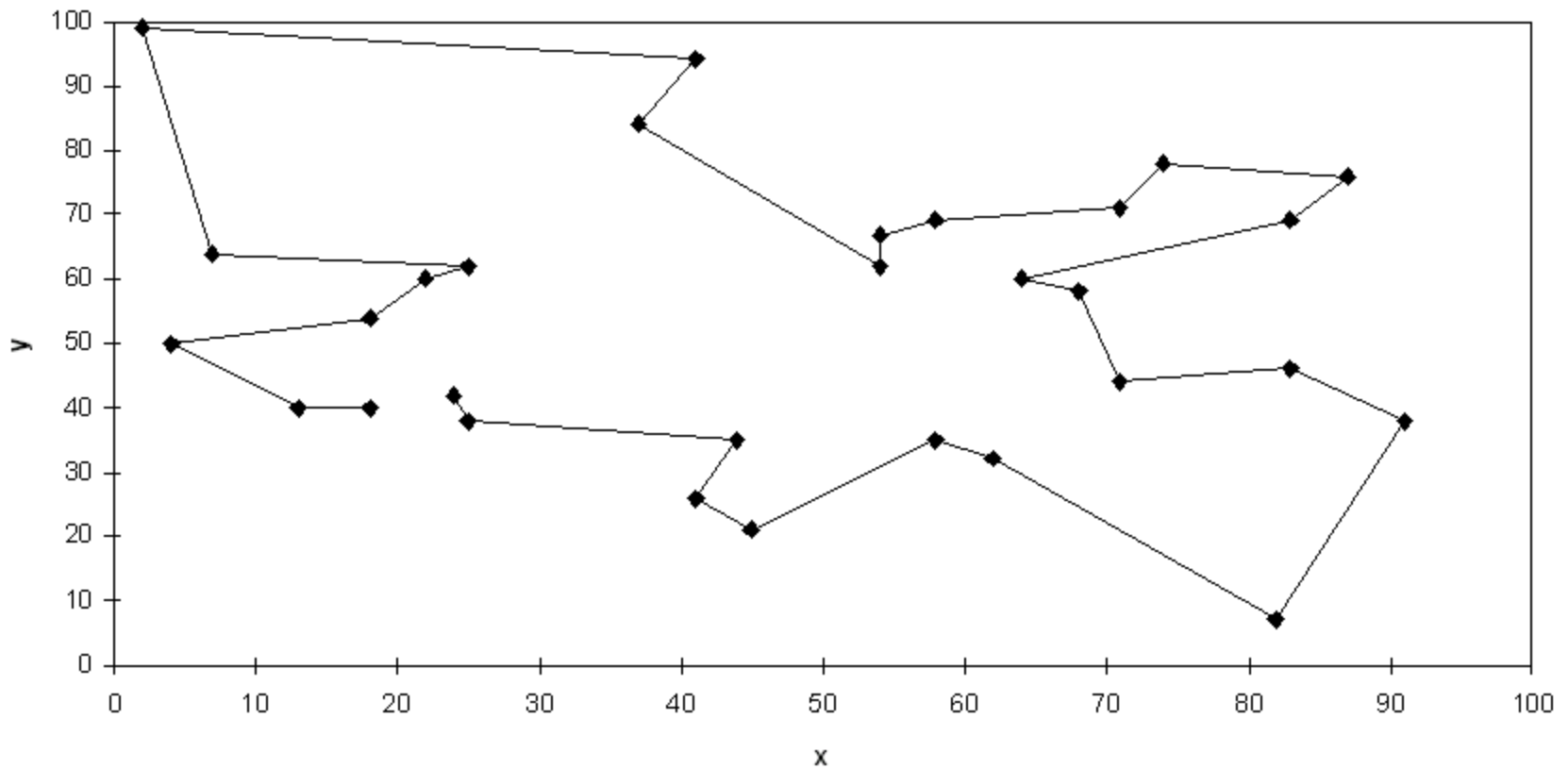
# *Solution<sub>k</sub>(Distance = 652)*

TSP30 (Performance = 652)



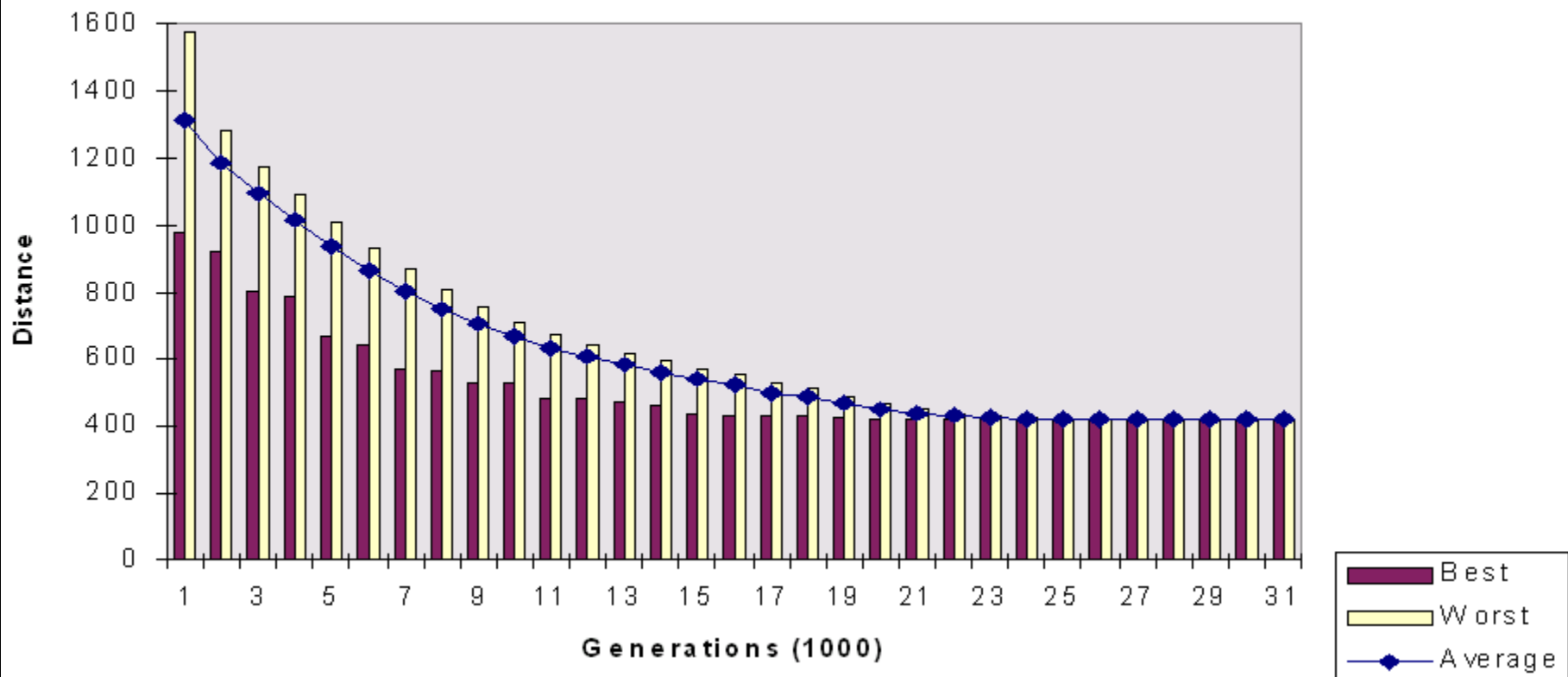
# *Best Solution (Distance = 420)*

TSP30 Solution (Performance = 420)



# Overview of Performance

TSP 30 - Overview of Performance



# *Genetic Algorithm*



- Encoding
- Fitness Evaluation
- Reproduction
- Survivor Selection

# Encoding

- Example:
- $f(x) = a + bx + cx^2 \quad 0 \leq x \leq 3$
- $x = (1011101111100110)_2 = 2.93506$

# Encoding



- Example:
- *Travling salesman problem*
- $x = acdebf$
- $Fitness(x) = \text{total distance of route } x.$



# *Encoding*



- individual (chromosome)
- gene
- objectives  $\rightarrow$  fitness

## 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)
- ... any data structure ..

# *Fitness Evaluation*



- A key component in GA

# *Reproduction*



- Reproduction operators
  - Crossover
  - Mutation

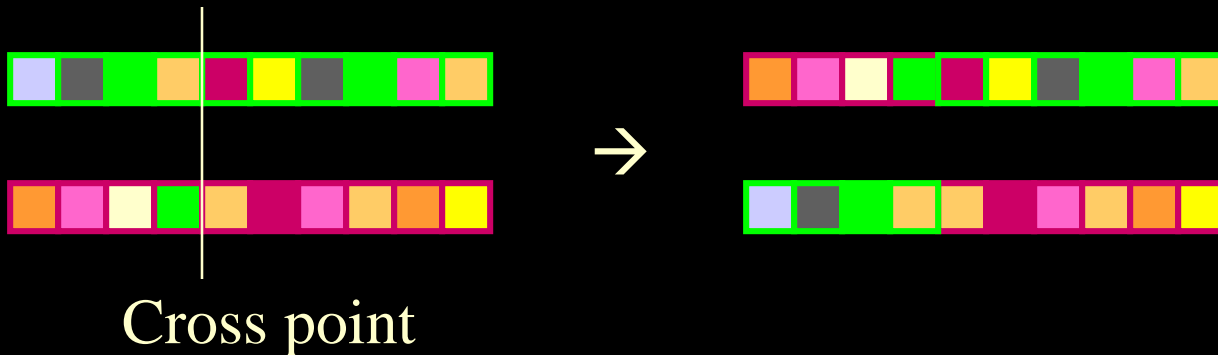
# *Reproduction Operators*



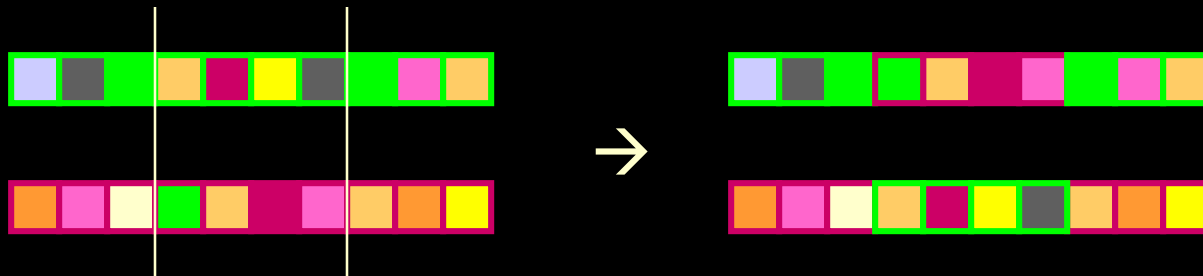
- Crossover
  - Generating offspring from two selected parents
    - Single point crossover
    - Two point crossover (Multi point crossover)
    - Uniform crossover

# *Reproduction Operators*

- Single point crossover

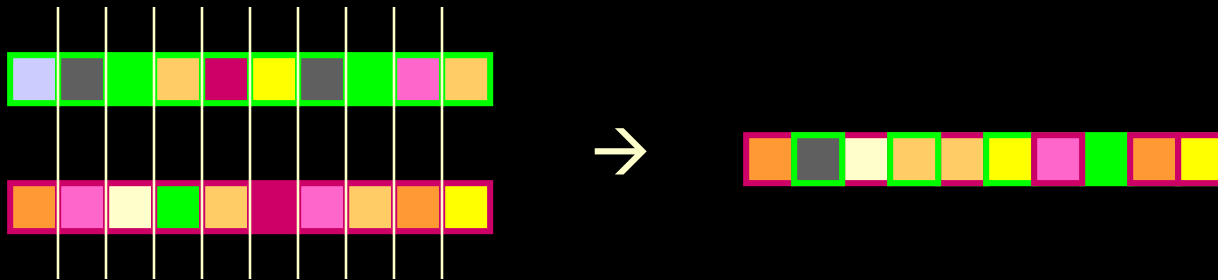


- Two point crossover (Multi point crossover)



# *Reproduction Operators*

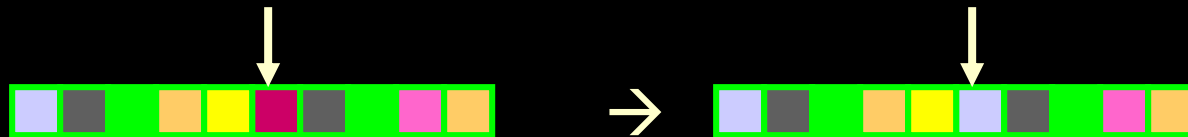
- Uniform crossover



- Is uniform crossover better than single crossover point?
  - Trade off between
    - Exploration: introduction of new combination of features
    - Exploitation: keep the good features in the existing solution

# *Reproduction Operators*

- Mutation
  - Generating new offspring from single parent



- Maintaining the diversity of the individuals
  - Crossover can only explore the combinations of the current gene pool
  - Mutation can “generate” new genes



## *Mutation: Local Modification*

Before: (1 0 1 1 0 1 1 0)

After: (0 1 1 0 0 1 1 0)

Before: (1.38 -69.4 326.44 0.1)

After: (1.38 -67.5 326.44 0.1)

# *Reproduction Operators*

- Control parameters: **population size, crossover/mutation probability**
  - Problem specific
  - Increase population size
    - Increase diversity and computation time for each generation
  - Increase crossover probability
    - Increase the opportunity for recombination but also disruption of good combination
  - Increase mutation probability
    - Closer to randomly search
    - Help to introduce new gene or reintroduce the lost gene
- Varies the population
  - Usually using crossover operators to recombine the genes to generate the new population, then using mutation operators on the new population

# *Parent/Survivor Selection*



- Strategies
  - Parent selection
    - Uniform randomly selection
    - Probability selection : proportional to their fitness
    - Etc.

# *Parent/Survivor Selection*



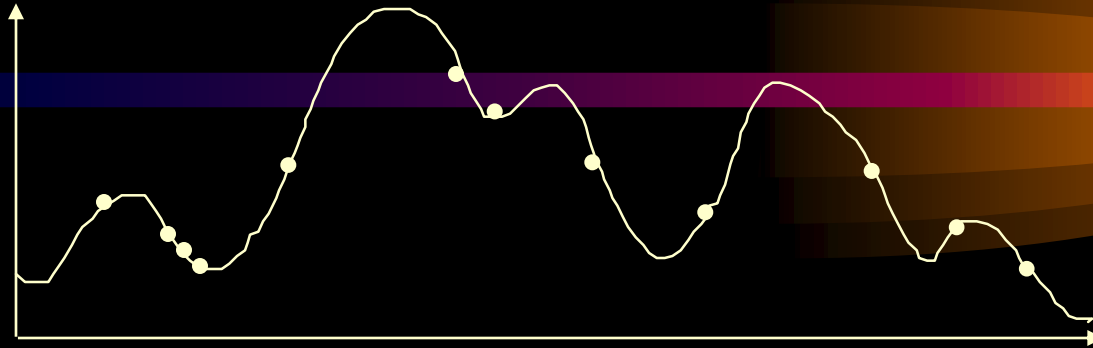
- Strategies
  - Survivor selection
    - Always keep the best one
    - Elitist: deletion of the K worst
    - Etc.

# *Parent/Survivor Selection*

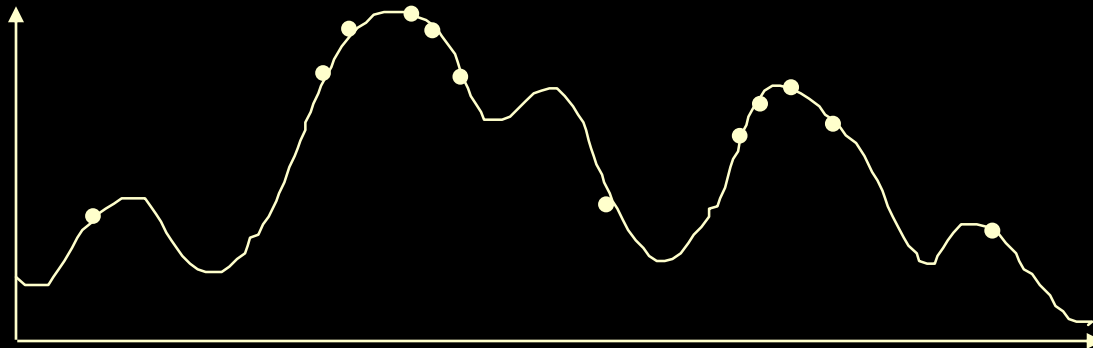


- Too strong fitness selection can lead to sub-optimal solution
- Too little fitness selection results in unfocused and meandering search

# *An Abstract Example*



*Distribution of Individuals in Generation 0*



*Distribution of Individuals in Generation N*

# *Some GA Application Types*

Domain	Application Types
Control	gas pipeline, pole balancing, missile evasion, pursuit
Design	semiconductor layout, aircraft design, keyboard configuration, communication networks
Scheduling	manufacturing, facility scheduling, resource allocation
Robotics	trajectory planning
Machine Learning	designing neural networks, improving classification algorithms, classifier systems
Signal Processing	filter design
Game Playing	poker, checkers, prisoner dilemma
Combinatorial Optimization	set covering, travelling salesman, routing, bin packing, graph colouring and partitioning