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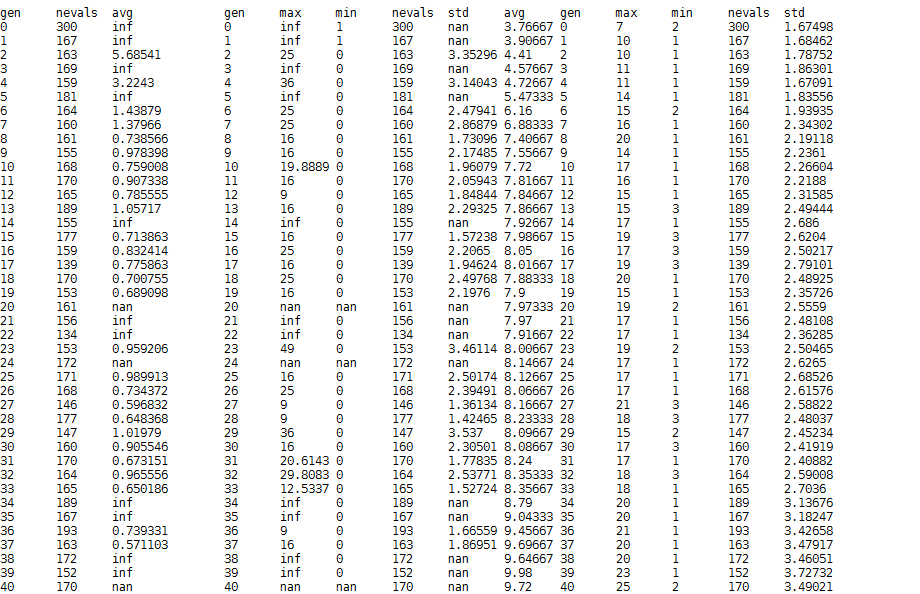
Computación neuronal y Evolutiva

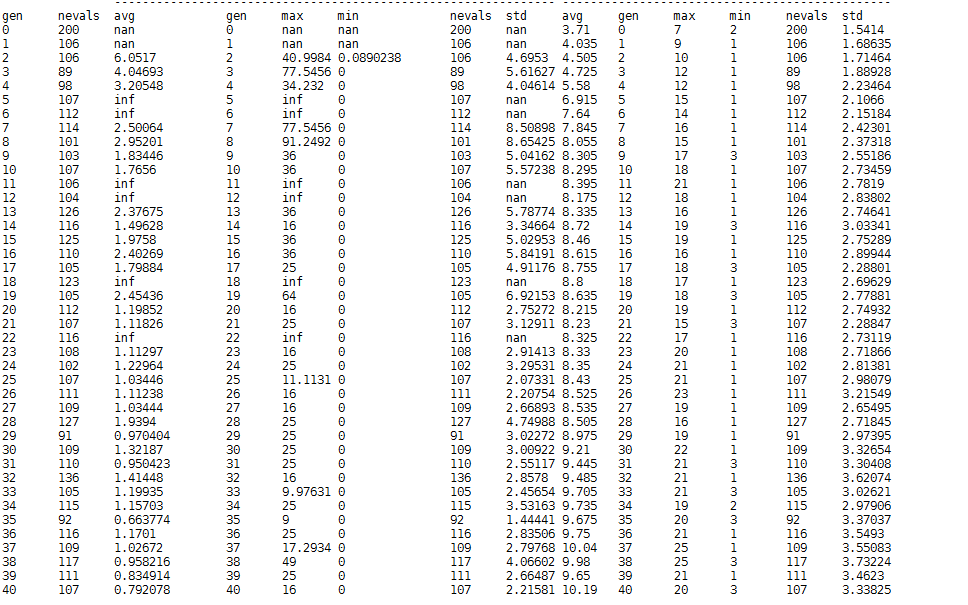
Práctica 6

Esta tarea era sobre programación genética. Hemos logrado obtener y editar los valores del archivo Beer\_sales.csv. Debido a la falta del tiempo, la tarea no se ha completado.

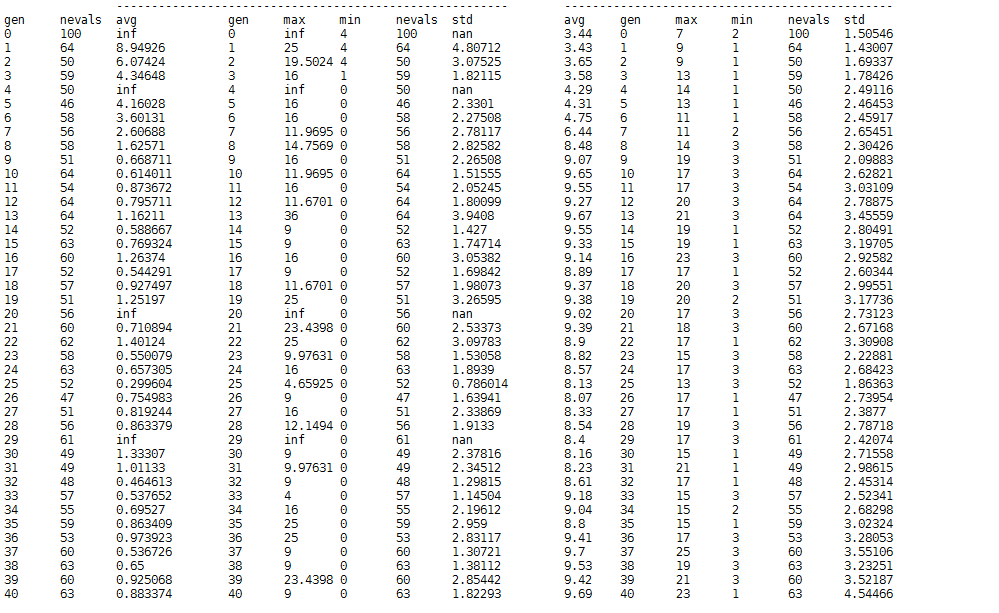
A continuación se muestran las salidas de registro del programa.

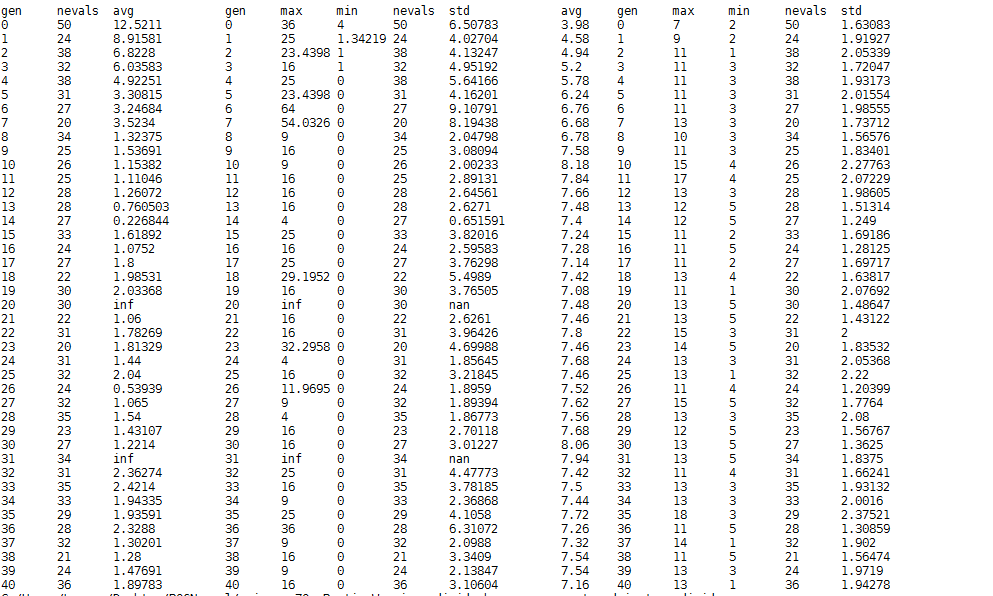
**Primary settings: Population=300**cxp=**0.5** mutpb**=0.1** ngen=40



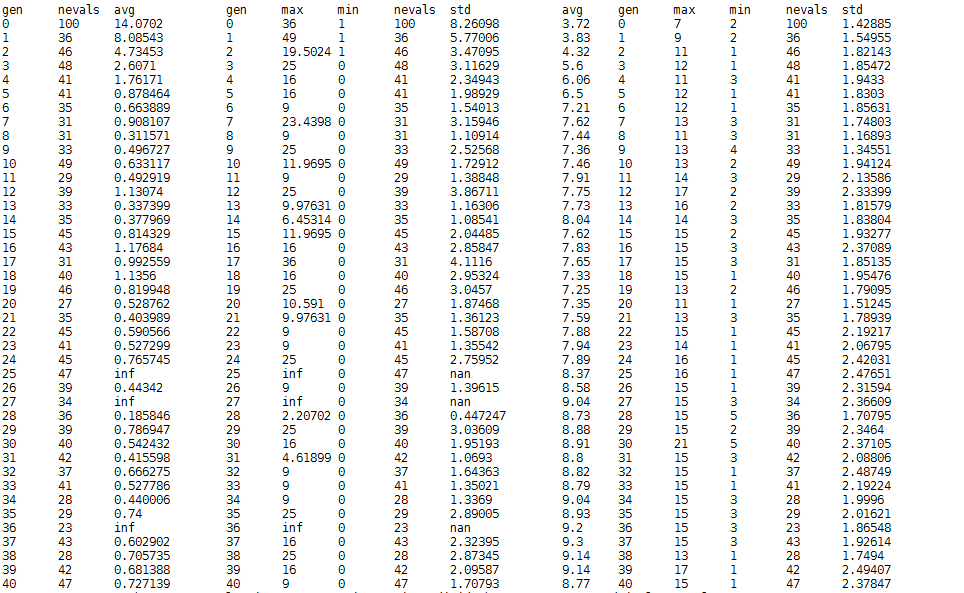
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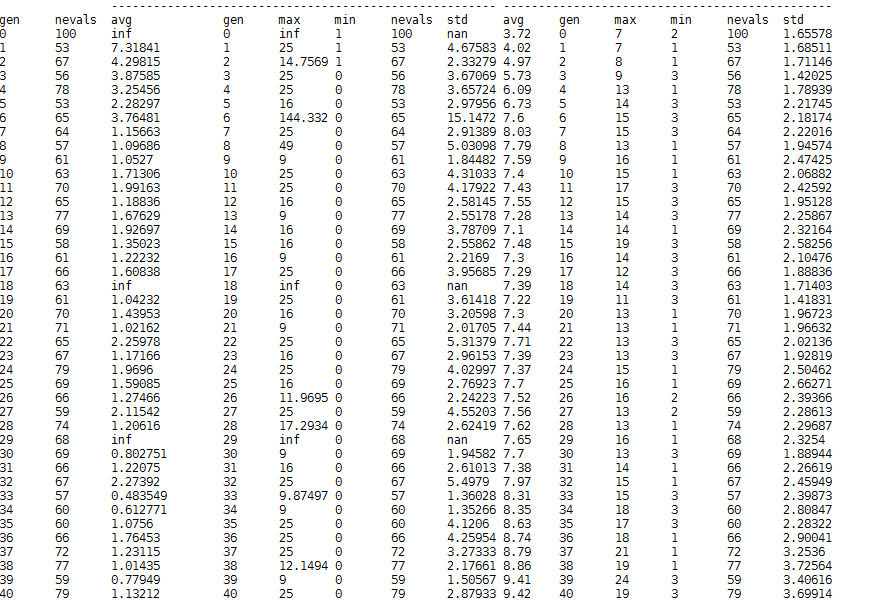
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Population=50cxp=0.5 mutpb=0.1 ngen=40

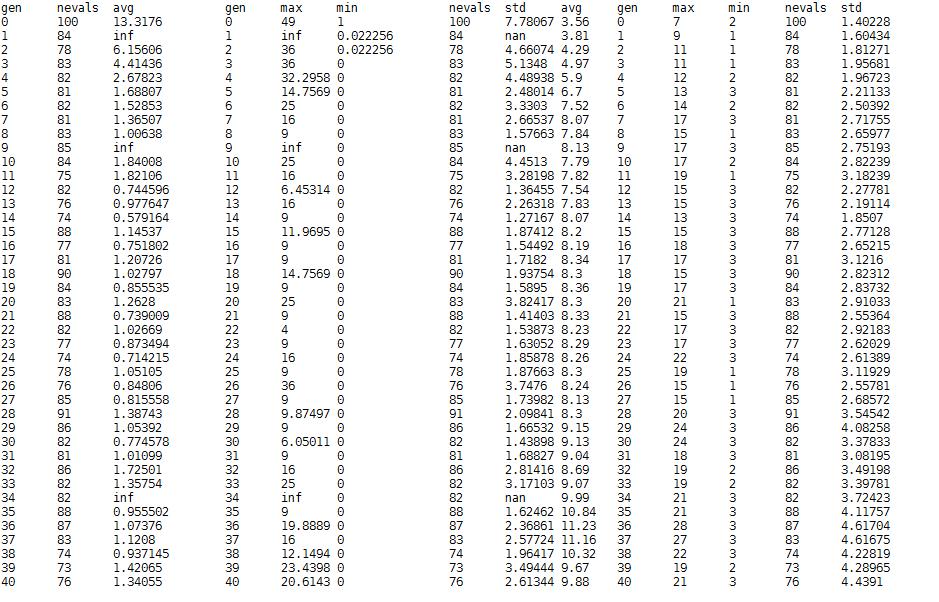


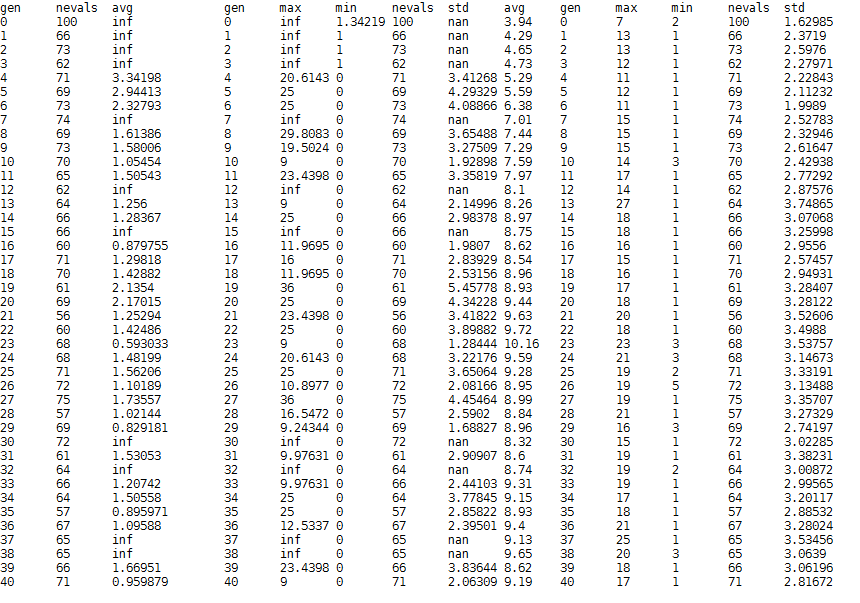
Population=100 cxp=0.3 mutpb=0.1 ngen=40

Population=100 cxp=0.6 mutpb=0.1 ngen=40

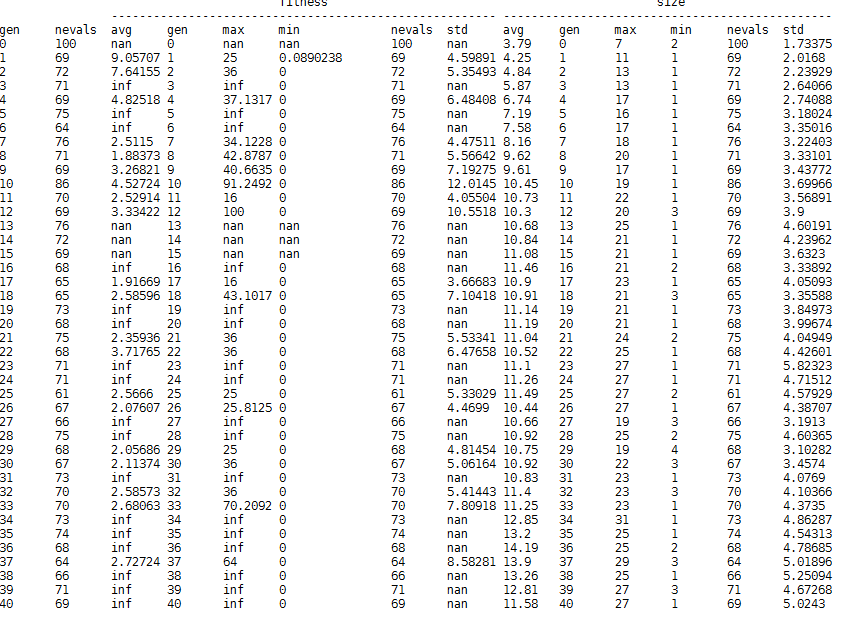
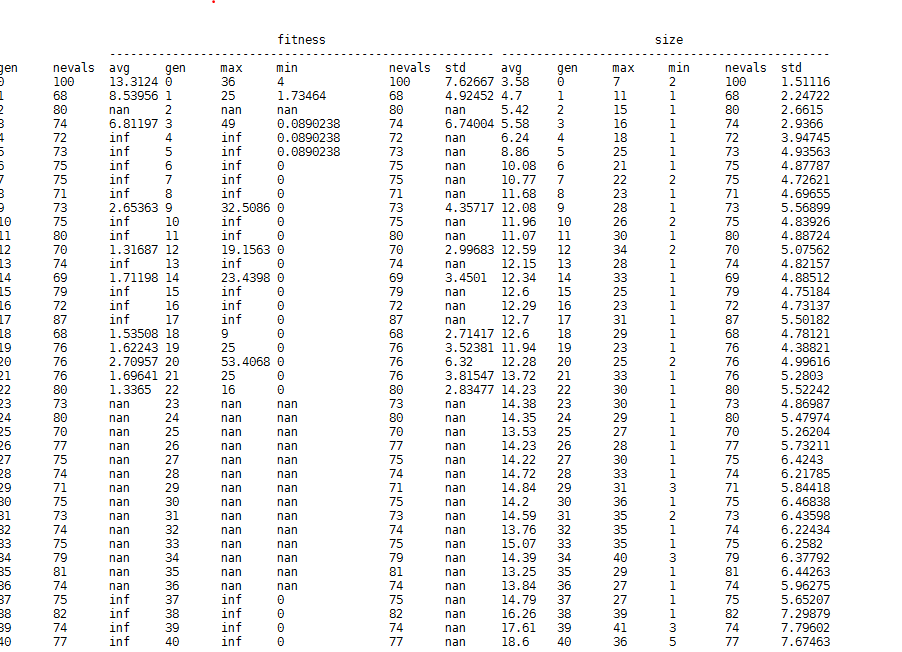


Population=100 cxp=0.8 mutpb=0.1 ngen=40

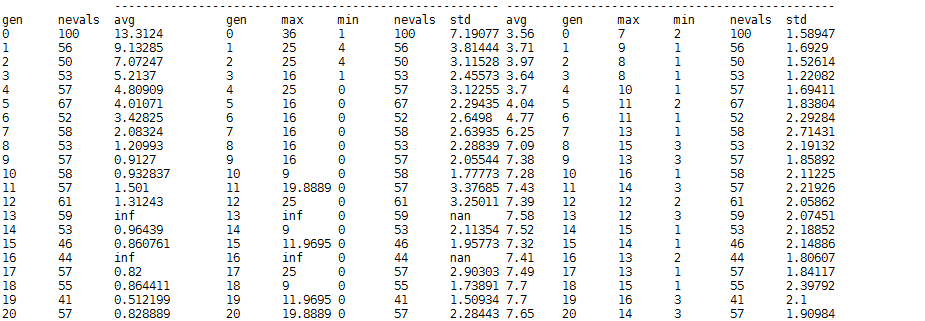
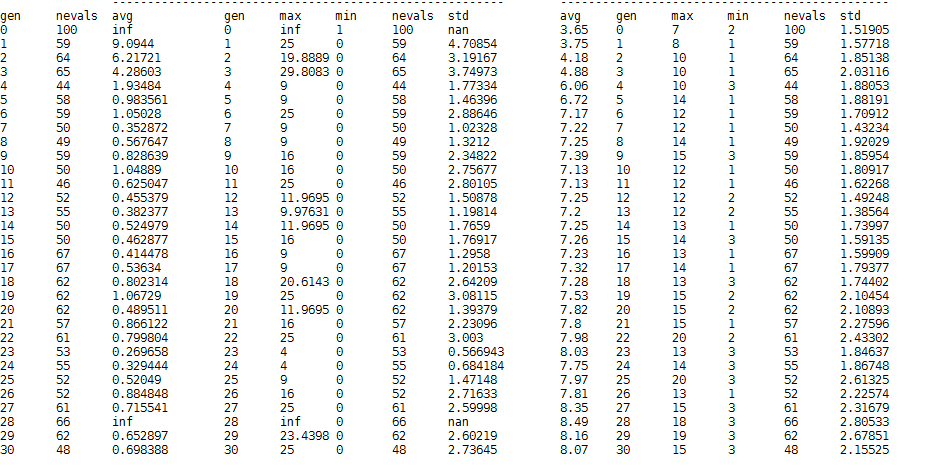
Population=100 cxp=0.5 mutpb=0.3 ngen=40



Population=100 cxp=0.5 mutpb=0.5 ngen=40

Population=100 cxp=0.5 mutpb=0.4 ngen=40

Population=100 cxp=0.5 mutpb=0.1 ngen=30

Population=100 cxp=0.5 mutpb=0.1 ngen=30