```
In [42]: import random
         import matplotlib.pyplot as plt
         # Define the Floorplanning constraints
         room data = {
            "Living": {"length": (8, 20), "width": (8, 20), "area": (120, 300), "proportion": 1.
             "Kitchen": {"length": (6, 18), "width": (6, 18), "area": (50, 120), "proportion": 1e
             "Bath": {"length": (5.5, 5.5), "width": (8.5, 8.5), "area": (None, None), "proportio
             "Hall": {"length": (5.5, 5.5), "width": (3.5, 6), "area": (19, 72), "proportion": 1e
             "Bed1": {"length": (10, 17), "width": (10, 17), "area": (100, 180), "proportion": 1.
             "Bed2": {"length": (9, 20), "width": (9, 20), "area": (100, 180), "proportion": 1.5}
             "Bed3": {"length": (8, 18), "width": (8, 18), "area": (100, 180), "proportion": 1.5}
         # Additional constraints
         doorway space = 3.0 # units
         # Length and width will be represented by 6 bits each
         chromosome length = 6
         def encode chromosome():
             chromosome = {}
             for room, constraints in room data.items():
                 min length, max length = constraints["length"]
                 min width, max width = constraints["width"]
                 length = random.uniform(min length, max length)
                 width = random.uniform(min width, max width)
                 while True:
                     length bits = format(int(length), f'0{chromosome length}b')
                     width bits = format(int(width), f'O{chromosome length}b')
                     if length bits != '0' * chromosome length and width bits != '0' * chromosome
                        break
                     else:
                         length = random.uniform(min length, max length)
                         width = random.uniform(min width, max width)
                 chromosome[room] = {"length": length bits, "width": width bits}
             return chromosome
        def decode chromosome(chromosome):
            decoded chromosome = {}
             for room, dimensions in chromosome.items():
                 decoded chromosome[room] = {
                     "length": int(dimensions["length"], 2),
                     "width": int(dimensions["width"], 2)
             return decoded chromosome
        def fitness function(chromosome):
             cost = 1
             for room, dimensions in chromosome.items():
                length = int(dimensions["length"], 2)
                width = int(dimensions["width"], 2)
                area = length * width
                min len, max len, min width, max width, min area, max area, prop = \
                 room data[room]["length"][0], room data[room]["length"][1], \
                 room data[room]["width"][0], room data[room]["width"][1], \
                 room data[room]["area"][0], room data[room]["area"][1], \
```

```
room data[room]["proportion"]
        # Include doorway space constraint
        if room == "Living" or room == "Bed1" or room == "Bed2" or room == "Bed3":
            if (length - doorway space) < min len or (length + doorway space) > max len
                    or (width - doorway space) < min width or (width + doorway space) >
                    or min area and area < min area or max area and area > max area \
                    or prop and length / width != prop:
                area = 1e6
            cost += 2 * area if room in ('Kitchen', 'Bath') else area
        else:
            if room == "Hall":
                # Check if the space for doorway is available between Bed2, Bed3, and Ha
                bed2 length = int(chromosome["Bed2"]["length"], 2)
                bed2 width = int(chromosome["Bed2"]["width"], 2)
                bed3 length = int(chromosome["Bed3"]["length"], 2)
                bed3 width = int(chromosome["Bed3"]["width"], 2)
                if bed2 length + bed3 length >= length + doorway space and \
                   bed2 width >= width and bed3 width >= width:
                    pass # Doorway space is available
                else:
                    area = 1e6  # Adjust area if doorway space is not available
            else:
                if min len and length < min len or max len and length > max len \
                        or min width and width < min width or max width and width > max
                        or min area and area < min area or max area and area > max area
                        or prop and length / width != prop:
                    area = 1e6
                cost += 2 * area if room in ('Kitchen', 'Bath') else area
    return cost
def crossover(parent1, parent2, crossover probability):
   child1 = {}
   child2 = {}
    if random.random() < crossover probability:</pre>
        crossover point = random.choice(list(parent1.keys()))
        for room in room data.keys():
            if room < crossover point:</pre>
                child1[room] = parent1[room]
                child2[room] = parent2[room]
                child1[room] = parent2[room]
                child2[room] = parent1[room]
    else:
        child1 = parent1.copy()
        child2 = parent2.copy()
    return child1, child2
def mutate(chromosome, mutation probability):
   mutated chromosome = chromosome.copy()
    for room, constraints in room data.items():
        if random.random() < mutation probability:</pre>
            length bits = ''.join(random.choice('01') for in range(chromosome length))
            width bits = ''.join(random.choice('01') for     in range(chromosome length))
            mutated chromosome[room]["length"] = length bits
            mutated chromosome[room]["width"] = width bits
    return mutated chromosome
def genetic algorithm (population size, num generations, crossover probability, mutation
```

```
# Initialize population
    population = [encode chromosome() for     in range(population size)]
    best fitness values = []
    # Main loop
    for generation in range(num generations):
        # Evaluate fitness
        fitness scores = [fitness function(chromosome) for chromosome in population]
        best fitness values.append(min(fitness scores))
        # Select parents for crossover
        parents = random.choices(population, weights=fitness scores, k=population size)
        # Perform crossover
       new population = []
        for i in range(0, population size, 2):
            child1, child2 = crossover(parents[i], parents[i+1], crossover probability)
            new population.extend([mutate(child1, mutation probability), mutate(child2,
        # Replace old population with new population
        population = new population
    # Get the best solution
    best chromosome = min(population, key=fitness function)
    best dimensions = decode chromosome(best chromosome)
    return best chromosome, best dimensions, best fitness values
# Setting GA parameters
parameter combinations = [
   (50, 100, 0.7, 0.001),
    (100, 200, 0.8, 0.002),
    (30, 150, 0.6, 0.001),
    (200, 300, 0.8, 0.002),
    (50, 75, 0.95, 0.05),
    (100, 75, 0.5, 0.01)
]
for params in parameter combinations:
    population size, num generations, crossover probability, mutation probability = para
    #print(f"Running with parameters: {params}")
    print(f"\033[1;31mRunning with parameters: {params}\033[0m")
    print("\n")
   best chromosome, best floorplan, best fitness values = genetic algorithm (population
    print(f"\033[1;32mBest Chromosome: {params}\033[0m")
    for room, dimensions in best chromosome.items():
        print(f"Room: {room}, Length: {dimensions['length']}, Width: {dimensions['width']}
    print(f"\033[1;32mBest Floorplan\033[0m")
    for room, dimensions in best floorplan.items():
        length = dimensions['length']
       width = dimensions['width']
       area = length * width
        print(f"Room: {room}, Length: {length}, Width: {width}, Area: {area}")
        #print(f"Room: {room}, Length: {dimensions['length']}, Width: {dimensions['width
    print("\n")
```

Running with parameters: (50, 100, 0.7, 0.001)

Best Chromosome: (50, 100, 0.7, 0.001)

```
Room: Living, Length: 110111, Width: 110011
Room: Kitchen, Length: 010100, Width: 111101
Room: Bath, Length: 001100, Width: 111100
Room: Hall, Length: 100100, Width: 010111
Room: Bed1, Length: 101100, Width: 110100
Room: Bed2, Length: 100110, Width: 100100
Room: Bed3, Length: 100111, Width: 011011
Best Floorplan
Room: Living, Length: 55, Width: 51, Area: 2805
Room: Kitchen, Length: 20, Width: 61, Area: 1220
Room: Bath, Length: 12, Width: 60, Area: 720
Room: Hall, Length: 36, Width: 23, Area: 828
Room: Bed1, Length: 44, Width: 52, Area: 2288
Room: Bed2, Length: 38, Width: 36, Area: 1368
Room: Bed3, Length: 39, Width: 27, Area: 1053
Running with parameters: (100, 200, 0.8, 0.002)
Best Chromosome: (100, 200, 0.8, 0.002)
Room: Living, Length: 001000, Width: 001001
Room: Kitchen, Length: 110101, Width: 001001
Room: Bath, Length: 001000, Width: 010010
Room: Hall, Length: 011110, Width: 011110
Room: Bed1, Length: 011111, Width: 000110
Room: Bed2, Length: 000111, Width: 000000
Room: Bed3, Length: 010111, Width: 110000
Best Floorplan
```

Room: Living, Length: 8, Width: 9, Area: 72
Room: Kitchen, Length: 53, Width: 9, Area: 477
Room: Bath, Length: 8, Width: 18, Area: 144
Room: Hall, Length: 30, Width: 30, Area: 900
Room: Bed1, Length: 31, Width: 6, Area: 186
Room: Bed2, Length: 7, Width: 0, Area: 0
Room: Bed3, Length: 23, Width: 48, Area: 1104

## Running with parameters: (30, 150, 0.6, 0.001)

```
Best Chromosome: (30, 150, 0.6, 0.001)
Room: Living, Length: 110110, Width: 000001
Room: Kitchen, Length: 010101, Width: 101010
Room: Bath, Length: 010100, Width: 010100
Room: Hall, Length: 010110, Width: 100010
Room: Bed1, Length: 110011, Width: 101000
Room: Bed2, Length: 010000, Width: 000110
Room: Bed3, Length: 010000, Width: 111101
Best Floorplan
Room: Living, Length: 54, Width: 1, Area: 54
Room: Kitchen, Length: 21, Width: 42, Area: 882
Room: Bath, Length: 20, Width: 20, Area: 400
Room: Hall, Length: 22, Width: 34, Area: 748
Room: Bed1, Length: 51, Width: 40, Area: 2040
Room: Bed2, Length: 16, Width: 6, Area: 96
Room: Bed3, Length: 16, Width: 61, Area: 976
```

## Running with parameters: (200, 300, 0.8, 0.002)

```
Best Chromosome: (200, 300, 0.8, 0.002)
Room: Living, Length: 000010, Width: 010011
Room: Kitchen, Length: 110101, Width: 010111
Room: Bath, Length: 110100, Width: 100110
```

```
Room: Living, Length: 2, Width: 19, Area: 38
        Room: Kitchen, Length: 53, Width: 23, Area: 1219
        Room: Bath, Length: 52, Width: 38, Area: 1976
        Room: Hall, Length: 54, Width: 15, Area: 810
        Room: Bed1, Length: 32, Width: 53, Area: 1696
        Room: Bed2, Length: 13, Width: 25, Area: 325
        Room: Bed3, Length: 3, Width: 5, Area: 15
        Running with parameters: (50, 75, 0.95, 0.05)
        Best Chromosome: (50, 75, 0.95, 0.05)
        Room: Living, Length: 000010, Width: 001001
        Room: Kitchen, Length: 110010, Width: 101110
        Room: Bath, Length: 100001, Width: 001011
        Room: Hall, Length: 100011, Width: 101111
        Room: Bed1, Length: 110101, Width: 100000
        Room: Bed2, Length: 000101, Width: 010111
        Room: Bed3, Length: 111001, Width: 100010
        Best Floorplan
        Room: Living, Length: 2, Width: 9, Area: 18
        Room: Kitchen, Length: 50, Width: 46, Area: 2300
        Room: Bath, Length: 33, Width: 11, Area: 363
        Room: Hall, Length: 35, Width: 47, Area: 1645
        Room: Bed1, Length: 53, Width: 32, Area: 1696
        Room: Bed2, Length: 5, Width: 23, Area: 115
        Room: Bed3, Length: 57, Width: 34, Area: 1938
        Running with parameters: (100, 75, 0.5, 0.01)
        Best Chromosome: (100, 75, 0.5, 0.01)
        Room: Living, Length: 010000, Width: 000111
        Room: Kitchen, Length: 101100, Width: 010101
        Room: Bath, Length: 110011, Width: 101101
        Room: Hall, Length: 100111, Width: 011001
        Room: Bed1, Length: 000001, Width: 110100
        Room: Bed2, Length: 011001, Width: 110001
        Room: Bed3, Length: 011110, Width: 100000
        Best Floorplan
        Room: Living, Length: 16, Width: 7, Area: 112
        Room: Kitchen, Length: 44, Width: 21, Area: 924
        Room: Bath, Length: 51, Width: 45, Area: 2295
        Room: Hall, Length: 39, Width: 25, Area: 975
        Room: Bed1, Length: 1, Width: 52, Area: 52
        Room: Bed2, Length: 25, Width: 49, Area: 1225
        Room: Bed3, Length: 30, Width: 32, Area: 960
In [50]: import matplotlib.pyplot as plt
         # Create a list of labels for the x-axis (parameter combinations)
         labels = [f'Params {i+1}' for i in range(len(parameter combinations))]
         # Create a figure with subplots
         fig, axs = plt.subplots(3, 1, figsize=(10, 15))
```

Room: Hall, Length: 110110, Width: 001111 Room: Bed1, Length: 100000, Width: 110101 Room: Bed2, Length: 001101, Width: 011001 Room: Bed3, Length: 000011, Width: 000101

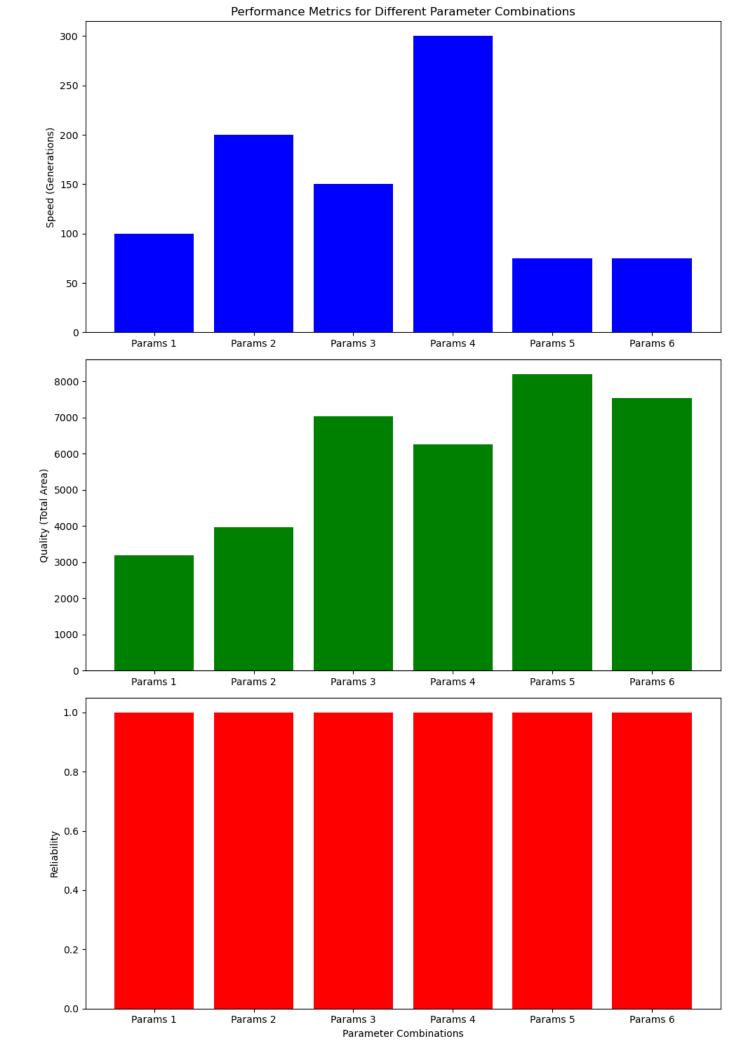
Best Floorplan

```
# Plot Speed
axs[0].bar(labels, speed_values, color='blue')
axs[0].set_ylabel('Speed (Generations)')
axs[0].set_title('Performance Metrics for Different Parameter Combinations')

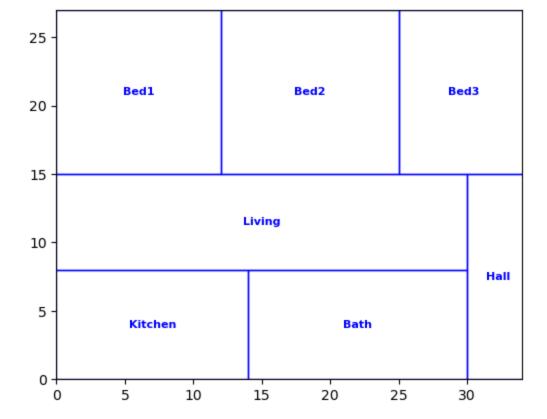
# Plot Quality
axs[1].bar(labels, quality_values, color='green')
axs[1].set_ylabel('Quality (Total Area)')

# Plot Reliability
axs[2].bar(labels, reliability_values, color='red')
axs[2].set_ylabel('Reliability')
axs[2].set_xlabel('Parameter Combinations')

# Adjust layout
plt.tight_layout()
# Show the plot
plt.show()
```



```
In [18]: import matplotlib.pyplot as plt
         # Define the dimensions of the rooms
         room dimensions = {
             "Living": (30, 7),
             "Kitchen": (14, 8),
             "Bath": (16, 8),
             "Hall": (4.5, 15),
             "Bed1": (12, 12),
             "Bed2": (13, 12),
             "Bed3": (9.5, 12)
         # Define the positions of the rooms
         room positions = {
            "Living": (0, 8),
             "Kitchen": (0, 0),
             "Bath": (14, 0),
             "Hall": (30, 0),
             "Bed1": (0, 15),
             "Bed2": (12, 15),
             "Bed3": (25, 15)
         }
         fig, ax = plt.subplots()
         # Draw rooms as rectangles
         for room, dimensions in room dimensions.items():
            width, height = dimensions
             x, y = room positions[room]
             ax.add patch(plt.Rectangle((x, y), width, height, fill=None, edgecolor='b'))
             # Annotate room names
             ax.annotate(room, (x + width/2, y + height/2), color='b', weight='bold', fontsize=8,
             # Annotate dimensions
             #ax.text(x + width/2, y - 1, f'Length: {width}', color='r', weight='bold', fontsize=
             #ax.text(x - 1, y + height/2, f'Width: {height}', color='r', weight='bold', fontsize
         # Draw corridors (example positions, you'll need to define them)
         \#corridor\ positions = [((5, 5), (5, 15)), ((15, 5), (15, 15)), ((0, 5), (30, 5)), ((0, 1))]
         #for (x1, y1), (x2, y2) in corridor positions:
             #ax.plot([x1, x2], [y1, y2], color='w')
         # Set axis limits
         ax.set xlim(0, 34)
         ax.set ylim(0, 27)
         # Set aspect of the plot to be equal, so squares look like squares
         ax.set aspect('equal', 'box')
         # Show the plot
         plt.show()
```



In [ ]: