VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JnanaSangama", Belgaum -590014, Karnataka.

LAB RECORD

Bio Inspired Systems (23CS5BSBIS)

Submitted by

Ayaan Shrestha (1BM23CS056)

in partial fulfillment for the award of the degree of

BACHELOR OF ENGINEERING
in
COMPUTER SCIENCE AND ENGINEERING

B.M.S. COLLEGE OF ENGINEERING
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B.M.S. College of Engineering,
Bull Temple Road, Bangalore 560019
(Affiliated To Visvesvaraya Technological University, Belgaum)
Department of Computer Science and Engineering

CERTIFICATE

This is to certify that the Lab work entitled " Bio Inspired Systems (23CS5BSBIS)" carried out by **Ayaan Shrestha(1BM23CS056),** who is bonafide student of **B.M.S. College of Engineering.** It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum. The Lab report has been approved as it satisfies the academic requirements of the above mentioned subject and the work prescribed for the said degree.

Ms. Prameetha Pai Assistant Professor Department of CSE, BMSCE	Dr. Kavitha Sooda Professor & HOD Department of CSE, BMSCE

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Github Link:

https://github.com/ayaanstha/BIOS-LAB

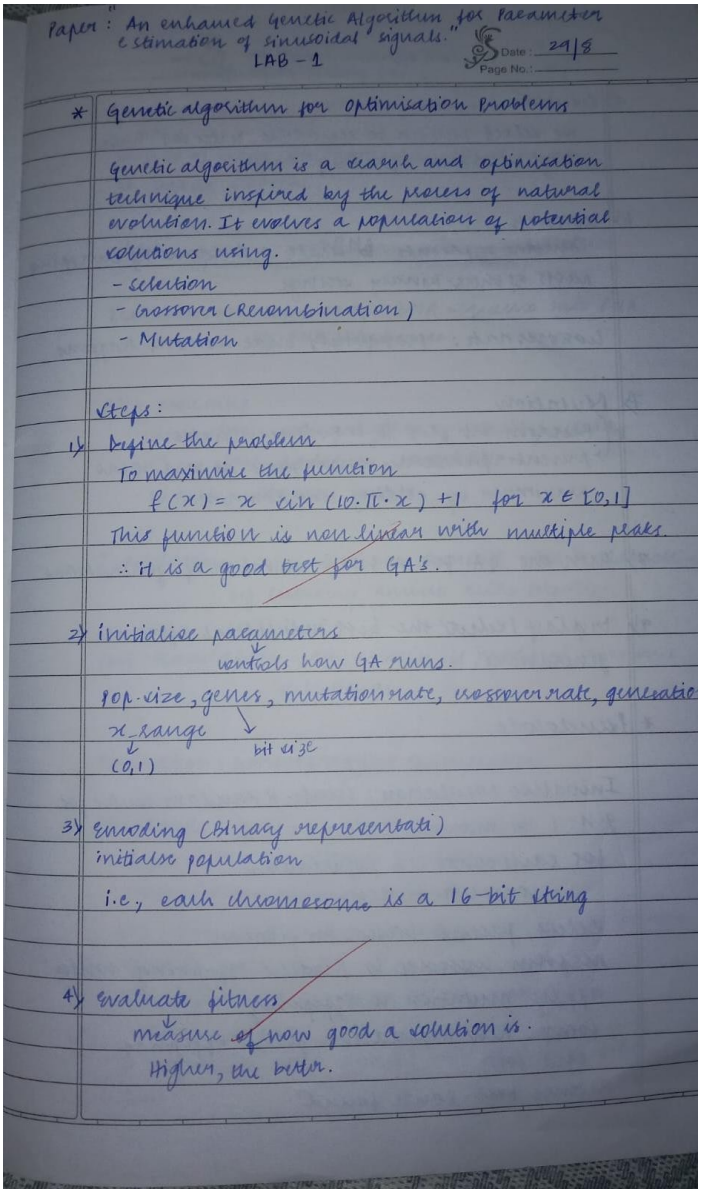
Program 1

Problem Statement:

Genetic Algorithm for Optimization Problems:

Find the best routes for delivery vehicles with limited capacity so that all customers are served once and total travel distance is minimized using a Genetic Algorithm.

Algorithm:



Paper: "An enhanced Genetic Algorithm for Parameter estimation of sinusoidal signals."
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* Genetic algorithm for optimisation problems

Genetic algorithm is a search and optimisation technique inspired by the process of natural evolution. It evolves a population of potential solutions using.
- selection
- crossover (recombination)
- Mutation

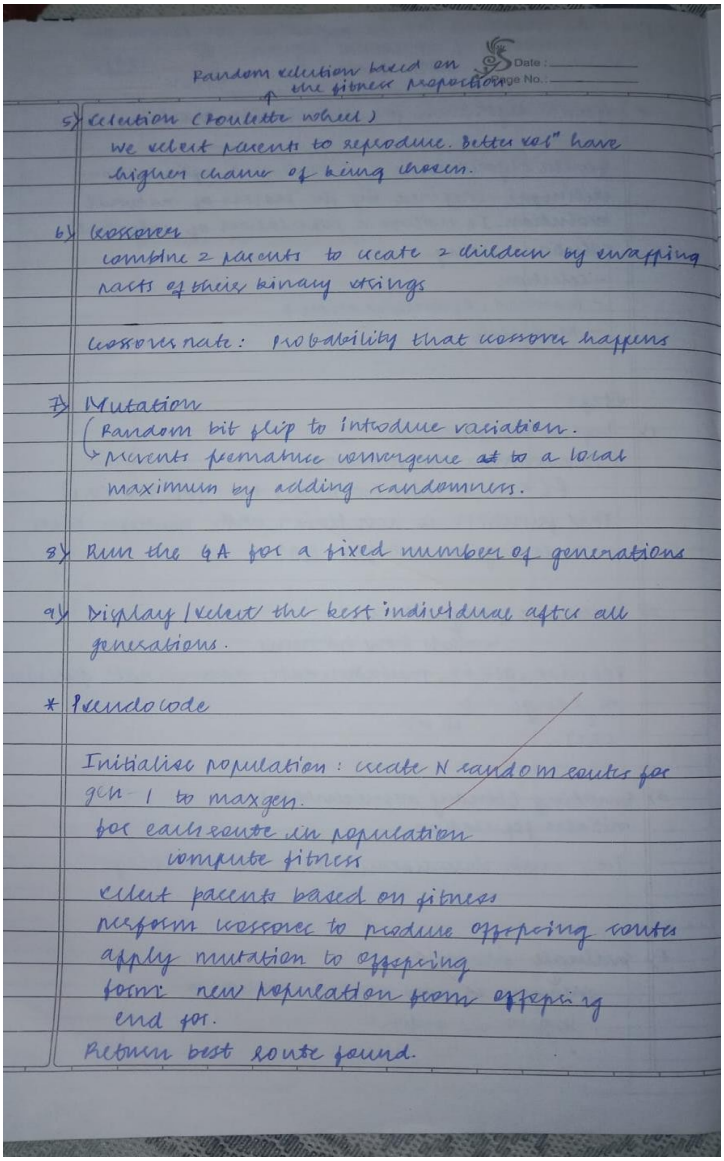
Steps:

1) Define the problem
To maximise the function
$f(x) = x \sin(10 \cdot \pi \cdot x) + 1$ for $x \in [0,1]$
This function is non linear with multiple peaks.
∴ it is a good test for GA's.

2) initialise parameters
controls how GA runs.
pop.size, genes, mutation rate, crossover rate, generatio
x_range
(0,1)
bit size

3) Encoding (Binary representation)
initialise population
i.e., each chromosome is a 16-bit string

4) evaluate fitness
measure of how good a solution is.
Higher, the better.



Code:

```
import math
import random
import copy
from typing import List, Tuple

random.seed(1)

# ----------------------------
# Utility functions
# ----------------------------

def euclidean(a: Tuple[float, float], b: Tuple[float, float]) -> float:
```

```
    return math.hypot(a[0] - b[0], a[1] - b[1])

def compute_distance_matrix(coords: List[Tuple[float, float]]) -> List[List[float]]:
    n = len(coords)
    dist = [[0.0]*n for _ in range(n)]
    for i in range(n):
        for j in range(n):
            dist[i][j] = euclidean(coords[i], coords[j])
    return dist

# ------------------------------
# Problem instance generator
# ------------------------------

def generate_instance(num_customers=15, grid_size=100, max_demand=10, depot=(50,50)):
    """
    Generates random customers with demands and coordinates.
    Index 0 is the depot, customers are 1..num_customers
    """
    coords = [depot]
    demands = [0]
    for _ in range(num_customers):
        coords.append((random.uniform(0, grid_size), random.uniform(0, grid_size)))
        demands.append(random.randint(1, max_demand))
    return coords, demands

# ------------------------------
# Chromosome -> Routes (split by capacity)
# ------------------------------

def split_routes_from_perm(perm: List[int], demands: List[int], capacity: int) -> List[List[int]]:
    """
    Greedy split: take customer sequence in perm, keep adding to current route
    while capacity is not exceeded. Start new route when needed.
    """
    routes = []
    cur_route = []
    cur_load = 0
    for cust in perm:
        d = demands[cust]
        if cur_load + d <= capacity:
            cur_route.append(cust)
            cur_load += d
        else:
            # close route and start new
            if cur_route:
                routes.append(cur_route)
```

```
            cur_route = [cust]
            cur_load = d
    if cur_route:
        routes.append(cur_route)
    return routes

def route_cost(route: List[int], dist_matrix: List[List[float]]) -> float:
    if not route:
        return 0.0
    cost = 0.0
    prev = 0  # depot
    for cust in route:
        cost += dist_matrix[prev][cust]
        prev = cust
    cost += dist_matrix[prev][0]  # return to depot
    return cost

def total_cost(routes: List[List[int]], dist_matrix: List[List[float]]) -> float:
    return sum(route_cost(r, dist_matrix) for r in routes)

# ------------------------------
# Genetic Algorithm components
# ------------------------------

def init_population(pop_size: int, customer_ids: List[int]) -> List[List[int]]:
    pop = []
    for _ in range(pop_size):
        perm = customer_ids[:]
        random.shuffle(perm)
        pop.append(perm)
    return pop

def tournament_selection(pop: List[List[int]], fitnesses: List[float], k=3) -> List[int]:
    selected = random.sample(list(range(len(pop))), k)
    best = min(selected, key=lambda i: fitnesses[i])
    return copy.deepcopy(pop[best])

def order_crossover(parent1: List[int], parent2: List[int]) -> Tuple[List[int], List[int]]:
    """Order Crossover (OX) for permutations."""
    n = len(parent1)
    a, b = sorted(random.sample(range(n), 2))
    def ox(p1, p2):
        child = [None]*n
        # copy slice
        child[a:b+1] = p1[a:b+1]
        # fill remaining from p2 order
        pos = (b+1) % n
```

```
        p2_i = (b+1) % n
        while None in child:
            val = p2[p2_i]
            if val not in child:
                child[pos] = val
                pos = (pos+1) % n
            p2_i = (p2_i+1) % n
        return child
    return ox(parent1, parent2), ox(parent2, parent1)

def swap_mutation(perm: List[int], mut_rate=0.2) -> None:
    """In-place swap mutation (may perform multiple swaps based on mut_rate)."""
    n = len(perm)
    for i in range(n):
        if random.random() < mut_rate:
            j = random.randrange(n)
            perm[i], perm[j] = perm[j], perm[i]

# ------------------------------
# GA main loop
# ------------------------------

def evaluate_population(pop: List[List[int]], demands: List[int], capacity: int, dist_matrix:
List[List[float]]):
    fitnesses = []
    for indiv in pop:
        routes = split_routes_from_perm(indiv, demands, capacity)
        fitnesses.append(total_cost(routes, dist_matrix))
    return fitnesses

def ga_vrp(
    coords: List[Tuple[float, float]],
    demands: List[int],
    capacity: int,
    pop_size=100,
    gens=300,
    crossover_rate=0.8,
    mutation_rate=0.15,
    elitism=2
):
    n = len(coords) - 1  # number of customers
    customer_ids = list(range(1, n+1))
    dist_matrix = compute_distance_matrix(coords)

    pop = init_population(pop_size, customer_ids)
    fitnesses = evaluate_population(pop, demands, capacity, dist_matrix)
```

```
    best_history = []
    for gen in range(gens):
        new_pop = []
        # Elitism: keep best individuals
        sorted_idx = sorted(range(len(pop)), key=lambda i: fitnesses[i])
        for i in range(elitism):
            new_pop.append(copy.deepcopy(pop[sorted_idx[i]]))

        while len(new_pop) < pop_size:
            # Selection
            p1 = tournament_selection(pop, fitnesses, k=3)
            p2 = tournament_selection(pop, fitnesses, k=3)
            # Crossover
            if random.random() < crossover_rate:
                c1, c2 = order_crossover(p1, p2)
            else:
                c1, c2 = p1, p2
            # Mutation
            swap_mutation(c1, mutation_rate)
            swap_mutation(c2, mutation_rate)
            new_pop.append(c1)
            if len(new_pop) < pop_size:
                new_pop.append(c2)

        pop = new_pop
        fitnesses = evaluate_population(pop, demands, capacity, dist_matrix)
        gen_best = min(fitnesses)
        best_history.append(gen_best)

        if (gen+1) % (max(1, gens//10)) == 0 or gen == 0:
            print(f"Gen {gen+1:4d} | best cost = {gen_best:.2f}")

    # final best
    best_idx = min(range(len(pop)), key=lambda i: fitnesses[i])
    best_perm = pop[best_idx]
    best_routes = split_routes_from_perm(best_perm, demands, capacity)
    best_cost = fitnesses[best_idx]
    return {
        'best_perm': best_perm,
        'best_routes': best_routes,
        'best_cost': best_cost,
        'dist_matrix': dist_matrix,
        'history': best_history
    }

# ------------------------------
# Example / Run
```

```
# ----------------------------

if __name__ == "__main__":
    # Example instance
    NUM_CUSTOMERS = 12
    VEHICLE_CAPACITY = 30
    coords, demands = generate_instance(num_customers=NUM_CUSTOMERS, grid_size=100,
max_demand=12, depot=(50,50))

    print("Depot coords:", coords[0])
    for i in range(1, len(coords)):
        print(f"Customer {i:2d} at {coords[i]} demand={demands[i]}")

    result = ga_vrp(
        coords=coords,
        demands=demands,
        capacity=VEHICLE_CAPACITY,
        pop_size=120,
        gens=300,
        crossover_rate=0.9,
        mutation_rate=0.12,
        elitism=4
    )

    print("\n=== BEST SOLUTION ===")
    print(f"Total cost: {result['best_cost']:.2f}")
    print("Routes (customers listed, depot implicit at start/end):")
    for idx, r in enumerate(result['best_routes'], start=1):
        load = sum(demands[c] for c in r)
        rcost = route_cost(r, result['dist_matrix'])
        print(f" Vehicle {idx}: {r} | load={load} | route_cost={rcost:.2f}")
    print("\nBest permutation (customer visit order):", result['best_perm'])
```

Output:

```
--------- RESTART: D:/And/Engineering/5th Sem Notes/bis/vrp_genetic.py ---------
Depot coords: (50, 50)
Customer  1 at (13.436424411240122, 84.74337369372327) demand=2
Customer  2 at (25.50690257394217, 49.54350870919409) demand=8
Customer  3 at (47.224524357611664, 37.96152233237278) demand=4
Customer  4 at (9.385958677423488, 2.834747652200631) demand=7
Customer  5 at (43.27670679050534, 76.2280082457942) demand=1
Customer  6 at (69.58328667684435, 26.633056045725954) demand=4
Customer  7 at (59.11534350013039, 10.222715811004823) demand=6
Customer  8 at (3.0589983033553536, 2.54458609934608) demand=9
Customer  9 at (0.9204938554384978, 88.12338589221554) demand=11
Customer 10 at (21.659939713061338, 42.21165755827173) demand=1
Customer 11 at (52.76294143623982, 76.37009951314894) demand=8
Customer 12 at (55.28595762929651, 34.570041470875246) demand=11
Gen    1 | best cost = 483.53
Gen   30 | best cost = 393.75
Gen   60 | best cost = 381.97
Gen   90 | best cost = 381.97
Gen  120 | best cost = 381.97
Gen  150 | best cost = 381.97
Gen  180 | best cost = 381.97
Gen  210 | best cost = 381.97
Gen  240 | best cost = 381.97
Gen  270 | best cost = 381.97
Gen  300 | best cost = 381.97

=== BEST SOLUTION ===
Total cost: 381.97
Routes (customers listed, depot implicit at start/end):
 Vehicle 1: [9, 1, 5, 11] | load=22 | route_cost=142.14
 Vehicle 2: [12, 6, 7, 3] | load=25 | route_cost=94.66
 Vehicle 3: [2, 10, 8, 4] | load=25 | route_cost=145.16

Best permutation (customer visit order): [9, 1, 5, 11, 12, 6, 7, 3, 2, 10, 8, 4]
```

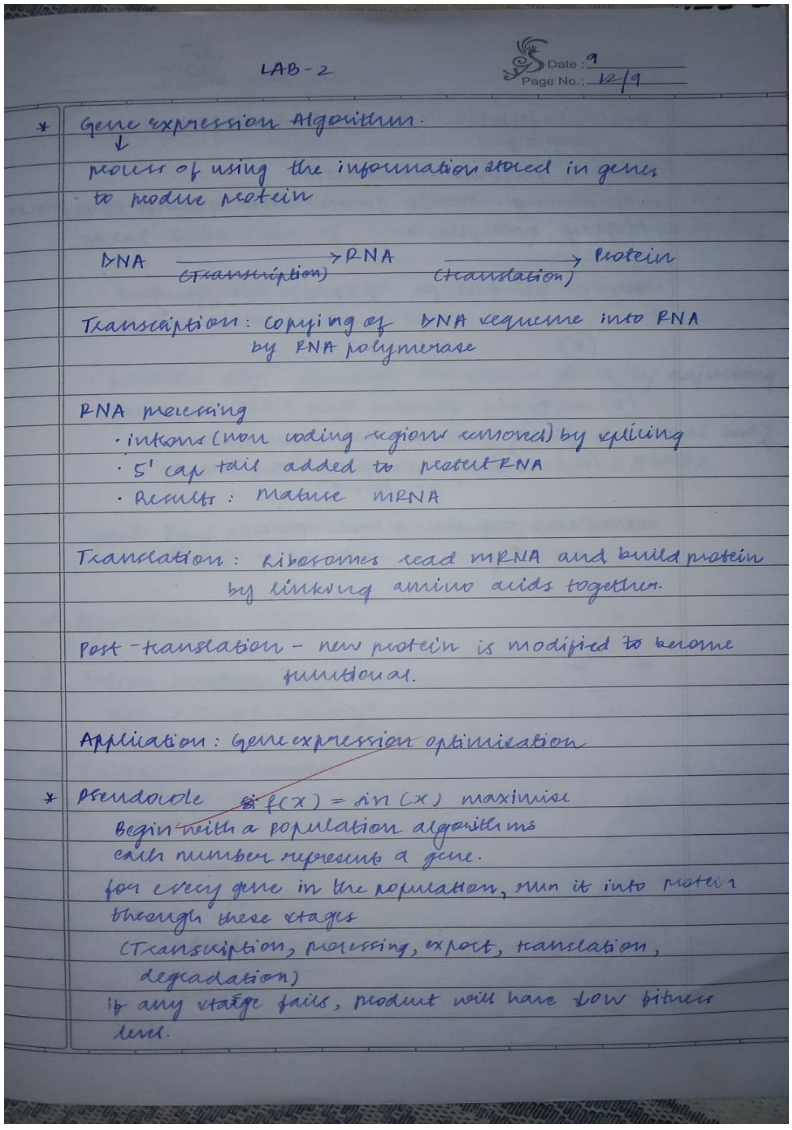
Program 2

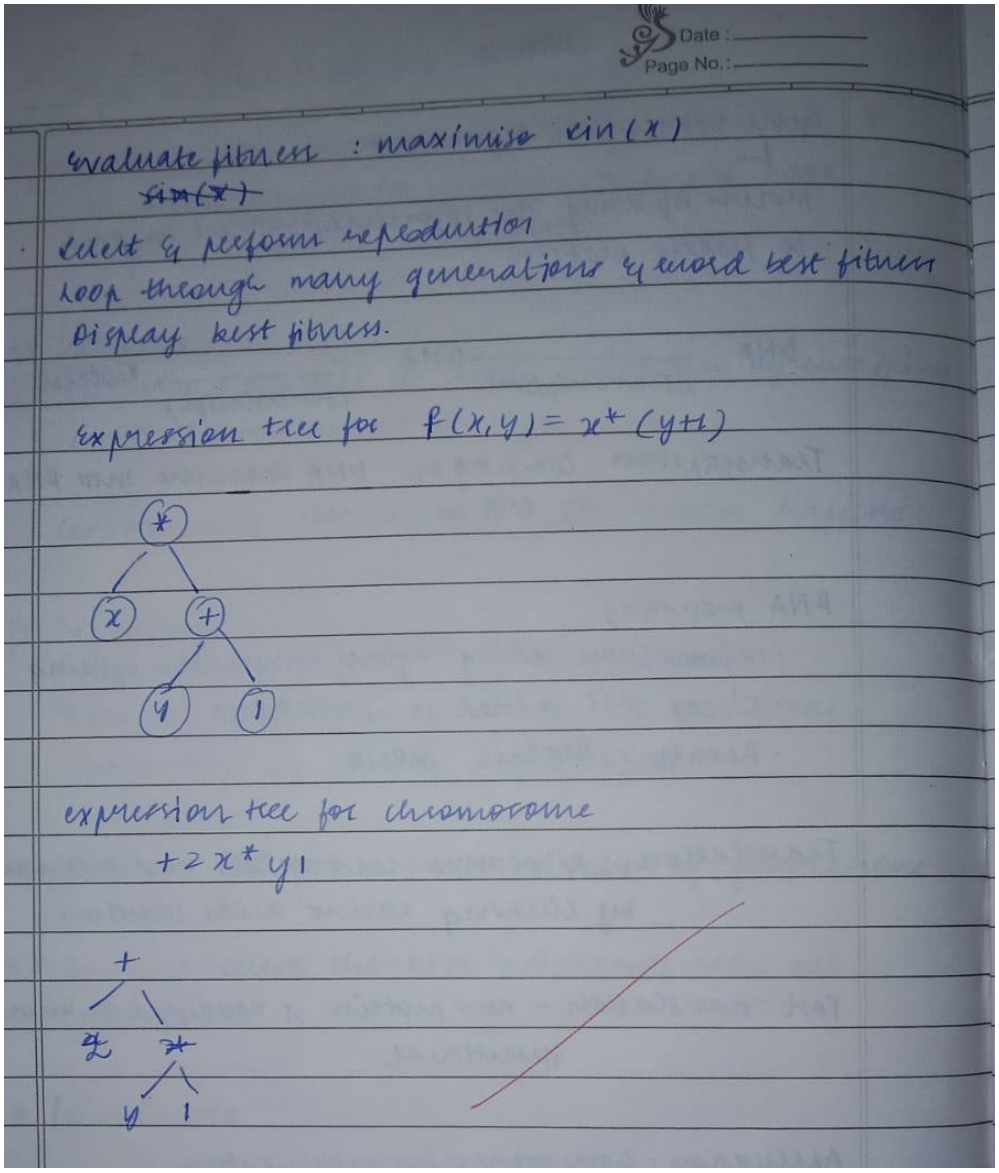
Problem Statement:

Optimization via Gene Expression Algorithms:

Use Gene Expression Programming to find the best mathematical expression or variable values that optimize a given function.

Algorithm:





Code:

```
import random
import math

# Target function to approximate
def target_function(x):
    return x**2 + x + 1

# Terminal and function sets
TERMINALS = ['x']
FUNCTIONS = ['+', '-', '*', '/']

# Parameters
POP_SIZE = 100
```

```
MUTATION_RATE = 0.1
TOURNAMENT_SIZE = 3
GENERATIONS = 100

# ------------------------
# Utility functions
# ------------------------

def safe_div(a, b):
    """Safe division to avoid divide-by-zero."""
    try:
        return a / b if b != 0 else 1
    except:
        return 1

def random_gene(max_depth=3):
    """Randomly create an expression (gene) of limited depth."""
    if max_depth == 0 or (max_depth > 1 and random.random() < 0.3):
        return random.choice(TERMINALS)
    else:
        op = random.choice(FUNCTIONS)
        left = random_gene(max_depth - 1)
        right = random_gene(max_depth - 1)
        return f"({left}{op}{right})"

def evaluate_expression(expr, x):
    """Safely evaluate the evolved expression."""
    try:
        # Define the environment so eval can use math and safe_div properly
        env = {"x": x, "math": math, "safe_div": safe_div}
        # Replace '/' with safe_div(a,b)
        expr_safe = expr.replace("/", "safe_div")
        result = eval(expr_safe, env)
        if callable(result):  # in case a function is accidentally returned
            return 0
        return float(result)
    except Exception:
        return 0

def fitness(expr):
    """Mean squared error against target function."""
    xs = [i for i in range(-10, 11)]
    errors = []
    for x in xs:
        y_true = target_function(x)
        y_pred = evaluate_expression(expr, x)
        errors.append((y_true - y_pred)**2)
```

```
    mse = sum(errors) / len(errors)
    return mse

# ------------------------
# Genetic operators
# ------------------------

def mutate(expr):
    """Randomly mutate part of the expression."""
    expr_list = list(expr)
    for i in range(len(expr_list)):
        if random.random() < MUTATION_RATE:
            expr_list[i] = random.choice(['x', '+', '-', '*', '/'])
    return ''.join(expr_list)

def crossover(parent1, parent2):
    """Single-point crossover."""
    if len(parent1) < 2 or len(parent2) < 2:
        return parent1, parent2
    cut1 = random.randint(1, len(parent1) - 1)
    cut2 = random.randint(1, len(parent2) - 1)
    child1 = parent1[:cut1] + parent2[cut2:]
    child2 = parent2[:cut2] + parent1[cut1:]
    return child1, child2

def tournament_selection(pop, fits):
    """Select the best of k random individuals."""
    chosen = random.sample(list(zip(pop, fits)), TOURNAMENT_SIZE)
    return min(chosen, key=lambda x: x[1])[0]

# ------------------------
# Main GEP loop
# ------------------------

def gene_expression_optimization():
    population = [random_gene() for _ in range(POP_SIZE)]

    for gen in range(GENERATIONS):
        fitnesses = [fitness(expr) for expr in population]
        best_idx = min(range(len(fitnesses)), key=lambda i: fitnesses[i])
        best_expr = population[best_idx]
        best_fit = fitnesses[best_idx]

        if gen % 10 == 0 or gen == GENERATIONS - 1:
            print(f"Generation {gen:3d} | Best Expr: {best_expr} | Fitness = {best_fit:.6f}")

        new_pop = [best_expr]  # elitism
```

```
        while len(new_pop) < POP_SIZE:
            p1 = tournament_selection(population, fitnesses)
            p2 = tournament_selection(population, fitnesses)
            c1, c2 = crossover(p1, p2)
            new_pop.extend([mutate(c1), mutate(c2)])
        population = new_pop[:POP_SIZE]

    print("\n✓ Optimization Complete!")
    print(f"Best evolved expression: {best_expr}")
    return best_expr

# ------------------------
# Run
# ------------------------
if __name__ == "__main__":
    best = gene_expression_optimization()

    print("\nSample comparison:")
    for x in [-3, 0, 2, 5]:
        print(f"x={x:>2} | Target={target_function(x):>8.3f} | Evolved={evaluate_expression(best,
x):>8.3f}")
```

Output:

```
Generation   0 | Best Expr: (x*x) | Fitness = 37.666667
Generation  10 | Best Expr: (x+x*x) | Fitness = 1.000000
Generation  20 | Best Expr: (x+x*x) | Fitness = 1.000000
Generation  30 | Best Expr: (x+x*x) | Fitness = 1.000000
Generation  40 | Best Expr: (x+x*x) | Fitness = 1.000000
Generation  50 | Best Expr: (x+x*x) | Fitness = 1.000000
Generation  60 | Best Expr: (x+x*x) | Fitness = 1.000000
Generation  70 | Best Expr: (x+x*x) | Fitness = 1.000000
Generation  80 | Best Expr: (x+x*x) | Fitness = 1.000000
Generation  90 | Best Expr: (x+x*x) | Fitness = 1.000000
Generation  99 | Best Expr: (x+x*x) | Fitness = 1.000000

☑ Optimization Complete!
Best evolved expression: (x+x*x)

Sample comparison:
x=-3 | Target=   7.000 | Evolved=   6.000
x= 0 | Target=   1.000 | Evolved=   0.000
x= 2 | Target=   7.000 | Evolved=   6.000
x= 5 | Target=  31.000 | Evolved=  30.000
```

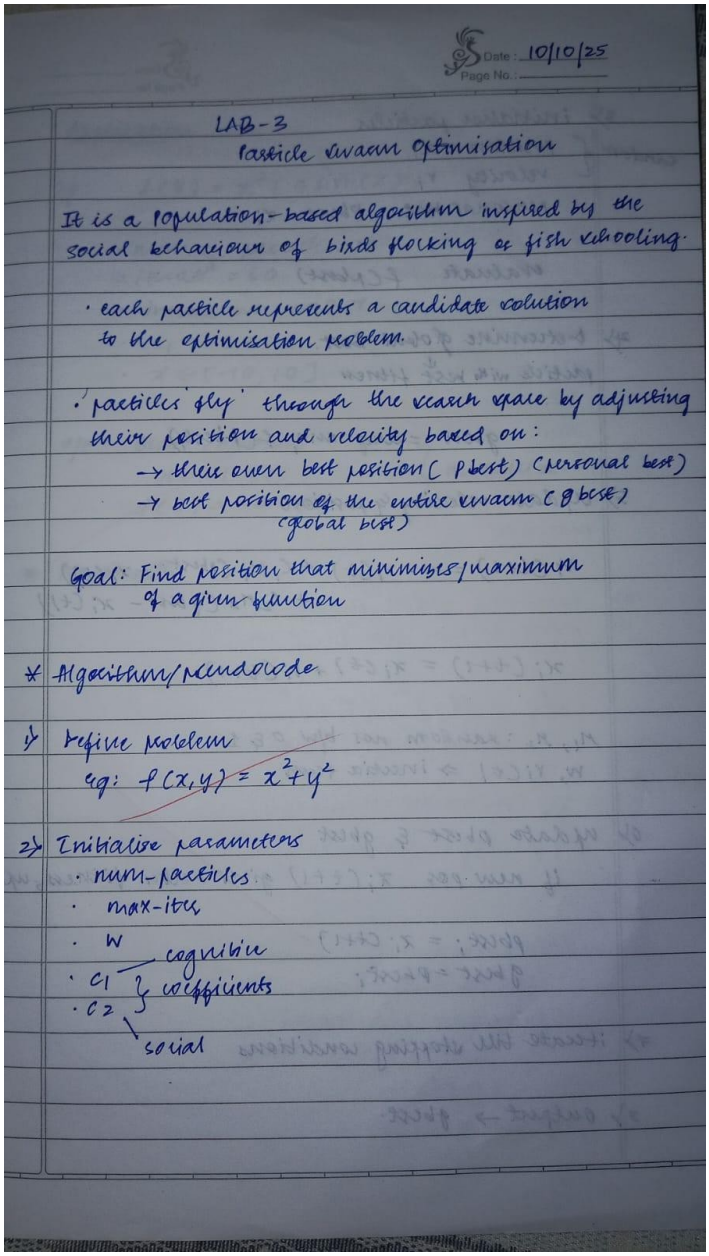
Program 3

Problem Statement:

Ant Colony Optimization for the Traveling Salesman Problem:

Use Ant Colony Optimization to find the shortest possible route that visits all cities exactly once and returns to the starting city.

Algorithm:



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LAB-3
Particle swarm optimisation

It is a population-based algorithm inspired by the social behaviour of birds flocking or fish schooling.

- each particle represents a candidate solution to the optimisation problem.

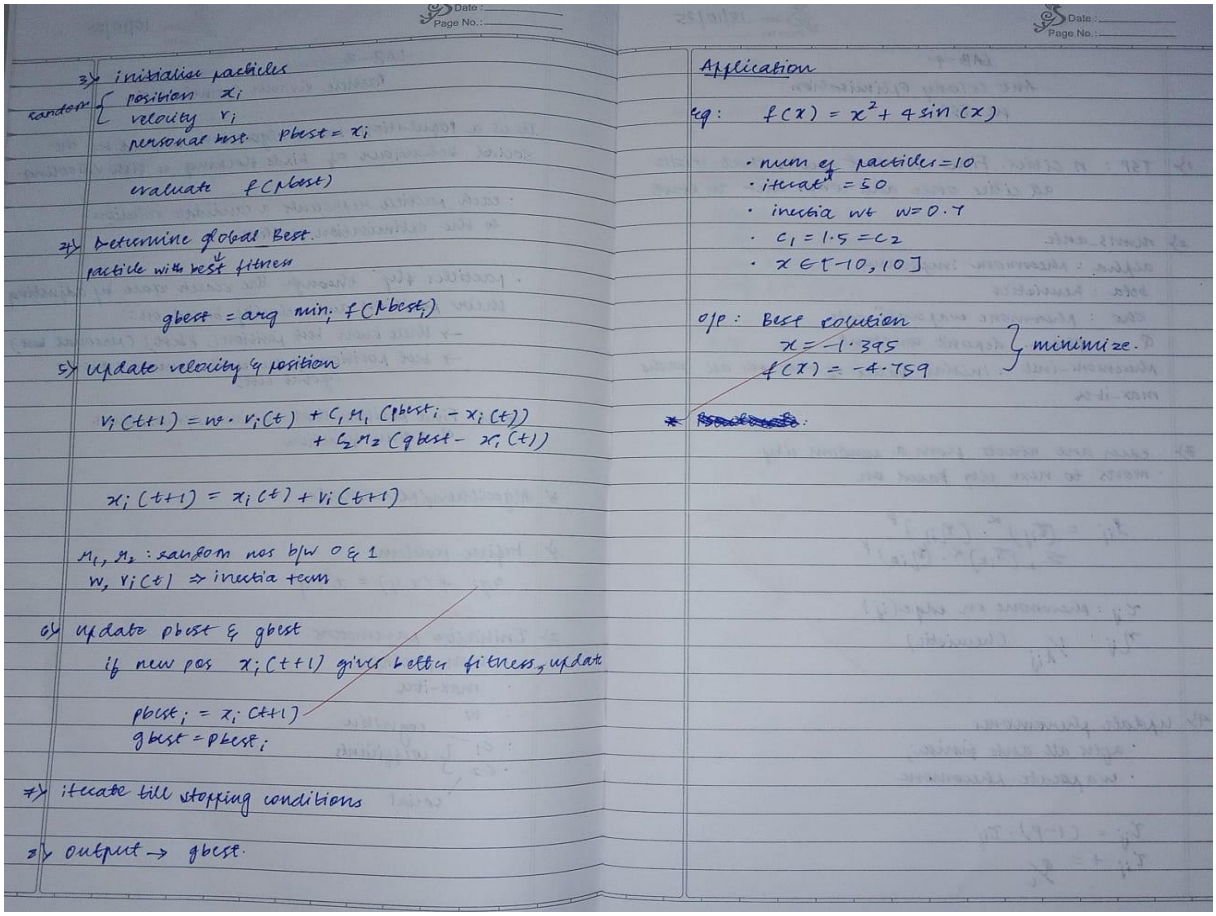
- particles 'fly' through the search space by adjusting their position and velocity based on:
  - → their own best position (pbest) (personal best)
  - → best position of the entire swarm (gbest) (global best)

Goal: Find position that minimises/maximum of a given function

* Algorithm/pseudocode

1) Define problem
   eg: $f(x,y) = x^2+y^2$

2) Initialise parameters
   - num_particles
   - max-itr
   - w
   - c1 — cognitive coefficients
   - c2 — social



Code:

```
import random
import math

# ---------------------------------
# PARAMETERS
# ---------------------------------
NUM_CITIES = 10
NUM_ANTS = 20
ALPHA = 1.0        # pheromone importance
BETA = 5.0         # distance importance
RHO = 0.5          # evaporation rate
Q = 100            # pheromone deposit factor
ITERATIONS = 100

random.seed(1)

# ---------------------------------
# CREATE TSP INSTANCE
# ---------------------------------
```

```
def generate_cities(n, grid_size=100):
    """Randomly generate city coordinates."""
    return [(random.uniform(0, grid_size), random.uniform(0, grid_size)) for _ in range(n)]

def distance(a, b):
    return math.hypot(a[0] - b[0], a[1] - b[1])

def compute_distance_matrix(cities):
    n = len(cities)
    dist = [[0]*n for _ in range(n)]
    for i in range(n):
        for j in range(n):
            if i != j:
                dist[i][j] = distance(cities[i], cities[j])
    return dist

# ---------------------------------
# ACO Core
# ---------------------------------
def initialize_pheromones(n):
    """Initialize pheromone levels between cities."""
    return [[1.0 for _ in range(n)] for _ in range(n)]

def select_next_city(probabilities):
    """Roulette-wheel selection."""
    r = random.random()
    cumulative = 0.0
    for i, p in enumerate(probabilities):
        cumulative += p
        if r <= cumulative:
            return i
    return len(probabilities) - 1

def ant_tour(dist_matrix, pheromone):
    """Construct a complete tour for one ant."""
    n = len(dist_matrix)
    unvisited = list(range(n))
    start = random.choice(unvisited)
    tour = [start]
    unvisited.remove(start)

    while unvisited:
        current = tour[-1]
        probs = []
        denom = 0.0
        for j in unvisited:
            denom += (pheromone[current][j] ** ALPHA) * ((1.0 / dist_matrix[current][j]) ** BETA)
```

```
        for j in unvisited:
            num = (pheromone[current][j] ** ALPHA) * ((1.0 / dist_matrix[current][j]) ** BETA)
            probs.append(num / denom if denom > 0 else 0)
        next_city = unvisited[select_next_city(probs)]
        tour.append(next_city)
        unvisited.remove(next_city)
    return tour

def tour_length(tour, dist_matrix):
    """Calculate total length of the tour."""
    total = 0.0
    for i in range(len(tour) - 1):
        total += dist_matrix[tour[i]][tour[i+1]]
    total += dist_matrix[tour[-1]][tour[0]]  # return to start
    return total

def update_pheromones(pheromone, all_tours, all_lengths):
    """Evaporate and deposit pheromones based on ant tours."""
    n = len(pheromone)
    # Evaporation
    for i in range(n):
        for j in range(n):
            pheromone[i][j] *= (1 - RHO)
            if pheromone[i][j] < 1e-6:
                pheromone[i][j] = 1e-6

    # Deposit pheromones
    for tour, L in zip(all_tours, all_lengths):
        deposit = Q / L
        for i in range(len(tour) - 1):
            a, b = tour[i], tour[i+1]
            pheromone[a][b] += deposit
            pheromone[b][a] += deposit
        # return edge
        pheromone[tour[-1]][tour[0]] += deposit
        pheromone[tour[0]][tour[-1]] += deposit

# ---------------------------------
# ACO MAIN LOOP
# ---------------------------------
def aco_tsp(num_cities=NUM_CITIES):
    cities = generate_cities(num_cities)
    dist_matrix = compute_distance_matrix(cities)
    pheromone = initialize_pheromones(num_cities)

    best_tour = None
    best_length = float('inf')
```

```
    for it in range(ITERATIONS):
        all_tours = []
        all_lengths = []

        for ant in range(NUM_ANTS):
            tour = ant_tour(dist_matrix, pheromone)
            L = tour_length(tour, dist_matrix)
            all_tours.append(tour)
            all_lengths.append(L)

            if L < best_length:
                best_length = L
                best_tour = tour

        update_pheromones(pheromone, all_tours, all_lengths)

        if (it + 1) % 10 == 0 or it == 0:
            print(f"Iteration {it+1:3d} | Best Length: {best_length:.2f}")

    print("\n✓ Optimization Complete!")
    print(f"Best Tour Length: {best_length:.2f}")
    print(f"Best Tour: {best_tour}")
    return best_tour, best_length, cities

# ---------------------------------
# RUN
# ---------------------------------
if __name__ == "__main__":
    best_tour, best_length, cities = aco_tsp()
```

Output:

```
========== RESTART: D:/Anu/Engineering/5th sem nc
Iteration   1 | Best Length: 345.03
Iteration  10 | Best Length: 344.77
Iteration  20 | Best Length: 344.77
Iteration  30 | Best Length: 344.77
Iteration  40 | Best Length: 344.77
Iteration  50 | Best Length: 344.77
Iteration  60 | Best Length: 344.77
Iteration  70 | Best Length: 344.77
Iteration  80 | Best Length: 344.77
Iteration  90 | Best Length: 344.77
Iteration 100 | Best Length: 344.77

☑ Optimization Complete!
Best Tour Length: 344.77
Best Tour: [7, 0, 8, 3, 5, 1, 9, 6, 4, 2]
>>
```

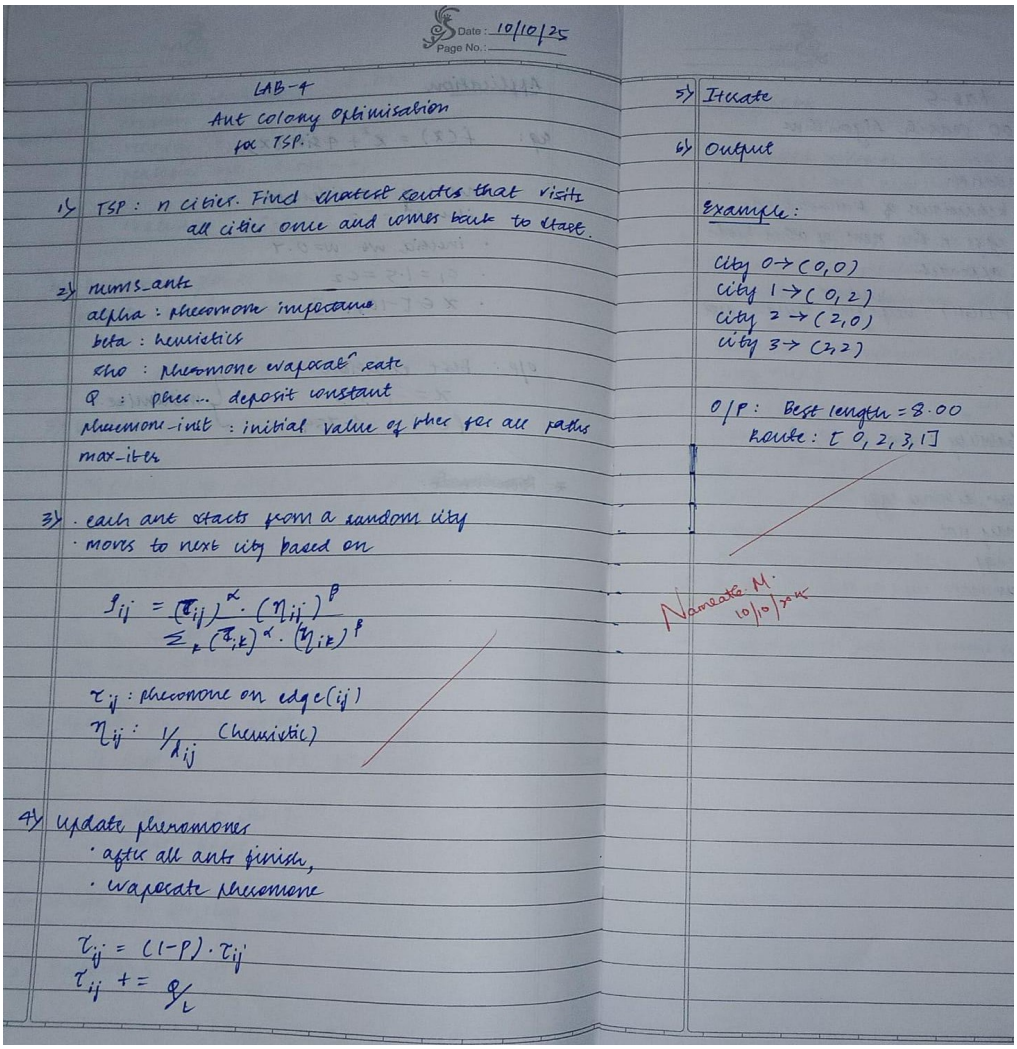
Program 4

Problem Statement:

Particle Swarm Optimization for Function Optimization:

Apply Particle Swarm Optimization to find the optimal solution (minimum or maximum) of a given mathematical function.

Algorithm:



Code:

```
import random
import math

# Define the mathematical function to optimize (minimize)
def objective_function(x, y):
```

```
    return x**2 + y**2  # Sphere function

# PSO parameters
num_particles = 30
max_iterations = 100
w = 0.7      # inertia weight
c1 = 1.5     # cognitive (particle) weight
c2 = 1.5     # social (swarm) weight

# Initialize particles
particles = []
for i in range(num_particles):
    x = random.uniform(-10, 10)
    y = random.uniform(-10, 10)
    velocity = [random.uniform(-1, 1), random.uniform(-1, 1)]
    fitness = objective_function(x, y)
    particles.append({
        "position": [x, y],
        "velocity": velocity,
        "best_pos": [x, y],
        "best_fit": fitness
    })

# Initialize global best
global_best = min(particles, key=lambda p: p["best_fit"])
global_best_pos = global_best["best_pos"]
global_best_fit = global_best["best_fit"]

# Main PSO loop
for t in range(max_iterations):
    for particle in particles:
        # Update velocity
        r1, r2 = random.random(), random.random()
        for i in range(2):
            cognitive = c1 * r1 * (particle["best_pos"][i] - particle["position"][i])
            social = c2 * r2 * (global_best_pos[i] - particle["position"][i])
            particle["velocity"][i] = w * particle["velocity"][i] + cognitive + social

        # Update position
        particle["position"][0] += particle["velocity"][0]
        particle["position"][1] += particle["velocity"][1]

        # Evaluate new fitness
        fit = objective_function(particle["position"][0], particle["position"][1])

        # Update personal best
        if fit < particle["best_fit"]:
```

```
            particle["best_fit"] = fit
            particle["best_pos"] = particle["position"][:]

        # Update global best
        if fit < global_best_fit:
            global_best_fit = fit
            global_best_pos = particle["position"][:]

    print(f"Iteration {t+1}/{max_iterations} - Best Fitness: {global_best_fit:.6f}")

print("\n✓ Optimization complete!")
print(f"Best position found: {global_best_pos}")
print(f"Minimum value of function: {global_best_fit:.6f}")
```

Output:

```
Iteration 59/100 - Best Fitness: 0.000000
Iteration 60/100 - Best Fitness: 0.000000
Iteration 61/100 - Best Fitness: 0.000000
Iteration 62/100 - Best Fitness: 0.000000
Iteration 63/100 - Best Fitness: 0.000000
Iteration 64/100 - Best Fitness: 0.000000
Iteration 65/100 - Best Fitness: 0.000000
Iteration 66/100 - Best Fitness: 0.000000
Iteration 67/100 - Best Fitness: 0.000000
Iteration 68/100 - Best Fitness: 0.000000
Iteration 69/100 - Best Fitness: 0.000000
Iteration 70/100 - Best Fitness: 0.000000
Iteration 71/100 - Best Fitness: 0.000000
Iteration 72/100 - Best Fitness: 0.000000
Iteration 73/100 - Best Fitness: 0.000000
Iteration 74/100 - Best Fitness: 0.000000
Iteration 75/100 - Best Fitness: 0.000000
Iteration 76/100 - Best Fitness: 0.000000
Iteration 77/100 - Best Fitness: 0.000000
Iteration 78/100 - Best Fitness: 0.000000
Iteration 79/100 - Best Fitness: 0.000000
Iteration 80/100 - Best Fitness: 0.000000
Iteration 81/100 - Best Fitness: 0.000000
Iteration 82/100 - Best Fitness: 0.000000
Iteration 83/100 - Best Fitness: 0.000000
Iteration 84/100 - Best Fitness: 0.000000
Iteration 85/100 - Best Fitness: 0.000000
Iteration 86/100 - Best Fitness: 0.000000
Iteration 87/100 - Best Fitness: 0.000000
Iteration 88/100 - Best Fitness: 0.000000
Iteration 89/100 - Best Fitness: 0.000000
Iteration 90/100 - Best Fitness: 0.000000
Iteration 91/100 - Best Fitness: 0.000000
Iteration 92/100 - Best Fitness: 0.000000
Iteration 93/100 - Best Fitness: 0.000000
Iteration 94/100 - Best Fitness: 0.000000
Iteration 95/100 - Best Fitness: 0.000000
Iteration 96/100 - Best Fitness: 0.000000
Iteration 97/100 - Best Fitness: 0.000000
Iteration 98/100 - Best Fitness: 0.000000
Iteration 99/100 - Best Fitness: 0.000000
Iteration 100/100 - Best Fitness: 0.000000

☑ Optimization complete!
Best position found: [4.960805796605412e-07, -1.8244758085889348e-07]
Minimum value of function: 0.000000
```

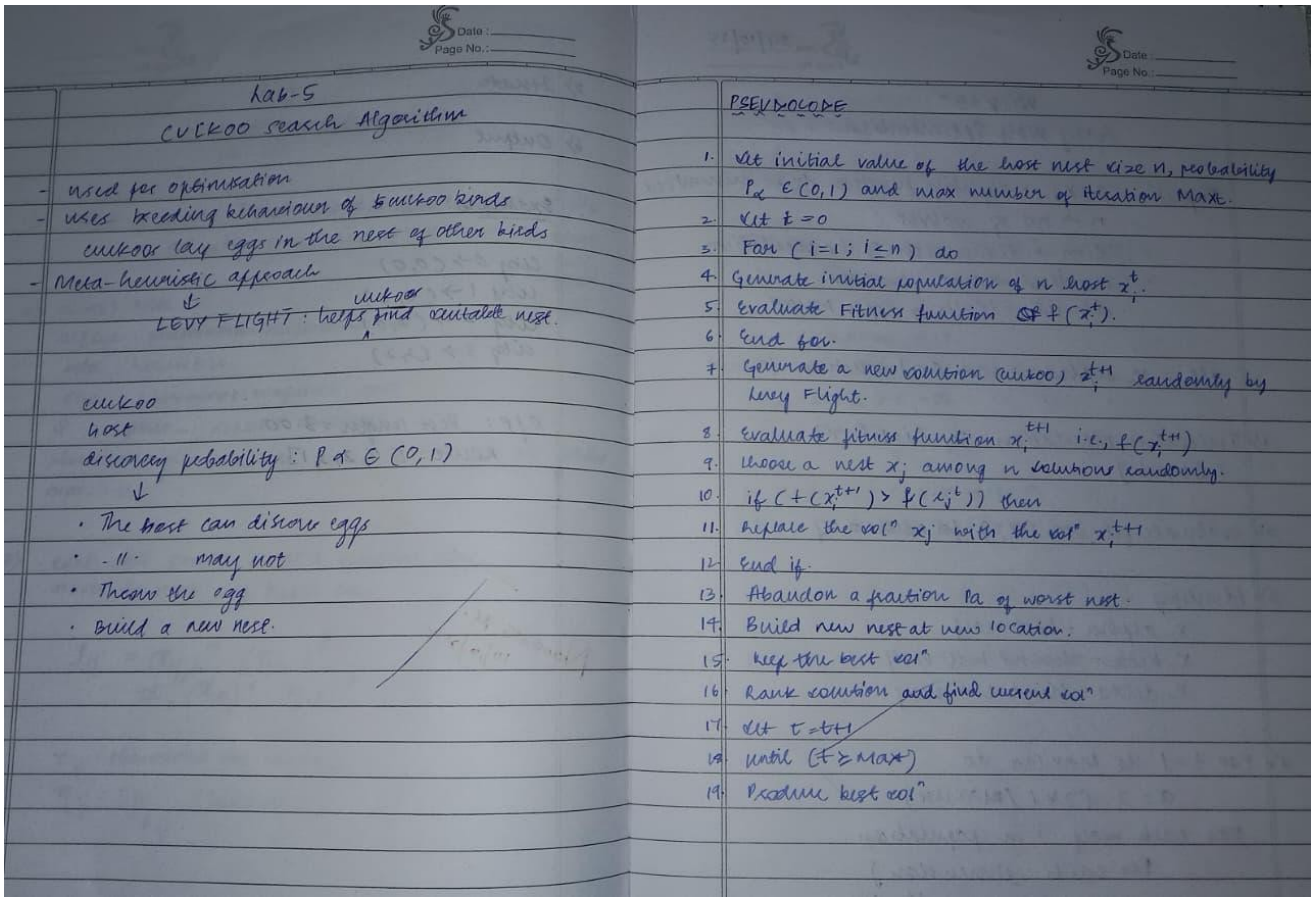
Program 5

Problem Statement:

Cuckoo Search (CS) for travel salesman problem :

Use the Cuckoo Search Algorithm to determine the shortest route for a salesman to visit all cities and return to the starting point.

Algorithm:



Code:

```
import random
import math

# ----------------------------------
# Helper functions
# ----------------------------------

def distance(city1, city2):
    """Euclidean distance between two cities"""
```

```
    return math.sqrt((city1[0] - city2[0])**2 + (city1[1] - city2[1])**2)

def total_distance(path, cities):
    """Compute total distance of the path"""
    dist = 0
    for i in range(len(path)):
        city1 = cities[path[i]]
        city2 = cities[path[(i + 1) % len(path)]]
        dist += distance(city1, city2)
    return dist

def levy_flight(Lambda):
    """Generate step size using Lévy distribution"""
    sigma = (math.gamma(1 + Lambda) * math.sin(math.pi * Lambda / 2) /
             (math.gamma((1 + Lambda) / 2) * Lambda * 2**((Lambda - 1) / 2)))**(1 / Lambda)
    u = random.gauss(0, sigma)
    v = random.gauss(0, 1)
    step = u / abs(v)**(1 / Lambda)
    return step

def get_new_solution(path):
    """Generate a new random permutation by swapping two cities"""
    new_path = path[:]
    i, j = random.sample(range(len(new_path)), 2)
    new_path[i], new_path[j] = new_path[j], new_path[i]
    return new_path

# ------------------------------------
# Cuckoo Search Algorithm
# ------------------------------------

def cuckoo_search_tsp(cities, n_nests=15, pa=0.25, alpha=1, Lambda=1.5, max_iter=100):
    # Initialize nests (random permutations)
    nests = [random.sample(range(len(cities)), len(cities)) for _ in range(n_nests)]
    fitness = [total_distance(nest, cities) for nest in nests]

    best_nest = nests[fitness.index(min(fitness))]
    best_fitness = min(fitness)

    for iteration in range(max_iter):
        for i in range(n_nests):
            # Lévy flight (small random move)
            step_size = levy_flight(Lambda)
            new_nest = get_new_solution(nests[i])

            new_fitness = total_distance(new_nest, cities)
```

```
            # If better, replace
            if new_fitness < fitness[i]:
                nests[i] = new_nest
                fitness[i] = new_fitness

            # Update best
            if new_fitness < best_fitness:
                best_nest = new_nest[:]
                best_fitness = new_fitness

        # Abandon some nests with probability pa
        for i in range(n_nests):
            if random.random() < pa:
                nests[i] = random.sample(range(len(cities)), len(cities))
                fitness[i] = total_distance(nests[i], cities)

        print(f"Iteration {iteration+1}/{max_iter} - Best Distance: {best_fitness:.4f}")

    return best_nest, best_fitness

# ----------------------------------
# Example Run
# ----------------------------------

if __name__ == "__main__":
    # Example: 10 cities with random coordinates
    cities = [(random.uniform(0, 100), random.uniform(0, 100)) for _ in range(10)]

    best_path, best_distance = cuckoo_search_tsp(cities, n_nests=20, max_iter=100)

    print("\n✓ Best Path Found:")
    print(best_path)
    print(f"Total Distance: {best_distance:.4f}")
```

Output:

```
Iteration 59/100 - Best Distance: 332.8408
Iteration 60/100 - Best Distance: 332.8408
Iteration 61/100 - Best Distance: 332.8408
Iteration 62/100 - Best Distance: 332.8408
Iteration 63/100 - Best Distance: 332.8408
Iteration 64/100 - Best Distance: 332.8408
Iteration 65/100 - Best Distance: 332.8408
Iteration 66/100 - Best Distance: 332.8408
Iteration 67/100 - Best Distance: 332.8408
Iteration 68/100 - Best Distance: 332.8408
Iteration 69/100 - Best Distance: 332.8408
Iteration 70/100 - Best Distance: 332.8408
Iteration 71/100 - Best Distance: 332.8408
Iteration 72/100 - Best Distance: 332.8408
Iteration 73/100 - Best Distance: 332.8408
Iteration 74/100 - Best Distance: 332.8408
Iteration 75/100 - Best Distance: 332.8408
Iteration 76/100 - Best Distance: 332.8408
Iteration 77/100 - Best Distance: 332.8408
Iteration 78/100 - Best Distance: 332.8408
Iteration 79/100 - Best Distance: 332.8408
Iteration 80/100 - Best Distance: 332.8408
Iteration 81/100 - Best Distance: 327.7554
Iteration 82/100 - Best Distance: 327.7554
Iteration 83/100 - Best Distance: 326.7949
Iteration 84/100 - Best Distance: 326.7949
Iteration 85/100 - Best Distance: 326.7949
Iteration 86/100 - Best Distance: 326.7949
Iteration 87/100 - Best Distance: 326.7949
Iteration 88/100 - Best Distance: 326.7949
Iteration 89/100 - Best Distance: 326.7949
Iteration 90/100 - Best Distance: 326.7949
Iteration 91/100 - Best Distance: 326.7949
Iteration 92/100 - Best Distance: 326.7949
Iteration 93/100 - Best Distance: 326.7949
Iteration 94/100 - Best Distance: 326.7949
Iteration 95/100 - Best Distance: 326.7949
Iteration 96/100 - Best Distance: 326.7949
Iteration 97/100 - Best Distance: 326.7949
Iteration 98/100 - Best Distance: 326.7949
Iteration 99/100 - Best Distance: 326.7949
Iteration 100/100 - Best Distance: 326.7949

☑ Best Path Found:
[6, 4, 2, 8, 5, 9, 7, 0, 1, 3]
Total Distance: 326.7949
```

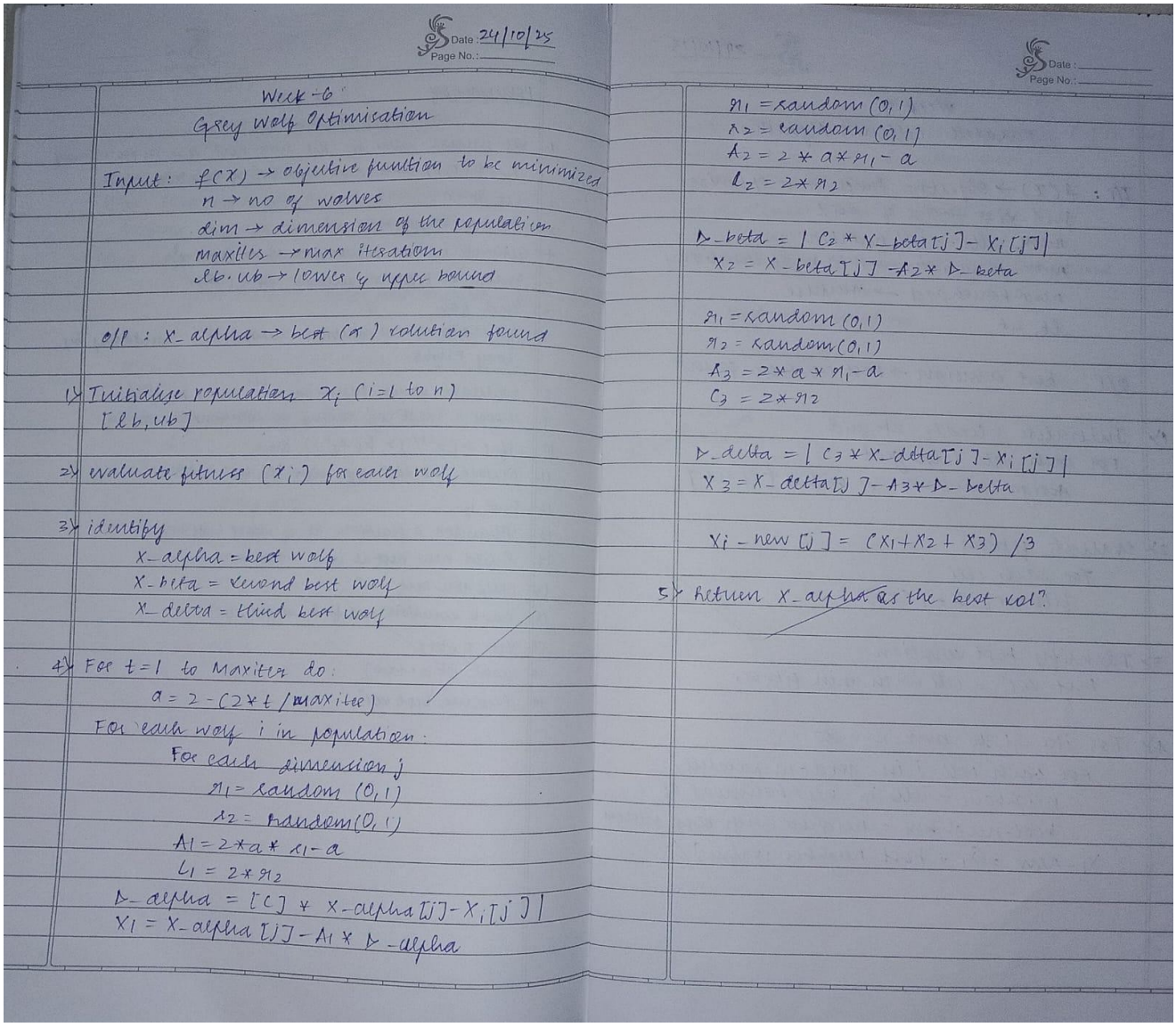
Program 6

Problem Statement:

Grey Wolf Optimizer (GWO) for Function Optimization:

Use Grey Wolf Optimization to find the best solution for a mathematical function by mimicking the hunting behavior of grey wolves.

Algorithm:



Code:

```
import random
import math
```

```
# ---------------------------------
# Objective Function (to minimize)
# ---------------------------------
def objective_function(position):
    # Sphere function: sum of squares
    return sum(x**2 for x in position)

# ---------------------------------
# Grey Wolf Optimizer
# ---------------------------------
def grey_wolf_optimizer(num_wolves=20, dim=2, max_iter=100, lower_bound=-10,
upper_bound=10):
    # Initialize the population of wolves randomly
    wolves = [[random.uniform(lower_bound, upper_bound) for _ in range(dim)] for _ in
range(num_wolves)]
    fitness = [objective_function(w) for w in wolves]

    # Initialize alpha, beta, delta (best 3 wolves)
    alpha, beta, delta = [0]*dim, [0]*dim, [0]*dim
    alpha_score, beta_score, delta_score = float("inf"), float("inf"), float("inf")

    # Main loop
    for t in range(max_iter):
        for i in range(num_wolves):
            score = fitness[i]

            # Update alpha, beta, delta
            if score < alpha_score:
                delta_score, delta = beta_score, beta[:]
                beta_score, beta = alpha_score, alpha[:]
                alpha_score, alpha = score, wolves[i][:]
            elif score < beta_score:
                delta_score, delta = beta_score, beta[:]
                beta_score, beta = score, wolves[i][:]
            elif score < delta_score:
                delta_score, delta = score, wolves[i][:]

        # Linearly decreasing a from 2 to 0
        a = 2 - t * (2 / max_iter)

        # Update each wolf's position
        for i in range(num_wolves):
            new_position = []
            for j in range(dim):
                r1, r2 = random.random(), random.random()
                A1 = 2 * a * r1 - a
```

```
            C1 = 2 * r2
            D_alpha = abs(C1 * alpha[j] - wolves[i][j])
            X1 = alpha[j] - A1 * D_alpha

            r1, r2 = random.random(), random.random()
            A2 = 2 * a * r1 - a
            C2 = 2 * r2
            D_beta = abs(C2 * beta[j] - wolves[i][j])
            X2 = beta[j] - A2 * D_beta

            r1, r2 = random.random(), random.random()
            A3 = 2 * a * r1 - a
            C3 = 2 * r2
            D_delta = abs(C3 * delta[j] - wolves[i][j])
            X3 = delta[j] - A3 * D_delta

            new_x = (X1 + X2 + X3) / 3
            # Keep within bounds
            new_x = max(lower_bound, min(upper_bound, new_x))
            new_position.append(new_x)

        wolves[i] = new_position
        fitness[i] = objective_function(new_position)

    print(f"Iteration {t+1}/{max_iter} - Best fitness: {alpha_score:.6f}")

  return alpha, alpha_score

# ---------------------------------
# Example Run
# ---------------------------------
if __name__ == "__main__":
  best_position, best_score = grey_wolf_optimizer(num_wolves=20, dim=5, max_iter=100)
  print("\n✓ Optimization complete!")
  print(f"Best position found: {best_position}")
  print(f"Minimum value of function: {best_score:.6f}")
```

Output:

```
Iteration 59/100 - Best fitness: 0.000000
Iteration 60/100 - Best fitness: 0.000000
Iteration 61/100 - Best fitness: 0.000000
Iteration 62/100 - Best fitness: 0.000000
Iteration 63/100 - Best fitness: 0.000000
Iteration 64/100 - Best fitness: 0.000000
Iteration 65/100 - Best fitness: 0.000000
Iteration 66/100 - Best fitness: 0.000000
Iteration 67/100 - Best fitness: 0.000000
Iteration 68/100 - Best fitness: 0.000000
Iteration 69/100 - Best fitness: 0.000000
Iteration 70/100 - Best fitness: 0.000000
Iteration 71/100 - Best fitness: 0.000000
Iteration 72/100 - Best fitness: 0.000000
Iteration 73/100 - Best fitness: 0.000000
Iteration 74/100 - Best fitness: 0.000000
Iteration 75/100 - Best fitness: 0.000000
Iteration 76/100 - Best fitness: 0.000000
Iteration 77/100 - Best fitness: 0.000000
Iteration 78/100 - Best fitness: 0.000000
Iteration 79/100 - Best fitness: 0.000000
Iteration 80/100 - Best fitness: 0.000000
Iteration 81/100 - Best fitness: 0.000000
Iteration 82/100 - Best fitness: 0.000000
Iteration 83/100 - Best fitness: 0.000000
Iteration 84/100 - Best fitness: 0.000000
Iteration 85/100 - Best fitness: 0.000000
Iteration 86/100 - Best fitness: 0.000000
Iteration 87/100 - Best fitness: 0.000000
Iteration 88/100 - Best fitness: 0.000000
Iteration 89/100 - Best fitness: 0.000000
Iteration 90/100 - Best fitness: 0.000000
Iteration 91/100 - Best fitness: 0.000000
Iteration 92/100 - Best fitness: 0.000000
Iteration 93/100 - Best fitness: 0.000000
Iteration 94/100 - Best fitness: 0.000000
Iteration 95/100 - Best fitness: 0.000000
Iteration 96/100 - Best fitness: 0.000000
Iteration 97/100 - Best fitness: 0.000000
Iteration 98/100 - Best fitness: 0.000000
Iteration 99/100 - Best fitness: 0.000000
Iteration 100/100 - Best fitness: 0.000000

☑ Optimization complete!
Best position found: [-1.36314311659068e-11, -1.4462989227279875e-11, -1.381407197291686e-11, -1.2215446596611536e-11, 1.1986042041444537e-11]
Minimum value of function: 0.000000
```

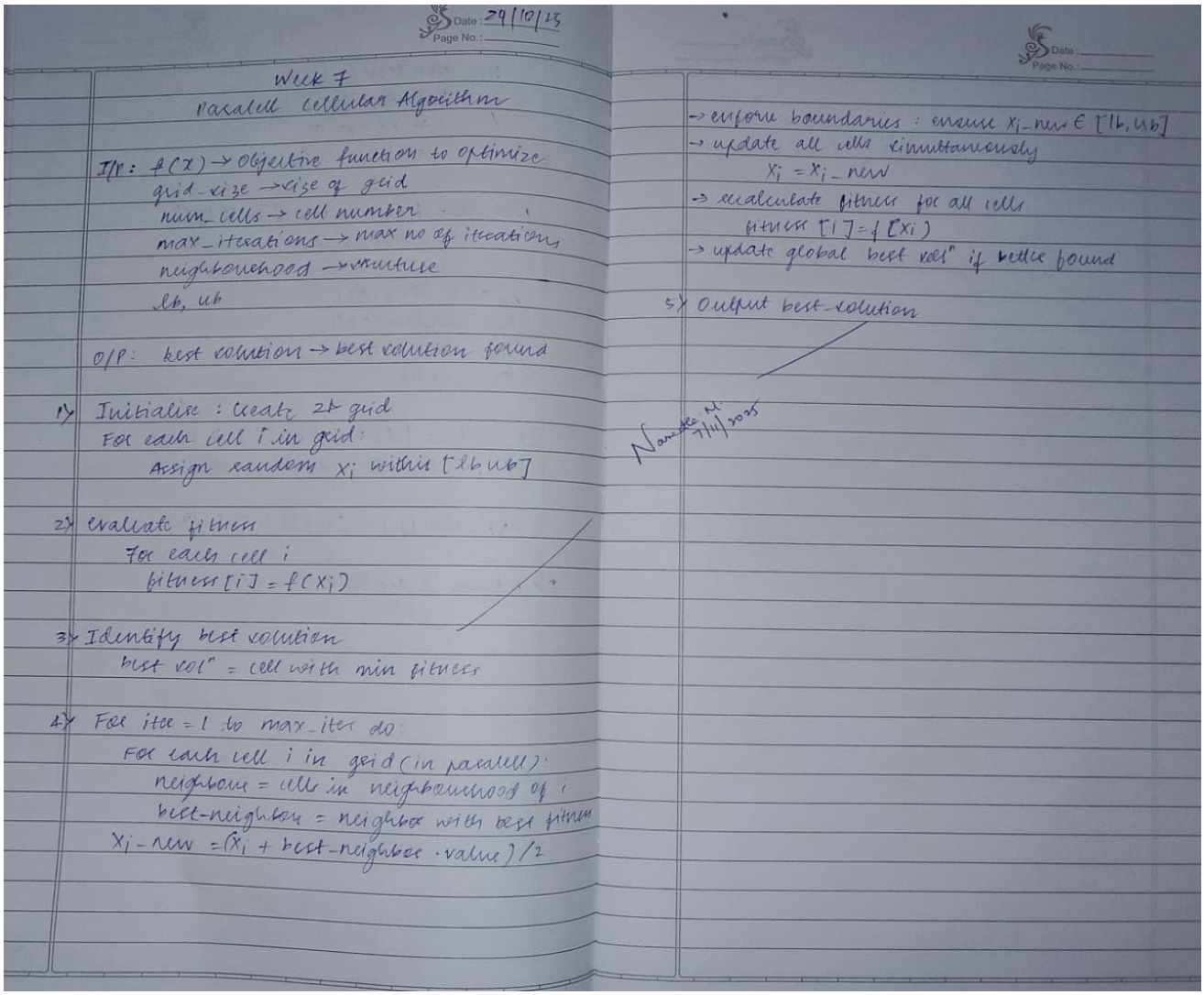
Program 7

Problem Statement:

Parallel Cellular Algorithm for Function Optimization:

Use a Parallel Cellular Algorithm to optimize a function efficiently by evolving solutions in a distributed and parallel manner.

Algorithm:



Code:

```
import numpy as np

def parallel_cellular_algorithm(f, grid_size=(10, 10), max_iterations=100, lb=-10, ub=10):
    rows, cols = grid_size
```

```
num_cells = rows * cols

# 1. Initialize grid with random values
X = np.random.uniform(lb, ub, size=(rows, cols))

# Evaluate fitness
fitness = f(X)

# Track best global solution
best_value = np.min(fitness)
best_pos = np.unravel_index(np.argmin(fitness), fitness.shape)
best_solution = X[best_pos]

# Neighborhood offsets for 3x3 neighborhood
neighbors_offset = [(-1,-1), (-1,0), (-1,1),
                    (0,-1),  (0,0),  (0,1),
                    (1,-1),  (1,0),  (1,1)]

for iteration in range(max_iterations):
    X_new = np.copy(X)

    # 4. Update each cell in parallel logic
    for i in range(rows):
        for j in range(cols):
            # Collect neighbors
            neighbor_values = []
            for dx, dy in neighbors_offset:
                ni, nj = i + dx, j + dy
                if 0 <= ni < rows and 0 <= nj < cols:
                    neighbor_values.append((X[ni, nj], fitness[ni, nj]))

            # Get best neighbor (minimum fitness)
            best_neighbor_value, _ = min(neighbor_values, key=lambda x: x[1])

            # Update rule: average
            X_new[i, j] = (X[i, j] + best_neighbor_value) / 2

    # Boundary enforcement
    X_new = np.clip(X_new, lb, ub)

    # Replace old values
    X = X_new

    # Recalculate fitness
    fitness = f(X)

    # Update global best
```

```
        current_best = np.min(fitness)
        if current_best < best_value:
            best_value = current_best
            best_pos = np.unravel_index(np.argmin(fitness), fitness.shape)
            best_solution = X[best_pos]

    return best_solution, best_value


# ----------------------------------------------------------------------
# Example: Optimize Sphere Function f(x) = x^2
# ----------------------------------------------------------------------

def sphere_function(x):
    return x**2  # works element-wise

best_x, best_val = parallel_cellular_algorithm(
    f=sphere_function,
    grid_size=(10, 10),
    max_iterations=100,
    lb=-5,
    ub=5
)

print("Best solution:", best_x)
print("Best function value:", best_val)
```

Output:

```
Best solution: 1.2070897075571l2e-39
Best function value: 1.4570655620903142e-78
```