

Binary Genetic Algorithm

11/03/2023

$$\min f(x) = \sum_{i=1}^n x_i \quad x_i \in \{0, 1\} \quad i = 1, 2, 3, \dots, n \quad \left. \vphantom{\sum_{i=1}^n} \right\} \begin{array}{l} \text{Min One} \\ \text{Problem} \end{array}$$

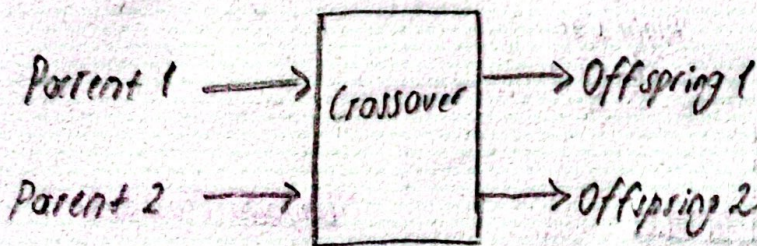
Solution to this problem $x_i^* = 0$

Genetic Algorithm

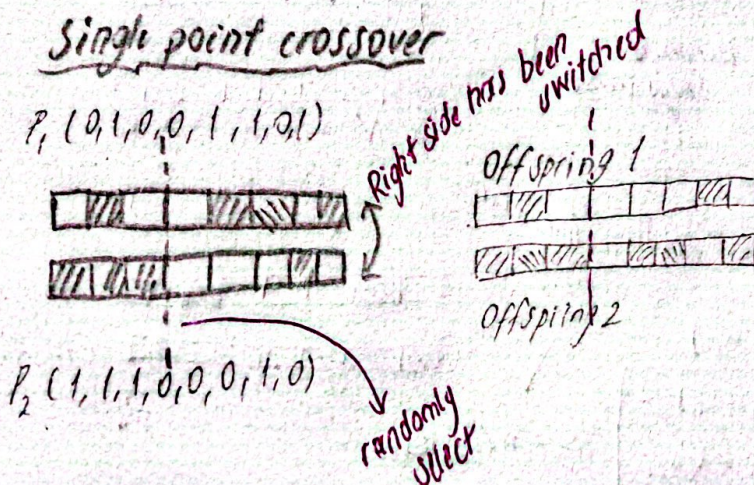
- 1) Initialization
- 2) Select parents & Crossover
- 3) Mutate Offsprings
- 4) Merge main population and offsprings
- 5) Evaluate, Sort & Select
- 6) Go to step 2, if it is needed

Crossover

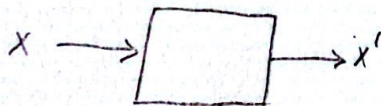
At each crossover operation,
of offsprings should be an even number.



Single point crossover



Mutation



If you want you can increase the mutation rate!

$$x = (x_1, x_2, \dots, x_n)$$

$$x_i \in \{0, 1\} \quad j \in \{1, 2, \dots, n\}$$

Random index

$$x' = (x'_1, x'_2, \dots, x'_n)$$

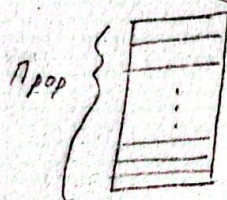
$$x'_i = \begin{cases} x_i & i \neq j \\ 1 - x_i & i = j \end{cases}$$

Choose according to the problem

Parent Selection

1) Random Selection

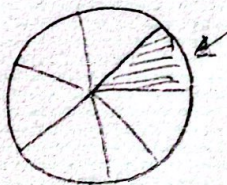
$$k \in \{1, 2, 3, \dots, n_{pop}\}$$



same probability for every member

2) Tournament Selection

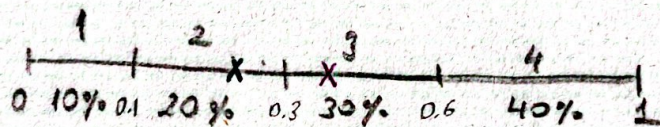
3) Roulette Wheel Selection



The better the individual

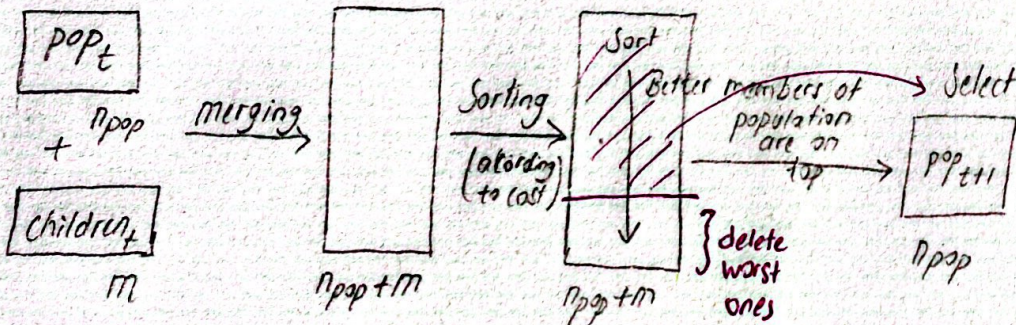
$$\begin{array}{ll} p_1 = 0.1 & c_1 = 0.1 \times 0.32 \\ p_2 = 0.2 & c_2 = 0.3 \times 0.32 \\ p_3 = 0.3 & c_3 = 0.6 \times 0.32 \\ p_4 = 0.4 & c_4 = 0.1 \times 0.32 \end{array}$$

Selection chance



rand \rightarrow 0.36

rand \rightarrow 0.22



If cost values of each member is,

Selection probabilities

$$\sum_i \pi_i = 1 \quad \pi_i \propto e^{-\frac{\beta c_i}{\sum_i c_i}}$$

$$\begin{array}{ll} c_1 & \rightarrow \pi_1 \\ c_2 & \rightarrow \pi_2 \\ c_3 & \rightarrow \pi_3 \\ \vdots & \\ c_n & \rightarrow \pi_n \end{array}$$

$$c_i \leq c_j \iff \pi_i \geq \pi_j$$

$$\pi_i \propto e^{-\beta c_i}$$

if $\beta = 0$ then $\pi_i = \frac{1}{n}$ / if $\beta \rightarrow \infty$ $\pi_i = \begin{cases} 1 & i = \text{best} \\ 0 & \text{otherwise} \end{cases}$

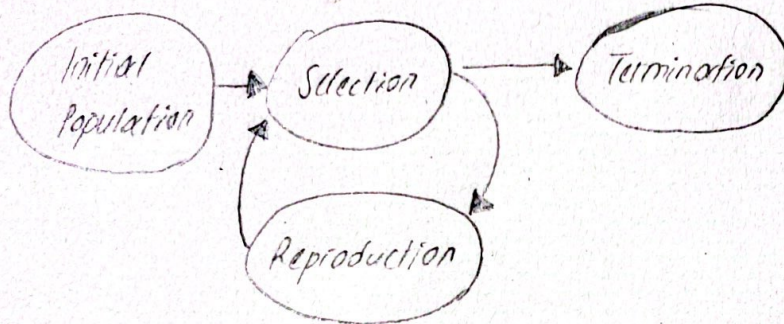
Genetic Algorithms (Evolutionary Algorithms)

* Solve optimization problems

$$\min f(x)$$

$$x^*$$

$$x = (x_1, x_2, \dots, x_n) \in \mathbb{R}^n$$



1) Initialization

2) Select parents & Crossover

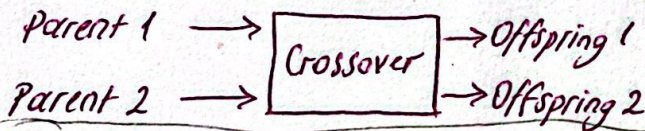
3) Mutation Offsprings

4) Merge main population and offsprings

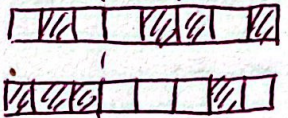
5) Evaluate, sort, select

6) Go to step 2, if needed

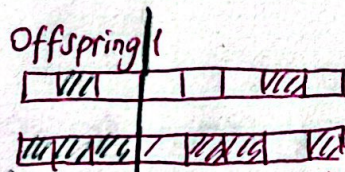
Crossover



$$P_1 = (0, 1, 0, 0, 1, 1, 0, 1)$$



$$P_2 = (1, 1, 1, 0, 0, 0, 1, 0)$$



Offspring 2

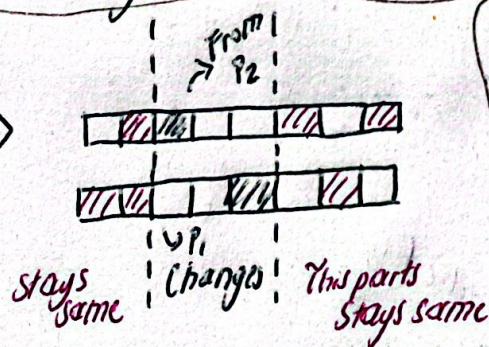
Left side stays same

Right side is changed

Single Point Crossover
(Single Cutting Point)

Apply Double Point Crossover

two cutting points selected randomly



Write as mathematical eqns.

$$\begin{aligned} X_1 &= (x_{11}, x_{12}, x_{13}, \dots, x_{1n}) \\ X_2 &= (x_{21}, x_{22}, x_{23}, \dots, x_{2n}) \end{aligned} \quad \text{parents}$$

$$\alpha = (\alpha_1, \dots, \alpha_n)$$

$$\begin{aligned} Y_1 &= (y_{11}, y_{12}, \dots, y_{1n}) \\ Y_2 &= (y_{21}, y_{22}, \dots, y_{2n}) \end{aligned}$$

$$\begin{aligned} y_{1i} &= \alpha_i x_{1i} + (1 - \alpha_i) x_{2i} \\ y_{2i} &= (1 - \alpha_i) x_{1i} + \alpha_i x_{2i} \end{aligned}$$

Uniform Crossover

Uniform Crossover

