YILDIZ TEKNİK ÜNİVERSİTESİ

BİLGİSAYAR MÜHENDİSLİĞİ YAPAY ZEKA DERSİ 1. ÖDEVİ

KONU: GENETİK ALGORİTMA İLE RESİM ÇİZİMİ

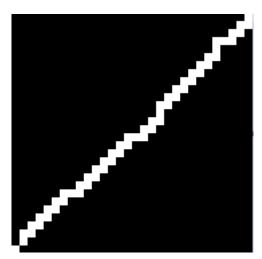
ÖĞRENCİ:

NUMARA: 18011079

AD - SOYAD : BATUHAN AHMET AYDEMİR

Grafiklerdeki mavi en iyileri, turuncu ortalamayı temsil eder. Resimler basitten zora doğru gitmektedir.

1-) İstenen çıktı:

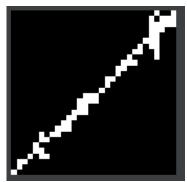


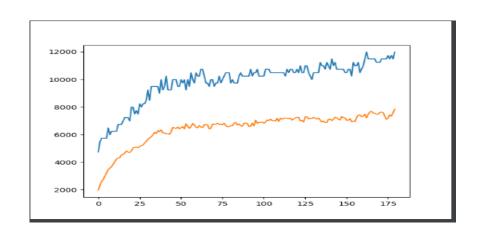
Jenerasyon: 180 Popülasyon: 240

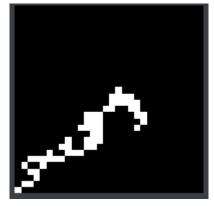
Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 1.5

Fitness fonksiyonu: fitness_function1

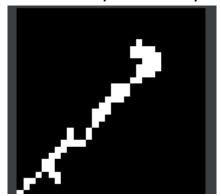
Bulunan en iyi çözüm: 162. Adımda



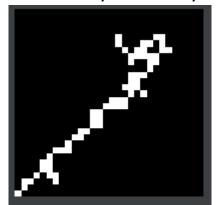


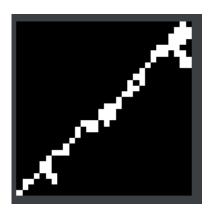


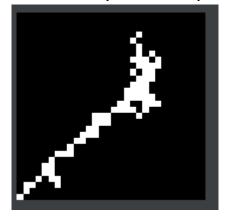
• 20. Jenerasyonun en iyisi



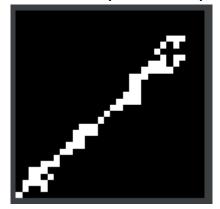
• 40. Jenerasyonun en iyisi



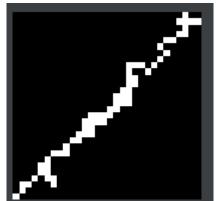


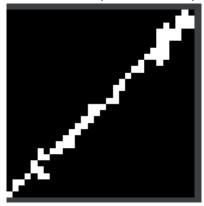


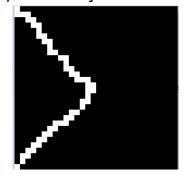
• 100. Jenerasyonun en iyisi



• 140. Jenerasyonun en iyisi





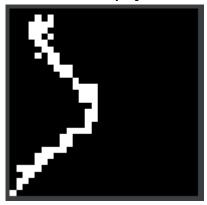


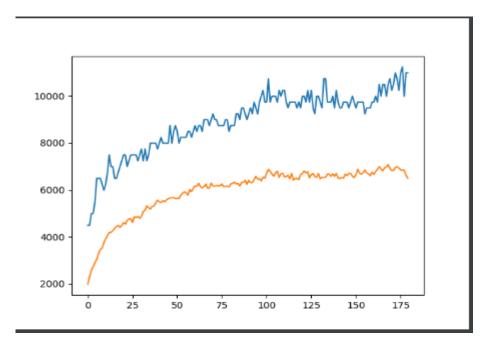
Jenerasyon: 180 Popülasyon: 240

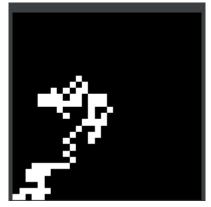
Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 1.5

Fitness fonksiyonu: fitness_function1

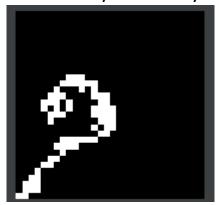
Bulunan en iyi çözüm: 176. Adımda



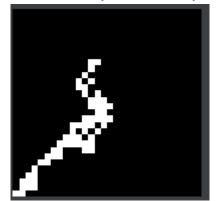


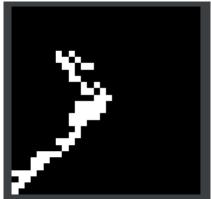


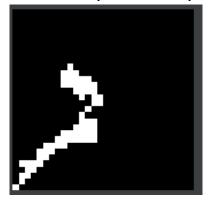
• 20. Jenerasyonun en iyisi



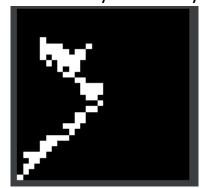
• 40. Jenerasyonun en iyisi



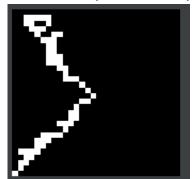


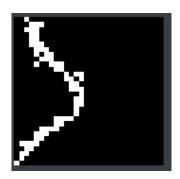


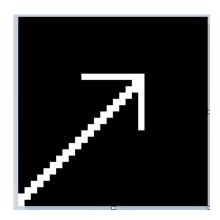
• 100. Jenerasyonun en iyisi



• 140. Jenerasyonun en iyisi





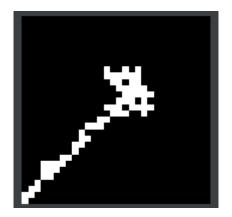


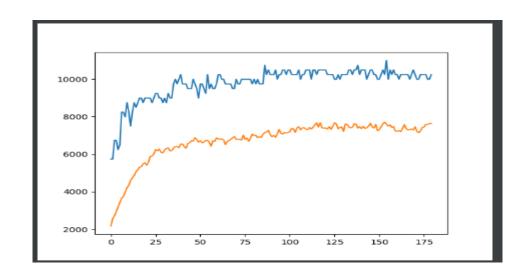
Jenerasyon: 180 Popülasyon: 240

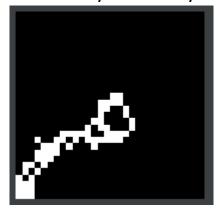
Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 1.5

Fitness fonksiyonu: fitness_function1

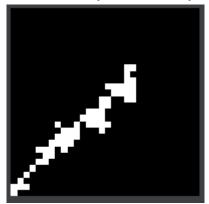
Bulunan en iyi çözüm: 162. Adımda



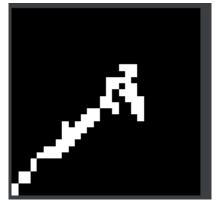


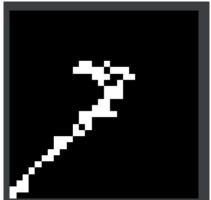


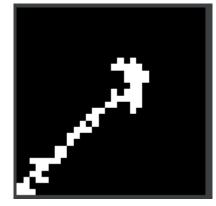
• 20. Jenerasyonun en iyisi



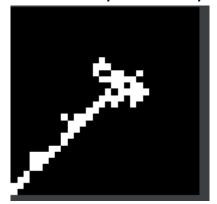
• 40. Jenerasyonun en iyisi



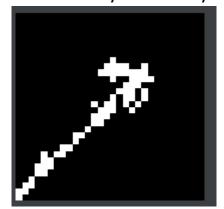


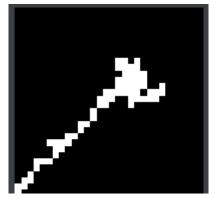


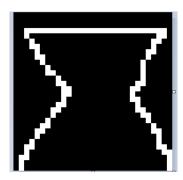
• 100. Jenerasyonun en iyisi



• 133. Jenerasyonun en iyisi





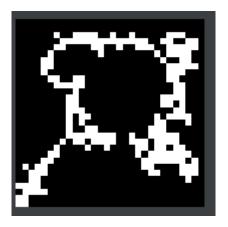


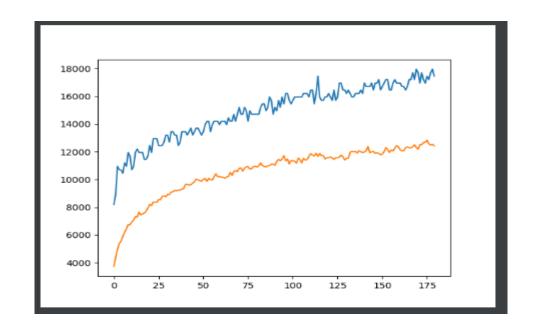
Jenerasyon: 180 Popülasyon: 240

Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 3

Fitness fonksiyonu: fitness_function1

Bulunan en iyi çözüm: 169. Adımda



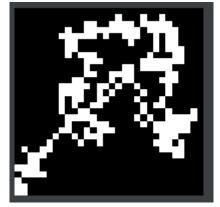


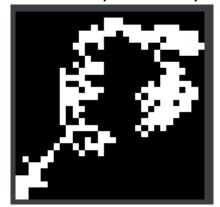


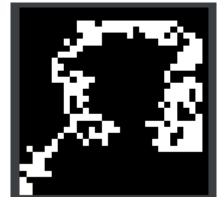
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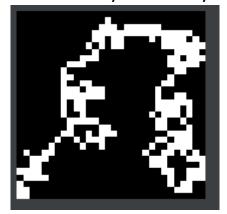
• 40. Jenerasyonun en iyisi



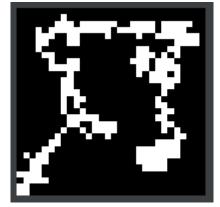




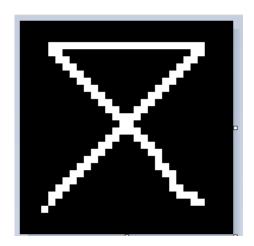
• 100. Jenerasyonun en iyisi



• 140. Jenerasyonun en iyisi



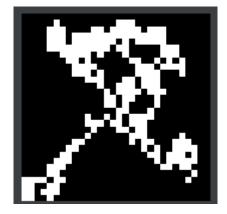


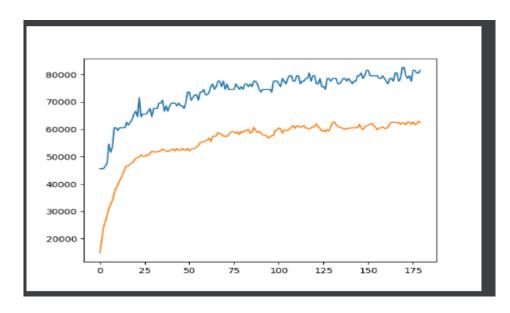


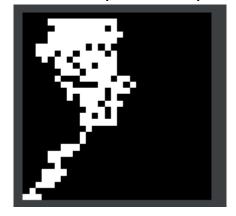
Jenerasyon: 180 Popülasyon: 240

Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 3 Fitness fonksiyonu: fitness_function2(kötümser olan)

Bulunan en iyi çözüm: 169. Adımda







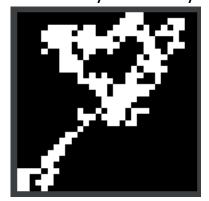
• 20. Jenerasyonun en iyisi



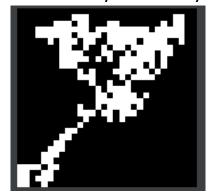
• 40. Jenerasyonun en iyisi



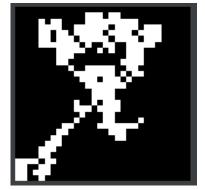


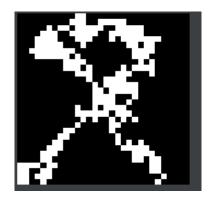


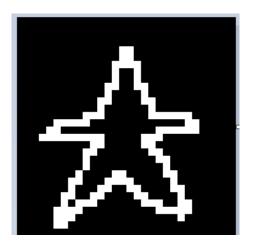
• 100. Jenerasyonun en iyisi



• 133. Jenerasyonun en iyisi



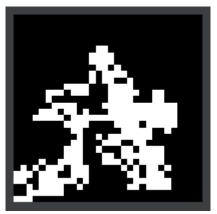


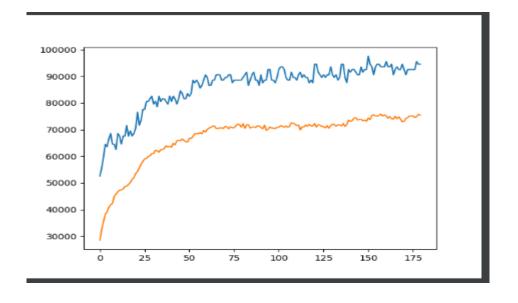


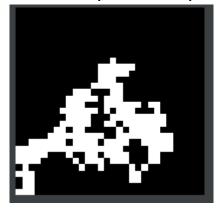
Jenerasyon: 180 Popülasyon: 240

Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 3 Fitness fonksiyonu: fitness_function2(kötümser olan)

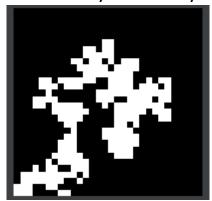
Bulunan en iyi çözüm: 150. Adımda





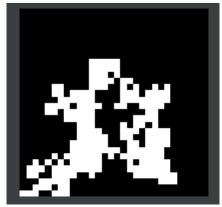


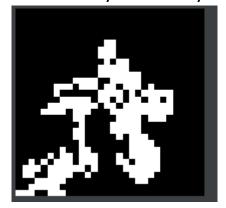
• 20. Jenerasyonun en iyisi



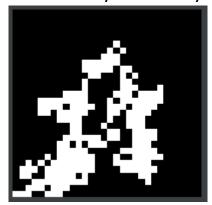
• 40. Jenerasyonun en iyisi





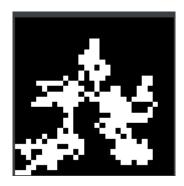


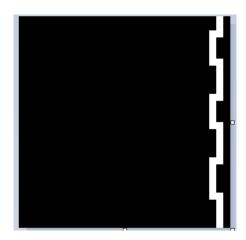
• 100. Jenerasyonun en iyisi



• 145. Jenerasyonun en iyisi







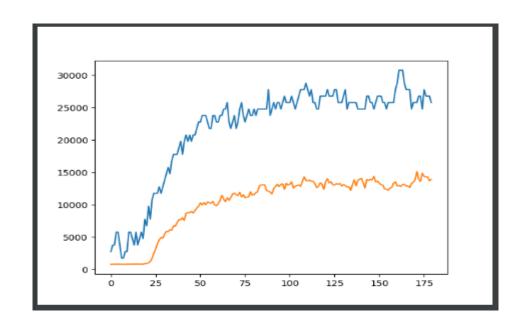
Jenerasyon: 180 Popülasyon: 240

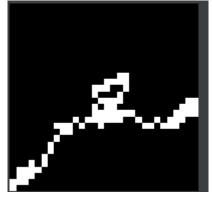
Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 3

Fitness fonksiyonu: fitness_function2

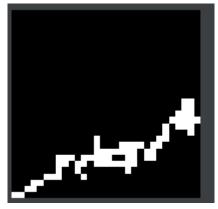
Bulunan en iyi çözüm: 163. Adımda



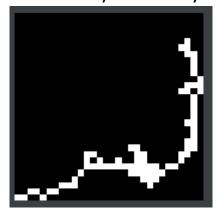


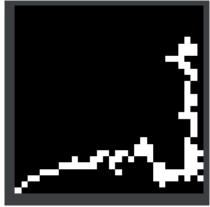


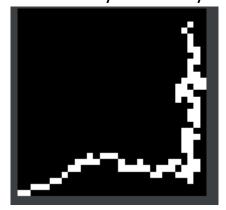
• 20. Jenerasyonun en iyisi



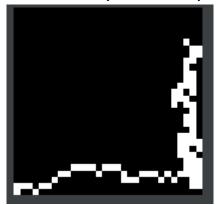
• 40. Jenerasyonun en iyisi



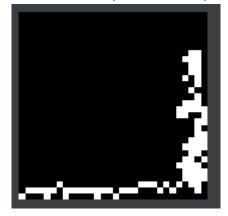


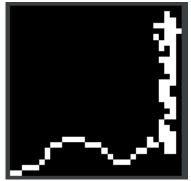


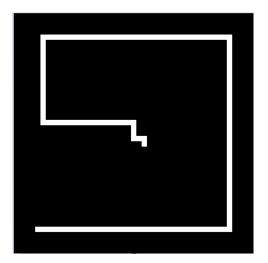
• 100. Jenerasyonun en iyisi



• 133. Jenerasyonun en iyisi







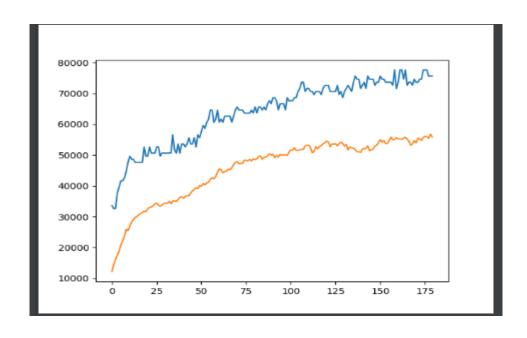
Jenerasyon: 180 Popülasyon: 300

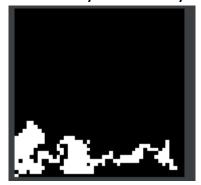
Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 3

Fitness fonksiyonu: fitness_function2

Bulunan en iyi çözüm: 169. Adımda







• 20. Jenerasyonun en iyisi



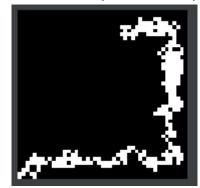
• 40. Jenerasyonun en iyisi







• 100. Jenerasyonun en iyisi



• 158. Jenerasyonun en iyisi







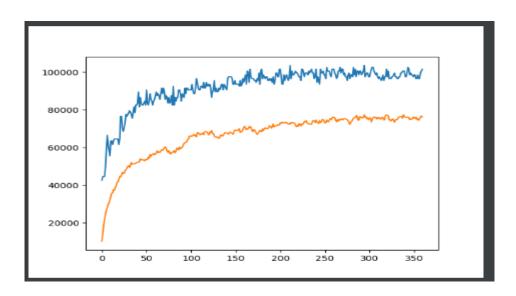
Jenerasyon: 360 Popülasyon: 360

Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 3

Fitness fonksiyonu: fitness_function2

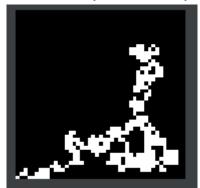
Bulunan en iyi çözüm: 294. Adımda







• 27. Jenerasyonun en iyisi



• 63. Jenerasyonun en iyisi







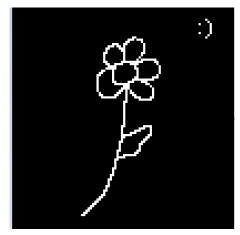
• 211. Jenerasyonun en iyisi



• 307. Jenerasyonun en iyisi







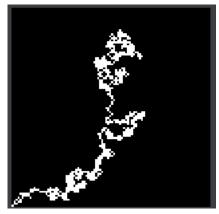
Resim boyutu: 100x100

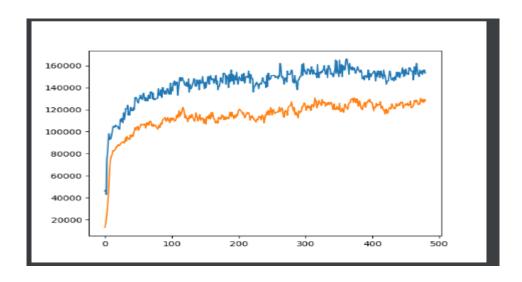
Jenerasyon: 480 Popülasyon: 60

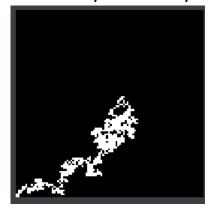
Gen uzunluğu: Çözümdeki beyaz karelerin sayısı * 3

Fitness fonksiyonu: fitness_function2

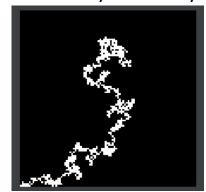
Bulunan en iyi çözüm: 169. Adımda



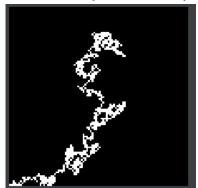


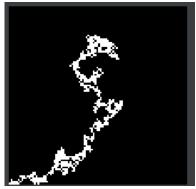


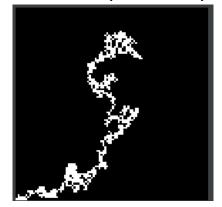
• 40. Jenerasyonun en iyisi



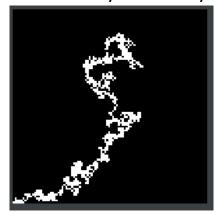
• 87. Jenerasyonun en iyisi



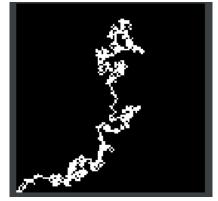


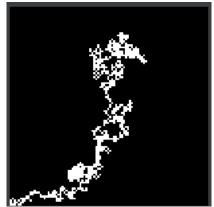


• 189. Jenerasyonun en iyisi



• 133. Jenerasyonun en iyisi





Yorumlar

Her resmin çizim şekli farklı olduğu için algoritmanın çözüm yolunu bulması şekle göre değişmektedir. Çözüm uzunluğu gerekenden fazla verilince resmin beyaz kareleri istendiği gibi boyanmaktadır fakat gereksiz şekilde siyah kareler de boyanmaktadır. Bu resmin anlaşılamamasına ve net olmamasına sebep olmaktadır. Çözüm uzunluğu gerekenden az olduğunda, çözümün başlangıç noktalarını bulabilmekte fakat detaylarını ve geri kalan çizgileri bulmakta zorlanmaktadır. Gen uzunluğunun verilmesi kanaatimce üzerine düşünmeye ve araştırmaya değer bir konudur. Eğer optimum gen uzunluğuna yakın değer verilmez ise popülasyon ve jenerasyonu artırmak zorunda kalıyoruz. Bu da brüte force yöntemine yakınsayarak genetik algoritma kullanmamızın amacını boşa çıkarmaktadır.

Detayı çok olmayan ve kolay çizilebilecek resimlerde popülasyondan daha çok jenerasyon sayısının önemi daha çoktur. Çünkü gidilebilecek yollar karmaşık ve fazla değildir. Yapılması gereken bulunan yolun mükemmelleştirilmesidir.

Karmaşık çizimlerde popülasyon büyüklüğünün önemi artmaktadır. Çözüm kümesinin ekseriyeti yerel minimum noktalarına takılırsa popülasyon büyüklüğü sayesinde oradan kurtulma olasılığının artması mümkün olabilmektedir.