

Exemplo

- Objetivo

1 1 1 1 1 1 1 1

Função

$$F = \sum_{l=1}^N G$$

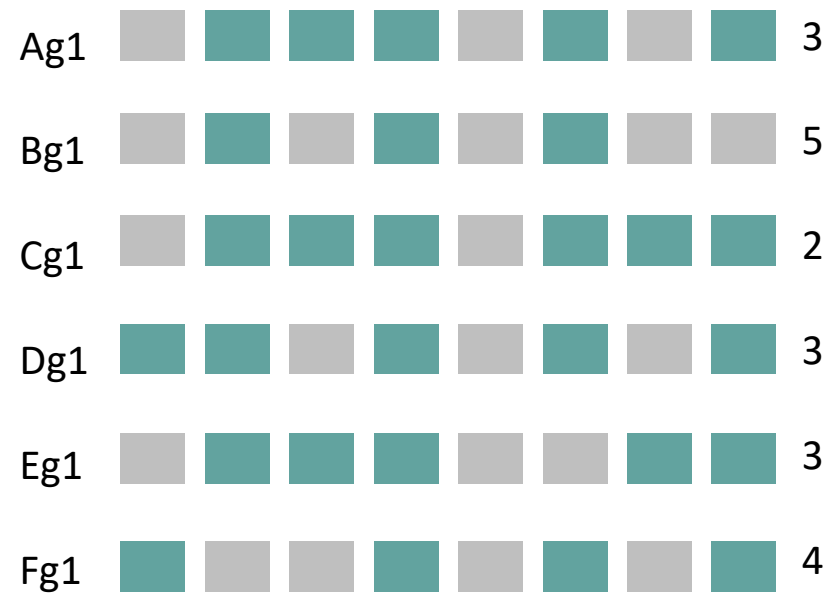


Inicialização

Ag1								
Bg1								
Cg1								
Dg1								
Eg1								
Fg1								



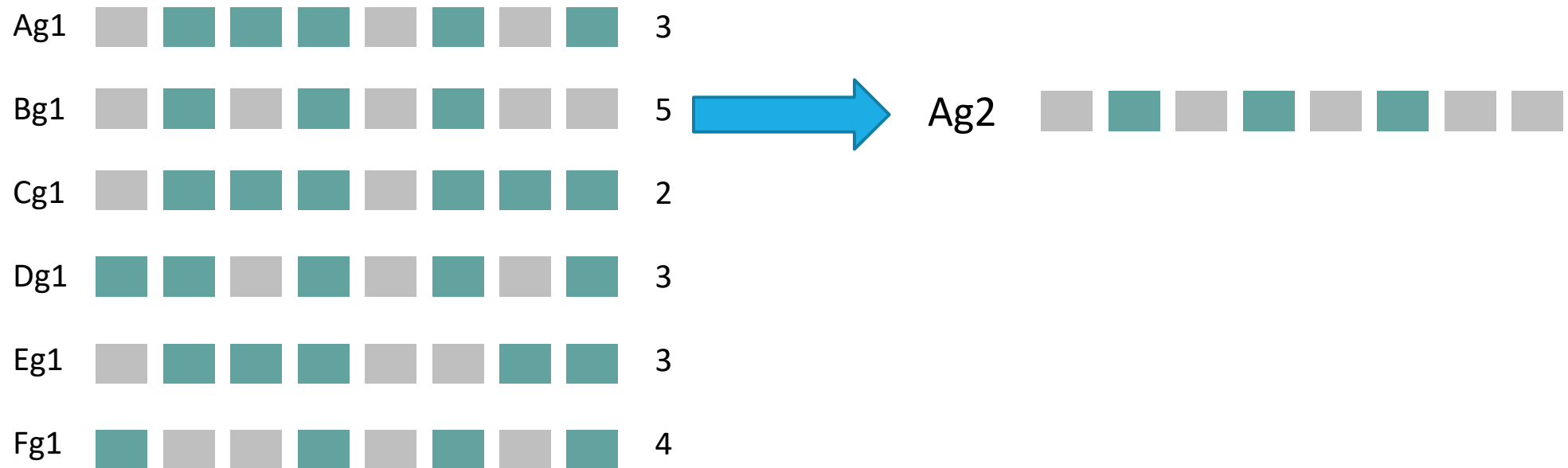
Mede a Adaptação



Adaptação = 20

















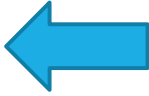

































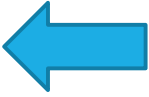


Elitismo



Crossover

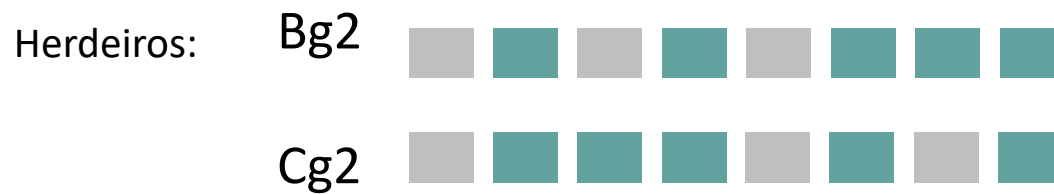
Roleta

Ag1									3	
Bg1									5	
Cg1									2	
Dg1									3	
Eg1									3	
Fg1									4	

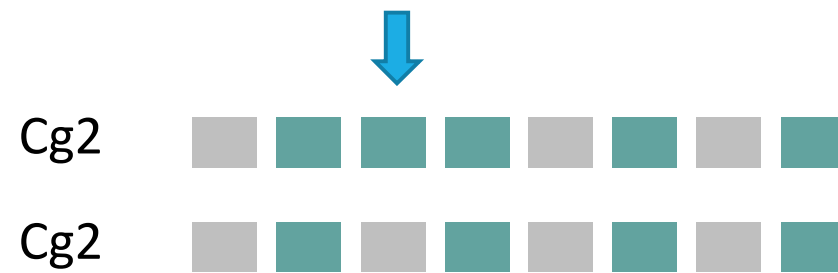


Crossover: ponto único

Bg1 x Cg1



Mutação



















































Crossover: ponto único

Bg1 x Fg1



Nova Geração

Ag2									5
Bg2									3
Cg2									4
Dg2									4
Eg2									4
Fg2									3

Adaptação = 23

Melhora: 15%

