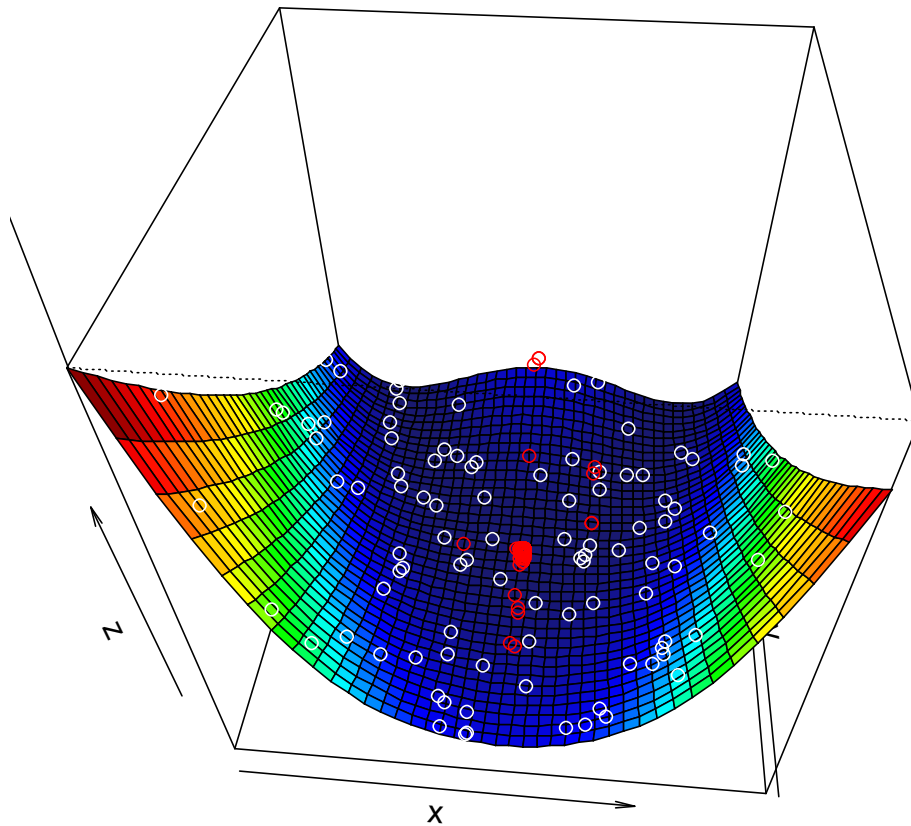


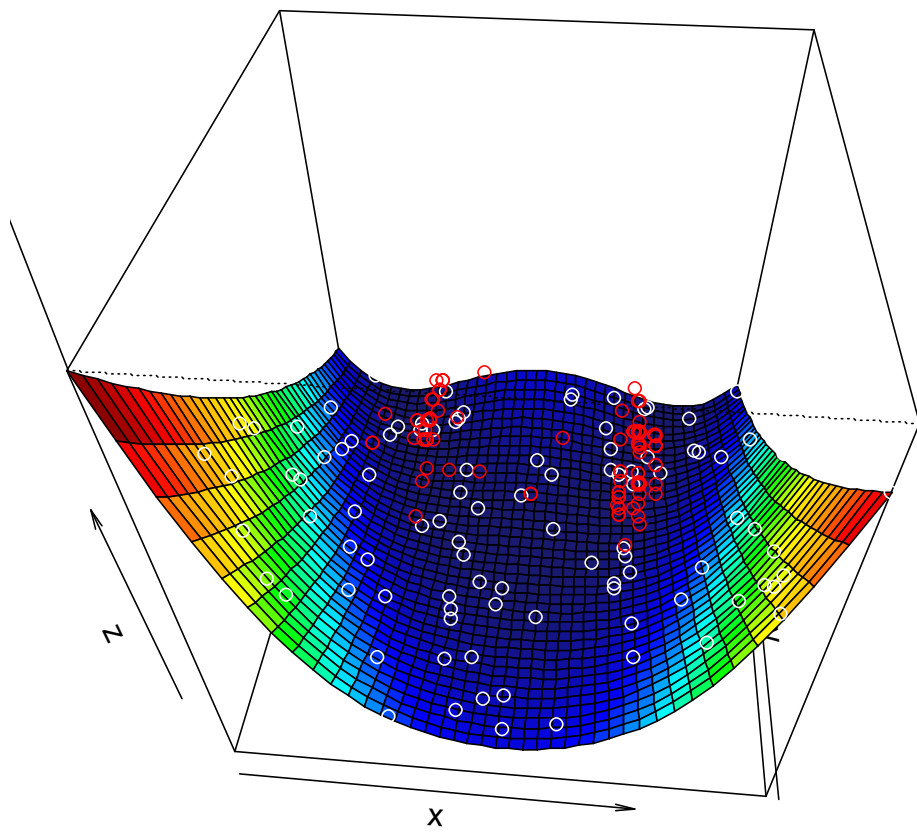
In the following examples white points represent points from initial population and red points represent chromosomes from Nrg population.

Function: RosenbrockValley; Nrg = 20

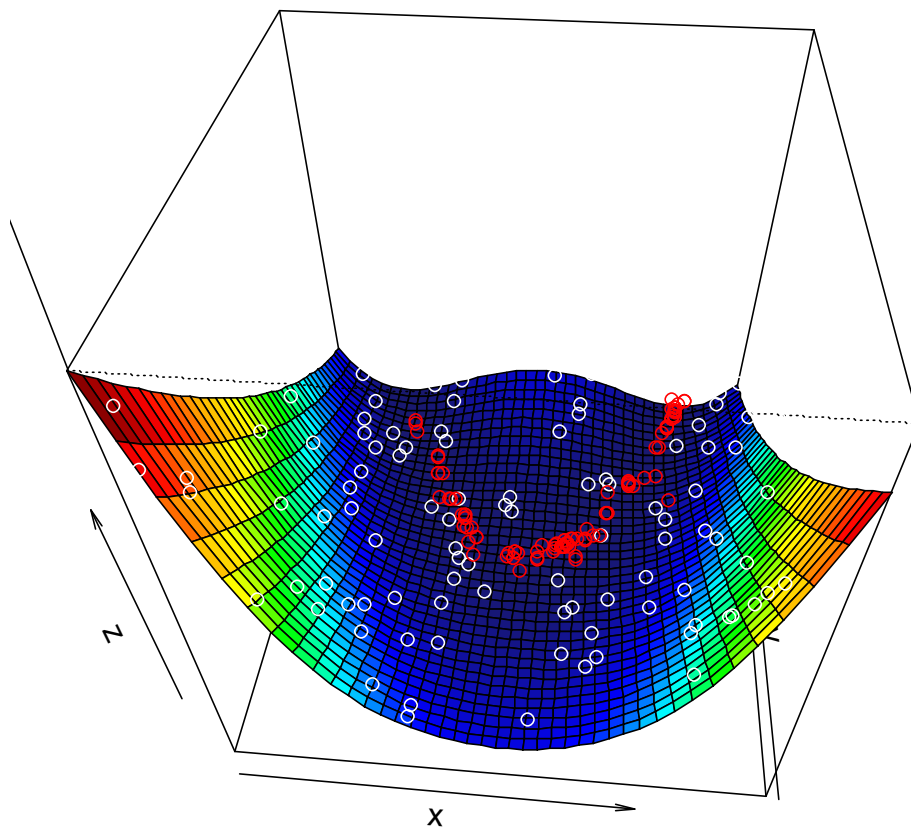
Alg = Clearing + FortuneWheelSelection



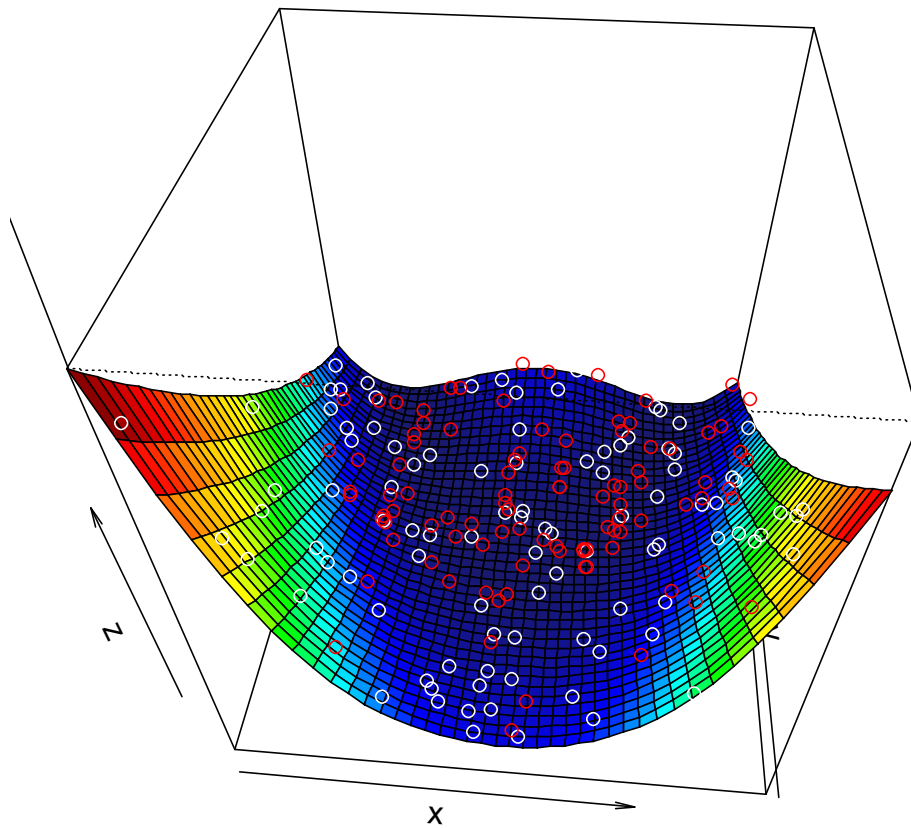
Alg = Clearing + TournamentSelection



Alg = Deterministic Crowding

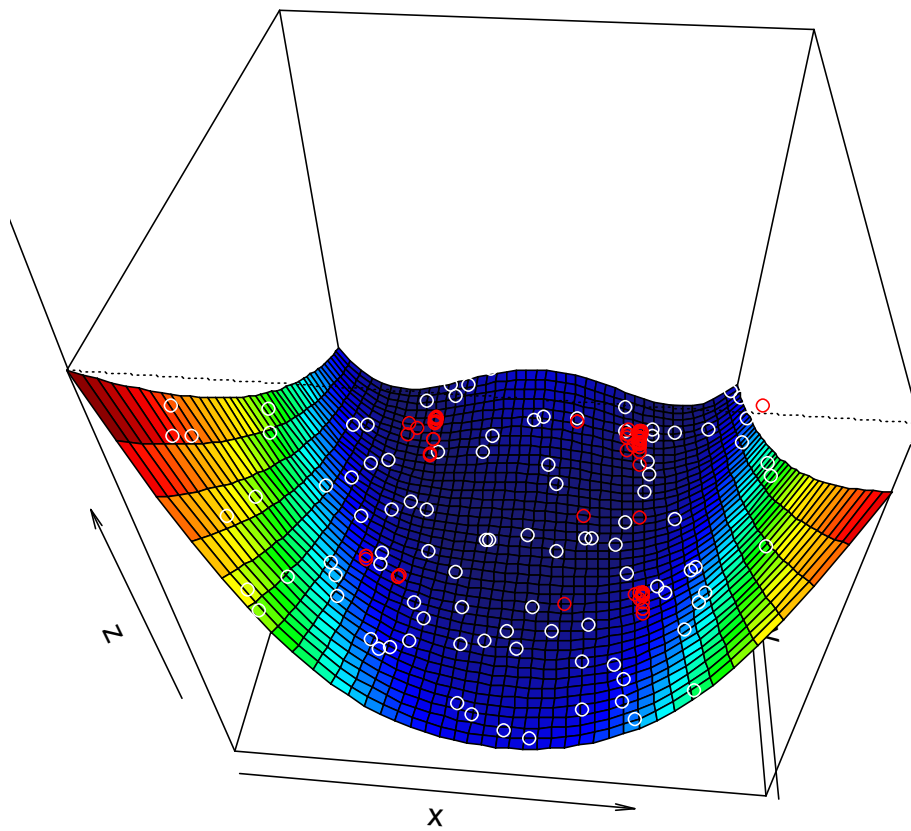


Alg = Probabilistic Crowding

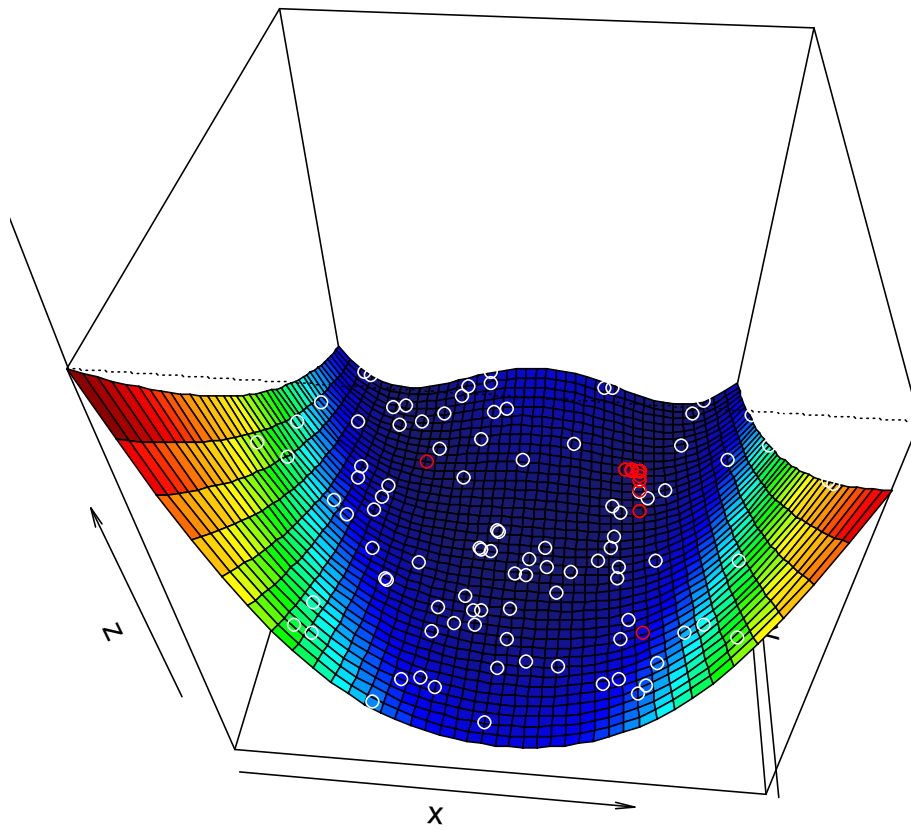


Function: RosenbrockValley; Nrg = 200

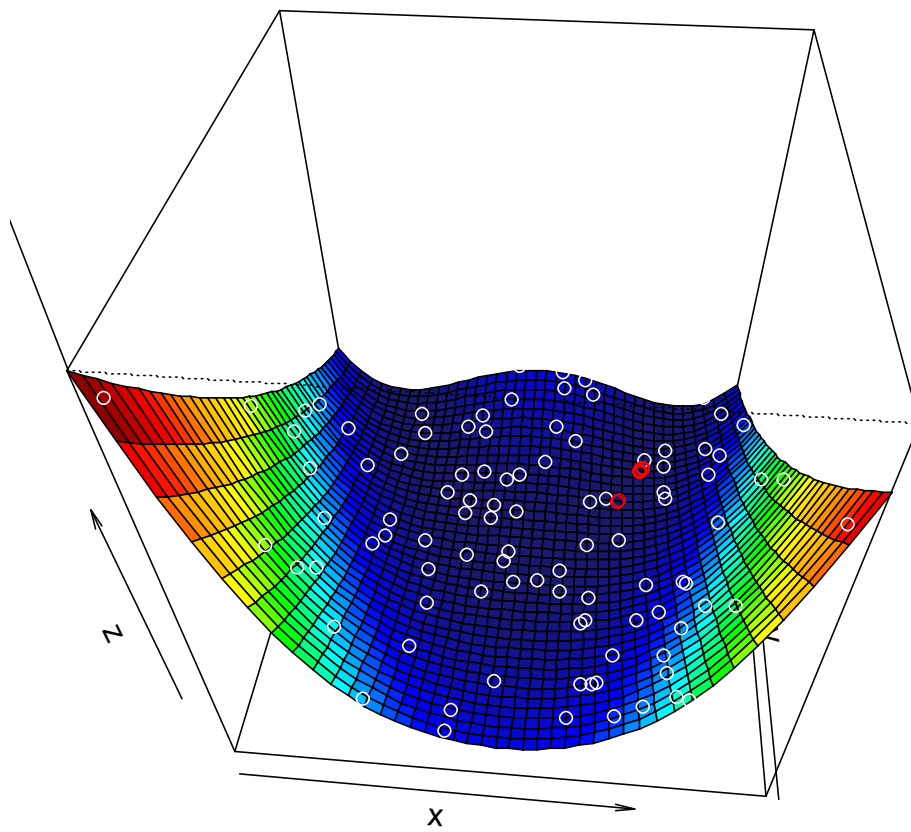
Alg = Clearing + FortuneWheelSelection



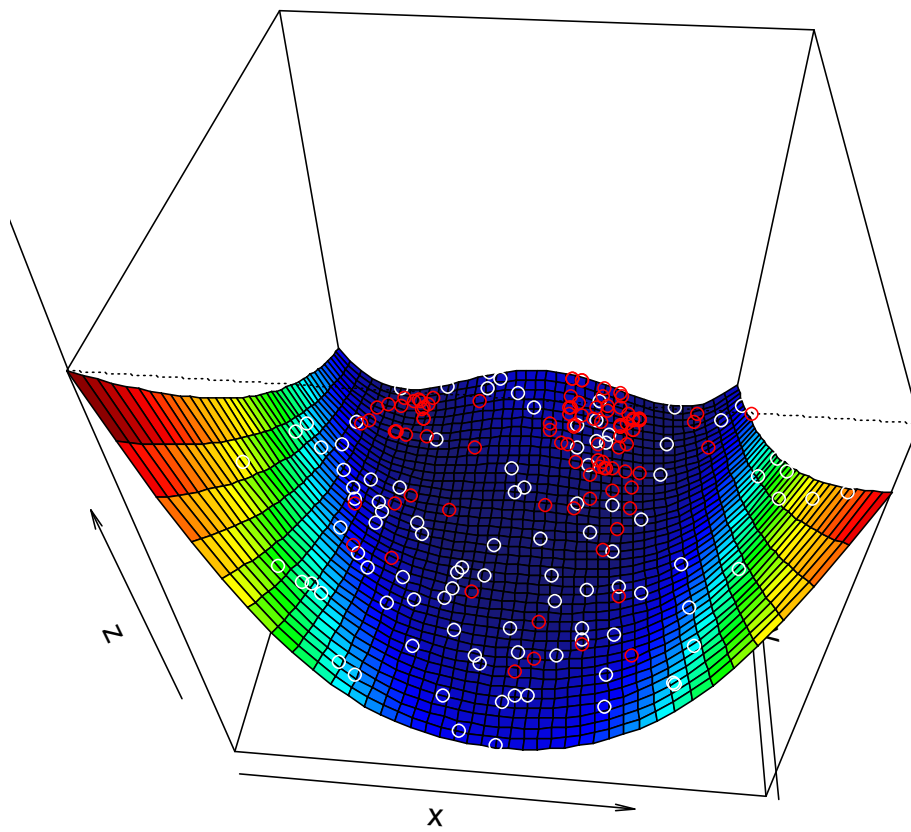
Alg = Clearing + TournamentSelection



Alg = Deterministic Crowding



Alg = Probabilistic Crowding

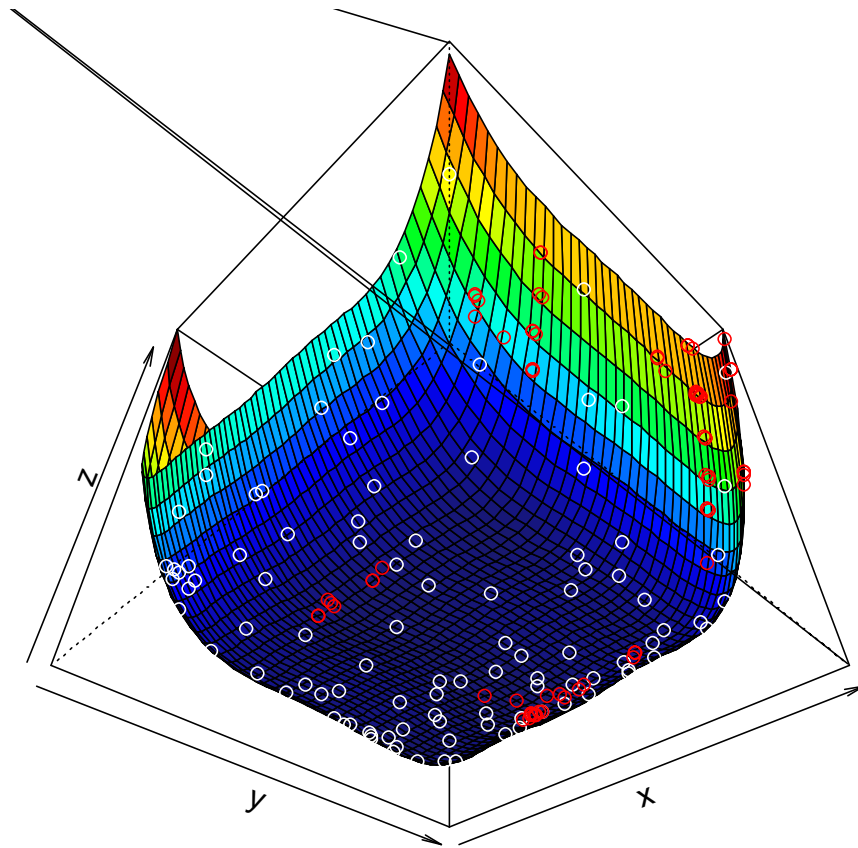




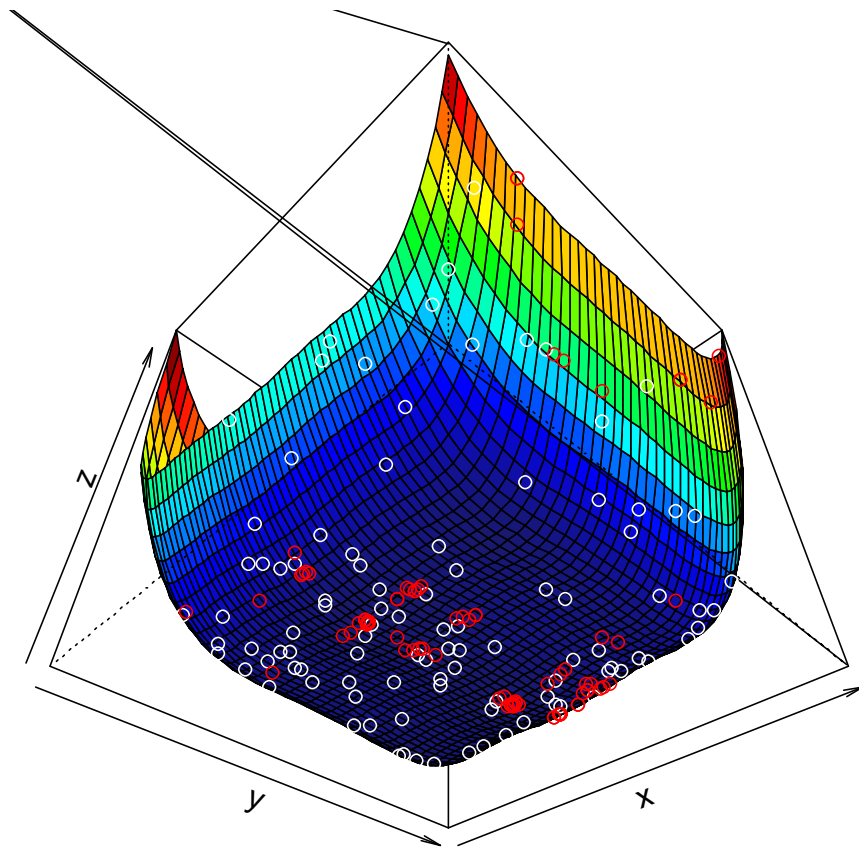
Further in order to reduce number of graphs I'll register for each function and algorithm different number of generations accordingly to the speed of algorithm convergence.

Function: Six-hump camel back;

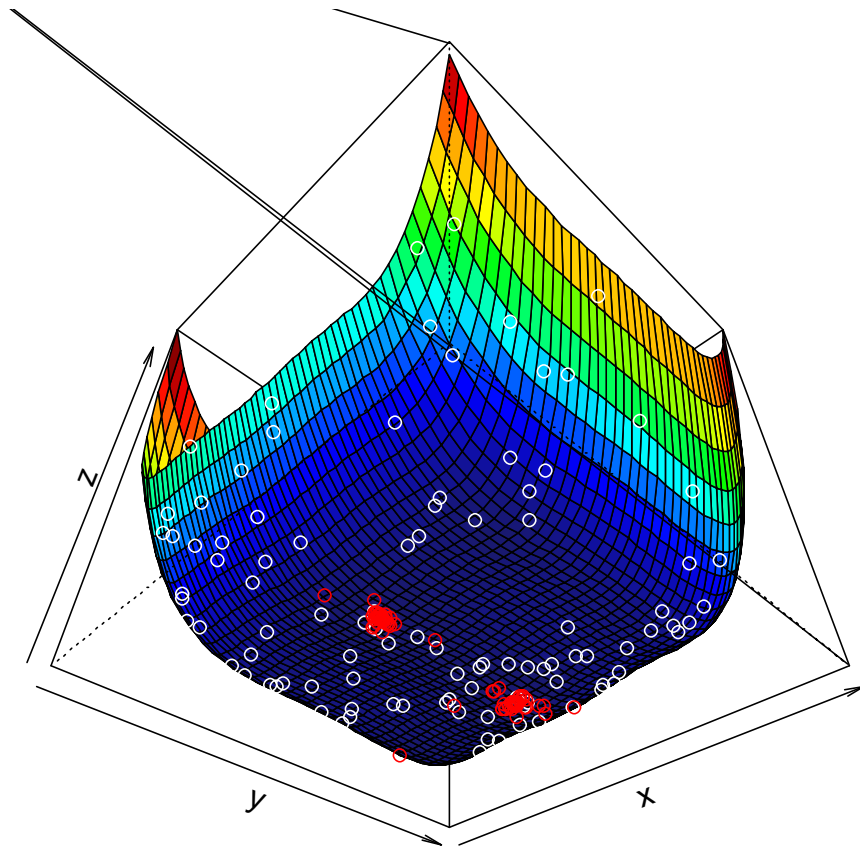
Alg = Clearing + FortuneWheel (nrg=100)



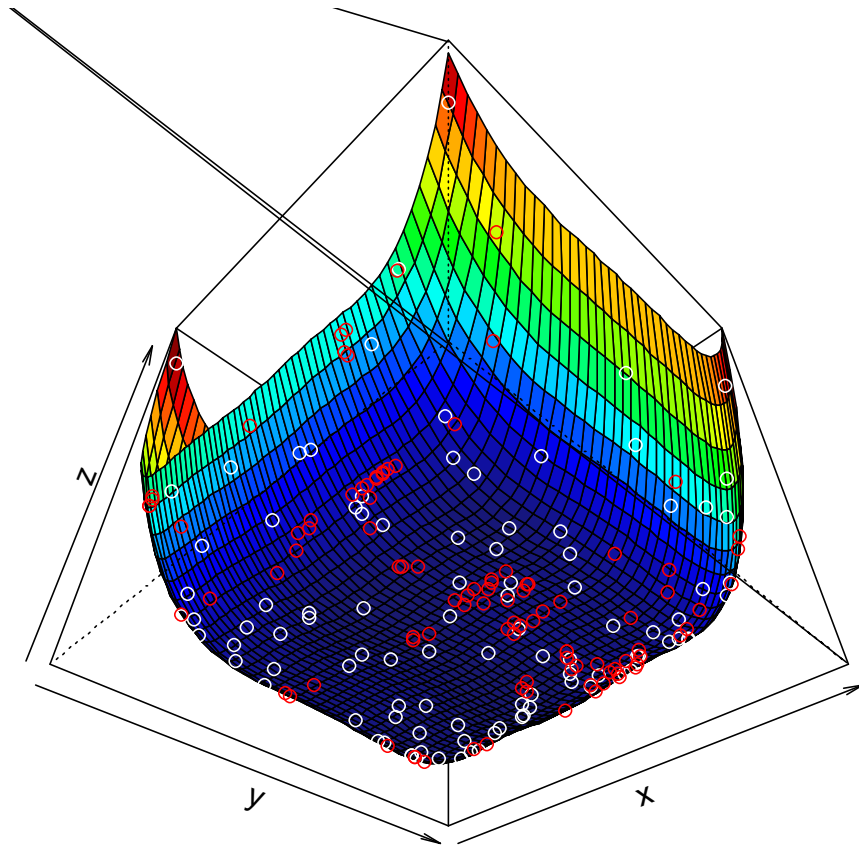
Alg = Clearing + Tournament (nrg=50)



Alg = Det. Crowding (nrg=20)

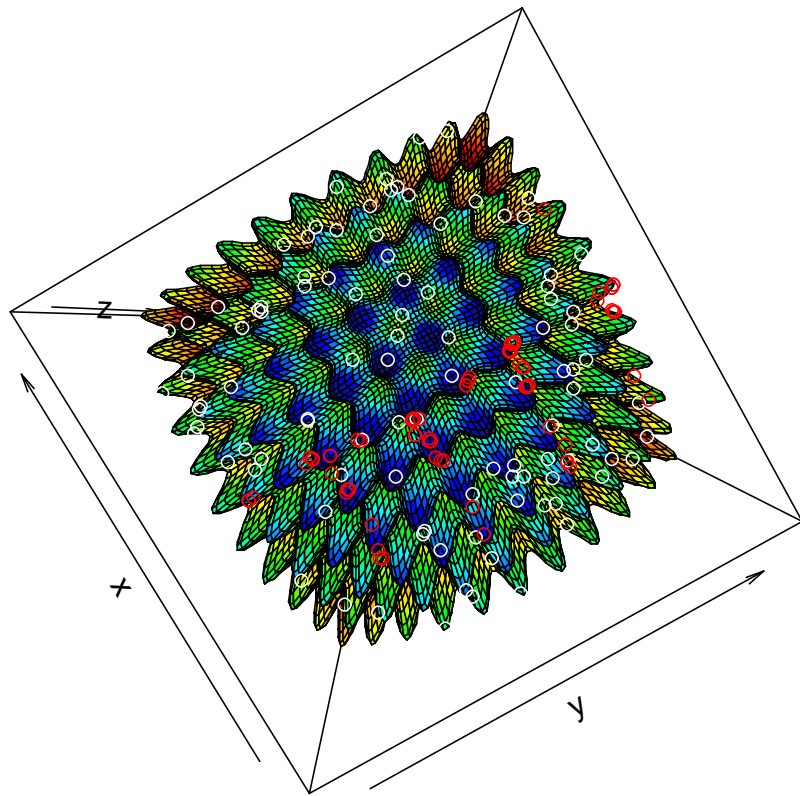


Alg = Prob. Crowding (nrg=200)

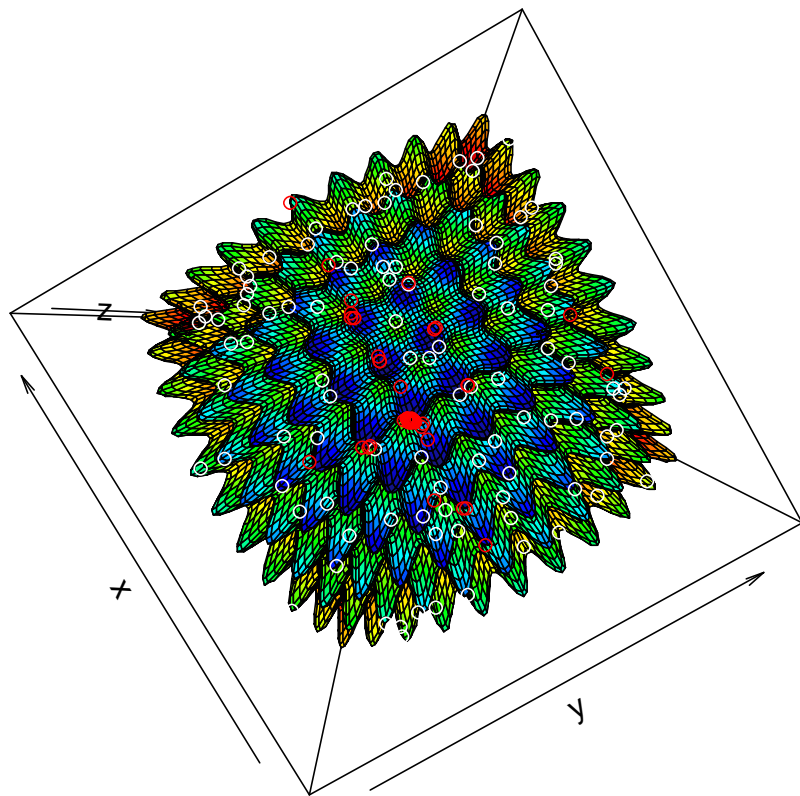


Function Rastrigin:

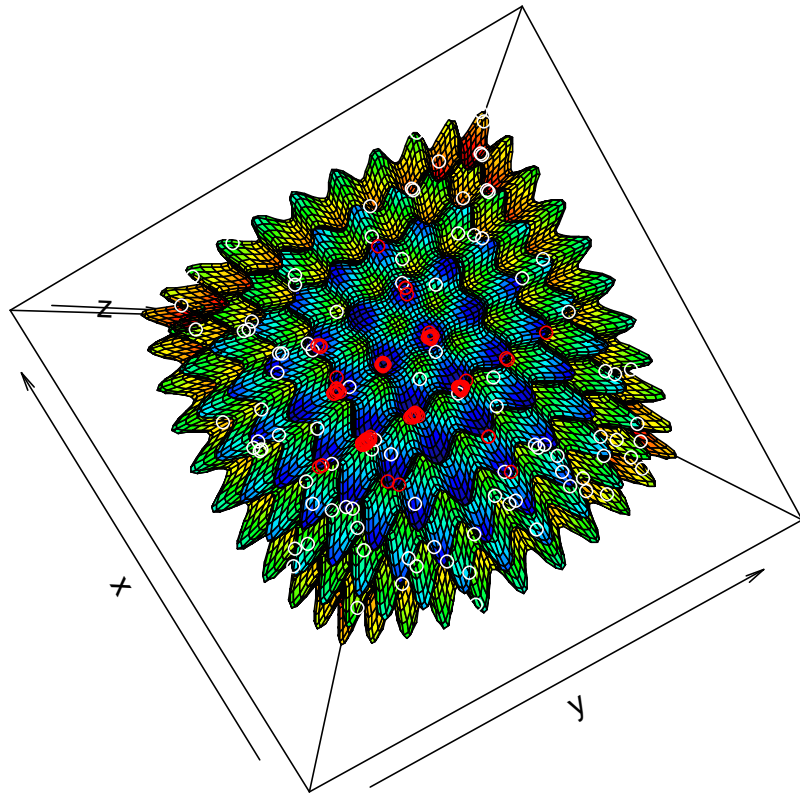
Alg= Clearing + FortuneWheel (nrg=200)



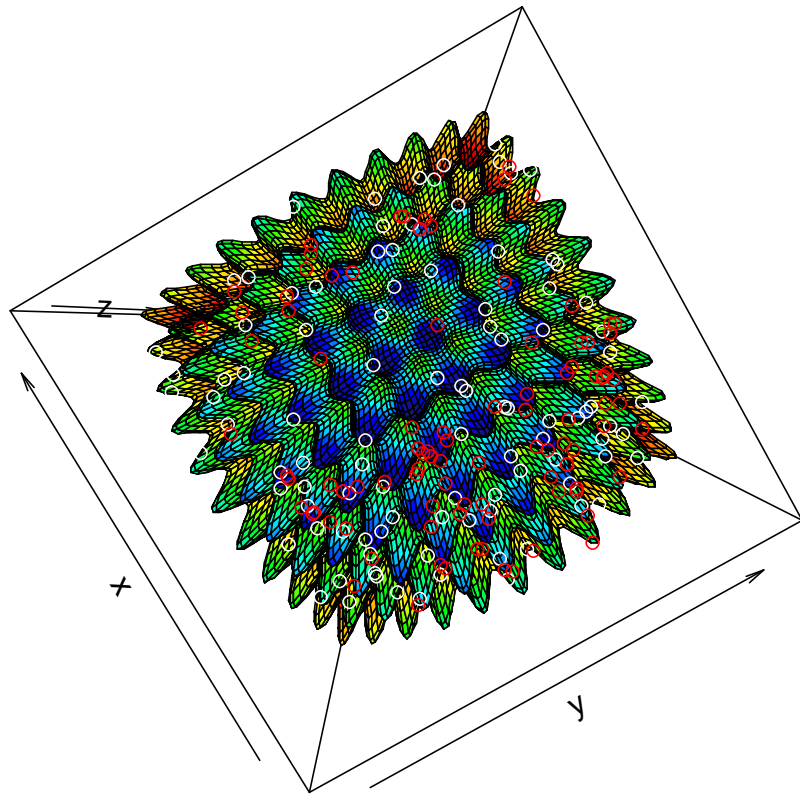
Alg= Clearing + Tournament (nrg=20)



Alg = Det. Crowding (nrg=20)



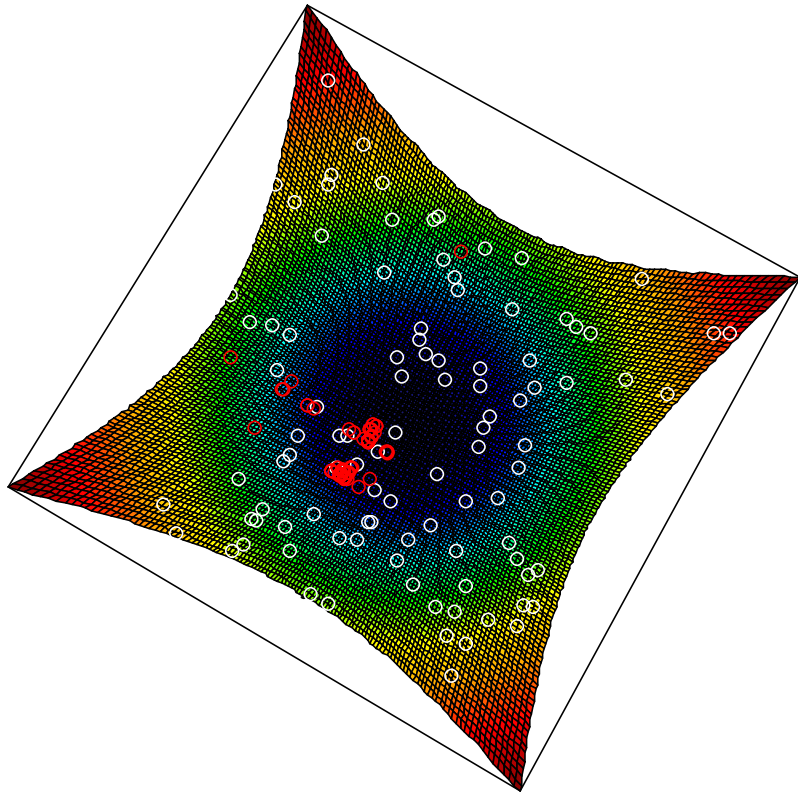
Alg = Prob. Crowding (nrg=200)



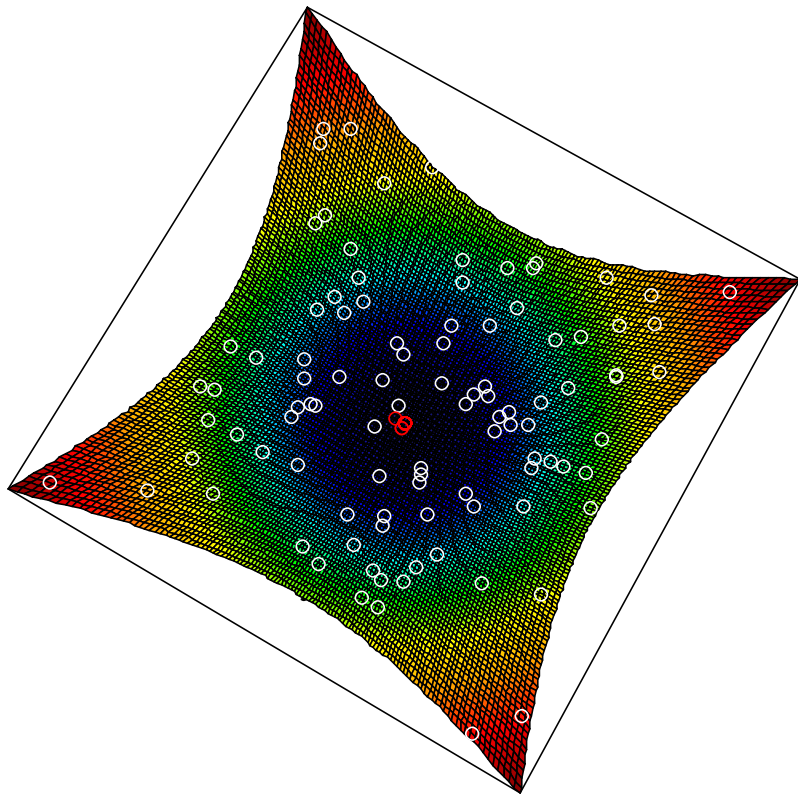


Function: Griewang

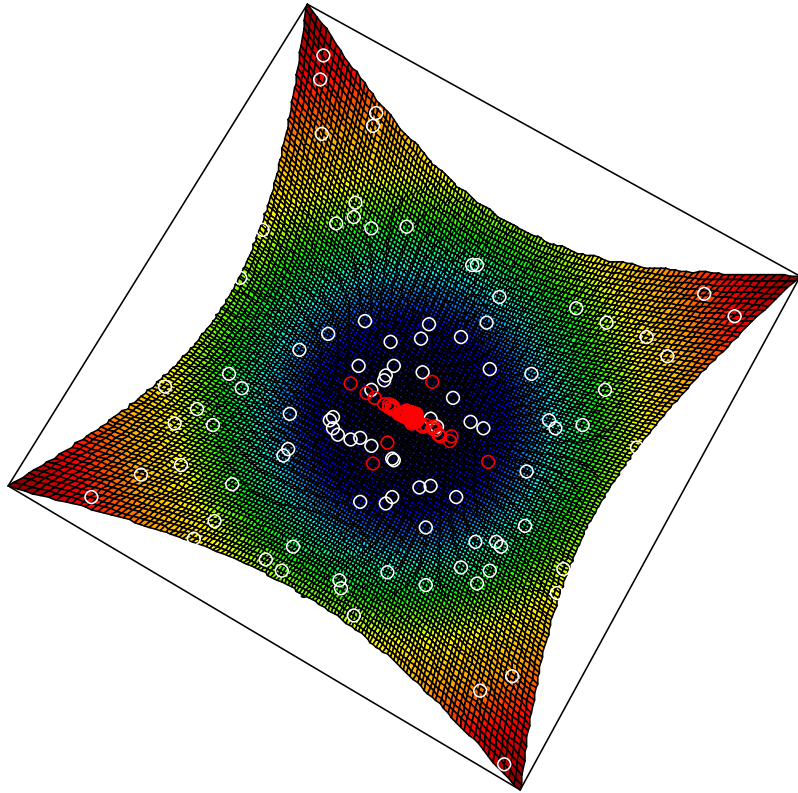
Alg = Clearing + FortuneWheel (nrg=200)



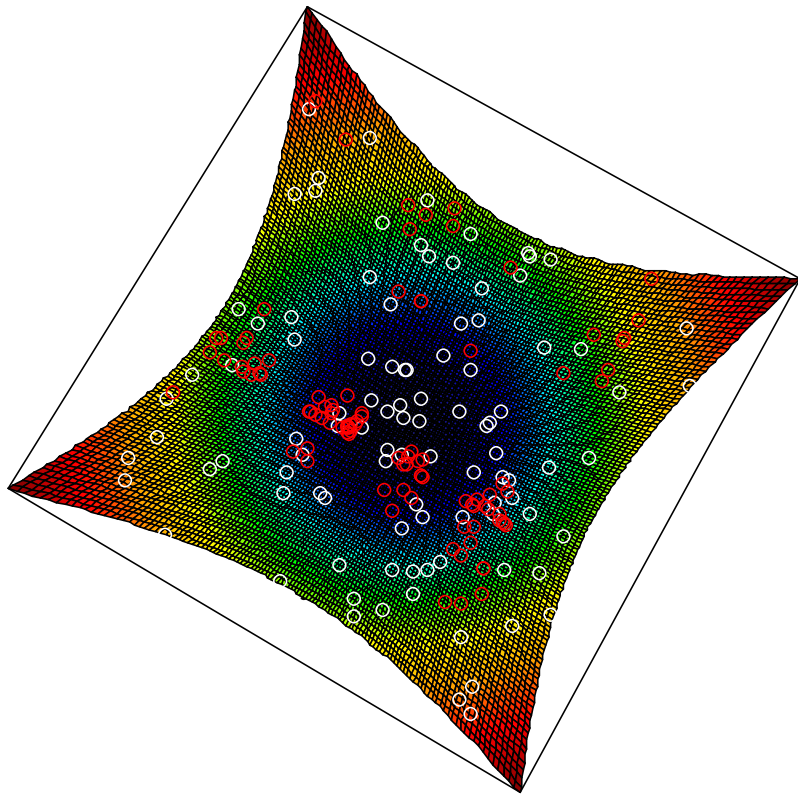
Alg = Clearing + Tournament (nrg=50)



Alg = Det. Crowding (nrg=20)



Alg = Prob. Crowding (nrg=200)



There is no need to draw histograms with points on X and Y axis as we can see clearly from images how points are distributed in space.