

# Primordial Soup

Genetic algorithms.

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# Introduction

- Why genetic algorithms?
- Chromosomes
- Populations
- When and where to use them
- Genetic Programming

# Chromosome

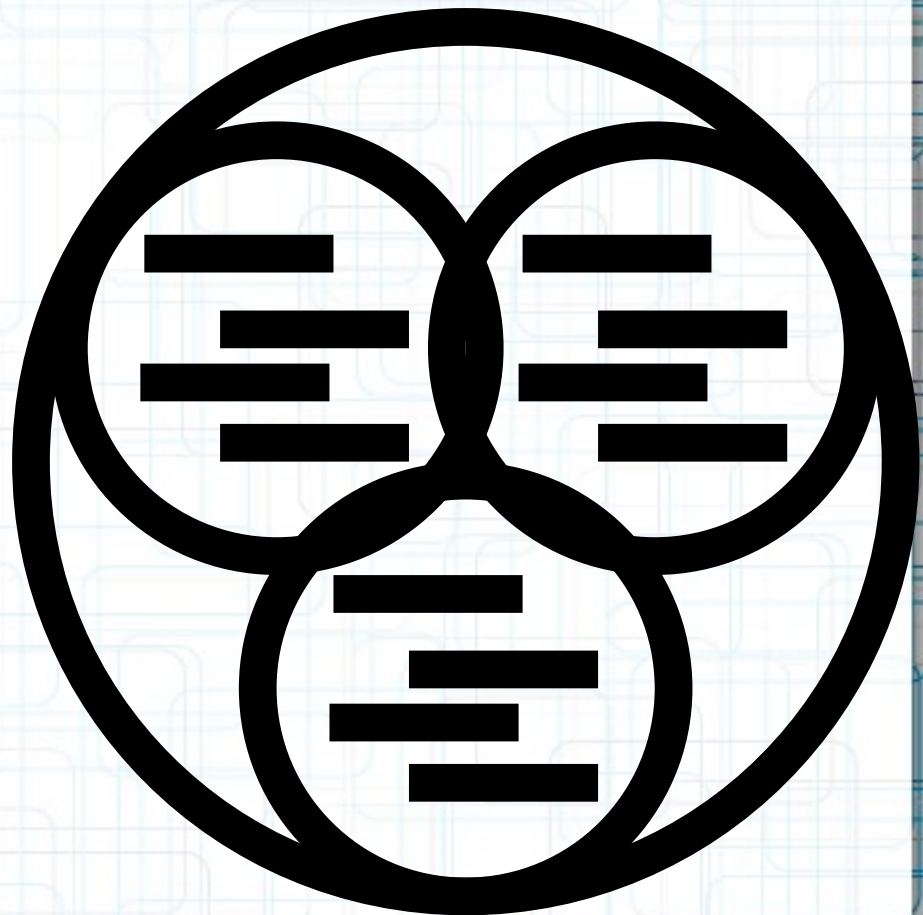
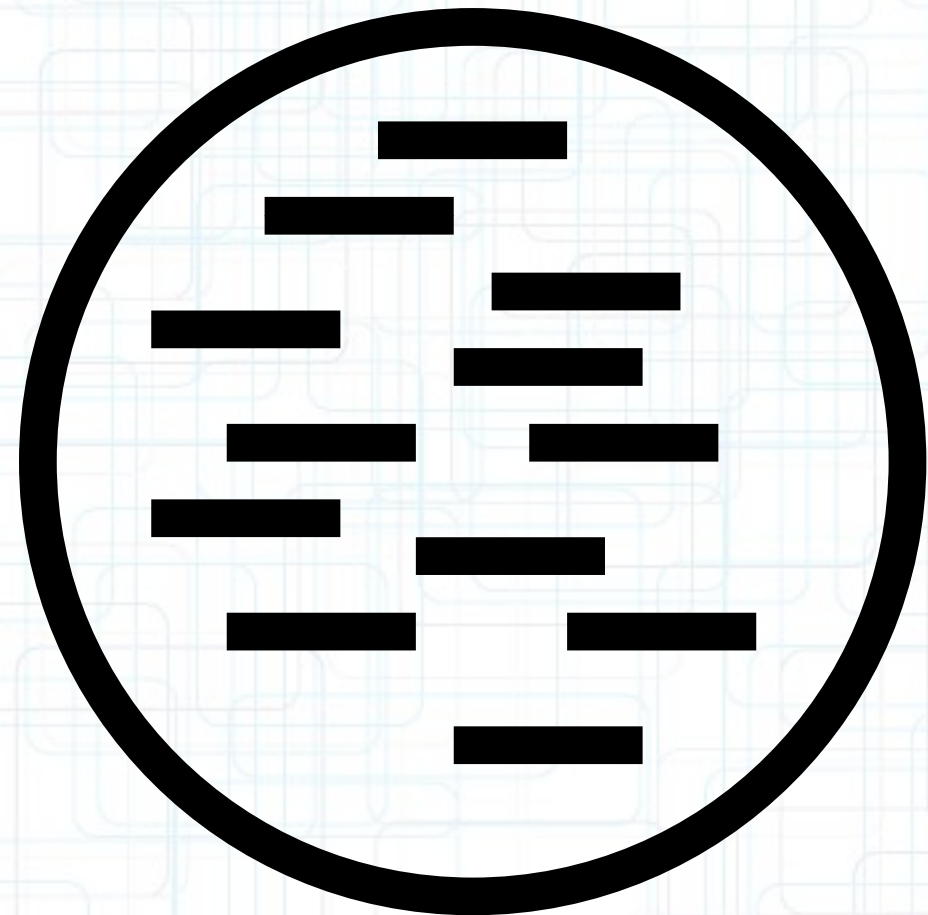
- Looks like:
- Bool, int, Whatever you like

0	1	1	1	0	1	0	1
0	1	1	1	0	1	0	1



# Population

- Single or multiple



# Breeding

- Selection
- Mutation
- Crossover

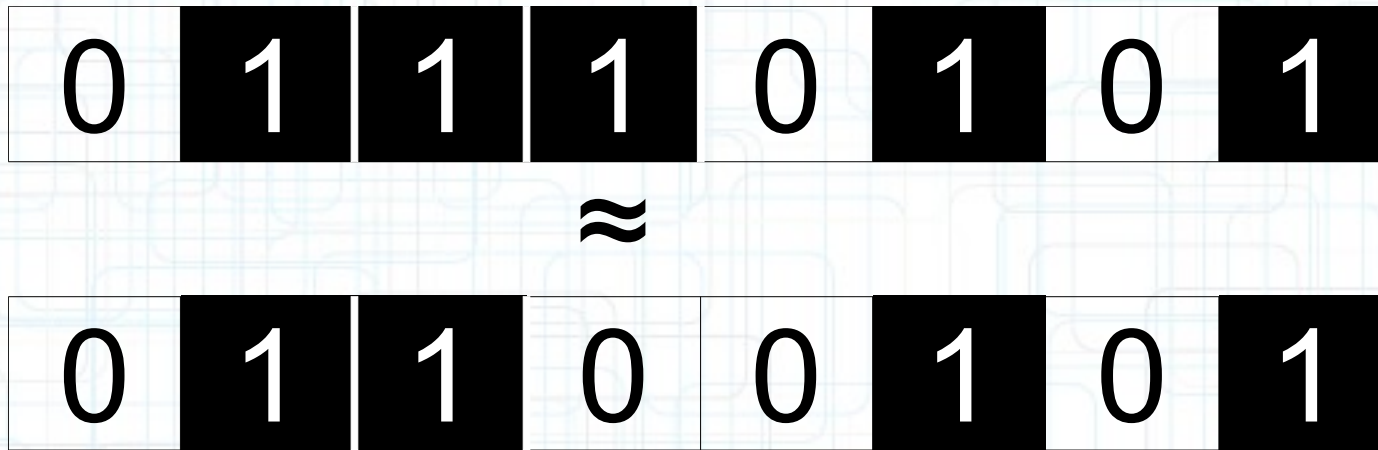
# Selection

- Fitness
- Selection method
  - Ranking
  - Stochastic Universal Sampling
  - Replacement or Merging

$$0 \mathbf{1} \mathbf{1} \mathbf{1} 0 \mathbf{1} 0 \mathbf{1} = 5$$



# Mutation



# Permutation

$$\begin{array}{|c|c|c|c|c|c|c|c|} \hline 0 & 1 & 1 & 1 & 0 & 1 & 0 & 1 \\ \hline \end{array} \approx \begin{array}{|c|c|c|c|c|c|c|c|} \hline 1 & 1 & 1 & 0 & 1 & 0 & 1 & 0 \\ \hline \end{array}$$

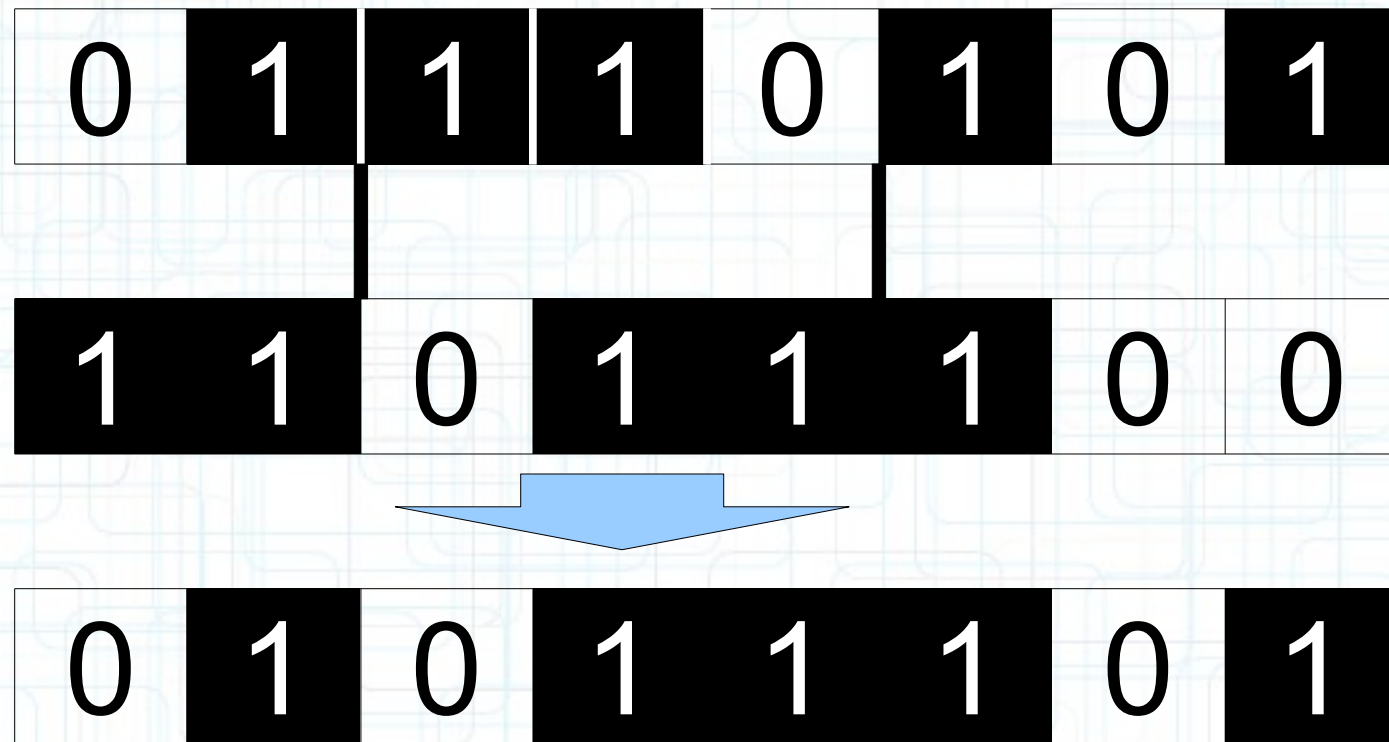


# Crossover

- Single point
- 2-point

0	1	1	1	0	1	0	1
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# Two-Point Crossover



# When to use them

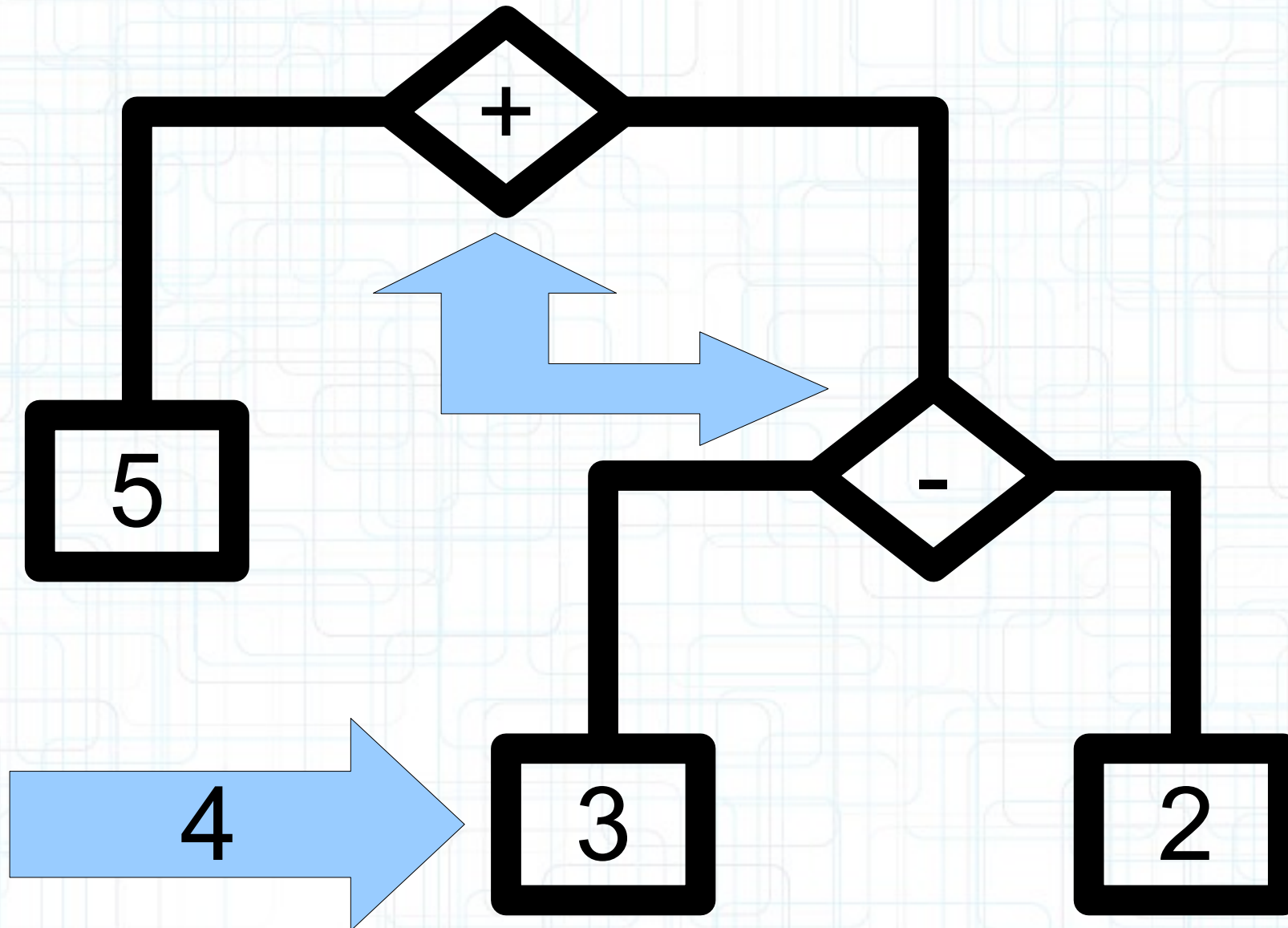
- Large search space
- Hard to predict where answer is
- Easy to calculate fitness function



# Things to watch

- Randomness & Seeding
- Defining the right chromosomes
- Setting the parameters correctly
  - Mutation Rate
  - Crossover Method
  - Selection Method

# Genetic Programming



# Thanks

- <http://code.google.com/p/geneticalgorithmtemplates>
- <http://craignicol.wordpress.com>
- <http://www.twitter.com/craignicol>
- [craig.nicol@gmail.com](mailto:craig.nicol@gmail.com)
- Thank you for listening