

**LECTURER: Nghia Duong-Trung**

# **MACHINE LEARNING**

Introduction to Machine Learning

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Clustering

2

Regression

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Support Vector Machines

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Decision Trees

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Genetic Algorithms

6

UNIT 6

# GENETIC ALGORITHMS

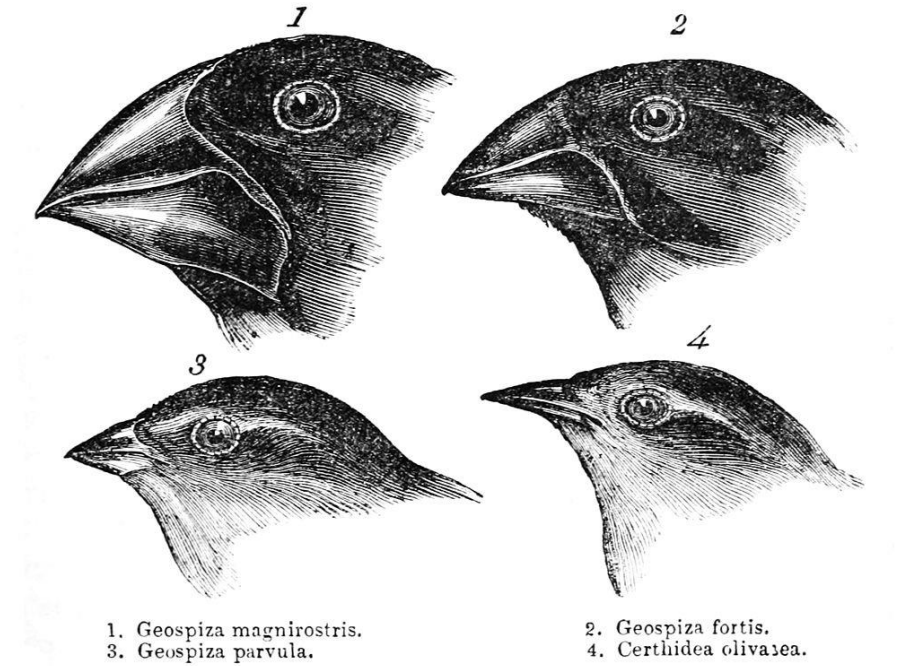
## STUDY GOALS



- Know the definitions and terms used for evolutionary algorithms including Genetic Algorithms (GA)
- Comprehend the important concepts of GA
- Understand the main phases of GA
- Apply GA for the Knapsack problem
- Implement GA in Python

# Evolution approaches:

- **Genetic** algorithms: simulates the **reproduction of individuals** in a population in order to solve a specific optimization problem.
- **Swarm** algorithms: Simulate the **movement** of a group of animals toward a specific target.
- **Ant Colony** algorithms: simulate the **communication** between insects to find the shortest path between their nest and the food source.

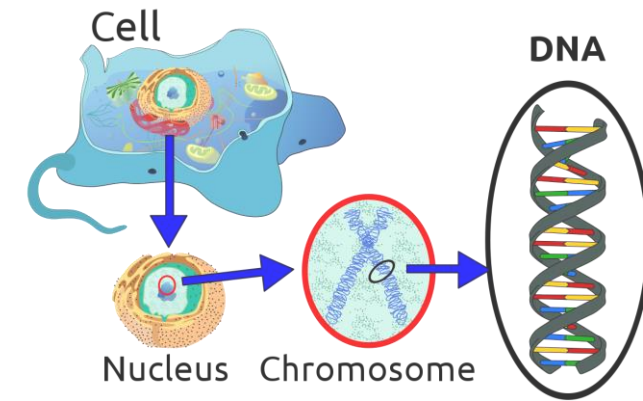


Example: Evolutionary biology

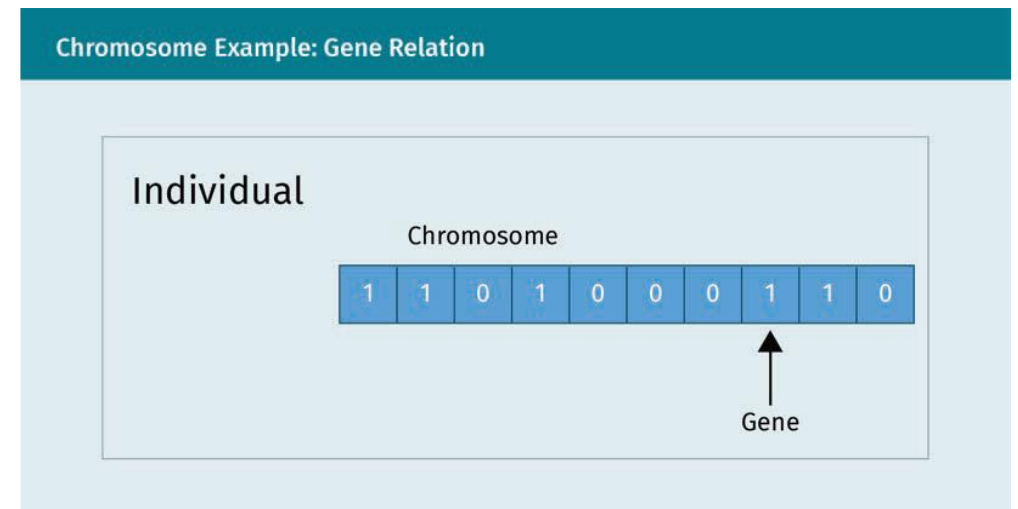
## 6.1 BASICS

# Genetic algorithms (GA):

- Biological genetics: An individual in a **population** is made-up of cells encoded by **genes (DNA)** in **chromosomes**.
- GA in **Machine Learning**:
  - are inspired by the biological **genetic evolution** of living organisms
  - to find the **optimum** or near-optimum solutions
  - By **iteratively** exploring possible solutions
  - DNA and chromosome are encoded as **bits**



Organization of DNA in a eukaryotic cell



Chromosome representation in Genetic Algorithms

## GENETIC ALGORITHMS

Basic terms:

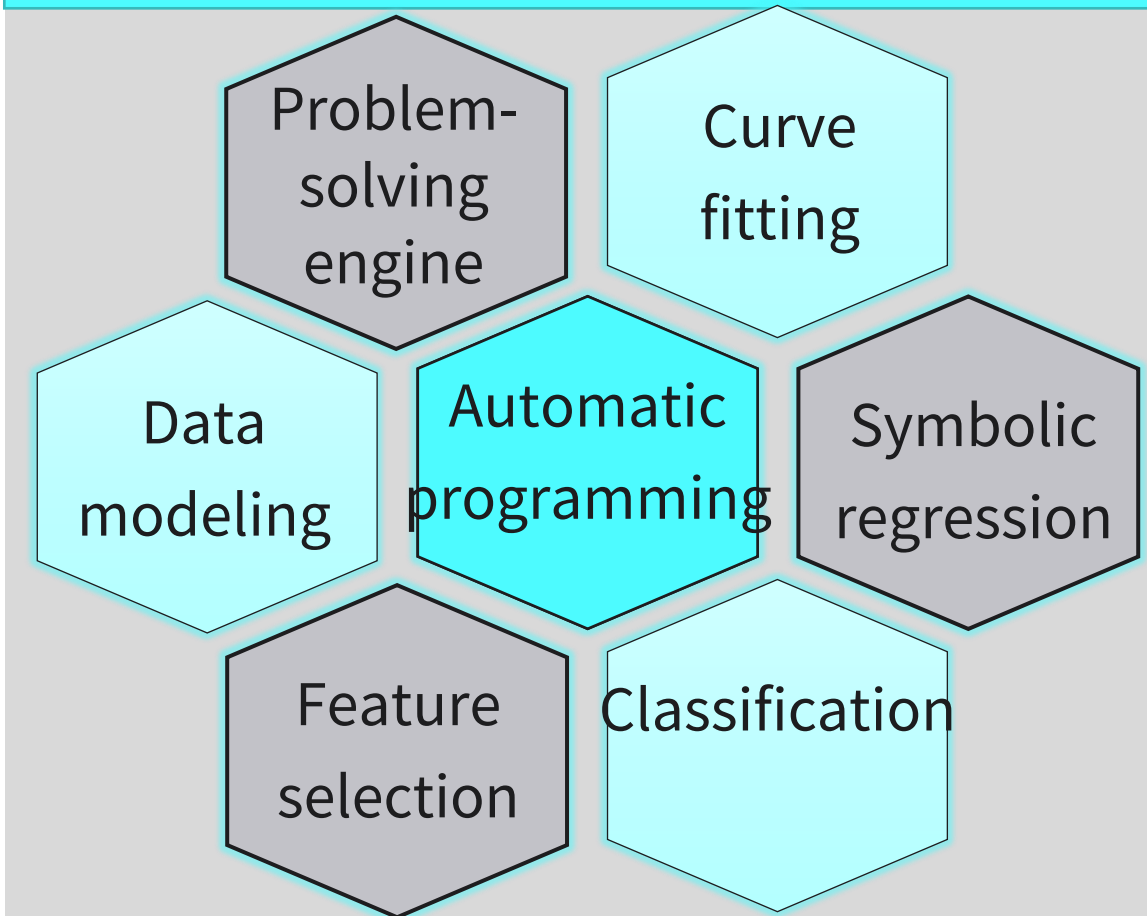
- Individual: any possible solution
- Population: group of all individuals within an investigation problem
- Fitness: target function that we are optimizing (each individual has a fitness)

The output of the genetic algorithm is a quantity

Basic process:

- It starts from a population of randomly generated individuals and happens in generations.
- In each generation, the fitness of every individual in the population is evaluated, multiple individuals are selected (based on their fitness), and modified to form a new population.
- Next-generation competes with each other, the process goes on until the perfect program is evolved.
- The new population is used in the next iteration of the algorithm.
- The algorithm terminates when either a maximum number of generations has been produced, or a satisfactory fitness level has been reached for the population.

### Applications of GA



### Methods of GA

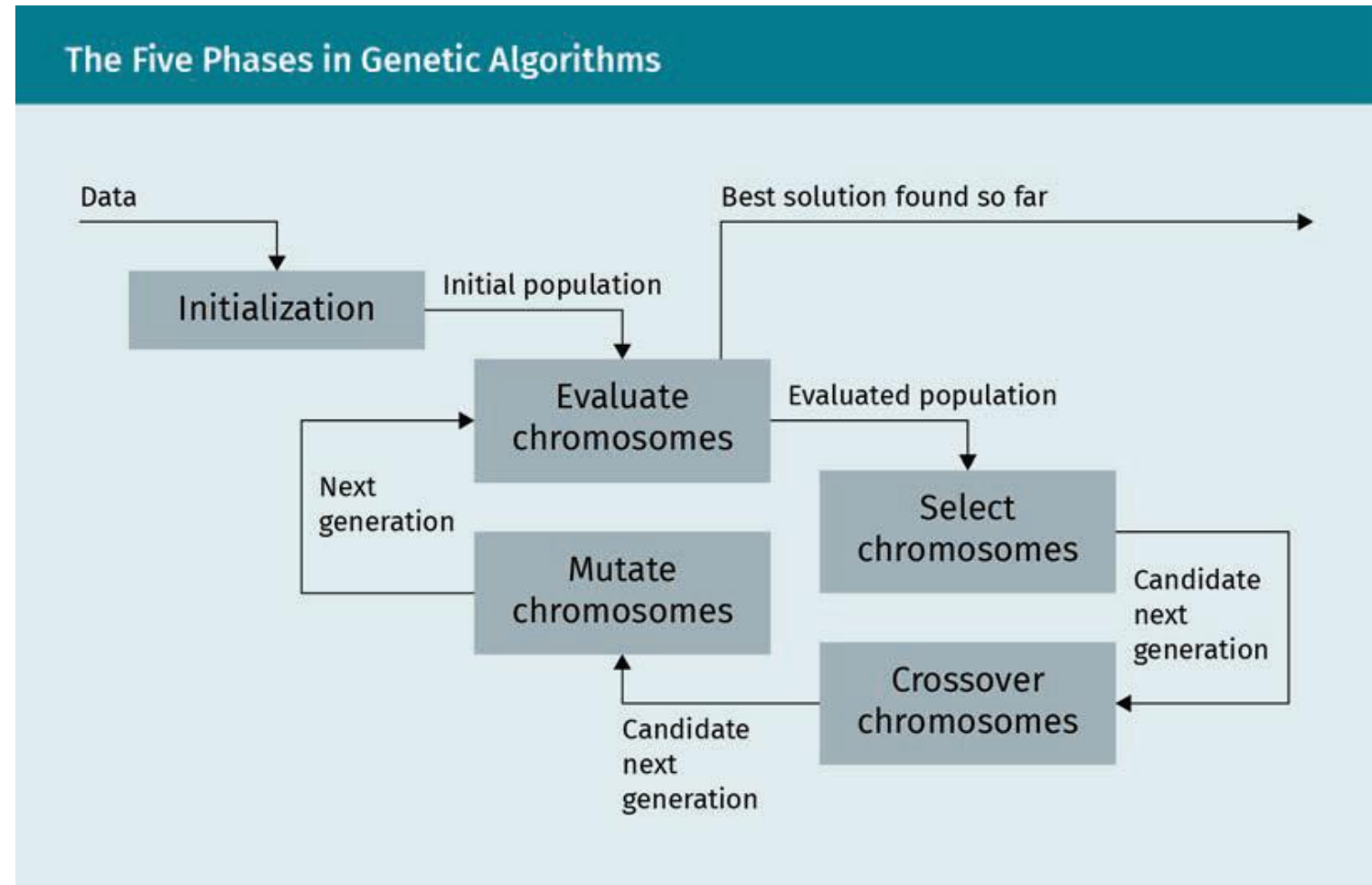




## 5.2 GENETIC ALGORITHM PHASES

# GA Phases

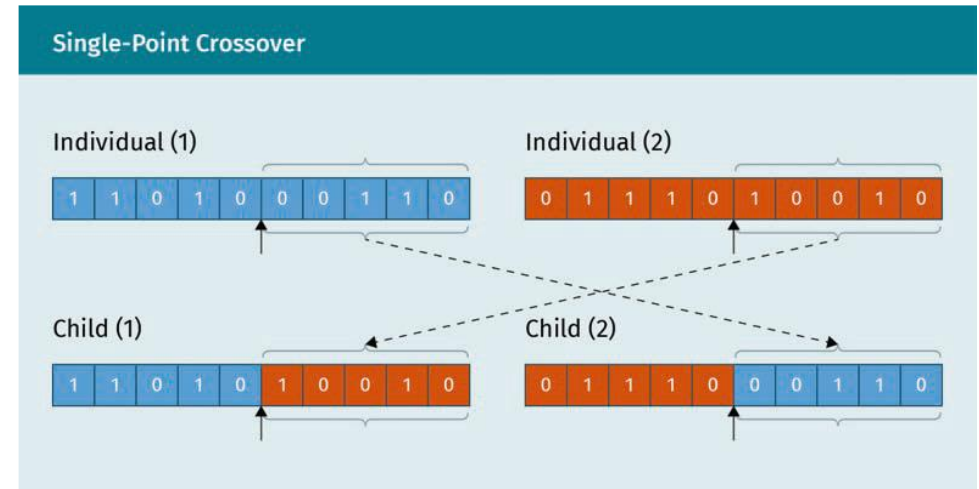
- Initialization
- Evaluation
- Selection
- Crossover
- Mutation



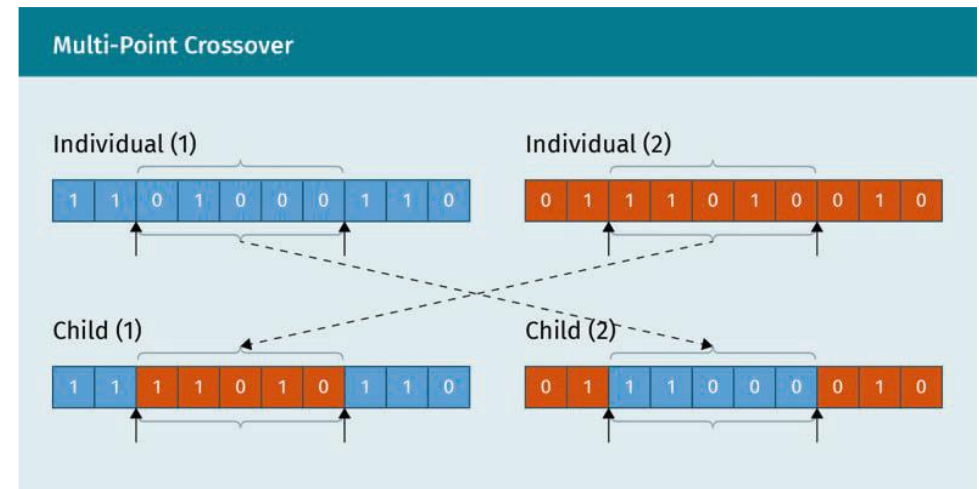
The five phases in Genetic Algorithms

# Crossover phase:

- Function: **Mixing** of the genes from parent's pair of chromosomes
- Effect: the child **shares** the characteristics of both parents
- Crossover point: **random** point in the chromosome, where the gene thread are cut and exchanged
- Types:
  - **Single**-point crossover: one locus is selected
  - **Multiple**-point crossover: a set of crossover points are selected



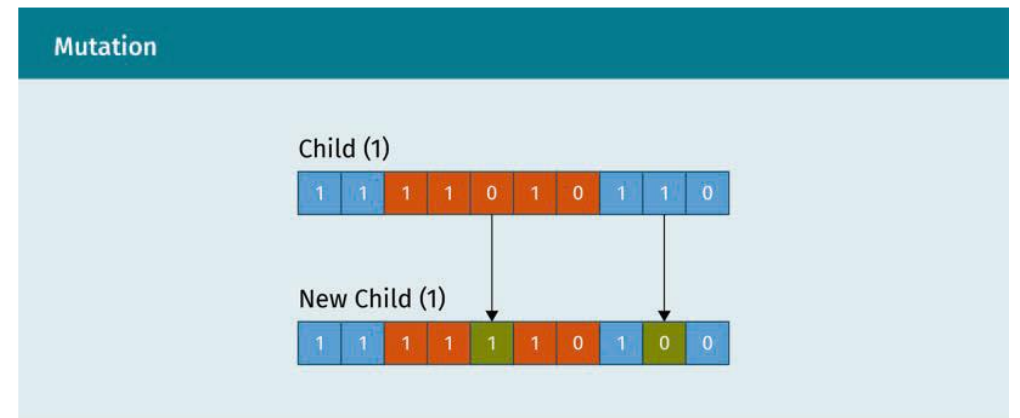
Single-point crossover in genetic algorithms



Multiple-point crossover in genetic algorithms

# Mutation phase

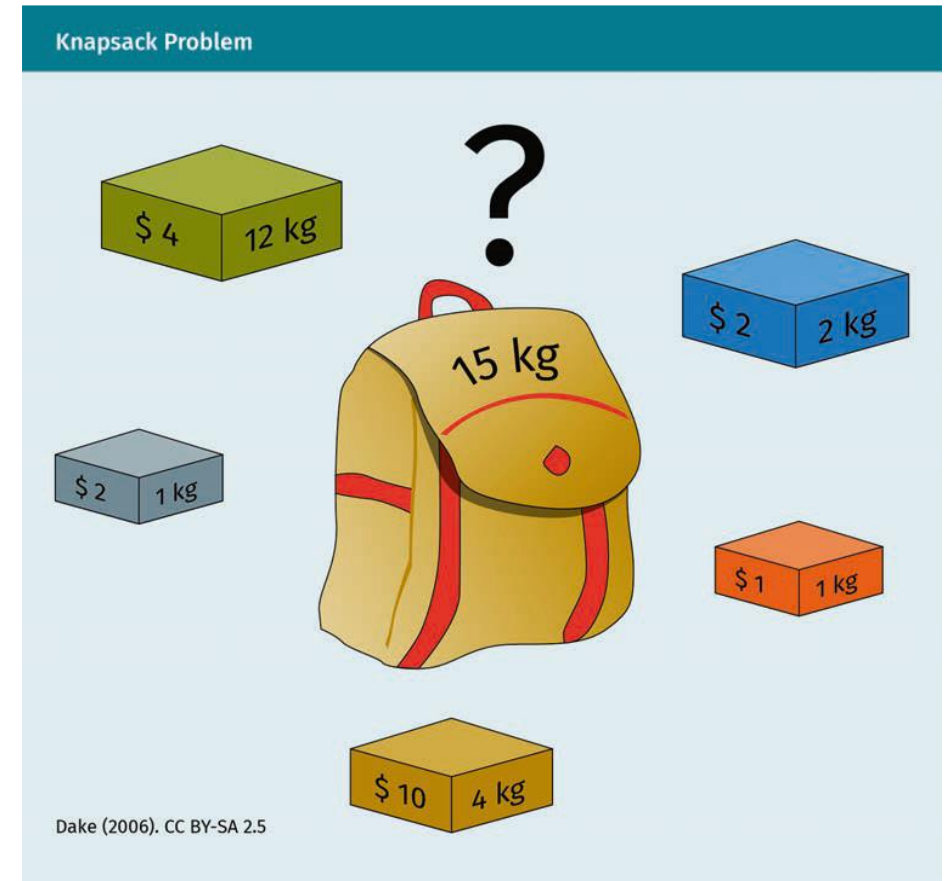
- Function: **flipping** of **random** genes at arbitrary location(s) in an individual chromosome
- Effect: **prevent** falling into **local optimum** solutions too quickly
- Types of changes:
  - **Deletion**
  - **Insertion**
  - **Re-arrangement**



Mutation in genetic algorithms

# Knapsack Problem

- Given:
  - A set of items, each has weight and value
  - A knapsack of a max capacity
- Problem:  
Select a subset of items so that
  - The total value is as large as possible
  - Total weight  $\leq$  max capacity



An example of genetic algorithms: Knapsack problem

THE KNAPSACK PROBLEM

|        |        |        |        |
|--------|--------|--------|--------|
| W: 7kg | W: 2kg | W: 1kg | W: 9kg |
| V: 5€  | V: 4€  | V: 7€  | V: 2€  |



15kg

|   |   |   |   |        |        |
|---|---|---|---|--------|--------|
| 0 | 1 | 1 | 0 | W: 3kg | V: 11€ |
|   |   |   |   |        |        |
| 1 | 1 | 0 | 1 | 18kg   | 0€     |

|        |        |        |        |
|--------|--------|--------|--------|
| W: 7kg | W: 2kg | W: 1kg | W: 9kg |
| V: 5€  | V: 4€  | V: 7€  | V: 2€  |

An initial population is 8 solutions.

|   |   |   |   |  |       |
|---|---|---|---|--|-------|
| 0 | 1 | 0 | 1 |  | V: 6€ |
| 0 | 0 | 0 | 1 |  | 2     |
| 1 | 1 | 1 | 1 |  | 0     |
| 0 | 1 | 1 | 1 |  | 13    |
| 0 | 0 | 1 | 1 |  | 9     |
| 0 | 0 | 0 | 0 |  | 0     |
| 0 | 1 | 1 | 0 |  | 11    |
| 0 | 0 | 0 | 1 |  | 2     |

|        |        |        |        |
|--------|--------|--------|--------|
| W: 7kg | W: 2kg | W: 1kg | W: 9kg |
| V: 5€  | V: 4€  | V: 7€  | V: 2€  |

Randomly select 2 solutions and they compete with each other.  
The winner becomes a parent.

|   |   |   |   |  |              |
|---|---|---|---|--|--------------|
| 0 | 1 | 0 | 1 |  | <b>V: 6€</b> |
| 0 | 0 | 0 | 1 |  | 2            |
| 1 | 1 | 1 | 1 |  | 0            |
| 0 | 1 | 1 | 1 |  | 13           |
| 0 | 0 | 1 | 1 |  | 9            |
| 0 | 0 | 0 | 0 |  | 0            |
| 0 | 1 | 1 | 0 |  | 11           |
| 0 | 0 | 0 | 1 |  | 2            |

|        |        |        |        |
|--------|--------|--------|--------|
| W: 7kg | W: 2kg | W: 1kg | W: 9kg |
| V: 5€  | V: 4€  | V: 7€  | V: 2€  |

Randomly select 2 solutions and they compete with each other.  
The winner becomes a parent.

|   |   |   |   |  |          |
|---|---|---|---|--|----------|
| 0 | 1 | 0 | 1 |  | V: 6€    |
| 0 | 0 | 0 | 1 |  | 2        |
| 1 | 1 | 1 | 1 |  | 0        |
| 0 | 1 | 1 | 1 |  | 13       |
| 0 | 0 | 1 | 1 |  | <b>9</b> |
| 0 | 0 | 0 | 0 |  | 0        |
| 0 | 1 | 1 | 0 |  | 11       |
| 0 | 0 | 0 | 1 |  | 2        |



Crossover

|   |   |   |   |
|---|---|---|---|
| 0 | 1 | 0 | 1 |
| 0 | 0 | 1 | 1 |

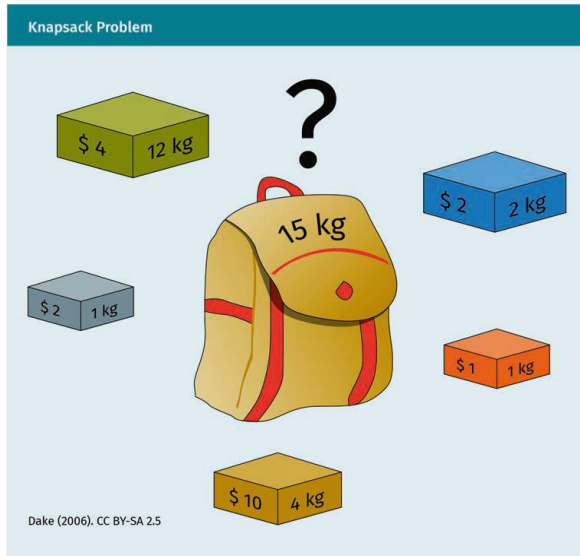
Mutation

|   |   |   |   |
|---|---|---|---|
| 0 | 1 | 1 | 1 |
| 0 | 0 | 0 | 1 |

|   |   |   |   |
|---|---|---|---|
| 0 | 1 | 1 | 0 |
| 0 | 0 | 0 | 1 |

Repeat to have the same amount as the initial population

## 6.3 GENETIC ALGORITHM IN PYTHON



### Definitions:

Kcap – Max capacity

POP\_SIZE – Number of solutions

GEN\_MAX – Number of generations

NUM\_ITEMS – Number of items

initialization() – Creating an initial population

fitness() – Measuring the fitness of an individual

evolution() – Selection, crossover, mutation

### # Main function of genetic algorithm in python

```
def main():
```

```
    import random
```

```
    KCap = 30; POP_SIZE = 30; GEN_MAX = 50; NUM_ITEMS = 15
```

```
    ITEMS = [(random.randint(0,20),random.randint(0,20))
```

```
              for x in range (0, NUM_ITEMS)]
```

```
    generation = 1 #Generation counter
```

```
    population = initialization(POP_SIZE, NUM_ITEMS)
```

```
    for g in range(0,GEN_MAX):
```

```
        totalFitness = 0
```

```
        for i in population:
```

```
            totalFitness += fitness(i, ITEMS, KCap)
```

```
        print(totalFitness)
```

```
        population = evolution(population)
```

```
        generation += 1
```

```
    population = sorted(population,
```

```
                        key=lambda ind: fitness(ind, ITEMS, KCap),
```

```
                        reverse=True)
```

```
    print(population[0])
```



- Know the definitions and terms used for evolutionary algorithms including Genetic Algorithms (GA)
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SESSION 6

# GENETIC ALGORITHMS

## TRANSFER TASKS

Implement the `main()` function of GA for solving the Knapsack Problem with the following inputs:

- Max carry weight:  $M = 30$
- Number of available items:  $n = 7$ ,
- Each item has random weight ( $0 \leq w \leq 15$ ) and value ( $0 \leq v \leq 10$ )
- Number of randomly generated chromosomes:  $m = 10$
- Number of generations:  $G = 100$

TRANSFER TASK  
PRESENTATION OF THE RESULTS

Please present your  
results.

The results will be  
discussed in plenary.





1. Genetic, swarm and ant colony algorithms are examples of \_\_\_\_\_ algorithms.

- a) population-based
- b) metaheuristic
- c) optimization
- d) all of the options are true.



## 2. Genetic algorithms consist of five main phases in this order:

- a) (1) Initialization, (2) crossover, (3) evaluation, (4) selection of the fittest, and (5) mutation of the genetic structure.
- b) (1) Initialization, (2) evaluation, (3) selection of the fittest, (4) crossover, and (5) mutation of the genetic structure.
- c) (1) Initialization, (2) mutation of the genetic structure, (3) crossover, (4) evaluation, and (5) selection of the fittest.
- d) (1) Initialization, (2) selection of the fittest, (3) evaluation, (3) crossover, and (4) mutation of the genetic structure.





3. The \_\_\_\_\_ can help to escape local optimum solution in the population.

- a) mutation phase
- b) crossover phase
- c) evaluation phase
- d) selection phase



4. In genetic algorithms, each chromosome represents

...

- a) ... the optimal solution for the domain problem.
- b) ... the fitness of a specific solution for the domain problem.
- c) ... a part of the solution for the domain problem.
- d) ... a possible solution for the domain problem.



5. Genetic algorithms\_\_\_\_\_ the finding of the optimal solution for a given problem.

- a) guarantee
- b) are not established for
- c) do not guarantee
- d) none of these

## LIST OF SOURCES

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