

# **MIS4311**

# **Machine Learning Applications**

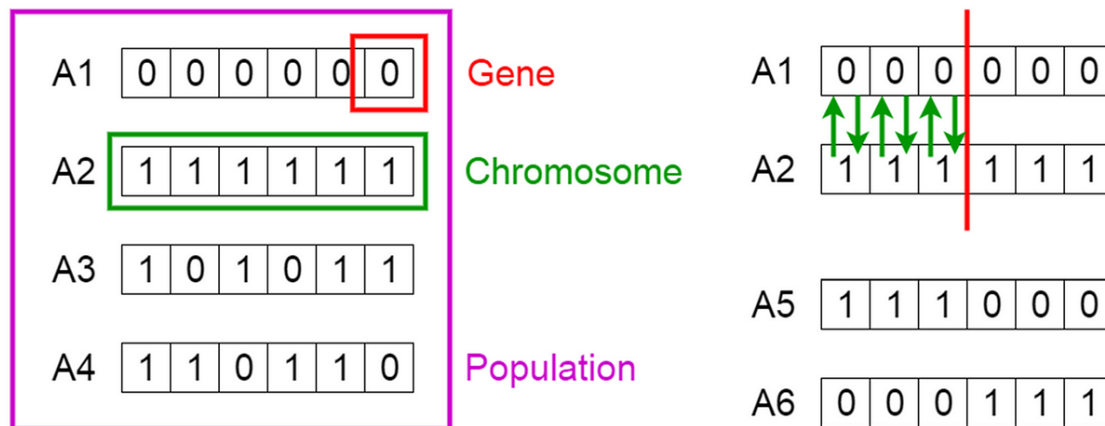
Fall 2025

Lecture #1 1

# Genetic Algorithms

A **genetic algorithm** is a search heuristic that is inspired by Charles Darwin's theory of natural evolution. This algorithm reflects the **process of natural selection** where the **fittest individuals** are **selected for reproduction** in order to **produce offspring (child)** of the next generation.

## Genetic Algorithms



# Genetic Algorithms

## Notion of Natural Selection

- The process of natural selection starts with **the selection of fittest individuals from a population**.
- They **produce offspring** which **inherit the characteristics** of the parents and will be added to the next generation.
- If parents have **better fitness**, their offspring will be better than parents and have a **better chance at surviving**.
- This process keeps on **iterating** and at the end, **a generation with the fittest individuals will be found**.

This notion can be **applied for a search problem**.

# Genetic Algorithms

**Five phases** are considered in a genetic algorithm:

1. Initial population

2. Fitness function

3. Selection

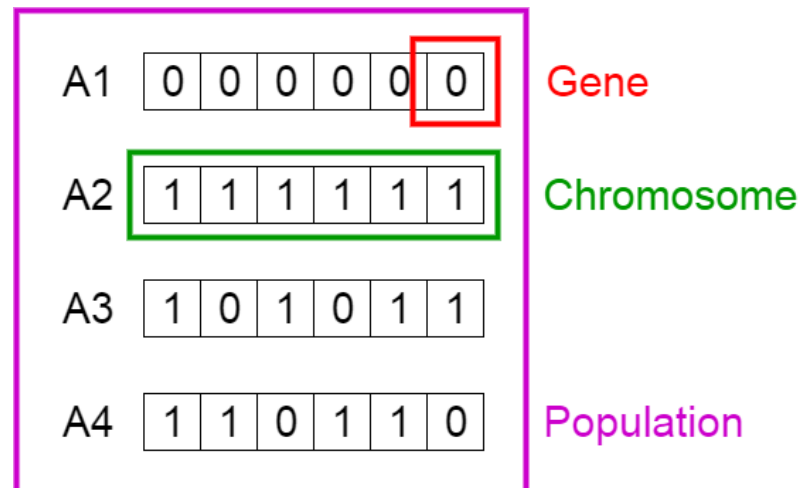
4. Crossover

5. Mutation

# Genetic Algorithms

## 1. Initial Population:

- The process begins with a set of individuals which is called a **Population**. Each individual is a solution to the problem you want to solve.
- An individual is characterized by a set of parameters (variables) known as **Genes**. Genes are joined into a string to form a **Chromosome** (solution).
- In a genetic algorithm, the set of genes of an individual is represented using a string, in terms of an alphabet. Usually, binary values are used (string of 1s and 0s). We say that we **encode the genes in a chromosome**.



# Genetic Algorithms

## 2. Fitness Function

The **fitness function** determines how fit an individual is (the ability of an individual to compete with other individuals). It gives a **fitness score** to each individual. **The probability** that an individual will be **selected for reproduction** is based on its fitness score.

## 3. Selection

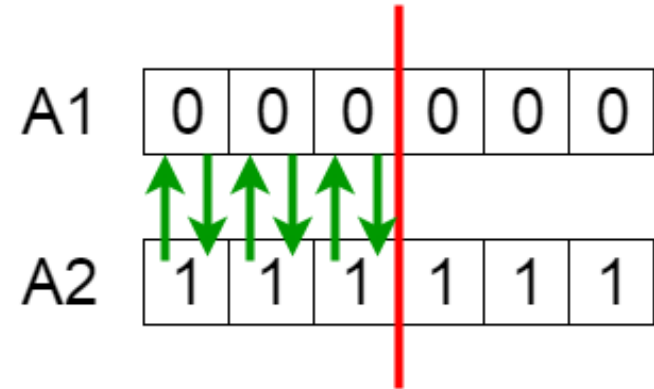
The idea of **selection** phase is to **select the fittest individuals** and let them pass their genes to the next generation.

Two pairs of individuals (**parents**) are selected based on their fitness scores. Individuals with **high fitness have more chance** to be selected **for reproduction**.

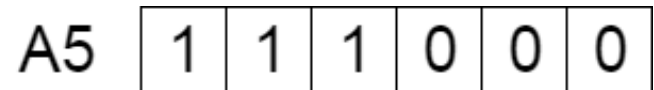
# Genetic Algorithms

## 4. Crossover

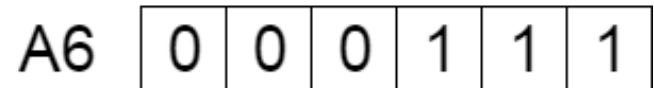
**Crossover** is the **most significant phase** in a genetic algorithm. For each pair of parents to be mated, a **crossover point** is chosen at random from within the genes.



**Offspring** are created by exchanging the genes of parents among themselves until the crossover point is reached.



The new offspring are added to the population.



# Genetic Algorithms

## 5. Mutation

In certain new offspring formed, some of their genes can be subjected to a **mutation** with a low random probability. This implies that some of the bits in the bit string can be flipped.

Before Mutation

A5 

1	1	1	0	0	0
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After Mutation

A5 

1	1	0	1	1	0
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Mutation occurs to maintain **diversity within the population** and prevent premature convergence.



# Genetic Algorithms

## 6. Termination

The algorithm terminates if **the population has converged** (does **not produce offspring** which are significantly **different from the previous generation**). Then it is said that the **genetic algorithm has provided a set of solutions to our problem**.

The population has a fixed size. As new generations are formed, **individuals with least fitness die**, providing space for new offspring.

The **sequence of phases is repeated** to produce individuals in each new generation which are better than the previous generation.

# Genetic Algorithms

## Pseudo-Code for GA

START

Generate the initial population

Compute fitness

REPEAT

    Selection

    Crossover

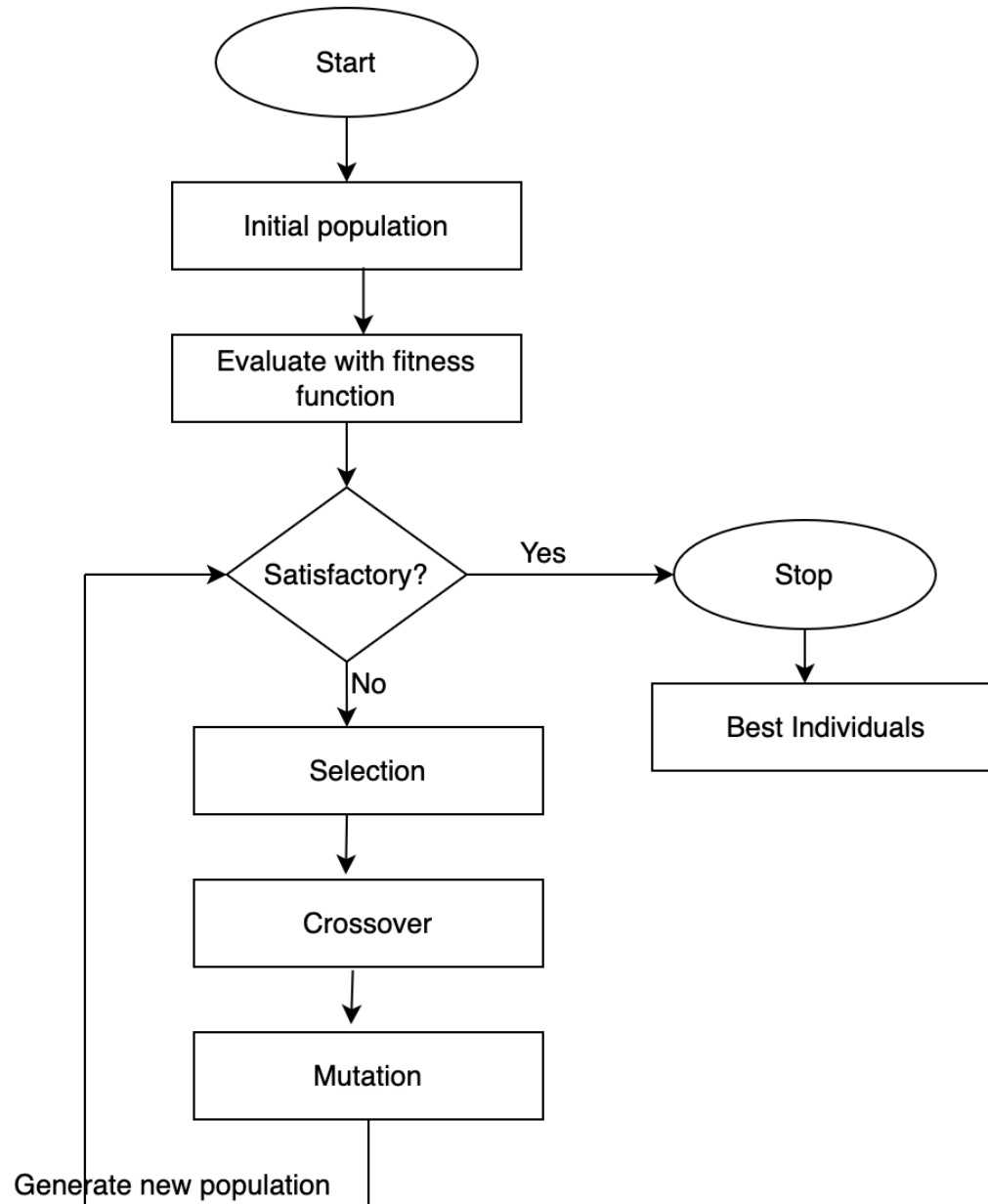
    Mutation

    Compute fitness

UNTIL population has converged

STOP

# Genetic Algorithms



# Genetic Algorithms

## Application:

$$Y = w_1x_1 + w_2x_2 + w_3x_3 + w_4x_4 + w_5x_5 + w_6x_6$$

Maximize solution when input values are

$$(x_1, x_2, x_3, x_4, x_5, x_6) = (4, -2, 7, 5, 11, 1)$$

# Next Week

❖ **Image Processing**

Thank you for your participation 😊