

23-S2-Q1

Q(a) GA  $\xrightarrow{\text{tune}}$  PID

- (i) Real-coded representation.
- (ii) Binary  $\sim$

Solution (a)(i)

① Chromosome initialization

Choose a reasonable range for each parameter

eg.  $k_p \in [0, 100]$   $k_i \in [0, 10]$   $k_d \in [0, 10]$

② Randomly generate each parameter within its allowable range for the initial population

③ computing fitness proportion

(1) plug each chromosome  $[k_p \ k_i \ k_d]$  into PID controller

(2) Run the close-loop simulation compute a performance metric

eg. Integral of Absolute Error

$$J = \int_0^T |e(t)| dt$$

(3) Convert this performance measure into a fitness value.

eg. fitness =  $\frac{1}{1+J}$

So, that lower  $J$  (better control) yields higher fitness

(4) selection

use roulette-wheel selection based on the fitness value

(5) Crossover

we can use whole arithmetic crossover

$$Z_i = \alpha X_i + (1 - \alpha) Y_i \quad (0 \leq \alpha \leq 1)$$

$Z_i$  : child

$X_i$  : parent 1

$Y_i$  : parent 2.

### ⑤ Mutation

perturb each parameter slightly within its valid range.

eg. uniform mutation  $x \rightarrow x' \in [LB_i, UB_i]$

nonuniform mutation  $x' = x + N(0, \sigma)$

self - Adaptive mutation  $\sigma \rightarrow \sigma'$

### ⑥ Replacement and Termination $x' = x + N(0, \sigma)$

form a new population

continue iterating until a stopping criterion is met

eg. fixed number of generations

or no improvement

## Solution (a) (ii)

① chromosome Encoding

eg. we choose

10 bits for  $k_p$  in  $[0, 100]$

8 bits for  $k_i$  in  $[0, 10]$

8 bits for  $k_d$  in  $[0, 10]$

eg.  $\underbrace{1010001011}_{k_p} \quad \underbrace{00111001}_{k_i} \quad \underbrace{01110001}_{k_d}$

② Randomly generate bit strings.

③ Decoding

Convert each bit sub-string to a decimal integer, using

$$P(a_1 \dots a_L) = x + \frac{y-x}{2^L-1} \left( \sum_{j=0}^{L-1} a_{L-j} \cdot 2^j \right) \in [x, y]$$

get  $k_p$   $k_i$   $k_d$

③ computing fitness proportions

run PID simulation

compute a performance measure

convert to fitness

use roulette wheel to obtain the  
mating pool

### ⑤ Crossover

(1) select  $n/2$  pairs of parent strings  
for crossover

(2) randomly chosen pairs under mate.

(3) one-point crossover site are  
randomly chosen

(4) get new population

### ⑥ Mutation

choose mutation rate.  $p_m$

Alter each gene independently with  $p_m$

### ⑦ Replacement and Termination

Qcb) 15 items  $A_1 \dots A_{15}$

3 vouchers  $V_1 V_2 V_3$

\$ 60 70 80

(i) Voucher : mini wastage.

(ii) genotype

(iii) fitness function

Solution (b)(i)

① Sum of cost =  $12 + 27 + 3 + 7 + 15 + 23 + 9 + 17 + 4$   
 $+ 5 + 30 + 13 + 22 + 18 + 6 = 211$

② Sum of Voucher =  $60 + 70 + 80 = 210$

Item $A_{\#}$	Cost (\$)	Voucher ( $V_1, V_2$ or $V_3$ )
1	12	$V_3$
2	27	$V_1$
3	3	$V_3$
4	7	$V_3$
5	15	$V_2$
6	23	$V_1$
7	9	$V_1$
8	17	$V_3$
9	4	not purchased
10	5	$V_3$
11	30	$V_3$
12	13	$V_2$
13	22	$V_2$
14	18	$V_2$
15	6	$V_3$

$$V_1 (\text{limit } \$60) = 27 + 23 + 9 = 59$$

$$\text{left over} = 1$$

$$V_2 (\text{limit } \$70) = 15 + 13 + 22 + 18 = 68$$

$$\text{left over} = 2$$

$$V_3 (\text{limit } \$80) = 12 + 3 + 7 + 17 + 3 + 30 + 6 = 80$$

$$\text{left over} = 0$$

$$\text{Total left over} = 1 + 2 = 3$$

(ii) Genotype representation

① phenotype

each solution can be a string of length 15, where each item takes a value in  $\{1, 2, 3, 0\}$   $[g_1 \ g_2 \ \dots \ g_{15}]$

where  $g_i = \begin{cases} 1 & , \text{ if item } i \text{ is purchased with } V_1 \\ 2 & , \text{ if item } i \text{ is purchased with } V_2 \\ 3 & , \text{ if item } i \text{ is purchased with } V_3 \\ 4 & , \text{ if item } i \text{ is not purchased} \end{cases}$

Using the example (i)

[ 3 1 3 3 2 1 1 3 0 3 3 2 2 2 3 ]

② genotype.

represent integer value by their binary code

phenotype	genotype
0	00
1	01
2	10
3	11

Example in (i) genotype representation

11 01 11 11 10 01 01 11 00 11 11 10 10 10 11

(iii) Formulating the fitness function

① calculate the total cost

$$\text{cost}(V_1) = \sum_{i: g_i=1} \text{cost}(A_i)$$

$$\text{cost}(V_2) = \sum_{i: g_i=2} \text{cost}(A_i)$$

$$\text{cost}(V_3) = \sum_{i: g_i=3} \text{cost}(A_i)$$



② check feasibility

$$\text{cost}(V_1) \leq 60 \quad \text{cost}(V_2) \leq 70 \quad \text{cost}(V_3) \leq 80$$

if any sum exceed its voucher limit  
we can give a large penalty ( $P$ ) to  
make the chromosomes fitness worse

③ compute left over

$$L_1 = 60 - \text{cost}(V_1)$$

$$L_2 = 60 - \text{cost}(V_2)$$

$$L_3 = 60 - \text{cost}(V_3)$$

$$\text{Total Left over } L = L_1 + L_2 + L_3$$

④ fitness function

$$\text{fitness} = \frac{1}{1 + L + P}$$

$P = 0$  if all costs are within voucher limits

Method 2.

$$\text{max fitness} = 210 - \text{leftover}$$

Method 3

min  $L$