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BATCH: D

ROLL NO.: 05

EXPERIMENT NO.: 02

AIM : To implement Genetic Algorithm

LEARNING OBJECTIVE : To understand Genetic algorithms and simulate the same in software

LEARNING OUTCOME : Student are able to successfully simulate a Genetic algorithm.

COURSE OUTCOME:

CSL703.1 To realize the basic techniques to build intelligent systems

PROGRAM OUTCOME:

(PO 3) Design/ development of solutions: Breadth and uniqueness of engineering problems i.e. the extent to which problems are original and to which solutions have previously been identified or codified

(PO 12) Lifelong Learning

BLOOM'S TAXONOMY LEVEL:

- Remembering
- Understanding

THEORY: Genetic Algorithms(GAs) are adaptive heuristic search algorithms that belong to the larger part of evolutionary algorithms. Genetic algorithms are based on the ideas of natural selection and genetics. They are commonly used to generate high-quality solutions for optimization problems and search problems. Genetic algorithms simulate the process of natural selection which means those species who can adapt to changes in their environment are able to survive and reproduce and go to next generation. Each generation consist of a population of individuals and each individual represents a point in search space and possible solution. Each individual is represented as a string of character/integer/float/bits.

ALGORITHM:

- 1) Randomly initialize populations p
- 2) Determine fitness of population
- 3) Until convergence repeat:
 - a) Select parents from population
 - b) Crossover and generate new population
 - c) Perform mutation on new population
 - d) Calculate fitness for new population

OUTPUT:

Initial Calculation

	x	f(x)	parent	probability	Expected Count	Actual
0	25	15850	11001	0.742389	2.969555	3
1	16	4240	10000	0.198595	0.794379	1
2	10	1090	01010	0.051054	0.204215	0
3	5	170	00101	0.007963	0.031850	0

Highest Fitness 15850

Generation 1

	parent	crossover	mutation	xvalue	f(x)	
0	11001	11000	11000	24	14040	
1	10000	10001	10001	17	5066	
	x	f(x)	parent	probability	Expected Count	Actual
0	24	14040	11001	0.734848	1.469695	1
1	17	5066	10000	0.265152	0.530305	1

Highest Fitness 14040

Generation 2

	parent	crossover	mutation	xvalue	f(x)	
0	11000	11001	01000	8	584	
1	10001	10000	00001	1	10	
	x	f(x)	parent	probability	Expected Count	Actual
0	8	584	11000	0.983165	1.96633	2
1	1	10	10001	0.016835	0.03367	0

Highest Fitness 584

Generation 3

	parent	crossover	mutation	xvalue	f(x)	
0	01000	00001	11000	24	14040	
1	00001	01000	10001	17	5066	
	x	f(x)	parent	probability	Expected Count	Actual
0	24	14040	01000	0.734848	1.469695	1
1	17	5066	00001	0.265152	0.530305	1

Highest Fitness 14040

Generation 4

	parent	crossover	mutation	xvalue	f(x)	
0	11000	11001	11010	26	17810	
1	10001	10000	10011	19	7030	
	x	f(x)	parent	probability	Expected Count	Actual
0	26	17810	11000	0.716989	1.433977	1
1	19	7030	10001	0.283011	0.566023	1

Highest Fitness 17810

Generation 5

	parent	crossover	mutation	xvalue	f(x)	
0	11010	10011	11110	30	27270	
1	10011	11010	10111	23	12374	
	x	f(x)	parent	probability	Expected Count	Actual
0	30	27270	11010	0.687872	1.375744	1
1	23	12374	10011	0.312128	0.624256	1

Highest Fitness 27270

Best Average 19822.0

CONCLUSION: The Genetic Algorithm is successfully implemented