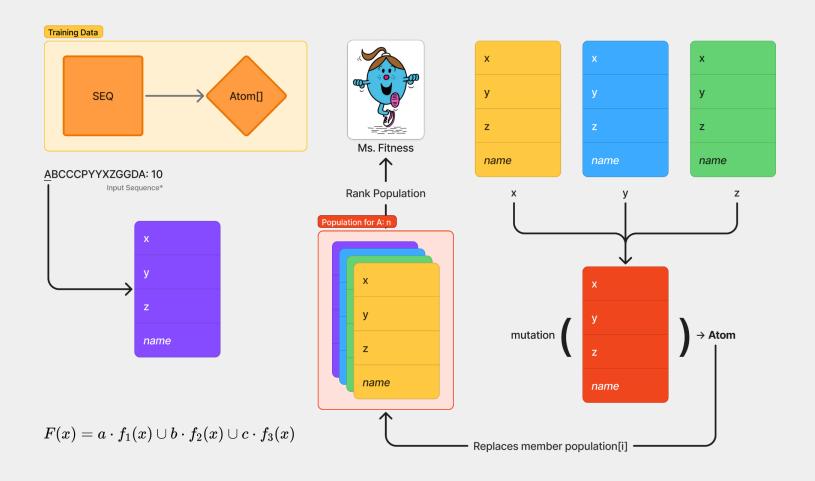
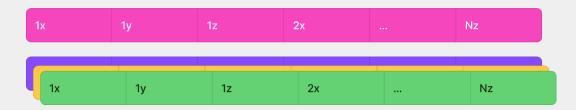


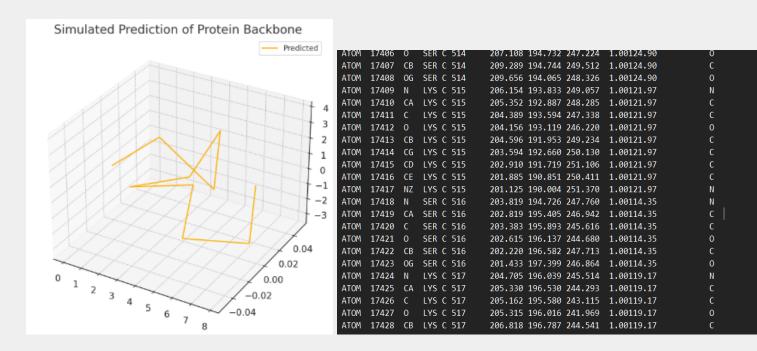
Protein	Population	Mutation	Algorithm	Crossover	Final Fitness
1CRN	20	0.05	GA	OnePoint	-39.7086
1CRN	20	0.05	GA	TwoPoint	-91.5643
1CRN	20	0.05	GA	Uniform	-71.8795
1CRN	20	0.05	PSO	OnePoint	-59.8793
1CRN	20	0.05	PSO	TwoPoint	-20.0417

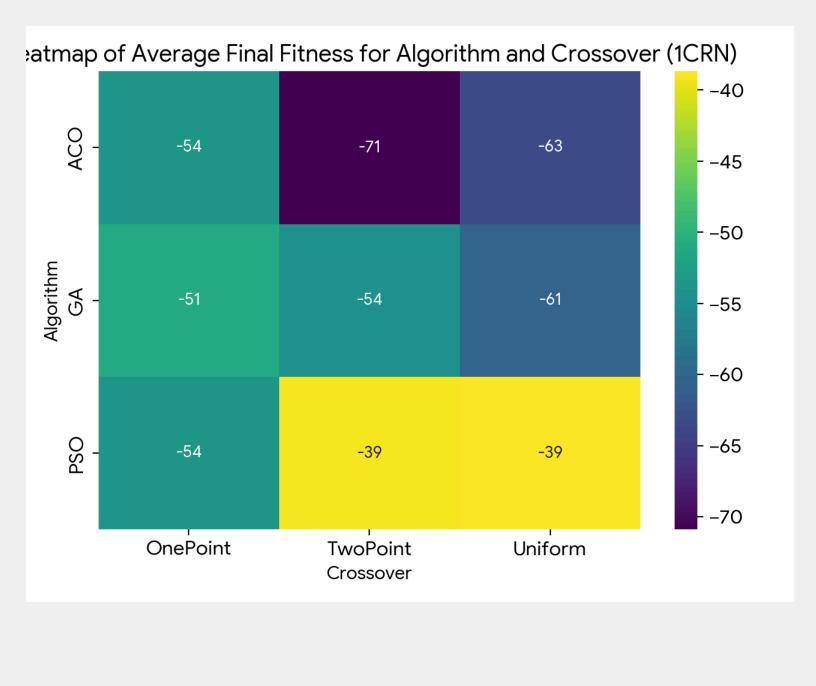


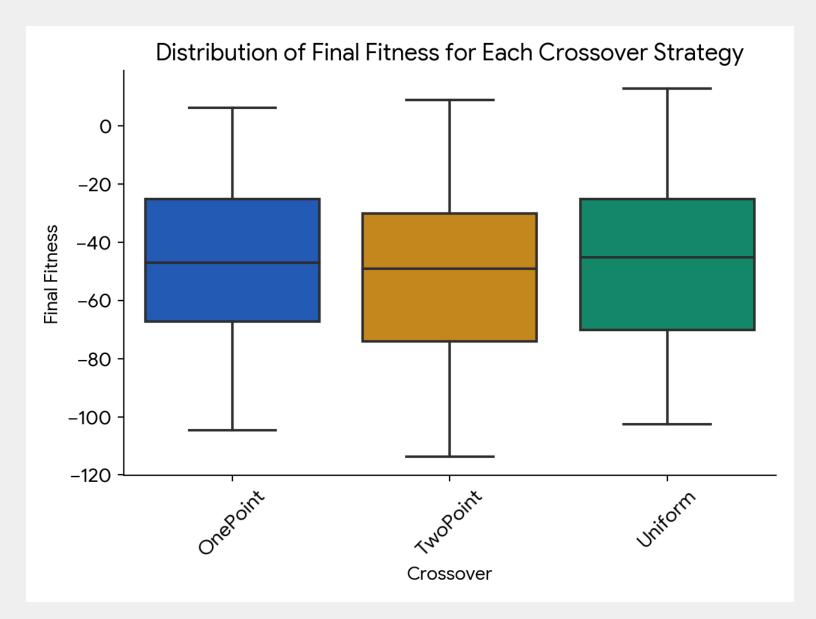


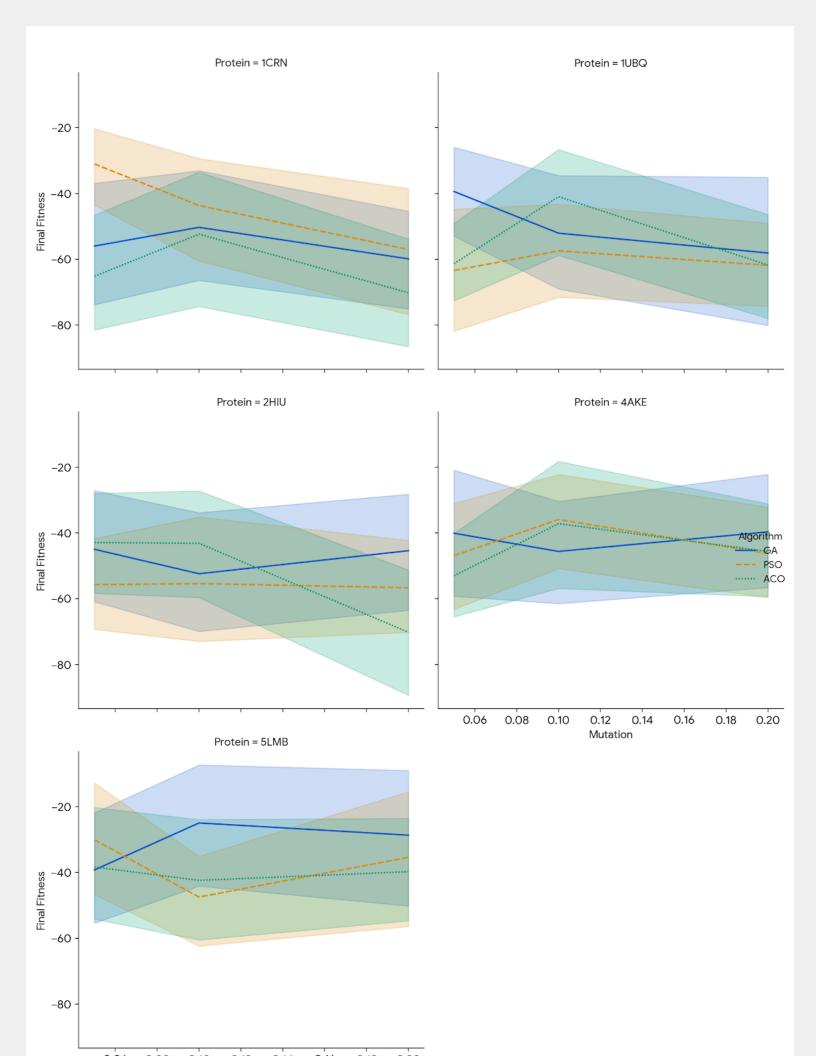
Actual Chromosome Implementation

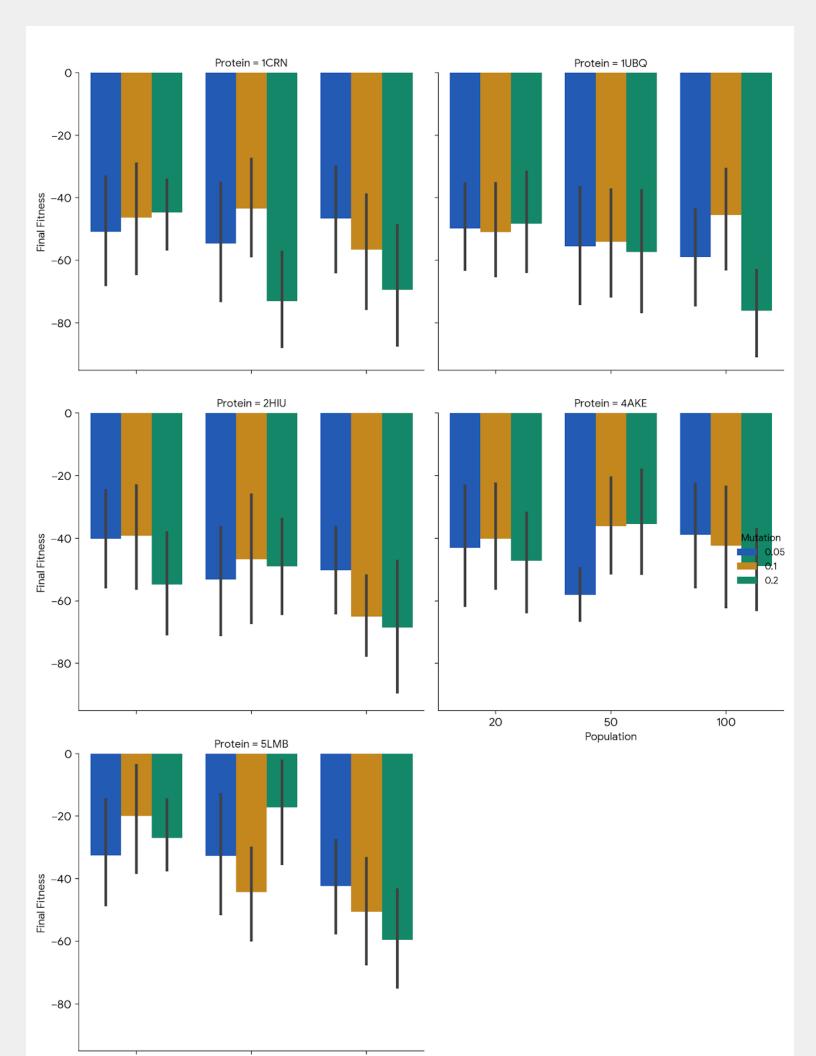
We flattened the data-structure to 1-dimension for EA to mutate and learn

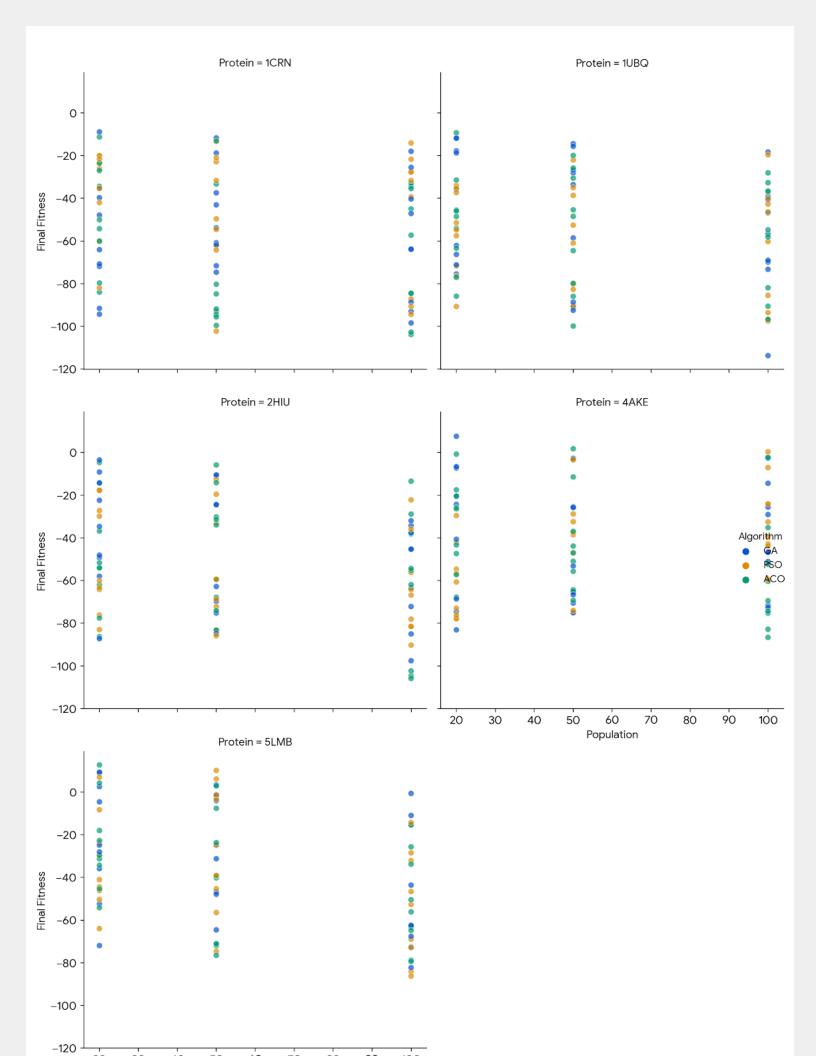


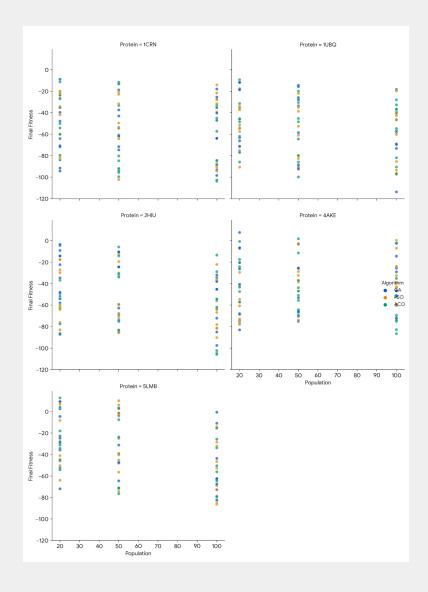












Fitness Proportional Selection Data

Individual	Fitness	Selection Probability (Proportional)
Ind_1	43.7086	0.0769351
Ind_2	95.5643	0.168211
Ind_3	75.8795	0.133562
Ind_4	63.8793	0.112439
Ind_5	24.0417	0.0423177
Ind_6	24.0395	0.0423139
Ind_7	15.2275	0.0268032
Ind_8	87.9559	0.154818
Ind_9	64.1004	0.112828
Ind_10	73.7265	0.129772

Rank-Based Selection Data (Linear Ranking)

Individual	Fitness	Rank	Selection Probability (Rank-Based Linear)
Ind_7	15.2275	1	0.06
Ind_6	24.0395	2	0.07
Ind_5	24.0417	3	0.08
Ind_1	43.7086	4	0.09
Ind_4	63.8793	5	0.10
Ind_9	64.1004	6	0.11
Ind_10	73.7265	7	0.12
Ind_3	75.8795	8	0.13
Ind_8	87.9559	9	0.14
Ind_2	95.5643	10	0.15

Binary Tournament Selection Data

Individual	Tournament Wins
Ind_1	4
Ind_2	0
Ind_3	1
Ind_4	1
Ind_5	4
Ind_6	4
Ind_7	1
Ind_8	1
Ind_9	3
Ind_10	1