CIS579 Artificial Intelligence

Genetic Algorithm

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CONTENTS

1. INTRODUCTION

In this assignment, we are implementing a Genetic Algorithm.

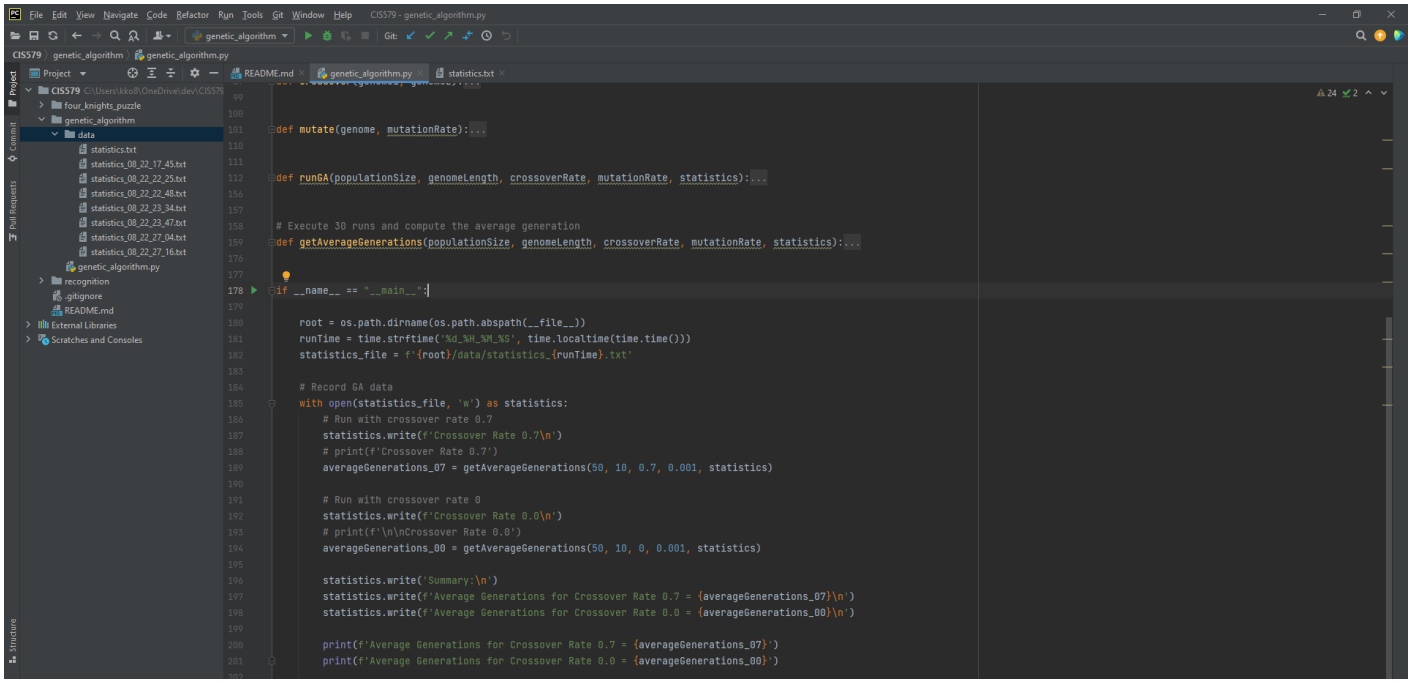
Conditions:

- Roulette-wheel sampling,
- Population size 50,
- Single-point crossover rate 0.7 and 0.0,
- Bitwise mutation rate 0.001.
- Fitness function: f(x) = number of ones in x, where x is a genome of length 10

The goal is to execute 30 runs of the Genetic Algorithm with Crossover Rate 0.7 and 30 runs with Crossover Rate 0.0 and compare results.

2. IMPLEMENTATION

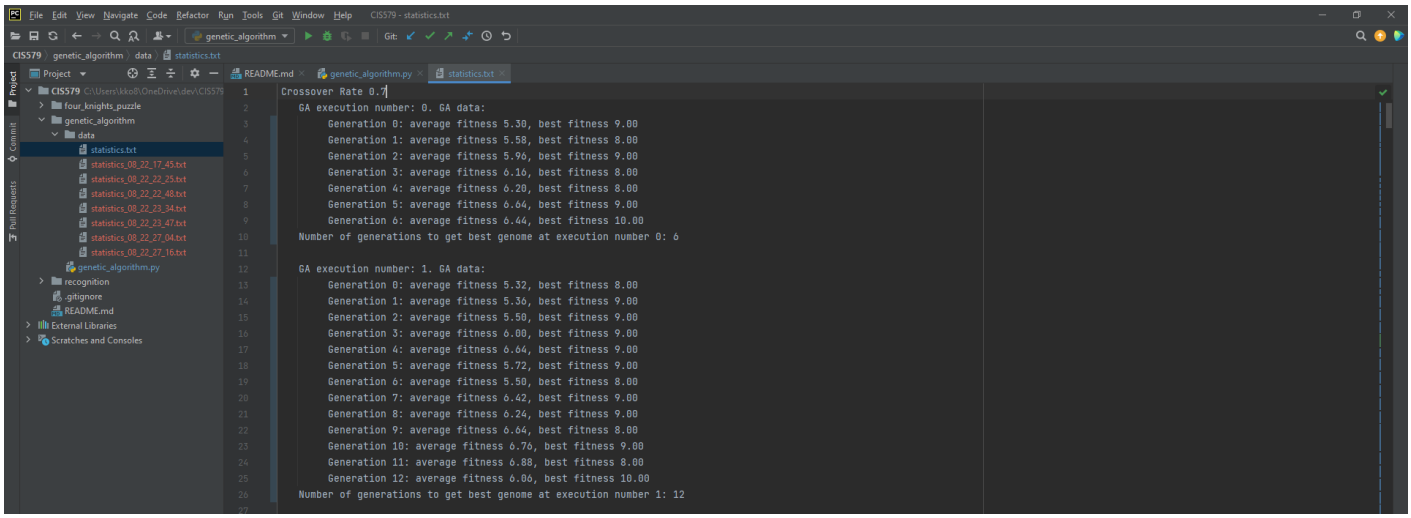
The program implemented with Python3. Each time we execute the program, it runs Genetic Algorithm 30 times with crossover rate 0.7 and 0 and records statistics to a separate file: <program root>/data/statistics_<time stamp>.txt



The program code attached to submission.

3. RESULTS

The program was executed 7 times and results gathered in the table below. Full list of statistics files attached to submission.



Program Execution Attempt	Average Generations for Crossover 0.7	Average Generations for Crossover 0.0
1	16.6	30
2	15.9	29
3	14.2	25.9
4	17.9	28.7
5	17.0	27.2
6	15.7	25.5
7	15.2	27.6

4. CONCLUSION

As we can see from 7 program execution with crossover rate = 0 we get best genome with much more generations.

If crossover rate is 0, this means the genetic algorithm will not use the crossover operation at all. In this case, the genetic algorithm will rely only on mutation (and the selection of existing good solutions) to explore the search space. This may slow down the rate of improvement in the population, as potentially beneficial combinations of genes from different individuals cannot be explored via crossover.