

population\_size = 100

GA = GeneticAlgorithm(

population\_size=population\_size,

num\_generations=50,

num\_parents\_mating=4,

mutation\_percent\_genes=10,

num\_joints=4,

parallel\_processing=None,

init\_range\_low=-1000, # init range applied to the genes

# which in this case are the forces/angles

init\_range\_high=1000,

random\_mutation\_min\_val=-1000,

random\_mutation\_max\_val=1000,

parent\_selection\_type="tournament",

keep\_elitism=population\_size // 100,

crossover\_type="uniform",

)

