



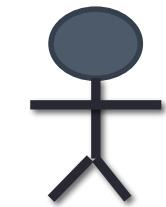
# EVOLUTIONARY COMPUTATION

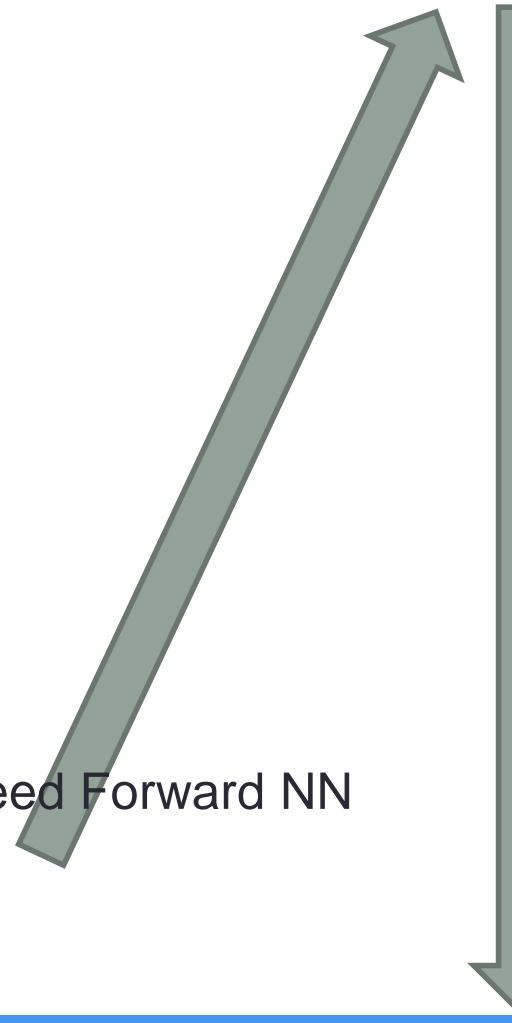
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Asst.Prof.Dr.Supakit Nootyaskool  
IT-KMITL

บท สุ่มทายผล !!

# Study map



- 
- 1. Basic programming
    - R-programming
  - 2. Perceptron
    - Activity function
  - 3. Feed Forward NN
    - Logistic function
  - 4. Feed Forward NN
    - XOR gate
    - Multi-layer perceptron
  - 5. Example & Library Feed Forward NN
    - N:N, 1:N model
    - iris dataset
  - 6. Writing NN Code
    - Data scaling, Confusion matrix
    - Writing NN code
  - 7. Recurrent Neural Network
  - 8. Apply RNN & Library
  - 9. GRU LSTM
  - 10. CNN
  - 11. Apply GA to NN

# Learning Outcome

- Express about concept of the evolutionary computation helping the escape out from the local solution.
- Call and write genetic algorithm in R
- Apply genetic algorithm to solve a small problem.

# OVERVIEW GENETIC ALGORITHM

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# GA related to NN in the current researches

| Wind power prediction based on Elman neural network model optimized by improved genetic algorithm



Zihan Sun; Yanlong Liu; Mingyu Xu; Wanlin Guan

2021 IEEE 2nd International Conference on Big Data, Artificial Intelligence and Internet of Things Engineering (ICBAIE)

Year: 2021 | Conference Paper | Publisher: IEEE

Welding quality inspection method based on genetic algorithm to optimize BP neural network



Daoqu Geng; Xingchuan Lan; Hanwen He; Chan Liu

2021 IEEE 2nd International Conference on Big Data, Artificial Intelligence and Internet of Things Engineering (ICBAIE)

Year: 2021 | Conference Paper | Publisher: IEEE

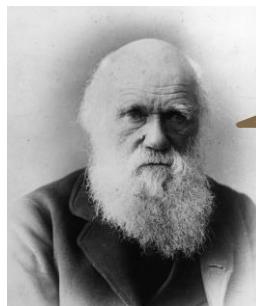
Deep Learning Using Genetic Algorithm Optimization for Short Term Solar Irradiance Forecasting

Wadie Bendali; Ikram Saber; Bensalem Bourachdi; Mohammed Boussetta; Youssef Mourad

2020 Fourth International Conference On Intelligent Computing in Data Sciences (ICDS)

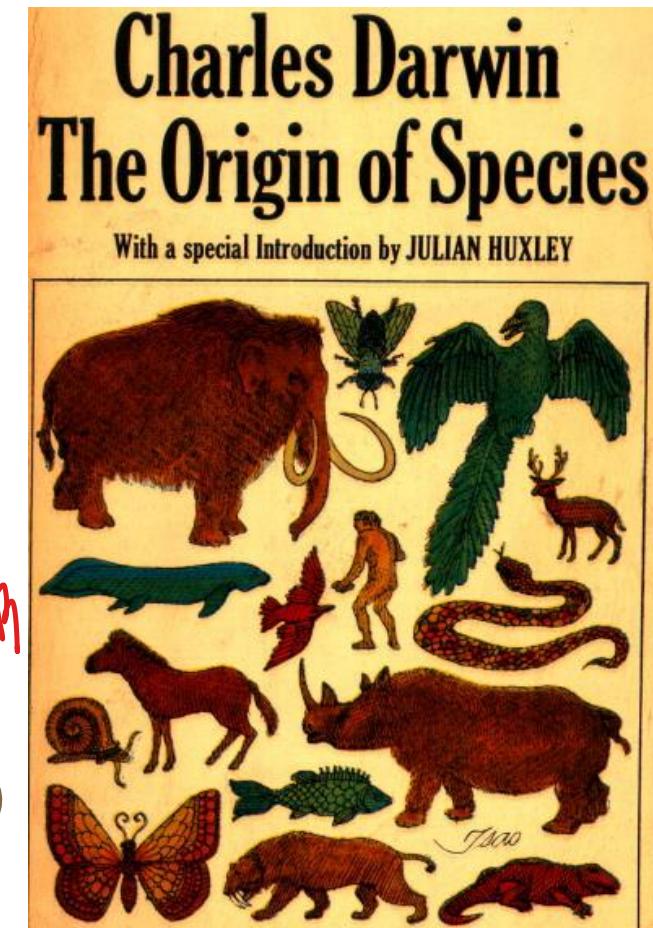
# What is Genetic algorithm?

- Genetic algorithms are a technique to solve problems by using concept of life-evolution applying to find an optimum solution.
- GA are a member in Evolutionary Computation.
- GA are based on **Charles Darwin's theory, 1859.** បុរាណស្រី



Evolution is caused by natural selection.

វិវ៉ធ្លនាការកែវតាមពីរការកំណត់តម្លៃដោយនរណា





Dof: [https://www.youtube.com/watch?v=hQidEQ\\_EFc](https://www.youtube.com/watch?v=hQidEQ_EFc)

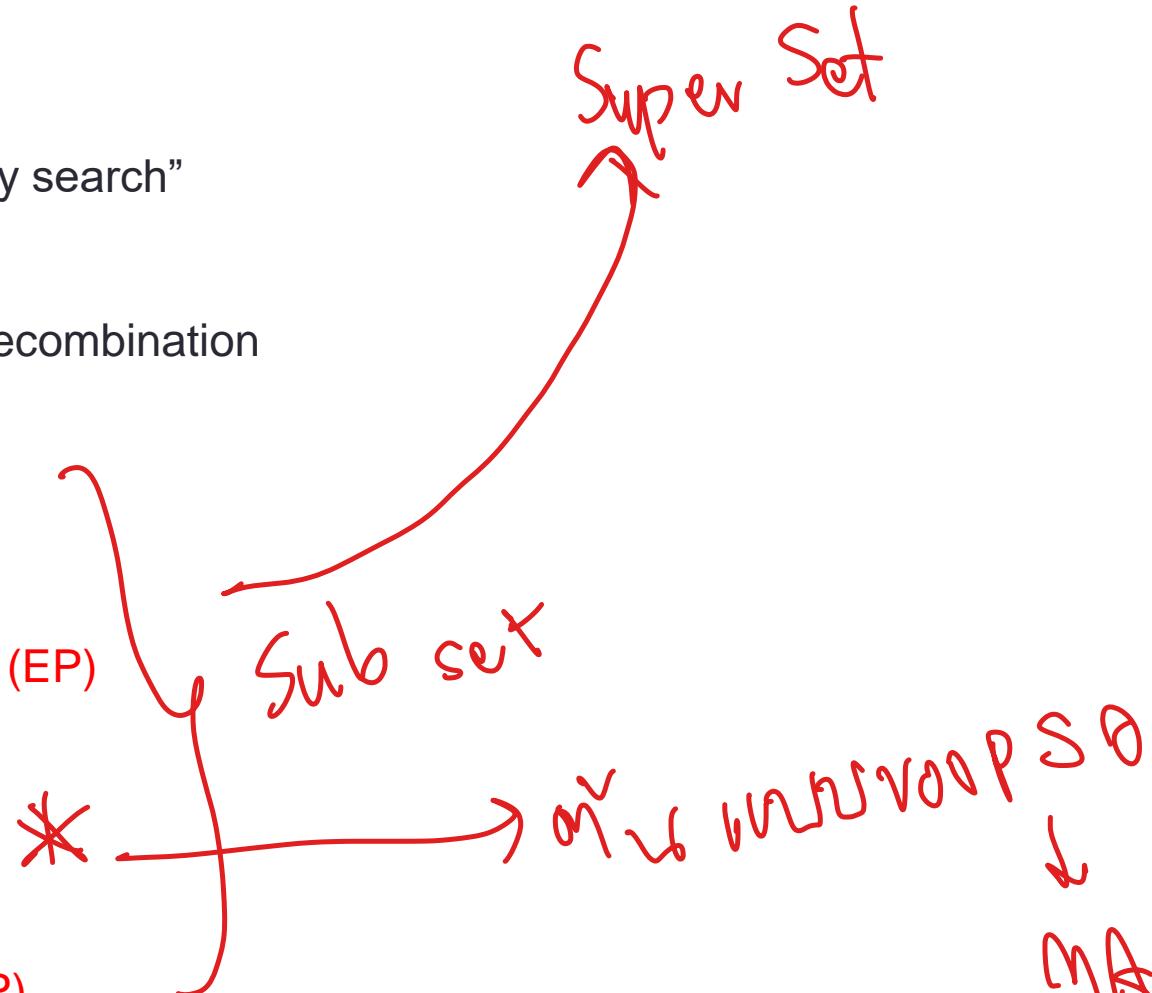
# Introduction to Genetic algorithm

- The origin of species:  
**“Preservation of favorable variations and rejection of unfavorable variations.”**
- There are more individuals born than can survive by self-adapt to a different environment.
- Environment changing -> Adaptation -> Survival



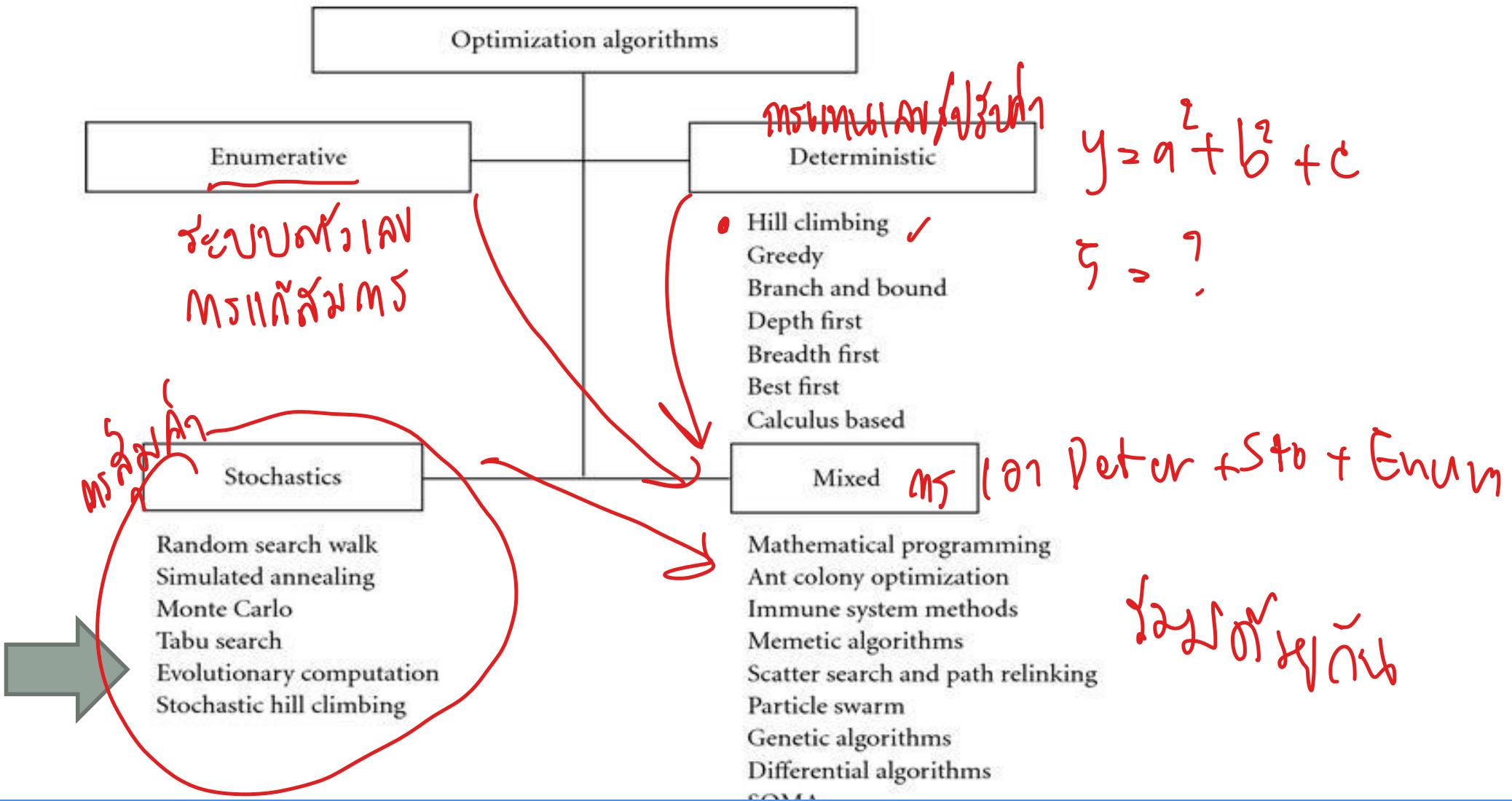
# History of Evolutionary Computations

- 1948, Turing:  
proposes “Genetically or evolutionary search”
- 1962, Bremermann  
optimization through evolution and recombination
- 1964, Rechenberg  
introduces **evolution strategies (ES)**
- 1965, L. Fogel, Owens and Walsh  
introduce **evolutionary programming (EP)**
- 1975, John Holland  
introduces **genetic algorithms (GA)**
- 1992, Koza  
introduces **genetic programming (GP)**

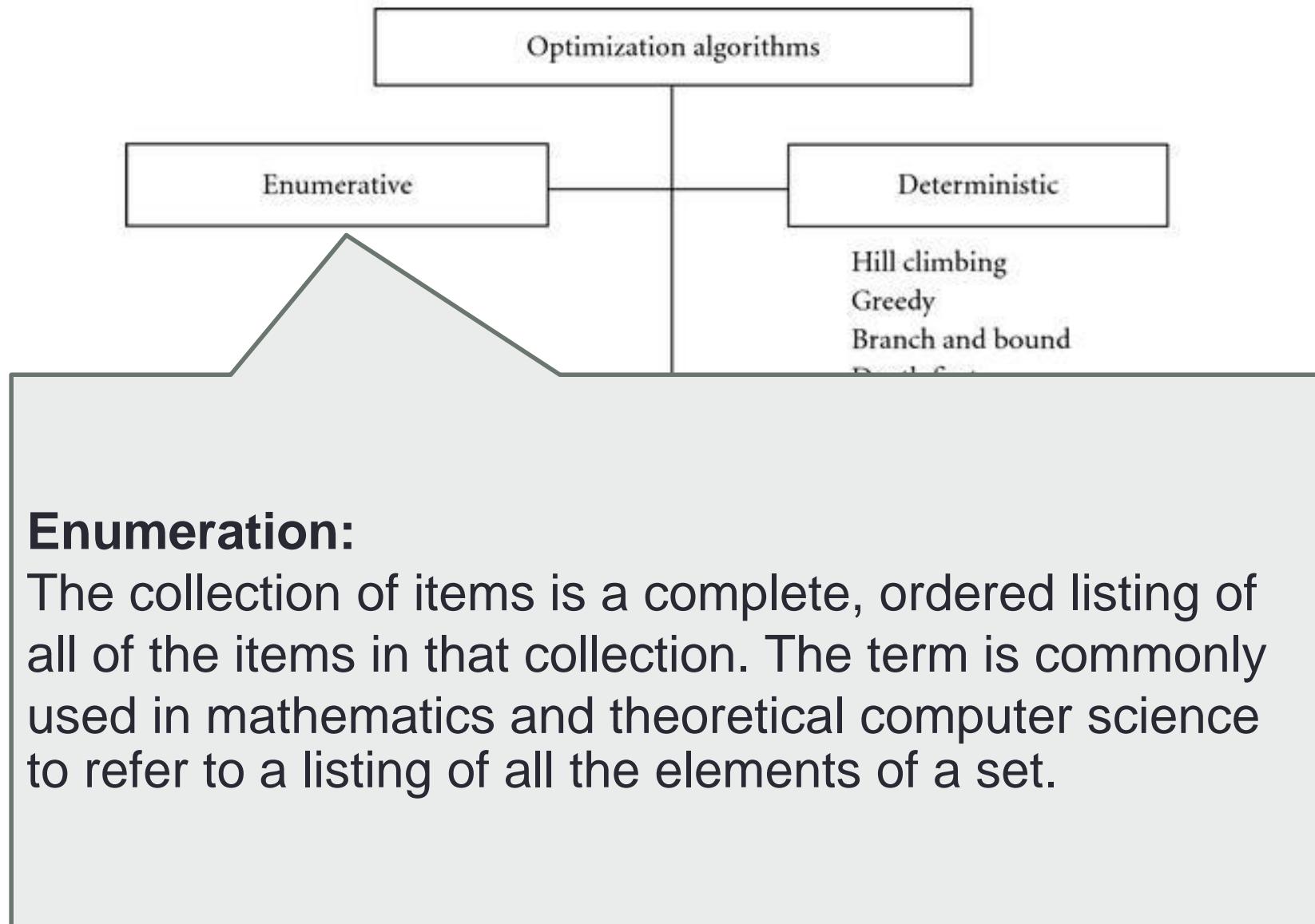


# Optimization Algorithms

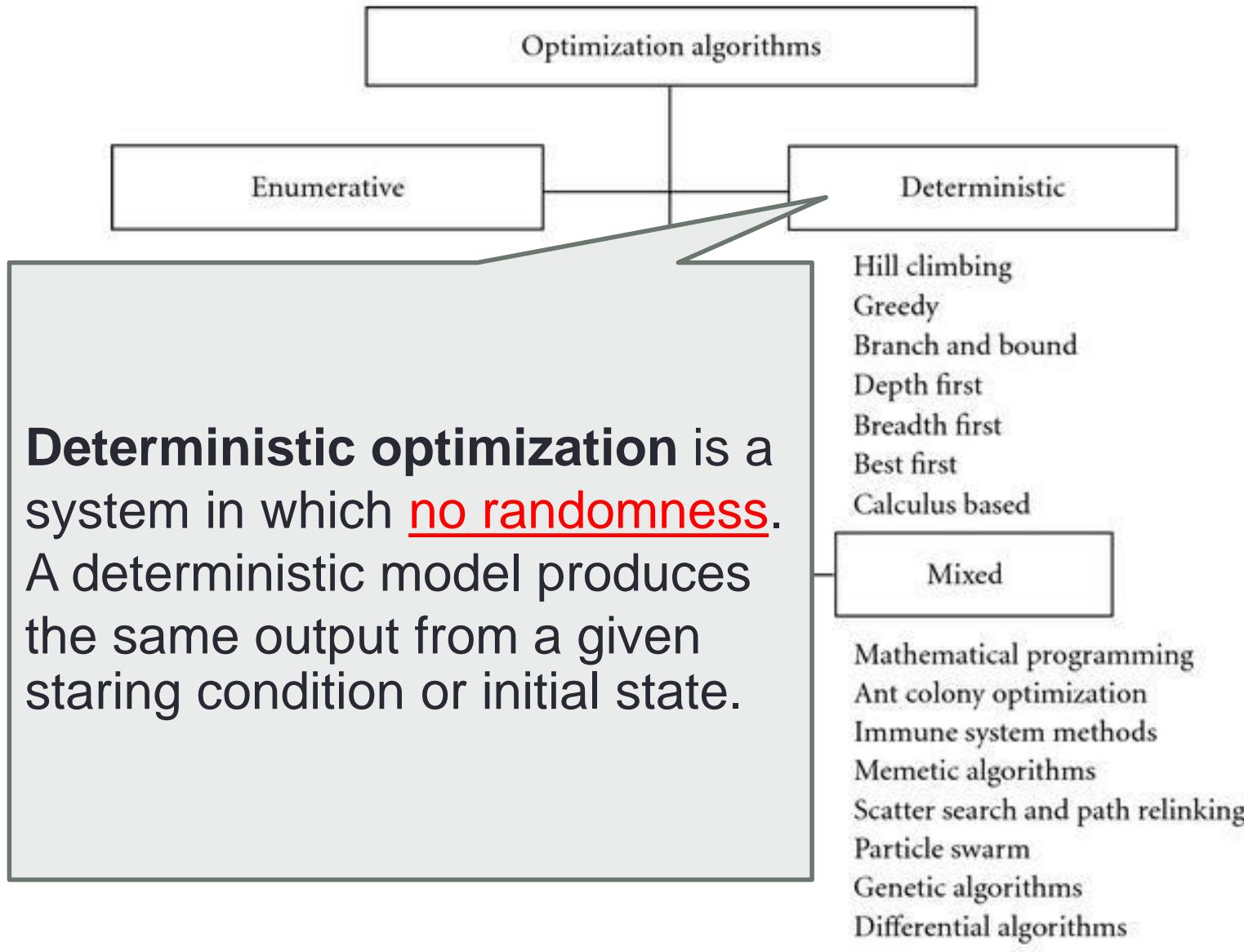
ការងារស្ថិតិយវិធាន



# Optimization Algorithms

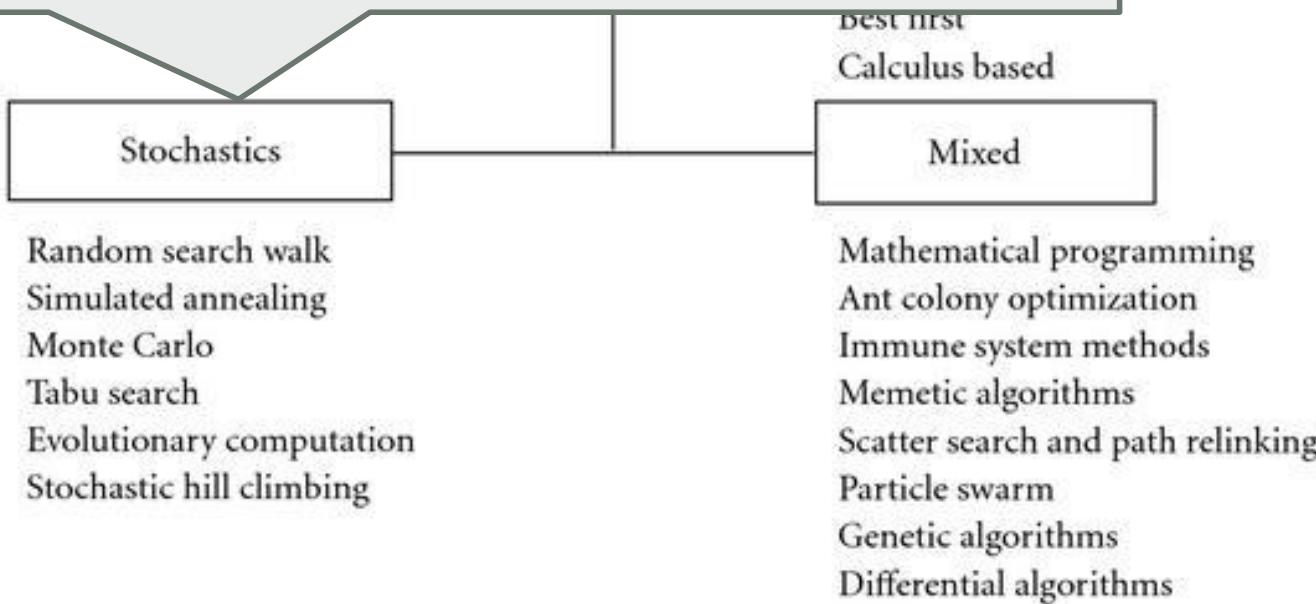


# Understand Optimization Algorithms



# Understand Optimization Algorithms

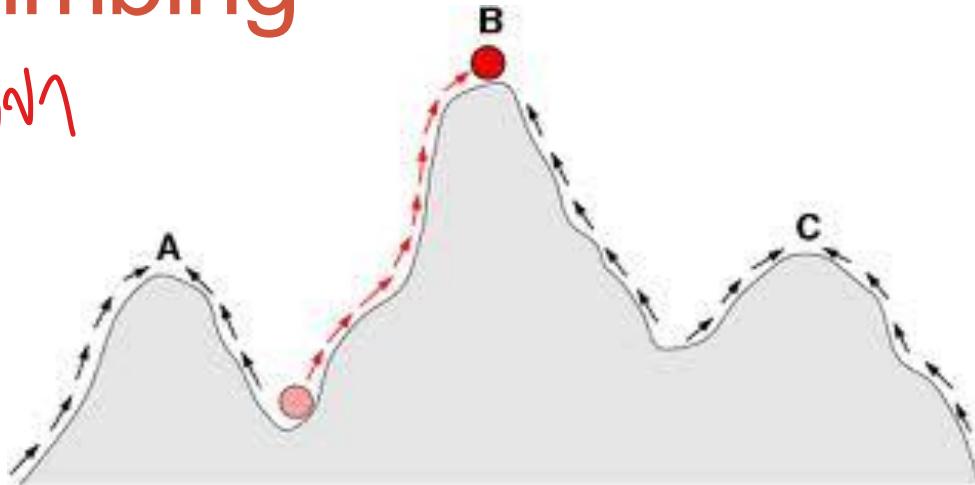
**Stochastic optimization** are optimization methods that generate and use random variables.



# Hill Climbing

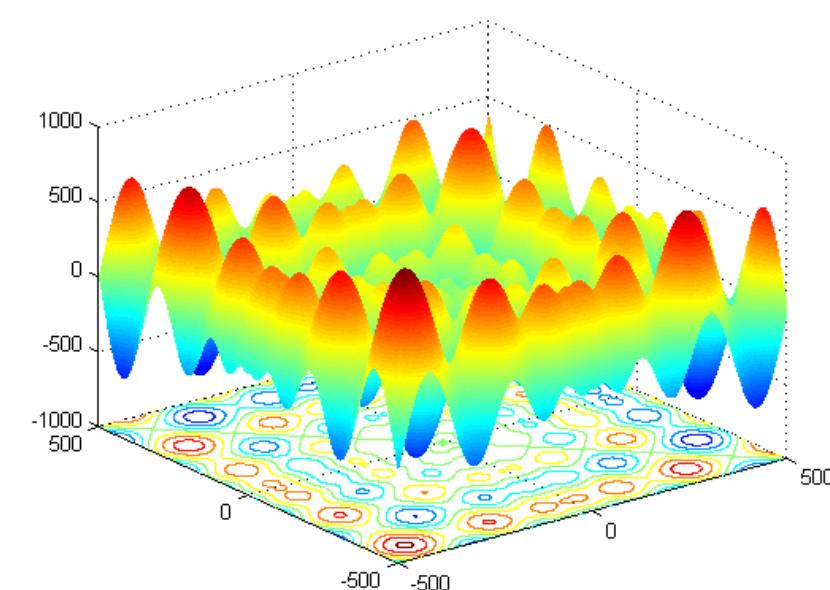
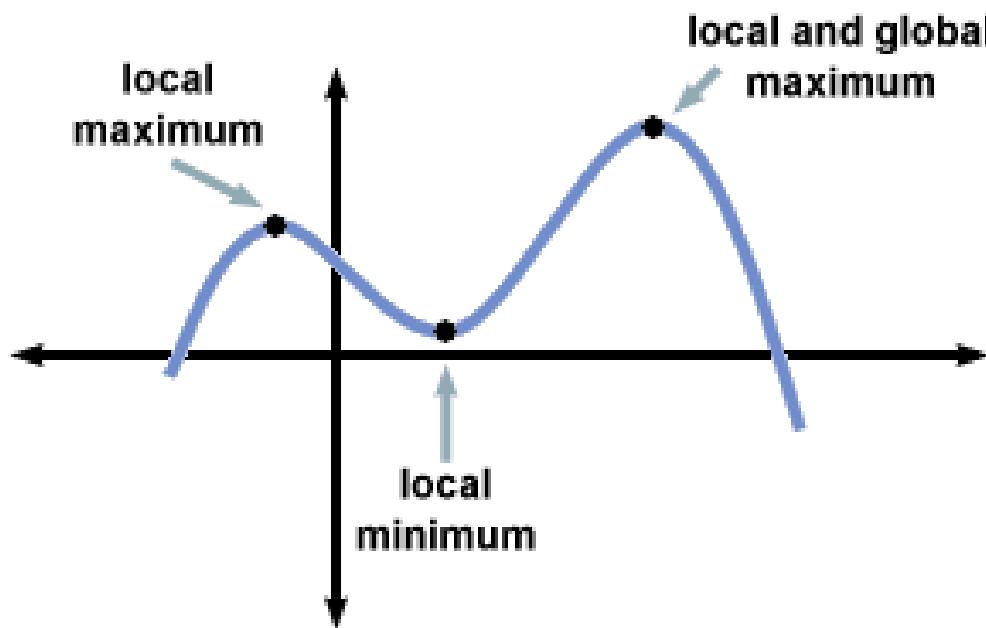
ମର୍ଗବିନ୍ଦୁ

ଶାଖାବିନ୍ଦୁ ପରିପରା ହାତ ବୁଝିଲା



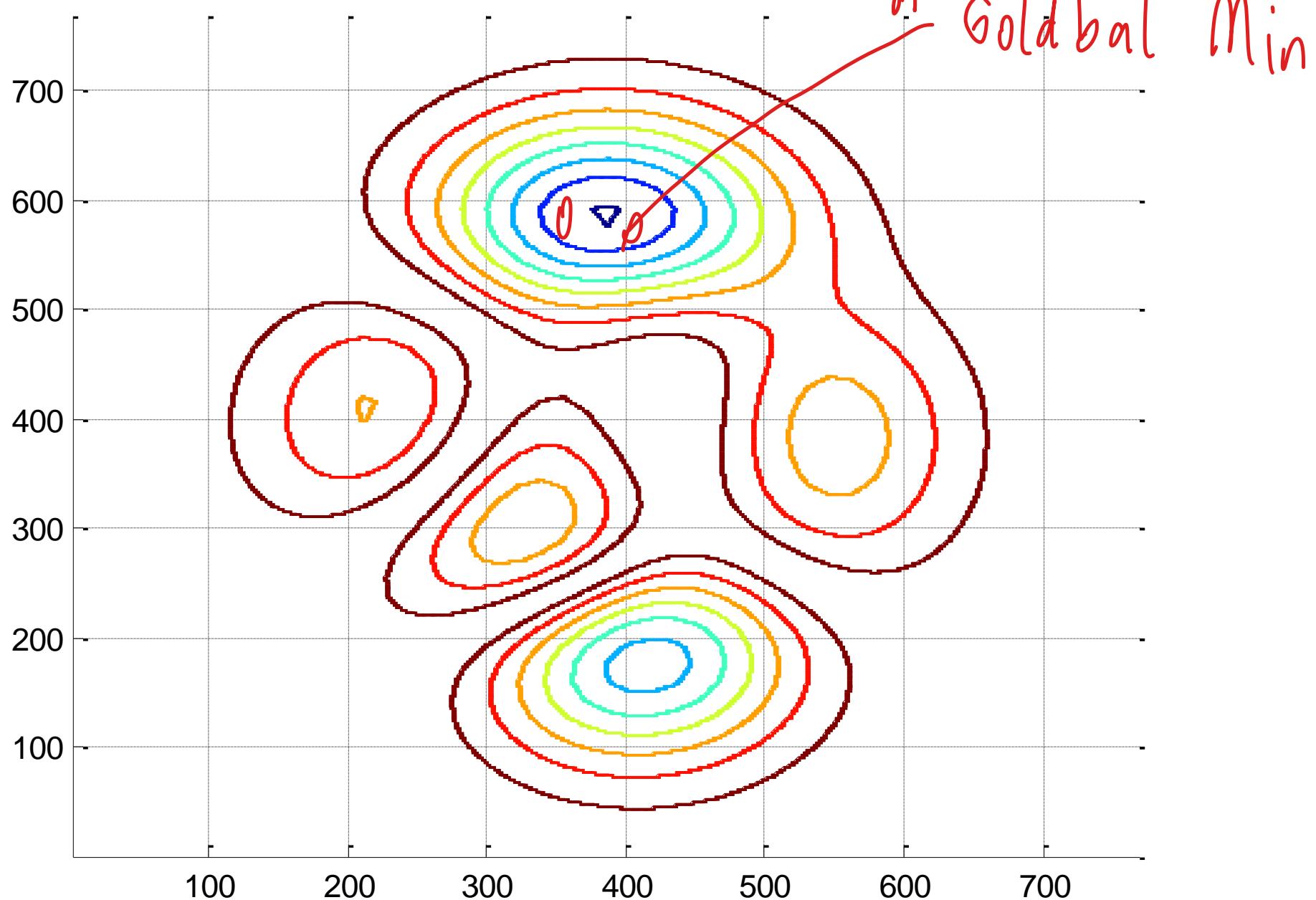
- The strategy of the Hill Climbing is iterating the process of select a neighbor for a candidate solution and only accept it if it results in an improvement. The strategy was proposed to address the limitations of deterministic hill climbing techniques that were likely to **get stuck in local optima** due to their greedy acceptance of neighboring moves.

- Local minima / Local maxima (Local solution)
- Global minimum / Global maximum (Optimum solution)



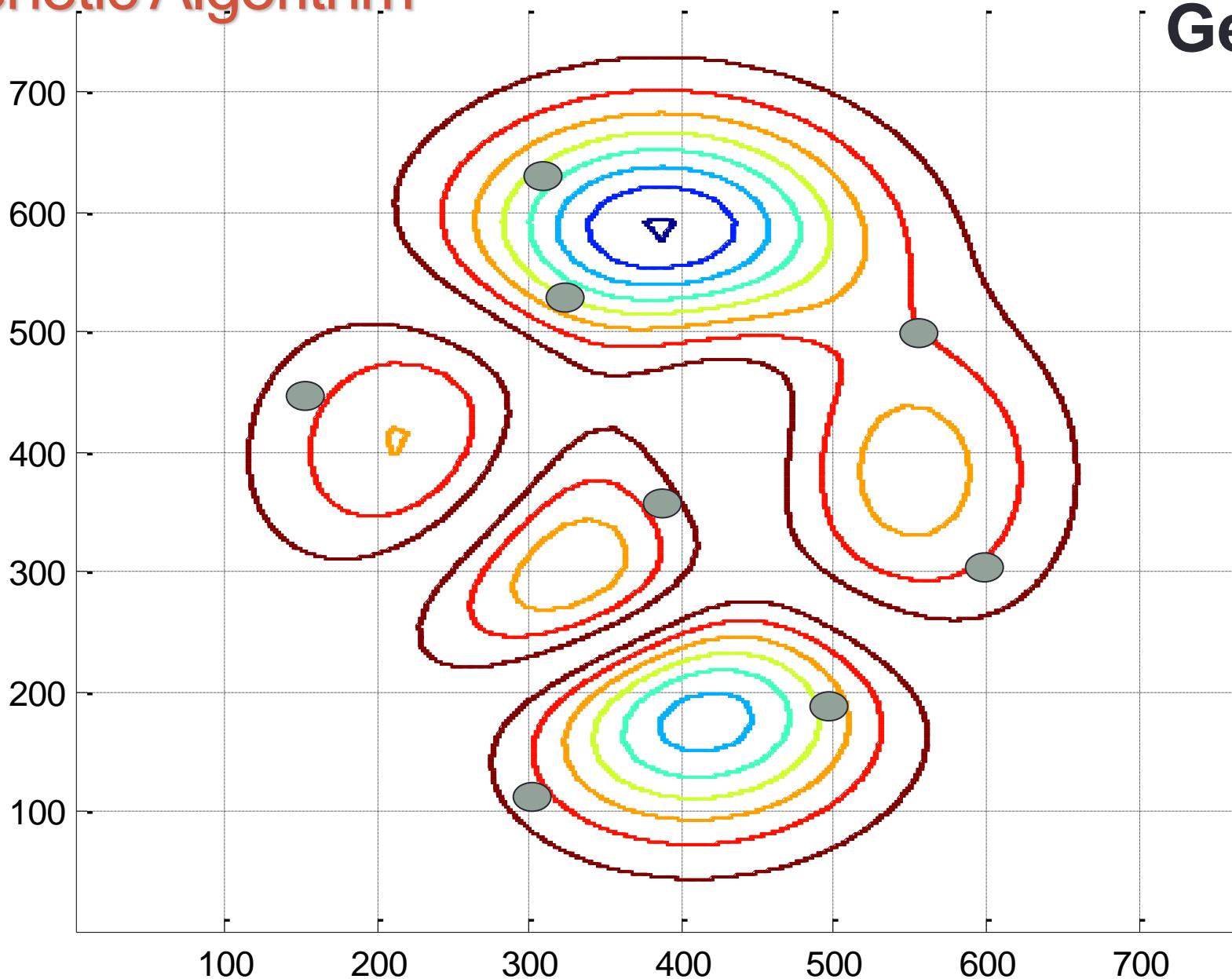
# EVOLUTIONARY COMPUTATION CONCEPT

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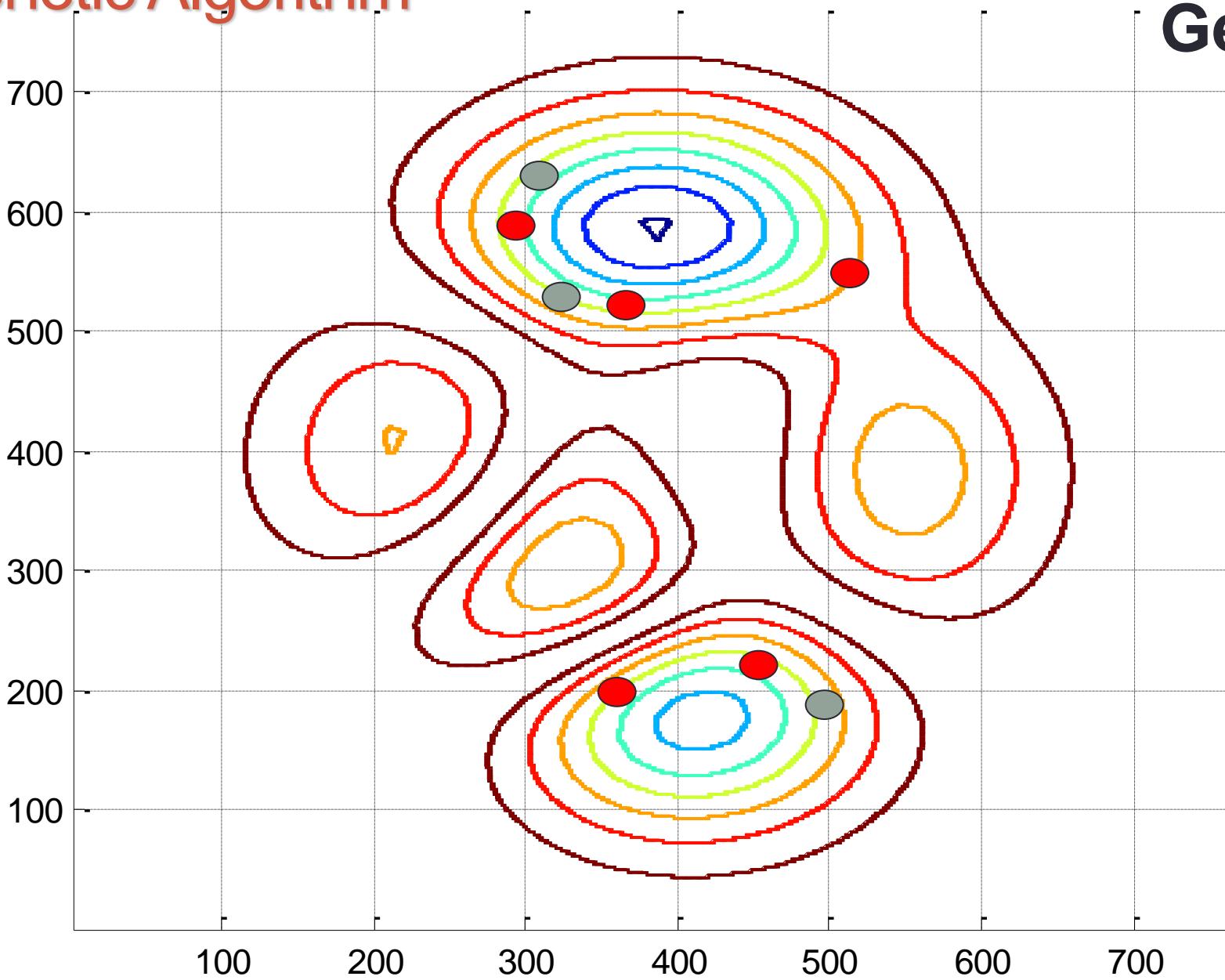
# Genetic Algorithm

Gen 1



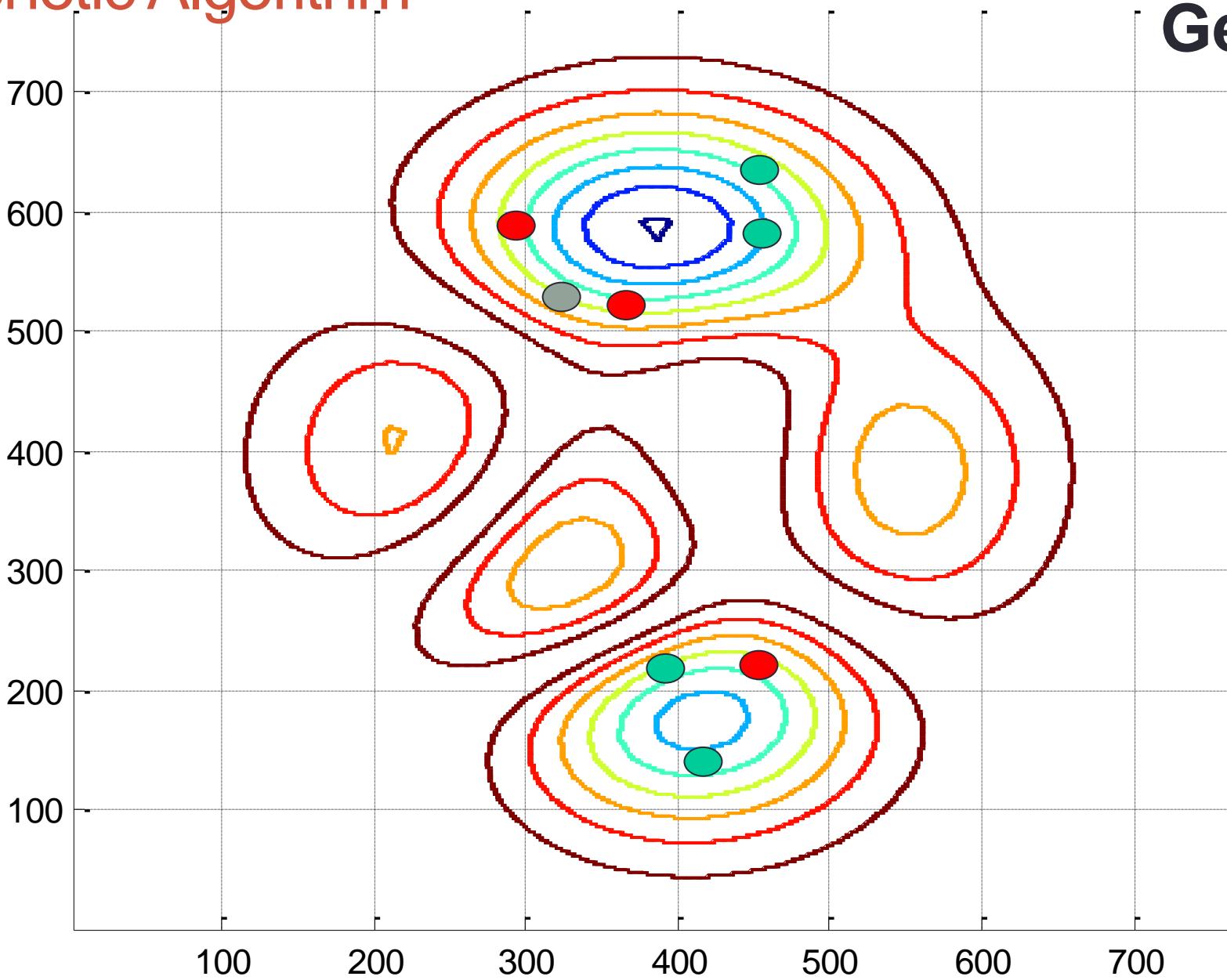
# Genetic Algorithm

Gen 2



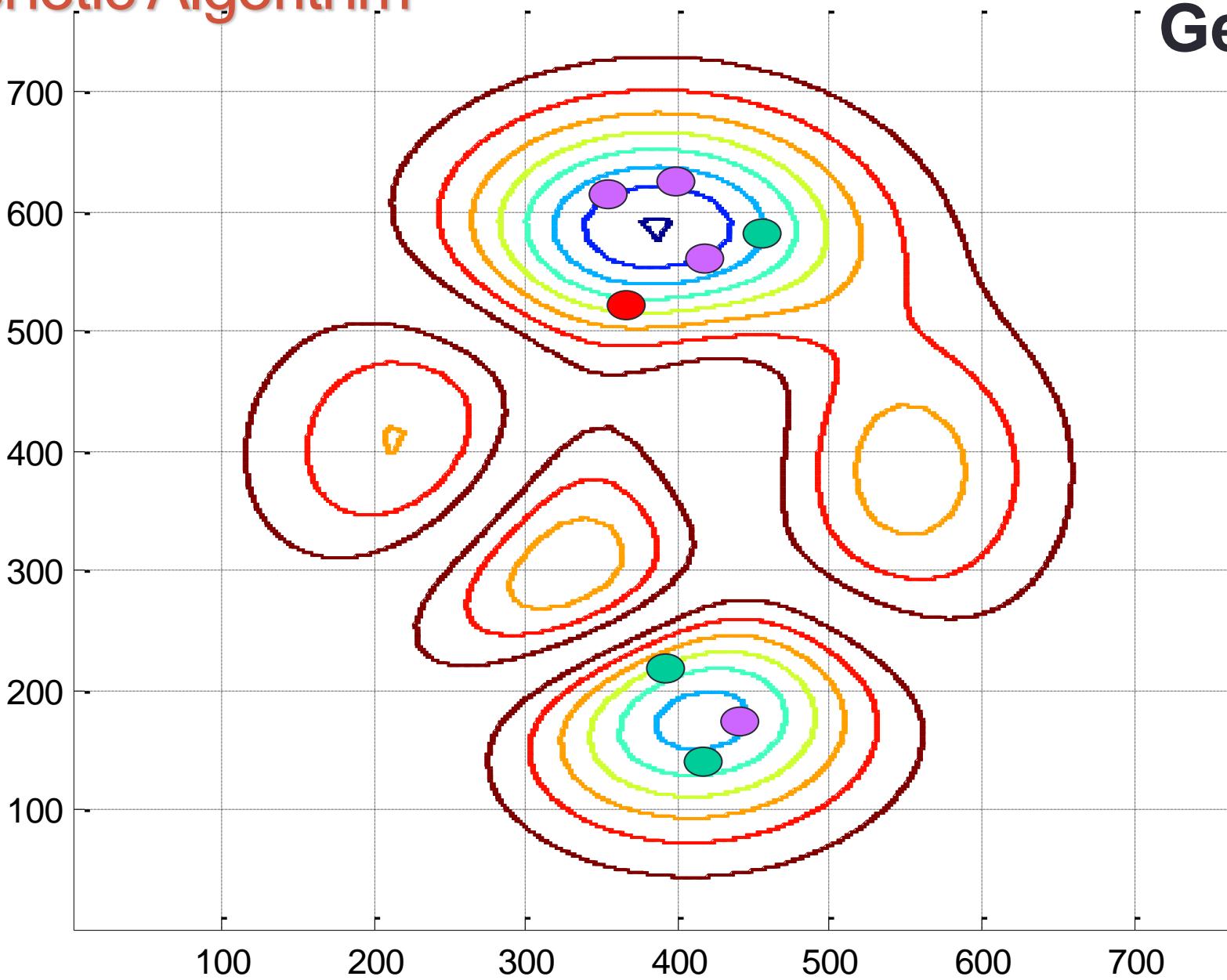
# Genetic Algorithm

Gen 3



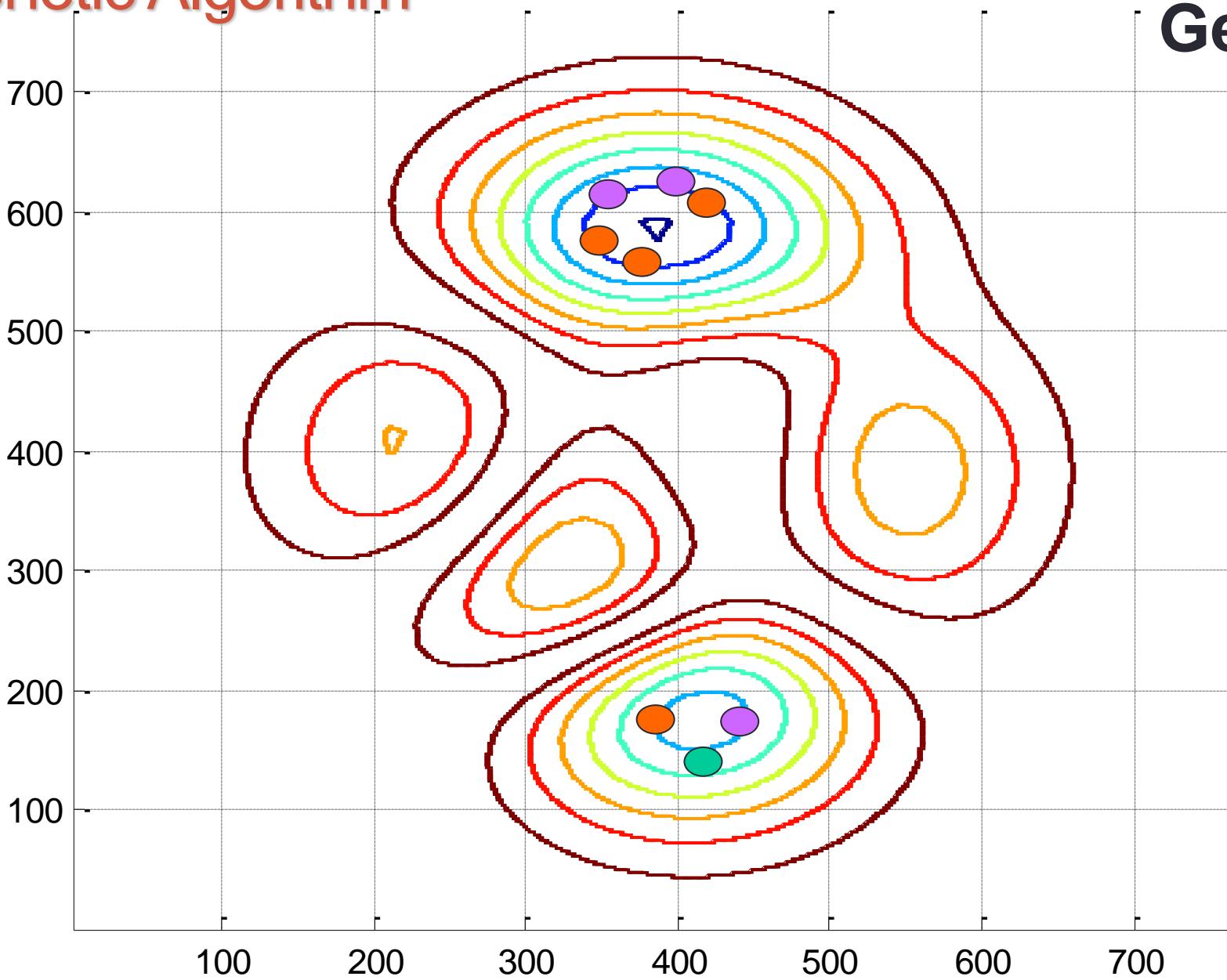
# Genetic Algorithm

Gen 4



# Genetic Algorithm

Gen 5

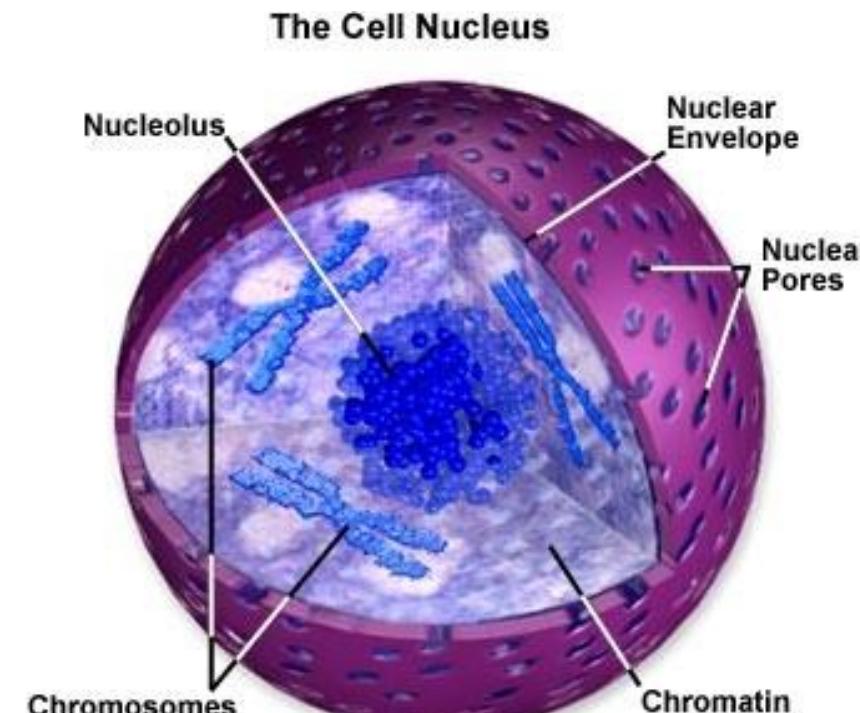
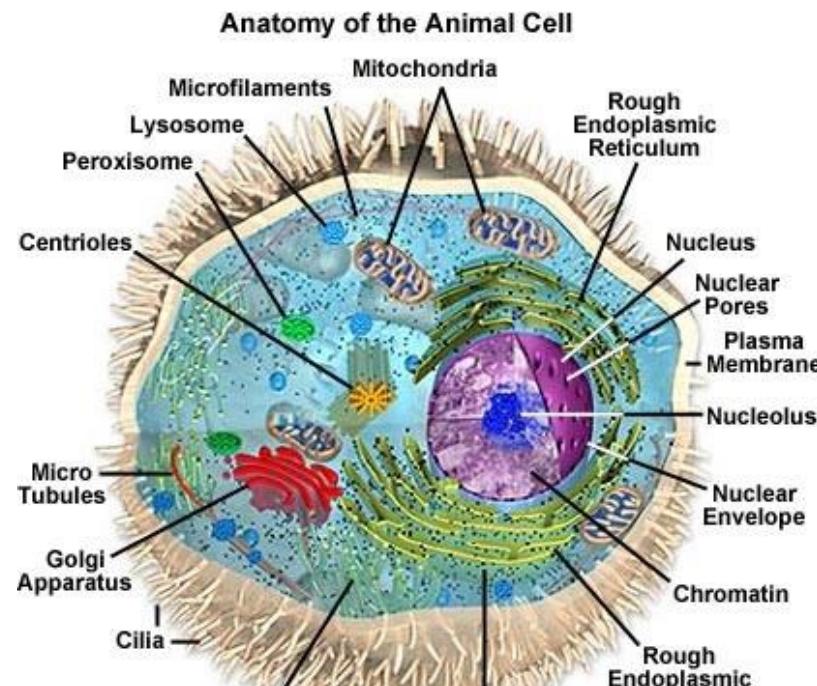


# GENETIC ALGORITHM THEORY

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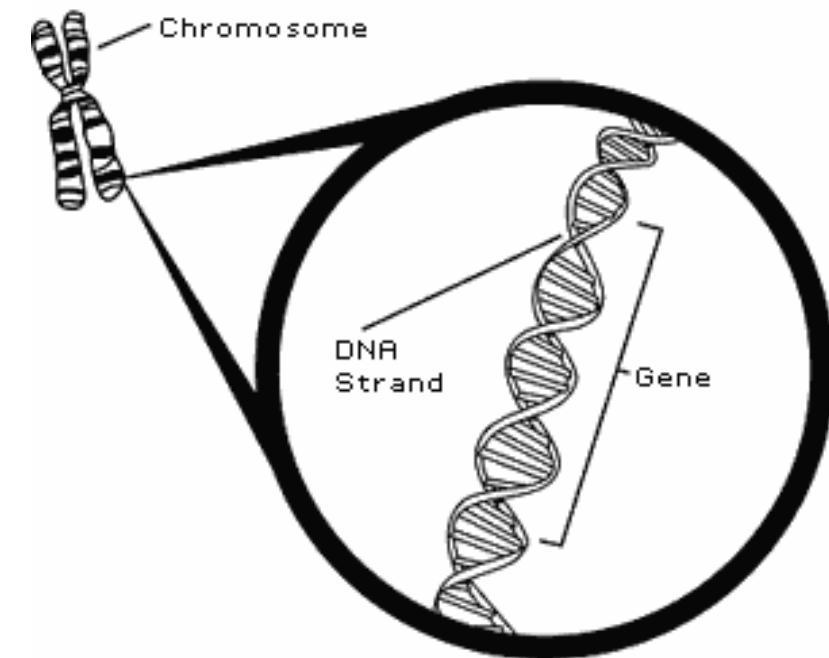
# Biological background (1)

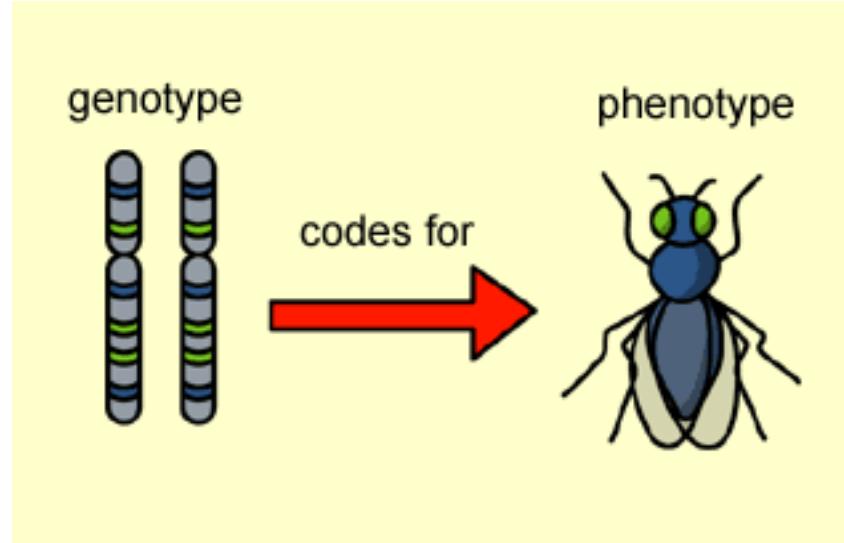
- Every animal cell is a complex of many small “**factories**” working together
- The center of this all is the **cell nucleus**
- The **nucleus** contains the genetic information



## Biological background (2)

- Genetic information is stored in the chromosomes
- Each chromosome is build of DNA
- Chromosomes in humans form pairs
- There are 23 pairs
- The chromosome is divided in parts: genes
- Genes code for properties
- The possibilities of the genes for one property is called: allele
- Every gene has an unique position on the chromosome: locus

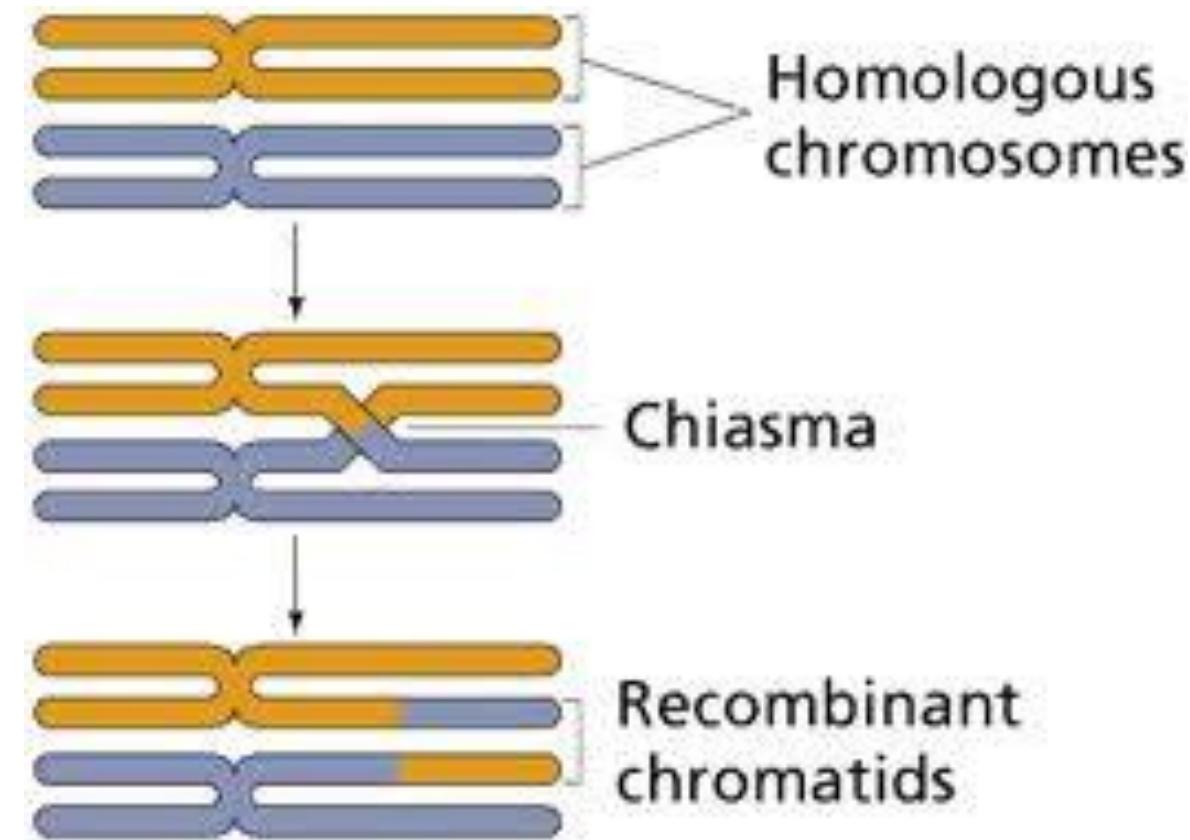




- DNA → Chromosome → Gene  
*গ্রাম্য জীব*
- **Genotype**, DNA inside is the observable in level of gene or chromosome inside individual.
- **Phenotype** is the observable characteristics of an individual.  
*প্রক্রিয়া*

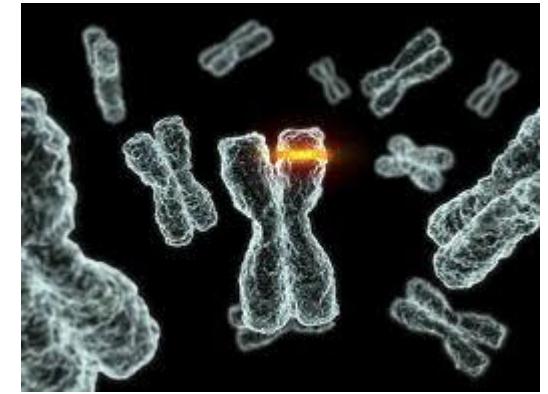
# Sexual Recombination

- GA called **Crossover**  
ក្រសណ្ឋាគ ឲ្យរឿង ដំបូល
- Crossover is the primary operator to introduce diversity in population



# Asexual

- GA called **Mutation** ມົກລາຍືພົມ
- Crossover is the second operator to introduce diversity in population



ເຄືອກ  
+  
ດັວວິນດີນ  
9  
ຈຳ ບະຫຼາມ  
ອຣດຕານ

# Genetic Selection techniques

លេងក្នុងពេលវេលា

↳ ក្រឡេខា

- Uniform selection
- Roulette wheel selection
- Tournament selection
- Random selection

# Genetic Selection techniques

- Uniform selection

พื้นที่แบบเดียวกัน

- Roulette selection

รูปแบบที่กำหนดตามแพตเทิร์นแล้วต้องห้าม

**Uniform selection:** is the selection by using same pattern.

Example

sequence      1 2 3 4 5 6 7 8 9 10  
select every counting      ↓  
                        3      ↓      7      10

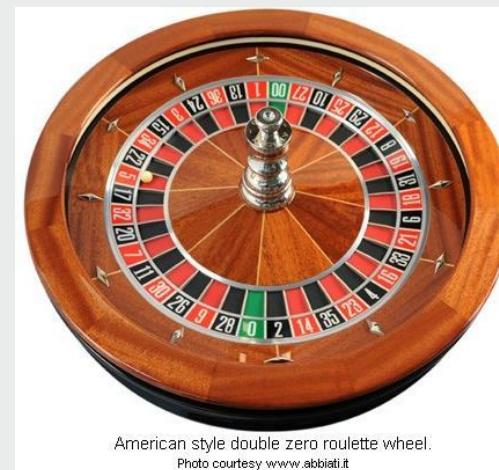
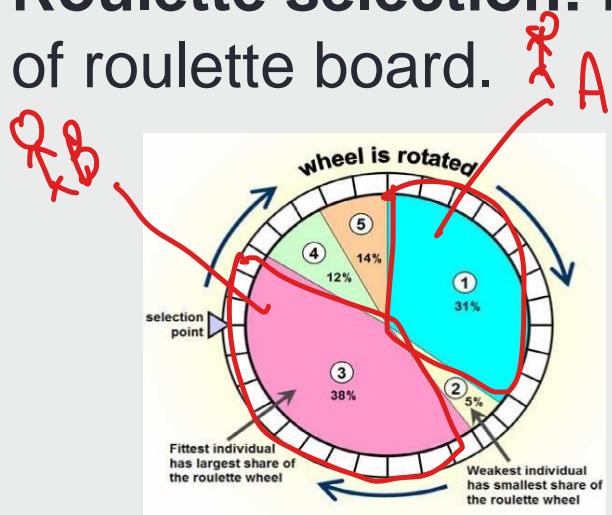
รากเลือกแบบ  
pattern

# Genetic Selection techniques

- Uniform selection
- Roulette wheel selection

ການທີ່ມີພິບທີ່ສັກ ເລີກ ສັກ  
ນີ້ຍຸ

**Roulette selection:** is random selection applying concept of roulette board.



# Genetic Selection techniques

- Uniform selection
- Roulette wheel selection
- Tournament selection *ମୁଁ ପାଇବାରେ*
- Random selection

**Tournament selection:** is the selection by comparing each pair of population. In each pair, the selection may select a population by randomness.



# Genetic Selection techniques

- Uniform selection
- Roulette wheel selection
- Tournament selection
- Random selection *မျှလွှာ*

**Random selection** is the randomness selecting.

Example:

C-code

srand(), rand()

Excel

random

R

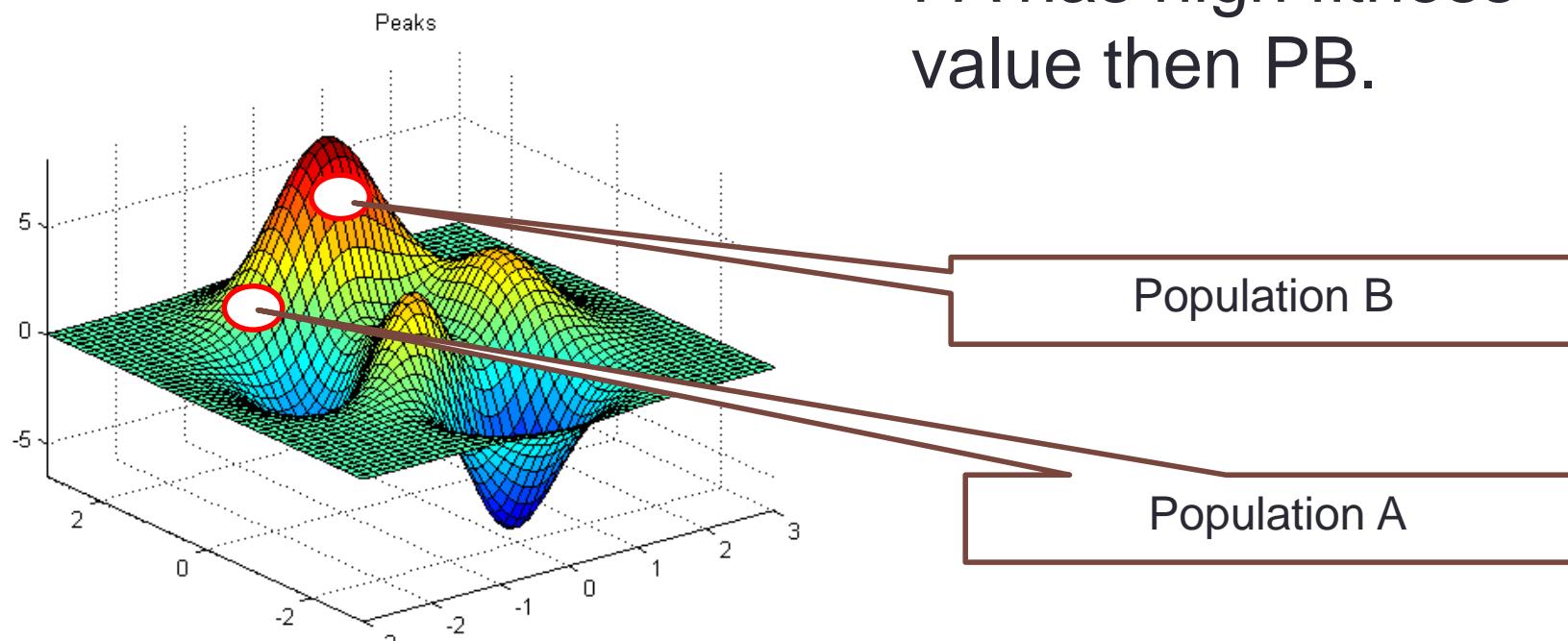
sample, runif()

# Fitness value

↑  
Maximal function → Objective function

- Fitness value is a value of quality to measure result of solving a problem.

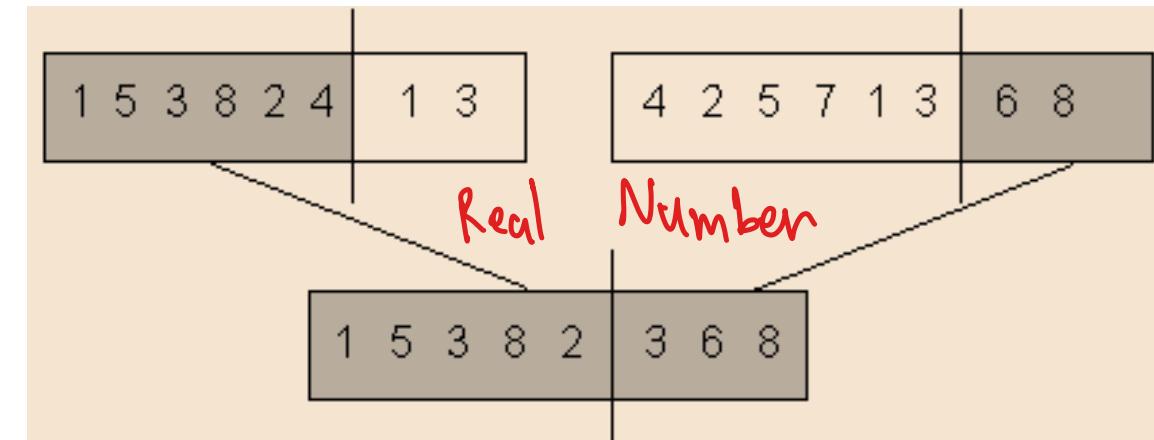
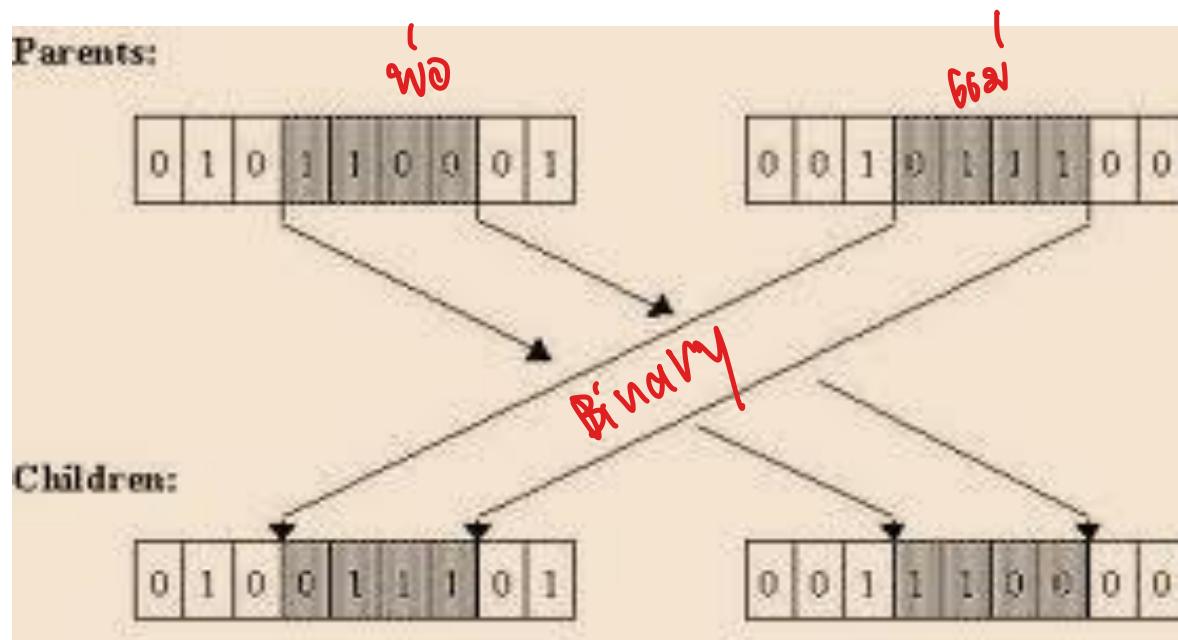
PA has high fitness value than PB.



# Chromosome Representation

- Problem representation can be encoding two techniques.
  - **Binary** chromosome
  - **Real number** chromosome

MS' cross over



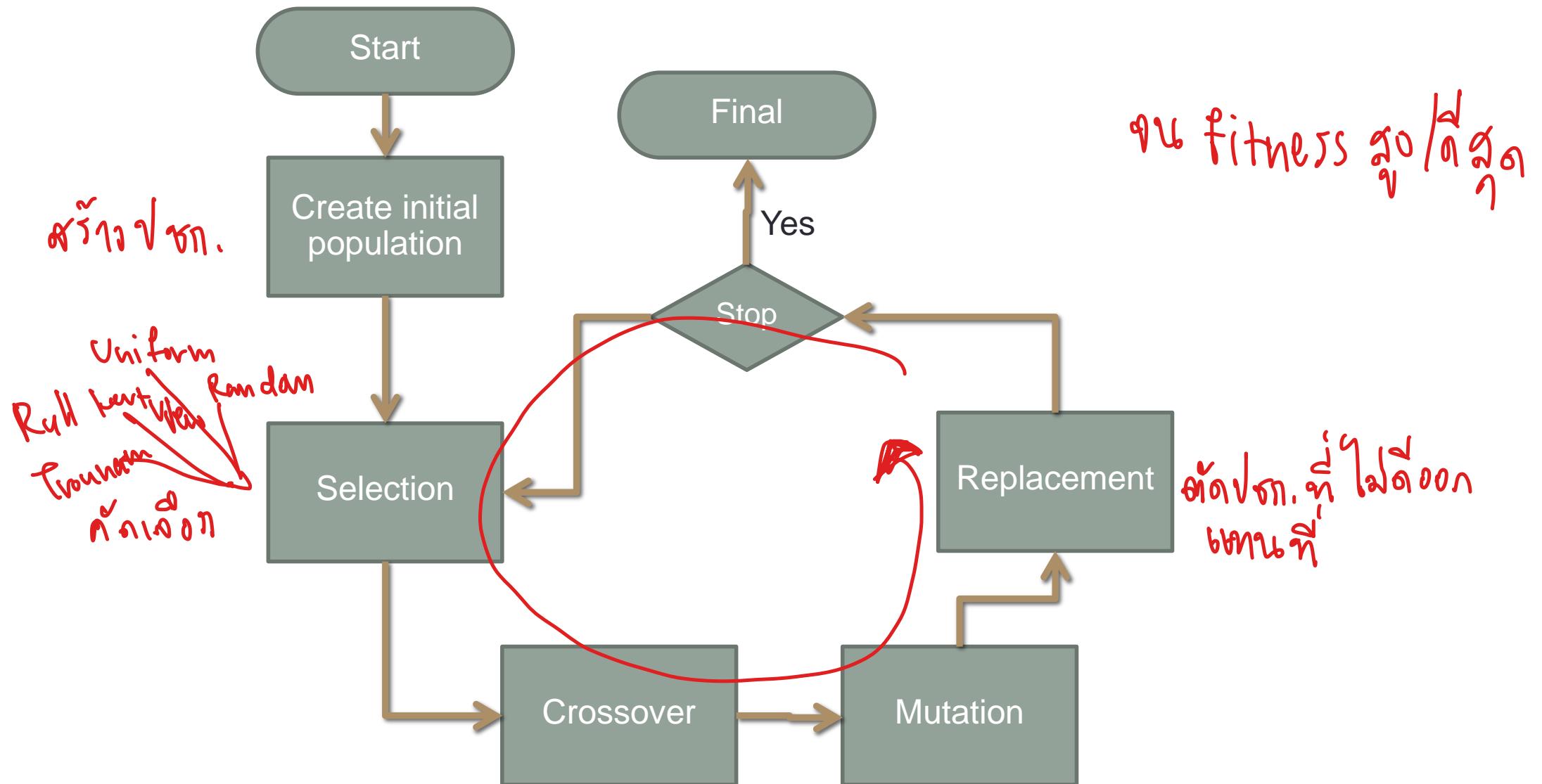
# Glossary--GA

- Evolutionary Computation
  - GA
  - EC
  - EA
  - GP
  - EP
- Selection
  - Roulette wheel
  - Uniform
  - Tournament
  - Random
- Crossover (Recombination)
- Mutation
- Chromosome
  - Gene
- Phenotype ←Genotype
- Fitness
- Populations
  - A population = Individual
  - Old population (Parent)
  - New population (Offspring)
- Encode Chromosome
  - Binary
  - Real
- Generation

# PROCESS OF GA

---

# GA process



# Represent problem

- Problem
  - $\underline{z = x^2 + y^2} \rightarrow$  Objective function
  - What is the value x, y at z = 0?
  - Step1
    - Encode problem (Example use Binary Chromosome)

Example

$$X = 9 = 1001$$

$$Y = 3 = 0011$$

ក្នុងលទ្ធផលនេះ គឺជា Real Number រួចបាត់

Then, a population uses two gene 1001|0011

សំគាល់លើ  
Binary

# Create population

Chromosomes		$Z = X^2 + Y^2$
<u>Parents</u>		
P1:	1001 0011	$X=9 \quad Y=9 \quad Z=? \quad 81+81=162$
P2:	0101 0110	$X=5 \quad Y=6 \quad Z=? \quad 25+36=61$
P3:	0011 0010	*
P4:	1001 0011	$X=9 \quad Y=9 \quad Z=? \quad 81+81=162$
P5:	1101 0010	$X=13 \quad Y=9 \quad Z=? \quad 169+81=250$

# Create population

- Parents

P1: 1001|0011

x=9 y=3 z=90

P2: 0101|0110

x=5 y=6 z=61

P3: 0011|0010

x=3 y=2 z=13

గිණු අනුකූල ස්ථානය

P4: 1001|0011

x=9 y=3 z=90

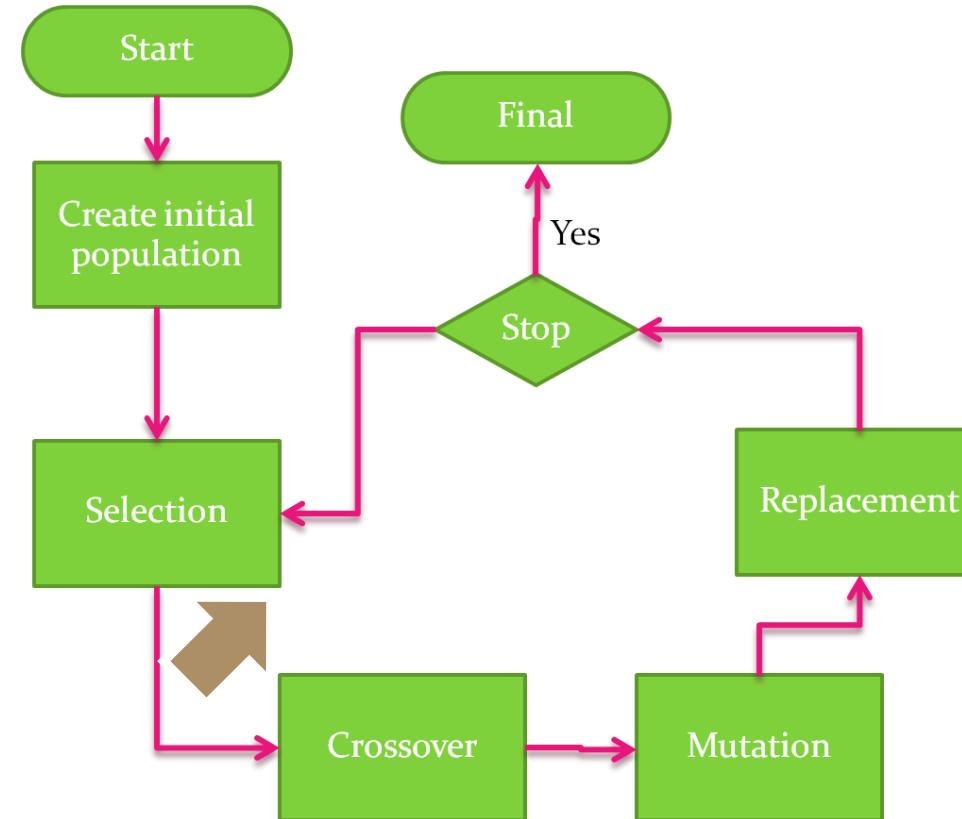
P5: 1101|0010

x=13 y=2 z=139

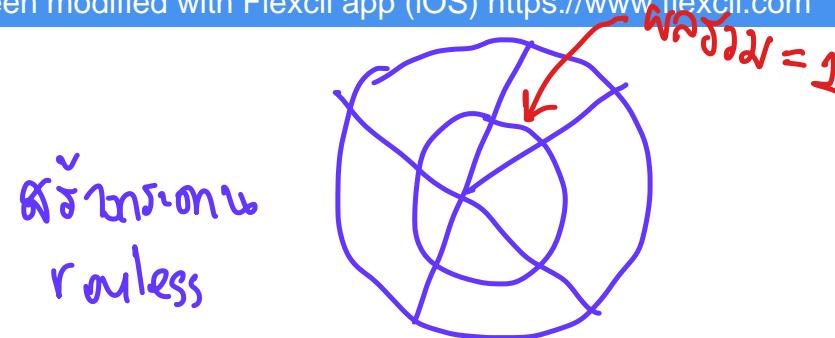
Which population has the best fitness value?

# Selection

- Use roulette wheel generating 5 offspring



# Selection



- Parents

P1: 1001|0011

x=9 y=3

z=90

P2: 0101|0110

x=5 y=6

z=61

P3: 0011|0010

x=3 y=2

z=13

P4: 1001|0011

x=9 y=3

z=90

P5: 1101|0010

x=13 y=2

z=139

**Sum z = 393**

↝ ຖໍ່ໃຫຍ່ 1 ອອນ  $\div 393$

Which population has best fitness?

# Selection

- Parents

P1: 1001|0011

x=9 y=3

**z=90/393**

P2: 0101|0110

x=5 y=6

**z=61/393**

P3: 0011|0010

x=3 y=2

**z=13/393**

P4: 1001|0011

x=9 y=3

**z=90/393**

P5: 1101|0010

x=13 y=2

**z=139/393**

Sum z = 393

Which population has best fitness?

# Selection

- Parents

P1: 1001|0011

x=9 y=3 z=0.229

P2: 0101|0110

x=5 y=6 z=0.1552

P3: 0011|0010

x=3 y=2 z=0.033

P4: 1001|0011

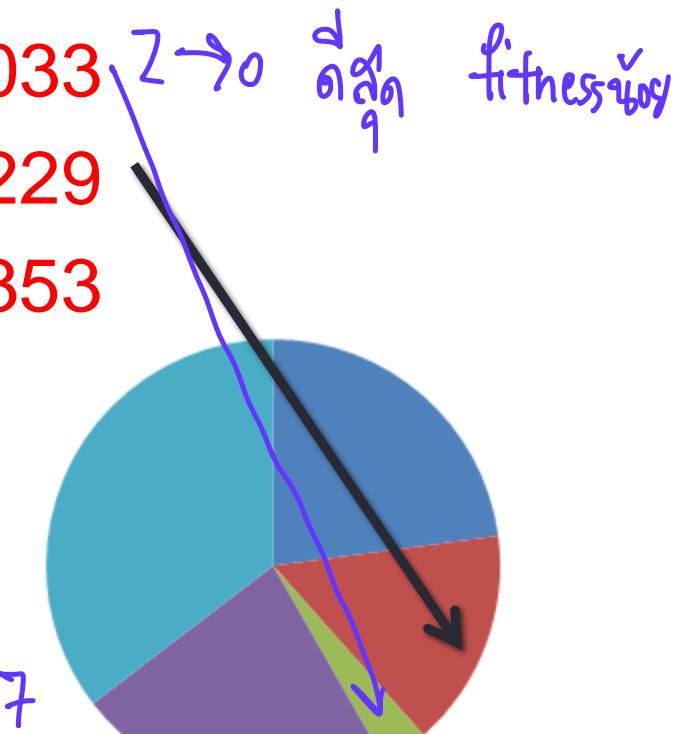
x=9 y=3 z=0.229

P5: 1101|0010

x=13 y=2 z=0.353

Sum z = 393

ເນັດໄດ້ຢ່າຍ 1 ປະລົມທີ Z = 0.033 = 9, 867



# Selection

- Parents

P1: 1001|0011

x=9 y=3 z=0.229

P2: 0101|0110

x=5 y=6 z=0.1552

P3: 0011|0010

x=3 y=2 z=0.033

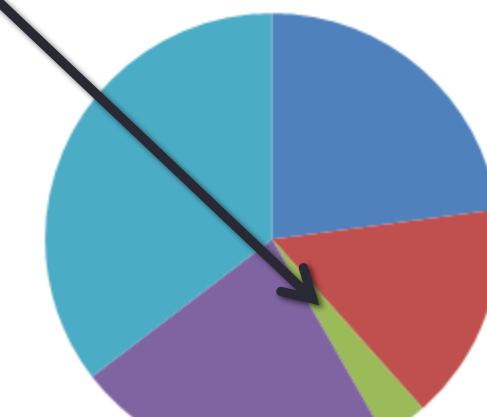
P4: 1001|0011

x=9 y=3 z=0.229

P5: 1101|0010

x=13 y=2 z=0.353

Sum z = 0.93



# Selection

- Parents

P1: 1001|0011

x=9 y=3

z=1-0.229

P2: 0101|0110

x=5 y=6

z=1-0.1552

P3: 0011|0010

x=3 y=2

z=1-0.033

P4: 1001|0011

x=9 y=3

z=1-0.229

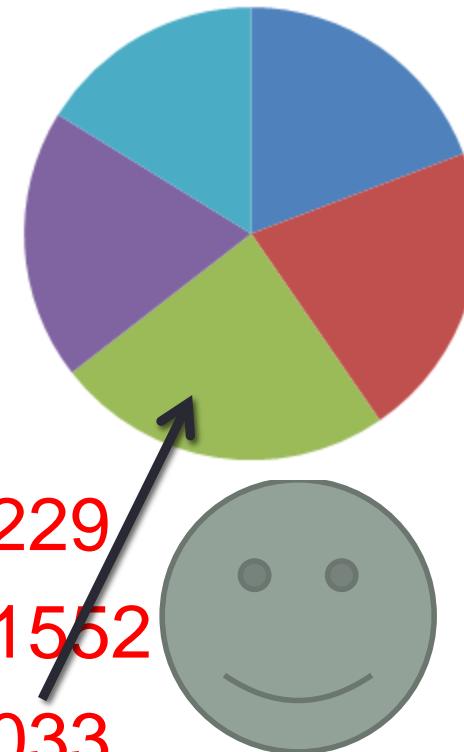
P5: 1101|0010

x=13 y=2

z=1-0.353

Sum z = 393

1  
2  
3  
4  
5  
6  
7  
8  
9  
0 - 1



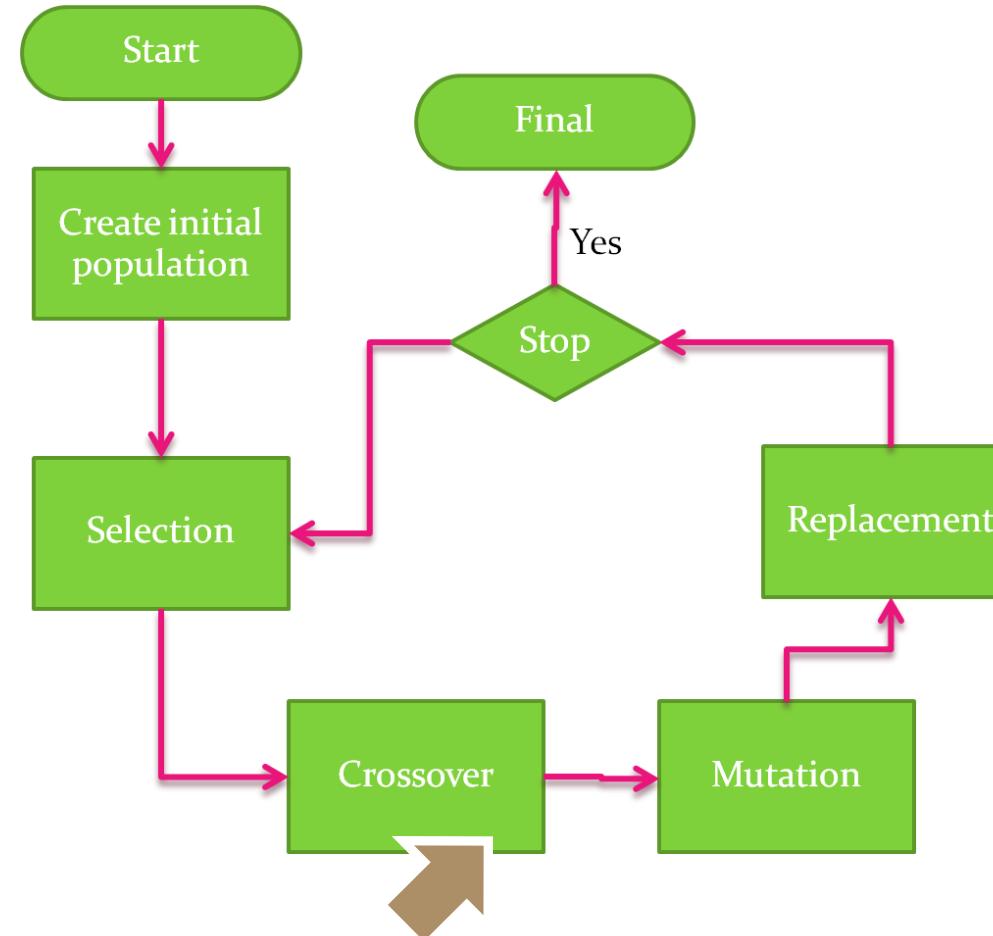
# Selection

- Offspring

- ✓ P6: 0011|0010    x=3 y=2    z=1-0.033    ↗  
    ↙  
    ↙
- ✓ P7: 0101|0110    x=5 y=6    z=1-0.1552
- ✓ P8: 0011|0010    x=3 y=2    z=1-0.033    ↗, ↙ ↗  
    ↙  
    ↙
- ✓ P9: 1001|0011    x=9 y=3    z=1-0.229
- ✓ P10: 0101|0110    x=5 y=6    z=1-0.1552

# Crossover

- Crossover techniques
  - One point
  - Two point
  - N-point



# Crossover

କ୍ରସୋପ୍ରୋବ୍ସାର୍ଟ୍

- Select P6 and P10 by random control with Crossover Probability

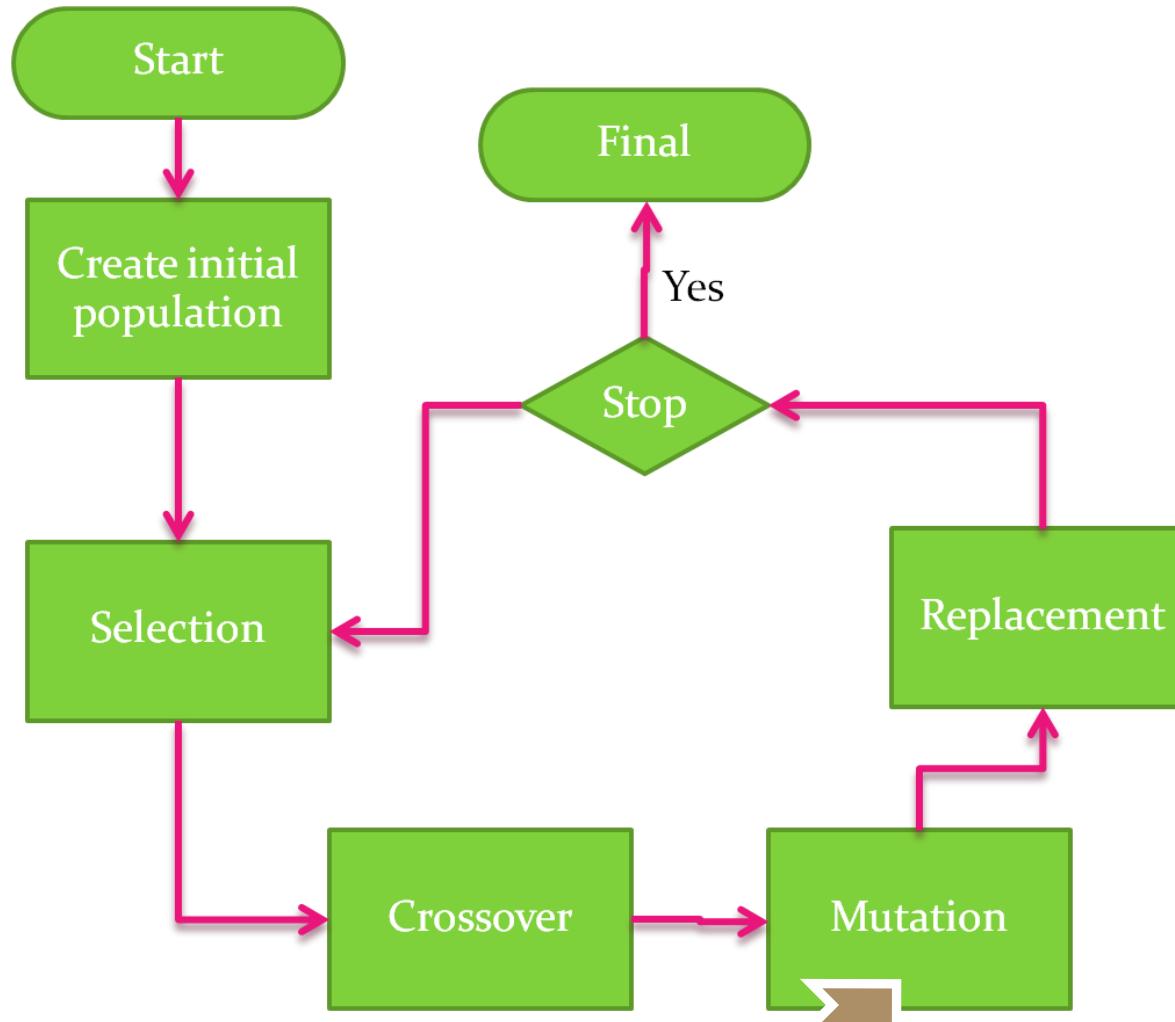
✓ P6: 0011|0010      x=3 y=2  
✓ P10: 0101|0110      x=5 y=6

- Random select gene to swap

P6: 0111|0110      x=? y=?      z=?

P10: 0001|0010      x=? y=?      z=?

# Mutation



# Crossover Mutation

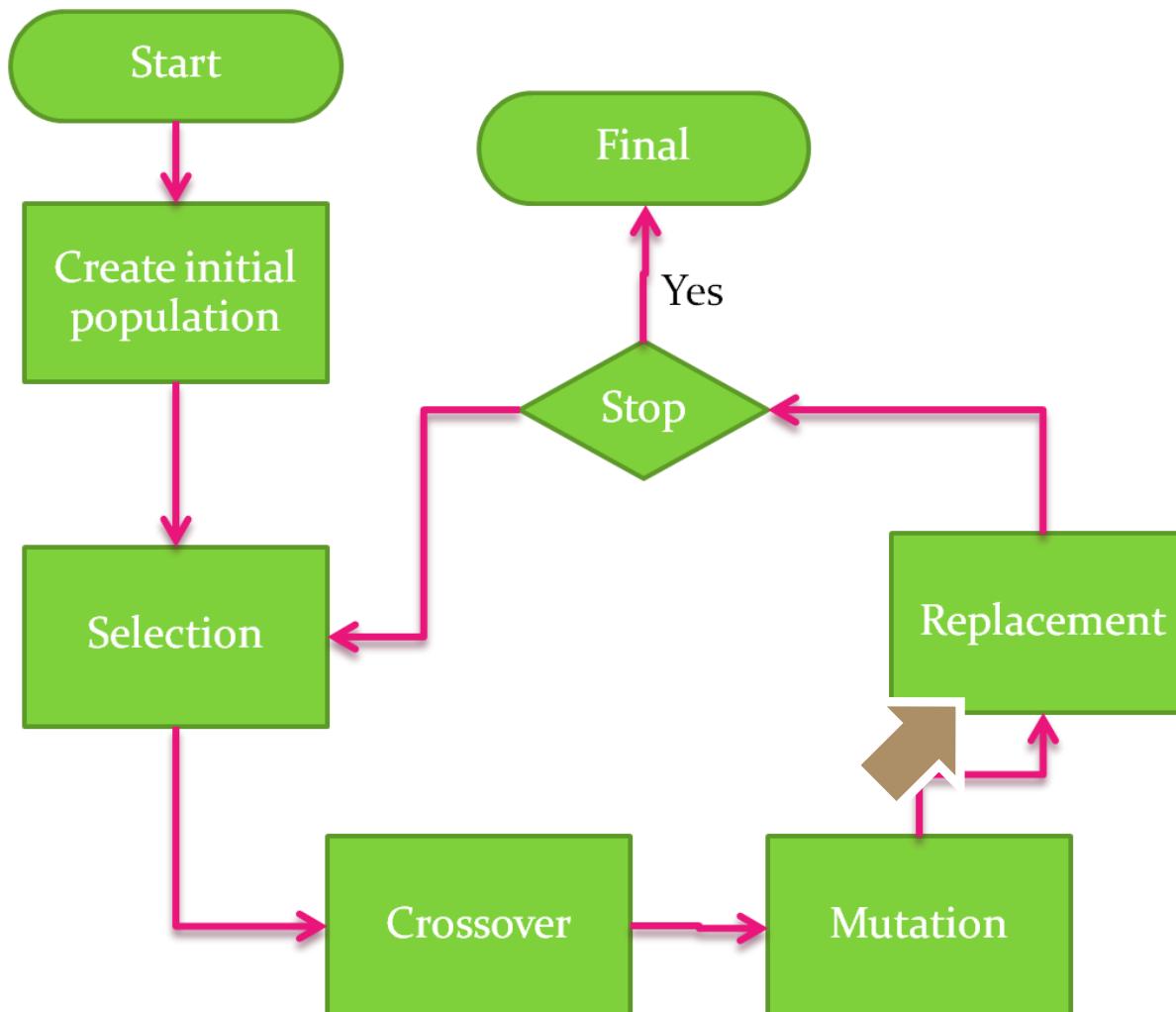
- Select P6 by random control with mutation probability (pm)

P6: 0011|0010    x=3 y=2

- Random select gene to give new value

P6: 0001|1010    x=? y=?

# Replacement



# Selection

- Offspring

P6: 0011|0010  $x=3 y=2 z=?$

P7: 0111|0100  $x=5 y=6 z=?$

P8: 1011|0010  $x=3 y=2 z=?$

P9: 1001|0011  $x=9 y=3 z=?$

P10: 0111|0110  $x=5 y=6 z=?$

unfitness

- Parents

P1: 1001|0011  $x=9 y=3$

P2: 0101|0110  $x=5 y=6$

P3: 0011|0010  $x=3 y=2$

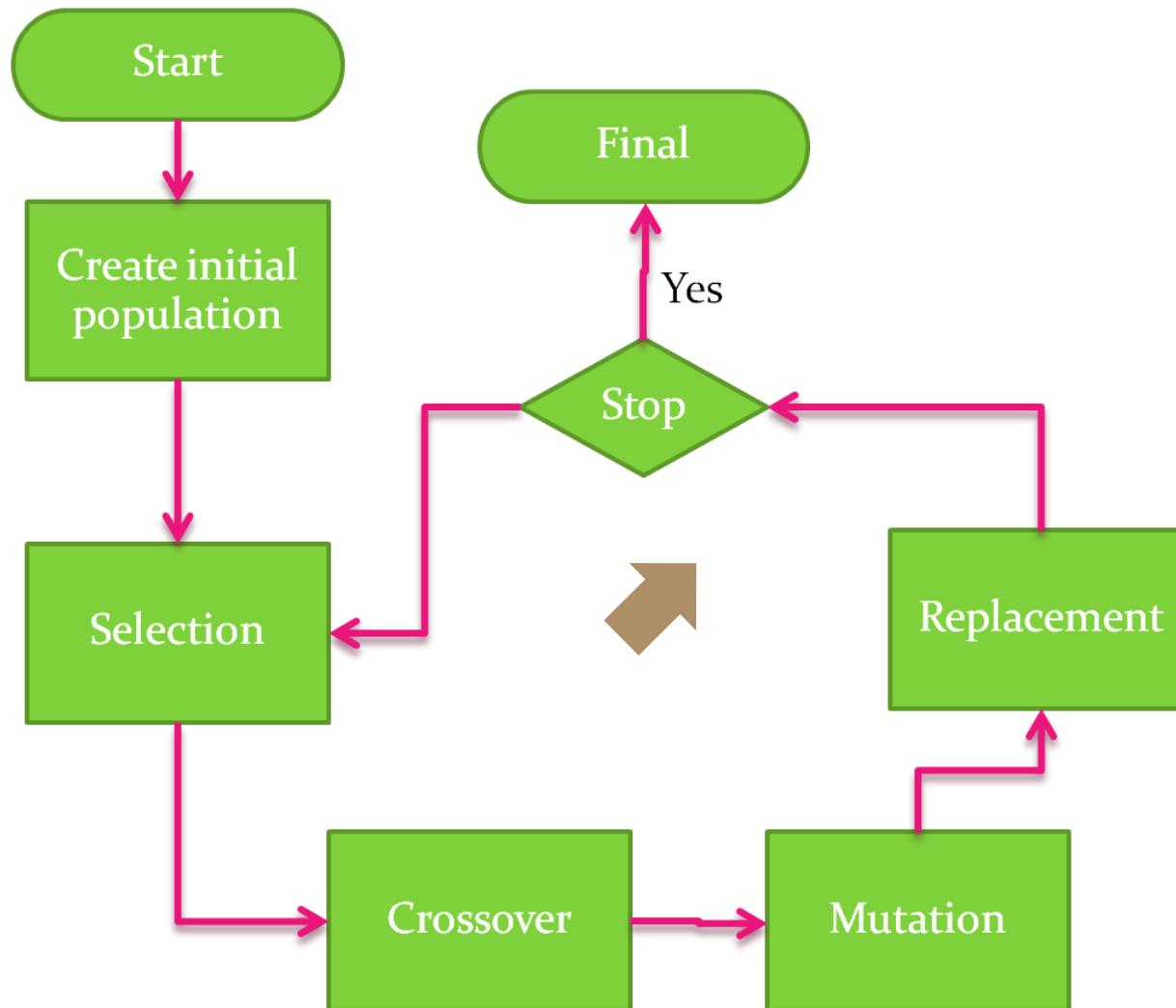
P4: 1001|0011  $x=9 y=3$

P5: 1101|0010  $x=13 y=2$



ကိုယ်မင်္ဂလာ ကိုယ်စွမ်းမှုပါမ်းမှု

# Termination?



# Example GA

```
1 //Example Simple-GA
2 //Programmer: Dr.Supakit Nootyaskool
3 //Email: supakitnootyaskool@gmail.com
4 //Work: IT-KMITL
5 //Date: 2012 July 02
6 //Code status: development
7 // (c) 2012
8
9
10 #include <stdio.h>
11 #include <stdlib.h>
12 #include <conio.h>
13
14 typedef struct population
15 {
16     double a,b,c;
17     double fit;
18 };
19
20 void mathfunc(population &p)
21 {
22     double fitness;
23     fitness = p.a*p.a + p.b*p.b + p.c;
24     p.fit = fitness;
25 }
```

默写 C  
变量命名  
结构体  
fitness function

```
27 [-] void showdata(char name[10],population p)
28 {
29     printf("%s [%f,%f,%f] fit= %f\n",name,p.a,p.b,p.c,p.fit);
30 }
31 [-]
32 [-] double random()
33 {
34     return (double) rand() /1000;
35 }
36 [-]
37 [-] double random_0to1()
38 {
39     return (double) rand() /INT_MAX;
40 }
41 [-]
42 [-] int main(void)
43 {
44     //parameters
45     const int maxpop = 10;
46     double pc = 0.1;
47     double pm = 0.8;
48     int maxgen = 3000;
49     int gen = 1;
50 [-]
```

```
51 //create initial population
52 population oldp[maxpop];
53 population newp[maxpop];
54 for(int i=0;i<maxpop;i++)
55 {
56     oldp[i].a = random();
57     oldp[i].b = random();
58     oldp[i].c = random();
59     mathfunc(oldp[i]);
60     showdata("oldpop",oldp[i]);
61 }
62
63 //generation cycle
64 while(1)
65 {
66     //Selection uses uniform random
67     printf("\n--SELECTION--\n");
68     for(int i=0;i<maxpop;i++)
69     {
70         newp[i] = oldp[rand()%maxpop];
71         showdata("newpop",newp[i]);
72     }
73 }
```

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```
74 //crossover
75     printf("\n--CROSSOVER--\n");
76     for(int i=0;i<maxpop;i++)
77     {
78         int z1,z2;
79         z1 = rand() %maxpop;
80         z2 = rand() %maxpop;
81
82         if(random_0to1 ()<=pc)
83         {
84             double t;
85             t = newp[z1].a;
86             newp[z1].a = newp[z2].a;
87             newp[z2].a = t;
88         }
89
90         if(random_0to1 ()<=pc)
91         {
92             double t;
93             t = newp[z1].b;
94             newp[z1].b = newp[z2].b;
95             newp[z2].b = t;
96         }
97 }
```

```
99
100
101
102
103
104
105
106
107
108
109 //Mutation
110 printf("\n--MUTATION--\n");
111 for(int i=0;i<maxpop;i++)
112 {
113     if(random_0to1()<=pm)
114         newp[i].a = random();
115     if(random_0to1()<=pm)
116         newp[i].b = random();
117     if(random_0to1()<=pm)
118         newp[i].c = random();
119     mathfunc(newp[i]);
120     showdata("newpop",newp[i]);
121 }
122 ...
```

```
126         for(int j=0;j<maxpop;j++)
127             tmp[j] = oldp[j];
128         for(int j=0;j<maxpop;j++)
129             tmp[j+maxpop] = newp[j];
130
131
132         for(int j=0;j<maxpop*2;j++)
133             for(int i=0;i<maxpop*2-1;i++)
134             {
135                 if(tmp[i].fit > tmp[i+1].fit)
136                 {
137                     population t;
138                     t = tmp[i];
139                     tmp[i] = tmp[i+1];
140                     tmp[i+1] = t;
141                 }
142             }
143             printf("\n--REPLACEMENT--\n");
144             for(int i=0;i<maxpop-1;i++)
145             {
146                 showdata("tmp",tmp[i]);
147                 oldp[i] = tmp[i];           //copy
148             }
149
150             //pause
151             printf("\n--PAUSE Gen[%d]--",gen++);
152             getch();
153         }
154         getch();
155     }
```

```
oldpop [11.478000,29.358000,26.962000] fit= 1020.598648
oldpop [24.464000,5.705000,28.145000] fit= 659.179321
oldpop [23.281000,16.827000,9.961000] fit= 835.113890
oldpop [0.491000,2.995000,11.942000] fit= 21.153106
oldpop [4.827000,5.436000,32.391000] fit= 85.241025
oldpop [14.604000,3.902000,0.153000] fit= 228.655420
oldpop [0.292000,12.382000,17.421000] fit= 170.820188
oldpop [18.716000,19.718000,19.895000] fit= 758.983180
```

--SELECTION--

```
newpop [14.604000,3.902000,0.153000] fit= 228.655420
newpop [4.827000,5.436000,32.391000] fit= 85.241025
newpop [26.500000,19.169000,15.724000] fit= 1085.424561
newpop [0.292000,12.382000,17.421000] fit= 170.820188
newpop [18.716000,19.718000,19.895000] fit= 758.983180
newpop [11.478000,29.358000,26.962000] fit= 1020.598648
newpop [14.604000,3.902000,0.153000] fit= 228.655420
newpop [18.716000,19.718000,19.895000] fit= 758.983180
newpop [0.491000,2.995000,11.942000] fit= 21.153106
newpop [23.281000,16.827000,9.961000] fit= 835.113890
```

--CROSSOVER--

```
newpop [14.604000,3.902000,0.153000] fit= 228.655420
newpop [18.716000,19.718000,19.895000] fit= 758.983180
newpop [26.500000,19.169000,15.724000] fit= 1085.424561
newpop [23.281000,16.827000,9.961000] fit= 835.113890
newpop [18.716000,19.718000,19.895000] fit= 758.983180
newpop [14.604000,3.902000,0.153000] fit= 228.655420
newpop [14.604000,3.902000,0.153000] fit= 228.655420
newpop [0.292000,12.382000,17.421000] fit= 170.820188
newpop [0.491000,2.995000,11.942000] fit= 21.153106
newpop [23.281000,16.827000,9.961000] fit= 835.113890
```

--MUTATION--

```
newpop [32.439000,11.323000,21.538000] fit= 1202.037050
newpop [2.082000,16.541000,31.115000] fit= 309.054405
newpop [29.658000,9.930000,2.306000] fit= 980.507864
newpop [22.386000,28.745000,19.072000] fit= 1346.480021
newpop [5.829000,15.573000,16.512000] fit= 293.007570
newpop [13.290000,18.636000,24.267000] fit= 548.691596
newpop [15.574000,12.052000,1.150000] fit= 388.950180
newpop [21.724000,3.430000,30.191000] fit= 513.888076
newpop [11.337000,12.287000,10.383000] fit= 289.880938
newpop [8.909000,9.758000,18.588000] fit= 193.176845
```

--REPLACEMENT--

```
tmp [0.491000,2.995000,11.942000] fit= 21.153106
tmp [4.827000,5.436000,32.391000] fit= 85.241025
tmp [0.292000,12.382000,17.421000] fit= 170.820188
tmp [8.909000,9.758000,18.588000] fit= 193.176845
tmp [14.604000,3.902000,0.153000] fit= 228.655420
tmp [11.337000,12.287000,10.383000] fit= 289.880938
tmp [5.829000,15.573000,16.512000] fit= 293.007570
tmp [2.082000,16.541000,31.115000] fit= 309.054405
```

```
tmp [11.054000,0.213000,0.475000] fit= 1.631285
tmp [1.369000,0.641000,4.820000] fit= 7.105042
tmp [1.888000,1.887000,0.648000] fit= 7.773313
tmp [1.453000,2.141000,1.807000] fit= 8.502090
tmp [1.831000,1.668000,5.099000] fit= 11.233785
tmp [0.821000,2.175000,6.360000] fit= 11.764666
tmp [0.632000,1.950000,7.763000] fit= 11.964924
tmp [0.533000,2.767000,4.415000] fit= 12.355378
tmp [2.890000,1.869000,0.948000] fit= 12.793261
```

--PAUSE Gen[599]--

```
--SELECTION--
newpop [1.054000,0.213000,0.475000] fit= 1.631285
newpop [1.369000,0.641000,4.820000] fit= 7.105042
newpop [1.831000,1.668000,5.099000] fit= 11.233785
newpop [1.369000,0.641000,4.820000] fit= 7.105042
newpop [1.888000,1.887000,0.648000] fit= 7.773313
newpop [0.533000,2.767000,4.415000] fit= 12.355378
newpop [1.888000,1.887000,0.648000] fit= 7.773313
newpop [0.533000,2.767000,4.415000] fit= 12.355378
newpop [1.453000,2.141000,1.807000] fit= 8.502090
newpop [2.890000,1.869000,0.948000] fit= 12.793261
```

--CROSSOVER--

```
newpop [1.054000,0.213000,0.475000] fit= 1.631285
newpop [1.369000,0.641000,4.820000] fit= 7.105042
newpop [1.888000,1.887000,0.648000] fit= 7.773313
newpop [1.369000,0.641000,4.820000] fit= 7.105042
newpop [1.888000,1.887000,0.648000] fit= 7.773313
newpop [1.054000,0.213000,0.475000] fit= 1.631285
newpop [1.831000,1.668000,5.099000] fit= 11.233785
newpop [0.533000,2.767000,4.415000] fit= 12.355378
newpop [0.533000,2.767000,4.415000] fit= 12.355378
newpop [1.369000,0.641000,4.820000] fit= 7.105042
```

--MUTATION--

```
newpop [21.360000,25.005000,16.756000] fit= 1098.255625
newpop [6.344000,28.462000,25.972000] fit= 876.303780
newpop [2.175000,32.700000,7.145001] fit= 1081.165625
newpop [12.622000,16.545000,19.500000] fit= 452.551909
newpop [25.318000,31.141000,10.898000] fit= 1621.661005
newpop [30.084000,12.271000,2.439000] fit= 1058.063497
newpop [29.387000,23.826000,18.383000] fit= 1449.657045
newpop [27.941000,12.300000,16.524000] fit= 948.513481
newpop [20.183000,11.349000,29.143000] fit= 565.296290
newpop [15.495000,24.412000,5.393000] fit= 841.433769
```

--REPLACEMENT--

```
tmp [1.054000,0.213000,0.475000] fit= 1.631285
tmp [1.369000,0.641000,4.820000] fit= 7.105042
tmp [1.888000,1.887000,0.648000] fit= 7.773313
tmp [1.453000,2.141000,1.807000] fit= 8.502090
tmp [1.831000,1.668000,5.099000] fit= 11.233785
tmp [0.821000,2.175000,6.360000] fit= 11.764666
tmp [0.632000,1.950000,7.763000] fit= 11.964924
tmp [0.533000,2.767000,4.415000] fit= 12.355378
```

# GA IN R

---

# Activity 11.1 Real Value GA in R

```
#####
#Activity 11  Real Value  GA in R
#####

rm(list=ls())

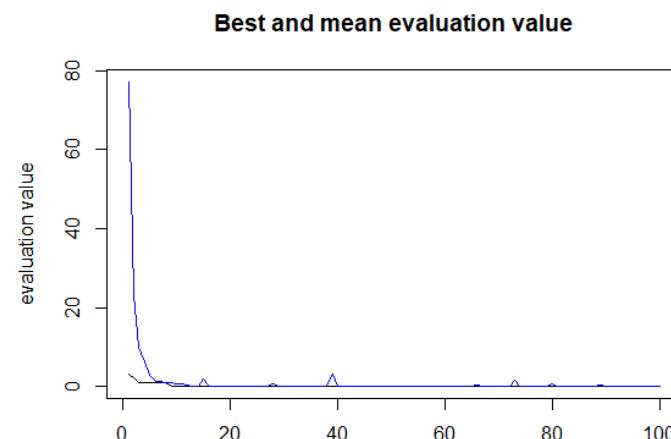
#install.packages("genalg") #Genetic algorithm
library(genalg)

chromosome = c(10,10,10) # x and y

evalFunc = function(X = c()) 
{
    r = abs(X[1]*X[1] + X[2]*X[2]+ X[3])
    #print(r)
    return(r)
}
#####
```

iter = 100  
 GAmodel <- rbga(  
 stringMin = c(-10,-10,-10),  
 stringMax = c(10,10,10),  
 popSize = 30,  
 iters = iter,  
 mutationChance = 0.001,  
 elitism = T,  #Crossover  
 evalFunc = evalFunc )  
#####

GAmodel  
plot(GAmodel)



# NN & DL CONCLUSION

---

Asst.Prof.Dr.Supakit Nootyaskool

ສໍາເລັດໃຈ ໂດຍກ່າວ + email ນາງຍຸລາວ  
Research

ພວກ RNN clock selection

ກົດທຳອິດໃຈ CNN

# Study map



- 1. Basic programming
  - R-programming
- 2. Perceptron
  - Activity function
- 3. Feed Forward NN
  - Logistic function
- 4. Feed Forward NN
  - XOR gate
  - Multi-layer perceptron
- 5. Example & Library Feed Forward NN
  - N:N, 1:N model
  - iris dataset
- 6. Writing NN Code
  - Data scaling, Confusion matrix
  - Writing NN code
- 7. Recurrent Neural Network
- 8. Apply RNN & Library
- 9. GRU LSTM
- 10. CNN
- 11. Apply GA to NN

သိပ္ပန်မှတ်စွမ်း  
သိပ္ပန်မှတ်စွမ်း