```
In [1]:
         from sklearn import model_selection, datasets, linear_model, metrics
         from matplotlib.colors import ListedColormap
         import matplotlib as plt
         from json import dump
         import numpy as np
         import random as rnd
In [2]:
         %pylab inline
        Populating the interactive namespace from numpy and matplotlib
        /Users/pd/opt/anaconda3/lib/python3.8/site-packages/IPython/core/magics/pylab.py:159: UserWarning: pylab import has clobbe
        red these variables: ['plt']
        `%matplotlib` prevents importing * from pylab and numpy
          warn("pylab import has clobbered these variables: %s"
       Генерируем множество точек
In [3]:
         blobs = datasets.make_blobs(centers = 2, cluster_std = 5.5, random_state=10)
         x \text{ coordinates} = [int(x[0]) \text{ for } x \text{ in } blobs[0]]
         y_coordinates = [int(x[1]) for x in blobs[0]]
       Объявляем класс генетического алгоритма
In [4]:
         class GA:
             def init (self, estimator, bounds=None, dimension=None, steps number=100, accuracy=None, stagnation=None,
                         population_size=20, survive_part=0.25, productivity=4, crossover_type="split",
                         number_of_mutated_individuals=1, mutation_type="one_step", filename="final_population.json"):
                 self.estimator = estimator
                 self.steps_number = steps_number
                 self.accuracy = accuracy
```

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self.stagnation = stagnation
    self.population_size = population_size
    self.survive_part = survive_part
    self.productivity = productivity
    self.crossover_type = crossover_type
    self.number_of_mutated_individuals = number_of_mutated_individuals
    self.mutation type = mutation type
    self.filename = filename
    self.best = []
    default step = 0.01
    default bounds = (-100, 100)
    self.best_ever = None
    if type(bounds) is list:
        self.bounds = bounds
    elif type(bounds) is tuple and dimension:
        try:
            self.bounds = [(bounds[0], bounds[1], bounds[2])] * dimension
        except IndexError:
            self.bounds = [(bounds[0], bounds[1], default step)] * dimension
    elif not bounds:
        self.bounds = [(default bounds[0], default bounds[1], default step)] * dimension
def fit(self, steps=None, new_individuals=None):
    if steps:
        self.steps number = steps
    if type(new individuals) != list:
        new individuals = []
    self.best ever = None
    for i in range(self.steps_number):
        population = self.generate_population(new_individuals)
        survivors = self.survive(population)
        new individuals = self.crossover(survivors)
        self.best.append(survivors[0])
        if not self.best ever:
            self.best_ever = self.best[-1]
        else:
            self.best ever = max(self.best ever, self.best[-1], key=lambda i: i[1])
        if self.filename:
            dump(new individuals, open(self.filename, "w"), separators=(",", ":"))
        if self.stagnation:
            best_fitness = [i[1] for i in self.best[-self.stagnation:]]
            if len(best fitness) == self.stagnation and len(set(best fitness)) == 1:
                new individuals = self.cataclysm(population)
    return self.best_ever
def generate population(self, new individuals):
    population = []
    for individual in new individuals:
        individual = self.mutate(individual, self.mutation type, self.number of mutated individuals)
        fitness = self.estimator(individual)
        population.append((individual, fitness))
    for _ in range(self.population_size - len(new_individuals)):
        individual = []
        if "random" in self.mutation type or "change" in self.mutation type:
            for bounds in self.bounds:
                gene = rnd.uniform(bounds[0], bounds[1])
                individual.append(gene)
        elif "step" in self.mutation type:
            for bounds in self.bounds:
                step = bounds[2]
                gene = rnd.choice(possible genes(bounds[0], bounds[1] + step, step))
                individual.append(gene)
        fitness = self.estimator(individual)
        population.append((individual, fitness))
        new_individuals.append(individual)
    return population
def survive(self, population):
    num survivors = int(self.population size * self.survive part)
    best = sorted(population, key=lambda i: -i[1])[:num survivors]
    return best
def crossover(self, best):
    new individuals = []
    for _ in range(len(best) * self.productivity):
        dad, mom = rnd.sample(best, 2)
        dad, mom = dad[0], mom[0]
        child = []
        if self.crossover type == "random":
            for gene_m, gene_f in zip(dad, mom):
                gene = rnd.choice((gene_m, gene_f))
                child.append(gene)
        elif self.crossover_type == "split":
            split = len(dad) // 2
            child = dad[:split] + mom[split:]
        new_individuals.append(child)
    return new individuals
def mutate(self, individual, mutagen, mutate_genes=None):
    if mutagen == "one random":
        gene ids = [rnd.randint(0, len(individual) - 1) for in range(mutate genes)]
        for gene id in gene ids:
            gene id = rnd.randint(0, len(individual) - 1)
            individual[gene id] = rnd.uniform(self.bounds[gene id][0], self.bounds[gene id][1])
    elif mutagen == "full random":
        for gene id in range(len(individual)):
            individual[gene_id] = rnd.uniform(self.bounds[gene_id][0], self.bounds[gene_id][1])
    elif mutagen == "one_change":
        gene ids = [rnd.randint(0, len(individual) - 1) for __in range(mutate genes)]
        for gene id in gene ids:
            while True:
                coef = rnd.uniform(0.9, 1.1)
```

if self.bounds[gene id][0] <= individual[gene id] * coef <= self.bounds[gene id][1]:</pre>

if self.bounds[gene_id][0] <= individual[gene_id] * coef <= self.bounds[gene_id][1]:</pre>

if self.bounds[gene id][0] <= individual[gene id] + step <= self.bounds[gene id][1]:</pre>

if self.bounds[gene_id][0] <= individual[gene_id] + step <= self.bounds[gene_id][1]:</pre>

post population.append(self.mutate(individual, self.mutation type, self.number of mutated individuals))

gene ids = [rnd.randint(0, len(individual) - 1) for __in range(mutate genes)]

Функция среднеквадратичной ошибки def MSE(x):

individual[gene_id] *= coef

individual[gene id] *= coef

gene_id = rnd.randint(0, len(individual) - 1)

individual[gene id] += step

individual[gene_id] += step

step = self.bounds[gene_id][2]
step = rnd.choice([-step, step])

step = self.bounds[gene_id][2]
step = rnd.choice([-step, step])

break

break

break

for individual, fitness in population:

for gene id in range(len(individual)):

for gene_id in range(len(individual)):

coef = rnd.uniform(0.9, 1.1)

elif mutagen == "full change":

while True:

elif mutagen == "one_step":

while True:

elif mutagen == "full step":

while True:

return individual

def cataclysm(self, population):

post_population = []

return post population

def possible_genes(start, stop, step):

genes.append(start)

genes = []

return genes

прямую

In [7]:

while start < stop:</pre>

start += step

for gene id in gene ids:

colors = ListedColormap(['red', 'blue']) pylab.figure(figsize(15, 15))

Строим множество точек из двух классов и разделяющую их

```
pylab.scatter(x_coordinates, y_coordinates, c=blobs[1], cmap=colors)
x = np.linspace(-10,20,100)
y = solution[0][0]*x+solution[0][1]
pylab.plot(x,y,'-y')

Out[7]: [<matplotlib.lines.Line2D at 0x7fa4a7d029a0>]
```

