

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

“JnanaSangama”, Belgaum -590014, Karnataka.



LAB RECORD

Bio Inspired Systems (23CS5BSBIS)

Submitted by

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in partial fulfillment for the award of the degree of

BACHELOR OF ENGINEERING
in
COMPUTER SCIENCE AND ENGINEERING



B.M.S. COLLEGE OF ENGINEERING

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**B.M.S. College of Engineering,
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Department of Computer Science and Engineering



CERTIFICATE

This is to certify that the Lab work entitled “Bio Inspired Systems (23CS5BSBIS)” carried out by **Prerana P Jois (1BM23CS250)**, who is bonafide student of **B.M.S. College of Engineering**. It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum. The Lab report has been approved as it satisfies the academic requirements of the above mentioned subject and the work prescribed for the said degree.

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Github Link:

https://github.com/preranapjois/BIS_LAB.git

Program 1:
Genetic algorithm

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Genetic algorithms

Algorithm which is the -
genetic algo (G)

input (i) : $S \rightarrow$ set of blocks
output : superstring of set

initialization : P_0

initialize the population, to $t=0$

EVALUATE: $f(S, p_t)$

while termination condition not met

do

- select individuals from P_t
- Recombine individuals
- Mutate individuals

EVALUATE - FITNESS - MA (S , modified individual)

$P_{t+1} \leftarrow$ newly created individuals

$t \leftarrow t + 1$

between supersets derived from
best individual in P_t

(2) ~~strategic~~ ~~of~~ ~~blocks~~
procedure EVALUATE-FITNESS(S, P_t)

S - set of blocks

P_t - population of individuals

for each individual $i \in P_t$

do {
 general derived s_{ci} using S and
 m - all blocks from S that
 are not covered by s_{ci}

$s'_{ci} =$ concatenation of s_{ci} & m
 $\text{fitness}(i) =$ $\text{fitness}(s'_{ci})$

 individual i is evaluated across
 all individuals in P_t
 New P_t is given

for i in range(P_t .length);

$p = \text{random().random}()$

if $p < 0.5$

 New [i] $<$ P_t , [i]];

 else $p < 0.9$

Neue $C[i]$ = $P_2[i]$; mutation

else
 Neue $C[i]$ = mutiert (G)

return Neue;

Steps:

(1) initialize population

(2) Evaluate fitness

(3) while termination not reached:

 (3.1) Select best individuals

 (3.2) Apply crossover & mutation

 * Evaluate new individuals

 * Replace old population with

 new one.

- Example in Neural Network

Computer networks

Code :

```
import numpy as np

inputs = np.array([
    [0, 0],
    [0, 1],
    [1, 0],
    [1, 1]
])
expected = np.array([[0], [1], [1], [0]])

def sigmoid(x):
    return 1 / (1 + np.exp(-x))

def sigmoid_derivative(x):
    return x * (1 - x)

def forward_pass(weights, x):
    w1 = weights[:4].reshape((2, 2))
    b1 = weights[4:6]
    w2 = weights[6:8].reshape((2, 1))
    b2 = weights[8]
    z1 = np.dot(x, w1) + b1
    a1 = sigmoid(z1)
    z2 = np.dot(a1, w2) + b2
    a2 = sigmoid(z2)
    return a2

def fitness(weights):
    predictions = forward_pass(weights, inputs)
    error = np.mean((predictions - expected) ** 2)
    return -error

pop_size = 100
num_weights = 9
generations = 200
mutation_rate = 0.1

population = np.random.uniform(-1, 1, (pop_size, num_weights))

for generation in range(generations):
    fitness_scores = np.array([fitness(ind) for ind in population])
    sorted_idx = np.argsort(fitness_scores)[-1]
    population = population[sorted_idx]
    fitness_scores = fitness_scores[sorted_idx]
```

```

top_n = int(0.2 * pop_size)
parents = population[:top_n]
children = []

while len(children) < pop_size - top_n:
    p1, p2 = parents[np.random.randint(0, top_n, 2)]
    crossover = np.random.randint(1, num_weights)
    child = np.concatenate((p1[:crossover], p2[crossover:]))

    if np.random.rand() < mutation_rate:
        mutation_point = np.random.randint(num_weights)
        child[mutation_point] += np.random.uniform(-0.5, 0.5)

    children.append(child)

population = np.vstack((parents, children))

if generation % 10 == 0 or generation == generations - 1:
    print(f'Generation {generation+1} | Best fitness: {fitness_scores[0]:.4f}')

best_weights = population[0]
print("\nFinal predictions:")
preds = forward_pass(best_weights, inputs)
for i in range(len(inputs)):
    print(f"Input: {inputs[i]} => Predicted: {preds[i][0]:.4f} | Expected: {expected[i][0]}")

print("\nDataset: XOR dataset")

```

Output:

Generation 1 | Best fitness: -0.2497
 Generation 11 | Best fitness: -0.2430
 Generation 21 | Best fitness: -0.2329
 Generation 31 | Best fitness: -0.2196
 Generation 41 | Best fitness: -0.2029
 Generation 51 | Best fitness: -0.1898
 Generation 61 | Best fitness: -0.1626
 Generation 71 | Best fitness: -0.1423
 Generation 81 | Best fitness: -0.1184
 Generation 91 | Best fitness: -0.0898
 Generation 101 | Best fitness: -0.0751
 Generation 111 | Best fitness: -0.0538
 Generation 121 | Best fitness: -0.0463
 Generation 131 | Best fitness: -0.0312

Generation 141 | Best fitness: -0.0221

Generation 151 | Best fitness: -0.0142

Generation 161 | Best fitness: -0.0098

Generation 171 | Best fitness: -0.0060

Generation 181 | Best fitness: -0.0036

Generation 191 | Best fitness: -0.0021

Generation 200 | Best fitness: -0.0012

Final predictions:

Input: [0 0] => Predicted: 0.0440 | Expected: 0

Input: [0 1] => Predicted: 0.9750 | Expected: 1

Input: [1 0] => Predicted: 0.9643 | Expected: 1

Input: [1 1] => Predicted: 0.0331 | Expected: 0

Dataset: XOR dataset

This is a classic non-linear classification problem (cannot be solved by a single perceptron; needs hidden layers or non-linear models).

Program 2:
Gene Expression algorithm

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Gene expression

Input:

Population size (N)

Number of generations (n)

Mutation probability (P_m)

Crossover probability (P_c)

Transposition probability (P_t)

Problem-specific fitness function F

Initialization

Population \leftarrow generate random chrom
for each chromosome c in population do

Expression \leftarrow decode (c) // convert gen-to-ex

Fitness (c) $\leftarrow F(\text{Expression})$

End for

For gen = 1 to n do

New population $\leftarrow \emptyset$

while size (New Population) $< N$ do

Parent 1 \leftarrow select (population)

Parent 2 \leftarrow select (Population)

With Probability P_c :

(child₁, child₂) \leftarrow crossover

(Parent₁, Parent₂)

otherwise:

child1 ← copy (Parent 1)

child2 ← copy (Parent 2)

with probability p_m :

child1 ← mutate (child1)

with probability p_m :

child2 ← mutate (child2)

with probability p_t :

child1 ← transpose (child1)

with probability p_t :

child2 ← transpose (child2)

II evaluate fitness

Expression1 ← decode (child1)

Expression2 ← decode (child2)

Fitness (child1) ← F(Expression1)

Fitness (child2) ← F(Expression2)

Add child1, child2 to NewPopulation

End while

III Replacement

Population ← select Best (Newpopulation, n)

End For



Best ← chromosome with highest fitness in population

Best Expression ← decode (Best)

Return Best Expression

End.

- Execute in the field of IP

- Include the result, observed & point out the difference of GA & GEC on 18

Code:

```
import numpy as np
import matplotlib.pyplot as plt
import random
import cv2

rows, cols = 128, 128
x = np.tile(np.linspace(0, 255, cols, dtype=np.uint8), (rows, 1))
noise = np.random.randint(0, 40, (rows, cols), dtype=np.uint8)
img = cv2.add(x, noise)

def fitness(threshold):
    foreground = img[img > threshold]
    background = img[img <= threshold]
    if len(foreground) == 0 or len(background) == 0:
        return 0
    w0 = len(background) / (rows * cols)
    w1 = len(foreground) / (rows * cols)
    m0 = np.mean(background)
    m1 = np.mean(foreground)
    return w0 * w1 * ((m0 - m1) ** 2)

pop_size = 30
generations = 40
population = np.random.randint(0, 255, size=pop_size)

for g in range(generations):
    scores = np.array([fitness(t) for t in population])
    best_idx = np.argmax(scores)
    best_threshold = population[best_idx]
    print(f"Generation {g+1} | Best threshold: {best_threshold}")
    sorted_idx = np.argsort(scores)[::-1]
    parents = population[sorted_idx[:pop_size // 2]]
    children = []
    while len(children) < pop_size - len(parents):
        p1, p2 = random.sample(list(parents), 2)
        child = (p1 + p2) // 2
        if random.random() < 0.3:
            child += random.randint(-10, 10)
        child = np.clip(child, 0, 255)
        children.append(child)
    population = np.concatenate((parents, children))

best_threshold = int(best_threshold)
print("\nGA Result → Best threshold found =", best_threshold)
```

```

_, ga_result = cv2.threshold(img, best_threshold, 255, cv2.THRESH_BINARY)

rule_threshold = int(0.65 * np.mean(img) + 40)
_, rule_result = cv2.threshold(img, rule_threshold, 255, cv2.THRESH_BINARY)
print("Rule-based threshold result =", rule_threshold)

plt.figure(figsize=(10, 8))
plt.subplot(2, 1, 1)
plt.imshow(ga_result, cmap='gray')
plt.title(f'GA Threshold = {best_threshold}')
plt.subplot(2, 1, 2)
plt.imshow(rule_result, cmap='gray')
plt.title("GAE Rule-based")
plt.tight_layout()
plt.show()

print("\n* GA Result → Best threshold found =", best_threshold)
print("* GAE Rule-based result =", rule_threshold)
print("1) Original: synthetic gradient + noise")
print("2) GA thresholding result =", best_threshold)

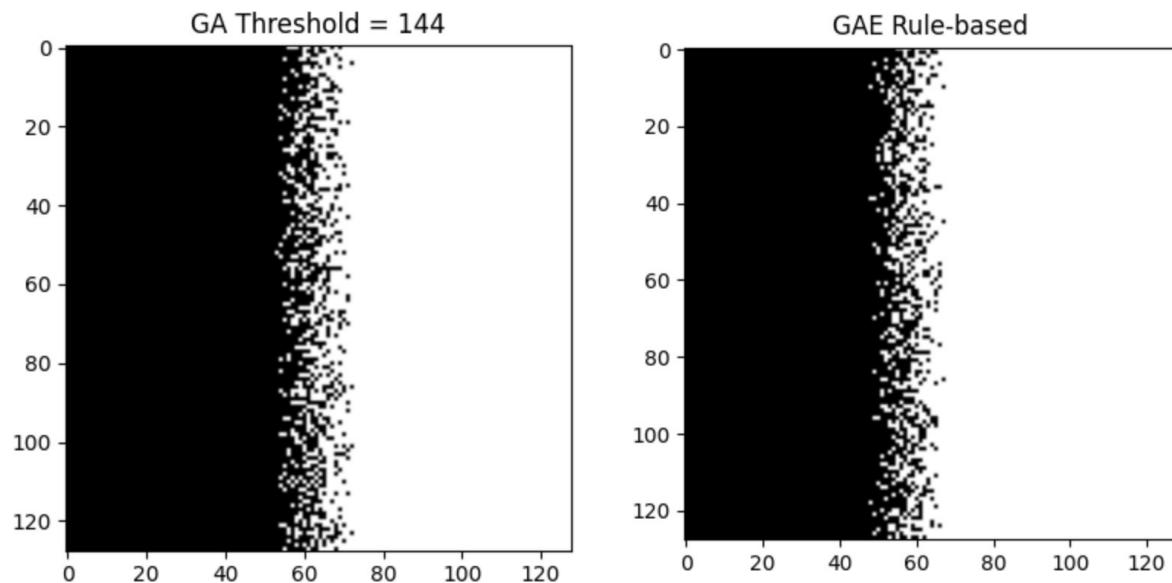
```

Output:

```

Generation 1 | Best threshold: 146 Generation 2 | Best threshold: 144 Generation 3 | Best threshold: 144
Generation 4 | Best threshold: 144 Generation 5 | Best threshold: 144 Generation 6 | Best threshold: 144
Generation 7 | Best threshold: 144 Generation 8 | Best threshold: 144 Generation 9 | Best threshold: 144
Generation 10 | Best threshold: 144 Generation 11 | Best threshold: 144 Generation 12 | Best threshold: 144
Generation 13 | Best threshold: 144 Generation 14 | Best threshold: 144 Generation 15 | Best threshold: 144
Generation 16 | Best threshold: 144 Generation 17 | Best threshold: 144 Generation 18 | Best threshold: 144
Generation 19 | Best threshold: 144 Generation 20 | Best threshold: 144 Generation 21 | Best threshold: 144
Generation 22 | Best threshold: 144 Generation 23 | Best threshold: 144 Generation 24 | Best threshold: 144
Generation 25 | Best threshold: 144 Generation 26 | Best threshold: 144 Generation 27 | Best threshold: 144
Generation 28 | Best threshold: 144 Generation 29 | Best threshold: 144 Generation 30 | Best threshold: 144
Generation 31 | Best threshold: 144 Generation 32 | Best threshold: 144 Generation 33 | Best threshold: 144
Generation 34 | Best threshold: 144 Generation 35 | Best threshold: 144 Generation 36 | Best threshold: 144
Generation 37 | Best threshold: 144 Generation 38 | Best threshold: 144 Generation 39 | Best threshold: 144
Generation 40 | Best threshold: 144 GA Result → Best threshold found = 144 Rule-based threshold result =
134

```



* GA Result → Best threshold found = 144

* GAE Rule-based result = 134

1) Original: synthetic gradient + noise

2) GA thresholding result = 144

Program 3:
Particle swan optimization

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Particle Swan optimization

Algorithm of PSO

Input :

- + MaxIter || no. of particles, iterations
- + w, c₁, c₂ || PSO parameters
- + x_{min}, x_{max}
- + f(x) || fitness function

Output :

- + g_{best} || global best

Begin

- + Step 1: Initialize particles
- + For i = 1 to N do
- + Position [i] ← random (x_{min}, x_{max})
- + velocity [i] ← random (-1 * x_{max} - x_{min}, x_{max} - x_{min})
- + End For
- + For i = 1 to N do
- + P_{best} [i] ← Position [i]
- + fitness P_{best} [i] ← f (Position [i])
- + End For
- + g_{best} ← best of P_{best}

11 Step 2: Iteration

For iter = 1 to MaxIter do

For i = 1 to N do

 // update velocity

 velocity[i] ← w * velocity[i]

 + c1 * rand(0 * (pbest[i] - position[i]))

 + c2 * rand(0 * (gbest - position[i]))

 // update position

 position[i] ← position[i] +

 velocity[i]

 // Boundary check

 if Position[i] < xmin then

 position[i] ← xmin

 if position[i] > xmax then

 position[i] ← xmax

 // Evaluate fitness

 if gbest.Fitness < f(position[i])

 gbest ← position[i]; update personal best

 Locally in if fitness better than

 the old fitness pbest[i] then

 Energy optim " pbest[i] ← position[i]"

 if min(fitness) < pbest[i] then fitness ← min(fitness)

 Endif

 Endfor

Endfor

Returns gbest

End.

Code :

```
import numpy as np
def energy_function(position):
    x, y = position
    return (x**2 + y**2) + 10 * np.sin(x) * np.sin(y)

num_particles = 30
dimensions = 2
iterations = 100

w = 0.7
c1 = 1.5
c2 = 1.5
positions = np.random.uniform(-10, 10, (num_particles, dimensions))
velocities = np.random.uniform(-1, 1, (num_particles, dimensions))
pbest_positions = np.copy(positions)
pbest_scores = np.array([energy_function(p) for p in positions])

gbest_position = pbest_positions[np.argmin(pbest_scores)]
gbest_score = np.min(pbest_scores)

for t in range(iterations):
    for i in range(num_particles):
        fitness = energy_function(positions[i])
        if fitness < pbest_scores[i]:
            pbest_scores[i] = fitness
            pbest_positions[i] = positions[i]

    best_particle = np.argmin(pbest_scores)
    if pbest_scores[best_particle] < gbest_score:
        gbest_score = pbest_scores[best_particle]
        gbest_position = pbest_positions[best_particle]
    r1, r2 = np.random.rand(), np.random.rand()
    for i in range(num_particles):
        velocities[i] = (w * velocities[i] +
                        c1 * r1 * (pbest_positions[i] - positions[i]) +
                        c2 * r2 * (gbest_position - positions[i]))
        positions[i] += velocities[i]

    print(f'Iteration {t+1}: Best Fitness = {gbest_score:.12e}')
print("\nBest Solution Found:")
print(gbest_position)
print("\nBest Objective Function Value:")
print(gbest_score)
```

Output:

Iteration 1: Best Fitness = -2.569029538935e-01
Iteration 2: Best Fitness = -4.739972162755e+00
Iteration 3: Best Fitness = -4.895159615348e+00
Iteration 4: Best Fitness = -4.895159615348e+00
Iteration 5: Best Fitness = -4.980324627255e+00
Iteration 6: Best Fitness = -5.226913277912e+00
Iteration 7: Best Fitness = -5.226913277912e+00
Iteration 8: Best Fitness = -5.391303100542e+00
Iteration 9: Best Fitness = -5.391303100542e+00
Iteration 10: Best Fitness = -5.391303100542e+00
Iteration 11: Best Fitness = -5.866209539629e+00
Iteration 12: Best Fitness = -5.899624748247e+00
Iteration 13: Best Fitness = -5.899624748247e+00
Iteration 14: Best Fitness = -5.899624748247e+00
Iteration 15: Best Fitness = -5.899624748247e+00
Iteration 16: Best Fitness = -5.899624748247e+00
Iteration 17: Best Fitness = -5.903361933188e+00
Iteration 18: Best Fitness = -5.904170911460e+00
Iteration 19: Best Fitness = -5.904170911460e+00
Iteration 20: Best Fitness = -5.904170911460e+00
Iteration 21: Best Fitness = -5.904470092450e+00
Iteration 22: Best Fitness = -5.904470092450e+00
Iteration 23: Best Fitness = -5.904470092450e+00
Iteration 24: Best Fitness = -5.904470092450e+00
Iteration 25: Best Fitness = -5.904473550935e+00
Iteration 26: Best Fitness = -5.904473550935e+00
Iteration 27: Best Fitness = -5.904473550935e+00
Iteration 28: Best Fitness = -5.904473550935e+00
Iteration 29: Best Fitness = -5.904473550935e+00
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Iteration 35: Best Fitness = -5.904473550935e+00
Iteration 36: Best Fitness = -5.904473550935e+00
Iteration 37: Best Fitness = -5.904490733230e+00
Iteration 38: Best Fitness = -5.904490733230e+00
Iteration 39: Best Fitness = -5.904490765753e+00
Iteration 40: Best Fitness = -5.904490765753e+00
Iteration 41: Best Fitness = -5.904490765753e+00
Iteration 42: Best Fitness = -5.904490765753e+00
Iteration 43: Best Fitness = -5.904490765753e+00

Iteration 44: Best Fitness = -5.904490791690e+00
Iteration 45: Best Fitness = -5.904490791690e+00
Iteration 46: Best Fitness = -5.904490791690e+00
Iteration 47: Best Fitness = -5.904491355488e+00
Iteration 48: Best Fitness = -5.904491355488e+00
Iteration 49: Best Fitness = -5.904491355488e+00
Iteration 50: Best Fitness = -5.904491355488e+00
Iteration 51: Best Fitness = -5.904491355488e+00
Iteration 52: Best Fitness = -5.904491355488e+00
Iteration 53: Best Fitness = -5.904491355488e+00
Iteration 54: Best Fitness = -5.904491366230e+00
Iteration 55: Best Fitness = -5.904491366230e+00
Iteration 56: Best Fitness = -5.904491507256e+00
Iteration 57: Best Fitness = -5.904491507256e+00
Iteration 58: Best Fitness = -5.904491547815e+00
Iteration 59: Best Fitness = -5.904491547815e+00
Iteration 60: Best Fitness = -5.904491547815e+00
Iteration 61: Best Fitness = -5.904491547815e+00
Iteration 62: Best Fitness = -5.904491547815e+00
Iteration 63: Best Fitness = -5.904491547815e+00
Iteration 64: Best Fitness = -5.904491547815e+00
Iteration 65: Best Fitness = -5.904491560085e+00
Iteration 66: Best Fitness = -5.904491560085e+00
Iteration 67: Best Fitness = -5.904491560085e+00
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Iteration 71: Best Fitness = -5.904491560085e+00
Iteration 72: Best Fitness = -5.904491560085e+00
Iteration 73: Best Fitness = -5.904491560085e+00
Iteration 74: Best Fitness = -5.904491560085e+00
Iteration 75: Best Fitness = -5.904491646024e+00
Iteration 76: Best Fitness = -5.904491663358e+00
Iteration 77: Best Fitness = -5.904491665196e+00
Iteration 78: Best Fitness = -5.904491665196e+00
Iteration 79: Best Fitness = -5.904491670423e+00
Iteration 80: Best Fitness = -5.904491670423e+00
Iteration 81: Best Fitness = -5.904491670423e+00
Iteration 82: Best Fitness = -5.904491670423e+00
Iteration 83: Best Fitness = -5.904491670423e+00
Iteration 84: Best Fitness = -5.904491670423e+00
Iteration 85: Best Fitness = -5.904491670423e+00
Iteration 86: Best Fitness = -5.904491670423e+00
Iteration 87: Best Fitness = -5.904491670423e+00
Iteration 88: Best Fitness = -5.904491670423e+00
Iteration 89: Best Fitness = -5.904491670423e+00

Iteration 90: Best Fitness = -5.904491670423e+00
Iteration 91: Best Fitness = -5.904491670423e+00
Iteration 92: Best Fitness = -5.904491670423e+00
Iteration 93: Best Fitness = -5.904491670423e+00
Iteration 94: Best Fitness = -5.904491670610e+00
Iteration 95: Best Fitness = -5.904491670610e+00
Iteration 96: Best Fitness = -5.904491670610e+00
Iteration 97: Best Fitness = -5.904491670610e+00
Iteration 98: Best Fitness = -5.904491670610e+00
Iteration 99: Best Fitness = -5.904491670610e+00
Iteration 100: Best Fitness = -5.904491670610e+00

Best Solution Found: [-1.29786271 1.29787174]
Best Objective Function Value: -5.904491670609598

Program 4:

Ant colony optimization for the travelling salesman problem

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Ant colony optimization for the travelling salesman problem

Algorithm:

(1) Initialize pheromone matrix τ on all solution components
Set parameters α (pheromone influence), β (heuristic influence), evaporation rate ρ , number of ants m

while stopping criteria not met:
for each ant k in 1 to m :
 initialize an empty solution S_k
 while solution S_k is incomplete:
 Select next solution component c based on probability proportional to:
$$[\tau(c)]^\alpha \cdot [n(c)]^\beta$$

 where $n(c)$ is heuristic desirability of component c
 add component c to solution S_k

evaluate the quality of solutions

for each solution component c :

evaporate pheromone:

$$T(c) = (1 - \rho) * T(c)$$

for each solution ant k :

deposit pheromone on component
in solution s_k :

$$T(c) = \alpha T(c) + \Delta t - k c$$

amount $\Delta t - k c$ depends on quality
of solution s_k

between the best solution found

[Note:

$\alpha \rightarrow$ Pheromone influence

$\beta \rightarrow$ Heuristic influence

$\gamma \rightarrow$ Evaporation rate

$m \rightarrow$ number of ants

~~Ants~~ Points in $\Delta t - k c \rightarrow$ reward signal

(that guides future ants
towards better solution)

$\Delta t(i, j) =$ The amount of pheromone
deposited

$\Delta t \rightarrow$ change in pheromone]

Code:

```
import numpy as np
import random

num_stops = 6
np.random.seed(42)

distances = np.random.randint(10, 100, size=(num_stops, num_stops))
for i in range(num_stops):
    distances[i][i] = 0
    for j in range(i + 1, num_stops):
        distances[j][i] = distances[i][j]

num_ants = 10
num_iterations = 100
alpha = 1.0
beta = 5.0
evaporation_rate = 0.5
Q = 100

pheromone = np.ones((num_stops, num_stops))

def route_distance(route):
    total = 0
    for i in range(len(route) - 1):
        total += distances[route[i]][route[i + 1]]
    total += distances[route[-1]][route[0]]
    return total

best_route = None
best_distance = float("inf")

for iteration in range(num_iterations):
    all_routes = []
    all_distances = []

    for ant in range(num_ants):
        route = [random.randint(0, num_stops - 1)]
        while len(route) < num_stops:
            i = route[-1]
            unvisited = [j for j in range(num_stops) if j not in route]

            probabilities = []
            for j in unvisited:
                # calculate probability based on pheromone level and distance
                # P(j) = (Q / distance(i,j)) * pheromone(i,j)^alpha * pheromone(i,j)^beta
                pass

            # choose next stop based on probabilities
            # route.append(unvisited[np.argmax(probabilities)])
            route.append(unvisited[0])

        all_routes.append(route)
        all_distances.append(route_distance(route))

    # update pheromone levels
    for i in range(num_stops):
        for j in range(num_stops):
            if (i, j) in best_route:
                pheromone[i][j] += Q
            else:
                pheromone[i][j] *= (1 - evaporation_rate)

    # find best route
    current_best = min(all_distances)
    if current_best < best_distance:
        best_route = all_routes[all_distances.index(current_best)]
        best_distance = current_best
```

```

pheromone_factor = pheromone[i][j] ** alpha
distance_factor = (1.0 / (distances[i][j] + 1e-10)) ** beta
probabilities.append(pheromone_factor * distance_factor)

probabilities = np.array(probabilities)
probabilities /= probabilities.sum()

next_stop = np.random.choice(unvisited, p=probabilities)
route.append(next_stop)

total_distance = route_distance(route)
all_routes.append(route)
all_distances.append(total_distance)

if total_distance < best_distance:
    best_distance = total_distance
    best_route = route

pheromone *= (1 - evaporation_rate)
for r, dist in zip(all_routes, all_distances):
    for i in range(len(r) - 1):
        pheromone[r[i]][r[i + 1]] += Q / dist
        pheromone[r[-1]][r[0]] += Q / dist

print(f'Iteration {iteration+1}: Best Distance (Traffic-Aware) = {best_distance:.4f}')

print("\nOptimal Bus Route Found:")
print(" → ".join(str(stop) for stop in best_route))
print(f'Optimal Total Travel Distance (with traffic): {best_distance:.4f}')

```

Output:

```

Iteration 1: Best Distance (Traffic-Aware) = 234.0000
Iteration 2: Best Distance (Traffic-Aware) = 234.0000
Iteration 3: Best Distance (Traffic-Aware) = 234.0000
Iteration 4: Best Distance (Traffic-Aware) = 234.0000
Iteration 5: Best Distance (Traffic-Aware) = 234.0000
Iteration 6: Best Distance (Traffic-Aware) = 234.0000
Iteration 7: Best Distance (Traffic-Aware) = 234.0000
Iteration 8: Best Distance (Traffic-Aware) = 234.0000
Iteration 9: Best Distance (Traffic-Aware) = 234.0000
Iteration 10: Best Distance (Traffic-Aware) = 234.0000
Iteration 11: Best Distance (Traffic-Aware) = 234.0000
Iteration 12: Best Distance (Traffic-Aware) = 234.0000
Iteration 13: Best Distance (Traffic-Aware) = 234.0000

```


Iteration 60: Best Distance (Traffic-Aware) = 234.0000
Iteration 61: Best Distance (Traffic-Aware) = 234.0000
Iteration 62: Best Distance (Traffic-Aware) = 234.0000
Iteration 63: Best Distance (Traffic-Aware) = 234.0000
Iteration 64: Best Distance (Traffic-Aware) = 234.0000
Iteration 65: Best Distance (Traffic-Aware) = 234.0000
Iteration 66: Best Distance (Traffic-Aware) = 234.0000
Iteration 67: Best Distance (Traffic-Aware) = 234.0000
Iteration 68: Best Distance (Traffic-Aware) = 234.0000
Iteration 69: Best Distance (Traffic-Aware) = 234.0000
Iteration 70: Best Distance (Traffic-Aware) = 234.0000
Iteration 71: Best Distance (Traffic-Aware) = 234.0000
Iteration 72: Best Distance (Traffic-Aware) = 234.0000
Iteration 73: Best Distance (Traffic-Aware) = 234.0000
Iteration 74: Best Distance (Traffic-Aware) = 234.0000
Iteration 75: Best Distance (Traffic-Aware) = 234.0000
Iteration 76: Best Distance (Traffic-Aware) = 234.0000
Iteration 77: Best Distance (Traffic-Aware) = 234.0000
Iteration 78: Best Distance (Traffic-Aware) = 234.0000
Iteration 79: Best Distance (Traffic-Aware) = 234.0000
Iteration 80: Best Distance (Traffic-Aware) = 234.0000
Iteration 81: Best Distance (Traffic-Aware) = 234.0000
Iteration 82: Best Distance (Traffic-Aware) = 234.0000
Iteration 83: Best Distance (Traffic-Aware) = 234.0000
Iteration 84: Best Distance (Traffic-Aware) = 234.0000
Iteration 85: Best Distance (Traffic-Aware) = 234.0000
Iteration 86: Best Distance (Traffic-Aware) = 234.0000
Iteration 87: Best Distance (Traffic-Aware) = 234.0000
Iteration 88: Best Distance (Traffic-Aware) = 234.0000
Iteration 89: Best Distance (Traffic-Aware) = 234.0000
Iteration 90: Best Distance (Traffic-Aware) = 234.0000
Iteration 91: Best Distance (Traffic-Aware) = 234.0000
Iteration 92: Best Distance (Traffic-Aware) = 234.0000
Iteration 93: Best Distance (Traffic-Aware) = 234.0000
Iteration 94: Best Distance (Traffic-Aware) = 234.0000
Iteration 95: Best Distance (Traffic-Aware) = 234.0000
Iteration 96: Best Distance (Traffic-Aware) = 234.0000
Iteration 97: Best Distance (Traffic-Aware) = 234.0000
Iteration 98: Best Distance (Traffic-Aware) = 234.0000
Iteration 99: Best Distance (Traffic-Aware) = 234.0000
Iteration 100: Best Distance (Traffic-Aware) = 234.0000

Optimal Bus Route Found:

0 → 1 → 5 → 2 → 4 → 3

Optimal Total Travel Distance (with traffic): 234.0000

Program 5:
Cuckoo Search algorithm

Page

cuckoo search algorithm

(1) Initialize population (nests):

For $i = 1$ to n :
 Initialize nest i with a random
 solution x_i within search bounds
 Evaluate fitness $f_i = f(x_i)$
End for

(2) Find the current best solution:

x_{best} = nest with minimum (or
maximum) fitness value

(3) Repeat until stopping criterion
(MaxIter or convergence):

For $t = 1$ to MaxIter:

 For each cuckoo ($i = 1$ to n):
 Generate a new solution
 $x_{i,new}$ by Levy flight:
 $x_{i,new} = x_i + \alpha \cdot \text{Le}'\text{vy}(x)$
 Evaluate fitness $f_{i,new} = f(x_{i,new})$
 Randomly choose a nest j
 with ($j \neq i$)

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If $F_i\text{-new} < F_j$:
 Replace $n_{i,j}$ with $x_{i,j}\text{-new}$
 End if
 End for

For each nest i :
 with probability p_a :
 Replace n_i with a new
 random solution
 End if
 End for

Find $a_{best} = nest$ with best
 fitnum
 End for. *beta=1.5*
Optimal

Code:

```

import numpy as np
from math import gamma, sin, pi

def electrical_grid_loss(x):
    x = np.array(x)
    return np.sum(x**2 - 10 * np.cos(2 * np.pi * x) + 10)

def cuckoo_search(obj_func, n=15, d=2, lb=-5, ub=5, pa=0.25, iterations=100):
    beta = 1.5
    sigma = (gamma(1 + beta) * sin(pi * beta / 2) /
             (gamma((1 + beta) / 2) * beta * 2 ** ((beta - 1) / 2))) ** (1 / beta)

    nests = np.random.uniform(lb, ub, (n, d))
  
```

```

fitness = np.array([obj_func(nest) for nest in nests])
best_nest = nests[np.argmin(fitness)]
best_fitness = np.min(fitness)

for t in range(iterations):
    new_nests = np.copy(nests)
    for i in range(n):
        step = np.random.normal(0, sigma, size=d) / (abs(np.random.normal(0, 1, size=d)) ** (1 /
beta))
        new_nest = nests[i] + 0.01 * step * (nests[i] - best_nest)
        new_nest = np.clip(new_nest, lb, ub)
        new_nests[i] = new_nest

    new_fitness = np.array([obj_func(nest) for nest in new_nests])

    for i in range(n):
        if new_fitness[i] < fitness[i]:
            fitness[i] = new_fitness[i]
            nests[i] = new_nests[i]

    abandon_mask = np.random.rand(n, d) < pa
    random_nests = np.random.uniform(lb, ub, (n, d))
    nests = np.where(abandon_mask, random_nests, nests)
    fitness = np.array([obj_func(nest) for nest in nests])

    if np.min(fitness) < best_fitness:
        best_fitness = np.min(fitness)
        best_nest = nests[np.argmin(fitness)]

print(f'Iteration {t+1}: Best Grid Loss = {best_fitness:.10e}')

return best_nest, best_fitness

best_solution, best_value = cuckoo_search(electrical_grid_loss, n=20, d=3, lb=-5, ub=5,
iterations=100)

print("\nOptimal Electrical Grid Configuration:")
print(best_solution)
print("\nMinimum Power Loss (Objective Value):")
print(best_value)

```

Output:

Iteration 1: Best Grid Loss = 1.1953471974e+01
Iteration 2: Best Grid Loss = 1.1953471974e+01
Iteration 3: Best Grid Loss = 1.1953471974e+01
Iteration 4: Best Grid Loss = 5.2025691754e+00
Iteration 5: Best Grid Loss = 5.2025691754e+00
Iteration 6: Best Grid Loss = 5.2025691754e+00
Iteration 7: Best Grid Loss = 5.2025691754e+00
Iteration 8: Best Grid Loss = 5.2025691754e+00
Iteration 9: Best Grid Loss = 5.2025691754e+00
Iteration 10: Best Grid Loss = 5.2025691754e+00
Iteration 11: Best Grid Loss = 5.2025691754e+00
Iteration 12: Best Grid Loss = 5.2025691754e+00
Iteration 13: Best Grid Loss = 5.2025691754e+00
Iteration 14: Best Grid Loss = 5.2025691754e+00
Iteration 15: Best Grid Loss = 5.2025691754e+00
Iteration 16: Best Grid Loss = 5.2025691754e+00
Iteration 17: Best Grid Loss = 5.2025691754e+00
Iteration 18: Best Grid Loss = 5.2025691754e+00
Iteration 19: Best Grid Loss = 5.2025691754e+00
Iteration 20: Best Grid Loss = 5.2025691754e+00
Iteration 21: Best Grid Loss = 5.2025691754e+00
Iteration 22: Best Grid Loss = 5.2025691754e+00
Iteration 23: Best Grid Loss = 5.2025691754e+00
Iteration 24: Best Grid Loss = 5.2025691754e+00
Iteration 25: Best Grid Loss = 5.2025691754e+00
Iteration 26: Best Grid Loss = 5.2025691754e+00
Iteration 27: Best Grid Loss = 5.2025691754e+00
Iteration 28: Best Grid Loss = 5.2025691754e+00
Iteration 29: Best Grid Loss = 5.2025691754e+00
Iteration 30: Best Grid Loss = 5.2025691754e+00
Iteration 31: Best Grid Loss = 5.2025691754e+00
Iteration 32: Best Grid Loss = 5.2025691754e+00
Iteration 33: Best Grid Loss = 5.2025691754e+00
Iteration 34: Best Grid Loss = 5.2025691754e+00
Iteration 35: Best Grid Loss = 5.2025691754e+00
Iteration 36: Best Grid Loss = 5.2025691754e+00
Iteration 37: Best Grid Loss = 5.2025691754e+00
Iteration 38: Best Grid Loss = 5.2025691754e+00
Iteration 39: Best Grid Loss = 5.2025691754e+00
Iteration 40: Best Grid Loss = 5.2025691754e+00
Iteration 41: Best Grid Loss = 5.2025691754e+00
Iteration 42: Best Grid Loss = 5.2025691754e+00
Iteration 43: Best Grid Loss = 5.2025691754e+00
Iteration 44: Best Grid Loss = 5.2025691754e+00

Iteration 91: Best Grid Loss = 5.2025691754e+00
Iteration 92: Best Grid Loss = 5.2025691754e+00
Iteration 93: Best Grid Loss = 5.2025691754e+00
Iteration 94: Best Grid Loss = 5.2025691754e+00
Iteration 95: Best Grid Loss = 5.2025691754e+00
Iteration 96: Best Grid Loss = 5.2025691754e+00
Iteration 97: Best Grid Loss = 5.2025691754e+00
Iteration 98: Best Grid Loss = 5.2025691754e+00
Iteration 99: Best Grid Loss = 5.2025691754e+00
Iteration 100: Best Grid Loss = 5.2025691754e+00

Optimal Electrical Grid Configuration:
[-1.9760426 0.07752152 -0.00891342]

Minimum Power Loss (Objective Value):
5.202569175412648

Program 6:
Grey wolf optimization algorithm

Page 7

Grey wolf optimization

Initialize population of grey wolves
 $x_i (i=1, 2, \dots, N)$

Initialize a, A, c
Evaluate fitness of each wolf

I identify alpha (best), beta (2nd best)
delta (3rd best)

$t = 0$
while $t < \text{max_iterations}$
 $a = 2 * (1 - t / \text{max_iterations})$

for each wolf $i = 1 \dots N$:
 $a_{ii} = \text{rand}(0, 1)$

(IP)
Foreground \rightarrow image differentiation
Background \rightarrow ~~image~~

$A_1 = 2 * a * a_{ii} - a$
 $c_1 = 2 * a_{ii}$
~~D_alpha = abs(c_1 * x_alpha - x_i)~~
 $x_1 = x_alpha - A_1 * D_alpha$

~~$a_{ii} = \text{rand}(0, 1);$~~

$g_2 = \text{rand}(0, 1)$

$A_2 = 2 * \alpha * g_1 - \alpha$

$C_2 = 2 * g_2$

$D_{\text{beta}} = \text{abs}(C_2 * x_{\text{beta}} - x_i)$

$x_2 = x_{\text{beta}} - A_2 * D_{\text{beta}}$

$g_1 = \text{rand}(0, 1)$

$g_3 = \text{rand}(0, 1)$

$A_3 = 2 * \alpha * g_1 - \alpha$

$C_3 = 2 * g_3$

$O_{\text{delta}} = \text{abs}(C_3 * x_{\text{delta}} - x_i)$

$x_3 = x_{\text{delta}} - A_3 * O_{\text{delta}}$

$x_{\text{i_new}} = (x_1 + x_2 + x_3) / 3$

$x_{\text{i_new}} = \text{clip to bounds } (x_{\text{i_new}},$
lower bound, upper bound)

end for

Evaluate $\text{fitness}(x_{\text{i_new}})$ for all values
(using $x_{\text{i_new}}$)

~~update alpha, beta, delta based
on new fitness values~~

$t = t + 1$

Returns alpha (best solution found)

Code:

```
import cv2
import numpy as np
import matplotlib.pyplot as plt
from google.colab import files

print("Upload an image (JPG/PNG):")
uploaded = files.upload()
filename = list(uploaded.keys())[0]
img = cv2.imread(filename, cv2.IMREAD_GRAYSCALE)
img = cv2.resize(img, (256, 256))

def fitness(threshold):
    threshold = int(threshold)
    foreground = img[img >= threshold]
    background = img[img < threshold]
    if len(foreground) == 0 or len(background) == 0:
        return 0
    w0 = len(background) / img.size
    w1 = len(foreground) / img.size
    u0 = np.mean(background)
    u1 = np.mean(foreground)
    return w0 * w1 * (u0 - u1)**2

def grey_wolf_optimization(fitness_func, lb, ub, dim=1, n_wolves=20, iterations=50):
    alpha_pos = np.zeros(dim)
    beta_pos = np.zeros(dim)
    delta_pos = np.zeros(dim)
    alpha_score = float('-inf')
    beta_score = float('-inf')
    delta_score = float('-inf')
    positions = np.random.uniform(lb, ub, (n_wolves, dim))

    for t in range(iterations):
        a = 2 - t * (2 / iterations)
        for i in range(n_wolves):
            score = fitness_func(positions[i])
            if score > alpha_score:
                alpha_score = score
                alpha_pos = positions[i].copy()
            elif score > beta_score:
                beta_score = score
                beta_pos = positions[i].copy()
            elif score > delta_score:
                delta_score = score
```

```

    delta_pos = positions[i].copy()
for i in range(n_wolves):
    for j in range(dim):
        r1, r2 = np.random.rand(), np.random.rand()
        A1, C1 = 2 * a * r1 - a, 2 * r2
        D_alpha = abs(C1 * alpha_pos[j] - positions[i][j])
        X1 = alpha_pos[j] - A1 * D_alpha

        r1, r2 = np.random.rand(), np.random.rand()
        A2, C2 = 2 * a * r1 - a, 2 * r2
        D_beta = abs(C2 * beta_pos[j] - positions[i][j])
        X2 = beta_pos[j] - A2 * D_beta

        r1, r2 = np.random.rand(), np.random.rand()
        A3, C3 = 2 * a * r1 - a, 2 * r2
        D_delta = abs(C3 * delta_pos[j] - positions[i][j])
        X3 = delta_pos[j] - A3 * D_delta

    positions[i][j] = (X1 + X2 + X3) / 3

positions = np.clip(positions, lb, ub)
print(f"Iteration {t+1}: Best Fitness = {alpha_score:.5f}, Threshold = {alpha_pos[0]:.2f}")

return int(alpha_pos[0])

best_threshold = grey_wolf_optimization(fitness, lb=0, ub=255, dim=1, n_wolves=20,
iterations=50)
print(f"\nOptimal Threshold Found by GWO: {best_threshold}")

_, foreground = cv2.threshold(img, best_threshold, 255, cv2.THRESH_BINARY)
background = cv2.bitwise_not(foreground)

plt.figure(figsize=(12, 4))
plt.subplot(1, 3, 1)
plt.imshow(img, cmap='gray')
plt.title("Original Image")
plt.axis('off')

plt.subplot(1, 3, 2)
plt.imshow(foreground, cmap='gray')
plt.title("Foreground (GWO)")
plt.axis('off')

plt.subplot(1, 3, 3)
plt.imshow(background, cmap='gray')
plt.title("Background")

```

```
plt.axis('off')
```

```
plt.show()
```

Output:

Upload an image (JPG/PNG):

Screenshot 2025-11-13 at 21.35.18.png(image/png) - 902667 bytes, last modified: n/a - 100%
done

Saving Screenshot 2025-11-13 at 21.35.18.png to Screenshot 2025-11-13 at 21.35.18.png

Iteration 1: Best Fitness = 354.43253, Threshold = 137.21

Iteration 2: Best Fitness = 379.28291, Threshold = 118.82

Iteration 3: Best Fitness = 380.05984, Threshold = 121.81

Iteration 4: Best Fitness = 380.05984, Threshold = 121.81

Iteration 5: Best Fitness = 380.05984, Threshold = 121.81

Iteration 6: Best Fitness = 380.05984, Threshold = 121.81

Iteration 7: Best Fitness = 380.05984, Threshold = 121.81

Iteration 8: Best Fitness = 380.05984, Threshold = 121.81

Iteration 9: Best Fitness = 380.05984, Threshold = 121.81

Iteration 10: Best Fitness = 380.05984, Threshold = 121.81

Iteration 11: Best Fitness = 380.05984, Threshold = 121.81

Iteration 12: Best Fitness = 380.05984, Threshold = 121.81

Iteration 13: Best Fitness = 380.05984, Threshold = 121.81

Iteration 14: Best Fitness = 380.05984, Threshold = 121.81

Iteration 15: Best Fitness = 380.05984, Threshold = 121.81

Iteration 16: Best Fitness = 380.05984, Threshold = 121.81

Iteration 17: Best Fitness = 380.05984, Threshold = 121.81

Iteration 18: Best Fitness = 380.05984, Threshold = 121.81

Iteration 19: Best Fitness = 380.05984, Threshold = 121.81

Iteration 20: Best Fitness = 380.05984, Threshold = 121.81

Iteration 21: Best Fitness = 380.05984, Threshold = 121.81

Iteration 22: Best Fitness = 380.05984, Threshold = 121.81

Iteration 23: Best Fitness = 380.05984, Threshold = 121.81

/tmp/ipython-input-1969087285.py:21: DeprecationWarning: Conversion of an array with ndim > 0 to a scalar is deprecated, and will error in future. Ensure you extract a single element from your array before performing this operation. (Deprecated NumPy 1.25.)

threshold = int(threshold)

Iteration 24: Best Fitness = 380.05984, Threshold = 121.81

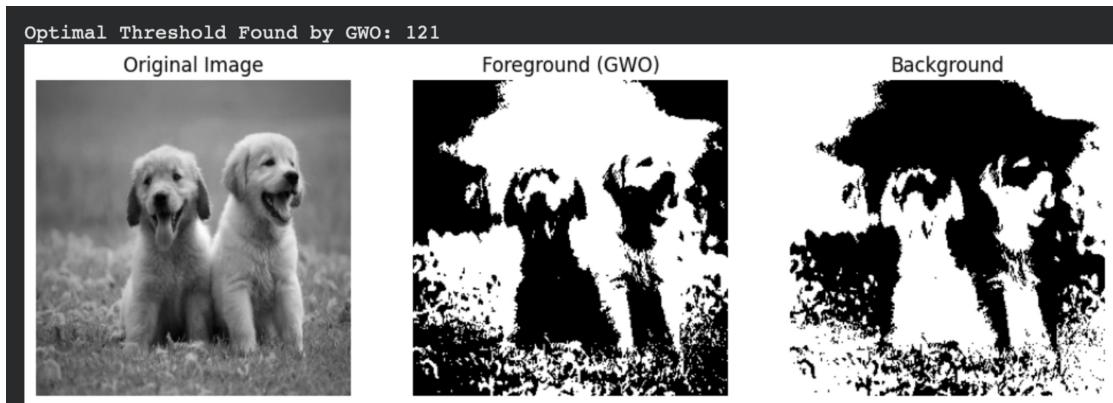
Iteration 25: Best Fitness = 380.05984, Threshold = 121.81

Iteration 26: Best Fitness = 380.05984, Threshold = 121.81

Iteration 27: Best Fitness = 380.05984, Threshold = 121.81

Iteration 28: Best Fitness = 380.05984, Threshold = 121.81

Iteration 29: Best Fitness = 380.05984, Threshold = 121.81



Program 7:
Paralell cellular algorithm

Parallel cellular algorithm

Begin

Step 1: Define objective function $f(x)$

Step 2: Initialize parameters

Set number of cells $\leftarrow N$

Set max iterations $\leftarrow T$

Define grid structure and neighbourhood pattern

Step 3: initialize population

for each cell i from 1 to N do
 Initialize cell state x_{it} with
 a random

solution

END FOR

Step 4: Evaluate fitness

for each cell i from 1 to N do
 fitness $f_{it} \leftarrow f(x_{it})$

END for

iteration $\leftarrow 0$

for each cell i from 1 to N do
 PARALLEL

 identity Neighbors(i)

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```

new_state[i,j] ← update rule (cell.state
[i,j],
neighbor set(i))
END for

state (synchronous update)
for each cell i from 1 to n do
    cell.state[i,j] ← new state[i]
    fitness[i,j] ← f (cell.state[i])
End for
situation ← situations

END WHILE

output cell.state as Best solution

```

~~END detection~~
~~object in SF~~

Code:

```

import cv2
import numpy as np
import matplotlib.pyplot as plt
from google.colab import files

# Upload
print("Upload an image:")
uploaded = files.upload()
filename = list(uploaded.keys())[0]

# Preprocess
img = cv2.imread(filename, 0)
img = cv2.resize(img, (256, 256))
blur = cv2.GaussianBlur(img, (5, 5), 0)
binary = cv2.threshold(blur, 0, 255, cv2.THRESH_BINARY + cv2.OTSU)[1]
grid = (binary // 255).astype(np.uint8)

```

```

# PCA update
def pca_update(grid):
    kernel = np.array([[1,1,1],[1,0,1],[1,1,1]])
    neighbors = cv2.filter2D(grid, -1, kernel)
    return np.where(neighbors >= 4, 1, 0)

# PCA iterations
for _ in range(10):
    grid = pca_update(grid)

# Detect objects
num_labels, labels, stats, _ = cv2.connectedComponentsWithStats((grid*255).astype("uint8"), 8)

detected = np.zeros_like(grid)
for i in range(1, num_labels):
    if stats[i][4] > 30:
        detected[labels == i] = 255

# Display
plt.figure(figsize=(12,4))
plt.subplot(131); plt.imshow(img,cmap='gray'); plt.title("Original"); plt.axis('off')
plt.subplot(132); plt.imshow(grid,cmap='gray'); plt.title("After PCA Evolution"); plt.axis('off')
plt.subplot(133); plt.imshow(detected,cmap='gray'); plt.title("Detected Objects"); plt.axis('off')
plt.show()

```

Output:

