Genetic Algorithm Assignment

Submitted By:

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Q. Find the maximum solution of f(x,y,z) = x2-xy+z with the given criteria -5<x<5, 0<y<2, -2<z<2 set following parameter in advance,

- population size 100
- probability of crossover 0.9
- probability of mutation 0.15
- fitness function is f(x,y,z)

Solution:

https://colab.research.google.com/drive/1pnvnQDu-2HfKHz5fZQ1X6sCefgZjNL1O

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Code:
import numpy as np
def fitness(x, y, z):
 """Calculates the fitness of an individual (x, y, z)."""
 return x^{**}2 - x^{*}y + z
definitialize population(n, x min=-5, x max=5, y min=0, y max=2, z min=-2, z max=2):
 """Initializes a population of size n."""
 population = []
 for in range(n):
  x = np.random.uniform(x min, x max)
  y = np.random.uniform(y min, y max)
  z = np.random.uniform(z min, z max)
  population.append((x, y, z))
 return population
def roulette wheel(population, fitness values, tournament size=4):
 """Selects the best individuals from the population using tournament selection."""
 selected indices = []
 for in range(len(population)):
  tournament = np.random.choice(len(population), tournament_size, replace=False)
  tournament fitness = [fitness values[i] for i in tournament]
  selected indices.append(tournament[tournament fitness.index(max(tournament fitness))])
```

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```
return selected indices
```

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def crossover(parent1, parent2):
 """Performs single-point crossover between two parent individuals."""
 crossover point = np.random.randint(1, len(parent1))
 child1 = parent1[:crossover point] + parent2[crossover point:]
 child2 = parent2[:crossover point] + parent1[crossover point:]
 return child1, child2
def mutate(individual, mutation prob=0.15, x min=-5, x max=5, y min=0, y max=2,
z min=-2, z max=2):
 """Mutates an individual with a given probability."""
 mutated individual = list(individual)
 for i in range(3):
  if np.random.rand() < mutation prob:
   if i == 0:
    mutated individual[i] = np.random.uniform(x min, x max)
   elif i == 1:
    mutated individual[i] = np.random.uniform(y min, y max)
   elif i == 2:
    mutated individual[i] = np.random.uniform(z min, z max)
 return tuple(mutated individual)
def genetic algorithm(population size=100, num generations=100, crossover prob=0.9,
mutation prob=0.10):
 """Runs the genetic algorithm."""
 # Initialize the population.
 population = initialize population(population size)
 # Iterate over the generations.
 for generation in range(num generations):
  # Calculate the fitness of each individual.
  fitness values = [fitness(*individual) for individual in population]
  # Select the best individuals to produce the next generation.
  selected indices = roulette wheel(population, fitness values)
  # Produce the next generation through crossover and mutation.
  new population = []
  for i in range(0, population size, 2):
   if np.random.rand() < crossover prob:
```

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child1, child2 = crossover(population[selected indices[i]], population[selected indices[i
+1]])
     new population.extend([child1, child2])
     new population.extend([population[selected indices[i]], population[selected indices[i +
1]]])
  new population = [mutate(ind) for ind in new population]
  # Replace the old population with the new population.
  population = new population
 fitness values = [fitness(*individual) for individual in population]
 # Find the maximum fitness and corresponding individual
 max fitness = max(fitness values)
 max individual = population[fitness values.index(max fitness)]
 return max individual, max fitness
# Run the genetic algorithm
best individual, best fitness = genetic algorithm()
print("Best Individual:", best individual)
print("Best Fitness:", best fitness)
```

Output:

E⇒ Best Individual: (-4.989842176318886, 1.9944199122965949, 1.9973735033832205)
Best Fitness: 36.847739043621786