

Program 7

Optimization via Gene Expression Algorithms The Travelling Salesman Problem (TSP) asks for the shortest possible route that visits a given set of cities exactly once and returns to the starting city. The provided text describes using a Genetic Algorithm to solve this by evolving city sequences (chromosomes) through selection, crossover, and mutation to minimize the total tour distance.

Algorithm:

The image shows handwritten notes on a lined notebook page. At the top right, there is a logo for "Bafna Gold". Below the logo, the text "Date: _____ Page: _____" is written. In the center, the heading "LAB 7" is enclosed in a rectangular box. Below this, the title "Gene expression Algorithm" is written with a checkmark. The notes are organized into three main steps: Step 1, Step 2, and Step 3.

Step 1 : Fitness function $F(x) = x^2$
Encoding technique : 0 to 31
use chromosome of fixed length (genotype)

Step 2: Initial population.

S.no	Genotype	Phenotype	Value	Fitness	+
1	$+xx$	x^2	12	144	0.1241
2	$+xx$	$2x$	25	625	0.6411
3	x	x	5	25	0.0214
4	$-x2$	$x-2$	19	361	0.3125

Total fitness values:
1155
288.75
685

	actual count	expected count
1	1	0.5
2	2	2.1
0	0	0.08
1	1	1.25

Step 3: Selection of mating pool

S.no.	Selected Chromosome	Chromosome pair	Offspring	Probability
1	$+xx$	2	$*x+$	$x^2(x+..)$
2	$+xx$	1	$+xx$	x^2
3	$+xx$	3	$+x-$	$x+(z..)$
4	$-x2$	1	$+x2$	$x+2.$

x value	Fitness
13	169
24	576
27	+29
17	289

Step 4:

crossover: Perform crossover randomly chosen gene position (not new bits)
more fitness after crossover. = +29

Step 5: mutation

Sno.	offspring before mutation	mutation applied	offspring after mutation	phenotype
1	* x +	+ * --	+ x -	x*(x-...)
2	+ x x	None	+ x x	2x
3	+ x -	--> +	- x +	x+x*x
4	+ x 2	None	+ x 2	x+2

x value	fitness
29	841
24	576
27	+29
20	400

Step 6: gene expression and evaluation

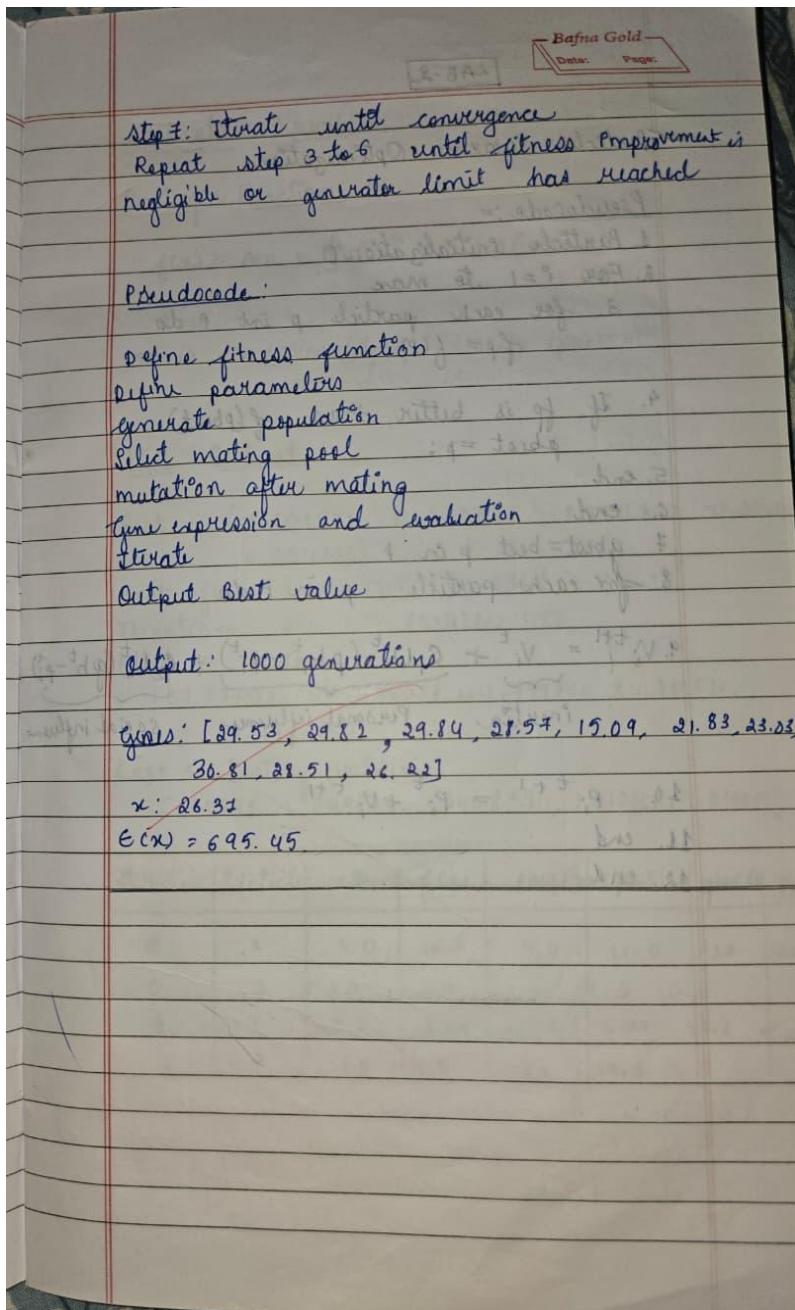
decode each genotype \rightarrow phenotype

calculate fitness

$$f(x) = 841 + 576 + +29 + 400 = 2545$$

$$\text{avg} = 636.5$$

$$\text{max} = 841$$



Code:

```
import random

def fitness(x):
    return x*x

def init_population():
    genes = ['+x', 'x', '2x', '-x']
    return random.sample(genes, 4)
```

```

def express(gene, x):
    if gene == '+x': return x
    if gene == 'x': return x
    if gene == '2x': return 2*x
    if gene == '-x': return -x
    return x

def evaluate(pop):
    vals = [random.randint(1, 30) for _ in range(4)]
    phen = [express(pop[i], vals[i]) for i in range(4)]
    fit = [fitness(phen[i]) for i in range(4)]
    return vals, phen, fit

def select_mating(pop, fit):
    idx = sorted(range(4), key=lambda i: fit[i], reverse=True)
    return [pop[idx[0]], pop[idx[1]], pop[idx[2]], pop[idx[3]]]

def crossover(g1, g2):
    p = 1
    return g1[:p] + g2[p:], g2[:p] + g1[p:]

def mutate(gene):
    ops = ['+x', 'x', '2x', '-x']
    if random.random() < 0.3:
        return random.choice(ops)
    return gene

def gene_expression_algorithm(generations=10):
    pop = init_population()
    for gen in range(1, generations+1):
        vals, phen, fit = evaluate(pop)
        mating = select_mating(pop, fit)
        c1, c2 = crossover(mating[0], mating[1])
        c3, c4 = crossover(mating[2], mating[3])
        c1, c2, c3, c4 = mutate(c1), mutate(c2), mutate(c3), mutate(c4)
        pop = [c1, c2, c3, c4]
        best = max(fit)
        print(f"Generation {gen}: Fitness = {best}")
    return pop

result = gene_expression_algorithm()
print("\nFinal Genes:", result)

```

Output:

```
... Generation 1: Fitness = 3600
Generation 2: Fitness = 400
Generation 3: Fitness = 484
Generation 4: Fitness = 324
Generation 5: Fitness = 841
Generation 6: Fitness = 900
Generation 7: Fitness = 784
Generation 8: Fitness = 441
Generation 9: Fitness = 625
Generation 10: Fitness = 576

Final Genes: ['x', 'x', '+x', '+x']
```