

Solution Set 10

Problem 1.

Here is a simple program that finds the maximum of $f(x) = e^{-x^2} \cos x$ on the interval $[-5\pi, 5\pi]$ through evolution of a population of 100 individuals (bit strings) — called `in(ipop,i)` in the program. In order not to make the program unreadable, I have not packed the bit strings into words. Rather, every element `i` in `in(ipop,i)` is a bit.

Genetic algorithms consist of three main elements: (1) Selection of most fit individuals. I do this through comparing randomly chosen pairs and with probability `pvlg` choosing that with largest f value for inclusion in next generation. (2) Cross linking: With probability `qvlg` we cut both individuals of a randomly chosen pair in two and stitches them together again with their “tails” exchanged (see the program for details). (3) With probability `rmut` we turn the value of the bits around. This is the “mutation” step.

```

      program genalg
c Genetic algorithm for finding the maximum of exp(-x**2) cos x
c on the interval [-5pi,5pi]
      parameter(npop=100,lstr=30,
               c ngen=100,rmut=0.02,pvlg=0.75,qvlg=0.50)
c lstr < 32
      dimension in(npop,lstr),nn(npop,lstr),x(npop),f(npop)
      ibm=4711
      do i=1,1000
        ibm=ibm*16807
      enddo
      rinv=0.5/(2.**31-1.)
      pi =4.*atan(1.)
      pi5=pi*5.
      dvl=10.*pi/2.**lstr
      amut=0.5+rmut
      avlg=0.5+pvlg
      bvlg=0.5+qvlg
      do ipop=1,npop
        do i=1,lstr
          ibm=ibm*16807
          iran=int(rinv*ibm+1.)
          in(ipop,i)=iran
        enddo
      enddo

```

```

do igen=1,ngen
fmax=-1.e8
xmax=0.
do ipop=1,npop
ig=0
do i=1,lstr
ig=ig+2**i*in(ipop,i)
enddo
x(ipop)=dvl*ig-pi5
f(ipop)=exp(-x(ipop)**2)*cos(x(ipop))
if(f(ipop).gt.fmax) then
fmax=f(ipop)
xmax=x(ipop)
endif
enddo
write(*,*) igen,xmax,fmax
c selection
do ipop=1,npop
ibm=ibm*16807
jpop=npop*(rinv*float(ibm)+0.5)+1
ibm=ibm*16807
kpop=npop*(rinv*float(ibm)+0.5)+1
imin=jpop
imax=kpop
if(f(jpop).gt.f(kpop)) then
imin=kpop
imax=jpop
endif
ibm=ibm*16807
ivlg=int(avlg-rinv*ibm)
if(ivlg.eq.1) then
do i=1,lstr
nn(ipop,i)=in(imax,i)
enddo
else
do i=1,lstr
nn(ipop,i)=in(imin,i)
enddo
endif
enddo
do ipop=1,npop
do i=1,lstr
in(ipop,i)=nn(ipop,i)
enddo

```

```

        enddo
c crossover
    do ipop=1,npop
        ibm=ibm*16807
        ivlg=int(bvlg-rinv*ibm)
        if(ivlg.eq.1) then
            ibm=ibm*16807
            kpop=npop*(rinv*float(ibm)+0.5)+1
            ibm=ibm*16807
            kstr=lstr*(rinv*float(ibm)+0.5)+1
            do k=1,kstr
                nn(kpop,k)=in(kpop,k)
            enddo
            do k=1,kstr
                in(kpop,k)=in(ipop,k)
            enddo
            do k=1,kstr
                in(ipop,k)=nn(kpop,k)
                nn(kpop,k)=0
            enddo
        endif
    enddo
c mutation
    do ipop=1,npop
        do i=1,lstr
            ibm=ibm*16807
            imut=int(amut-rinv*ibm)
            in(ipop,i)=and(xor(in(ipop,i),imut),1)
        enddo
    enddo
enddo
end

```

(Note that the program uses two bit operations. These are not portable. Syntax varies from compiler to compiler.)

The paper by R. L. Riolo, “Survival of the fittest bit,” (Scientific American, page 89, July 1992) describes in detail how to write a genetic algorithm.

In the figures below I show the development of the solution x of the equation $f(x) = \max_{x'} f(x')$ (which is $x = 0$), and the development of f itself — both as functions of the number of generations. After 100 generations, $x = -5.53131E - 05$.

