

# **A4M33BIA: Exercise #3**

## **Simple Genetic Algorithm**

### **Replacement Strategy**

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# Task

- Download sources from <https://cw.felk.cvut.cz/wiki/courses/a4m33bia/labs>
- Implement methods
  - `evolvePopGenerational()`
  - `evolvePopSteadyState()`in class `SGA.java`
- Experiment with defined fitness functions
  - try different replacement strategies
  - try different setting of the Tournament selection parameter
  - ...

# Generational Strategy

```
1  initialize(oldPopulation)
2  evaluate(oldPopulation)
3  while(not termination condition)
4      newPopulation ← bestOf(oldPopulation)    // elitism
5      while(newPopulation not full)
6          parents ← select(oldPopulation)
7          offspring ← crossover(parents)
8          mutate(offspring)    // optional
9          evaluate(offspring)
10         newPopulation ← offspring
11     swap(oldPopulation, newPopulation)
12 return bestOf(oldPopulation)
```

# Steady-State Strategy

```
1 initialize(population)
2 evaluate(population)
3 while(not termination condition)
4     parents ← select(population)
5     offspring ← crossover(parents)
6     mutate(offspring)    // optional
7     evaluate(offspring)
8     population ← offspring    // replacement rule
9 return bestOf(population)
```

# class ContinuousFunction.java

## Methods

```
// calculates a fitness value in single-objective opt. problem
```

```
double f(double[] x)
```

```
// calculates objectives in multi-objective opt. problem
```

```
double[] o(int[] x)
```

```
// returns a dimension of the problem
```

```
int getDimension()
```

```
// returns true if the optimization function is to be maximized, otherwise
```

```
// returns false
```

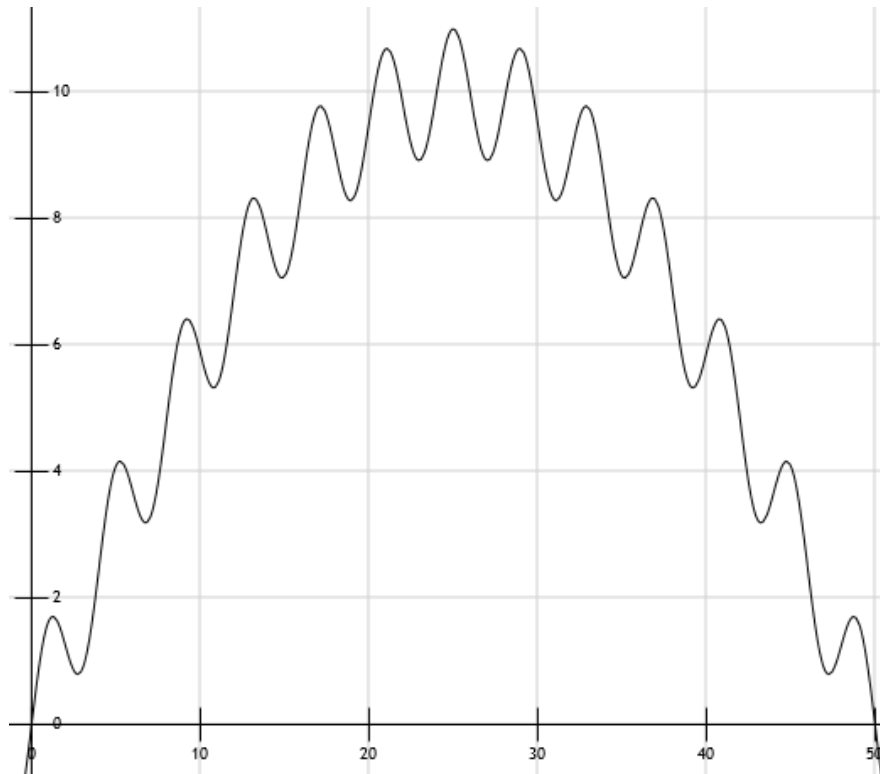
```
boolean maximize()
```

# Example function

class ExampleFunction.java

Maximize:  $f(x) = \sin\left(\pi \cdot \frac{x}{2}\right) + 10 \cdot \sin\left(\pi \frac{x}{50}\right)$

Optimum:  $f(25) = 11$

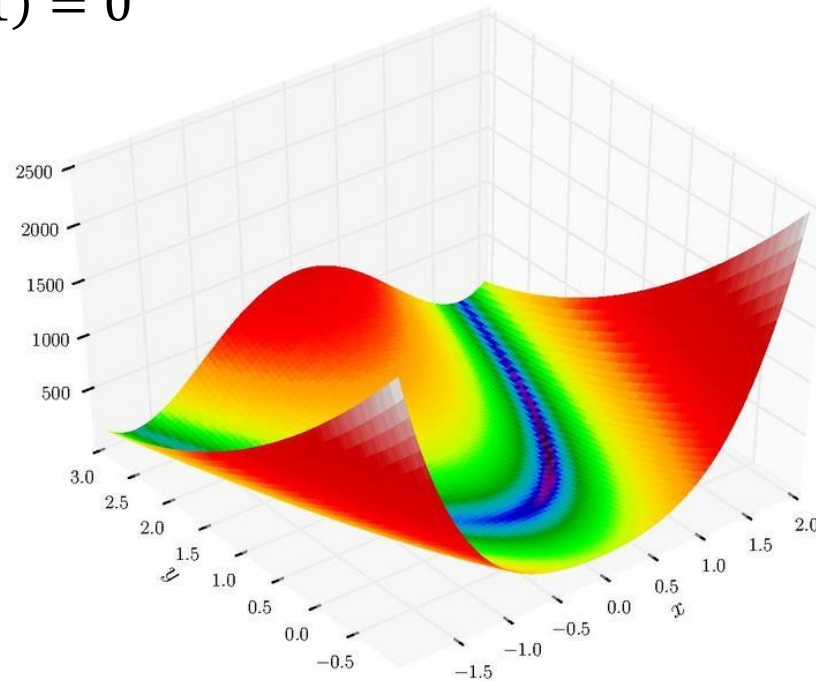


# Rosenbrock's Function

class RosenbrockFunction.java

Minimize:  $f(x_1, x_2) = (1 - x_1)^2 + 100 \cdot (x_2 - x_1^2)$

Optimum:  $f(1, 1) = 0$



You can play with other functions as well:

[http://en.wikipedia.org/wiki/Test\\_functions\\_for\\_optimization](http://en.wikipedia.org/wiki/Test_functions_for_optimization)

# class Individual.java

## Attributes:

- int[] genes
- double fitness
- SGAParameters parameters

## Methods

- int getNumberOfGenes()
- double[] decodeGenes()
- double[] normalizeX(double[] x)
- void getFitness()
- Individual[] crossover(Individual mate)
- void mutation()
- boolean betterThan(Individual ind)



# class SGA.java

## Attributes:

- Individual[] population // population of candidate solutions to be evolved
- SGAParameters parameters

## Methods

// evolves the population using a generational replacement strategy

void **evolvePopGenerational**(Individual[] oldPop, int totEvals)

// evolves the population using a steady-state replacement strategy

void **evolvePopSteadyState**(Individual[] population, int totEvals)

// returns an index of the worst individual in the current population

int **worstInPopulation**(Individual[] population)

// returns an index of one selected individual

int **selection**(Individual[] population)

# class SGAParameters.java

## Attributes

- String functionName; // fitness function class name
- ContinuousFunction function = null; // fitness function
- int genesPerValue = 16; // nb. of bits per variable
- double minX; // variable domain range
- double maxX;
- double rangeX;
- int popSize; // population size
- int evaluations; // maximum number of fitness evaluations
- int crossType; // crossover type: 0 ... uniform, 1 ... 1-point, 2 ... 2-point
- double pC; // crossover probability
- double pM; // mutation probability
- int selectionType; // selection type: 0 ... tournament selection
- int tournamentSize; // tournament size parameter
- int replacementType; // repl. strategy: 0 ... generational, 1 ... steady-state