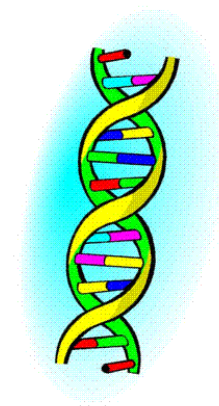


# Genetic Algorithms

- **Chromosome**
  - An encoded representation of a candidate solution to the problem (typically a sequence of numbers or bits)
- **Population of chromosomes**
  - A pool of candidate solutions, initially generated at random
- **Fitness function**
  - $f(\textit{chromosome}) \Rightarrow$  numerical estimate of observed quality
- **Operators**
  - *Selection*: survival of the fittest
  - *Crossover*: genetic recombination
  - *Mutation*: random variation



# Outline of a Genetic Algorithm

1. Create a new population of random chromosomes

110010011110011  
000011101001100  
100110100110100  
111101011111101  
00000100100010  
101001101010101  
000010000101011  
110100100010001

# Outline of a Genetic Algorithm

1. Create a new population of random chromosomes
2. Evaluate the fitness of each chromosome in the population

$$\begin{aligned} f(110010011110011) &= 9 & f(000011101001100) &= 6 & f(100110100110100) &= 7 \\ f(111101011111101) &= 12 & f(00000100100010) &= 3 & f(101001101010101) &= 8 \\ f(000010000101011) &= 5 & f(110100100010001) &= 6 & & \end{aligned}$$

# Outline of a Genetic Algorithm

1. Create a new population of random chromosomes
2. Evaluate the fitness of each chromosome in the population
3. Repeat:
  - (a) pick 2 chromosomes probabilistically, based on fitness

$$\begin{array}{l} f(110010011110011) = 9 \\ f(111101011111101) = 12 \\ f(000010000101011) = 5 \end{array} \quad \begin{array}{l} f(000011101001100) = 6 \\ f(00000100100010) = 3 \\ f(110100100010001) = 6 \end{array} \quad \begin{array}{l} f(100110100110100) = 7 \\ f(101001101010101) = 8 \end{array}$$

# Outline of a Genetic Algorithm

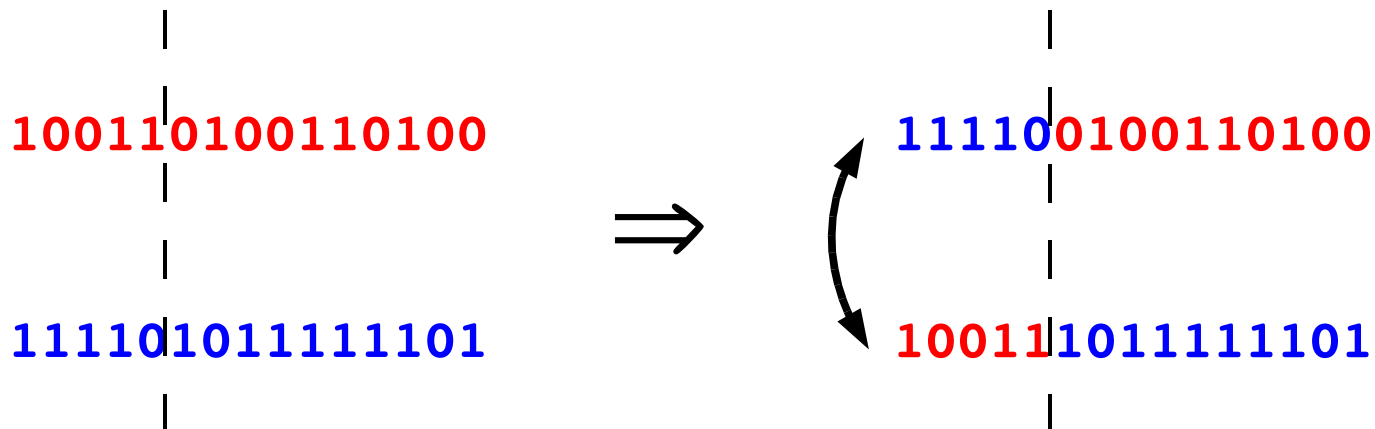
1. Create a new population of random chromosomes
2. Evaluate the fitness of each chromosome in the population
3. Repeat:
  - (a) pick 2 chromosomes probabilistically, based on fitness
  - (b) create 2 new offspring from them, using crossover

**100110100110100**

**111101011111101**

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**111100100110100**

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# Outline of a Genetic Algorithm

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  - (c) mutate each offspring with some small probability

111100**0**001101**1**0

**0**00111011111101



# Outline of a Genetic Algorithm

1. Create a new population of random chromosomes
2. Evaluate the fitness of each chromosome in the population
3. Repeat:
  - (a) pick 2 chromosomes probabilistically, based on fitness
  - (b) create 2 new offspring from them, using crossover
  - (c) mutate each offspring with some small probability
  - (d) add the offspring to the new generation
  - (e) when the new generation has reached the same size as the current population, replace the current population by the new generation
  - (f) evaluate the fitness of each chromosome in the new population, and continue

# Outline of a Genetic Algorithm

- Over time, the **average fitness** of the population will increase
- The best-fit chromosomes are not guaranteed to survive to the next generation
- Some GAs use **elitism** to ensure that the best chromosomes do survive
- Even the worst-fit chromosomes have some (small) probability of surviving
- Many ways of probabilistically selecting chromosomes
  - fitness-proportionate selection (“roulette-wheel sampling”)
  - rank selection
  - tournament selection