



Idaho State
University

Genetic/Evolutionary Algorithms

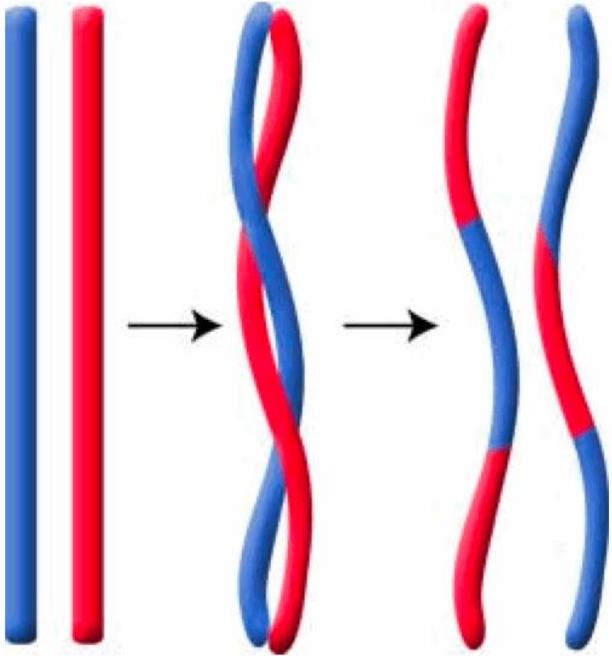
Paul Bodily

ROAR

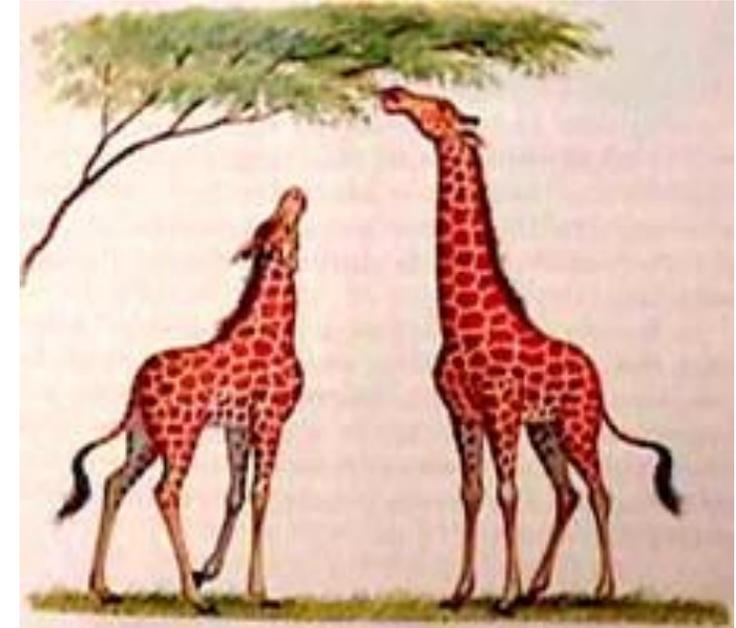
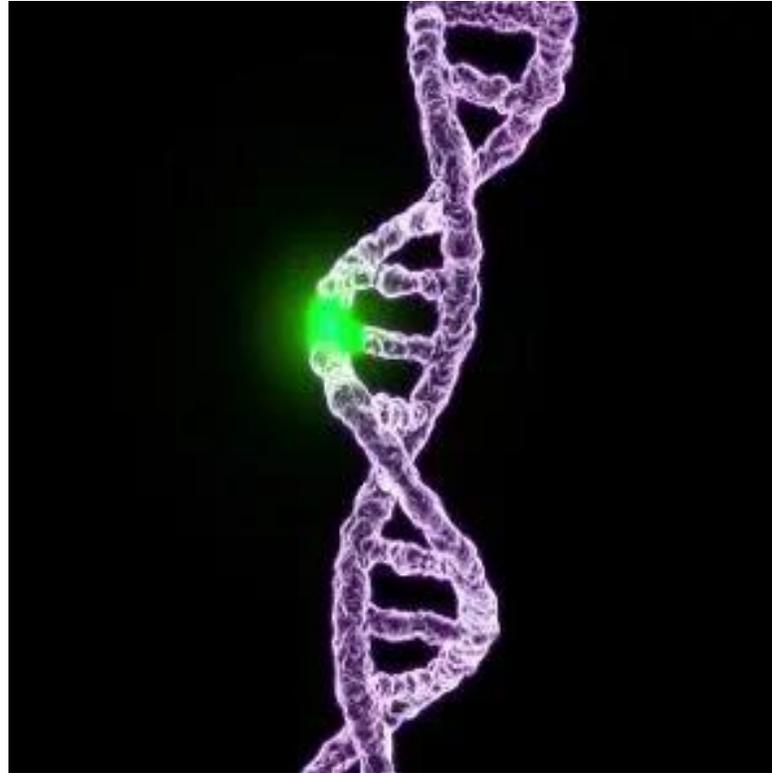


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Evolution and Natural Selection



http://www.genomenewsnetwork.org/resources/whats_a_genome/Chp3_2.shtml



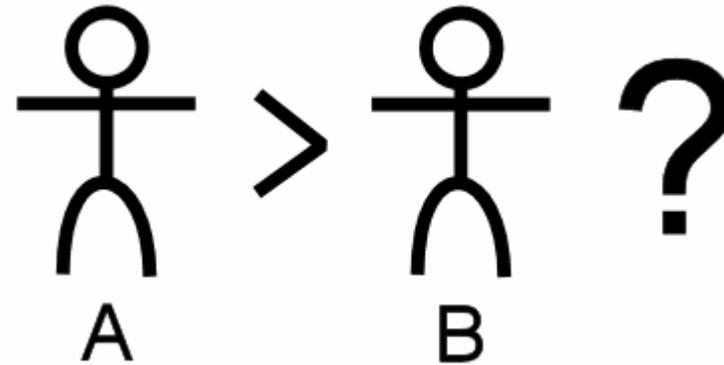
ROAR

Genetic Algorithms – Guided Trial and Error

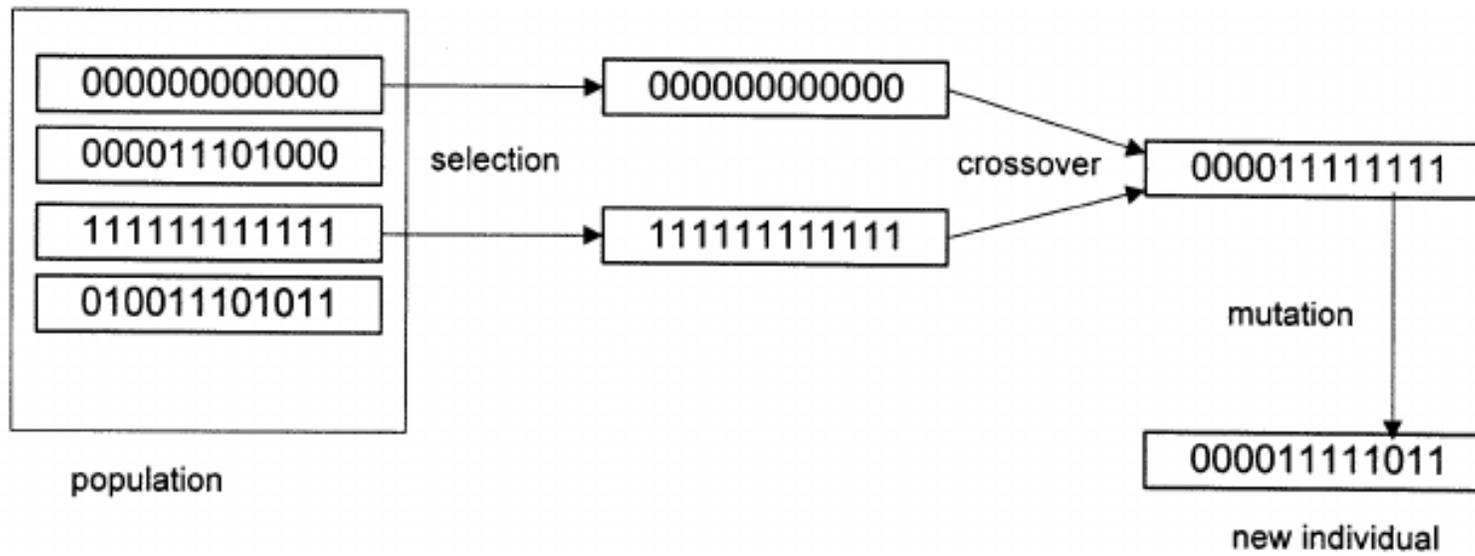
1. Genetic Representation

	$l_{i,1}$	$l_{i,2}$	$l_{i,3}$	$l_{i,j}$...	$l_{i,N}$
chromosome 1	1	0	0	1	...	1
chromosome 2	0	1	0	0	...	0
...						
chromosome i	1	1	1	0	...	1
...						
chromosome Λ	0	1	1	1	...	0

3. Fitness Function



2. Selection, Crossover & Mutation





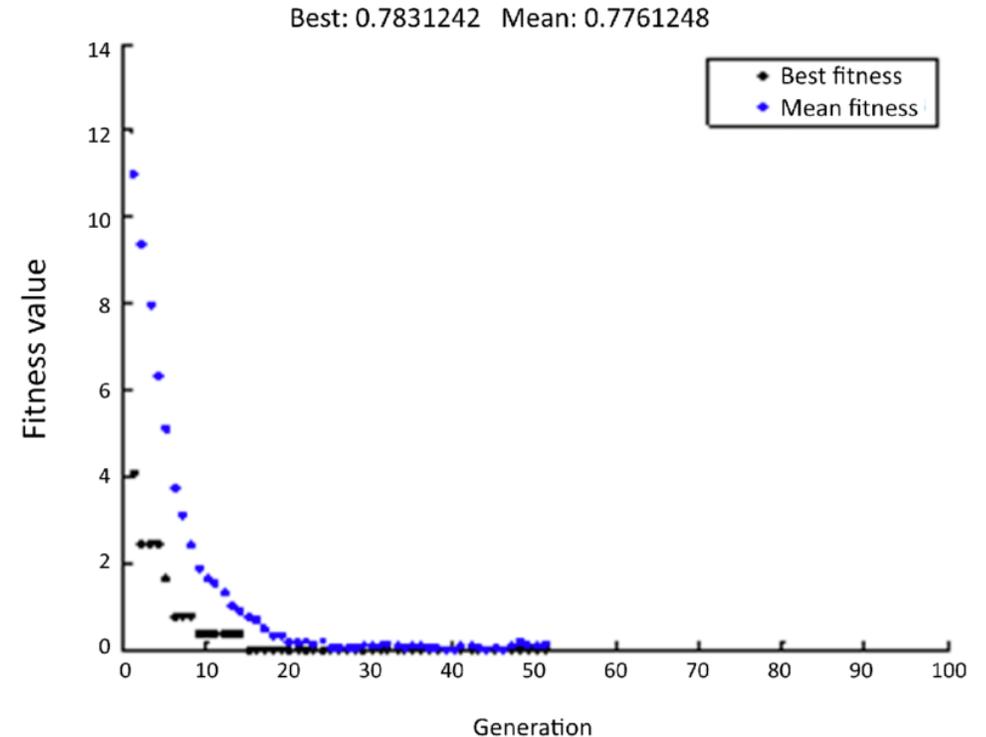
Example: String discovery problem

1. Randomly pick a 5-letter “word” from **letters a-f** (e.g., “dbdae”).
Write it down.
2. Get a *fitness* score from tinyurl.com/gademopb for your word (e.g., $f(\text{“dbdae”}) = 0$). Hold up fingers indicating your *fitness*.
3. While TRUE:
 1. Find another person
 2. Create a **new word** by *crossing over* the first two of yours and last three of theirs (e.g., “dbdae” + “eacdf” \rightarrow “dbcdf”).
 3. Mutate one letter (e.g., “dbcdf” \rightarrow “dbadf”)
 4. Get a score for the new word (e.g., $f(\text{“dbadf”}) = 1$)
 5. Choose whether to keep the new or the old word



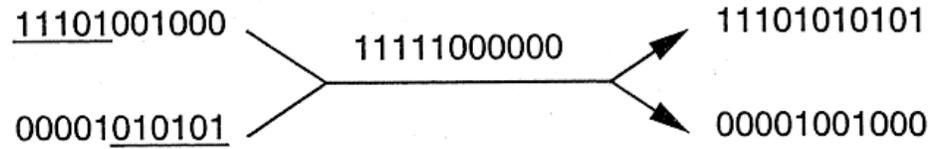
Pseudocode

```
START
Generate the initial population
Compute fitness
REPEAT
  Selection
  Crossover
  Mutation
  Compute fitness
  Prune population
UNTIL population has converged
STOP
```

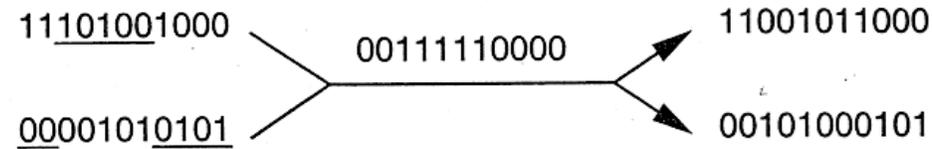


Initial strings *Crossover Mask* *Offspring*

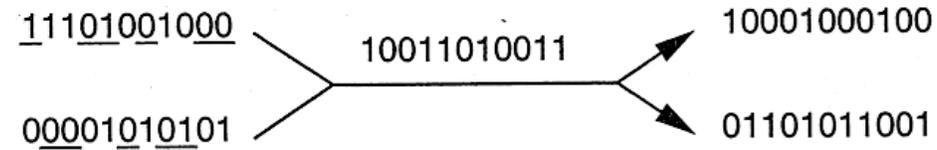
Single-point crossover:



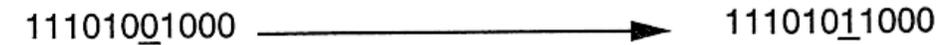
Two-point crossover:



Uniform crossover:



Point mutation:





Individual	CID	Fuel System	Turbo	Valves	Cylinders
1	350	4 Barrels	Yes	16	8
2	250	Mech. Inject.	No	12	6
3	150	Elect. Inject.	Yes	12	4
4	200	2 Barrels	No	8	4

We now evaluate each individual with the engine simulator. Each individual receives a fitness score (the higher the better):

Individual	CID	Fuel System	Turbo	Valves	Cylinders	Score
1	350	4 Barrels	Yes	16	8	50
2	250	Mech. Inject.	No	12	6	100
3	150	Elect. Inject.	Yes	12	4	300
4	200	2 Barrels	No	8	4	150

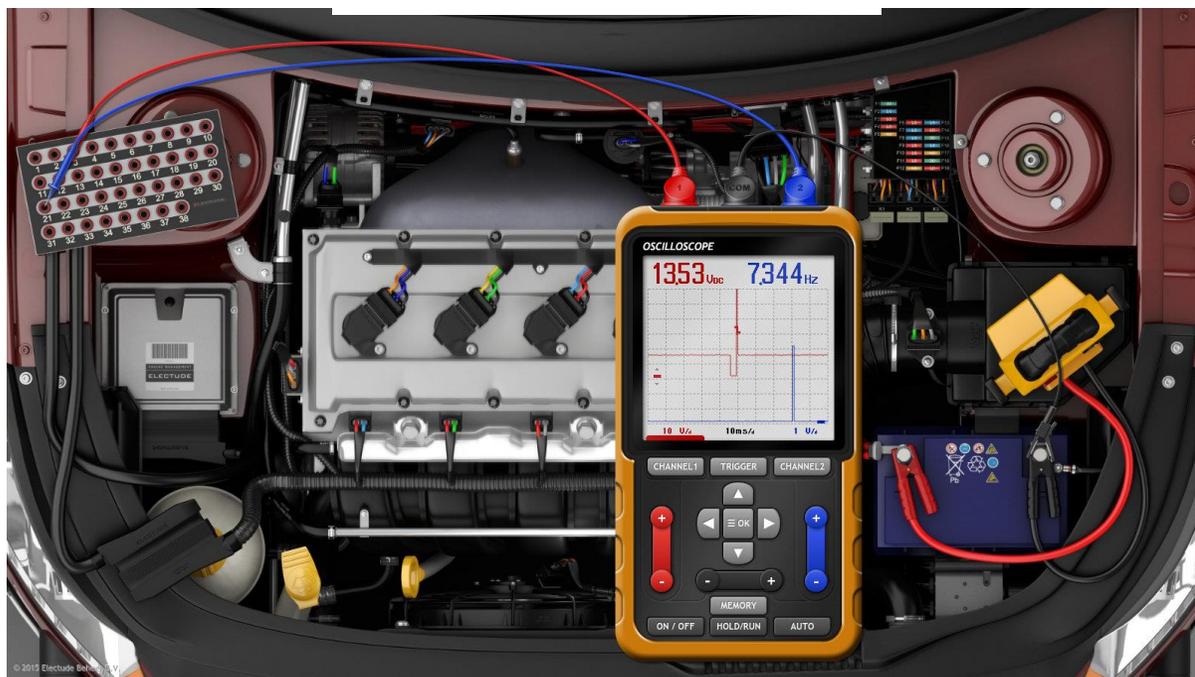
Parent selection decides who has children and how many to have. For example, we could decide that individual 3 deserves two children, because it is so much better than the other individuals. Children are created through recombination and mutation. As mentioned above, recombination exchanges information between individuals, while mutation perturbs individuals, thereby increasing diversity. For example, recombination of individuals 3 and 4 could produce the two children:

Individual	CID	Fuel System	Turbo	Valves	Cylinders
3'	200	Elect. Inject.	Yes	8	4
4'	150	2 Barrels	No	12	4

Note that the children are composed of elements of the two parents. Further note that the number of cylinders must be four, because individuals 3 and 4 both had four cylinders. Mutation might further perturb these children, yielding:

Individual	CID	Fuel System	Turbo	Valves	Cylinders
3'	250	Elect. Inject.	Yes	8	4
4'	150	2 Barrels	No	12	6

We now evaluate the children, giving perhaps:



Individual	CID	Fuel System	Turbo	Valves	Cylinders	Score
3'	250	Elect. Inject.	Yes	8	4	250
4'	150	2 Barrels	No	12	6	350

Finally we decide who will survive. In our constant population size example, which is typical of most EAs, we need to select four individuals to survive. How this is accomplished varies considerably in different EAs. If, for example, only the best individuals survive, our population would become:

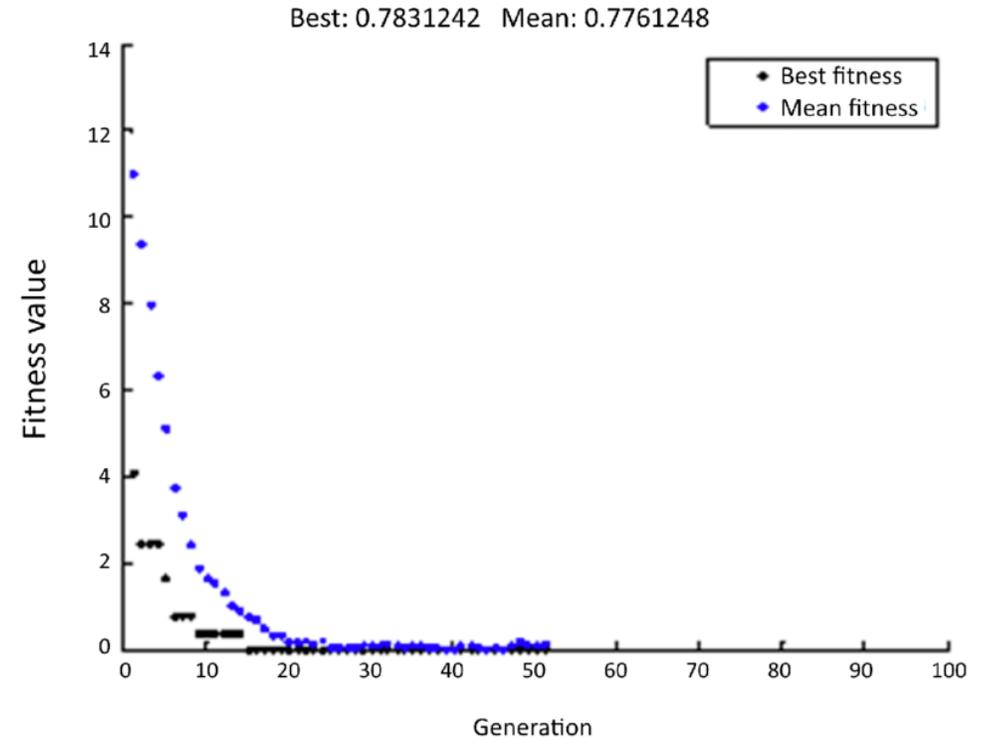
Individual	CID	Fuel System	Turbo	Valves	Cylinders	Score
3	150	Elect. Inject.	Yes	12	4	300
4	200	2 Barrels	No	8	4	150
3'	250	Elect. Inject.	Yes	8	4	250
4'	150	2 Barrels	No	12	6	350

This cycle of evaluation, selection, recombination, mutation, and survival continues until some termination criterion is met.



Pseudocode

```
START
Generate the initial population
Compute fitness
REPEAT
  Selection
  Crossover
  Mutation
  Compute fitness
  Prune population
UNTIL population has converged
STOP
```



Generic GA implementation

START

Generate the initial population

Compute fitness

REPEAT

 Selection

 Crossover

 Mutation

 Compute fitness

 Prune population

UNTIL population has converged

STOP

- Break

TAPPS – Recreate the string discovery problem

- Get in pairs, choose a driver, and code up a genetic algorithm

START

Generate the initial population

Compute fitness

REPEAT

 Selection

 Crossover

 Mutation

 Compute fitness

 Prune population

UNTIL population has converged

STOP

Make len and char set variables

10 random “words” made of up a-e

Char by char comparison with solution

Randomly select from population

Randomly select an index for crossover

Foreach index, mutate with low prob

Char by char comparison with solution

Sort by fitness and keep top 10

Until fitness = word len



GA Project

- Due 1 week from today before class
- Creating Crosswords Minis with Genetic Algorithms

1A Each of the O's in XOXO					
	1 H	2 U	3 G		
4	K	O	R	E	5
6	I	S	B	N	S
7	S	N	A	R	K
8	S	I	N	E	S

ACROSS

- 1 Each of the O's in XOXO
- 4 Divided Asian country
- 6 IDs on library books
- 7 Biting, smug tone
- 8 Certain trig ratios

DOWN

- 1 ___ Mubarak, onetime Egyptian ruler
- 2 Word before legend and dictionary
- 3 Literature category
- 4 Each of the X's on XOXO
- 5 Questions



GA Project Ideation (possibilities)

- What is a genome?

O	W	L	T
U	J	P	I
S	P	S	F
T	Z	S	F

- Mutation?

O	W	X	T
I	J	P	I
O	O	S	F
P	E	A	F

- Crossover?

O	W	L	T		U	C	R	L		O	W	L	T
U	J	P	I		I	M	J	U		I	J	P	I
S	P	S	F	+	N	O	A	W	=	N	O	S	F
T	Z	S	F		P	E	C	S		P	E	C	F

- Fitness?



GA Project: Fitness

P A G E
N B S S
W Y A T
I E S S

Fitness: 7

1 Down: PNWI is invalid

2 Down: make amends for (ABYE)

3 Down: a central management agency that sets Federal policy for Federal procurement and real property management and information resources management (GSAS)

4 Down: standard time in the 5th time zone west of Greenwich, reckoned at the 75th meridian; used in the eastern United States (ESTS)

- Clues:

1 Across: one side of one leaf (of a book or magazine or newspaper or letter etc.) or the written or pictorial matter it contains (PAGE)

2 Across: a soft grey ductile metallic element used in alloys; occurs in niobite; formerly called columbium (NBSS)

3 Across: English poet who introduced the sonnet form to English literature (1503-1542) (WYAT)

4 Across: a commercial browser (IESS)

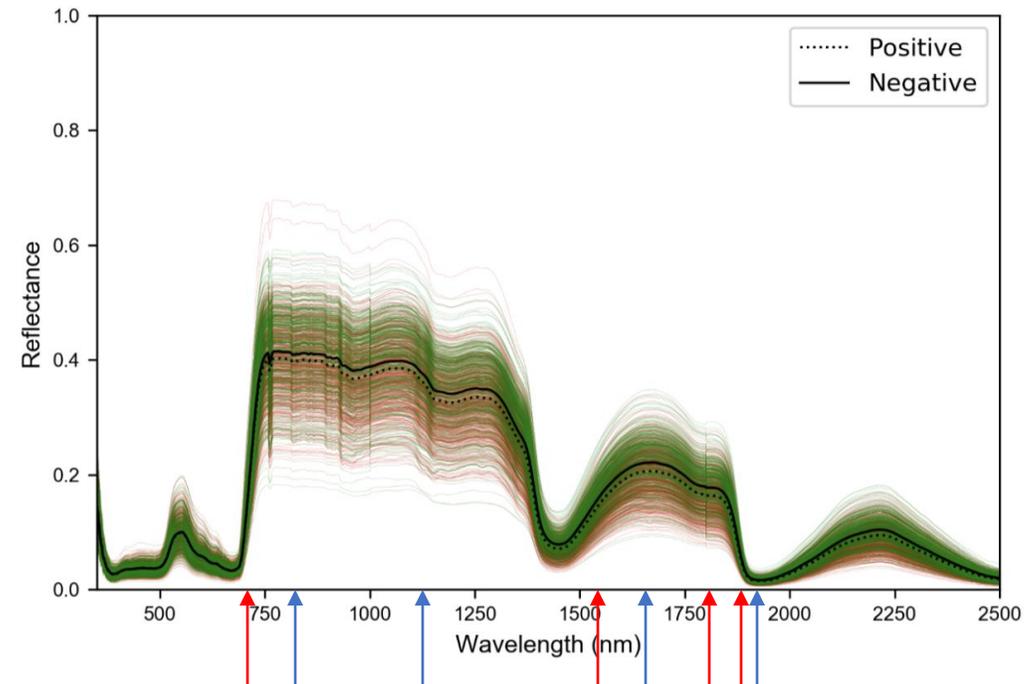


GA Project

- <https://www2.cose.isu.edu/~bodipaul/courses/sp21/4473/projects/ga.php>

- Break

PVY Example



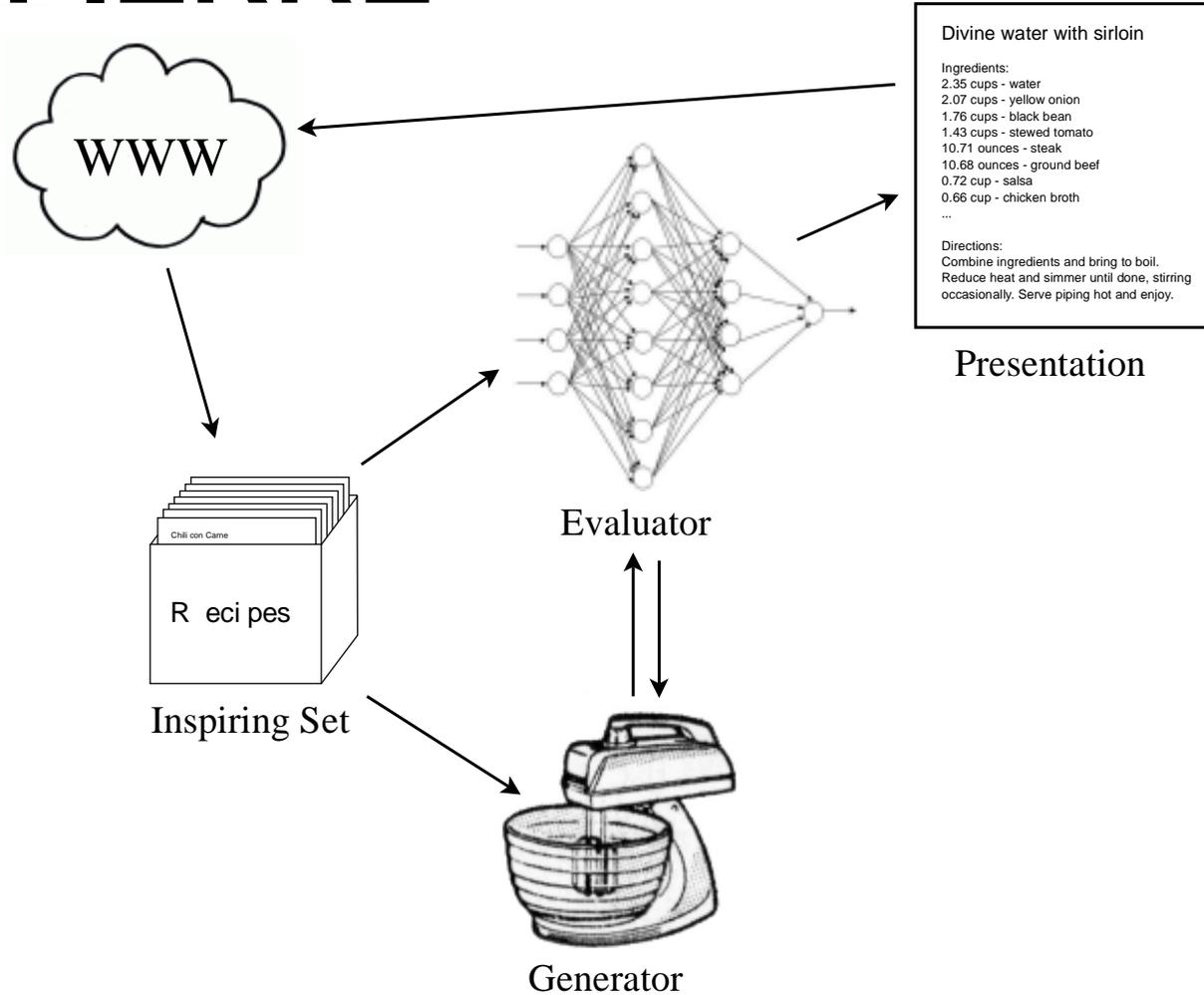
E.g., (750,1246,1876,1976)

- Genome: A subset of wavelengths
- Fitness: How well they distinguish +/-
- Cross-over: Recombine subsets
- Mutation: Randomly resample a wavelength
- Population size: Boh? 100?
- Initialization: Random subsets of wavelengths





PIERRE



Divine water with sirloin

Ingredients:
 2.35 cups - water
 2.07 cups - yellow onion
 1.76 cups - black bean
 1.43 cups - stewed tomato
 10.71 ounces - steak
 10.68 ounces - ground beef
 0.72 cup - salsa
 0.66 cup - chicken broth
 ...

Directions:
 Combine ingredients and bring to boil.
 Reduce heat and simmer until done, stirring occasionally. Serve piping hot and enjoy.

Presentation

Meats	Chilis	Butter Beans
Fruits & Vegetables	Beans	Red Kidney Beans
Dairy	Berries & Grapes	Garbanzo Beans
Liquids	Fruits	Fava Beans
Sauces & Seasonings	Tomatoes	Refried Beans
Grains	Leafy Vegetables	Green Beans
Seeds & Nuts	Onions	White Kidney Beans
	Squash Vegetables	Lima Beans
	Corns & Peas	Pinto Beans
	Root Vegetables	Red Beans
	Mushrooms	White Beans
		Black Beans
		Black Soy Beans
		Black-eyed Peas
		Cannellini Beans
		Chickpeas
		Hummus
		Chili Beans
		Lentils

Abstraction 2

22.55 oz Meats
44.5 oz Fruits & Veggies
8.99 oz Sauces & Seasonings
23.96 oz Liquids

Abstraction 1

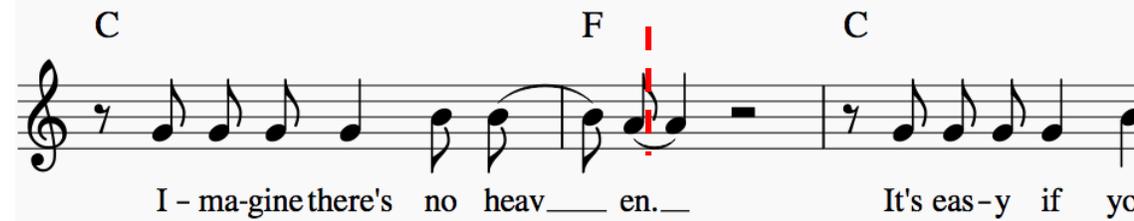
22.36 oz Beef
0.19 oz Pork
13.35 oz Beans
12.04 oz Tomatoes
19.11 oz Onions
8.99 oz Spices
23.96 oz Broths

Recipe

17.63 oz ground beef
4.73 oz steak
0.19 oz pork sparerib
6.24 oz red kidney bean
0.25 oz garbanzo bean
0.28 oz lima bean
6.58 oz chickpea
0.33 oz crushed tomato
0.59 oz chopped tomato
1.98 oz tomato puree
1.31 oz diced tomato
0.39 oz roma tomato
7.44 oz spaghetti sauce
12.13 oz yellow onion
6.75 oz white onion
0.23 oz chive baton
8.86 oz garlic
0.13 oz fresh parsley
23.96 oz chicken broth



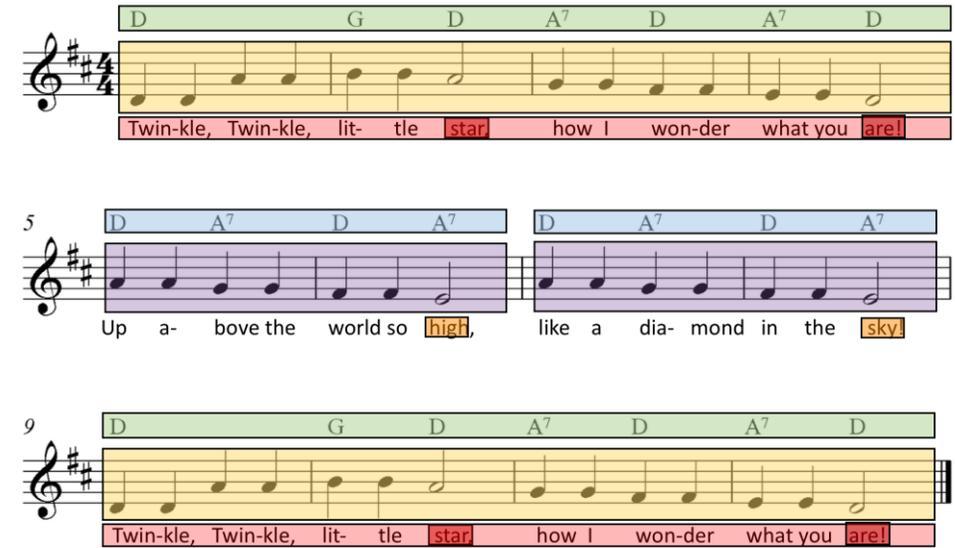
How do humans recognize musical motifs?



Event Feature	Description	Range	Feature Value for E in Figure 1
$is_rest(E)$	<i>True</i> if E occurs during a rest	$[True, False]$	<i>False</i>
$pitch(E)$	the MIDI note value being voiced at E	$[0, 127]$ (? if $is_rest(E)$)	69
$measure(E)$	the measure in which E occurs (0-based)	$\mathbb{Z}_{>0}$	3
$beat(E)$	the offset in beats within measure $measure(E)$ (0-based)	$\mathbb{R}_{>0}$	0.5
$duration(E)$	the duration in beats of the note or rest being voiced at E	$\mathbb{R}_{>0}$	2.5
$is_note_onset(E)$	<i>True</i> if the measure and beat of the onset of the note or rest being voiced at E equals $measure(E)$ and $beat(E)$	$[True, False]$	<i>True</i>
$lyric(E)$	the lyric being sung at E	Set of all valid syllables [?]	"try"
$is_lyric_onset(E)$	<i>True</i> if the measure and beat of the onset of the lyric being voiced at E equals $measure(E)$ and $beat(E)$	$[True, False]$ (? if $lyric(E) = ?$)	<i>False</i>
$harmony(E)$	the harmony (represented using chord symbols) being voiced at E	Set of all valid chord symbols [?]	F
$is_harmony_onset(E)$	<i>True</i> if the measure and beat of onset of the harmony being voiced at E equals $measure(E)$ and $beat(E)$	$[True, False]$ (? if $harmony(E) = ?$)	<i>False</i>

Table 1: Features for a music sequence event

Fitness function: How accurately did it predict motifs?



Genetic Representation: $\Gamma_P = (G_o, G_e, \tau, \iota_B, \Delta_B, \delta_B, R, \rho, \gamma_R, \iota_P, \Delta_P, \delta_P, \Omega_P, \omega_P, \gamma_P)$





Idaho State

Genetic Representation: $\Gamma_P = (G_o, G_e, \tau, \iota_B, \Delta_B, \delta_B, R, \rho, \gamma_R, \iota_P, \Delta_P, \delta_P, \Omega_P, \omega_P, \gamma_P)$

Generation 1

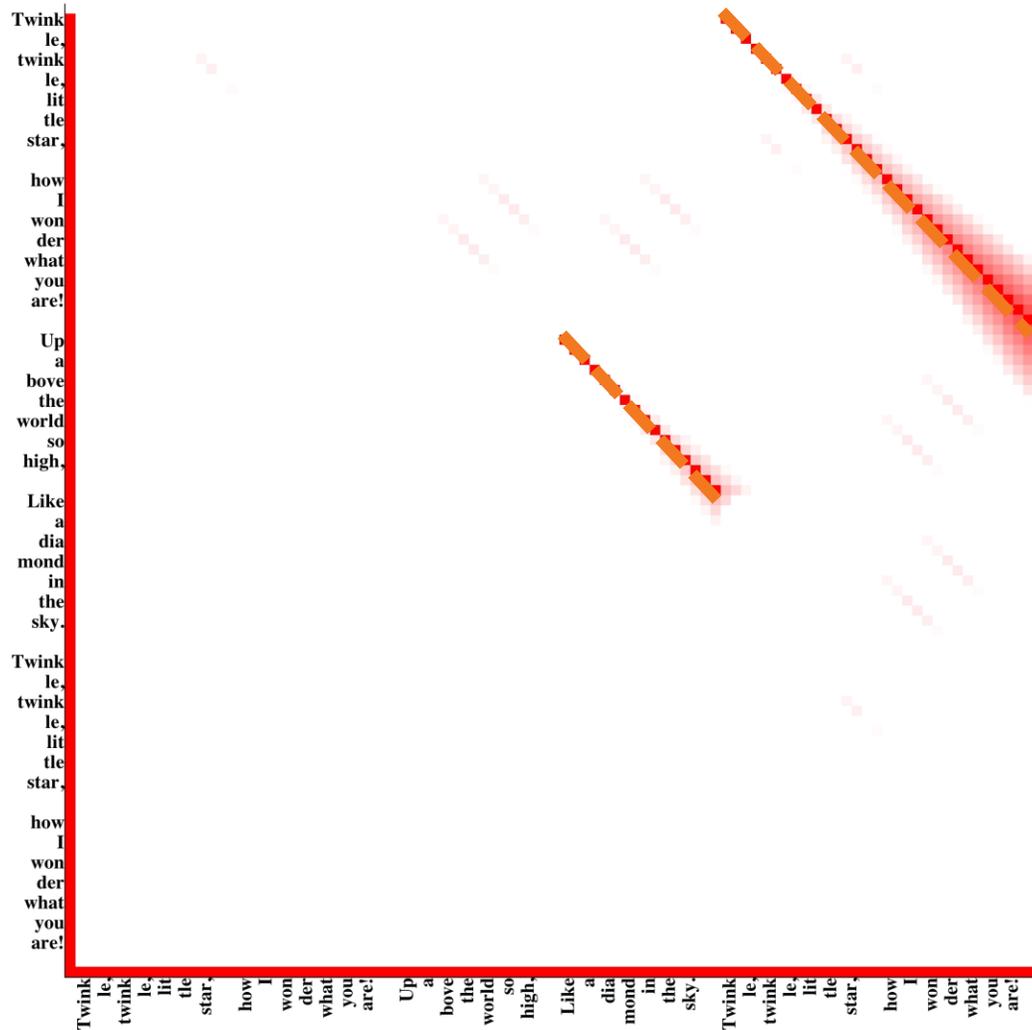
0	0.2027512171314219	0, -3, 18.82, 2, 2, -2, 0, 0, 1, -1, -1, 3, 2, -1, 3, -3, 0
1	0.15202181545737853	-1, -3, 12.5, 2, 2, 0, -3, 0, -2, -3, 2, 0, -3, 3, -2, 2, -3
2	0.1500895146270687	-1, 3, 0.54, 2, 2, -3, -1, 3, -2, -3, -1, -3, 1, -2, -3, 0, 3
3	0.13685356843018534	0, -1, 14.02, 2, 2, -3, -2, -1, -1, 1, 0, -2, 3, 3, 2, -2, -2
4	0.1302921377615676	3, 0, 14.25, 2, 2, -2, -1, 3, 0, 3, 0, 3, 1, -1, 0, 1, 1
5	0.13022695096121684	3, 3, 14.71, 2, 2, 0, 1, 1, 3, 1, 3, 0, -1, -1, -3, 2, -1
6	0.1206836584151453	-1, 2, 13.68, 2, 2, 2, -2, 1, -3, -2, 2, 2, -3, 1, 0, 0, 2
7	0.1147013498354312	1, -1, 0.58, 2, 2, 0, 2, 3, 1, 3, 3, 2, -3, 2, -2, -3, -2
8	0.10426969293165815	1, -2, 10.63, 2, 2, -1, -1, 0, 1, -3, 0, 2, 0, 1, 1, 2, 2
9	0.0838432148613218	3, 1, 9.24, 2, 2, 2, 0, 1, 0, 3, 0, -2, 3, 3, 2, 1, -3
10	0.08316844426032159	1, 3, 16.97, 2, 2, 1, -1, 3, 3, 3, 3, -1, 0, 2, -2, 1, 1
11	0.08132901298140642	2, 3, 17.31, 2, 2, 2, 1, -1, -3, 3, 1, 0, 3, 3, -1, -3, -3
12	0.08000864600198239	2, -1, 14.81, 2, 2, 3, -1, -1, 3, 3, -2, 2, -2, -2, -1, 2, 1
13	0.07504809366902623	2, 3, 2.86, 2, 2, 0, 0, 0, -3, 3, 0, -1, 3, 1, 0, -3, 0
14	0.07261799533358979	1, 1, 3.8, 2, 2, -2, 1, -3, -3, 1, -1, -3, 2, 3, -1, 2, 2
15	0.047138951981281305	3, -3, 16.78, 2, 2, 3, 2, 1, 0, 0, 1, -1, -1, -3, 2, 3, 3
16	0.027127919115237414	3, 2, 19.87, 2, 2, -2, -2, 3, -3, -3, -1, 2, 0, -3, -2, 1, 1
17	0.023305008373622853	2, -2, 9.94, 2, 2, 2, -2, -1, -2, 3, 1, -3, -2, 0, 3, -1, 0
18	0.023303477520424786	2, -1, 4.81, 2, 2, 1, -3, -1, -2, 3, -1, -2, -1, -3, -1, 1, -3
19	0.023303477520424786	1, 0, 5.3, 2, 2, -3, 1, -3, 0, 1, 0, -3, -3, -1, -1, 1, -1

ROAR



$$\Gamma_P = (G_o, G_e, \tau, \iota_B, \Delta_B, \delta_B, R, \rho, \gamma_R, \iota_P, \Delta_P, \delta_P, \Omega_P, \omega_P, \gamma_P)$$

Twinkle, Twinkle, Little Star Viewpoint: Pitch Generation: 79 F-Score: 1

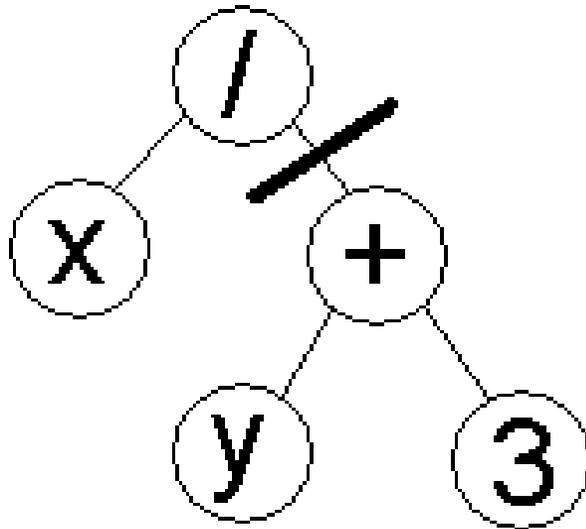


Gen	Avg F-Score
1	0.202751217
2	0.283322436
3	0.348936672
5	0.419817123
6	0.583818628
8	0.626922611
18	0.630017273
22	0.822838916
44	0.877148402
59	0.899415259
67	0.903958945
79	0.91960754

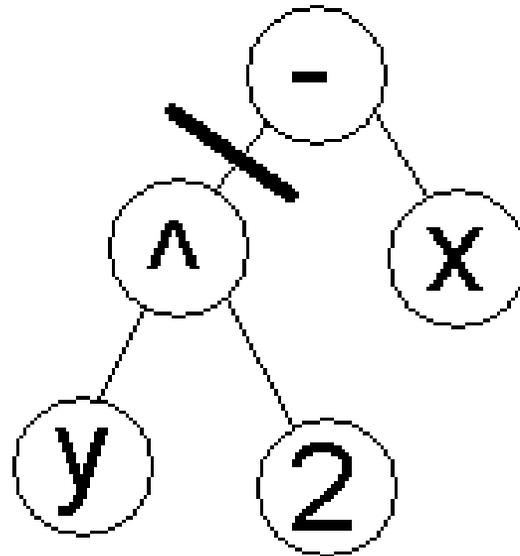


Evolutionary Programming

Parent A



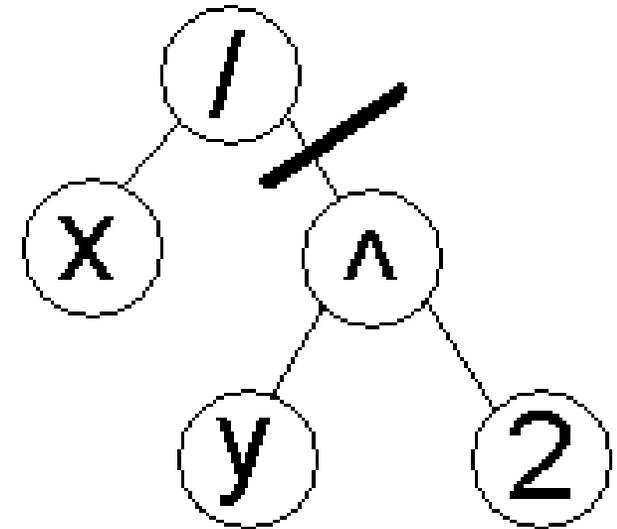
Parent B



+

=

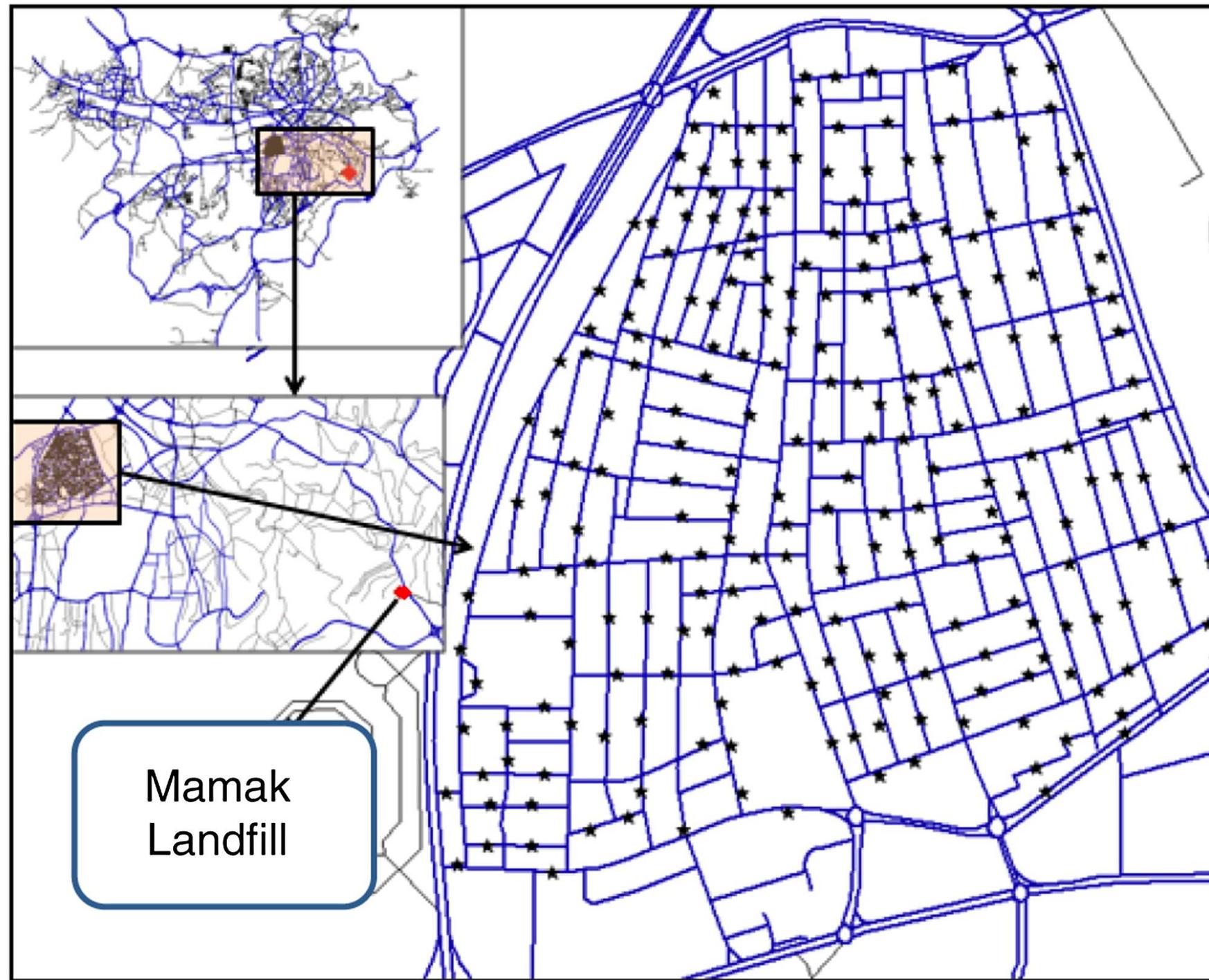
Offspring





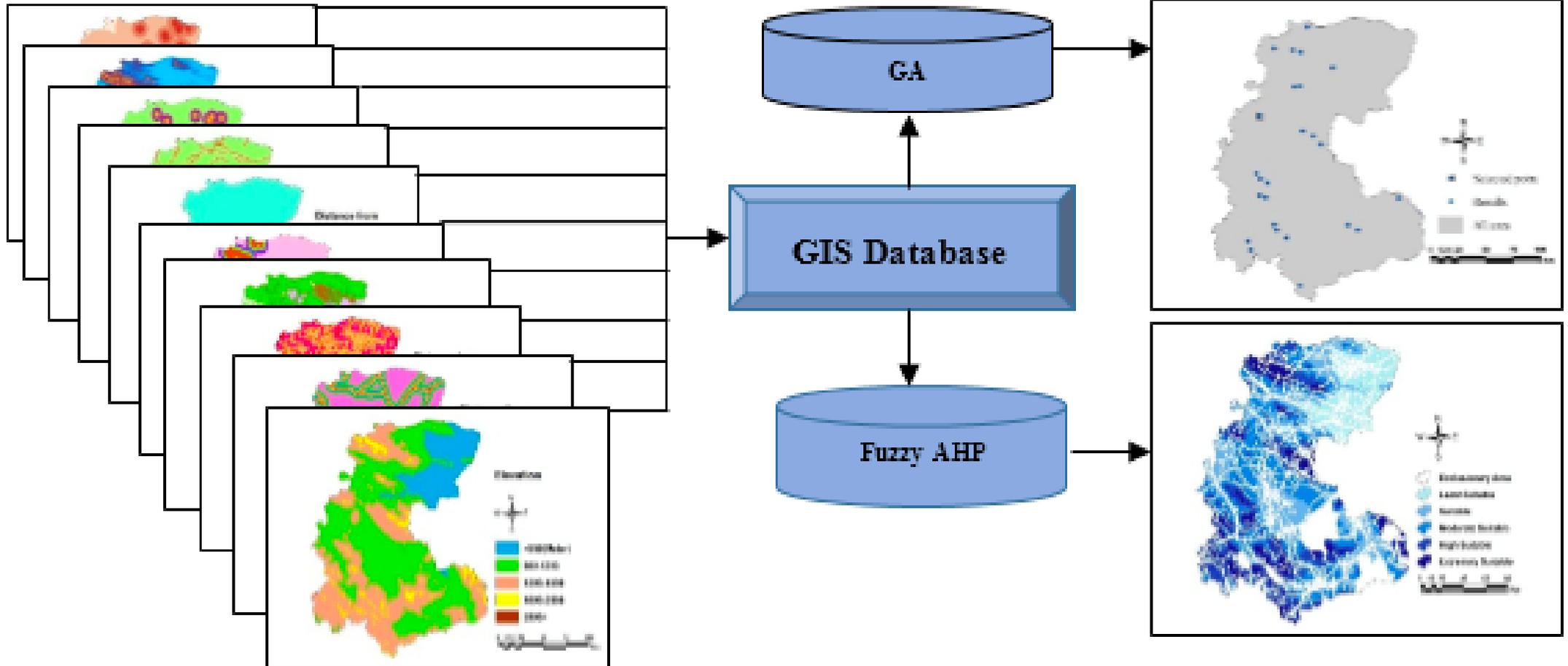
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Municipal solid waste collection routing





City Planning



Q&A

- What problems are you interested in