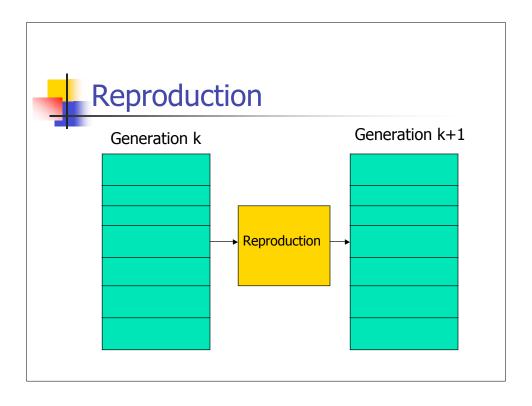
Checkpoint 5 -- Crossover / Mutation



What you will be doing

- Goals:
 - Define and implement crossover / mutation operators.
 - Experiment with a variety of crossover / mutation combinations
 - More statistics gathering.
- Reminder: all checkpoints to contribute to what eventually will be reported in your final report / presentation.







Reproduction

- Tasks:
 - Implement 3 crossover operators
 - Implement 2 mutation operators
 - Compare EA convergence of using the 6 combinations.



Reproduction

- Crossover on Strings / Arrays
- Common mechanisms:
 - One-Point Crossover
 - Two-Point Crossover
 - Cut and Splice
 - Uniform and Half-Uniform Crossover
 - Arithmetic
 - Heuristic



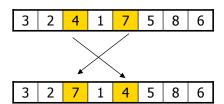
Standard Mutation

- Bit String
 - Flip a bit
- Array
 - Modify gene by random amount
- Trees
 - Replace branch with random subtree.
- Can also do "swaps"



Exchange Mutation

Randomly selects two cities and swaps





At the very least

- Crossover
 - One point crossover
 - Two point crossover
 - Uniform crossover
- Mutation
 - Bit flip / value mod
 - Swap mutation.



If you feel adventurous

- Crossover
 - Permutation crossovers (if appropriate)
 - Multi-parent crossover (must change selection)
 - Your own custom crossover / mutation.



Comparisons

- Keep all other parameters constant
 - Population size
 - Selection Mechanism
 - Crossover / mutation rate.
 - Genotype / Phenotype / Genetic Mapping
- Use values that showed most promise in previous checkpoints.



Report

- Be sure to include:
 - Crossover operators implemented (with descriptions!)
 - Mutation opertaors implemented (with descriptions!)
- Include:
 - Summary of 6 runs (best, worst, avg / generation)
 - Conclusions on which combo seems most promising.

Questions?



Ground rules

- To be done in your teams.
- Report submission in PDF, Word, or plain text.
- Code submission as zip, tar, etc.
 - Include instructions for building/running.
 - Include platform as mycourses comment when submitting.
- Electronic submission via mycourses.



- Due Tuesday, February 6.
- Any trouble, see me sooner rather than later.