

#### Summary

- generational GA
- elitism-1 (replace worst if better)
- tournament selection,  $k=2$
- random initialization
- population size (problem dependent, 20, 50, 100, ....)
- no of generations (problem dependent, start with very high)
- no of runs (min 20)

#### Binary Representation

- crossover (uniform/2-point),  $pc \geq 0.75$
- point mutation,  $pm = 1/L$  (L: chromosome length)

#### Floating Point Representation

- crossover (2-point),  $pc \geq 0.75$
- Gaussian mutation  $N(0, \sigma)$
- boundary control (mirroring)

#### Integer Representation

- crossover (2-point),  $pc \geq 0.75$
- creep mutation
- boundary control (mirroring)