

**Introduction to Soft Computing**  
**Prof. Debasis Samanta**  
**Department of Computer Science & Engineering**  
**Indian Institute of Technology, Kharagpur**

**Lecture - 18**  
**GA Operator: Selection**

We will learn in this lecture, the another GA operator is the selection operation.

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**Important GA Operations**

- ✓ Encoding
- Fitness evaluation and Selection
- Mating pool
- Crossover
- Mutation
- Inversion
- Convergence test

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The selection operation is basically the fitness evolution for the solutions that is there in the current population. So, there are different what is called the techniques for the selection mechanism.

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**Topics to be discussed..**

- GA Selection and Selection operations
- Fitness Evaluation
- Selection Schemes in GAs
  - Canonical selection
  - Roulette Wheel selection
  - Rank-based selection
  - Tournament selection
  - Steady-state selection

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And we will discuss five techniques in this course in this lecture, the five techniques are the canonical selection, then the roulette wheel selection, rank based selection, the tournament selection and steady state selection. So, let us start first with the canonical selection, and then we will discuss one by one.

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**GA Selection**

- After deciding an encoding scheme, the second important thing is how to perform selection from a set of population, that is, **how to choose the individuals** in the population that will create offspring for the next generation and **how many offspring each will create**.
- The purpose of selection is, of course, to emphasize **fittest** individuals in the population in hopes that their offspring will in turn have even higher fitness.

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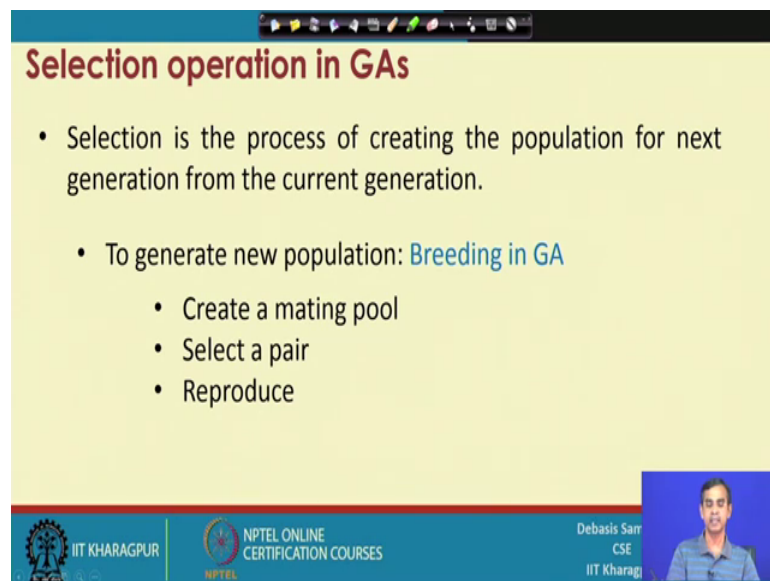
Now, so selection is the one important process before going to the convergence test we have to first evaluate the best solution or the fittest solution. So, basically by means of selection our objective is to how to choose the individuals, those are there in the current

population at any instant, and then if we choose the best solution then the best solution can be passed through unless it is not converge; that means, the optimal solution is not achieved then we have to go for the next population and.

So, for going to the next population our task is to select the mating pool. So, usually the procedure of selecting the mating pool is to select the best individual first and then undergo them to the mating and then reproduction. So, the purpose of the selection is therefore, to I mean ensure that the fittest individuals in the current population is selected to produce the better offspring.

So, this basically necessity the selection procedure is unless the random procedure cannot give the best solution at the quickest way or it will not convert quickly or giving the accurate results. That mean we have to follow certain selection mechanism other than the arbitrary selection or random selection rather.

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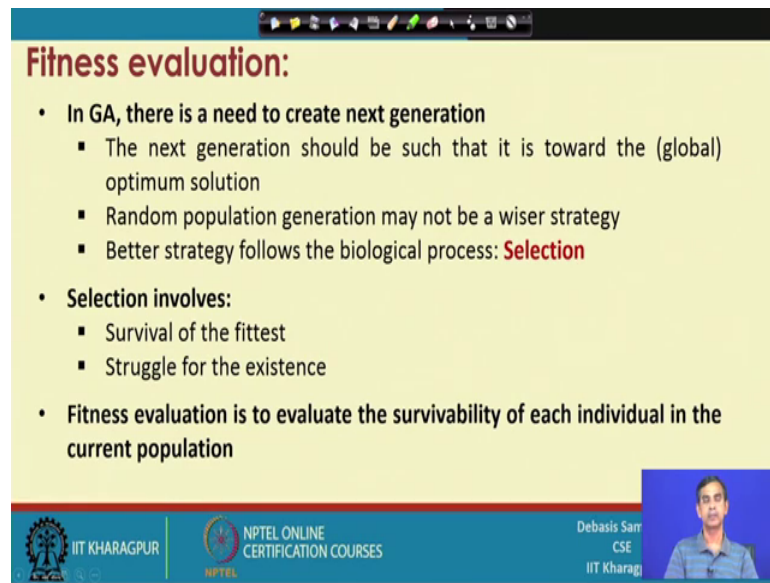
The slide is titled "Selection operation in GAs" and contains the following content:

- Selection is the process of creating the population for next generation from the current generation.
- To generate new population: **Breeding in GA**
  - Create a mating pool
  - Select a pair
  - Reproduce

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Now, so random selection is, so we will this discuss about basically selection. Selection is a prior step of breeding, breeding means reproduction; that means, mating pool creation selecting the mating pair and then reproduction all these things.

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**Fitness evaluation:**

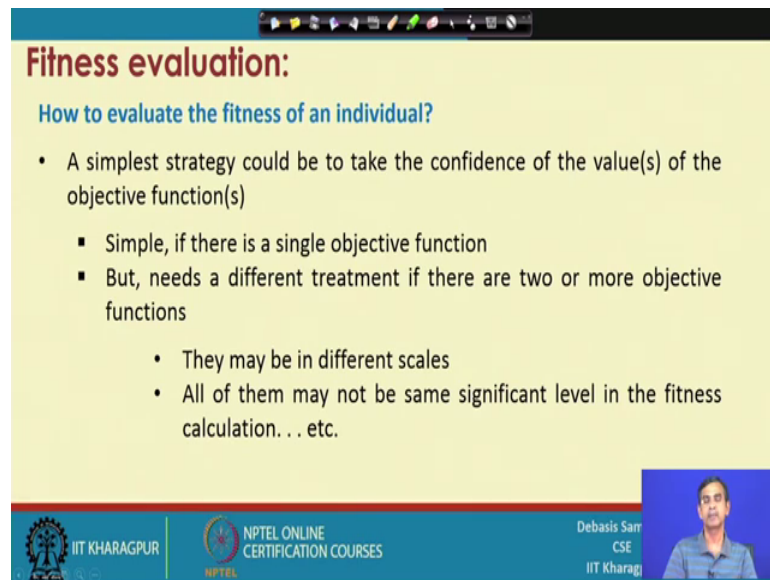
- In GA, there is a need to create next generation
  - The next generation should be such that it is toward the (global) optimum solution
  - Random population generation may not be a wiser strategy
  - Better strategy follows the biological process: **Selection**
- Selection involves:
  - Survival of the fittest
  - Struggle for the existence
- Fitness evaluation is to evaluate the survivability of each individual in the current population

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Now, so far the fitness evolution is concerned. So, as we know so GA, genetic algorithm is a iterative steps; that means, say cyclic process it has to repeat it again and again, or we can say it is basically one population to another population and in each population we have to search for the best solution.

So, best solution is basically ensured by the selection operation in the genetic algorithm and the fitness evolution is the one scheme that will allow us to evaluate the survivability of in the each individual in the current population. Now, let us see what are the different method are there or the selections are there.

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**Fitness evaluation:**

How to evaluate the fitness of an individual?

- A simplest strategy could be to take the confidence of the value(s) of the objective function(s)
  - Simple, if there is a single objective function
  - But, needs a different treatment if there are two or more objective functions
    - They may be in different scales
    - All of them may not be same significant level in the fitness calculation. . . etc.

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Now, the question is that how to evaluate the fitness of an individual. So, there should be some metric or some policy should be there by which we can apply this one at our hand we have the chromosome or an individual solution and the individual solution is represented by a chromosome we know. So, given the chromosome we have to obtain the fitness value that is the objective actually.

So, idea is basically you know, so at any instant one individual basically represents what are the different values of the design parameter at that instant; that means, if the objective function is  $f$  defined in terms of  $n$  design parameter, then its phenotype represents that at any, at that instant the different values of this design parameter

Now, so this basically can give us quickly to calculate the objective function. So, one way evaluating the fitness value is basically same way, let us see lets calculate the objective function for the current values, of the gene values, and then this can be a fitness value. So, this is basically broad idea that is followed the  $f$ .

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**An example:**

P1: C B A D F E 11  
P2: A B D C E F 19  
P3: A C B F E D 16  
P4: F C D B E A 12  
P5: C F D A B E 10

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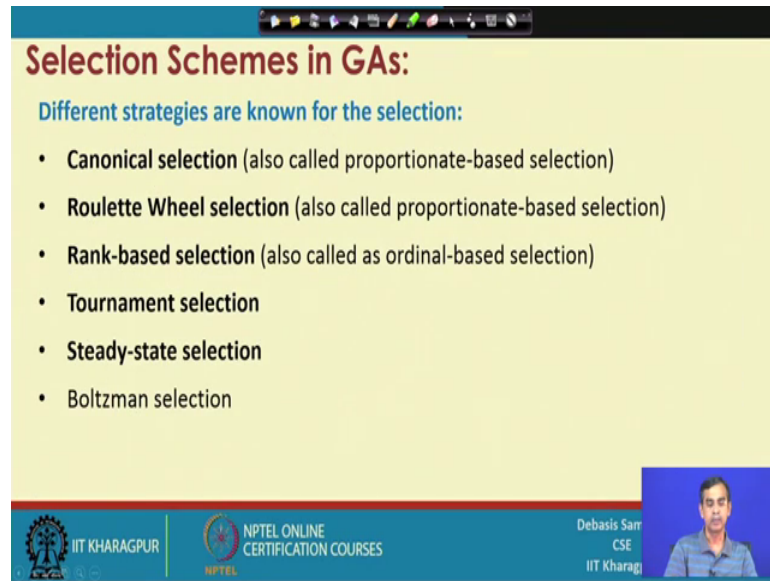
Now, the idea it is again we can represent it like this. So, this is an example to explain how the fitness evolution will work for us. So, this is in the so we can this in the refer with reference to the travelling salesman problem like.

So, here basically five cities are given there A, B, C, D, E 6 cities, of course, 6 cities problem A, B, C, D, E, F and these are the different solutions. So, for example, P 1 is one path and these are the different solutions are there and the cost of this solutions as we know exactly the cost means; what is the cost of C to B, then B to A, then A to D, then D to E, and D F to F to E, like the cost is basically here in 11.

So, at any instance suppose this is the population, population includes five different individuals or five solutions, and then we can apply the cost function. So, applying the cost function for P 1, it gives this is the cost value and similarly this one

Now, out of this different cost value that is obtained in this case, we can say this 19 is the best so; that means, out of the solution if it is a minimum cost of course, is not the maximum right. So, if it is a minimum cost then out of the solution 10 is the best solution the next best is 11 and then 12 and like this one. So, 19 and 16 are the worst, two worst solutions here. So, this basically gives an idea about how the fitness is, fitness can be collect can be calculated with the help of the objective function.

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**Selection Schemes in GAs:**

Different strategies are known for the selection:

- Canonical selection (also called proportionate-based selection)
- Roulette Wheel selection (also called proportionate-based selection)
- Rank-based selection (also called as ordinal-based selection)
- Tournament selection
- Steady-state selection
- Boltzman selection

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Now, so we can say in other words that fitness value for the measurement of fitness value one metric that can be considered, is a objective function usually it is followed in many of the cases, otherwise it is some other strategies or policies followed.

Now we will discuss about different selection; that means, that is depending on the survivability or some other way or some more procedure how from a set of I mean from a given population, how the best some solutions can be selected for the mating or for the mating pool actually. Now, we will first discuss about the canonical selection the canonical selection. So, first we will decide canonical selection, the in GA theory this canonical selection is also called proportionate based selection.

The like canonical selection the roulette wheel selection is also another version of this it is also called proportionate based selection. The both are the proportional based selection the rank based selection, again it is called the ordinal based selection, and then there are some other selection strategy also known it is called the tournament selection steady state selection anyway we will discuss one by one then, First let us discuss about canonical selection.

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**Canonical selection:**

- In this techniques, fitness is defined for the  $i$  -  $th$  individual as follows.

$$fitness(i) = \frac{f_i}{\bar{F}} = \frac{f}{\sum_{i=1}^N f_i} \times N$$

where  $f_i$  is the evaluation associated with the  $i$  -  $th$  individual in the population.

- $\bar{F}$  is the average evaluation of all individuals in the population size  $N$  and is defined as follows.

$$\bar{F} = \frac{\sum_{i=1}^N f_i}{N}$$

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Now, canonical selection idea is very simple, it basically calculates two halloos for each individual. So,  $f$   $i$ th fitness value of the  $i$ th solution and this  $f$  bar capital  $F$  bar, this represents the it is represents the average evolution of all individuals in the current population, as in that population of size  $N$  then the  $f$  bar can be calculated using this formula.

If we know the fitness values of each individuals, in the population then it is a summation of the fitness value of each follow divided by the total number of size of the population so this gives the  $f$  bar. So, essentially, so this is basically it is same also  $f_i$  summation of  $i$  equals to 1 to  $N$   $f_i$  into  $N$ , this is the formula that is can be followed to calculate this one.

So, these basically calculate the fitness of any  $i$ th individual. Now, the canonical selection follows this formula and we will see exactly how this formula can be applied to I mean to you use the selection of mating pool.



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**Canonical selection:**

- In an iteration, we calculate  $\frac{f_i}{F}$  for all individuals in the current population.
- In Canonical selection, the probability that individuals in the current population are copied and placed in the mating pool is proportional to their fitness.

**Note :**

- Here, the size of the mating pool is  $p\% \times N$ , for some  $p$ .
- Convergence rate depends on  $p$ .

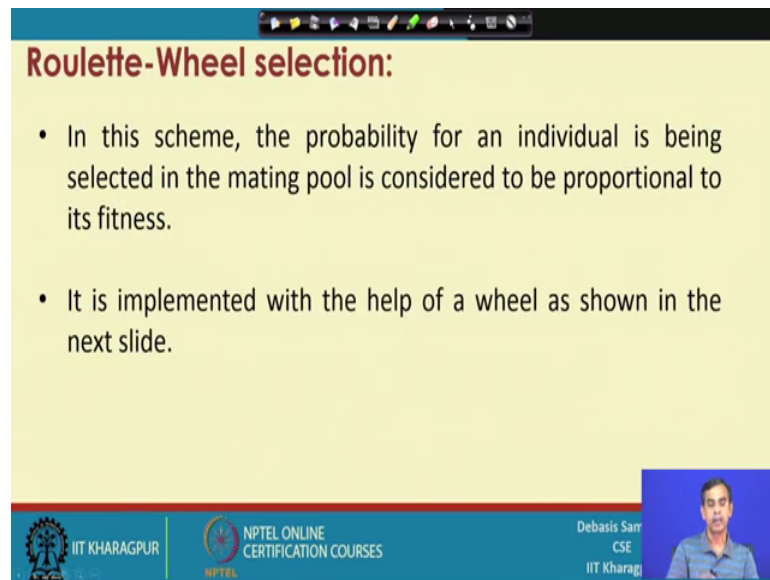
Handwritten notes in red ink:  $Np = p \times N$  and  $Np \ll N$ .

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So, in any instance of the current population, we calculate this fitness value, this fitness value for all individuals and according to this canonical selection, the probability that an individual in the current population will be selected for the mating pool is proportional to this fitness value; that means, the individual which has the highest value of these value will be selected first then the next value will be selected and this will continue to select  $Np$  number of solutions.

So,  $Np$  is basically some  $p\%$  of  $N$ . So,  $p$  maybe 25 or maybe 30% or like this one; that means, this way out of the  $N$ . Where  $N$  is the current population size we will select  $Np$  number of individuals, where  $Np$  is less than  $N$  and then they will be selected based on this fitness value that we have calculated for each that mean the higher the fitness value will be selected first and so on, so on, this way we will select  $NP$ . So, this is the concept of canonical selection here.

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**Roulette-Wheel selection:**

- In this scheme, the probability for an individual is being selected in the mating pool is considered to be proportional to its fitness.
- It is implemented with the help of a wheel as shown in the next slide.

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Now, after knowing the canonical selection, we will learn about the next selection strategy it is called the roulette wheel selection strategy. In this scheme the probability for an individual is being selected for the mating pool is considered to be the proportional to its fitness that is basically the concept of canonical same as this one that is why both the technique is called proportionate based, but it has little bit different the idea.

The idea is basically, if we know one wheel let see exactly what is the idea that is followed there in roulette wheel selection it is there.

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The slide is titled "Roulette-Wheel selection:". It features a comparison of two fitness values:  $i \rightarrow f_i$  and  $j \rightarrow f_j$ . A vertical line separates them, with  $f_i > f_j$  written to the right. A large grey arrow points from this comparison to the text "i (Preferable than j)". Below this, a circular roulette wheel is shown, divided into six segments of different colors and sizes, labeled  $f_1$  through  $f_6$ . To the right of the wheel, a bracketed box contains the text "Wheel Game (Rotate and See the Pointer)". At the bottom of the slide, there is a blue footer bar with the IIT Kharagpur logo, the text "NPTEL ONLINE CERTIFICATION COURSES", and a video inset of a man in a blue shirt. The name "Debasis Sarr" and "CSE IIT Kharag" are visible next to the video inset.

So, roulette wheel selection can be better understood by a wheel game. So, wheel game is basically is a wheel like this and the different wheel is marked with the different colour or different symbols and then the different area, rather or different regions, the different regions is proportional the different fitness value.

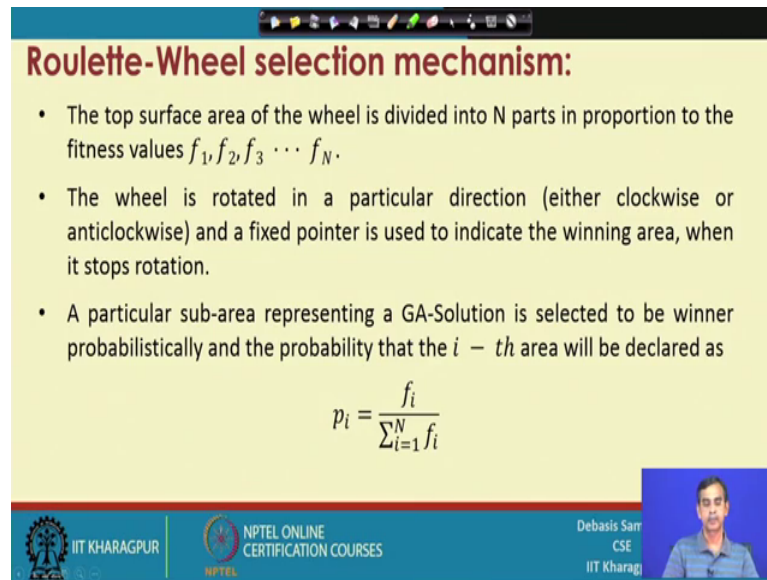
For example, see suppose one solution having the fitness value  $f_1$ . And if it is area that is can be cover proportionally so this is, and similarly,  $f_2$  is this one proportion and this one. Say here basically  $f_6$  is the lowest fitness value for the solution. So, the wheel can be calibrated based on the different fitness values and it is like this one. Now having this is the wheel and supposes it is rotated in this direction and there is a pointer like.

And let it be rotated and then when the wheel stop it, it will point to some point it is there. So, if it points to this one then the  $f_1$  will be selected. So, let the wheel be rotate for NP times, where NP number of individuals to be selected for the mating pool. So, for each time we will select the individual which basically this one.

So, the probability that an individual will be selected for this, in fact, proportional to their fitness value become. So, this has the least chance to stop it there because it is the wheel game is like that. So, the idea it is followed there the same idea is basically followed in the wheel scheme is there and then.

So, it is basically the, it can be; obviously, that wheel on that if the fitness value is greater than, then that greater fitness value the individual with greater fitness value will be selected for the mating pool.

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**Roulette-Wheel selection mechanism:**

- The top surface area of the wheel is divided into N parts in proportion to the fitness values  $f_1, f_2, f_3 \dots f_N$ .
- The wheel is rotated in a particular direction (either clockwise or anticlockwise) and a fixed pointer is used to indicate the winning area, when it stops rotation.
- A particular sub-area representing a GA-Solution is selected to be winner probabilistically and the probability that the  $i$  - th area will be declared as

$$p_i = \frac{f_i}{\sum_{i=1}^N f_i}$$

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Now, this idea is basically followed there in the roulette wheel scheme, now the mechanism is therefore, the top surface area of the wheel is divided into N parts in proportion to the fitness values of each individuals. The wheel is rotated in a particular direction may be clockwise or anticlockwise and a fixed pointer is used to indicate the winning area when its stops rotation.

A particular sub-area representing, a solution is selected to be winner probabilistically and probability that the  $i$ th area will be declared as the winner is using this formula. So, this is basically the formula that basically  $P_i$ , that this particular area will be selected.

Now you can note that this formula  $p_i$  is basically same as the fitness value, that we have calculated in case of the canonical wheel only the product  $n$  is there, but here it is not there and otherwise it is same so, but in this roulette wheel scheme this basically gives the calculation of the probabilistic value, that at any  $i$ th rotation of the wheel, the  $i$ th individual with the fitness value  $f_i$  will be selected for the mating pool. Now, having this is the understanding; then let us see how it will work? It is like this.

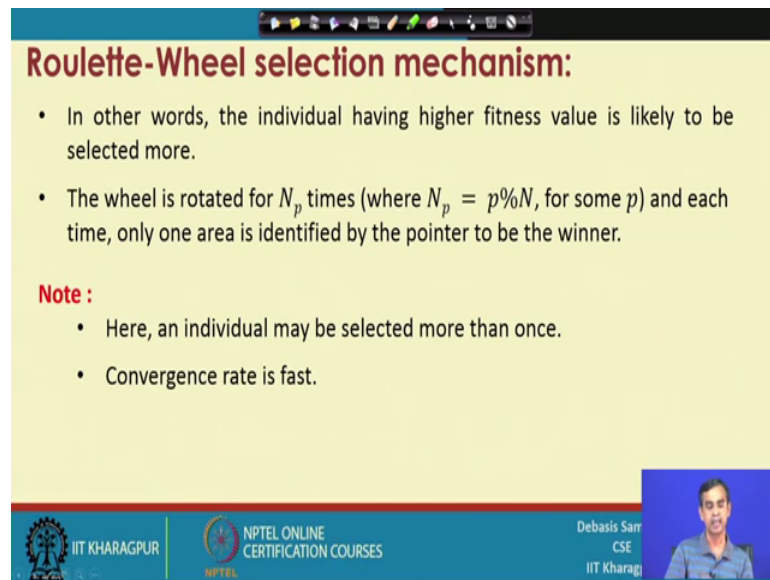
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### Roulette-Wheel selection mechanism:

- In other words, the individual having higher fitness value is likely to be selected more.
- The wheel is rotated for  $N_p$  times (where  $N_p = p\%N$ , for some  $p$ ) and each time, only one area is identified by the pointer to be the winner.

**Note :**

- Here, an individual may be selected more than once.
- Convergence rate is fast.

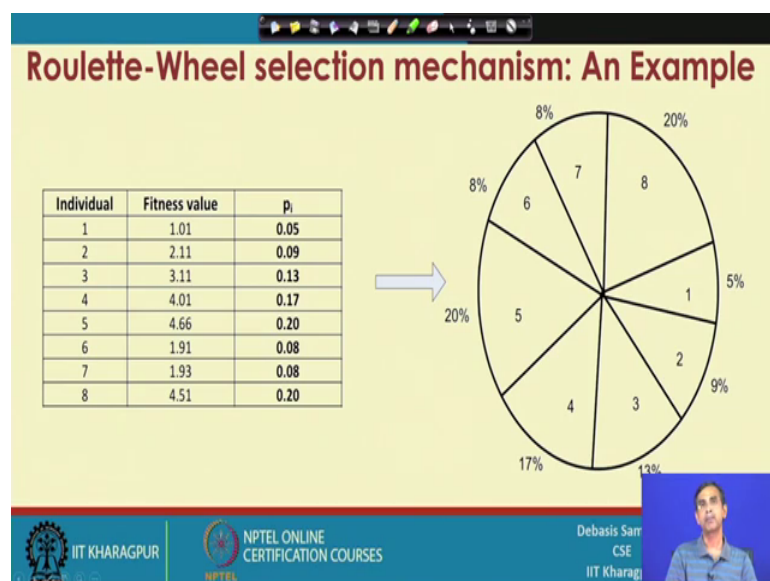


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### Roulette-Wheel selection mechanism: An Example

Individual	Fitness value	$p_i$
1	1.01	0.05
2	2.11	0.09
3	3.11	0.13
4	4.01	0.17
5	4.66	0.20
6	1.91	0.08
7	1.93	0.08
8	4.51	0.20



The slide features a yellow background with a blue header and footer. The header contains the title 'Roulette-Wheel selection mechanism: An Example'. The main content area has a light yellow background with a blue border. The footer includes the IIT Kharagpur logo, NPTEL Online Certification Courses logo, and the name 'Debasis Sarr, CSE, IIT Kharagpur' next to a small video inset of the presenter.

The slide illustrates the roulette wheel selection mechanism with an example. On the left, a table lists 8 individuals with their fitness values and corresponding probabilities. On the right, a roulette wheel is shown with 8 segments of different sizes, each labeled with an individual number and its probability. The segments are: 1 (5%), 2 (9%), 3 (13%), 4 (17%), 5 (20%), 6 (8%), 7 (8%), and 8 (20%). An arrow points from the table to the wheel, indicating the mapping between fitness values and wheel segments.

I can give an example, so that you can understand it. Say suppose at any instant there are 8 individuals, and each individual has their fitness core which is mentioned here right. These are the fitness core for 8 individuals is calculated by sum means and then based on this fitness core and using the probabilistic calculation, we can calculate these are the probabilistic value for each individual.

So, for the 8 individuals their fitness can be calculated and finally, their probability of selection can be calculated. Now the same thing it can be represented here, so these are

the different fitness value of the different solution, and then these are the probabilistic value that is there for each.

So, this basically the, so if this is the roulette wheel alternatively this is also the roulette wheel in the tabular form this is the pictorial form of the roulette wheel and this is the tabular form of the roulette wheel. Now, I will see exactly how roulette wheel mechanism can be followed to select the individual.

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**Roulette-Wheel selection : Implementation**

**Input:** A Population of size  $N$  with their fitness values  
**Output:** A mating pool of size  $N_p$

**Steps:**

- 1) Compute  $p_i = \frac{f_i}{\sum_{i=1}^N f_i}, \forall i = 1, 2 \dots N$
- 2) Calculate the cumulative probability for each of the individual starting from the top of the list, that is  
$$P_i = \sum_{j=1}^i p_j, \text{ for all } j = 1, 2 \dots N$$
- 3) Generate a random number say  $r$  between 0 and 1.
- 4) Select the  $j$ -th individual such that  $P_{j-1} < r \leq P_j$
- 5) Repeat Step 3-4 to select  $N_p$  individuals.
- 6) End

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So, there are few steps involved, so as we have said already input is the  $N$  number of individuals in a current population, and output is basically we have to select  $N_p$  number of population out of  $N$ , the for the mating. So, the task, task in this method is compute  $p_i$  for each, even the  $f_i$  the fitness value for each. Then next step is basically calculate the cumulative probability for each.

So, its cumulative probability value can be calculate in this formula. So,  $j$  equals to  $1, 2, \dots, i$ ,  $p_j$  for the  $i$ th individual and it is denoted by capital  $P_i$ . So, it is basically called cumulative probability. Now then we have to generate a random number between 0 and 1, let this random number be 0 let this random number be denoted as  $r$ . Then if the  $r$  is in between this cumulative value  $P_j$  and  $P_j$  minus 1, then select  $P_j$ th individual as the winner, and we have to repeat these steps right for  $N$  times to select  $N_p$  number of individuals.

So, the idea it is like this we have to calculate  $f_i$ , the fitness core for each individual and then we will calculate the probability of selection  $p_i$ , for each individual and then cumulative probability and then generate a random number  $r$  and based on the random number  $r$  in between 0 and 1, we have to decide the  $j$ th individual for the selection. Now, we can give an example, so that we can understand it better.

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**Roulette-Wheel selection: Example**

The probability that  $i$ -th individual will be pointed is  $p_i = \frac{f_i}{\sum_{i=1}^N f_i}$

Example:

Individual	$p_i$	$P_i$	$r$	T
1	0.05	0.05	0.26 ✓	01
2	0.09	0.14	0.04 ✓	01
3	0.13	0.27 ✓	0.48 ✓	01
4	0.17	0.44	0.43 ✓	01
5	0.20	0.64	0.09	01
6	0.08	0.72	0.30 ✓	
7	0.08	0.80	0.61	
8	0.20	1.0	0.89	1

$p_i$  = Probability of an individual       $r$  = Random Number between 0..1  
 $P_i$  = Cumulative Probability              T = Tally count of selection

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Now, here is an one example like this earlier. So, this 8 individuals these are the  $p_i$  value the probability of searching is here and then these are the cumulative probability. Now, you can see what is the cumulative probability is basically, for the first it gives 0.1 then this is added to give this one, then this is added to this one it is give this one.

So, this way so it is basically the so 27 means, it will add this one, then this 27. Similarly this one means add up to this one this is the cumulative probability this one. So, this way the cumulative probability for each will be calculated. Now, if 8 individuals are there for their  $p_i$ , small  $p_i$  and then capital  $p_i$  can be calculated. So, this is the step next is the selection according the roulette will.

So, idea is that we have to select a random number in between 0 and 1. So, let us see this is the current instant the first toss and the random number is 0.26. Now if so then we have to select the winner out of which how you can select it. So, if the 0.26 is less than to the highest cumulative probability and then. So, 0.26 is basically lie in this one, so 0.26 I

mean; that means, it will. So, it is basically this value should be less than the cumulative value greater than this one.

So, it is basically this one is the selected that means; we will select three. So, if 0.26 is tossed first then the third individual that mean it will be selected. So, it give a tile mark here 1 so this is selected.

Now, next is 0.4, so 0.4 is basically selecting this one because, it is within less than this one. So, one will be selected, so one will be tiled here, then 0.48 the next toss now 0.48 is basically this one. So, it means select 5, so we can be tile one.

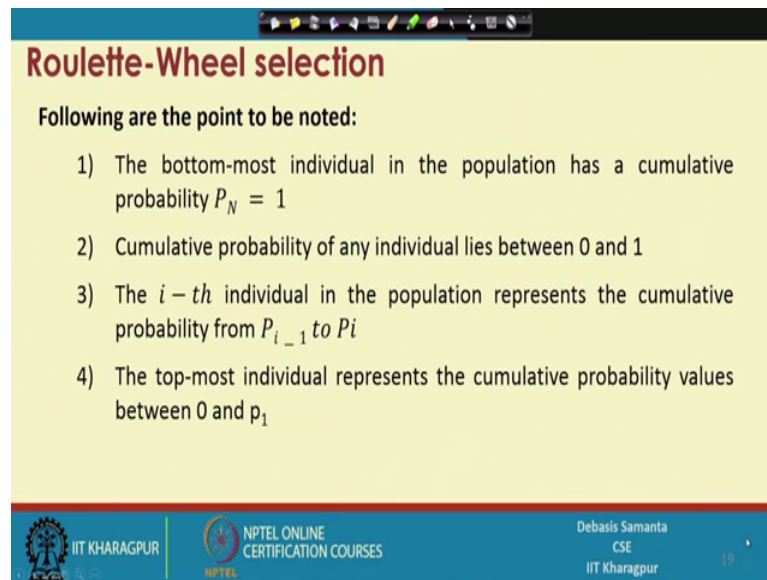
Then 0.43, 0.43 means four. So, the 4 element will be selected; that means, this will be selected, then 0.09, 0.09 will be this one. So, 2 will be selected, then 0.30, 0.30 is this one, so 4 will be selected. So, 0.30, so 0.30 under this category, so 3 will be selected, 3 1 selected first then next 3 again selected, and then 0.61, 0.61 is basically. So, five will be selected, so 5 is selected earlier 5 selected next 5 are selected second times, and 0.89 it basically 8 will be selected so 8 will be selected.

So, this tally mark basically shows the how many individuals are selected and if an individual selected more than once or not it is like this. So, in this example we see the individual one is selected once two is selected once; however, these selected three I mean the individual 3 selected twice, fourth is 1 and then individual 5 is selected twice; however, individual 6 and 7 never selected at all and then individual 8 is selected ones. So, these are way so 8 here basically, 8 round we have carried out an in eighth round how the 8 individual will be selected there.

So, we need not to carry the eight rounds. In fact, we have to carried out NP rounds depending on how many individuals you have to select for the mating pool actually. So, this procedure needs to be repeated for N P times and this time we have to have a random number in between 0 and 1 and accordingly we have to select it. So, this basically the idea about the roulette wheel scheme and then we will follow it there.



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**Roulette-Wheel selection**

Following are the point to be noted:

- 1) The bottom-most individual in the population has a cumulative probability  $P_N = 1$
- 2) Cumulative probability of any individual lies between 0 and 1
- 3) The  $i$ -th individual in the population represents the cumulative probability from  $P_{i-1}$  to  $P_i$
- 4) The top-most individual represents the cumulative probability values between 0 and  $p_1$

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Now, following at the important features in the roulette wheel scheme we can understand it the bottommost individual in the population has a cumulative probability  $P_N$  equals to 1. So, this can be example like this so it is the bottommost means this is the bottommost individual and it has the cumulative probability 1.

The cumulative probability of any individual lies in between 0 and 1. So, we can see again the cumulative probability always in between 0 and 1. The  $i$ th individual in the population represents the cumulative probability from  $p_i - 1$  to  $P_i$ . So, it can be like this, so the  $i$ th individual if suppose the fourth individual as the cumulative value between  $p_i$  to  $p_i - 1$  to  $p_i$ ; that means, third to fourth cumulative probability that is the problem that it will be selected depending on the random number that can be.

And then the topmost individuals, in this representation having the cumulative probability values 0 and then first  $P_i$ . So, again this is the topmost one in this top most the cumulative probability in between 0 and 0.5 that is basically the first one, so these are this one. So, these are the property that the cumulative probability holds in this case.

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**Roulette-Wheel selection**

Following are the point to be noted:

- 5) It may be checked that the selection is consistent with the expected count  $E_i = N \times p_i$  for the  $i$ -th individual.

**Does the selection is sensitive to ordering, say in ascending order of their fitness values?**

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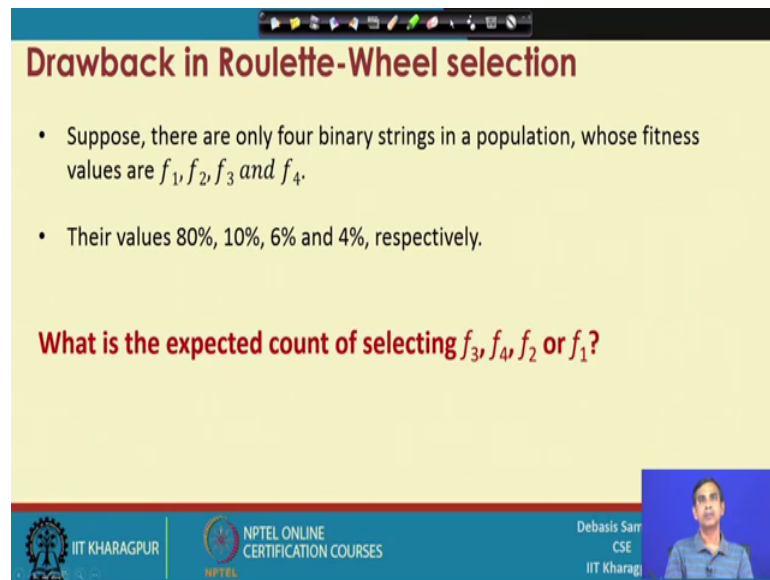
And one idea it is just I have to say it that the expected count that can be obtained that can be also proportional to the probability that the  $i$ th element will be selected. So, it basically hold good this formula if  $E_i$  denote, that the how many times that  $E_i$  will be selected expected for the selection that can be calculated.

If  $N$  is the size of the population and  $p_i$  denotes the probability that  $i$ th individual will be calculated then it gives the expected selection now. So, this idea is basically, this basically the idea about the roulette wheel scheme rather. So, in the roulette wheel scheme ok.

So, that tally mark that we have used is basically counting the expected count for each individual actually. So, it is basically  $N$  into the multiplication of the  $p_i$  now here; obviously, one question that arises is that whether this selection is sensitive to ordering say in ascending order of their fitness values if we do of this one.

What I want to say that it is independent of the sensitivity of the ordering, if you take the individuals in any order it will give the results in a probabilistic manner of course, but it is independent of the any ordering scheme that we follow. So, whether all the individuals are order according the fitness value and then their  $p_i$  value is calculated and then cumulative probability it hardly matters.

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**Drawback in Roulette-Wheel selection**

- Suppose, there are only four binary strings in a population, whose fitness values are  $f_1, f_2, f_3$  and  $f_4$ .
- Their values 80%, 10%, 6% and 4%, respectively.

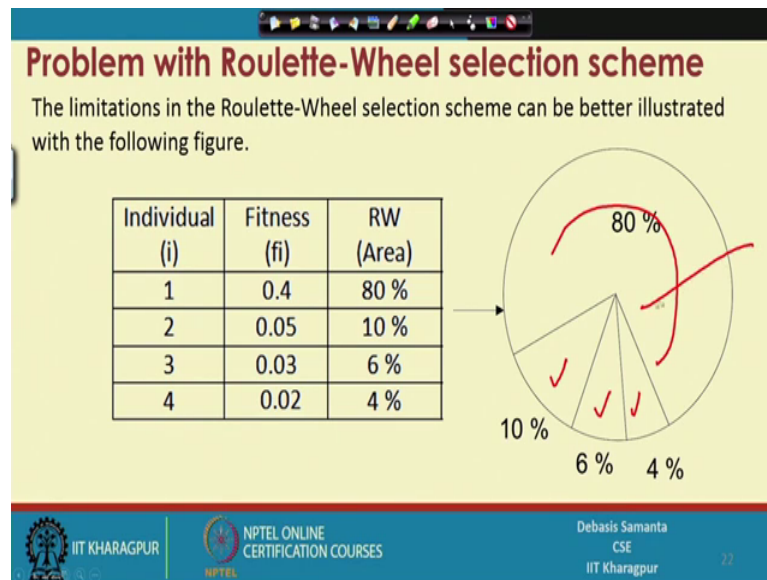
**What is the expected count of selecting  $f_3, f_4, f_2$  or  $f_1$ ?**

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Now, so roulette wheel selection is more, I mean a better approach than canonical selection because canonical selection is basically very naive approach, but roulette selection gives a favour; however, it suffers from one limitation which I want to discuss it as an example the limitation of the roulette wheel can be understood suppose at any instant there are only four individuals and they are denoted by  $f_1, f_2, f_3$  and  $f_4$ , and their fitness value is here.

So, 80, 10, 6, and 4, these are the fitness score in percentage we have represented it anyway. So, it is there or we can say 0.8, 0.1, 0.6 and 0.4 are the fitness core of all these things on there. Then if we apply the roulette wheel scheme, then let us see what will happen to these kind of selection and these basically gives an idea about what is the drawback of the method.

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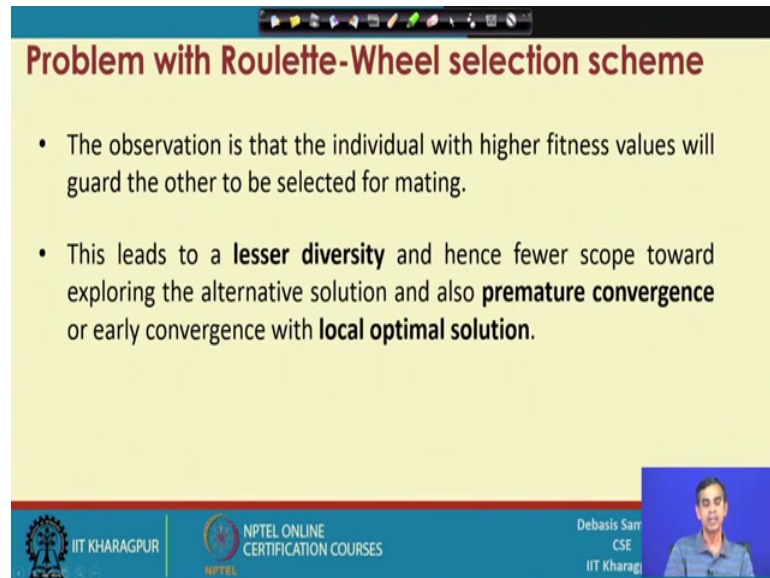
So, it is basically the fitness value of the four individual that we have used it, and then these are fitness core we have represented it in the point formula it is like this basically is the same 80% to this one also same actually the representation.

So, if we see the roulette marking wheel game then the individuals covered with the highest one. And then this is the second individual, third individual and fourth individual, and if we play the game then the chance that the maximum time it will point is the individual one. So, if we run it for the four times the probability that the first individual will be selected; that means, the wheels will favour that individual which having the fitness value it is desirable.

But sometimes it is also not, so desirable because it deprives or it basically ignore the other to be selected, and in the GA strategy the idea is that you have to give a fair chance to all other also to be selected; obviously, the best individual will be selected most of the time, but sometime the other individuals if it is selected it can gives the better diversity in the problem solution.

So, we should not ignore the other individuals also or other that always favouring to a particular individual also not a good what is called the strategy to follow.

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**Problem with Roulette-Wheel selection scheme**

- The observation is that the individual with higher fitness values will guard the other to be selected for mating.
- This leads to a **lesser diversity** and hence fewer scope toward exploring the alternative solution and also **premature convergence** or early convergence with **local optimal solution**.

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So, that is why this is idea is that the higher individuals with, the individuals with the higher fitness value will favour according to the roulette wheels mechanism and these become a problem or it creates a lesser diversity and hence there is a chance that the genetic algorithm will terminate with a local optimum solution or the premature convergence will resolved.

So, this is the one limitation there in this roulette wheel selection scheme and the same limitations can be overcome using some other approach and this approach is called the roulette selection scheme, and the roulette selection scheme will be discussed in our next slides next lectures.

Thank you.