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Implementation of a genetic algorithm to design a two dimensional bike with two wheels and two mass points



https://users.hepforge.org/~dgrell/ICTP14/ https://bitbucket.org/bicicletagenetica/bicicletagenetica

### Statements of the problem

- The bike must have two wheels and two loads
- The initial positions of these masses and wheels can be freely chosen by the algorithm.
- The elements are connected by springs whose length, with fix damping constant and spring constant.
- The loads must never touch the ground.
- The optimality of a particular candidate solution (the fitness function) is determined by how far it travels before a mass touches the ground or reaches a fix maximum distance.

### What we need to model?

- Geometry of the problem (two dimensions+time)
- Bicycle object
- Ground shape
- Physics (spring, masses, wheel, gravity)
- Time evolution (Runge-Kutta)
- Evolution (genetic algorithm to find the best bike)
- Visualization (visual interface)



### How do we split the work?



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# Class Structure Definition and shearing code design

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### Example: generating the random bikes

class Bike:



### Example 2: the genetic algorithm



# Documentation Example: using Pydoc at the genetic algorithm code

#### • NAME

- genetic\_simple
- •
- FUNCTIONS
- avg\_fitness(population)
- Average fitness of the population
- crossover(father, mother)
- Crossover (Mean)
- fitness(x)
- Fitness calculation
- max\_fitness(population)
- Max fitness of the population

- DATA
- number\_fittest = 20
- population\_size = 200

### Down the hill





# To Do

- Improve the ground interaction.
- Implement the genetic algorithm for the bikes

## Conclusion

- It was a great opportunity to learn more about numerical evaluation of a problem (Euler, Runge kutta forth order, leapfrog and genetic code.)
- Heterogeneous group



# Thank you!



## Back Up:

• The Euler problem

