

Source code on JS:

```
<!DOCTYPE html>
```

```
<html>
```

```
  <head>
```

```
    <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
```

```
    <link rel="stylesheet" type="text/css" href="style.css">
```

```
    <script src="jquery-3.1.0.js"></script>
```

```
    <title>To do list</title>
```

```
  </head>
```

```
  <body>
```

```
    <div id = "table"></div>
```

```
    <script type="text/javascript">
```

```
      var statistics = [];
```

```
      function randomInit() {
```

```
        return Math.random() > 0.5 ? 1 : 0;
```

```
      }
```

```
      function sort(population) {
```

```
        return population.sort(function(first, second){
```

```
          return (first.fitness > second.fitness) - (second.fitness > first.fitness);
```

```
        });
```

```
      }
```

```
      function init() {
```

```
        var population = [];
```

```
        for(var i = 0; i < 20; i++) {
```

```
          var chromosome = [];
```

```
          for(var j = 0; j < 10; j++) {
```

```
            chromosome.push(randomInit());
```

```

        }
        population.push(chromosome);
    }
    return population;
}

```

```

function getX(chromosome) {
    var x = 0;

    for(var i = 0; i < 10; i++) {
        x += chromosome[i] ? Math.pow(2, i) / 1024 : 0;
    }
    return x;
}

```

```

function fitness(population) {
    for(var i = 0; i < population.length; i++){
        var x = getX(population[i]);
        population[i].fitness = Math.pow(Math.sin(5 * Math.PI * x), 6);
    }

    return population;
}

```

```

function d(firstChromosome, secondChromosome){
    return getX(firstChromosome) - getX(secondChromosome);
}

```

```

function uniformCrossover(firstChromosome, secondChromosome) {
    var returnChromosomes = [];
    var returnChromosome1 = [];
    var returnChromosome2 = [];
}

```

```

        for(var i = 0; i < 10; i++){
            Math.random() < 0.5 ?
returnChromosome1.push(firstChromosome[i]) :
            returnChromosome1.push(secondChromosome[i]);
            Math.random() < 0.5 ?
returnChromosome2.push(secondChromosome[i]) :
            returnChromosome2.push(firstChromosome[i]);
        }
        returnChromosomes.push(returnChromosome1);
        returnChromosomes.push(returnChromosome2);

        return returnChromosomes;
    }

function mutation(population) {
    return population.map(function(chromosome) {
        return chromosome.map(function(gene) {
            return Math.random() < 0.02 ? (gene + 1) % 2 : gene;
        });
    });
}

function nextGeneration(population) {
    var returnPopulation = population;
    var chromosomes = [];
    var statisticObj = [];

    for(var i = 0; i < 10; i++) {
        var firstChromosomeIndex = Math.floor(Math.random() * 20);
        var secondChromosomeIndex = Math.floor(Math.random() *
20);

```

```

var p1 = returnPopulation[firstChromosomeIndex];
var p2 = returnPopulation[secondChromosomeIndex];

var children = uniformCrossover(p1, p2);
children = fitness(children);

var c1 = children[0];
var c2 = children[1];

chromosomes.push(c1.fitness);
chromosomes.push(c2.fitness);
chromosomes.push(p1.fitness);
chromosomes.push(p2.fitness);

if(d(p1, c1) + d(p2,c2) > d(p1, c2) + d(p2, c1)){
    if(c1.fitness < p1.fitness) {
        returnPopulation[firstChromosomeIndex] = c1;
    }
    if(c2.fitness < p2.fitness) {
        returnPopulation[secondChromosomeIndex] =
c2;

    }
} else {
    if(c2.fitness < p1.fitness) {
        returnPopulation[firstChromosomeIndex] = c2;
    }
    if(c1.fitness < p2.fitness)      {
        returnPopulation[secondChromosomeIndex] =
c1;

    }
}
}

```

```
        statisticObj.push(chromosomes);
        statisticObj.push(returnPopulation);
        statisticObj.push(averageFitness(returnPopulation));
        statistics.push(statisticObj);
        return returnPopulation;
    }
}
```

```
function averageFitness(population){
    var average = 0;
    for(var i = 0; i < population.length; i++){
        average += population[i].fitness;
    }

    return average / population.length;
}
```

```
var population = init();
population = fitness(population);
```

```
for(var i = 0; i < 15; i++){
    population = nextGeneration(population);
}
```

```
function show(population) {
    for(var i = 0; i < 20; i++){
        console.log(getX(population[i]));
    }
}
```

```
function showStatistics(statistics){
    for(var i = 0; i < 15; i++){
```

```

        if(i % 3 === 0){
            for(var j = 0; j < 10; j++){
                console.log("c1: " + statistics[i][0][j *
4].toFixed(5) + " \tc2: " + statistics[i][0][j * 4 + 1].toFixed(5) + "\np1: " + statistics[i][0][j * 4 +
2].toFixed(5) + "\t\tp2: " + statistics[i][0][j * 4 + 3].toFixed(5));
            }
        }
    }

    for(var i = 0; i < 15; i++){
        if(i % 3 === 0){
            for(var k = 0; k < 20; k++){
                console.log("X:" +
getX(statistics[i][1][k]).toFixed(7) + "\t\tY: " + statistics[i][1][k].fitness.toFixed(7));
            }
        }
    }

    console.log("average: \n");
    for(var i = 0; i < 15; i++){
        console.log(statistics[i][2]);
    }

    console.log("min: \n");
    for(var i = 0; i < 15; i++){
        console.log(sort(statistics[i][1])[0].fitness);
    }
}

for(var i = 0; i < population.length; i++){
    console.log(getX(population[i]));
}

//showStatistics(statistics);

```

</script>
</body>
</html>

