

Додаток А. Лістинг коду програми

Лістинг коду віртуального макету:

– GA:

```

from deap import base, algorithms
from deap import creator
from deap import tools

import algelitism

import random
import matplotlib.pyplot as plt
import numpy as np

import gym

env = gym.make("MountainCar-v0")

LENGTH_CHROM = 200 # довжина хромосоми, підлеглої оптимізації

# константи генетичного алгоритму
POPULATION_SIZE = 50 # кількість індивидів в популяції
P_CROSSOVER = 0.9 # вірогідність схрещення
P_MUTATION = 0.4 # вірогідність мутації індивіда
MAX_GENERATIONS = 150 # максимальна кількість поколінь
HALL_OF_FAME_SIZE = 3

hof = tools.HallOfFame(HALL_OF_FAME_SIZE)

RANDOM_SEED = 42
random.seed(RANDOM_SEED)

creator.create("FitnessMin", base.Fitness, weights=(-1.0,))
creator.create("Individual", list, fitness=creator.FitnessMin)

toolbox = base.Toolbox()
toolbox.register("randomAction", random.randint, 0, 2)
toolbox.register("individualCreator", tools.initRepeat, creator.Individual,
toolbox.randomAction, LENGTH_CHROM)
toolbox.register("populationCreator", tools.initRepeat, list, toolbox.individualCreator)

```

```

population = toolbox.populationCreator(n=POPULATION_SIZE)

def getCarScore(individual):
    FLAG_LOCATION = 0.5
    observation = env.reset()
    actionCounter = 0

    for action in individual:
        actionCounter += 1
        observation, reward, done, info = env.step(action)

        if done:
            break

    if actionCounter < LENGTH_CHROM:
        score = 0 - (LENGTH_CHROM - actionCounter) / LENGTH_CHROM
    else:
        score = abs(observation[0] - FLAG_LOCATION)

    return score,

toolbox.register("evaluate", getCarScore)
toolbox.register("select", tools.selTournament, tournsize=2)
toolbox.register("mate", tools.cxTwoPoint)
toolbox.register("mutate", tools.mutUniformInt, low=0, up=2,
indpb=1.0/LENGTH_CHROM)

stats = tools.Statistics(lambda ind: ind.fitness.values)
stats.register("min", np.min)
stats.register("avg", np.mean)

#algoritism.eaSimpleElitism
#algorithms.eaSimple
population, logbook = algoritism.eaSimpleElitism(population, toolbox,
        cspb=P_CROSSOVER,
        mutpb=P_MUTATION,
        ngen=MAX_GENERATIONS,
        halloffame=hof,

```

```

        stats=stats,
        verbose=True)

maxFitnessValues, meanFitnessValues = logbook.select("min", "avg")

best = hof.items[0]
print(best)

plt.plot(maxFitnessValues, color='red')
plt.plot(meanFitnessValues, color='green')
plt.xlabel('Покоління')
plt.ylabel('Макс/середня пристосованість')
plt.title('Залежність максимальної та середньої пристосованості від покоління')
plt.show()

observation = env.reset()

for action in best:
    env.step(action)
    env.render()

env.close()

```

– ALGELITISM:

```

from deap import tools
from deap.algorithms import varAnd

def eaSimpleElitism(population, toolbox, cxpb, mutpb, ngen, stats=None,
                    halloffame=None, verbose=__debug__, callback=None):

    """Перероблений алгоритм eaSimple с элементом елітизму"""

    logbook = tools.Logbook()
    logbook.header = ['gen', 'nevals'] + (stats.fields if stats else [])

    # Evaluate the individuals with an invalid fitness
    invalid_ind = [ind for ind in population if not ind.fitness.valid]
    fitnesses = toolbox.map(toolbox.evaluate, invalid_ind)

```

```

for ind, fit in zip(invalid_ind, fitnesses):
    ind.fitness.values = fit

if halloffame is not None:
    halloffame.update(population)

hof_size = len(halloffame.items) if halloffame.items else 0

record = stats.compile(population) if stats else {}
logbook.record(gen=0, nevals=len(invalid_ind), **record)
if verbose:
    print(logbook.stream)

# Begin the generational process
for gen in range(1, ngen + 1):
    # Select the next generation individuals
    offspring = toolbox.select(population, len(population) - hof_size)

    # Vary the pool of individuals
    offspring = varAnd(offspring, toolbox, cxpb, mutpb)

    # Evaluate the individuals with an invalid fitness
    invalid_ind = [ind for ind in offspring if not ind.fitness.valid]
    fitnesses = toolbox.map(toolbox.evaluate, invalid_ind)
    for ind, fit in zip(invalid_ind, fitnesses):
        ind.fitness.values = fit

    offspring.extend(halloffame.items)

    # Update the hall of fame with the generated individuals
    if halloffame is not None:
        halloffame.update(offspring)

    # Replace the current population by the offspring
    population[:] = offspring

    # Append the current generation statistics to the logbook
    record = stats.compile(population) if stats else {}
    logbook.record(gen=gen, nevals=len(invalid_ind), **record)
    if verbose:
        print(logbook.stream)

```

```
if callback:  
    callback[0>(*callback[1])  
  
return population, logbook
```

Лістинг коду фізичного макету:

– Без ГА:

```
#include <Servo.h>  
  
#define ECHO_PIN A4  
  
#define TRIG_PIN A5  
  
#define ENA 5  
  
#define ENB 6  
  
#define IN1 7  
  
#define IN2 8  
  
#define IN3 9  
  
#define IN4 11  
  
#define LED_Pin 13  
  
#define LineTeacking_Pin_Right 10  
  
#define LineTeacking_Pin_Middle 4  
  
#define LineTeacking_Pin_Left 2  
  
#define LineTeacking_Read_Right !digitalRead(10)  
  
#define LineTeacking_Read_Middle !digitalRead(4)
```

```
#define LineTeacking_Read_Left  !digitalRead(2)

#define carSpeed 200

Servo servo;

unsigned long LT_PreMillis;

int rightDistance = 0, leftDistance = 0, middleDistance = 0;

enum FUNCTIONMODE {

    IDLE,

    LineTeacking,

    ObstaclesAvoidance

} func_mode = IDLE;

enum MOTIONMODE {

    STOP,

    FORWARD,

    BACK,

    LEFT,

    RIGHT

} mov_mode = STOP;

void delays(unsigned long t) {
```

```
    delay(t);  
}  
  
int getDistance() {  
    digitalWrite(TRIG_PIN, LOW);  
    delayMicroseconds(2);  
    digitalWrite(TRIG_PIN, HIGH);  
    delayMicroseconds(10);  
    digitalWrite(TRIG_PIN, LOW);  
    return (int)pulseIn(ECHO_PIN, HIGH) / 58;  
}  
  
void forward(bool debug = false) {  
    analogWrite(ENA, carSpeed);  
    analogWrite(ENB, carSpeed);  
    digitalWrite(IN1, HIGH);  
    digitalWrite(IN2, LOW);  
    digitalWrite(IN3, LOW);  
    digitalWrite(IN4, HIGH);  
    if (debug) Serial.println("Go forward!");  
}
```

```
void back(bool debug = false) {  
    analogWrite(ENA, carSpeed);  
    analogWrite(ENB, carSpeed);  
    digitalWrite(IN1, LOW);  
    digitalWrite(IN2, HIGH);  
    digitalWrite(IN3, HIGH);  
    digitalWrite(IN4, LOW);  
    if (debug) Serial.println("Go back!");  
}
```

```
void left(bool debug = false) {  
    analogWrite(ENA, carSpeed);  
    analogWrite(ENB, carSpeed);  
    digitalWrite(IN1, LOW);  
    digitalWrite(IN2, HIGH);  
    digitalWrite(IN3, LOW);  
    digitalWrite(IN4, HIGH);  
    if (debug) Serial.println("Go left!");  
}
```

```
void right(bool debug = false) {  
    analogWrite(ENA, carSpeed);
```

```
analogWrite(ENB, carSpeed);  
  
digitalWrite(IN1, HIGH);  
  
digitalWrite(IN2, LOW);  
  
digitalWrite(IN3, HIGH);  
  
digitalWrite(IN4, LOW);  
  
if (debug) Serial.println("Go right!");  
  
}
```

```
void stop(bool debug = false) {  
  
    digitalWrite(ENA, LOW);  
  
    digitalWrite(ENB, LOW);  
  
    if (debug) Serial.println("Stop!");  
  
}
```

```
void line_teacking_mode() {  
  
    if (func_mode == LineTeacking) {  
  
        if (LineTeacking_Read_Middle) {  
  
            forward();  
  
            LT_PreMillis = millis();  
  
        } else if (LineTeacking_Read_Right) {  
  
            right();  
  
            while (LineTeacking_Read_Right) {
```

```
    delay(1);  
  }  
  LT_PreMillis = millis();  
} else if (LineTeacking_Read_Left) {  
  left();  
  while (LineTeacking_Read_Left) {  
    delay(1);  
  }  
  LT_PreMillis = millis();  
} else {  
  if (millis() - LT_PreMillis > 150) {  
    stop();  
  }  
}  
}  
}  
  
void obstacles_avoidance_mode() {  
  if (func_mode == ObstaclesAvoidance) {  
    servo.write(90);  
    delays(500);  
    middleDistance = getDistance();  
  }  
}
```

```
if (middleDistance <= 40) {  
    stop();  
    delays(500);  
    servo.write(10);  
    delays(500);  
    rightDistance = getDistance();  
  
    delays(500);  
    servo.write(90);  
    delays(500);  
    servo.write(170);  
    delays(500);  
    leftDistance = getDistance();  
  
    delays(500);  
    servo.write(90);  
    delays(500);  
    if (rightDistance > leftDistance) {  
        stop();  
        delay(100);  
        back();  
        delay(200);  
    }  
}
```

```
    right();  
    delay(300);  
} else if (rightDistance < leftDistance) {  
    stop();  
    delay(100);  
    back();  
    delay(200);  
    left();  
    delay(300);  
} else if ((rightDistance <= 40) || (leftDistance <= 40)) {  
    back();  
    delay(180);  
} else {  
    forward();  
}  
} else {  
    forward();  
}  
}  
}  
  
void setup() {
```

```
Serial.begin(9600);

servo.attach(3, 500, 2400); // 500: 0 degree 2400: 180 degree

servo.write(90);

pinMode(ECHO_PIN, INPUT);

pinMode(TRIG_PIN, OUTPUT);

pinMode(IN1, OUTPUT);

pinMode(IN2, OUTPUT);

pinMode(IN3, OUTPUT);

pinMode(IN4, OUTPUT);

pinMode(ENA, OUTPUT);

pinMode(ENB, OUTPUT);

pinMode(LineTeacking_Pin_Right, INPUT);

pinMode(LineTeacking_Pin_Middle, INPUT);

pinMode(LineTeacking_Pin_Left, INPUT);

}

void loop() {

  line_teacking_mode();

  obstacles_avoidance_mode();

}
```

– 3 ΓΑ:

```
#include <Servo.h>

#define ECHO_PIN A4

#define TRIG_PIN A5

#define ENA 5

#define ENB 6

#define IN1 7

#define IN2 8

#define IN3 9

#define IN4 11

#define LED_Pin 13

#define LineTeacking_Pin_Right 10

#define LineTeacking_Pin_Middle 4

#define LineTeacking_Pin_Left 2

#define LineTeacking_Read_Right !digitalRead(10)

#define LineTeacking_Read_Middle !digitalRead(4)

#define LineTeacking_Read_Left !digitalRead(2)

#define carSpeed 200

Servo servo;

unsigned long LT_PreMillis;

int rightDistance = 0, leftDistance = 0, middleDistance = 0;
```

```
enum FUNCTIONMODE {  
    IDLE,  
    LineTeacking,  
    ObstaclesAvoidance  
} func_mode = IDLE;
```

```
enum MOTIONMODE {  
    STOP,  
    FORWARD,  
    BACK,  
    LEFT,  
    RIGHT  
} mov_mode = STOP;
```

```
const int populationSize = 10;
```

```
const int genomeLength = 5;
```

```
int population[populationSize][genomeLength];
```

```
float fitness[populationSize];
```

```
void initializePopulation() {
```

```
    for (int i = 0; i < populationSize; i++) {
```

```
        for (int j = 0; j < genomeLength; j++) {
```

```
        population[i][j] = random(50, 255);
    }
}
}

void evaluateFitness() {
    for (int i = 0; i < populationSize; i++) {
        fitness[i] = measurePerformance(population[i]);
    }
}

float measurePerformance(int genome[]) {
    float performance = 0.0;
    for (int i = 0; i < genomeLength; i++) {
        forwardWithSpeed(genome[i]);
        performance += getDistance();
        delay(genome[i]);
    }
    return performance;
}

void forwardWithSpeed(int speed) {
```

```
analogWrite(ENA, speed);  
analogWrite(ENB, speed);  
digitalWrite(IN1, HIGH);  
digitalWrite(IN2, LOW);  
digitalWrite(IN3, LOW);  
digitalWrite(IN4, HIGH);  
}
```

```
void crossover(int parent1[], int parent2[], int child[]) {  
    for (int i = 0; i < genomeLength; i++) {  
        if (random(2) == 0) {  
            child[i] = parent1[i];  
        } else {  
            child[i] = parent2[i];  
        }  
    }  
}
```

```
void mutate(int genome[]) {  
    for (int i = 0; i < genomeLength; i++) {  
        if (random(10) < 1) {  
            genome[i] = random(50, 255);  
        }  
    }  
}
```

```
    }  
  }  
}
```

```
void geneticAlgorithm() {  
    initializePopulation();  
    for (int generation = 0; generation < 100; generation++) {  
        evaluateFitness();  
  
        int newPopulation[populationSize][genomeLength];  
        for (int i = 0; i < populationSize / 2; i++) {  
            int parent1Index = selectParent();  
            int parent2Index = selectParent();  
            crossover(population[parent1Index], population[parent2Index],  
newPopulation[i]);  
            mutate(newPopulation[i]);  
        }  
  
        for (int i = 0; i < populationSize; i++) {  
            for (int j = 0; j < genomeLength; j++) {  
                population[i][j] = newPopulation[i][j];  
            }  
        }  
    }  
}
```

```
    }  
}  
  
int selectParent() {  
    int best = random(populationSize);  
    for (int i = 0; i < 3; i++) {  
        int contender = random(populationSize);  
        if (fitness[contender] > fitness[best]) {  
            best = contender;  
        }  
    }  
    return best;  
}  
  
void setup() {  
    Serial.begin(9600);  
    servo.attach(3, 500, 2400);  
    servo.write(90);  
    pinMode(ECHO_PIN, INPUT);  
    pinMode(TRIG_PIN, OUTPUT);  
    pinMode(IN1, OUTPUT);  
    pinMode(IN2, OUTPUT);  
    pinMode(IN3, OUTPUT);
```

```
pinMode(IN4, OUTPUT);

pinMode(ENA, OUTPUT);

pinMode(ENB, OUTPUT);

pinMode(LineTeacking_Pin_Right, INPUT);

pinMode(LineTeacking_Pin_Middle, INPUT);

pinMode(LineTeacking_Pin_Left, INPUT);

geneticAlgorithm();

}

void loop() {

    line_teacking_mode();

    obstacles_avoidance_mode();

}
```

Додаток Б. Демонстраційні графічні матеріали

