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# **evopy**

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evopy: Evolutionary Strategies made simple!



## 1.1 Subpackages

### 1.1.1 evopy.utils package

#### Submodules

#### evopy.utils.random module

A utility module for random number generation.

`evopy.utils.random.random_with_seed(seed)`  
Return RandomState instances based on given seed.

**Parameters** `seed` – the seed to use for the random number generator

#### Module contents

The evopy evolutionary strategy algorithm package utility package.

## 1.2 Submodules

### 1.3 evopy.evopy module

Module used for the execution of the evolutionary algorithm.

```
class evopy.evopy.EvoPy (fitness_function, individual_length, warm_start=None, generations=100,
                        population_size=30, num_children=1, mean=0, std=1, maximize=False,
                        strategy=<Strategy.SINGLE_VARIANCE: 1>, random_seed=None, reporter=None,
                        target_fitness_value=None, max_run_time=None)
```

Bases: object

Main class of the EvoPy package.

```
__init__ (fitness_function, individual_length, warm_start=None, generations=100, pop-
         ulation_size=30, num_children=1, mean=0, std=1, maximize=False, strat-
         egy=<Strategy.SINGLE_VARIANCE: 1>, random_seed=None, reporter=None, tar-
         get_fitness_value=None, max_run_time=None)
```

Initializes an EvoPy instance.

#### Parameters

- **fitness\_function** – the fitness function on which the individuals are evaluated
- **individual\_length** – the length of each individual
- **warm\_start** – the individual to start from
- **generations** – the number of generations to execute
- **population\_size** – the population size of each generation
- **num\_children** – the number of children generated per parent individual
- **mean** – the mean for sampling the random offsets of the initial population
- **std** – the standard deviation for sampling the random offsets of the initial population
- **maximize** – whether the fitness function should be maximized or minimized
- **strategy** – the strategy used to generate offspring by individuals. For more information, check the Strategy enum
- **random\_seed** – the seed to use for the random number generator
- **reporter** – callback to be invoked at each generation with a ProgressReport as argument
- **target\_fitness\_value** – target fitness value for early stopping
- **max\_run\_time** – maximum time allowed to run in seconds

**run()**

Run the evolutionary strategy algorithm.

**Returns** the best genotype found

## 1.4 evopy.individual module

Module containing the individuals of the evolutionary strategy algorithm.

```
class evopy.individual.Individual (genotype, strategy, strategy_parameters, ran-
                                dom_seed=None)
```

Bases: object

The individual of the evolutionary strategy algorithm.

This class handles the reproduction of the individual, using both the genotype and the specified strategy.

For the full variance reproduction strategy, we adopt the implementation as described in: [1] Schwefel, Hans-Paul. (1995). Evolution Strategies I: Variants and their computational



implementation. G. Winter, J. Perieaux, M. Gala, P. Cuesta (Eds.), Proceedings of Genetic Algorithms in Engineering and Computer Science, John Wiley & Sons.

**\_\_init\_\_** (*genotype, strategy, strategy\_parameters, random\_seed=None*)

Initialize the Individual.

#### Parameters

- **genotype** – the genotype of the individual
- **strategy** – the strategy chosen to reproduce. See the Strategy enum for more information
- **strategy\_parameters** – the parameters required for the given strategy, as a list

**evaluate** (*fitness\_function*)

Evaluate the genotype of the individual using the provided fitness function.

**Parameters** **fitness\_function** – the fitness function to evaluate the individual with

**Returns** the value of the fitness function using the individuals genotype

## 1.5 evopy.progress\_report module

Module containing the ProgressReport class, used to report on the progress of the optimizer.

**class** `evopy.progress_report.ProgressReport` (*generation, best\_genotype, best\_fitness*)

Bases: object

Class representing a report on an intermediate state of the learning process.

**\_\_init\_\_** (*generation, best\_genotype, best\_fitness*)

Initializes the report instance.

#### Parameters

- **generation** – number identifying the reported generation
- **best\_genotype** – the genotype of the best individual of that generation
- **best\_fitness** – the fitness of the best individual of that generation

## 1.6 Module contents

The evopy evolutionary strategy algorithm package.



## CHAPTER 2

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