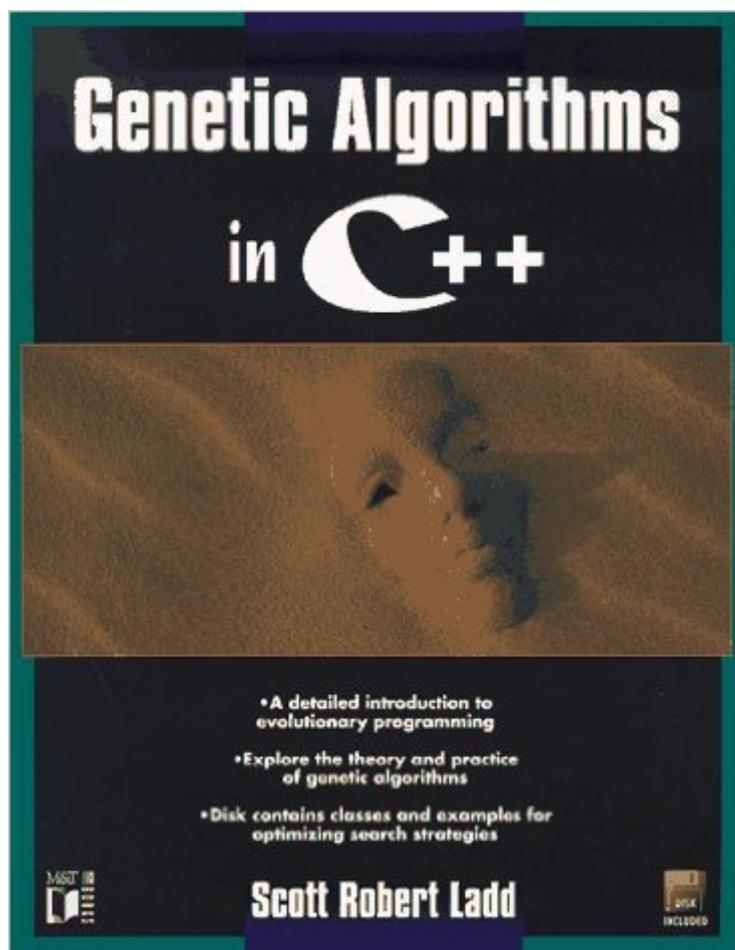


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Genetic Algorithms In C++



Synopsis

A genetic algorithm is an algorithm that the computer evaluates, alters slightly and then re-evaluates to see how the change affected the outcome. Genetic algorithms are useful for artificial intelligence, theoretical modeling and prediction programs. This book covers theoretical to practical applications of this exciting field. The disk contains complete program details of each genetic algorithm discussed in the text.

Book Information

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Customer Reviews

This is an excellent introduction to genetic algorithms. It is best if you know a little bit about software but the book is so well written that even someone who knows nothing about programming will be able to grasp the basic concepts. I had never heard of genetic algorithms before reading this book. When I tried the first "black box" program I was amazed at how quickly the GA found the solution. Seeing evolution in action had a profound impact on me. If some fundamentalist creationists read this book, and saw how natural selection can be used to find creative solutions to difficult problems, it might open their minds to Darwin. This book deals with a wide variety of interesting and practical topics such as random number generators and finite state machines. I found the section on robotic ants to be the most interesting. It almost makes you wonder if it is possible to create life in a computer (I guess it depends on how you define life). The only minor complaint I have is that the examples are written for Microsoft Windows which means that the code is cluttered with a lot of GUI garbage. I would have preferred plain old C or C++ or even pseudo code.

The introduction to the basic concepts of GA's was hard to follow, compared to others I've read. In addition, there were several typos and a paragraph that ended in the middle of a key sentence. Also, I would have preferred code for a console app. IMO, the visual stuff just gets in the way of understanding what's going on.

Page after page of MFC code that should not have been in print, but rather in the accompanying CD. Not enough text and very shallow on dealing with the subject at hand. There are small introductory web pages that will teach you more about GA and their C++ implementation than this book will.

As with my other old books, I'm updating this one.

I found this book to be a disappointment. It was hard to follow and lacked explanations in some areas. Too much space was spent on random number theory. Don't let the title mislead you; the source code requires C++ with a visual framework (OWL or MFC). I've seen better; skip this one.

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