

~~def~~ pop-count))

~~leave @ make go make fitness~~  
~~done on plateau~~  
(evolve make go make fitness  
pop-count))

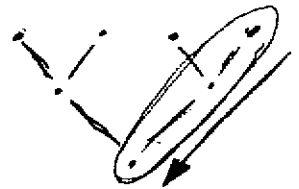
pop ← (merge-pop pop

~~pop ← (evolve make go make fitness done on plateau)~~

!! Count up the populations free  
pop ← (evolve make go make fitness done on plateau)  
while max-pop >

(define evolve (make-go make fitness  
max-pop))

default to  
very big



(define diversity (pop  
length (remove-duplicates pop :test #equal)))

(defun evil1 (make-g@ make fitness is-done  
optional (pop-max 99999))

(do ((pop-count 1 (+ pop-count))

(pop (evil1@ make-g@ make fitness

(make-is-done-low-diversity is-done))

(evil1 make-g@ make fitness is-done pop-count)))

((>= pop-count pop-max) pop)))

put merge-populations around this

expression.

(defun merge-populations (p0 p1 fitness)  
(assert (eql (length p0) (length p1)))

~~(sort-by-fitness~~

(subseq (sort-by-fitness (append p0 p1) fitness)

(length p0)))

(defun make-diversity-done (optional (other-done (constantly nil)))  
#(1 (pop)

(or (<= (diversity pop) 2)

(funcall other-done pop))))

test???

```
(assert (<= (crossover-numeric x y)
           (+ (crossover-numeric x y))))
```

```
(let ((x (random 10000))
      (y (random 9999)))
  (defines (! 10000))
```

"Test crossover numeric always returns number in range & doesn't crash"

(defest test???)

```
(+ (mod n1 r)
   - n0 (mod n0 r))
```

```
(let ((r (random n0)))
```

make sure it's not zero

```
(assert (>= n0 n1))
```

```
(rotatef n0 n1))
```

```
(when (> n1 n0)
```

```
(defun crossover-numeric (n0 n1)
```

```
(mapcar #'crossover-numeric p0 p1))
```

"Make parents which are lists of numbers"

make  
but  
no.  
range  
too  
limited