Simple genetic algorithm

individual ... $\{0,1\}^n$

$P \leftarrow$ initial population
while not happy
$O = \{\}$ → this is called offspring
for ...
$p_1 \leftarrow$ select(P) → better individuals should be chosen more often
$p_2 \leftarrow$ select(P)
$o_1', o_2' \leftarrow$ crossover(p_1, p_2) → mixing genes with both parents
$o_1 \leftarrow$ mutation(o_1') → randomly flips some bits in population
$o_2 \leftarrow$ mutation(o_2')
$O \leftarrow O \cup \{o_1, o_2\}$ → add to the offspring

→ this is what makes it capable of finding better solutions.

rouletwheelselection :-> $prob(i) = \frac{f(x_i)}{\sum_j f(x_j)}$

Zápočty:

Musím dostat 36b, abych dostal zápočet.
Deadlines are only recommended.