


Půlka přednášky založená na knize „Introduction to Evolutionary Computing“ od Eiben, A.E and Smith

SGA - Basics

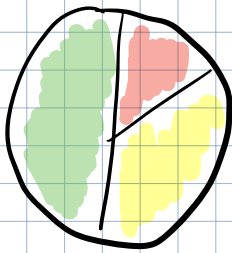
gen = bitová reprezentace

parental selection = roulette wheel selection

crossover = 1 point crossover: 

mutation = s malou pravděpodobností bitflip

Roulette wheel selection:



→ each individual gets its part of cake depending on how fit it is (green is the fittest)

→ then I uniformly select points from the wheel and get the one that got the most.

Evolutionary programming

- evolution of finite automata
- focus on mutation, usually no crossover
- tournament selection

Evolutionary strategies

- floating point repr. of individual
- mutation is the basic operator
- optimized for real number vectors
- decreases the diversity