"Roulette"

Population P

new_pop = []

- assign proportions
- decide how to select the right indiv based on proportions
- add new pop

- return new population

← loop goes through total pop & adds their fitness

- pop set #
- sum (for loop)
- gen rand #
- while rand# > x

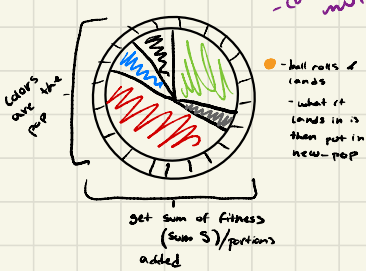
x = x + fitness i

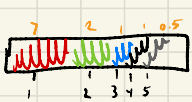
population = [] fitness = 1

new_pop = []

→ pick best through roulette selection
- can pick same multiple times

new-pop with mutations, varied fitness





100 organisms by color

sum: 11.5 fitness 0-7 8-9 10 11 11.1-11.5

rand # 0-11.5

whatever num this lands on goes to

new_pop []

100 organisms waiting to be assigned color