**Machine Learning:**

1. **Traveling Salesman Problem (TSP):**
   * Genetic algorithms are commonly used to solve the TSP, where the goal is to find the shortest possible route that visits a set of cities and returns to the starting city. The algorithm evolves potential solutions (routes) over generations to converge towards an optimal or near-optimal solution.

### Game Development:

**Behavioral AI for NPCs:**

* Genetic algorithms are used to evolve behavior trees for non-player characters (NPCs) in games. The algorithm generates and evolves sequences of actions for NPCs to make their behavior more dynamic and responsive to changing game conditions.