TABLE I: Propagators in `Propulate`.

Name	Description
`InitUniform`	Initialize individuals by uniformly sampling specified limits for each trait.
`SelectBest`	Select specified number of best performing individuals as evaluated by their losses.
`SelectWorst`	Select specified number of worst performing individuals as evaluated by their losses.
`SelectUniform`	Randomly select specified number of individuals.
`Stochastic`	Apply the propagator with a specified probability only.
`Conditional`	Apply different propagators depending on whether breeding population is already complete or not.
`Cascade`	Apply multiple propagators successively.
`PointMutation`	Point-mutate given number of traits with given probability.
`RandomPointMutation`	Point-mutate random number of traits with specified probability.
`IntervalMutationNormal`	Mutate given number of traits according to Gaussian distribution around current value with given probability.
`MateUniform`	Generate new individual by uniform crossover of two parents with specified relative parent contribution.
`MateMultiple`	Generate new individual by uniform crossover of multiple parents.
`MateSigmoid`	Generate new individual by crossover of two parents according to a Boltzmann-style sigmoid probability. Consider two parents with OF values f_1 and f_2. Let $f_1 \leq f_2$. For each trait, the better parent's value is accepted with a logistic probability $(1 + \exp(-(f_1 - f_2)/T)) - 1$, where T is a temperature parameter.