Method	Selection L	Evaluation	Update/Ite	Strength	Weakness
Best Fit	Pick bar tha	Evaluate to	Greedy, sto	Very fast, s	May overlook better solutions
Linear Prog	Consider al	Objective =	Solver retu	Guarantees	Requires precise mathematical formulation
Evolutiona	Randomly {	Fitness = w	Crossover/	Can handle	No guarantee of global optimum, stochastic
Graph Gran	Apply rewr	Check if su	Generate n	Systematic	Rule design required, may miss solutions if rul
Dynamic Re	Random se	Energy = de	System rela	Intuitive, vi	Stochastic, not ideal for discrete problems
Q-Learning	Sequentiall	Reward = 1	Q-table up	Learns opti	Needs training, sensitive to parameters

les incomplete