Honors Lab 4

3.31.2010

The Problem

The next step in our genetic algorithm creation is to *select* individuals on the basis of their fitness. We could be selecting them for mutation, crossover, or the next generation.

One selection method commonly used is called *tournament selection*. For tournament selection n individuals are randomly selected from the population, the k individuals with the highest fitness values are returned. For example, tournament selection where $k=2$ and $n=3$ would randomly select 3 individuals from the population and return the 2 with the highest fitness values.

Your Task

1. Create a *tournamentSelection function*. The parameters for this function should be k, n, and the population. As output, it should return a list of n individuals.