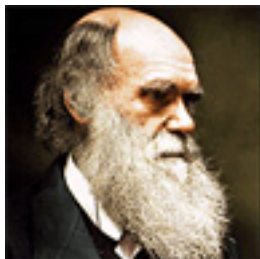
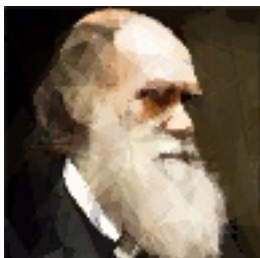
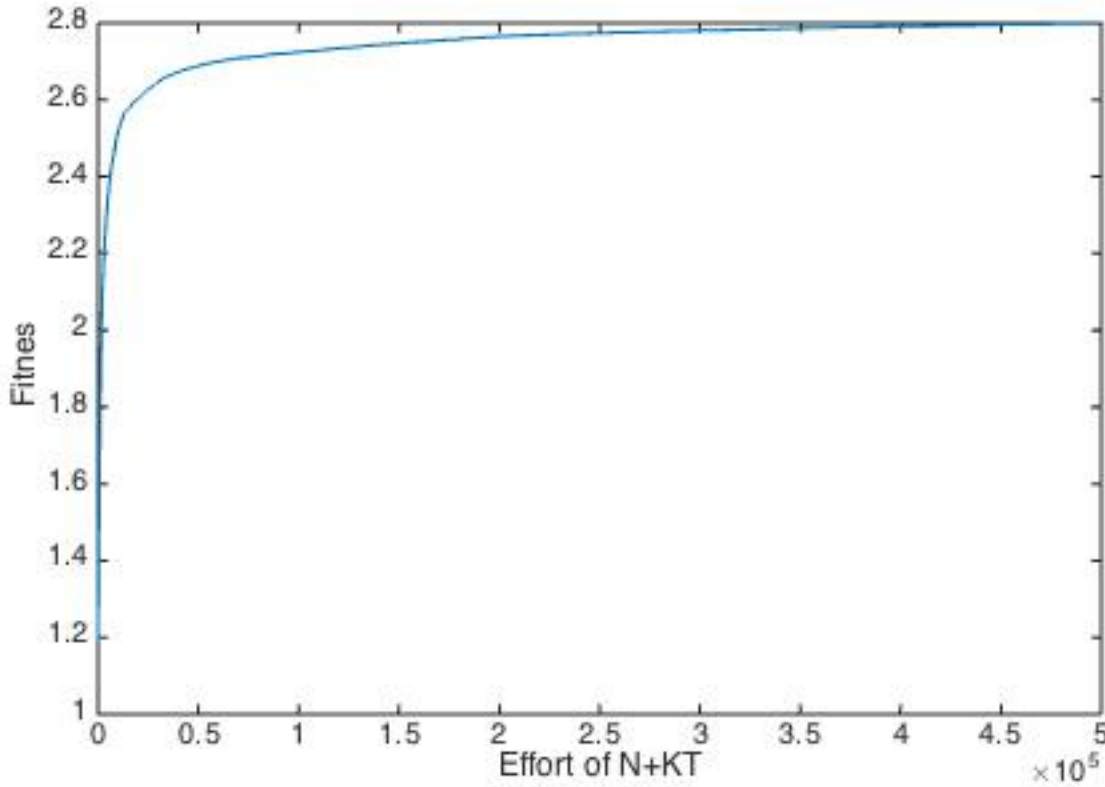


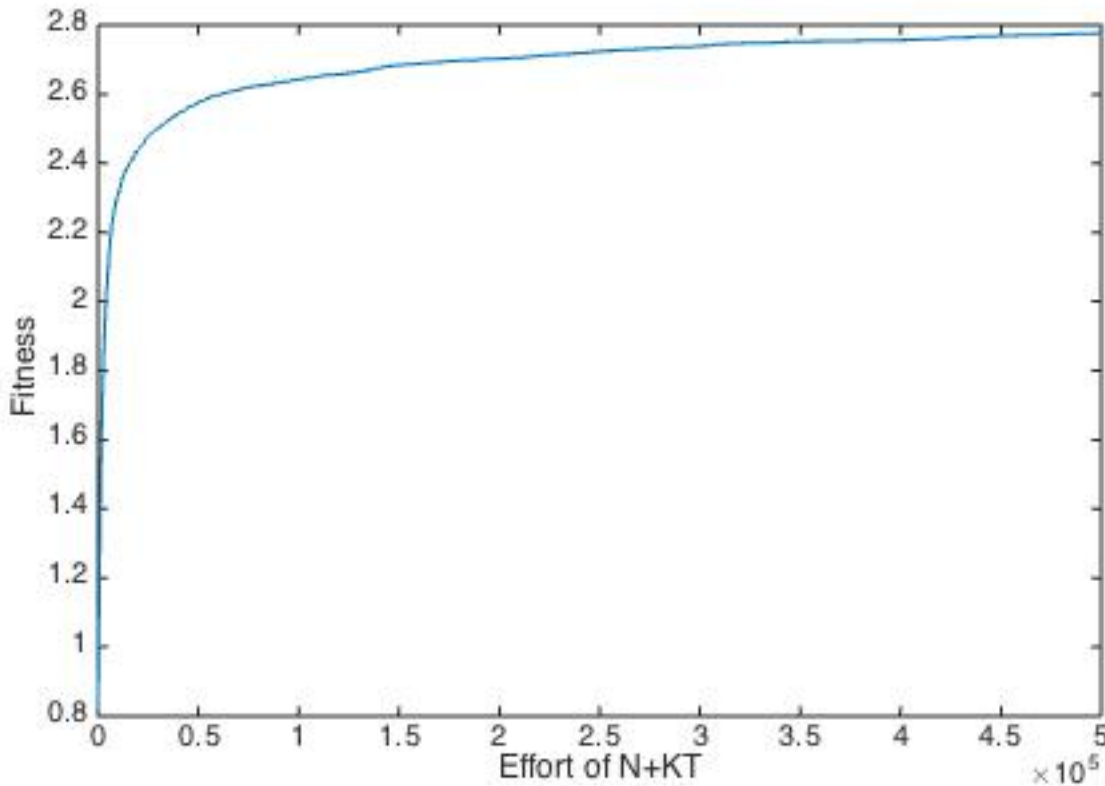


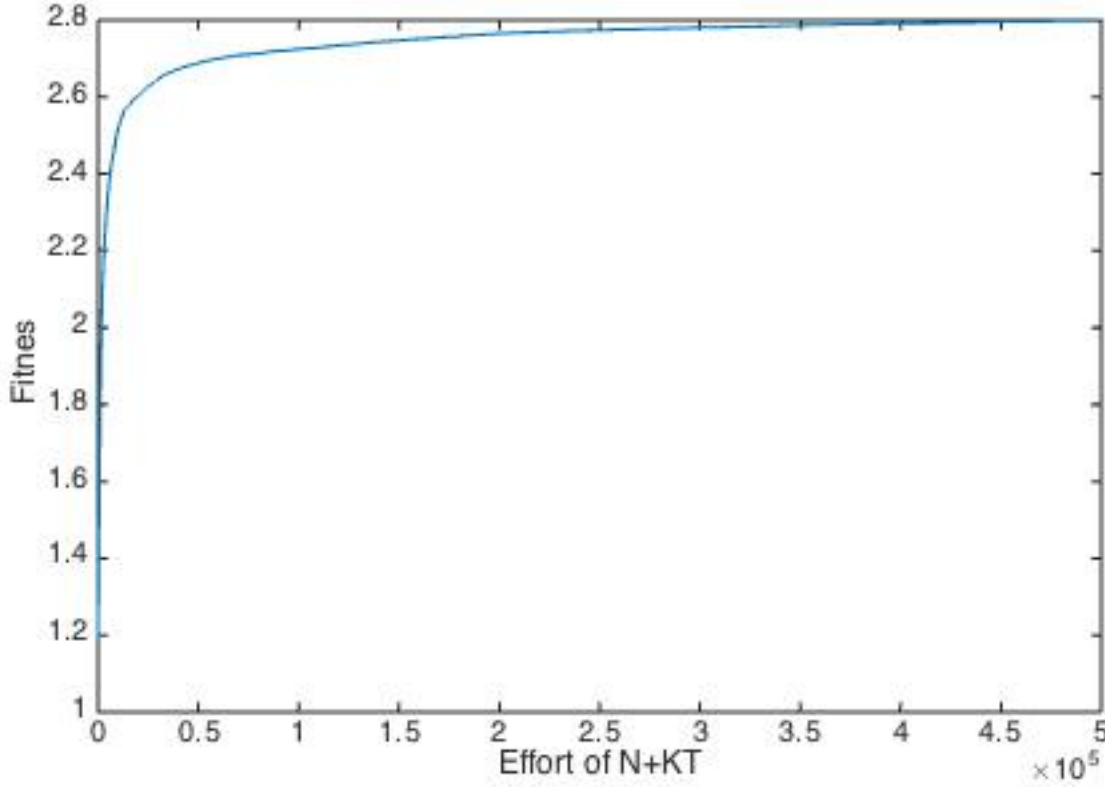
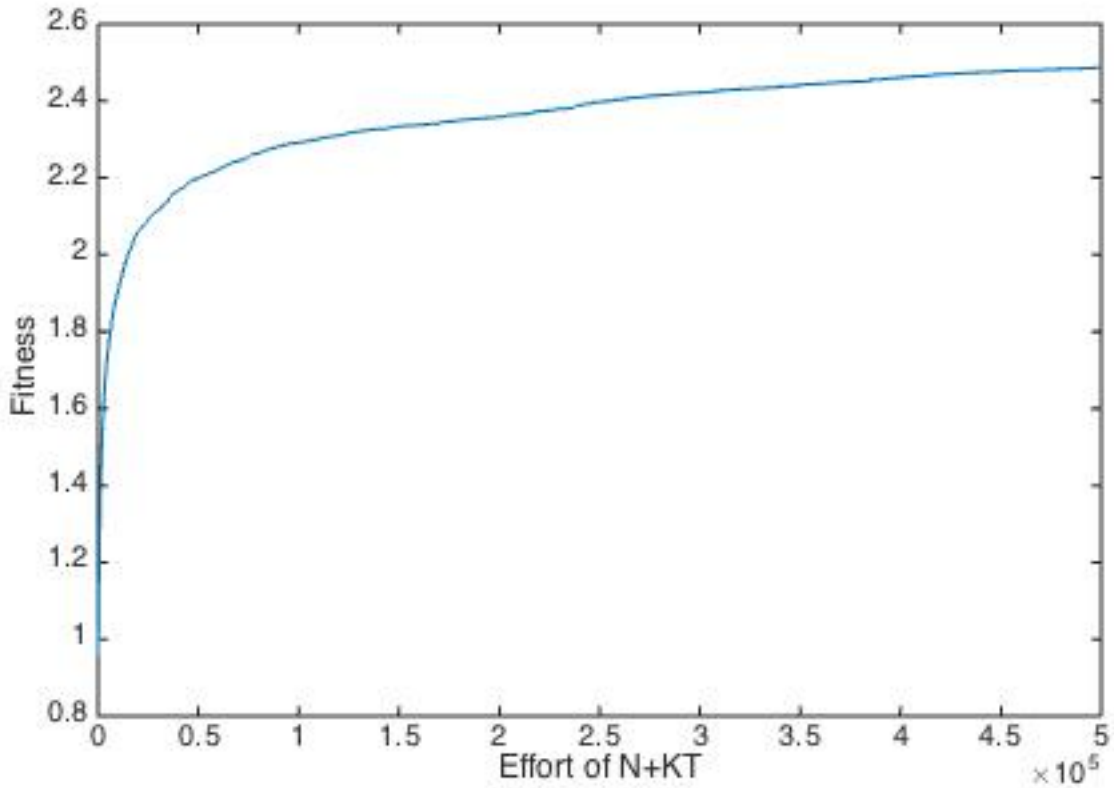


Images' fitness curve results

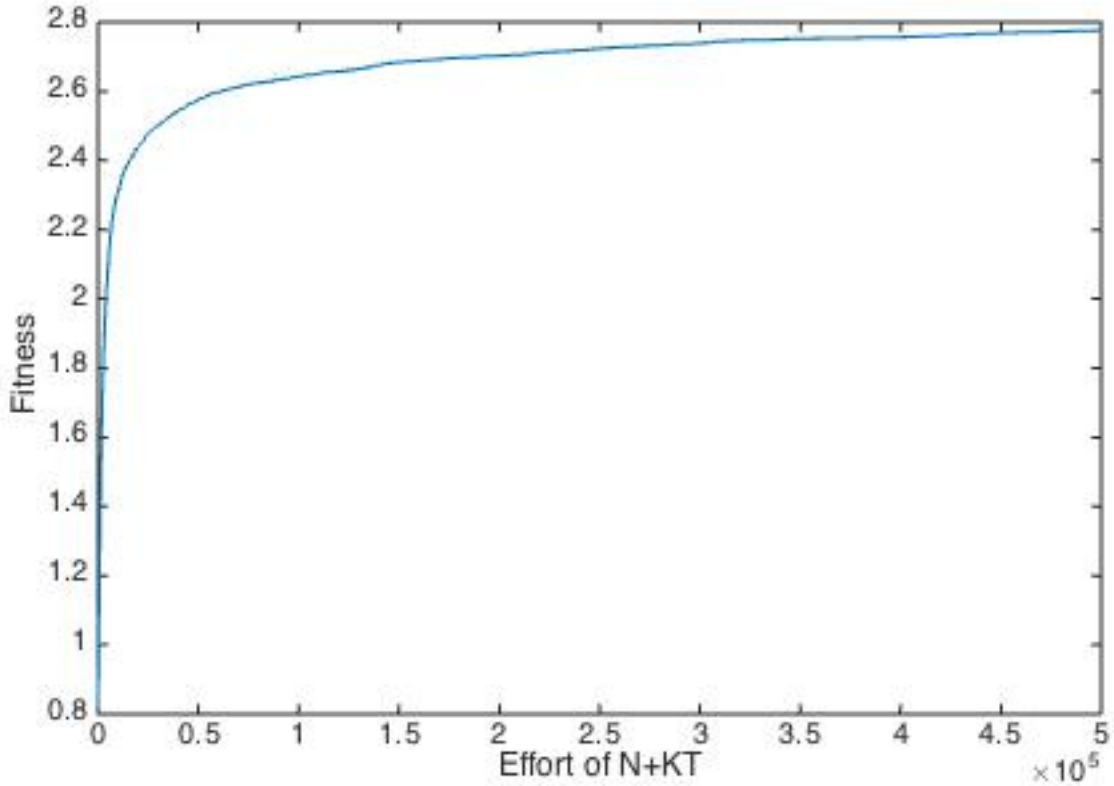
Original image	Approximation	Fitness curve
<div></div> <div>96*96px</div>		
<div></div> <div>128*128px</div>		
<div></div> <div>145*170px</div>		



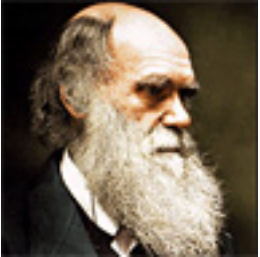
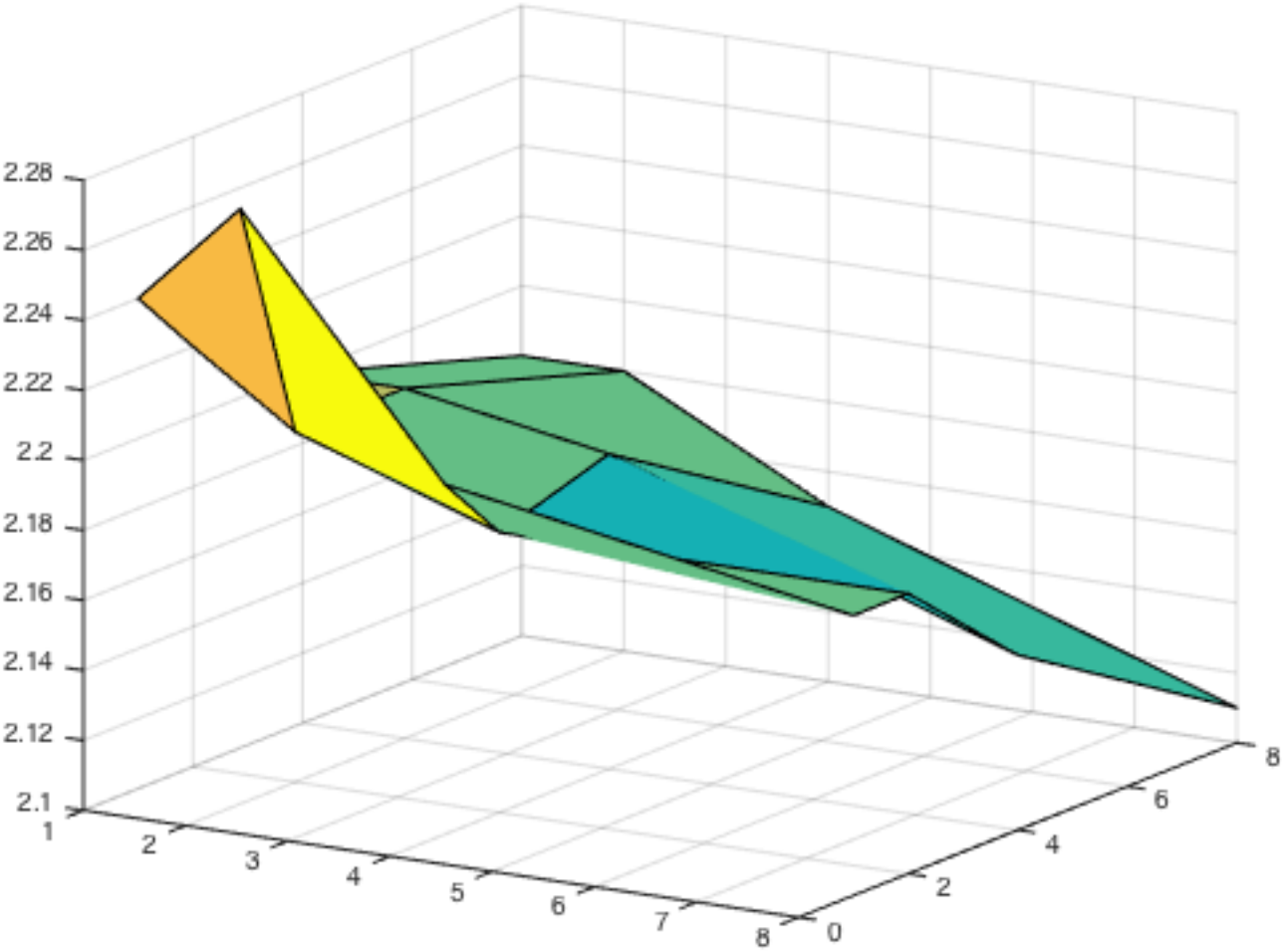
200*200px



169*220px

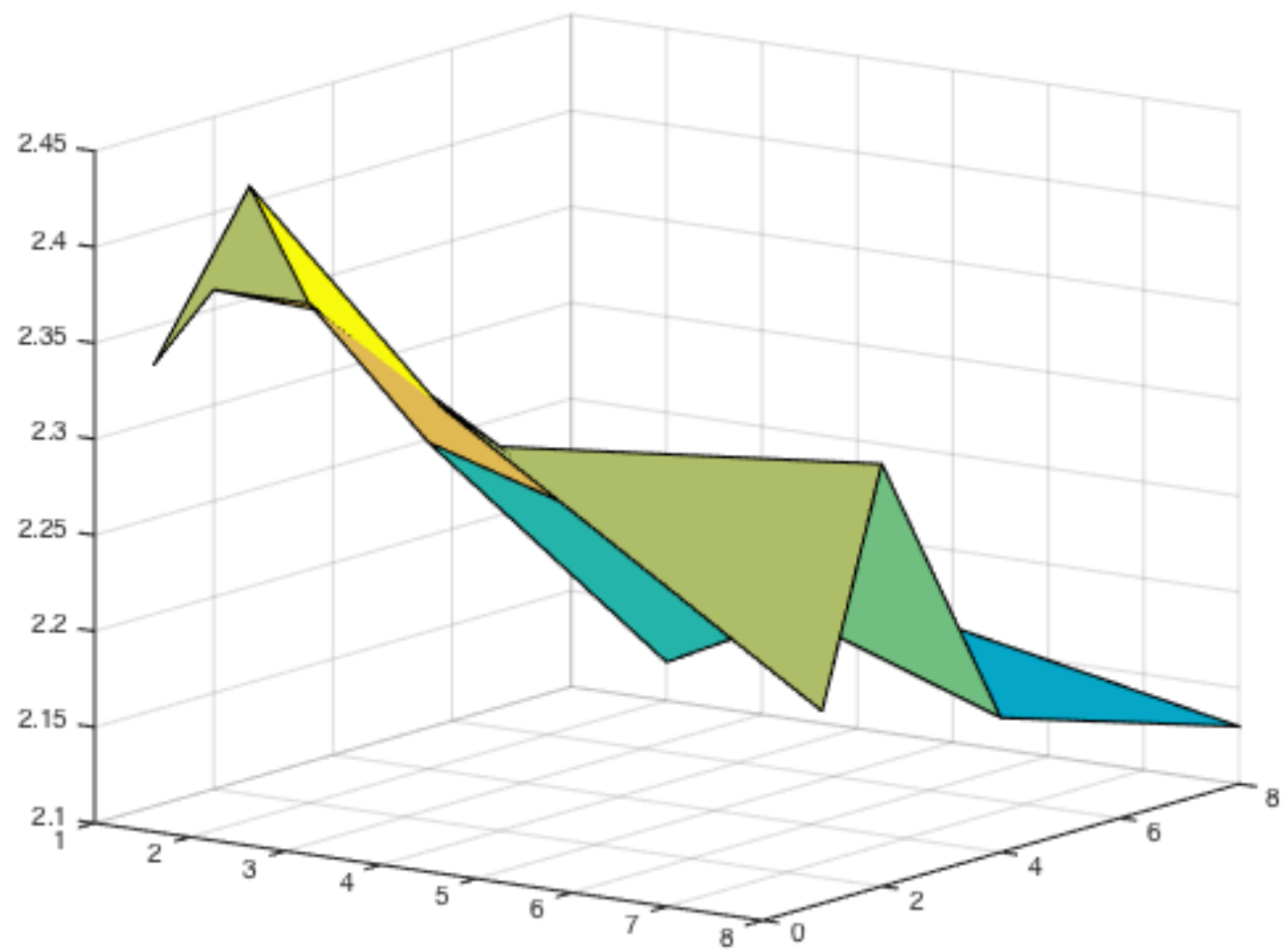


Compare different parameters N and K

Original image	Fitness(N,K) plots	Best value
<div></div> <div>96*96px</div>		<div>N=1</div> <div>K=2</div>



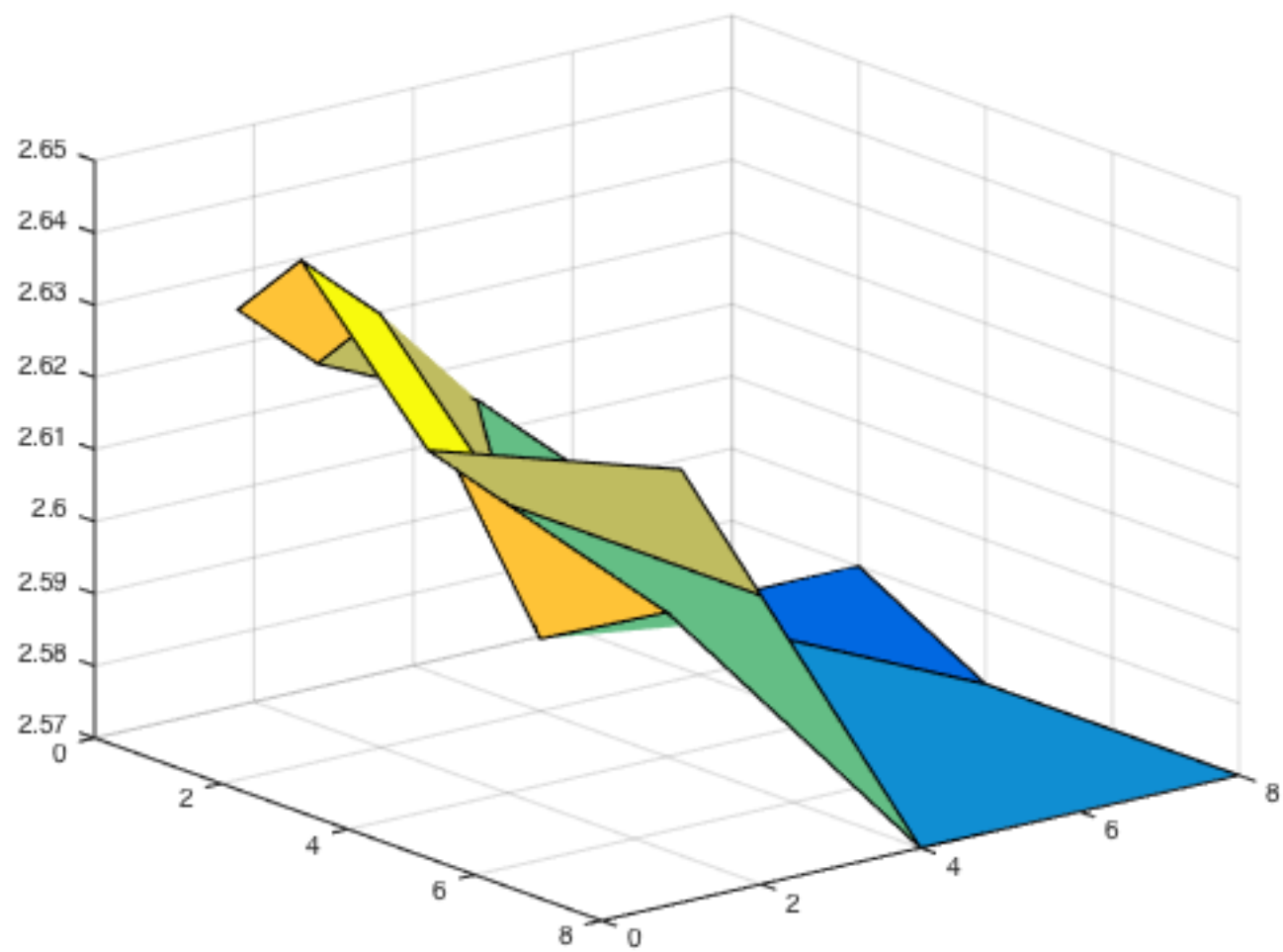
128*128px



N=1
K=2



145*170px

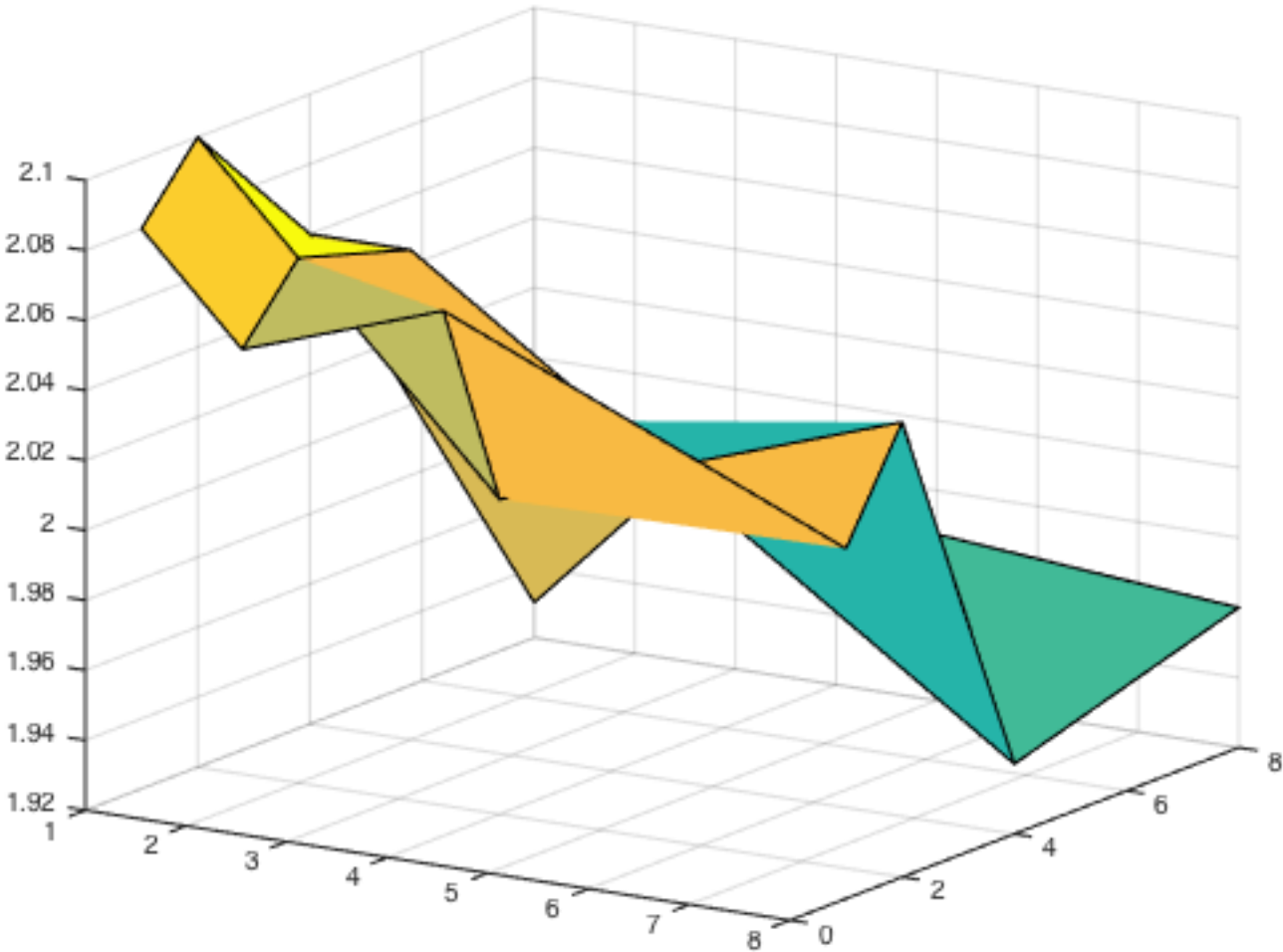


N=1
K=2

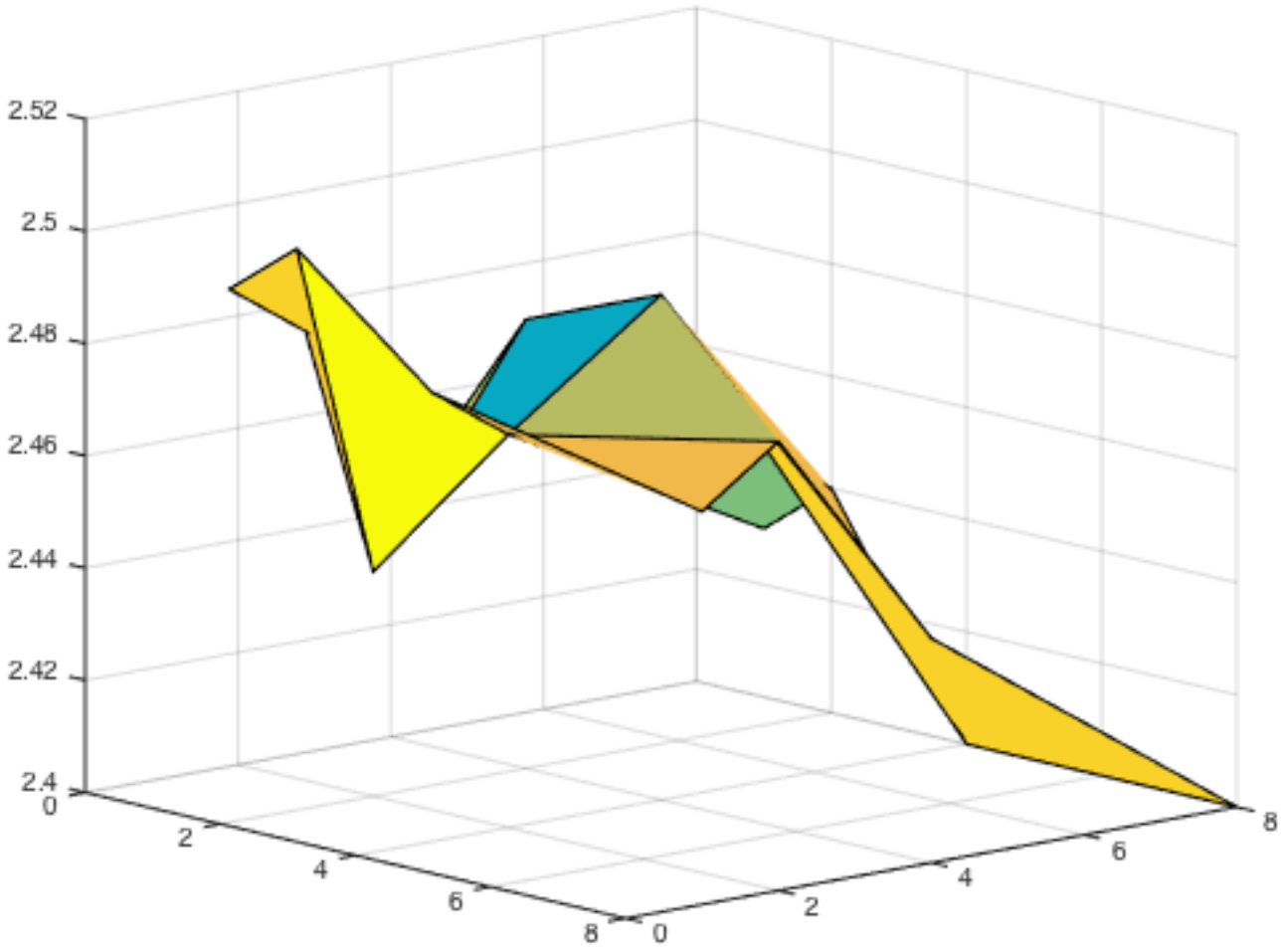
N=2
K=1



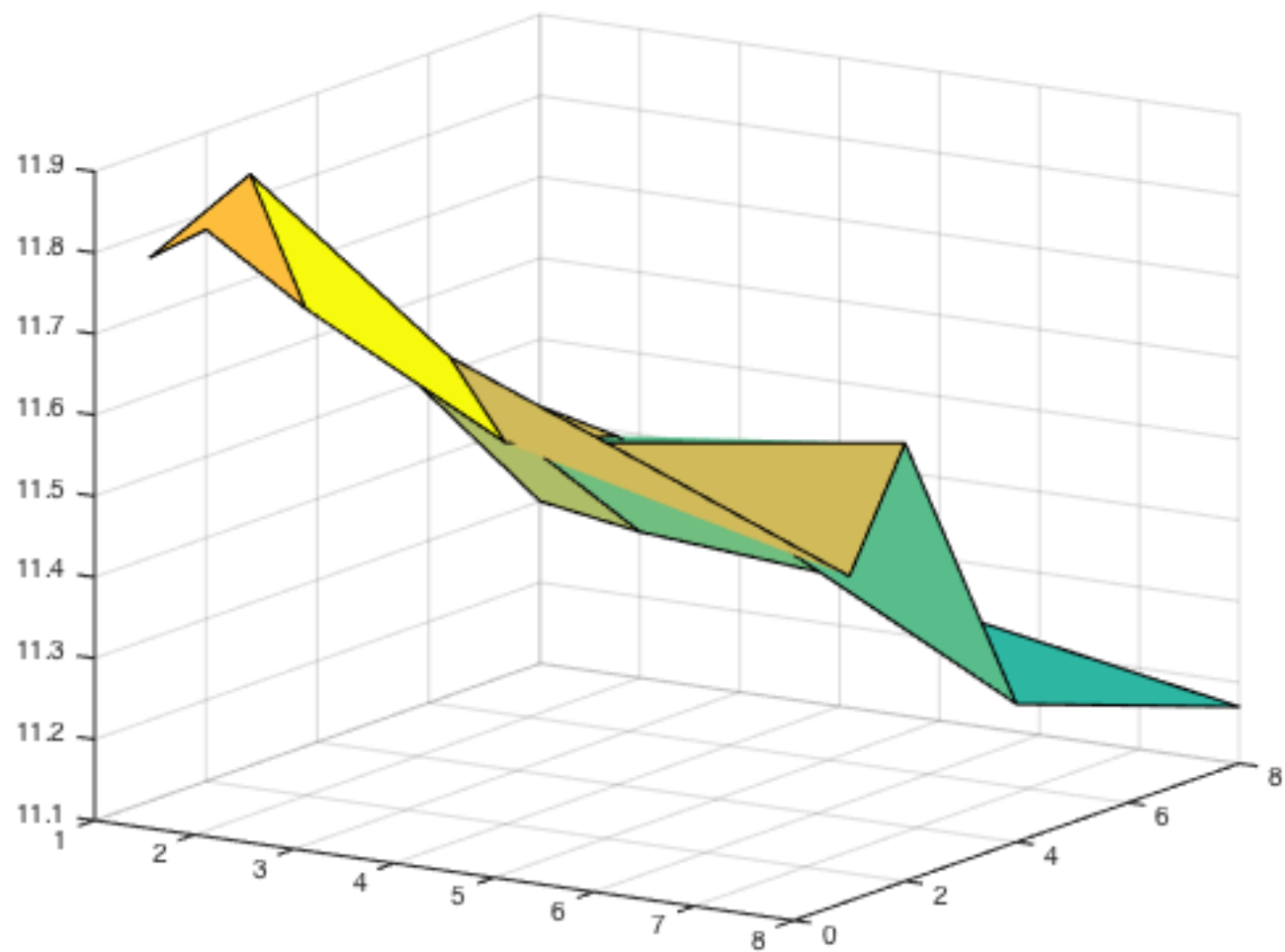
200*200px



169*220px



N=1
K=2



K=2 N=1 gave best result for 250K generation

Mutation question

Answer:Used all kinds of mutations mentioned in spec. Mutation probabilities:

1/4: Color mutation

1/12: Vertex addition mutation

1/12: Vertex deletion mutation

1/12: Vertex modification

1/6: Alpha mutation

1/6: Random polygon mutation

1/6: Swap two polygon

Mutation Description:

Color mutation: normal distribution centered at original color with deviation $0.1 * 255$ Alpha mutation: normal distribution centered at original alpha with deviation 0.1

Add Random Vertex: normal distribution centered at mid-point of a random edge with deviation $0.01 * \text{image width (image height)}$.

Move a vertex: normal distribution centered at original vertex with deviation $0.1 * \text{image width (height)}$.

Random polygon: randomly select a point as center, select three vertexes using normal distribution with deviation $0.25 * \text{image width (height)}$.

Parent selection question

Answer:Select parent with probability proportional to parent score (fitness).