CI CW Plan

**Approach**

* Background info 1 paper discussing the necessary steps a GA must take in order to be successful.
* Mutation operators added – Creep, SwapBit, Scramble (ref creepMutation and other mutations&crossovers)
* Crossover operators added (one point, uniform, whole arithmetic, ref other mutations&crossovers)
* Selection (roulette and tournament)
* Sawtooth diversity(doesn’t work as intended but still attempted)
* EA used (creepMutate, wholeArithmetic, tournament, parameters tuned also which will be discussed in experiments)
* Neural network parameters (return x activation relu, number of hidden layers)

**Experiments and analysis**

* Extensive parameter tuning (tabled and graphed results)
* Best number of rockets landed during testing
* Setup which had the best fitness on test graphed
* T-testing
* Trends/observations made from graphs/t-testing
* Comment on any discrepancies in the data.

**Conclusions**

* Table that includes mean fitness, parameters used to obtain this. Neural network activation function.
* Comment on strengths/weaknesses to the approach and summarise observations from experiments.

**Future Work**

* Get a diversity mechanism functioning
* Implement distribution e.g. island model
* Experiment with more activation functions
* Implement simulated annealing