Partner: None

A math equations and numbers

Description automatically generated with medium confidence

to find :

Differentiate yi(t)

Chain rule that puppy

Differentiate yi(t)-yi

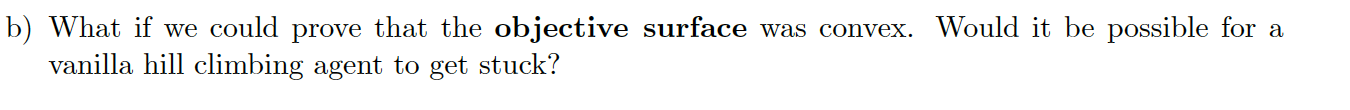
Vectorize

And I really hope that’s all

A screenshot of a math test

Description automatically generated

It is possible that, with convex obstacles, a default hill climber agent would get stuck on a local maxima at some point on a shape, should it be “climbing” on the shape for long enough, and not decide to continue searching.



If the objective surface of a world is convex, then the obstacles would still appear as higher hills to climb. Because a vanilla hill climber will only look to climb and will not choose to descend for a possible higher maxima, the agent would still easily get stuck at some local maxima of an obstacle.