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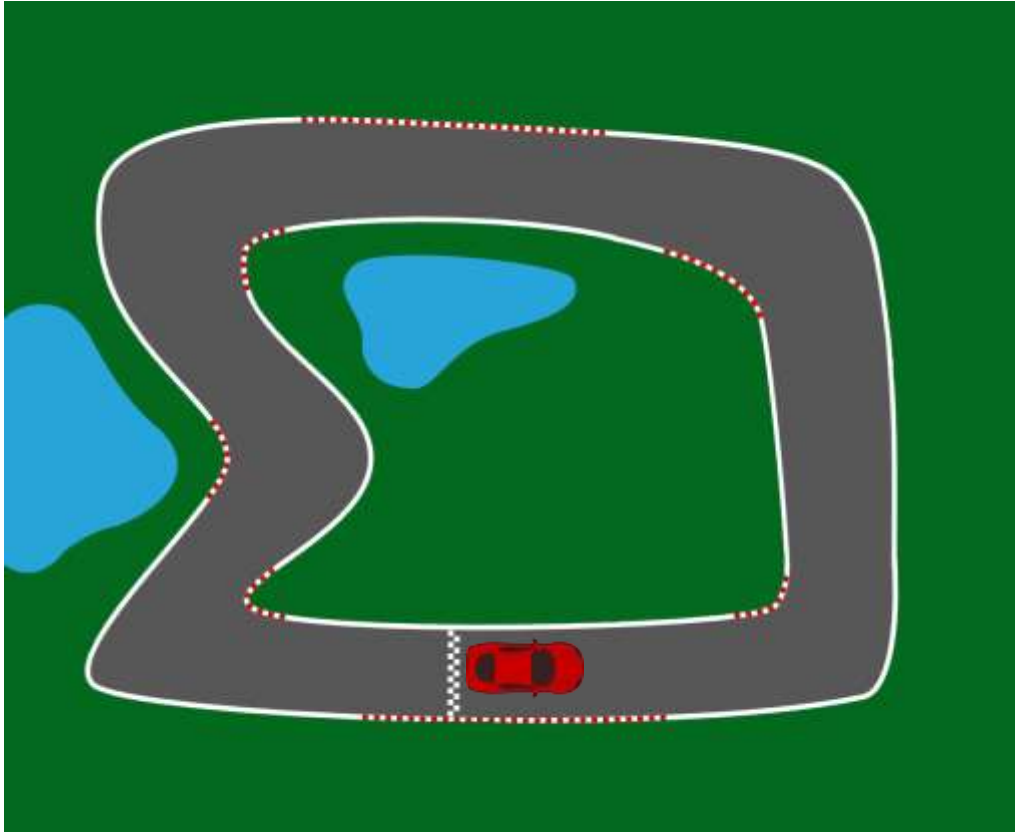
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PATH FINDING CAR



THE PROBLEM

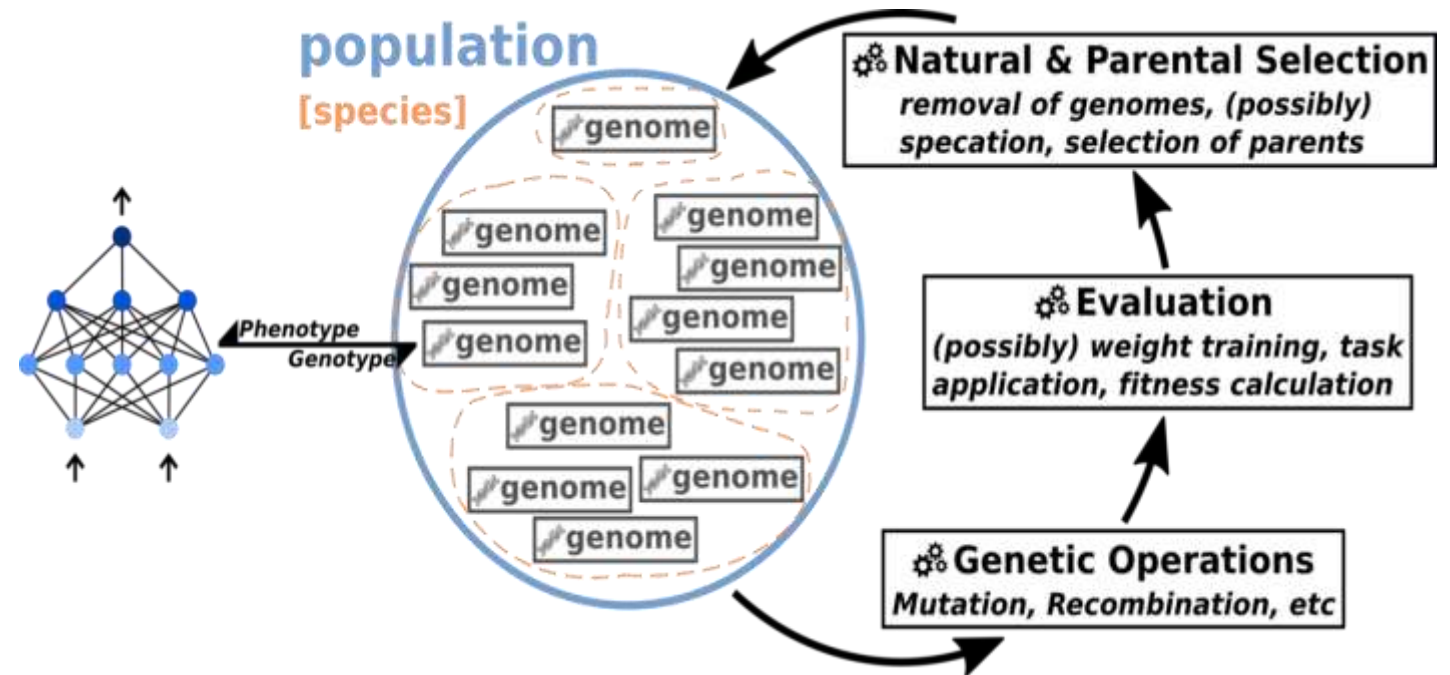


“ Given a track to move around, how will we go about training a car to move around the whole track without colliding with the walls? “

EVOLUTIONARY ALGORITHMS

Three main components to EA

- Selection : parents are picked based on fitness score
- Crossover : two parents are then recombined to get child networks
- Mutation : randomly tweaking the child network to get new results



NEUROEVOLUTION FOR AUGMENTED TOPOLOGIES (NEAT)

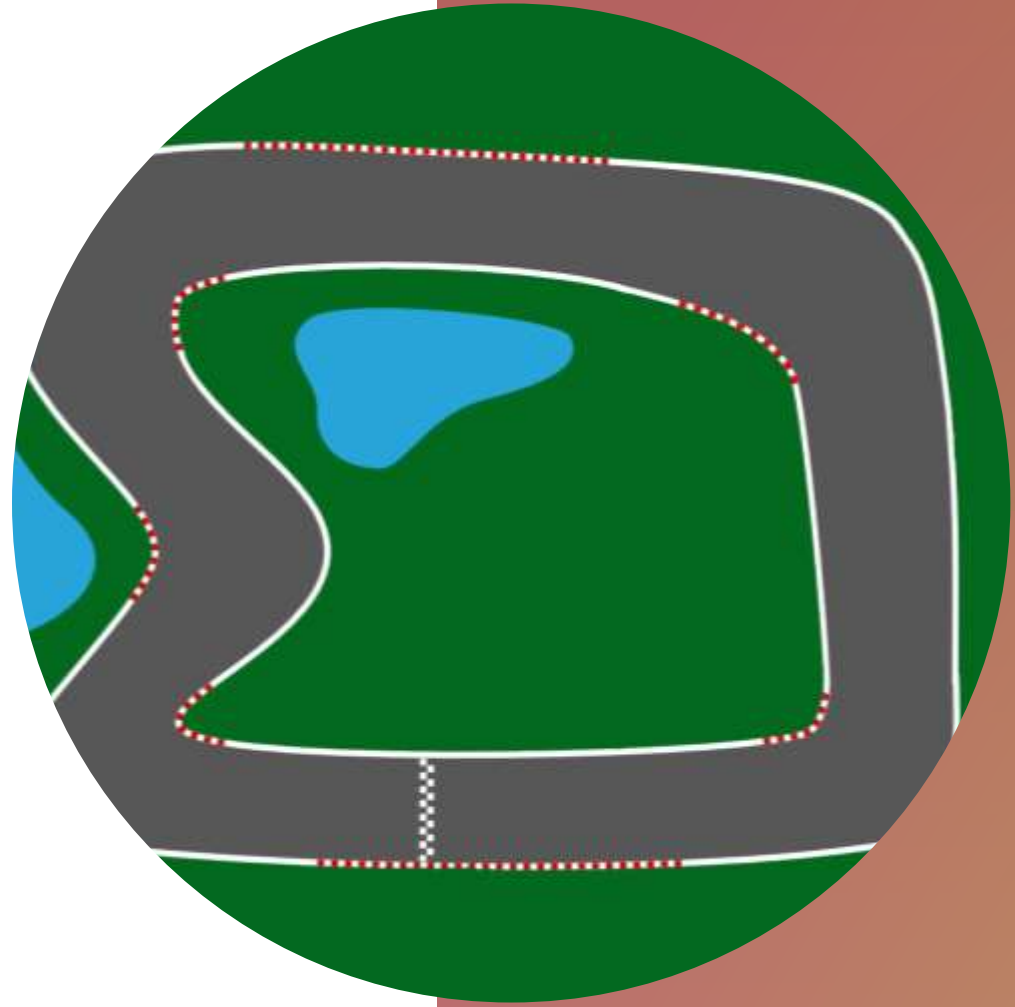
What is neat?

Problem that is addresses

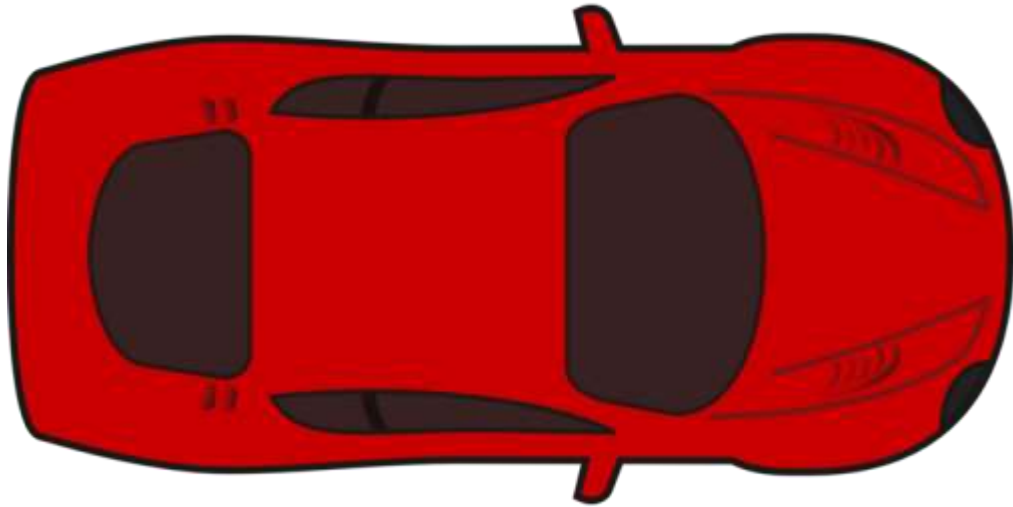
PROCESS

Approaching the problem

- Make a car that moves around track
- Collisions detected
- Elimination on collision
- NEAT algo added
- Test on track



PROCESS



APPLICATION

The image shows the front interior of a Tesla vehicle. The steering wheel is on the left, featuring the Tesla logo. A large, vertical central touchscreen displays a video of a car driving through mud. The dashboard and center console are visible, with a minimalist design. The car is parked in a lot with other vehicles and buildings in the background. The word "CONCLUSION" is overlaid in large white letters across the center of the image.

CONCLUSION

REFERENCES

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