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MLDS Reinforcement Learning/Advanced Algorithms  
HW4 Report  
12/7/2023

## Part 1 - Genetic Algorithm

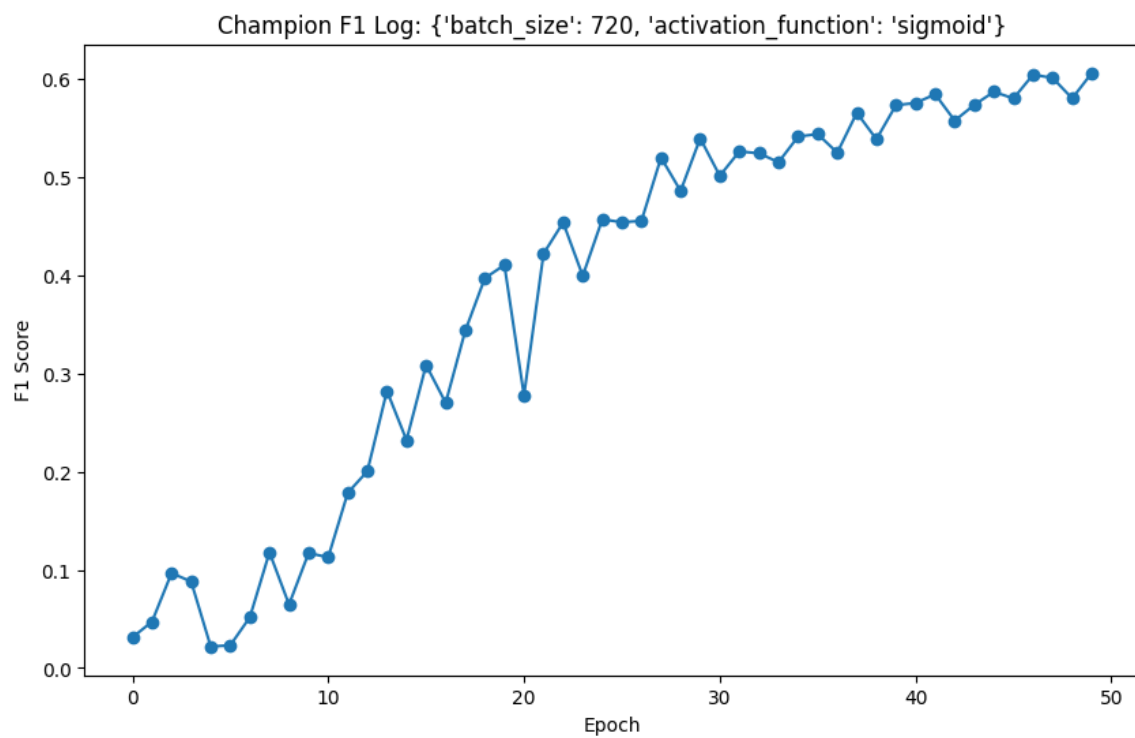
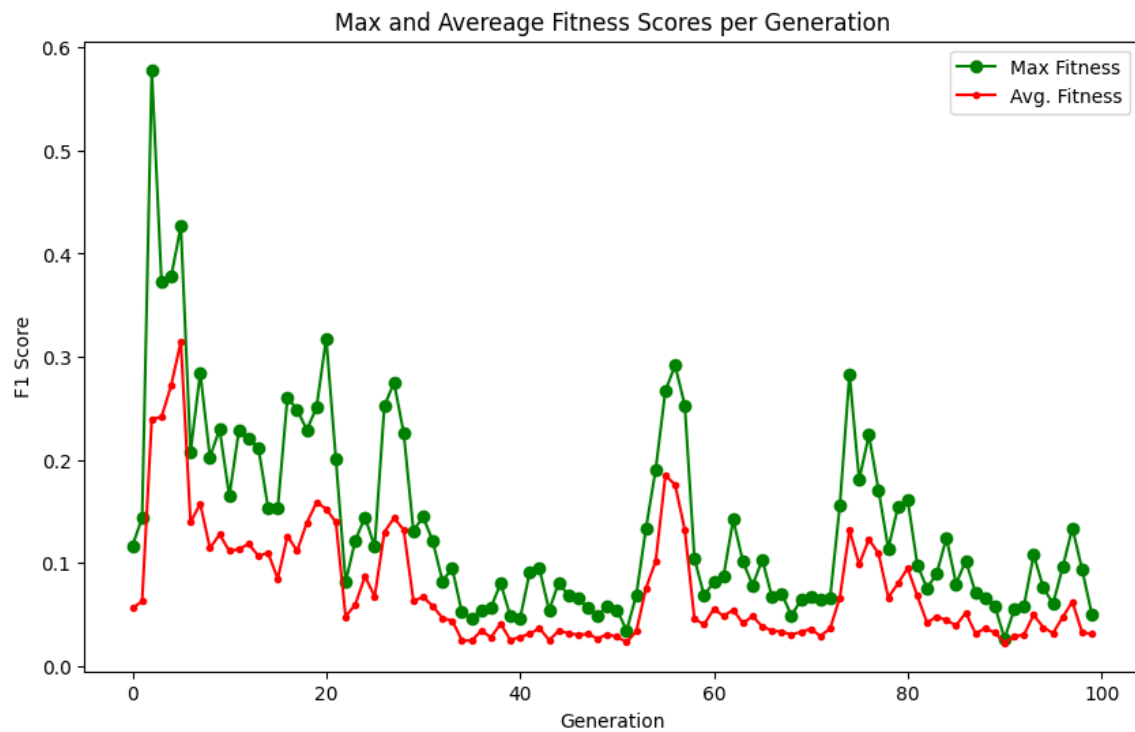
**Population: 10**

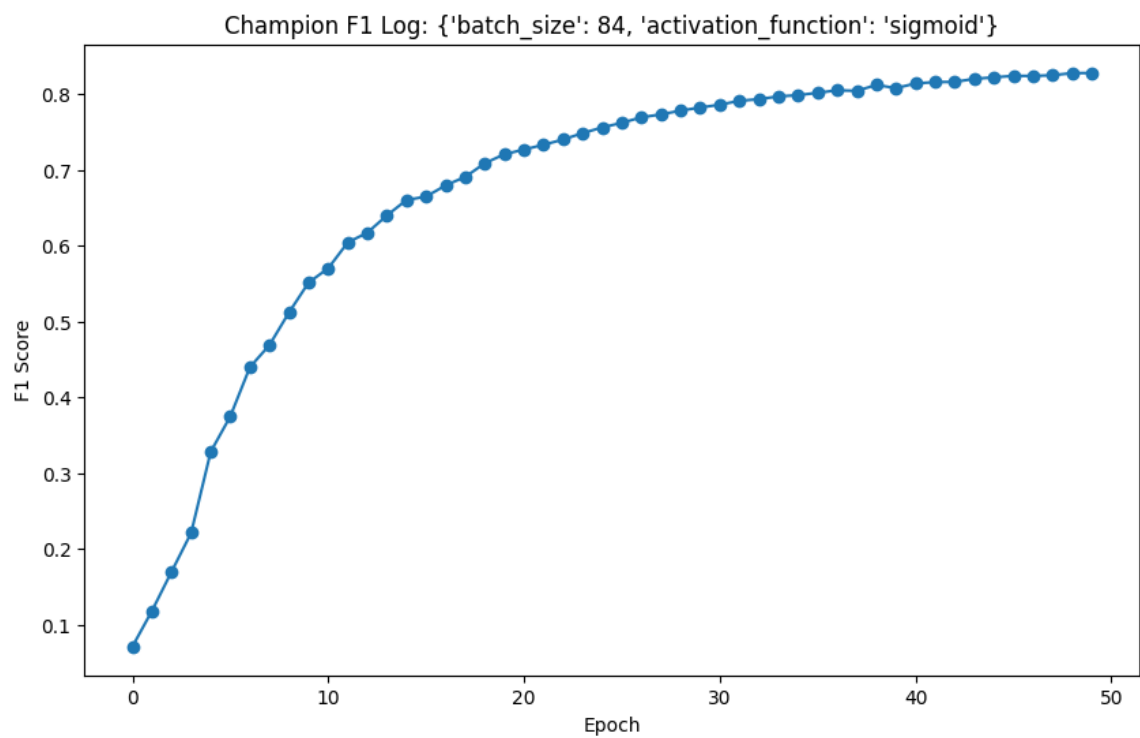
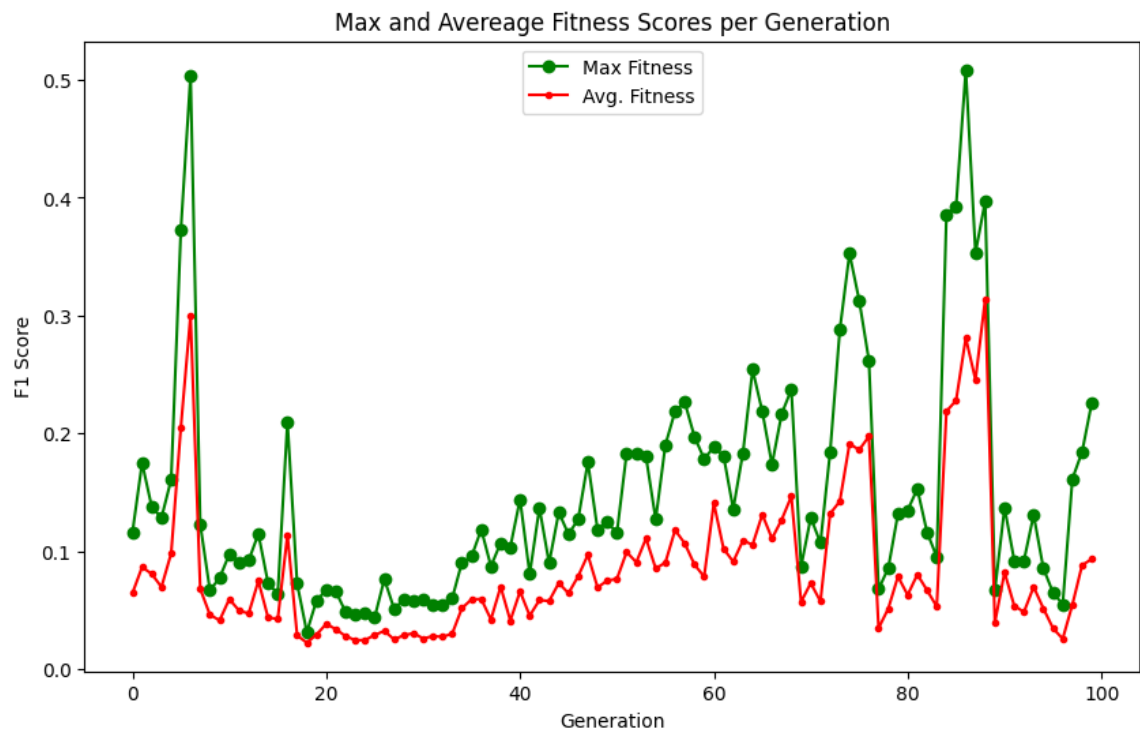
**Number of parents per generation: 4**

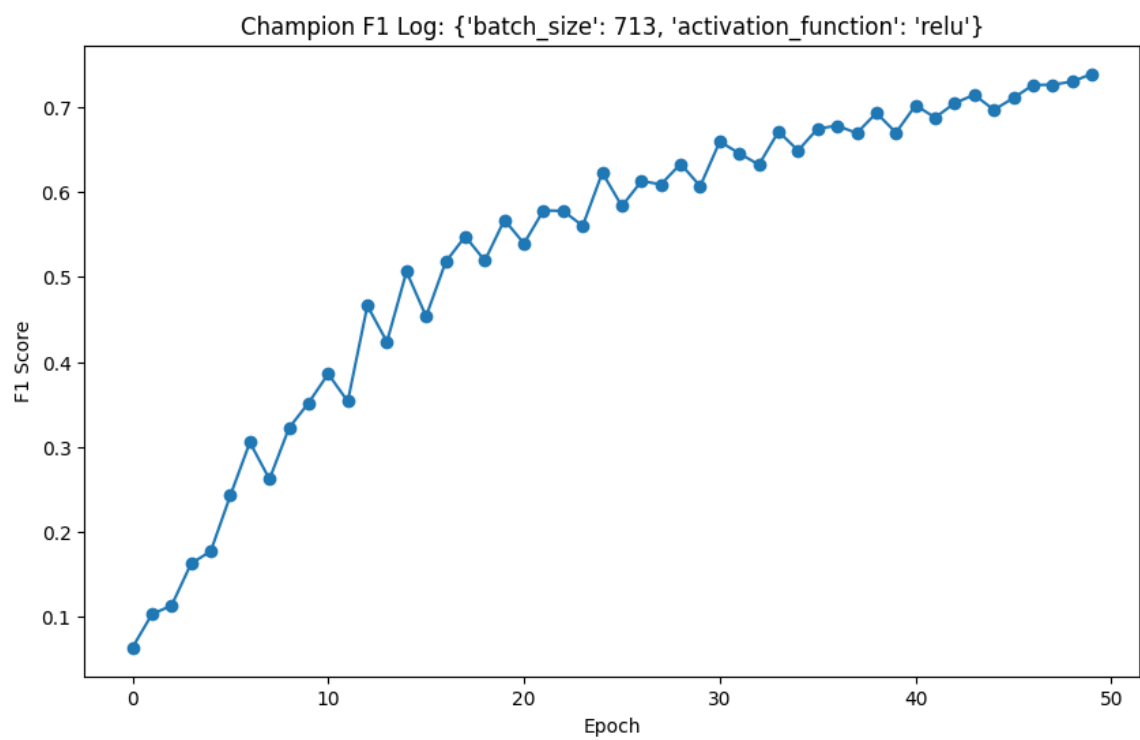
**Number of generations: 100**

Fitness was evaluated with F1 scores taken after one epoch of training. The genome consists of variations of activation function (RELU, sigmoid, tanh) and batch size (integers ranging from 16 to 1024 images). Test F1 Score evaluated after 50 epochs of training from a newly created model under the same genome.

Run	Activation	Batch Size	Test F1
1	Sigmoid()	720	0.61
2	Sigmoid()	84	0.82
3	RELU()	713	0.72



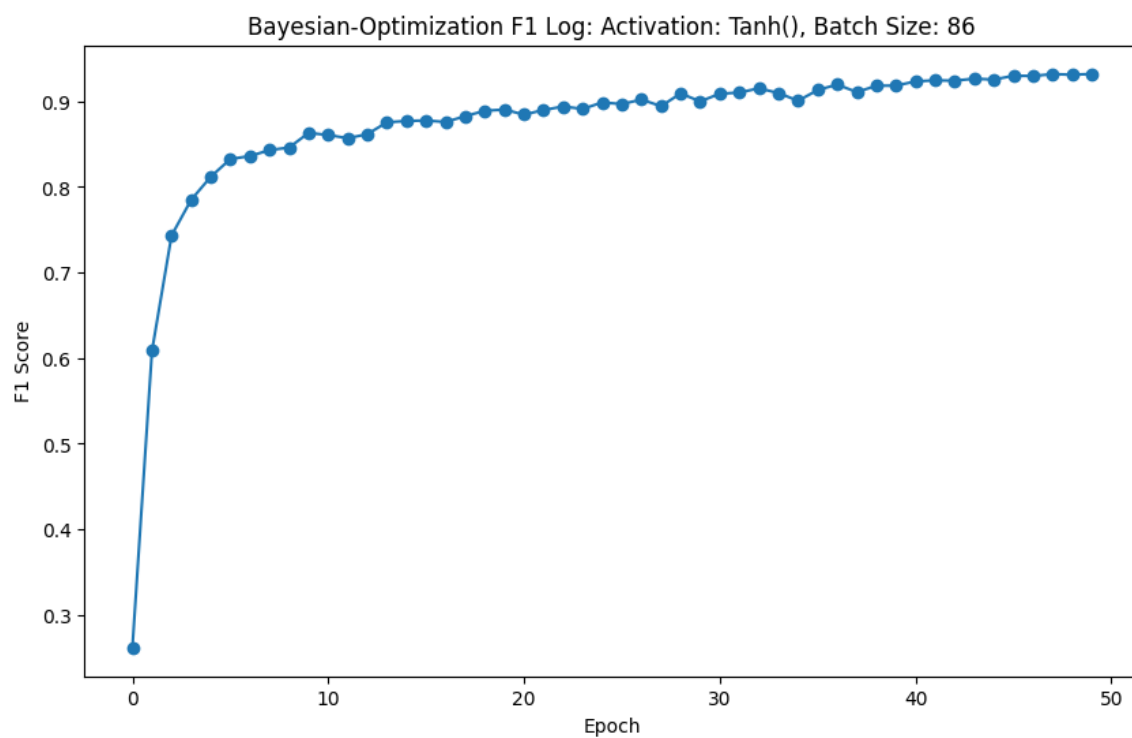
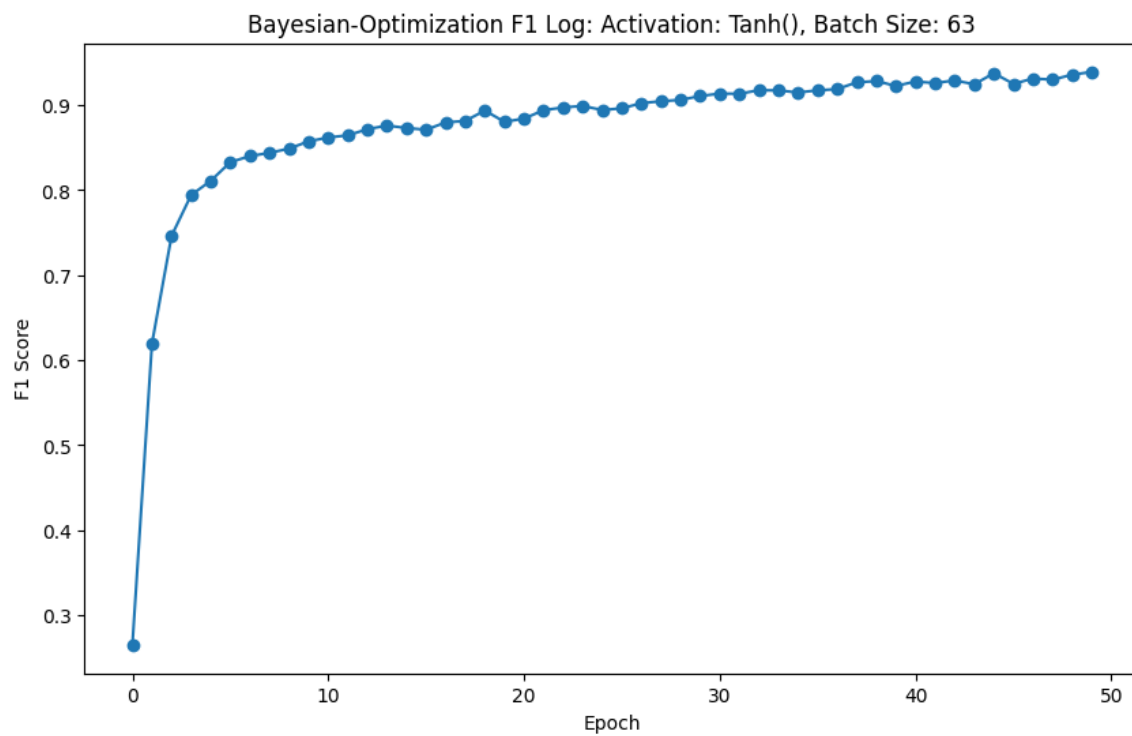


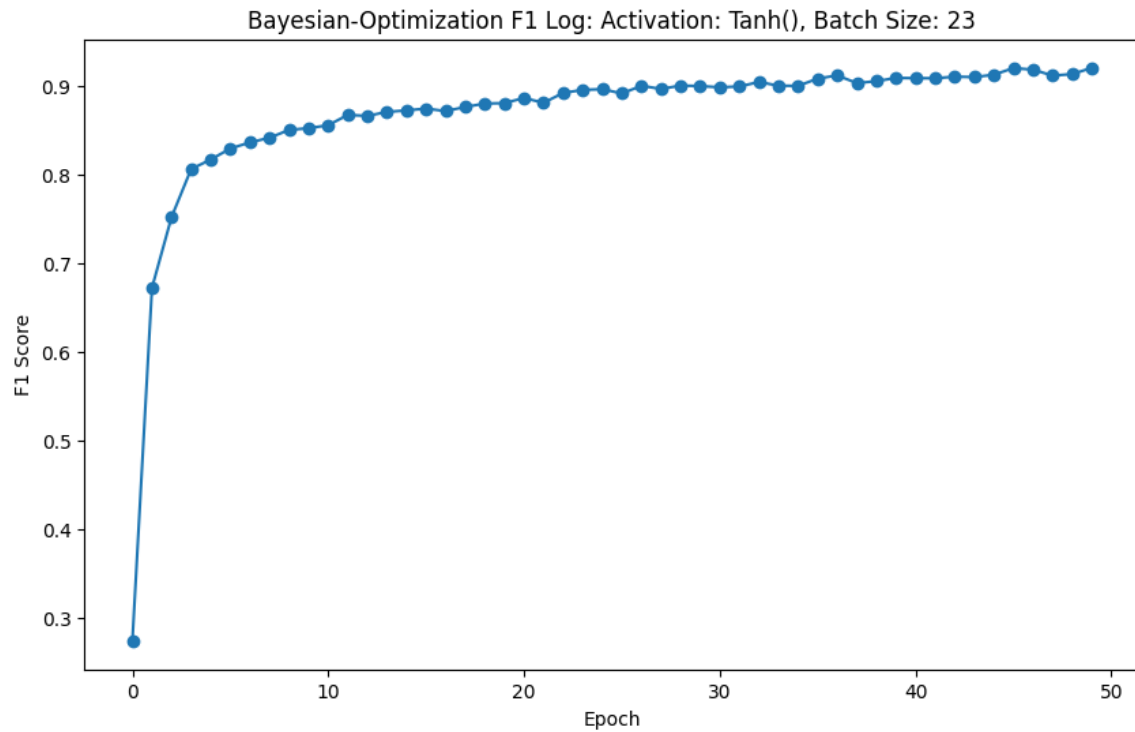


## Part 2 - Bayesian Optimization

Iterations: 100

Run	Activation	Batch Size	Test F1
1	Tanh()	63	0.91
2	Tanh()	86	0.93
3	Tanh()	23	0.92





## Comparison

Bayesian optimization chose a more consistent set of hyperparameters and was more efficient at reaching a solution than the genetic algorithm implementation. The small number of training iterations used to evaluate models in the population simulation was insufficient for the task of consistently choosing the optimal hyperparameters, and increasing the number of iterations would be impractical. Different parenting methods could also be explored to ensure that parents create children that are generally at their level of fitness, but that task would be domain specific.