

---

# Algorithm primitives

---

such as course name vaknaam MASTER THESIS

L.D. Stoker, 0819041

February 21, 2018

**Abstract**

To improve existing automated picking of a machine learning algorithm

## Contents

<b>1</b>	<b>Introduction</b>	<b>3</b>
1.1	Problem definition . . . . .	3
1.2	Outline . . . . .	3
<b>2</b>	<b>Background and definitions</b>	<b>4</b>
<b>3</b>	<b>Experiments</b>	<b>5</b>
3.1	Motivation . . . . .	5
3.2	Description . . . . .	6
3.2.1	Main method . . . . .	6
3.2.2	Strategy 1 . . . . .	6
3.2.3	Strategy 2 . . . . .	6
3.2.4	Strategy 3 . . . . .	6
3.2.5	Strategy 4 . . . . .	6
3.2.6	Strategy 5 . . . . .	6
3.2.7	Strategy 6 . . . . .	6
3.3	Realist model . . . . .	6
<b>4</b>	<b>Results</b>	<b>7</b>
4.0.1	Main method . . . . .	7
4.0.2	Strategy 1 . . . . .	7
4.0.3	Strategy 2 . . . . .	8
4.0.4	Strategy 3 . . . . .	8
4.0.5	Strategy 4 . . . . .	8
4.0.6	Strategy 5 . . . . .	8
4.0.7	Strategy 6 . . . . .	9
<b>5</b>	<b>Discussion</b>	<b>10</b>

## **1 Introduction**

### **1.1 Problem definition**

### **1.2 Outline**

## 2 Background and definitions

## **3 Experiments**

### **3.1 Motivation**

## **3.2 Description**

### **3.2.1 Main method**

### **3.2.2 Strategy 1**

### **3.2.3 Strategy 2**

### **3.2.4 Strategy 3**

### **3.2.5 Strategy 4**

### **3.2.6 Strategy 5**

### **3.2.7 Strategy 6**

## **3.3 Realist model**

## 4 Results

### 4.0.1 Main method

### 4.0.2 Strategy 1



**4.0.3 Strategy 2**

**4.0.4 Strategy 3**

**4.0.5 Strategy 4**

**4.0.6 Strategy 5**

**4.0.7 Strategy 6**

## 5 Discussion