‘NEAT’ – Introduction, Finn Eggers,

**Crossover**

**Mutation**there are 5 types of mutation, including…

* Mutate\_link 12:05
* Mutate\_node 12:20
* Mutate\_enable\_disable – 13:50
* Mutate\_weight\_shift – 14:15
* Mutate\_weight\_random – 14:40

**Selection – 15:00**

Each genome has a fitness

Loop through genomes, and speciate:

* If no species, create new species with first genome
* Compare each new genome, by comparing it to the first element in each species. (maybe instead try random element in each species)
* If topology/weights are similar then include in species. If not then create new species.

Sort each species by the fitness of each genome.

Kill (50%) of each species. Ensuring the survival of a species, whilst killing the worst of each species.

* This can be improved by basing the survival of each genome on the relation of it’s individual fitness to it’s specie average. Why? Coz others do it idk