

Sistemas de Inteligencia Artificial

TPE 3: Algoritmos Genéticos

Grupo 1

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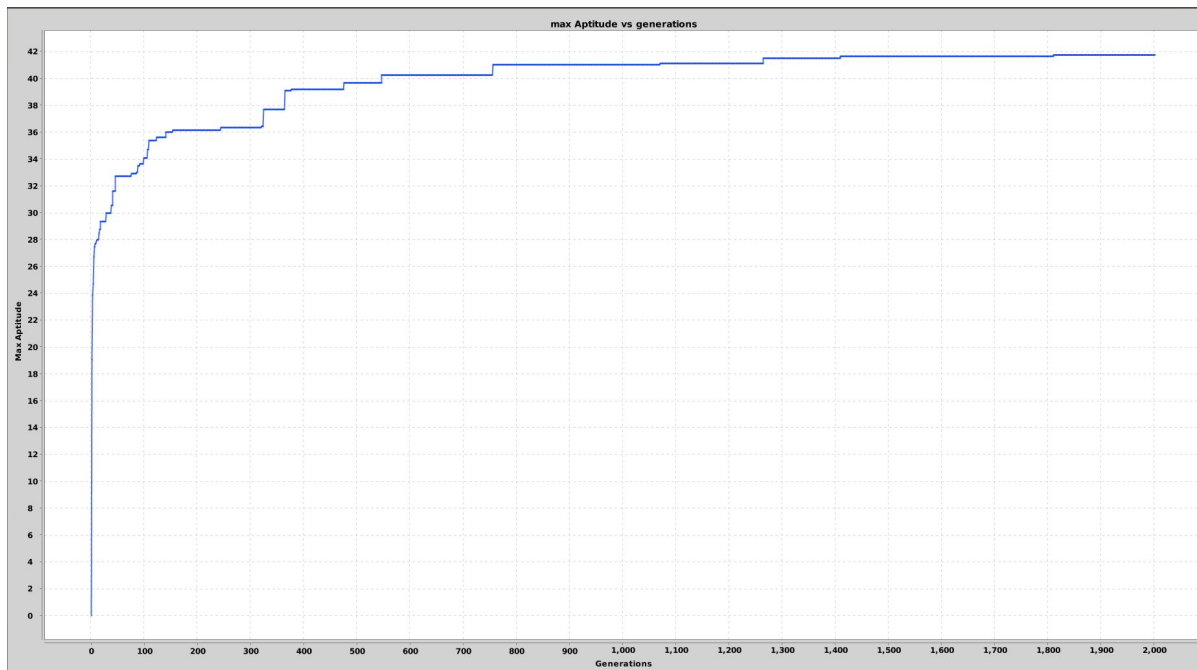


Objetivo:
encontrar la mejor
combinación de
objetos equipables
para optimizar el
desempeño del
Asesino



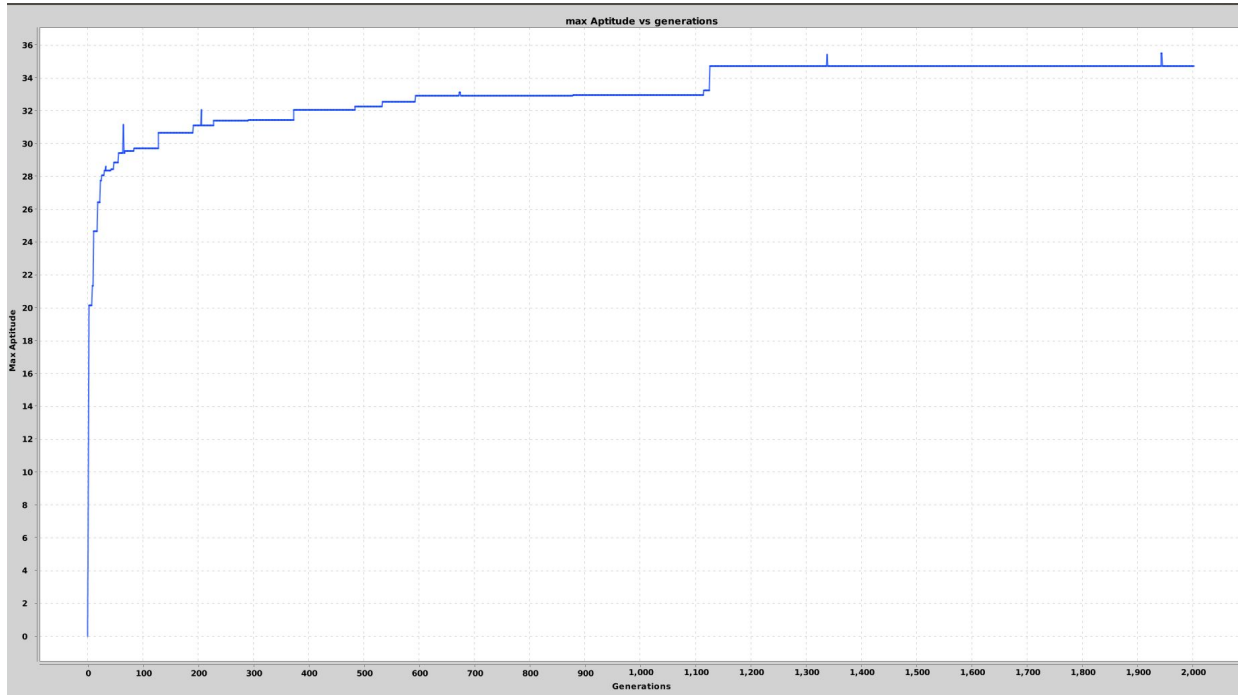
Resultados





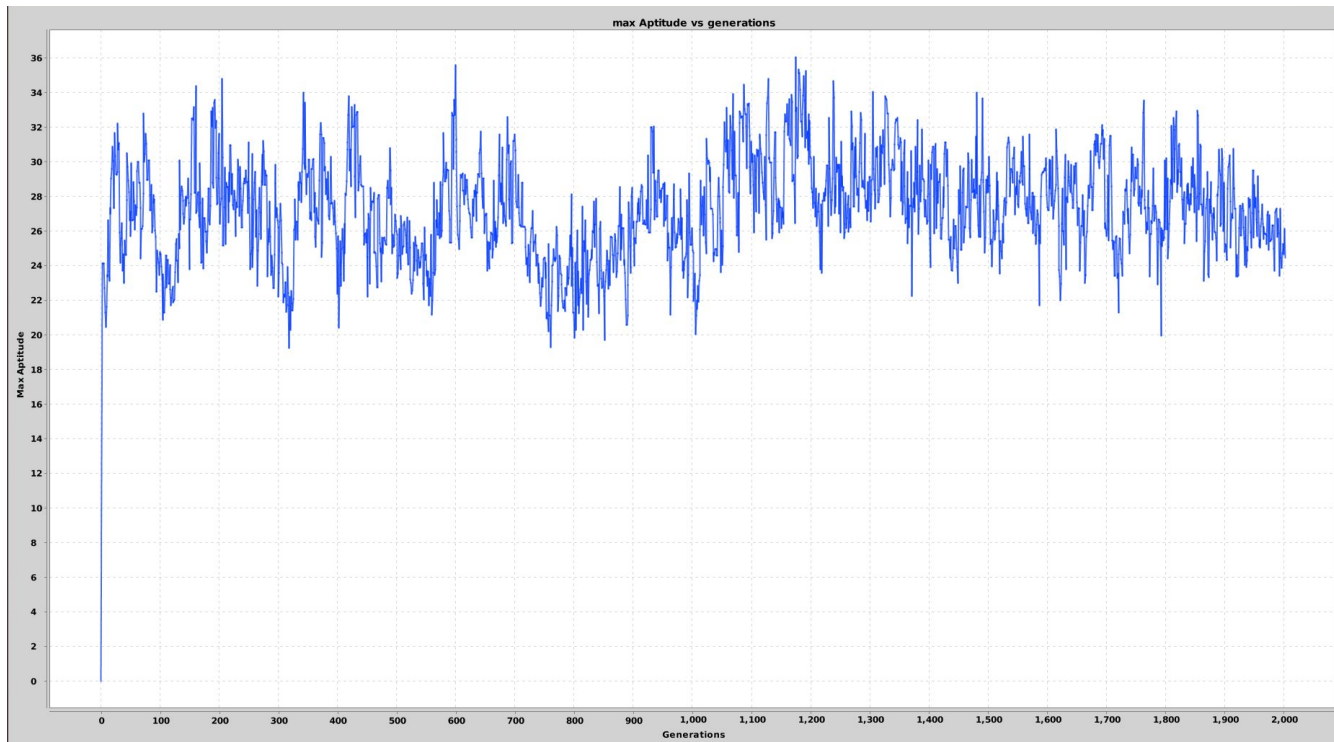
POP. = 400
ELITE
UNIFORM
3RD REPLACEMENT
NO MUTATION

BEST = 41.741
LAST = 41.741



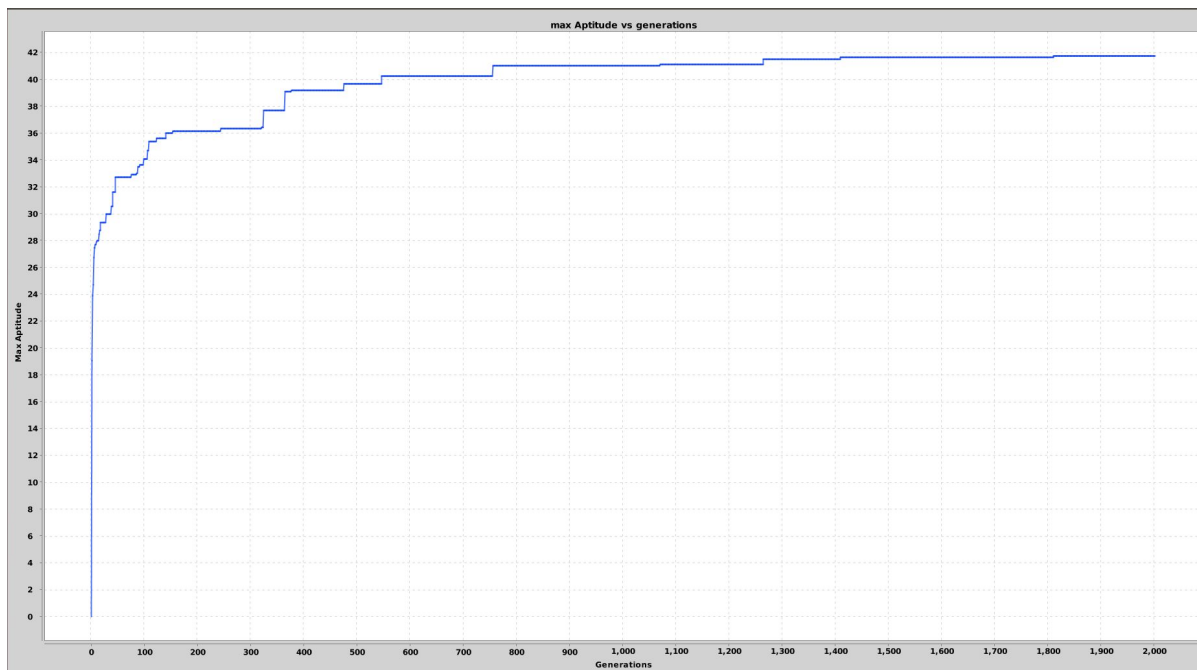
POP. = 400
RANKING
UNIFORM
3RD REPLACEMENT
MUTATION:
SINGLE GEN
0.1
RATE 0.01

BEST = 35.493
LAST = 34.648



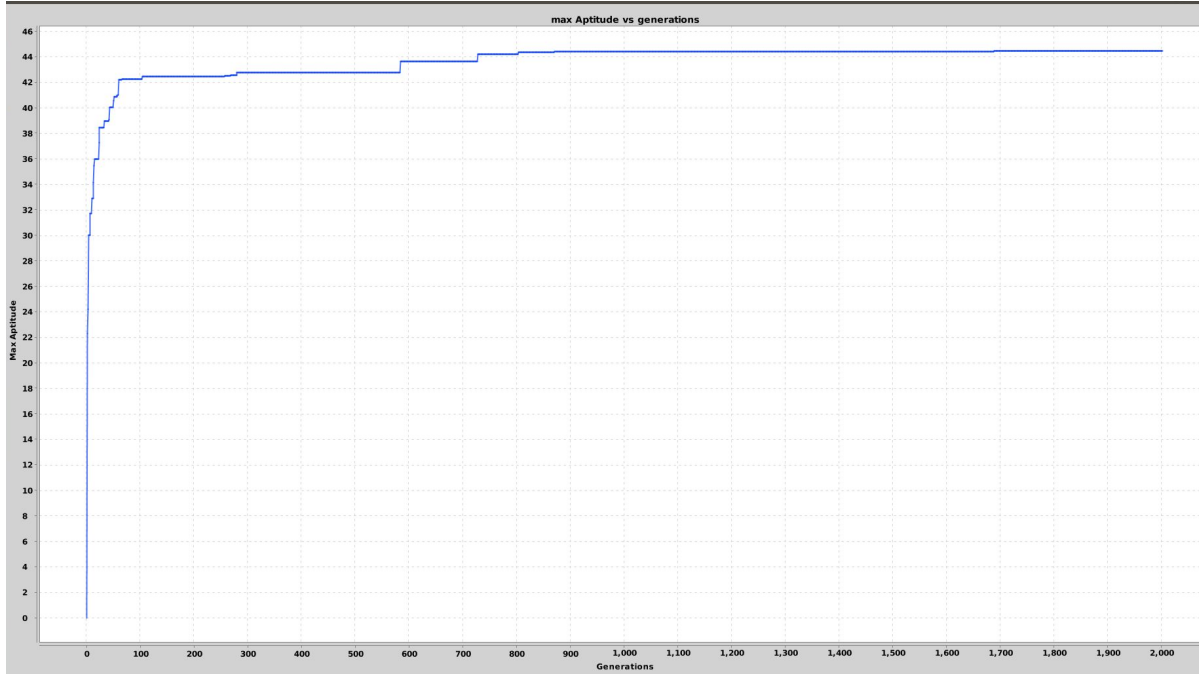
POP. = 400
ROULETTE
ANNULAR
FULL REPLACEMENT
MUTATION:
SINGLE GEN
0.1
RATE 0.01

BEST = 36.035
LAST = 24.433



POP. = 400
ELITE
UNIFORM
2ND REPLACEMENT
MUTATION:
MULTI-GENE
0.3
RATE: 0.01

BEST = 43.931
LAST = 43.931



POP. = 400
ELITE AND D TOURNAMENT
($m = 6$)
P TOURNAMENT AND
BOLTZMANN
UNIFORM
3RD REPLACEMENT
MUTATION:
MULTI-GENE
0.3
RATE: 0.01

BEST = 44.461
LAST = 44.461

Mejor resultado en 2000 generaciones: 44.461

