- sim enneal

- exploit or explore

eval. algo - indios, ant, untation, pass on generat.

- combinidios

- enosover

large pop., dropindios.

- smaller e smaller prop. of best indios.

BAE - clone less, top performers ...

Nick C.

- what is NH

how many patches - hyper params ...

\_ " y a CNN - matrices .... convo - mapabilities features in a opoco mappings, poolings, flattened NN-cates

> îmage example no of patches- as hyperparam. - Wong Many less features as we go up

- & case of reinforcement . Is useful games - dota, starcraft

+ loss fin

win/lose Too sparse
g//policy - push track portion of

probabilistically best action start to fin / fail - an episode, wind back over each action sparse rewards - not easiest

sint. appear

- exploit vs explore

evol. algs - indivs, ant mutation, pass on generat. - combin. indils

~ crossover

large pop, dtop indivs

Boltzwarn

- smaller & smaller propert bestindivs.

BAE - clone less, top performers ...

perception

- what is NN - stacked ...

u a CNN - matrices ... convo - map abilities features in a opoco mappings, poolings,
 hyper params flattened NN-catg

image example no of patches- as hyper param. - Wong Many less features as we go up

- a case of reinforcement I. is useful games dota, starcraft
  - + loss fn win/lose Too sparse q/ policy push track portion of probabilistically best action start to fin / fail an episode , wind back over each action sparse rewards not easiest
- sim. appeal
   exploit vs explore
   evol. algs indivs , amt. mutation, pass on gen mat.
   combin. indivs
   crossover

large pop, drop indivs Boltzwarn - smaller &smaller prop of best indivs.

BAE - clone less, top performers ...