AI based Software Engineering Assignment #1

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Basically I used tournament selection, for sequences crossover

- Trial #1

Population size = 30

Generation size = 100

Result = 86421898.99291812

-Trial #2

Population size = 100

Generation size = 10

Result = 86315003.07999954. // 85949858.64000027

-Trial #3

Parent = 2

Pop\_Size = 10

Generation size = 200

Result = 86644643.55999997

-Trial #4

Elitism elite: 8 , pop\_size = 100, parent : 10, generation\_size = 100

Result = 85621318.12233964

Gradual replacement

Parent 100 -> worst 20 // child 100개중에 20개 best

Result =

Generation 수 바꾸기, Pop\_size 바꾸기

Elitism, gradual replacement

mutation 방법 바꾸기, Ant colony