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Dilema Sierra Madre: Optimasi Pengorbanan Inventaris untuk Maksimasi Profit Emas Menggunakan Algoritma Randomized Sampling, Branch and Bound, dan Greedy (Studi Kasus: Fallout New Vegas - Dead Money)

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Abstract

Misi akhir "Heist of the Centuries" dalam DLC Dead Money untuk game Fallout: New Vegas menghadapkan pemain pada dilema optimasi yang krusial: bagaimana memaksimalkan perolehan emas batangan bernilai tinggi dari Sierra Madre Vault dengan kapasitas bawa yang sangat terbatas, yang seringkali menuntut pengorbanan item-item berharga dari inventaris pemain. Permasalahan ini dapat dimodelkan sebagai varian kompleks dari Knapsack Problem, di mana tujuannya adalah memaksimalkan profit bersih (nilai total emas yang diambil dikurangi nilai total item yang dikorbankan). Makalah ini bertujuan untuk menganalisis dan membandingkan efektivitas tiga pendekatan algoritma Greedy, Branch and Bound, dan Randomized Sampling dalam menentukan kombinasi item optimal yang harus dikorbankan untuk mencapai profit bersih tertinggi. Algoritma Greedy menawarkan solusi cepat dengan membuat keputusan lokal optimal berdasarkan heuristik tertentu (misalnya, mengorbankan item dengan rasio nilai/berat terendah). Branch and Bound akan secara sistematis mengeksplorasi ruang solusi untuk menjamin perolehan profit bersih optimal global, meskipun dengan potensi kompleksitas waktu yang lebih tinggi. Sementara itu, Randomized Sampling akan menghasilkan dan mengevaluasi sejumlah besar skenario pengorbanan acak untuk menemukan solusi yang mendekati optimal. Analisis komparatif akan difokuskan pada kualitas profit bersih yang dicapai dan efisiensi komputasional masing-masing algoritma, memberikan wawasan mendalam terhadap strategi "letting go" yang paling menguntungkan dalam skenario pengambilan harta karun yang ikonik ini. Keywords: Fallout: New Vegas Dead Money, Knapsack Problem varian, Algoritma Greedy, Branch and Bound, Randomized Sampling

1 Introduction

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The definition of abbreviations and acronyms should be done at the beginning of the manuscript, either in the chapters or in the abstract. Subsequently, abbreviations and acronyms do not need to be redefined. Common abbreviations like IEEE do not need to be defined. It is preferable not to use abbreviations in the manuscript titles.

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When writing equations in the manuscript, it is recommended to use the Microsoft Equation Editor available in Microsoft Word (Insert | Object | Create New | Microsoft Equation) or the Math Type add-on (http://www.mathtype.com). The written equations can include exponent functions, slashes, or other punctuation marks that may be relevant to use.

Ensure that each symbol included in the equation is defined sequentially, either before or after it. Here is an example of writing an equation using the Equation Editor:

$$\int_0^r F(r,\phi) dr d\phi = [\sigma r_2/(2\mu_0)]. \int \exp \exp\left(-\lambda |z_j - z_i|\right) \lambda^{-1} J_1(\lambda r_2) J_0(\lambda r_1) d\lambda \tag{1}$$

In some paper writings, graphs and tables are often included as complementary explanations related to the material presented. Graphs included in the manuscript should be bordered to define the area. Graphs included in the manuscript should be saved in Tagged Image File Format (.TIFF). The description related to the graph should be included at the bottom of the graph/image with a line spacing of 1 and a font size matching the manuscript content, size 10. Labels on the graph should be written with the label name and the following unit, for example: "Time (s)", "Speed (m/s)", "Speed (km/s)", or "Speed (10³ m/s)". Further settings on the graph should be adjusted according to the manuscript content proportion.

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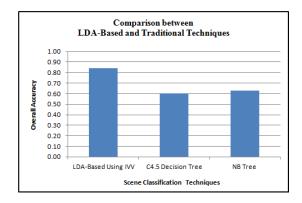


Figure 1 Comparison of Various Scene Classification Techniques

Table 1 Power Flow on the Bus using the Genetic Algorithm Method

Bus -	Genetic Algorithm Method		
	Voltage	P	Q
	Magnitude	(p.u)	(p.u)
1	0.9986	3.1222	1.2131
2	1.0118	23.1023	2.2342
3	0.8985	1.8923	-0.2324
4	0.9030	-22.4425	-0.2634
5	0.9324	1.4235	-0.0893

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In this section, the results of the experiments conducted and various analyses related to the obtained experimental results are presented. It is recommended to use visual illustrations in this section to better support the information being conveyed.

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The conclusion should answer the objectives of the study concisely. It should provide a clear scientific justification for the study; It should not repeat the abstract or the experimental results; It may give an indication of possible applications, extensions, and future experiments suggestions.

Acknowledgement

The acknowledgement should contain thanks to all individuals and institutions that have contributed to the research, the work, and the writing of the manuscript.

Bibliography

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- [1]J. Castro and M.Delgado, "Fuzzy Systems with Defuzzification are Universal Approximators", IEEE Trans. Syst., Man, Cybern., 26, pp.149-152,1996, doi: xx/xx.
- [2]T. Takagi and M.Sugeno, "Fuzzy identification of systems and its application to modeling and control, IEEE Trans. Syst., Man, Cybern., Vol.15, pp. 116-132,1985, doi: xx/xx