It’s All Astounding
Exploring Genetic Algorithms
Whelan, Malopinsky
Quick Recap:

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7. Start over at #2 until satisfied

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4. Use crossover to create offspring
5. Mutate the offspring (a bit)
6. Create a new population
sometimes GAs don’t make what you want them to make
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like sharks with fricking laser beams
attached to their heads
Locomotion Demo
sometimes GAs work pretty well
Bike Demo
sometimes we run into problems
94 generations of bike demo
real world applications of GAs
DIFFICULTY: 02
SEED: 2
TYPE: Overground(0)
LENGTH: 21B of 320
COINS: 20
MUSHROOMS: 00
FLOWERS: 00
Agent: GA Trained Neural Network Player
Selected Actions: RIGHT
CREATURES: ON
ALL RILLS
by Fire
by Shell
by Stomp
6 6 2
TIME: 160
EPS: 24
Total: 171
JUMP SPEED
game AI development
improved locomotion
GA-evolved Dr. House sez:

Here are our own demos!