

Effects of fitness selection strategies

Raw Fitness		Roulette Wheel				Sigma scaling	Boltzman		
<i>A (gen=0)</i>	<i>B (gen=50)</i>	$f(x) = x*x$		$f(x) = x*x$		<i>A, B</i>	<i>T=1</i>	<i>T=2</i>	
		<i>A</i>	<i>A</i>	<i>B</i>	<i>B</i>		<i>A, B</i>	<i>A, B</i>	
1	9	99	41%	57%	26.0%	26.90%	1.764	3.78	2.95
2	6	96	27%	25%	25.1%	25.20%	1.109	0.19	0.66
3	4	94	18%	11%	24.6%	24.20%	0.672	0.03	0.24
4	3	93	14%	6%	24.0%	23.70%	0.454	0.01	0.15
avg=5.5		avg=95.5							

Raw Fitness		Ranked			Tournament		
<i>A (gen=0)</i>	<i>B (gen=50)</i>	<i>Rank</i>	<i>Min=0, Max=2</i>	<i>Min=1, Max=3</i>	<i>tsize=2</i>	<i>tsize=3</i>	
			<i>A, B</i>	<i>A, B</i>	<i>A, B</i>	<i>A, B</i>	
1	9	99	4	2	3	50%	75%
2	6	96	3	1.33	2.33	33%	25%
3	4	94	2	0.67	1.67	17%	0%
4	3	93	1	0	1	0%	0%
avg=5.5		avg=95.5					