

## Extra Credit Opportunities

- Tu, Feb 27, 4:15pm, Gates G01: Nika Haghtalab, CMU  
“Machine learning by the people, for the people”
- Th, Mar 1, 4:15pm, Gates G01: Jacob Steinhardt, Stanford  
“Provably Secure Machine Learning”
- Fr, Mar 2, 12:15pm, Gates G01: Wei-Lun (Harry) Chao, USC  
“Transfer learning towards intelligent systems in the wild”
- Th, Mar 8, 4:15pm, Gates G01: Bo Zhu, MIT  
“Exploring and Understanding Limits of Physical Systems”
- Fr, Mar 23, 12:15pm, Gates G01: Jesse Thomason, UT Austin  
“Continuously Improving Embodied Natural Language Understanding through Human-Robot Conversation”

## Greedy Search (aka Hillclimbing)

Greedy(s,problem)

current = s

loop

$S = \{s' \mid a \in \text{problem.actions}(\text{current}) \text{ and } s' = \text{child}(a, \text{current})\}$

if there exists  $\text{node} \in S$  such that  $\text{problem.goal}(\text{node})$

then return  $\text{problem.solution}(\text{node})$

else

node = best(S)

if  $\text{problem.f}(\text{node})$  is better than  $\text{problem.f}(\text{current})$

then current = node

else return  $\text{problem.solution}(\text{current})$

## Simulated Annealing Search

**SA**(s,problem)

current = s

loop

$S = \{s' \mid a \in \text{problem.actions}(\text{current}) \text{ and } s' = \text{child}(a, \text{current})\}$

if there exists  $\text{node} \in S$  such that  $\text{problem.goal}(\text{node})$

then return  $\text{problem.solution}(\text{node})$

else

if  $\text{rand}(0:1) < \text{problem.temp}$  then  $\text{node} = \text{random}(S)$

else

$\text{node} = \text{best}(S)$

if  $\text{problem.f}(\text{node})$  is better than  $\text{problem.f}(\text{current})$

then  $\text{current} = \text{node}$

else return  $\text{problem.solution}(\text{current})$

# Genetic Algorithms

## Vocabulary:

- Fitness function: Evaluation function  $f(x)$
- Population: Set of states
- Two actions:
  - Mutation: States  $\rightarrow$  States
  - Crossover: States  $\times$  States  $\rightarrow$  States
- Selection: Picking states to which actions are applied

## Genetic Algorithm Template

GA(populationsize,mutationrate):

S = a set of states of size populationsize /\* the “initial population” \*/

Loop

S' = {}

for i = 1 to populationsize

x = selectfit(S)

y = selectfit(S)

new = crossover(x,y)

if rand(0:1) < mutationrate then new = mutate(new)

S' = S' + new

selectfit(S): /\* example of how to select an element biased by their f values \*/

totalfitness =  $\sum_{s \in S} f(s)$

Select an element of S at random, each with probability  $\frac{f(s)}{\text{totalfitness}}$ .

/\* this converts the f values into a probability distribution \*/

