

Development of Evolutionary Algorithm by Combining Optimization and Imitation Approach for Machine Learning in Gaming

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Abstract : This paper provides a sense about the application of computational intelligence techniques used to develop computer games, especially car racing. For the deep sense and knowledge of artificial intelligence, this paper is divided into various sections that is optimization, imitation, innovation and combining approach of optimization and imitation. This paper is mainly concerned with combining approach which tells different aspects of using fitness measures and supervised learning techniques used to imitate aspects of behavior. The main achievement of this paper is based on modelling player behaviour and evolving new game content such as racing tracks as single car racing on single track.

Keywords : evolution algorithm, genetic, optimization, imitation, racing, innovation, gaming

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