

Game-Benchmark for Evolutionary Algorithms

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Game Benchmark: But Why?

- On the one hand:
Multiple game-related competitions at GECCO and CIG for algorithms, no systematic analysis and comparison.
- On the other hand:
Benchmarking analysis tools based on artificial testfunctions. Now:
Game-Benchmark!

OK... and HOW?

■ Part 1: Problems

- 1 Collect game-related problems
- 2 Integrate them with COCO
- 3 Analyse results
- 4 Make the benchmark available publicly

■ Part 2: Discussions

- 1 Organise a workshop
- 2 Discuss the benchmark with **YOU**

Cool! WHAT can I do?

- Request problem characteristics
`https://ls11-www.cs.tu-dortmund.de/people/volz/gamesbench_part.html#char`
- Contribute your game-related problem
Open an issue `https://github.com/ttusar/coco`
- Run your algorithm on the benchmark
Get the code `https://github.com/ttusar/coco`
- Join in our discussion

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