



Hak cipta dan penggunaan kembali:

Lisensi ini mengizinkan setiap orang untuk mengubah, memperbaiki, dan membuat ciptaan turunan bukan untuk kepentingan komersial, selama anda mencantumkan nama penulis dan melisensikan ciptaan turunan dengan syarat yang serupa dengan ciptaan asli.

Copyright and reuse:

This license lets you remix, tweak, and build upon work non-commercially, as long as you credit the origin creator and license it on your new creations under the identical terms.

DAFTAR PUSTAKA

- Aljarah, I., Faris, H. and Mirjalili, S. (2016). Optimizing Connection Weights in Neural Networks using The Whale Optimization Algorithm. *Soft Computing*, 22(1), pp.1–15.
- AL-Taharwa (2008). A Mobile Robot Path Planning Using Genetic Algorithm in Static Environment. *Journal of Computer Science*, [online] 4(4), pp.341–344. Tersedia di: <https://pdfs.semanticscholar.org/2dce/b9e13b4ecf43138f521672572b8aff59e59b.pdf> [Diakses 11 Feb. 2020].
- Arora, T., Gigras, Y. and Arora, V. (2014). Robotic Path Planning using Genetic Algorithm in Dynamic Environment. *International Journal of Computer Applications*, 89(11), pp.8–12.
- Bowling, M., Furnkranz, J., Graepel, T. and Musick, R. (2006). Machine Learning and Games. *Machine Learning*, 63(3), pp.211–215.
- Butler, E. (2020). Buckle up: Create Your Own Karting Game at Your First Game Jam. [online] Unity Technologies. Tersedia di: <https://blogs.unity3d.com/2020/04/30/buckle-up-create-your-own-karting-game-at-your-first-game-jam/> [Diakses 28 Jun. 2020].
- Cardamone, L., Loiacono, D. and Lanzi, P.L. (2009). On-line Neuroevolution Applied to The Open Racing Car Simulator. 2009 IEEE Congress on Evolutionary Computation.
- Cardamone, L., Loiacono, D. and Lanzi, P.L. (2010). Learning to Drive in the Open Racing Car Simulator Using Online Neuroevolution. *IEEE Transactions on Computational Intelligence and AI in Games*, [online] 2(3), pp.176–190. Tersedia di: <https://ieeexplore.ieee.org/abstract/document/5482132>.
- Chou, J.-S., Tsai, C.-F., Pham, A.-D. and Lu, Y.-H. (2014). Machine Learning in Concrete Strength Simulations: Multi-nation Data Analytics. *Construction and Building Materials*, [online] 73, pp.771–780. Tersedia di: <https://www.sciencedirect.com/science/article/abs/pii/S0950061814010708> [Diakses 13 Feb. 2020].
- Choueiry, S., Owayjan, M., Diab, H. and Achkar, R. (2019). Mobile Robot Path Planning Using Genetic Algorithm in a Static Environment. [online] IEEE Xplore. Tersedia di: <https://ieeexplore.ieee.org/abstract/document/8851100> [Diakses 5 Jun. 2020].
- Cormen, T.H., Leiserson, C.E., Rivest, R.L. and Stein, C. (2009). *Introduction to Algorithms*. Cambridge, Massachusetts: The Mit Press.
- David, J. (2013). *Go-Kart Racing*. [online] Google Books. Bellwether Media. Tersedia di: <https://books.google.co.id/books?id=CaRhwTldpo4C> [Diakses 11 Mei 2020].

- Goldberg, D.E. and Holland, J.H. (1988). Genetic Algorithms and Machine Learning. *Machine Learning*, 3(2–3), pp.95–99.
- Goodfellow, I., Bengio, Y. and Courville, A. (2017). *Deep Learning*. Cambridge, Massachusetts: The Mit Press.
- Green, C. (2016). SharpNEAT Neuroevolution Framework. [online] Tersedia di: <https://sharpneat.sourceforge.io/> [Diakses 13 Feb. 2020].
- Hastie, T., Tibshirani, R. and Friedman, J.H. (2004). *The Elements of Statistical Learning: Data Mining, Inference, and Prediction*. New York: Springer.
- Hastings, E.J., Guha, R.K. and Stanley, K.O. (2009). Evolving Content in the Galactic Arms Race Video Game. [online] IEEE Xplore. Tersedia di: <https://ieeexplore.ieee.org/abstract/document/5286468> [Diakses 13 Feb. 2020].
- Heidenreich, H. (2019). NEAT: An Awesome Approach to NeuroEvolution. [online] Medium. Tersedia di: <https://towardsdatascience.com/neat-an-awesome-approach-to-neuroevolution-3eca5cc7930f>.
- Iba, H. (2018). *Evolutionary Approach to Machine Learning and Deep Neural Networks*. [online] Singapore: Springer Singapore. Tersedia di: <https://link.springer.com/book/10.1007%2F978-981-13-0200-8>.
- Immanuel, J. (2019). Implementasi Evolutionary Neural Network pada Simulasi Autonomous Mobile Robot Navigation. *Skripsi*. Universitas Multimedia Nusantara, Tangerang.
- Jallov, D. (2019). UnityNEAT. [online] GitHub. Tersedia di: <https://github.com/lordjesus/UnityNEAT> [Diakses 28 Feb. 2020].
- Johnson, D. and Wiles, J. (2001). Computer Games with Intelligence. 10th IEEE International Conference on Fuzzy Systems. (Cat. No.01CH37297), [online] 2. Tersedia di: <https://ieeexplore.ieee.org/abstract/document/1008909>.
- Juliani, A. (2017). Introducing: Unity Machine Learning Agents Toolkit. [online] Unity Technologies. Tersedia di: <https://blogs.unity3d.com/2017/09/19/introducing-unity-machine-learning-agents/> [Diakses 29 Juni 2020].
- Kassahun, Y., Metzen, J., Sommer, G. and Kirchner, F. (2007). A Common Genetic Encoding for Both Direct and Indirect Encodings of Networks Keywords Genetic Encoding, Genotype Phenotype Mapping.
- Martiana, E., Barakbah, A.R. and Setiowati, Y. (2014). *Modul Ajar Kecerdasan Buatan*. Politeknik Elektronika Negeri Surabaya.
- Mattar, M., Shih, J., Berges, V.-P., Elion, C. and Goy, C. (2020). Announcing ML-Agents Unity Package v1.0! [online] Unity Technologies. Tersedia di: <https://blogs.unity3d.com/2020/05/12/announcing-ml-agents-unity-package-v1-0/> [Diakses 29 Juni 2020].

- Merriam-Webster. (n.d.). Go-kart. [online] Merriam-Webster.com dictionary. Tersedia di: <https://www.merriam-webster.com/dictionary/go-kart> [Diakses 11 Mei 2020].
- Müller, A.C. and Guido, S. (2017). Introduction to Machine Learning with Python : a guide for data scientists. Beijing: O'reilly.
- Muñoz, J., Gutierrez, G. and Sanchis, A. (2012). Towards Imitation of Human Driving Style in Car Racing Games. *Believable Bots*, pp.289–313.
- Negnevitsky, M. (2011). Artificial Intelligence: A Guide to Intelligent Systems. Harlow, England: Addison Wesley.
- Nilawar, A., Nannade, H. singh, Pohankar, A. and Selokar, N. (2015). Design of Go-Kart. *International Journal for Engineering Applications and Technology*, [online] 1(9). Tersedia di: http://www.ijfeat.org/issuepage/issue-9_vol-1.php.
- Pomerleau, D. (1997). Neural Network Vision for Robot Driving. *Intelligent Unmanned Ground Vehicles*, 388, pp.53–72.
- Remy, S. and Saad, A. (2005). Modifying Neuro Evolution For Mobile Robotic Behavior Development. *Proceedings of the 1st International Workshop on Multi-Agent Robotic Systems*. [online] Tersedia di: <https://pdfs.semanticscholar.org/c434/53624d74e0e4e8bc0fc104c3b82c8f9d396e.pdf> [Diakses 13 Feb. 2020].
- Russell, S. and Norvig, P. (2010). Artificial Intelligence: A Modern Approach. New Jersey: Pearson.
- Salem, M., Mora, A.M. and Merelo, J.J. (2019). Beating Uncertainty in Racing Bot Evolution through Enhanced Exploration and Pole Position Selection. *2019 IEEE Conference on Games (CoG)*.
- Sazaki, Y., Primanita, A. and Syahroyni, M. (2017). Pathfinding Car Racing Game Using Dynamic Pathfinding Algorithm and Algorithm A*. [online] IEEE Xplore. Tersedia di: <https://ieeexplore.ieee.org/abstract/document/8284160> [Diakses 5 Jun. 2020].
- Sher, G.I. (2012a). Introduction to Neural Networks. *Handbook of Neuroevolution Through Erlang*, [online] pp.43–79. Tersedia di: https://link.springer.com/chapter/10.1007%2F978-1-4614-4463-3_2.
- Sher, G.I. (2012b). Introduction to Neuroevolutionary Methods. *Handbook of Neuroevolution Through Erlang*, [online] pp.105–141. Tersedia di: https://link.springer.com/chapter/10.1007%2F978-1-4614-4463-3_4 [Diakses 13 Feb. 2020].
- Sokolowski, J.A. and Banks, C.M. (2009). Principles of Modeling and Simulation : A Multidisciplinary Approach. Hoboken, N.J.: John Wiley.
- Soni, B. and Hingston, P. (2008). Bots Trained to Play Like a Human are More Fun. [online] IEEE Xplore. Tersedia di:

- <https://ieeexplore.ieee.org/abstract/document/4633818> [Diakses 13 Feb. 2020].
- Stanley, K.O., Bryant, B.D. and Miikkulainen, R. (2005). Real-Time Neuroevolution in the NERO Video Game. *IEEE Transactions on Evolutionary Computation*, [online] 9(6), pp.653–668. Tersedia di: <https://www.aaai.org/Papers/AAAI/2006/AAAI06-277.pdf> [Diakses 13 Feb. 2020].
- Stanley, K.O. and Miikkulainen, R. (2002). Evolving Neural Networks through Augmenting Topologies. *Evolutionary Computation*, 10(2), pp.99–127.
- Stentz, A. (1997). Optimal and Efficient Path Planning for Partially Known Environments. *Intelligent Unmanned Ground Vehicles*, 388, pp.203–220.
- Stork, J., Zaefferer, M. and Bartz-Beielstein, T. (2019). Improving NeuroEvolution Efficiency by Surrogate Model-Based Optimization with Phenotypic Distance Kernels. *Applications of Evolutionary Computation*, pp.504–519.
- Švestka, P. and Overmars, M.H. (1998). Probabilistic Path Planning. *Lecture Notes in Control and Information Sciences*, 229, pp.255–304.
- Togelius, J. and Lucas, S.M. (2005). Evolving Controllers for Simulated Car Racing. *2005 IEEE Congress on Evolutionary Computation*, [online] 2. Tersedia di: <https://ieeexplore.ieee.org/abstract/document/1554920>.
- Unity Learn. (2020). Karting Microgame. [online] Tersedia di: <https://learn.unity.com/project/karting-template> [Diakses 13 Feb. 2020].
- Wegener, J., Baresel, A. and Sthamer, H. (2001). Evolutionary test environment for automatic structural testing. *Information and Software Technology*, 43(14), pp.841–854.
- Yuksel, M.E. (2018). Agent-based evacuation modeling with multiple exits using NeuroEvolution of Augmenting Topologies. *Advanced Engineering Informatics*, 35, pp.30–55.