



# **Modern Robotics: Evolutionary Robotics**

COSC 4560 / COSC 5560

Professor Cheney  
4/30/18

# **Studying Biology with Evolutionary Computation and Artificial Life**

# The evolutionary origins of modularity

---

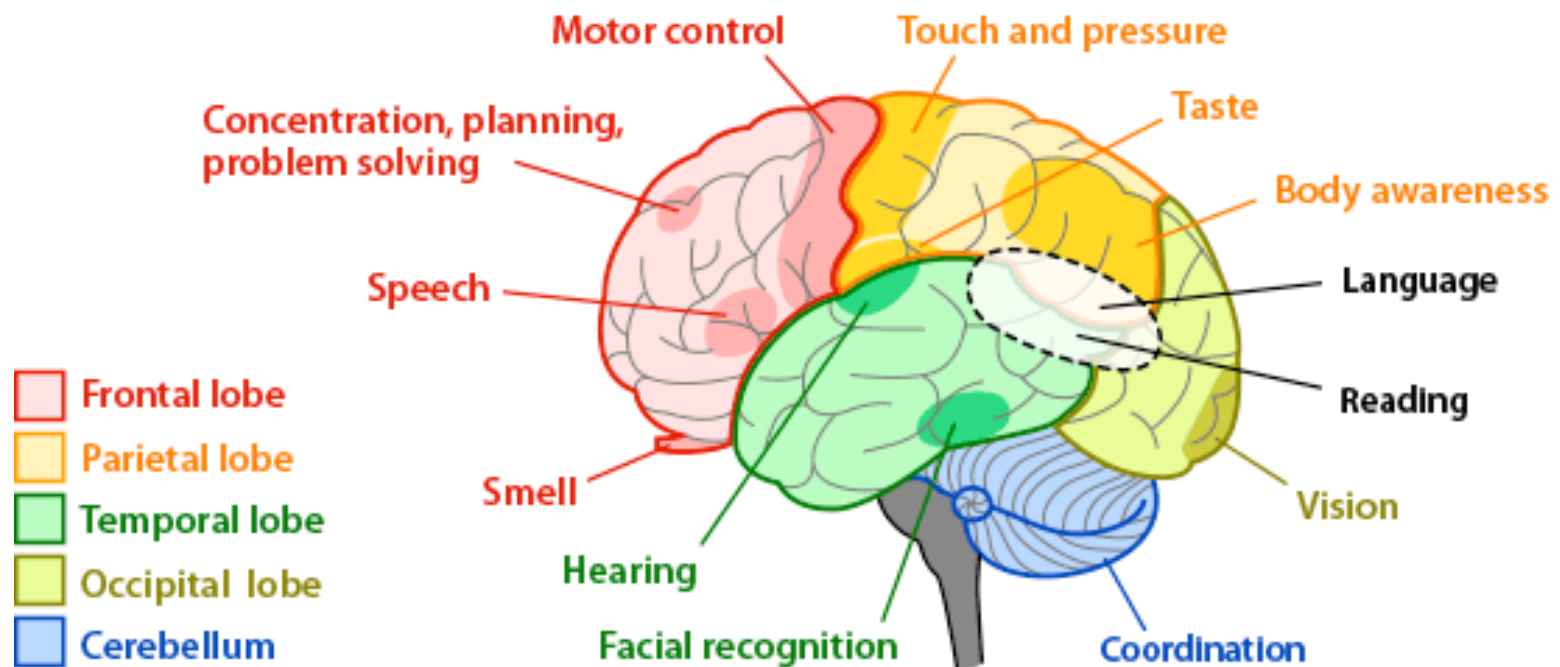
Jeff Clune<sup>1,2,†</sup>, Jean-Baptiste Mouret<sup>3,†</sup> and Hod Lipson<sup>1</sup>

---

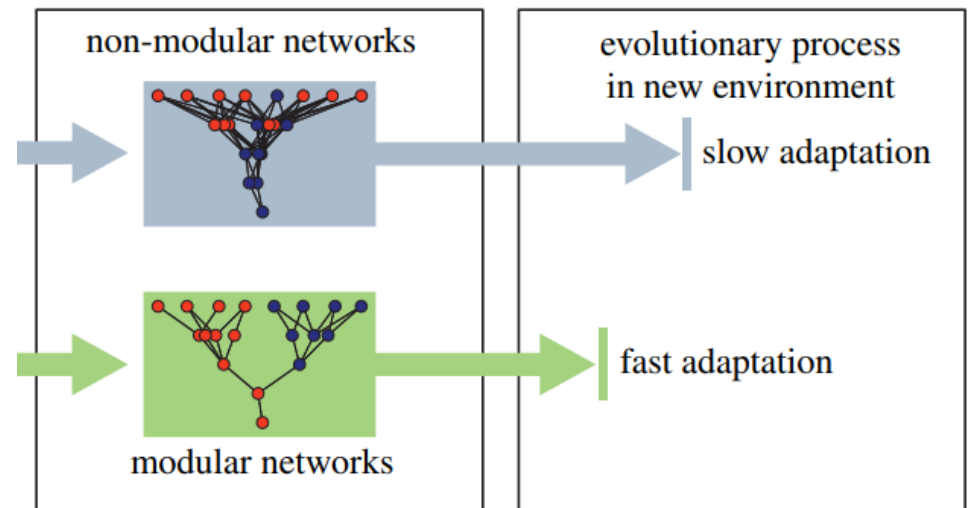
<sup>1</sup>Cornell University, Ithaca, NY, USA

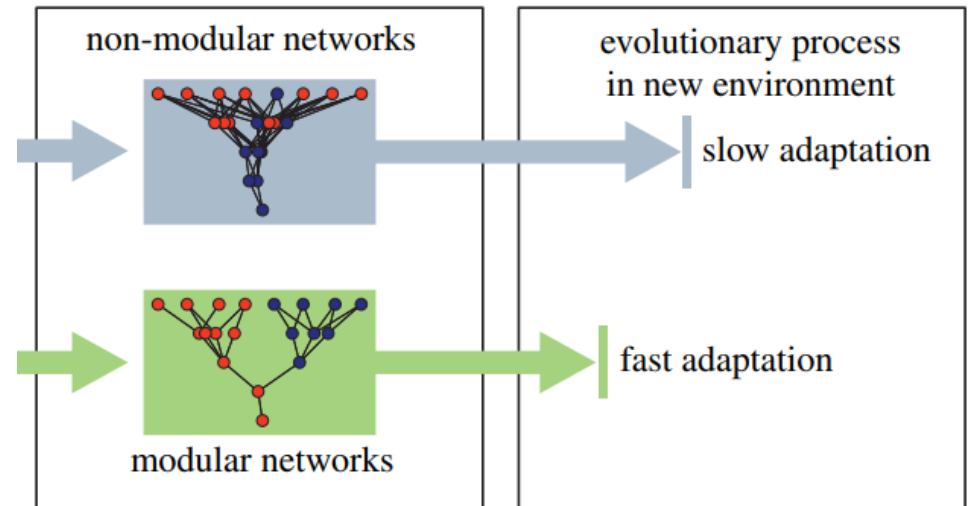
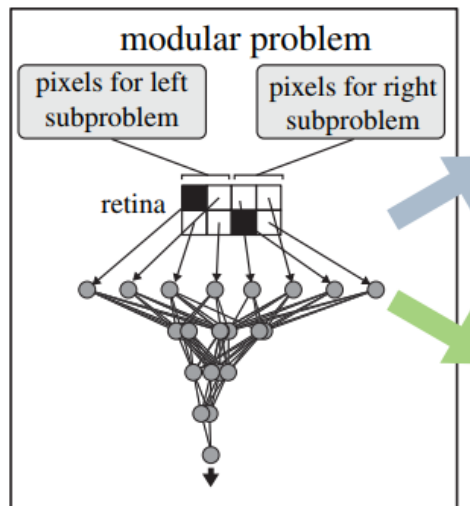
<sup>2</sup>University of Wyoming, Laramie, WY, USA

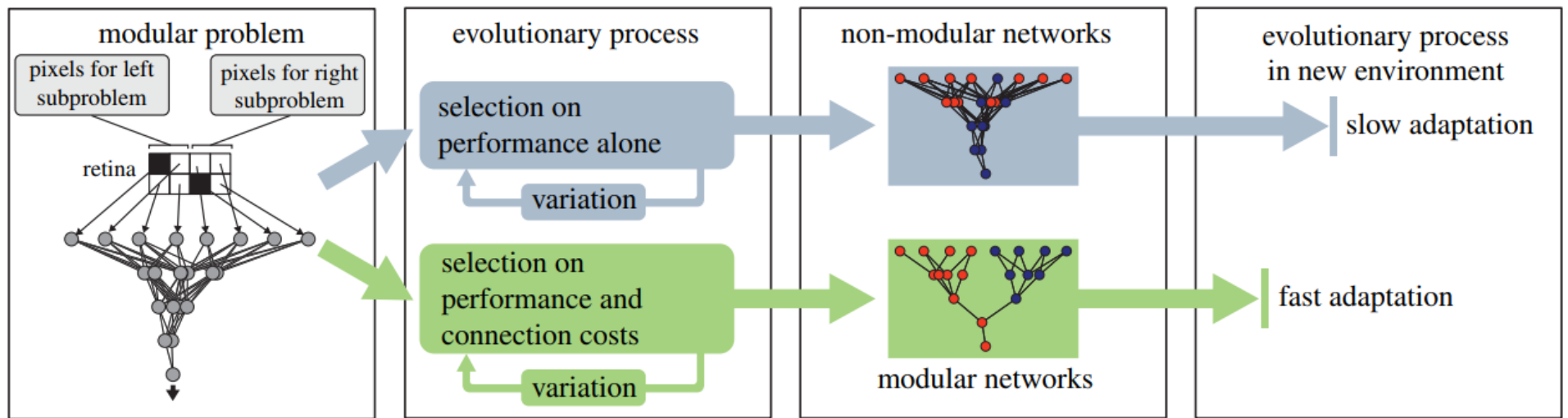
<sup>3</sup>ISIR, Université Pierre et Marie Curie-Paris 6, CNRS UMR 7222, Paris, France







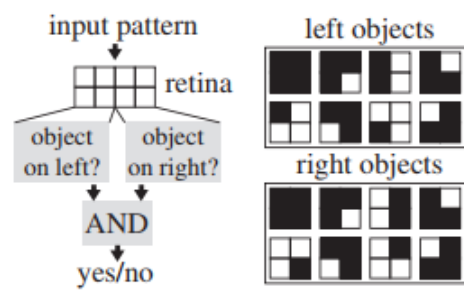


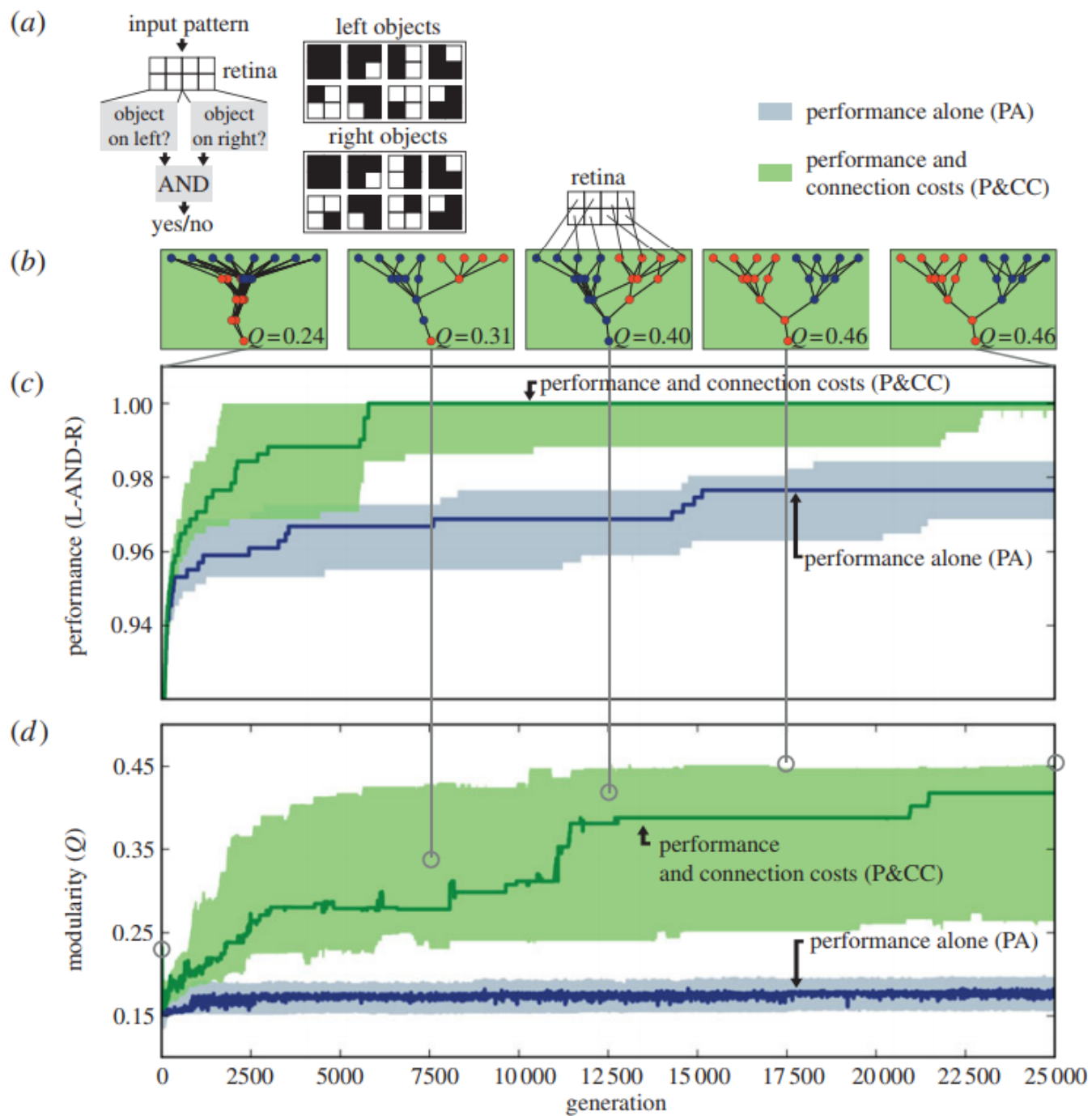


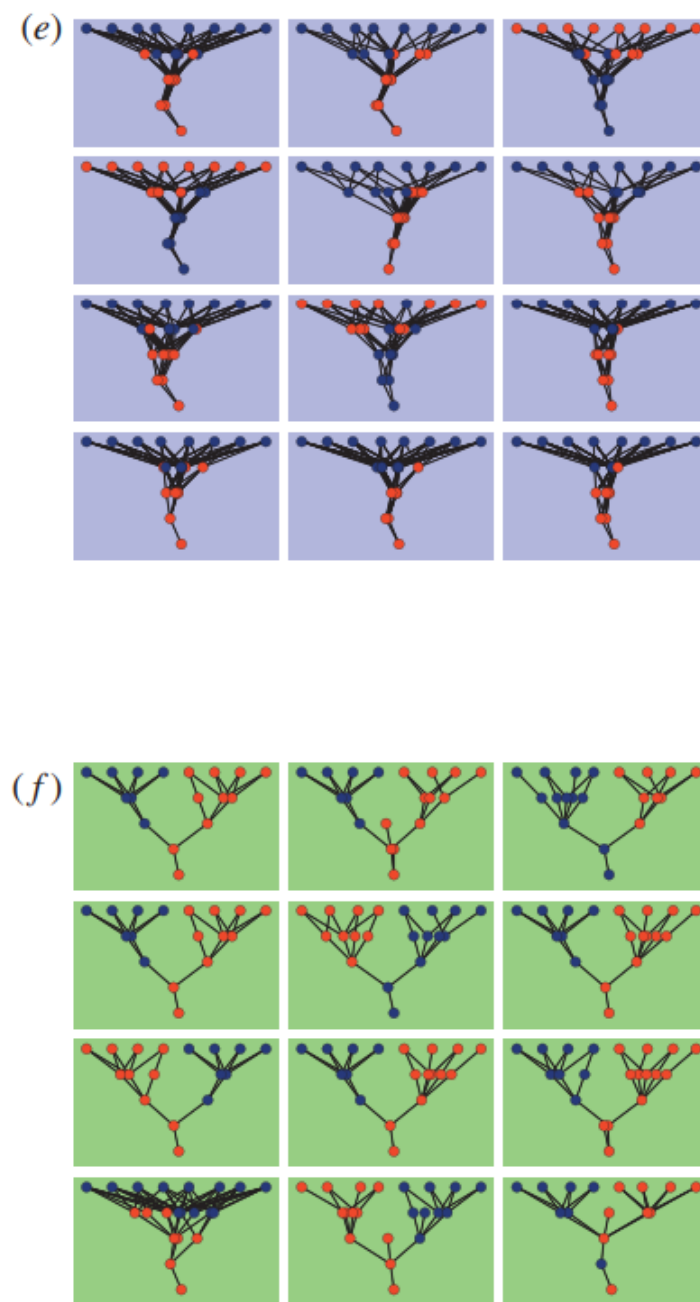
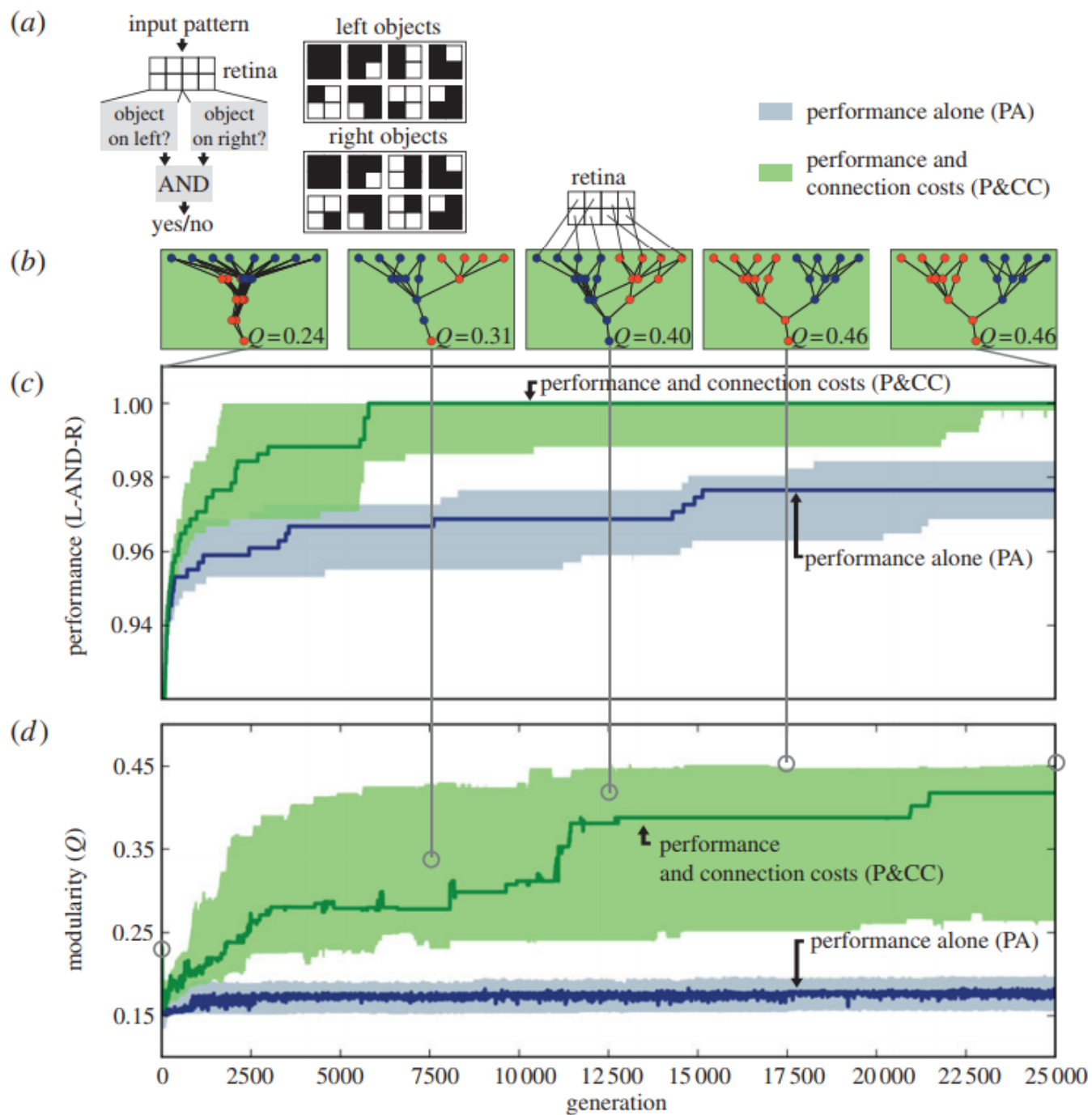
**Figure 1.** Main hypothesis. Evolving networks with selection for performance alone produces non-modular networks that are slow to adapt to new environments. Adding a selective pressure to minimize connection costs leads to the evolution of modular networks that quickly adapt to new environments.

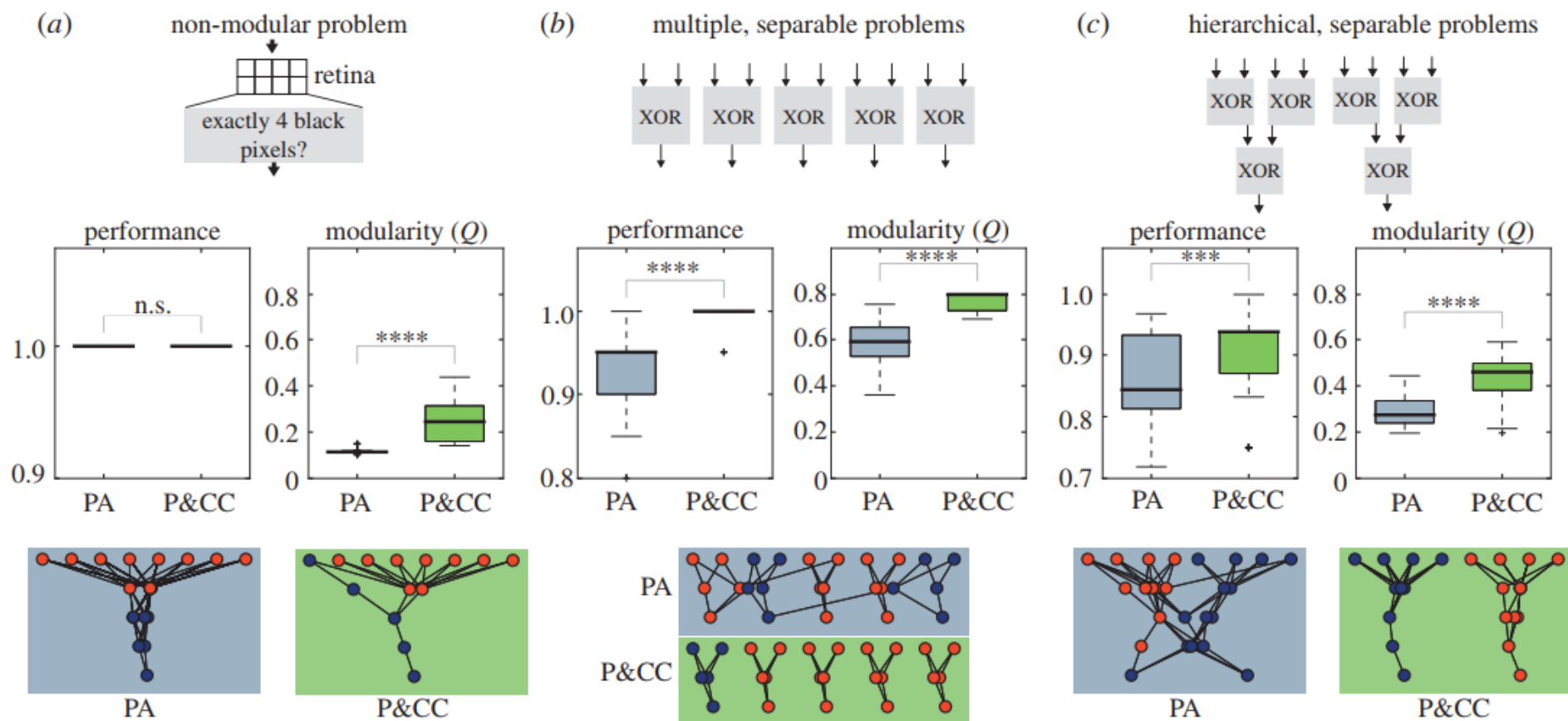
We compare a treatment where the fitness of networks is based on performance alone (PA) to one based on two objectives: maximizing performance and minimizing connection costs (P&CC). A multi-objective evolutionary algorithm is used [28] with one (PA) or two (P&CC) objectives: to reflect that selection is stronger on network performance than connection costs, the P&CC cost objective affects selection probabilistically only 25 per cent of the time, although the results are robust to substantial changes to this value (§4).

(a)



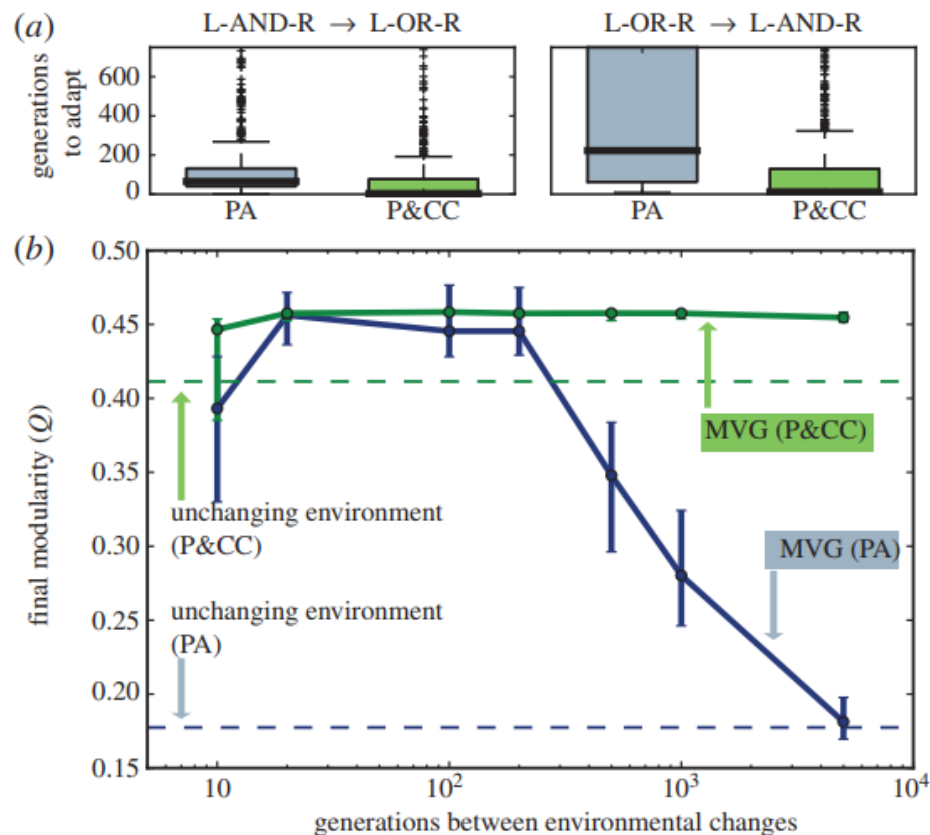






**Figure 5.** Results from tests with different environmental problems. (a) Even on a non-modular problem, modularity is higher with P&CC, though it is lower than for modular problems. (b,c) P&CC performs better, is more modular, and has better functional decomposition than PA when evolving networks to solve five separate XOR functions and hierarchically nested XOR functions. The examples are the final, highest-performing networks per treatment. Electronic supplementary material figures S2–S4 show networks from all trials. Three and four asterisks indicate  $p$  values less than 0.001 and 0.0001, respectively, and *n.s.* indicates no significant difference.





**Figure 4.** Evolving with connection costs produces networks that are more evolvable. (a) P&CC networks adapt faster to new environments than PA networks. Organisms were first evolved in one environment (e.g. L-AND-R) until they reached perfect performance and then transferred to a second environment (e.g. L-OR-R). Thick lines are medians, boxes extend from 25th to 75th data percentiles, thin lines mark  $1.5 \times \text{IQR}$  (interquartile range), and plus signs represent outliers. Electronic supplementary material figure S6 is a zoomed-out version showing all of the data. (b) P&CC networks in an unchanging environment (dotted green line) have similar levels of modularity to the highest levels produced by MVG (solid blue line). Combining MVG with P&CC results in even higher modularity levels (solid green line), showing that the forces combined are stronger than either alone.

# The evolutionary origin of complex features

**Richard E. Lenski<sup>\*</sup>, Charles Ofria<sup>†</sup>, Robert T. Pennock<sup>‡</sup> & Christoph Adami<sup>§</sup>**

*<sup>\*</sup> Department of Microbiology & Molecular Genetics, <sup>†</sup> Department of Computer Science & Engineering, and <sup>‡</sup> Lyman Briggs School & Department of Philosophy, Michigan State University, East Lansing, Michigan 48824, USA*

*<sup>§</sup> Digital Life Laboratory, California Institute of Technology, Pasadena, California 91125, USA*

---

**A long-standing challenge to evolutionary theory has been whether it can explain the origin of complex organismal features. We examined this issue using digital organisms—computer programs that self-replicate, mutate, compete and evolve. Populations of digital organisms often evolved the ability to perform complex logic functions requiring the coordinated execution of many genomic instructions. Complex functions evolved by building on simpler functions that had evolved earlier, provided that these were also selectively favoured. However, no particular intermediate stage was essential for evolving complex functions. The first genotypes able to perform complex functions differed from their non-performing parents by only one or two mutations, but differed from the ancestor by many mutations that were also crucial to the new functions. In some cases, mutations that were deleterious when they appeared served as stepping-stones in the evolution of complex features. These findings show how complex functions can originate by random mutation and natural selection.**

**WHAT IS LIFE?**

# WHAT IS LIFE?



# WHAT IS LIFE?

MRS GREN

**Movement,**  
**Reproduction,**  
**Sensitivity,**  
**Growth,**  
**Respiration,**  
**Excretion**  
**Nutrition**

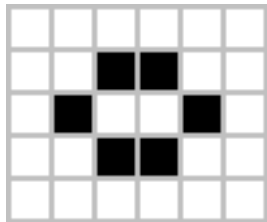
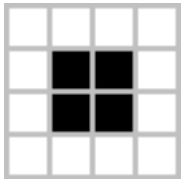
Energy (metabolism)  
Homeostasis  
Self-sustainability  
Information Processing  
Cellular Structure  
Evolution

# Game Of Life

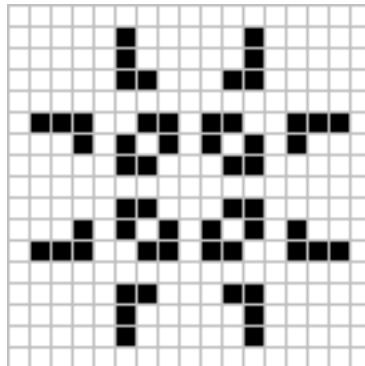
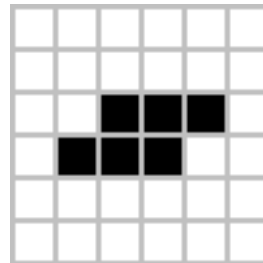
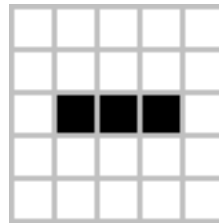
(Conway, 1970)

*\*based on von Neumann's “universal constructor” (1966)*

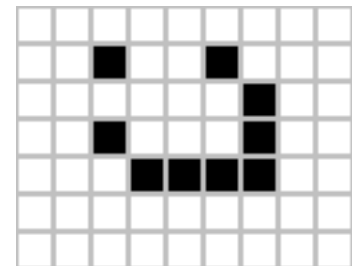
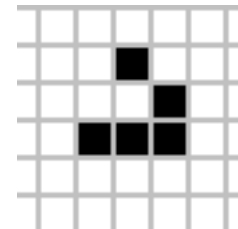
## Still Life



## Oscillators



## “Spaceships”



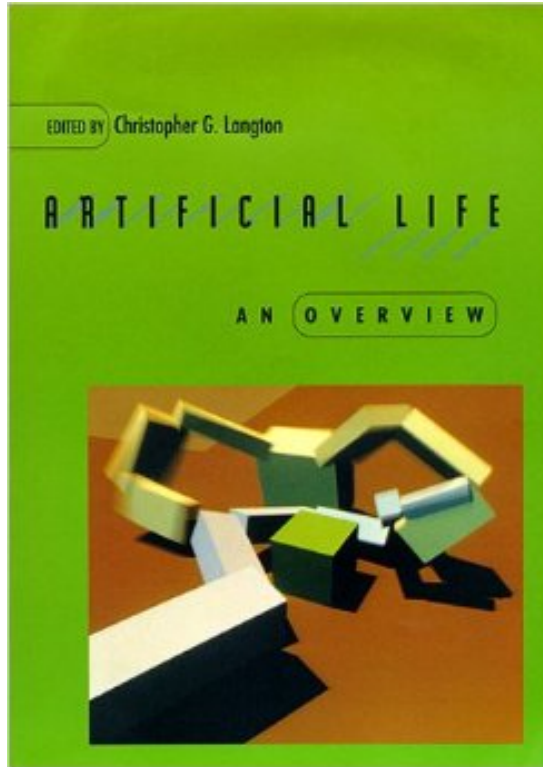
# Game Of Life

(Conway, 1970)




# Langton Loop/Ants

(Langton, 1984-86)



He coined the term “Artificial Life” in the late 1980s when he organized the first "Workshop on the Synthesis and Simulation of Living Systems" (Artificial Life I) at the Los Alamos National Lab in 1987.



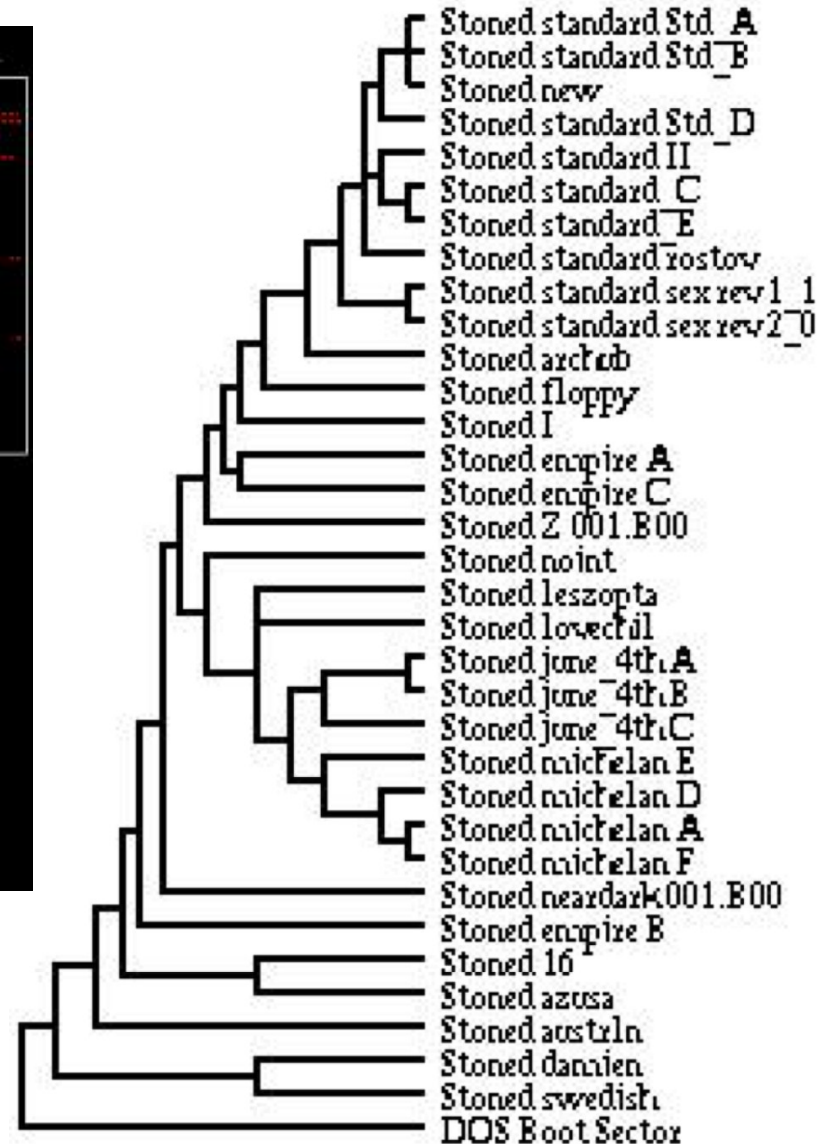


# Langton's Ant Colonies

Interactions between multiple ants

# Computer (Virus): Core Wars

(Dewdney, 1984)



# Computer (Virus) Evolution: Tierra (Ray, 1990)



Processing

Allocation

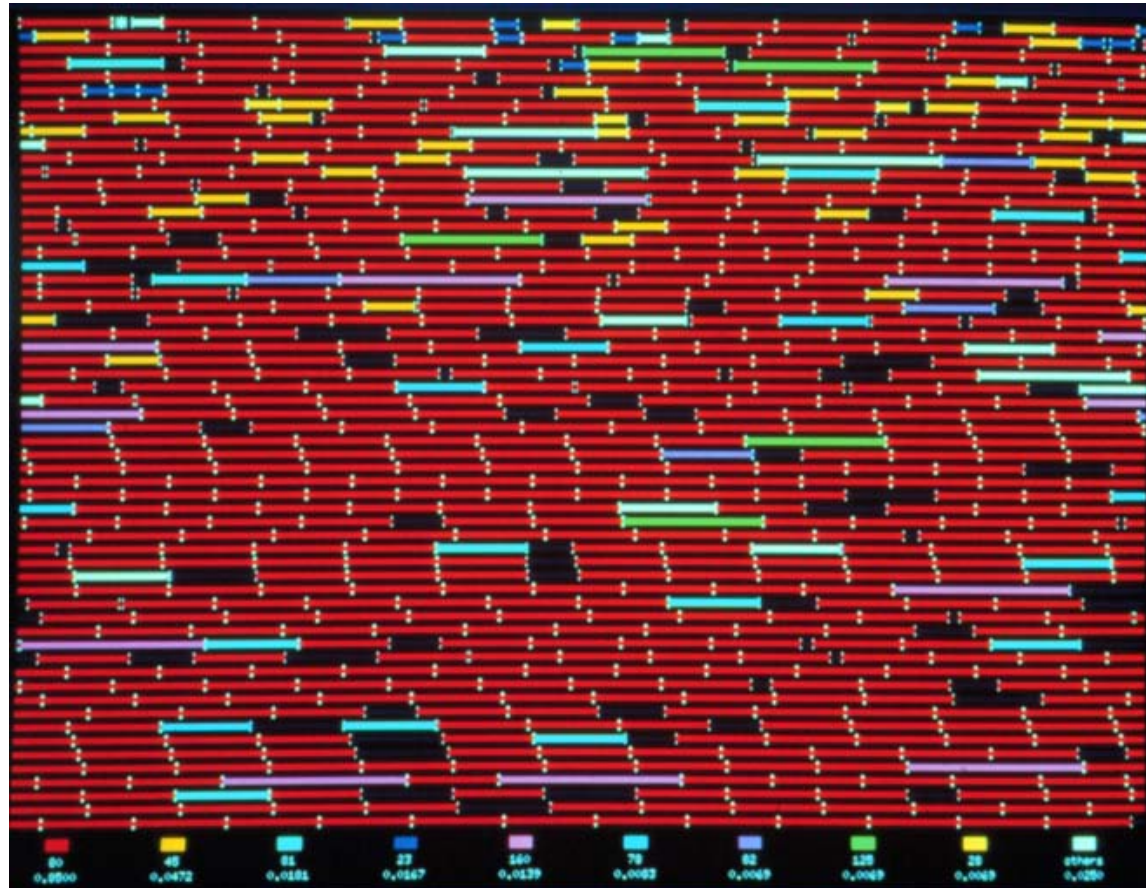
Reproduction

# Computer (Virus) Evolution: Tierra (Ray, 1990)

## COPY LOOP OF 80AAA

```
nop_1      ; 01  47 copy loop template
nop_0      ; 00  48 copy loop template
nop_1      ; 01  49 copy loop template
nop_0      ; 00  50 copy loop template
mov_iab    ; 1a  51 move contents of [bx] to [ax] (copy instruction)
dec_c      ; 0a  52 decrement cx
if_cz      ; 05  53 if cx = 0 perform next instruction, otherwise skip it
jmp        ; 14  54 jump to template below (copy procedure exit)
nop_0      ; 00  55 copy procedure exit compliment
nop_1      ; 01  56 copy procedure exit compliment
nop_0      ; 00  57 copy procedure exit compliment
nop_0      ; 00  58 copy procedure exit compliment
inc_a      ; 08  59 increment ax (point to next instruction of daughter)
inc_b      ; 09  60 increment bx (point to next instruction of mother)
jmp        ; 14  61 jump to template below (copy loop)
nop_0      ; 00  62 copy loop compliment
nop_1      ; 01  63 copy loop compliment
nop_0      ; 00  64 copy loop compliment
nop_1      ; 01  65 copy loop compliment (10 instructions executed per loop)
```

# Computer (Virus) Evolution: Tierra (Ray, 1990)



“Hosts, red, are very common.  
Parasites, yellow, have appeared but are still rare.”

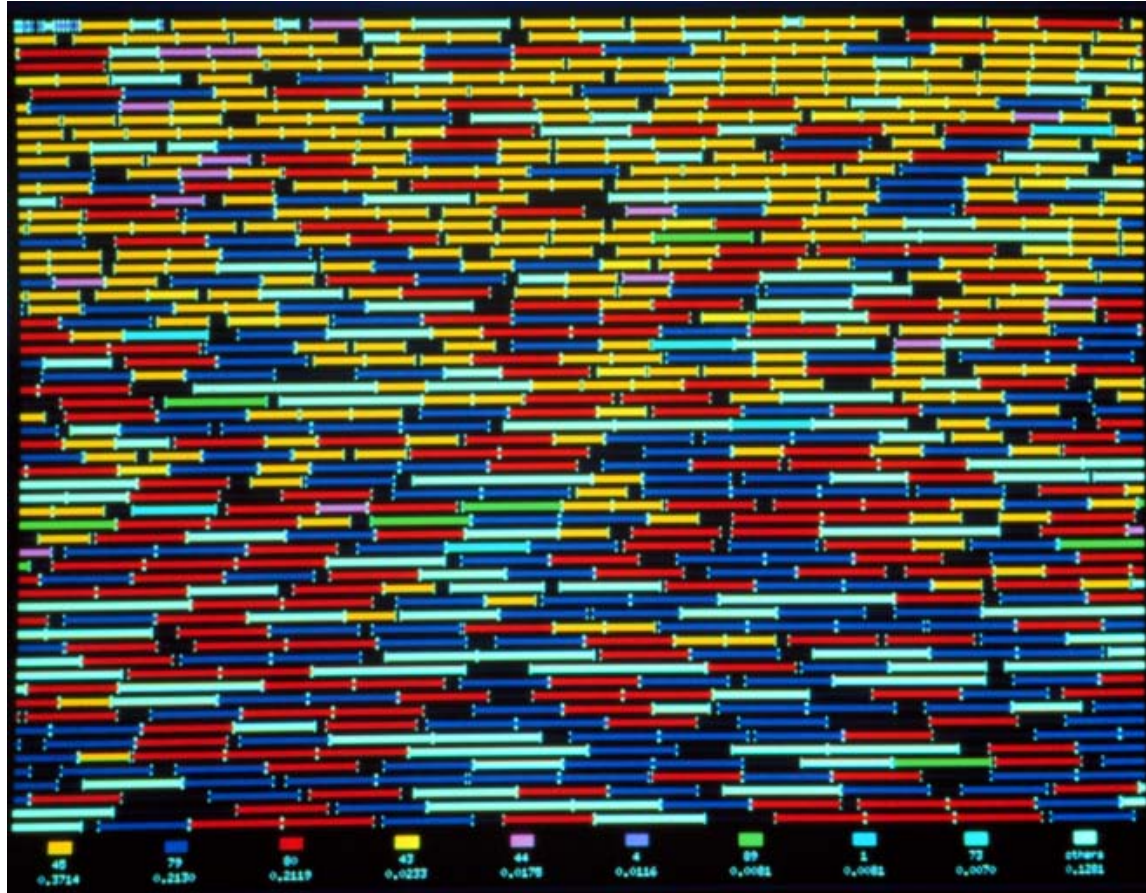


# Computer (Virus) Evolution: Tierra (Ray, 1990)



“Hosts, are now rare because parasites have become very common.  
Immune hosts, blue, have appeared but are rare.”

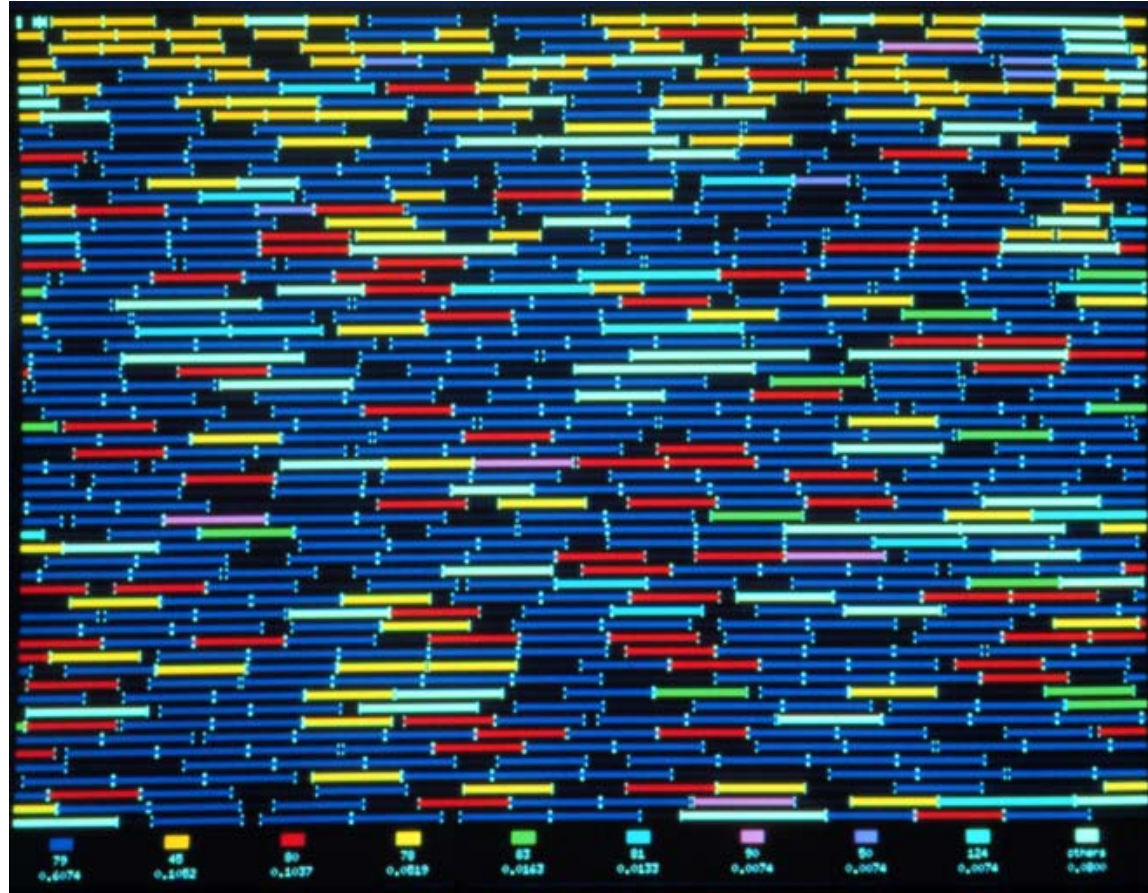
# Computer (Virus) Evolution: Tierra (Ray, 1990)



“Immune hosts are increasing in frequency,  
separating the parasites into the top of memory.”



# Computer (Virus) Evolution: Tierra (Ray, 1990)



“Immune hosts now dominate memory,  
while parasites and susceptible hosts decline in frequency.  
The parasites will soon be driven to extinction.”