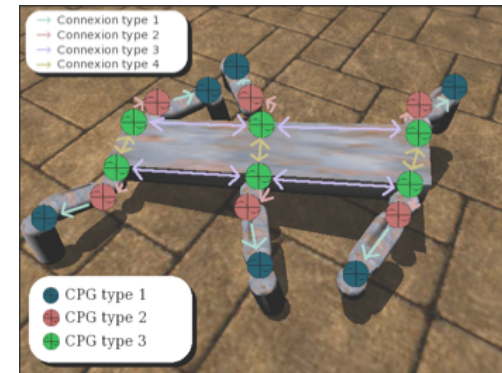
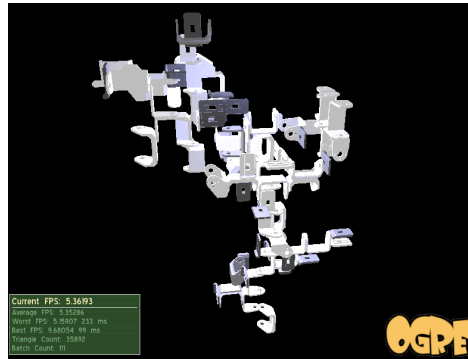
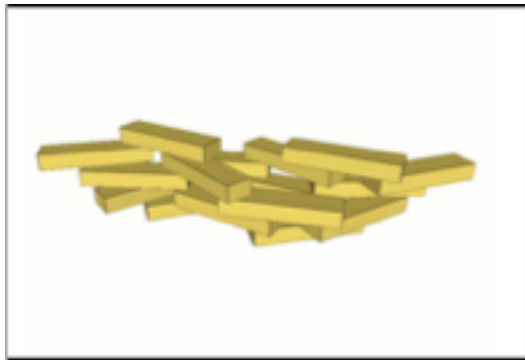


# Current work in Evolutionary Developmental Systems at TAO



**TAO / LRI**

Univ. Paris-Sud ; CNRS ; INRIA Futurs  
Orsay, France

*Presenter : Nicolas Bredèche*

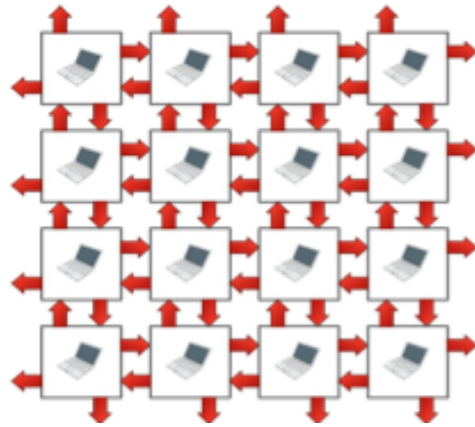
*Participants:*

*Alexandre Devert (Doctorant), Marc Schoenauer (DR/INRIA), Nicolas Bredèche (MdC, Univ. Paris-Sud)*

Journée Amorphous Computing - Orsay, France - July, 18th 2007

# Developmental systems

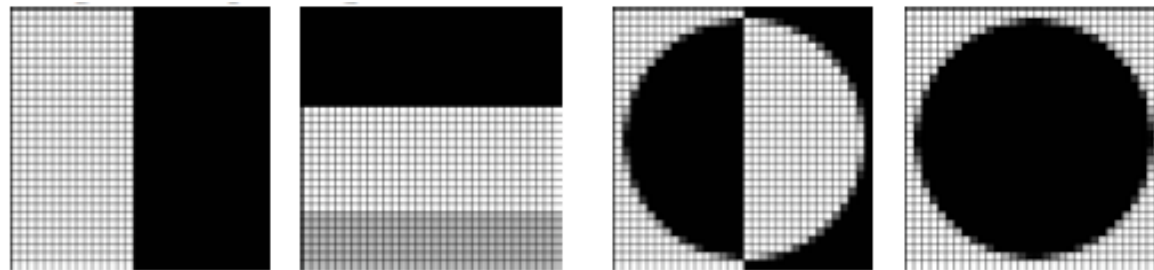
A new paradigm for evolutionary design



- multi-cellular approaches
  - an environment full of cells, cells exchange “chemicals”
  - each cell has a controller
  - controller is the same for all cells
- Expected properties
  - scalability : genotype independent from phenotype!
  - robustness

# Applications

goal: optimize genotype (i.e. controller) towards a given objective



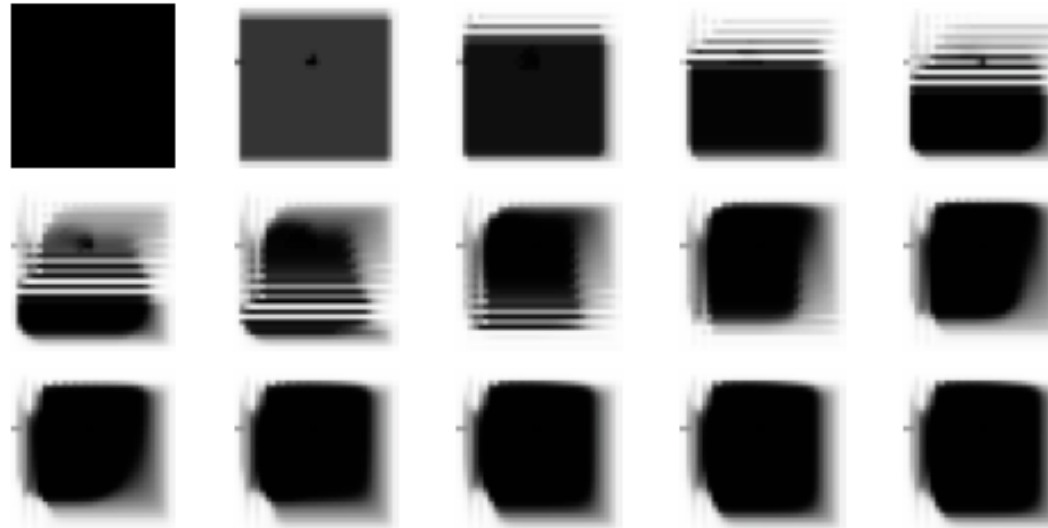
$$s(A, B) = \frac{1}{wh} \sum_{i=0}^{h-1} \sum_{j=0}^{w-1} (A(i, j) - B(i, j))^2$$

- classic benchmarks : image
- other benchmarks:
  - topology optimization (NN, trusses, ...)
  - 3D structures/robots

# Developmental process

Example from the flag benchmark

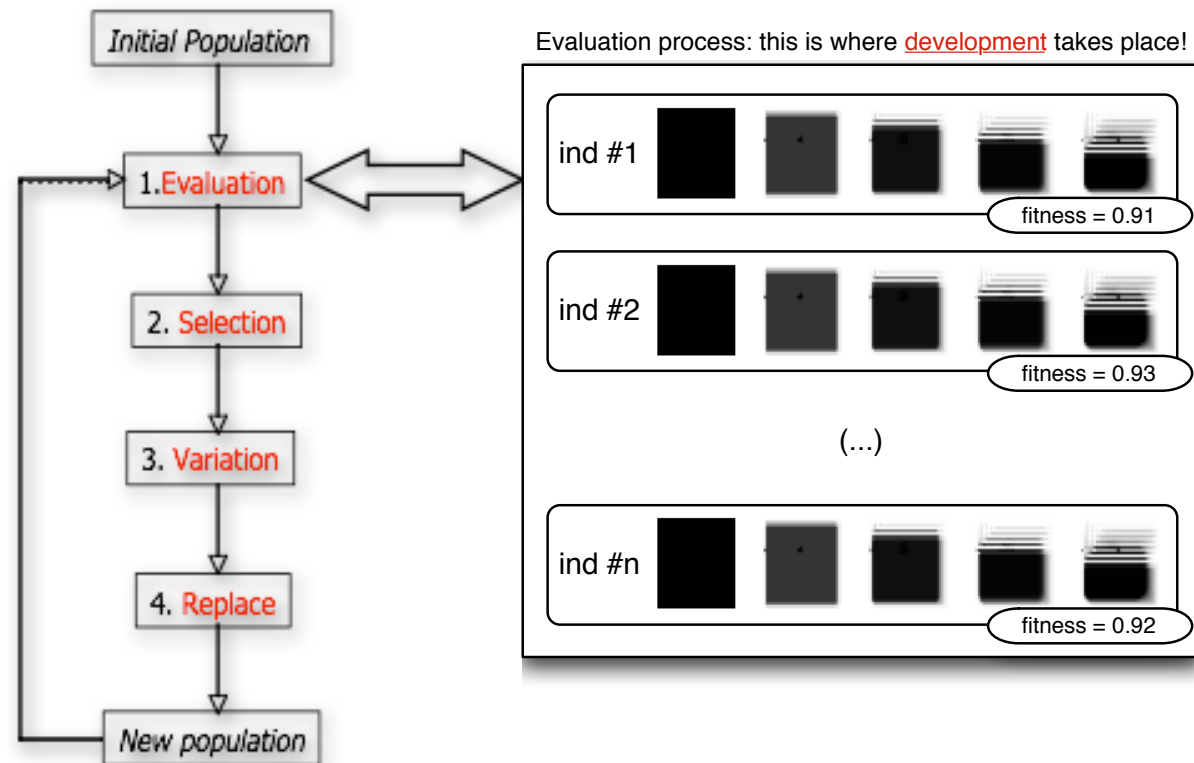
*start development*



*stop? => evaluate!*

- genotype-phenotype mapping
  - start with initial configuration
  - develop until stopping criterion (stability, resources, ...)
  - evaluate phenotype once

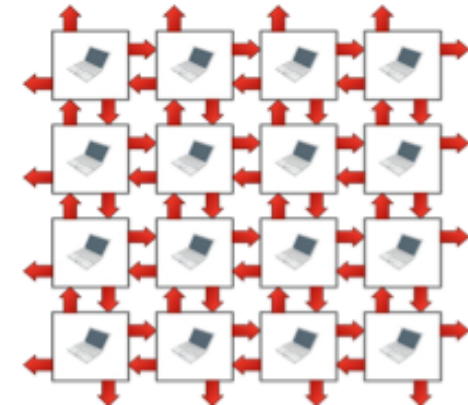
# Optimization process



- Evolutionary Algorithm
  - flexibility when defining the objective
  - representation (real values, graph, etc.)

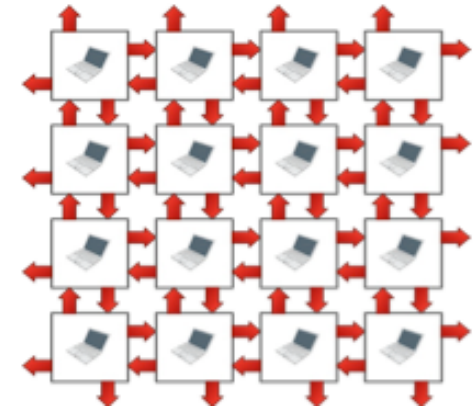
# Elements of an approach

- multi-cellular environment
  - cell-cell or substrata communication
  - model expressivity
- controller
  - expressivity
  - evolvability
- development process
  - stopping criteria?



# Previous works [miller2004, federici2004, gordon2006]

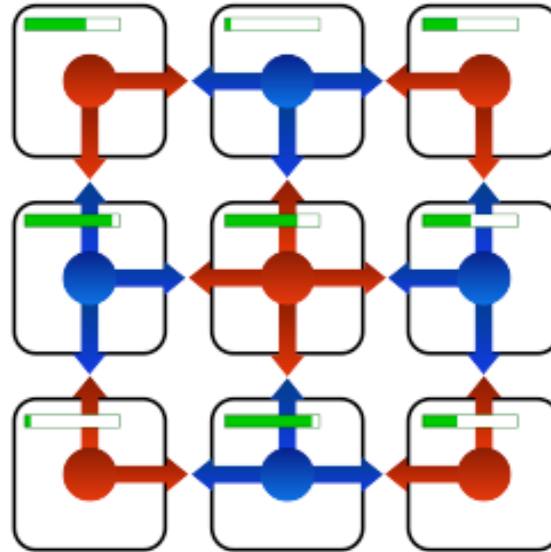
- environment (“flag-problem”)
  - grid (4 or 8 neighbors, totalistic automata or not)
    - a growing cell
    - fully filled grid
  - I+ chemicals for communication
    - cell-cell
    - diffusion in the environment
- controller (discrete outputs)
  - representation: neural nets, logic circuit, rule-based
  - optimizers : ES, Cartesian GP, GA
- arbitrary stopping criteria (stop after fixed nb of iterations)



*also related: amorphous computing, cellular NN, ...*

# Outline of our Model

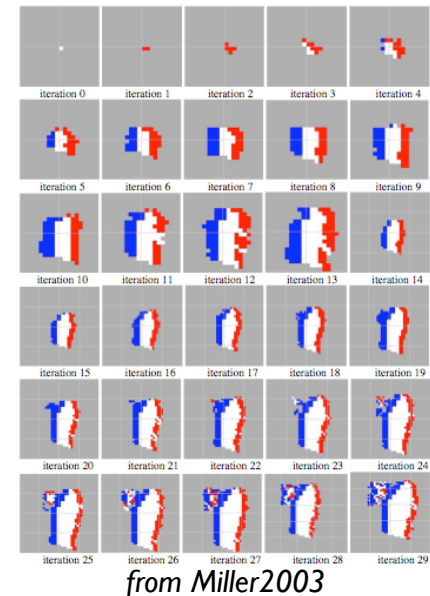
*Devert et al., GECCO 2007*



- Model properties
  - cell-cell communication, von neumann neighbourhood
  - discrete time, continuous outputs, synchronous update
  - initialize cells at 0, border cells bootstrap the process

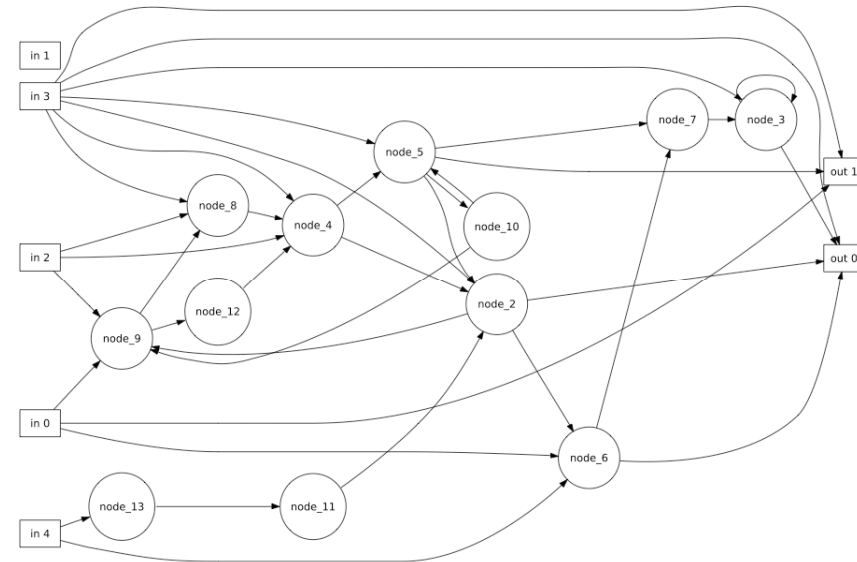
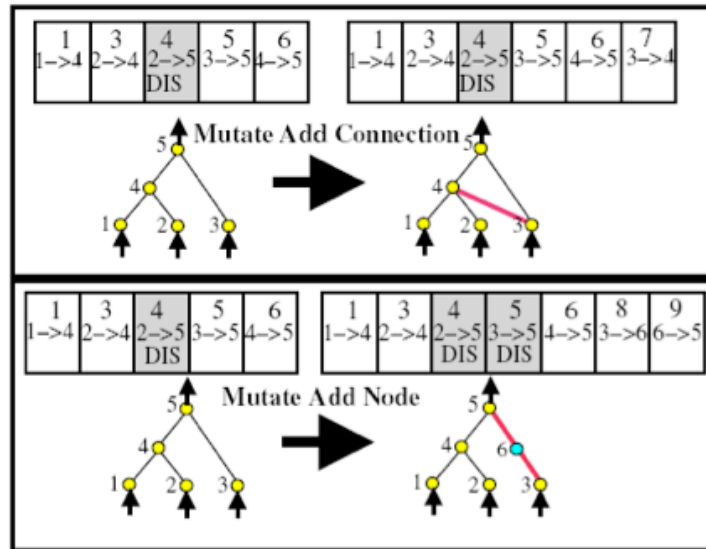


# Halting problem?



- When to stop?
  - how many iterations?
  - current approach: arbitrary stop at a given nb of iterations
  - problem: lack of robustness (degenerate through time)
- Proposed Solution
  - Consider only stable phenotype
  - Stopping criterion forces stabilization:
    - if no stabilization (i.e. time-out) then penalize (i.e. worst fitness)
    - i.e. force convergence towards a fixed point

# Controller (I) : NEAT



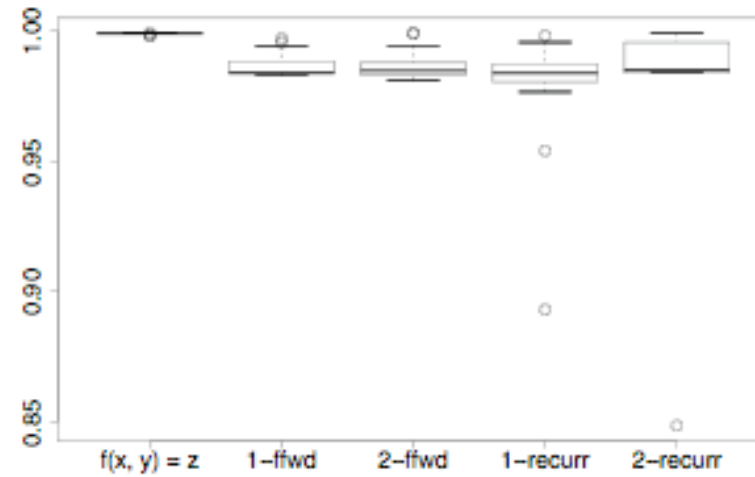
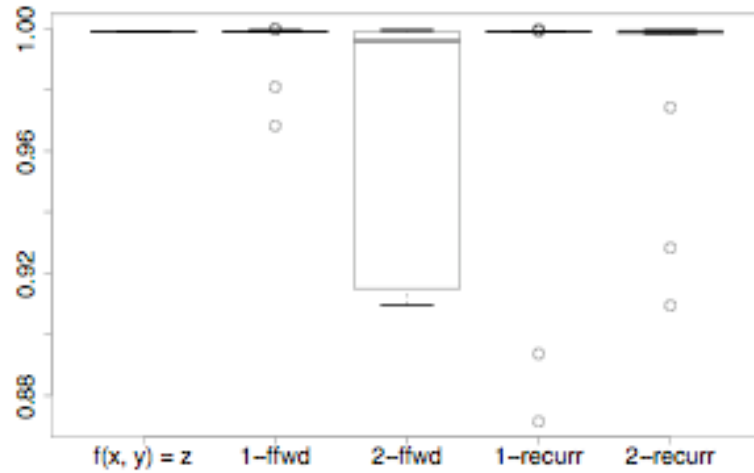
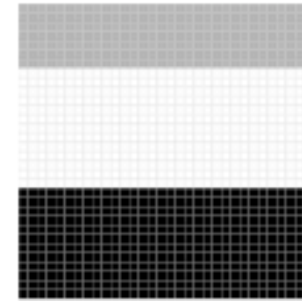
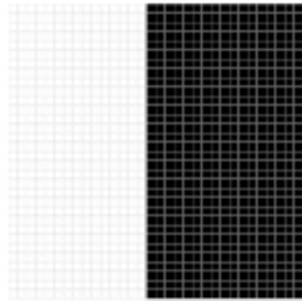
- Neuro-Evolution of Augmenting Topologies [Stanley 2002]
  - state-of-the-art NN topology and weight optimizer
  - with/without recurrent connections
  - properties
    - non-destructive variations
    - genetic diversity
    - innovation protection

# Experiments (with NEAT) [Stanley02]

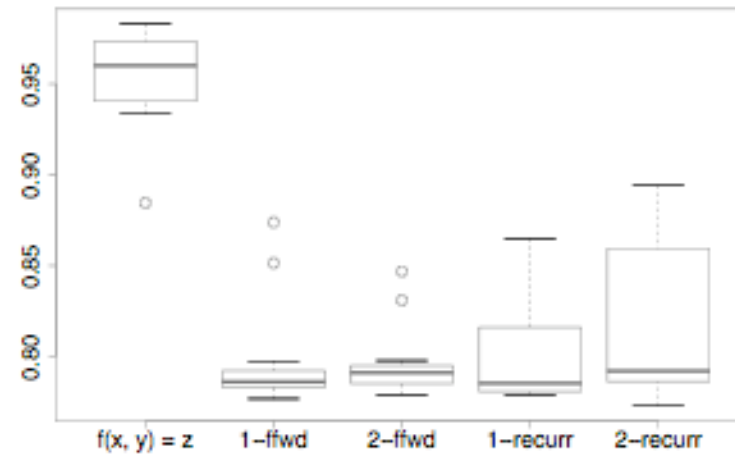
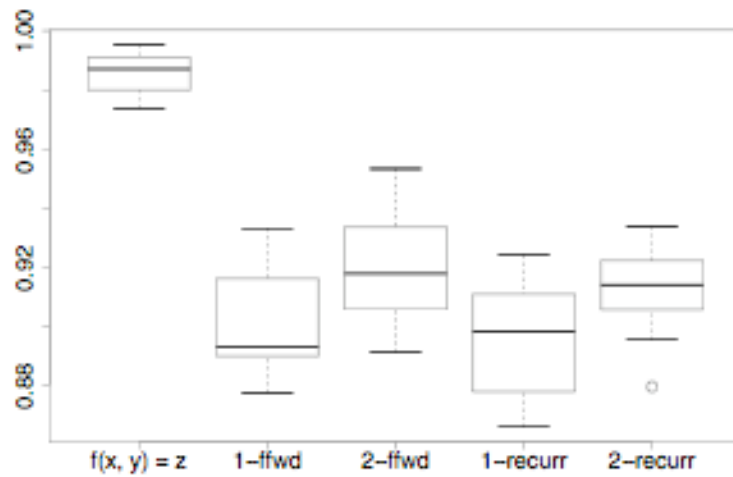
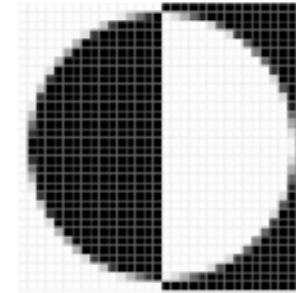
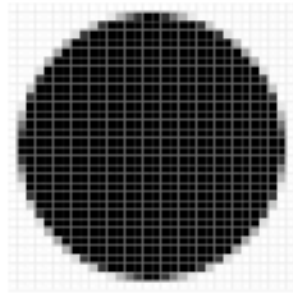
	feedforward topology	recurrent topology
one chemical	1-ffwd	1-recurr
two chemicals	2-ffwd	2-recurr

- 250000 evaluations, 16 runs
- baseline: regression approach (i.e.  $f(x,y) \Rightarrow color$ )
- recurrent and non recurrent NN
- max number of steps is 1024

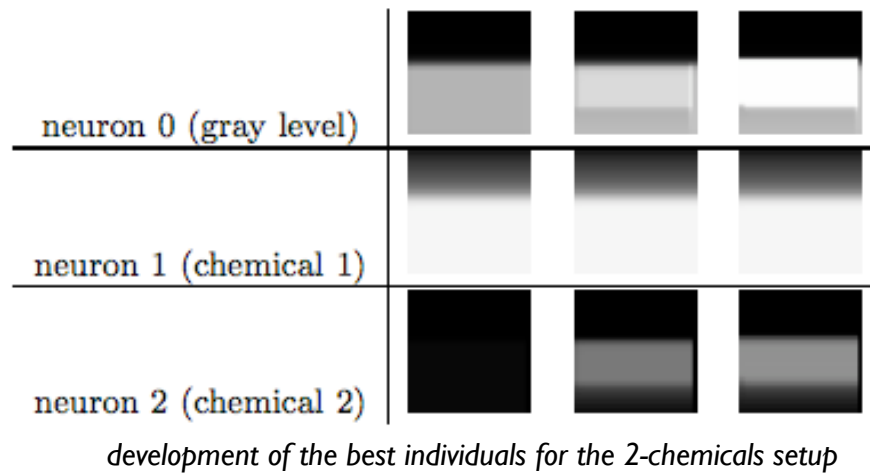
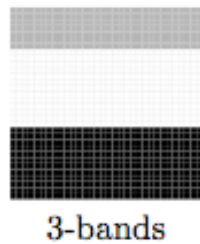
# Results (1/2)



# Results (2/2)



# Chemicals and Development

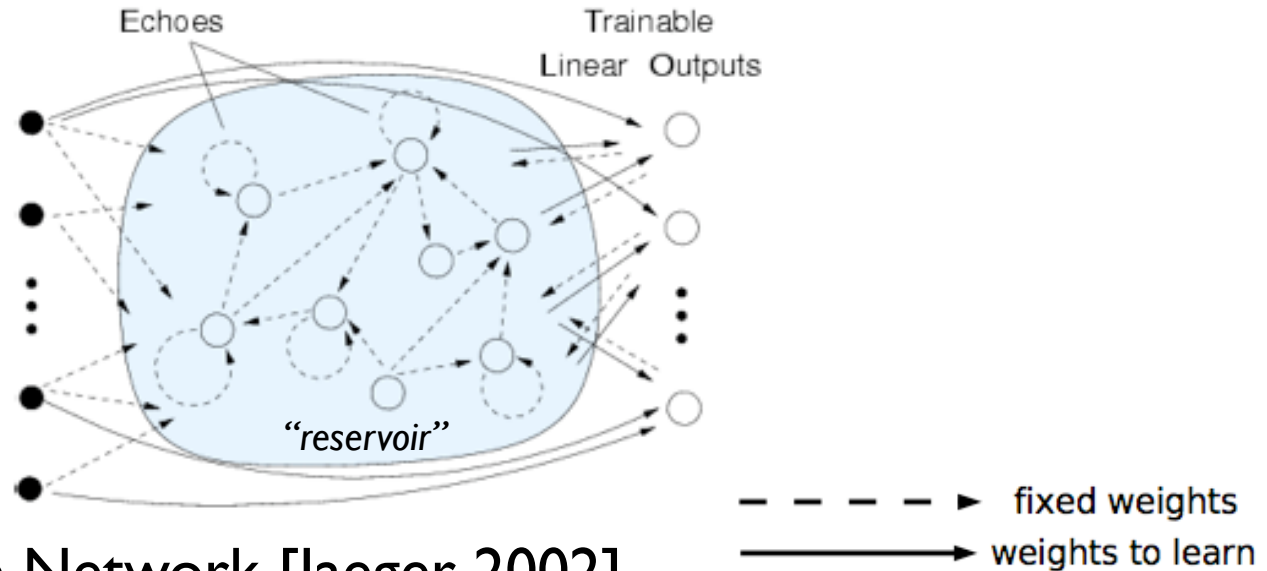


# Self-healing property



- Robustness
  - how? add noise, compute fitness after stabilization
  - self-healing : from 75% (Recurrent) up to 100% (feed-fwd)
    - We've got a global attractor!
    - non-predicted (and welcome) property!
    - note: previous work never achieved such results

# Controller (2) : ESN

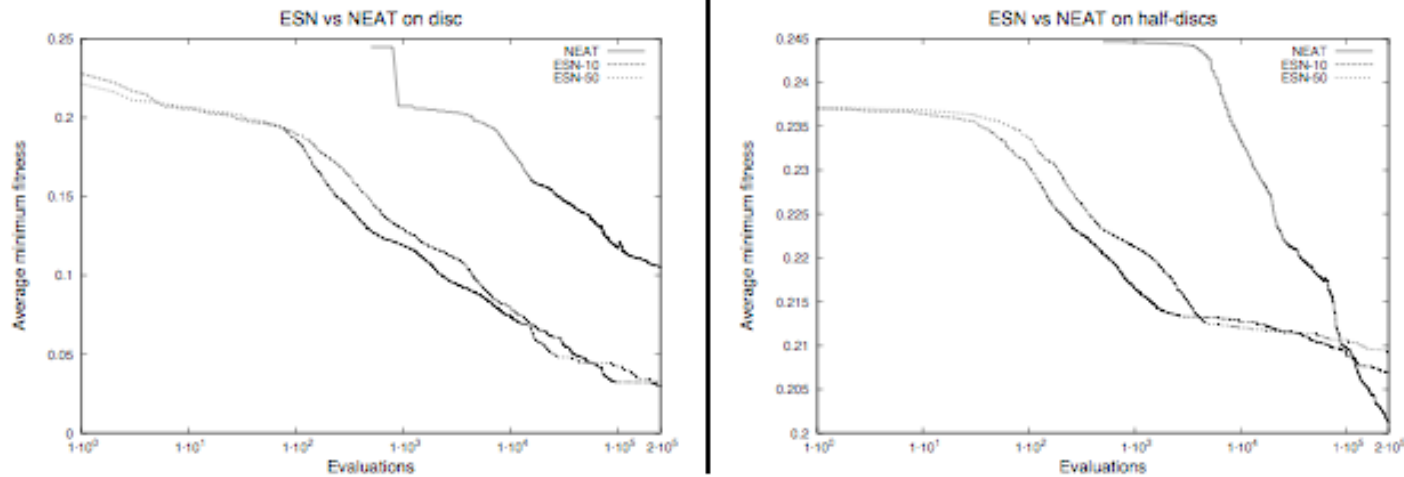


- Echo State Network [Jaeger 2002]
  - random connection, sparse matrix
  - many embedded dynamics
  - Only few weights to learn/optimize
  - reservoir parameters:
    - connectivity of 8%, size of 20 nodes, damping btw 0.8 and 0.9
  - optimizer: (1+1)-SAES



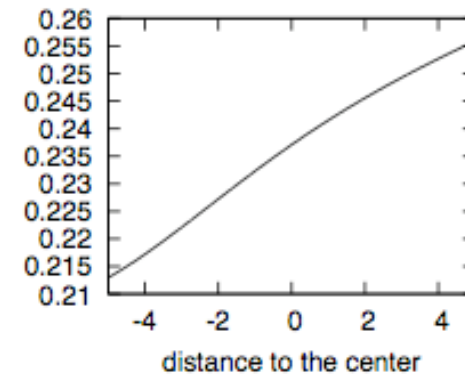
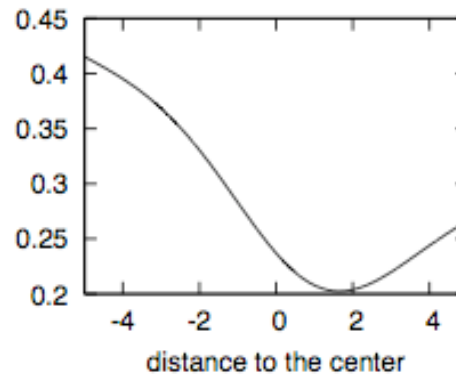
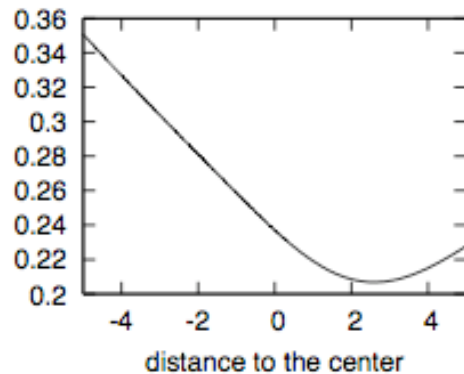
# Experiments (with ESN)

*Devert et al., under review*



- preliminary results
  - faster, better on simple problem
  - comparable on more difficult problems (still faster)
  - very nice fitness landscape (not shown here)
  - ongoing work with state-of-the-art CMA-ES optimizer

# (nice) fitness landscape



- best individual with ESN-10 on the disc problem
- a random direction from the optimal
- smooth fitness landscape

# concluding remarks

- Summary
  - multi-cellular developmental system
  - scalability
    - independent from phenotype size
    - may be coupled with environment
- Contributions
  - energy-based stopping criterion
  - perfect (in some case) self-healing property
- Current work
  - large 3D metallic trusses topology optimization
  - dynamic modular robots evolution (see next slide)



Current FPS: 5.36193

Average FPS: 5.35286

Worst FPS: 5.15907 233 ms

Best FPS: 9.68054 99 ms

Triangle Count: 35892

Batch Count: 111

OGRE

## Short bibliography about multi-cellular developmental systems

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  - J. Bongard, R. Pfeiffer. Evolving complete agents using artificial ontogeny. In Morpho-functional Machines: The New Species. 2003.
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- informations diverses
  - Ma page web: <http://www.lri.fr/~bredeche>
  - Projet TAO / INRIA Futurs : <http://tao.lri.fr>