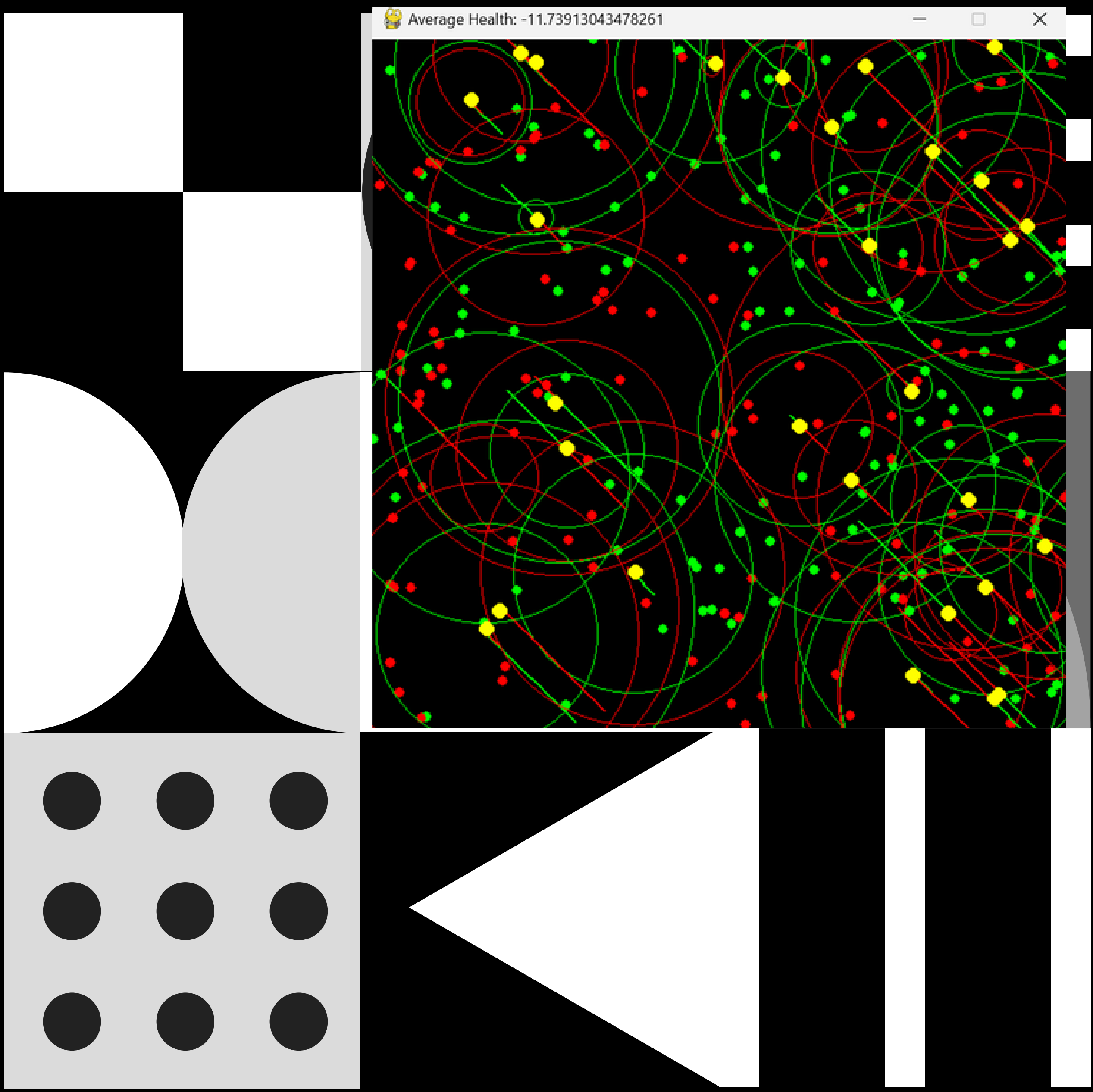
Autonomous Vehicle Evolution

December 2023



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Problem Statement

- In this project, we're delving deep into the important computer programs that make self-driving cars so clever.

- We're building a simulation that mixes two main ideas: Reinforcement Learning (RL) and Genetic Algorithms (GAs). The aim is to copy and understand how self-driving cars get better and adjust. Picture it like how animals evolve in nature, taking a cue from Darwin. Our simulation is like a detailed look at how smart systems learn and change as time goes on.

Motivation

"A computer simulation, where cars learn to drive better on their own, inspired by how animals learn in nature."

- Our motivation was fueled by a fascination with the elegance of Reinforcement Learning (RL) and Genetic Algorithms (GAs), entwined with a profound respect for the enduring principles of Darwinian evolution.

- In the world where artificial intelligence meets the nature, our quest was to make a simulated world.

- Here, autonomous vehicles, driven by RL and encoded with digital DNA, mirrored the adaptive resilience observed in biological organisms.
- This endeavor signified our commitment to fathom the intricacies of adaptive intelligence and to bridge the conceptual realms of artificial and natural evolution. Ultimately, it was an exploration that aspired to contribute to the development of intelligent and resilient autonomous systems.

Methodology

In our simulation project, we've created a virtual world where cars learn and evolve, taking inspiration from the way animals adapt over time. These cars act like students in a school, making mistakes and learning from them. Much like animals changing over generations, the cars in our game change and get smarter as they practice. They have their own special code, like DNA, guiding their decisions and preferences. We use a graph to see how well they're learning. By following rules inspired by nature, cars that drive better get to "have more kids" in our virtual world. Let's explore the key aspects of our project:

01 | Acting Like Nature:

TCars in our game act like animals learning from their mistakes. We copied the idea of animals changing over time.

02 | Learning

Cars learn to drive better by practicing in the game. They figure out the best ways to drive by trying different things.

03 | Car DNA

Each car has its own special code (like DNA) that makes it unique. This code helps cars decide how to drive and what they like or don't like.

04 | Seeing Changes:

To help give your audience an overview, this section can include a brief description of the goal, its relevance to your sector or industry and the specific sub-targets your organisation is addressing.

05 | Like Nature's Rulebook:

We follow some rules inspired by how animals change over time. Cars that drive better get to have more "kids" in the game.

Methodology

1. **Initialization:**
   - Initialize Pygame and relevant libraries.
   - Define screen dimensions, clock, and primary screen settings.
2. **Vehicle Class Definition:**
   - Define a comprehensive class encapsulating autonomous vehicle attributes, including position, velocity, acceleration, and DNA parameters.
   - Implement methods for updating vehicle properties, reproduction, cloning, eating behaviors, and overall interactions.
3. **Behavioral Dynamics:**
   - Update vehicle properties iteratively based on acceleration and velocity vectors.
   - Apply forces for seeking food particles and avoiding poison particles, with behaviors determined by DNA parameters.
4. **Reproduction Mechanism:**
   - Introduce cloning mechanisms with probabilities contingent on vehicle health.
   - Implement genetic diversity through mutation in the DNA structure, fostering evolutionary dynamics.
5. **Particle Interaction:**
   - Define algorithms for vehicle interactions with food and poison particles.
   - Utilize DNA parameters to influence perception and decision-making processes.

Pseudo Code

```
# Pseudo code for the evolutionary steering behaviors simulation

# ... (Existing code provided)

# Start the game loop
running = True
Paused = False

while running:
  for event in pygame.event.get():
    if event.type == pygame.QUIT:
      running = False
    elif event.type == pygame.KEYDOWN:
      if event.key == pygame.K_d:
        debug = not debug
      if event.key == pygame.K_p:
        Paused = not Paused
    elif event.type == pygame.MOUSEBUTTONDOWN:
      x, y = pygame.mouse.get_pos()
      vehicles.append(Vehicle(x, y))

  if Paused:
    continue

  # Clear the screen initially
  screen.fill((0, 0, 0))

  # Add food and poison particles on the screen
  addFood()
  addPoison()

  # Initial food and poison particles appear on the screen
  drawFood()
  drawPoison()

  # Calculate the average health of the vehicles
  appearText()

  if debug:
    for v in vehicles:
      drawRangeCircles(v)
      DrawAttractionLines(v)

  # Draw the vehicles
  drawVehicles()

  # Update the display
  pygame.display.flip()

  # Set the frame rate
  clock.tick(30)

# Plot the graph
plt.plot(x, aHealth)
plt.xlabel('Generation')
plt.ylabel('Average Health')
plt.title('Average Health per Generation')
plt.show()

# Quit Pygame
pygame.quit()
```

Initialization:

- Initialize Pygame and required libraries.
- Set screen dimensions, clock, and primary screen settings

- Vehicle Class Definition:
- Define a class encapsulating autonomous vehicle attributes (position, velocity, acceleration, DNA).
- Implement methods for updating vehicle properties, reproduction, cloning, and interactions.

- Behavioral Dynamics:
- Update vehicle properties iteratively based on acceleration and velocity vectors.
- Apply forces for seeking food particles and avoiding poison particles, with behaviors determined by DNA parameters.

- Reproduction Mechanism:
- Introduce cloning mechanisms with probabilities based on vehicle health.
- Implement genetic diversity through mutation in the DNA structure.

- Particle Interaction:
- Define algorithms for vehicle interactions with food and poison particles.
- Utilize DNA parameters to influence perception and decision-making processes.
- Visualization and Debugging:
-
- Incorporate functions for rendering vehicles, food particles, and poison particles.
- Optional debugging mode to visualize range circles and attraction lines for each vehicle.

- Game Loop Execution:
- Implement a continuous loop handling user input, updating particle positions, and drawing the simulation.
- Introduce probability-based mechanisms for adding food and poison particles.
- Dynamically update vehicle behaviors and perpetuate the simulation until user interaction triggers termination.

- Graphical Display and Analysis:
- Calculate and display the average health of vehicles per generation.
- Allow user-initiated pauses and toggling of the debug mode for enhanced analysis.

- Graph Plotting and Visualization:
- Utilize matplotlib.pyplot to generate a graph depicting average health per generation.

- Conclusion and Termination:
- Conclude the simulation and display the average health graph upon user termination.
- Facilitate a seamless closure of the Pygame environment.

- Output:
- The simulation generates a graphical display showing vehicles navigating, seeking food, avoiding poison, and evolving.
- Plot the average health against generations, providing insights into the adaptive nature of autonomous vehicles.

Output

Observations and Analysis of Autonomous Vehicle Evolution Simulation

Initial Simulation Dynamics:

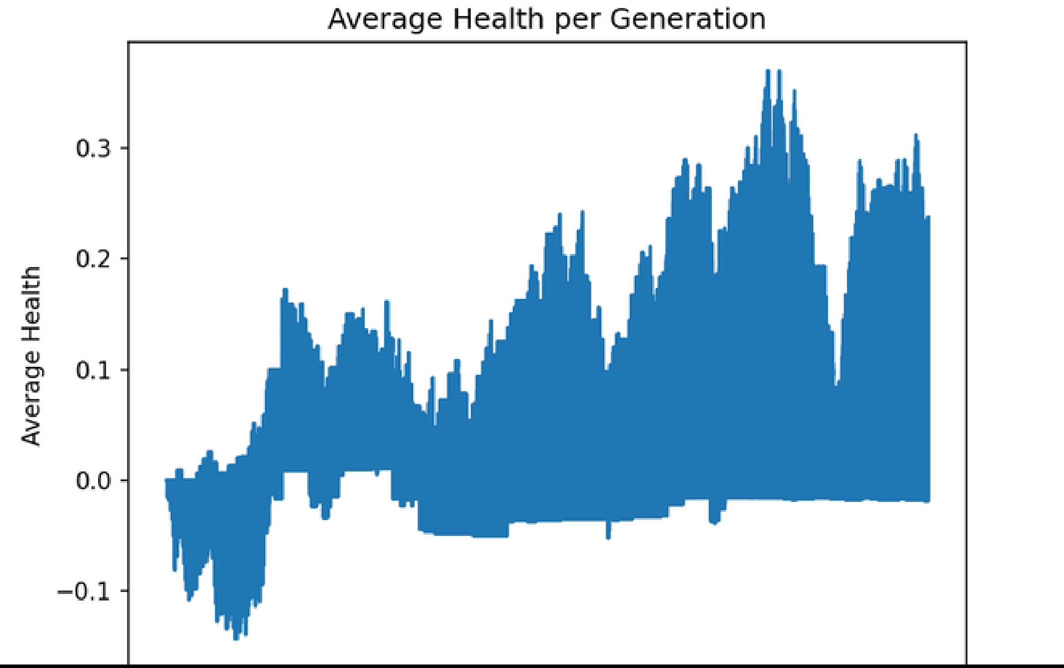
- **Negative Average Health:**
  - The initial negative average health stems from the dominance of vehicles exhibiting non-intelligent behavior.
  - These vehicles primarily consume poison particles, leading to a decrement in overall health.

Key Indicator	Activity / Project	Data / Outcome
Average Health of Autonomous Vehicles	• Developed a simulation environment incorporating reinforcement learning and genetic algorithms.	• The average health of autonomous vehicles is a key indicator reflecting their adaptive intelligence and survival capabilities.
Genetic Diversity	• Introduced mutations in vehicle DNA to simulate genetic diversity. • Monitored the impact of mutations on the population's overall genetic makeup.	• Genetic diversity is a crucial factor in evolutionary processes, influencing the resilience and adaptability of the population.
Survival Rate of Intelligent Offspring	• Implemented a cloning mechanism based on the health of vehicles, favoring those with higher intelligence. • Tracked the survival and proliferation of intelligent vehicle offspring.	• Survival rate indicates the success of intelligent offspring in adapting to environmental challenges.

Evolutionary Trends:

- **Fluctuations with Mutations:**
  - Subsequent fluctuations in average health are observed when mutations occur in the vehicle population.
  - The introduction of less intelligent children, resulting from mutations, temporarily reduces the overall intelligence of the population.
- **Selective Survival:**
  - The simulation exhibits a survival-of-the-fittest dynamic, where less intelligent vehicles succumb to environmental challenges.
  - Over time, the death of less intelligent vehicles contributes to the emergence of a more intelligent and resilient population.

Average Health over Generations



Health is proportional to number of obstacles it avoids

Generations are mutations in the children Vehicles over time

Implications and Significance:

- **Parallel to Natural Selection:**
  - The observed patterns align with principles of natural selection, where traits conducive to survival are favored and passed on to subsequent generations.
- **Relevance to Reinforcement Learning:**
  - The simulation provides valuable insights into the adaptive capabilities of autonomous vehicles using reinforcement learning and genetic algorithms.

550% Increase in average health in 40 seconds.

Discussion

The dynamic nature of the simulation, with its initial challenges and subsequent rise in average health, mirrors the evolutionary processes observed in natural ecosystems.

This project sheds light on the potential of reinforcement learning and genetic algorithms in enhancing the intelligence and adaptability of autonomous vehicles.

Further exploration and refinement of these algorithms hold promise for the development of resilient and intelligent autonomous systems.

01 | Highlight 1: Evolutionary Dynamics

The simulation depicted intriguing evolutionary dynamics, initially marked by the prevalence of non-intelligent vehicles favoring poison consumption. Despite this challenge, the population demonstrated a consistent upward trend in average health, showcasing the emergence of adaptive intelligence.

02 | Highlight 2: Genetic Diversity and Resilience

Amidst mutations, the project revealed fluctuations in genetic diversity, a crucial element in evolutionary success. These variations contributed to the overall resilience of the autonomous vehicle population. The simulation successfully illustrated the ebb and flow of genetic traits, emphasizing the adaptability of artificial intelligence.

03 | Gradual Dominance of Smarter Offspring

A key outcome of the project was the gradual dominance of smarter offspring within the evolving population. Despite initial dips in average health attributed to mutations, the emergence of fewer but more intelligent descendants underscored the potential of reinforcement learning and genetic algorithms in shaping intelligent autonomous systems.

Conclusion

1. Evolutionary Progress:

- Initial negative average health due to non-intelligent vehicles.
- Over generations, a consistent rise in average health, signifying evolutionary progress.

2. Impact of Mutations:

- Fluctuations in average health during mutation events.
- Evolutionary advantage observed as smarter offspring dominated over time.

3. Genetic Diversity and Adaptation:

- Demonstrated variations in genetic traits and diversity.
- Illustration of the adaptability of autonomous vehicles to environmental challenges.

4. Resilience in Population:

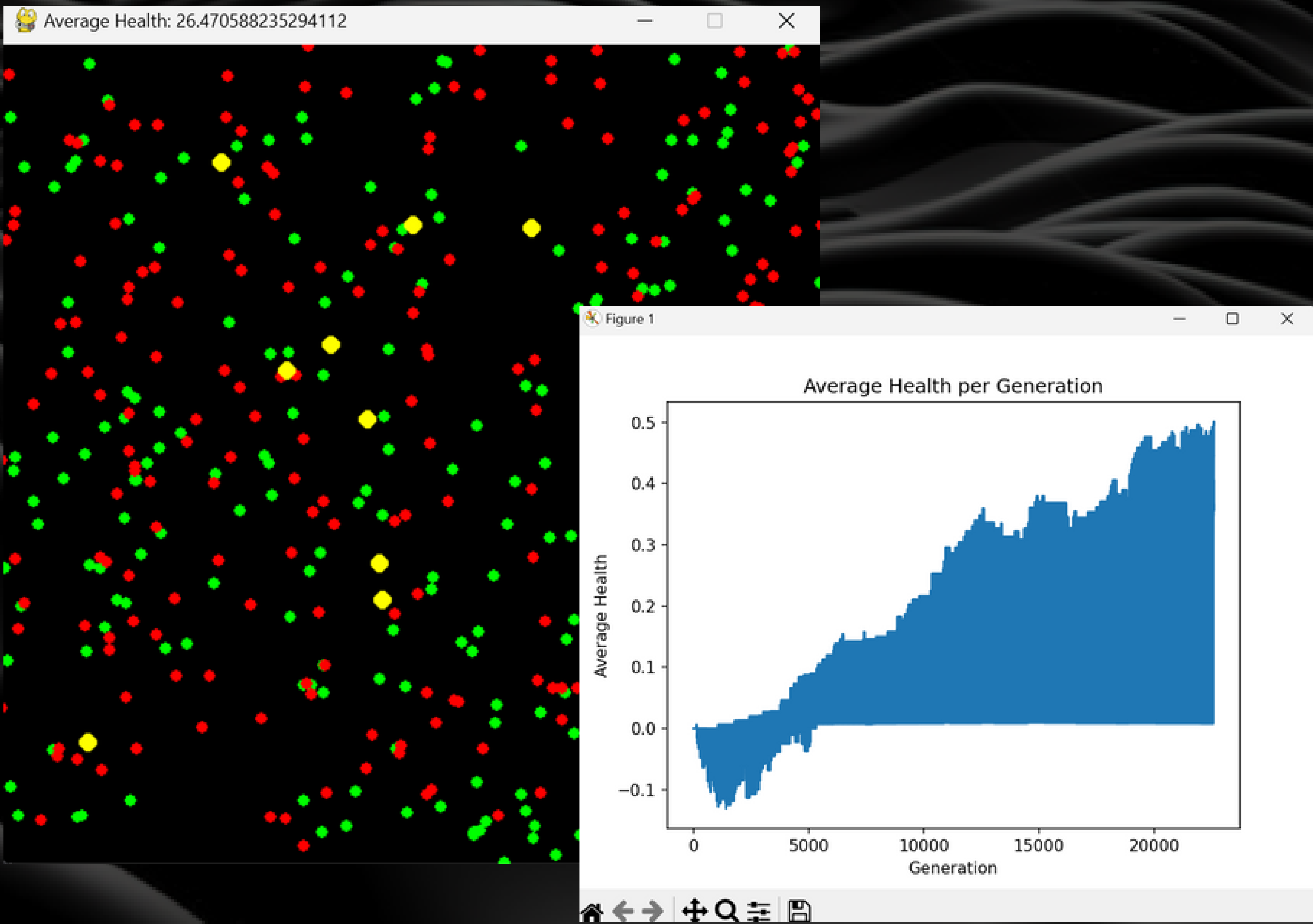
- Despite challenges, the population exhibited resilience.
- Gradual dominance of intelligent descendants contributing to overall population resilience.

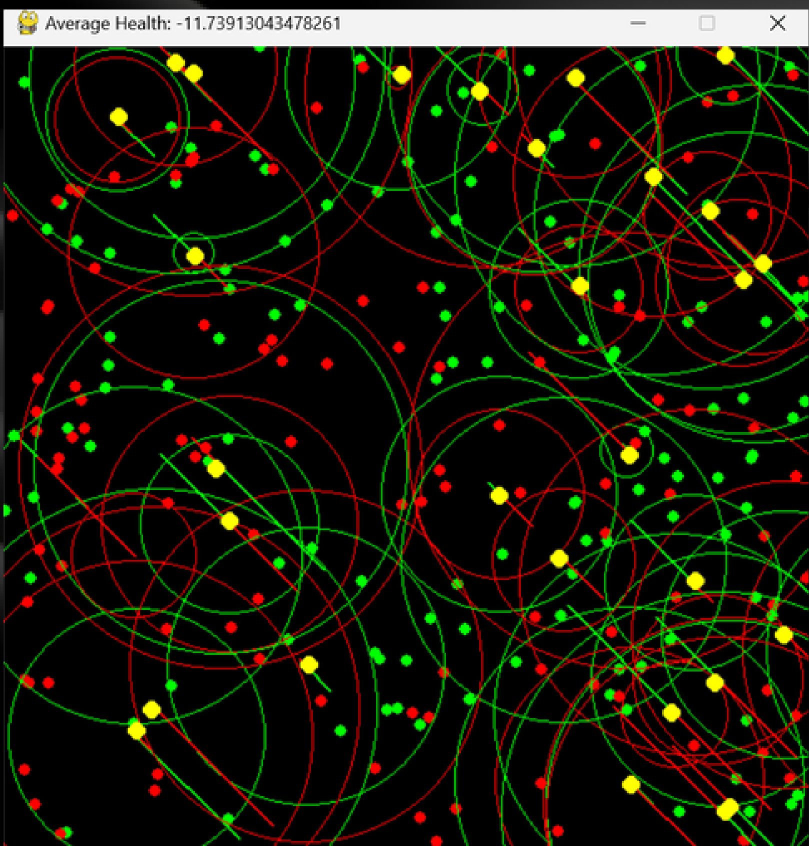
5. Insights for AI Development:

- Project insights valuable for AI development.
- Reinforcement learning and genetic algorithms showcased potential for shaping intelligent autonomous systems.

Learning Outcomes

1. **Understanding Reinforcement Learning:**
    - *Gain insights into the practical implementation of reinforcement learning algorithms.*
    - *Explore how autonomous entities make decisions based on environmental interactions.*
2. **Application of Genetic Algorithms:**
    - *Learn how genetic algorithms contribute to the evolution of intelligent systems.*
    - *Understand the role of genetic diversity in shaping the behavior of autonomous vehicles.*
3. **Integration of Nature and AI:**
    - *Correlate principles of Darwinian evolution with artificial intelligence.*
    - *Explore the intersection of nature-inspired algorithms and the development of autonomous agents.*
4. **Practical Simulation Skills:**
    - *Develop hands-on experience in creating simulations for autonomous vehicle evolution.*
    - *Gain proficiency in coding and visualizing the adaptive behaviors of digital organisms.*
5. **Insight into Adaptive Intelligence:**
    - *Comprehend the concept of adaptive intelligence in the context of autonomous systems.*
    - *Apply learned principles to enhance understanding of how intelligent entities evolve over time.*


Average Health: 26.470588235294112
Figure 1
Average Health per Generation
Average Health
0.5
0.4
0.3
0.2
0.1
0.0
−0.1
0
5000
10000
15000
20000
Generation


Average Health: -11.73913043478261

Acknowledgements

Project for PD Lab Under Guidance of

Dr Sandeep Udmale Sir

We want to express our gratitude for your guidance in our lab project. Your expertise and support made the learning experience valuable and enjoyable. Thank you.

We thank you for your continued support!

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