**Application Of Neural Networks To Robot Animals**

**Final Project CS547**

Matthew A. Letter

&

Lin sun

University of New Mexico

Neural Networks 547

mletter1@unm.edu

sun@unm.edu

**Abstract: left blank intentionally**

Table of Contents

Abstract  3

1. Introduction  4

2. Approach 4

3. Results 4

4. Discussion 4

5. Summary and Conclusion 4

6. Acknowledgements 4

7. References 4

8. Appendix A 5

# Abstract

Add abstract here, single space, 12pt intentionally blank

# 1. Introduction

This paper rigorously establishes that neural network design models can be used to manipulate learning on simulated biological system. All the research was done using professor Thomas Caudell’s animal robot environmental model. (Caudell) The starting point of the research involved 3 architectures, used to establish the parameters of life with respect to the simulated organism and its environment. These provide a basis for analyzing the implemented neural network algorithms, the goal of which is to create a “neuron” based brain for the organism to live as long as possible in its environment, and determine what neuronal design structures degrade or enhance this attribute.

# 2. Approach

# 3. Results

# 4. Discussion

# 5. Summary and Conclusion

# 6. Acknowledgements

# 7. References

Caudell, Thomas. "Flatworld."

# 8. Appendix A