



# Virtual Evolution Of 2D Soft Robots

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- Project scope

# Overview

- Project scope
- Background

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- Methodology

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- Results And Conclusions

# Project Scope

- Automate design of shape-changing soft robots

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  - Change internal pressure

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- Non-linear FEM



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  - Restricted to two dimensions

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- Automate design of shape-changing soft robots
  - Change internal pressure
- Non-linear FEM
  - Restricted to two dimensions
  - Modelled with real material properties

# Project Scope (cont.)

- Computationally efficient

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  - Use recursive grammatical encodings

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  - L-systems for cellular level
  - CPPNs for organism level

# Project Scope (cont.)

- Computationally efficient
  - Use recursive grammatical encodings
  - L-systems for cellular level
  - CPPNs for organism level
- Evolve a population to obtain best model

# Background

- Soft robotics



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- Compositional Pattern-Producing Network - NeuroEvolution of Augmenting Technologies (CPPN-NEAT)
  - Neural networks
  - Evolved with topology augmentation

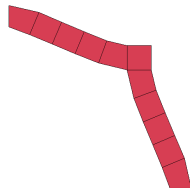
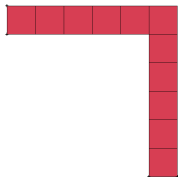
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# Basic Structure

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- L-systems

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- Use material properties obtained from standard testing

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- Manufacture physical model

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  - Print at some thickness

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- Use material properties obtained from standard testing
- Manufacture physical model
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- Use material properties obtained from standard testing
- Manufacture physical model
  - Unit cell and whole body
  - Print at some thickness
  - Place between glass plates
  - Apply internal pressure
  - Observe behaviour

# Results And Conclusions

- Improve computing time required



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  - 3D
  - Different objective functions

# Questions?