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Introduction to Evolutionary Algorithms

Presentation · November 2016

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Evolutionary Computation

an introduction to evolutionary algorithms

Who am I?

- Dr. Shahin Rostami
- Lecturer in Computational Intelligence at the Bournemouth University
- Ph.D. thesis:
“Preference Focussed Many-Objective Evolutionary Computation”



Presentation overview

- Why Evolutionary Computation?
- What is it?
- How does it work?
- Further reading

Why Evolutionary Computation?

- Exciting applications in many fields:
 - **Concealed weapon detection**
 - Medical scan classifiers
 - Automotive active steering controllers
 - SMART home systems
 - **A.I. behaviour for video games**

Why Evolutionary Computation?

- Improve design of systems
- Make an impact on safety of others



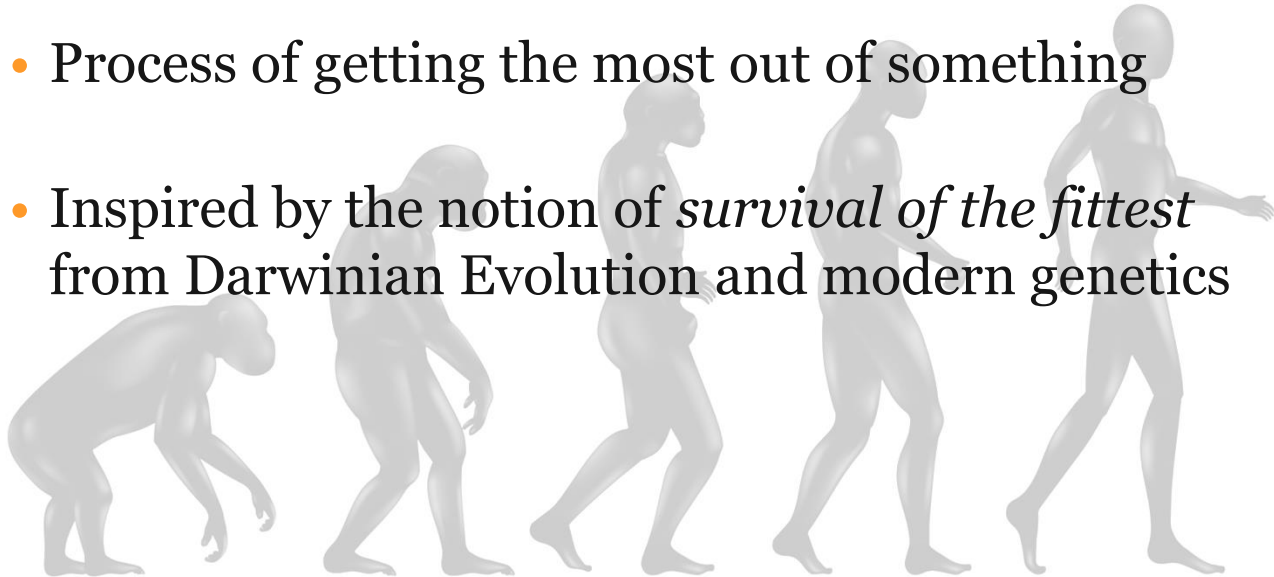
Why Evolutionary Computation

- Design A.I. behaviour with preference towards:
 - Fast level completion
 - Aggressiveness
 - Score achievement
 - Coins collected
 - Or a compromise of the above



What is Evolutionary Computation?

- A nature inspired approach to optimisation
- Process of getting the most out of something
- Inspired by the notion of *survival of the fittest* from Darwinian Evolution and modern genetics



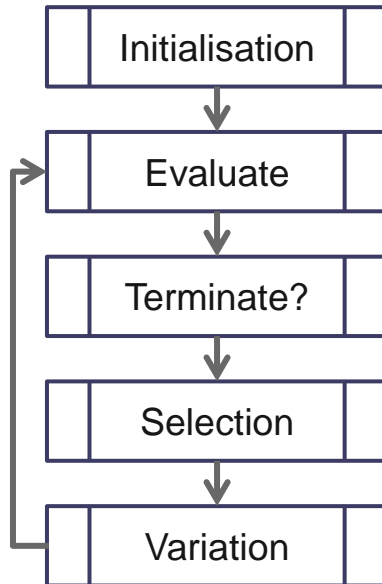
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How?

Next?

How does it work?



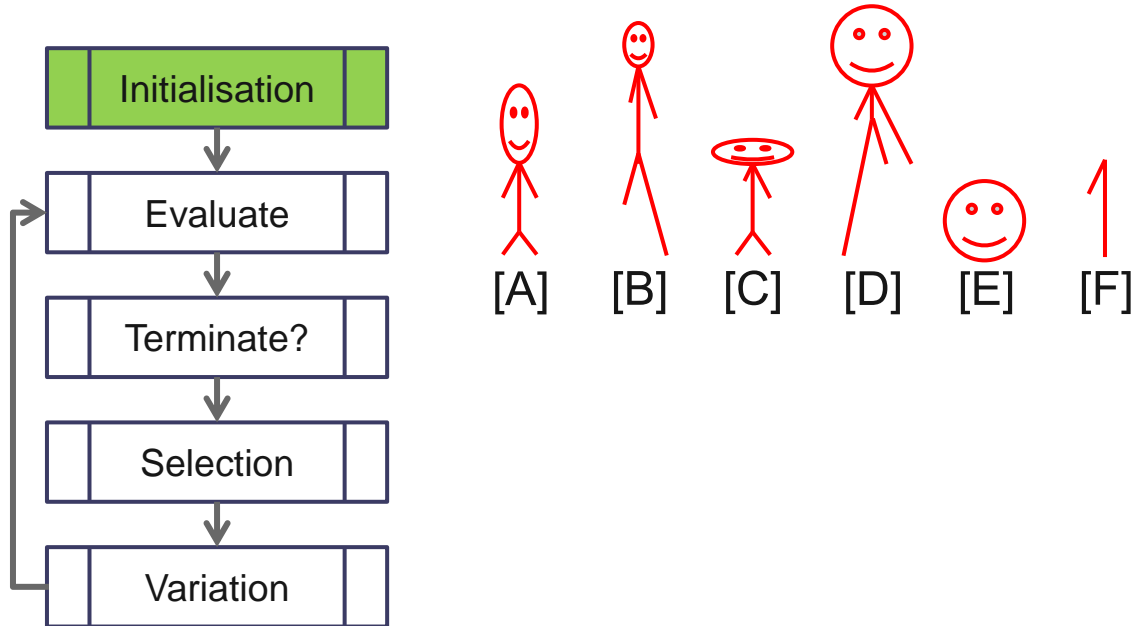
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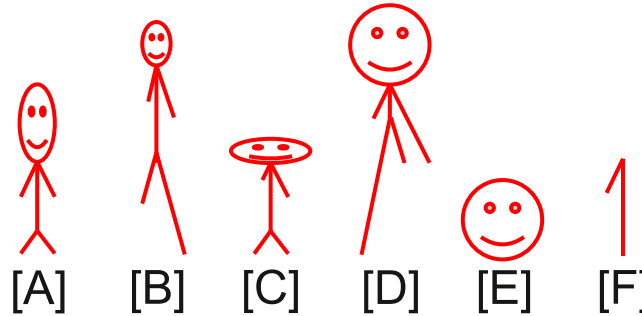
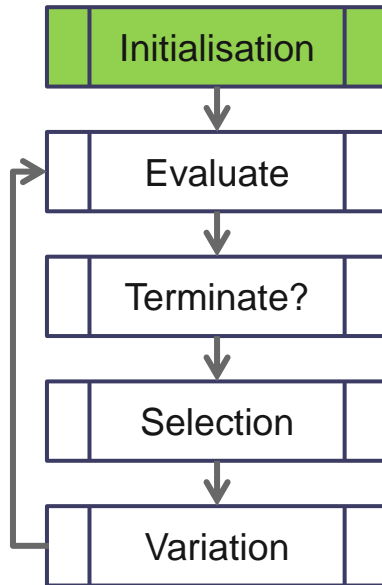
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Parameters:

- Left leg length
- Right leg length
- Torso length
- Left arm length
- Right arm length
- Head Size

Chromosome:

Left Leg	Torso	Left Arm	Head	Right Arm	Right Leg
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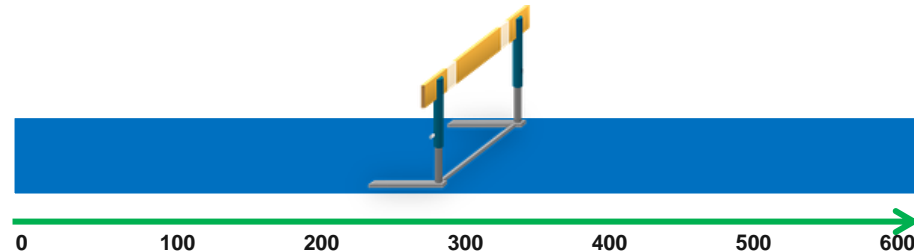
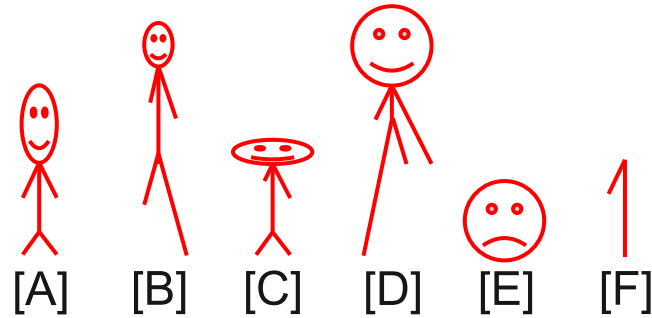
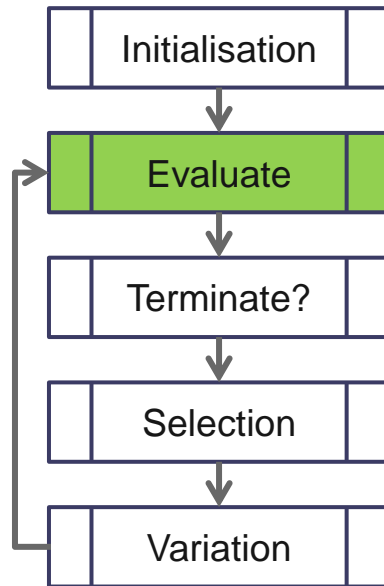
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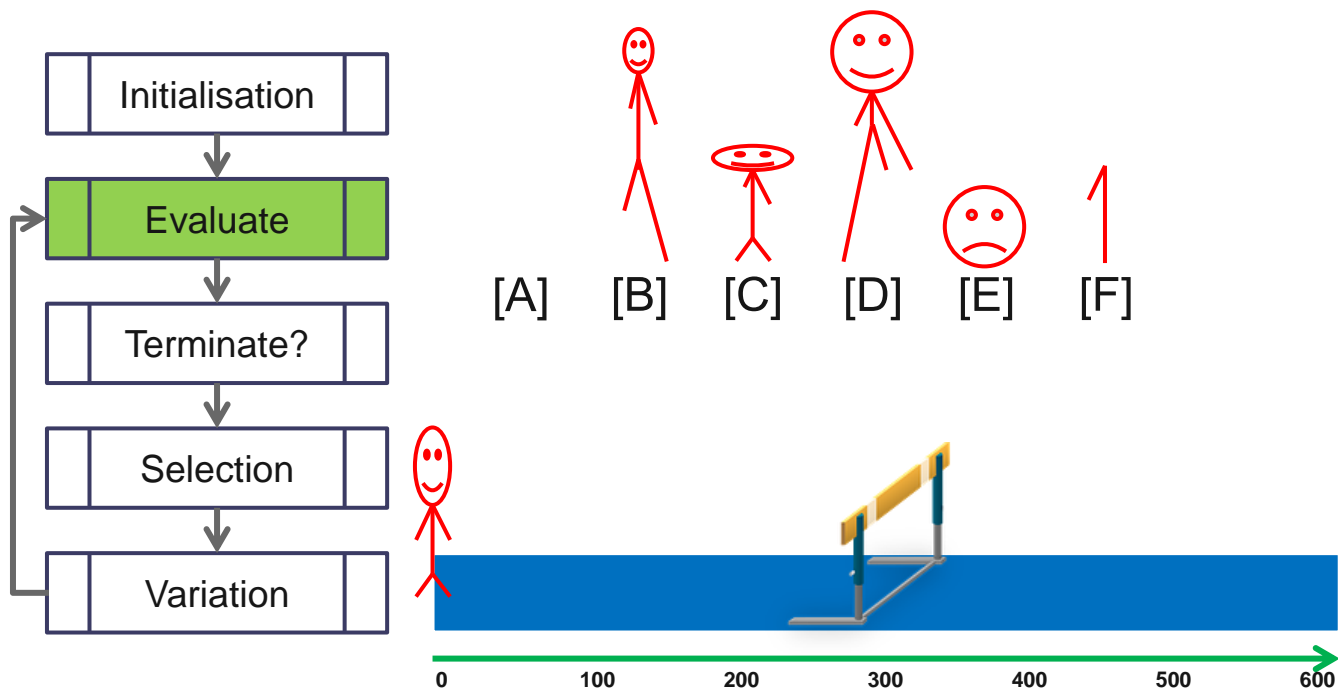
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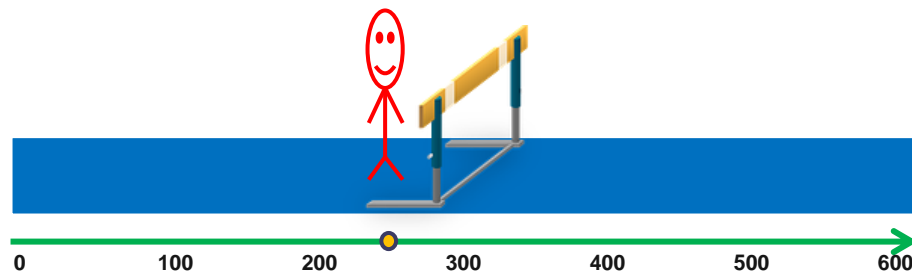
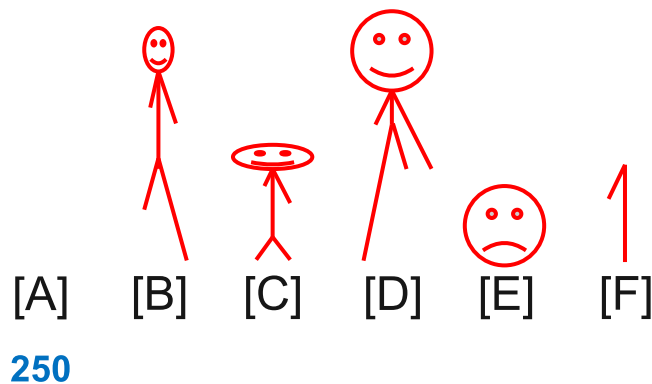
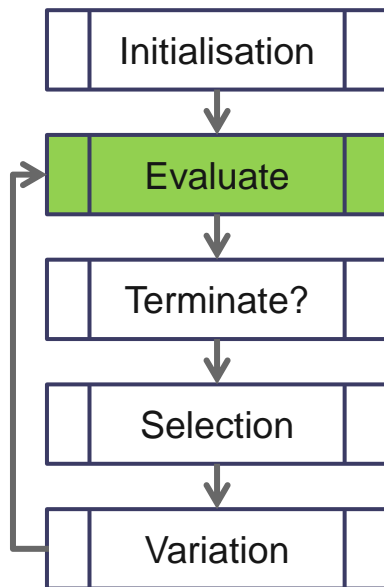
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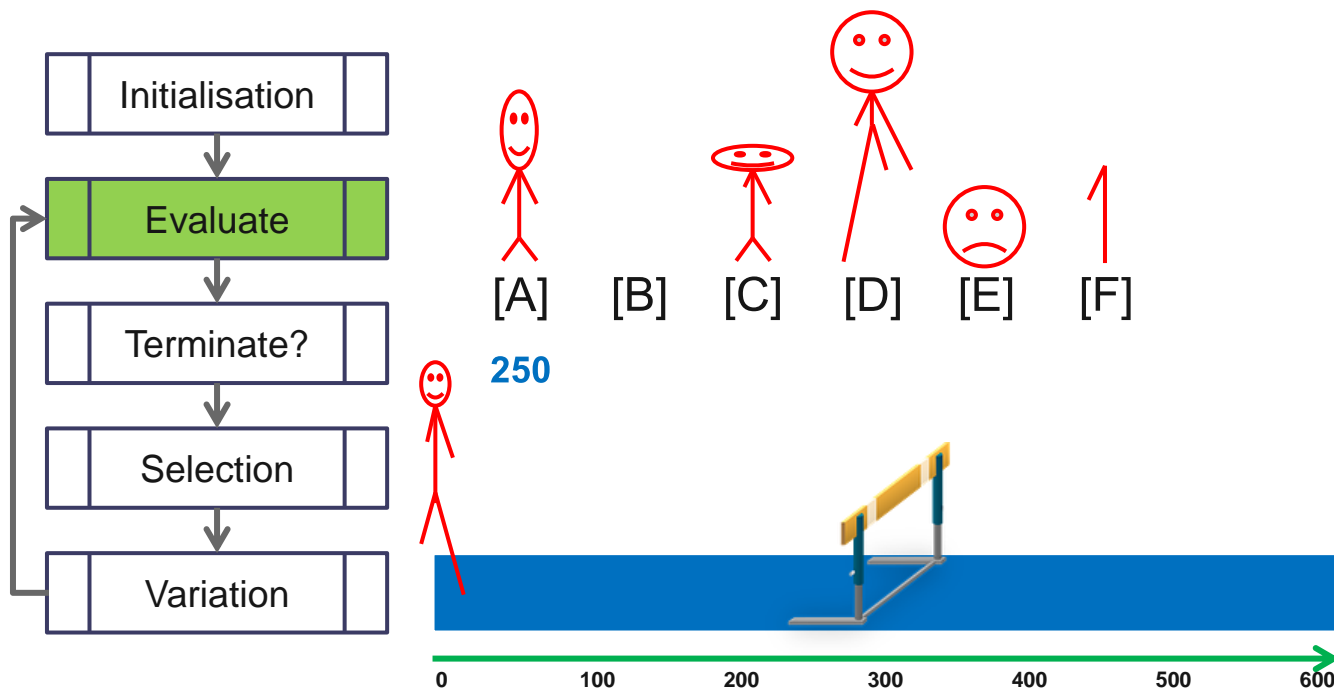
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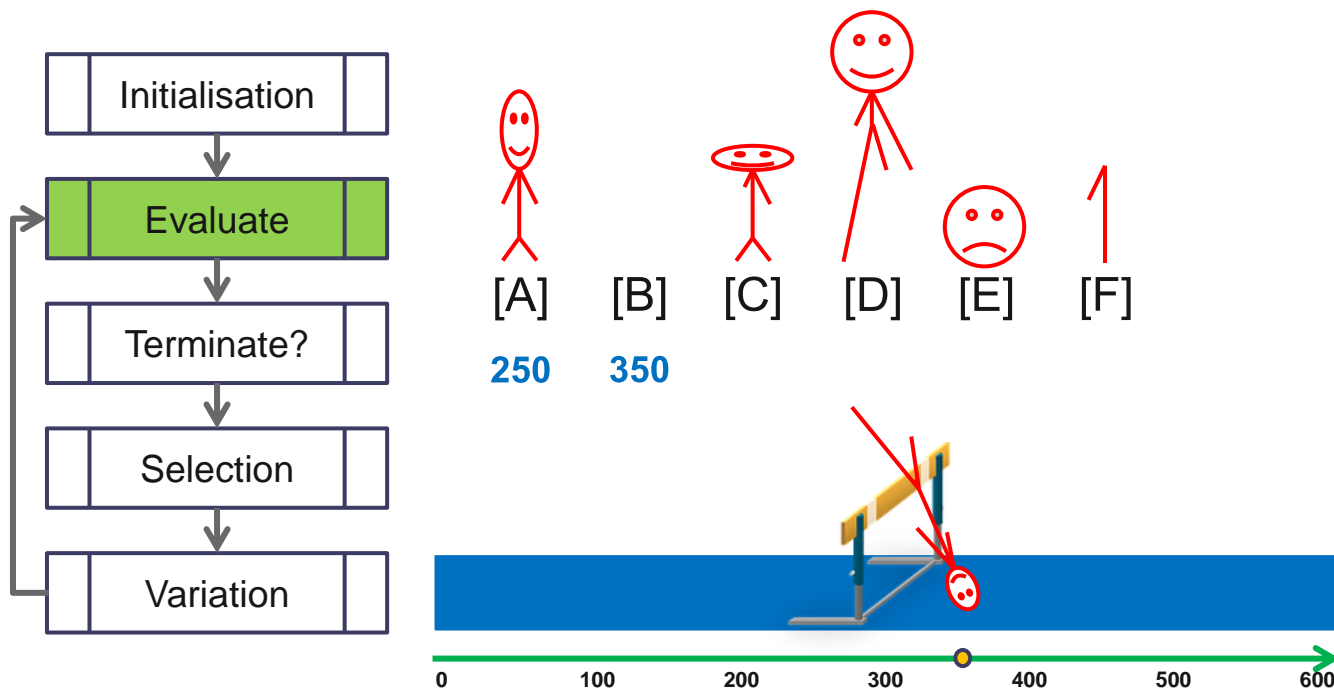
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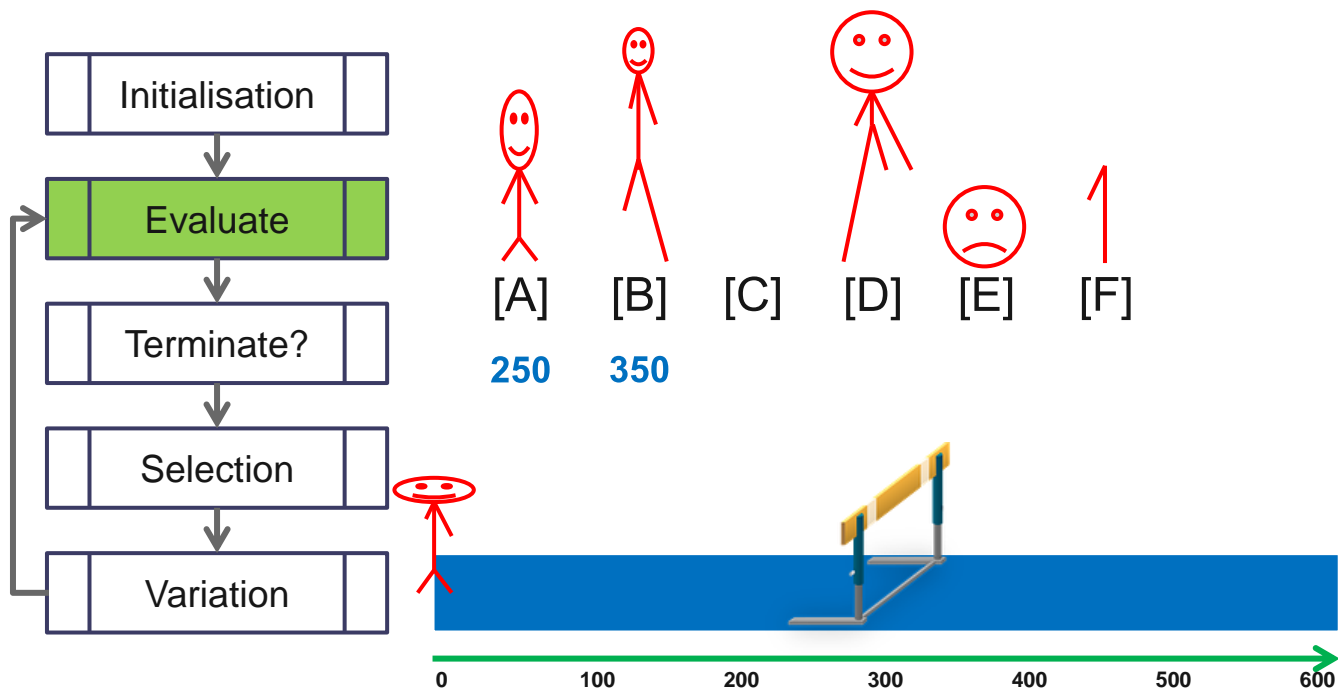
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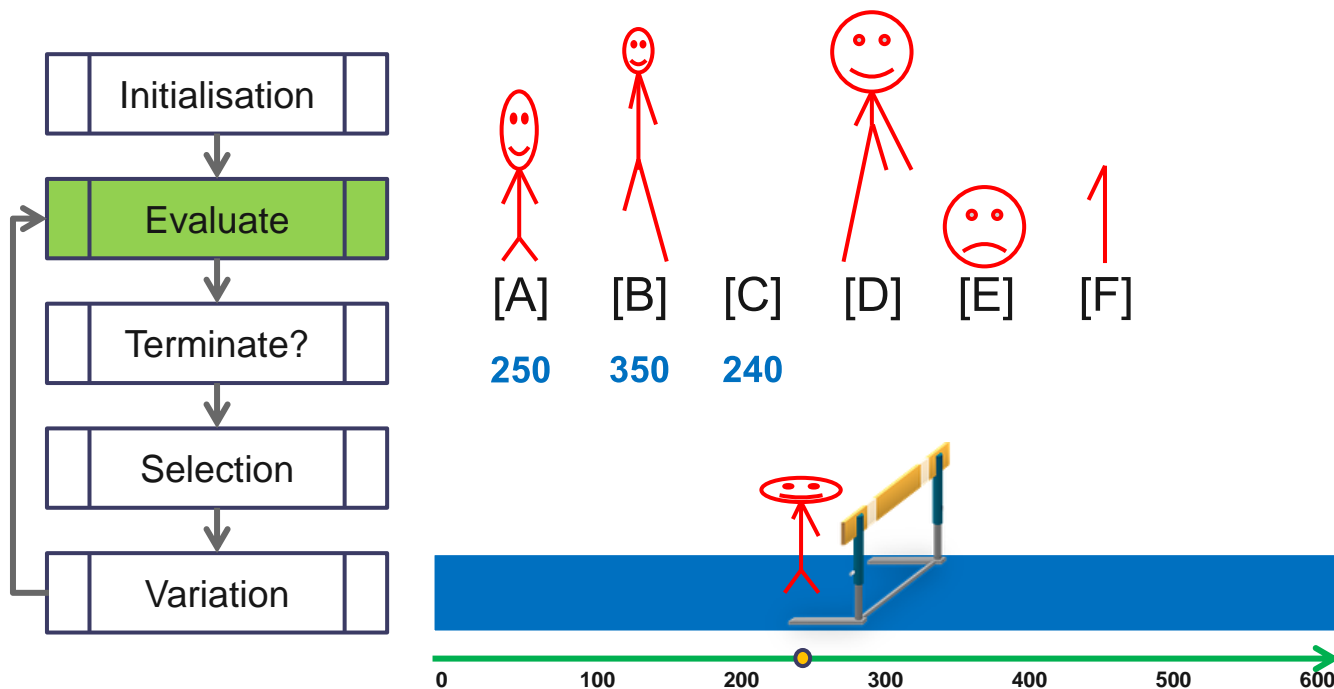
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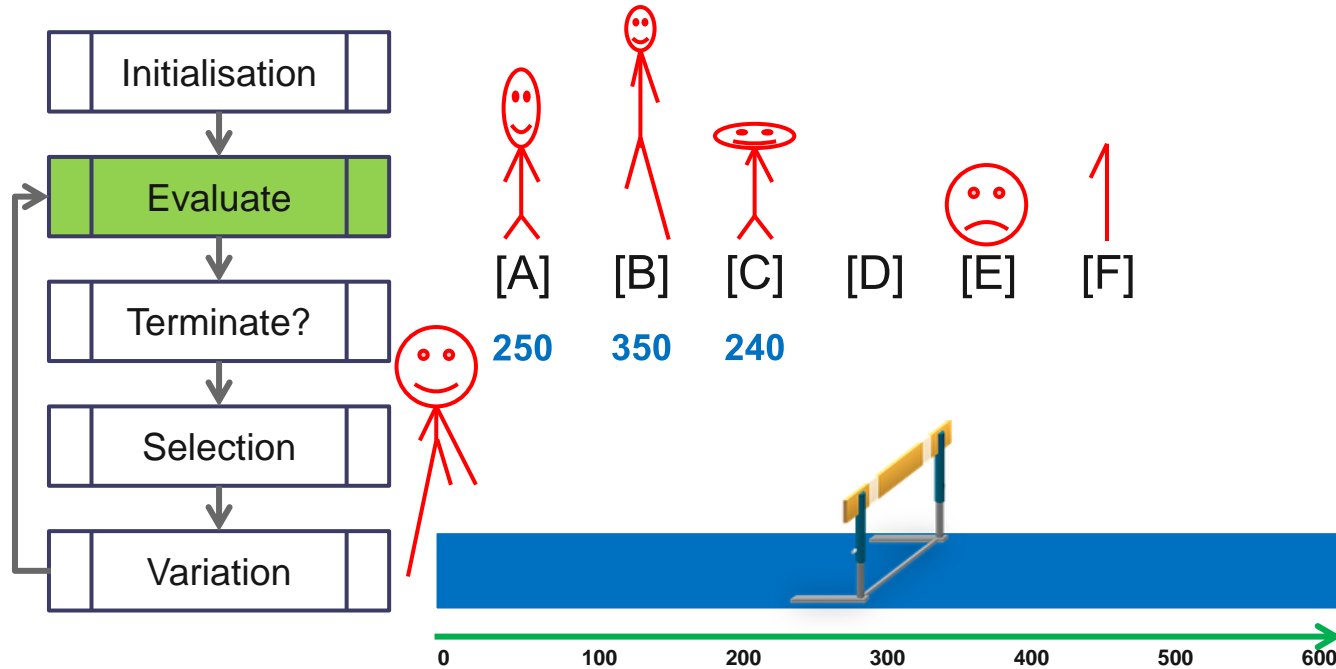
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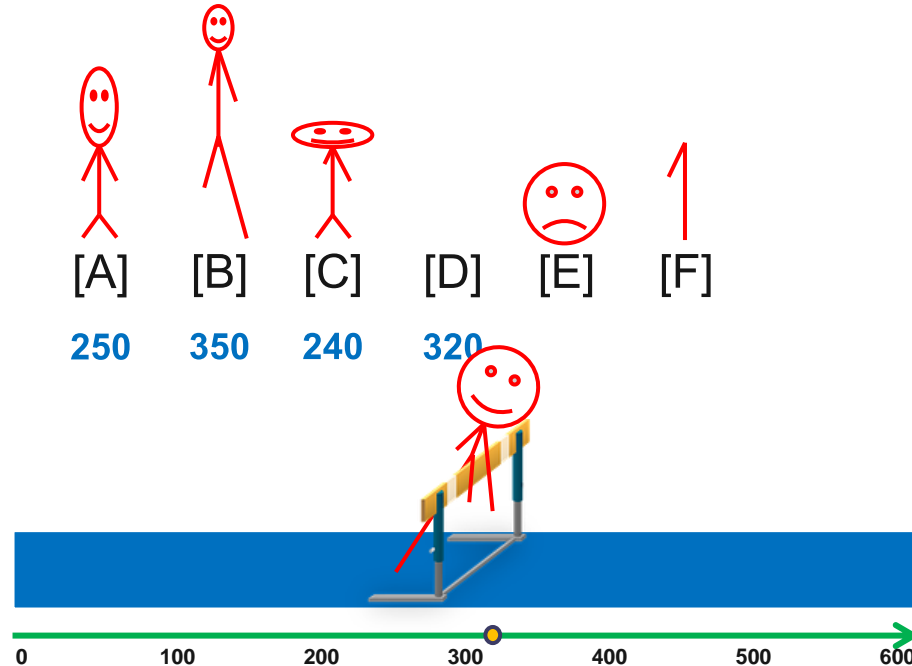
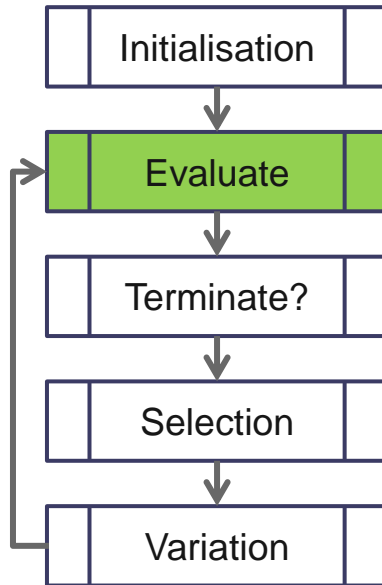
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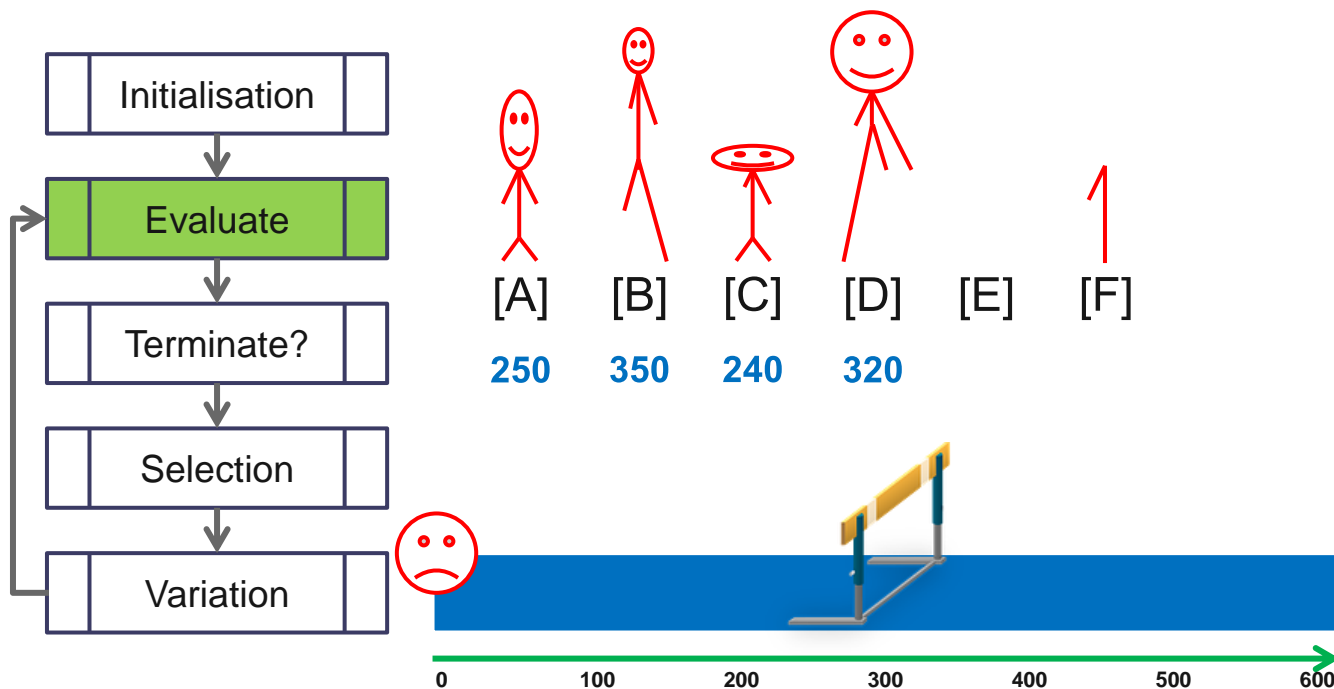
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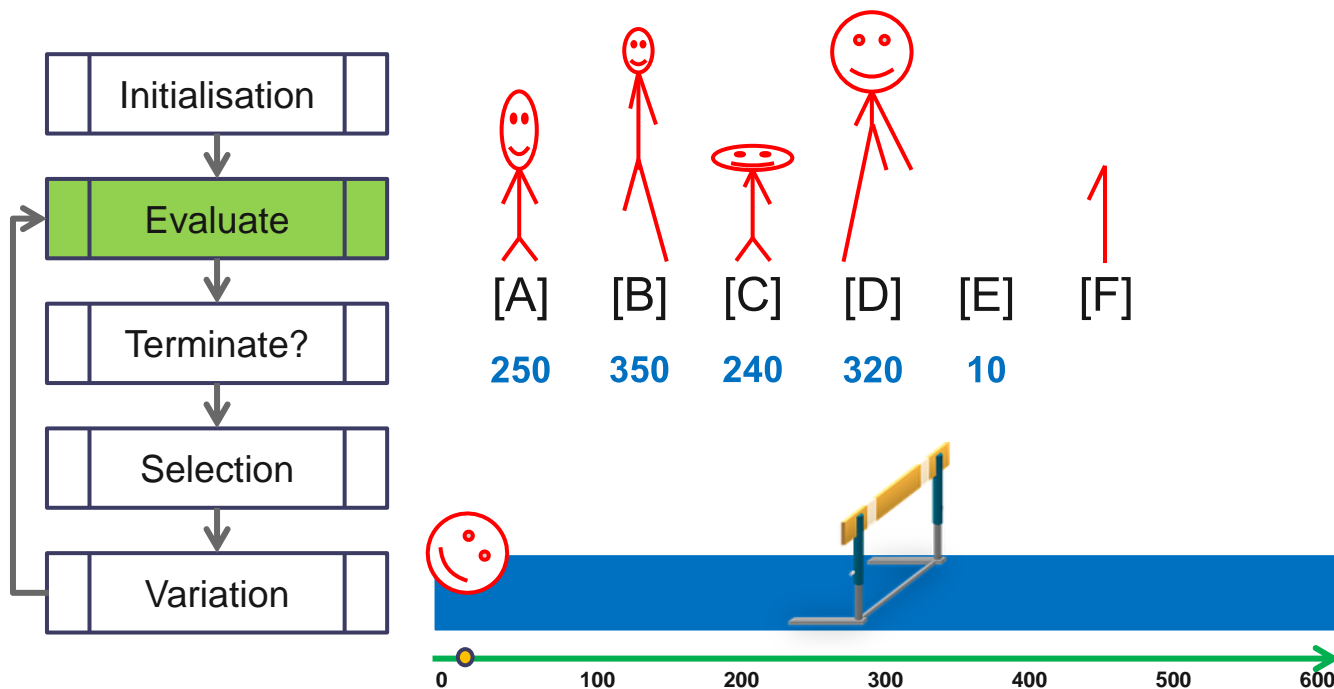
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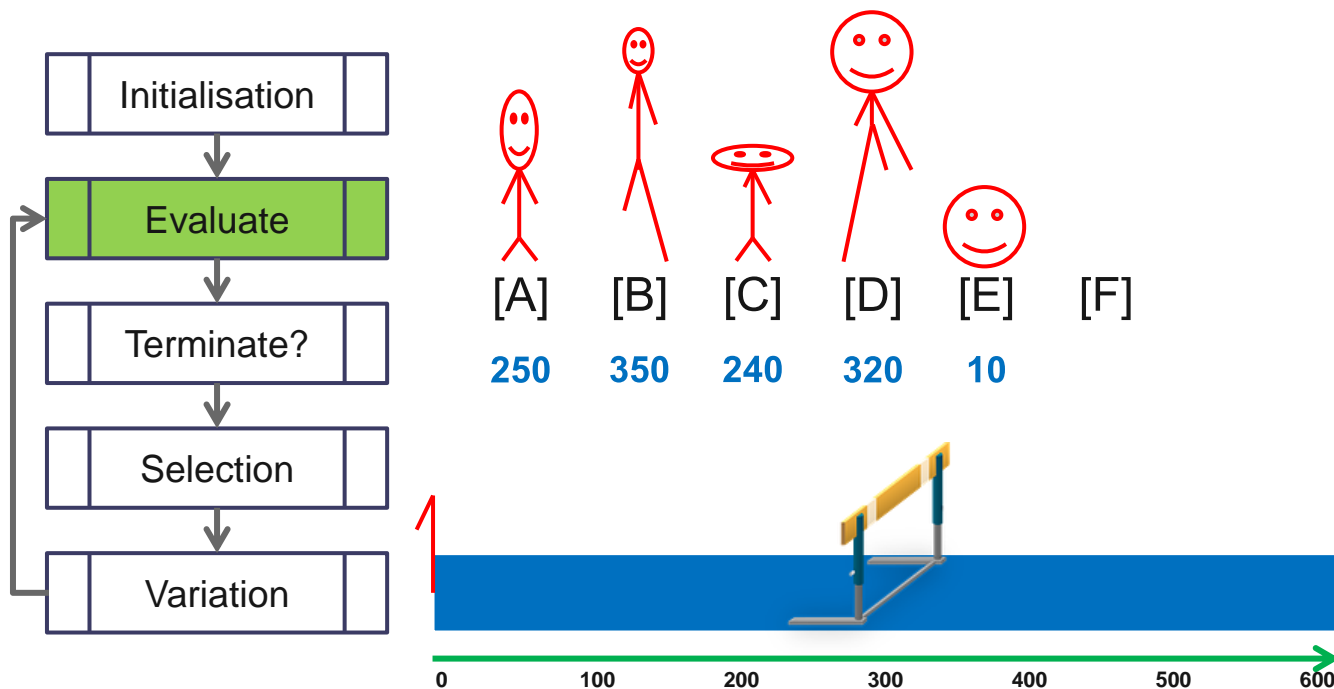
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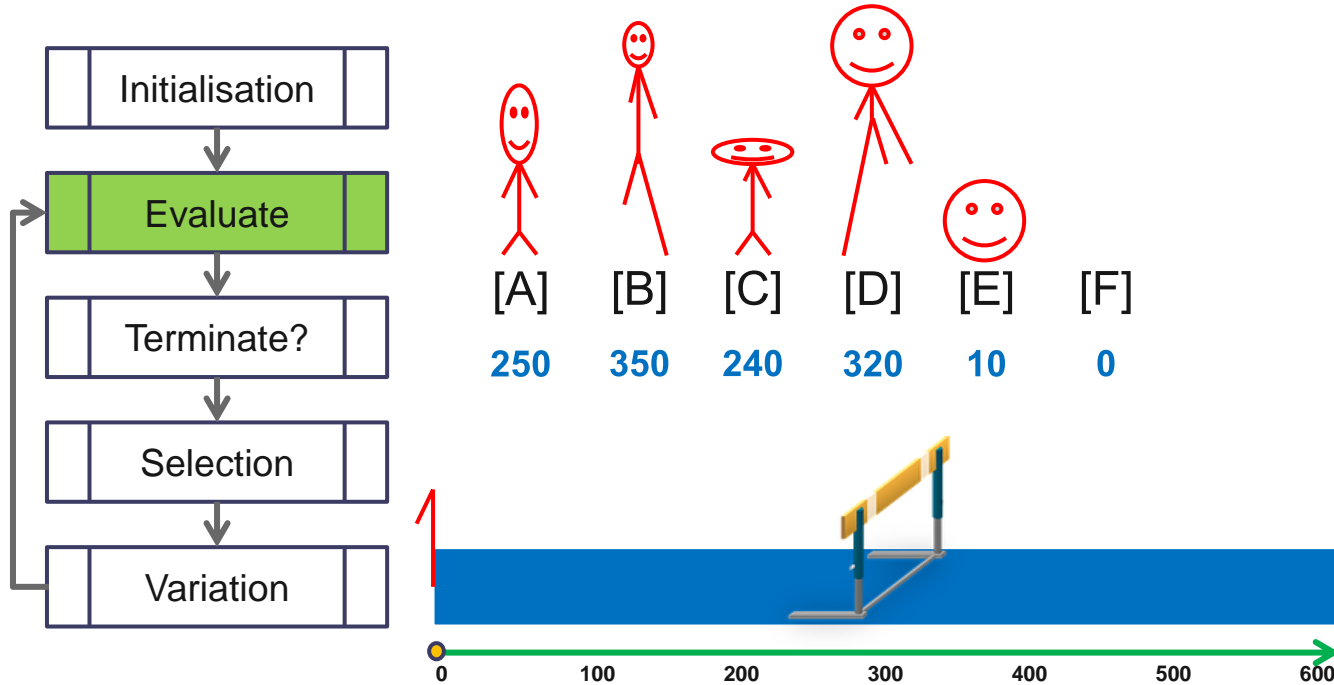
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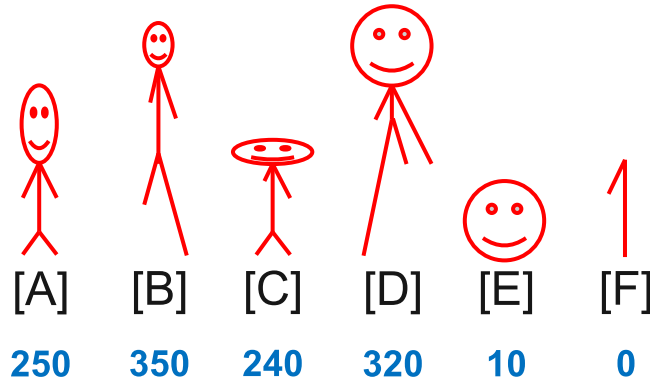
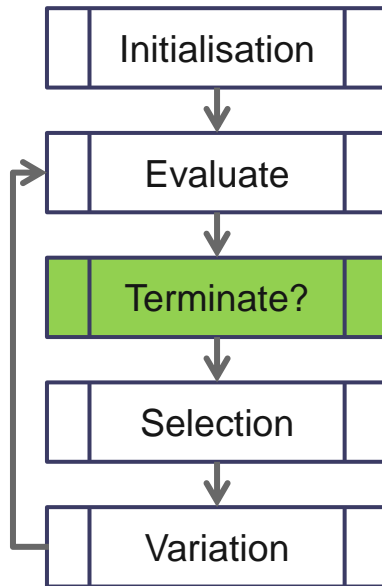
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How does it work?



Termination Criteria

- Goal achieved?
- Number of generations reached max?
- Performance stagnating?

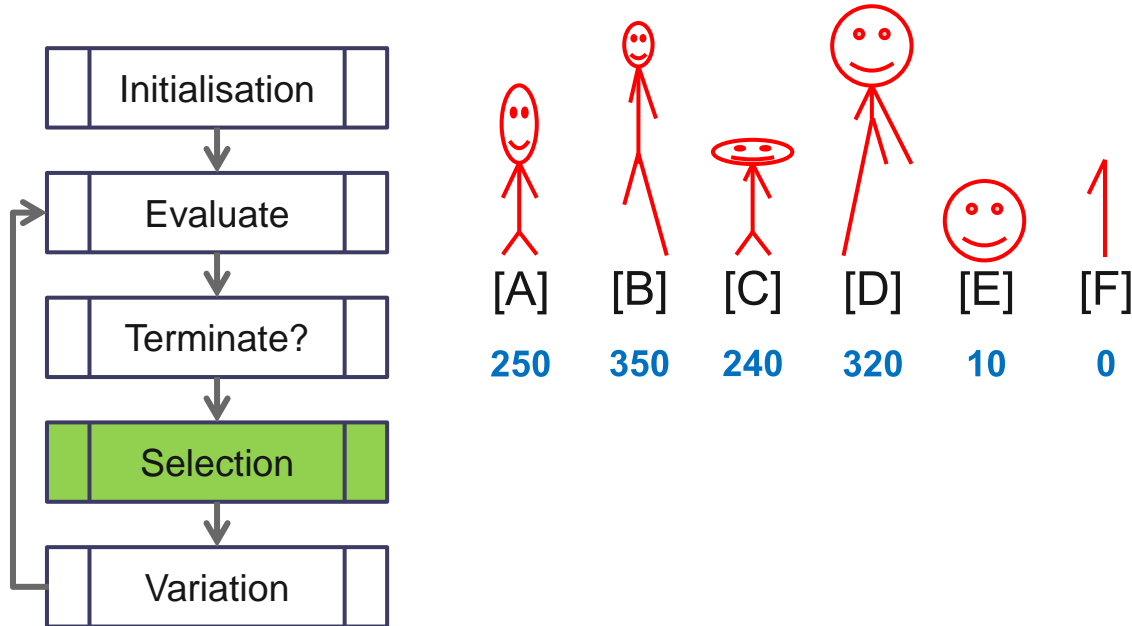
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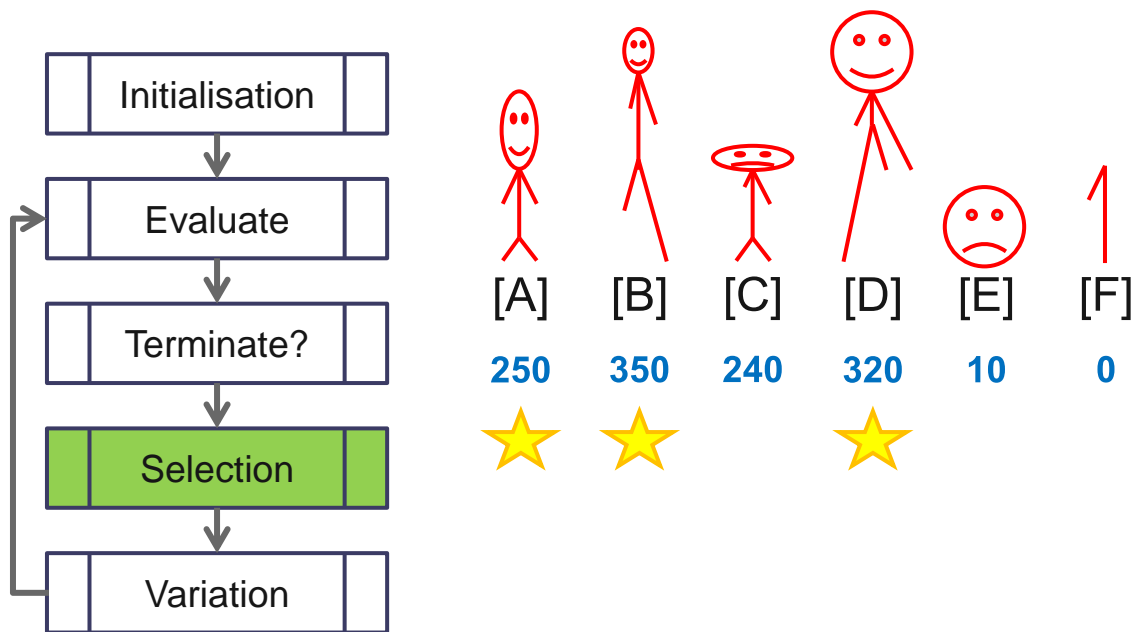
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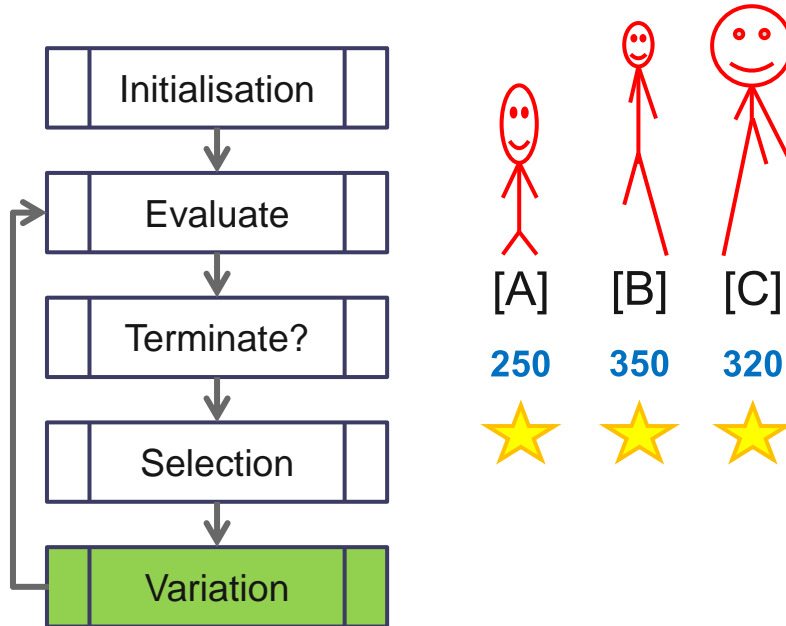
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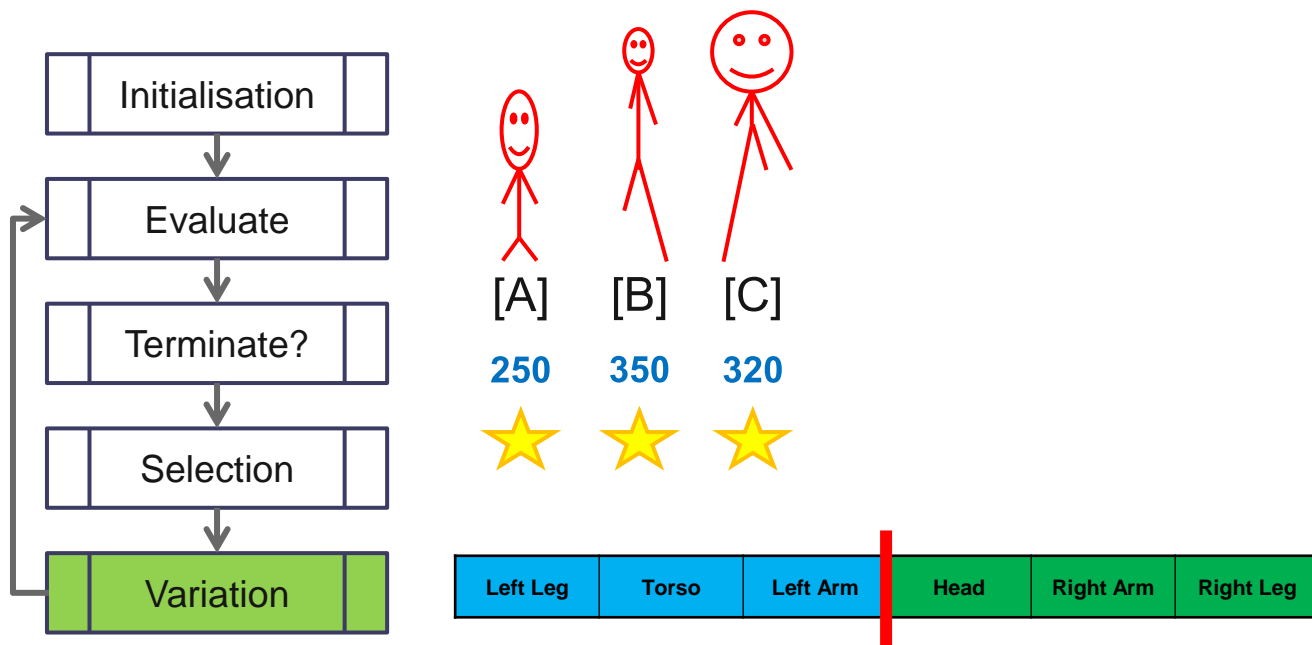
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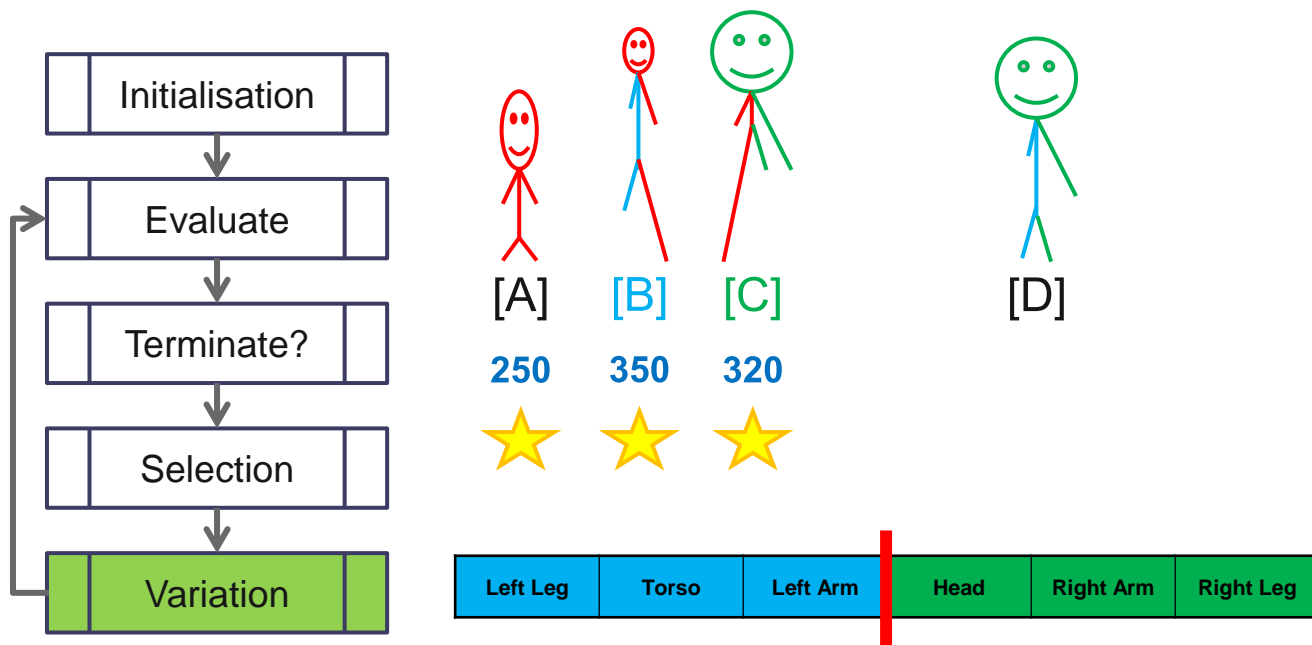
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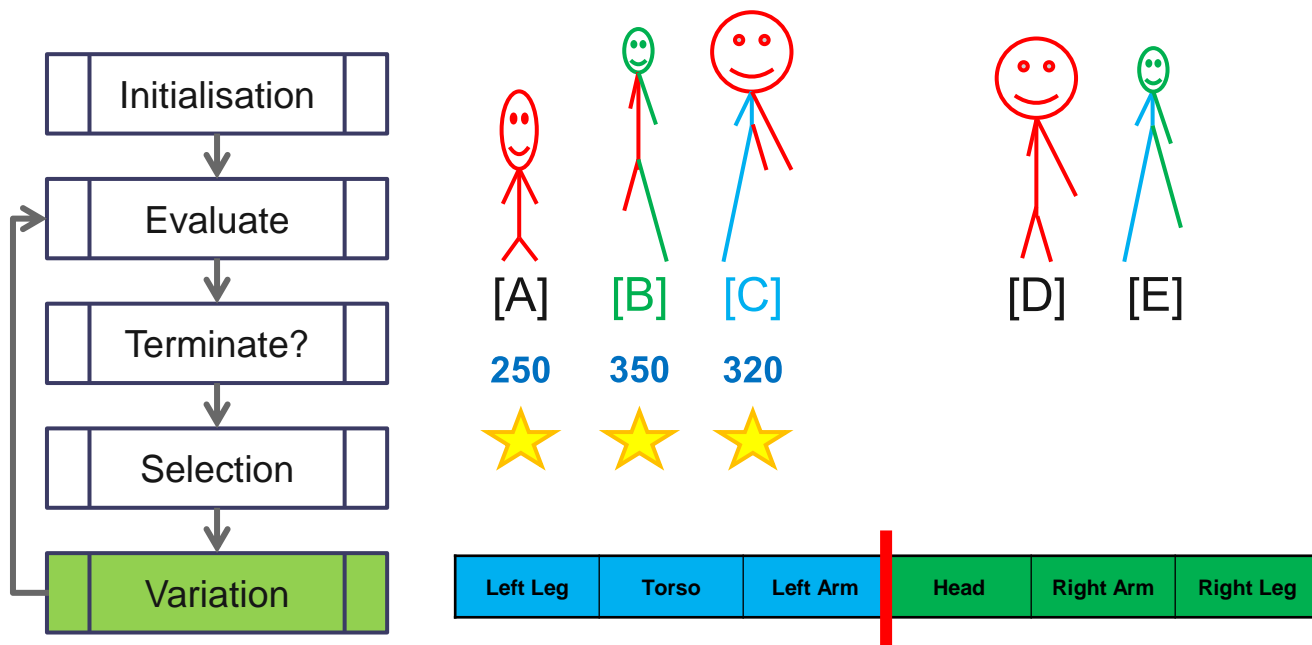
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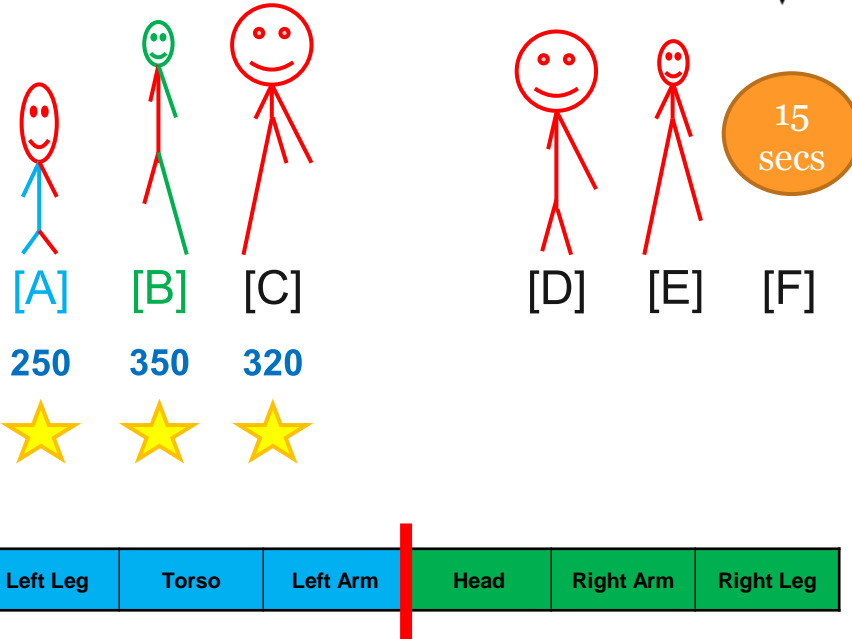
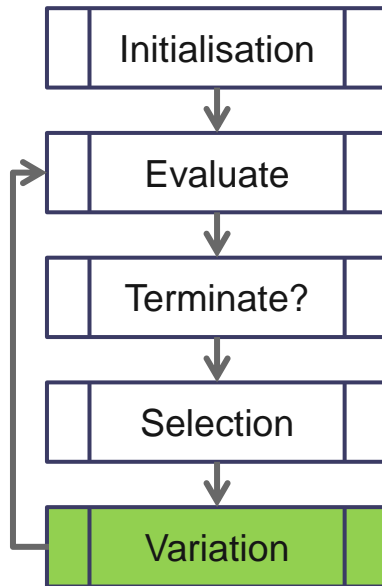
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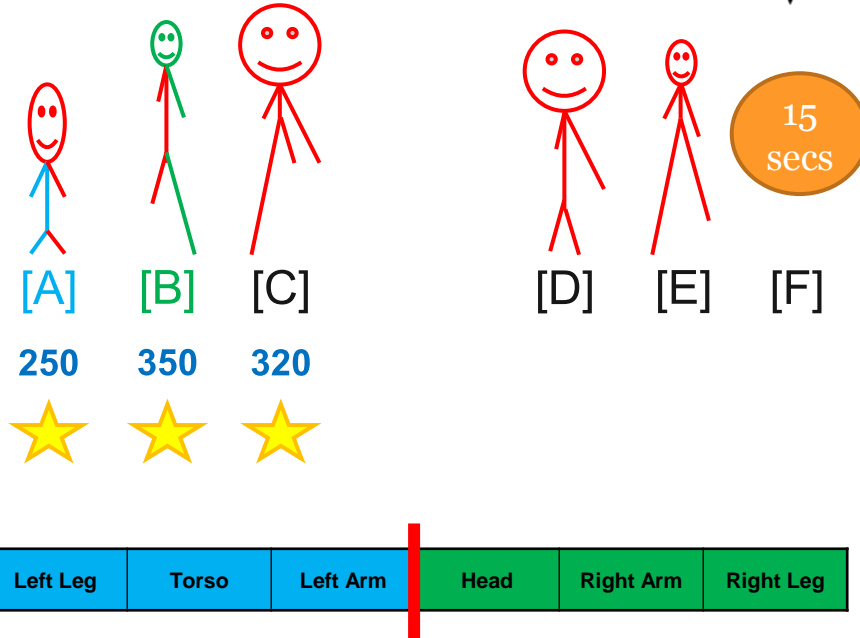
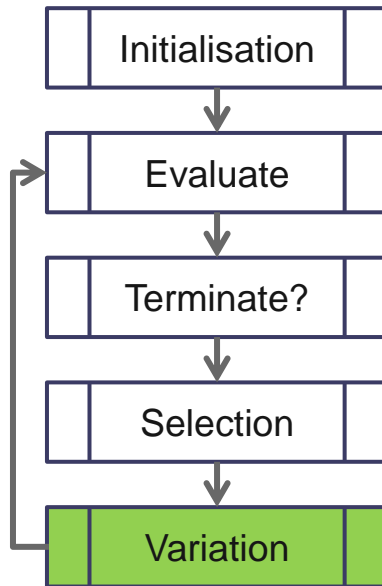
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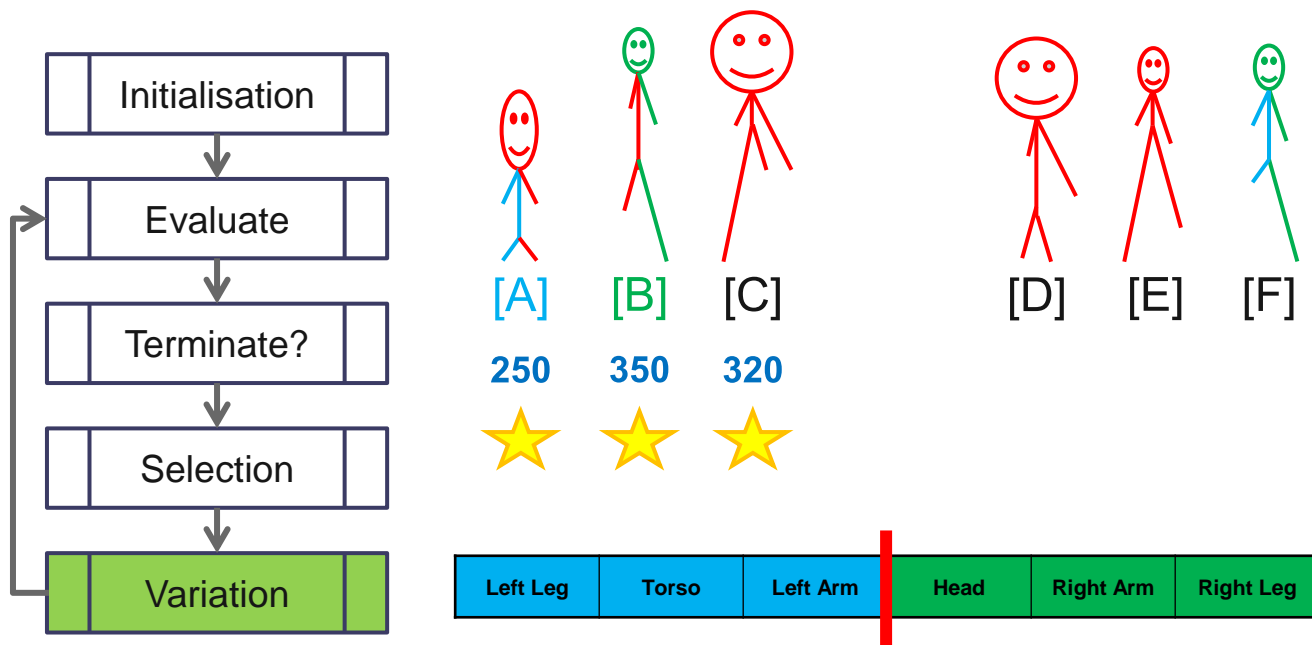
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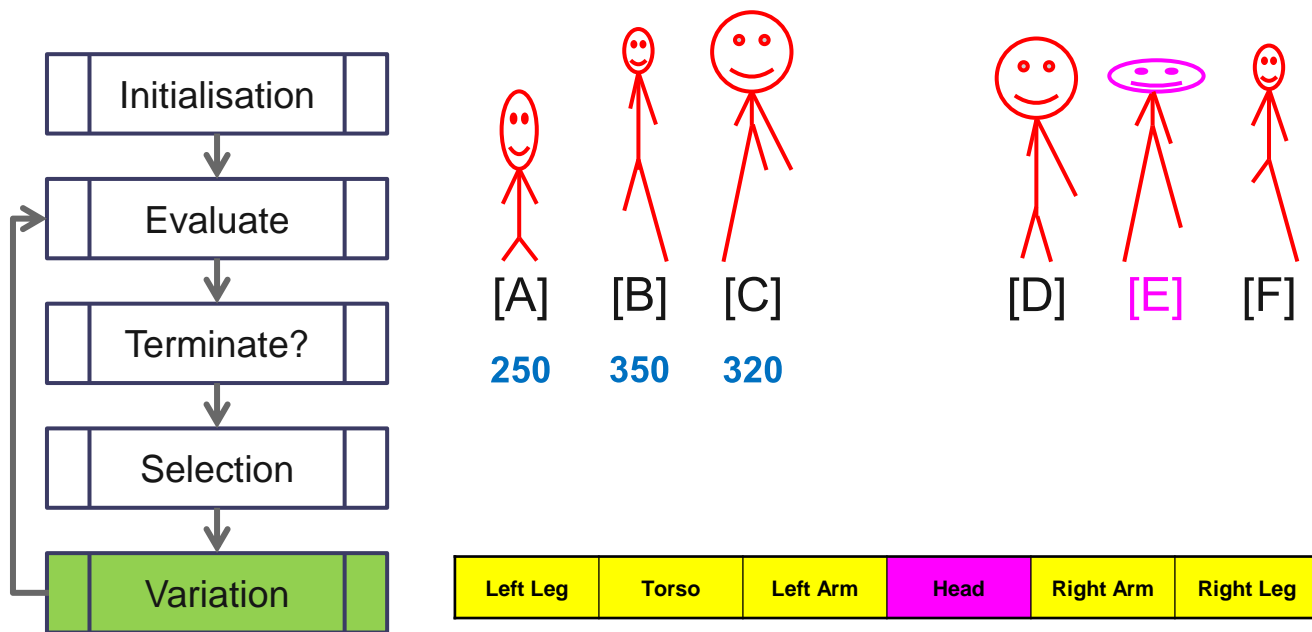
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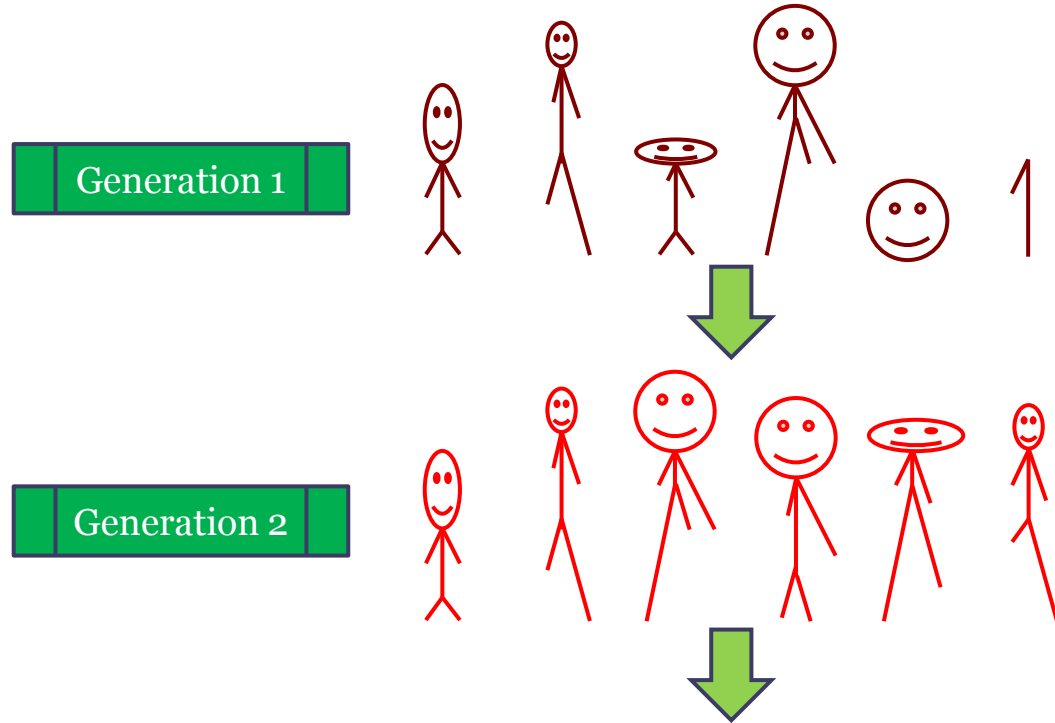
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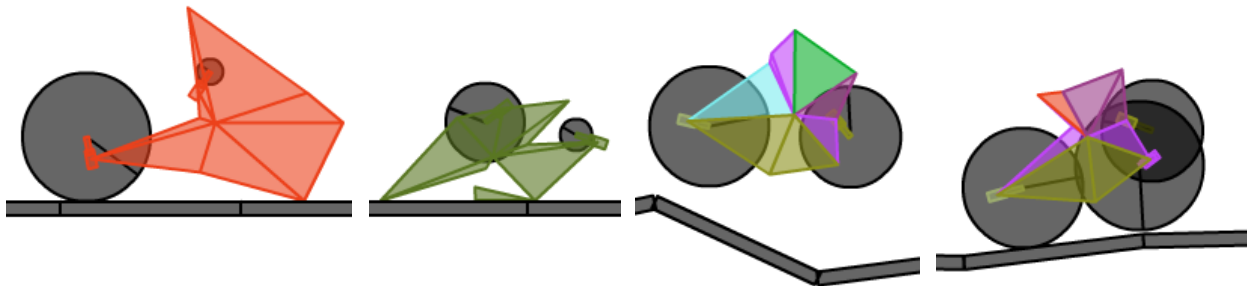
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How does it work?



Further playing

- Visit: <http://boxcar2d.com/>
- Evolutionary Computation used to design a vehicle within the Box2D Physics engine.



Further reading

- Genetic Algorithms in Search, Optimization and Machine Learning [Book]
ISBN: 0201157675
- Transactions on Evolutionary Computation, [Journal], IEEE
 - <http://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=4235>
- Evolutionary Computation [Journal], MIT
 - <http://www.mitpressjournals.org/loi/evco>
- Swarm and Evolutionary Computation [Journal], Elsevier
 - <http://www.journals.elsevier.com/swarm-and-evolutionary-computation>
- My publications at www.shahinrostami.com

Presentation overview

- Why Evolutionary Computation?
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- How does it work?
- Further reading

Thank you, any questions?



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