Anthony J. Clark

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Education

Aug 2016

Ph.D. in Computer Science

Department of Computer Science and Engineering, Michigan State University

East Lansing, MI, USA

Automatically Addressing Uncertainty in Autonomous Robots With Computational

Evolution

Advisor: Dr. Philip K. McKinley

Outstanding Graduate Student Service Award

Dec 2009

B.S. in Computer Engineering

Department of Electrical and Computer Engineering, Kansas State University

Manhattan, KS, USA Magna cum laude

Professional Experience

Jul 2020 to present

Assistant Professor of Computer Science

Department of Computer Science, Pomona College

Claremont, CA, USA

Research: mobile robotics • deep learning

<u>Teaching</u>: data structures • algorithms • neural networks

Aug 2016 to May

2020

Assistant Professor of Computer Science

Department of Computer Science, Missouri State University

Springfield, MO, USA

Tenure-track assistant professor.

Jan to May 2016

Computer Science Teaching Assistant

Department of Computer Science and Engineering, Michigan State University

East Lansing, MI, USA

Administered two lab sections of Introduction to Programming II

May to Jul 2015 Computer Science Instructor

Department of Computer Science and Engineering, Michigan State University

East Lansing, MI, USA

Organized and taught Introduction to Programming II (CSE232) during the

summer session.

May 2010 to Aug Graduate Fellow and Research Assistant

Department of Computer Science and Engineering, Michigan State University East Lansing, MI, USA

Addressed optimization, adaptive control, and fabrication of bio-inspired mobile

robotic systems.

May to Dec 2009 Undergraduate Research Assistant

Autonomous Vehicle Systems Laboratory, Kansas State University

Manhattan, KS, USA

Designed software used to capture images at specified GPS locations with an

autonomous aerial vehicle.

Aug 2008 to May Undergraduate Research Assistant

Independent Research with Professor Stewart E. Stanton, Kansas State University

Manhattan, VS. USA

Manhattan, KS, USA

Investigated the fundamentals of convergence of complex solutions in power

systems.

May to Aug 2008 **Software Engineer, Intern**

Department of Positioning and Sensors, Garmin International

Olathe, KS, UŠA

Solved problems associated with positioning error due to antenna performance.

May to Aug 2007 Undergraduate Research Fellow

Data Science Summer Institute, University of Illinois at Urbana-Champaign

Urbana-Champaign, IL, USA

Attended lectures covering the fundamentals of data science and worked on a team

to create a reverse image search engine.

Aug 2007 to May SAS Tutor

2009

Scholars Assisting Scholars (SAS) Program, Kansas State University

Manhattan, KS, ŬSA

Attended lectures on the subject I was tutoring, provided walk-in, free tutoring consistent with course instruction, and led review sessions prior to exams.

Teaching and Course Development

I use two-stage exams, automated grading tools, instant messaging for communication, and random partner assignments with self-evaluations for all undergraduate courses.

Jan 2021 to present Neural Networks

• Topics: Machine learning with nueral networks

• Students per semester: 24

Aug 2020 to Algorithms

present Computer Science Department, Pomona College

Claremont, California, USA

 Topics: Asymptotic complexity, graphs, proofs, algorithm paradigms, computational complexity

• Students per semester: 17, 24

Aug to Dec 2020 Data Structures

• Topics: Java, OOP, lists, big-o, trees

• Students per semester: 26

Aug to Dec 2020 Independent Study

- Topics: Deep learning, robotics, and graphics
- Students per semester: 1

Jan to May 2020

CSC 125 Introduction to C++ Programming

Computer Science Department, Missouri State University Springfield, Missouri, USA

- Topics: C++, control flow, conditionals, memory management
- Students per semester: 29

Aug 2016 to May

CSC 325/611 Algorithms and Advanced Data Structures

2020

- Topics: Asymptotic complexity, graphs, proofs, algorithm paradigms, computational complexity
- Students per semester: 27, 24, 23, 28, 29, 37, 41, 45
- Student evaluation ratings (5-point scale): 4.75, 4.67, 4.89, 4.80, 4.89, 4.96, N/A
- Prepare students for job interviews
- This course includes 4 to 6 graduate students per semester
- Developed all course materials
- Created a syntax highlighter for pseudocode to maintain consistency on slides
- Contribute to ABET accreditation through assessments

Aug 2016 to May

CSC 333 Languages and Machines

2020

- Topics: formal languages, automata theory, programming languages, Unix
- Students per semester: 25, 24, 21, 23, 21, 29, 30
- Student evaluation ratings (5-point scale): 4.67, 4.77, 4.86, 4.73, 4.90, 4.87
- Teach students about pair programming using Visual Studio Code Live Share
- Developed all course materials
- Contribute to ABET accreditation through assessments

May 2017 to May

Independent Study

2020

- Mentored 24 independent study projects over the past eight semesters
- Students range from seniors in the honors program to high school students attending Greenwood Elementary
- Several research projects have been published in international computer science conferences

Aug 2017 to Dec

CSC 742 Evolutionary Computing

2019

- Topics: genetic algorithms, evolutionary strategies, genetic programming, statistics
- Students per semester: 14, 14
- Student evaluation ratings (5-point scale): 4.39
- Fall of even years
- Developed all course materials

Jun to Aug 2019

CSC 232 Data Structures

- Topics: C++ programming, array lists, linked lists, trees
- Students per semester: 14
- Student evaluation ratings (5-point scale): 4.89
- Developed course materials with minimal assistance

Jan to May 2019

CSC 790 Deep Learning

- Topics: convolutional neural networks, embeddings, optimization, regularization
- Students per semester: 18
- Student evaluation ratings (5-point scale): 4.85
- Developed all course materials

Aug to Oct 2018

CSC 482 Seminar in Computer Science

- Topics: interview preparation, ethics, teamwork
- Students per semester: 35

Jan to May 2018

CSC 790 Advanced Robotics

- Topics: robot operating system (ROS), computer vision, publisher-subscriber software
- Students per semester: 14
- Developed all course materials

May to Jul 2015

CSE 232, Introduction to Programming II

Department of Computer Science and Engineering, Michigan State University East Lansing, MI, USA

- Students per semester: 56
- Student evaluation ratings (5-point scale): 4.61
- Develop and present lectures covering introductory programming concepts using C++
- Mentor and coordinate three teaching assistants

Awards, Honors, and Certificates

Oct 2018 Outstanding Reviewer

Elsevier

May 2018 Faculty Excellence in Teaching

College of Natural and Applied Sciences, Missouri State University
Nominated by the Computer Science Department and selected by the college awards
committee.

Aug 2017 Master Advisor

Missouri State University

Completed the Advising Basics Workshop and the Master Advisor Workshop at Missouri State University. These workshops are day-long training sessions.

Jan 2017 Cultural Consciousness in the Classroom: Certificate of Participation

Missouri State University

Completed training for recruiting and retaining low-income students from historically underrepresented groups including first generation students.

May 2016 Outstanding Graduate Student Service Award

Department of Computer Science, Michigan State University

Sep 2013 Best Paper Award

Workshop on Evolutionary and Reinforcement Learning for Autonomous Robot Systems

Systems

Matthew J. Rose, Anthony J. Clark, Jared M. Moore, and Philip K. McKinley. Just Keep Swimming: Accounting for Uncertainty in Self-Modeling Aquatic Robots. In Proceedings of the 6th International Workshop on Evolutionary and Reinforcement Learning for Autonomous Robot Systems, Taormina, Italy, September 2013.

Jul 2012 Best Paper Award

ALIFE Conference, Behavior and Intelligence Track

Anthony J. Clark, Jared Moore, Jianxun Wang, Xiaobo Tan, and Philip McKinley. Evolutionary design and experimental validation of a flexible caudal fin for robotic fish. In Proceedings of the Thirteenth International Conference on the Synthesis and Simulation of Living Systems, East Lansing, Michigan, USA, pages 325-332, July 2012.

Jan 2012 Honorable Mention: Graduate Research Fellowship Program

National Science Foundation

Aug 2010 Top Up Graduate Fellowship

NSF BĒACON Center

Nominated by faculty at Michigan State University. This award was for \$5,000 per year.

Aug 2010 University Enrichment Fellowship

Michigan State University

Nominated by the Computer Science Graduate Program at Michigan State University. This award guaranteed a research assistantship for six years.

Dec 2009 Graduated magna cum laude

Kansas State University

Aug 2008 Garmin Scholarship

Garmin International

Publications

Student authors are underlined.

Jul 2020 MorphWorld: A State Transition Simulator

Matthew Shan, Jared M. Moore, and Anthony J. Clark

Conference on Artificial Life (ALIFE 2020), Montreal, CA (Remote Conference).

DOI: 10.1162/isal_a_00253

Sep 2019 Comparing CNN Inputs for Terrain Classification Using Simulation

Anthony J. Clark, <u>Jesse Simpson</u>, and <u>Jared Hall</u>

IEEE Transdisciplinary AI (TransAI 2019), Laguna Hills, California, USA.

DOI: 10.1109/TransAI46475.2019.00015

Sep 2019 Construct of Sarcasm on Social Media Platform

Dipto Das and Anthony J. CLARK

IEEE International Conference on Humanized Computing and Communication (HCC 2019), Laguna Hills, California, USA. DOI: 10.1109/HCC46620.2019.00023

Sep 2019 Satire vs Fake News: You Can Tell by the Way They Say It

Dipto Das and Anthony J. Clark

IEEE Transdisciplinary AI (TransAI 2019), Laguna Hills, California, USA.

DOI: 10.1109/TransAI46475.2019.00012

Sep 2019 Understanding the Attention Model of Humans in Sarcastic Videos

Dipto Das, Md Forhad Hossain, and Anthony J. CLARK

IEEE Transdisciplinary AI (TransAI 2019), Laguna Hills, California, USA.

DOI: 10.1109/TransAI46475.2019.00022

Jul 2019 Improve Quadrupedal Locomotion With Actuated or Passive Joints?

Jared M. Moore and Anthony J. Clark

Conference on Artificial Life (ALIFE 2019), Newcastle, United Kingdom.

DOI: 10.1162/isal_a_00221

_{Dec 2018} Evolving Controllers for a Transformable Wheel Mobile Robot

Anthony J. Clark, Keith A. Cissell, and Jared M. Moore

Complexity. DOI: 10.1155/2018/7692042

Dec 2018 An Ensemble of Face Recognition Algorithms for Unsupervised Expansion of Training Data

Jeffrey Dale and Anthony J. CLARK

International Conference on Computational Science and Computational Intelligence

(CSCI 2018), Las Vegas, Nevada, ÛSA. DOI: 10.1109/CSCI.2018.00072

Oct 2018 Sarcasm Detection on Facebook: A Supervised Learning Approach

Dipto Das and Anthony J. Clark

International Conference on Multimodal Interaction Adjunct (ICMI 2018), Boulder, Colorado, USA. DOI: 10.1145/3281151.3281154

Sep 2018 Sarcasm Detection on Flickr Using a CNN

Dipto Das and Anthony J. CLARK

International Conference on Computing and Big Data (ICCBD 2018), Charleston, South Carolina, USA. DOI: 10.1145/3277104.3277118

Jul 2018 Review: A Web-Based Simulation Viewer for Sharing Evolutionary Robotics Results

Anthony J. Clark and Jared M. Moore

Genetic and Evolutionary Computation Conference (GECCO 2018), Kyoto, Japan. DOI: 10.1145/3205651.3208292

Jul 2018 Bend and Flex: Passive Flexibility or Active Control in a Quadruped Animat

Jared M. Moore and Anthony J. Clark

Genetic and Evolutionary Computation Conference (GECCO 2018), Kyoto, Japan. DOI: 10.1145/3205651.3205703

Jul 2018 Evo-ROS: Integrating Evolution and the Robot Operating System

Glen A. Simon, Jared M. Moore, Anthony J. Clark, and Philip K. McKinley Genetic and Evolutionary Computation Conference (GECCO 2018), Kyoto, Japan. DOI: 10.1145/3205651.3208269

Dec 2017 Evolving Adabot: A Mobile Robot With Adjustable Wheel Extensions Anthony J. Clark

IEEE Symposium Series on Computational Intelligence (RiiSS 2017), Honolulu, Hawaii, USA. DOI: 10.1109/SSCI.2017.8280979

Jul 2017 Effect of Animat Complexity on the Evolution of Hierarchical Control

Jared M. Moore, Anthony J. Clark, and Philip K. McKinley Genetic and Evolutionary Computation Conference (GECCO 2017), Berlin,

Genetic and Evolutionary Computation Conference (GECCO 2017), Berlin Germany. DOI: 10.1145/3071178.3071246

$_{ m Dec~2016}$ An Evolutionary Approach to Discovering Execution Mode Boundaries for Adaptive Controllers

Anthony J. Clark, Byron DeVries, Jared M. Moore, Betty H. C. Cheng, and Philip K. McKinley

IEEE Symposium Series on Computational Intelligence (SSCI 2016), Athens, Greece. DOI: 10.1109/SSCI.2016.7850178

Nov 2015 Evolutionary Multiobjective Design of a Flexible Caudal Fin for Robotic

Anthony J. Clark, Xiaobo Tan, and Philip K. McKinley Bioinspiration & Biomimetics. DOI: 10.1088/1748-3190/10/6/065006

$_{ m Jul~2015}$ Enhancing a Model-Free Adaptive Controller Through Evolutionary Computation

Anthony J. Clark, Philip K. McKinley, and Xiaobo Tan Genetic and Evolutionary Computation Conference (GECCO 2015), Madrid, Spain. DOI: 10.1145/2739480.2754762

Dec 2014 Balancing Performance and Efficiency in a Robotic Fish With Evolutionary Multiobjective Optimization

Anthony J. Clark, Jianxun Wang, Xiaobo Tan, and Philip K. McKinley IEEE International Conference on Evolvable Systems (ICES 2014), Orlando, Florida, USA. DOI: 10.1109/ICES.2014.7008744

Jul 2014 On-Board Evolution of a Model-Free Adaptive Controller for a Robotic Fish

Anthony J. Clark, Philip K. McKinley, and Xiaobo Tan

Evolution of Physical Systems Workshop, Held in Conjunction With the International Conference on the Synthesis and Simulation of Living Systems (ALIFE 2014), New York City, New York, USA.

Jul 2014 Evolutionary Robotics on the Web With WebGL and JavaScript

Jared M. Moore, Anthony J. Clark, and Philip K. McKinley

International Conference on the Synthesis and Simulation of Living Systems (ALIFE 2014), New York City, New York, USA.

Jul 2014 Hold the Spot: Evolution of Generalized Station Keeping for an Aquatic Robot

Jared M. Moore and Anthony J. CLARK

International Conference on the Synthesis and Simulation of Living Systems (ALIFE 2014), New York City, New York, USA. DOI: 10.7551/978-0-262-32621-6-ch033

Sep 2013 **Just Keep Swimming: Accounting for Uncertainty in Self-Modeling Aquatic Robots**

Matthew J. Rose, Anthony J. Clark, Jared M. Moore, and Philip K. McKinley International Workshop on Evolutionary and Reinforcement Learning for Autonomous Robot Systems (ERLARS 2013), Taormina, Italy. Best Paper Award

Jul 2013 Evolutionary Optimization of Robotic Fish Control and Morphology

Anthony J. Clark and Philip K. McKinley

Genetic and Evolutionary Computation Conference (GECCO 2013), Amsterdam, The Netherlands. DOI: 10.1145/2464576.2464593

$_{ m Jul~2013}$ Evolution of Station Keeping as a Response to Flows in an Aquatic Robot

Jared M. Moore, Anthony J. Clark, and Philip K. McKinley

Genetic and Evolutionary Computation Conference (GECCO 2013), Amsterdam, The Netherlands. DOI: 10.1145/2463372.2463402

$_{ m Jul~2012}$ Evolutionary Design and Experimental Validation of a Flexible Caudal Fin for Robotic Fish

Anthony J. Clark, Jared M. Moore, Jianxun Wang, Xiaobo Tan, and Philip K. McKinley

International Conference on the Synthesis and Simulation of Living Systems (ALIFE 2013), East Lansing, Michigan, USA. **Best Paper Award**

DOI: 10.7551/978-0-262-31050-5-ch043

University Service

Nov 2017 to May Robotics Club Advisor

Given strong student demand, I (and one of our EE faculty) initiated Missouri State University's first robotics club.

Act upon curricular matters that are referred to it by departments within the college. The College Council approves departmental proposals, rejects and returns proposals to the originating department, or amends and approves proposals.

Attend recruitment events on the behalf of the college, and make recommendations to the dean regarding recruitment procedures.

Apr 2018 to May

STEMentors Program Advisor

2019

Advise the new outreach program, which is directed at providing mentoring for local lower-income schools.

Aug 2016 to Aug

CSC Representative, CNAS Diversity Committee

2019

Represent my department at the college level diversity committee. A primary goal for the members of this committee is to improve the retention of students that are considered at risk for either dropping out or transferring. We improve retention through a variety of activities: poster sessions, scholarships, and picnics.

Aug 2017 to May

ACM Chapter Advisor

2019

Coordinate ACM study chapter activities, include: scheduling speakers, organizing off-campus activities (e.g., competitions), and recruit volunteers to help at departmental events.

Sep 2018

Proactive Advisor

Attend special training sessions on proactive advising techniques so that I can better advise first generation computer science undergraduates. I currently advise ~75 CS students

Aug 2014 to May

Coordinator, Computer Science and Engineering Graduate Association (elected)

2016 (elected

Coordinated monthly meetings for graduate students in the Department of Computer Science and Engineering, facilitated communication of Department news and policies, and organized graduate student service opportunities.

Aug 2014 to May

Graduate Representative, Computer Science and Engineering Graduate Studies and Research Committee (elected)

Act as a voting member of the GSRC, which establishes academic standards, coordinates graduate course offerings, determines admission standards and policies for financial awards, and evaluates Ph.D. qualifier examinations.

Aug 2013 to May

Graduate Representative, Computer Science and Engineering Departmental Meetings (elected)

2014 Act

Act as a voting member at CSE department meetings.

Aug 2007 to May

2009

2015

Officer, Eta Kappa Nu, Electrical and Computer Engineering at Kansas State University (elected)

Professional Activities

Reviewer for Journals

Elsevier Robotics and Autonomous Systems

IEEE Transactions on Systems, Man and Cybernetics: Systems

IEEE Transactions on Robotics

Sage Adaptive Behavior

Sage International Journal of Advanced Robotic Systems

Professional Society Memberships

IEEE and ACM

NSF Panelist

Smart and Autonomous Systems National Robotics Initiative IIS Robust Intelligence

Jan 2018 to present

Task Force Member

IEEE Task Force on Evolutionary Developmental Systems and Robotics

Dec 2020 Reviewer

IEEE Symposium Series on Computational Intelligence Canberra, Australia

Apr 2020 Program Committee Member

EvoAPPS, International Conference on the Applications of Evolutionary Computation Seville, Spain

Apr 2018 Program Committee Member

EvoROBOT, European Conference on the Applications of Evolutionary Computation Parma, Italy

Sep 2017 Abstract and Poster

IEEE/RSJ International Conference on Intelligent Robots and Systems Evo-ROS: Integrating Evolutionary Robotics and ROS Moore, Jared M., Clark, Anthony J., Simon, Glen, McKinley, Philip K. In 2017 IEEE/RSJ International Conference on Intelligent Robots and Systems. Vancouver, BC, Canada, September, 2017

Jul 2017 Workshop Organizer, SimER: Simulation in Evolutionary Robotics Workshop

Genetic and Evolutionary Computation Conference Berlin, Germany

Responsibilities: Co-organize a workshop that brought together experts from around the world to discuss the topic of simulation; specifically how we can improve the current state of simulation in ER.

Dec 2014 Reviewer

IEEE Symposium Series on Computational Intelligence Orlando, Florida, USA

Sep 2014 Reviewer

IEEE International Conference on Self-Adaptive and Self-Organizing Systems London, UK

Sep 2013 Invited Conference Talk: Evolving Aquatic Robots

The Twelfth European Conference on Artificial Life (ECAL), International Evolution of Physical Systems Workshop (EPS)
Taormina, Italy, September 2013

Sep 2013 Reviewer

IEEE International Conference on Self-Adaptive and Self-Organizing Systems Philadelphia, Pennsylvania, USA

Advising, Mentoring, and Outreach

Nov 2017 to Jan First Lego League Team Mentor and Competition Judge

FIRST

2020

Responsibilities: Mentor one FLL team and judge at a regional competition.

Aug 2016 to May Advising Undergraduate and Graduate Researchers

Missouri State University

Responsibilities: Coordinate and advise from three to six undergraduate and graduate students from different departments every semester.

Jun 2019 Week-long Summer Coding Camp

Discover Center and Missouri State University

Responsibilities: Organized and taught a week-long summer coding camp for middle school students.

Jul 2015 Instructor, Introduction to Evolutionary Robotics

Introduction to Robotics Engineering Program, Michigan State University Responsibilities: Presented my research and an explanation of evolutionary robotics to 22 high school students. I introduced a web-based evolutionary robotics simulation platform (BoxCar2D) to the students and in a hands-on laboratory session helped them answer several questions regarding the evolutionary robotics process.

Mar to Jul 2015 Mentor, Visiting Scholar Program

Department of Computer Science and Engineering, Michigan State University Responsibilities: Co-mentored Mr. René Draschwandtner, a visiting Master's student from the University of Applied Sciences in Austria. I worked with Mr. Draschwandtner, Dr. Jared Moore, and Dr. Philip McKinley to study locomotion and grasping behaviors for a snake-like robot using methods from evolutionary robotics.

Sep 2014 Presenter, 3D Printing Showcase

Michigan State University Library

Responsibilities: Presented 3D printing technologies and my lab's research as part of outreach directed at undergraduates and the general public.

$_{ m Aug~2014}$ Co-Organizer of Sandbox Session, Evolution-In-Action Software and the Web

NSF BEACON Center

Responsibilities: Organized an open discussion regarding the application of state-of-the-art web technologies to evolutionary research and outreach projects.

Jul 2014 Instructor, BEACON High School Summer Residential Program

W.K. Kellogg Biological Station, Michigan State University

Responsibilities: Presented an overview of evolutionary computation to a group of four high school students interested in STEM fields, and then facilitated their work as they conducted, wrote about, and presented results from their own evolutionary study in a day-long course.

$_{ m Jul\,2014}$ Mentor, NSF Research Experience for Teachers Summer Program

College of Engineering, Michigan State University

Responsibilities: Mentored a local high school engineering instructor, Charles Payson. Over the course of his second summer in the program, Mr. Payson designed, implemented, and presented a web application used to teach evolutionary robotics concepts to K-12 students and the general public. I taught Mr. Payson webprogramming skills as well as aided him in developing a curriculum for high school students.

Jul 2014 Instructor, Introduction to Robotics Engineering

College of Engineering High School Summer Program, Michigan State University Responsibilities: Introduced evolutionary robotics to approximately 20 high school students in a tutorial style. The tutorial was based on an interactive web-based simulation environment developed by myself and Jared M. Moore. Students conducted evolutionary experiments in which they evolved robots in simulation.

Feb 2014 Graduate Student Evaluator

*Undergraduate Research and Arts Forum, Michigan State University*Responsibilities: Provided feedback to undergraduates presenting their research, and scored poster presentations for a competition.

May to Aug 2013

Mentor, NSF Research Experience for Teachers Summer Program

College of Engineering, Michigan State University

Responsibilities: Mentored a local high school engineering instructor, Charles Payson. During a six-week program, I aided Mr. Payson in learning C++ programming, evolutionary algorithm development, and creating dynamic simulations. At the end of the program, I assisted Mr. Payson in translating his research into a robotics lesson plan using the VEX robotics platform.

May 2011 to Aug

Mentor, NSF Research Experience for Teachers Summer Program College of Engineering, Michigan State University

2013

Responsibilities: Mentored a local elementary school teacher, Adam Ford, who specializes in computers and robotics. Mr. Ford developed the Biolume environment, which demonstrates evolution 'in-action' using using simple robots. The Biolume project is an outreach exhibit aimed at demonstrating evolutionary principles to the general public.

Funding and Grant Activity

I have contributed to writing, editing, and producing preliminary results for the following grants.

Missouri Space Grant Program Aug 2019

Title: Lunar geologic compass for geologic mapping and surveying

Award: Student Support

Details: NVIDIA awarded a powerful GPU to be used for deep learning research.

PI: Matt McKay and Anthony J. Clark

Missouri State University Summer Faculty Fellowship May 2018

Award: \$6.000

Details: Funds were awarded to work on research during the summer term.

PI: Anthony J. Clark

NVIDIA GPU Grant Program Jul 2018

Award: Quadro P6000

Details: NVIDIA awarded a powerful GPU to be used for deep learning research.

PI: Anthony J. Clark

Missouri State University Major Equipment Grant Nov 2016

Amount: \$24,000

Details: Funds were utilized to purchase a 3D printer and a CNC mill that will be used by faculty and students in the Departments of Computer Science and

Engineering.

PI: Anthony J. Clark

Distributed, Onboard Evolution in a Robotic Cloud Aug 2013 to May

Amount: \$168,231 2014

Sponsor: NSF BEACON Center for the Study of Evolution in Action

PI: T. Soule (U. Idaho), Co-PIs: R. Heckendorn (U. Idaho), P. McKinley (MSU), J.

Zhan (NCA&T), S. Harrison (NCA&T)

II-EN: Evolution Park: An Evolutionary Robotics Habitat for the Study Aug 2011 to May

of Crawling, Swimming and Flying Creatures 2014

Amount: \$305,000

Sponsor: NSF, Division Of Computer and Network Systems

PI: P. McKinley, Co-PIs: X. Tan, J. Boughman

Understanding and Synthesizing Collective Behavior with Mixed Aug 2012 to May

Robotic and Live Fish Schools 2013

Amount: \$169,923

Sponsor: NSF BEACON Center for the Study of Evolution in Action

PI: X. Tan, Co-PIs: P. McKinley, J. Boughman

Aug 2011 to May 2012

Exploiting Robot-Fish Interactions and Evolutionary Computing to Understand and Synthesize Complex Collective Behavior

Amount: \$110,642

Sponsor: NSF BEACON Center for the Study of Evolution in Action

PI: X. Tan, Co-PIs: P. McKinley, J. Boughman

Software Contributions

Review, A Visualization Player

Description: Review is a web-based platform for sharing dynamic visualizations. Code, Description

Evolve-a-Robot, An Online Evolutionary Robotics Environment

Description: Evolve-a-Robot is an interactive evolutionary robotics simulation. The project has two goals. The first is to expose K-12 students to evolution and evolutionary computation using an engaging and fun platform. Evolve-a-Robot does this by visualizing the evolution of robotic cars with an easy-to-use interface. And second, to expose enough of the adjustable parameters (i.e. genetic operators, and evolutionary configuration) to make the simulation useful for teaching evolutionary algorithms to undergraduate students. Code, Description

Developer, Biolume: Evolution in Action Art Exhibit

URL: http://adamwbrown.net/biolume-header1-jpg/ Description: The Biolume art exhibit is meant to captivate and inform the general public. The installation will comprise approximately 150 culptural robots that 'evolve' to better interact with patrons. Through interaction with the public, Biolume robots gain energy and are preferentially selected for reproduction to 'replace' less fit neighbors.