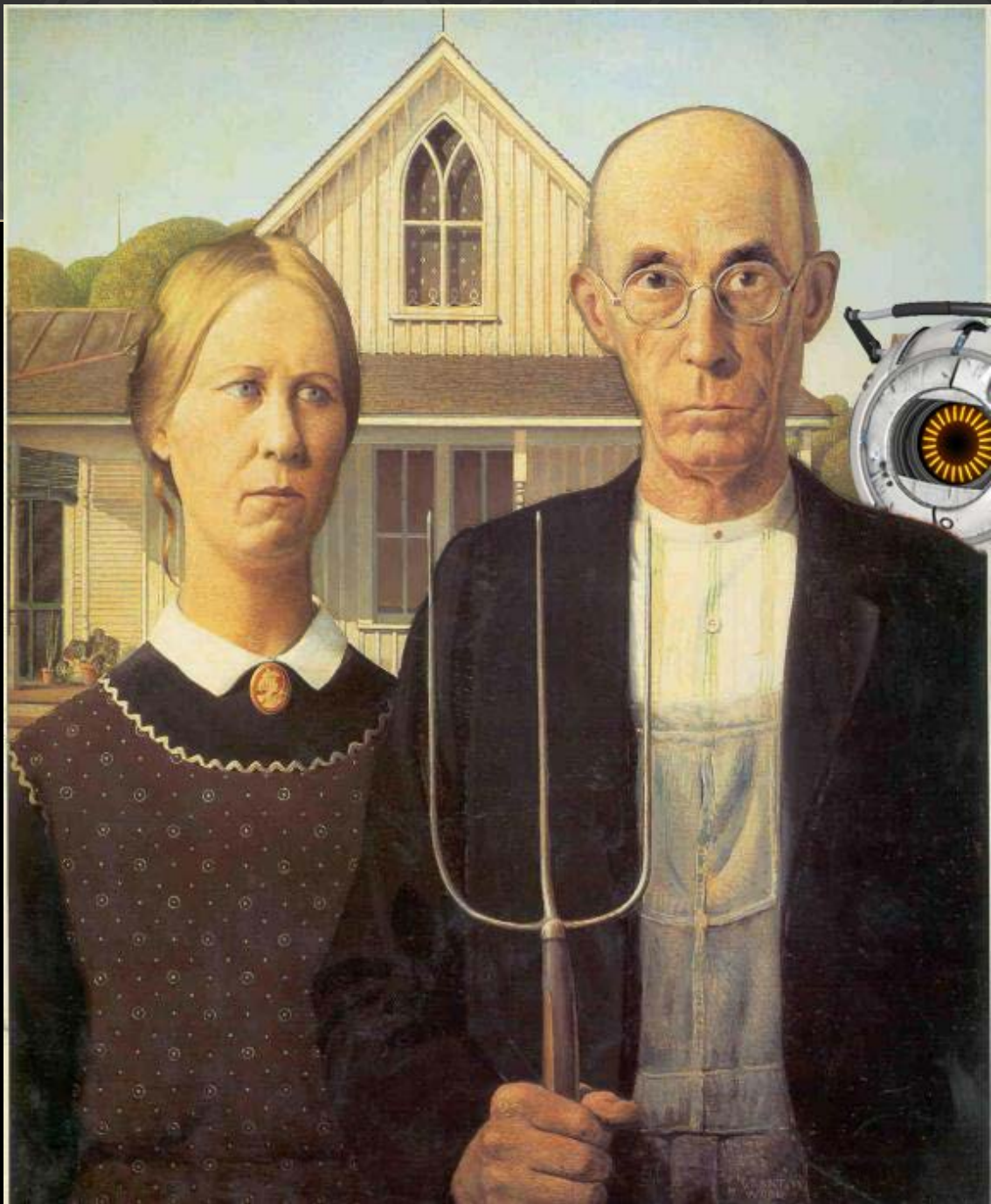


THE
VILLAGE PEOPLE
MEET
LORD Ga

Cianan Sims



SUMMARY

Apply genetic algorithm to village simulation

Goal:

Villages survive hundreds of years

Overcome random catastrophes

Lots of babies

THE VILLAGE PEOPLE

Custom Python simulation

Villagers eat, work, have families, die

Families have babies, share **profession**

Farmers grow food so no one dies.

Crafters create supplies and build homes.

Guards protect against invasions. (And eat a lot.)

MEET LORD Ga

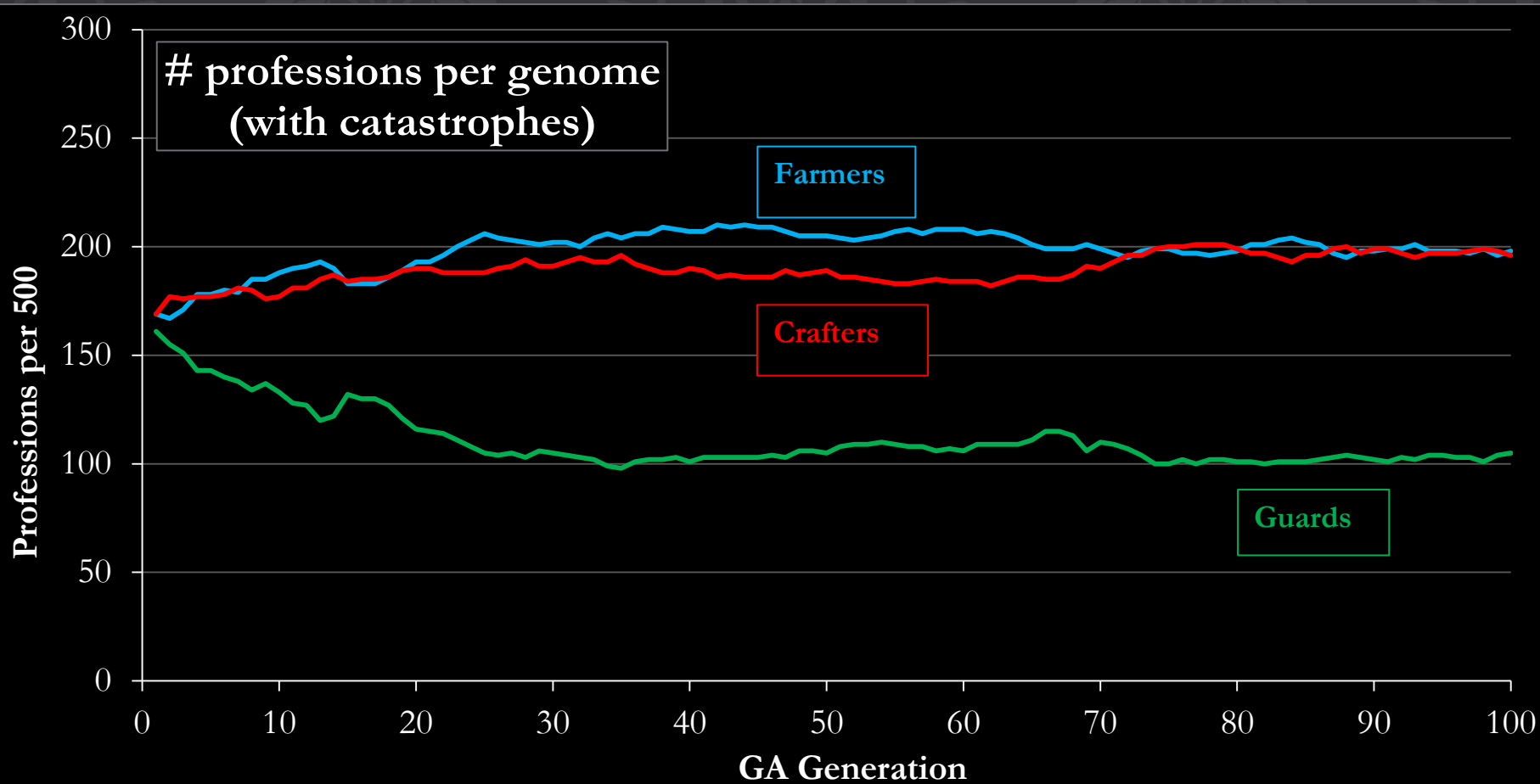
Lord Ga controls villager professions

Fitness = age of village

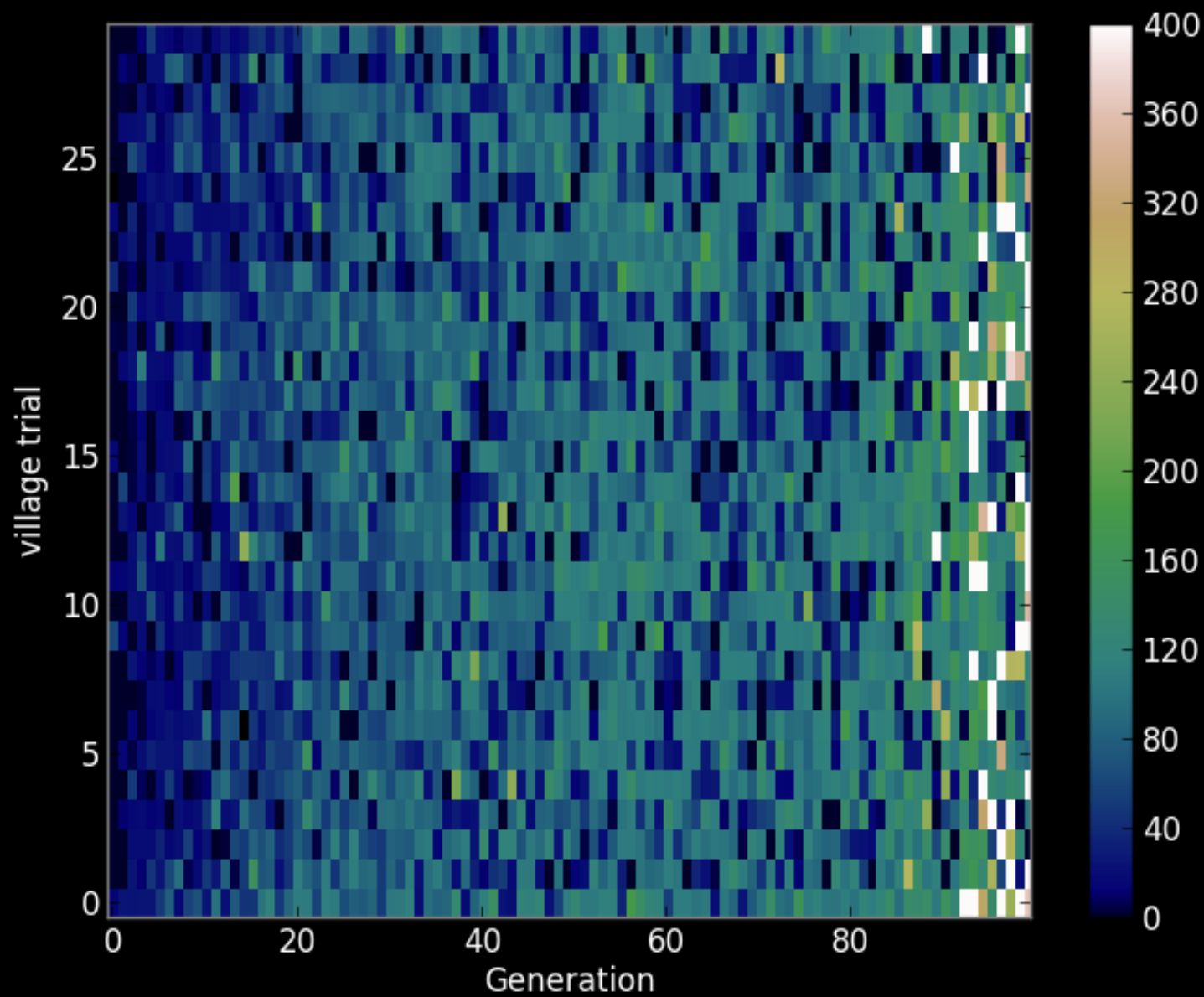
Tournament selection, crossover, mutations

[farmer, guard, crafter, crafter,...]





Village evolution with GA



REFERENCES

Space Core bot (c) Valve Software

American Gothic, painting by Grant Wood, Art Institute of Chicago

GA readings from class