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**Algorithm 1** Marie Curie Genetic Algorithm Overview

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- 1: Let  $NUM\_GENS = 100$  represent the number of generations to evolve
  - 2: Let  $POP\_SIZE = 100$  represent the size of the total population
  - 3: Let  $NBPG = 50$  represent the number of new candidates to breed every generation
  - 4: Let  $S_{min}$  and  $S_{max}$  represent the vectors of servo limits
  - 5: Let  $L_R$  represent the landmarks in the reference image
  - 6: Let  $P = \{C_i, i \in \{0, 1, \dots, POP\_SIZE\}\}$  where each  $C_i$  is a candidate expression
  - 7: **for**  $i \in \{0, 1, \dots, POP\_SIZE - 1\}$  **do**
  - 8:     Initialize  $C_i.chromosome$  to  $\mathcal{U}(S_{min}, S_{max})$
  - 9:     Score each candidate s.t.  $C_i.score = mc\_score()$
  - 10: **end for**
  - 11: **for**  $g \in \{0, 1, \dots, NUM\_GENS\}$  **do**
  - 12:     Let  $N = \{N_i, i \in \{0, 1, \dots, NBPG\}\} = mc\_breed\_new(NBPG)$  be the set of new candidates for this gen
  - 13:     Score  $N$  s.t.  $N_i.score = mc\_score(N_i.chromosome, L_R)$
  - 14:     Set  $C = C \cup N$
  - 15:     Remove the  $NBPG$  elements with the lowest score from  $C$
  - 16: **end for**
  - 17: **return**  $C_{opt} = min(C)$
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**Algorithm 2** MC Score Algorithm (mc\_score( $X, L'_R$ ))

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- 1: Let  $M = 68$  be the number of landmarks recognized in an image
  - 2: Let  $D = 2$  be the dimensionality of a single landmark
  - 3: Let  $L \in R^{M,N}$  represent the raw pixel valued landmarks
  - 4: Let  $L'_R$  be the reference landmarks to score against
  - 5: Let  $X$  be the chromosome to score
  - 6: Actuate  $X$  on the face using the Maestro Controller
  - 7: Capture an image,  $I_C$ , of the face
  - 8: Get the bounding box  $B$  of the face
  - 9: Detect the center of a rectangular bounding box,  $B_C = [x, y] \in \mathbb{R}^2$  of the face
  - 10: Detect raw landmarks  $L_C = dlib\_predictor(I_C).landmarks$
  - 11: Calculate new "centered" landmarks  $L_C^C = L_C - (\mathbf{1} \otimes B_C)$
  - 12: Calculate the horizontal scaling by  $x_s = B_{Right} - B_{C,x}$
  - 13: Calculate the vertical scaling by  $y_s = B_{Bottom} - B_{C,y}$
  - 14: Get normalized landmarks  $L'_C = L_C^C \odot (\mathbf{1} \otimes [x_s, y_s])$
  - 15: Calculate difference in corresponding landmarks  $L_D = L'_R - L'_C$
  - 16: **return**  $\|L_D\|_F = \sqrt{tr(L_D^T L_D)}$  where  $L_D^T L_D$  is the Gramian matrix of  $L_D$  and the diagonal elements of  $L_D^T L_D$  represent the euclidean distance error of each landmark
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**Algorithm 3** MC Breed New (mc\_breed\_new(num\_to\_breed))

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