

First Call For Papers: SimER: Simulation in Evolutionary Robotics, Present and Future Issues

We would like to invite you to submit a paper to our new workshop, “**SimER**: Simulation in Evolutionary Robotics, Present and Future Issues.” at GECCO 2017 in Berlin, Germany. The aim of the workshop is to conduct a survey of the simulation engines used by researchers in the field of evolutionary robotics highlighting the current state-of-the-art, issues, enhancements and future directions. After the workshop, we intend to work with authors to write a survey article of simulation engines suitable for evolutionary robotics.

The abstract for this workshop is below. Additionally, you can read the full workshop details, including the call for submissions and tentative schedule, at the <http://www.cis.gvsu.edu/~moorejar/SimER/>.

Important details:

- All submissions should be a maximum of **four pages** using the GECCO format.
- Submissions (in PDF format) should be emailed directly to the workshop chair, Jared Moore at moorejar@gvsu.edu
- The submitted papers and comments from the community will help us build-up the SimER faq portion of the website. This portion of the website will include code examples, which are intended to aid researchers new to the field.
- Please direct questions to the workshop organizers, Jared Moore (moorejar@gvsu.edu) and Anthony Clark (AnthonyClark@missouristate.edu)

Important dates (these dates are tentative, confirm with the website):

- Submission Deadline: March 5, 2017
- Author Notification: March 26, 2017
- Camera Ready Submission Deadline: April 14, 2017
- Conference Date: July 15-19, 2017

Abstract:

The field of evolutionary robotics, which has grown tremendously in the past few years, addresses research questions from a broad range of topics, including morphological evolution, brain-body interface, and high-level control algorithms (i.e., behaviors). Enabling these research endeavors are many unique, and often single-purpose, simulation environments. The variety of different simulation packages is useful for fine tuning evolutionary experiments, but makes it difficult for newcomers to the field to determine which simulation environment is best suited to a given problem. The aim of this workshop is to present an overview of the simulation environments currently in use and facilitate a dialogue among researchers (lead by a user of the environment) of each engine’s strengths, weaknesses, and primary applications. An open forum will follow the presentations with topics such as: What features would be desirable in current/future simulation engines? Can we reduce the startup time of using a particular engine by providing bootstrap examples? And should we, as a community, move towards a single common platform or collection of common environments or instead remain content with the current state many different simulation environments?

We look forward to your submission and participation in the workshop at GECCO 2017.

Regards,
Organizing Committee
SimER Workshop