

# Evolution of 3-Dimensional Soft Robots

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Why did I choose this project?

- ① Intersection of Computer Science, Mathematics, and Biology.
- ② Interest in 3D Printing, 3D Design, and evolutionary design.
- ③ Expansion upon work of MIT's Karl Sims

- ① Soft Robots
- ② Compositional Pattern Producing Network
- ③ Fitness

# Objectives

- ① Develop a way to generate and simulate soft robots
- ② Evaluate fitness of said robots, and explore 'peaks'
- ③ Create an evolutionary algorithm to create and refine robots

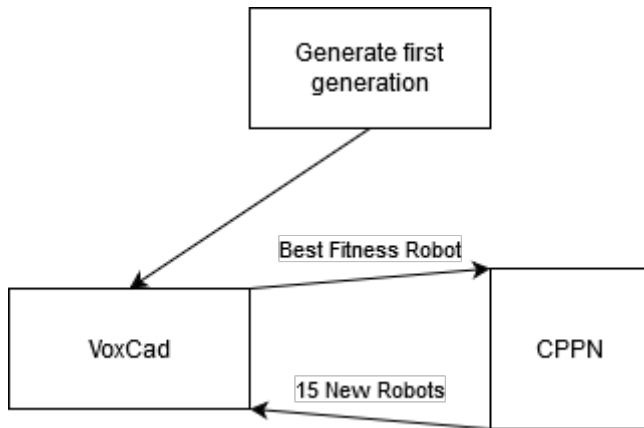
Materials used for the program

- ① Python 2.7
  - ① NumPy
- ② VoxCad Soft Robotics Library
- ③ QT 5.14.1

There were three main sections to my program

- 1 Setup VoxCad with QT
- 2 Implement physics engine into Python
- 3 Design a CPPN for evolution

# Program Flow



# Final Program

```
----- GENERATION 0 -----
-----

Launched 15 voxelize calls, out of 15 individuals
Rerunning voxelize for: [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14]
softbotsOutput--id_00007.xml fit = 0.684705 (1 / 15)
softbotsOutput--id_00003.xml fit = 0.192421 (2 / 15)
softbotsOutput--id_00005.xml fit = 0.587601 (3 / 15)
softbotsOutput--id_00004.xml fit = 0.0978188 (4 / 15)
softbotsOutput--id_00001.xml fit = 1.31187 (5 / 15)
softbotsOutput--id_00000.xml fit = 3.73716 (6 / 15)
softbotsOutput--id_00002.xml fit = 0.192955 (7 / 15)
softbotsOutput--id_00006.xml fit = 0.792697 (8 / 15)
softbotsOutput--id_00008.xml fit = 0.67888 (9 / 15)
softbotsOutput--id_00009.xml fit = 1.431 (10 / 15)
softbotsOutput--id_00010.xml fit = 0.388955 (11 / 15)
softbotsOutput--id_00011.xml fit = 0.092223 (12 / 15)
softbotsOutput--id_00012.xml fit = 0.807465 (13 / 15)
softbotsOutput--id_00013.xml fit = 2.13131 (14 / 15)
softbotsOutput--id_00014.xml fit = 1.13828 (15 / 15)

All Voxelize evals finished in 186.18552804 seconds
num_evaluated_this_gen: 15
total_evaluations: 15

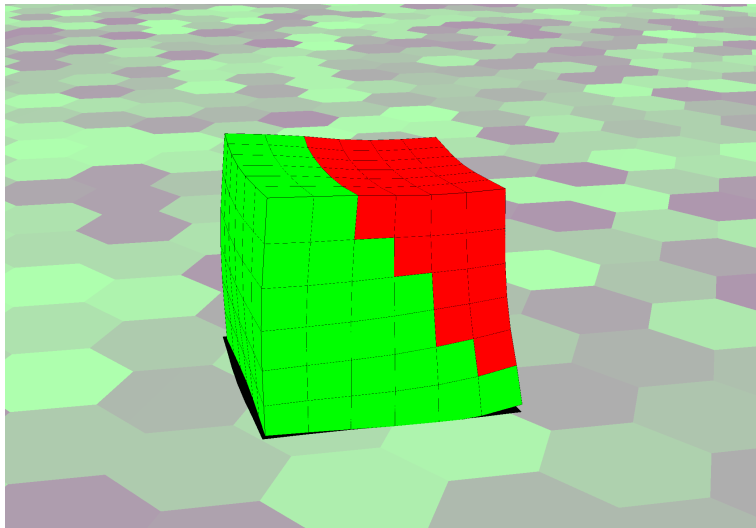
gen      id      dom      fitness      parent_fitness      age      parent_age      parent_id      variation_type
0         0         0 3.73716 -10000000.0 0 10000000.0 -1 newly_generated
0        13         1 2.13131 -10000000.0 0 10000000.0 -1 newly_generated
0         9         2 1.431 -10000000.0 0 10000000.0 -1 newly_generated
0         1         3 1.31187 -10000000.0 0 10000000.0 -1 newly_generated
0        14         4 1.13828 -10000000.0 0 10000000.0 -1 newly_generated
0        12         5 0.807465 -10000000.0 0 10000000.0 -1 newly_generated
0         6         6 0.792697 -10000000.0 0 10000000.0 -1 newly_generated
0         7         7 0.684705 -10000000.0 0 10000000.0 -1 newly_generated
0         8         8 0.67888 -10000000.0 0 10000000.0 -1 newly_generated
0         5         9 0.587601 -10000000.0 0 10000000.0 -1 newly_generated
0        10        10 0.388955 -10000000.0 0 10000000.0 -1 newly_generated
0         2        11 0.192955 -10000000.0 0 10000000.0 -1 newly_generated
0         3        12 0.192421 -10000000.0 0 10000000.0 -1 newly_generated
0         4        13 0.0978188 -10000000.0 0 10000000.0 -1 newly_generated
0         11       14 0.092223 -10000000.0 0 10000000.0 -1 newly_generated

Saving checkpoint at generation 1 (time from start: 186.67s 3.11n 0.05h)
Creating folders structure for this generation
```



# Basic Robot

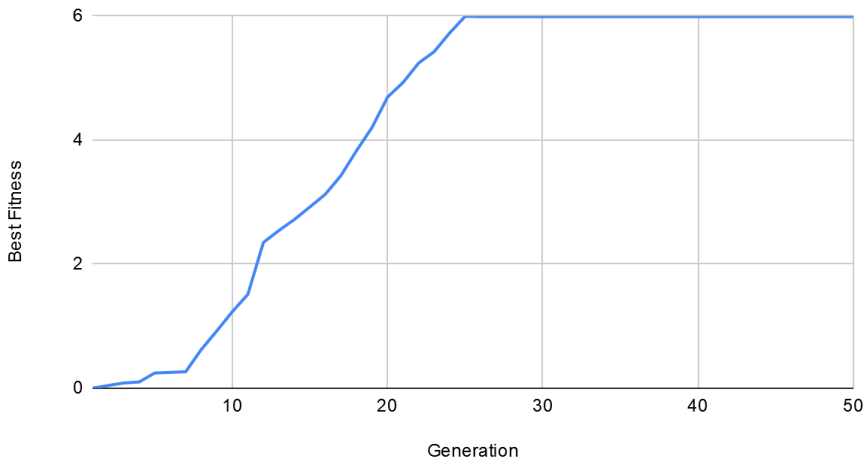
Begin with a set of 15  $6 \times 6 \times 6$  cube robots, evolve its shape alone.



# Basic Robot Evolution

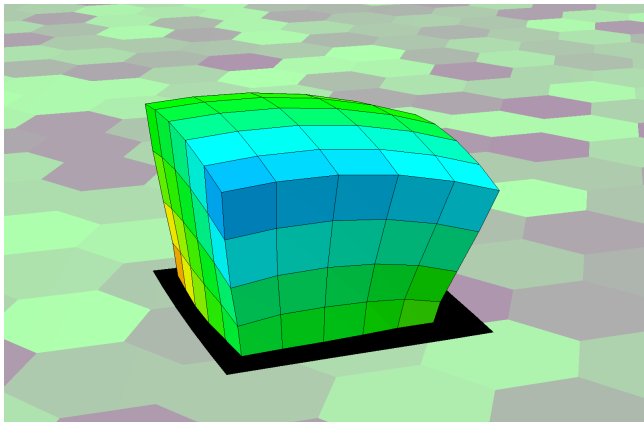
After 50 generations, best fitness was 5.9961, plateau after 25

Best basic robot fitness over 50 generations



# Advanced Robot

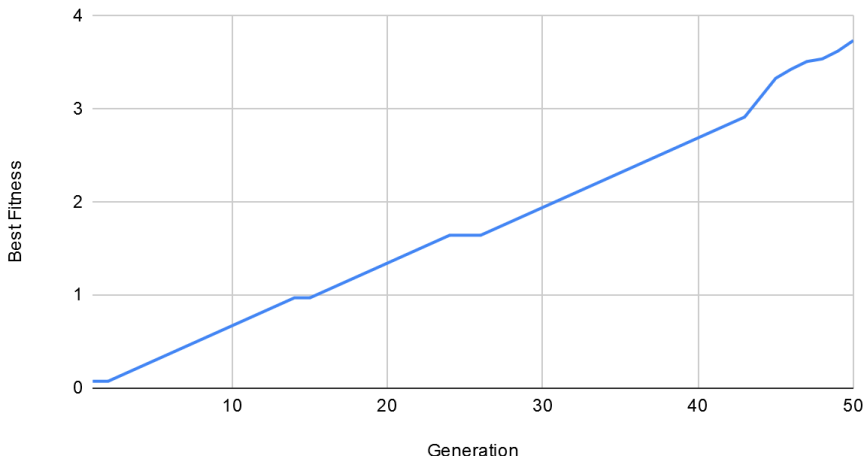
Begin with another 15 basic robots, except allow them to change densities, material stiffness, and size.



# Advanced Robot Evolution

After 50 generations, best fitness was 3.7372, didn't plateau during trials.

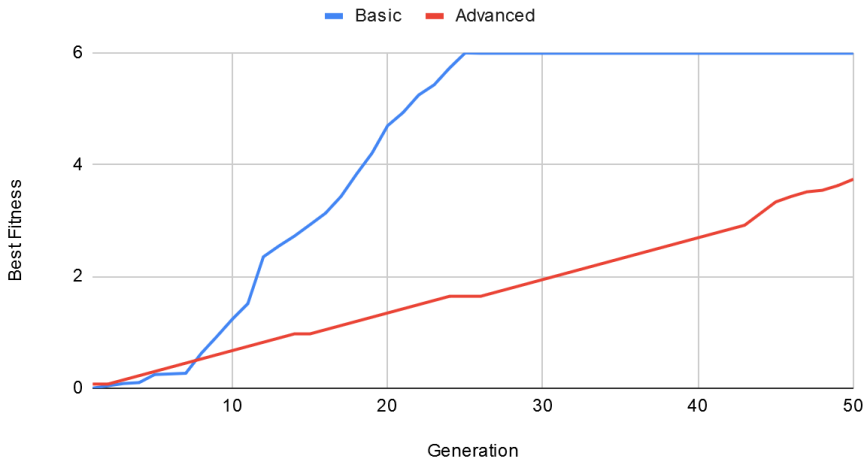
Best advanced robot fitness over 50 generations



# Analysis: Basic vs Advanced Robot

Look at the Basic Robot vs. Growth Robot

Basic robot versus advanced robot



# Analysis: Factors Affecting Evolutionary Plateau

- ① Size and shape
- ② Control over material types
- ③ Control over material densities
- ④ Possibility of environment

# Possible Errors

- ① Physics engine error
  - ① Speed increase
  - ② Large batch size
- ② Material wear
- ③ Environment
  - ① Temperature
  - ② Drag

# Real World Applications

- ① Military
  - ① Nuclear extraction
- ② Medical
  - ① Surgery
  - ② Physical therapy
- ③ Civilian
  - ① 3D-Printing
  - ② Research



# Conclusion

- ① The program successfully simulates and evolves robots
- ② Generally user friendly, libraries can be cleaner
- ③ VoxCad interface makes analysis easy, all data in XML
- ④ Wide range of applications, from military to household
- ⑤ Possible future improvements include:
  - ① More environmental factors, currently only temperature
  - ② Material wear simulation
  - ③ Other neural network types may work better for evolution

- ① Dynamic Simulation of Soft Multimaterial 3D-Printed Objects (2014)  
Jonathan Hiller and Hod Lipson
- ② <https://www.python.org/>
- ③ <http://www.numpy.org/>
- ④ <https://www.qt.io/>
- ⑤ <https://www.creativemachineslab.com/voxcad.html>

# Questions?