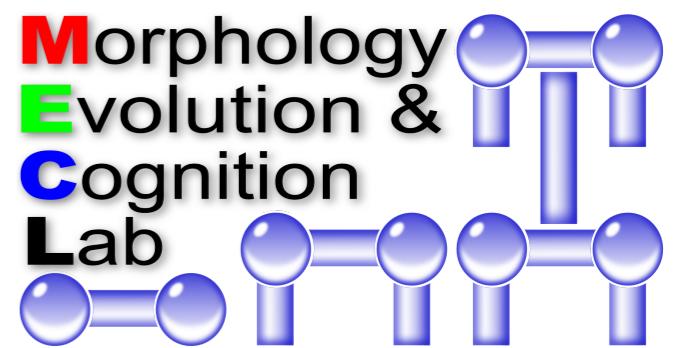
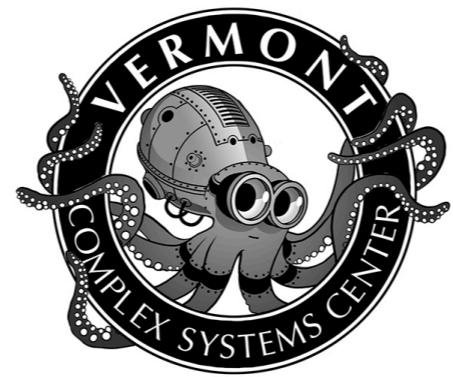
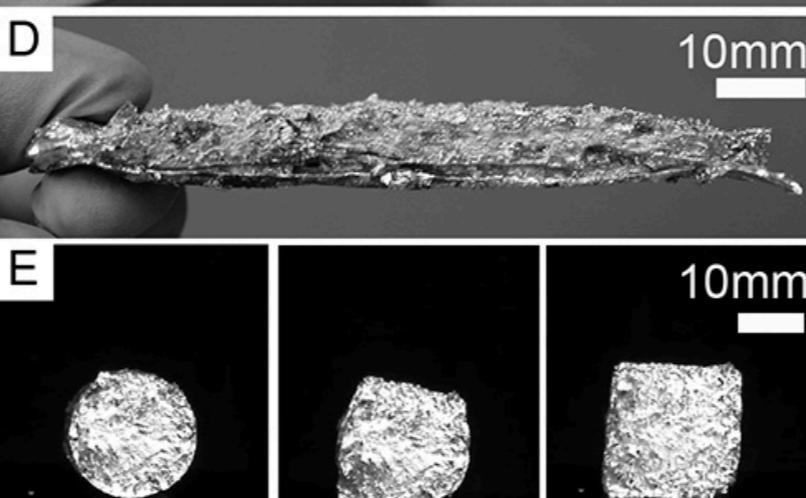
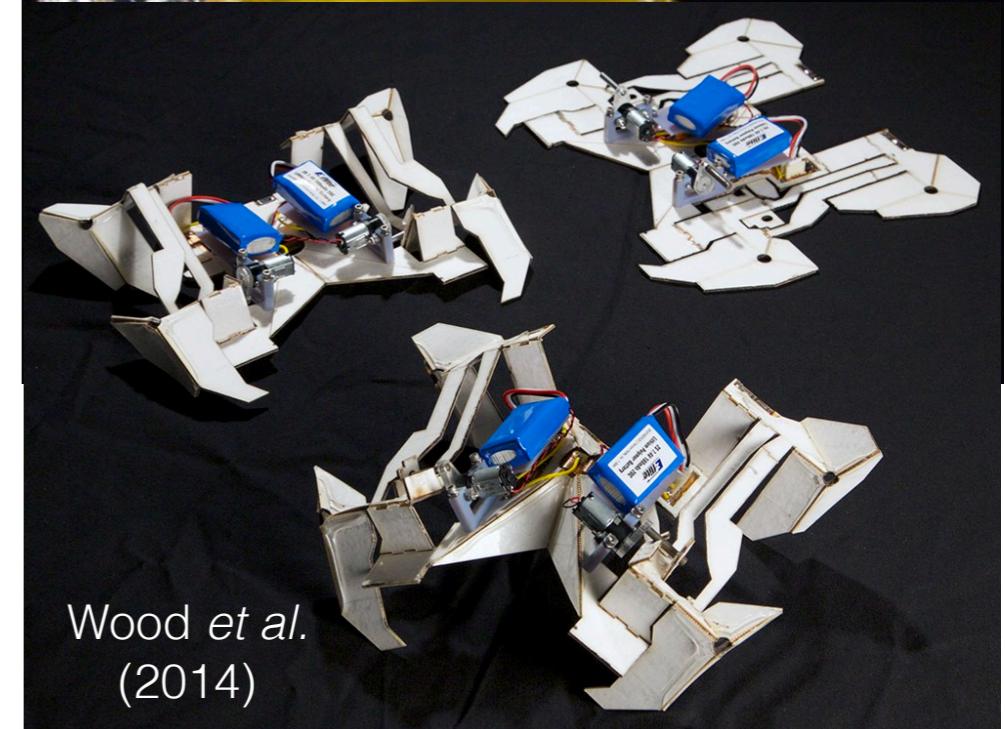
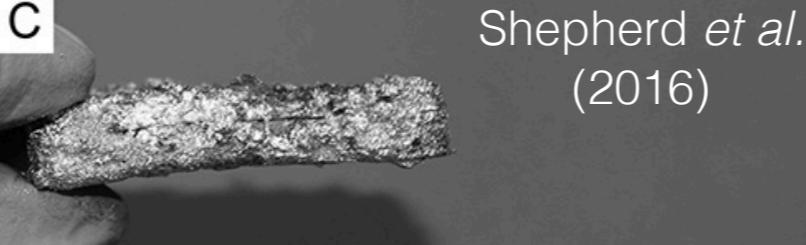
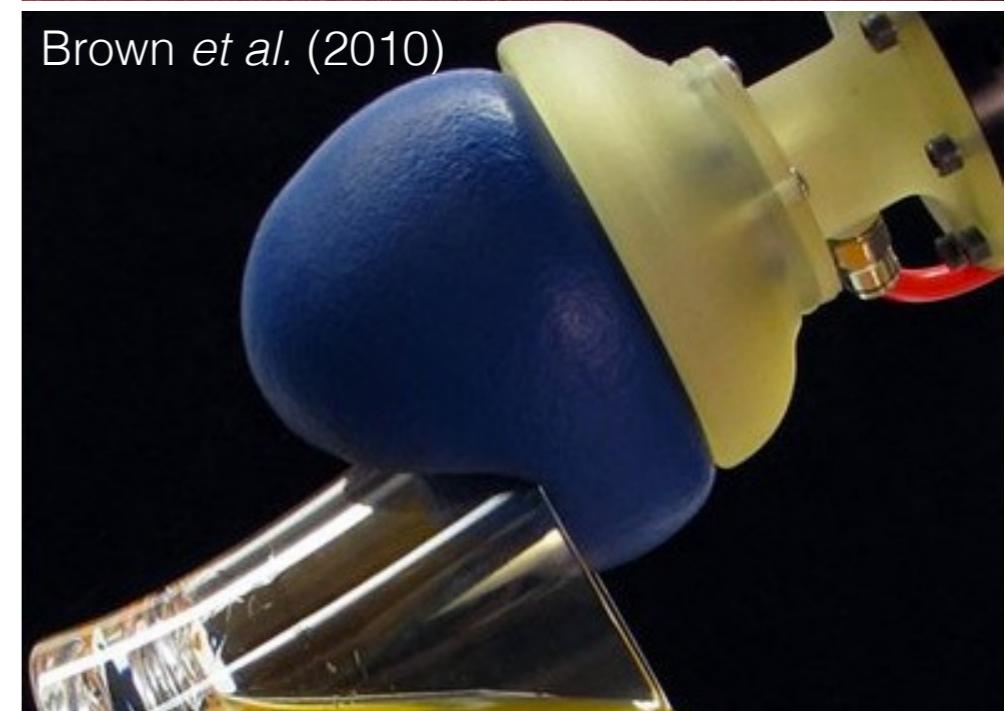
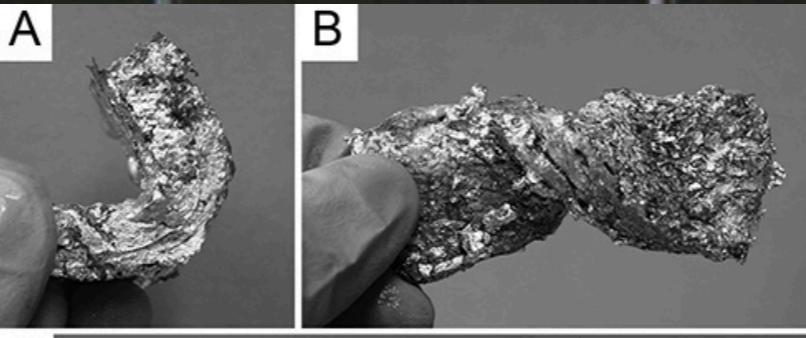
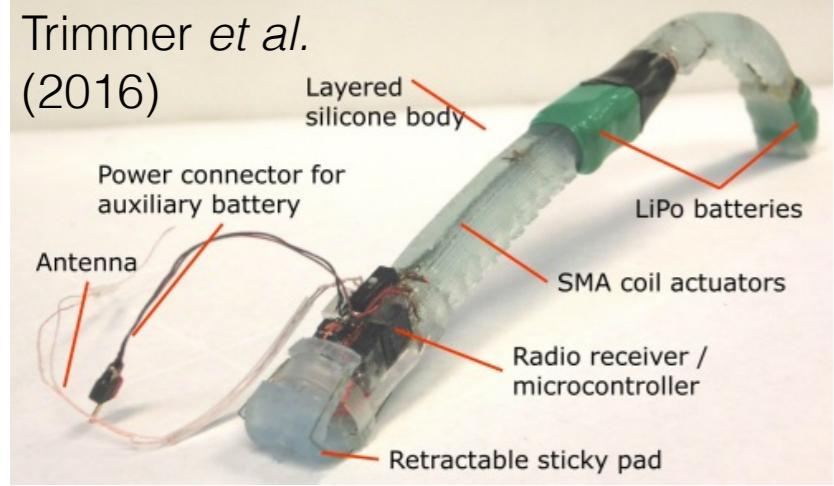
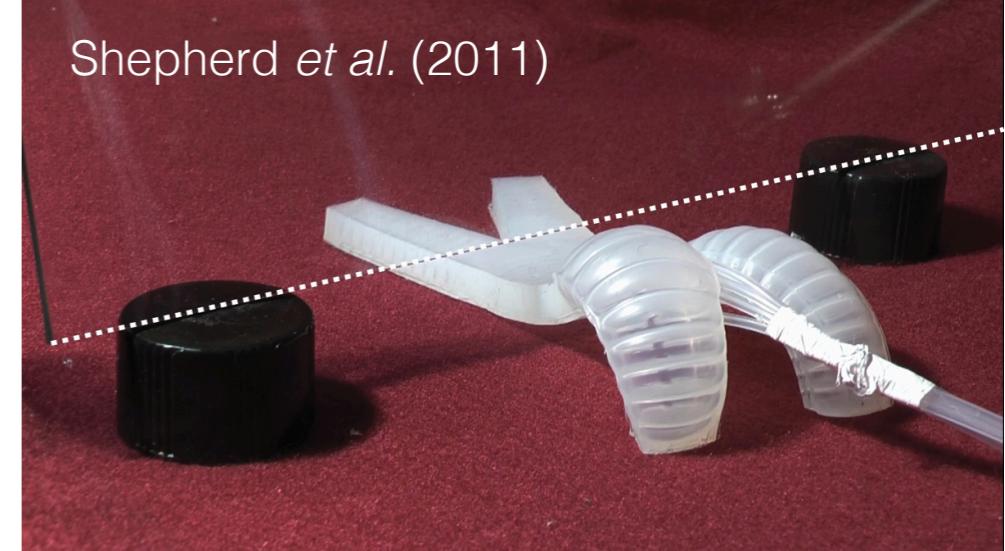
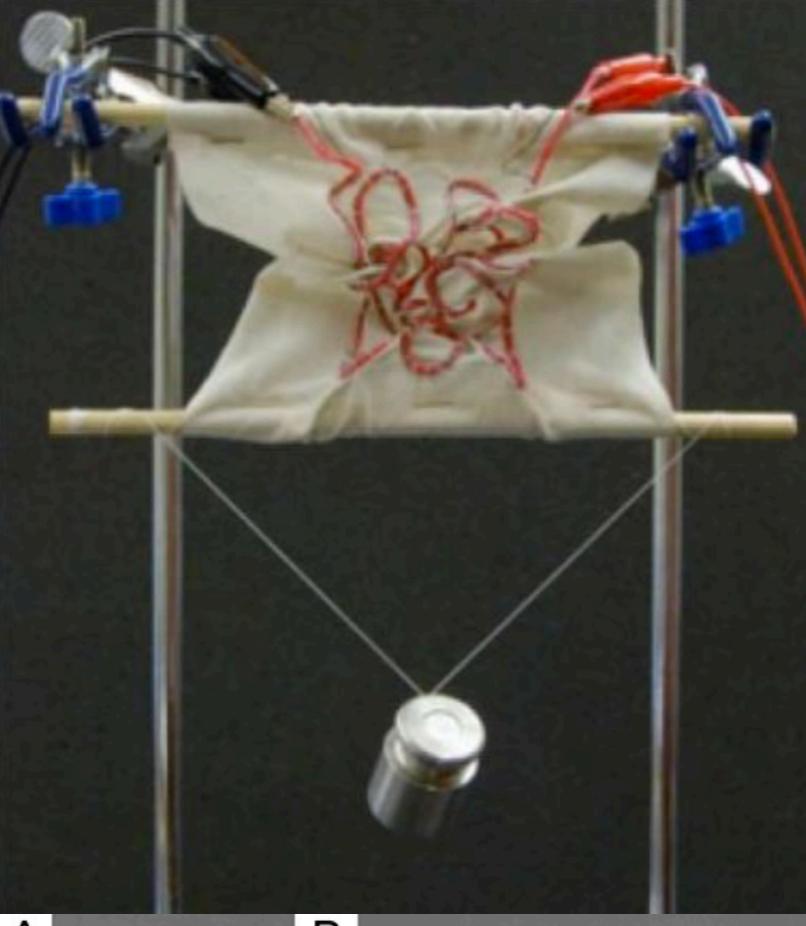
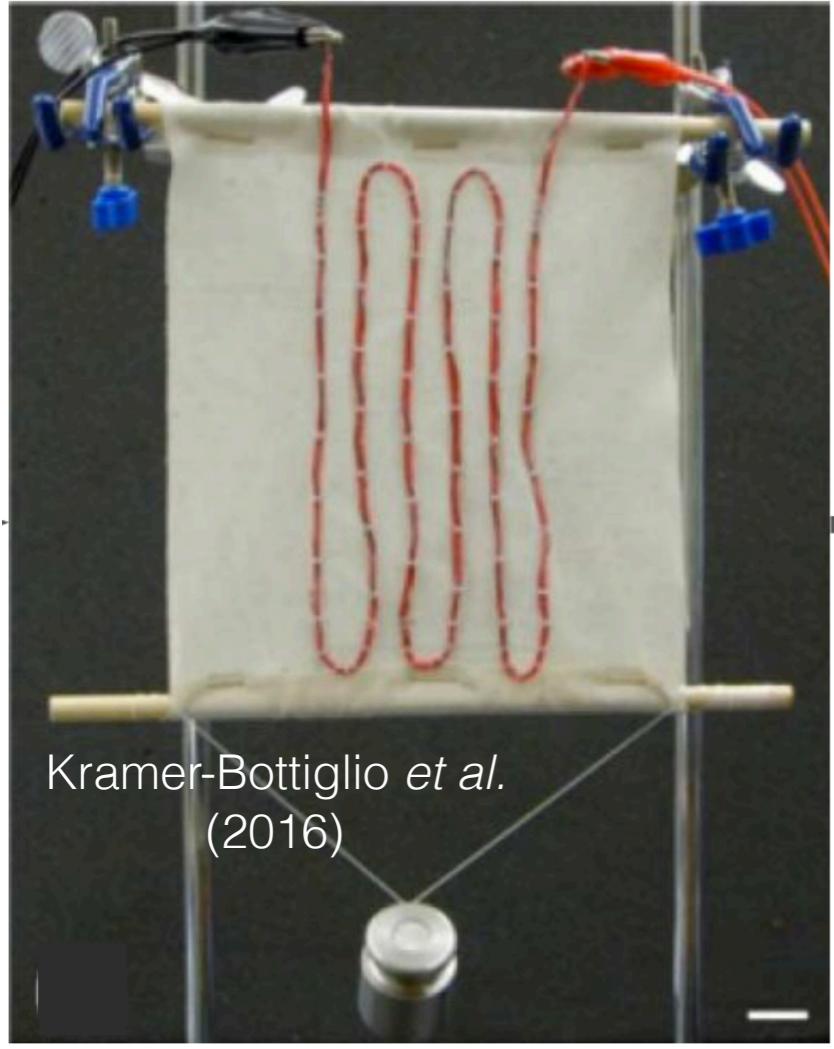


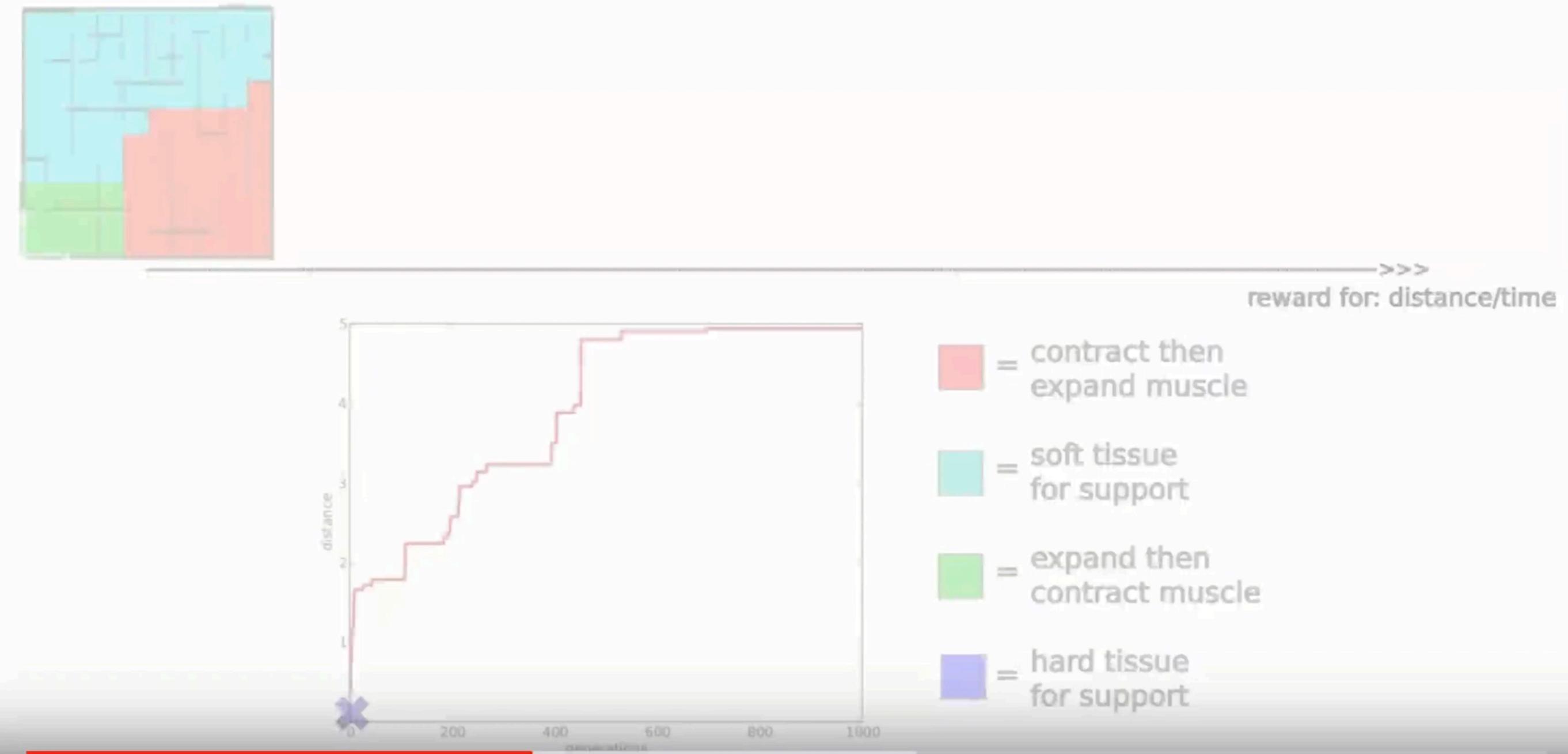
# Soft robots that evolve and develop.

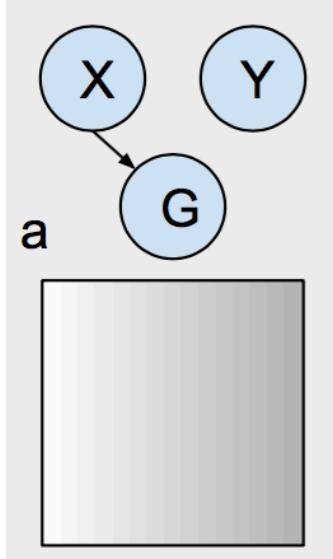
Josh Bongard  
Morphology, Evolution & Cognition Laboratory  
Vermont Complex Systems Center  
University of Vermont





Unshackling Evolution: Evolving Soft Robots with Multiple Materials

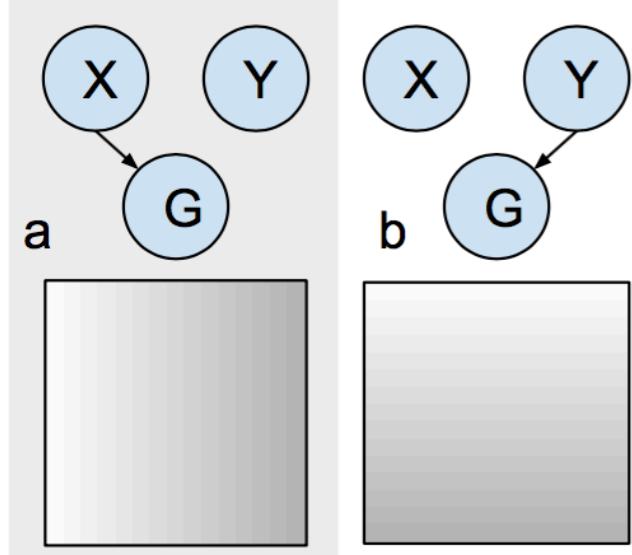




Stanley (2007).

Compositional pattern producing networks:  
A novel abstraction of development.

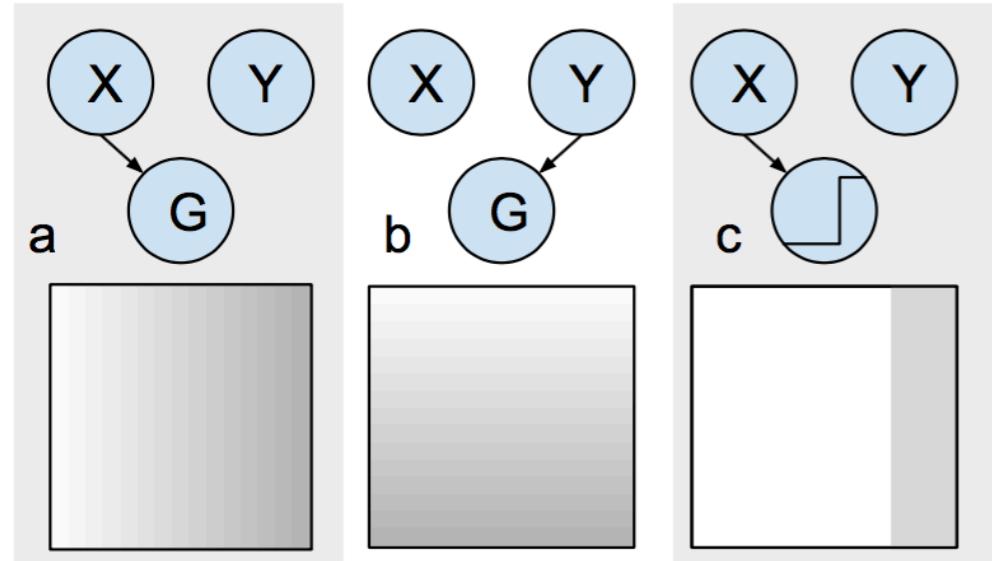
*Procs. of the GECCO Conf.*



Stanley (2007).

Compositional pattern producing networks:  
A novel abstraction of development.

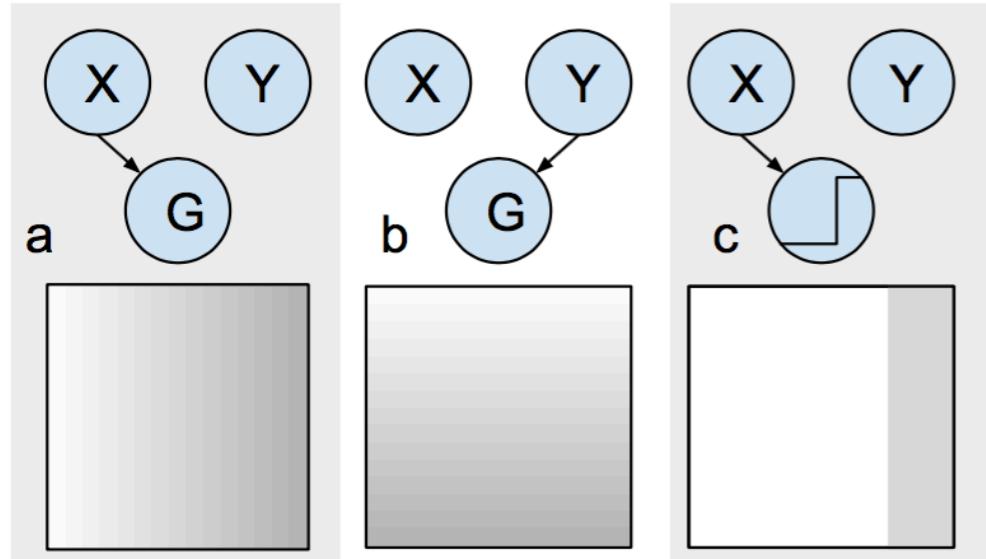
*Procs. of the GECCO Conf.*



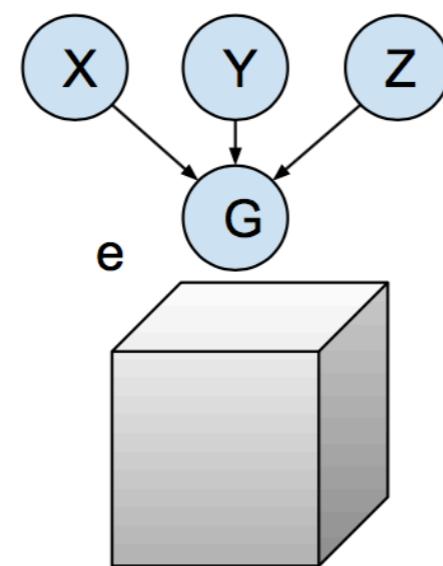
Stanley (2007).

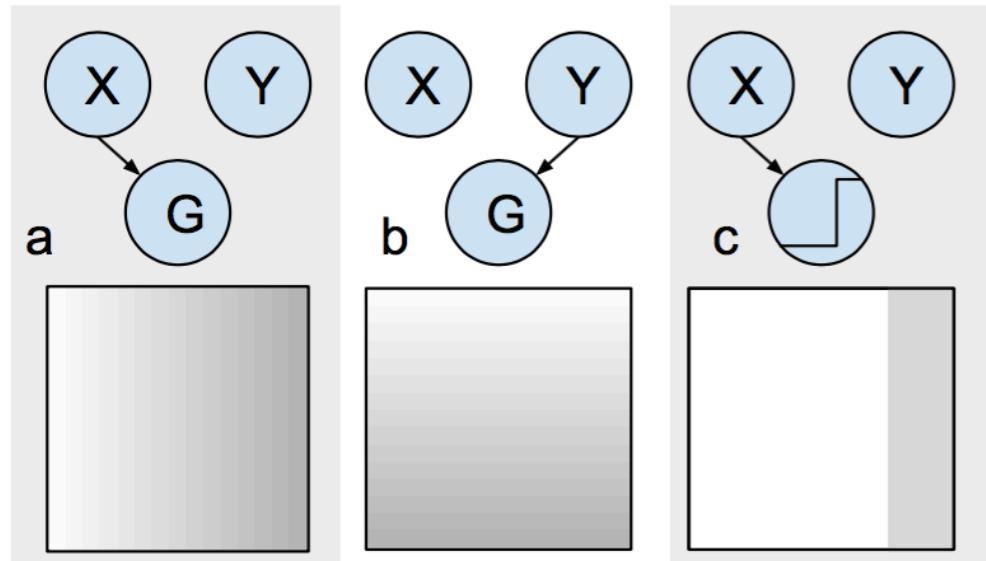
Compositional pattern producing networks:  
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*Procs. of the GECCO Conf.*

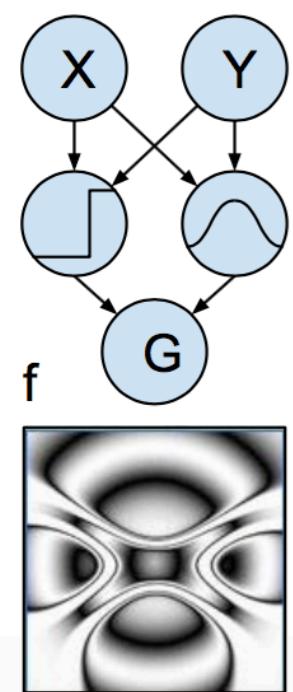
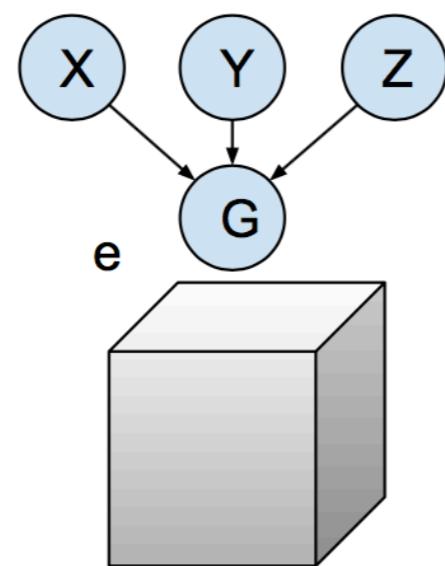


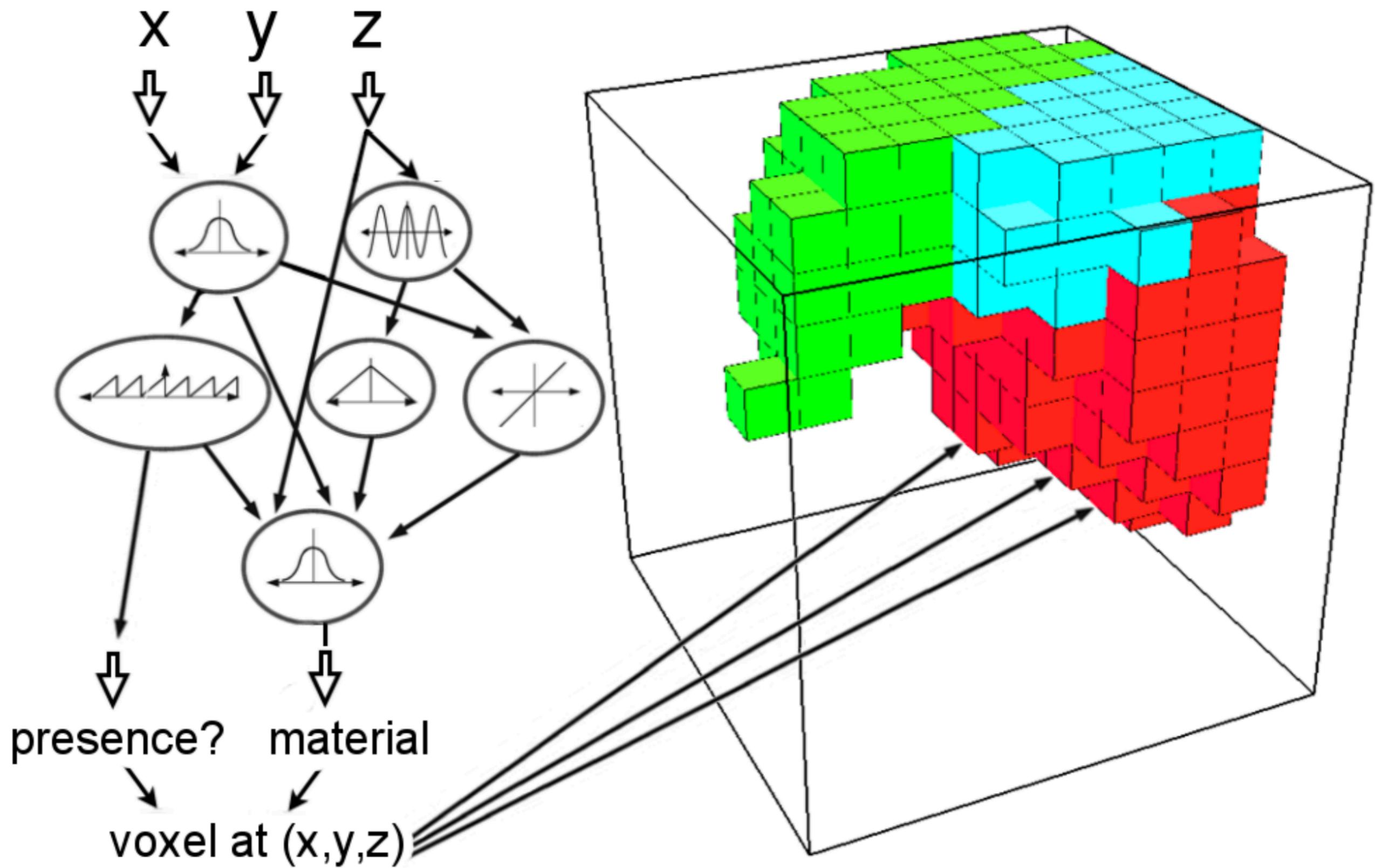
Stanley (2007).  
Compositional pattern producing networks:  
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*Procs. of the GECCO Conf.*





Stanley (2007).  
Compositional pattern producing networks:  
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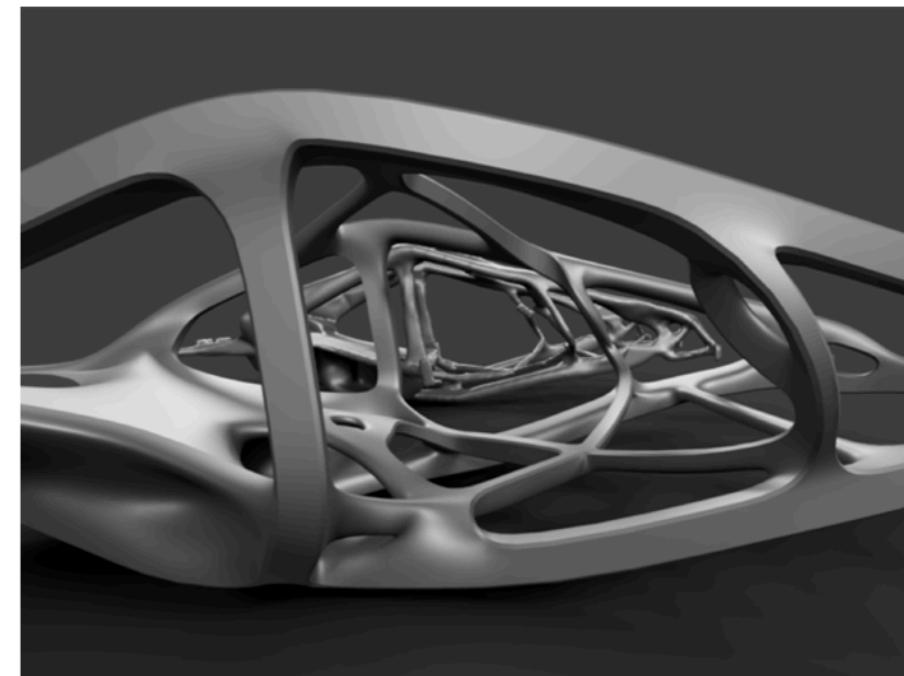






## Project Dreamcatcher

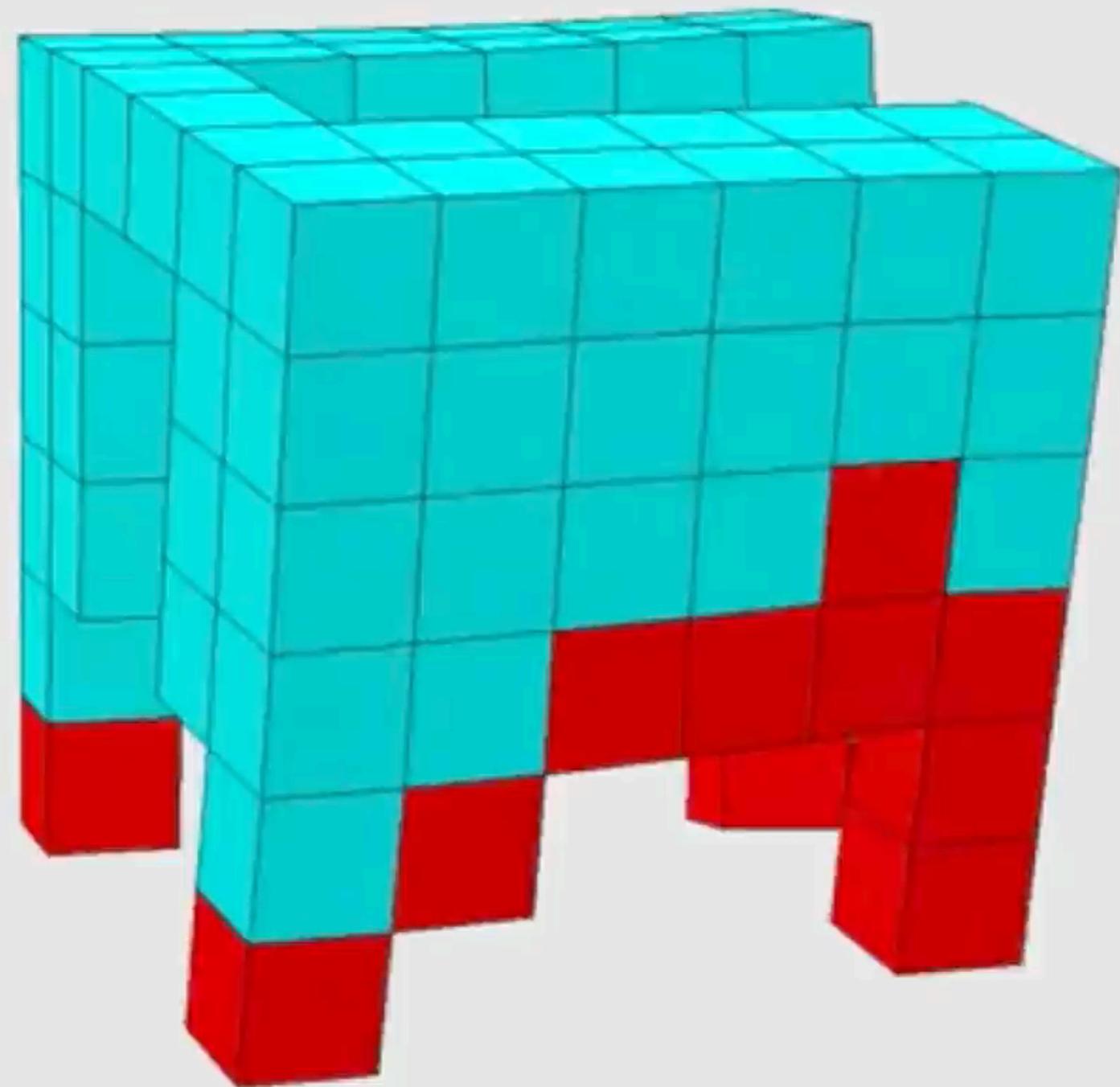
What if a CAD system could generate thousands of design options that all meet your specified goals? It's no longer what if: it's Project Dreamcatcher, the next generation of CAD. Dreamcatcher is a generative design system that enables designers to craft a definition of their design problem through goals and constraints. This information is used to synthesize alternative design solutions that meet the objectives. Designers are able to explore trade-offs between many alternative approaches and select design solutions for manufacture.

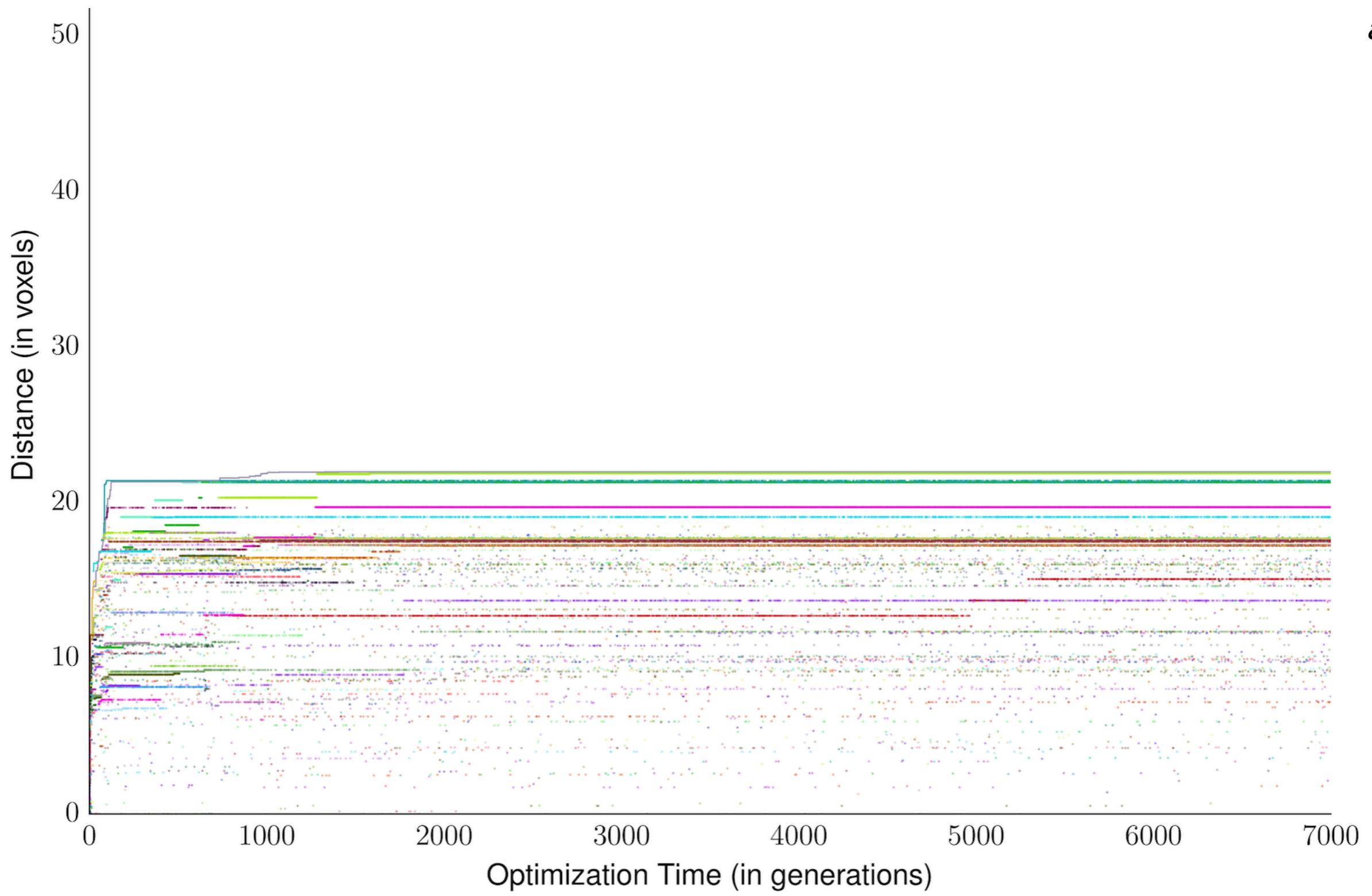


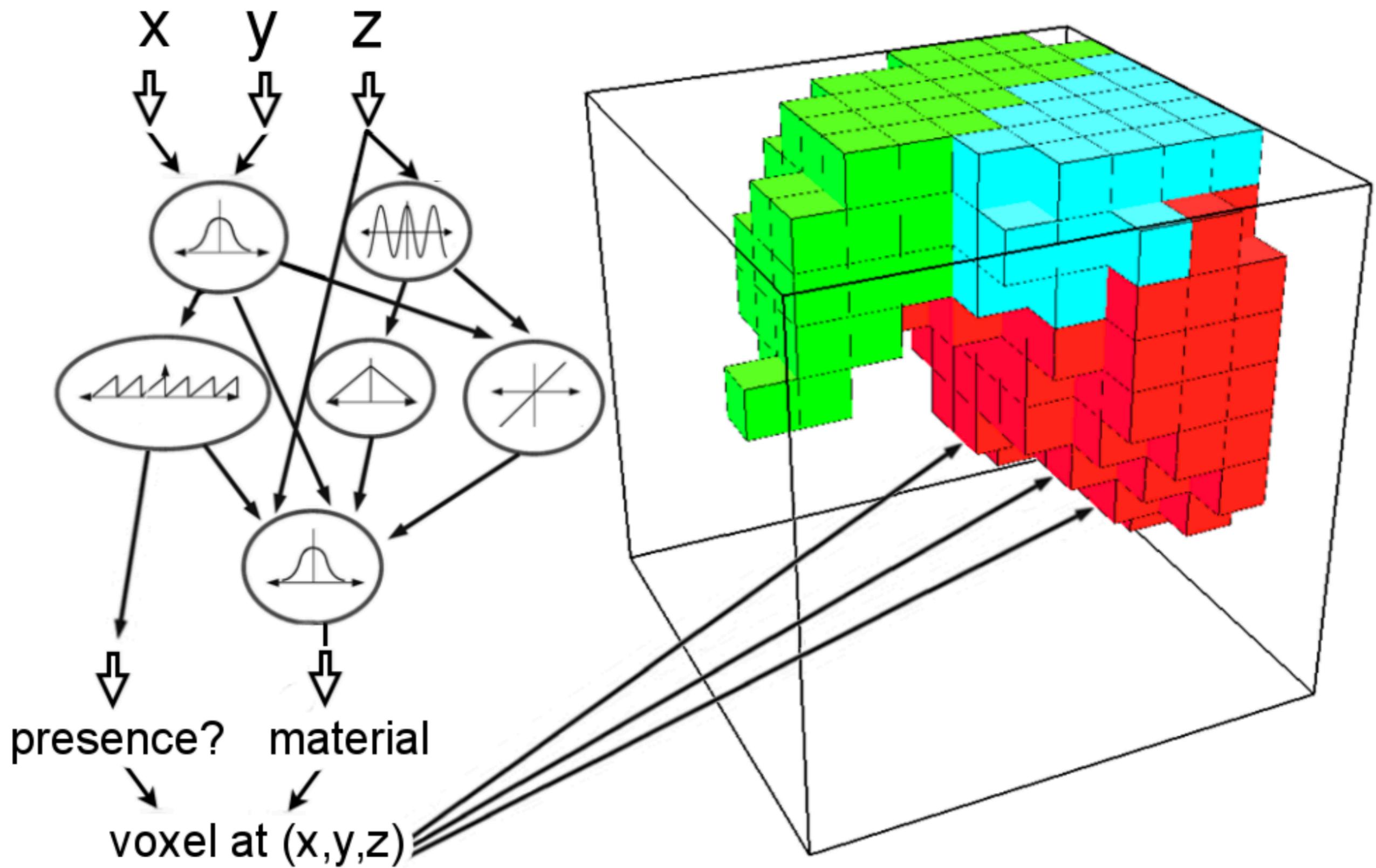
### GROUPS

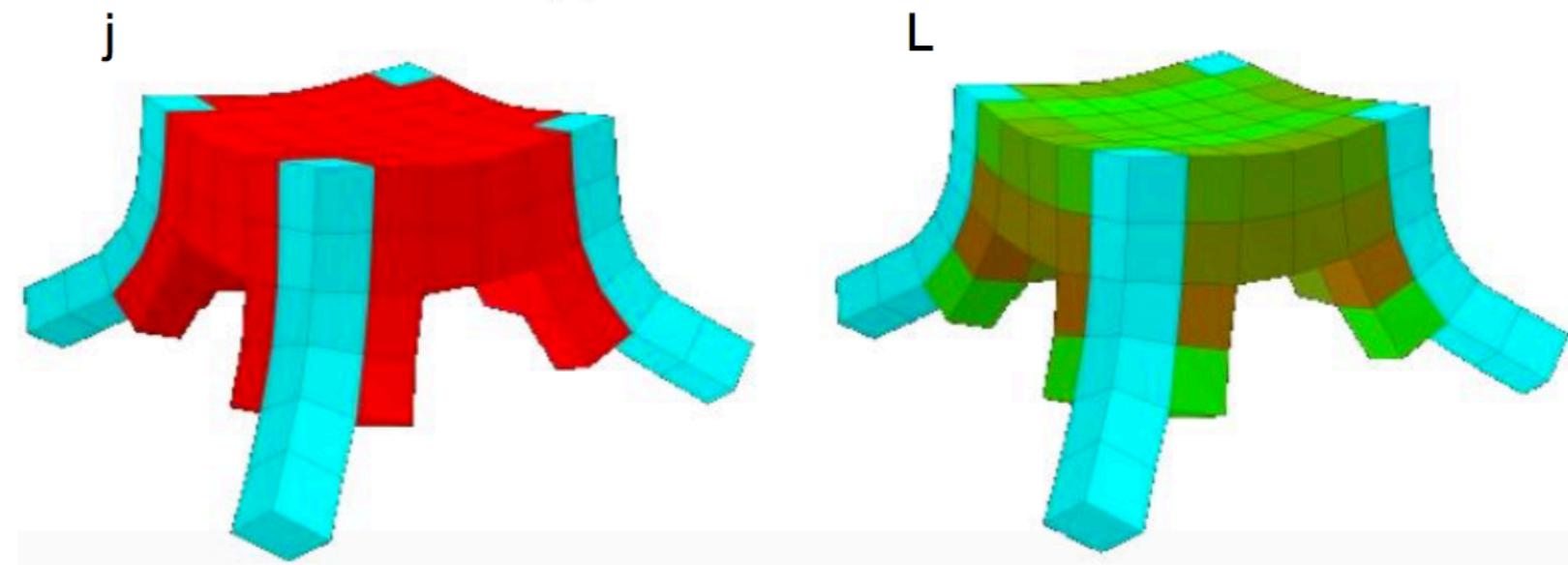
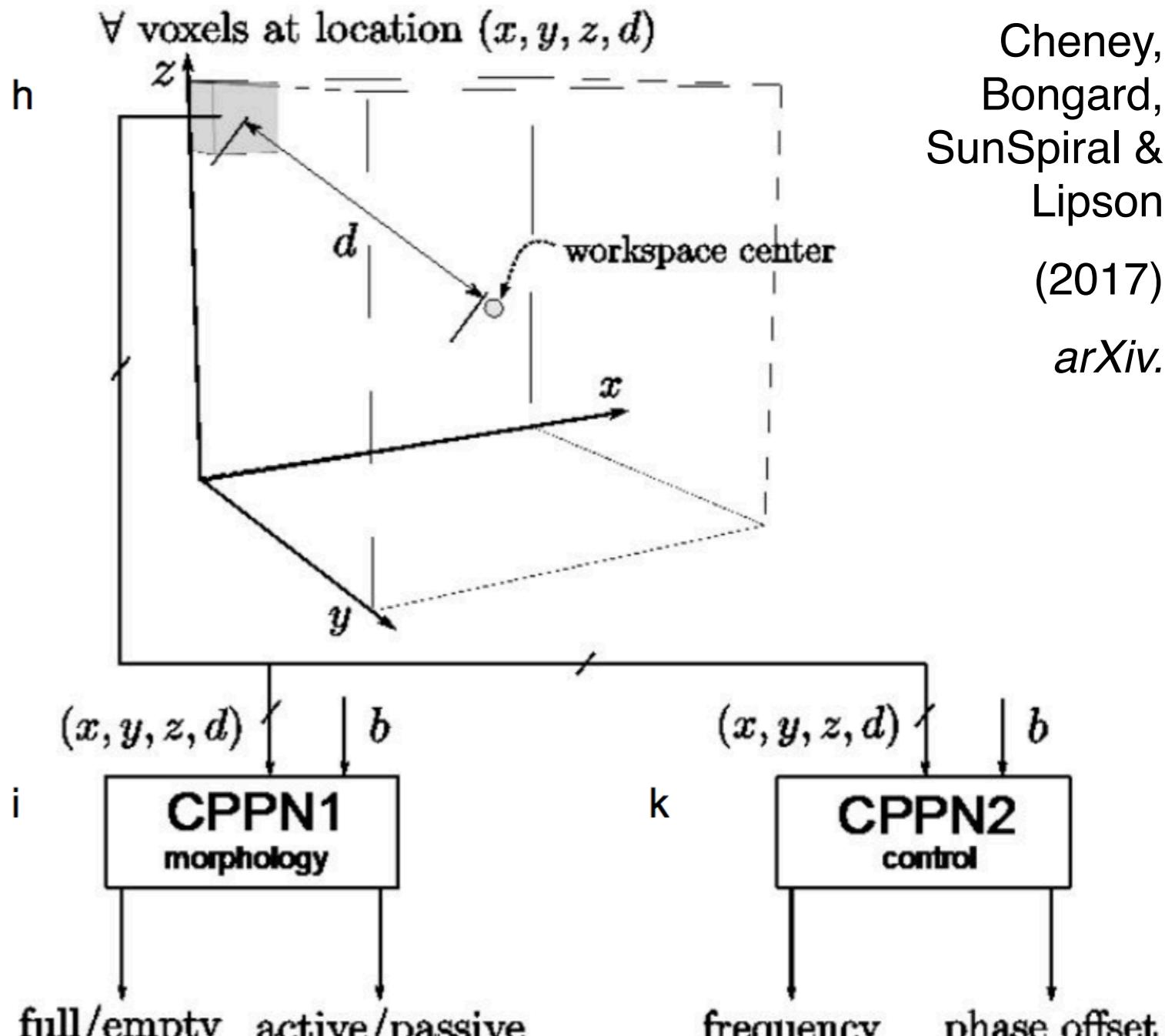
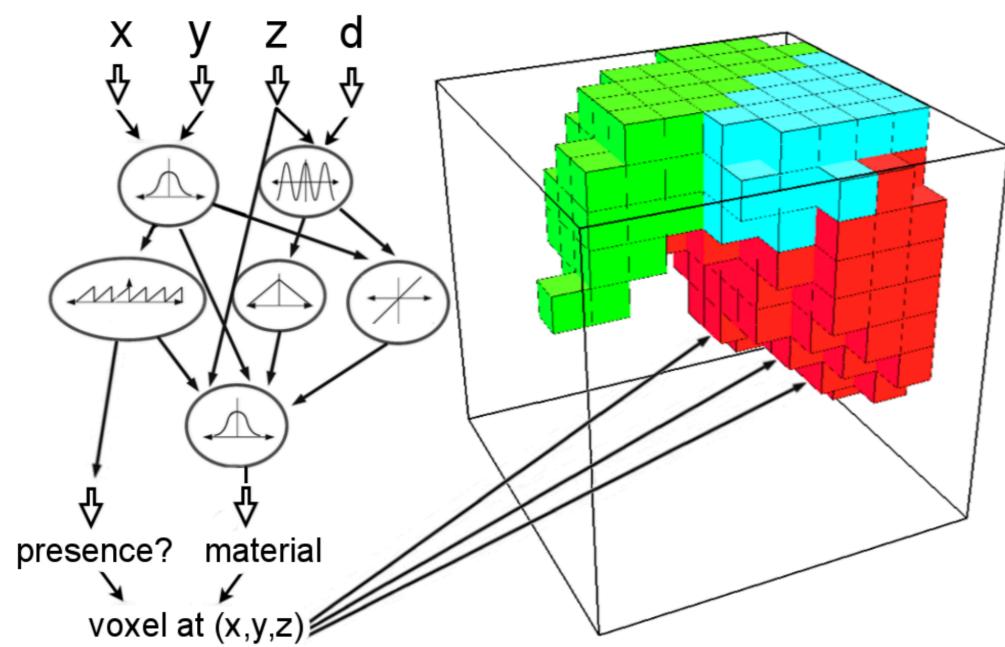
[Design Research](#), [Computational Science Research](#)





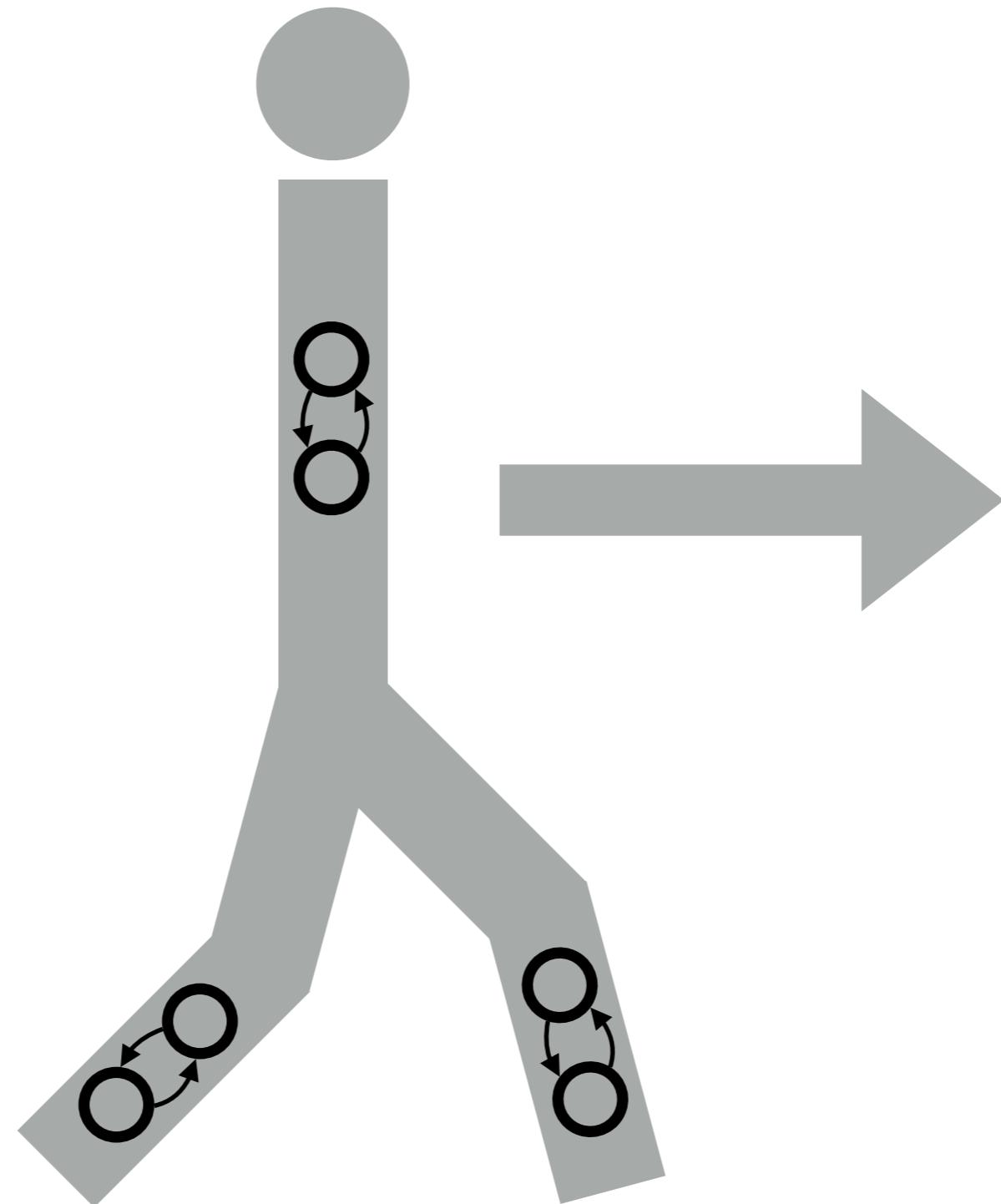






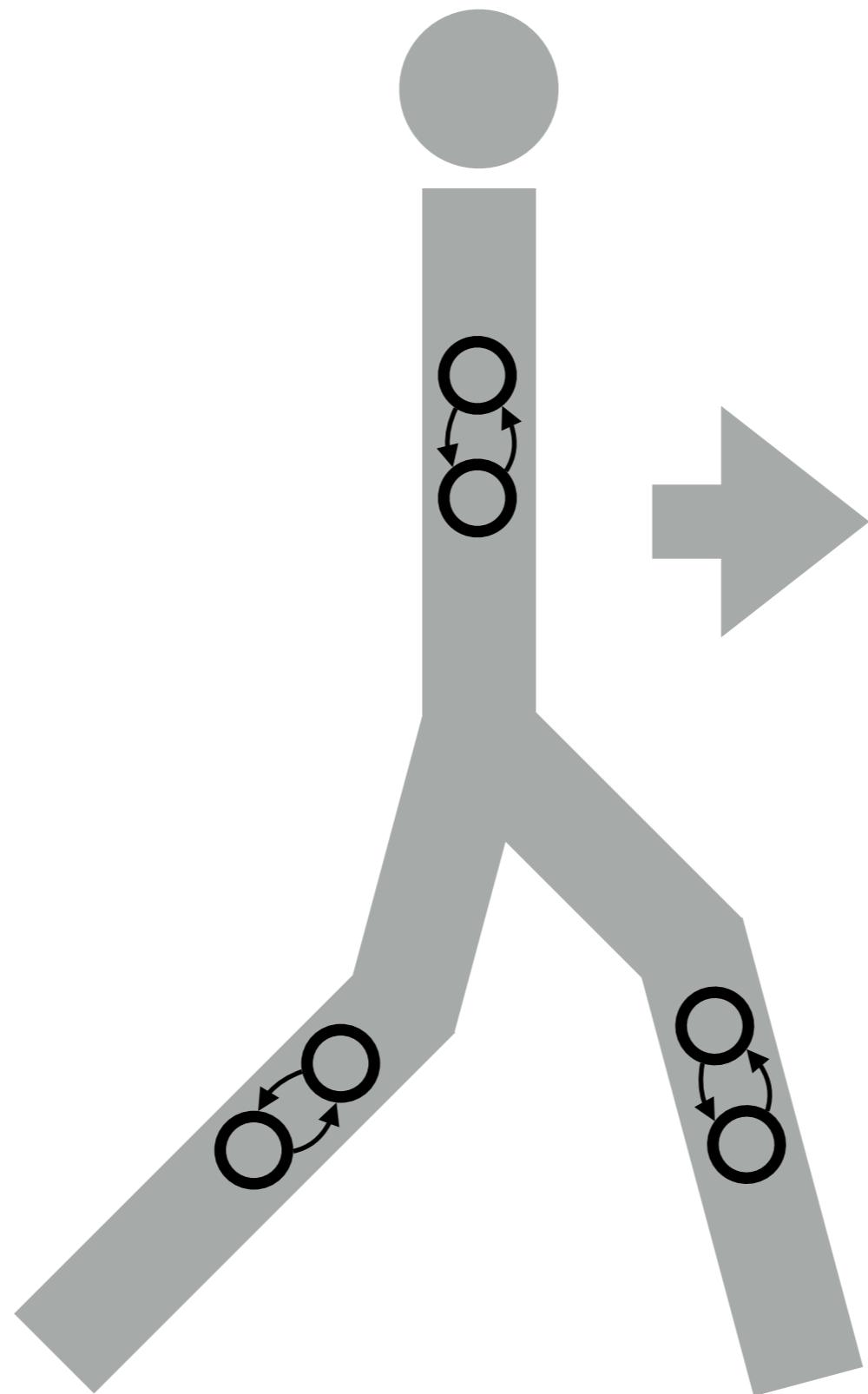
# Protecting morphological innovations.

Cheney,  
Bongard,  
SunSpiral &  
Lipson  
(2017)  
*arXiv.*



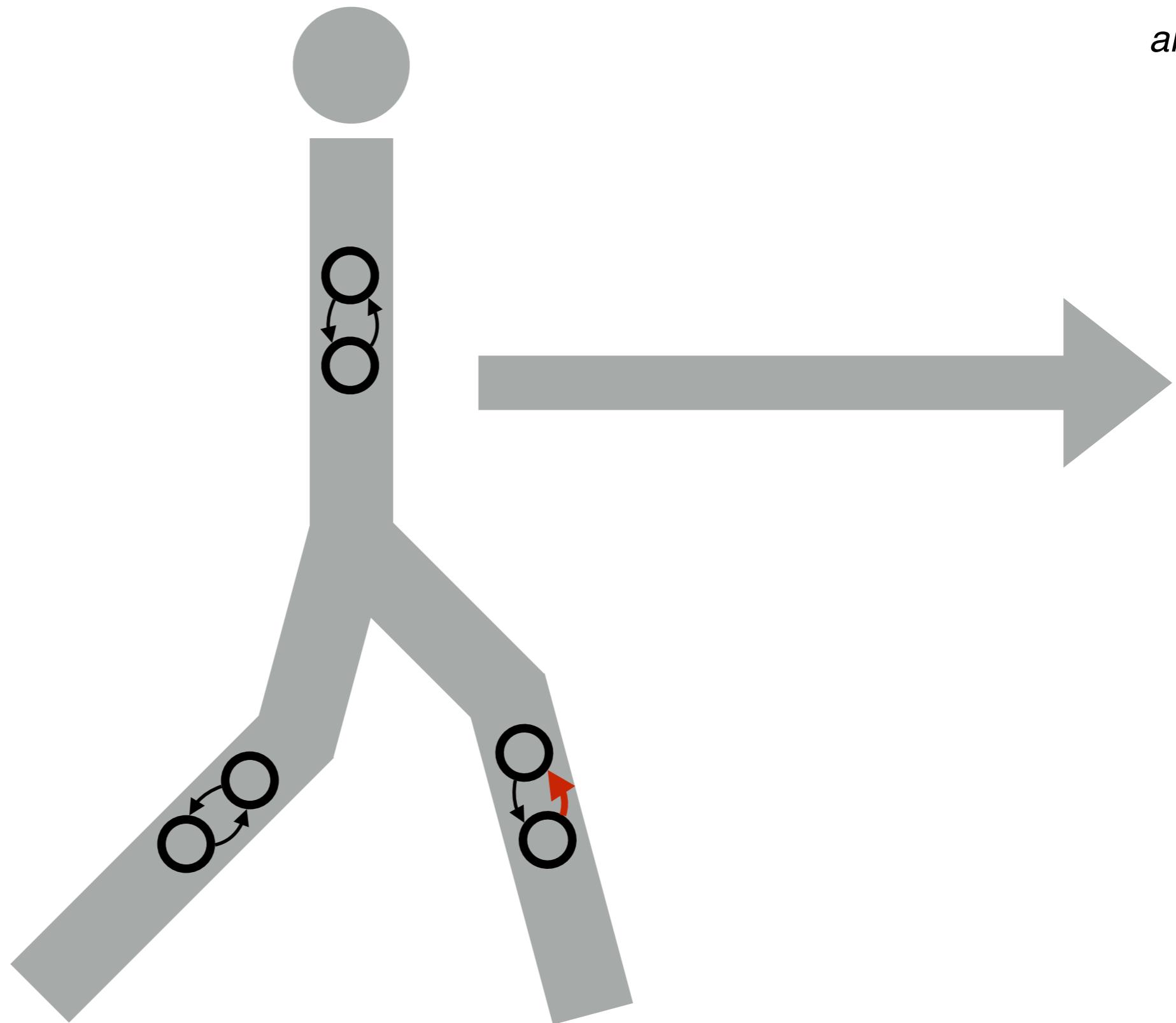
# Protecting morphological innovations.

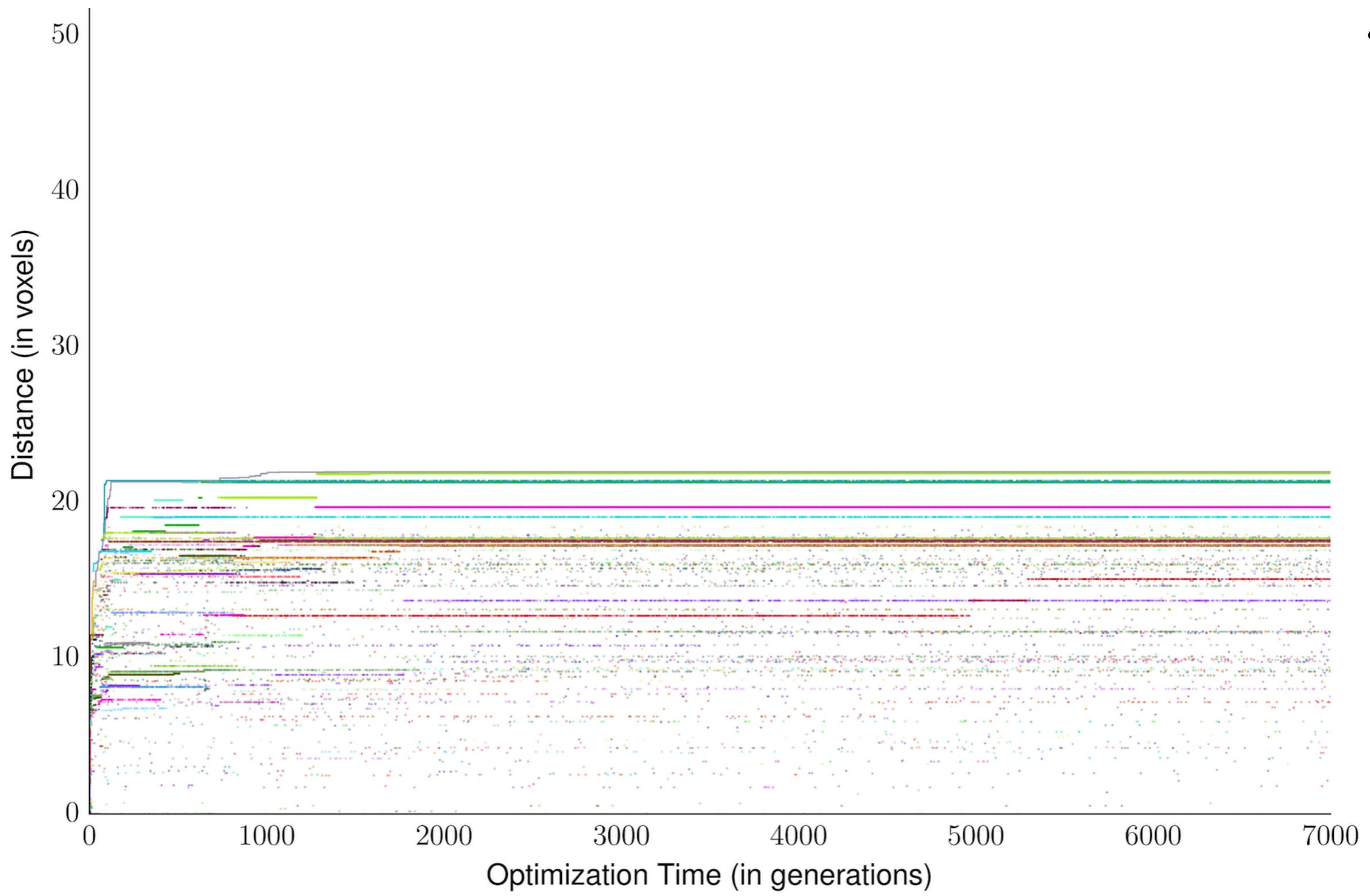
Cheney,  
Bongard,  
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Lipson  
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*arXiv.*

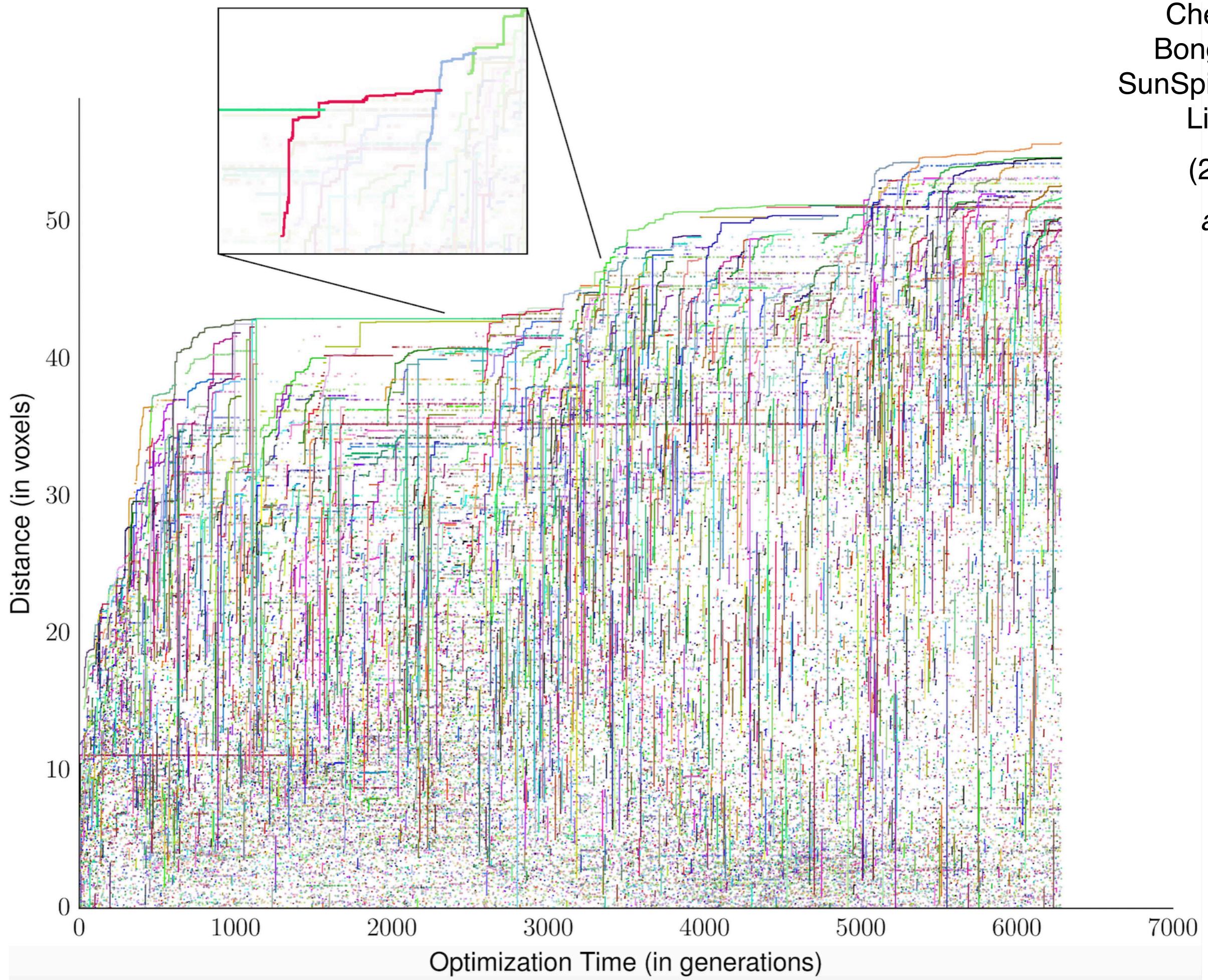


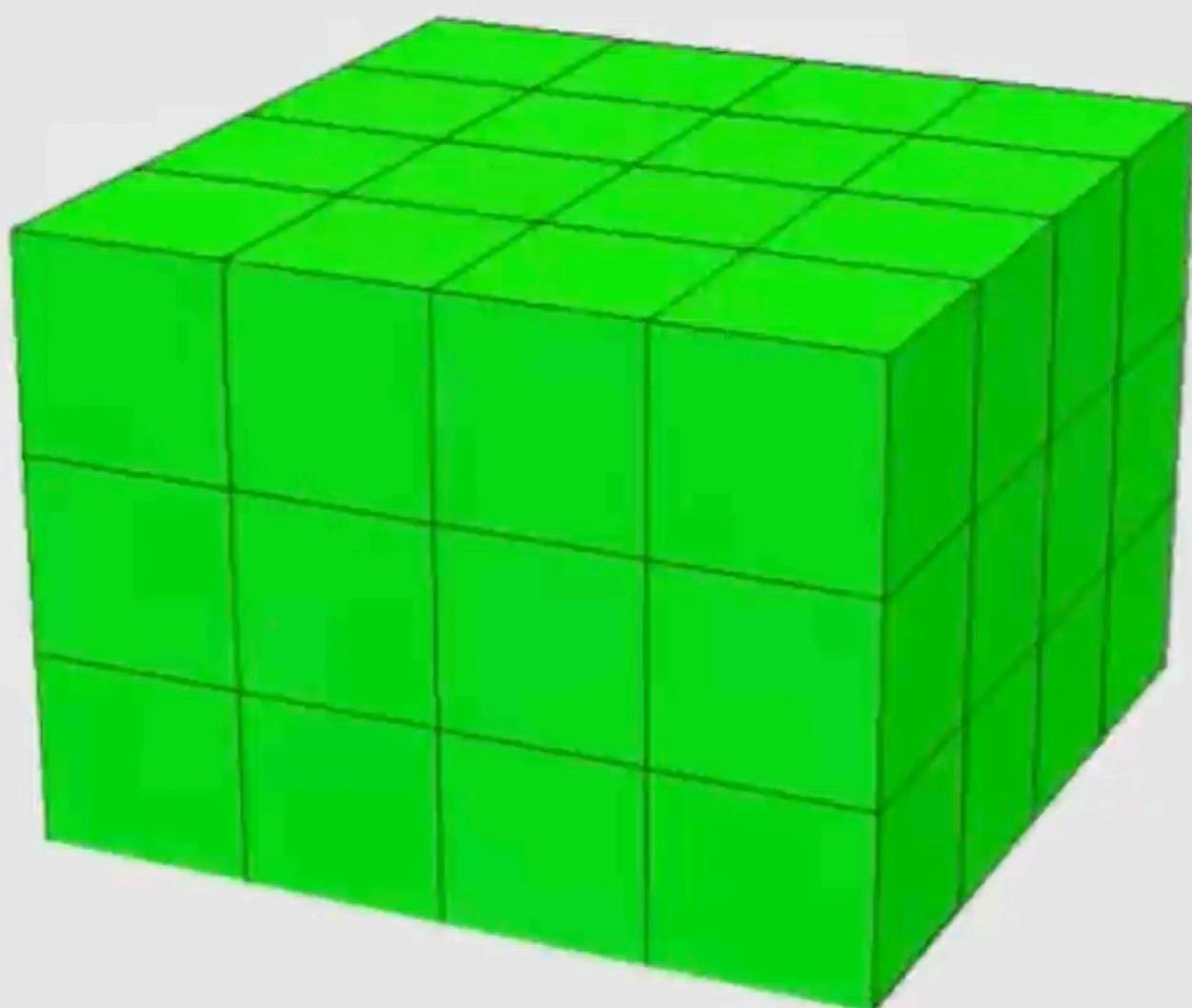
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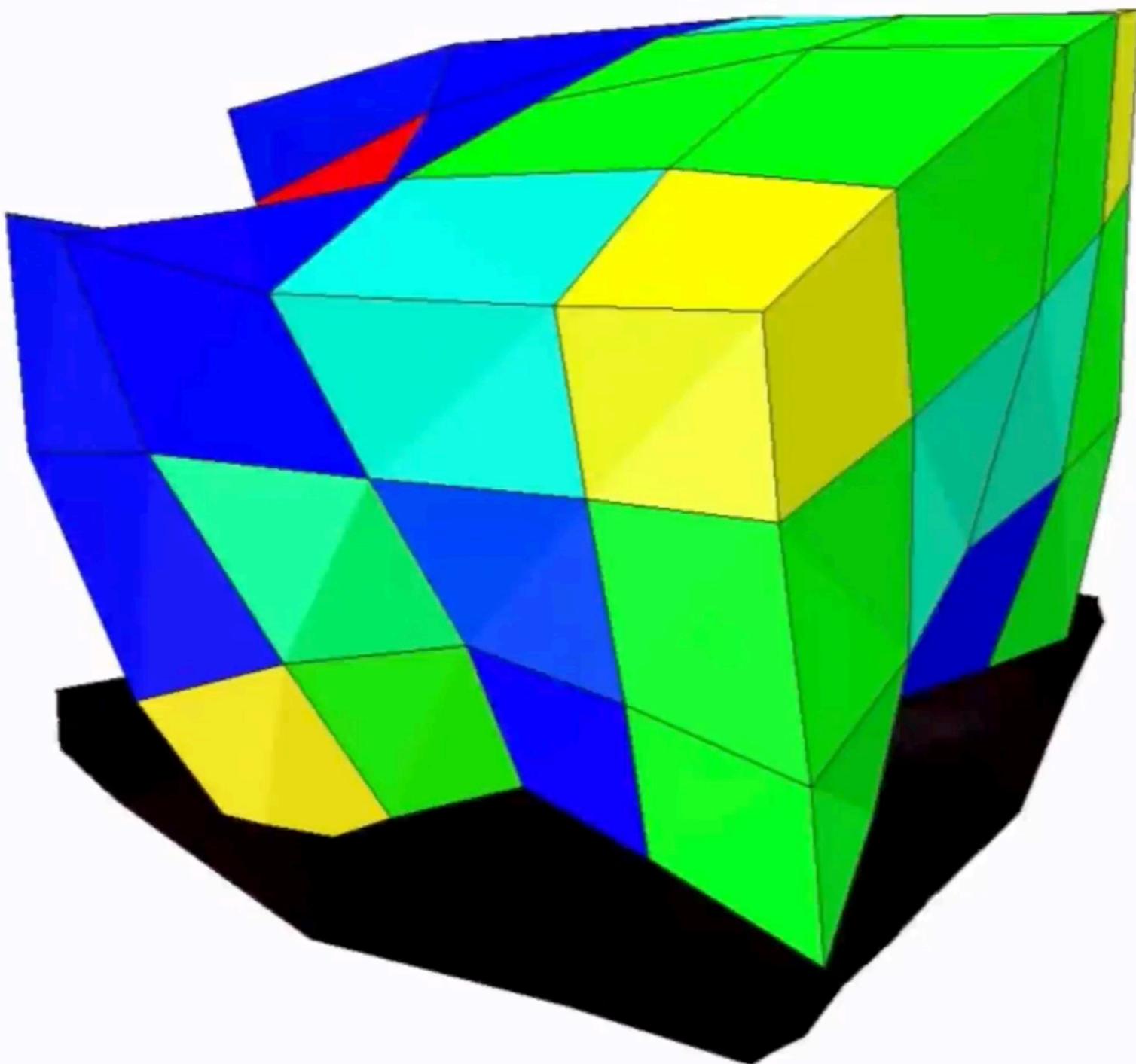




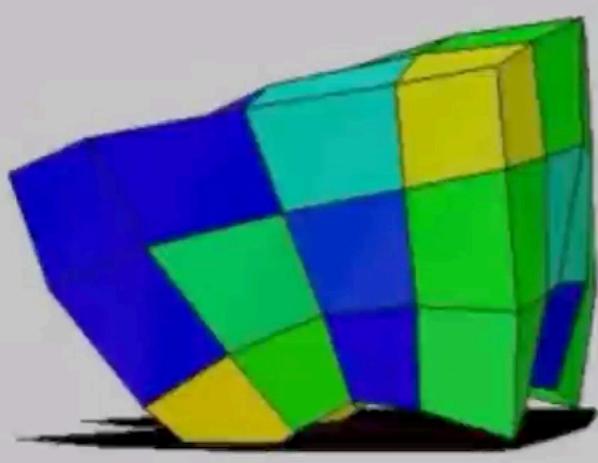


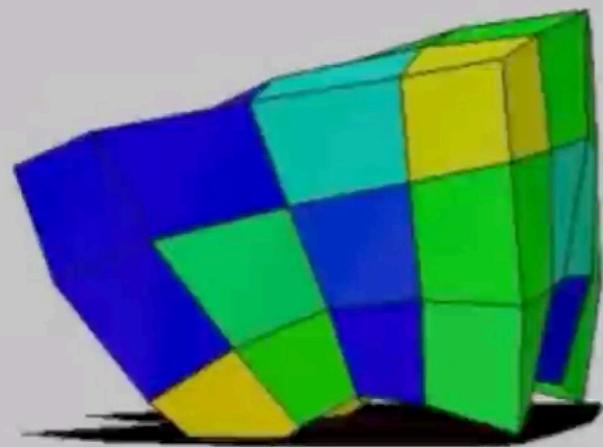
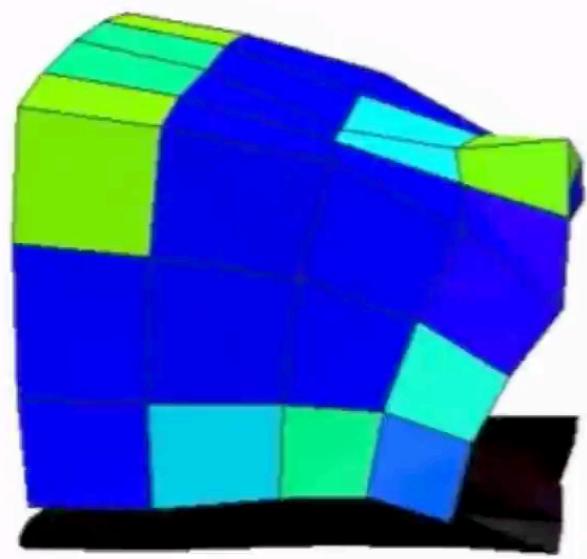


Kriegman et. al. 2017. A Minimal Developmental Model Can Increase Evolvability in Soft Robots.  
In *Proceedings of GECCO '17*.

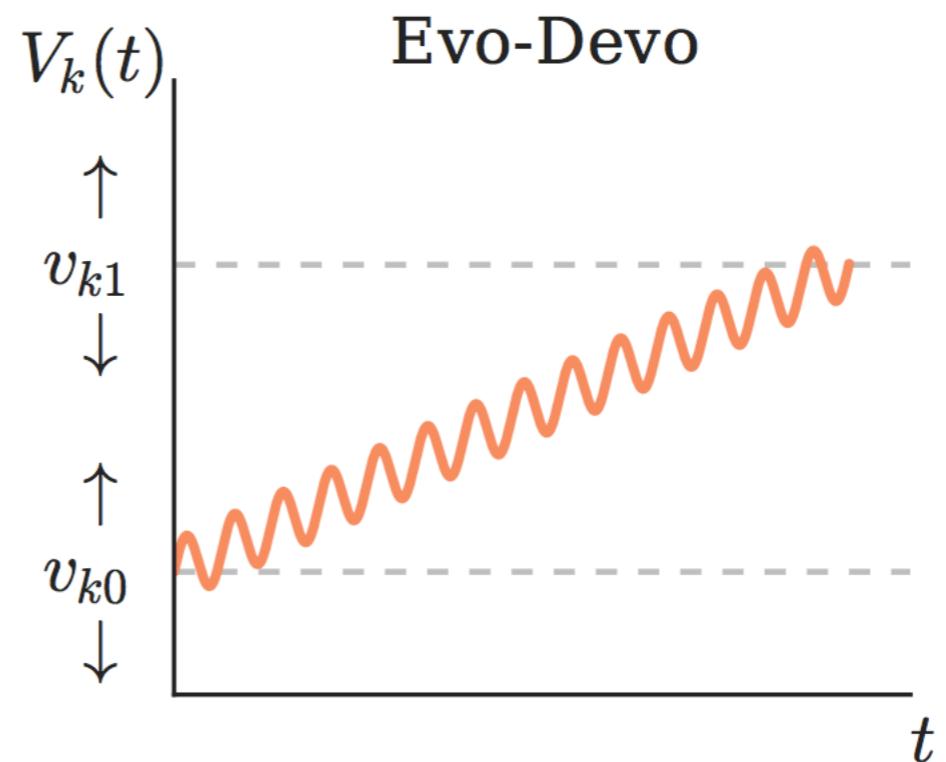


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In *Proceedings of GECCO '17*.



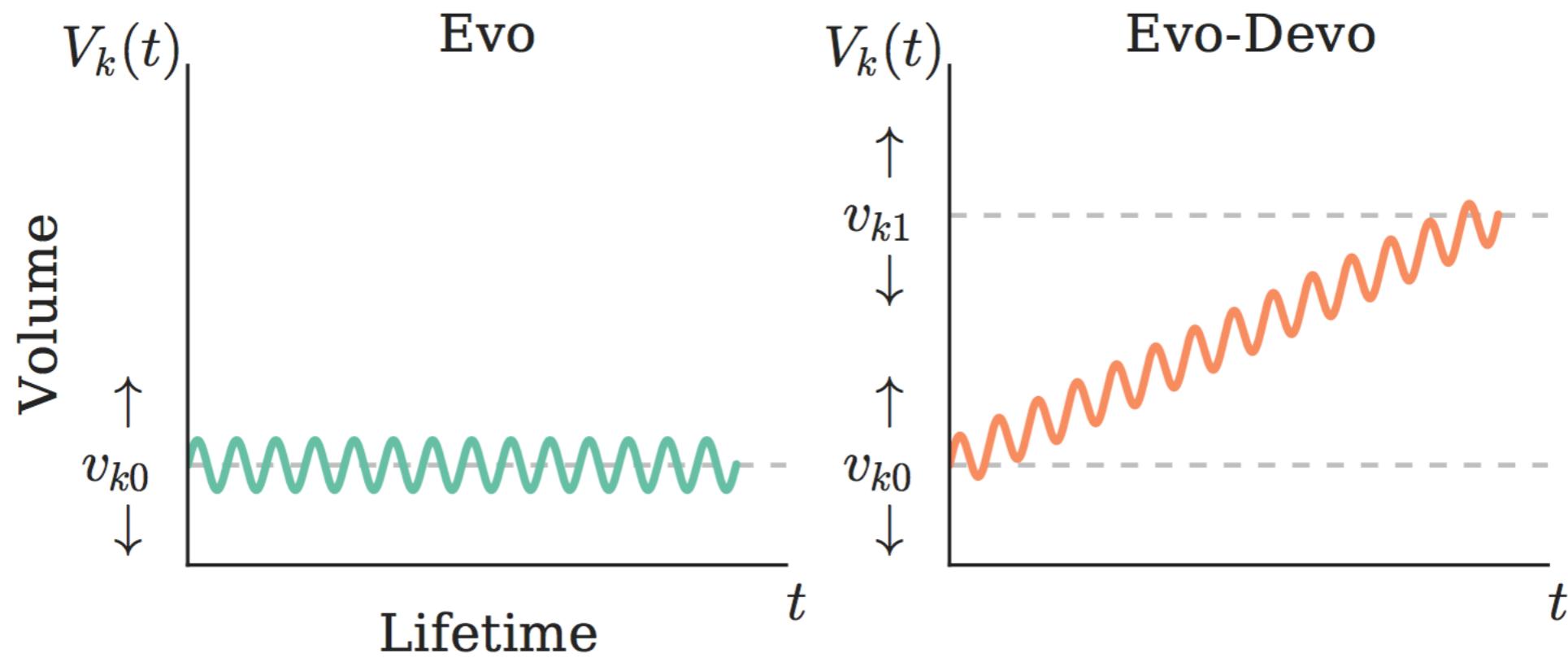


$4 \times 4 \times 3 \times 2 = 96$   
evolvable parameters



$4 \times 4 \times 3 = 48$   
evolvable parameters

$4 \times 4 \times 3 \times 2 = 96$   
evolvable parameters



fitness = Body lengths traveled

60

50

40

30

20

10

0



Evo



Evo-Devo

Generation

0

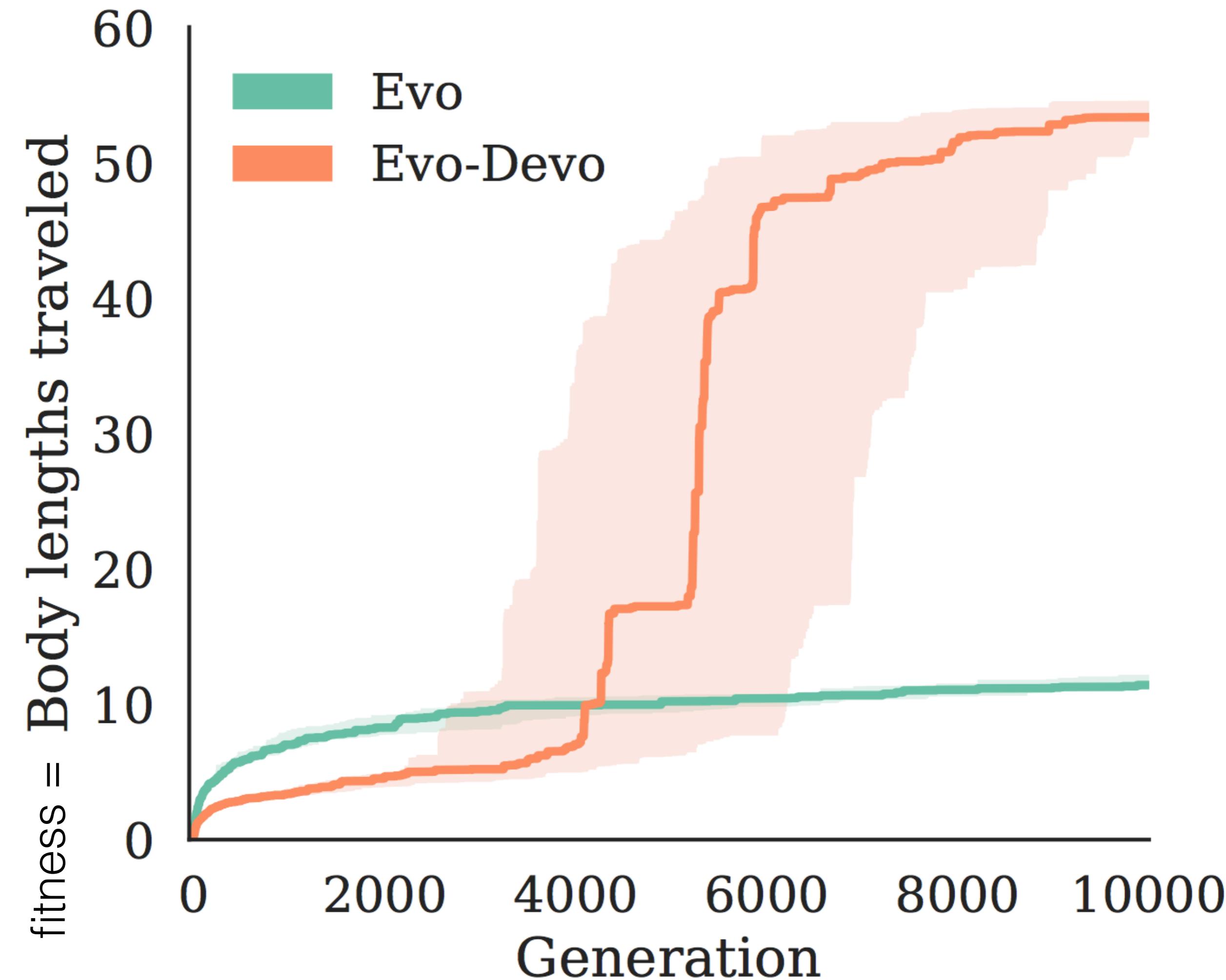
2000

4000

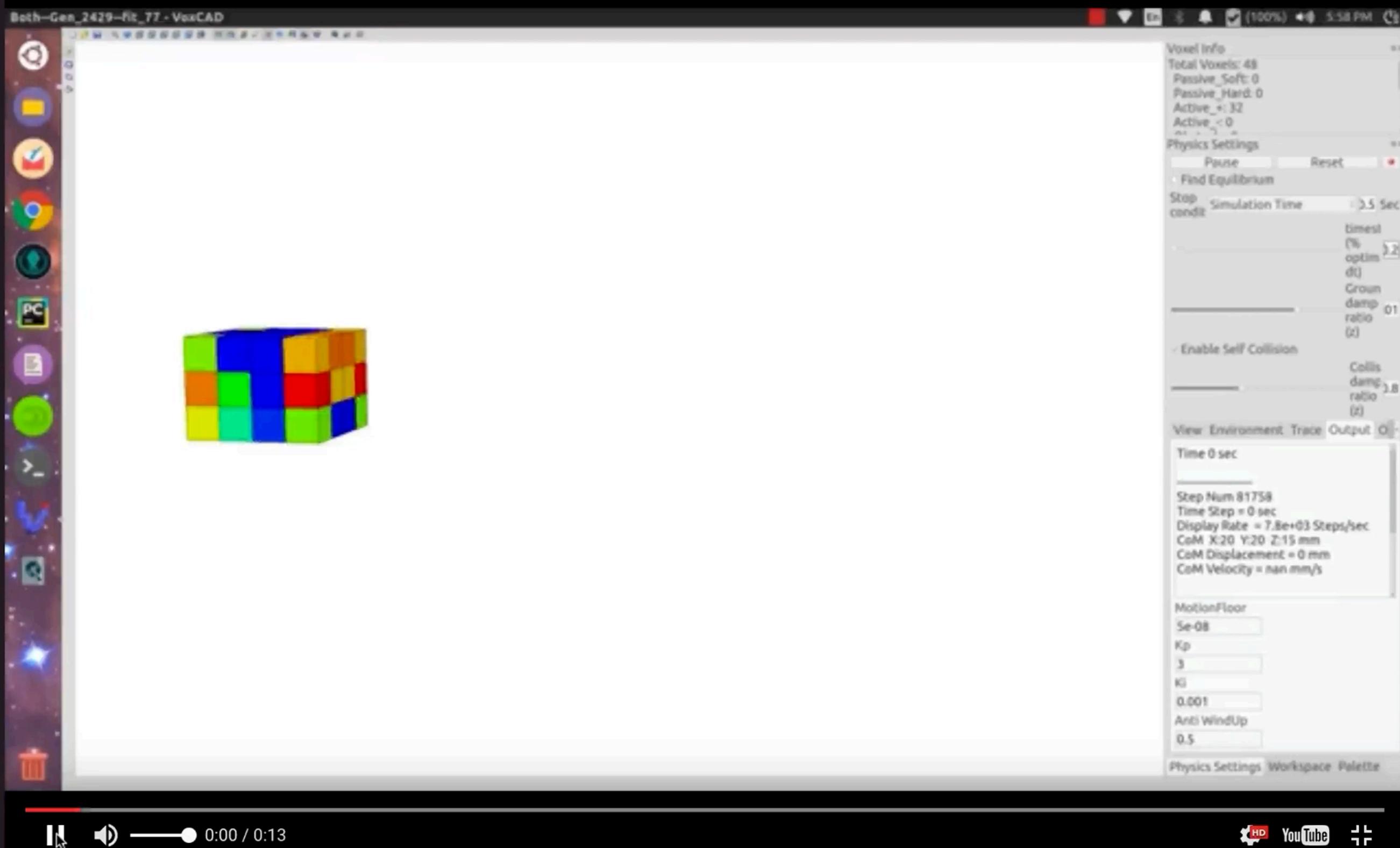
6000

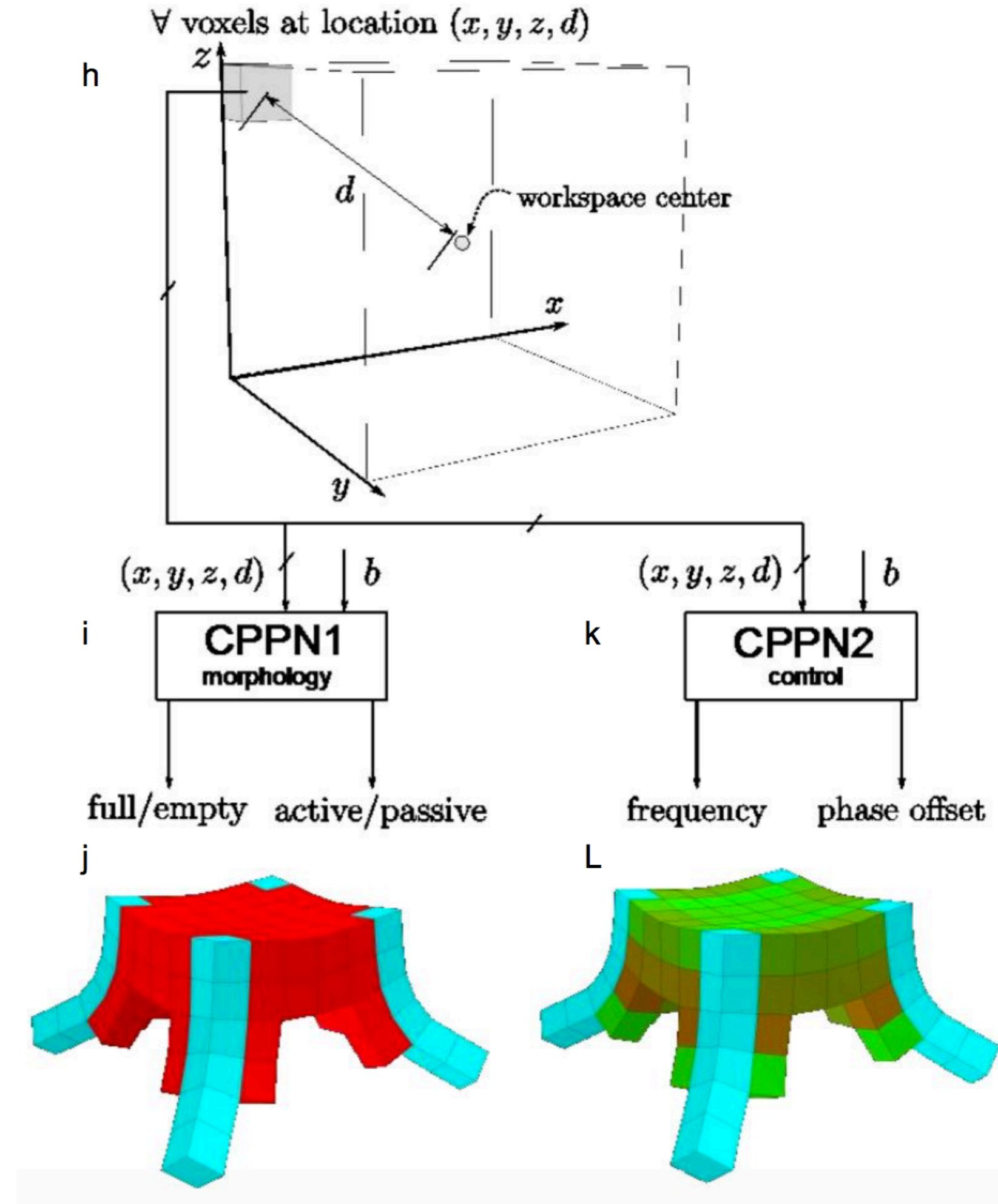
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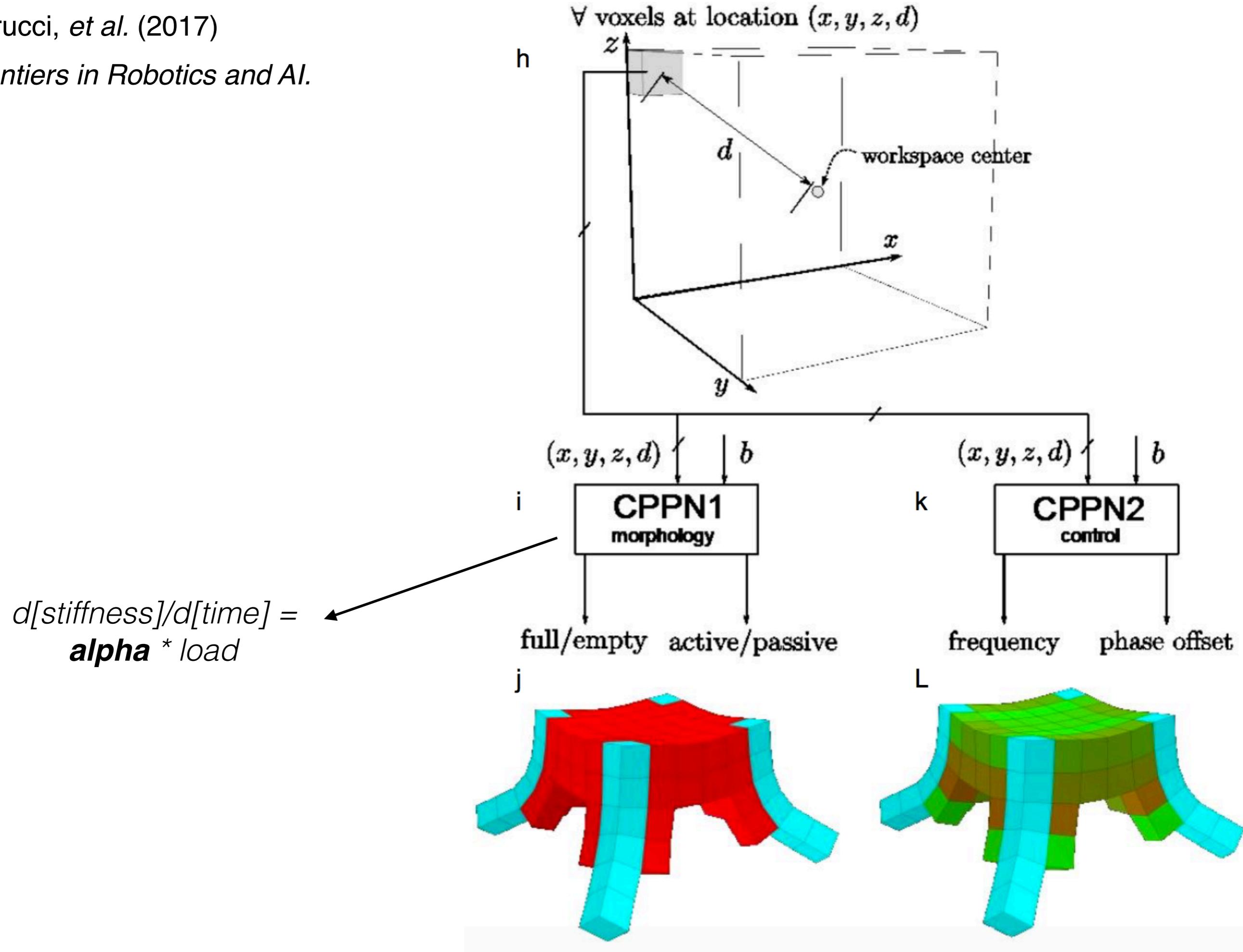
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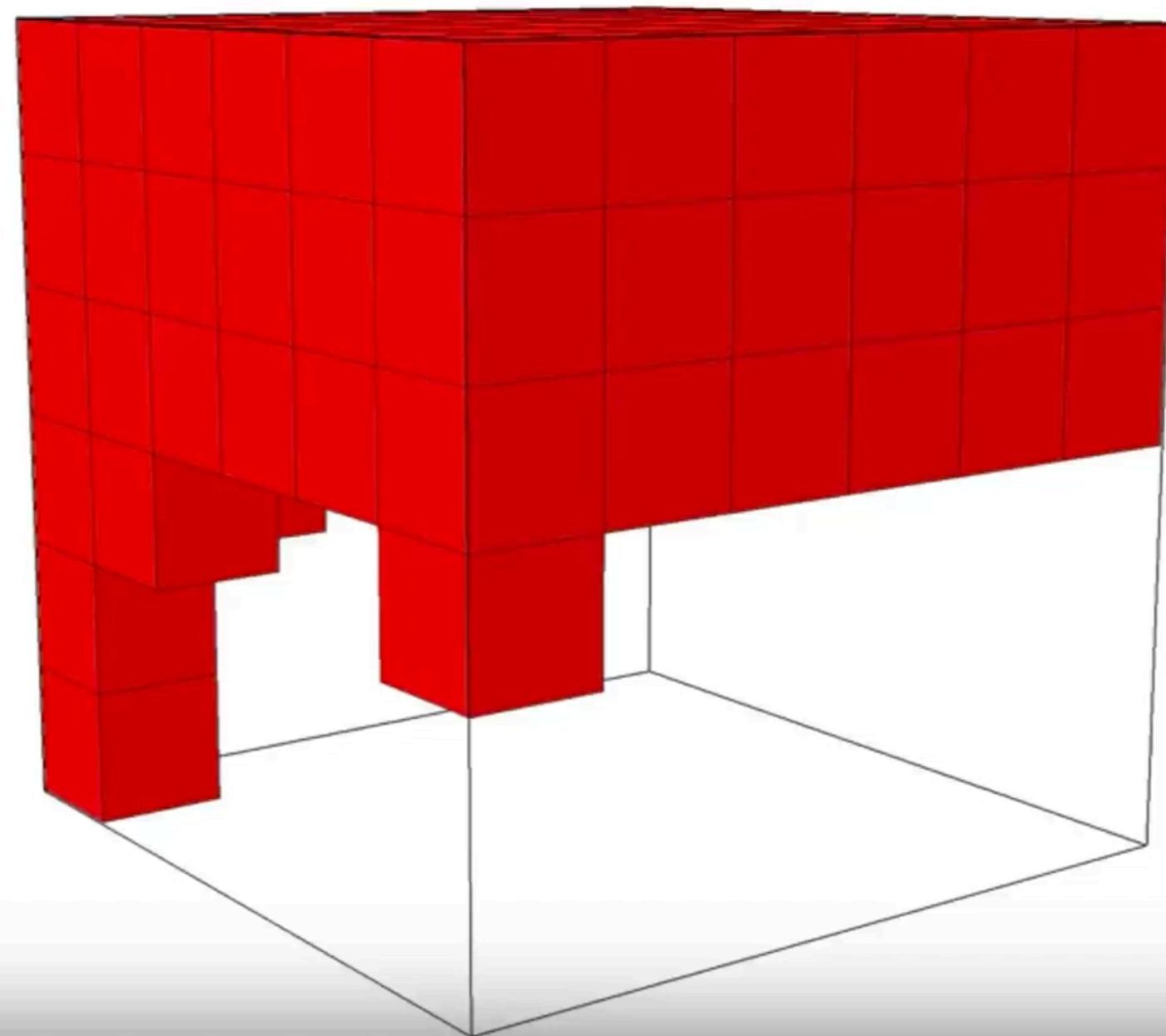
## co optimize brain-body WITH Development







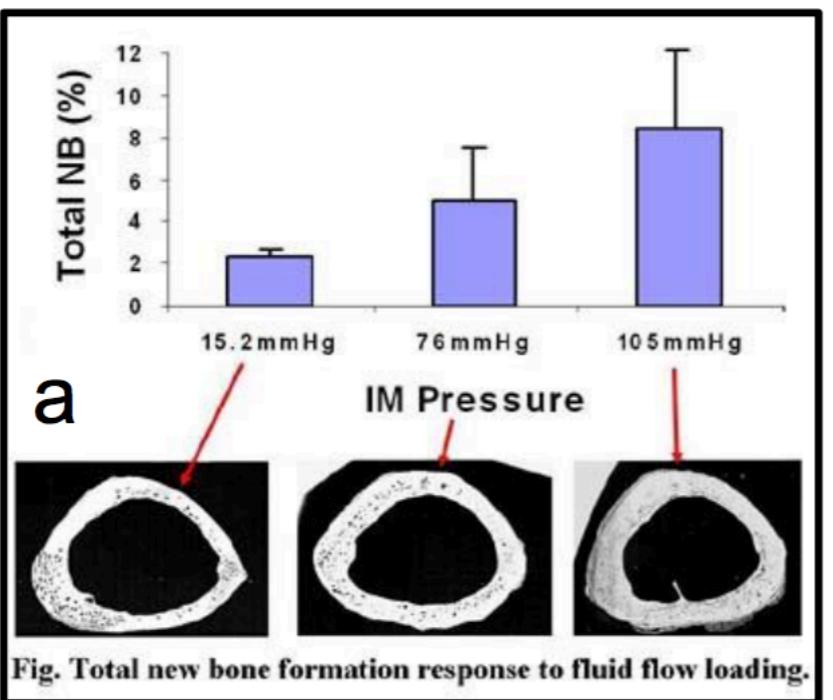
Stiffness plasticity varying gravity



0:00 / 0:49



Wolff's  
Law.



Code: [goo.gl/g5LMka](http://goo.gl/g5LMka)

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Cheney, MacCurdy, Clune, & Lipson. (2013). *Procs. of the GECCO Conference.*

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## **Evolving regular patterns in time: Evolving soft robots that develop (“Evo Devo SoRo”).**

Corucci *et al.* (2017). *Frontiers in Robotics & AI.*

Corucci *et al.* (2017) *Soft Robotics.* In review.

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