Creepture

Optimizing Locomotion using a Genetic Algorithm

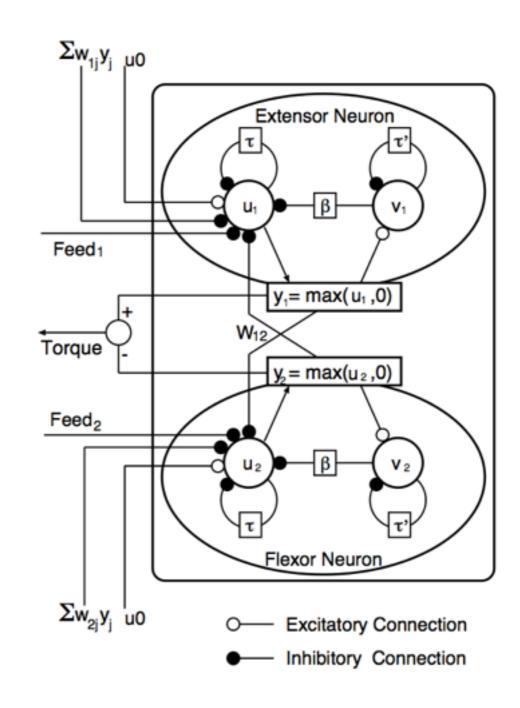
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Background

- How does locomotion work in nature?
- Wouldn't it just be easier to hard-code locomotive patterns?
- Recreation of an experiment performed in Automatic Locomotion Design and Experiments for a Modular Robotic System by Kamimura et all 2005.

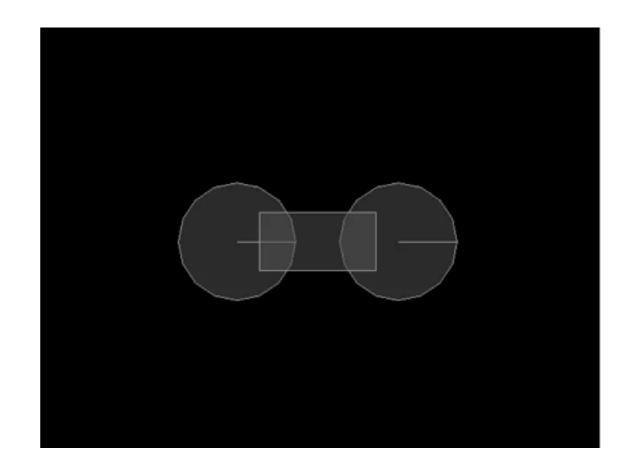
Central Pattern Generator

- Also known as a neural oscillator.
- Allows the main control unit to create oscillatory behavior without providing oscillator input.
- By connecting multiple CPGs together in a network, complex motions can be observed.



Creepture

- To the right is a single segment.
- Segments will be fused together.
- Each segment has 2
 CPGs associated with it.



GA Design

- Simulation using Box2D physics engine.
- Results of simulation feedback into GA for determining fitness.
- Snapshots of individuals are saved from the GA to be played back graphically using Box2D's Testbed environment.

Representation

- Adjacency Matrix for weights between each CPG which can take on integer values -1, 0, 1.
- Initial values for the four inner neurons for each CPG which can take on double values from -1.0 to 1.0.
- Fixed length chromosome for each run. Length of chromosome depends on number of segments.
- 3 segment creature will produce a chromosome size of 60.

Operators

Fitness: a*distance - b*energy / segments

Mutation: neuron values will be modified within a specific range and weights will be randomized as well. Rate of mutation will be fairly low ~5%.

Crossover: N-Point crossover. Possible use of Unimodal Normal Distribution Crossover (UNDX)

Selection: Elites in the population will crossover with the weakest members and the rest of the population will use the roulette method.

Status

- CPGs emulated in software individually and in a network.
- Box2D has been integrated into development environment and simulation has been performed.
- Fusing the segments together still must be done.
- Development of the fitness function from simulation has begun.

Single CPG 1.5 "single-cpg-node.txt" ----0.5 **CPG Network** CPG1 CPG2 CPG3 -0.5 -1 100 1000 2 0 -2 -4 -6 -8 -10 0 100 200 300 400 500 600 700 800 900 1000

