

Applying Evolutionary Computation to Robotics

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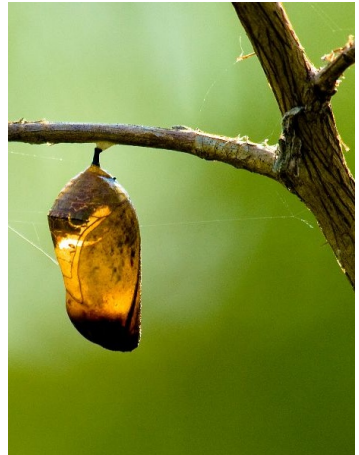
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Outline

- 1 Overview
- 2 Background
- 3 Research Cases
- 4 Simulation
- 5 EvolutionaryProcess
- 6 Results
- 7 Questions and Acknowledgements

The big picture

- Robots are faced with difficult problems
- Evolutionary computation is a process which can solve difficult problems in programming
- Since a robot interacts with the physical world, EC is slower by several magnitudes
- It is possible to use EC to evolve robots



Bluedrakon
<http://tr.im/pWUi>

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- 1 Overview
- 2 Background
 - EC
 - GA
 - OneMax
 - ANN
- 3 Research Cases
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Evolutionary Computation

- Evolutionary Computation (EC) is a problem solving technique which mimics natural selection

Evolutionary Computation: Requirements

- A population of candidates
- A fitness function

Evolutionary Computation: Process

- Candidates are evaluated
- The best performing candidates are selected
 - Two candidates cross-over with one another
 - Some candidates are subject to mutation
- This process repeats until the population is recreated

Genetic Algorithm

- Genetic Algorithms are a type of EC
- Candidates are represented as bit strings

Genetic Algorithm: Cross-over

- A Cross-over point is selected from two candidates. All bits are swapped beyond the point, creating two new candidates.
- Before:
 $C_1 = [1, 0, 1, 0, | 0, 0, 1, 0, 0, 1]$
 $C_2 = [0, 0, 1, 1, | 0, 1, 1, 0, 1, 0]$
- After:
 $[1, 0, 1, 0, 0, 1, 1, 0, 1, 0]$
 $[0, 0, 1, 1, 0, 0, 1, 0, 0, 1]$

Genetic Algorithm: Candidate Manipulation

- Mutation:

[1, 0, 1, 0, 0, 0, 1, 0, 1, 1]

[1, 0, 1, 0, 0, 0, 1, 0, 0, 1]

Example: “One Max”

$$p \left\{ \begin{array}{l} [1, 0, 1, 1, 0, 1, 0, 1, \dots 1] \\ [1, 0, 1, 0, 1, 1, 1, 0, \dots 0] \\ \dots \\ [0, 0, 1, 1, 0, 1, 0, 0, \dots 0] \end{array} \right.$$

Artificial Neural Networks

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- 1 Overview
- 2 Background
- 3 Research Cases
 - SwimmingRobot
 - WalkingRobot
 - CoordRobot
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Swimming Robot

Walking Robot

Coordinate Tracking Robot

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- 1 Overview
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 - SimSwimmingRobot
 - SimWalkingRobot
 - SimCoordRobot
 - SimCoordRobot
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Swimming Robot: Simulation

Walking Robot: Simulation

Coordinate Tracking Robot: Simulation

Coordinate Tracking Robot

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 - EPSwimmingRobot
 - EPWalkingRobot: Evolutionary Process
 - EPCoordRobot: Evolutionary Process
- 6 Results

Swimming Robot: Evolutionary Process

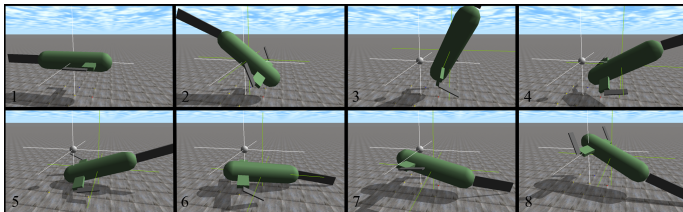
Walking Robot: Simulation

Coordinate Tracking Robot: Simulation

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 - Station Keeping Robot
 - **ResultsWalkingRobot**
 - **ResultsCoordRobot**

Station Keeping Robot: Results



Moore et al.

- Each trial had a candidate which successfully maintained the position
- When the flow was coming from behind, the evolved candidate would flip end-over-head to orient itself (<http://y2u.be/UufbnEGFwV4>)

Results Robot: Results

Coordinate Tracking Robot: Results

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Any Questions?

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