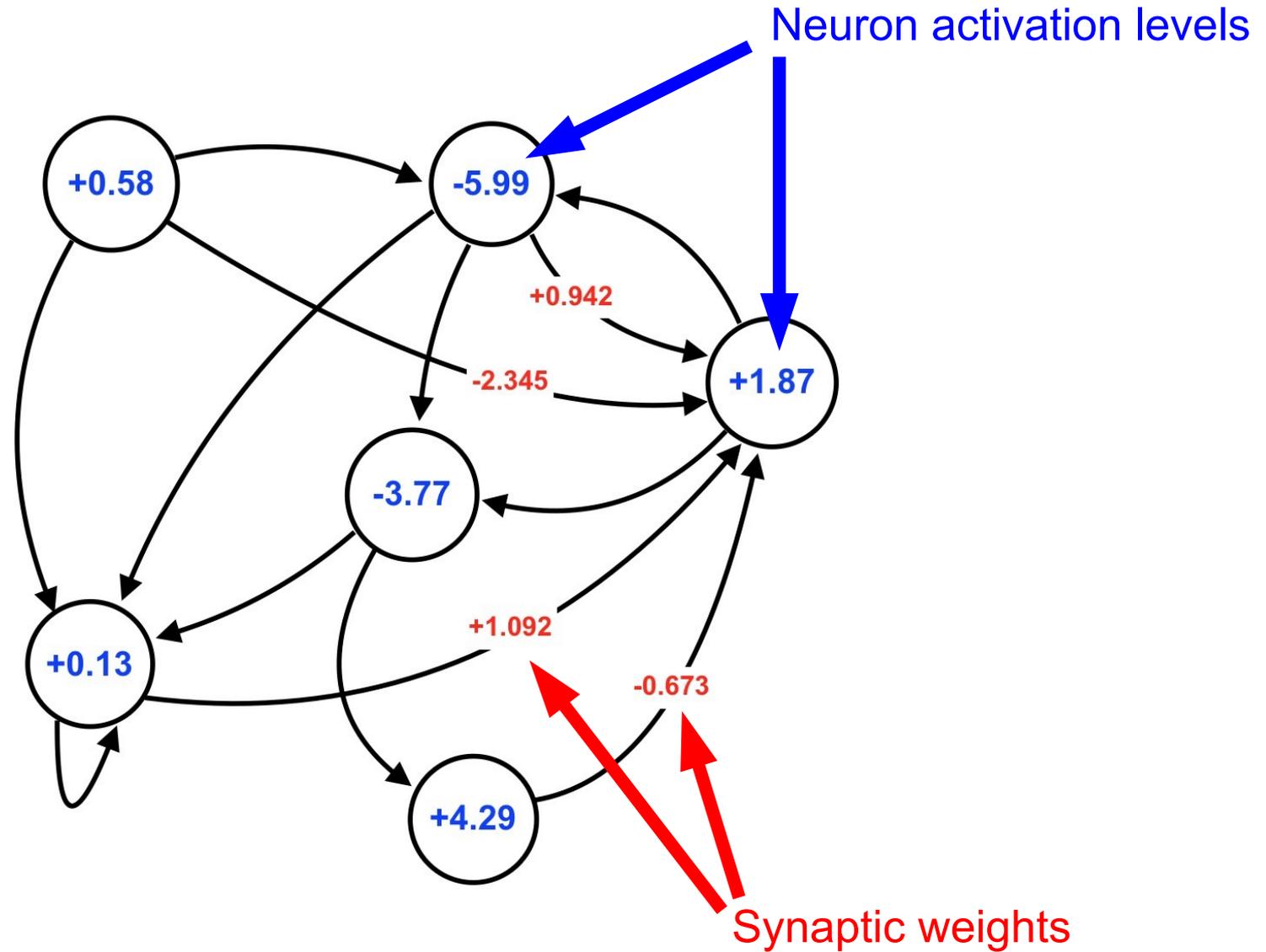


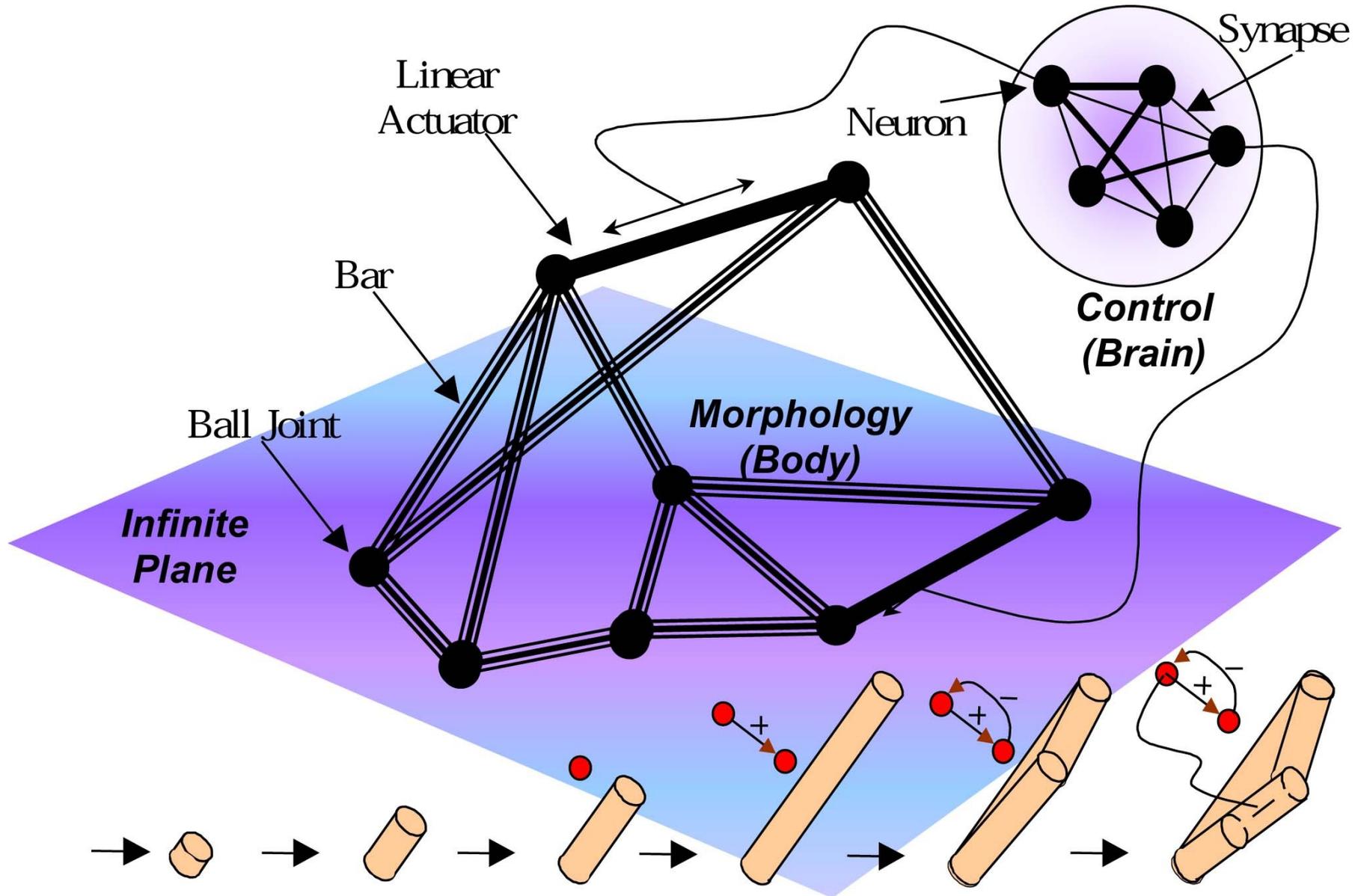
The Golem Project

- Hod Lipson & Jordan Pollack, “Automatic design and manufacture of robotic lifeforms”, *Nature*, vol. 406, pp. 974-978, 2000.
- Virtual creatures are evolved in a simulated 3-D world
- Fitness: net distance traveled in a fixed time period
- Body
 - **bars** connected by movable joints
 - **linear actuators** to expand/shrink bar lengths
 - **no sensors** of any kind
- Brain
 - network of **artificial neurons** with arbitrary connectivity
 - neurons control linear actuators

Artificial Neural Network “Brain”



Body Structure and Modification



Evolutionary Process

- Genome encodes information about **body and brain**
- Population size 200
- **Fitness-proportionate** or **rank** selection
- No crossover
- **Mutation** (at least one is applied):
 - Change bar-length or synaptic-weight (10%)
 - Remove/add a bar, or remove/add a neuron (1%)
 - Split vertex and add bar, or split bar and add vertex (3%)
 - Attach/detach neuron to bar (3%)
- Mutated genome replaces a genome chosen at random
- Initial population contains 200 “empty” creatures

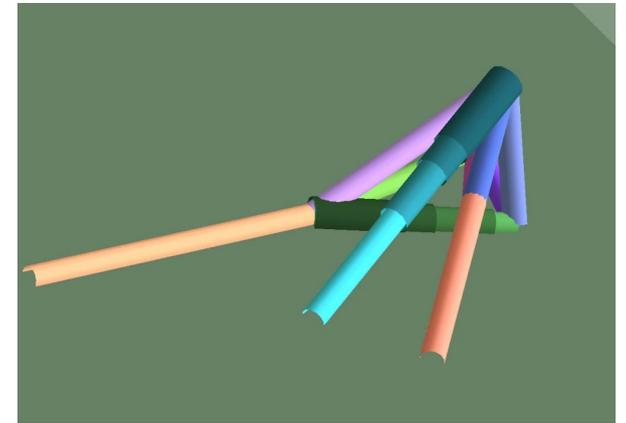
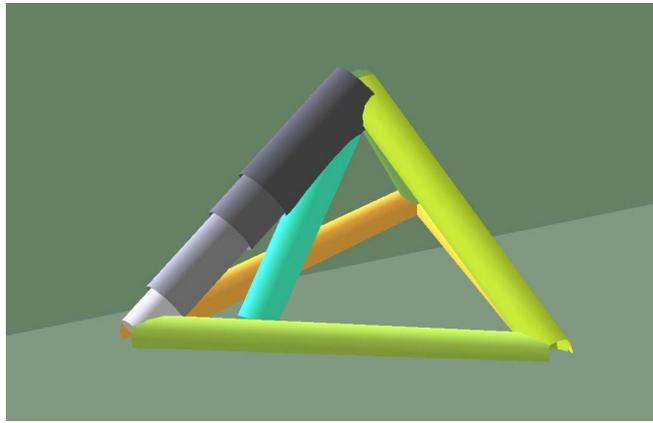
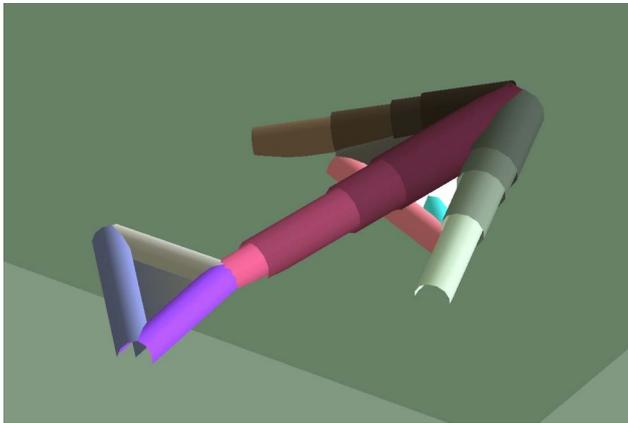
Evolutionary Process

- **Evolution**

- 200 creatures evolved for 300-600 generations
- a subset of the fittest evolved creatures are chosen

- **Solidification**

- wire-frame body design is converted to a solid-body design with ball joints and space for linear motors



Physical Instantiation

- **Materialization**

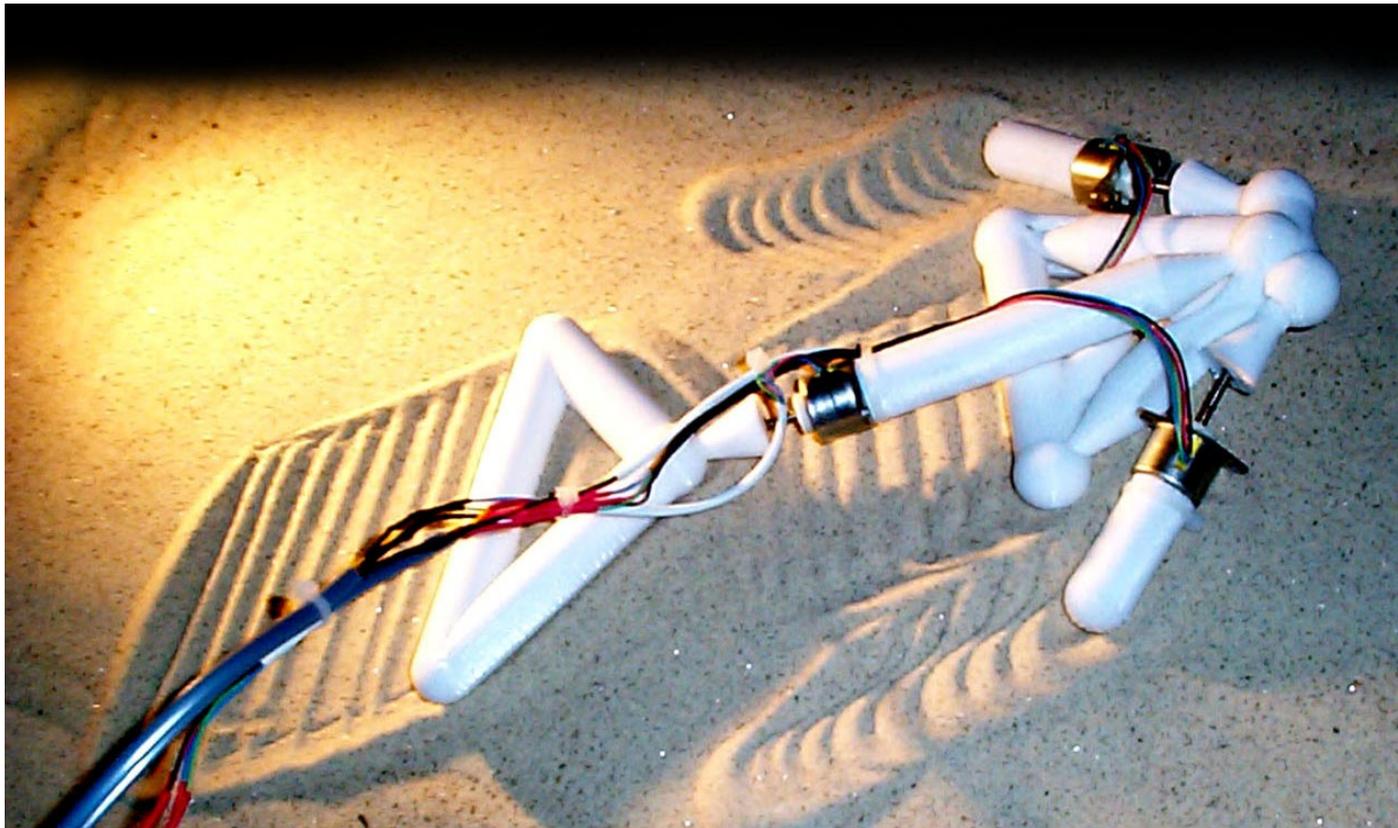
- solid design is fabricated by rapid prototyping technology (3-D printer)
- entire pre-assembled machine printed as a single unit
- ball joints are printed already inside the socket
- linear motors are snapped into place (by humans)



Physical Instantiation

- **Testing**

- neural network brain is downloaded into a microcontroller on the robot
- neural network sends control signals to the motors



Videos

<http://www.demo.cs.brandeis.edu/golem>

<http://www.demo.cs.brandeis.edu/golem/results.html>