

Evolvability in Evolutionary Robotics: Evolving the Genotype-Phenotype Mapping

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Abstract—A completely evolvable genotype-phenotype mapping (ceGPM) is studied with respect to its capability of improving the flexibility of artificial evolution. By letting mutation affect not only controller genotypes, but also the mapping from genotype to phenotype, the future effects of mutation can change over time. In this way, the need for prior parameter adaptation can be reduced. Experiments indicate that the ceGPM is capable of robustly adapting to a benchmark behavior. A comparison to a related approach shows significant improvements in evolvability.

I. INTRODUCTION

The evolutionary setup highly affects the success of an evolutionary run. In this paper, an approach is studied to generalize evolutionary setups in order to make them applicable to a greater variety of target behaviors. Any static mutation operator is usually applicable to a small set of target behaviors only. Here, the genotype-phenotype mapping (GPM) is made “completely evolvable”, i. e., the mapping from the space of genotypes (encodings of controllers based on sequences of integers) to the space of phenotypes (robot behaviors encoded as finite state machines) can be evolved. In this way, the effects that mutation has on the phenotypes may change during a run when the interpretation of the genotypes changes. Furthermore, in a recursive process, the effects of mutation of the GPM can change over time, thus, potentially improving the evolution of GPMs as well as the evolution of controllers.

A measure for evolvability of a ceGPM is defined and applied to the ceGPM presented in [4] (*ceGPM-old*) as well as to a newly proposed ceGPM (*ceGPM-new*). It is shown that the *ceGPM-old* does not gain evolvability to a statistically significant extent. In contrast, the newly presented *ceGPM-new* is capable of gaining evolvability.

For related work on evolvability, cf. [1], [2], [5].

II. SCENARIO

Robot platform. The experiments are performed on a simulated swarm of mobile Jasmine IIIp robots. Each robot is sized $26 \times 26 \times 26 \text{ mm}^3$ and has two wheels as actuators and seven infra-red sensors for distance measurement placed

around the top. For more information on the robot platform visit <http://www.swarmrobot.org>.

Behavioral automaton MARB. The behavioral part of the robot controllers is represented by a model called *Moore Automaton for Robot Behavior (MARB)*, cf. [3] and Fig. 1.

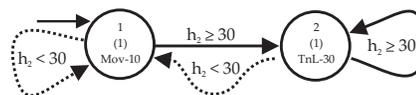


Figure 1. Simple example of a MARB. Implicit transitions to the initial state are indicated as dashed lines.

Translator automaton MAPT and the *ceGPM-old*. Both versions of the ceGPM (*ceGPM-old* and *ceGPM-new*) are based on a translator model called *Moore Automaton for Protected Translation (MAPT)*.

The MAPT model has the same structural properties as the MARB model. It is a translator automaton that uses a *genotype*, i. e., a sequence of numbers as input and produces a sequence of script instructions as output that can be interpreted to produce another automaton. A central idea of the model is that a MAPT produces MARBs, but also MAPTs making it possible to retranslate itself after mutations. Being structurally the same, there are two semantic differences between MARBs and MAPTs: (1) The sensor variables in the MARB model depend on environmental observations of the robot while the sensor variables of a MAPT are fed by virtual sensor values which point to a genotypic sequence. (2) The output of a MARB state is a motoric command while a MAPT’s output consists of script instructions.

The *ceGPM-new*. The new ceGPM proposed here extends the described translator model by adding a new instruction to the script language. It is supposed to solve a structural problem of the MARB and MAPT models shown in Fig. 1. Both MARB and MAPT redirect to the initial state if a state has no active outgoing transitions. However, it is essential for both models to be capable of generating interconnected subparts. This is hindered by visiting the initial state too frequently. The new script instruction is *CPL(X, Y)*. It inserts

