

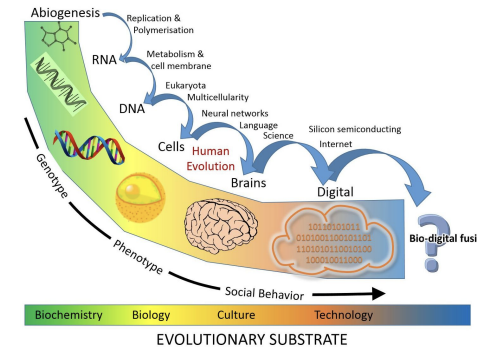
Open-ended Neuroevolution

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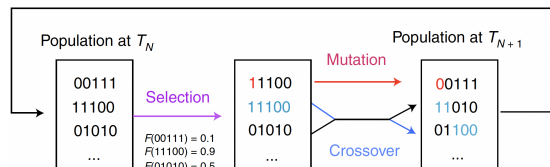
Open-ended Discovery of Complex Behavior

- ▶ Neuroevolution can find successful behavior for given tasks.
- ▶ Biology is open-ended: Operates continuously, without specific goals.
- ▶ Elements of open-endedness could lead more powerful neuroevolution:
 1. Neutrality with weak selection
 2. Enhanced exploration through extinction events
 3. Evolvable representations
 4. Expressive (not just indirect) encodings.
 5. Major transitions in complexity
 6. Co-evolution of body and brain
 7. Co-evolution of brain and static environments.
 8. Co-evolution of brain and dynamic environments.



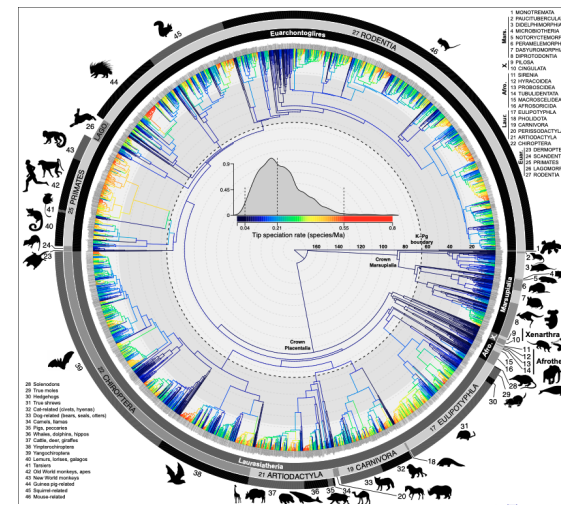
1. Standard approach to computational evolution

- ▶ Evolutionary computation often uses strong selection for fast optimization.
- ▶ Small populations and engineered operations lead to quick convergence.
- ▶ This approach works for well-defined problems but may miss solutions.
- ▶ Engineers are highly impatient!



Biological Approach

- ▶ Biological evolution involves large populations and weak selection.
- ▶ Many mutations are neutral and do not affect fitness.
- ▶ Diversity stays in the population even when not immediately beneficial.
- ▶ Biology has a lot of patience :-)



Opportunity with Increased Computational Power

- ▶ Impatience because of limited computational power.
- ▶ With billionfold increases, new approaches are possible.
 - ▶ Large populations, neutral mutations, deep time, large simulations.
 - ▶ Develop foundation models for neuroevolution?
- ▶ Computational scaleup led to deep learning and GenAI; similar advances possible for neuroevolution as well.



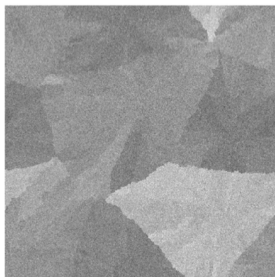
2. Extinction Events in Biological Evolution

- ▶ Five large-scale extinction events have altered the course of evolution.
- ▶ Example: The Cretaceous-Paleogene event displaced dinosaurs with mammals.
- ▶ Question: Are extinction events accidents or do they serve a role in evolution?
- ▶ Extinctions may reset evolution, favoring higher evolvability and complexity.

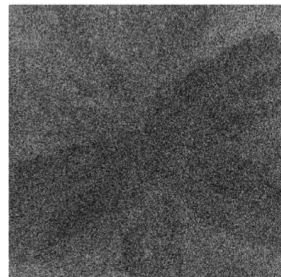


Computational Experiments on Extinctions

- ▶ Extinction events can be studied in an abstract setting:
 - ▶ Individuals encoded with a 2D location/niche and evolvability.
 - ▶ Evolvability determines how likely the offspring is to occupy another niche through mutation.
- ▶ Starting from the center, population evolves until all niches are filled.
- ▶ Further evolution only through drift; evolvability stagnates.



(a) Control - 2,000 Gens.



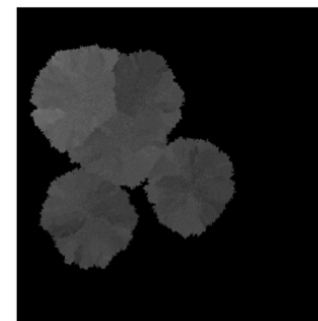
(b) Control - 15,000 Gens.

Lighter=more evolvable

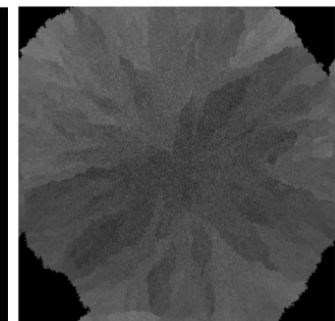


Evolvability Through Extinctions

- ▶ Extinction events remove most of the population, leaving a few individuals.
- ▶ The ones with higher evolvability fill more niches.
- ▶ Repeated extinction thus favors individuals with higher evolvability.
- ▶ Extinction events accelerate evolution!



Soon after extinction

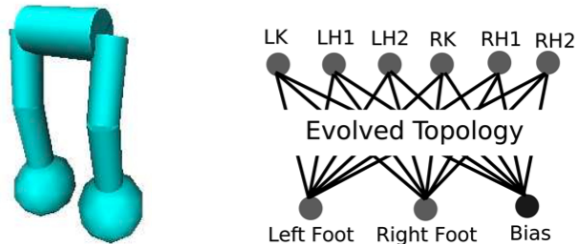


Later after extinction



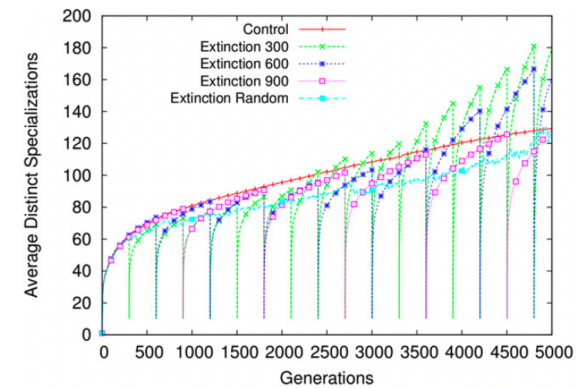
Extinction in the Bipedal Walker Domain

- ▶ Extinction events can affect behavioral evolution as well.
- ▶ E.g. Bipedal walker:
- ▶ Input: Whether each foot touches the ground.
- ▶ Output: motors on left and right knee and hip.
- ▶ Nice: Where does it end up?



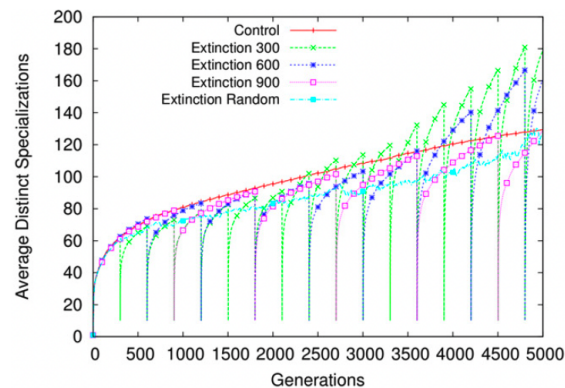
Extinction in the Bipedal Walker Domain

- ▶ Extinction events lead to faster rebounds.
- ▶ After each extinction, the population fills more niches than before.
- ▶ Extinction accelerates evolution and increases novelty in solutions.



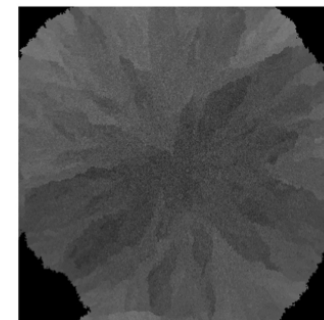
Conclusion on Extinction Events

- ▶ Extinction events have the potential to reset evolution and favor more evolvable solutions.
- ▶ Even at smaller scales, extinction events may be beneficial for long-term innovation.
- ▶ Combining extinction events with large populations and weak selection could accelerate opened evolution in neuroevolution systems.



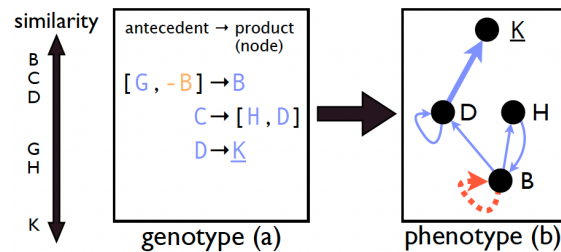
3. Evolvable Representations

- ▶ Evolutionary algorithms often focus on creating and maintaining diversity in genotypic and phenotypic space (quantity)
- ▶ Evolvability makes it possible to create larger changes faster (quality).
 - ▶ The main idea is to adapt the genotype-phenotype mapping.
 - ▶ Indirect encodings are crucial to supporting evolvability.
- ▶ Both of these approaches can lead to better high-fitness solutions.



GRNs Can Support Evolvability

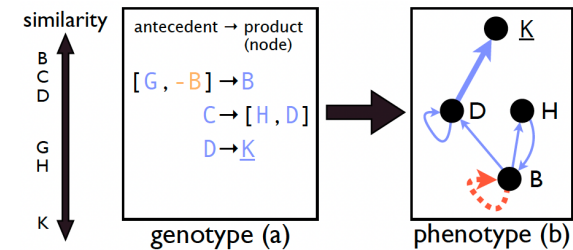
- ▶ Genetic Regulatory Networks (GRNs) are indirect encodings that evolve over time.
- ▶ GRNs encode rules for building neural networks.
- ▶ Products in the GRN create nodes and connections between them.
- ▶ Evolvability emerges through continuous mutations in the rules.



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Constructing neural networks from GRNs

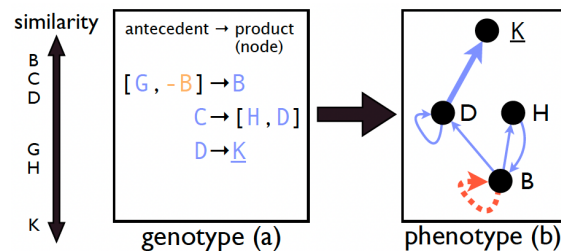
- ▶ Each rule has a regulatory(antecedent) and transcription(product) region.
- ▶ Variables are regulatory factors (proteins) with tolerance (similarity)
- ▶ When existing products match antecedents within tolerance;
 1. Products are generated as nodes.
 2. Antecedent nodes are connected to product nodes.



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GRN → Neural Net Example

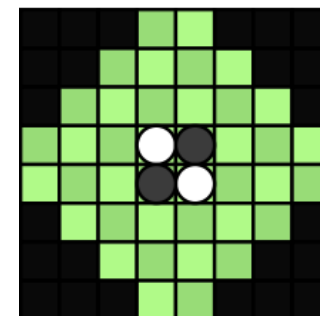
- ▶ Starting with G and no B, B is created (as a node)
 - ▶ With input from G (not shown).
 - ▶ With an inhibitory link $B \rightarrow B$.
- ▶ B is close to C: H and D are created (as nodes)
 - ▶ With connections from B.
 - ▶ H is close to G: connection from H to B.
 - ▶ D is close to C: connection from D to itself.
 - ▶ D is close to C: connection from D to H (not shown).
- ▶ D creates K, the output node
 - ▶ With a connection from D.



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Test Domain: Nothello

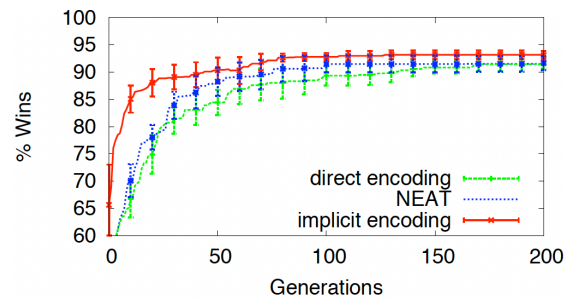
- ▶ GRN-based neuroevolution was tested in Nothello (simplified Othello):
 - ▶ Still: Take turns to place pieces (black/white)
 - ▶ Still: Sandwiched pieces are flipped.
 - ▶ But: Smaller diamond-shaped board.
 - ▶ But: Player with the fewest pieces wins.
- ▶ Simpler, faster, but still challenging.



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Performance in the Nothello Domain

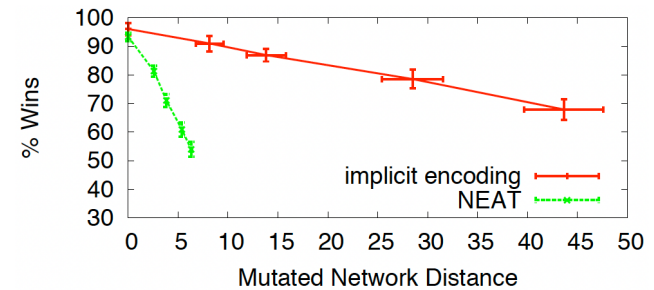
- ▶ Neural networks evolved as heuristic evaluators.
- ▶ Coevolution process: Each network evaluated against others in the population.
- ▶ The GRN-based indirect encoding evolved better strategies faster than evolution of feature weights and NEAT.



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Performance Arising from Evolvability

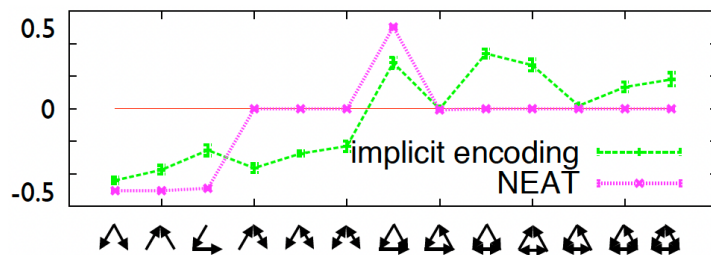
- ▶ In coevolution, the fitness function changes continuously.
- ▶ High evolvability is thus a major advantage in coevolution.
- ▶ Evolvability is measured as the average fitness of mutated offspring.
- ▶ The GRN-based encoding results in more robust mutations compared to NEAT.



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Network Motifs with High Evolvability

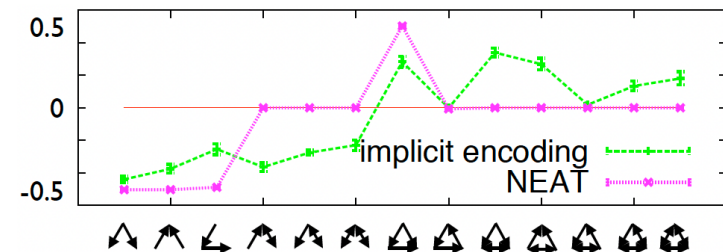
- ▶ The GRN-based approach discovers a wider variety of network motifs.
- ▶ Recurrent motifs are common in GRN networks, supporting robust evolvability.
- ▶ This leads to more complex behaviors and open-ended discovery.



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Conclusion on Evolvable Representations

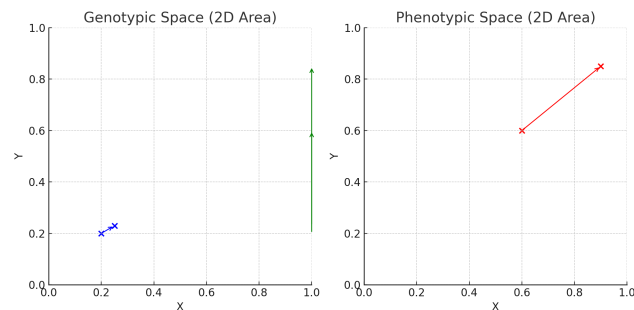
- ▶ Evolvable representations support long-term evolution and adaptation to changing environments.
- ▶ Indirect encodings like GRNs enable evolvability through soft, continuous mutations.
- ▶ Evolvability is especially useful in coevolution where the fitness function changes continuously.
- ▶ Evolvability is thus essential for open-ended discovery of increasingly complex solutions.



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4. Expressive Encodings Overview

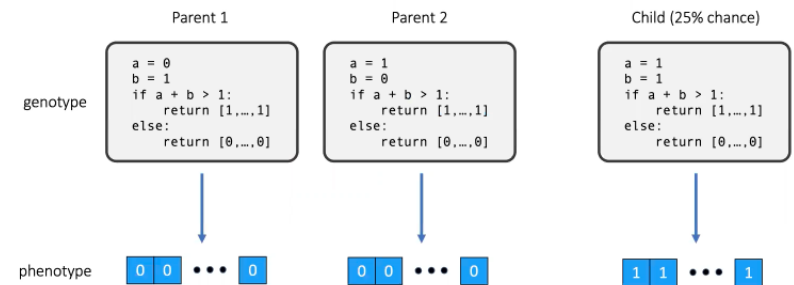
- Expressive encodings allow for large jumps in the search space.
- In particular, small changes in the genotype can result in large changes in the phenotype (miracle jumps).
- Standard evolutionary algorithms with direct encodings cannot easily make such jumps.
- Expressive encodings are highly evolvable and open-ended.



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Example of Miracle Jumps: GP

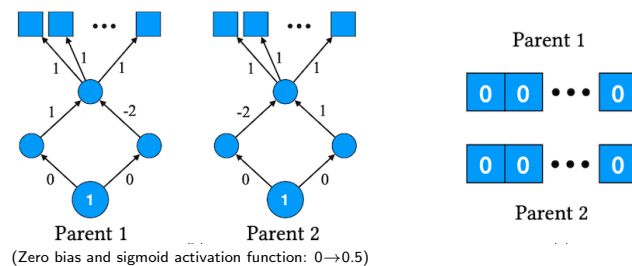
- Genetic programming (GP) can create miracle jumps through conditionals or specific segments.
- E.g. two GP parent phenotypes are all-0s.
- But there's a 25% chance that their crossover is all-1s.



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Example of Miracle Jumps: NE

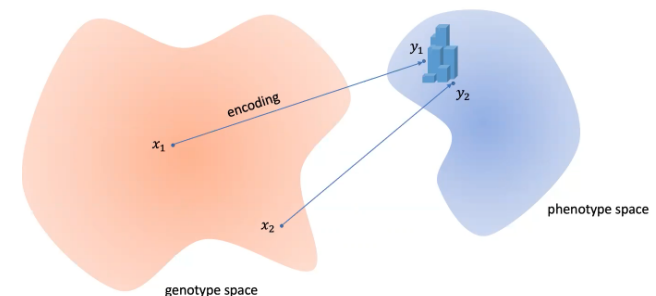
- Neuroevolution (NE) can also produce miracle jumps.
- E.g. neural networks evolved to produce a bit string.
- The two parents differ only in the weights of the second layer.
- With uniform crossover, 25% chance of jumping from all-0s to all-1s.
- Direct encoding cannot achieve such jumps as effectively.



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Power of Expressive Encodings

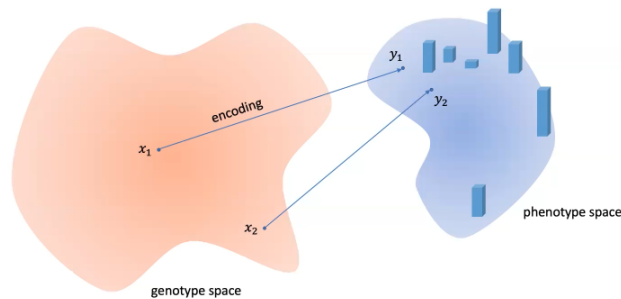
- In a standard crossover, offspring phenotype is somewhere in between the parent phenotypes.



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Power of Expressive Encodings

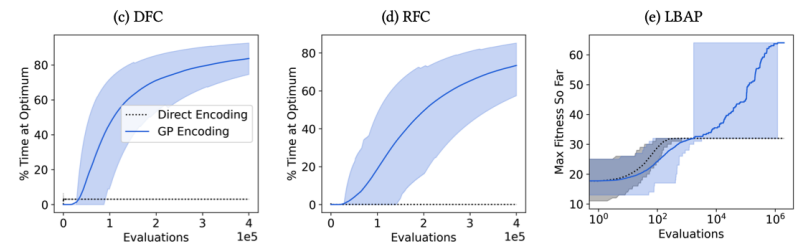
- ▶ With Expressive Encodings, the offspring phenotypes can be anywhere in the space.
- ▶ Even with a simple crossover, recombination samples from an arbitrary distribution of child phenotypes.



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Power of Expressive Encodings

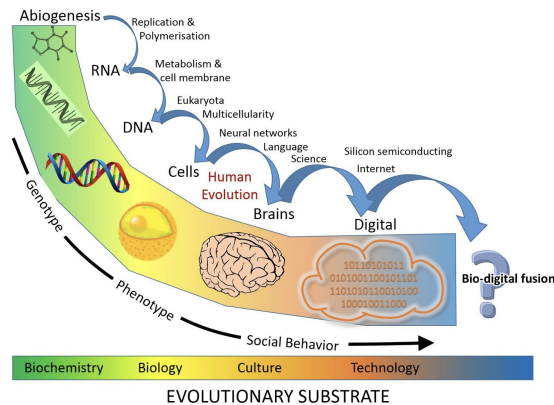
- ▶ Expressive encodings outperform direct encodings theoretically and experimentally (Deterministic Flipping, Random Flipping, Large Block Assembly).
 - ▶ Even with flat landscape, break through eventually.
- ▶ Much of the genetic structure is shared, similar to biological systems.
- ▶ A good idea to use GP or NN as a representation; best chance for open-ended evolution!



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5. Major Transitions

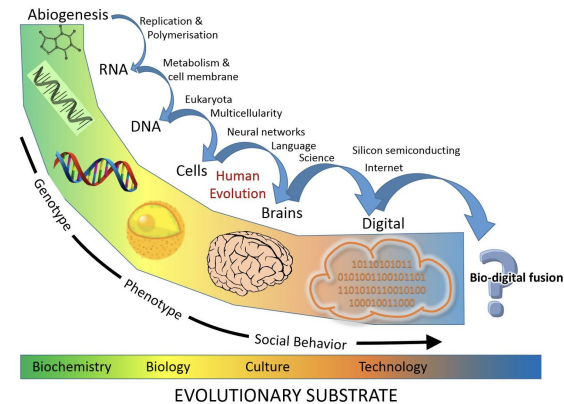
- ▶ Open-ended discovery may require major transitions in complexity.
- ▶ Biological evolution progressed through several transitions, e.g.:
 - ▶ From self-replicating molecules to chromosomes.
 - ▶ From single cells to multicellular organisms.
 - ▶ Formation of eusocial societies and language.
- ▶ Each transition results in more complex individuals and cooperative roles.



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Challenges in Establishing Major Transitions

- ▶ Not fully understood in biology.
- ▶ Key questions:
 - ▶ How do individuals specialize and lose the ability to reproduce independently?
 - ▶ Are there multiple levels of selection or just one?
- ▶ Computational studies can help, but simulating major transitions in behavior is challenging.



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Mechanisms for Major Transitions

- ▶ Ingredients for major transitions exist in computational experiments:
 - ▶ Evolving cooperative structures (e.g., Hierarchical ESP).
 - ▶ Agents communicating and coordinating to achieve shared goals.
- Also (to be discussed next):
 - ▶ Coevolution of body and brain.
 - ▶ Emergence of new challenges through competitive processes (environment, adversaries).
- ▶ However, actual transitions have not been discovered in computation yet.

