

# The Picbreeder Experiment

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In Collaboration with

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The background of the slide features a grayscale image of a complex molecular structure, possibly a protein or a viral capsid, composed of numerous small spheres (atoms) connected by lines (bonds). The structure is symmetrical and has a central core with radiating components.

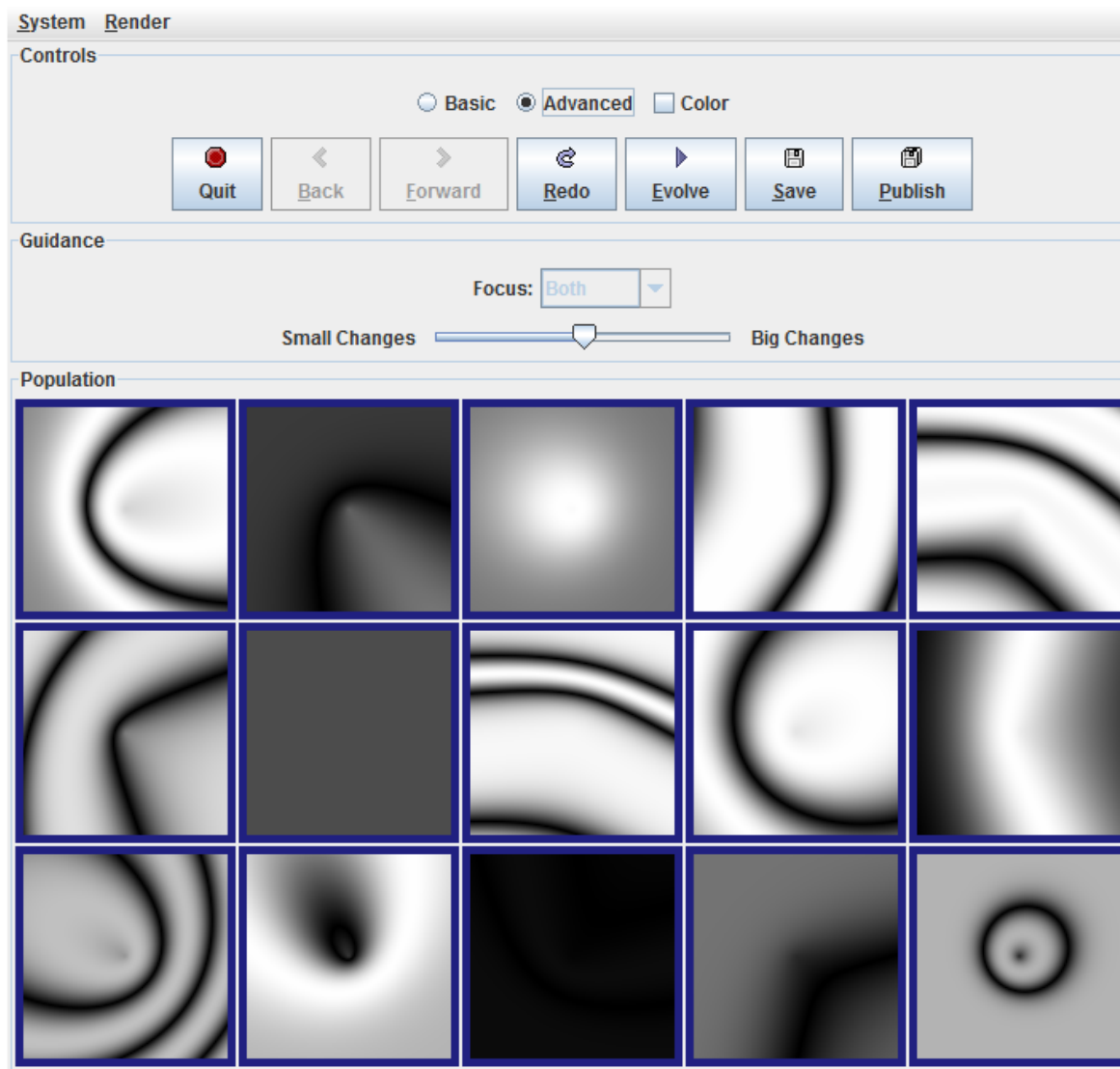
**E P L E X**

Evolutionary Complexity Research Group at UCF

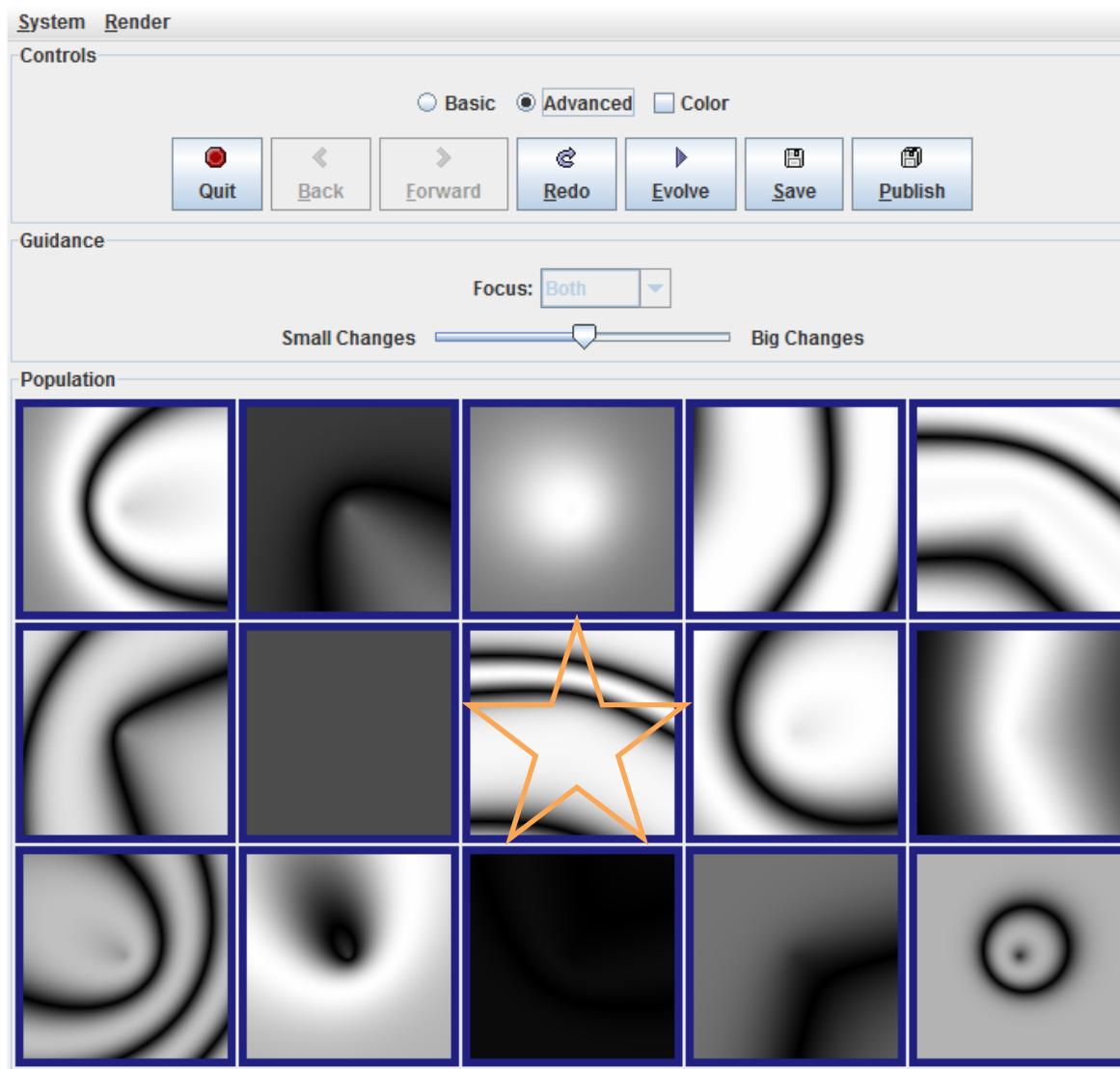
# The Picbreeder Experiment

- Website: <http://picbreeder.org>
  - Crowd-sourced picture-breeding online service
- Seven years of operation
- Almost 10,000 evolved images (lineages)
- Over 1,000 users
- Like Dawkins' BioMorphs (from *The Blind Watchmaker*, 1986) on steroids
- Users began to make surprising discoveries

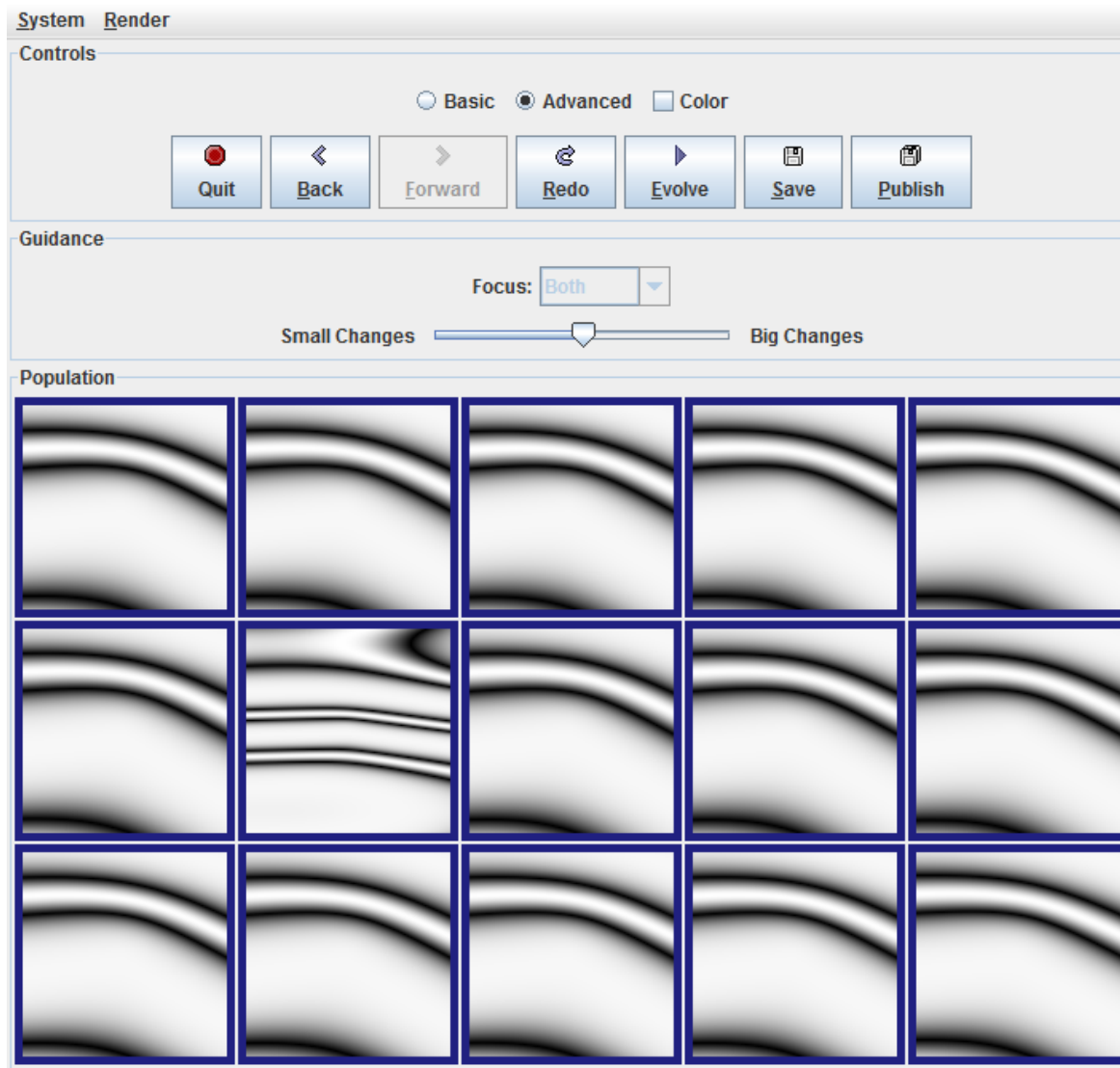
# Basic Idea: Breeding Pictures



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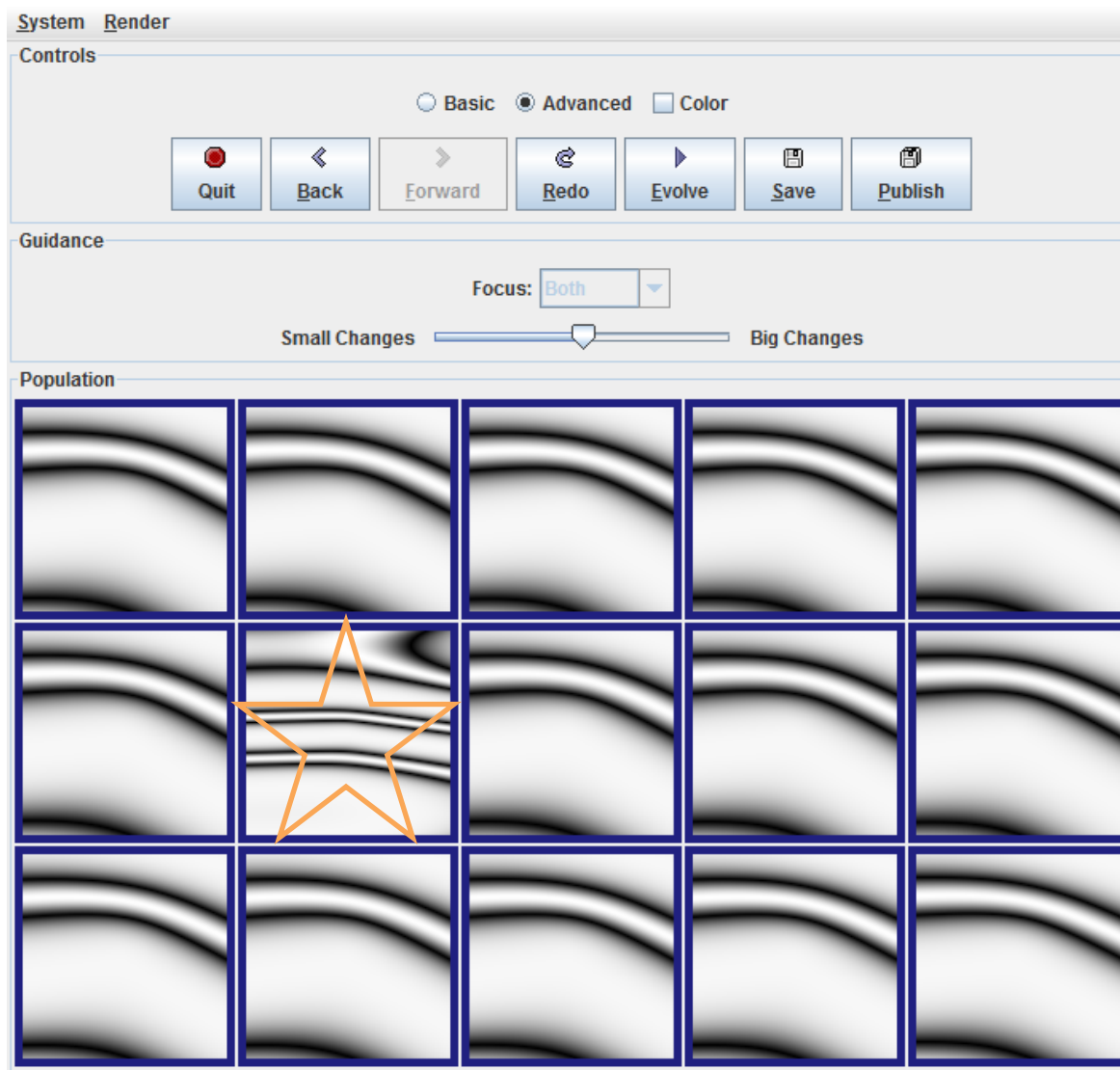
# Basic Idea: Breeding Pictures



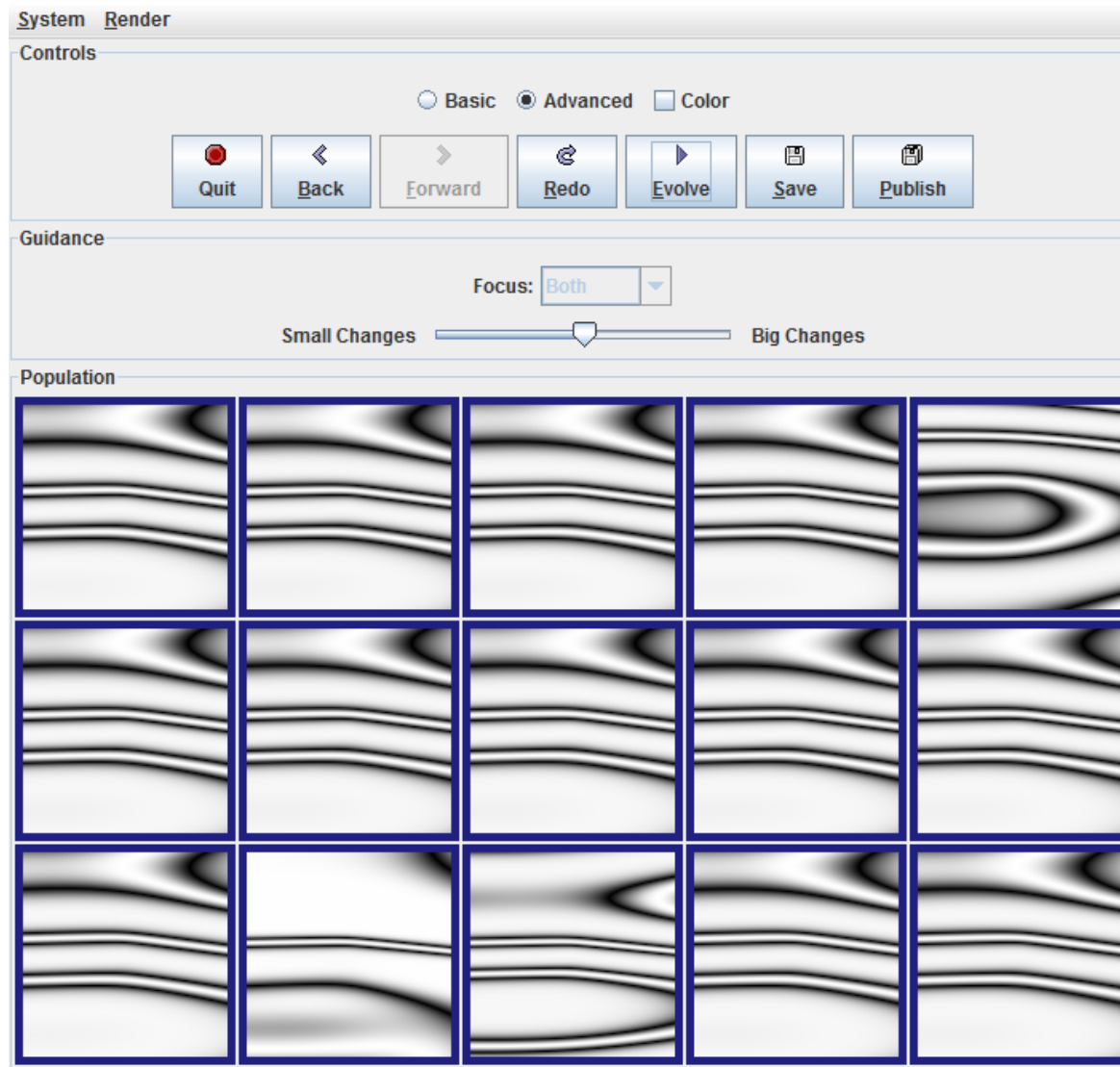
Parent



# Basic Idea: Breeding Pictures



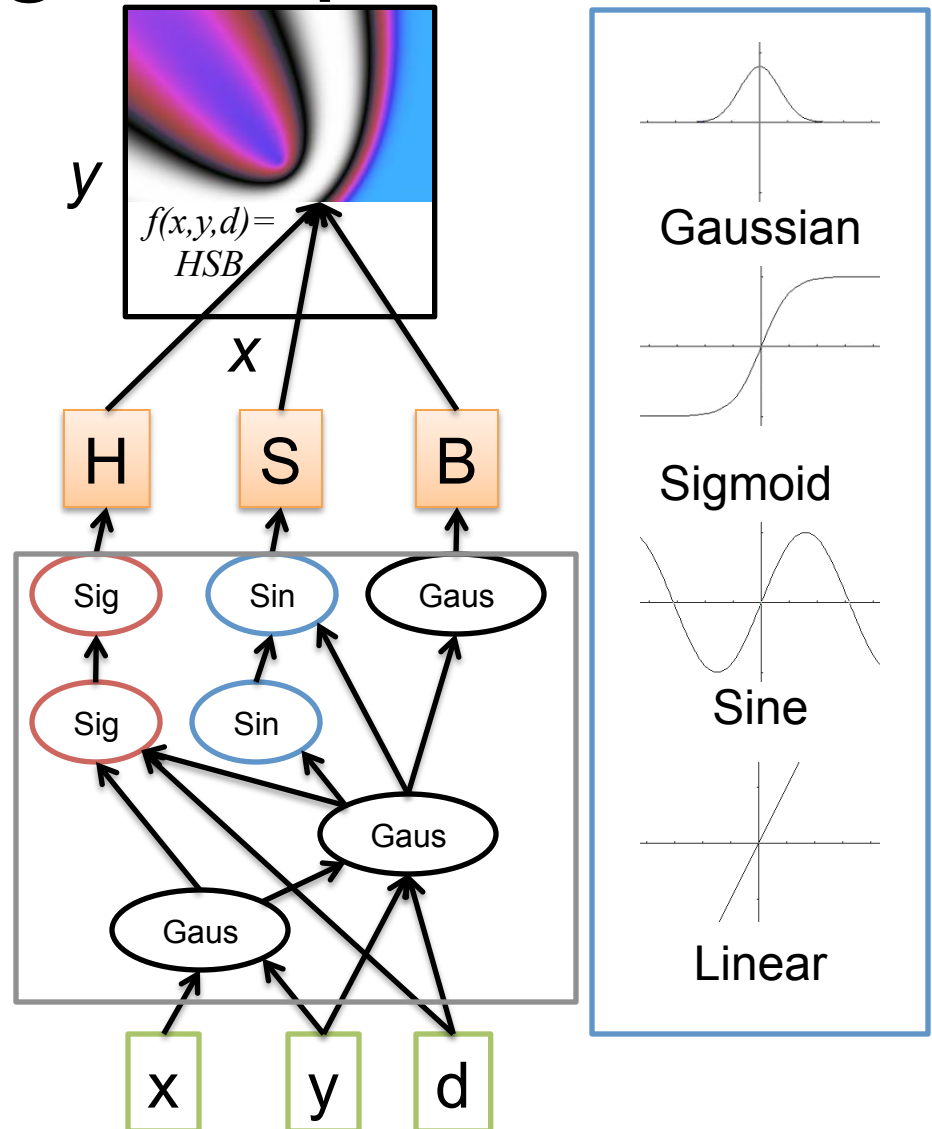
# Basic Idea: Breeding Pictures



And  
so on...

# Picbreeder Image Representation

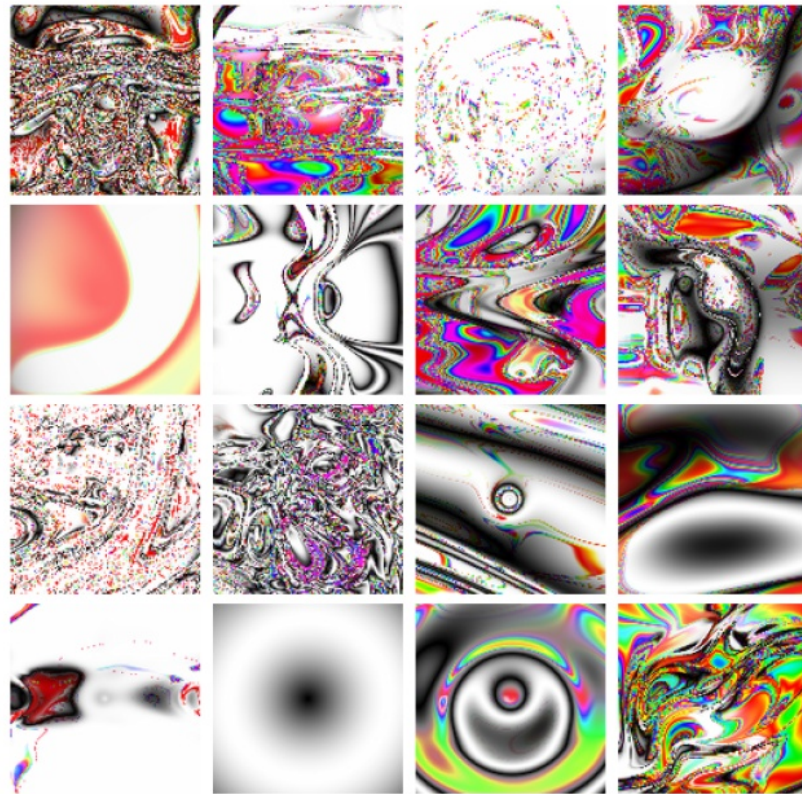
- Images are represented by *compositional pattern-producing networks* (CPPNs)
  - A composition of simple functions
- A new node is sometimes introduced through mutation
  - (algorithm called “NEAT”)
- What kind of search space does this representation induce?





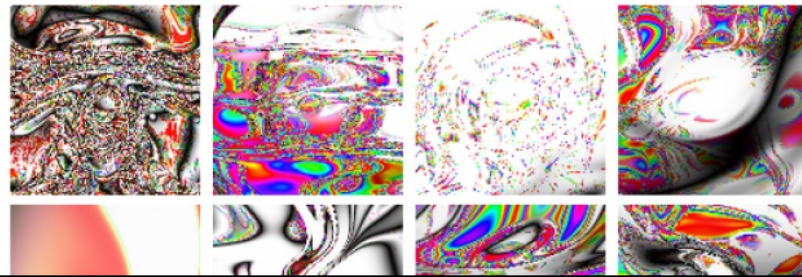
# The Search Space is *Desolate*

- Almost every image looks like these
  - They have random weights and topologies:

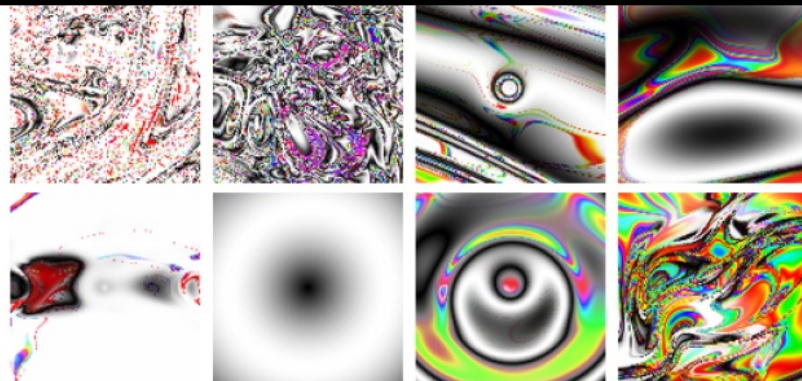


# The Search Space is *Desolate*

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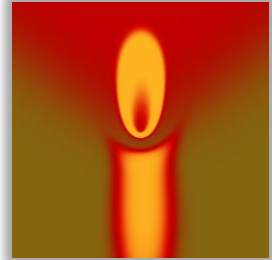
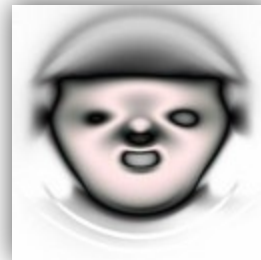
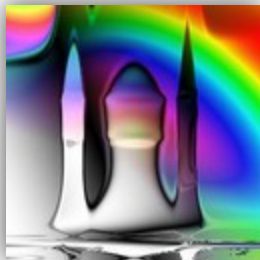
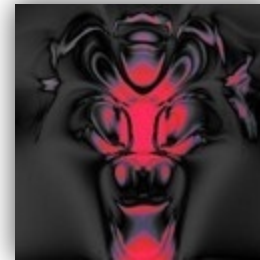
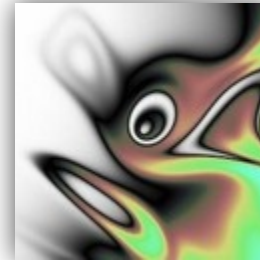
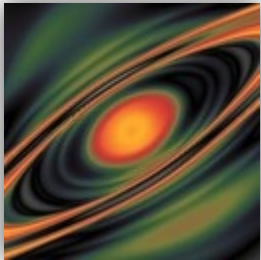
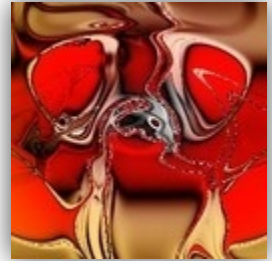
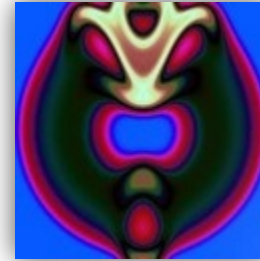
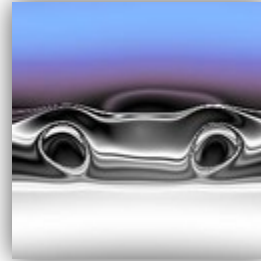
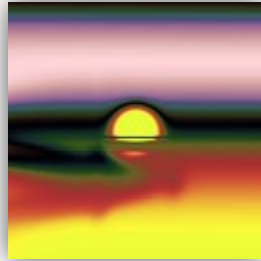
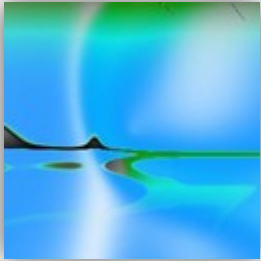


So what do users find?



# Picbreeder Users Found These...How?

(All are 100% evolved: no retouching)



# One Important Factor: Branching

- Users can browse previously evolved images
- Then can *branch* from any of them
  - Starts searching from existing image



Picbreeder - Mozilla Firefox

File Edit View History Bookmarks Tools Help

http://picbreeder.org/

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Picbreeder

# picbreeder™

Inspired by how organisms evolve and complexity in nature

## What is Picbreeder?

Picbreeder is a collaborative art application based on an idea called *evolutionary art*, which is a technique that allows pictures to be bred almost like animals. For example, you can evolve a butterfly into a bat by selecting parents that look like bats. [Read More](#)

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### Browse Images By:

- [Best New](#)
- [Highest Rated](#)
- [Most Branched](#)
- [Newest](#)
- [Random](#)
- [Category](#)

Or:

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### Member Login

Username

Password

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### Top Rated Artists:

1. [opah](#)
2. [blurt25](#)
3. [mattrmunson](#)
4. [rubiks](#)
5. [a\\_rad](#)
6. [rawrface9](#)
7. [freewing00](#)
8. [webneat](#)
9. [loca](#)
10. [secretj](#)

### Branch

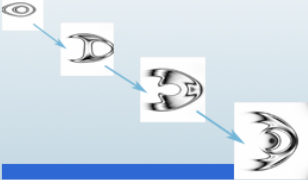
Evolve new variations on other users' images. Try clicking these!



[Evolve](#) [Evolve](#)

### Start from Scratch

Create a whole new kind of image.



[Start from Scratch](#)

### family Tree

See family relationships of any image. Try clicking these!



[Family Tree](#) [Family Tree](#)

### Custom Merchandise

Create custom products from any picture on the site. Try these:



[Custom Products](#) [Custom Products](#)

## Top Categories

Alien Animal bird cool pattern creature Dog eye eyeball Face Fish ghost happy insect mask

Find:  [Next](#) [Previous](#) [Highlight all](#) [Match case](#)

http://picbreeder.org/user/editgenome.php?sid=-1&pid=-1

Picbreeder - Mozilla Firefox

File Edit View History Bookmarks Tools Help

http://picbreeder.org/

Most Visited Getting Started Latest Headlines

Picbreeder

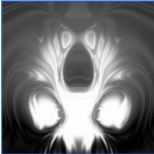
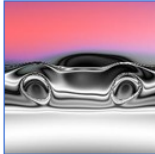


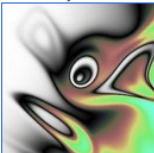


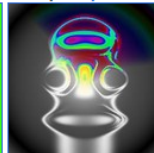
### Top Categories

[Alien](#) [Animal](#) [bird](#) [cool](#) [pattern](#) [creature](#) [Dog](#) [eye](#) [eyeball](#) [Face](#) [Fish](#) [ghost](#) [happy](#) [insect](#) [mask](#)



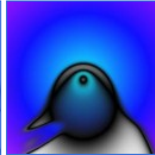
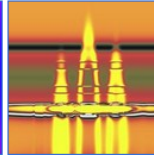


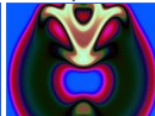

[Spaceship](#)

[View All Categories...](#)

### Editor's Picks

<a href="#">Mystic baboon</a> By burndirt	<a href="#">sunset drive</a> By ken	<a href="#">devil</a> By burndirt	<a href="#">dolphin</a> By burndirt
			
Evolve DNA	Evolve DNA	Evolve DNA	Evolve DNA
★★★★★	★★★★★	★★★★★	★★★★★
<a href="#">Animal happy</a> By ken	<a href="#">butterfly</a> By adeleir	<a href="#">round face</a> By robert	<a href="#">homer simpson</a> By Anonymous
			
Evolve DNA	Evolve DNA	Evolve DNA	Evolve DNA
★★★★★	★★★★★	★★★★★	★★★★★

### All Time Top Rated

<a href="#">shiny Red apple</a> By acow	<a href="#">angry martian</a> By opah	<a href="#">penguin</a> By opah	<a href="#">river temple</a> By opah
			
Evolve DNA	Evolve DNA	Evolve DNA	Evolve DNA
★★★★★	★★★★★	★★★★★	★★★★★
<a href="#">Fat belly</a> By 42Wired	<a href="#">Wizard of fire</a> By opah	<a href="#">snake symbol</a> By ken	<a href="#">fly</a> By burndirt
			
Evolve DNA	Evolve DNA	Evolve DNA	Evolve DNA
★★★★★	★★★★★	★★★★★	★★★★★

Find:  [Next](#) [Previous](#) [Highlight all](#) ☐ Match case

Done

Picbreeder - Mozilla Firefox

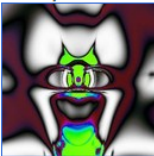
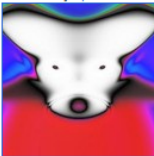


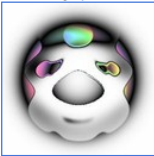


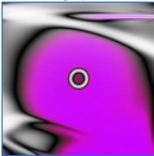
File Edit View History Bookmarks Tools Help

http://picbreeder.org/

Most Visited Getting Started Latest Headlines


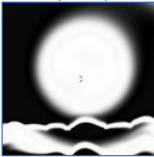



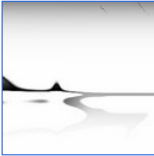
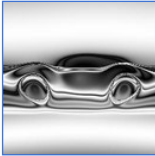

Picbreeder

### Best New Images

<a href="#">mask ears superhero</a> By Timeroot	<a href="#">Mr Fox</a> By opah	<a href="#">Elvis</a> By ken	<a href="#">Picasso Face</a> By ken
			
Evolve DNA	Evolve DNA	Evolve DNA	Evolve DNA
★★★★★	★★★★★	★★★★★	★★★★★
<a href="#">Ball face</a> By opah	<a href="#">Worried face</a> By opah	<a href="#">scary face</a> By opah	<a href="#">Mumin face</a> By opah
			
Evolve DNA	Evolve DNA	Evolve DNA	Evolve DNA
★★★★★	★★★★★	★★★★★	★★★★★

[More](#)

### Most Branched

<a href="#">Skull Skeleton</a> By acampbel	<a href="#">Moon Moonlight</a> By secretj	<a href="#">short SD coilf</a> By ddambro	<a href="#">letter g g</a> By ken
			
Evolve DNA	Evolve DNA	Evolve DNA	Evolve DNA
★★★★★	★★★★★	★★★★★	★★★★★
<a href="#">butterfly</a> By adeleirn	<a href="#">Pirate Island Cove La...</a> By klarel	<a href="#">car road driving</a> By ken	<a href="#">She sees you now eye ...</a> By Evincel
			
Evolve DNA	Evolve DNA	Evolve DNA	Evolve DNA
★★★★★	★★★★★	★★★★★	★★★★★

[More](#)

### Newest

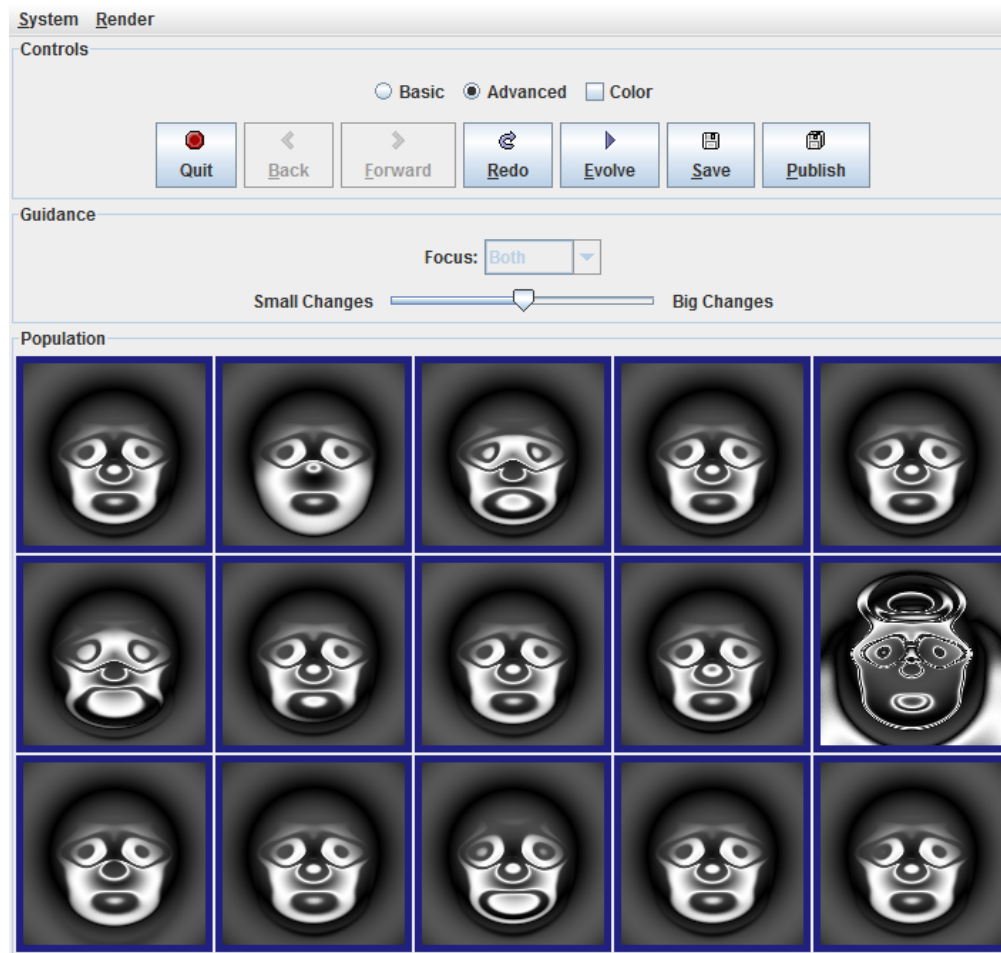
Find:  [Next](#) [Previous](#) [Highlight all](#) [Match case](#)

Done

# Example:

## Branching from the Face

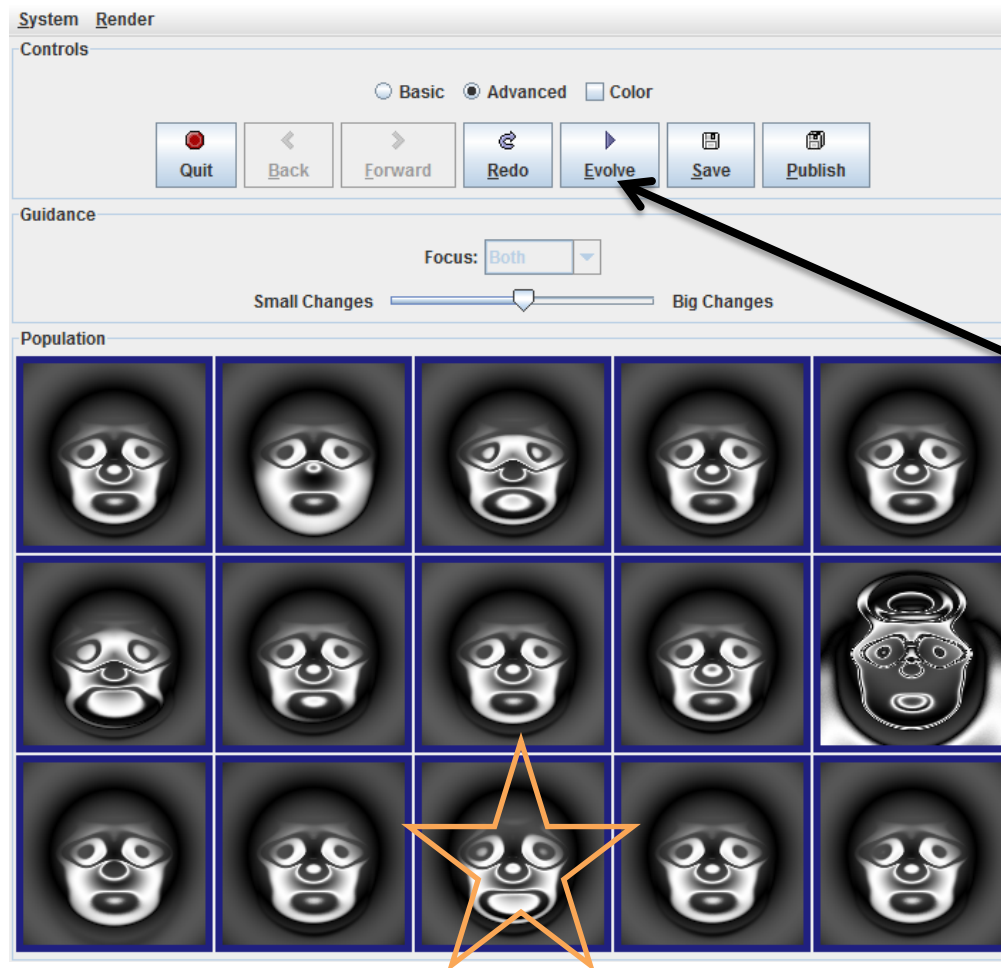
- Next: Select parent(s) – Which do you like?





# How Users Breed Images

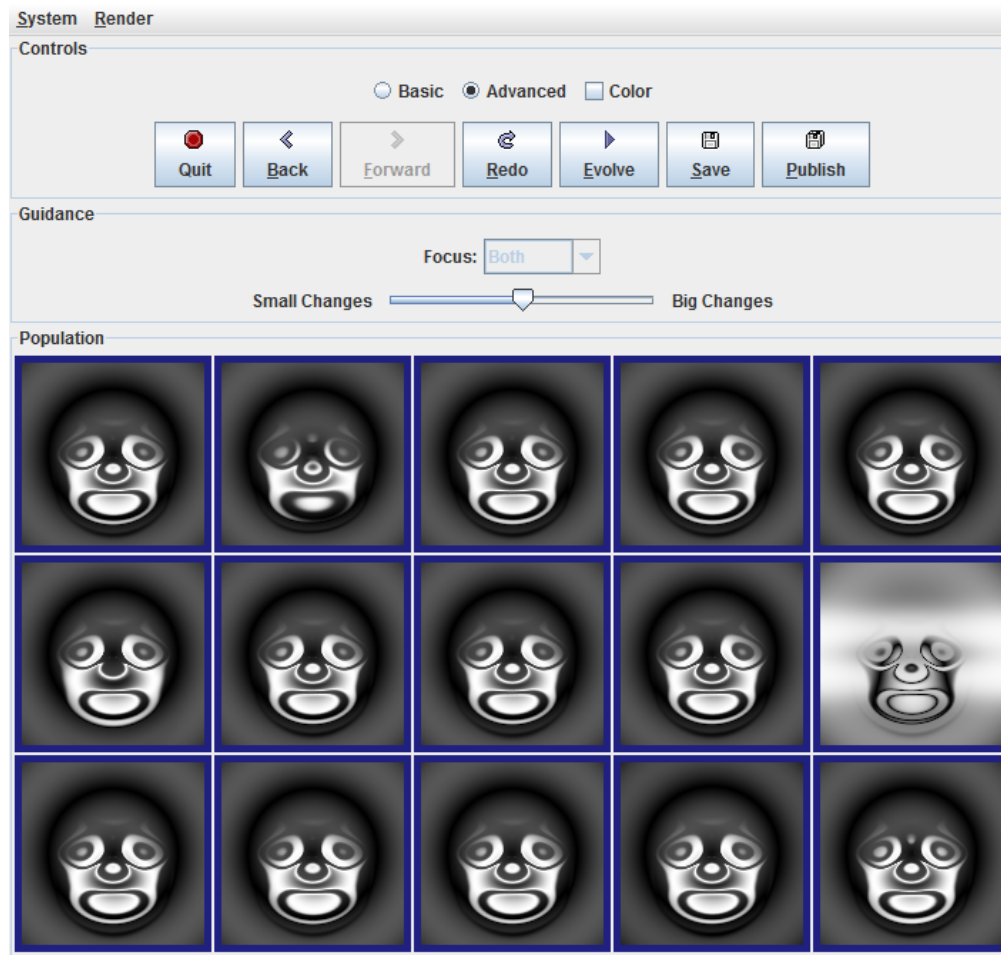
- Next: Select parent(s) – Which do you like?



Press "Evolve"  
after selecting  
parents

# How Users Breed Images

- Next: The offspring (next generation) appear

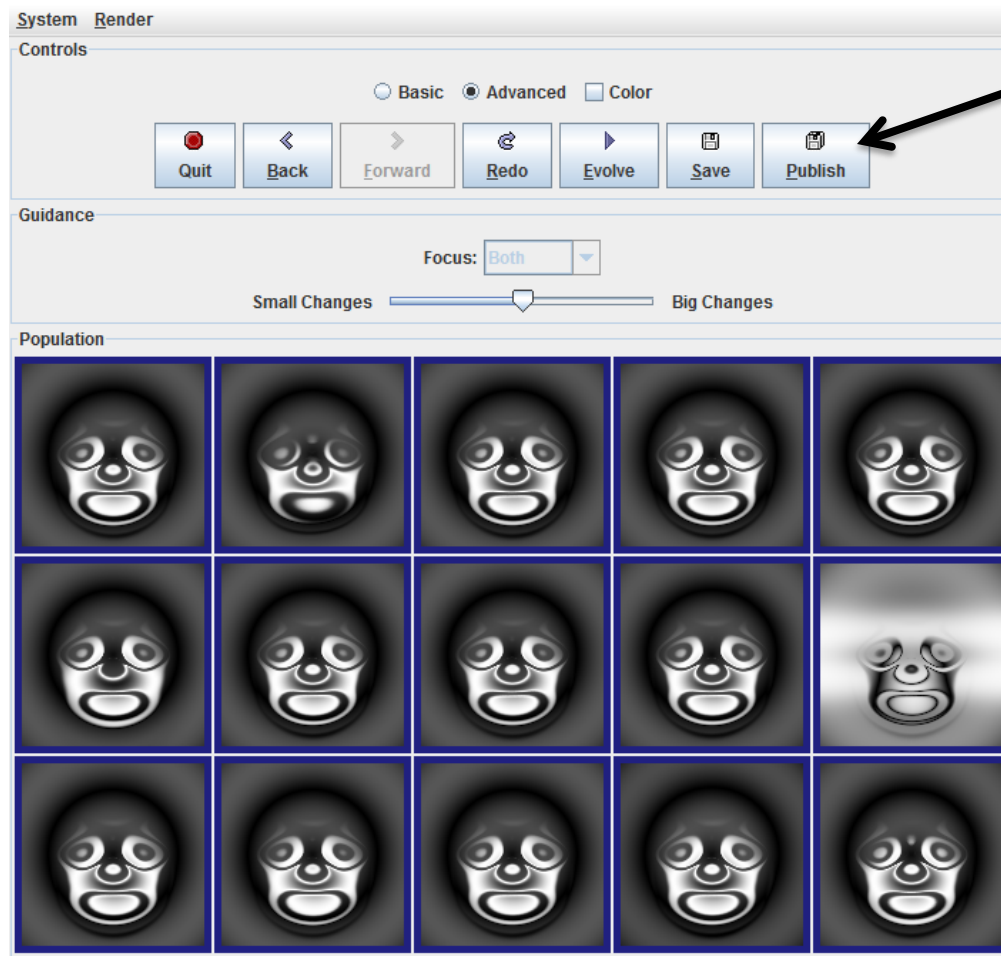


Parent



# How Users Breed Images

- Next: Repeat until satisfied and then Publish

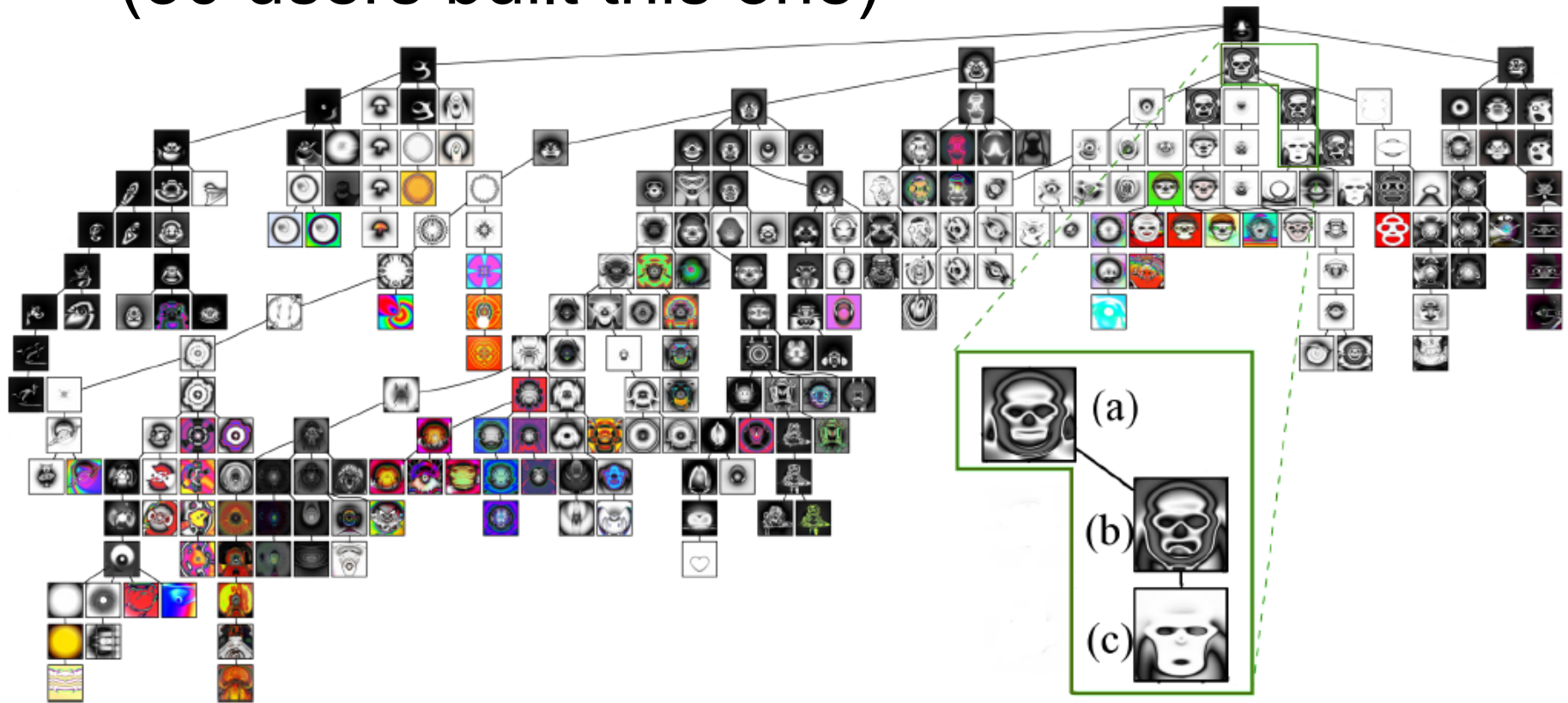


Parent



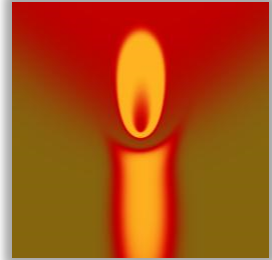
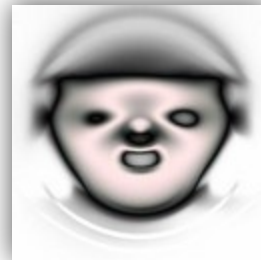
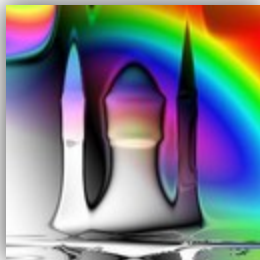
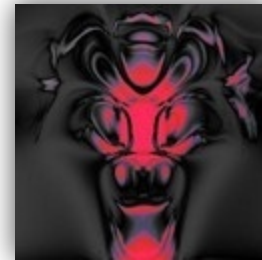
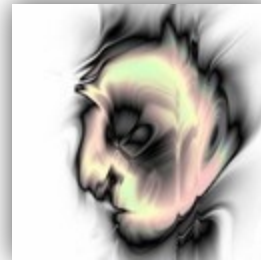
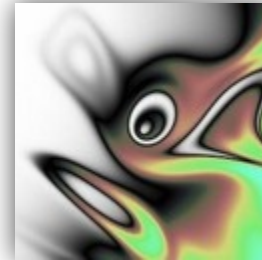
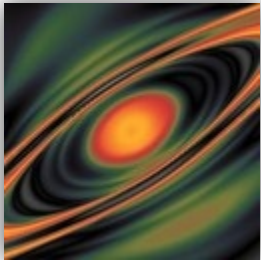
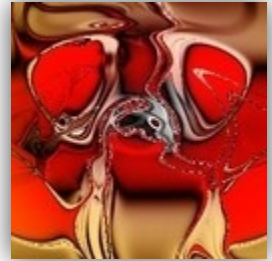
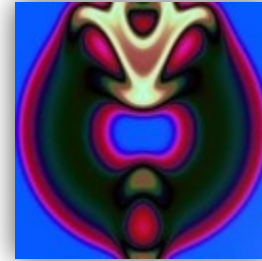
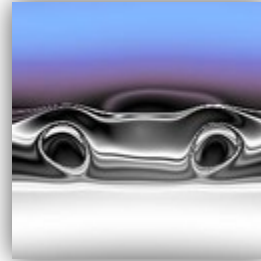
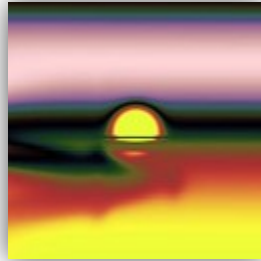
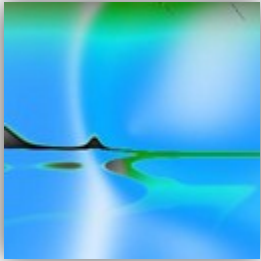
# The Result: Large, Growing Phylogenies

- Users build upon each other's discoveries  
(30 users built this one)



# Discoveries After Many Branches

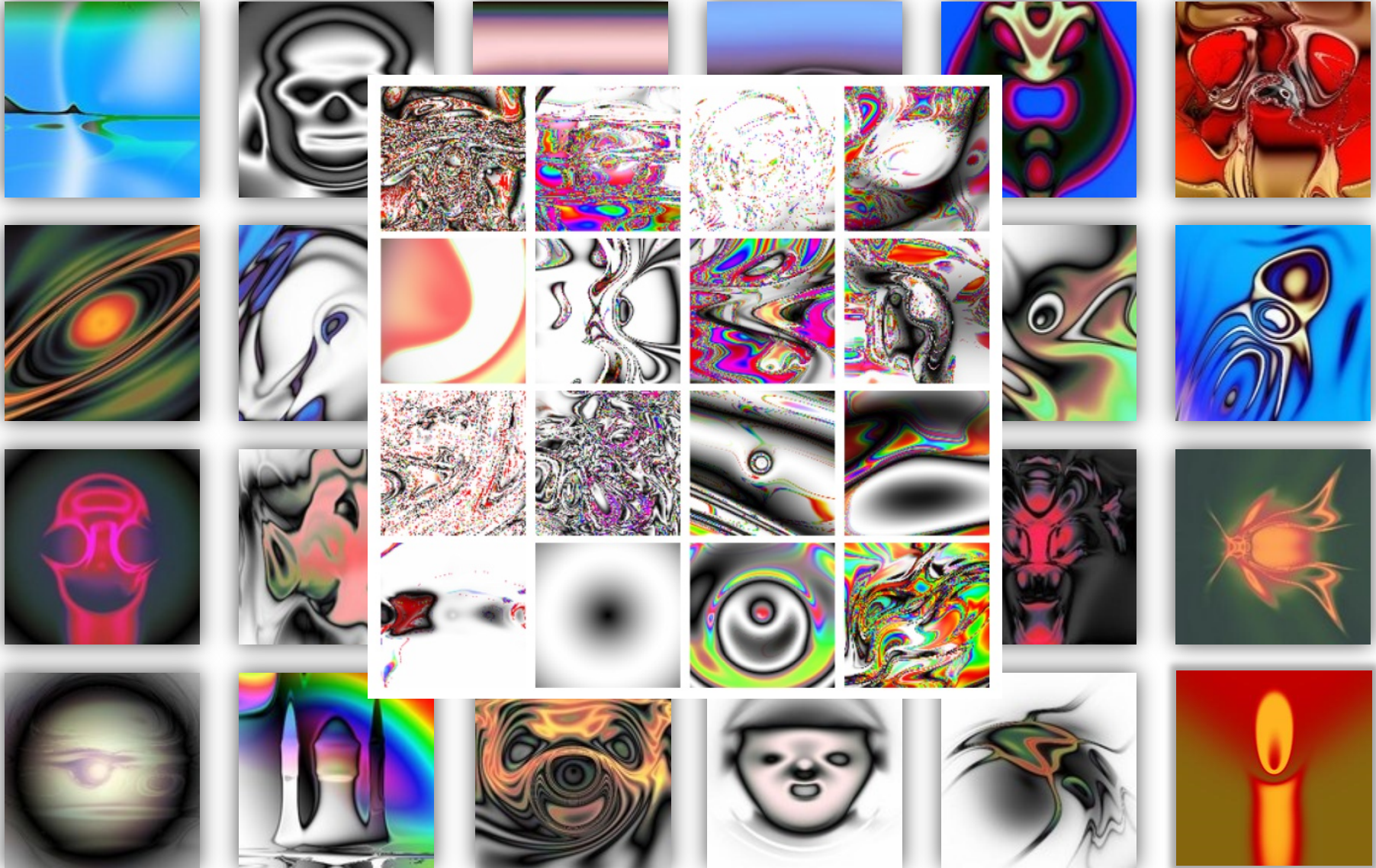
(All are 100% evolved: no retouching)



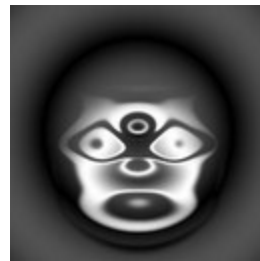
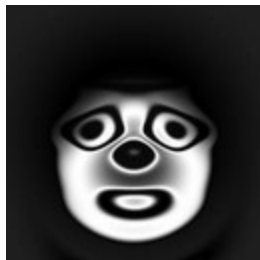
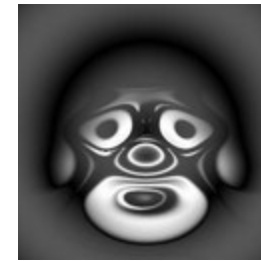
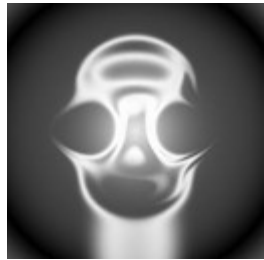
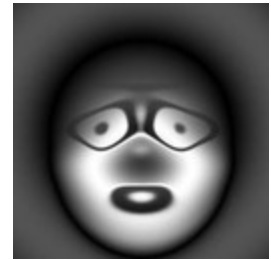
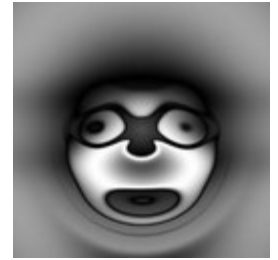
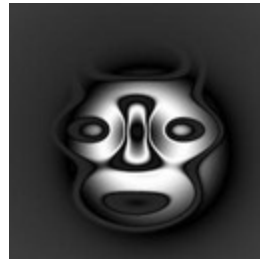
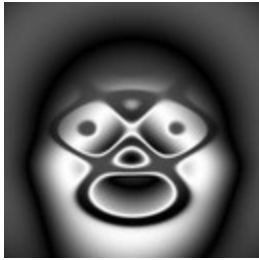


# In A Desolate Space

(All are 100% evolved: no retouching)



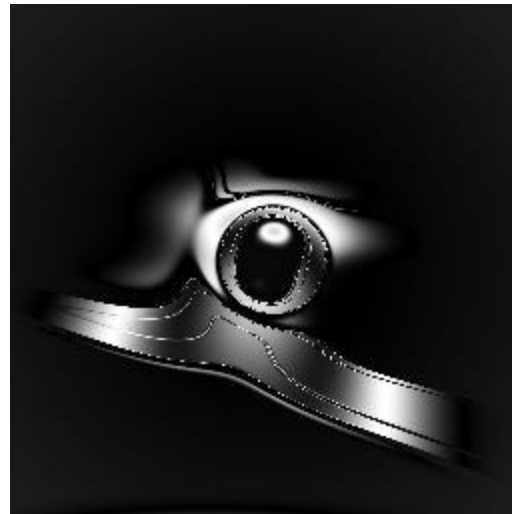
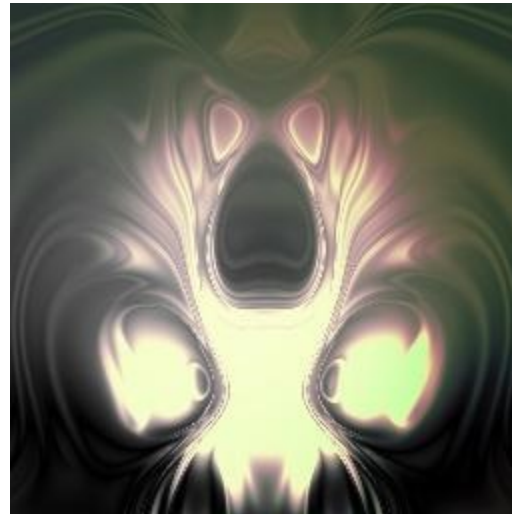
...and entire “species” ...





# ...and these...

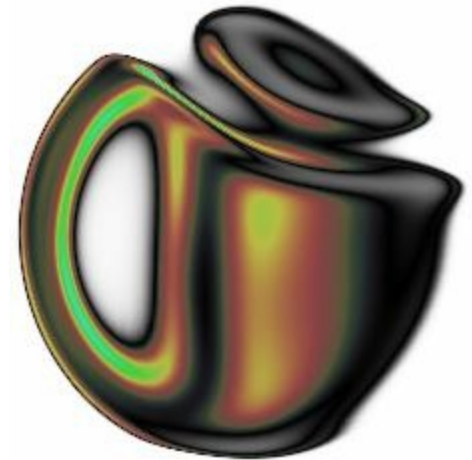
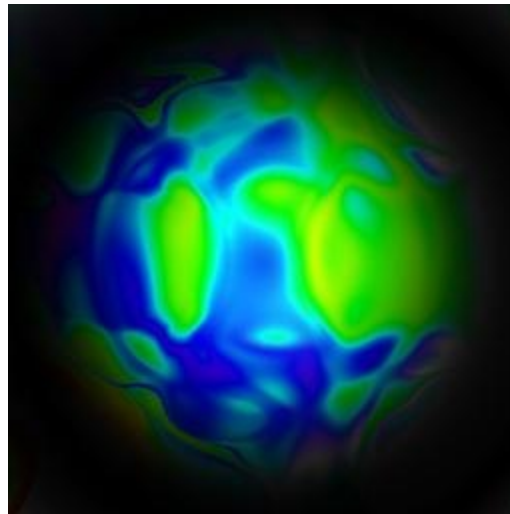
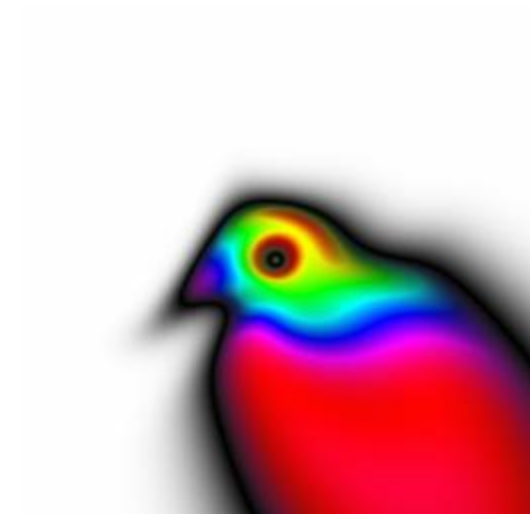
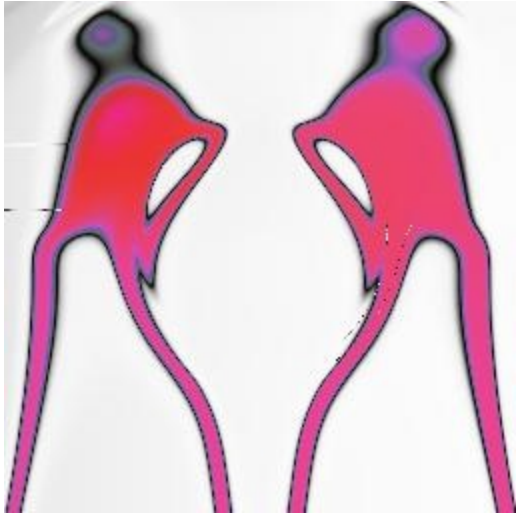
(All are 100% evolved: no retouching)





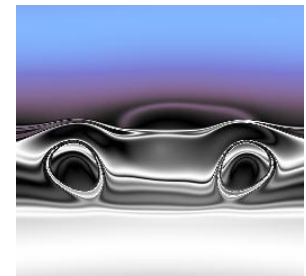
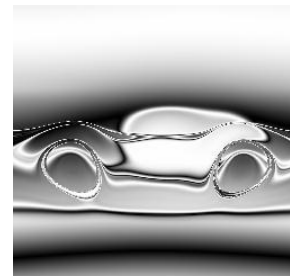
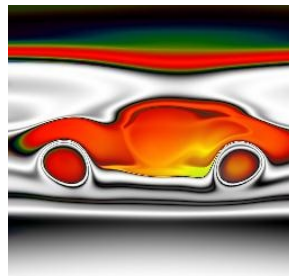
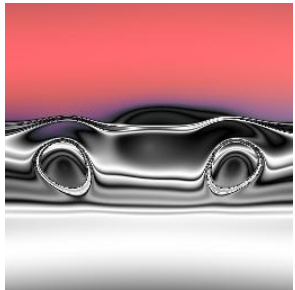
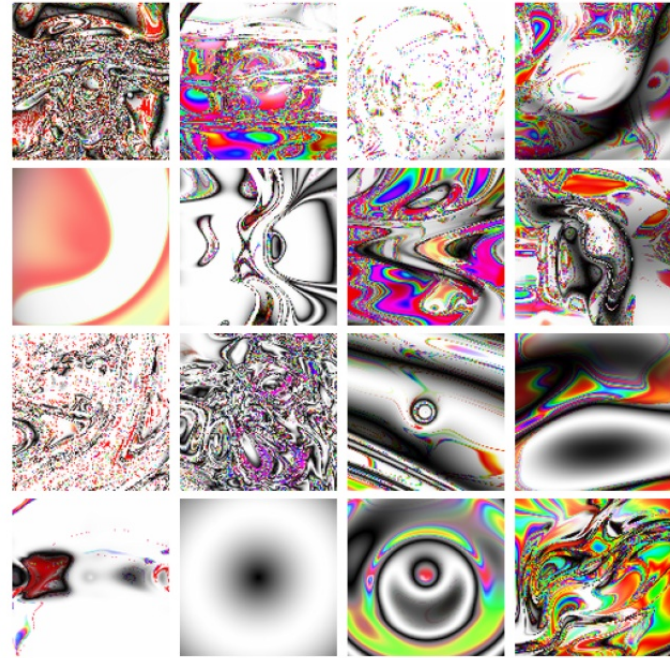
# Why Is Branching So Powerful?

(All are 100% evolved: no retouching)



# The Story of the Car

- Would you expect to find a car in this space?
- I didn't
- But then I found one



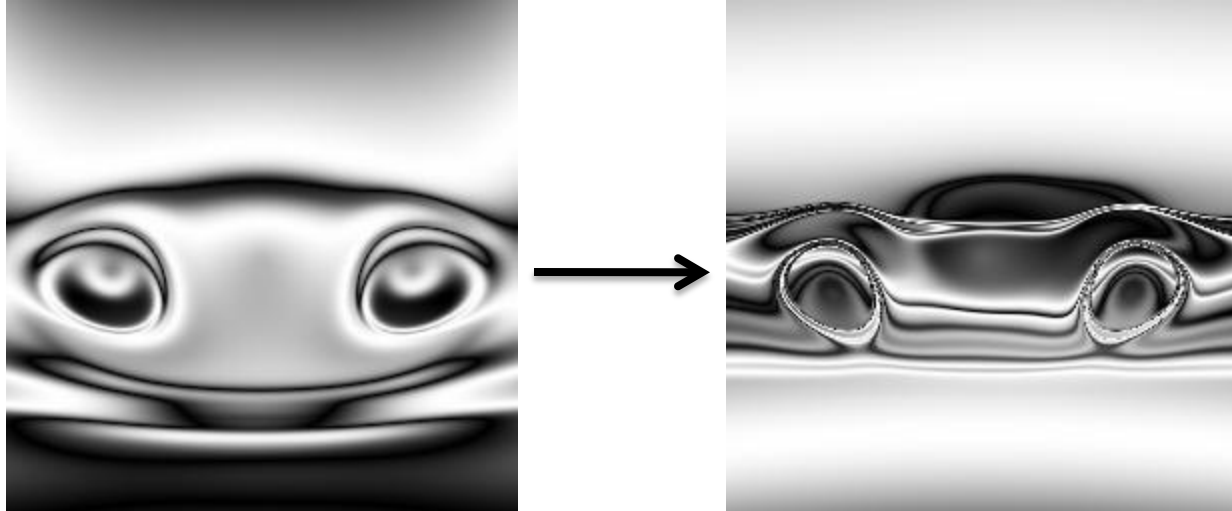
# How Did I Find the Car?

- I was not looking for a car
- Rather, I chose to evolve the alien (ET) face to get more alien faces:



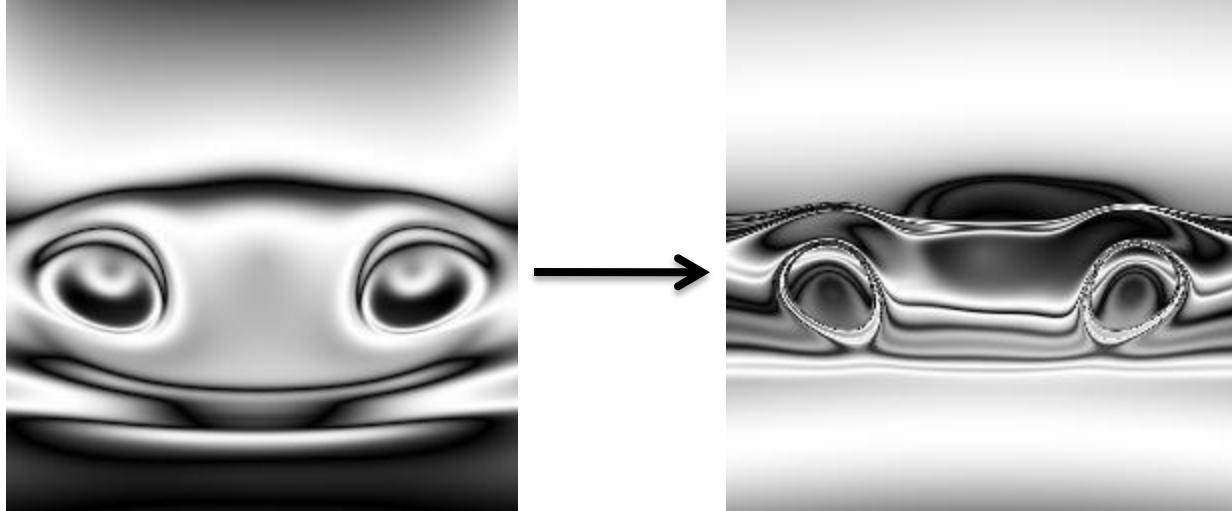
# How Did I Find the Car?

- But then, the alien's eyes descended and turned into wheels



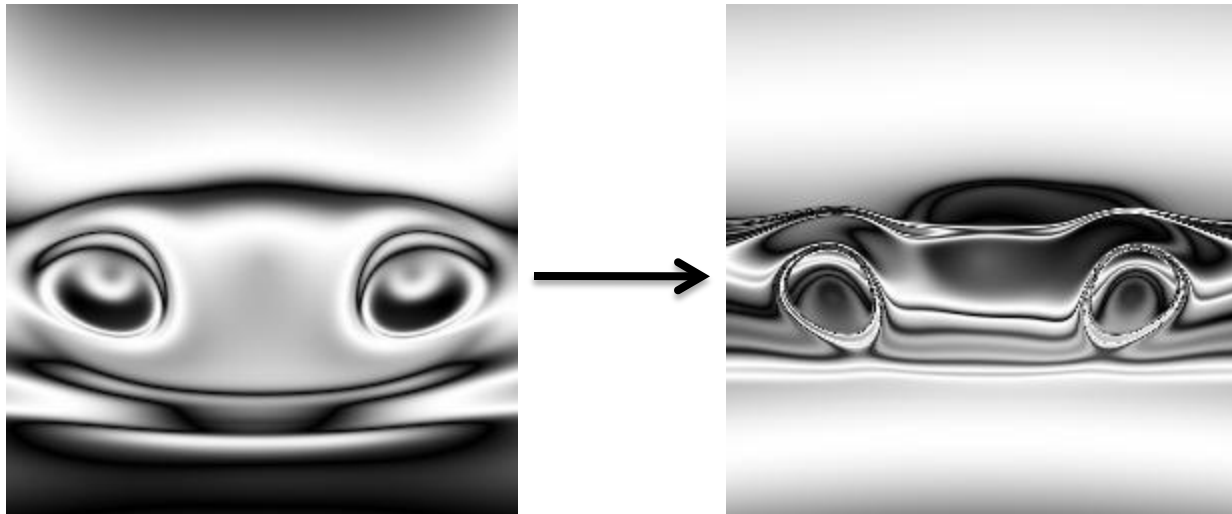
# How Did I Find the Car?

- The only way to find the car was by *not* looking for it
- Otherwise, I would never have selected the alien
  - It does not look like a car

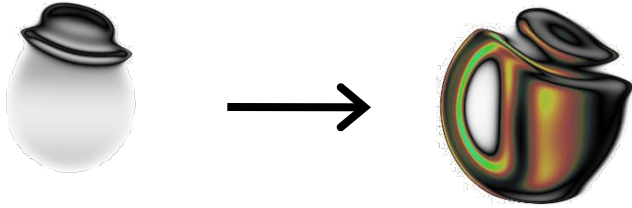


# How Did I Find the Car?

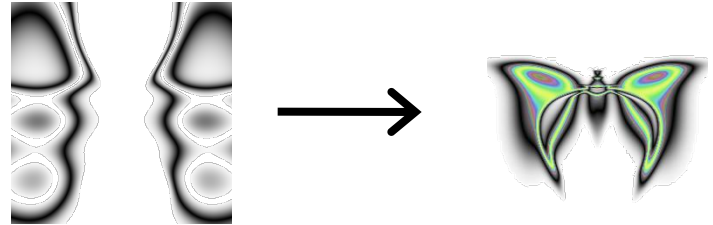
- But I would not have evolved the alien either!
- *Someone else* had to evolve it for me to make my discovery



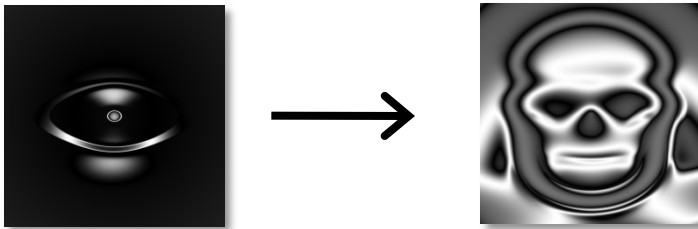
# Most Top Images have the Same Story



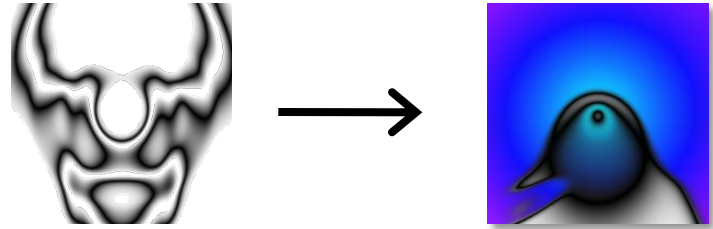
Stepping stone to the Teapot



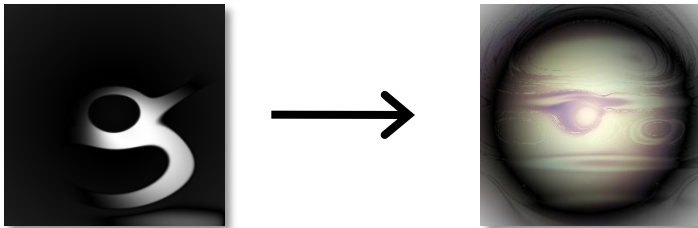
Stepping stone to the Butterfly



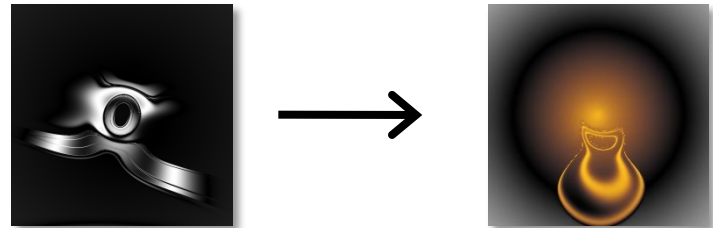
Stepping stone to the Skull



Stepping stone to the Penguin



Stepping stone to Jupiter



Stepping stone to the Lamp

The stepping stones almost never resemble the final product!  
*You can only find things by not looking for them*

# More Evidence: Re-evolving Won't Work

- Images cannot be re-evolved as targets





# Moral: Innovation is a Divergent Process

- Natural evolution, technology, culture, Picbreeder – why do they work?
  - A powerful innovative process *preserves diverse stepping stones*
  - Not because of where they might lead
  - Not because they optimize an objective
  - But for their own unique reasons

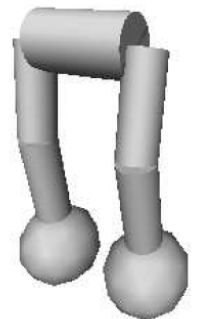
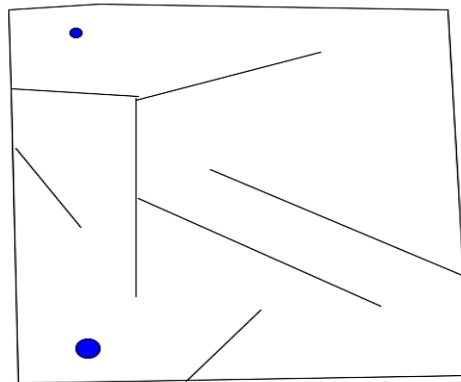
# Profound Implications

- The path to success is through not trying to succeed
- To achieve our highest goals we must be willing to abandon them
- It is in your interest that others *do not* follow the path you think is right
  - They will lay the stepping stones for your greatest discoveries

Wait, these implications are not about computer science!

# Led to a New Computer Algorithm: Novelty Search

- Novelty search does not search for a specific objective
- Novelty search solves some problems faster and better than optimization algorithms trying to solve the problems!
- Also finds *diverse* high-quality solutions unlike optimization:
  - *Divergent search*



# More information




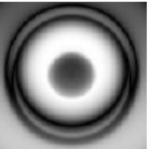

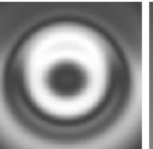
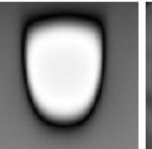
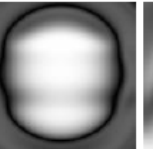
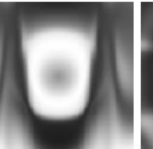
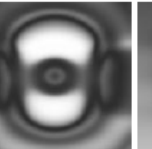
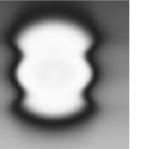
- My Homepage: <http://www.cs.ucf.edu/~kstanley>
- Novelty Search Users Page: <http://eplex.cs.ucf.edu/noveltysearch/userspage/>
- Evolutionary Complexity Research Group: <http://eplex.cs.ucf.edu>
- Picbreeder: <http://picbreeder.org>
- Email: [kstanley@eecs.ucf.edu](mailto:kstanley@eecs.ucf.edu)

# More Computer Evidence: A New Algorithm?




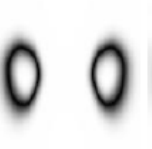


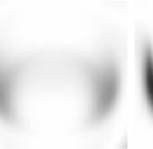

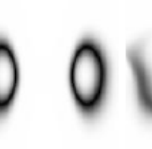


- Might search work better without objectives?
  - What if it tried to collect *stepping stones* instead of worrying where it is heading?

# Results Are Terrible

- Typical best results given 30,000 generations (only odd runs shown)

Skull	Run 1	Run 3	Run 5	Run 7	Run 9	Run 11	Run 13	Run 15	Run 17	Run 19
										
	20f, 24c failed	20f, 29c failed	19f, 24c failed	22f, 28c failed	21f, 28c failed	16f, 22c failed	21f, 27c failed	23f, 29c failed	18f, 25c failed	25f, 28c failed

Butterfly	Run 1	Run 3	Run 5	Run 7	Run 9	Run 11	Run 13	Run 15	Run 17	Run 19
										
	22f, 27c failed	21f, 27c failed	22f, 25c failed	20f, 28c failed	18f, 23c failed	21f, 27c failed	27f, 34c failed	22f, 25c failed	24f, 29c failed	20f, 28c failed

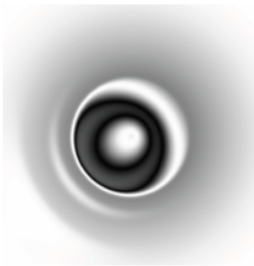
- Question: *What is going wrong?*

# Answer: Being “Close” to Target Is the Wrong Metric for Progress

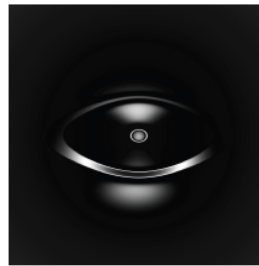
- The fitness function is not the problem
  - A better image-matcher would be *worse*
  - Because stepping stones to the skull *do not look like the skull* – called **deception**



gen 12



gen 20



gen 36



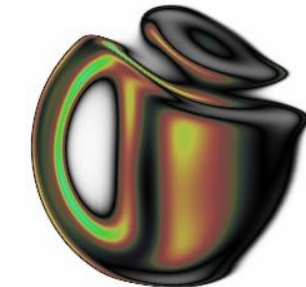
gen 49



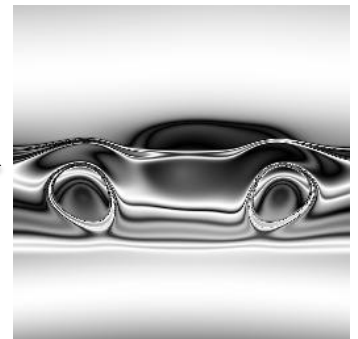
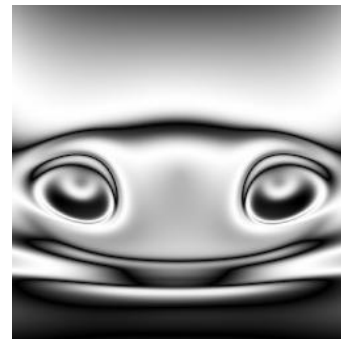
gen 74

- Humans chose these stepping stones because they were interesting for *other* reasons

# This Story Is Universal



*The stepping  
stones almost  
never resemble  
the final product*





# Algorithm: Abandon Objectives and Search for Novelty

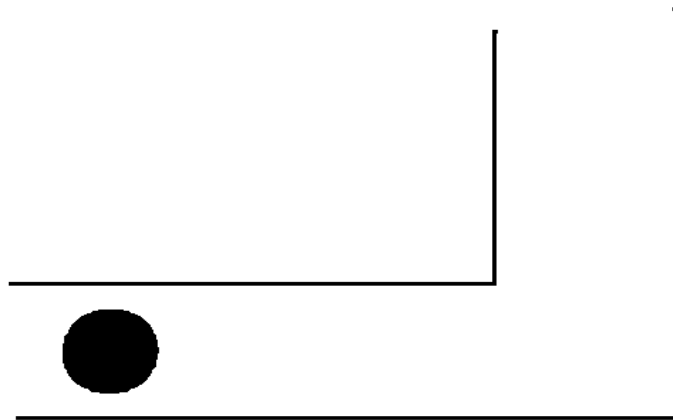
- Can be hard to identify stepping stones a priori
- Novelty = proxy for stepping stones
  - Anything that does something different is a potential stepping stone
- Novelty is still based on information, just *different* information
- No final objective, just find new behaviors
- Encounter solution although not looking for it!

# Testing Novelty Search

- Start with an evolutionary algorithm (NEAT)
  - Evolve *artificial neural networks* to control simulated robot behaviors
  - No fitness function
  - Instead, reward *any* behavior that is novel so far
    - No concept of better or worse
    - No objective
    - Changes over evolution

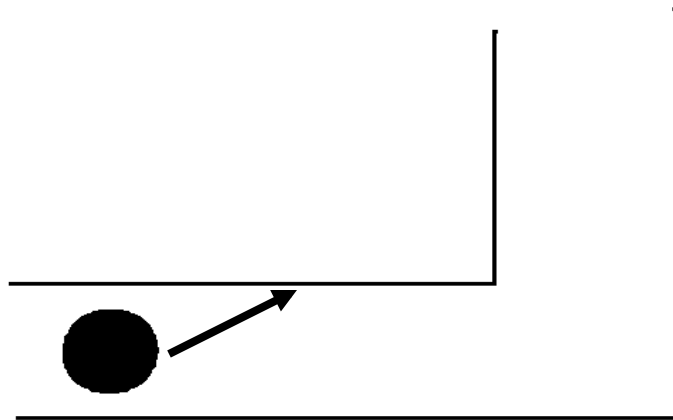
# Novelty Search = Exhaustive Search?

- Not exactly, because novelty induces an *order*
  - Once simple behaviors are exhausted, novelty requires more complexity
    - More novelty requires accumulating *information*



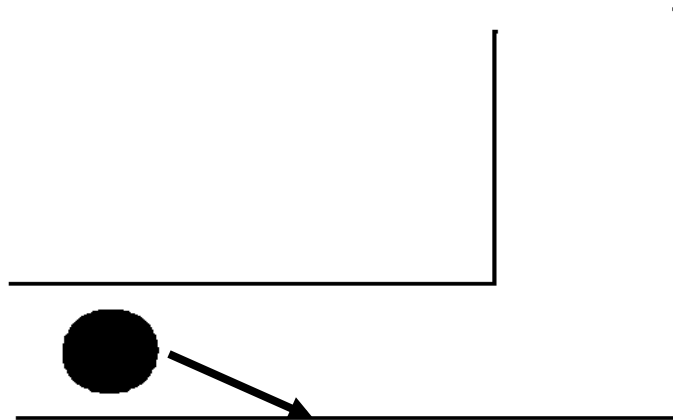
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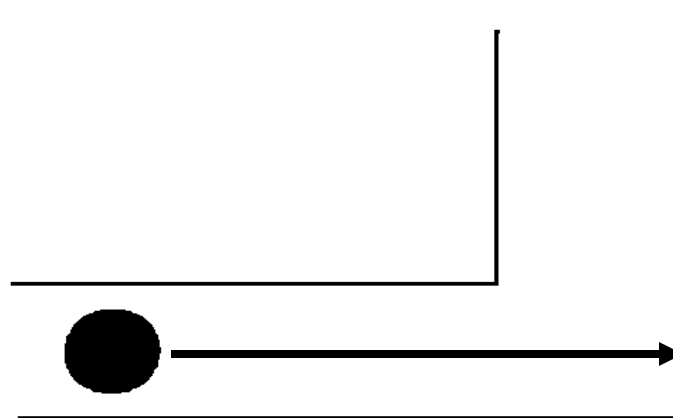
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