# Emergence and self-organization in Framsticks

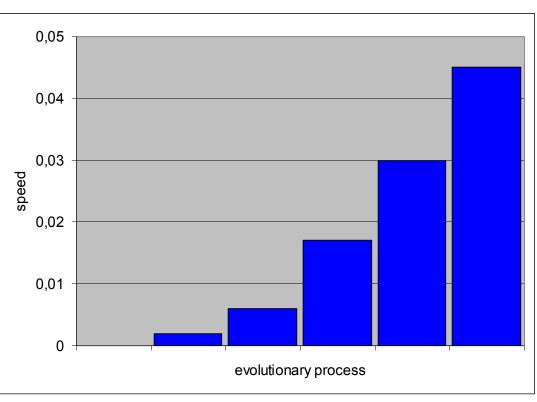
www.framsticks.com

#### Study #1

- Provided:
  - Basic building blocks (sticks, neurons, connections)
  - Fitness function (selection, reproduction)
  - Environment
  - Change
- Emergence of *locomotion*
- Self-organization of
  - Body design
  - Brain control
  - Body and brain coupling/cooperation

## Study #1, analysis

- See sampleevol\_hq.avi, evolutionary\_stages.gen
- We got:
  - Body design appropriate for walking
  - Brain, sensors, muscles evolved to obtain high speed
  - Neural control adjusted to control a walking body (coordination!)
  - Emergence of walking (fitn
  - Another environment → ar (rolling, swimming, flying,
- Analysis reveals
  - Redundancy
  - Hidden interconnections ar
  - Evolution does not have to
  - Evolution can discover nev
  - Evolution may be unable to a monotonic, limited proces
  - Solutions (agents) are not s



## Study #2

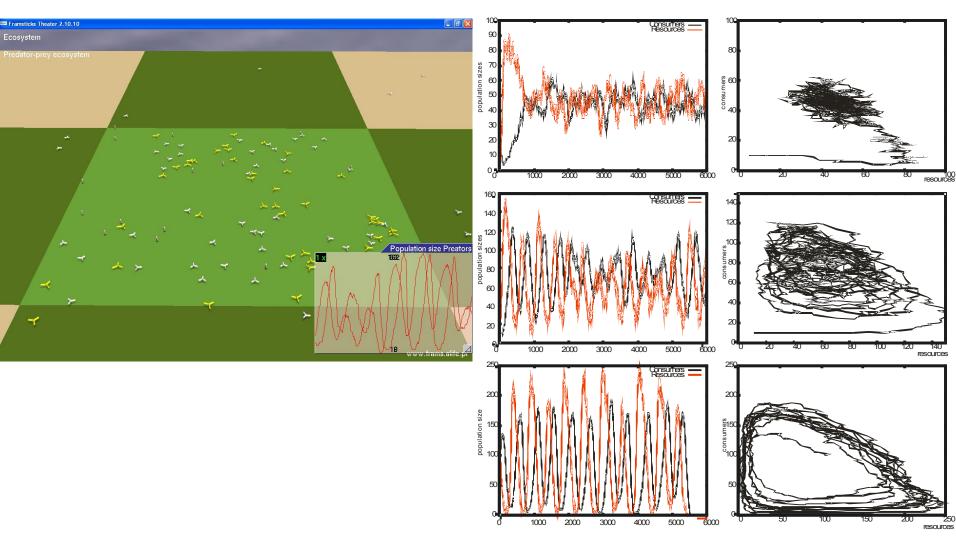
- Provided:
  - Agents: consumers and food
  - Environment
    - consumer reproduction based on energy (food) found
    - food added at a constant rate
  - Change
- Self-organization of ?
- Emergence of ?

#### Study #2

• Three cases:

- A. Consumers' ability to ingest food constant
- Consumers' ability to ingest food evolved
  - B. Consumer reproduction: random location
  - C. Consumer reproduction: close to parent

# Study #2. Case A



#### Study #2. Cases B and C

- Case B. Eat more and reproduce! → extinction ©
- Case C.
  Selection on groups. Some groups do "B", but some... do not. → stability.
- A single change in rules causes emergence of a totally different system behavior!

#### Study #2, analysis

- Emergent population dynamics: periodic changes. (Un)stability. Attractors. Chaos. Sensitivity analysis. Group behaviors. Swarming. Extinction. Group selection. Food chain. Geographical differentiation. Tragedy of the commons. Restraint. Altruism.
- microscale = individual, macroscale = population, mesoscale = groups