

# Capturing Emerging Complexity in Lenia

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# Complexity and Open-Endedness

- End Goal: How to solve a task?[Clune, 2019];
- Where Manual AI fails? [Stanley et al., 2017];
- Novelty, Task based and Hybrid approaches [Stanley et al., 2017];
- Open-endedness and Complexification goes together [Randazzo and Mordvintsev, 2023];

# Why open-endedness?

- Endless variation implies complexification;
- Fundamental questions: initial conditions, selection pressure, etc;
- Endless variation + Sensitivity to initial conditions + Selection pressure = Complexification  
[Randazzo and Mordvintsev, 2023]

OR

Open-endedness allows AI systems to continue to learn and improve over time, adapting to changing environments and evolving to meet new challenges

# Why Evolvability? [Randazzo and Mordvintsev, 2023]

- Heritable Genetics and Selectable Phenotype with variation;
- Without Evolvability there would be no discovery, no new behaviour;
- Dynamical task landscapes, adaptive mutations, novelty search;

# Lenia [Chan, 2018]

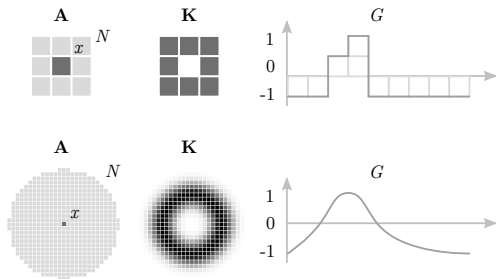


Figure: Discrete CA vs Continuous CA



## Update function

The Lenia update rule is given by:

$$A_{t+1} = [A_t + \Delta t G(K * A_t)]$$

- $A_t$ : Current State at  $t$
- $\Delta t$ : Step size
- $G$ : Growth Function (for eg. Gaussian)
- $K$ : Neighborhood Kernel
- $*$ : Convolution operation

## Kernel Function

- Weighted importance to neighboring pixels and gradually reduced importance to distant pixels.
- Calculate the distances of each coordinate from the center and apply a mask to filter out values outside the desired radius.

## Growth Function

- By adjusting the  $\mu$  and  $\sigma$  parameters of the  $G$ , each cell's growth or decay can be controlled by taking input as  $N_h$ . sum array.

$$f(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

# Emerging Complexity and Behaviour in Lenia using standard Genetic Algorithm

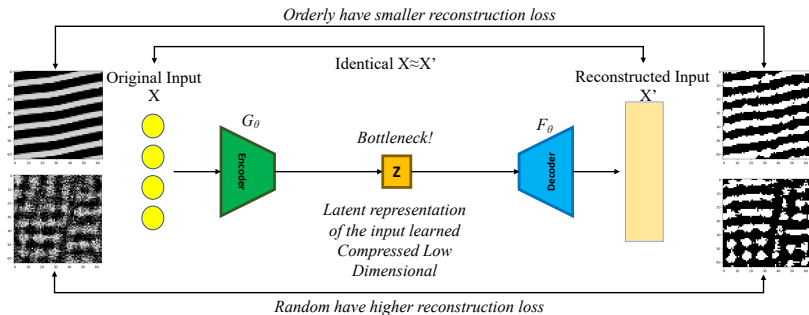
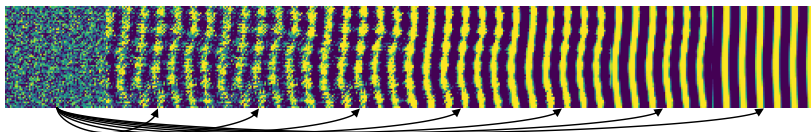


Figure: Compression based: AutoEncoder [Cisneros et al., 2019]



*Variation Over Time*

Figure: Variation based: Variation over Time

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**Algorithm 3.** Auto-Encoder based Variation over Time (AEVoT)

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**Input** : Input frames of Lenia patterns

**Output:** Population standard deviation (pstd) over list of alive cells count of each frame

1 **Begin**

2   Reconstruct the original frames using an auto-encoder (AE); **For**  
   *each input frame f do*

3      $f_{AE} = AE(f)$ ; Calculate the number of alive cells in the  
   reconstructed frame  $f_{AE}$  using a threshold;  
    $alive_f = count(p \geq threshold)$ ; Store the number of alive cells  
    $alive_f$  in a list;

4   Calculate the population standard deviation (pstd) of the list of  
   alive cells counts;  $mean = \frac{1}{n} \sum i = 1^n alive_i$ ;  
    $variance = \frac{1}{n} \sum i = 1^n (alive_i - mean)^2$ ;  $pstd = \sqrt{variance}$ ;  
   **return** Population standard deviation (pstd) over list of alive cells  
   count of each frame;

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Figure: AEVoT Based: Combined Approach

# Selection, Crossover, and Mutation

- Roulette Wheel Selection
- No Crossover
- Mutation by perturbation

# Results from different experiments for AE, VoT and AEVoT



# VoT based Experiments

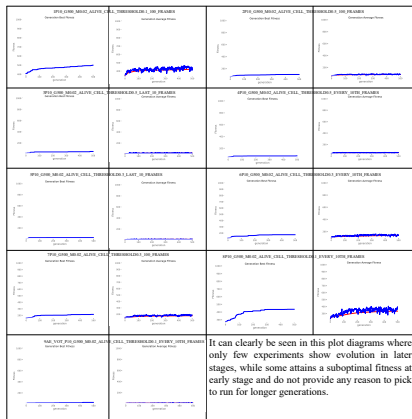


Figure: VoT experiments

# AE based Experiments

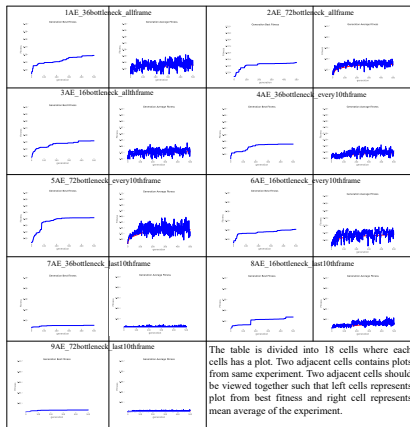


Figure: AE experiments

# AEVoT based Experiments

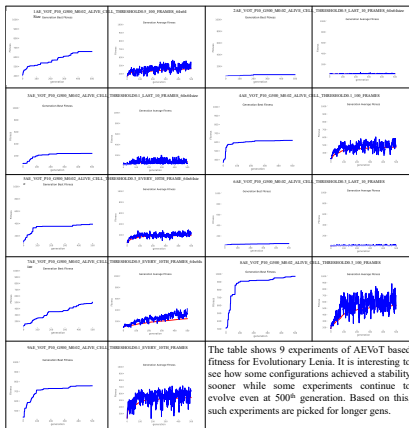


Figure: AEVoT experiments

# AEVoT based Experiments: Known Kernel

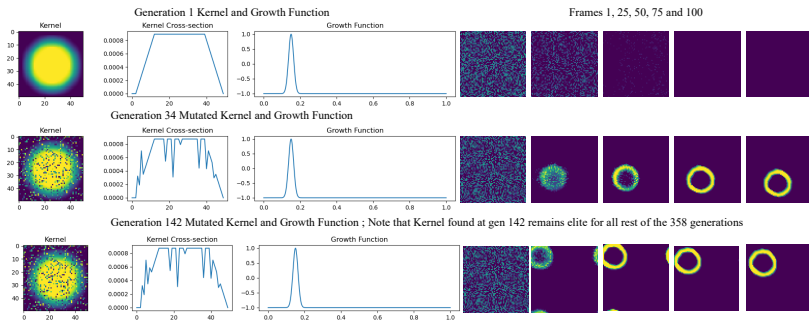


Figure: AEvOT experiment for known kernel: Adaptable mutations






# Challenges, Learnings and Conclusion

- Automated Discovery, Emergent Agency, Open-Endedness [Chan, 2018];
- A strong hypothesis and supporting proofs for chosen parameters, yields good results (We discovered a ring forming bacteria);
- Evolution is time-taking!

# Future Scope of Improvement

- Mutating Known Kernels.
- Particle Lenia, Flow Lenia, Sensorimotor Lenia
- Using JAX.

# Major References

-  Chan, B. W.-C. (2018).  
Lenia-biology of artificial life.  
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Evolving structures in complex systems.  
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-  Clune, J. (2019).  
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*arXiv preprint arXiv:1905.10985.*
-  Randazzo, E. and Mordvintsev, A. (2023).  
Biomaker ca: a biome maker project using cellular automata.  
*arXiv preprint arXiv:2307.09320.*
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Open-endedness: The last grand challenge you've never heard of.  
*While open-endedness could be a force for discovering intelligence, it could also be a component of AI itself.*

**Play with it:**

`https://s4nyam.github.io/evolenia/`