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14. ABSTRACT

This report results from a contract tasking University of Birmingham as follows: Project Objectives

1. To build and test a intrinsic evolution platform (evolvable motherboard).
2. To investigate evolving circuits using radiation damaged silicon.
3. To investigate evolving circuits/information processors in liquid crystal.
4. To investigate other novel materials that are field configurable that may support artificial intrinsic evolution.

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DEEPER

Status Report
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1 Introduction

The DEEPER project aims to see if artificial evolution can create entirely new technologies i.e. transistor-less circuits for sophisticated technological applications. The project is likely to have high impact in basic science. Using artificial evolution to explore 'bottom-up' may lead to devices with significant advantages: size/weight ratio, fault tolerance, radiation tolerance, speed of response.[3]

The project objectives are:

1. To build and test an intrinsic evolution platform (evolvable motherboard).
2. To investigate evolving circuits using radiation damaged silicon.
3. To investigate evolving circuits/information processors in liquid crystal.
4. To investigate other novel materials that are field configurable that may support artificial intrinsic evolution.

2 Overview of Research

2.1 New Design of Evolvable Motherboard for Intrinsic Evolution

We have constructed two 'Evolvatrons' for experimental use. Each Evolvatron consists of an industrial grade PC running Windows 2000, fitted with a range of test and measurement interfaces. The interfaces include high-speed analogue I/O, digital I/O, counters and timers. Each machine is identically configured so to allow for running multiple experiments in parallel.

The Evolvatron itself controls the Evolvable Motherboard (EM). The evolvable motherboard (EM), developed by Paul Layzell, is a research tool for performing intrinsic hardware evolution [2]. There have been two previous designs for the motherboard, this new design is an adaptation of previous designs and is more suitable for the types of experiments we expect to perform.

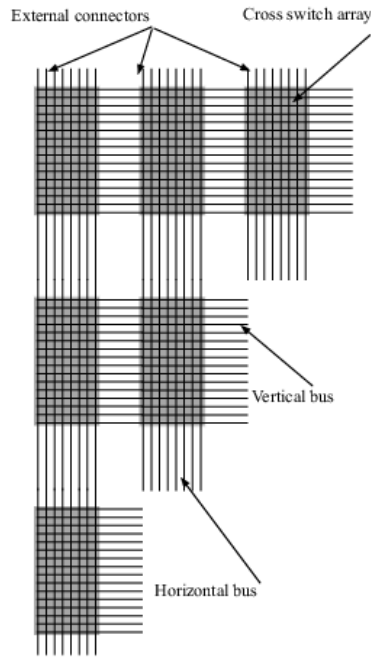


Figure 1 - Schematic view of evolvable motherboard

The evolvable motherboard is a large switch matrix that can be programmed from a PC (in this case the Evolvatron). External components can be connected to the output nodes and the wiring between them can be modified by closing switches in the cross point array. These boards are convenient to work with as they allow for ease of access when probing a circuit. The evolved designs can also be transferred to a simulator, as the internal architecture is known. Previous work with EM has been limited to evolving electronic circuits[1][2]

Rather than using a single board, our design separates each switch matrix onto its own standalone board. The boards then stack together to form a complete motherboard. The design allows for each stack in the motherboard to consist of between 1 and 16 boards. Stacks can also be linked together, with no limit on the number of stacks.

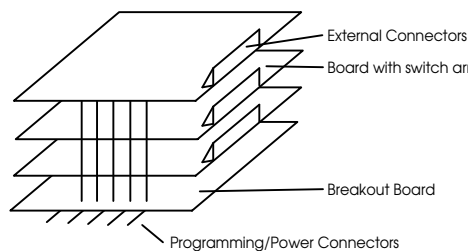


Figure 2 - Evolvable Motherboard Stack

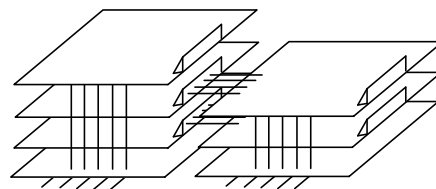


Figure 3 - Two EM stacks, forming a partial triangular switch matrix

This design has a number of advantages over previous designs. Each board is cheap to produce, with a small physical size and few components. Experiments can use up to 16 boards, or boards can be used in smaller groups. The ability to test the fitness of several individuals simultaneously will be of benefit

for the types of experiments that we intend to perform. The same design will be tested on variations of the same device - either to improve robustness, or to intentionally drive evolution toward using the differences in physical properties of external components. The Evolvatron is able to perform all the measurements needed for fitness evaluation simultaneously. The boards can be used in either a rectangular, triangular or any other shape that is suitable.

This work is fully described in [5].

The board design, interfacing and software controllers have been designed to allow for flexible and modular development of other systems based on the same component set. The following section describes a variation of the EM for a specific example of evolution in materio.

2.2 Development of Liquid Crystal Evolvable Motherboard

Liquid crystal has many of the properties identified as required for artificial evolution. Applying a voltage to it twists the molecules into a different orientation. This movement affects its optical and electronic properties. Removing the applied voltage causes the molecules to relax back to their original state.

We have designed and built an evolvable motherboard that enables us to control the liquid crystal in a standard liquid crystal display. The board is linked to the Evolvatron PC that supplies the configuration information, incident signals and measures the systems response. It is based on the same architecture as the expandable EM described previously. However, because of the difficulty of interfacing the display we needed to devise a different system that was more tailored to the liquid crystal display.

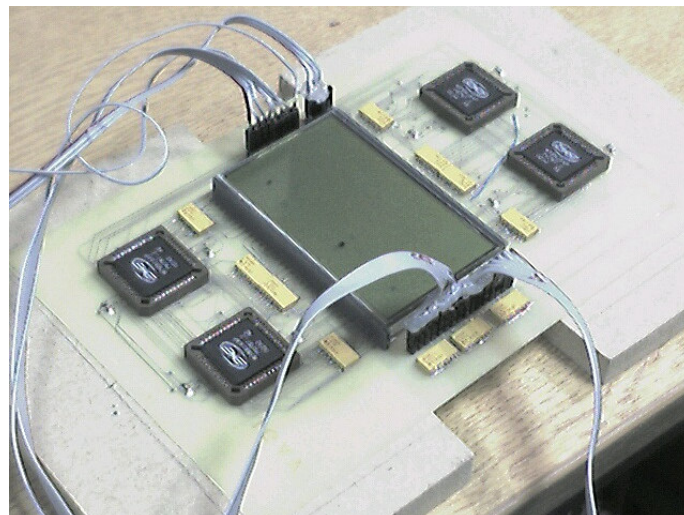


Figure 4 - The Liquid Crystal Evolvable Motherboard

We have so far attempted to evolve transistors and tone discriminators in the liquid crystal, and have been successful in both experiments. This is the first known example of evolution in liquid crystal.

We have been able to evolve devices that have transistor like responses, where a high voltage is output when the incident signal is low and gives a low response to a higher voltage incident signal. This experiment is comparable to the results in [4] where the physics of an FPGA were exploited to perform tone discrimination.

The tone discriminators evolved so far have been able to detect with high accuracy between two square waves of 100Hz and 5Khz. We are currently investigating other frequencies that we can discriminate and are awaiting results. Initial results indicate that we can evolve systems that can successfully distinguish between many of the target frequencies. We hope to publish these results later this year.

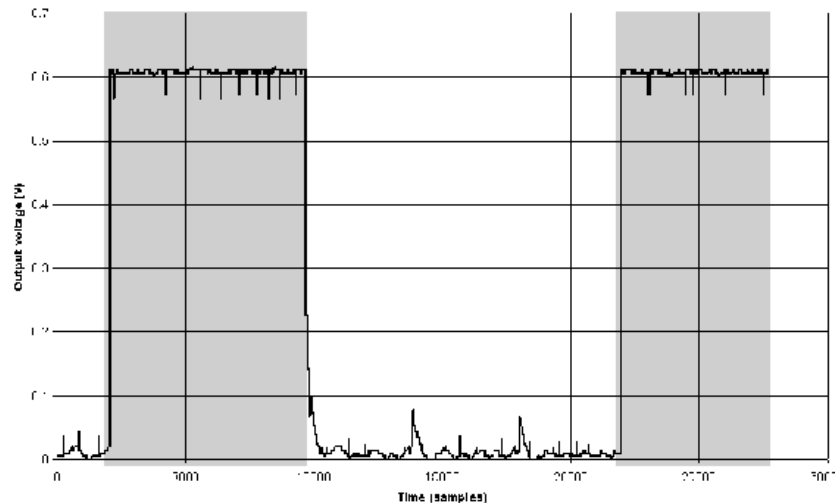


Figure 5 - Tone discriminator response. Dark areas indicate 5kHz input, light 100Hz

It is unclear how these effects are produced. We know that we can refine the responses using evolution, however we do not know if the liquid crystal is responsible and what physical effects are being used. There are no active components in the circuit, and we believe it is highly unlikely the passive components in the EM circuit are significantly involved. Further research is required to discover the mechanisms involved.

Full details of these experiments are given in the two attached papers [6][7]. [6] has been accepted for publication at the 2004 Congress on Evolutionary Computation. [7] has been submitted to the 2004 NASA/DoD Workshop on Evolvable Hardware.

3 Future Work

The work done here is incomplete, and much more work needs to be done. With the success of the apparent evolution in LC and disruption of moving institutions, we have not had the time to investigate radiation damaged components and their behaviour under evolution. We are disappointed yet committed to perform studies into this in the near future.

It is of great importance that we validate that liquid crystal is the medium used by evolution. However, this is a complicated procedure. It will be hard to prove that it is the LC, however we hope to be able to demonstrate our hypothesis beyond reasonable doubt. We first need to obtain a liquid crystal display without the liquid crystal, and observe any changes this makes to the behaviour of the evolution process. It is important to note that if this fails to evolve a solution for the problems presented, it does not demonstrate that the liquid crystal itself was responsible – the system may just require a conductive substrate between the glass connectors. We therefore would require an LCD that we can replace the contents of with other liquids. We would also like to develop a “higher resolution” version of the LCEM with more connections to the display. This would enable us to investigate if the effects we observe can be evolved in specific regions, and then the configuration moved to other parts of the display. We also plan to produce multiple LCEMs so that we can compare co-evolve versions containing LC and those with other substrates. In this way we should be able to use evolution to find solutions that only work in LC. This will add to the body of evidence evolution in LC.

It is also of interest to investigate environmental effects on the behaviour of the system. We would like to explore the effect of changing factors like temperature and compare the systems stability to that of traditional systems. We think that exploring the fault tolerance and recovery of systems evolved *in materio* could have a large impact on future system design – particularly in aerospace and aeronautical engineering where any improvement in reliability is of great benefit.

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Evolution *in materio*: A Tone Discriminator In Liquid Crystal

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Abstract—Intrinsic evolution is often limited to using standard electronic components as the media for problem solving. It has been argued that because such components are human designed and intentionally have predictable responses, they may not be the optimal medium to use when trying to get a naturally inspired search technique to solve a problem. Evolution has been demonstrated as capable of exploiting the physical properties of material to form solutions, however, by giving evolution only conventional components, we may be limiting ourselves to solving certain problems. Using liquid crystal as the evolution substrate, we demonstrate that it is possible to evolve systems, including a tone discriminator, *in materio*.

I. INTRODUCTION

It has been argued that evolution in hardware would benefit from access to a richer physical environment [2], however much of the current research still focuses on conventional component based evolution. Evolving *in materio* may allow us to develop new systems that are based on exploiting the physical properties of a complex system. In [1] we saw that an evolutionary algorithm used some subtle physical properties of an FPGA to solve a problem. It is not fully understood what properties of the FPGA were used. This lack of knowledge of how the system works prevents humans from designing systems that are intended to exploit these subtle and complex physical characteristics. However it does not prevent exploitation through artificial evolution.

This paper introduces liquid crystal as another medium for intrinsic hardware evolution, and demonstrates proof of principle of *in materio* evolution.

II. THE FIELD PROGRAMMABLE MATTER ARRAY

In [2] a device known as a Field Programmable Matter Array (FPMA) was described. The idea behind the FPMA is that applied voltages may induce physical changes within a substance, and that these changes may interact in unexpected ways that may be exploitable under evolution.

Different candidate materials have been cited for possible use as the evolvable substrate in the FPMA. They all share several characteristics: the material should be configurable by an applied voltage/current, the material should affect an incident signal (e.g. optical and electronic) and should be able to be reset back to its original state. Examples of these include electroactive polymers, voltage controlled colloids,

bacterial consortia, liquid crystal, nanoparticle suspensions. In this paper we explore the use of liquid crystal.

A. Liquid Crystal

Liquid crystal (LC) is commonly defined as a substance that can exist in a mesomorphic state [3][4]. Mesomorphic states have a degree of molecular order that lies between that of a solid crystal (long-range positional and orientational) and a liquid, gas or amorphous solid (no long-range order). In LC there is long-range orientational order but no long-range positional order. The most commonly occurring LC molecules take the form

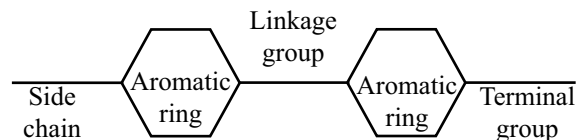


Fig. 1. Aromatic LC Molecule

Aromatic LC is often called a benzene derivative. There is also heterocyclic LC where one or more of the benzene rings are replaced with pyridine, pyrimidine or other similar group. LC can also have a metallic atoms (as a terminal group) in which case they are called organometallic compounds. Chemical stability is strongly influenced by the linkage group. Compounds where the aromatic rings are directly linked are extremely stable. LC tends to be transparent in the visible and near infrared and quite absorptive in UV.

There are three distinct types of LC: lyotropic, polymeric and thermotropic. Thermotropic LC (TLC) is the most common form and is widely used. TLC exhibit various liquid crystalline phases as a function of temperature. They can be depicted as rod-like molecules and interact with each other in distinctive ordered structures. TLC exists in three main forms: nematic, cholesteric and smectic. In nematic LC the molecules are arranged positionally randomly but all share a common alignment axis. Cholesteric LC (or chiral nematic) is like nematic however they have a chiral orientation. In smectic LC there is typically a layered positionally disordered structure. In type A the molecules are oriented in alignment with the natural

physical axes (i.e normal to the glass container, depicted by the arrow), however in type C the common molecular axes of orientation is at an angle to the container. The three types are illustrated in figure. 2.

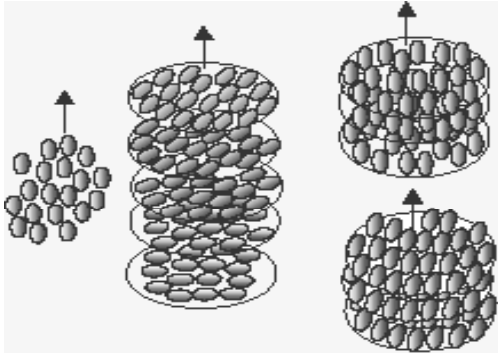


Fig. 2. Nematic, cholesteric, smectic-A forms (top) and smectic-C of liquid crystal (from left)

There is a vast range of different types of liquid crystal. LC of different types can be mixed. LC can be doped (as in Dye-Doped LC) to alter their light absorption characteristics. Dye-Doped LC film has been made that is optically addressable and can undergo very large changes in refractive index [5]. There are Polymer-Dispersed Liquid Crystals these can have tailored electrically controlled light refractive properties. Another interesting form of LC being actively investigated is Discotic LC. These have the form of disordered stacks (1-dimensional fluids) of disc-shaped molecules on a two dimensional lattice. Although discotic LC is an electrical insulator, it can be made to conduct by doping with oxidants [6]. LC is widely known as useful in electronic displays, however, there are in fact, many non-display applications too. There are many applications of LC to electrically controlled light modulation: phase modulation, optical correlation, optical interconnects and switches, wavelength filters, optical neural networks. In the latter case LC is used to encode the weights in a neural network [7].

III. AN EVOLVABLE MOTHERBOARD WITH A FPMA

A. Previous Evolvable Motherboards

An evolvable motherboard(EM)[8] is a circuit that can be used to investigate intrinsic evolution. The EM is a reconfigurable circuit that rewires a circuit under computer control. Previous EMs have been used to evolve circuits containing electronic components[8][9] - however they can also be used to evolve in materio by replacing the standard components with a candidate material.

An EM is connected to an Evolvatron. This is essentially a PC that is used to control the evolutionary processes. The Evolvatron also has digital and analog I/O, and can be used to provide test signals and record the response of the material under evolution.

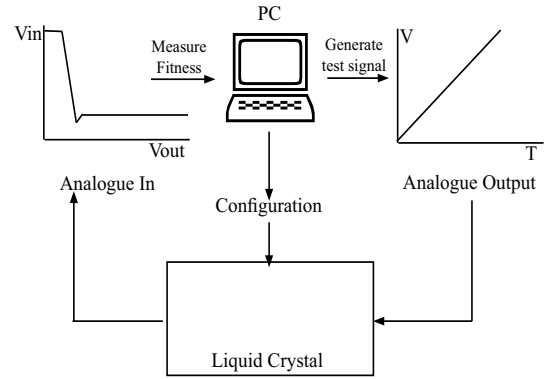


Fig. 3. Equipment configuration

B. The Liquid Crystal EM

In the experiments presented here, a standard liquid crystal display with twisted nematic liquid crystals was used as the medium for evolution. The display is a monochromatic matrix LCD with a resolution for 180 by 120 pixels. It is assumed that the electrodes are indium tin oxide. Typically such a display would be connected to a driver circuit. The driver circuit has a configuration bus on which commands can be given for writing text or individually addressing pixels so that images can be displayed. The driver circuit has a large number of outputs that connect to the wires on the matrix display. When displaying an image appropriate connections are held high, at a fixed voltage - the outputs are typically either fully on or fully off.

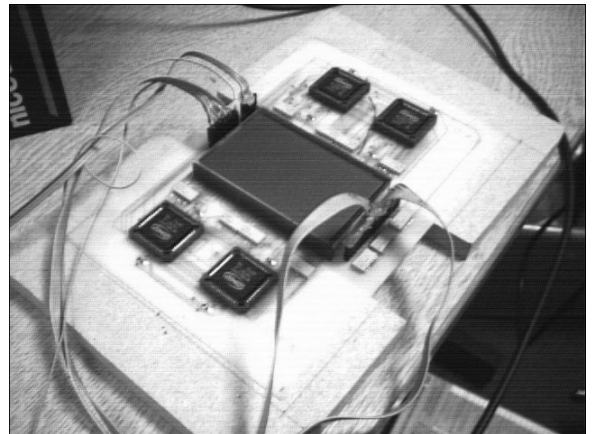


Fig. 4. The LC EM

Such a driver circuit is unsuitable for our task of intrinsic evolution. We need to be able to apply both control signals and incident signals to the display, and also record the response from a particular connector. Evolution should be allowed to determine the correct voltages to apply, and may choose to apply several different values. The evolutionary algorithm should also be able to select suitable positions to apply and record values. A standard driver circuit would be unable to do this satisfactorily.

Hence a variation of the evolvable motherboard was developed in order to meet these requirements.

The Liquid Crystal Evolvable Motherboard (LCEM) is circuit that uses four cross-switch matrix devices to dynamically configure circuits connecting to the liquid crystal. The switches are used to wire the 64 connections on the LCD to one of 8 external connections. The external connections are: input voltages, grounding, signals and connections to measurement devices. Each of the external connectors can be wired to any of the connections to the LCD.

The external connections of the LCEM are connected to the Evolvatron’s analogue inputs and outputs. One connection was assigned for the incident signal, one for measurement and the other for fixed voltages. The value of the fixed voltages is determined by the evolutionary algorithm, but is constant throughout each experimental run.

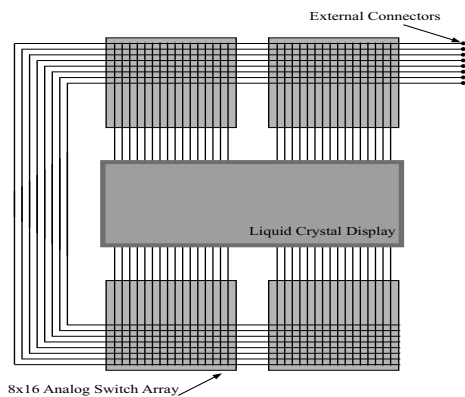


Fig. 5. Schematic of LCEM

In these experiments the liquid crystal glass sandwich was removed from the display controller it was originally mounted on, and placed on the LCEM. The display has a large number of connections (in excess of 200), however because of PCB manufacturing constraints we are limited in the size of connection we can make, and hence the number of connections. The LCD is therefore roughly positioned over the pads on the PCB, with many of the PCB pads touching more than 1 of the connectors on the LCD. This means that we are applying configuration voltages to several areas of LC at the same time.

Unfortunately neither the internal structure nor the electrical characteristics of the LCD are known. This raises the possibility that a configuration may be applied that would damage the device. The wires inside the LCD are made of an extremely thin material that could easily be burnt out if too much current flows through them. To guard against this, each connection to the LCD is made through a 4.7Kohm resistor in order to provide protection against short circuits and to help limit the current in the LCD. The current supplied to the LCD is limited to 100mA. The software controlling the evolution is also responsible for avoiding configurations that may endanger the device (such as short circuits).

It is important to note that other than the control circuitry

for the switch arrays there are no other active components on the motherboard - only analog switches, smoothing capacitors, resistors and the LCD are present.

IV. GENETIC REPRESENTATION

A. The Genotype

The genetic representation for each individual is made of two parts. The first part specifies the connectivity; the second part determines the electrical properties of signals supplied to the motherboard.

Each connector on the LCD can be connected to one of the eight external connectors or left to float. Each of the connectors is represented by a number from 0 to 7 and no connection is represented by 8. Hence the genotype for connectivity is a string of 64 integers in the range 0 to 8.

The remainder of the genotype specifies the voltages applied to the pins on the external connector that are not used for signal injection / monitoring. On the LCEM there five such configurable connectors. The voltage is represented as a 16-bit integer, the 65536 possible values map to the voltage levels output from -10V to +10V.

B. Constraints

To help prevent damage and misreading output signals, the genotype has to be limited to configurations that will not be harmful to its phenotypic expression. To achieve this certain connections (for example where the output is measured) are limited to a certain number of appearances within the genotype. By preventing the genotype from going outside these constraints it is hoped that no damaging configurations can be downloaded into the LCEM.

Unconstrained, the number of possible of possible configurations is $9^{64} X 2^{80}$.

C. Genetic Operators

A mutation is defined as randomly taking an element in one part of the genotype (either the connectivity or the extra electrical component) and setting it to a randomly selected new value. Constraints are enforced to prevent illegal configurations.

The constraints imposed on this representation would make recombination very difficult to implement and would require many arbitrary decisions to be made on suitable repair techniques. For example, it is unclear what strategy should be used to fix a genotype where there are two outputs and only one is allowed. For this reason, the evolutionary algorithm used here has no crossover operator.

D. Parameters

In all the following experiments, a population of 40 individuals was used. The mutation rate was set to 5 mutations per individual. Elitism was used, with 5 individuals selected from the population going through to the next generation. Selection was performed using tournament selection based on a sample of 5 individuals.

Evolutionary runs were limited to 100 generations. With each generation taking approximately 30s to evaluate.

V. INITIAL EXPERIMENTS

A. Evolving a Non-linear Function

The first experiment was designed to discover if the system was capable of evolving a non-linear response. A non-linear response in this instance is defined as the variation of $\frac{\Delta VoltageOut}{\Delta VoltageIn}$ against $\Delta VoltageOut$. Where VoltageOut is the signal generated by the PC, and VoltageIn is the signal recorded by the PC from the LC. It was quickly determined that the system could evolve potential dividers or route one of the fixed configuration voltages back to the input, however such a system is trivial. There are many ways that this can be evolved - and some may not require the LC itself.

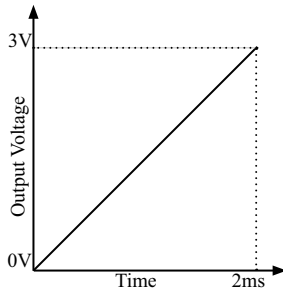


Fig. 6. Output from PC

A fitness function was devised to return a measure of the non-linearity of a response. A voltage/time sample was made and an "edge detection" algorithm was applied. The algorithm has the same effect as applying an edge detection convolution filter to a 1d image, and is an easy way of detecting inflexions in the response.

A voltage was applied to the EM and ramped from 0V to 3V over a period of approximately 2ms, figure 6. The response from the EM was sampled over this period using the analogue inputs of the PC. The fitness function then parsed the sample and averaged over a number of contiguous samples to produce an expected value for the result in the middle of a small window (of length w , where $w=3$). The expected value would be the same as the actual value if the response was linear. If the response is non-linear (e.g. a step change) then the expected value will be different from the recorded value. The total fitness of the response was calculated as the sum of the differences of the expected value for a sample and its actual value. As a side effect, by averaging several values to find the expected response the sample was "smoothed" and noise reduced. Let S be a set of L samples, the input and output samples are represented as S_{in} and S_{out} . The j th element of the set is $S[j]$.

$$fitness = \sum_{i=\frac{w}{2}}^{L-\frac{w}{2}} \left(\frac{\sum_{j=i-\frac{w}{2}}^{i+\frac{w}{2}} S_{out}[j]}{w} - S_{out}[i] \right)$$

Several different but common types of response were observed. Sometimes the output held at particular level or was proportional to the input. Over time, responses were evolved that have interesting steps. The fitness function will reward

strongly this type of response as there are large differences between the expected and the actual response. Examples of these responses are in figures 7, 8 and 9. It was also noted that the steps disappeared if the analogue signal fed to the LC was slowed, however we have been unable to investigate this phenomena at this time.

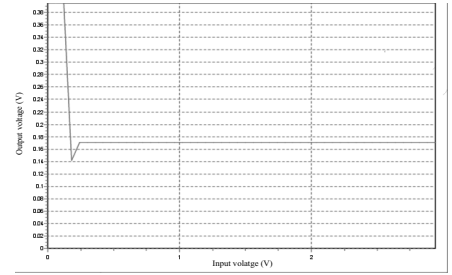


Fig. 7. Example 1 of LC response

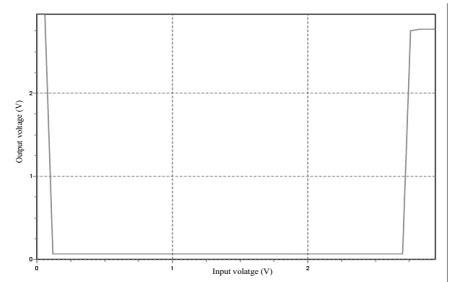


Fig. 8. Example 2 of LC response

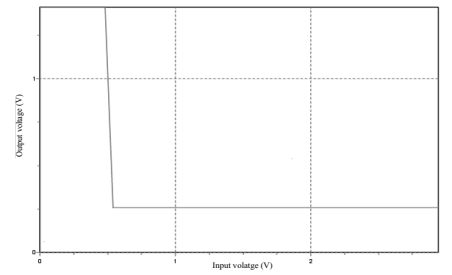


Fig. 9. Example 3 of LC response

Figure 10 shows the best individual's responses from an evolutionary run. The x-axis is voltage in and the y-axis is voltage out. Both axis are in volts.

B. Comparisons to Random Search

It was noted that small step responses were often generated within only a few generations, typically less than 5 were needed before a noticeable step occurred. To check that the results found required an evolutionary process and not random search the previous experiment was repeated but using random search. In this instance, step functions were not frequently observed. Typically no response was obtained from the LCEM.

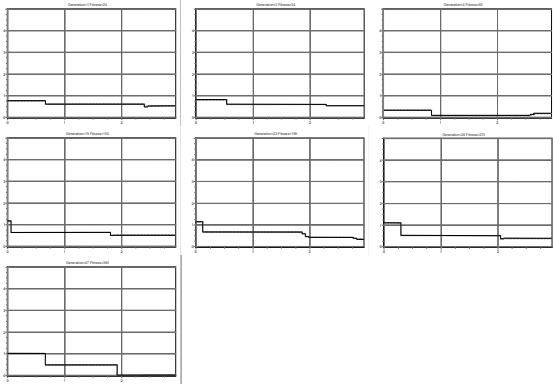


Fig. 10. Sequence showing evolution of a non-linear response (output v input voltage)

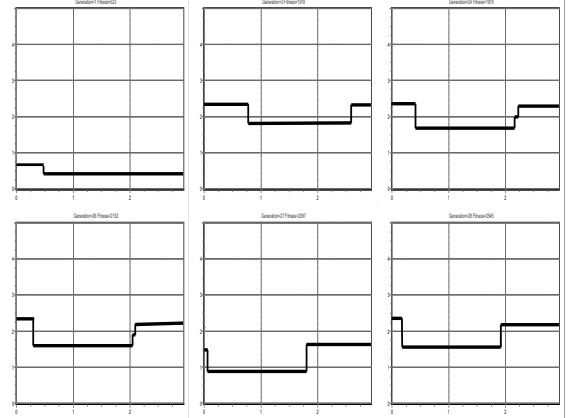


Fig. 11. Sequence showing evolution of response at 2V (output vs. input voltage)

C. Evolution Without the Display

As these results were surprising, it was important to try and discover what was causing the responses observed. The inputs and outputs of the LCEM were verified with an oscilloscope, and matched with the results that the Evolvatron was recording. The next experiment was to try the evolution without the LCD. The display was removed from the circuit, and the first experiment repeated. No response was found from the EM. This does not demonstrate that the LC itself is responsible, however it removes the chance that it is some feature of the control circuitry. More experiments will be performed in future to try and demonstrate that it is the LC modifying the input signal - however at this stage we have not constructed a suitable "dummy" display.

D. Evolving a transistor

The next experiment was to try and evolve a transistor. The desired response here is a low output when the input voltage is below a certain threshold and high otherwise. The target threshold was set to 1.5V (in the middle of input voltage range), with a response of 0V below the threshold and at least 3V above. Evolution failed to find a response with the desired characteristics. However, observations of the step functions produced were interesting. It appeared that there were several distinct input voltages at which the steps occurred, and that the switch was from high to low (the opposite of the desired transistor). It is not clear what the causes the step to occur at these input voltages and configurations, and it is hoped future experimentation may provide clues to the mechanism.

However, it is our current opinion that these may be related to the energy thresholds of transitions in state of the LC, where a certain voltage is required before the molecules in the LC will change their orientation. The following experiment describes a more unconstrained approach to evolving a transistor, where no target switch voltage was defined.

VI. FURTHER EXPERIMENTS

A. Finding The Hot Spots

Following the observation of the step-like responses at particular input voltages, an experiment was set up to try and identify the regions where the switch occurs. This is essentially the same as attempting to evolve a transistor, however in this experiment there was no requirement for a switch to occur at any particular point. In this experiment the error on each expected value was weighted (by D) according to its distance from the target switch voltage(T). T was varied between 0.1V and 3V at increments of 0.2V. We also repeated this experiment, this time dropping the voltage from 3V down to 0.1V

$$D = ((MaximumInputVoltage)^2 - (S_{in}[j] - T)^2)$$

$$fitness = \sum_{i=\frac{w}{2}}^{L-\frac{w}{2}} \left(\left(\frac{\sum_{j=i-\frac{w}{2}}^{i+\frac{w}{2}} S_{out}[j]}{w} - S_{out}[i] \right) \times D \right)$$

Figure 11 shows the responses of the best individuals from a typical run. Here the target voltage for a step was 2V. We can see that evolution is able to move the solution toward the target but cannot position the step exactly at 2V.

From figure 12 we can see that there appear to be areas in which the step function cannot be obtained. The diagonal streaks are where the evolutionary algorithm has mapped the input to the output through the LCD and noise on sensor readings has added a step. These steps are small, of the order of 0.001V, but very frequent - hence the high densities seen. It is not yet understood why there is a horizontal line where the output is about 3V. It is also not understood at this time why the regions occur, and why they are in this particular distribution. It is also interesting to see that when the voltage was being ramped from 3V down to 0V these step points did not occur as much, and do not occur at the same places. These results indicate that the LC is more sensitive to certain kinds of signal than others.

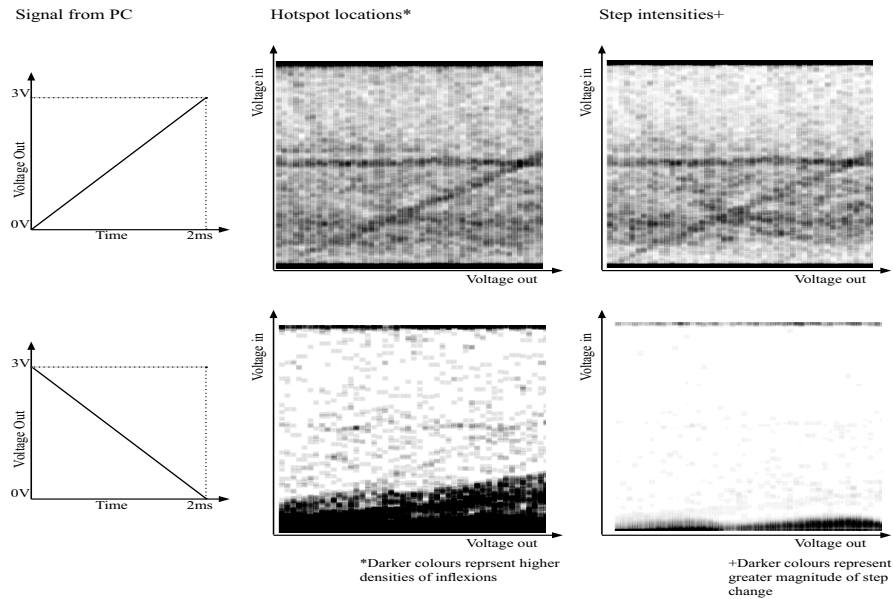


Fig. 12. Response hot spots

B. Evolution Of A Tone Discriminator

In this instance we define a tone discriminator as a device which when presented with one of two signals input signals returns a different response for the each signal. In [1], on which this experiment is loosely based, the FPGA under investigation was asked to differentiate a 1kHz square wave from a 10kHz square wave, giving a low output for one and a high output for the other. In this experiment we have arbitrarily chosen two frequencies of 100Hz and 5kHz. Each signal is a square wave, oscillating between 0V and 5V, with equal timing given to the low and high states. The tones were presented in 250ms bursts with no gap between the tones. The goal was to evolve a device that would output a low value ($<0.1V$) at low frequencies, and high ($>0.1V$) at the higher frequency. The fitness was calculated as the percentage of samples made where the output was in the correct state for a given input frequency.

Let S be the vector containing the input sample. Let L be the length of S . O is a vector containing the output frequency at a given time. The output frequency can be either HIGH or LOW. The j th element of the set is $S[j]$. t is the threshold for a low response, i.e. $<0.1V$.

$$x(i) = \begin{cases} 1 & \text{if } S[i] \leq t \text{ and } O[i] = \text{HIGH}; \\ 1 & \text{if } S[i] \geq t \text{ and } O[i] = \text{LOW}; \\ 0 & \text{otherwise.} \end{cases}$$

$$fitness = \frac{\sum_{i=0}^L x(i)}{L}$$

It is important to note that samples taken do not correspond to time as samples are taken on an interrupt, and frequency of

sampling may be affected by other processes running on the computer.

Not all attempts at evolving the discriminator under these conditions were successful, however we did manage to evolve a discriminator with the response shown in Figure 14. Although the output was not stable, there is a clear difference between the behaviour at low and high frequencies. At high frequencies a high output was obtained for the majority over time, for low frequencies a low output was obtained.

This experiment is the first device that we have successfully evolved in LC. We assume the behaviour stems from capacitive effects originating inside the LCD, and that the system is acting as a form of R-C network. The crosspoint switches are unlikely to be involved as they are designed for high frequency audio/video signals. The feed-through capacitance at 1Mhz is 0.2pF and the switch I/O capacitance is 20pf. This would seem too small to have any filtering effect on these relatively low frequencies.

If we look closely at some partial solutions we see some evidence for the capacitive effect. We often see effects as in Figure15 where there is a response to the change in tone, however it takes time for the response to dissipate and for the system to return to the next state.

Another interesting observation is that if a configuration is reloaded into the LCEM it fails to work, however if the population containing that solution is allowed to evolve (for another 2 to 3 generations) the behaviour returns.

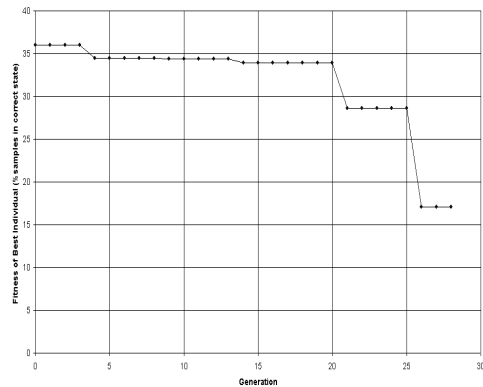


Fig. 13. Evolution of tone discriminator

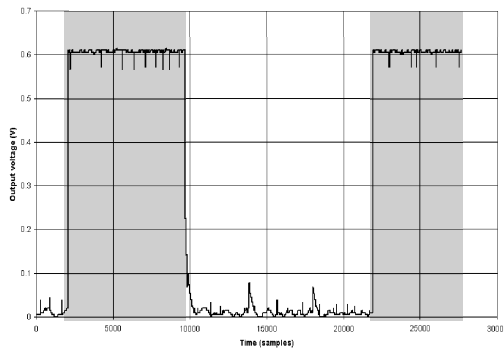


Fig. 14. Tone discriminator response. Dark areas indicate 5kHz input, light 100Hz

VII. CONCLUSIONS

The tone discriminator described above is the first known use of LC for such a task. We have demonstrated that LC appears to be suitable for use as an evolutionary medium, however there are many unanswered questions. We hope to address these in future work. More work is required to prove that the LC is responsible for the observed results and to attempt to discover how the LC is being exploited. We also appreciate the need for more detailed study of the properties of the system in different conditions (e.g. voltages, temperatures or input frequencies), however the experiments shown are designed to be the basis of an exploration into the possibilities of evolution in materio. Our initial findings point to our earlier intuitions: that even in unusual material media, artificial evolution can find novel ways of implementing solutions.

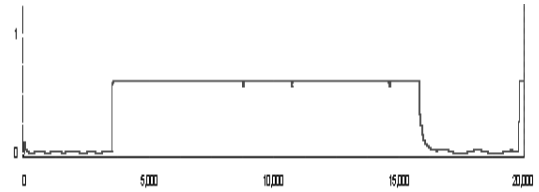


Fig. 15. Illustration of capacitance effect. (voltage(V) / time(samples))

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