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Mario Plays on a Manifold: Generating Functional Content in Latent Space through Differential Geometry

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Growing 3D Artefacts and Functional Machines with Neural Cellular Automata

Safer Reinforcement Learning through Transferable Instinct Networks

Evolving and Merging Hebbian Learning Rules: Increasing Generalization by Decreasing the Number of Rule
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Growing Simulated Robots with Environmental Feedback: an Eco-Evo-Devo Approach
Helmut Hauser, Walker, K. E. & Risi, S., 10 Jul 2021, In: GECCO.

Utopian or Dystopian?: Using a ML-Assisted image generation game to empower the general public to envision the future

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Safer reinforcement learning through evolved instincts

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A Robot to Shape your Natural Plant: The Machine Learning Approach to Model and Control Bio-Hybrid Systems

Automated Curriculum Learning by Rewarding Temporally Rare Events
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Blood Bowl: The Next Board Game Challenge for AI
Born to learn: The inspiration, progress, and future of evolved plastic artificial neural networks

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Single-unit pattern generators for quadruped locomotion

Generating Flower Images and Shapes with Compositional Pattern Producing Networks
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Confronting the challenge of learning a flexible neural controller for a diversity of morphologies

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A unified approach to evolving plasticity and neural geometry

Combining Search-Based Procedural Content Generation and Social Gaming in the Petalz Video Game.

Multirobot behavior synchronization through direct neural network communication

On the Benefits of Divergent Search for Evolved Representations

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How novelty search escapes the deceptive trap of learning to learn

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