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Dealing with Adversarial Player Strategies in the Neural Network Game iNNk through Ensemble Learning

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

Regenerating Soft Robots through Neural Cellular Automata

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CPPN2GAN: Combining Compositional Pattern Producing Networks and GANs for Large-Scale Pattern Generation

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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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EuroGP 2018 panel debate: genetic programming in the era of deep 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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A unified approach to evolving plasticity and neural geometry

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

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