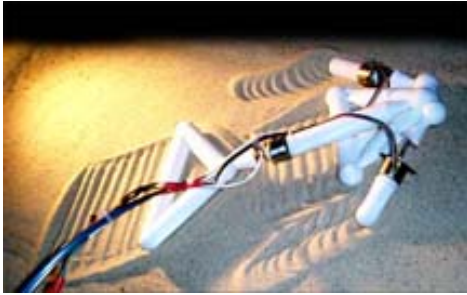


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### **Biologically-inspired Evolutionary robotics**



In this project we develop new robots not by designing them directly (the traditional way), but by allowing robots to compete and cooperate under natural selection. After many generations we get interesting new kinds of machines and controllers, first in simulation (in a gaming simulator like Doom) and then in reality. Various projects involve physical simulation, evolutionary computation, embedded electronics and automatic fabrication of robots. Suitable for a single student or a team of two. To learn more, see [http://www.mae.cornell.edu/ccsl/papers/Biomimetics05\\_Lipson.pdf](http://www.mae.cornell.edu/ccsl/papers/Biomimetics05_Lipson.pdf)