Evolutionary Computation for Digital Art

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Aneta Neumann, Frank Neumann
The University of Adelaide
Australia

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Introduction and Motivation

Motivation

- Evolutionary Computation (EC) techniques have been frequently used in the context of computational creativity.
- Various techniques have been used in the context of music and art (see EvoMusArt conference and DETA track at GECCO).

Motivation

- Evolutionary algorithms have been frequently used to optimize complex objective functions.
- This makes them well suitable for generative art where fitness functions are often hard to optimize.
- Furthermore, objective functions are often subjective to the user.

Motivation

- In terms of novel design, evolutionary computation techniques can be used to explore new solutions in terms of different characteristics.
- Evolutionary algorithms are able to adapt to changing environments.
- This makes them well suited to be used in the context of artistic work where the desired characteristics may change over time.

This Tutorial

- Summary of results in the areas of
  - 2d and 3D artifacts
  - Animations
- Overview on our recent work to create unique generative art using evolutionary computation to carry out
  - Image transition and animation
  - Image composition
  - Diversity optimization for images

Outline

- Introduction and Motivation
- Evolving 2D and 3D Artifacts
- Aesthetic Features
- Evolutionary Image Transition
- Quasi-random Image Animation
- Evolutionary Image Composition
- Evolutionary Image Diversity Optimization
- Conclusions

Evolving 2D and 3D Artifacts

Evolving 2D and 3D Artifacts

- *Blind Watchmaker* (Dawkins, 1986) evolved 2D biomorph graphical objects from sets of genetic parameters (combined with Darwinism theory).
- Latham (1985) created *Black Form Synth*. These are hand-drawn "evolutionary trees of complex *forms"* using a set of transformation rules.

Evolving 2D and 3D Artifacts

- In 1991, Sims published his seminal SIGGRAPH paper.
- He introduced the expression-based approach of evolving images.
- He created images, solid textures, and animations using mutations of symbolic lisp expressions.

Evolving 2D and 3D Artifacts

- The mathematical expression is represented as a tree graph structure and used as the genotype.
- The tree graph consists of mathematical functions and operators at the nodes, and constants/variables at the leaves (similar to genetic programming).
- The resulting image is the phenotype.
- To evolve sets of images, it uses crossover and mutation.

Evolving 2D and 3D Artifacts (Sims, 1997)

- *In Galápagos* (Sims, 1997) created an interactive Darwinian evolution of virtual "organisms" based on Darwinian theory.
- Several computers simulate the growth and characteristic behaviours of a population of abstract organisms.
- The results are displayed on computer screens.

Evolutinary Process (Sims, 1997)

- The offspring are copies and combinations of their parents.
- In addition, their genes are altered by random mutations.
- During evolutionary cycle of reproduction and selection, new organisms are created.

EC System (Sims, 1997)

- The EC system allows users to express their preferences by selecting their preferred display by standing on step sensors in front of those displays.
- The selected display is used for reproduction using mutation/crossover. The other solutions are removed when the new offspring is created.

Evolving 2D and 3D Artifacts (Latham, Todd, 1992)

- Latham, Todd (1992) introduced *Mutator* to generate art and evolve new biomorphic forms.
- The Mutator creates complex branching organic forms through the process of "surreal" evolution.
- At each iteration the artist selects phenotypes that are "breed and growth", and the solutions co-interact.

Other Selected Contributions

- Unemi (1999) developed *SBART*. This is a design support tool to create 2-D images based on user selection.
- Takagi (2001) describes in the survey research on interactive evolutionary computation (IEC) which categorises different application areas.
- Machado and Cardoso (2002) introduced *NEvAr*. *This* is an evolutionary art tool, using genetic programming and automatic fitness assignment.

Other Selective Contributions

- Draves (2005) introduced *Electric Sheep*. *The* system allows a user to approve or disapprove phenotypes.
- Hart (2009) evolved different expression-based images with a focus on colours and forms.
- Kowaliw, Dorin, McCormack (2012) explore a definition of creative novelty for generative art.

Image Morphing (Banzhaf, Graf 1995)

- Banzhaf and Graf (1995) used interactive evolution to help determine parameters for image morphing.
- They combine IEC with the concepts of warping and morphing from computer graphics to evolve images.
- They used recombination of two bitmap images through image interpolation.

Aesthetic Measures

Aesthetic Measures

- Computational aesthetic is a subfield of artificial intelligence dealing with the computational assessment of aesthetic forms of visual art.
- Some general image features that have been used are:
  - Hue
  - Saturation
  - Symmetry
  - Smoothness

Aesthetic Measures

- Examples of aesthetic measurements:
  - Benford's Law
  - Global Contrast Factor
  - Information Theory
  - Reflectional Symmetry
  - Colorfulness

Aesthetic Measures (den Heijer, Eiben 2014)

- den Heijer and Eiben (2014) investigated aesthetic measures for unsupervised evolutionary art.
- Their Art Habitat System uses genetic programming and evolutionary multi-objective optimization.
- They compared aesthetic measurements and gave insights into the correlation of aesthetic scores.

Evolutionary Image Transition

Evolutionary Image Transition

- The main idea compromises of using well-known evolutionary processes and adapting these in an artistic way to create an innovative sequence of images (video).
- The evolutionary image transition starts from given image **S** and evolves it towards a target image **T**
- Our goal is to maximise the fitness function where we count the number of the pixels matching those of the target image.

Evolutionary Image Transition

Algorithm 1 Evolutionary algorithm for image transition

- Let S be the starting image and T be the target image.
- Set X:=S.
- Evaluate $f(X,T)$.
- while (not termination condition)
  - Obtain image Y from X by mutation.
  - Evaluate $f(Y,T)$
  - If $f(Y,T) \geq f(X,T)$, set $X := Y$.

Fitness function: $f(X,T) = |\{X_{ij} \in X \mid X_{ij} = T_{ij}\}|$.

Asymmetric Mutation

- We consider a simple evolutionary algorithm that has been well studied in the area of runtime analysis, namely variants of (1+1) EA.
- We adapt an asymmetric mutation operator used in Neumann, Wegener (2007) and Jansen, Sudholt (2010).

Asymmetric Mutation

Algorithm 2 Asymmetric mutation

- Obtain Y from X by flipping each pixel X_{ij} of X independently of the others with probability $c_s/(2|X|_S)$ if $X_{ij} = S_{ij}$, and flip X_{ij} with probability $c_t/(2|X|_T)$ if $X_{ij} = T_{ij}$, where $c_s \geq 1$ and $c_t \geq 1$ are constants, we consider $m = n$.

- for our experiments we set c_s =100 and c_t=50.

Example Images

Starting image S (Yellow-Red-Blue, 1925 by Wassily Kandinsky) and target image T (Soft Hard, 1027 by Wassily Kandinsky)

Video: Asymmetric Mutation

Uniform Random Walk

- A *Uniform Random Walk* - the classical random walk chooses an element $X_{kl} \in N(X_{ij})$ uniformly at random.
- We define the neighbourhood $N(X_{ij})$ of X_{ij} as

$$N(X_{ij}) = \{X_{(i-1)j}, X_{(i+1)j}, X_{i(j-1)} X_{i(j+1)}\}$$

Uniform Random Walk

Algorithm 3 Uniform Random Walk

- Choose the starting pixel $X_{ij} \in X$ uniformly at random.
- Set $X_{ij} := T_{ij}$.
- while (not termination condition)
  - Choose $X_{kl} \in N(X_{ij})$ uniformly at random.
  - Set $i := k$, $j := l$ and $X_{ij} := T_{ij}$.
- Return X.

Video – Uniform Random Walk

Biased Random Walk

- A *Biased Random Walk* - the probability of choosing the element X_{kl} is dependent on the difference in RGB-values for T_{ij} and T_{kl}.

Biased Random Walk

Algorithm 4 Biased Random Walk

- Choose the starting pixel $X_{ij} \in X$ uniformly at random.
- Set $X_{ij} := T_{ij}$.
- while (not termination condition)
  - Choose $X_{kl} \in N(X_{ij})$ according to probabilities $p(X_{kl})$.
  - Set $i := k$, $j := l$ and $X_{ij} := T_{ij}$.
- Return X.

Biased Random Walk

We denote by T_{ij}^r, $1 \leq r \leq 3$, the rth RGB value of T_{ij} and define

$$\gamma(X_{kl}) = \max\left\{\sum_{r=1}^{3} |T_{kl}^r - T_{ij}^r|, 1\right\}$$

$$p(X_{kl}) = \frac{(1/\gamma(X_{kl}))}{\sum_{X_{st} \in N(X_{ij})} (1/\gamma(X_{st}))}.$$

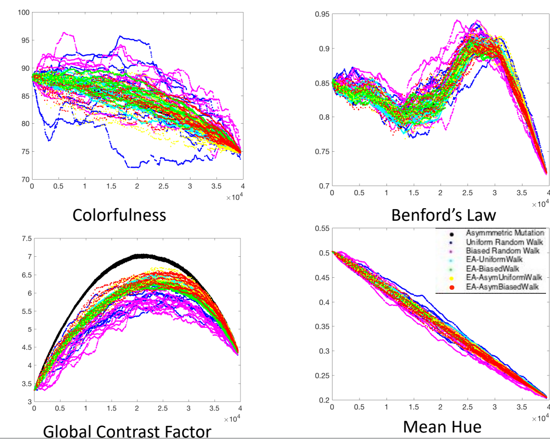
Mutation Based on Random Walks

- We use the random walk algorithms as part of our mutation operators.
- Each mutation picks a random pixel and runs the (biased) random walk for t_{max} steps.
- For our experiments we use 200x200 images and set $t_{max}=100$.

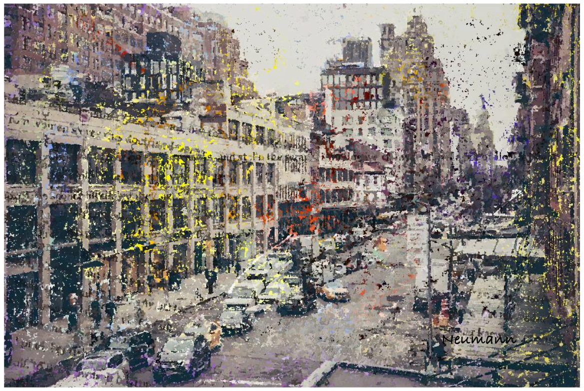
Random Walk Mutation and Biased Random Walk Mutation

Videos - Biased Random Walk Evolutionary Algorithm

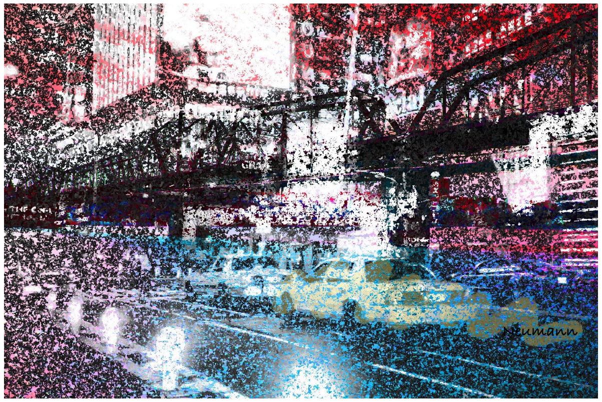
Feature Values During Transition:



SALA 2016 – Art Exhibition, Australia



SALA 2016 – Adelaide, Australia



Quasi-random Transition and Animation

Quasi-random Walks

- So far: Random walks as main operators for mutation and transition process
- Quasi-random walks give a (deterministic) alternative which is easy to control by a user.

Quasi-random Transition and Animation

General setting:

- There are k agents each of them painting their own image I^k through a quasi random walk. Quasi-random walk is determined by the sequence that the agent uses.
- Process starts with a common image X.
- All agents paint on this image overriding X and previous painting of other agents.
- This leads to complex animation processes.
- Image transition is a special case where all agents paint the same image I.

Agent Moves

Move of an agent:

- Each pixel has a sequence of directions out of from {left, right, up, down}.
- At each iteration, the agent moves from its current pixel p to the neighbor pixel p' determined by the current position in the sequence at p.
- It paints pixel p' with the current pixel in its sequence and increases the position counter at p by 1 (modulo sequence length).

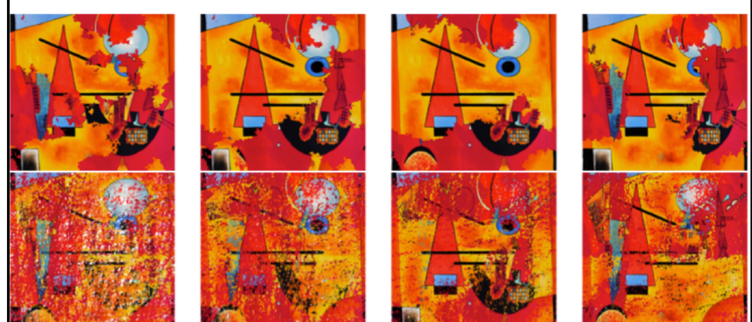
Algorithm

Algorithm 1 QUASI-RANDOM ANIMATION

Require: Start image Y of size $m \times n$. For each agent k, $1 \leq k \leq r$, an image I^k of size $m \times n$, sequence S^k and position counters $c^k(i,j) \in \{0, \ldots, |S^k|\}$, $1 \leq i \leq m$, $1 \leq j \leq n$.

$X \leftarrow Y$
for each agent k, $1 \leq k \leq r$ **do**
  choose $P^k \in m \times n$ and set $X(P^k) := I^k(P^k)$.
end for
$t \leftarrow 1$
while $(t \leq t_{\max})$ **do**
  for each agent k, $1 \leq k \leq r$ **do**
    Choose $\hat{P}^k \in N(P^k)$ according to $S_k(c(P^k))$.
    $X(\hat{P}^k) \leftarrow I^k(\hat{P}^k)$
    $c^k(P^k) \leftarrow (c^k(P^k) + 1) \mod |S^k|$.
    $P^k \leftarrow \hat{P}^k$.
  end for
  $t \leftarrow t + 1$
end while

2 Agents Symmetric and Asymmetric Sequences



Example Video: 4 Agents Symmetric Sequences

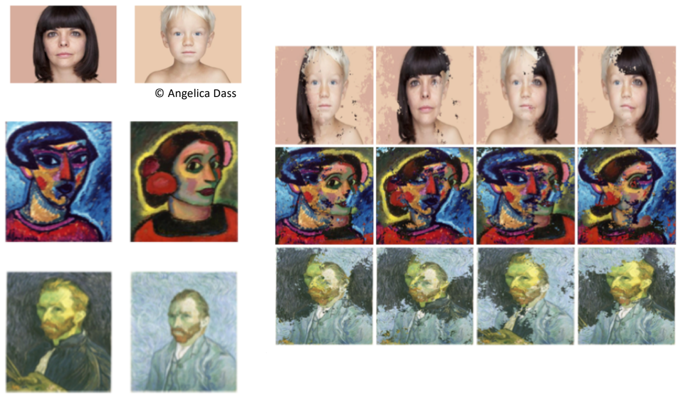
Example Video: 4 Agents Asymmetric Sequences

Evolutionary Image Composition

Key Idea

- Create a composition of two images using a region covariance descriptor.
- Incorporate region covariance descriptors into fitness function.
- Use Evolutionary algorithms to optimize the fitness such that a composition of the given two images based on the considered features is obtained.

Image Composition



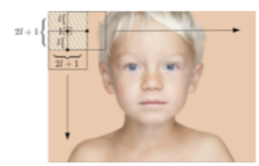
Evolutionary Image Composition Using Feature Covariance Matrices

- Evolutionary algorithms that create new images based on a fitness function that incorporates feature covariance matrices associated with different parts of the images.
- Population-based evolutionary algorithm with mutation and crossover operators based on random walks.

Algorithm 1 ($\mu + 1$) GA for evolutionary image composition

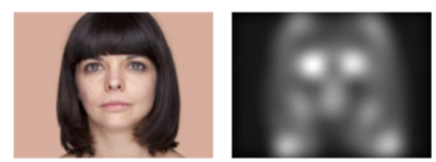
```
Require: S and T are images
Initialise population 𝒫 = {P_1, ..., P_μ}
while not termination condition do
    Select an individual P_i ∈ 𝒫 uniformly at random
    if rand() < p_c then                                  ▷ Crossover
        Select P_j ∈ 𝒫 \ P_i uniformly at random
        if rand() < 0.5 then                  ▷ See Section 4.2 for t_cr
            Y ← RandomWalkMutation(X,Z,t_cr)
        else
            Y ← RectangularCrossover(P_i,P_j)
        P_i ← Selection(P_i,Y)
    else                                                  ▷ Mutation
        if rand() < 0.5 then
            Y ← RandomWalkMutation(P_i,S,t_max)
        else
            Y ← RandomWalkMutation(P_i,T,t_max)
        P_i ← Selection(P_i,Y)
        Adapt t_max                                  ▷ See Section 4.1.
return 𝒫                       ▷ Result is a population of evolved images.
```

#3 square region of interest



$$\mathcal{G} = \left\{ (c,d) \,\middle|\, \begin{array}{l} c = (l+1) + pl,\ p = 0, 1, \ldots, \left\lfloor \frac{m-l}{l} \right\rfloor - 1 \\ d = (l+1) + ql,\ q = 0, 1, \ldots, \left\lfloor \frac{n-l}{l} \right\rfloor - 1 \end{array} \right\}$$

#4 saliency mask



#5
set of features

Set 1: $\left[i, j, r, g, b, \sqrt{\left(\frac{\partial I}{\partial i}\right)^2 + \left(\frac{\partial I}{\partial j}\right)^2}, \tan^{-1}\left(\left|\frac{\partial I}{\partial i}\right| / \left|\frac{\partial I}{\partial j}\right|\right)\right]^{\mathsf{T}};$

Set 2: $[i, j, h, s, v]^{\mathsf{T}};$

Set 3: $\left[h, s, v, \sqrt{\left(\frac{\partial I}{\partial i}\right)^2 + \left(\frac{\partial I}{\partial j}\right)^2}, \tan^{-1}\left(\left|\frac{\partial I}{\partial i}\right| / \left|\frac{\partial I}{\partial j}\right|\right)\right]^{\mathsf{T}}.$

#6
covariance-based fitness function

$$f(X, S, T) = \sum_{(c,d)\in\mathcal{G}} \Big(w^{S}_{(c,d)} \operatorname{dist}\left(\Lambda^{X}_{\mathcal{R}_{(c,d)}}, \Lambda^{S}_{\mathcal{R}_{(c,d)}}\right) + w^{T}_{(c,d)} \operatorname{dist}\left(\Lambda^{X}_{\mathcal{R}_{(c,d)}}, \Lambda^{T}_{\mathcal{R}_{(c,d)}}\right) \Big),$$

Impact of Different Features

Image composition with different features. Rows 1, 2 and 3 correspond to Feature Sets 1, 2 and 3, respectively.

Impact of Different Weightings

Rows 1, 2 and 3 correspond to $w^{S}_{(c,d)}$ set to 0.25, 0.5 and 0.75 and $w^{T}_{(c,d)}$ set to 0.75, 0.5 and 0.25, respectively. In the last row the weights were set using an image saliency algorithm. The saliency algorithm strikes a consistent balance between notable regions in both images.

Impact of Distance Metrics

Rows 1, 2 and 3 correspond to distance metrics $dist_E$, $dist_A$ and $dist_L$, respectively.

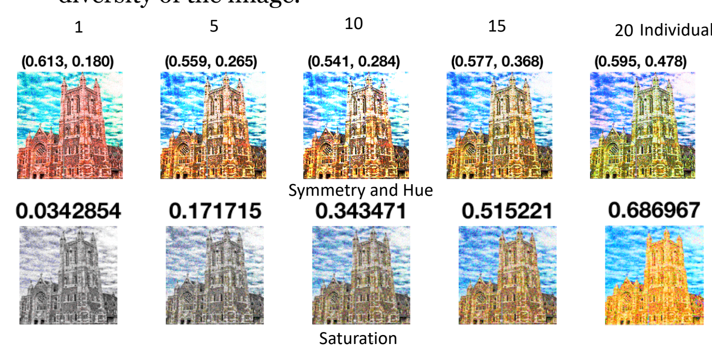
Variants of Image Composition

Image composition with Feature Set 1, saliency-based weighting and a Log-Euclidean distance measure.

Evolutionary Diversity Optimisation
for Images

Key Idea

- Produce diverse image sets using evolutionary computation methods.
- Use the $(\mu + \lambda)$–EA_D for evolving image instances
- Select the individuals based on their contribution to diversity of the image.



Evolution of Artistic Image Variants Through Feature Based Diversity Optimisation

- We use $(\mu + \lambda)\text{–}EA_D$ to evolve diverse image instances.
- Knowledge on how we can combine different image features to produce interesting image effects.
- Study how different combinations of image features correlate when images are evolved to maximise diversity.

Algorithm 1 The $(\mu + \lambda) - EA_D$ algorithm   μ = 20 and λ = 10

input: an image S.
output: a population $P = \{I_1, \ldots, I_\mu\}$ of image variants.
{Initialise with μ mutated copies of source image}
$P = \{mutate(S), \ldots, mutate(S)\}$
repeat
  randomly select $C \subseteq P$ where $|C| = \lambda$
  for $I \in C$ **do**
    produce $I' = mutate(I)$
    if $valid(I')$ **then**
      add I' to P
    end if
  end for
  while $|P| > \mu$ **do**
    remove an individual $I = \textbf{arg min}_{J \in P} d(J, P)$
  end while
until Termination condition reached

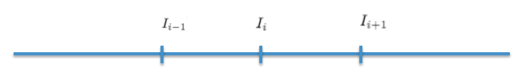
#1
starting image

#2
pixel-based mutation

#3
image validity check

Image has mean squared error to starting image less than 10

#4
feature diversity measure



$$f(I_1) \leq f(I_2) \leq \ldots \leq f(I_k),\ f(I_i) \neq f(I_1) \neq f(I_k)$$

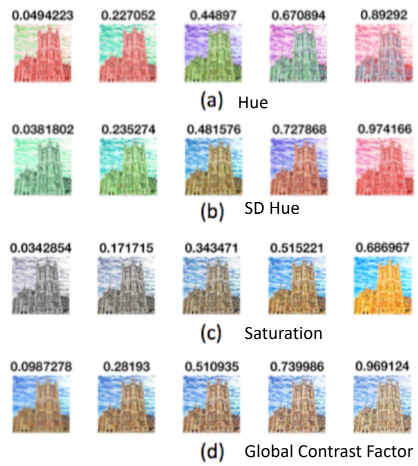
$$d_{f_i}(I_i, P) = (f(I_i) - f(I_{i-1})) \times (f(I_{i+1}) - f(I_i))$$

$$d'(I, P) = \sum_{i=1}^{k} (w_i \times d_{f_i}(I, P))$$

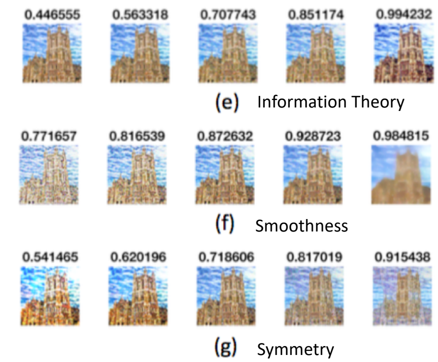
[Gao, Nallaperuma, F. Neumann, PPSN 2016,arxiv2016]

Single Dimensional Feature Results

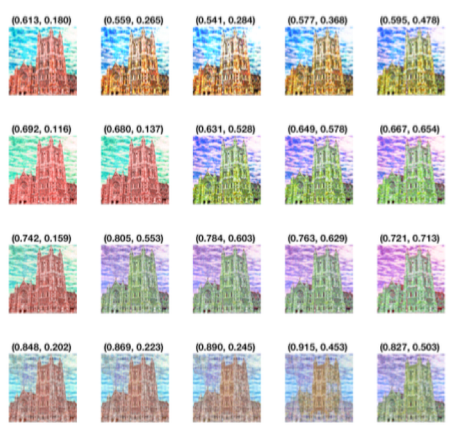
#5 features



Single Dimensional Feature Results



Two-Dimensional Feature Experiments



a) Symmetry and Hue 20 Individuals

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