

CALIFORNIA STATE SCIENCE FAIR 2006 PROJECT SUMMARY

Name(s)	Project Number
Thomas Moulia; Oliver Rickard	S1217
Project Title	
Clockwork Evolution	
Objectives/Goals Abstract	
The purpose of this project is to create a digital model for evolution in the The simulation attempts to emulate the natural allowance for infinite varenvironmental obstacles. Methods/Materials The program's digitized creatures have a structure similar to that of simp which will contain homologous pairs of chromosomes and neural networ. The chromosomes follow standard programming syntax so that many dy computational model can be utilized. The combination of genetic rules a creates a system in which solutions to complex problems may be found, within an environment of data that produces stimuli to which the creature Results Within the simulation, certain social behaviors were observed such as he propagation. The simulation successfully demonstrated evolutionary the genetic drift, founder effect, and population bottlenecks. With these basis experimentation showed that the environment could shape the organisms Conclusions/Discussion It was found that the simulation could produce complex behavior and structures and p of populations seen in nature. Due to the open-ended genetic algorithm program can be used to create solutions for computational and analytical evolutionary process, this project can be used to test hypotheses that are populations.	ciability in surmounting ole organic organisms; each of rks which produce their behavior. Anamic aspects of the and computational structures The creatures are contained res react. The creatures are contained res react.
Summary Statement The Clockwork Evolution Project developed a digitized model of organi	ic systems, which demonstrated
basic principles of evolution and can be expanded to test evolutionary th	

Help Received

Louis Armin-Hoiland and Joan Williams edited our papers; Our mothers helped construct backboard; The Digital Life Lab at CalTech gave inspiration for the project idea.