

# A Genetic Algorithm Approach to Guiding the Evolution of Self-Organised Nanostructured Systems

Peter Siepmann<sup>1</sup>, Christopher Martin<sup>2</sup>,  
Natalio Krasnogor<sup>1</sup>, Philip Moriarty<sup>2</sup>

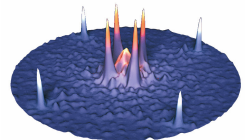
**Condensed Matter and Materials Physics**  
*20<sup>th</sup> April, University of Exeter*



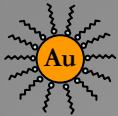
The University of  
**Nottingham**

School of Computer Science & IT<sup>1</sup>  
School of Physics & Astronomy<sup>2</sup>

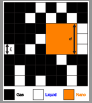
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## Overview



- **Physical background**



- **Nanoparticle simulation details**



- **A brief overview of Genetic Algorithms**

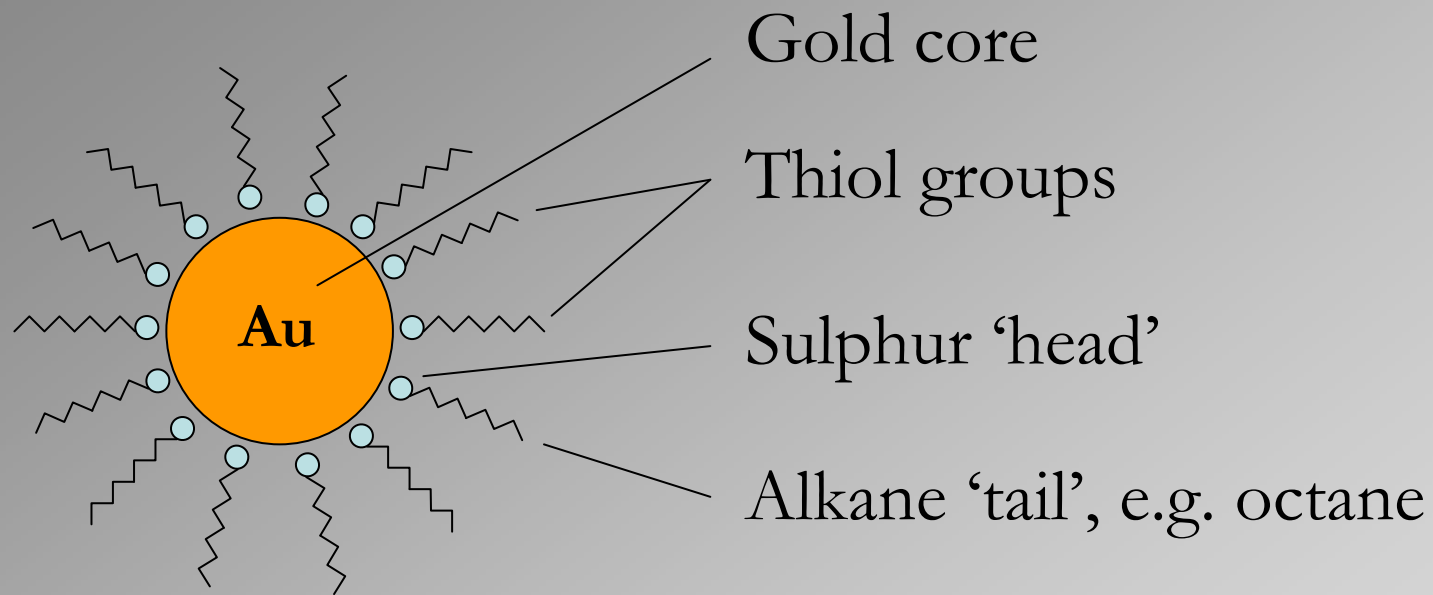


- **Results from initial trials**



- **Conclusions & further work**

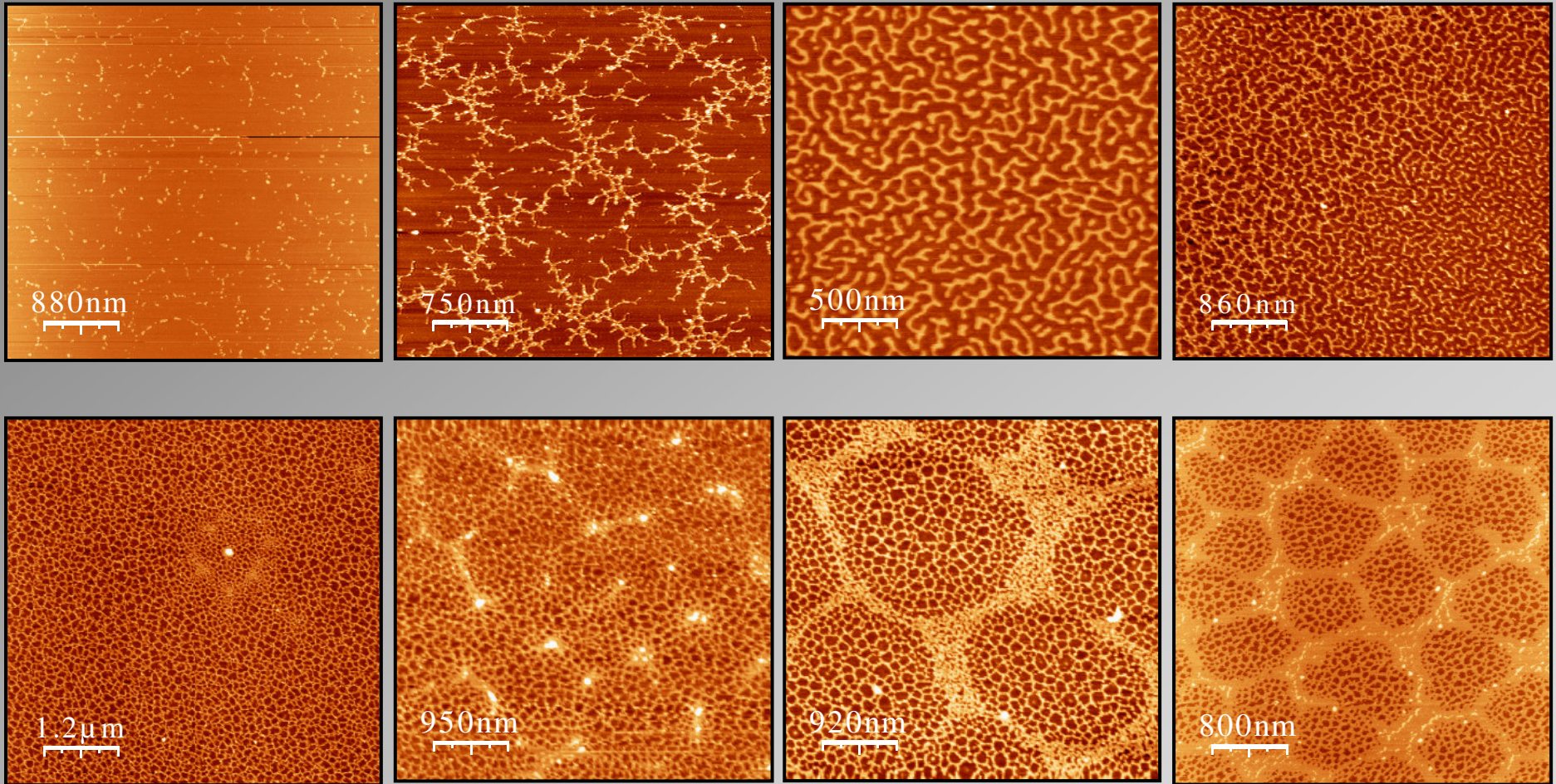
## Thiol-passivated Au nanoparticles



← ~3nm →

Dispersed in toluene, and spin cast onto native-oxide-terminated silicon

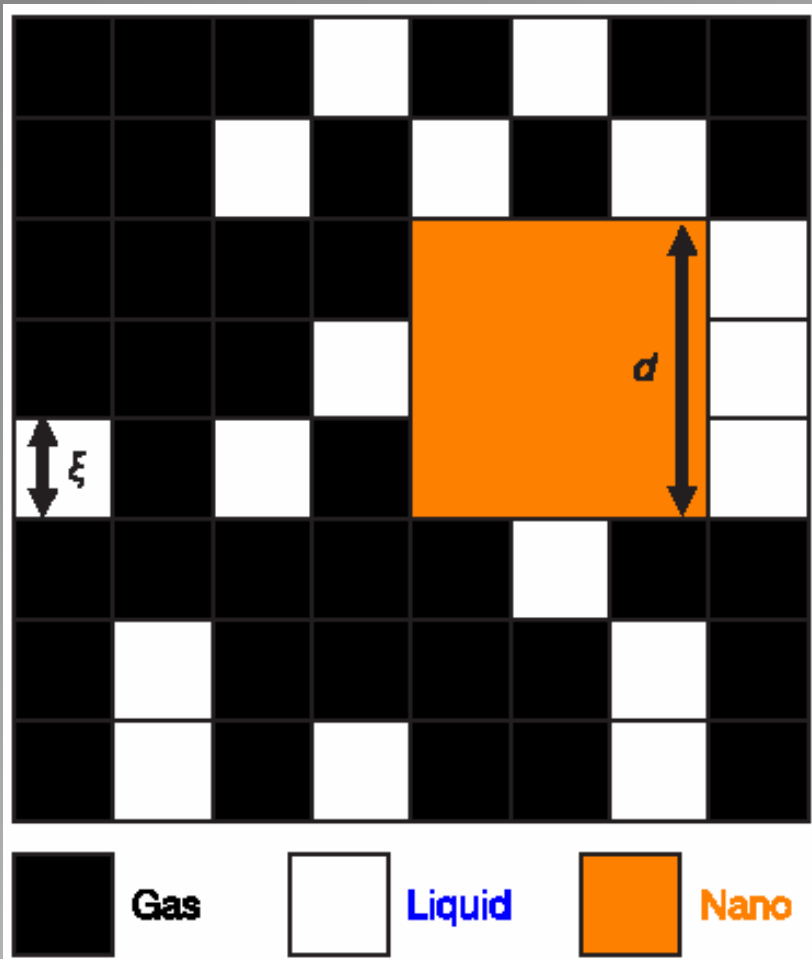
## Au nanoparticles: Morphology



AFM images taken by Matthew O. Blunt, Nottingham



## Nanoparticle Simulations



Solvent is represented as a two-dimensional lattice gas

Each lattice site represents  $1\text{nm}^2$

Nanoparticles are square, and occupy nine lattice sites

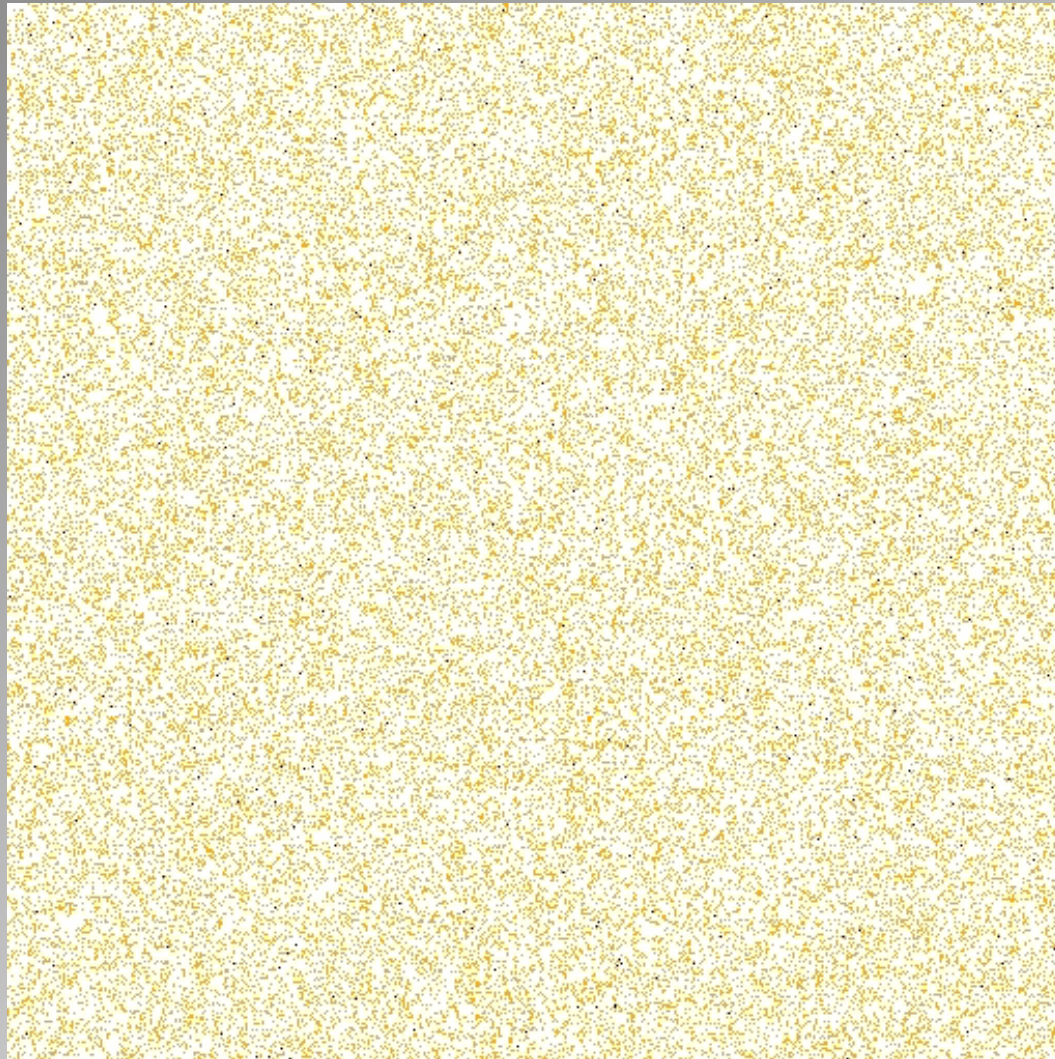
Based on the simulations of Rabani et al. (*Nature* 2003, 426, 271-274). Includes modifications to include next-nearest neighbours to remove anisotropy.

## Nanoparticle Simulations

- The simulation proceeds by the Metropolis algorithm:
  - Each solvent cell is examined and an attempt is made to convert from liquid to vapour (or vice-versa) with an acceptance probability  $p_{acc} = \min[1, \exp(-\Delta H/k_B T)]$
  - Similarly, the particles perform a random walk on wet areas of the substrate, but cannot move into dry areas.
  - The Hamiltonian from which  $\Delta H$  is obtained is as follows:

$$H = -\epsilon_l \sum_{\langle ij \rangle} l_i l_j - \epsilon_n \sum_{\langle ij \rangle} n_i n_j - \epsilon_{nl} \sum_{\langle ij \rangle} n_i l_j - \mu \sum_i l_i$$

## Nanoparticle Simulations



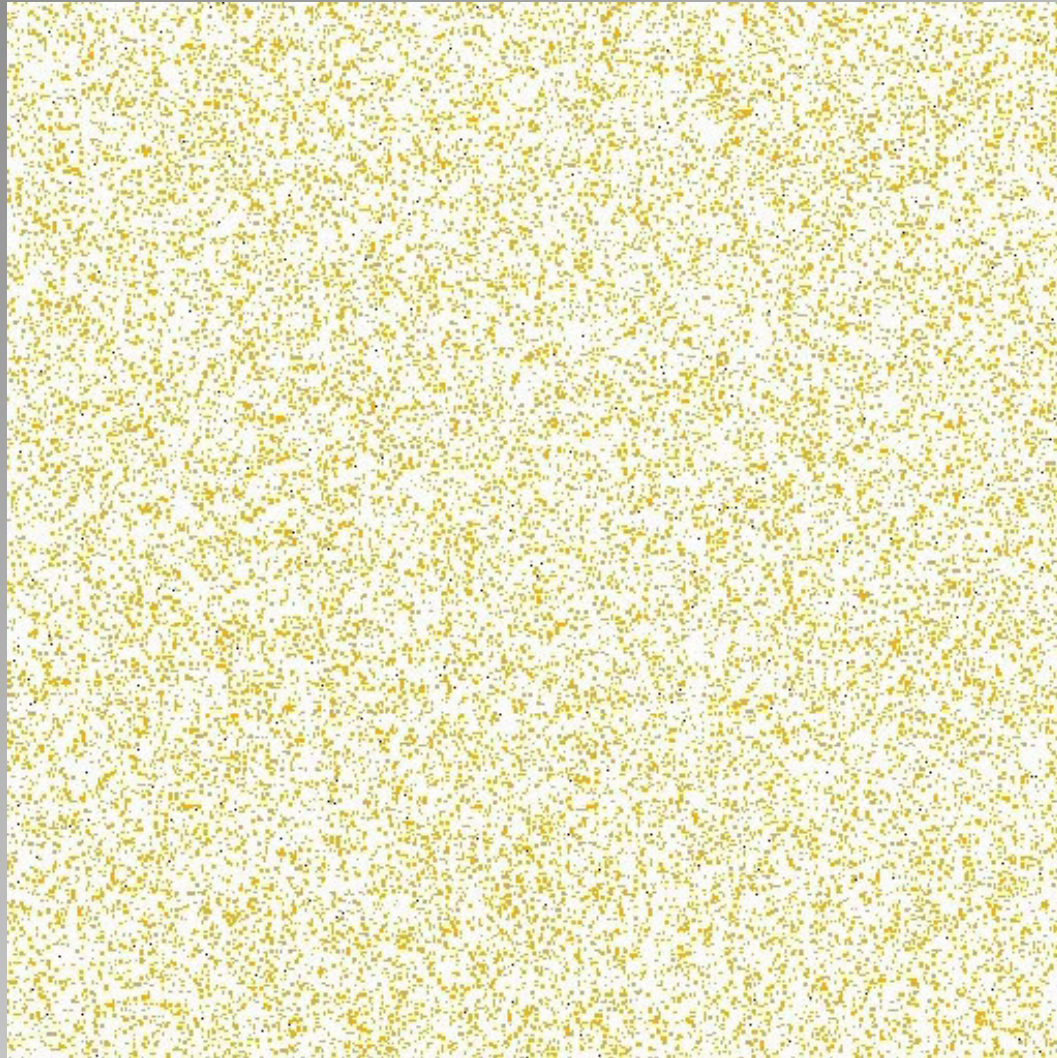


## Nanoparticle Simulations





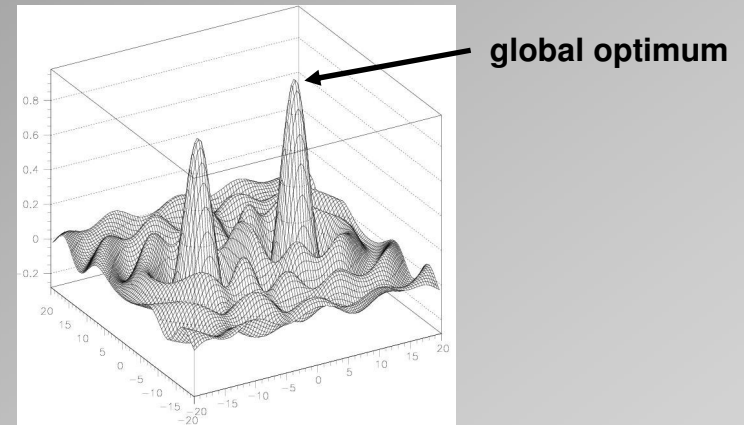
## Nanoparticle Simulations



## A brief overview of Genetic Algorithms

### Motivation

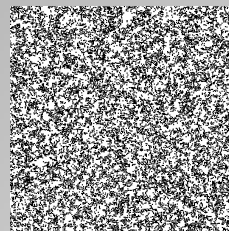
- optimisation problems
- large search space
- inspired by Darwinian evolution



22	0.25	1.0	4.5
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genotype

→  
simulator



↑  
phenotype

→  
fitness function

1.05

↑  
fitness

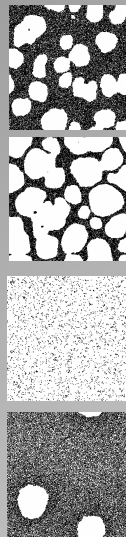
- area covered?
- degree of order?
- similarity to target pattern?

## A brief overview of Genetic Algorithms

### *Evolution*

- Recombination (mating)  
e.g. exchanging parameters  
*'combine the best bits of each parent'*
- Mutation  
e.g. altering the value of a parameter at random with some small probability

GENERATION 0



TIME

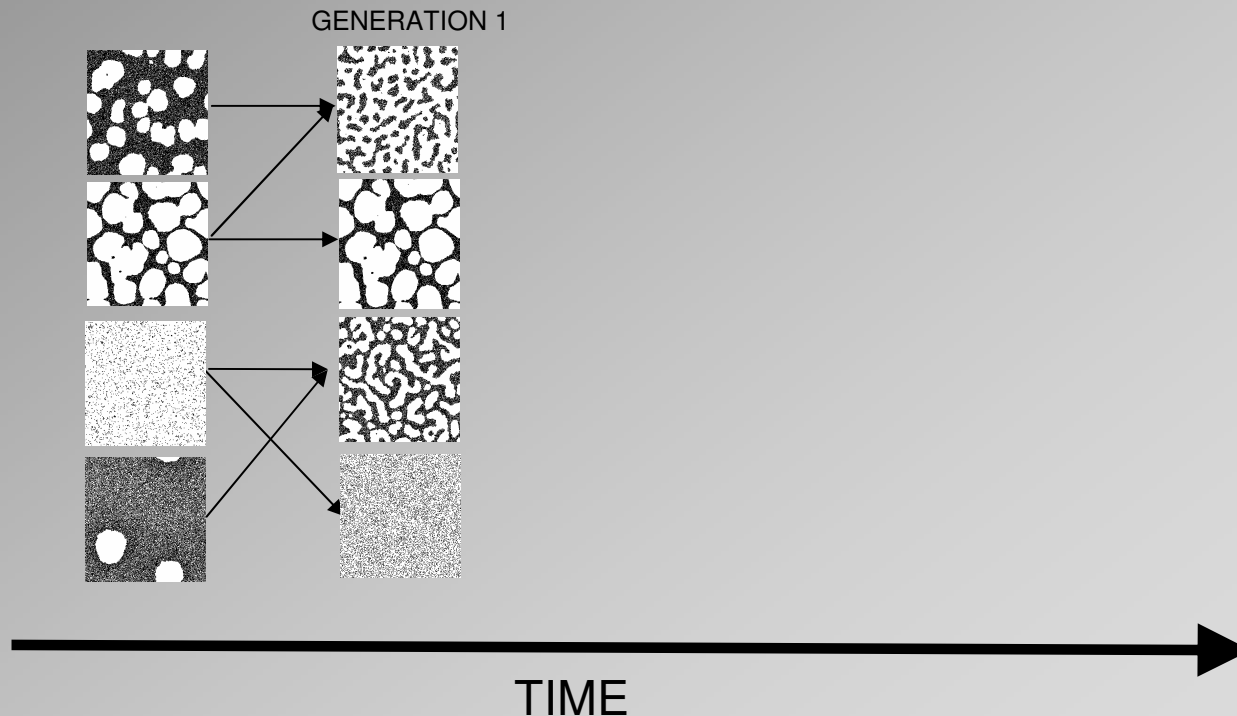




## A brief overview of Genetic Algorithms

### *Evolution*

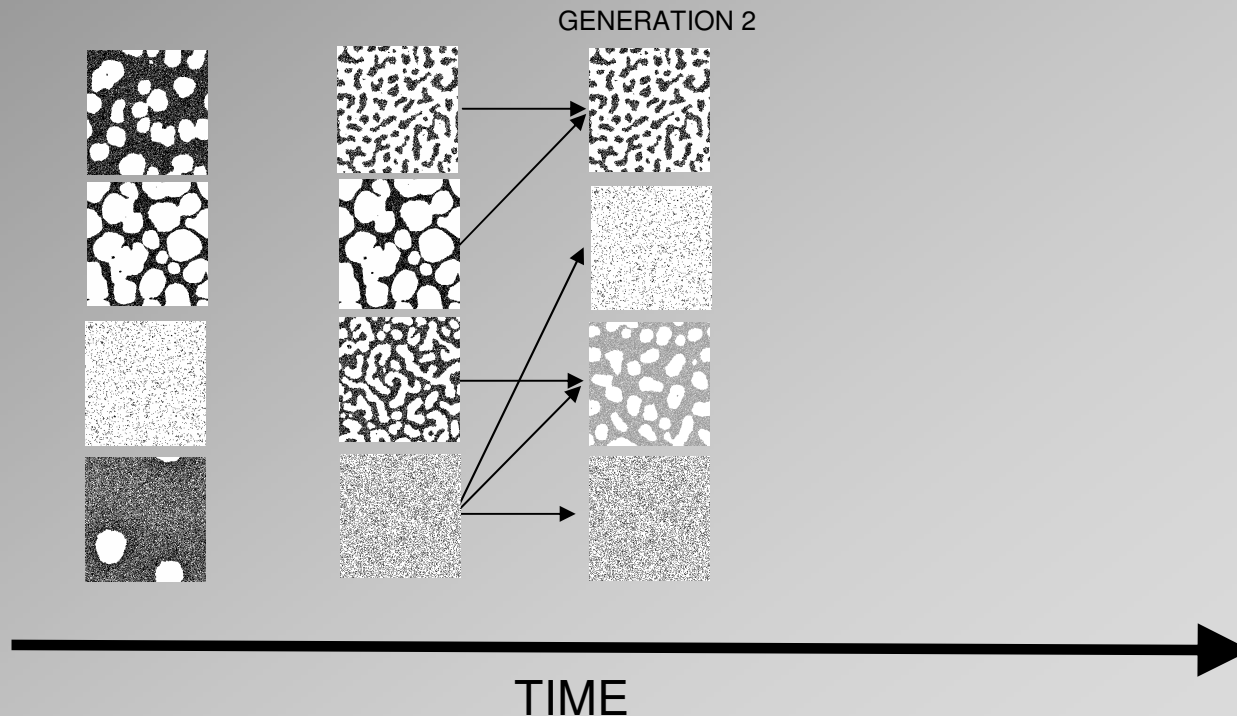
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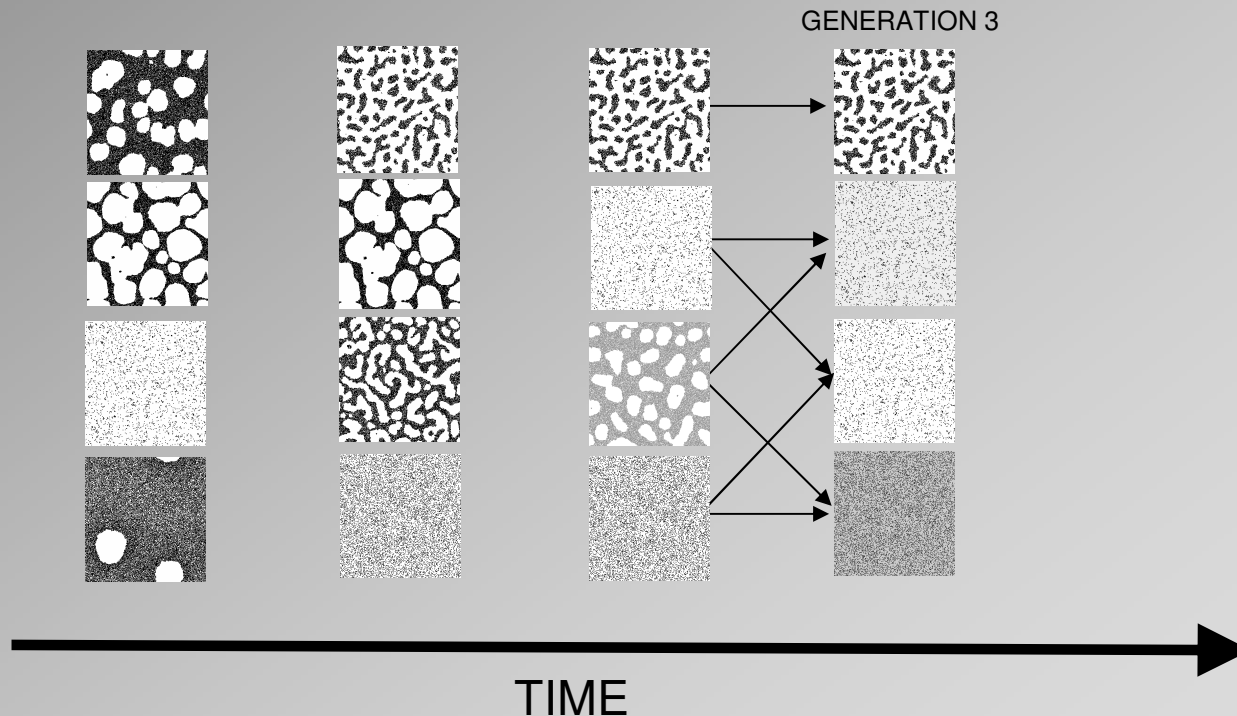
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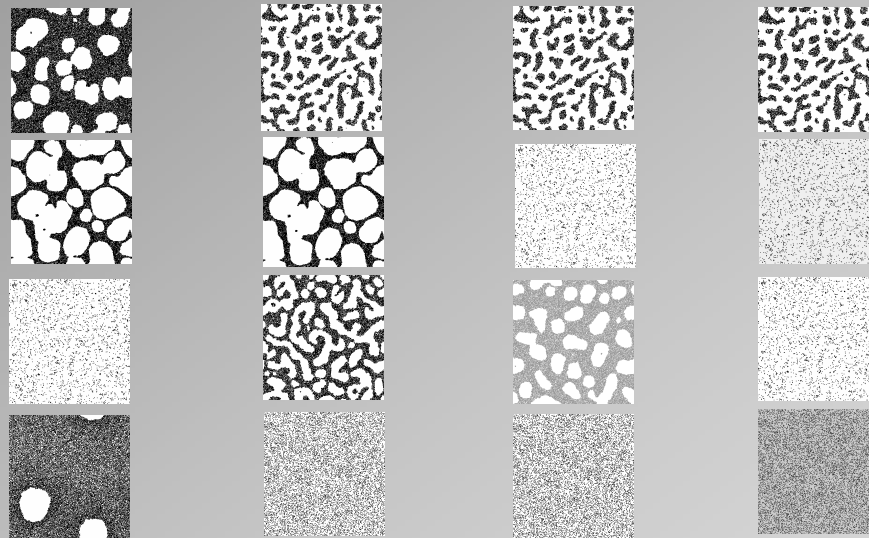




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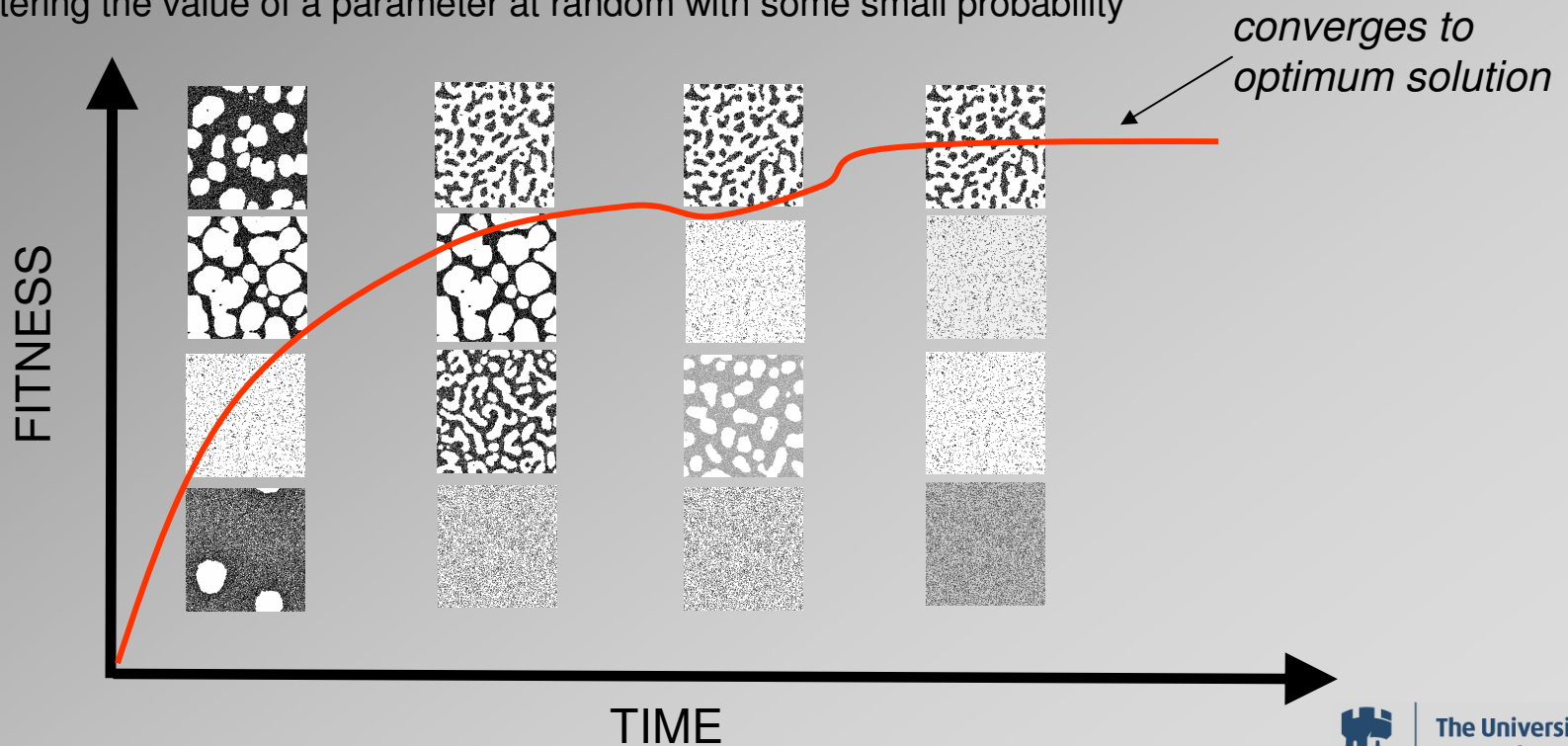
TIME



## A brief overview of Genetic Algorithms

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## Evolving towards a target pattern

*Fitness function:*

“How **similar** is this pattern to the target pattern we are trying to recreate?”

How do we measure this?

### The Universal Similarity Metric

is a measure of similarity between two given objects,  $o_1$  and  $o_2$ , in terms of information distance:

$$d(o_1, o_2) = \frac{\max\{K(o_1 | o_2), K(o_2 | o_1)\}}{\max\{K(o_1), K(o_2)\}}$$

where  $K(o)$  is the Kolmogorov complexity:

$K(o)$ : The length of the shortest program for computing  $o$  by a Turing machine

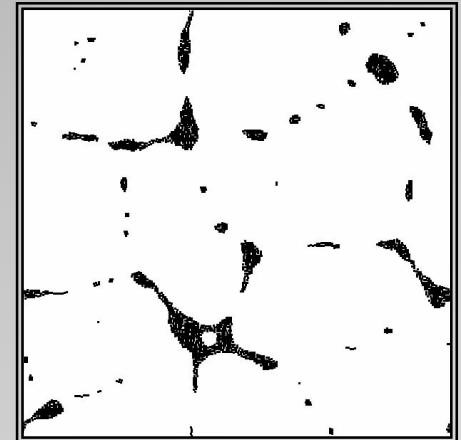
$K(o_1 | o_2)$ : How much (more) information is needed to produce object  $o_1$  if one already knows object  $o_2$



## Evolving towards a target pattern (simulated)

- Selected a target image from simulated data set
- Initialised GA
  - Roulette Wheel selection
  - Uniform crossover (probability 1)
  - Random reset mutation (probability 0.3)
  - Population size: 10
  - Offspring: 5
  - $\mu + \lambda$  replacement
- Ran the GA for 200 iterations
  - on a single processor server, run time  $\approx$  5 days
  - using Nottingham's cluster (up to 1024 nodes), run time  $\approx$  12 hours

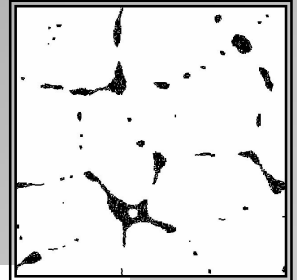
Target:



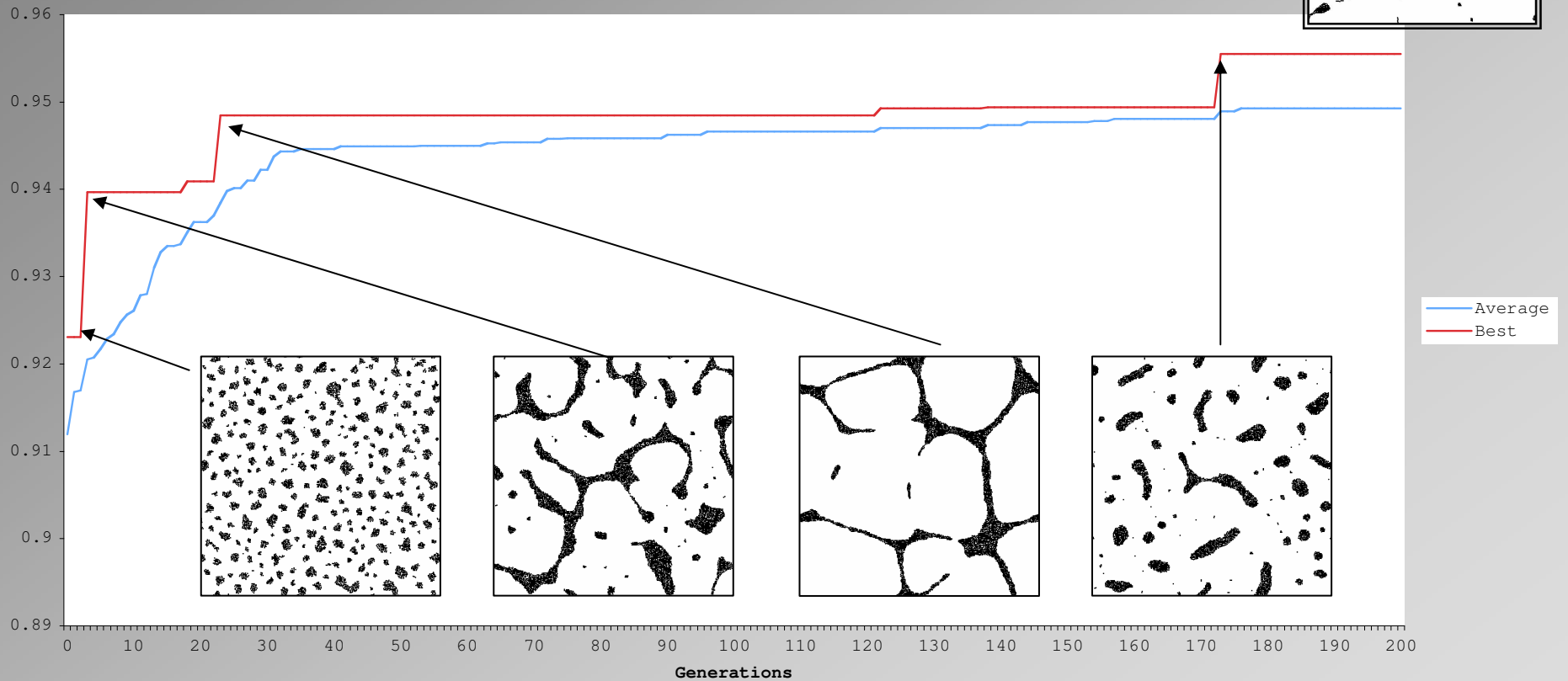
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## Evolving towards a target pattern (simulated)

Target:



Evolving to a simulated target

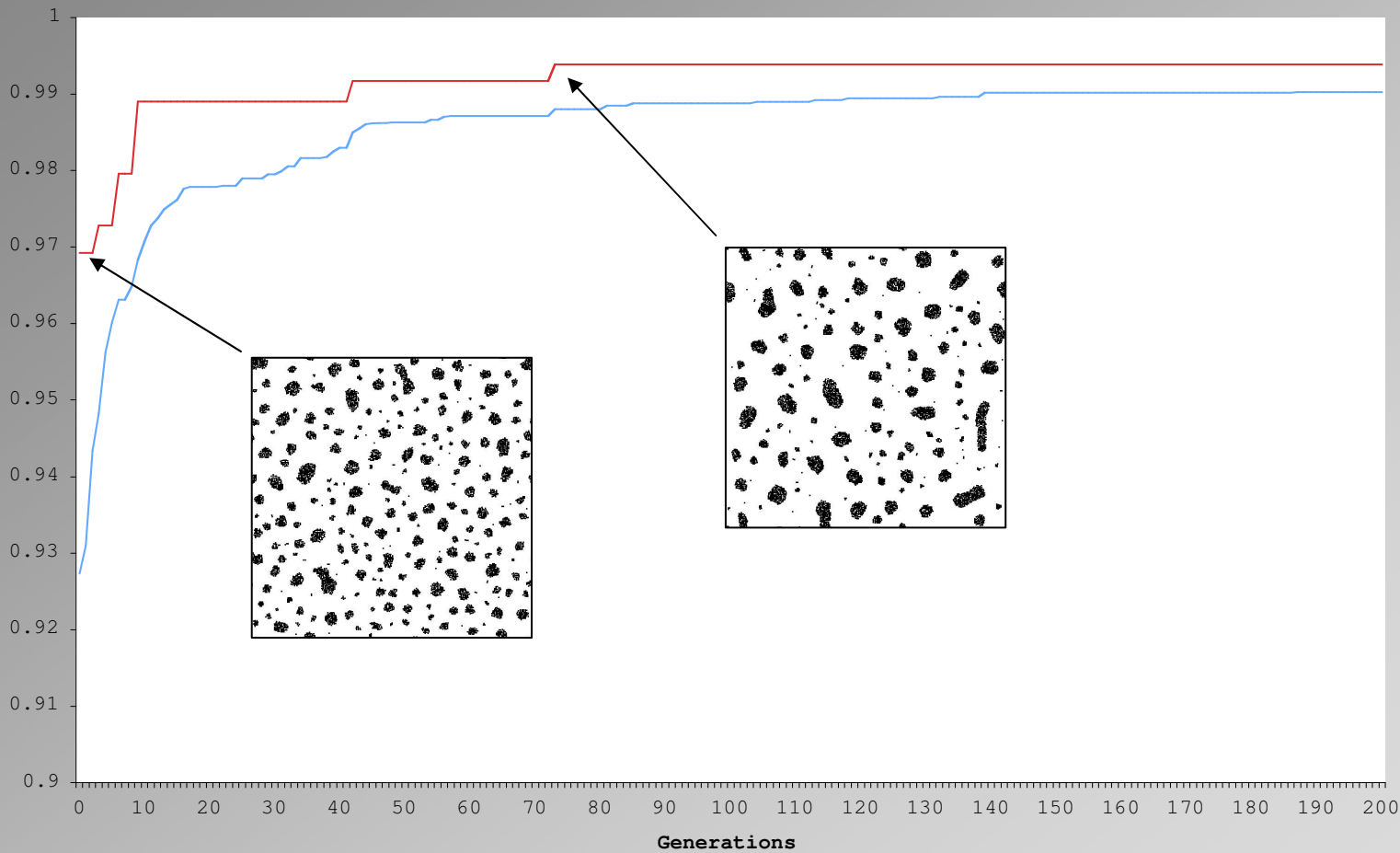
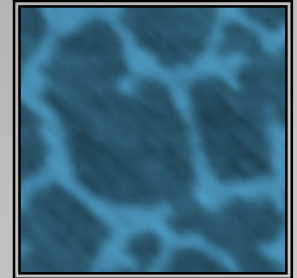


# A Genetic Algorithm Approach to Guiding the Evolution of Self-Organised Nanostructured Systems

## Evolving towards a target pattern (experimental)

Evolving to a experimental target

Target:





### Conclusions and further work

- we can evolve target simulated behaviour using a GA with the USM
- work continues to improve the evolution of experimental behaviour
- use of more introspective fitness functions  
*e.g. Minkowski functionals*
  - open ended (multiobjective) evolution  
*e.g. “evolve a pattern with as many large spots as possible in as ordered a fashion as possible”*
- parameter investigations
  - larger populations
- full fitness landscape analysis



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