Список литературы

- [Bagnall & Smith(1999)] BAGNALL, A. G. & SMITH, G. D. (1999). An adaptive agent model for generator company bidding in the uk power pool. In: *Artificial Evolution*.
- [Belaidouni & Hao(1999)] BELAIDOUNI, M. & HAO, J.-K. (1999). Landscapes and the maximal constraint satisfaction problem. In: *Artificial Evolution*.
- [Collard et al.(1999)Collard, Clergue & Defoin-Platel] Collard, P., Clergue, M. & Defoin-Platel, M. (1999). Synthetic neutrality for artificial evolution. In: Artificial Evolution.
- [Delepoulle et al.(1999)Delepoulle, Preux & Darcheville] Delepoulle, S., Preux, P. & Darcheville, J.-C. (1999). Evolution of cooperation within a behavior-based perspective: Confronting nature and animats. In: Artificial Evolution.
- [Ekárt(1999)] EKÁRT, A. (1999). Shorter fitness preserving genetic programs. In: Artificial Evolution.
- [Emereev(1999)] EMEREEV, A. V. (1999). Modeling and analysis of genetic algorithm with tournament selection. In: Artificial Evolution.
- [Fonlupt et al.(2000)Fonlupt, Hao, Lutton, Ronald & Schoenauer] Fonlupt, C., Hao, J.-K., Lutton, E., Ronald, E. M. A. & Schoenauer, M. (eds.) (2000). Artificial Evolution, 4th European Conference, AE'99, Dunkerque, France, November 3-5, 1999, Selected Papers, vol. 1829 of Lecture Notes in Computer Science. Springer.
- [Gottlieb(1999)] Gottlieb, J. (1999). On the effectivity of evolutionary algorithms for the multidimensional knapsack problem. In: Artificial Evolution.
- [Gottlieb & Raidl(1999)] GOTTLIEB, J. & RAIDL, G. R. (1999). Characterizing locality in decoder-based eas for the multidimensional knapsack problem. In: *Artificial Evolution*.
- [Griffiths & Sarafopoulos(1999)] GRIFFITHS, D. & SARAFOPOULOS, A. (1999). Evolving behavioural animation systems. In: *Artificial Evolution*.
- [Hamida et al.(1999)Hamida, Racine & Schoenauer] HAMIDA, S. B., RACINE, A. & SCHOENAUER, M. (1999). Two evolutionary approaches to design phase plate for tailoring focal-plane irradiance profile. In: Artificial Evolution.
- [Li & Bouchebaba(1999)] Li, Y. & Bouchebaba, Y. (1999). A new genetic algorithm for the optimal communication spanning tree problem. In: *Artificial Evolution*.
- [Louchet(1999)] LOUCHET, J. (1999). From hough to darwin: An invidual evolutionary strategy applied to artificial vision. In: Artificial Evolution.
- [Mathieu et al. (1999) Mathieu, Beaufils & Delahaye] MATHIEU, P., BEAUFILS, B. & DELAHAYE, J.-P. (1999). Studies on dynamics in the classical iterated prisoner's dilemma with few strategies. In: Artificial Evolution.
- [Monmarché et al.(1999)Monmarché, Nocent, Venturini & Santini] Monmarché, N., Nocent, G., Venturini, G. & Santini, P. (1999). On generating html style sheets with an interactive genetic algorithm based on gene frequencies. In: Artificial Evolution.
- [Moreau-Giraud & Lafon(1999)] MOREAU-GIRAUD, L. & LAFON, P. (1999). A hybrid evolution strategy for mixed discrete continuous constrained problems. In: *Artificial Evolution*.
- [Ratle(1999)] RATLE, A. (1999). Problem-specific representations for heterogeneous materials design. In: Artificial Evolution.
- [Reeves(1999)] Reeves, C. R. (1999). Fitness landscapes and evolutionary algorithms. In: Artificial Evolution.
- [Robilliard & Fonlupt(1999)] ROBILLIARD, D. & FONLUPT, C. (1999). A shepherd and a sheepdog to guide evolutionary computation? In: Artificial Evolution.

- [Rosenman(1999)] ROSENMAN, M. (1999). Evolutionary case-based design. In: Artificial Evolution.
- [Roux et al.(1999)Roux, Fonlupt & Robilliard] Roux, O., Fonlupt, C. & Robilliard, D. (1999). Co-operative improvement for a combinatorial optimization algorithm. In: Artificial Evolution.
- [Spalanzani(1999)] Spalanzani, A. (1999). Lamarckian vs darwinian evolution for the adaptation to acoustical environment change. In: Artificial Evolution.