Список литературы

- [Aic01] Uwe Aickelin, A pyramidal evolutionary algorithm with different inter-agent partnering strategies for scheduling problems, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 1–8.
- [ASN01] L. A. Anbarasu, V. Sundararajan, and P. Narayanasamy, Parallel genetic algorithm for performance-driven sequence alignment, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 9–15.
- [BM01] Jason Byassee and Keith E. Mathias, Knowledge preservation and exploitation towards expedited genetic search in a distributed memory system, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 34-41.
- [BR01] Kurt Burnette and Bart Rylander, A bound on GA convergence, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 30–33.
- [BST⁺01] Magdalena D. Bugajska, Alan C. Schultz, J. Gregory Trafton, Shaun Gittens, and Farilee Mintz, Building adaptive computer generated forces: The effect of increasing task reactivity on human and machine control abilities, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 24–29.
- [BT01] Peter A. N. Bosman and Dirk Thierens, New IDEAs and more ICE by learning and using unconditional permutation factorizations, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 16–23.
- [CLM⁺01] Steve Counsell, Xiaohui Liu, Janet McFall, Stephen Swift, and Allan Tucker, *Using evolutionary algorithms to tackle large scale grouping problems: An application to email log file data*, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 42–49.
- [Cyr01] Walling Cyre, Evolving grammars with a genetic algorithm, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 50–57.
- [DBS01] Jacqueline R. Dyer, Peter J. Bentley, and Panash Shah, *Plantworld: The evolution of plant dormancy in contrasting environments*, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 67–74.
- [DDD01] Els I. Ducheyne, Robert R. De Wulf, and Bernard De Baets, *Bi-objective genetic algorithms for forest management: A comparative study*, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 63–66.
- [DR01] Dirk Devogelaere and Marcel Rijckaert, Evolutionary algorithm driven clustering for prediction, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 58–62.
- [EMG01] Felipe P. Espinoza, Barbara S. Minsker, and David E. Goldberg, A self adaptive hybrid genetic algorithm, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 75–80.

- [FH01] Terence C. Fogarty and Luis Miramontes Hercog, Social simulation using a multi-agent model based on classifier systems: The emergence of switching agents in the dual pub problem, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 87–94.
- [FHS+01] Zhun Fan, Jianjun Hu, Kisung Seo, Erik D. Goodman, Ronald C. Rosenberg, and Baihai Zhang, Bond graph representation and GP for automated analog filter design, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 81–86.
- [Fou01] Nicolas G. Fournier, Modelling the performance of evolutionary algorithms on the satisfiability problem, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 95–102.
- [FS01] Yoshiji Fujimoto and Katsunori Shimohara, *Proposal of eco-evolution*, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 103–108.
- [GCR01] Antonio Grilo, Artur Caetano, and Agostinho Rosa, Agent based artificial immune system, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 145–151.
- [GE01] Michael Gargano and William Edelson, Optimal sequenced matroid bases solved by a ga with feasibility including applications, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 109–114.
- [GG01] Marco Cesar Goldbarg and Elizabeth Ferreira Gouvea, Extra-intracellular transgenetic algorithm, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 115–121.
- [GPPC01] Benjamin Good, Jeremy Peay, Satish Pillai, and Jacques Corbeil, Class prediction based on gene expression: Applying neural networks via a genetic algorithm wrapper, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 122–129.
- [Gre01] William A. Greene, Non-linear bit arrangements in genetic algorithms, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 138–144.
- [GS01] Jose Gordillo and C. R. Stephens, Strategy adaptation and the role of information in an artificial financial market, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 130–137.
- [HD01] John G. Hagedorn and Judith E. Devaney, A genetic programming system with a procedural program representation, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 152–159.
- [HG01] William H. Hsu and Steven M. Gustafson, Genetic programming for layered learning of multi-agent tasks, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 176– 182.
- [HIT01] Michael Husken, Christian Igel, and Marc Toussaint, Task-dependent evolution of modularity in neural networks - a quantitative case study, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 187–193.

- [HON01] Martin Hemberg, Una-May O'Reilly, and Peter Nordin, GENR8 a design tool for surface generation, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 160–167.
- [HRR01] Daniel Howard, Simon C. Roberts, and Conor Ryan, Evolution of an object detection ant for image analysis, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 168–175.
- [HWZ+01] L. Huang, G. L. Wu, S. Z. Zhu, Y. Huang, Min Pei, Z. J. Huang, and Norman Zhou, Exploring the optimal design of a new MEMS phase shifter using genetic algorithms, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 183–186.
- [IWF01] Jason C. Isaacs, Robert K. Watkins, and Simon Y. Foo, *Evolvable ant colony systems* for pseudo-random number generation, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 194–198.
- [JCJP01] Yang-Ja Jang, Tai-Woo Chang, Seong-Yong Jang, and Jin-Woo Park, A study on the resource allocation planning for automated container terminals, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 203–210.
- [JS01] Sumanth Jagannathan and Jay Kumar Sundararajan, Two-level boolean logic minimization using microbial genetic algorithms, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 199–202.
- [Jul01] Bryant A. Julstrom, Comparing a genetic algorithm and hill-climbing on the minimum routing cost spanning tree problem, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 211–218.
- [Ken01] Claire J. Kennedy, First steps towards using genetic programming to solve a distributed radio frequency management problem, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 234–238.
- [Kha01] Yaser M. A. Khalifa, Analog circuits design centeringusing a hybrid GA technique, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 239–244.
- [KHHM01] Hironobu Katagiri, Kotaro Hirasawa, Jinglu Hu, and Junichi Murata, Network structure oriented evolutionary model-genetic network programming-and its comparison with genetic programming, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 219– 226.
- [KKT01] Yuji Katsumata, Setsuya Kurahashi, and Takao Terano, Hybridizing bayesian optimization and tabu search for multimodal functions, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 227–233.
- [KU01] Emin Erkan Korkmaz and Gokturk Ucoluk, Genetic programming for grammar induction, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 245–251.

- [LGTM01] Socrates A. Lucas-Gonzalez and Hugo Terashima-Marin, Generating programs for solving vector and matrix problems using genetic programming, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 260–266.
- [LLW01] Shing Yan Lee, Kwong Sak Leung, and Man Leung Wong, Improving the efficiency of using evolutionary programming for bayesian network learning, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 252–259.
- [May01] Helmut A. Mayer, Biologically inspired data compression induced by reading frames on artificial ptGA chromosomes, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 280–286.
- [MdNF01] Roberto R. F. Mendes, Fabricio de B. Voznika, Julio C. Nievola, and Alex A. Freitas, Discovering fuzzy classification rules with genetic programming and co-evolution, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 287–294.
- [MHHM01] Jiangming Mao, Kotaro Hirasawa, Jinglu Hu, and Junichi Murata, Genetic symbiosis algorithm for multiobjective optimization problems, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 267–274.
- [Mil01] Julian Miller, What bloat? cartesian genetic programming on boolean problems, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 295–302.
- [MMM01] Konno Masakazu, Tezuka Masaru, and Hiji Masahiro, New migration triggers of island genetic algorithm for production scheduling problems, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 275–279.
- [OTGH01] Una-May O'Reilly, Peter Testa, Simon Greenwold, and Martin Hemberg, Agency-GP: agent-based genetic programming for design, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 303–309.
- [OW01] Matthias Ortmann and Wolfgang Weber, Multi-criterion optimization of robot trajectories with evolutionary strategies, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 310–316.
- [PA01] Marie-Claude Portmann and Mohamed-Ali Aloulou, *Population improvement with data oriented genetic operators*, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 339–346.
- [PCK01] Byung Joo Park, Hyung Rim Choi, and Hyun Soo Kim, A hybrid genetic algorithms for job shop scheduling problems, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 317–324.
- [Pin01] Andrzej J. Pindor, Genetic algorithm for systems with 2D genotype, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 325–330.
- [Poh01] Hartmut Pohlheim, Competition and cooperation in extended evolutionary algorithms, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 331–338.

- [QWWP01] Jian Qian, Xiangyuan Wang, Ruixin Wu, and Min Pei, *The multi-zone scheme for designing radar-absorbing materials using GA*, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 347–351.
- [RHK01] Simon C. Roberts, Daniel Howard, and John R. Koza, Subtree encapsulation versus ADFs in genetic programming for the even-5-parity problem, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 359–365.
- [RMG01] Patrick M. Reed, Barbara S. Minsker, and David E. Goldberg, Designing a new elitist nondominated sorted genetic algorithm for a multiobjective long term groundwater monitoring application, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 352–358.
- [SB01] Matthew Streeter and Lee A. Becker, *Toward a better sine wave*, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 398–404.
- [Sem01] Mikhail A. Semenov, Analysis of evolutionary search with mutators using a stochastic lyapunov function, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 372– 375.
- [SITH01] Zoran Stejic, Eduardo M. Iyoda, Yasufumi Takama, and Kaoru Hirota, Content-based image retrieval through local similarity patterns defined by interactive genetic algorithm, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 390–397.
- [SMR01] Lee Spector, Ryan Moore, and Alan Robinson, Virtual quidditch: A challenge problem for automatically programmed software agents, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 384–389.
- [SN01] Fredrik Samuelsson and Peter Nordin, Distributed evolution of behaviour for a group of social autonomous agents, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 366–371.
- [SS01] Hideaki Suzuki and Hidefumi Sawai, Crossover accelerates evolution in gas with a royal road function, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 405–412.
- [ST01] Leen-Kiat Soh and Costas Tsatsoulis, Combining genetic algorithms and case-based reasoning for genetic learning of a casebase: A conceptual framework, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 376–383.
- [Td01] Rui Tavares and Agostinho C. da Rosa, Biased genotype variation in evolutionary algorithms using phenotype information, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 421–428.
- [TKT01] Ken Taniguchi, Setsuya Kurahashi, and Takao Terano, Managing information complexity in a supply chain model by agent-based genetic programming, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 413–420.

- [UGD01] Anand Uday, Erik D. Goodman, and Ananda A. Debnath, Nesting of irregular shapes using feature matching and parallel genetic algorithms, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 429–434.
- [Vaz01] Manuel Vazquez, Scheduling problem, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 435–442.
- [VK01] Jonathan Vincent and Graham King, Performance implications of domain decomposition in the parallelisation of genetic search, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, p. 443.
- [Vra01] Dana Vrajitoru, Parallel genetic algorithms based on coevolution, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 45-457.
- [WBRT01] Em Ward, Douglas S. Blank, Douglas Rolniak, and Dale R. Thompson, *Complexity as fitness for evolved cellular automata update rules*, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 463–468.
- [WIF01] Robert K. Watkins, Jason C. Isaacs, and Simon Y. Foo, Evolvable random number generators: A schemata-based approach, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 469–473.
- [WLZ⁺01] T. H. Wu, J. G. Liu, S. Z. Zhu, Y. Huang, and Min Pei, Toward improvement of seastate parameter extraction of hf radar signals using genetic algorithm, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 490–492.
- [WM01] Neal Wagner and Zbigniew Michalewicz, Genetic programming with efficient population control for financial time series prediction, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 458–462.
- [WN01] Krister Wolff and Peter Nordin, Evolution of efficient gait with autonomous biped robot using visual feedback, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 482–489.
- [WR01] Cameron Wellock and Brian J. Ross, An examination of lamarckian genetic algorithms, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 474–481.
- [YMZ⁺01] M. Yao, H. Y. Meng, L. Zang, Y. Huang, Min Pei, Z. J. Huang, and Norman Zhou, Towards improvement in locating of underground tomb relics using em radar signals and genetic algorithms, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, pp. 493–498.
- [YR01] Tina Yu and Jim Rutherford, Modeling sparse engine test data using genetic programming, 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers (San Francisco, California, USA) (Erik D. Goodman, ed.), 9-11 July 2001, p. 499.