

Список литературы

- [Angeline & Pollack()] Angeline, P. & Pollack, J. (???). Competitive environments evolve better solutions for complex tasks. 264–270.
- [Axelrod(1987)] Axelrod (1987). The evolution of strategies in the iterated prisoner’s dilemma. In L. Davis (Ed.), *Genetic Algorithms and Simulated Annealing*, Morgan Kaufmann.
- [Axelrod(1984)] Axelrod, R. (1984). *The Evolution of Cooperation*. Basic Books.
- [Cliff & Miller(1995)] Cliff, D. & Miller, G. F. (1995). Tracking the red queen: Measurements of adaptive progress in co-evolutionary simulations. In *Proceedings of the Third European Conference on Artificial Life*. Springer-Verlag, 200–218.
- [Eriksson & Olsson(1997)] Eriksson, R. & Olsson, B. (1997). Cooperative coevolution in inventory control optimisation. In G. Smith, N. Steele, & R. Albrecht (Eds.), *Proceedings of the Third International Conference on Artificial Neural Networks and Genetic Algorithms*. University of East Anglia, Norwich, UK: Springer.
- [Ficici & Pollack(a)] Ficici, S. & Pollack, J. (???a). Effects of finite populations on evolutionary stable strategies. 880–887.
- [Ficici & Pollack(b)] Ficici, S. & Pollack, J. (???b). Game-theoretic investigation of selection methods used in evolutionary algorithms. 880–887.
- [Ficici & Pollack(c)] Ficici, S. & Pollack, J. (???c). A game-theoretic approach to the simple coevolutionary algorithm. 467–476.
- [Ficici & Pollack(1998)] Ficici, S. & Pollack, J. (1998). Challenges in coevolutionary learning: Arms-race dynamics, open-endedness, and mediocre stable states. In A. et al (Ed.), *Proceedings of the Sixth International Conference on Artificial Life*. Cambridge, MA: MIT Press, 238–247.
- [Ficici & Pollack(2001)] Ficici, S. & Pollack, J. (2001). Pareto optimality in coevolutionary learning. Tech. rep., Brandeis University.
- [Fogel(2001)] Fogel, D. (2001). *Blondie24: Playing at the Edge of Artificial Intelligence*. Morgan Kaufmann.
- [Fogel & Fogel(1995)] Fogel, D. & Fogel, G. (1995). Evolutionary stable strategies are not always stable under evolutionary dynamics. In J. R. McDonnell, R. G. Reynolds, & D. Fogel (Eds.), *Proceedings of the Fourth Annual Conference on Evolutionary Programming*. Cambridge, MA: MIT Press, 565–577.
- [Fogel et al.(1995)Fogel, Fogel, & Andrews] Fogel, D., Fogel, G., & Andrews, P. (1995). On the instability of evolutionary stable strategies. *BioSystems*, 44, 135–152.
- [Fogel et al.(1998)Fogel, Andrews, & Fogel] Fogel, G., Andrews, P., & Fogel, D. (1998). On the instability of evolutionary stable strategies in small populations. *Ecological Modeling*, 109, 283–294.
- [Hillis(1991)] Hillis, D. (1991). Co-evolving parasites improve simulated evolution as an optimization procedure. *Artificial Life II, SFI Studies in the Sciences of Complexity*, 10, 313–324.
- [Husbands(1994)] Husbands, P. (1994). Distributed coevolutionary genetic algorithms for multi-criteria and multi-constraint optimisation. In *Evolutionary Computing, AISB Workshop for Selected Papers*. Springer-Verlag, 150–165.
- [Husbands & Mill(1991)] Husbands, P. & Mill, F. (1991). Simulated coevolution as the mechanism for emergent planning and scheduling. In R. Belew & L. Booker (Eds.), *Proceedings of the Fourth International Conference on Genetic Algorithms*. Morgan Kaufmann, 264–270.
- [Juillé(2001)] Juillé, H. (2001). Basic concepts in coevolution. Presentation at GECCO-01 Coevolutionary Workshop.

- [Juillé & Pollak()] Juillé, H. & Pollak, J. (???). Co-evolving intertwined spirals. 461–468.
- [Kauffman(1991)] Kauffman, S. (1991). Coevolution to the edge of chaos: coupled fitness landscapes, poised states, and coevolutionary avalanches. In C. Langton, C. Taylor, J. Farmer, & S. Rasmussen (Eds.), *Artificial Life II: Studies in the Sciences of Complexity*. Addison-Wesley, vol. X, 325–369.
- [Lubberts & Miikkulainen(2001)] Lubberts, A. & Miikkulainen, R. (2001). Co-evolving a Go-playing neural network. In *Coevolution: Turning Adaptive Algorithms upon Themselves, (Birds-on-a-Feather Workshop, Genetic and Evolutionary Computation Conference)*.
- [Luke(1998)] Luke, S. (1998). Genetic programming produced competitive soccer softbot teams for RoboCup97. In J. R. Koza, W. Banzhaf, K. Chellapilla, K. Deb, M. Dorigo, D. B. Fogel, M. H. Garzon, D. E. Goldberg, H. Iba, & R. Riolo (Eds.), *Genetic Programming 1998: Proceedings of the Third Annual Conference*. University of Wisconsin, Madison, Wisconsin, USA: Morgan Kaufmann, 214–222. URL <http://www.cs.gmu.edu/~sean/papers/robocupgp98.pdf>.
- [Mayer()] Mayer, H. (???). Symbiotic coevolution of artificial neural networks and training data sets. 511–520.
- [Moriarty & Miikkulainen(1997)] Moriarty, D. & Miikkulainen, R. (1997). Forming neural networks through efficient and adaptive coevolution. *Evolutionary Computation*, 5(4), 373–399.
- [Moriarty & Miikkulainen(1995)] Moriarty, D. E. & Miikkulainen, R. (1995). Discovering complex othello strategies through evolutionary neural networks. *Connection Science*, 7(3), 105–209.
- [Pagie(1999)] Pagie, L. (1999). *Coevolutionary dynamics: information integration, speciation, and red queen dynamics*. Ph.D. thesis, University of New Mexico, Santa Fe, NM.
- [Pagie & Hogeweg(1997)] Pagie, L. & Hogeweg, P. (1997). Evolutionary consequences of coevolving targets. *Evolutionary Computation*, 5(4), 401–418.
- [Pagie & Mitchell()] Pagie, L. & Mitchell, M. (???). A comparison of evolutionary and coevolutionary search. 20–25.
- [Pagie & P.] Pagie, L. & P., H. (???). Information integration and red queen dynamics in coevolutionary optimization. 1260–1267.
- [Panait & Luke(2002)] Panait, L. & Luke, S. (2002). A comparison of two competitive fitness functions. Submitted to GECCO 2002.
- [Paredis(1994)] Paredis, J. (1994). Steps towards co-evolutionary classification networks. In R. A. Brooks & P. Maes (Eds.), *Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems..* MIT Press, 359–365.
- [Paredis(1996)] Paredis, J. (1996). Coevolutionary computation. *Artificial Life Journal*, 2(3).
- [Pollack & Blair(1998)] Pollack, J. & Blair, A. (1998). Coevolution in the successful learning of backgammon strategy. *Machine Learning*, 32(3), 225–240.
- [Pollack et al.(1997)] Pollack, Blair, & Land] Pollack, J., Blair, A., & Land, M. (1997). Coevolution of a backgammon player. In *Artificial Life V*. MIT Press.
- [Potter(1997)] Potter, M. (1997). *The Design and Analysis of a Computational Model of Cooperative CoEvolution*. Ph.D. thesis, George Mason University, Fairfax, Virginia.
- [Potter & De Jong(a)] Potter, M. & De Jong, K. (???a). The coevolution of antibodies for concept learning. 530–539.
- [Potter & De Jong(b)] Potter, M. & De Jong, K. (???b). A cooperative coevolutionary approach to function optimization. 249–257.
- [Potter & De Jong(c)] Potter, M. & De Jong, K. (???c). Evolving neural networks with collaborative species. 307–317.

- [Potter & De Jong(2000)] Potter, M. & De Jong, K. (2000). Cooperative coevolution: An architecture for evolving coadapted subcomponents. *Evolutionary Computation*, 8(1), 1–29.
- [Reynolds(1994)] Reynolds, C. (1994). Competition, coevolution and the game of tag. In R. A. Brooks & P. Maes (Eds.), *Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems..* MIT Press, 59–69.
- [Rosin(1997)] Rosin, C. (1997). *Coevolutionary Search Among Adversaries*. Ph.D. thesis, University of California, San Diego.
- [Rosin & Belew()] Rosin, C. & Belew, R. (????). Methods for competitive co-evolution: Finding opponents worth beating. 373–380.
- [Rosin & Belew(1996)] Rosin, C. & Belew, R. (1996). New methods for competitive coevolution. *Evolutionary Computation*, 5(1), 1–29.
- [Rosin & Belew(1997)] Rosin, C. & Belew, R. (1997). New methods for competitive coevolution. *Evolutionary Computation*, 5(1), 1–29.
- [Schlierkamp-Voosen & Mühlenbein()] Schlierkamp-Voosen, D. & Mühlenbein, H. (????). Strategy adaptation by competing subpopulations. 199–108.
- [Sims(1994)] Sims, K. (1994). Evolving 3D morphology and behavior by competition. In R. A. Brooks & P. Maes (Eds.), *Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems..* MIT Press, 28–39.
- [Sims(1999)] Sims, K. (1999). Evolving three-dimensional morphology and behaviour. In P. Bentley (Ed.), *Evolutionary Design by Computers*, Morgan Kaufmann.
- [Smith & Gray(1993)] Smith, R. & Gray, B. (1993). Co-adaptive genetic algorithms: An example in othello strategy. Tech. Rep. TCGA 94002, University of Alabama, Department of Engineering Science and Mechanics.
- [Watson & Pollack()] Watson, R. & Pollack, J. (????). Coevolutionary dynamics in a minimal substrate. 702–709.
- [Wiegand()] Wiegand, R. P. (????). Applying diffusion to a cooperative coevolutionary model. 560–569.
- [Wiegand *et al.*(a)Wiegand, Liles, & De Jong] Wiegand, R. P., Liles, W., & De Jong, K. (????a). Analyzing cooperative coevolution with evolutionary game theory. (To appear).
- [Wiegand *et al.*(b)Wiegand, Liles, & De Jong] Wiegand, R. P., Liles, W., & De Jong, K. (????b). An empirical analysis of collaboration methods in cooperative coevolutionary algorithms. 1235–1242.
- [Wiegand *et al.*(2001)Wiegand, Liles, & De Jong] Wiegand, R. P., Liles, W., & De Jong, K. (2001). Multi-population symmetric game dynamics. In preparation.