

Список литературы

- [Abou-Assaleh & Zhang(2000)] Abou-Assaleh, T. & Zhang, J. (2000). Autonomous life agent using recurrent neural networks and genetic algorithms. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 1–5. Las Vegas, Nevada, USA.
- [Aguirre et al.(2000)Aguirre, Tanaka, Sugimura, & Oshita] Aguirre, H. E., Tanaka, K., Sugimura, T., & Oshita, S. (2000). Cooperative-competitive model for genetic operators: Contributions of extinctive selection and parallel genetic operators. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 6–14. Las Vegas, Nevada, USA.
- [Albert & Goldberg(2000)] Albert, L. A. & Goldberg, D. E. (2000). The effect of numerical integration on solution quality of a genetic algorithm. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 15–21. Las Vegas, Nevada, USA.
- [Ando & Iba(2000)] Ando, S. & Iba, H. (2000). Linear genome methodology for analog circuit design. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 22–28. Las Vegas, Nevada, USA.
- [Awadallah et al.(2000)Awadallah, Goodman, & Khalifa] Awadallah, M., Goodman, E. D., & Khalifa, I. (2000). Optimal reactive power dispatch using a genetic algorithm. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 29–34. Las Vegas, Nevada, USA.
- [Bennett III & Rieffel(2000)] Bennett III, F. H. & Rieffel, E. G. (2000). Using genetic programming to design decentralized controllers for self-reconfigurable modular robots. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 35–42. Las Vegas, Nevada, USA.
- [Blume(2000)] Blume, C. (2000). Optimization in concrete precasting plants by evolutionary computation. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 43–50. Las Vegas, Nevada, USA.
- [Bosman & Thierens(2000)] Bosman, P. A. & Thierens, D. (2000). Negative log-likelihood and statistical hypothesis testing as the basis of model selection in ideas. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 51–58. Las Vegas, Nevada, USA.
- [Callaghan et al.(2000)Callaghan, McGinnity, & McDaid] Callaghan, M., McGinnity, T., & McDaid, L. (2000). A hybrid intelligent system architecture for machine vision applications using eas. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 59–64. Las Vegas, Nevada, USA.
- [Comisky et al.(2000)Comisky, Yu, & Koza] Comisky, W., Yu, J., & Koza, J. R. (2000). Automatic synthesis of a wire antenna using genetic programming. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 179–186. Las Vegas, Nevada, USA.
- [de Andres et al.(2000)de Andres, Esteban, Rivera, Hidalgo, & Prieto] de Andres, B., Esteban, S., Rivera, D., Hidalgo, J., & Prieto, M. (2000). Parallel genetic algorithms: An application for model parameter identification in process control. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 65–69. Las Vegas, Nevada, USA.
- [De Falco et al.(2000)De Falco, Iazzetta, Tarantino, & Cioppa] De Falco, I., Iazzetta, A., Tarantino, E., & Cioppa, A. D. (2000). On biologically inspired mutations: the translocation. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 70–77. Las Vegas, Nevada, USA.
- [Ebecken et al.(2000)Ebecken, do Amaral, & Mora] Ebecken, N. F. F., do Amaral, J. A., & Mora, F. P. (2000). The use of genetic algorithms as a project manager’s decision support tool. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 78–81. Las Vegas, Nevada, USA.

- [Edelson & Gargano(2000)] Edelson, W. & Gargano, M. L. (2000). Feasible encodings for ga solutions of constrained minimal spanning tree problems. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 82–89. Las Vegas, Nevada, USA.
- [Feldt et al.(2000)] Feldt, R., O’Neill, M., Ryan, C., Nordin, P., & Langdon, W. B. (2000). GP-Beagle: a benchmarking problem repository for the genetic programming community. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 90–97. Las Vegas, Nevada, USA.
- [Garcia(2000)] Garcia, F. D. (2000). Computer screen design aided by a genetic algorithm. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 98–101. Las Vegas, Nevada, USA.
- [Gokcen et al.(2000)] Gokcen, I., Pineda, I. H., Yuan, X., Koutsougeras, C., & Buckles, B. P. (2000). Image segmentation using ant colony system. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 284–289. Las Vegas, Nevada, USA.
- [Gonzalez-Monroy & Cordoba(2000)] Gonzalez-Monroy, L. I. & Cordoba, A. (2000). Energy supply systems optimization using genetic algorithms. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 102–108. Las Vegas, Nevada, USA.
- [Gruber et al.(2000)] Gruber, K. A., Baurick, J., & Louis, S. (2000). Evolution of complex behavior controllers using genetic algorithms. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 109–116. Las Vegas, Nevada, USA.
- [Grundler & Rolich(2000)] Grundler, D. & Rolich, T. (2000). Qualitative visual presentation of evolutionary algorithms. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 117–124. Las Vegas, Nevada, USA.
- [Hercog & Fogarty(2000)] Hercog, L. M. & Fogarty, T. C. (2000). Xcs-based inductive intelligent multi-agent system. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 125–132. Las Vegas, Nevada, USA.
- [Jin et al.(2000)] Jin, H.-D., Leung, K.-S., & Wong, M.-L. (2000). A genetic algorithm-guided model-based clustering algorithm. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 133–140. Las Vegas, Nevada, USA.
- [Johnson(2000)] Johnson, C. G. (2000). Exploring knot-space with genetic algorithms. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 141–146. Las Vegas, Nevada, USA.
- [Johnson & Kumara(2000)] Johnson, J. & Kumara, S. (2000). Coadaptation of cooperative players in an iterated prisoners dilemma game using an xml based ga. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 147–154. Las Vegas, Nevada, USA.
- [Julstrom(2000)] Julstrom, B. A. (2000). Comparing lists of edges with two other genetic codings of rectilinear steiner trees. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 155–161. Las Vegas, Nevada, USA.
- [Keymeulen et al.(2000)] Keymeulen, D., Klimeck, G., Zebulum, R., Jin, Y., Stoica, A., & Salazar-Lazaro, C. (2000). Ehwpack: A parallel software/hardware environment for evolvable hardware. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 162–169. Las Vegas, Nevada, USA.
- [Kosorukoff(2000a)] Kosorukoff, A. (2000a). Genetic synthesis of cascade structures for particle classification. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 170–174. Las Vegas, Nevada, USA.

- [Kosorukoff(2000b)] Kosorukoff, A. (2000b). Social classification structures: Optimal decision making in an organization. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 175–178. Las Vegas, Nevada, USA.
- [Kumar & Bentley(2000)] Kumar, S. & Bentley, P. J. (2000). Implicit evolvability: An investigation into the evolvability of an embryogeny. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 198–204. Las Vegas, Nevada, USA.
- [Kwong & He(2000)] Kwong, S. & He, Q. H. (2000). A genetic approach for the minimum classification error rate in speech recognition. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 205–209. Las Vegas, Nevada, USA.
- [Langdon(2000)] Langdon, W. (2000). Natural language text classification and filtering with trigrams and evolutionary nn classifiers. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 210–217. Las Vegas, Nevada, USA.
- [Li(2000)] Li, F. (2000). Combined relaxed gas and gradient technie for fast and accurate economic dispatch. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 218–221. Las Vegas, Nevada, USA.
- [Louis et al.(2000)Louis, Golovkin, & Mancini] Louis, S. J., Golovkin, I. E., & Mancini, R. C. (2000). Parallel implementation of niched pareto genetic algorithm code for x-ray plasma spectroscopy. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 222–227. Las Vegas, Nevada, USA.
- [Luke(2000)] Luke, S. (2000). Code growth is not caused by introns. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 228–235. Las Vegas, Nevada, USA.
- [Lukschandl et al.(2000)Lukschandl, Nordin, , & Nordahl] Lukschandl, E., Nordin, P., , & Nordahl, M. (2000). Using the java method evolver for load balancing in communication networks. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 236–239. Las Vegas, Nevada, USA.
- [Marino & Damper(2000)] Marino, A. & Damper, R. I. (2000). Breaking the symmetry of the graph colouring problem with genetic algorithms. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 240–245. Las Vegas, Nevada, USA.
- [Meeden et al.(2000)Meeden, Wales, & Wells] Meeden, L., Wales, J., & Wells, J. (2000). Nature versus nurture in evolutionary computation: Balancing the training environment and fitness. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 246–252. Las Vegas, Nevada, USA.
- [Mydlowec & Koza(2000)] Mydlowec, W. & Koza, J. R. (2000). Use of time-domain simulations in automatic synthesis of computational circuits using gp. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 187–197. Las Vegas, Nevada, USA.
- [Paterson & Livesey(2000)] Paterson, N. & Livesey, M. (2000). Performance comparison in genetic programming. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 253–260. Las Vegas, Nevada, USA.
- [Peysakhov et al.(2000)Peysakhov, Galinskaya, & Regli] Peysakhov, M., Galinskaya, V., & Regli, W. C. (2000). Using graph grammars and genetic algorithms to represent and evolve lego assemblies. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 269–276. Las Vegas, Nevada, USA.
- [Pilgrim & Li(2000)] Pilgrim, J. D. & Li, F. (2000). Improved static var compensator siting on power systems using a ga with variable string length. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 277–283. Las Vegas, Nevada, USA.

- [Pires & Machado(2000)] Pires, E. S. & Machado, J. T. (2000). Trajectory optimization for redundant robots using genetic algorithms with heuristic operators. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 290–296. Las Vegas, Nevada, USA.
- [Povinelli(2000)] Povinelli, R. J. (2000). Improving computational performance of genetic algorithms: A comparison of techniques. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 297–302. Las Vegas, Nevada, USA.
- [Provetti & Tari(2000)] Provetti, A. & Tari, L. (2000). Answer sets computation by genetic algorithms - preliminary report. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 303–308. Las Vegas, Nevada, USA.
- [Raidl & Drexel(2000)] Raidl, G. R. & Drexel, C. (2000). A predecessor coding in an ea for the capacitated minimum spanning tree problem. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 309–316. Las Vegas, Nevada, USA.
- [Rana-Stevens et al.(2000)Rana-Stevens, Lubin, & Montana] Rana-Stevens, S., Lubin, B., & Montana, D. (2000). The air crew scheduling system: The design of a real-world, dynamic genetic scheduler. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 317–324. Las Vegas, Nevada, USA.
- [Rickers et al.(2000)Rickers, Thomsen, & Krink] Rickers, P., Thomsen, R., & Krink, T. (2000). Applying self-organized criticality to the diffusion model. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 325–330. Las Vegas, Nevada, USA.
- [Roadknight & Marshall(2000)] Roadknight, C. M. & Marshall, I. W. (2000). Adaptive management of a future service network using a bacteria inspired genetic algorithm. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 331–337. Las Vegas, Nevada, USA.
- [Rose & Deaton(2000)] Rose, J. A. & Deaton, R. J. (2000). An equilibrium analysis of the efficiency of whiplash pcr. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 338–345. Las Vegas, Nevada, USA.
- [Saitou & Baydar(2000)] Saitou, K. & Baydar, C. M. (2000). A genetic programming framework for error recovery in robotic assembly systems. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 346–351. Las Vegas, Nevada, USA.
- [Santana et al.(2000)Santana, Pereira, Costa, Ochoa-Rodriguez, Machado, Cardoso, & Soto] Santana, R., Pereira, F. B., Costa, E., Ochoa-Rodriguez, A., Machado, P., Cardoso, A., & Soto, M. (2000). Probabilistic evolution and the busy beaver problem. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 261–268. Las Vegas, Nevada, USA.
- [Sastry & Goldberg(2000)] Sastry, K. & Goldberg, D. E. (2000). On extended compact genetic algorithm. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 352–359. Las Vegas, Nevada, USA.
- [Shields et al.(2000)Shields, Louis, & Pullammanappallil] Shields, G., Louis, S. J., & Pullammanappallil, S. K. (2000). A parallel genetic algorithm for seismic velocity inversion. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 360–365. Las Vegas, Nevada, USA.
- [Southcombe(2000)] Southcombe, E. J. (2000). Optimization of tank size and shape for improved roll stability in steady-state turning using a ga. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 366–371. Las Vegas, Nevada, USA.
- [Stanhope & Daida(2000)] Stanhope, S. & Daida, J. (2000). Fitness dynamics of a (2+1) ga operating on onemax. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 372–379. Las Vegas, Nevada, USA.

- [Swain & Morris(2000)] Swain, A. K. & Morris, A. S. (2000). A hybrid evolutionary algorithm for global optimization. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 380–387. Las Vegas, Nevada, USA.
- [Tanev et al.(2000)Tanev, Uozumi, & Ono] Tanev, I. T., Uozumi, T., & Ono, K. (2000). Parallel implementation of genetic programming on clusters. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 388–396. Las Vegas, Nevada, USA.
- [Tettamanzi et al.(2000)Tettamanzi, Sammartino, Simonov, & Soroldoni] Tettamanzi, A. G. B., Sammartino, L., Simonov, M., & Soroldoni, M. (2000). Gamut: A system for customer modeling based on evolutionary algorithms. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 397–404. Las Vegas, Nevada, USA.
- [Toffolo & Benini(2000)] Toffolo, A. & Benini, E. (2000). A new pareto-like evaluation method for finding multiple global optima in evolutionary algorithms. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 405–410. Las Vegas, Nevada, USA.
- [Vazquez(2000)] Vazquez, K. R. (2000). Identification of mimo non-linear systems using evolutionary computation. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 411–417. Las Vegas, Nevada, USA.
- [Whitley(2000)] Whitley, D. ed. (2000). Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, Las Vegas, Nevada, USA.
- [Wiens & Ross(2000)] Wiens, A. L. & Ross, B. J. (2000). Gentropy: Evolutionary 2d texture generation. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 418–424. Las Vegas, Nevada, USA.
- [Yabuki & Iba(2000)] Yabuki, T. & Iba, H. (2000). Genetic algorithms for quantum circuit design - evolving a simpler teleportation circuit. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 425–430. Las Vegas, Nevada, USA.
- [Yoshikawa et al.(2000)Yoshikawa, Kawanaka, & Tsuruoka] Yoshikawa, T., Kawanaka, H., & Tsuruoka, S. (2000). A study of parallel ga using dna coding method for acquisition of fuzzy control rules. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 431–436. Las Vegas, Nevada, USA.
- [Yu(2000)] Yu, T. (2000). Polymorphism and genetic programming. In Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference, D. Whitley, ed., pp. 437–444. Las Vegas, Nevada, USA.