

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. *Artificial Evolution*, pp. 191–203.
- [Belaidouni & Hao(1999)] Belaidouni, M. & Hao, J.K. (1999) Landscapes and the maximal constraint satisfaction problem. *Artificial Evolution*, pp. 242–253.
- [Collard *et al.*(1999)Collard, Clergue & Defoin-Platel] Collard, P., Clergue, M. & Defoin-Platel, M. (1999) Synthetic neutrality for artificial evolution. *Artificial Evolution*, pp. 254–265.
- [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. *Artificial Evolution*, pp. 204–216.
- [Ekárt(1999)] Ekárt, A. (1999) Shorter fitness preserving genetic programs. *Artificial Evolution*, pp. 73–83.
- [Emereev(1999)] Emereev, A.V. (1999) Modeling and analysis of genetic algorithm with tournament selection. *Artificial Evolution*, pp. 84–95.
- [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. *Artificial Evolution*, pp. 23–37.
- [Gottlieb & Raidl(1999)] Gottlieb, J. & Raidl, G.R. (1999) Characterizing locality in decoder-based eas for the multidimensional knapsack problem. *Artificial Evolution*, pp. 38–52.
- [Griffiths & Sarafopoulos(1999)] Griffiths, D. & Sarafopoulos, A. (1999) Evolving behavioural animation systems. *Artificial Evolution*, pp. 217–227.
- [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. *Artificial Evolution*, pp. 266–276.
- [Li & Bouchebaba(1999)] Li, Y. & Bouchebaba, Y. (1999) A new genetic algorithm for the optimal communication spanning tree problem. *Artificial Evolution*, pp. 162–173.
- [Louchet(1999)] Louchet, J. (1999) From hough to darwin: An invidual evolutionary strategy applied to artificial vision. *Artificial Evolution*, pp. 145–161.
- [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. *Artificial Evolution*, pp. 177–190.
- [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. *Artificial Evolution*, pp. 99–110.
- [Moreau-Giraud & Lafon(1999)] Moreau-Giraud, L. & Lafon, P. (1999) A hybrid evolution strategy for mixed discrete continuous constrained problems. *Artificial Evolution*, pp. 123–135.
- [Ratle(1999)] Ratle, A. (1999) Problem-specific representations for heterogeneous materials design. *Artificial Evolution*, pp. 111–122.
- [Reeves(1999)] Reeves, C.R. (1999) Fitness landscapes and evolutionary algorithms. *Artificial Evolution*, pp. 3–20.
- [Robilliard & Fonlupt(1999)] Robilliard, D. & Fonlupt, C. (1999) A shepherd and a sheepdog to guide evolutionary computation? *Artificial Evolution*, pp. 277–291.

- [Rosenman(1999)] Rosenman, M. (1999) Evolutionary case-based design. *Artificial Evolution*, pp. 53–72.
- [Roux *et al.*(1999)] Roux, O., Fonlupt, C. & Robilliard, D. (1999) Cooperative improvement for a combinatorial optimization algorithm. *Artificial Evolution*, pp. 231–241.
- [Spalanzani(1999)] Spalanzani, A. (1999) Lamarckian vs darwinian evolution for the adaptation to acoustical environment change. *Artificial Evolution*, pp. 136–144.