## Список литературы

- [1] Collet, P., Fonlupt, C., Hao, J.-K., Lutton, E., and Schoenauer, M., eds.: Artificial Evolution, 5th International Conference, Evolution Artificialle, EA 2001, Le Creusot, France, October 29-31, 2001, Selected Papers, vol. 2310 of Lecture Notes in Computer Science. Springer (2002). ISBN 3-540-43544-1
- [2] Bentley, P. J.: Why Biologists and Computer Scientists Should Work Together. In Artificial Evolution, 3–18 (2001)
- [3] Bienvenüe, A., Joannides, M., Bérard, J., Fontenas, É., and François, O.: Niching in Monte Carlo Filtering Algorithms. In *Artificial Evolution*, 19–30 (2001)
- [4] Morrison, R. W. and Jong, K. A. D.: Measurement of Population Diversity. In *Artificial Evolution*, 31–41 (2001)
- [5] Cerruti, U., Giacobini, M., and Liardet, P.: Prediction of Binary Sequences by Evolving Finite State Machines. In *Artificial Evolution*, 42–53 (2001)
- [6] Berny, A.: Extending Selection Learning toward Fixed-Length d-Ary Strings. In Artificial Evolution, 54–64 (2001)
- [7] Brown, D. F., Garmendia-Doval, A. B., and McCall, J. A. W.: Markov Random Field Modelling of Royal Road Genetic Algorithms. In *Artificial Evolution*, 65–76 (2001)
- [8] Sidaner, A., Bailleux, O., and Chabrier, J.-J.: Measuring the Spatial Dispersion of Evolutionary Search Processes: Application to Walksat. In Artificial Evolution, 77–90 (2001)
- [9] Johnson, A. and Shapiro, J. L.: The Importance of Selection Mechanisms in Distribution Estimation Algorithms. In Artificial Evolution, 91–103 (2001)
- [10] Abboud, K. and Schoenauer, M.: Surrogate Deterministic Mutation: Preliminary Results. In Artificial Evolution, 104–116 (2001)
- [11] la Tendresse, I., Gottlieb, J., and Kao, O.: The Effects of Partial Restarts in Evolutionary Search. In Artificial Evolution, 117–127 (2001)
- [12] Leblanc, B., Lutton, E., Braunschweig, B., and Toulhoat, H.: History and Immortality in Evolutionary Computation. In *Artificial Evolution*, 128–142 (2001)
- [13] Oudeyer, P.-Y.: Origins and Learnability of Syllable Systems: A Cultural Evolutionary Model. In Artificial Evolution, 143–155 (2001)
- [14] Korczak, J. J., Lipinski, P., and Roger, P.: Evolution Strategy in Portfolio Optimization. In Artificial Evolution, 156–167 (2001)
- [15] Hamiez, J.-P. and Hao, J.-K.: Scatter Search for Graph Coloring. In *Artificial Evolution*, 168–179 (2001)
- [16] Bousonville, T.: The Two Stage Continuous Parallel Flow Shop Problem with Limited Storage: Modeling and Algorithms. In *Artificial Evolution*, 180–191 (2001)
- [17] Belaidouni, M. and Hao, J.-K.: SAT, Local Search Dynamics and Density of States. In *Artificial Evolution*, 192–204 (2001)
- [18] Roudenko, O., Schoenauer, M., Bosio, T., and Fontana, R.: A Multiobjective Evolutionary Algorithm for Car Front End Design. In *Artificial Evolution*, 205–218 (2001)
- [19] Lutton, E., Collet, P., and Louchet, J.: EASEA Comparisons on Test Functions: GALib versus EO. In *Artificial Evolution*, 219–230 (2001)
- [20] Keijzer, M., Guervós, J. J. M., Romero, G., and Schoenauer, M.: Evolving Objects: A General Purpose Evolutionary Computation Library. In *Artificial Evolution*, 231–244 (2001)

- [21] Robilliard, D. and Fonlupt, C.: Backwarding: An Overfitting Control for Genetic Programming in a Remote Sensing Application. In *Artificial Evolution*, 245–254 (2001)
- [22] Ratle, A. and Sebag, M.: Avoiding the Bloat with Stochastic Grammar-Based Genetic Programming. In *Artificial Evolution*, 255–266 (2001)
- [23] Paris, G., Robilliard, D., and Fonlupt, C.: Applying Boosting Techniques to Genetic Programming. In *Artificial Evolution*, 267–280 (2001)
- [24] Riche, R. L. and Guyon, F.: Dual Evolutionary Optimization. In *Artificial Evolution*, 281–294 (2001)
- [25] Smith, S.: Using Evolutionary Algorithms Incorporating the Augmented Lagrangian Penalty Function to Solve Discrete and Continuous Constrained Non-linear Optimal Control Problems. In *Artificial Evolution*, 295–310 (2001)
- [26] Casillas, J., Cordón, O., Herrera, F., and Guervós, J. J. M.: Cooperative Coevolution for Learning Fuzzy Rule-Based Systems. In *Artificial Evolution*, 311–322 (2001)
- [27] Srivastava, R. and Kaldate, A.: Evolving Cooperative Ecosystems: A Multi-agent Simulation of Deforestation Activities. In *Artificial Evolution*, 323–337 (2001)
- [28] Edmonds, I. R.: The Impact of Environmental Structure on the Evolutionary Trajectories of a Foraging Agent. In *Artificial Evolution*, 338–349 (2001)
- [29] Delepoulle, S., Preux, P., and Darcheville, J.-C.: Learning as a Consequence of Selection. In *Artificial Evolution*, 350–361 (2001)
- [30] Seredynski, F. and Zomaya, A. Y.: Coevolution and Evolving Parallel Cellular Automata Based Scheduling Algorithms. In *Artificial Evolution*, 362–374 (2001)