

Список литературы

- [1] FONLUPT, C., HAO, J.-K., LUTTON, E., RONALD, E. M. A., and SCHOENAUER, M., editors, *Artificial Evolution, 4th European Conference, AE'99, Dunkerque, France, November 3-5, 1999, Selected Papers*, volume 1829 of *Lecture Notes in Computer Science*, Springer, 2000.
- [2] REEVES, C. R., Fitness landscapes and evolutionary algorithms., in *Artificial Evolution*, pp. 3–20, 1999.
- [3] GOTTLIEB, J., On the effectivity of evolutionary algorithms for the multidimensional knapsack problem., in *Artificial Evolution*, pp. 23–37, 1999.
- [4] GOTTLIEB, J. and RAIDL, G. R., Characterizing locality in decoder-based eas for the multidimensional knapsack problem., in *Artificial Evolution*, pp. 38–52, 1999.
- [5] ROSENMAN, M., Evolutionary case-based design., in *Artificial Evolution*, pp. 53–72, 1999.
- [6] EKÁRT, A., Shorter fitness preserving genetic programs., in *Artificial Evolution*, pp. 73–83, 1999.
- [7] EMEREEV, A. V., Modeling and analysis of genetic algorithm with tournament selection., in *Artificial Evolution*, pp. 84–95, 1999.
- [8] MONMARCHÉ, N., NOCENT, G., VENTURINI, G., and SANTINI, P., On generating html style sheets with an interactive genetic algorithm based on gene frequencies., in *Artificial Evolution*, pp. 99–110, 1999.
- [9] RATLE, A., Problem-specific representations for heterogeneous materials design., in *Artificial Evolution*, pp. 111–122, 1999.
- [10] MOREAU-GIRAUD, L. and LAFON, P., A hybrid evolution strategy for mixed discrete continuous constrained problems., in *Artificial Evolution*, pp. 123–135, 1999.
- [11] SPALANZANI, A., Lamarckian vs darwinian evolution for the adaptation to acoustical environment change., in *Artificial Evolution*, pp. 136–144, 1999.
- [12] LOUCHET, J., From hough to darwin: An invidual evolutionary strategy applied to artificial vision., in *Artificial Evolution*, pp. 145–161, 1999.
- [13] LI, Y. and BOUCHEBABA, Y., A new genetic algorithm for the optimal communication spanning tree problem., in *Artificial Evolution*, pp. 162–173, 1999.
- [14] MATHIEU, P., BEAUFILS, B., and DELAHAYE, J.-P., Studies on dynamics in the classical iterated prisoner's dilemma with few strategies., in *Artificial Evolution*, pp. 177–190, 1999.
- [15] BAGNALL, A. G. and SMITH, G. D., An adaptive agent model for generator company bidding in the uk power pool., in *Artificial Evolution*, pp. 191–203, 1999.
- [16] DELEPOULLE, S., PREUX, P., and DARCHEVILLE, J.-C., Evolution of cooperation within a behavior-based perspective: Confronting nature and animats., in *Artificial Evolution*, pp. 204–216, 1999.
- [17] GRIFFITHS, D. and SARAFOPOULOS, A., Evolving behavioural animation systems., in *Artificial Evolution*, pp. 217–227, 1999.
- [18] ROUX, O., FONLUPT, C., and ROBILLIARD, D., Co-operative improvement for a combinatorial optimization algorithm., in *Artificial Evolution*, pp. 231–241, 1999.
- [19] BELAIDOUNI, M. and HAO, J.-K., Landscapes and the maximal constraint satisfaction problem., in *Artificial Evolution*, pp. 242–253, 1999.
- [20] COLLARD, P., CLERGUE, M., and DEFOIN-PLATEL, M., Synthetic neutrality for artificial evolution., in *Artificial Evolution*, pp. 254–265, 1999.

- [21] HAMIDA, S. B., RACINE, A., and SCHOENAUER, M., Two evolutionary approaches to design phase plate for tailoring focal-plane irradiance profile., in *Artificial Evolution*, pp. 266–276, 1999.
- [22] ROBILLIARD, D. and FONLUPT, C., A shepherd and a sheepdog to guide evolutionary computation?, in *Artificial Evolution*, pp. 277–291, 1999.