Список литературы

- C. Fonlupt, J.-K. Hao, E. Lutton, E. M. A. Ronald, and M. Schoenauer, eds., Artificial Evolution, 4th European Conference, AE'99, Dunkerque, France, November 3-5, 1999, Selected Papers, vol. 1829 of Lecture Notes in Computer Science. Springer, 2000.
- [2] C. R. Reeves, "Fitness Landscapes and Evolutionary Algorithms." in Artificial Evolution, pp. 3–20. 1999.
- [3] J. Gottlieb, "On the Effectivity of Evolutionary Algorithms for the Multidimensional Knapsack Problem." in *Artificial Evolution*, pp. 23–37. 1999.
- [4] J. Gottlieb and G. R. Raidl, "Characterizing Locality in Decoder-Based EAs for the Multidimensional Knapsack Problem." in *Artificial Evolution*, pp. 38–52. 1999.
- [5] M. Rosenman, "Evolutionary Case-Based Design." in Artificial Evolution, pp. 53–72. 1999.
- [6] A. Ekárt, "Shorter Fitness Preserving Genetic Programs." in Artificial Evolution, pp. 73–83.1999.
- [7] A. V. Emereev, "Modeling and Analysis of Genetic Algorithm with Tournament Selection." in *Artificial Evolution*, pp. 84–95. 1999.
- [8] N. Monmarché, G. Nocent, G. Venturini, and P. Santini, "On Generating HTML Style Sheets with an Interactive Genetic Algorithm Based on Gene Frequencies." in *Artificial Evolution*, pp. 99–110. 1999.
- [9] A. Ratle, "Problem-Specific Representations for Heterogeneous Materials Design." in *Artificial Evolution*, pp. 111–122. 1999.
- [10] L. Moreau-Giraud and P. Lafon, "A Hybrid Evolution Strategy for Mixed Discrete Continuous Constrained Problems." in *Artificial Evolution*, pp. 123–135. 1999.
- [11] A. Spalanzani, "Lamarckian vs Darwinian Evolution for the Adaptation to Acoustical Environment Change." in *Artificial Evolution*, pp. 136–144. 1999.
- [12] J. Louchet, "From Hough to Darwin: An Invidual Evolutionary Strategy Applied to Artificial Vision." in *Artificial Evolution*, pp. 145–161. 1999.
- [13] Y. Li and Y. Bouchebaba, "A New Genetic Algorithm for the Optimal Communication Spanning Tree Problem." in *Artificial Evolution*, pp. 162–173. 1999.
- [14] P. Mathieu, B. Beaufils, and J.-P. Delahaye, "Studies on Dynamics in the Classical Iterated Prisoner's Dilemma with Few Strategies." in *Artificial Evolution*, pp. 177–190. 1999.
- [15] A. G. Bagnall and G. D. Smith, "An Adaptive Agent Model for Generator Company Bidding in the UK Power Pool." in *Artificial Evolution*, pp. 191–203. 1999.
- [16] S. Delepoulle, P. Preux, and J.-C. Darcheville, "Evolution of Cooperation within a Behavior-Based Perspective: Confronting Nature and Animats." in *Artificial Evolution*, pp. 204–216. 1999.
- [17] D. Griffiths and A. Sarafopoulos, "Evolving Behavioural Animation Systems." in *Artificial Evolution*, pp. 217–227. 1999.
- [18] O. Roux, C. Fonlupt, and D. Robilliard, "Co-operative Improvement for a Combinatorial Optimization Algorithm." in *Artificial Evolution*, pp. 231–241. 1999.
- [19] M. Belaidouni and J.-K. Hao, "Landscapes and the Maximal Constraint Satisfaction Problem." in *Artificial Evolution*, pp. 242–253. 1999.
- [20] P. Collard, M. Clergue, and M. Defoin-Platel, "Synthetic Neutrality for Artificial Evolution." in *Artificial Evolution*, pp. 254–265. 1999.

- [21] S. B. Hamida, A. Racine, and M. Schoenauer, "Two Evolutionary Approaches to Design Phase Plate for Tailoring Focal-Plane Irradiance Profile." in *Artificial Evolution*, pp. 266–276. 1999.
- [22] D. Robilliard and C. Fonlupt, "A Shepherd and a Sheepdog to Guide Evolutionary Computation?" in *Artificial Evolution*, pp. 277–291. 1999.