Список литературы

[1] Di Chio, C. et al., editors, *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, volume 6624 of *LNCS*, Turin, Italy, 2011, Springer Verlag.

[2] Ahammed, F. and Moscato, P., Evolving L-systems as an intelligent design approach to find classes of difficult-to-solve traveling salesman problem instances, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 1–10, Turin, Italy, 2011, Springer Verlag.

[3] Amoretti, M., A design framework for ultra-large-scale autonomic systems, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 11–20, Turin, Italy, 2011, Springer Verlag.

[4] Benedettini, S., Roli, A., Serra, R., and Villani, M., Stochastic local search to automatically design boolean networks with maximally distant attractors, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 21–30, Turin, Italy, 2011, Springer Verlag.

[5] Fernandes, C., Laredo, J., Mora, A., Rosa, A., and Merelo, J., A study on the mutation rates of a genetic algorithm interacting with a sandpile, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 31–40, Turin, Italy, 2011, Springer Verlag.

[6] Roli, A., Manfroni, M., Pinciroli, C., and Birattari, M., On the design of boolean network robots, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 41–50, Turin, Italy, 2011, Springer Verlag.

[7] Auger, D., Multiple tree for partially observable monte-carlo tree search, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 51–60, Turin, Italy, 2011, Springer Verlag.

[8] Cardamone, L., Yannakakis, G. N., Togelius, J., and Lanzi, P. L., Evolving interesting maps for a first person shooter, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 61–70, Turin, Italy, 2011, Springer Verlag.

[9] Chou, C.-W., Teytaud, O., and Yen, S.-J., Revisiting Monte-Carlo tree search on a normal form game: NoGo, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 71–80, Turin, Italy, 2011, Springer Verlag.

[10] Kemmerling, M., Ackermann, N., and Preuss, M., Nested look-ahead evolutionary algorithm based planning for a believable diplomacy bot, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 81–90, Turin, Italy, 2011, Springer Verlag.

[11] Mahlmann, T., Togelius, J., and Yannakakis, G. N., Towards procedural strategy game generation: Evolving complementary unit types, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 91–100, Turin, Italy, 2011, Springer Verlag.

[12] Merelo, J.-J., Cotta, C., and Mora, A.-M., Improving and scaling evolutionary approaches to the MasterMind problem, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 101–110, Turin, Italy, 2011, Springer Verlag.

[13] Papahristou, N. and Refanidis, I., Training neural networks to play backgammon variants using reinforcement learning, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 111–120, Turin, Italy, 2011, Springer Verlag.

[14] Perez, D., Nicolau, M., O'Neill, M., and Brabazon, A., Evolving behavior trees for the mario AI competition using grammatical evolution, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 121–130, Turin, Italy, 2011, Springer Verlag.

[15] Phon-Amnuaisuk, S., Learning chasing behaviours of non-player characters in games using SARSA, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 131–140, Turin, Italy, 2011, Springer Verlag.

[16] Quadflieg, J., Preuss, M., and Rudolph, G., Driving faster than a human player, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 141–150, Turin, Italy, 2011, Springer Verlag.

[17] Teytaud, O. and Flory, S., Upper confidence trees with short term partial information, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 151–160, Turin, Italy, 2011, Springer Verlag.

[18] Bocchi, L. and Rogai, F., Segmentation of ultrasound breast images: optimization of algorithm parameters, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 161–170, Turin, Italy, 2011, Springer Verlag.

[19] Fu, W., Johnston, M., and Zhang, M., A hybrid particle swarm optimisation with differential evolution approach to image segmentation, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 171–180, Turin, Italy, 2011, Springer Verlag.

[20] Kukenys, I., Browne, W., and Zhang, M., Transparent, online image pattern classification using a learning classifier system, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 181–190, Turin, Italy, 2011, Springer Verlag.

[21] Liu, J., Ma, H., and Ren, X., Tracking multiple targets with adaptive swarm optimization, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 191–200, Turin, Italy, 2011, Springer Verlag.

[22] Pekkarinen, J., Pölönen, H., and Neri, F., Advanced metaheuristic approaches and population doping for a novel modeling-based method of positron emission tomography data analysis, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 201–210, Turin, Italy, 2011, Springer Verlag.

[23] Poli, R., Salvaris, M., and Cinel, C., Evolutionary synthesis of a trajectory integrator for an analogue brain-computer interface mouse, in *Applications of Evolutionary Computing,*

EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 211–220, Turin, Italy, 2011, Springer Verlag.

[24] Swietojanski, P., Wielgat, R., and Zielinski, T., Automatic selection of pareto-optimal topologies of hidden markov models using multicriteria evolutionary algorithms, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 221–230, Turin, Italy, 2011, Springer Verlag.

[25] Cuccu, G. and Gomez, F. J., When novelty is not enough, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 231–240, Turin, Italy, 2011, Springer Verlag.

[26] Azzini, A., Dragoni, M., and Tettamanzi, A. G., A part-of-speech lexicographic encoding for an evolutionary word sense disambiguation approach, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 241–250, Turin, Italy, 2011, Springer Verlag.

[27] Duman, E., Uysal, M., and Alkaya, A. F., Migrating birds optimization: A new meta-heuristic approach and its application to the quadratic assignment problem, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 251–260, Turin, Italy, 2011, Springer Verlag.

[28] Iacca, G., Neri, F., and Mininno, E., Opposition-based learning in compact differential evolution, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 261–270, Turin, Italy, 2011, Springer Verlag.

[29] Kommenda, M., Kronberger, G., Feilmayr, C., and Affenzeller, M., Data mining using unguided symbolic regression on a blast furnace dataset, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 271–280, Turin, Italy, 2011, Springer Verlag.

[30] Maitre, O., Sharma, D., Lachiche, N., and Collet, P., DISPAR-tournament: a parallel population reduction operator that behaves like a tournament, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 281–290, Turin, Italy, 2011, Springer Verlag.

[31] Müller, C. L. and Sbalzarini, I. F., Global characterization of the CEC 2005 fitness landscapes using fitness-distance analysis, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 291–300, Turin, Italy, 2011, Springer Verlag.

[32] Weise, T., Niemczyk, S., Chiong, R., and Wan, M., A framework for multi-model EDAs with model recombination, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 301–310, Turin, Italy, 2011, Springer Verlag.

[33] Kiraz, B., Şima Uyar, A., and Özcan, E., An investigation of selection hyper-heuristics in dynamic environments, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 311–320, Turin, Italy, 2011, Springer Verlag.

[34] Mavrovouniotis, M. and Yang, S., Memory-based immigrants for ant colony optimization in changing environments, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 321–330, Turin, Italy, 2011, Springer Verlag.

[35] Richter, H. and Dietel, F., Solving dynamic constrained optimization problems with asynchronous change pattern, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 331–340, Turin, Italy, 2011, Springer Verlag.

[36] Sarasola, B., Khouadjia, M. R., Alba, E., Jourdan, L., and Talbi, E.-G., Flexible variable neighborhood search in dynamic vehicle routing, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 341–350, Turin, Italy, 2011, Springer Verlag.

[37] oes, A. S. and Costa, E., CHC-based algorithms for the dynamic traveling salesman problem, in *Applications of Evolutionary Computing, EvoApplications 2011: EvoCOMPLEX, EvoGAMES, EvoIASP, EvoINTELLIGENCE, EvoNUM, EvoSTOC*, edited by Di Chio, C. et al., volume 6624 of *LNCS*, pages 351–360, Turin, Italy, 2011, Springer Verlag.