Список литературы

- [Jin et al.(2004)Jin, Okabe, and Sendhoff] Y. Jin, T. Okabe, and B. Sendhoff, "Neural network regularization and ensembling using multi-objective evolutionary algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1–8.
- [Farina and Gobbi(2004)] M. Farina and M. Gobbi, "A fuzzy-optima definition based multiobjective optimization of a racing car tyre-suspension system," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 9–16.
- [Coelho and Bouillard(2004)] R. F. Coelho and P. Bouillard, "Pamuc ii for multicriteria optimization of mechanical designs with expert rules," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 17–22.
- [Smith et al.(2004)Smith, Everson, and Fieldsend] K. Smith, R. Everson, and J. Fieldsend, "Dominance measures for multi-objective simulated annealing," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 23–30.
- [Deugo and Ferguson(2004)] D. Deugo and D. Ferguson, "Evolution to the xtreme: Evolving evolutionary strategies using a meta-level approach," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 31–38.
- [ping Chen and Goldberg(2004)] Y. ping Chen and D. Goldberg, "Convergence time for the linkage learning genetic algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 39-46.
- [Arnold(2004)] D. Arnold, "An analysis of evolutionary gradient search," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 47–54.
- [Dukkipati et al.(2004)Dukkipati, Musti, and Bhatnagar] A. Dukkipati, N. M. Musti, and S. Bhatnagar, "Cauchy annealing schedule: An annealing schedule for boltzmann selection scheme in evolutionary algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 55–62.
- [Kobayashi and Aiyoshi(2004)] Y. Kobayashi and E. Aiyoshi, "Optimization algorithm using multiagents and reinforcement learning," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 63–68.
- [Tavares et al.(2004)Tavares, Pereira, and Costa] J. Tavares, F. Pereira, and E. Costa, "Understanding the role of insertion and correction in the evolution of golomb rulers," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 69–76.
- [Sheng and Liu(2004)] W. Sheng and X. Liu, "A hybrid algorithm for k-medoid clustering of large data sets," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 77–82.
- [Bernstein et al.(2004)Bernstein, Li, Ciesielski, and Song] Y. Bernstein, X. Li, V. Ciesielski, and A. Song, "Multiobjective parsimony enforcement for superior generalisation performance," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 83–89.
- [Hu et al.(2004)Hu, Shi, and Eberhart] X. Hu, Y. Shi, and R. Eberhart, "Recent advances in particle swarm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 90–97.
- [Parrott and Li(2004)] D. Parrott and X. Li, "A particle swarm model for tracking multiple peaks in a dynamic environment using speciation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 98–103.

- [O'Neill et al.(2004)O'Neill, Brabazon, and Adley] M. O'Neill, A. Brabazon, and C. Adley, "The automatic generation of programs for classification problems with grammatical swarm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 104–110.
- [Dozier et al.(2004)Dozier, Brown, Hurley, and Cain] G. V. Dozier, D. Brown, J. Hurley, and K. Cain, "Vulnerability analysis of ais-based intrusion detection systems via genetic and particle swarm red teams," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 111–116.
- [Kendall and Spoerer(2004)] G. Kendall and K. Spoerer, "Scripting the game of lemmings with a genetic algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 117–124.
- [Denzinger et al.(2004)Denzinger, Chan, Gates, Loose, and Buchanan] J. Denzinger, B. Chan, D. Gates, K. Loose, and J. Buchanan, "Evolutionary behavior testing of commercial computer games," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 125–132.
- [Corno et al.(2004)Corno, Sanchez, and Squillero] F. Corno, E. Sanchez, and G. Squillero, "On the evolution of corewar warriors," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 133–138.
- [Cole et al.(2004)Cole, Louis, and Miles] N. Cole, S. Louis, and C. Miles, "Using a genetic algorithm to tune first-person shooter bots," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 139–145.
- [Spieth et al.(2004a)Spieth, Streichert, Speer, and Zell] C. Spieth, F. Streichert, N. Speer, and A. Zell, "Utilizing an island model for ea to preserve solution diversity for inferring gene regulatory networks," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 146–151.
- [Spieth et al.(2004b)Spieth, Streichert, Speer, and Zell] —, "A memetic inference method for gene regulatory networks based on s-systems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 152–157.
- [Rowland(2004)] J. Rowland, "On genetic programming and knowledge discovery in transcriptome data," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 158–165.
- [Bleuler et al.(2004)Bleuler, Prelic, and Zitzler] S. Bleuler, A. Prelic, and E. Zitzler, "An ea framework for biclustering of gene expression data," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 166–173.
- [Ji et al.(2004)Ji, Chen, and Subprasom] Z. Ji, A. Chen, and K. Subprasom, "Finding multi-objective paths in stochastic networks: A simulation-based genetic algorithm approach," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 174–180.
- [Chen et al.(2004)Chen, Chootinan, and Pravinvongvuth] A. Chen, P. Chootinan, and S. Pravinvongvuth, "An evolutionary approach for finding optimal automatic vehicle identification reader locations in transportation networks," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 181–187.
- [Sato et al.(2004)Sato, Aguirre, and Tanaka] H. Sato, H. Aguirre, and K. Tanaka, "Local dominance using polar coordinates to enhance multiobjective evolutionary algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 188–195.

- [Aguirre and Tanaka(2004a)] H. Aguirre and K. Tanaka, "Insights on properties of multiobjective mnk-landscapes," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 196–203.
- [Parsopoulos et al.(2004)Parsopoulos, Tasoulis, Pavlidis, Plagianakos, and Vrahatis] K. Parsopoulos, D. Tasoulis, N. Pavlidis, V. Plagianakos, and M. Vrahatis, "Vector evaluated differential evolution for multiobjective optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 204–211.
- [Mostaghim et al.(2004)Mostaghim, Hoffmann, Koenig, Frauenheim, and Teich] S. Mostaghim, M. Hoffmann, P. H. Koenig, T. Frauenheim, and J. Teich, "Molecular force field parametrization using multi-objective evolutionary algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 212–219.
- [Weinberg and Talbi(2004)] B. Weinberg and E.-G. Talbi, "Nfl theorem is unusable on structured classes of problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 220–226.
- [English(2004)] T. English, "No more lunch: Analysis of sequential search," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 227–234.
- [Koeppen(2004)] M. Koeppen, "No-free-lunch theorems and the diversity of algorithms," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 235–241.
- [Chow(2004)] R. Chow, "Effects of phenotypic feedback and the coupling of genotypic and phenotypic spaces in genetic searches," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 242–249.
- [Schonfeld and Ashlock(2004)] J. Schonfeld and D. Ashlock, "Comparison of robustness of solutions located by evolutionary computation and other search algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 250–257.
- [Greenwood(2004)] G. Greenwood, "Differing mathematical perspectives of genotype space in combinatorial problems: Metric spaces vs pretopological spaces," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 258–264.
- [Bain et al.(2004)Bain, Thornton, and Sattar] S. Bain, J. Thornton, and A. Sattar, "Evolving algorithms for constraint satisfaction," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 265–272.
- [Dozier(2004)] G. V. Dozier, "Recurrent distributed constraint satisfaction via genetic and evolutionary societies of hill-climbers," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 273–279.
- [Yuchi and Kim(2004)] M. Yuchi and J.-H. Kim, "Grouping-based evolutionary algorithm: Seeking balance between feasible and infeasible individuals of constrained optimization problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 280–287.
- [Venkatraman and Yen(2004)] S. Venkatraman and G. Yen, "A simple elitist genetic algorithm for constrained optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 288–295.
- [Simionescu et al.(2004)Simionescu, Beale, and Dozier] P. A. Simionescu, D. G. Beale, and G. V. Dozier, "Constrained optimization problem solving using estimation of distribution algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 296–302.

- [Alkhalifah and Wainwright(2004)] Y. Alkhalifah and R. Wainwright, "A genetic algorithm applied to graph problems involving subsets of vertices," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 303–308.
- [Katare et al.(2004)Katare, Kalos, and West] S. Katare, A. Kalos, and D. West, "A hybrid swarm optimizer for efficient parameter estimation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 309–315.
- [Cui et al.(2004)Cui, Zeng, and Cai] Z. Cui, J. Zeng, and X. Cai, "A new stochastic particle swarm optimizer," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 316–319.
- [Shuyuan et al.(2004a)Shuyuan, Min, and Licheng] Y. Shuyuan, W. Min, and J. Licheng, "A quantum particle swarm optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 320–324.
- [Sun et al.(2004)Sun, Feng, Xu, Liu, and Bao] J. Sun, B. Feng, W. Xu, J. Liu, and L. Bao, "Particle swarm optimization with particles having quantum behavior," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 325–331.
- [Krink et al.(2004)Krink, Filipic, Fogel, and Thomsen] T. Krink, B. Filipic, G. B. Fogel, and R. Thomsen, "Noisy optimization problems a particular challenge for differential evolution?" in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 332–339.
- [Kennedy(2004)] J. Kennedy, "Probability and dynamics in the particle swarm," in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 340–347.
- [Chong and Yao(2004)] S. Y. Chong and X. Yao, "The impact of noise on iterated prisoner's dilemma with multiple levels of cooperation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 348–355.
- [Franken and Engelbrecht(2004)] N. Franken and A. Engelbrecht, "Pso approaches to co-evolve ipd strategies," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 356–363.
- [Hingston and Kendall(2004)] P. Hingston and G. Kendall, "Learning versus evolution in iterated prisoner's dilemma," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 364–372.
- [Mark et al.(2004)Mark, Sendhoff, and Wersing] A. Mark, B. Sendhoff, and H. Wersing, "A decision making framework for game playing using evolutionary optimization and learning," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 373–380.
- [Ashlock et al.(2004a)Ashlock, youn Kim, and von Roeschlaub] D. Ashlock, E. youn Kim, and W. von Roeschlaub, "Fingerprints: Enabling visualization and automatic analysis of strategies for two player games," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 381–387.
- [Sun and Just(2004)] X. Sun and W. Just, "Evolution of strategies in modified sequential assessment games," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 388–394.
- [Parmee and Abraham(2004)] I. Parmee and J. Abraham, "Supporting implicit learning via the visualisation of coga multi-objective data," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 395–402.

- [Hernandez-Aguirre et al.(2004)Hernandez-Aguirre, Botello-Rionda, and Coello-Coello]

 A. Hernandez-Aguirre, S. Botello-Rionda, and C. Coello-Coello, "Passss: An implementation of a novel diversity strategy for handling constraints," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 403–410.
- [Kicinger et al. (2004) Kicinger, Arciszewski, and De Jong] R. Kicinger, T. Arciszewski, and K. De Jong, "Morphogenesis and structural design: Cellular automata representations of steel structures in tall buildings," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 411–418.
- [Bryden et al.(2004)Bryden, Ashlock, and McCorkle] K. Bryden, D. Ashlock, and D. McCorkle, "An application of graph based evolutionary algorithms for diversity preservation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 419–426.
- [Suram et al.(2004)Suram, Bryden, and Ashlock] S. Suram, K. Bryden, and D. Ashlock, "Quantitative trait loci based solution of an inverse radiation heat transfer problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 427–432.
- [Dorris et al.(2004)Dorris, Carnahan, Orsini, and Kuntz] N. Dorris, B. Carnahan, L. Orsini, and L.-A. Kuntz, "Interactive evolutionary design of anthropomorphic symbols," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 433–440.
- [Ishibuchi and Narukawa(2004)] H. Ishibuchi and K. Narukawa, "Performance evaluation of simple multiobjective genetic local search algorithms on multiobjective 0/1 knapsack problems," in Proceedings of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 441–448.
- [Aguirre and Tanaka(2004b)] H. Aguirre and K. Tanaka, "Effects of elitism and population climbing on multiobjective mnk-landscapes," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 449–456.
- [Dunn et al.(2004)Dunn, Olague, Lutton, and Schoenauer] E. Dunn, G. Olague, E. Lutton, and M. Schoenauer, "Pareto optimal sensing strategies for an active vision system," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 457–463.
- [Yun et al.(2004)Yun, Nakayama, and Arakawa] Y. Yun, H. Nakayama, and M. Arakawa, "Fitness evaluation using generalized data envelopment analysis in moga," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 464–471.
- [Nguyen and Ian(2004)] X. H. Nguyen and M. R. Ian, "An investigation on the roles of insertion and deletion operators in tree adjoining grammar guided genetic programming," in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 472–477.
- [Shan et al.(2004)Shan, McKay, Baxter, Abbass, Essam, and Nguyen] Y. Shan, R. I. McKay, R. Baxter, H. Abbass, D. Essam, and H. Nguyen, "Grammar model-based program evolution," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 478–485.
- [Tomassini et al.(2004)Tomassini, Vanneschi, Cuendet, and Fernandez] M. Tomassini, L. Vanneschi, J. Cuendet, and F. Fernandez, "A new technique for dynamic size populations in genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 486–493.
- [Ciesielski and Li(2004)] V. Ciesielski and X. Li, "Experiments with explicit for-loops in genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 494–501.

- [Leon et al.(2004)Leon, Nasraoui, and Gomez] E. Leon, O. Nasraoui, and J. Gomez, "Anomaly detection based on unsupervised niche clustering with application to network intrusion detection," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 502–508.
- [Teredesai and Govindaraju(2004)] A. Teredesai and V. Govindaraju, "Issues in evolving gp based classifiers for a pattern recognition task," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 509-515.
- [Ouellette et al.(2004)Ouellette, Browne, and Hirasawa] R. Ouellette, M. Browne, and K. Hirasawa, "Genetic algorithm optimization of a convolutional neural network for autonomous crack detection," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 516–521.
- [Ashburn and Bonabeau(2004)] T. Ashburn and E. Bonabeau, "Interactive inversion of financial markets agent-based models," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 522–529.
- [Devicharan and Mohan(2004)] D. Devicharan and C. Mohan, "Particle swarm optimization with adaptive linkage learning," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 530–535.
- [Cagnina et al.(2004)Cagnina, Esquivel, and Gallard] L. Cagnina, S. Esquivel, and R. Gallard, "Particle swarm optimization for sequencing problems: A case study," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 536–541.
- [Liu et al.(2004)Liu, Qin, and He] Y. Liu, Z. Qin, and X. He, "Supervisor-student model in particle swarm optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 542–547.
- [Mohais et al.(2004)Mohais, Ward, and Posthoff] A. Mohais, C. Ward, and C. Posthoff, "Randomized directed neighborhoods with edge migration in particle swarm optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 548–555.
- [Castillo et al.(2004)Castillo, Sweeney, and Zirk] F. Castillo, J. Sweeney, and W. Zirk, "Using evolutionary algorithms to suggest variable transformations in linear model lack-of-fit situations," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 556–560.
- [Kordon and Lue(2004)] A. Kordon and C.-T. Lue, "Symbolic regression modeling of blown film process effects," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 561–568.
- [Filipic and Robic(2004)] B. Filipic and T. Robic, "A comparative study of coolant flow optimization on a steel casting machine," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 569–573.
- [Jones et al.(2004)Jones, Tiwari, Roy, and Corbett] P. Jones, A. Tiwari, R. Roy, and J. Corbett, "Optimisation of the high efficiency deep grinding process with fuzzy fitness function and constraints," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 574–581.
- [Corne and Pridgeon(2004)] D. Corne and C. Pridgeon, "Investigating issues in the reconstructability of genetic regulatory networks," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 582–589.
- [Cho and Park(2004)] S.-B. Cho and C. Park, "Speciated ga for optimal ensemble classifiers in dna microarray classification," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 590–597.

- [Deschenes and Wiese(2004)] A. Deschenes and K. C. Wiese, "Using stacking-energies (inn and inn-hb) for improving the accuracy of rna secondary structure prediction with an evolutionary algorithm a comparison to known structures," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 598–606.
- [Fogel et al.(2004a)Fogel, Weekes, Sampath, and Ecker] G. B. Fogel, D. G. Weekes, R. Sampath, and D. J. Ecker, "Parameter optimization of an evolutionary algorithm for rna structure discovery," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 607–613.
- [Kotani and Kato(2004)] M. Kotani and D. Kato, "Feature extraction using coevolutionary genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 614–619.
- [Chan et al.(2004a)Chan, Aydin, and Fogarty] K. Y. Chan, E. Aydin, and T. Fogarty, "An empirical study on the performance of factorial design based crossover on parametrical problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 620–627.
- [Zou et al.(2004a)Zou, Zhuang, and Chen] Y. Zou, Z. Zhuang, and H. Chen, "Hw-sw partitioning based on genetic algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 628–633.
- [Hong and Cho(2004)] J.-H. Hong and S.-B. Cho, "Evolution of emergent behaviors for shooting game characters in robocode," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 634–638.
- [de Garis and Batty(2004a)] H. de Garis and T. Batty, "Robust, reversible, nano-scale, femto-second-switching circuits and their evolution," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 639–645.
- [Hatanaka et al.(2004)Hatanaka, Kawaguchi, and Uosaki] T. Hatanaka, Y. Kawaguchi, and K. Uosaki, "Nonlinear system identification based on evolutionary fuzzy modeling," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 646–651.
- [Brabazon et al.(2004)Brabazon, Silva, de Sousa, O'Neill, Matthews, and Costa] A. Brabazon, A. Silva, T. F. de Sousa, M. O'Neill, R. Matthews, and E. Costa, "Investigating organizational strategic inertia using a particle swarm model," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 652–659.
- [Gutierrez(2004)] C. Gutierrez, "Heuristics in a general scheduling problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 660–665.
- [Gao(2004)] W. Gao, "Fast immunized evolutionary programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 666–670.
- [Cohen(2004a)] D. Cohen, "Using sat scores as predictors for future academic success," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 671–677.
- [Chung-Yuan and Chuen-Tsai(2004)] H. Chung-Yuan and S. Chuen-Tsai, "Self-adaptive routing based on learning classifier systems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 678–682.
- [Eto et al.(2004)Eto, Hirasawa, and Hu] S. Eto, K. Hirasawa, and J. Hu, "Functional localization of genetic network programming and its application to a pursuit problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 683–690.

- [Bandte(2004)] O. Bandte, "Visualizing information in an interactive evolutionary design process," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 691–698.
- [De San Pedro et al.(2004)De San Pedro, Pandolfi, Villagra, Lasso, and Gallard] M. De San Pedro, D. Pandolfi, A. Villagra, M. Lasso, and R. Gallard, "Effect of crossover operators under multirecombination: Weighted tardiness, a test case," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 699–705.
- [Zheng et al.(2004)Zheng, Ling, Shi, and Xie] J. Zheng, C. X. Ling, Z. Shi, and Y. Xie, "Some discussions about mogas: Individual relations, non-dominated set, and application on automatic negotiation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 706–712.
- [Nakagoe et al.(2004)Nakagoe, Hirasawa, and Hu] H. Nakagoe, K. Hirasawa, and J. Hu, "Genetic network programming with automatically generated variable size macro nodes," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 713–719.
- [Sastry et al.(2004)Sastry, Pelikan, and Goldberg] K. Sastry, M. Pelikan, and D. Goldberg, "Efficiency enhancement of genetic algorithms via building-block-wise fitness estimation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 720–727.
- [Kleeman et al.(2004)Kleeman, Day, and Lamont] M. Kleeman, R. Day, and G. Lamont, "Multi-objective evolutionary search performance with explicit building-block sizes for npc problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 728–735.
- [Ferreira et al.(2004)Ferreira, Vasconcelos, and Adeodato] T. Ferreira, G. Vasconcelos, and P. Adeodato, "A hybrid intelligent system approach for improving the prediction of real world time series," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 736–743.
- [Chen and Wineberg(2004)] J. Chen and M. Wineberg, "Enhancement of the shifting balance genetic algorithm for highly multimodal problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 744–751.
- [Hotz(2004a)] P. E. Hotz, "Comparing direct and developmental encoding schemes in artificial evolution: A case study in evolving lens shapes," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 752–757.
- [Osmera(2004)] P. Osmera, "Evolvable controllers with hierarchical structure," in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 758–765.
- [Parker and Blumenthal(2004)] G. Parker and J. Blumenthal, "Varying sample sizes for the coevolution of heterogeneous agents," in *Proceedings of the 2004 IEEE Congress on Evolutionary* Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 766–771.
- [Hou and Dozier(2004)] H. Hou and G. V. Dozier, "Comparing performance of binary-coded and constraint-based detectors," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 772–777.
- [kin Chow and tat Tsui(2004)] C. kin Chow and H. tat Tsui, "Autonomous agent response learning by a multi-species particle swarm optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 778–785.
- [Daneshyari and Yen(2004)] M. Daneshyari and G. Yen, "Talent based social algorithm for optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 786–791.

- [S. and Suganthan(2004)] B. S. and P. N. Suganthan, "A novel concurrent particle swarm optimization (cpso)," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 792–796.
- [Isaacs and Foo(2004)] J. Isaacs and S. Foo, "Optimized wavelet hand pose estimation for american sign language recognition," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 797–802.
- [Wu et al.(2004)Wu, Tang, Zou, Kang, and Li] Z. Wu, Z. Tang, J. Zou, L. Kang, and M. Li, "An evolutionary algorithm for solving parameter identification problems in elliptic systems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 803–808.
- [Eskridge and Hougen(2004)] B. Eskridge and D. Hougen, "Imitating success: A memetic crossover operator for genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 809–815.
- [de Garis and Batty(2004b)] H. de Garis and T. Batty, ""multi-mod": A pc based software system for handling the interconnectivity and neural signaling of an artificial brain containing 10,000 evolved neural net modules," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 816–819.
- [Shuyuan et al.(2004b)Shuyuan, Min, and Licheng] Y. Shuyuan, W. Min, and J. Licheng, "A novel quantum evolutionary algorithm and its application," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 820–826.
- [Ando and Iba(2004)] S. Ando and H. Iba, "Estimation of gene network using real-coded ga and robustness analysis," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 827–834.
- [Gordon and Matley(2004)] S. Gordon and Z. Matley, "Evolving sparse direction maps for maze pathfinding," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 835–838.
- [Oh and Volper(2004)] J. Oh and D. Volper, "Design of rationality-based computing middleware: A preliminary study," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 839–846.
- [Augugliaro et al.(2004) Augugliaro, Dusonchet, Favuzza, and Sanseverino] A. Augugliaro, L. Dusonchet, S. Favuzza, and E. R. Sanseverino, "A fuzzy-logic based evolutionary multiobjective approach for automated distribution networks management," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 847–854.
- [Kimbrough et al.(2004)Kimbrough, Lu, and Safavi] S. Kimbrough, M. Lu, and S. Safavi, "Exploring a financial product model with a two-population genetic algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 855–862.
- [Neal and Labrosse(2004)] M. Neal and F. Labrosse, "Rotation-invariant appearance based maps for robot navigation using an artificial immune network algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 863–870.
- [Sanchez et al.(2004a)Sanchez, Squillero, and Violante] E. Sanchez, G. Squillero, and M. Violante, "A local analysis of the genotype-fitness mapping in hardware optimization problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 871–878.

- [Esquivel et al.(2004)Esquivel, Garcia, Leguizamon, and Ribba] S. Esquivel, M. Garcia, G. Leguizamon, and M. Ribba, "A comparison of two mutation operators for the path planning problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 879–883.
- [Uosaki et al.(2004)Uosaki, Kimura, and Hatanaka] K. Uosaki, Y. Kimura, and T. Hatanaka, "Evolution strategies based particle filters for state and parameter estimation of nonlinear models," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 884–890.
- [Sinka and Corne(2004)] M. Sinka and D. Corne, "Evolving document features for web document clustering: A feasability study," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 891–897.
- [Yong-Duk et al.(2004)Yong-Duk, Jong-Hwan, and Yong-Jae] K. Yong-Duk, K. Jong-Hwan, and K. Yong-Jae, "Behavior selection and learning for synthetic character," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 898–903.
- [Neumann(2004)] F. Neumann, "Expected runtimes of evolutionary algorithms for the eulerian cycle problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 904–910.
- [Chakraborty(2004)] U. Chakraborty, "Analysis of encoding in 1+1-ea," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 911–917.
- [Salomon(2004a)] R. Salomon, "The curse of high-dimensional search spaces: Observing premature convergence in unimodal functions," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 918–923.
- [Verel et al.(2004)Verel, Collard, and Clergue] S. Verel, P. Collard, and M. Clergue, "Scuba search: when selection meets innovation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 924–931.
- [Streichert et al.(2004)Streichert, Ulmer, and Zell] F. Streichert, H. Ulmer, and A. Zell, "Evaluating a hybrid encoding and three crossover operators on the constrained portfolio selection problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 932–939.
- [Korczak and Lipinski(2004)] J. J. Korczak and P. Lipinski, "Evolutionary building of stock trading experts in a real-time system," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 940–947.
- [Hayward(2004)] S. Hayward, "Setting up performance surface of an artificial neural network with genetic algorithm optimization: in search of an accurate and profitable prediction for stock trading," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 948–954.
- [Tanaka-Yamawaki and Motoyama(2004)] M. Tanaka-Yamawaki and T. Motoyama, "Predicting the tick-wise price fluctuations by means of evolutional computation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 955–958.
- [Krohling et al.(2004)Krohling, Hoffmann, and dos Santos Coelho] R. A. Krohling, F. Hoffmann, and L. dos Santos Coelho, "Co-evolutionary particle swarm optimization for min-max problems using gaussian distribution," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 959–964.
- [Krusienski and Jenkins(2004)] D. Krusienski and W. K. Jenkins, "Particle swarm optimization for adaptive iir filter structures," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 965–970.

- [Slade et al.(2004)Slade, Ressom, Musavi, and Miller] W. Slade, H. Ressom, M. Musavi, and R. Miller, "Ocean color inversion by particle swarm optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 971–977.
- [Miguelanez et al.(2004)Miguelanez, Zalzala, and Tabor] E. Miguelanez, A. Zalzala, and P. Tabor, "Evolving neural networks using swarm intelligence for binmap classification," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 978–985.
- [Yannakakis et al.(2004) Yannakakis, Levine, and Hallam] G. Yannakakis, J. Levine, and J. Hallam, "An evolutionary approach for interactive computer games," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 986–993.
- [Fletcher and Zwick(2004)] J. Fletcher and M. Zwick, "Hamilton's rule applied to reciprocal altruism," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 994–1000.
- [Daoud et al.(2004)Daoud, Kharma, Haidar, and Popoola] M. Daoud, N. Kharma, A. Haidar, and J. Popoola, "Ayo, the awari player, or how better representation trumps deeper search," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1001–1006.
- [Lucas(2004)] S. Lucas, "Cellz: A simple dynamic game for testing evolutionary algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1007–1014.
- [Zhang and Huang(2004)] G.-Z. Zhang and D.-S. Huang, "Radial basis function neural network optimized by ga for soybean protein sequence residue spatial distance prediction," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1015–1019.
- [Day and Lamont(2004)] R. Day and G. Lamont, "Force field approximations using artificial neural networks," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1020–1027.
- [Yang and Shen(2004)] J.-M. Yang and T.-W. Shen, "A pharmacophore-based evolutionary approach for screening estrogen receptor antagonists," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1028–1035.
- [Lamont et al.(2004)Lamont, Esslinger, Ewing, and Abdel-Aty-Zohdy] G. Lamont, M. Esslinger, R. Ewing, and H. Abdel-Aty-Zohdy, "An artificial immune system strategy for robust chemical spectra classification via distributed heterogeneous sensors," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1036–1043.
- [Timmis et al.(2004)Timmis, Edmonds, and Kelsey] J. Timmis, C. Edmonds, and J. Kelsey, "Assessing the performance of two immune inspired algorithms and a hybrid genetic algorithm for function optimisation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1044–1051.
- [Garrett(2004)] S. Garrett, "Parameter-free, adaptive clonal selection," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1052–1058.
- [de Paula et al.(2004)de Paula, de Castro, and de Geus] F. de Paula, L. de Castro, and P. de Geus, "An intrusion detection system using ideas from the immune system," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1059–1066.

- [Hamaker and Boggess(2004)] J. Hamaker and L. Boggess, "Non-euclidean distance measures in airs, an artificial immune classification system," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1067–1073.
- [Nicosia et al.(2004)Nicosia, Cutello, and Pavone] G. Nicosia, V. Cutello, and M. Pavone, "An immune algorithm with hyper-macromutations for the 2d hydrophilic-hydrophobic model," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1074–1080.
- [Ji and Dasgupta(2004)] Z. Ji and D. Dasgupta, "Augmented negative selection algorithm with variable-coverage detectors," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1081–1088.
- [Anderson et al.(2004)Anderson, Bonabeau, and Scott] C. Anderson, E. Bonabeau, and J. Scott, "Evolutionary testing as both a testing and redesign tool: a study of a shipboard firemain's valve and pump controls," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1089–1097.
- [Malinchik et al.(2004)Malinchik, Orme, Rothermich, and Bonabeau] S. Malinchik, B. Orme, J. Rothermich, and E. Bonabeau, "Interactive exploratory data analysis," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1098–1104.
- [Fernandez et al.(2004)Fernandez, Grana, and Ruiz-Cabello] E. Fernandez, M. Grana, and J. Ruiz-Cabello, "An instantaneous memetic algorithm for illumination correction," in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1105–1110.
- [Bartz-Beielstein and Markon(2004)] T. Bartz-Beielstein and S. Markon, "Tuning search algorithms for real-world applications: A regression tree based approach," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1111–1118.
- [Salomon(2004b)] R. Salomon, "The force model: Concept, behavior, interpretation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1119–1126.
- [Lee et al.(2004)Lee, Bulitko, and Levner] G. Lee, V. Bulitko, and I. Levner, "Automated selection of vision operator libraries with evolutionary algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1127–1134.
- [Dahal et al.(2004)Dahal, Siewierski, Galloway, Burt, and McDonald] K. P. Dahal, T. A. Siewierski, S. J. Galloway, G. M. Burt, and J. R. McDonald, "An evolutionary generation scheduling in an open electricity market," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1135–1142.
- [Lasso et al.(2004)Lasso, Pandolfi, De San Pedro, Villagra, and Gallard] M. Lasso, D. Pandolfi, M. De San Pedro, A. Villagra, and R. Gallard, "Solving dynamic tardiness problems in single machine environments," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1143–1149.
- [Tsutsui and Wilson(2004)] S. Tsutsui and G. Wilson, "Solving capacitated vehicle routing problems using edge histogram based sampling algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1150–1157.
- [Aldasht et al.(2004)Aldasht, Ortega, Puntonet, and Diaz] M. Aldasht, J. Ortega, C. G. Puntonet, and A. F. Diaz, "A genetic exploration of dynamic load balancing algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1158–1163.

- [Dandass(2004)] Y. Dandass, "Genetic list scheduling for soft real-time parallel applications," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1164–1171.
- [Aleti and de Garis(2004)] S. H. Aleti and H. de Garis, "Evolutionary algorithms based on machine learning accelerate mathematical function optimization but not neural net evolution," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1172–1177.
- [Hu and Goodman(2004)] J. Hu and E. Goodman, "Wireless access point configuration by genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1178–1184.
- [Burian and Takala(2004)] A. Burian and J. Takala, "Evolved gate arrays for image restoration," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1185–1192.
- [Habib and Parker(2004)] S. Habib and A. Parker, "Synthesizing complex multimedia network topologies using an evolutionary approach," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1193–1200.
- [Inoue et al.(2004)Inoue, Tohge, and Iba] Y. Inoue, T. Tohge, and H. Iba, "Object transportation by two humanoid robots using cooperative learning," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1201–1208.
- [Walker(2004)] R. L. Walker, "Honeybee search strategies: Adaptive exploration of an information ecosystem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1209–1216.
- [Daida et al.(2004a)Daida, Samples, Hart, Halim, and Kumar] J. Daida, M. Samples, B. Hart, J. Halim, and A. Kumar, "Demonstrating constraints to diversity with a tunably difficulty problem for genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1217–1224.
- [Daida et al.(2004b)Daida, Ward, Hilss, Long, and Hodges] J. Daida, D. Ward, A. Hilss, S. Long, and M. Hodges, "Visualizing the loss of diversity in genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1225–1232.
- [Katada et al.(2004)Katada, Ohkura, and Ueda] Y. Katada, K. Ohkura, and K. Ueda, "The nei's standard genetic distance in artificial evolution," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1233–1239.
- [Hernandez et al.(2004a)Hernandez, Dasgupta, Nino, and Garcia] G. Hernandez, D. Dasgupta, F. Nino, and J. Garcia, "On geometric and statistical properties of the attractors of a generic evolutionary algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1240–1247.
- [He et al.(2004)He, Yao, and Zhang] J. He, X. Yao, and Q. Zhang, "To understand one-dimensional continuous fitness landscapes by drift analysis," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1248–1253.
- [Di Pietro et al.(2004)Di Pietro, While, and Barone] A. Di Pietro, L. While, and L. Barone, "Applying evolutionary algorithms to problems with noisy, time-consuming fitness functions," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1254–1261.
- [Yang(2004)] S. Yang, "Constructing dynamic test environments for genetic algorithms based on problem difficulty," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1262–1269.

- [Schoenemann(2004)] L. Schoenemann, "The impact of population sizes and diversity on the adaptability of evolution strategies in dynamic environments," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1270–1277.
- [Tinos and Carvalho(2004)] R. Tinos and A. Carvalho, "A genetic algorithm with gene dependent mutation probability for non-stationary optimization problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1278–1285.
- [Kang et al.(2004)Kang, Zhou, McKay, Li, and Kang] L. Kang, A. Zhou, R. I. McKay, Y. Li, and Z. Kang, "Benchmarking algorithms for dynamic travelling salesman problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1286–1292.
- [Eriksson and Olsson(2004)] R. Eriksson and B. Olsson, "On the performance of evolutionary algorithms with life-time adaptation in dynamic fitness landscapes," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1293–1300.
- [Bonino et al.(2004)Bonino, Corno, and Squillero] D. Bonino, F. Corno, and G. Squillero, "Dynamic optimization of semantic annotation relevance," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1301–1308.
- [Hernandez-Aguirre and Coello-Coello (2004)] A. Hernandez-Aguirre and C. Coello-Coello, "Mutual information-based fitness functions for evolutionary circuit synthesis," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1309–1316.
- [Sarif et al.(2004)Sarif, Abd-El-Barr, Sait, and Al-Saiari] B. Sarif, M. Abd-El-Barr, S. M. Sait, and U. Al-Saiari, "Fuzzified ant colony optimization algorithm for efficient combinational circuits," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1317–1324.
- [Cruz(2004)] A. Cruz, "A hybrid deterministic/genetic test generator to improve fault," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1325–1330.
- [Simsek et al.(2004)Simsek, Albayrak, and Korth] B. Simsek, S. Albayrak, and A. Korth, "Reinforcement learning for procurement agents of the factory of the future," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1331–1337.
- [Sedighi et al.(2004)Sedighi, Ashenayi, Manikas, Tai, and Wainwright] K. Sedighi, K. Ashenayi, T. Manikas, H.-M. Tai, and R. Wainwright, "Autonomous local path-planning for a mobile robot using a genetic algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1338–1345.
- [Hati and Sengupta(2004)] S. Hati and S. Sengupta, "A ga-based integrated approach to model-assisted matching and pose estimation for automated visual inspection applications," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1346–1353.
- [Cohen(2004b)] D. Cohen, "Ea-lect: An evolutionary algorithm for constructing logical rules to predict election into cooperstown," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1354–1361.
- [Tongchim and Yao(2004)] S. Tongchim and X. Yao, "Parallel evolutionary programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1362–1367.

- [Santos and Ohishi(2004)] E. Santos and T. Ohishi, "A hydro unit commitment model using genetic algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1368–1374.
- [Ozcan and Onbasioglu(2004)] E. Ozcan and E. Onbasioglu, "Genetic algorithms for parallel code optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1375–1381.
- [Thomsen(2004)] R. Thomsen, "Multimodal optimization using crowding-based differential evolution," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1382–1389.
- [Doctor et al.(2004)Doctor, Venayagamoorthy, and Gudise] S. Doctor, G. Venayagamoorthy, and V. Gudise, "Optimal pso for collective robotic search applications," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1390–1395.
- [Pulido and Coello-Coello(2004)] G. T. Pulido and C. Coello-Coello, "A constraint-handling mechanism for particle swarm optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1396–1403.
- [Mostaghim and Teich(2004)] S. Mostaghim and J. Teich, "Covering pareto-optimal fronts by subswarms in multi-objective particle swarm optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1404–1411.
- [Tasgetiren et al.(2004)Tasgetiren, Sevkli, Liang, and Gencyilmaz] M. F. Tasgetiren, M. Sevkli, Y.-C. Liang, and G. Gencyilmaz, "Particle swarm optimization algorithm for single machine total weighted tardiness problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1412–1419.
- [Fogel et al.(2004b)Fogel, Hays, and Johnson] D. B. Fogel, T. Hays, and D. Johnson, "A platform for evolving characters in competitive games," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1420–1426.
- [Fogel(2004)] D. B. Fogel, "Evolving strategies in blackjack," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1427–1434.
- [Gordon and Slocum(2004)] S. Gordon and T. Slocum, "The knight's tour evolutionary vs. depth-first search," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1435–1440.
- [Miles et al.(2004)Miles, Louis, Cole, and McDonnell] C. Miles, S. Louis, N. Cole, and J. McDonnell, "Learning to play like a human: Case injected genetic algorithms for strategic computer gaming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1441–1448.
- [Guo and Mak(2004)] Z. Guo and K. Mak, "A heuristic ga for the stochastic vehicle routing problems with soft time windows," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1449–1456.
- [Wei and Lee(2004)] J.-D. Wei and D.-T. Lee, "A new approach to the traveling salesman problem using genetic algorithms with priority encoding," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1457–1464.
- [Nagata(2004)] Y. Nagata, "Criteria for designing crossovers for tsp," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1465–1472.
- [White and Yen(2004)] C. White and G. Yen, "A hybrid evolutionary algorithm for traveling salesman problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1473–1478.

- [de la Cruz-Garcia et al.(2004)de la Cruz-Garcia, Risco-Martin, Herran-Gonzalez, and Fernandez-Blanco] J. M. de la Cruz-Garcia, J. L. Risco-Martin, A. Herran-Gonzalez, and P. Fernandez-Blanco, "Hybrid heuristic and mathematical programming in oil pipelines networks," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1479–1486.
- [Dimopoulos(2004)] C. Dimopoulos, "A review of evolutionary multiobjective optimization applications in the area of production research," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1487–1494.
- [Wong et al.(2004)Wong, Cote, and Sabourin] T. Wong, P. Cote, and R. Sabourin, "A hybrid moea for the capacitated exam proximity problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1495–1501.
- [Day et al.(2004)Day, Kleeman, and Lamont] R. Day, M. Kleeman, and G. Lamont, "Multi-objective fast messy genetic algorithm solving deception problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1502–1509.
- [Hernandez et al.(2004b)Hernandez, Isasi, and Seznec] J. C. Hernandez, P. Isasi, and A. Seznec, "On the design of state-of-the-art pseudorandom number generators by means of genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1510–1516.
- [Clark et al.(2004a)Clark, Jacob, and Stepney] J. A. Clark, J. L. Jacob, and S. Stepney, "Searching for cost functions," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1517–1524.
- [Fuller et al.(2004)Fuller, Millan, and Dawson] J. Fuller, W. Millan, and E. Dawson, "Multi-objective optimisation of bijective s-boxes," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1525–1532.
- [Clark et al.(2004b)Clark, Jacob, and Stepney] J. A. Clark, J. L. Jacob, and S. Stepney, "The design of s-boxes by simulated annealing," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1533–1537.
- [Oh and Barlow(2004)] C. Oh and G. Barlow, "Autonomous controller design for unmanned aerial vehicles using multi-objective genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1538–1545.
- [Liu and Iba(2004)] H. Liu and H. Iba, "A hierarchical approach for adaptive humanoid robot control," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1546–1553.
- [Walsh and Fenton(2004)] P. Walsh and P. Fenton, "A high-throughput computing environment for job shop scheduling genetic algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1554–1560.
- [Gonzalez and Cannady(2004)] L. Gonzalez and J. Cannady, "A self-adaptive negative selection approach for anomaly detection," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1561–1568.
- [Ulmer et al.(2004)Ulmer, Streichert, and Zell] H. Ulmer, F. Streichert, and A. Zell, "Evolution strategies with controlled model assistance," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1569–1576.
- [Won and Ray(2004)] K. S. Won and T. Ray, "Performance of kriging and cokriging based surrogate models within the unified framework for surrogate assisted optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1577–1585.

- [Zhou et al.(2004)Zhou, Ong, and Nair] Z. Zhou, Y. S. Ong, and P. B. Nair, "Hierarchical surrogate-assisted evolutionary optimization framework," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1586–1593.
- [Okabe et al.(2004)Okabe, Jin, Sendhoff, and Olhofer] T. Okabe, Y. Jin, B. Sendhoff, and M. Olhofer, "Voronoi-based estimation of distribution algorithm for multi-objective optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1594–1601.
- [Doty(2004)] D. Doty, "Non-local evolutionary adaptation in gridplants," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1602–1609.
- [Johnson et al. (2004) Johnson, Melich, Michalewicz, and Schmidt] R. Johnson, M. Melich, Z. Michalewicz, and M. Schmidt, "Coevolutionary tempo game," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1610–1617.
- [Ashlock et al.(2004b)Ashlock, Willson, and Leahy] D. Ashlock, S. Willson, and N. Leahy, "Coevolution and tartarus," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1618–1624.
- [O'Riordan et al.(2004)O'Riordan, Griffith, Newell, and Sorensen] C. O'Riordan, J. Griffith, J. Newell, and H. Sorensen, "Co-evolution of strategies for an n-player dilemma," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1625–1630.
- [Speer et al.(2004)Speer, Spieth, and Zell] N. Speer, C. Spieth, and A. Zell, "A memetic co-clustering algorithm for gene expression profiles and biological annotation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1631–1638.
- [Piaseczny et al.(2004)Piaseczny, Suzuki, and Sawai] W. Piaseczny, H. Suzuki, and H. Sawai, "Chemical genetic programming evolution of amino acid rewriting rules used for genotype-phenotype translation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1639–1646.
- [Seo et al.(2004)Seo, Yasunaga, and Kim] D. Seo, M. Yasunaga, and J. H. Kim, "A computatioal approach to detect transcritpion regulatory elements in dictyostelium discoideum," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1647–1653.
- [Ding et al.(2004)Ding, Liu, Wu, and Yang] S. Ding, J. Liu, C. Wu, and Q. Yang, "A genetic algorithm applied to optimal gene subset selection," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1654–1660.
- [Eguchi et al.(2004)Eguchi, Hirasawa, Hu, and Markon] T. Eguchi, K. Hirasawa, J. Hu, and S. Markon, "Elevator group supervisory control systems using genetic network programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1661–1667.
- [Sanchez et al.(2004b)Sanchez, Galan, and Rubio] J. J. Sanchez, M. Galan, and E. Rubio, "Genetic algorithms and cellular automata: A new architecture for traffic light cycles optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1668–1674.
- [Katsumata and Terano (2004)] Y. Katsumata and T. Terano, "Cabling and scheduling for electric power plant operation via tabu-boa algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1675–1682.

- [Watanabe and Nodu(2004)] I. Watanabe and M. Nodu, "A genetic algorithm for optimizing switching sequence of service restoration in distribution systems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1683–1690.
- [Ross et al.(2004)Ross, Marin-Blazquez, and Hart] P. Ross, J. G. Marin-Blazquez, and E. Hart, "Hyper-heuristics applied to class and exam timetabling problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1691–1698.
- [Funes et al.(2004)Funes, Bonabeau, Herve, and Morieux] P. Funes, E. Bonabeau, J. Herve, and Y. Morieux, "Interactive multi-participant task allocation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1699–1705.
- [Pfaffmann et al.(2004)Pfaffmann, Bousmalis, and Colombano] J. Pfaffmann, K. Bousmalis, and S. Colombano, "A scouting-inspired evolutionary algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1706–1712.
- [Ashlock et al.(2004c)Ashlock, Bryden, and Corns] D. Ashlock, K. Bryden, and S. Corns, "On taxonomy of evolutionary computation problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1713–1719.
- [Gomez(2004a)] J. Gomez, "Self adaptation of operator rates in evolutionary algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1720–1726.
- [Gomez(2004b)] ——, "Evolution of fuzzy rule based classifiers," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1727–1734.
- [Zhang et al.(2004a)Zhang, Yuan, and Buckles] J. Zhang, X. Yuan, and B. Buckles, "Subspace fdc for sharing distance estimation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1735–1742.
- [Kobti et al.(2004)Kobti, Reynolds, and Kohler] Z. Kobti, R. G. Reynolds, and T. Kohler, "The effect of kinship cooperation learning strategy and culture on the resilience of social systems in the village multi-agent simulation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1743–1750.
- [Peng and Reynolds(2004)] B. Peng and R. G. Reynolds, "Cultural algorithms: Knowledge learning in dynamic environments," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1751–1758.
- [Ho and Tay(2004)] N. B. Ho and J. C. Tay, "Genace: An efficient cultural algorithm to solve the flexible job-shop problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1759–1766.
- [Curran and O'Riordan(2004)] D. Curran and C. O'Riordan, "The effect of noise on the performance of cultural evolution in multi-agent systems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1767–1773.
- [Stephan and Sullivan(2004)] C. Stephan and J. Sullivan, "An agent-based hydrogen vehicle/infrastructure model," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1774–1779.
- [Ostrowski and Reynolds(2004)] D. Ostrowski and R. G. Reynolds, "Using cultural algorithms to evolve strategies for recessionary markets," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1780–1785.

- [Stoica et al.(2004)Stoica, Arslan, Keymeulen, Duong, Zebulum, Guo, Ferguson, and Daud]
 A. Stoica, T. Arslan, D. Keymeulen, V. Duong, R. Zebulum, X. Guo, I. Ferguson, and T. Daud, "Evolutionary recovery of electronic circuits from radiation induced faults," in Proceedings of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1786–1793.
- [Sait and Al-Ismail(2004)] S. M. Sait and M. Al-Ismail, "Enhanced simulated evolution algorithm for digital circuit design yielding faster execution in a larger solution space," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1794–1799.
- [Harding and Miller(2004)] S. Harding and J. Miller, "Evolution in materio: A tone discriminator in liquid crystal," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1800–1807.
- [Hunter(2004)] D. Hunter, "Some lessons learned on constructing an automated testbench for evolvable hardware experiments," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1808–1812.
- [Oltean(2004)] M. Oltean, "Solving even-parity problems using traceless genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1813–1819.
- [Blumenthal and Parker(2004)] J. Blumenthal and G. Parker, "Punctuated anytime learning for evolving multi-agent capture strategies," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1820–1827.
- [Bajurnow and Ciesielski(2004)] A. Bajurnow and V. Ciesielski, "Layered learning for evolving goal scoring behavior in soccer players," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1828–1835.
- [Eberbach and Eberbach(2004)] E. Eberbach and A. Eberbach, "On designing co\$t: A new approach and programming environment for distributed problem solving based on evolutionary computation and anytime algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1836–1843.
- [Ashlock and Lathrop(2004)] D. Ashlock and J. Lathrop, "Program induction: Building a wall," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1844–1850.
- [Hartono et al.(2004)Hartono, Hashimoto, and Wahde] P. Hartono, S. Hashimoto, and M. Wahde, "Labeled-ga with adaptive mutation rate," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1851–1858.
- [Ashlock and Oftelie(2004)] D. Ashlock and J. Oftelie, "Simulation of floral specialization in bees," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1859–1864.
- [Kephart and Lefevre (2004)] D. Kephart and J. Lefevre, "Codegen: The generation and testing of dna code words," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1865–1873.
- [Khabzaoui et al.(2004)Khabzaoui, Dhaenens, and Talbi] M. Khabzaoui, C. Dhaenens, and E.-G. Talbi, "A multicriteria genetic algorithm to analyze dna microarray data," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1874–1881.
- [Nuser and Deaton(2004)] M. Nuser and R. Deaton, "A probabilistic analysis of in vitro selection of independent dna words for computation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1882–1888.

- [Neel et al.(2004)Neel, Garzon, and Penumetsa] A. Neel, M. Garzon, and P. Penumetsa, "Soundness and quality of semantic retrieval in dna-based memories with abiotic data," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1889–1895.
- [Wood and Chen(2004)] D. Wood and J. Chen, "Fredkin gate circuits via recombination enzymes," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1896–1900.
- [Chiang and Chen(2004)] C.-H. Chiang and L.-H. Chen, "A new cellular automaton: Five elements balance chart and its application to forest industry ecosystem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1901–1908.
- [Acan(2004)] A. Acan, "Clonal selection algorithm with operator multiplicity," in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1909–1915.
- [Randall(2004)] M. Randall, "Heuristics for ant colony optimisation using the generalised assignment problem," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1916–1923.
- [Ippolito et al.(2004)Ippolito, Sanseverino, and Vuinovich] M. Ippolito, E. R. Sanseverino, and F. Vuinovich, "Multiobjective ant colony search algorithm for optimal electrical distribution system strategical planning," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1924–1931.
- [Annaluru et al.(2004)Annaluru, Das, and Pahwa] R. Annaluru, S. Das, and A. Pahwa, "Multi-level ant colony algorithm for optimal placement of capacitors in distribution systems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1932–1937.
- [Pirzada et al.(2004)Pirzada, Datta, and McDonald] A. Pirzada, A. Datta, and C. McDonald, "Trusted routing in ad-hoc networks using pheromone trails," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1938–1943.
- [Mumford(2004)] C. Mumford, "A hierarchical evolutionary approach to multi-objective optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1944–1951.
- [Branke et al.(2004)Branke, Schmeck, Deb, and Maheshwar] J. Branke, H. Schmeck, K. Deb, and R. Maheshwar, "Parallelizing multi-objective evolutionary algorithms: Cone separation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1952–1957.
- [Grosan(2004)] C. Grosan, "Improving the performance of evolutionary algorithms for the multiobjective 0/1 knapsack problem using epsilon -dominance," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1958–1963.
- [Marwaha et al.(2004)Marwaha, Srinivasan, Tham, and Vasilakos] S. Marwaha, D. Srinivasan, C. K. Tham, and A. Vasilakos, "Evolutionary fuzzy multi-objective routing for wireless mobile ad hoc networks," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1964–1971.
- [Chan et al.(2004b)Chan, Aydin, and Fogarty] K. Y. Chan, E. Aydin, and T. Fogarty, "Parameterisation of mutation in evolutionary algorithms using the estimated main effect of genes," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1972–1979.

- [Vesterstroem and Thomsen(2004)] J. Vesterstroem and R. Thomsen, "A comparative study of differential evolution, particle swarm optimization, and evolutionary algorithms on numerical benchmark problems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1980–1987.
- [Zhang and Dozier(2004)] F. Zhang and G. V. Dozier, "A comparison of distributed restricted recombination operators for genetic and evolutionary societies of hill-climbers: A disacsp perspective," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1988–1995.
- [Ray et al.(2004)Ray, Venkatarayalu, Won, and Chan] T. Ray, N. Venkatarayalu, K. S. Won, and K. P. Chan, "Study on the behaviour and implementation of parent centric crossover within the generalized generation gap model," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 1996–2003.
- [Paterlini and Krink(2004)] S. Paterlini and T. Krink, "High performance clustering with differential evolution," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2004–2011.
- [Xie et al.(2004a)Xie, Zhang, and Bi] X.-F. Xie, W.-J. Zhang, and D.-C. Bi, "Handling equality constraints by adaptive relaxing rule for swarm algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2012–2016.
- [Xie et al.(2004b)Xie, Zhang, and Bi] —, "Optimizing semiconductor devices by self-organizing particle swarm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2017–2022.
- [Tasoulis et al.(2004)Tasoulis, Pavlidis, Plagianakos, and Vrahatis] D. Tasoulis, N. Pavlidis, V. Plagianakos, and M. Vrahatis, "Parallel differential evolution," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2023–2029.
- [Buzing et al.(2004)Buzing, Eiben, Schut, and Toma] P. Buzing, A. Eiben, M. Schut, and T. Toma, "Cooperation and communication in evolving artificial societies," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2030–2037.
- [Enee and Escazut(2004)] G. Enee and C. Escazut, "Evolution of communication in a genetic based multi-agent system: Use wise resources," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2038–2044.
- [Ashlock and Powers(2004)] D. Ashlock and B. Powers, "The effect of tag recognition on non-local adaptation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2045–2051.
- [Kendall et al.(2004)Kendall, Yaakob, and Hingston] G. Kendall, R. Yaakob, and P. Hingston, "An investigation of an evolutionary approach to the opening of go," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2052–2059.
- [Ono et al.(2004)Ono, Seike, Morishita, Ono, and Matsui] I. Ono, Y. Seike, R. Morishita, N. Ono, and M. Matsui, "An evolutionary algorithm taking account of mutual interactions among substances for inference of genetic networks," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2060–2067.
- [Noman et al.(2004)Noman, Okada, Hosoyama, and Iba] N. Noman, K. Okada, N. Hosoyama, and H. Iba, "Use of clustering to improve the layout of gene network for visualization," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2068–2075.

- [Paul and Iba(2004)] T. Paul and H. Iba, "Selection of the most useful subset of genes for gene expression-based classification," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2076–2083.
- [Koduru et al.(2004)Koduru, Das, Welch, and Roe] P. Koduru, S. Das, S. Welch, and J. L. Roe, "A multi-objective ga-simplex hybrid approach for gene regulatory network models," in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2084–2091.
- [Song and Ciesielski(2004)] A. Song and V. Ciesielski, "Texture analysis by genetic programming," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2092–2099.
- [Jang et al.(2004)Jang, Han, and Kim] J.-S. Jang, K.-H. Han, and J.-H. Kim, "Face detection using quantum-inspired evolutionary algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2100–2106.
- [Treptow and Zell(2004)] A. Treptow and A. Zell, "Combining adaboost learning and evolutionary search to select features for real-time object detection," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2107–2113.
- [Miller et al.(2004)Miller, Arguello, and Greenwood] D. Miller, R. Arguello, and G. Greenwood, "Evolving artificial neural network structures: Experimental results for biologically-inspired adaptive mutations," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2114–2119.
- [Chen and guo Feng(2004)] H. Chen and D. guo Feng, "An effective evolutionary strategy for bijective s-boxes," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2120–2123.
- [Hernandez and Isasi(2004)] J. C. Hernandez and P. Isasi, "New results on the genetic cryptanalysis of tea and reduced-round versions of xtea," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2124–2129.
- [Nedjah and Mourelle(2004)] N. Nedjah and L. Mourelle, "Secure evolutionary hardware for public-key cryptosystems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2130–2137.
- [Seredynski and Bouvry(2004)] M. Seredynski and P. Bouvry, "Block cipher based on reversible cellular automata," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2138–2143.
- [Legg et al.(2004)Legg, Hutter, and Kumar] S. Legg, M. Hutter, and A. Kumar, "Tournament versus fitness uniform selection," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2144–2151.
- [Dorronsoro et al.(2004)Dorronsoro, Alba, Giacobini, and Tomassini] B. Dorronsoro, E. Alba, M. Giacobini, and M. Tomassini, "The influence of grid shape and asynchronicity on cellular evolutionary algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2152–2158.
- [Takahashi and Kobayashi (2004)] O. Takahashi and S. Kobayashi, "An angular distance dependent alternation model for real-coded genetic algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2159–2165.
- [Dengiz et al.(2004)Dengiz, Dozier, and Smith] O. Dengiz, G. V. Dozier, and A. E. Smith, "Non-deterministic decoding with memory to enhance precision in binary-coded genetic algorithms," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2166–2172.

- [S. et al.(2004)S., Alphones, and Suganthan] B. S., A. Alphones, and P. N. Suganthan, "Concurrent pso and fdr-pso based reconfigurable phase-differentiated antenna array design," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2173–2179.
- [Hotz(2004b)] P. E. Hotz, "Asymmetric cell division in artificial evolution," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2180–2186.
- [Vigraham and Gallagher(2004)] S. Vigraham and J. Gallagher, "On the relative efficacies of space saving *cgas for evolvable hardware applications," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2187–2193.
- [Khan and Perkowski(2004)] M. H. Khan and M. A. Perkowski, "Genetic algorithm based synthesis of multi-output ternary functions using quantum cascade of generalized ternary gates," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2194–2201.
- [Kamio and Iba(2004)] S. Kamio and H. Iba, "Evolutionary construction of a simulator for real robots," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2202–2209.
- [Lucidarme(2004)] P. Lucidarme, "An evolutionary algorithm for multi-robot unsupervised learning," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2210–2215.
- [Parker(2004)] G. Parker, "Partial recombination for the co-evolution of model parameters," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2216–2223.
- [Nojima et al.(2004)Nojima, Kubota, and Kojima] Y. Nojima, N. Kubota, and F. Kojima, "Trajectory generation and accumulation for partner robots based on structured learning," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2224–2229.
- [Tang et al.(2004)Tang, Suganthan, and Yao] K. Tang, P. N. Suganthan, and X. Yao, "Generalized Ida using relevance weighting and evolution strategy," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2230–2234.
- [Stanhope(2004)] S. Stanhope, "Evolution strategies for multivariate-to-anything partially specified random vector generation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2235–2240.
- [Tulai and Oppacher(2004)] A. Tulai and F. Oppacher, "Maintaining diversity and increasing the accuracy of classification rules through automatic speciation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2241–2249.
- [Goldstein and Yen(2004)] M. Goldstein and G. Yen, "An evolutionary algorithm method for sampling n-partite graphs," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2250–2257.
- [Lichodzijewski et al.(2004)Lichodzijewski, Zincir-Heywood, and Heywood] P. Lichodzijewski, N. Zincir-Heywood, and M. Heywood, "Cascaded gp models for data mining," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2258–2264.
- [Uyar and Uyar(2004)] A. S. Uyar and H. T. Uyar, "An event-driven test framework for evolutionary algorithms in dynamic environments," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2265–2272.

- [Ashlock and Bryden(2004)] D. Ashlock and K. Bryden, "Evolutionary control of lsystem interpretation," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2273–2279.
- [Zhang et al.(2004b)Zhang, Chung, and Hu] J. Zhang, H. Chung, and B. Hu, "Adaptive probabilities of crossover and mutation in genetic algorithms based on clustering technique," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2280–2287.
- [Czarn et al.(2004)Czarn, MacNish, Vijayan, and Turlach] A. Czarn, C. MacNish, K. Vijayan, and B. Turlach, "Statistical exploratory analysis of genetic algorithms: The importance of interaction," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2288–2295.
- [Nakamura et al.(2004)Nakamura, Yamashiro, and Gong] M. Nakamura, N. Yamashiro, and Y. Gong, "Iterative parallel and distributed genetic algorithms with biased initial population," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2296–2301.
- [Xu et al.(2004)Xu, Salcedo-Sanz, and Yao] Y. Xu, S. Salcedo-Sanz, and X. Yao, "Non-standard cost terminal assignment problems using tabu search approach," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2302–2306.
- [Zhang et al.(2004c)Zhang, Xie, and Bi] W.-J. Zhang, X.-F. Xie, and D.-C. Bi, "Handling boundary constraints for numrical optimization by particle swarm flying in periodic search space," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2307–2311.
- [Tanev et al.(2004)Tanev, Ray, and Buller] I. Tanev, T. Ray, and A. Buller, "Evolutionary design, robustness and adaptation of sidewinding locomotion of simulated libmless wheelless robot," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2312–2319.
- [Fan et al.(2004)Fan, Goodman, Jiachuan, Ronald, Kisung, and Jianjun] Z. Fan, E. Goodman, W. Jiachuan, R. Ronald, S. Kisung, and H. Jianjun, "Hierarchical evolutionary synthesis of mems," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2320–2327.
- [Yapicioglu et al.(2004)Yapicioglu, Dozier, and Smith] H. Yapicioglu, G. V. Dozier, and A. E. Smith, "Bi-criteria model for locating a semi-desirable facility on a plane using particle swarm optimization," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2328–2334.
- [Zou et al.(2004b)Zou, Zhou, Chen, and Yao] P. Zou, Z. Zhou, G. Chen, and X. Yao, "A novel memetic algorithm with random multi-local-search: A case study of tsp," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2335–2340.
- [De Jong(2004)] E. De Jong, "Towards a bounded pareto-coevolution archive," in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2341–2348.
- [Chang et al.(2004)Chang, Ohkura, Ueda, and Sugiyama] M. Chang, K. Ohkura, K. Ueda, and M. Sugiyama, "Modeling coevolutionary genetic algorithms on two-bit landscapes: Partnering strategies," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2349–2356.
- [Hughes(2004)] E. Hughes, "Swarm guidance using a multi-objective co-evolutionary on-line evolutionary algorithm," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2357–2363.

[Brewster and Reynolds(2004)] J. Brewster and R. G. Reynolds, "Alternative fuel adoption," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 2364–2371.