

Список литературы

- [Hanh(1994)] Hanh, M.S. (1994) 'Simulating evolution in a kolmogorov predator-prey model with genetic extensions'. In J.R. Koza, (ed.) *Artificial Life at Stanford 1994*. Stanford, California, 94305-3079 USA, Phone 415-329-1217 or 800-533-2670: Stanford Bookstore, pp. 44–53.
- [Haynes et al.(1996)Haynes, Lau and Sen] Haynes, T., Lau, K. and Sen, S. (1996) 'Learning cases to compliment rules for conflict resolution in multiagent systems'. In S. Sen, (ed.) *Working Notes for the AAAI Symposium on Adaptation, Co-evolution and Learning in Multiagent Systems*. Stanford University, CA.
- [Haynes and Sen(1995)] Haynes, T. and Sen, S. (1995) 'Evolving behavioral strategies in predators and prey'. In S. Sen, (ed.) *IJCAI-95 Workshop on Adaptation and Learning in Multiagent Systems*. pp. 32–37.
- [Haynes and Sen(1996)] Haynes, T. and Sen, S. (1996) 'Evolving behavioral strategies in predators and prey'. In G. Weiß and S. Sen, (eds.) *Adaptation and Learning in Multiagent Systems*, Lecture Notes in Artificial Intelligence. Berlin: Springer Verlag.
- [Haynes et al.(1995a)Haynes, Sen, Schoenefeld and Wainwright] Haynes, T., Sen, S., Schoenefeld, D. and Wainwright, R. (1995a) 'Evolving a team'. In E.V. Siegel and J.R. Koza, (eds.) *Working Notes for the AAAI Symposium on Genetic Programming*. Cambridge, MA: AAAI.
- [Haynes et al.(1995b)Haynes, Sen, Schoenefeld and Wainwright] Haynes, T., Sen, S., Schoenefeld, D. and Wainwright, R. (1995b) 'Evolving multiagent coordination strategies with genetic programming'. *Artificial Intelligence*. (submitted for review).
- [Haynes et al.(1995c)Haynes, Wainwright and Sen] Haynes, T., Wainwright, R. and Sen, S. (1995c) 'Evolving cooperation strategies'. In V. Lesser, (ed.) *Proceedings of the First International Conference on Multi-Agent Systems*. San Francisco, CA: MIT Press, p. 450. (poster).
- [Haynes et al.(1995d)Haynes, Wainwright, Sen and Schoenefeld] Haynes, T., Wainwright, R., Sen, S. and Schoenefeld, D. (1995d) 'Strongly typed genetic programming in evolving cooperation strategies'. In L. Eshelman, (ed.) *Proceedings of the Sixth International Conference on Genetic Algorithms*. San Francisco, CA: Morgan Kaufmann Publishers, Inc., pp. 271–278.
- [Iba et al.(1993)Iba, de Garis and Higuchi] Iba, H., de Garis, H. and Higuchi, T. (1993) 'Evolutionary learning of predatory behaviors based on structured classifiers'. In J.A. Meyer, H.L. Roitblat and S.W. Wilson, (eds.) *From Animals to Animats 2: Proceedings of the Second International Conference on Simulation of Adaptive Behavior*, vol. 1. The MIT Press.
- [Korf(1992)] Korf, R.E. (1992) 'A simple solution to pursuit games'. In *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*. pp. 183–194.
- [Levy and Rosenschein(1992)] Levy, R. and Rosenschein, J.S. (1992) 'A game theoretic approach to the pursuit problem'. In *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*. pp. 195–213.
- [Maio and Rizzi(1995)] Maio, D. and Rizzi, S. (1995) 'Unsupervised multi-agent exploration of structured environments'. In V. Lesser, (ed.) *Proceedings of the First International Conference on Multi-Agent Systems*. San Francisco, CA: MIT Press, pp. 269–275.
- [Manela and Campbell(1993)] Manela, M. and Campbell, J.A. (1993) 'Designing good pursuit problems as testbeds for Distributed AI: a novel application of Genetic Algorithms'. In *Fifth European Workshop on Modelling Autonomous Agents in a Multi-Agent World*. Neuchâtel, Switzerland.
- [Miller and Cliff(1994)] Miller, G.F. and Cliff, D. (1994) 'Co-evolution of pursuit and evasion i: Biological and game-theoretic foundations'. Tech. Rep. CSRP311.
- [Singh(1990)] Singh, M.P. (1990) 'The effect of agent control strategy on the performance of a DAI pursuit problem'. In *Working Papers of the 10th International Workshop on Distributed Artificial Intelligence*.

- [Smith(17th April 1991)] Smith, M. (17th April 1991) ‘Using massively-parallel supercomputers to model stochastic spatial predator-prey systems’. Tech. Rep. EPCC-TR91-06.
- [Stephens and Merx(1990)] Stephens, L.M. and Merx, M.B. (1990) ‘The effect of agent control strategy on the performance of a DAI pursuit problem’. In *Proceedings of the 1990 Distributed AI Workshop*.
- [Vidal and Durfee(1995)] Vidal, J.M. and Durfee, E.H. (1995) ‘Recursive agent modeling using limited rationality’. In V. Lesser, (ed.) *Proceedings of the First International Conference on Multi-Agent Systems*. San Francisco, CA: MIT Press, pp. 376–383.