

## Список литературы

- [Wallin(2001)] David Wallin. Adaptation of hyper objects for classification. In Conor Ryan, editor, *Graduate Student Workshop*, pages 453–456, San Francisco, California, USA, 7 July 2001.
- [Soute et al.(2001)Soute, van de Molengraft, and Angelis] I. A. C. Soute, M. J. G. van de Molengraft, and G. Z. Angelis. Using genetic programming to find lyapunov functions. In Conor Ryan, editor, *Graduate Student Workshop*, pages 449–452, San Francisco, California, USA, 7 July 2001.
- [Sehitoglu(2001)] Onur Tolga Sehitoglu. A concurrent constraint programming approach to genetic algorithms. In Conor Ryan, editor, *Graduate Student Workshop*, pages 445–448, San Francisco, California, USA, 7 July 2001.
- [Scholoman and Blackford(2001)] John Scholoman and Benjamin Blackford. Genetic programming evolves a human-competitive player for a complex, on-line, interactive, multi-player game of strategy. In Conor Ryan, editor, *Graduate Student Workshop*, pages 441–444, San Francisco, California, USA, 7 July 2001.
- [Reimann(2001)] Marc Reimann. On some ideas of multi-colony ant approaches. In Conor Ryan, editor, *Graduate Student Workshop*, pages 437–440, San Francisco, California, USA, 7 July 2001.