Список литературы

[AB04a]   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.

[AB04b]   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.

[ABC04]   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.

[ABS04]   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.

[Aca04]   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.

[Ad04]   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.

[ADFS04]   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.

[ADP04]   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.

[AI04]   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.

[AL04]   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.

[AO04]   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.

[AOPD04]   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.

[AP04]   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.

[Arn04]   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.

[AT04a] 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.

[AT04b] ——, "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.

[AW04] 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.

[AWL04] 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.

[AyKv04] 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.

[BAM04] 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.

[Ban04] 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.

[BBM04] 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.

[BC04] 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.

[BCS04] 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.

[BEST04] 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.

[BLCS04] 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.

[BP04] 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.

[BPZ04] 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.

[BR04]   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.

[BSd+04]   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.

[BSDM04]   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.

[BT04]   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.

[BTS04]   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.

[CAF04a]   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.

[CAF04b]   ——, "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.

[CB04]   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.

[CC04]   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.

[CCP04]   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.

[CEG04]   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.

[CgF04]   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.

[Cha04]   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.

[Cho04]   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.

[CJS04a]   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.

[CJS04b]   ——, "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.

[CL04]   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.

[CLM04]   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.

[CMVT04]   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.

[CO04]   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.

[Coh04a]   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.

[Coh04b]   ——, "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.

[COUS04]   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.

[CP04a]   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.

[CP04b]   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.

[Cru04]   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.

[CSS04]   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.

[CSZ04]   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.

[CW04]   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.

[CY04]   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.

[CYCT04]   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.

[CZC04]   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.

[DAGT04]   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.

[Dan04]   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.

[dB04a]   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.

[dB04b]   ——, "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.

[DBHC04]   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.

[DCG+04]   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.

[DCOK04]   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.

[ddd04]   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.

[DDS04]   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.

[De 04]   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.

[DF04]   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.

[Dim04]   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.

[DKHP04]   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.

[DKL04]   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.

[DL04]   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.

[DLWY04]   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.

[DM04]   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.

[DMB04]   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.

[DOLS04]   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.

[Dot04]   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.

[Doz04]   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.

[DPV+04]   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.

[dRMHGFB04]   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.

[DSG⁺04]   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.

[DSH⁺04]   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.

[DVG04]   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.

[DW04]   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.

[DWB04]   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.

[DWH⁺04]   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.

[DY04]   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.

[EE04a]   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.

[EE04b]   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.

[EGLR04]   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.

[EH04]   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.

[EHH04]   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.

[EHHM04]   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.

[Eng04]   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.

[EO04]   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.

[FBHM04]   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.

[FE04]   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.

[FG04]   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.

[FGJ$^+$04] 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.

[FGRC04]   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.

[FHJ04]   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.

[FMD04]   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.

[Fog04]   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.

[FR04]   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.

[FVA04]   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.

[FWSE04]   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.

[FZ04]   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.

[Gao04]   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.

[Gar04]   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.

[GC04]   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.

[GM04a]   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.

[GM04b]   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.

[Gom04a]   J. Gomez, "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.

[Gom04b]   ——, "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.

[Gre04]   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.

[Gro04]   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.

[GS04]   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.

[Gut04]   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.

[GY04]   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.

[HABRCC04]   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.

[HACC04]   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.

[Hay04]   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.

[HB04]   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.

[HC04]   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.

[HD04]   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.

[HDNG04]   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.

[HG04]   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.

[HHW04]   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.

[HI04]   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.

[HIS04]   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.

[HK04]   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.

[HKU04]   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.

[HM04]   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.

[Hot04a]   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.

[Hot04b]   ——, "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.

[HP04]   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.

[HS04]   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.

[HSE04]   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.

[HT04]   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.

[Hug04]   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.

[Hun04]   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.

[HYZ04]   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.

[IF04]   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.

[IN04]   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.

[ISV04]   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.

[ITI04]   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.

[JCS04]   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.

[JD04]   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.

[JHK04]   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.

[JMMS04]   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.

[JOS04]   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.

[JTRC04]   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.

[KA04]   Y. Kobayashi and E. Aiyoshi, "Optimization algorithm using multi-agents and reinforcement learning," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation.* Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 63–68.

[KAD04]   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.

[kCtT04]   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.

[KDL04]   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.

[KDT04]   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.

[KDWR04]   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.

[Ken04]   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.

[KFFT04]   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.

[KHd04]   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.

[KI04]   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.

[KJ04]   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.

[KK04]   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.

[KKW04]   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.

[KL04a]   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.

[KL04b]   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.

[KL04c]   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.

[KLS04]   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.

[Koe04]   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.

[KOU04]   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.

[KP04]   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.

[KRK04]   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.

[KS04]   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.

[KT04]   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.

[KYH04]   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.

[KZM+04]   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.

[LBL04]   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.

[LEEAAZ04]   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.

[LHK04]   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.

[LI04]   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.

[LNG04]   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.

[LPD+04]   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.

[LQH04]   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.

[Luc04a]   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.

[Luc04b]   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.

[LZHH04]   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.

[MAG04]   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.

[MHK+04]   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.

[MLCM04]   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.

[MORB04]   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.

[MSTV04]   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.

[MSW04]   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.

[MT04]   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.

[Mum04]   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.

[MWP04]   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.

[MZT04]   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.

[Nag04]   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.

[NCP04]   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.

[ND04]   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.

[Neu04]   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.

[NGP04]   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.

[NHH04]   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.

[NI04]   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.

[NKK04]   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.

[NL04]   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.

[NM04]   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.

[NOHI04]   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.

[NYG04]   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.

[OB04]   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.

[OBA04]   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.

[OBH04]   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.

[OGNS04]   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.

[OJSO04]   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.

[Olt04]   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.

[OO04]   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.

[OR04]   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.

[OSM$^+$04a]   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.

[Osm04b]   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.

[OV04]   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.

[PA04]   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.

[Par04]   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.

[PB04]   G. Parker and J. Blumenthal, "Varying sample sizes for the co-evolution of heterogeneous agents," in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*. Portland, Oregon: IEEE Press, 20-23 June 2004, pp. 766–771.

[PBC04]   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.

[PCC04]   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.

[pCG04]   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.

[PDM04]   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.

[PI04]   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.

[PK04]   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.

[PL04]   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.

[PR04]   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.

[PSS04]   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.

[PTP+04]   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.

[Ran04]   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.

[RMBH04]   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.

[Row04]   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.

[RVWC04]   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.

[SA04]   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.

[SAEBSAS04]   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.

[SAI04]   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.

[SAK04a]   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.

[SAK+04b]   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.

[Sal04a]   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.

[Sal04b]   ——, "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.

[SAM$^+$04]   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.

[SAS04]   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.

[SAT04]   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.

[SB04]   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.

[SBA04]   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.

[SBD04]   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.

[SC04a]   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.

[SC04b]   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.

[Sch04]   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.

[SEF04]   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.

[SFX$^+$04]   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.

[SGR04]   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.

[SJ04]   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.

[SL04]   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.

[SMB$^+$04] 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.

[SML04a]   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.

[SML04b]   ——, "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.

[SO04]   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.

[SPG04]   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.

[SRMM04]   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.

[SS04a]   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.

[SS04b]   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.

[SSSZ04a]   C. Spieth, F. Streichert, N. Speer, and A. 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.

[SSSZ04b]   ——, "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.

[SSV04]   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.

[SSZ04]   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.

[Sta04]   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.

[SUZ04]   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.

[SYK04]   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.

[TC04]   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.

[TEK04]   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.

[TG04]   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.

[Tho04]   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.

[TK04]   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.

[TO04]   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.

[TPC04]   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.

[TPPV04]   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.

[TRB04]   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.

[TSLG04]   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.

[TSY04]   K. Tang, P. N. Suganthan, and X. Yao, "Generalized lda 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.

[TVCF04]   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.

[TW04]   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.

[TY04]   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.

[TYM04]   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.

[TZ04]   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.

[UKH04]   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.

[USZ04]   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.

[UU04]   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.

[VCC04]   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.

[VG04]   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.

[VT04]   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.

[VY04]   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.

[Wal04]   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.

[WC04]   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.

[WCS04]   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.

[WF04]   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.

[WL04]   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.

[WN04]   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.

[WR04]   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.

[WT04]   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.

[WTZ$^+$04]   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.

[WY04]   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.

[XSSY04]   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.

[XZB04a]   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.

[XZB04b]   ——, "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.

[Yan04]   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.

[YDJHYJ04] 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.

[YDS04]   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.

[YK04]   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.

[YLH04]   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.

[YNA04]   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.

[YS04]   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.

[ZCH04]   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.

[ZD04]   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.

[ZH04]   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.

[ZLSX04]   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.

[ZON04]   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.

[ZXB04]   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.

[ZYB04]   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.

[ZZC04]   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.

[ZZCY04] 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.