Список литературы

[Han] Mark S. Hanh. Simulating evolution in a kolmogorov predator-prey model with genetic extensions. In John R. Koza, editor, *Artificial Life at Stanford 1994*, pages 44–53, Stanford, California, 94305-3079 USA, Phone 415-329-1217 or 800-533-2670, June 1994. Stanford Bookstore.

[HLS] Thomas Haynes, Kit Lau, and Sandip Sen. Learning cases to compliment rules for conflict resolution in multiagent systems. In Sandip Sen, editor, *Working Notes for the AAAI Symposium on Adaptation, Co-evolution and Learning in Multiagent Systems*, Stanford University, CA, March 1996.

[HS1] Thomas Haynes and Sandip Sen. Evolving behavioral strategies in predators and prey. In Sandip Sen, editor, *IJCAI-95 Workshop on Adaptation and Learning in Multiagent Systems*, pages 32–37, 1995.

[HS2] Thomas Haynes and Sandip Sen. Evolving behavioral strategies in predators and prey. In Gerhard Weiß and Sandip Sen, editors, *Adaptation and Learning in Multiagent Systems*, Lecture Notes in Artificial Intelligence. Springer Verlag, Berlin, Spring 1996.

[HSSW1] Thomas Haynes, Sandip Sen, Dale Schoenefeld, and Roger Wainwright. Evolving multiagent coordination strategies with genetic programming. *Artificial Intelligence*, 1995. (submitted for review).

[HSSW2] Thomas Haynes, Sandip Sen, Dale Schoenefeld, and Roger Wainwright. Evolving a team. In E. V. Siegel and J. R. Koza, editors, *Working Notes for the AAAI Symposium on Genetic Programming*, Cambridge, MA, November 1995. AAAI.

[HWS] Thomas Haynes, Roger Wainwright, and Sandip Sen. Evolving cooperation strategies. In Victor Lesser, editor, *Proceedings of the First International Conference on Multi–Agent Systems*, page 450, San Francisco, CA, 1995. MIT Press. (poster).

[HWSS] Thomas Haynes, Roger Wainwright, Sandip Sen, and Dale Schoenefeld. Strongly typed genetic programming in evolving cooperation strategies. In Larry Eshelman, editor, *Proceedings of the Sixth International Conference on Genetic Algorithms*, pages 271–278, San Francisco, CA, 1995. Morgan Kaufmann Publishers, Inc.

[IdGH] H. Iba, H. de Garis, and T. Higuchi. Evolutionary learning of predatory behaviors based on structured classifiers. In J. A. Meyer, H. L. Roitblat, and S. W. Wilson, editors, *From Animals to Animats 2: Proceedings of the Second International Conference on Simulation of Adaptive Behavior*, volume 1. The MIT Press, 1993.

[Kor] Richard E. Korf. A simple solution to pursuit games. In *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*, pages 183–194, February 1992.

[LR] Ran Levy and Jeffrey S. Rosenschein. A game theoretic approach to the pursuit problem. In *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*, pages 195–213, February 1992.

[MC1] Mauro Manela and J. A. Campbell. 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, August 24-27 1993.

[MC2] Geoffrey F. Miller and Dave Cliff. Co-evolution of pursuit and evasion i: Biological and game-theoretic foundations. Technical Report CSRP311, August 1994.

[MR] Dario Maio and Stefano Rizzi. Unsupervised multi-agent exploration of structured environments. In Victor Lesser, editor, *Proceedings of the First International Conference on Multi–Agent Systems*, pages 269–275, San Francisco, CA, 1995. MIT Press.

[Sin] Munindar P. Singh. 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*, October 1990.

[SM] Larry M. Stephens and Matthias B. Merx. The effect of agent control strategy on the performance of a DAI pursuit problem. In *Proceedings of the 1990 Distributed AI Workshop*, October 1990.

[Smi] Mark Smith. Using massifvely-parallel supercomputers to model stochastic spatial predator-prey systems. Technical Report EPCC-TR91-06, 17th April 1991.

[VD] José M. Vidal and Edmund H. Durfee. Recursive agent modeling using limited rationality. In Victor Lesser, editor, *Proceedings of the First International Conference on Multi–Agent Systems*, pages 376–383, San Francisco, CA, 1995. MIT Press.