Список литературы

- [Acan, 2004] Acan, A. (2004). "Clonal Selection Algorithm with Operator Multiplicity". In *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1909–1915, Portland, Oregon. IEEE Press.
- [Aguirre and Tanaka, 2004a] Aguirre, H. and Tanaka, K. (2004a). "Effects of Elitism and Population Climbing on Multiobjective MNK-Landscapes". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 449–456, Portland, Oregon. IEEE Press.
- [Aguirre and Tanaka, 2004b] Aguirre, H. and Tanaka, K. (2004b). "Insights on Properties of Multiobjective MNK-Landscapes". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 196–203, Portland, Oregon. IEEE Press.
- [Aldasht et al., 2004] Aldasht, M.; Ortega, J.; Puntonet, C. G.; and Diaz, A. F. (2004). "A Genetic Exploration of Dynamic Load Balancing Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1158–1163, Portland, Oregon. IEEE Press.
- [Aleti and de Garis, 2004] Aleti, S. H. and de Garis, H. (2004). "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*, pages 1172–1177, Portland, Oregon. IEEE Press.
- [Alkhalifah and Wainwright, 2004] Alkhalifah, Y. and Wainwright, R. (2004). "A Genetic Algorithm Applied to Graph Problems Involving Subsets of Vertices". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 303–308, Portland, Oregon. IEEE Press.
- [Anderson et al., 2004] Anderson, C.; Bonabeau, E.; and Scott, J. (2004). "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*, pages 1089–1097, Portland, Oregon. IEEE Press.
- [Ando and Iba, 2004] Ando, S. and Iba, H. (2004). "Estimation of Gene Network using Real-coded GA and Robustness Analysis". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 827–834, Portland, Oregon. IEEE Press.
- [Annaluru et al., 2004] Annaluru, R.; Das, S.; and Pahwa, A. (2004). "Multi-Level Ant Colony Algorithm for Optimal Placement of Capacitors in Distribution Systems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1932–1937, Portland, Oregon. IEEE Press.
- [Arnold, 2004] Arnold, D. (2004). "An Analysis of Evolutionary Gradient Search". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 47–54, Portland, Oregon. IEEE Press.
- [Ashburn and Bonabeau, 2004] Ashburn, T. and Bonabeau, E. (2004). "Interactive Inversion of Financial Markets Agent-Based Models". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 522–529, Portland, Oregon. IEEE Press.
- [Ashlock and Bryden, 2004] Ashlock, D. and Bryden, K. (2004). "Evolutionary Control of Lsystem Interpretation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2273–2279, Portland, Oregon. IEEE Press.
- [Ashlock et al., 2004a] Ashlock, D.; Bryden, K.; and Corns, S. (2004a). "On Taxonomy of Evolutionary Computation Problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1713–1719, Portland, Oregon. IEEE Press.
- [Ashlock and Lathrop, 2004] Ashlock, D. and Lathrop, J. (2004). "Program Induction: Building a Wall". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1844–1850, Portland, Oregon. IEEE Press.
- [Ashlock and Oftelie, 2004] Ashlock, D. and Oftelie, J. (2004). "Simulation of Floral Specialization in Bees". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1859–1864, Portland, Oregon. IEEE Press.

- [Ashlock and Powers, 2004] Ashlock, D. and Powers, B. (2004). "The Effect of Tag Recognition on Non-Local Adaptation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2045–2051, Portland, Oregon. IEEE Press.
- [Ashlock et al., 2004b] Ashlock, D.; Willson, S.; and Leahy, N. (2004b). "Coevolution and Tartarus". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1618–1624, Portland, Oregon. IEEE Press.
- [Ashlock et al., 2004c] Ashlock, D.; youn Kim, E.; and von Roeschlaub, W. (2004c). "Fingerprints: Enabling Visualization and Automatic Analysis of Strategies for Two Player Games". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 381–387, Portland, Oregon. IEEE Press.
- [Augugliaro et al., 2004] Augugliaro, A.; Dusonchet, L.; Favuzza, S.; and Sanseverino, E. R. (2004). "A Fuzzy-Logic based Evolutionary Multiobjective Approach for Automated Distribution Networks Management". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 847–854, Portland, Oregon. IEEE Press.
- [Bain et al., 2004] Bain, S.; Thornton, J.; and Sattar, A. (2004). "Evolving Algorithms for Constraint Satisfaction". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 265–272, Portland, Oregon. IEEE Press.
- [Bajurnow and Ciesielski, 2004] Bajurnow, A. and Ciesielski, V. (2004). "Layered Learning for Evolving Goal Scoring Behavior in Soccer Players". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1828–1835, Portland, Oregon. IEEE Press.
- [Bandte, 2004] Bandte, O. (2004). "Visualizing Information in an Interactive Evolutionary Design Process". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 691–698, Portland, Oregon. IEEE Press.
- [Bartz-Beielstein and Markon, 2004] Bartz-Beielstein, T. and Markon, S. (2004). "Tuning Search Algorithms for Real-World Applications: A Regression Tree Based Approach". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1111–1118, Portland, Oregon. IEEE Press.
- [Bernstein et al., 2004] Bernstein, Y.; Li, X.; Ciesielski, V.; and Song, A. (2004). "Multiobjective Parsimony Enforcement for Superior Generalisation Performance". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 83–89, Portland, Oregon. IEEE Press.
- [Bleuler et al., 2004] Bleuler, S.; Prelic, A.; and Zitzler, E. (2004). "An EA Framework for Biclustering of Gene Expression Data". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 166–173, Portland, Oregon. IEEE Press.
- [Blumenthal and Parker, 2004] Blumenthal, J. and Parker, G. (2004). "Punctuated Anytime Learning for Evolving Multi-Agent Capture Strategies". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1820–1827, Portland, Oregon. IEEE Press.
- [Bonino et al., 2004] Bonino, D.; Corno, F.; and Squillero, G. (2004). "Dynamic Optimization of Semantic Annotation Relevance". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1301–1308, Portland, Oregon. IEEE Press.
- [Brabazon et al., 2004] Brabazon, A.; Silva, A.; de Sousa, T. F.; O'Neill, M.; Matthews, R.; and Costa, E. (2004). "Investigating Organizational Strategic Inertia Using a Particle Swarm Model". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 652–659, Portland, Oregon. IEEE Press.
- [Branke et al., 2004] Branke, J.; Schmeck, H.; Deb, K.; and Maheshwar, R. (2004). "Parallelizing Multi-Objective Evolutionary Algorithms: Cone Separation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1952–1957, Portland, Oregon. IEEE Press.

- [Brewster and Reynolds, 2004] Brewster, J. and Reynolds, R. G. (2004). "Alternative Fuel Adoption". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2364–2371, Portland, Oregon. IEEE Press.
- [Bryden et al., 2004] Bryden, K.; Ashlock, D.; and McCorkle, D. (2004). "An Application of Graph Based Evolutionary Algorithms for Diversity Preservation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 419–426, Portland, Oregon. IEEE Press.
- [Burian and Takala, 2004] Burian, A. and Takala, J. (2004). "Evolved Gate Arrays for Image Restoration". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1185–1192, Portland, Oregon. IEEE Press.
- [Buzing et al., 2004] Buzing, P.; Eiben, A.; Schut, M.; and Toma, T. (2004). "Cooperation and Communication in Evolving Artificial Societies". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2030–2037, Portland, Oregon. IEEE Press.
- [Cagnina et al., 2004] Cagnina, L.; Esquivel, S.; and Gallard, R. (2004). "Particle Swarm Optimization for Sequencing Problems: A Case Study". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 536–541, Portland, Oregon. IEEE Press.
- [Castillo et al., 2004] Castillo, F.; Sweeney, J.; and Zirk, W. (2004). "Using Evolutionary Algorithms to Suggest Variable Transformations in Linear Model Lack-of-Fit Situations". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 556–560, Portland, Oregon. IEEE Press.
- [Chakraborty, 2004] Chakraborty, U. (2004). "Analysis of Encoding in 1+1-EA". In *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 911–917, Portland, Oregon. IEEE Press.
- [Chan et al., 2004a] Chan, K. Y.; Aydin, E.; and Fogarty, T. (2004a). "An Empirical Study on the Performance of Factorial Design Based Crossover on Parametrical Problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 620–627, Portland, Oregon. IEEE Press.
- [Chan et al., 2004b] Chan, K. Y.; Aydin, E.; and Fogarty, T. (2004b). "Parameterisation of Mutation in Evolutionary Algorithms Using the Estimated Main Effect of Genes". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1972–1979, Portland, Oregon. IEEE Press.
- [Chang et al., 2004] Chang, M.; Ohkura, K.; Ueda, K.; and Sugiyama, M. (2004). "Modeling Coevolutionary Genetic Algorithms on Two-Bit Landscapes: Partnering Strategies". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2349–2356, Portland, Oregon. IEEE Press.
- [Chen et al., 2004] Chen, A.; Chootinan, P.; and Pravinvongvuth, S. (2004). "An Evolutionary Approach for Finding Optimal Automatic Vehicle Identification Reader Locations in Transportation Networks". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 181–187, Portland, Oregon. IEEE Press.
- [Chen and guo Feng, 2004] Chen, H. and guo Feng, D. (2004). "An Effective Evolutionary Strategy for Bijective S-boxes". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2120–2123, Portland, Oregon. IEEE Press.
- [Chen and Wineberg, 2004] Chen, J. and Wineberg, M. (2004). "Enhancement of the Shifting Balance Genetic Algorithm for Highly Multimodal Problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 744–751, Portland, Oregon. IEEE Press.
- [Chiang and Chen, 2004] Chiang, C.-H. and Chen, L.-H. (2004). "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*, pages 1901–1908, Portland, Oregon. IEEE Press.
- [Cho and Park, 2004] Cho, S.-B. and Park, C. (2004). "Speciated GA for Optimal Ensemble Classifiers in DNA Microarray Classification". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 590–597, Portland, Oregon. IEEE Press.

- [Chong and Yao, 2004] Chong, S. Y. and Yao, X. (2004). "The Impact of Noise on Iterated Prisoner's Dilemma with Multiple Levels of Cooperation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 348–355, Portland, Oregon. IEEE Press.
- [Chow, 2004] Chow, R. (2004). "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*, pages 242–249, Portland, Oregon. IEEE Press.
- [Chung-Yuan and Chuen-Tsai, 2004] Chung-Yuan, H. and Chuen-Tsai, S. (2004). "Self-Adaptive Routing Based on Learning Classifier Systems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 678–682, Portland, Oregon. IEEE Press.
- [Ciesielski and Li, 2004] Ciesielski, V. and Li, X. (2004). "Experiments with Explicit For-loops in Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 494–501, Portland, Oregon. IEEE Press.
- [Clark et al., 2004a] Clark, J. A.; Jacob, J. L.; and Stepney, S. (2004a). "The Design of S-Boxes by Simulated annealing". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1533–1537, Portland, Oregon. IEEE Press.
- [Clark et al., 2004b] Clark, J. A.; Jacob, J. L.; and Stepney, S. (2004b). "Searching for Cost Functions". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1517–1524, Portland, Oregon. IEEE Press.
- [Coelho and Bouillard, 2004] Coelho, R. F. and Bouillard, P. (2004). "PAMUC II for Multicriteria Optimization of Mechanical Designs with Expert Rules". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 17–22, Portland, Oregon. IEEE Press.
- [Cohen, 2004a] Cohen, D. (2004a). "EA-lect: An Evolutionary Algorithm for Constructing Logical Rules to Predict Election into Cooperstown". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 1354–1361, Portland, Oregon. IEEE Press.
- [Cohen, 2004b] Cohen, D. (2004b). "Using SAT Scores as Predictors for Future Academic Success". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 671–677, Portland, Oregon. IEEE Press.
- [Cole et al., 2004] Cole, N.; Louis, S.; and Miles, C. (2004). "Using a Genetic Algorithm to Tune First-Person Shooter Bots". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 139–145, Portland, Oregon. IEEE Press.
- [Corne and Pridgeon, 2004] Corne, D. and Pridgeon, C. (2004). "Investigating Issues in the Reconstructability of Genetic Regulatory Networks". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 582–589, Portland, Oregon. IEEE Press.
- [Corno et al., 2004] Corno, F.; Sanchez, E.; and Squillero, G. (2004). "On The Evolution of Corewar Warriors". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 133–138, Portland, Oregon. IEEE Press.
- [Cruz, 2004] Cruz, A. (2004). "A Hybrid Deterministic/Genetic Test Generator to Improve Fault". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1325–1330, Portland, Oregon. IEEE Press.
- [Cui et al., 2004] Cui, Z.; Zeng, J.; and Cai, X. (2004). "A New Stochastic Particle Swarm Optimizer". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 316–319, Portland, Oregon. IEEE Press.
- [Curran and O'Riordan, 2004] Curran, D. and O'Riordan, C. (2004). "The Effect of Noise on the Performance of Cultural Evolution in Multi-Agent Systems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1767–1773, Portland, Oregon. IEEE Press.

- [Czarn et al., 2004] Czarn, A.; MacNish, C.; Vijayan, K.; and Turlach, B. (2004). "Statistical Exploratory Analysis of Genetic Algorithms: The Importance of Interaction". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2288–2295, Portland, Oregon. IEEE Press.
- [Dahal et al., 2004] Dahal, K. P.; Siewierski, T. A.; Galloway, S. J.; Burt, G. M.; and McDonald, J. R. (2004). "An Evolutionary Generation Scheduling in an Open Electricity Market". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1135–1142, Portland, Oregon. IEEE Press.
- [Daida et al., 2004a] Daida, J.; Samples, M.; Hart, B.; Halim, J.; and Kumar, A. (2004a). "Demonstrating Constraints to Diversity with a Tunably Difficulty Problem for Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1217–1224, Portland, Oregon. IEEE Press.
- [Daida et al., 2004b] Daida, J.; Ward, D.; Hilss, A.; Long, S.; and Hodges, M. (2004b). "Visualizing the Loss of Diversity in Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1225–1232, Portland, Oregon. IEEE Press.
- [Dandass, 2004] Dandass, Y. (2004). "Genetic List Scheduling for Soft Real-Time Parallel Applications". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1164–1171, Portland, Oregon. IEEE Press.
- [Daneshyari and Yen, 2004] Daneshyari, M. and Yen, G. (2004). "Talent Based Social Algorithm for Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 786–791, Portland, Oregon. IEEE Press.
- [Daoud et al., 2004] Daoud, M.; Kharma, N.; Haidar, A.; and Popoola, J. (2004). "Ayo, the Awari Player, or How Better Representation Trumps Deeper Search". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1001–1006, Portland, Oregon. IEEE Press.
- [Day et al., 2004] Day, R.; Kleeman, M.; and Lamont, G. (2004). "Multi-Objective fast messy Genetic Algorithm Solving Deception Problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1502–1509, Portland, Oregon. IEEE Press.
- [Day and Lamont, 2004] Day, R. and Lamont, G. (2004). "Force Field Approximations Using Artificial Neural Networks". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1020–1027, Portland, Oregon. IEEE Press.
- [de Garis and Batty, 2004a] de Garis, H. and Batty, T. (2004a). ""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*, pages 816–819, Portland, Oregon. IEEE Press.
- [de Garis and Batty, 2004b] de Garis, H. and Batty, T. (2004b). "Robust, Reversible, Nano-Scale, Femto-Second-Switching Circuits and their Evolution". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 639–645, Portland, Oregon. IEEE Press.
- [De Jong, 2004] De Jong, E. (2004). "Towards a Bounded Pareto-Coevolution Archive". In *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 2341–2348, Portland, Oregon. IEEE Press.
- [de la Cruz-Garcia et al., 2004] de la Cruz-Garcia, J. M.; Risco-Martin, J. L.; Herran-Gonzalez, A.; and Fernandez-Blanco, P. (2004). "Hybrid Heuristic and Mathematical Programming in Oil Pipelines Networks". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1479–1486, Portland, Oregon. IEEE Press.
- [de Paula et al., 2004] de Paula, F.; de Castro, L.; and de Geus, P. (2004). "An Intrusion Detection System Using Ideas from the Immune System". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1059–1066, Portland, Oregon. IEEE Press.

- [De San Pedro et al., 2004] De San Pedro, M.; Pandolfi, D.; Villagra, A.; Lasso, M.; and Gallard, R. (2004). "Effect of Crossover Operators under Multirecombination: Weighted Tardiness, a Test Case". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 699–705, Portland, Oregon. IEEE Press.
- [Dengiz et al., 2004] Dengiz, O.; Dozier, G. V.; and Smith, A. E. (2004). "Non-deterministic Decoding with Memory to Enhance Precision in Binary-Coded Genetic Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2166–2172, Portland, Oregon. IEEE Press.
- [Denzinger et al., 2004] Denzinger, J.; Chan, B.; Gates, D.; Loose, K.; and Buchanan, J. (2004). "Evolutionary behavior testing of commercial computer games". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 125–132, Portland, Oregon. IEEE Press.
- [Deschenes and Wiese, 2004] Deschenes, A. and Wiese, K. C. (2004). "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*, pages 598–606, Portland, Oregon. IEEE Press.
- [Deugo and Ferguson, 2004] Deugo, D. and Ferguson, D. (2004). "Evolution to the Xtreme: Evolving Evolutionary Strategies Using A Meta-Level Approach". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 31–38, Portland, Oregon. IEEE Press.
- [Devicharan and Mohan, 2004] Devicharan, D. and Mohan, C. (2004). "Particle Swarm Optimization with Adaptive Linkage Learning". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 530–535, Portland, Oregon. IEEE Press.
- [Di Pietro et al., 2004] Di Pietro, A.; While, L.; and Barone, L. (2004). "Applying Evolutionary Algorithms to Problems with Noisy, Time-consuming Fitness Functions". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1254–1261, Portland, Oregon. IEEE Press.
- [Dimopoulos, 2004] Dimopoulos, C. (2004). "A Review of Evolutionary Multiobjective Optimization Applications in the Area of Production Research". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1487–1494, Portland, Oregon. IEEE Press.
- [Ding et al., 2004] Ding, S.; Liu, J.; Wu, C.; and Yang, Q. (2004). "A genetic algorithm applied to optimal gene subset selection". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1654–1660, Portland, Oregon. IEEE Press.
- [Doctor et al., 2004] Doctor, S.; Venayagamoorthy, G.; and Gudise, V. (2004). "Optimal PSO for Collective Robotic Search Applications". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1390–1395, Portland, Oregon. IEEE Press.
- [Dorris et al., 2004] Dorris, N.; Carnahan, B.; Orsini, L.; and Kuntz, L.-A. (2004). "Interactive Evolutionary Design of Anthropomorphic Symbols". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 433–440, Portland, Oregon. IEEE Press.
- [Dorronsoro et al., 2004] Dorronsoro, B.; Alba, E.; Giacobini, M.; and Tomassini, M. (2004). "The Influence of Grid Shape and Asynchronicity on Cellular Evolutionary Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2152–2158, Portland, Oregon. IEEE Press.
- [Doty, 2004] Doty, D. (2004). "Non-local Evolutionary Adaptation in Gridplants". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1602–1609, Portland, Oregon. IEEE Press.
- [Dozier, 2004] Dozier, G. V. (2004). "Recurrent Distributed Constraint Satisfaction via Genetic and Evolutionary Societies of Hill-Climbers". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 273–279, Portland, Oregon. IEEE Press.
- [Dozier et al., 2004] Dozier, G. V.; Brown, D.; Hurley, J.; and Cain, K. (2004). "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*, pages 111–116, Portland, Oregon. IEEE Press.

- [Dukkipati et al., 2004] Dukkipati, A.; Musti, N. M.; and Bhatnagar, S. (2004). "Cauchy Annealing Schedule: An Annealing Schedule for Boltzmann Selection Scheme in Evolutionary Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 55–62, Portland, Oregon. IEEE Press.
- [Dunn et al., 2004] Dunn, E.; Olague, G.; Lutton, E.; and Schoenauer, M. (2004). "Pareto Optimal Sensing Strategies for an Active Vision System". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 457–463, Portland, Oregon. IEEE Press.
- [Eberbach and Eberbach, 2004] Eberbach, E. and Eberbach, A. (2004). "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*, pages 1836–1843, Portland, Oregon. IEEE Press.
- [Eguchi et al., 2004] Eguchi, T.; Hirasawa, K.; Hu, J.; and Markon, S. (2004). "Elevator Group Supervisory Control Systems Using Genetic Network Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1661–1667, Portland, Oregon. IEEE Press.
- [Enee and Escazut, 2004] Enee, G. and Escazut, C. (2004). "Evolution of Communication in a Genetic Based Multi-Agent System: Use Wise Resources". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2038–2044, Portland, Oregon. IEEE Press.
- [English, 2004] English, T. (2004). "No More Lunch: Analysis of Sequential Search". In *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 227–234, Portland, Oregon. IEEE Press.
- [Eriksson and Olsson, 2004] Eriksson, R. and Olsson, B. (2004). "On the Performance of Evolutionary Algorithms with Life-time Adaptation in Dynamic Fitness Landscapes". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1293–1300, Portland, Oregon. IEEE Press.
- [Eskridge and Hougen, 2004] Eskridge, B. and Hougen, D. (2004). "Imitating Success: A Memetic Crossover Operator for Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 809–815, Portland, Oregon. IEEE Press.
- [Esquivel et al., 2004] Esquivel, S.; Garcia, M.; Leguizamon, G.; and Ribba, M. (2004). "A Comparison of Two Mutation Operators for the Path Planning Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 879–883, Portland, Oregon. IEEE Press.
- [Eto et al., 2004] Eto, S.; Hirasawa, K.; and Hu, J. (2004). "Functional Localization of Genetic Network Programming and its Application to a Pursuit Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 683–690, Portland, Oregon. IEEE Press.
- [Fan et al., 2004] Fan, Z.; Goodman, E.; Jiachuan, W.; Ronald, R.; Kisung, S.; and Jianjun, H. (2004). "Hierarchical Evolutionary Synthesis of MEMS". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2320–2327, Portland, Oregon. IEEE Press.
- [Farina and Gobbi, 2004] Farina, M. and Gobbi, M. (2004). "A fuzzy-optima definition based Multiobjective optimization of a racing car tyre-suspension system". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 9–16, Portland, Oregon. IEEE Press.
- [Fernandez et al., 2004] Fernandez, E.; Grana, M.; and Ruiz-Cabello, J. (2004). "An Instantaneous Memetic Algorithm for Illumination Correction". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1105–1110, Portland, Oregon. IEEE Press.
- [Ferreira et al., 2004] Ferreira, T.; Vasconcelos, G.; and Adeodato, P. (2004). "A Hybrid Intelligent System Approach for Improving the Prediction of Real World Time Series". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 736–743, Portland, Oregon. IEEE Press.
- [Filipic and Robic, 2004] Filipic, B. and Robic, T. (2004). "A Comparative Study of Coolant Flow Optimization on a Steel Casting Machine". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 569–573, Portland, Oregon. IEEE Press.

- [Fletcher and Zwick, 2004] Fletcher, J. and Zwick, M. (2004). "Hamilton's Rule Applied to Reciprocal Altruism". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 994–1000, Portland, Oregon. IEEE Press.
- [Fogel, 2004] Fogel, D. B. (2004). "Evolving Strategies in Blackjack". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1427–1434, Portland, Oregon. IEEE Press.
- [Fogel et al., 2004a] Fogel, D. B.; Hays, T.; and Johnson, D. (2004a). "A Platform for Evolving Characters in Competitive Games". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1420–1426, Portland, Oregon. IEEE Press.
- [Fogel et al., 2004b] Fogel, G. B.; Weekes, D. G.; Sampath, R.; and Ecker, D. J. (2004b). "Parameter Optimization of an Evolutionary Algorithm for RNA Structure Discovery". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 607–613, Portland, Oregon. IEEE Press.
- [Franken and Engelbrecht, 2004] Franken, N. and Engelbrecht, A. (2004). "PSO approaches to co-evolve IPD strategies". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 356–363, Portland, Oregon. IEEE Press.
- [Fuller et al., 2004] Fuller, J.; Millan, W.; and Dawson, E. (2004). "Multi-objective Optimisation of Bijective S-boxes". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1525–1532, Portland, Oregon. IEEE Press.
- [Funes et al., 2004] Funes, P.; Bonabeau, E.; Herve, J.; and Morieux, Y. (2004). "Interactive Multi-Participant Task Allocation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1699–1705, Portland, Oregon. IEEE Press.
- [Gao, 2004] Gao, W. (2004). "Fast Immunized Evolutionary Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 666–670, Portland, Oregon. IEEE Press.
- [Garrett, 2004] Garrett, S. (2004). "Parameter-Free, Adaptive Clonal Selection". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1052–1058, Portland, Oregon. IEEE Press.
- [Goldstein and Yen, 2004] Goldstein, M. and Yen, G. (2004). "An Evolutionary Algorithm Method for Sampling N-Partite Graphs". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2250–2257, Portland, Oregon. IEEE Press.
- [Gomez, 2004a] Gomez, J. (2004a). "Evolution of Fuzzy Rule Based Classifiers". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 1727–1734, Portland, Oregon. IEEE Press.
- [Gomez, 2004b] Gomez, J. (2004b). "Self Adaptation of Operator Rates in Evolutionary Algorithms". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 1720–1726, Portland, Oregon. IEEE Press.
- [Gonzalez and Cannady, 2004] Gonzalez, L. and Cannady, J. (2004). "A self-adaptive negative selection approach for anomaly detection". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1561–1568, Portland, Oregon. IEEE Press.
- [Gordon and Matley, 2004] Gordon, S. and Matley, Z. (2004). "Evolving Sparse Direction Maps for Maze Pathfinding". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 835–838, Portland, Oregon. IEEE Press.
- [Gordon and Slocum, 2004] Gordon, S. and Slocum, T. (2004). "The Knight's Tour Evolutionary vs. Depth-First Search". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1435–1440, Portland, Oregon. IEEE Press.
- [Greenwood, 2004] Greenwood, G. (2004). "Differing Mathematical Perspectives of Genotype Space in Combinatorial Problems: Metric Spaces vs Pretopological Spaces". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 258–264, Portland, Oregon. IEEE Press.

- [Grosan, 2004] Grosan, C. (2004). "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*, pages 1958–1963, Portland, Oregon. IEEE Press.
- [Guo and Mak, 2004] Guo, Z. and Mak, K. (2004). "A Heuristic GA for The Stochastic Vehicle Routing Problems with Soft Time Windows". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1449–1456, Portland, Oregon. IEEE Press.
- [Gutierrez, 2004] Gutierrez, C. (2004). "Heuristics in a General Scheduling Problem". In *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 660–665, Portland, Oregon. IEEE Press.
- [Habib and Parker, 2004] Habib, S. and Parker, A. (2004). "Synthesizing Complex Multimedia Network Topologies Using An Evolutionary Approach". In *Proceedings of the 2004 IEEE Congress* on Evolutionary Computation, pages 1193–1200, Portland, Oregon. IEEE Press.
- [Hamaker and Boggess, 2004] Hamaker, J. and Boggess, L. (2004). "Non-Euclidean Distance Measures in AIRS, an Artificial Immune Classification System". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1067–1073, Portland, Oregon. IEEE Press.
- [Harding and Miller, 2004] Harding, S. and Miller, J. (2004). "Evolution in materio: A Tone Discriminator In Liquid Crystal". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1800–1807, Portland, Oregon. IEEE Press.
- [Hartono et al., 2004] Hartono, P.; Hashimoto, S.; and Wahde, M. (2004). "Labeled-GA with Adaptive Mutation Rate". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1851–1858, Portland, Oregon. IEEE Press.
- [Hatanaka et al., 2004] Hatanaka, T.; Kawaguchi, Y.; and Uosaki, K. (2004). "Nonlinear System Identification Based on Evolutionary Fuzzy Modeling". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 646–651, Portland, Oregon. IEEE Press.
- [Hati and Sengupta, 2004] Hati, S. and Sengupta, S. (2004). "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*, pages 1346–1353, Portland, Oregon. IEEE Press.
- [Hayward, 2004] Hayward, S. (2004). "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, pages 948–954, Portland, Oregon. IEEE Press.
- [He et al., 2004] He, J.; Yao, X.; and Zhang, Q. (2004). "To Understand One-Dimensional Continuous Fitness Landscapes by Drift Analysis". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1248–1253, Portland, Oregon. IEEE Press.
- [Hernandez et al., 2004a] Hernandez, G.; Dasgupta, D.; Nino, F.; and Garcia, J. (2004a). "On Geometric and Statistical Properties of the Attractors of a Generic Evolutionary Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1240–1247, Portland, Oregon. IEEE Press.
- [Hernandez and Isasi, 2004] Hernandez, J. C. and Isasi, P. (2004). "New results on the genetic cryptanalysis of TEA and reduced-round versions of XTEA". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2124–2129, Portland, Oregon. IEEE Press.
- [Hernandez et al., 2004b] Hernandez, J. C.; Isasi, P.; and Seznec, A. (2004b). "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*, pages 1510–1516, Portland, Oregon. IEEE Press.

- [Hernandez-Aguirre et al., 2004] Hernandez-Aguirre, A.; Botello-Rionda, S.; and Coello-Coello, C. (2004). "PASSSS: An Implementation of a Novel Diversity Strategy for Handling Constraints". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 403–410, Portland, Oregon. IEEE Press.
- [Hernandez-Aguirre and Coello-Coello, 2004] Hernandez-Aguirre, A. and Coello-Coello, C. (2004). "Mutual Information-based Fitness Functions for Evolutionary Circuit Synthesis". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1309–1316, Portland, Oregon. IEEE Press.
- [Hingston and Kendall, 2004] Hingston, P. and Kendall, G. (2004). "Learning versus Evolution in Iterated Prisoner's Dilemma". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 364–372, Portland, Oregon. IEEE Press.
- [Ho and Tay, 2004] Ho, N. B. and Tay, J. C. (2004). "GENACE: An Efficient Cultural Algorithm to Solve the Flexible Job-Shop Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1759–1766, Portland, Oregon. IEEE Press.
- [Hong and Cho, 2004] Hong, J.-H. and Cho, S.-B. (2004). "Evolution of Emergent Behaviors for Shooting Game Characters in Robocode". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 634–638, Portland, Oregon. IEEE Press.
- [Hotz, 2004a] Hotz, P. E. (2004a). "Asymmetric cell division in artificial evolution". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 2180–2186, Portland, Oregon. IEEE Press.
- [Hotz, 2004b] Hotz, P. E. (2004b). "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*, pages 752–757, Portland, Oregon. IEEE Press.
- [Hou and Dozier, 2004] Hou, H. and Dozier, G. V. (2004). "Comparing Performance of Binary-Coded and Constraint-Based Detectors". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 772–777, Portland, Oregon. IEEE Press.
- [Hu and Goodman, 2004] Hu, J. and Goodman, E. (2004). "Wireless Access Point Configuration by Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1178–1184, Portland, Oregon. IEEE Press.
- [Hu et al., 2004] Hu, X.; Shi, Y.; and Eberhart, R. (2004). "Recent Advances in Particle Swarm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 90–97, Portland, Oregon. IEEE Press.
- [Hughes, 2004] Hughes, E. (2004). "Swarm Guidance using a Multi-Objective Co-evolutionary On-Line Evolutionary Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2357–2363, Portland, Oregon. IEEE Press.
- [Hunter, 2004] Hunter, D. (2004). "Some Lessons Learned on Constructing an Automated Testbench for Evolvable Hardware Experiments". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1808–1812, Portland, Oregon. IEEE Press.
- [Inoue et al., 2004] Inoue, Y.; Tohge, T.; and Iba, H. (2004). "Object Transportation by Two Humanoid Robots using Cooperative Learning". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1201–1208, Portland, Oregon. IEEE Press.
- [Ippolito et al., 2004] Ippolito, M.; Sanseverino, E. R.; and Vuinovich, F. (2004). "Multiobjective Ant Colony Search Algorithm For Optimal Electrical Distribution System Strategical Planning". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1924–1931, Portland, Oregon. IEEE Press.
- [Isaacs and Foo, 2004] Isaacs, J. and Foo, S. (2004). "Optimized Wavelet Hand Pose Estimation for American Sign Language Recognition". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 797–802, Portland, Oregon. IEEE Press.

- [Ishibuchi and Narukawa, 2004] Ishibuchi, H. and Narukawa, K. (2004). "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, pages 441–448, Portland, Oregon. IEEE Press.
- [Jang et al., 2004] Jang, J.-S.; Han, K.-H.; and Kim, J.-H. (2004). "Face Detection using Quantum-inspired Evolutionary Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2100–2106, Portland, Oregon. IEEE Press.
- [Ji et al., 2004] Ji, Z.; Chen, A.; and Subprasom, K. (2004). "Finding Multi-Objective Paths in Stochastic Networks: A Simulation-based Genetic Algorithm Approach". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 174–180, Portland, Oregon. IEEE Press.
- [Ji and Dasgupta, 2004] Ji, Z. and Dasgupta, D. (2004). "Augmented Negative Selection Algorithm with Variable-Coverage Detectors". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1081–1088, Portland, Oregon. IEEE Press.
- [Jin et al., 2004] Jin, Y.; Okabe, T.; and Sendhoff, B. (2004). "Neural network regularization and ensembling using multi-objective evolutionary algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1–8, Portland, Oregon. IEEE Press.
- [Johnson et al., 2004] Johnson, R.; Melich, M.; Michalewicz, Z.; and Schmidt, M. (2004). "Coevolutionary TEMPO Game". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1610–1617, Portland, Oregon. IEEE Press.
- [Jones et al., 2004] Jones, P.; Tiwari, A.; Roy, R.; and Corbett, J. (2004). "Optimisation of the High Efficiency Deep Grinding Process with Fuzzy Fitness Function and Constraints". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 574–581, Portland, Oregon. IEEE Press.
- [Kamio and Iba, 2004] Kamio, S. and Iba, H. (2004). "Evolutionary Construction of a Simulator for Real Robots". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2202–2209, Portland, Oregon. IEEE Press.
- [Kang et al., 2004] Kang, L.; Zhou, A.; McKay, R. I.; Li, Y.; and Kang, Z. (2004). "Benchmarking Algorithms for Dynamic Travelling Salesman Problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1286–1292, Portland, Oregon. IEEE Press.
- [Katada et al., 2004] Katada, Y.; Ohkura, K.; and Ueda, K. (2004). "The Nei's Standard Genetic Distance in Artificial Evolution". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1233–1239, Portland, Oregon. IEEE Press.
- [Katare et al., 2004] Katare, S.; Kalos, A.; and West, D. (2004). "A Hybrid Swarm Optimizer for Efficient Parameter Estimation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 309–315, Portland, Oregon. IEEE Press.
- [Katsumata and Terano, 2004] Katsumata, Y. and Terano, T. (2004). "Cabling and Scheduling for Electric Power Plant Operation via TABU-BOA Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1675–1682, Portland, Oregon. IEEE Press.
- [Kendall and Spoerer, 2004] Kendall, G. and Spoerer, K. (2004). "Scripting the Game of Lemmings with a Genetic Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 117–124, Portland, Oregon. IEEE Press.
- [Kendall et al., 2004] Kendall, G.; Yaakob, R.; and Hingston, P. (2004). "An Investigation of an Evolutionary Approach to the Opening of Go". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2052–2059, Portland, Oregon. IEEE Press.
- [Kennedy, 2004] Kennedy, J. (2004). "Probability and Dynamics in the Particle Swarm". In *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 340–347, Portland, Oregon. IEEE Press.

- [Kephart and Lefevre, 2004] Kephart, D. and Lefevre, J. (2004). "CodeGen: The Generation and Testing of DNA Code Words". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1865–1873, Portland, Oregon. IEEE Press.
- [Khabzaoui et al., 2004] Khabzaoui, M.; Dhaenens, C.; and Talbi, E.-G. (2004). "A Multicriteria Genetic Algorithm to analyze DNA microarray data". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1874–1881, Portland, Oregon. IEEE Press.
- [Khan and Perkowski, 2004] Khan, M. H. and Perkowski, M. A. (2004). "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, pages 2194–2201, Portland, Oregon. IEEE Press.
- [Kicinger et al., 2004] Kicinger, R.; Arciszewski, T.; and De Jong, K. (2004). "Morphogenesis and Structural Design: Cellular Automata Representations of Steel Structures in Tall Buildings". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 411–418, Portland, Oregon. IEEE Press.
- [Kimbrough et al., 2004] Kimbrough, S.; Lu, M.; and Safavi, S. (2004). "Exploring a Financial Product Model with a Two-Population Genetic Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 855–862, Portland, Oregon. IEEE Press.
- [kin Chow and tat Tsui, 2004] kin Chow, C. and tat Tsui, H. (2004). "Autonomous Agent Response Learning by a Multi-Species Particle Swarm Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 778–785, Portland, Oregon. IEEE Press.
- [Kleeman et al., 2004] Kleeman, M.; Day, R.; and Lamont, G. (2004). "Multi-Objective Evolutionary Search Performance with Explicit Building-Block Sizes for NPC Problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 728–735, Portland, Oregon. IEEE Press.
- [Kobayashi and Aiyoshi, 2004] Kobayashi, Y. and Aiyoshi, E. (2004). "Optimization Algorithm Using Multi-Agents and Reinforcement Learning". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 63–68, Portland, Oregon. IEEE Press.
- [Kobti et al., 2004] Kobti, Z.; Reynolds, R. G.; and Kohler, T. (2004). "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*, pages 1743–1750, Portland, Oregon. IEEE Press.
- [Koduru et al., 2004] Koduru, P.; Das, S.; Welch, S.; and Roe, J. L. (2004). "A Multi-objective GA-Simplex Hybrid Approach for Gene Regulatory Network Models". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2084–2091, Portland, Oregon. IEEE Press.
- [Koeppen, 2004] Koeppen, M. (2004). "No-Free-Lunch Theorems and the Diversity of Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 235–241, Portland, Oregon. IEEE Press.
- [Korczak and Lipinski, 2004] Korczak, J. J. and Lipinski, P. (2004). "Evolutionary building of stock trading experts in a real-time system". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 940–947, Portland, Oregon. IEEE Press.
- [Kordon and Lue, 2004] Kordon, A. and Lue, C.-T. (2004). "Symbolic Regression Modeling of Blown Film Process Effects". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 561–568, Portland, Oregon. IEEE Press.
- [Kotani and Kato, 2004] Kotani, M. and Kato, D. (2004). "Feature Extraction Using Coevolutionary Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 614–619, Portland, Oregon. IEEE Press.
- [Krink et al., 2004] Krink, T.; Filipic, B.; Fogel, G. B.; and Thomsen, R. (2004). "Noisy Optimization Problems - A Particular Challenge for Differential Evolution?". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 332–339, Portland, Oregon. IEEE Press.

- [Krohling et al., 2004] Krohling, R. A.; Hoffmann, F.; and dos Santos Coelho, L. (2004). "Coevolutionary Particle Swarm Optimization for Min-Max Problems using Gaussian Distribution". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 959–964, Portland, Oregon. IEEE Press.
- [Krusienski and Jenkins, 2004] Krusienski, D. and Jenkins, W. K. (2004). "Particle Swarm Optimization for Adaptive IIR Filter Structures". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 965–970, Portland, Oregon. IEEE Press.
- [Lamont et al., 2004] Lamont, G.; Esslinger, M.; Ewing, R.; and Abdel-Aty-Zohdy, H. (2004). "An Artificial Immune System Strategy for Robust Chemical Spectra Classification via Distributed Heterogeneous Sensors". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1036–1043, Portland, Oregon. IEEE Press.
- [Lasso et al., 2004] Lasso, M.; Pandolfi, D.; De San Pedro, M.; Villagra, A.; and Gallard, R. (2004). "Solving Dynamic Tardiness Problems in Single Machine Environments". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1143–1149, Portland, Oregon. IEEE Press.
- [Lee et al., 2004] Lee, G.; Bulitko, V.; and Levner, I. (2004). "Automated Selection of Vision Operator Libraries with Evolutionary Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1127–1134, Portland, Oregon. IEEE Press.
- [Legg et al., 2004] Legg, S.; Hutter, M.; and Kumar, A. (2004). "Tournament versus Fitness Uniform Selection". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2144–2151, Portland, Oregon. IEEE Press.
- [Leon et al., 2004] Leon, E.; Nasraoui, O.; and Gomez, J. (2004). "Anomaly Detection Based on Unsupervised Niche Clustering with Application to Network Intrusion Detection". In *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 502–508, Portland, Oregon. IEEE Press.
- [Lichodzijewski et al., 2004] Lichodzijewski, P.; Zincir-Heywood, N.; and Heywood, M. (2004). "Cascaded GP Models for Data Mining". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2258–2264, Portland, Oregon. IEEE Press.
- [Liu and Iba, 2004] Liu, H. and Iba, H. (2004). "A Hierarchical Approach for Adaptive Humanoid Robot Control". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1546–1553, Portland, Oregon. IEEE Press.
- [Liu et al., 2004] Liu, Y.; Qin, Z.; and He, X. (2004). "Supervisor-Student Model in Particle Swarm Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 542–547, Portland, Oregon. IEEE Press.
- [Lucas, 2004] Lucas, S. (2004). "Cellz: A Simple Dynamic Game for Testing Evolutionary Algorithms". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 1007–1014, Portland, Oregon. IEEE Press.
- [Lucidarme, 2004] Lucidarme, P. (2004). "An Evolutionary Algorithm for Multi-Robot Unsupervised Learning". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2210–2215, Portland, Oregon. IEEE Press.
- [Malinchik et al., 2004] Malinchik, S.; Orme, B.; Rothermich, J.; and Bonabeau, E. (2004). "Interactive Exploratory Data Analysis". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1098–1104, Portland, Oregon. IEEE Press.
- [Mark et al., 2004] Mark, A.; Sendhoff, B.; and Wersing, H. (2004). "A Decision Making Framework for Game Playing Using Evolutionary Optimization and Learning". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 373–380, Portland, Oregon. IEEE Press.
- [Marwaha et al., 2004] Marwaha, S.; Srinivasan, D.; Tham, C. K.; and Vasilakos, A. (2004). "Evolutionary Fuzzy Multi-Objective Routing For Wireless Mobile Ad Hoc Networks". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1964–1971, Portland, Oregon. IEEE Press.

- [Miguelanez et al., 2004] Miguelanez, E.; Zalzala, A.; and Tabor, P. (2004). "Evolving Neural Networks using Swarm Intelligence for Binmap Classification". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 978–985, Portland, Oregon. IEEE Press.
- [Miles et al., 2004] Miles, C.; Louis, S.; Cole, N.; and McDonnell, J. (2004). "Learning to Play Like a Human: Case Injected Genetic Algorithms for Strategic Computer Gaming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1441–1448, Portland, Oregon. IEEE Press.
- [Miller et al., 2004] Miller, D.; Arguello, R.; and Greenwood, G. (2004). "Evolving Artificial Neural Network Structures: Experimental Results for Biologically-Inspired Adaptive Mutations". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2114–2119, Portland, Oregon. IEEE Press.
- [Mohais et al., 2004] Mohais, A.; Ward, C.; and Posthoff, C. (2004). "Randomized Directed Neighborhoods with Edge Migration in Particle Swarm Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 548–555, Portland, Oregon. IEEE Press.
- [Mostaghim et al., 2004] Mostaghim, S.; Hoffmann, M.; Koenig, P. H.; Frauenheim, T.; and Teich, J. (2004). "Molecular Force Field Parametrization using Multi-Objective Evolutionary Algorithms". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 212–219, Portland, Oregon. IEEE Press.
- [Mostaghim and Teich, 2004] Mostaghim, S. and Teich, J. (2004). "Covering Pareto-optimal Fronts by Subswarms in Multi-objective Particle Swarm Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1404–1411, Portland, Oregon. IEEE Press.
- [Mumford, 2004] Mumford, C. (2004). "A Hierarchical Evolutionary Approach to Multi-Objective Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1944–1951, Portland, Oregon. IEEE Press.
- [Nagata, 2004] Nagata, Y. (2004). "Criteria for designing crossovers for TSP". In *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 1465–1472, Portland, Oregon. IEEE Press.
- [Nakagoe et al., 2004] Nakagoe, H.; Hirasawa, K.; and Hu, J. (2004). "Genetic Network Programming with Automatically Generated Variable Size Macro Nodes". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 713–719, Portland, Oregon. IEEE Press.
- [Nakamura et al., 2004] Nakamura, M.; Yamashiro, N.; and Gong, Y. (2004). "Iterative Parallel and Distributed Genetic Algorithms with Biased Initial Population". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2296–2301, Portland, Oregon. IEEE Press.
- [Neal and Labrosse, 2004] Neal, M. and Labrosse, F. (2004). "Rotation-invariant appearance based maps for robot navigation using an artificial immune network algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 863–870, Portland, Oregon. IEEE Press.
- [Nedjah and Mourelle, 2004] Nedjah, N. and Mourelle, L. (2004). "Secure Evolutionary Hardware for Public-Key Cryptosystems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2130–2137, Portland, Oregon. IEEE Press.
- [Neel et al., 2004] Neel, A.; Garzon, M.; and Penumetsa, P. (2004). "Soundness and Quality of Semantic Retrieval in DNA-based Memories with Abiotic Data". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1889–1895, Portland, Oregon. IEEE Press.
- [Neumann, 2004] Neumann, F. (2004). "Expected Runtimes of Evolutionary Algorithms for the Eulerian Cycle Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 904–910, Portland, Oregon. IEEE Press.
- [Nguyen and Ian, 2004] Nguyen, X. H. and Ian, M. R. (2004). "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*, pages 472–477, Portland, Oregon. IEEE Press.

- [Nicosia et al., 2004] Nicosia, G.; Cutello, V.; and Pavone, M. (2004). "An Immune Algorithm with Hyper-Macromutations for the 2D Hydrophilic-Hydrophobic Model". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1074–1080, Portland, Oregon. IEEE Press.
- [Nojima et al., 2004] Nojima, Y.; Kubota, N.; and Kojima, F. (2004). "Trajectory Generation and Accumulation for Partner Robots based on Structured Learning". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2224–2229, Portland, Oregon. IEEE Press.
- [Noman et al., 2004] Noman, N.; Okada, K.; Hosoyama, N.; and Iba, H. (2004). "Use of Clustering to Improve the Layout of Gene Network for Visualization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2068–2075, Portland, Oregon. IEEE Press.
- [Nuser and Deaton, 2004] Nuser, M. and Deaton, R. (2004). "A Probabilistic Analysis of in Vitro Selection of Independent DNA Words for Computation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1882–1888, Portland, Oregon. IEEE Press.
- [Oh and Barlow, 2004] Oh, C. and Barlow, G. (2004). "Autonomous Controller Design for Unmanned Aerial Vehicles using Multi-objective Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1538–1545, Portland, Oregon. IEEE Press.
- [Oh and Volper, 2004] Oh, J. and Volper, D. (2004). "Design of Rationality-based Computing Middleware: A Preliminary Study". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 839–846, Portland, Oregon. IEEE Press.
- [Okabe et al., 2004] Okabe, T.; Jin, Y.; Sendhoff, B.; and Olhofer, M. (2004). "Voronoi-based Estimation of Distribution Algorithm for Multi-objective Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1594–1601, Portland, Oregon. IEEE Press.
- [Oltean, 2004] Oltean, M. (2004). "Solving Even-Parity Problems using Traceless Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1813–1819, Portland, Oregon. IEEE Press.
- [O'Neill et al., 2004] O'Neill, M.; Brabazon, A.; and Adley, C. (2004). "The Automatic Generation of Programs for Classification Problems with Grammatical Swarm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 104–110, Portland, Oregon. IEEE Press.
- [Ono et al., 2004] Ono, I.; Seike, Y.; Morishita, R.; Ono, N.; and Matsui, M. (2004). "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*, pages 2060–2067, Portland, Oregon. IEEE Press.
- [O'Riordan et al., 2004] O'Riordan, C.; Griffith, J.; Newell, J.; and Sorensen, H. (2004). "Co-evolution of Strategies for an N-player Dilemma". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1625–1630, Portland, Oregon. IEEE Press.
- [Osmera, 2004] Osmera, P. (2004). "Evolvable Controllers with Hierarchical Structure". In *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 758–765, Portland, Oregon. IEEE Press.
- [Ostrowski and Reynolds, 2004] Ostrowski, D. and Reynolds, R. G. (2004). "Using Cultural Algorithms to Evolve Strategies for Recessionary Markets". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1780–1785, Portland, Oregon. IEEE Press.
- [Ouellette et al., 2004] Ouellette, R.; Browne, M.; and Hirasawa, K. (2004). "Genetic Algorithm Optimization of a Convolutional Neural Network for Autonomous Crack Detection". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 516–521, Portland, Oregon. IEEE Press.
- [Ozcan and Onbasioglu, 2004] Ozcan, E. and Onbasioglu, E. (2004). "Genetic Algorithms for Parallel Code Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1375–1381, Portland, Oregon. IEEE Press.

- [Parker, 2004] Parker, G. (2004). "Partial Recombination for the Co-Evolution of Model Parameters". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2216–2223, Portland, Oregon. IEEE Press.
- [Parker and Blumenthal, 2004] Parker, G. and Blumenthal, J. (2004). "Varying Sample Sizes for the Co-Evolution of Heterogeneous Agents". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 766–771, Portland, Oregon. IEEE Press.
- [Parmee and Abraham, 2004] Parmee, I. and Abraham, J. (2004). "Supporting Implicit Learning via the Visualisation of COGA Multi-objective Data". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 395–402, Portland, Oregon. IEEE Press.
- [Parrott and Li, 2004] Parrott, D. and Li, X. (2004). "A Particle Swarm Model for Tracking Multiple Peaks in a Dynamic Environment using Speciation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 98–103, Portland, Oregon. IEEE Press.
- [Parsopoulos et al., 2004] Parsopoulos, K.; Tasoulis, D.; Pavlidis, N.; Plagianakos, V.; and Vrahatis, M. (2004). "Vector Evaluated Differential Evolution for Multiobjective Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 204–211, Portland, Oregon. IEEE Press.
- [Paterlini and Krink, 2004] Paterlini, S. and Krink, T. (2004). "High Performance Clustering with Differential Evolution". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2004–2011, Portland, Oregon. IEEE Press.
- [Paul and Iba, 2004] Paul, T. and Iba, H. (2004). "Selection of the Most Useful Subset of Genes for Gene Expression-Based Classification". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2076–2083, Portland, Oregon. IEEE Press.
- [Peng and Reynolds, 2004] Peng, B. and Reynolds, R. G. (2004). "Cultural Algorithms: Knowledge Learning in Dynamic Environments". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1751–1758, Portland, Oregon. IEEE Press.
- [Pfaffmann et al., 2004] Pfaffmann, J.; Bousmalis, K.; and Colombano, S. (2004). "A Scouting-Inspired Evolutionary Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1706–1712, Portland, Oregon. IEEE Press.
- [Piaseczny et al., 2004] Piaseczny, W.; Suzuki, H.; and Sawai, H. (2004). "Chemical Genetic Programming Evolution of Amino Acid Rewriting Rules Used for Genotype-Phenotype Translation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1639–1646, Portland, Oregon. IEEE Press.
- [ping Chen and Goldberg, 2004] ping Chen, Y. and Goldberg, D. (2004). "Convergence Time for the Linkage Learning Genetic Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 39–46, Portland, Oregon. IEEE Press.
- [Pirzada et al., 2004] Pirzada, A.; Datta, A.; and McDonald, C. (2004). "Trusted Routing in Ad-hoc Networks using Pheromone Trails". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1938–1943, Portland, Oregon. IEEE Press.
- [Pulido and Coello-Coello, 2004] Pulido, G. T. and Coello-Coello, C. (2004). "A Constraint-Handling Mechanism for Particle Swarm Optimization". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 1396–1403, Portland, Oregon. IEEE Press.
- [Randall, 2004] Randall, M. (2004). "Heuristics for Ant Colony Optimisation using the Generalised Assignment Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1916–1923, Portland, Oregon. IEEE Press.
- [Ray et al., 2004] Ray, T.; Venkatarayalu, N.; Won, K. S.; and Chan, K. P. (2004). "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*, pages 1996–2003, Portland, Oregon. IEEE Press.

- [Ross et al., 2004] Ross, P.; Marin-Blazquez, J. G.; and Hart, E. (2004). "Hyper-heuristics applied to Class and Exam Timetabling problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1691–1698, Portland, Oregon. IEEE Press.
- [Rowland, 2004] Rowland, J. (2004). "On Genetic Programming and Knowledge Discovery in Transcriptome Data". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 158–165, Portland, Oregon. IEEE Press.
- [S. et al., 2004] S., B.; Alphones, A.; and Suganthan, P. N. (2004). "Concurrent PSO and FDR-PSO based reconfigurable Phase-Differentiated Antenna Array Design". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2173–2179, Portland, Oregon. IEEE Press.
- [S. and Suganthan, 2004] S., B. and Suganthan, P. N. (2004). "A Novel Concurrent Particle Swarm Optimization (CPSO)". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 792–796, Portland, Oregon. IEEE Press.
- [Sait and Al-Ismail, 2004] Sait, S. M. and Al-Ismail, M. (2004). "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*, pages 1794–1799, Portland, Oregon. IEEE Press.
- [Salomon, 2004a] Salomon, R. (2004a). "The Curse of High-Dimensional Search Spaces: Observing Premature Convergence in Unimodal Functions". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 918–923, Portland, Oregon. IEEE Press.
- [Salomon, 2004b] Salomon, R. (2004b). "The Force Model: Concept, Behavior, Interpretation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1119–1126, Portland, Oregon. IEEE Press.
- [Sanchez et al., 2004a] Sanchez, E.; Squillero, G.; and Violante, M. (2004a). "A Local Analysis of the Genotype-Fitness Mapping in Hardware Optimization Problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 871–878, Portland, Oregon. IEEE Press.
- [Sanchez et al., 2004b] Sanchez, J. J.; Galan, M.; and Rubio, E. (2004b). "Genetic Algorithms and Cellular Automata: A New Architecture for Traffic Light Cycles Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1668–1674, Portland, Oregon. IEEE Press.
- [Santos and Ohishi, 2004] Santos, E. and Ohishi, T. (2004). "A Hydro Unit Commitment Model Using Genetic Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1368–1374, Portland, Oregon. IEEE Press.
- [Sarif et al., 2004] Sarif, B.; Abd-El-Barr, M.; Sait, S. M.; and Al-Saiari, U. (2004). "Fuzzified Ant Colony Optimization Algorithm for Efficient Combinational Circuits". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1317–1324, Portland, Oregon. IEEE Press.
- [Sastry et al., 2004] Sastry, K.; Pelikan, M.; and Goldberg, D. (2004). "Efficiency Enhancement of Genetic Algorithms via Building-Block-Wise Fitness Estimation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 720–727, Portland, Oregon. IEEE Press.
- [Sato et al., 2004] Sato, H.; Aguirre, H.; and Tanaka, K. (2004). "Local Dominance Using Polar Coordinates to Enhance Multiobjective Evolutionary Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 188–195, Portland, Oregon. IEEE Press.
- [Schoenemann, 2004] Schoenemann, L. (2004). "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*, pages 1270–1277, Portland, Oregon. IEEE Press.
- [Schonfeld and Ashlock, 2004] Schonfeld, J. and Ashlock, D. (2004). "Comparison of Robustness of Solutions Located by Evolutionary Computation and Other Search Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 250–257, Portland, Oregon. IEEE Press.

- [Sedighi et al., 2004] Sedighi, K.; Ashenayi, K.; Manikas, T.; Tai, H.-M.; and Wainwright, R. (2004). "Autonomous Local Path-Planning for a Mobile Robot Using a Genetic Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1338–1345, Portland, Oregon. IEEE Press.
- [Seo et al., 2004] Seo, D.; Yasunaga, M.; and Kim, J. H. (2004). "A Computatioal Approach to Detect Transcritpion Regulatory Elements in Dictyostelium Discoideum". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1647–1653, Portland, Oregon. IEEE Press.
- [Seredynski and Bouvry, 2004] Seredynski, M. and Bouvry, P. (2004). "Block Cipher based on Reversible Cellular Automata". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2138–2143, Portland, Oregon. IEEE Press.
- [Shan et al., 2004] Shan, Y.; McKay, R. I.; Baxter, R.; Abbass, H.; Essam, D.; and Nguyen, H. (2004). "Grammar Model-based Program Evolution". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 478–485, Portland, Oregon. IEEE Press.
- [Sheng and Liu, 2004] Sheng, W. and Liu, X. (2004). "A Hybrid Algorithm for K-medoid Clustering of Large Data Sets". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 77–82, Portland, Oregon. IEEE Press.
- [Shuyuan et al., 2004a] Shuyuan, Y.; Min, W.; and Licheng, J. (2004a). "A Novel Quantum Evolutionary Algorithm And Its Application". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 820–826, Portland, Oregon. IEEE Press.
- [Shuyuan et al., 2004b] Shuyuan, Y.; Min, W.; and Licheng, J. (2004b). "A Quantum Particle Swarm Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 320–324, Portland, Oregon. IEEE Press.
- [Simionescu et al., 2004] Simionescu, P. A.; Beale, D. G.; and Dozier, G. V. (2004). "Constrained Optimization Problem Solving Using Estimation of Distribution Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 296–302, Portland, Oregon. IEEE Press.
- [Simsek et al., 2004] Simsek, B.; Albayrak, S.; and Korth, A. (2004). "Reinforcement Learning for Procurement Agents of the Factory of the Future". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1331–1337, Portland, Oregon. IEEE Press.
- [Sinka and Corne, 2004] Sinka, M. and Corne, D. (2004). "Evolving Document Features for Web Document Clustering: A Feasability Study". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 891–897, Portland, Oregon. IEEE Press.
- [Slade et al., 2004] Slade, W.; Ressom, H.; Musavi, M.; and Miller, R. (2004). "Ocean Color Inversion by Particle Swarm Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 971–977, Portland, Oregon. IEEE Press.
- [Smith et al., 2004] Smith, K.; Everson, R.; and Fieldsend, J. (2004). "Dominance Measures for Multi-Objective Simulated Annealing". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 23–30, Portland, Oregon. IEEE Press.
- [Song and Ciesielski, 2004] Song, A. and Ciesielski, V. (2004). "Texture Analysis by Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2092–2099, Portland, Oregon. IEEE Press.
- [Speer et al., 2004] Speer, N.; Spieth, C.; and Zell, A. (2004). "A Memetic Co-Clustering Algorithm for Gene Expression Profiles and Biological Annotation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1631–1638, Portland, Oregon. IEEE Press.
- [Spieth et al., 2004a] Spieth, C.; Streichert, F.; Speer, N.; and Zell, A. (2004a). "A Memetic Inference Method for Gene Regulatory Networks Based on S-Systems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 152–157, Portland, Oregon. IEEE Press.

- [Spieth et al., 2004b] Spieth, C.; Streichert, F.; Speer, N.; and Zell, A. (2004b). "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*, pages 146–151, Portland, Oregon. IEEE Press.
- [Stanhope, 2004] Stanhope, S. (2004). "Evolution Strategies for Multivariate-to-Anything Partially Specified Random Vector Generation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2235–2240, Portland, Oregon. IEEE Press.
- [Stephan and Sullivan, 2004] Stephan, C. and Sullivan, J. (2004). "An Agent-Based Hydrogen Vehicle/Infrastructure Model". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1774–1779, Portland, Oregon. IEEE Press.
- [Stoica et al., 2004] Stoica, A.; Arslan, T.; Keymeulen, D.; Duong, V.; Zebulum, R.; Guo, X.; Ferguson, I.; and Daud, T. (2004). "Evolutionary Recovery of Electronic Circuits from Radiation Induced Faults". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1786–1793, Portland, Oregon. IEEE Press.
- [Streichert et al., 2004] Streichert, F.; Ulmer, H.; and Zell, A. (2004). "Evaluating a Hybrid Encoding and Three Crossover Operators on the Constrained Portfolio Selection Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 932–939, Portland, Oregon. IEEE Press.
- [Sun et al., 2004] Sun, J.; Feng, B.; Xu, W.; Liu, J.; and Bao, L. (2004). "Particle Swarm Optimization with Particles Having Quantum Behavior". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 325–331, Portland, Oregon. IEEE Press.
- [Sun and Just, 2004] Sun, X. and Just, W. (2004). "Evolution of Strategies in Modified Sequential Assessment Games". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 388–394, Portland, Oregon. IEEE Press.
- [Suram et al., 2004] Suram, S.; Bryden, K.; and Ashlock, D. (2004). "Quantitative Trait Loci based Solution of an Inverse Radiation Heat Transfer Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 427–432, Portland, Oregon. IEEE Press.
- [Takahashi and Kobayashi, 2004] Takahashi, O. and Kobayashi, S. (2004). "An Angular Distance Dependent Alternation Model for Real-Coded Genetic Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2159–2165, Portland, Oregon. IEEE Press.
- [Tanaka-Yamawaki and Motoyama, 2004] Tanaka-Yamawaki, M. and Motoyama, T. (2004). "Predicting the Tick-wise Price Fluctuations by Means of Evolutional Computation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 955–958, Portland, Oregon. IEEE Press.
- [Tanev et al., 2004] Tanev, I.; Ray, T.; and Buller, A. (2004). "Evolutionary Design, Robustness and Adaptation of Sidewinding Locomotion of Simulated Libmless Wheelless Robot". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2312–2319, Portland, Oregon. IEEE Press.
- [Tang et al., 2004] Tang, K.; Suganthan, P. N.; and Yao, X. (2004). "Generalized Lda Using Relevance Weighting and Evolution Strategy". In Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 2230–2234, Portland, Oregon. IEEE Press.
- [Tasgetiren et al., 2004] Tasgetiren, M. F.; Sevkli, M.; Liang, Y.-C.; and Gencyilmaz, G. (2004). "Particle Swarm Optimization Algorithm For Single Machine Total Weighted Tardiness Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1412–1419, Portland, Oregon. IEEE Press.
- [Tasoulis et al., 2004] Tasoulis, D.; Pavlidis, N.; Plagianakos, V.; and Vrahatis, M. (2004). "Parallel Differential Evolution". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2023–2029, Portland, Oregon. IEEE Press.

- [Tavares et al., 2004] Tavares, J.; Pereira, F.; and Costa, E. (2004). "Understanding the Role of Insertion and Correction in the Evolution of Golomb Rulers". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 69–76, Portland, Oregon. IEEE Press.
- [Teredesai and Govindaraju, 2004] Teredesai, A. and Govindaraju, V. (2004). "Issues in Evolving GP based Classifiers for a Pattern Recognition Task". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 509–515, Portland, Oregon. IEEE Press.
- [Thomsen, 2004] Thomsen, R. (2004). "Multimodal Optimization Using Crowding-Based Differential Evolution". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1382–1389, Portland, Oregon. IEEE Press.
- [Timmis et al., 2004] Timmis, J.; Edmonds, C.; and Kelsey, J. (2004). "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*, pages 1044–1051, Portland, Oregon. IEEE Press.
- [Tinos and Carvalho, 2004] Tinos, R. and Carvalho, A. (2004). "A Genetic Algorithm with Gene Dependent Mutation Probability for Non-Stationary Optimization Problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1278–1285, Portland, Oregon. IEEE Press.
- [Tomassini et al., 2004] Tomassini, M.; Vanneschi, L.; Cuendet, J.; and Fernandez, F. (2004). "A New Technique for Dynamic Size Populations in Genetic Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 486–493, Portland, Oregon. IEEE Press.
- [Tongchim and Yao, 2004] Tongchim, S. and Yao, X. (2004). "Parallel Evolutionary Programming". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1362–1367, Portland, Oregon. IEEE Press.
- [Treptow and Zell, 2004] Treptow, A. and Zell, A. (2004). "Combining Adaboost Learning and Evolutionary Search to select Features for Real-Time Object Detection". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2107–2113, Portland, Oregon. IEEE Press.
- [Tsutsui and Wilson, 2004] Tsutsui, S. and Wilson, G. (2004). "Solving Capacitated Vehicle Routing Problems Using Edge Histogram Based Sampling Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1150–1157, Portland, Oregon. IEEE Press.
- [Tulai and Oppacher, 2004] Tulai, A. and Oppacher, F. (2004). "Maintaining Diversity and Increasing the Accuracy of Classification Rules through Automatic Speciation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2241–2249, Portland, Oregon. IEEE Press.
- [Ulmer et al., 2004] Ulmer, H.; Streichert, F.; and Zell, A. (2004). "Evolution Strategies with Controlled Model Assistance". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1569–1576, Portland, Oregon. IEEE Press.
- [Uosaki et al., 2004] Uosaki, K.; Kimura, Y.; and Hatanaka, T. (2004). "Evolution Strategies Based Particle Filters for State and Parameter Estimation of Nonlinear Models". In *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 884–890, Portland, Oregon. IEEE Press.
- [Uyar and Uyar, 2004] Uyar, A. S. and Uyar, H. T. (2004). "An Event-Driven Test Framework for Evolutionary Algorithms in Dynamic Environments". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2265–2272, Portland, Oregon. IEEE Press.
- [Venkatraman and Yen, 2004] Venkatraman, S. and Yen, G. (2004). "A Simple Elitist Genetic Algorithm for Constrained Optimization". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 288–295, Portland, Oregon. IEEE Press.
- [Verel et al., 2004] Verel, S.; Collard, P.; and Clergue, M. (2004). "Scuba Search: when selection meets innovation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 924–931, Portland, Oregon. IEEE Press.

- [Vesterstroem and Thomsen, 2004] Vesterstroem, J. and Thomsen, R. (2004). "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*, pages 1980–1987, Portland, Oregon. IEEE Press.
- [Vigraham and Gallagher, 2004] Vigraham, S. and Gallagher, J. (2004). "On the Relative Efficacies of Space Saving *CGAs for Evolvable Hardware Applications". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2187–2193, Portland, Oregon. IEEE Press.
- [Walker, 2004] Walker, R. L. (2004). "Honeybee Search Strategies: Adaptive Exploration of an Information Ecosystem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1209–1216, Portland, Oregon. IEEE Press.
- [Walsh and Fenton, 2004] Walsh, P. and Fenton, P. (2004). "A High-Throughput Computing Environment for Job Shop Scheduling Genetic Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1554–1560, Portland, Oregon. IEEE Press.
- [Watanabe and Nodu, 2004] Watanabe, I. and Nodu, M. (2004). "A Genetic Algorithm for Optimizing Switching Sequence of Service Restoration in Distribution Systems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1683–1690, Portland, Oregon. IEEE Press.
- [Wei and Lee, 2004] Wei, J.-D. and Lee, D.-T. (2004). "A New Approach to the Traveling Salesman Problem Using Genetic Algorithms with Priority Encoding". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1457–1464, Portland, Oregon. IEEE Press.
- [Weinberg and Talbi, 2004] Weinberg, B. and Talbi, E.-G. (2004). "NFL theorem is unusable on structured classes of problems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 220–226, Portland, Oregon. IEEE Press.
- [White and Yen, 2004] White, C. and Yen, G. (2004). "A Hybrid Evolutionary Algorithm for Traveling Salesman Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1473–1478, Portland, Oregon. IEEE Press.
- [Won and Ray, 2004] Won, K. S. and Ray, T. (2004). "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*, pages 1577–1585, Portland, Oregon. IEEE Press.
- [Wong et al., 2004] Wong, T.; Cote, P.; and Sabourin, R. (2004). "A Hybrid MOEA for the Capacitated Exam Proximity Problem". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1495–1501, Portland, Oregon. IEEE Press.
- [Wood and Chen, 2004] Wood, D. and Chen, J. (2004). "Fredkin Gate Circuits via Recombination Enzymes". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1896–1900, Portland, Oregon. IEEE Press.
- [Wu et al., 2004] Wu, Z.; Tang, Z.; Zou, J.; Kang, L.; and Li, M. (2004). "An Evolutionary Algorithm for Solving Parameter Identification Problems in Elliptic Systems". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 803–808, Portland, Oregon. IEEE Press.
- [Xie et al., 2004a] Xie, X.-F.; Zhang, W.-J.; and Bi, D.-C. (2004a). "Handling Equality Constraints by Adaptive Relaxing Rule for Swarm Algorithms". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2012–2016, Portland, Oregon. IEEE Press.
- [Xie et al., 2004b] Xie, X.-F.; Zhang, W.-J.; and Bi, D.-C. (2004b). "Optimizing Semiconductor Devices by Self-organizing Particle Swarm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2017–2022, Portland, Oregon. IEEE Press.
- [Xu et al., 2004] Xu, Y.; Salcedo-Sanz, S.; and Yao, X. (2004). "Non-standard Cost Terminal Assignment Problems Using Tabu Search Approach". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2302–2306, Portland, Oregon. IEEE Press.

- [Yang and Shen, 2004] Yang, J.-M. and Shen, T.-W. (2004). "A Pharmacophore-Based Evolutionary Approach for Screening Estrogen Receptor Antagonists". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1028–1035, Portland, Oregon. IEEE Press.
- [Yang, 2004] Yang, S. (2004). "Constructing Dynamic Test Environments for Genetic Algorithms Based on Problem Difficulty". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1262–1269, Portland, Oregon. IEEE Press.
- [Yannakakis et al., 2004] Yannakakis, G.; Levine, J.; and Hallam, J. (2004). "An Evolutionary Approach for Interactive Computer Games". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 986–993, Portland, Oregon. IEEE Press.
- [Yapicioglu et al., 2004] Yapicioglu, H.; Dozier, G. V.; and Smith, A. E. (2004). "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*, pages 2328–2334, Portland, Oregon. IEEE Press.
- [Yong-Duk et al., 2004] Yong-Duk, K.; Jong-Hwan, K.; and Yong-Jae, K. (2004). "Behavior Selection and Learning for Synthetic Character". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 898–903, Portland, Oregon. IEEE Press.
- [Yuchi and Kim, 2004] Yuchi, M. and Kim, J.-H. (2004). "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*, pages 280–287, Portland, Oregon. IEEE Press.
- [Yun et al., 2004] Yun, Y.; Nakayama, H.; and Arakawa, M. (2004). "Fitness Evaluation using Generalized Data Envelopment Analysis in MOGA". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 464–471, Portland, Oregon. IEEE Press.
- [Zhang and Dozier, 2004] Zhang, F. and Dozier, G. V. (2004). "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*, pages 1988–1995, Portland, Oregon. IEEE Press.
- [Zhang and Huang, 2004] Zhang, G.-Z. and Huang, D.-S. (2004). "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*, pages 1015–1019, Portland, Oregon. IEEE Press.
- [Zhang et al., 2004a] Zhang, J.; Chung, H.; and Hu, B. (2004a). "Adaptive Probabilities of Crossover and Mutation in Genetic Algorithms Based on Clustering Technique". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2280–2287, Portland, Oregon. IEEE Press.
- [Zhang et al., 2004b] Zhang, J.; Yuan, X.; and Buckles, B. (2004b). "Subspace FDC for Sharing Distance Estimation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1735–1742, Portland, Oregon. IEEE Press.
- [Zhang et al., 2004c] Zhang, W.-J.; Xie, X.-F.; and Bi, D.-C. (2004c). "Handling Boundary Constraints for Numrical Optimization by Particle Swarm Flying in Periodic Search Space". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2307–2311, Portland, Oregon. IEEE Press.
- [Zheng et al., 2004] Zheng, J.; Ling, C. X.; Shi, Z.; and Xie, Y. (2004). "Some Discussions about MOGAs: Individual Relations, Non-dominated Set, and Application on Automatic Negotiation". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 706–712, Portland, Oregon. IEEE Press.
- [Zhou et al., 2004] Zhou, Z.; Ong, Y. S.; and Nair, P. B. (2004). "Hierarchical Surrogate-Assisted Evolutionary Optimization Framework". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1586–1593, Portland, Oregon. IEEE Press.

- [Zou et al., 2004a] Zou, P.; Zhou, Z.; Chen, G.; and Yao, X. (2004a). "A Novel Memetic Algorithm with Random Multi-local-search: A case study of TSP". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2335–2340, Portland, Oregon. IEEE Press.
- [Zou et al., 2004b] Zou, Y.; Zhuang, Z.; and Chen, H. (2004b). "HW-SW Partitioning Based on Genetic Algorithm". In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 628–633, Portland, Oregon. IEEE Press.