

## Список литературы

- [Acan 04] A. Acan. “Clonal Selection Algorithm with Operator Multiplicity”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1909–1915, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Agui 04a] 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*, pp. 449–456, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Agui 04b] H. Aguirre and K. Tanaka. “Insights on Properties of Multiobjective MNK-Landscapes”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 196–203, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Alda 04] 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*, pp. 1158–1163, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Alet 04] 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*, pp. 1172–1177, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Alkh 04] 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*, pp. 303–308, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Ande 04] 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*, pp. 1089–1097, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Ando 04] 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*, pp. 827–834, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Anna 04] 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*, pp. 1932–1937, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Arno 04] D. Arnold. “An Analysis of Evolutionary Gradient Search”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 47–54, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Ashb 04] T. Ashburn and E. Bonabeau. “Interactive Inversion of Financial Markets Agent-Based Models”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 522–529, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Ashl 04a] D. Ashlock and K. Bryden. “Evolutionary Control of Lsystem Interpretation”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2273–2279, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Ashl 04b] D. Ashlock, K. Bryden, and S. Corns. “On Taxonomy of Evolutionary Computation Problems”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1713–1719, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Ashl 04c] D. Ashlock and J. Lathrop. “Program Induction: Building a Wall”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1844–1850, IEEE Press, Portland, Oregon, 20–23 June 2004.

- [Ashl 04d] D. Ashlock and J. Oftelie. “Simulation of Floral Specialization in Bees”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1859–1864, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ashl 04e] D. Ashlock and B. Powers. “The Effect of Tag Recognition on Non-Local Adaptation”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2045–2051, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ashl 04f] D. Ashlock, S. Willson, and N. Leahy. “Coevolution and Tartarus”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1618–1624, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ashl 04g] 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*, pp. 381–387, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Augu 04] 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*, pp. 847–854, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Bain 04] S. Bain, J. Thornton, and A. Sattar. “Evolving Algorithms for Constraint Satisfaction”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 265–272, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Baju 04] 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*, pp. 1828–1835, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Band 04] O. Bandte. “Visualizing Information in an Interactive Evolutionary Design Process”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 691–698, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Bart 04] 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*, pp. 1111–1118, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Bern 04] 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*, pp. 83–89, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Bleu 04] 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*, pp. 166–173, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Blum 04] J. Blumenthal and G. Parker. “Punctuated Anytime Learning for Evolving Multi-Agent Capture Strategies”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1820–1827, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Boni 04] D. Bonino, F. Corno, and G. Squillero. “Dynamic Optimization of Semantic Annotation Relevance”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1301–1308, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Brab 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*, pp. 652–659, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Bran 04] 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*, pp. 1952–1957, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Brew 04] J. Brewster and R. G. Reynolds. “Alternative Fuel Adoption”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2364–2371, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Bryd 04] 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*, pp. 419–426, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Buri 04] A. Burian and J. Takala. “Evolved Gate Arrays for Image Restoration”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1185–1192, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Buzi 04] 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*, pp. 2030–2037, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Cagn 04] 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*, pp. 536–541, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Cast 04] 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*, pp. 556–560, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chak 04] U. Chakraborty. “Analysis of Encoding in 1+1-EA”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 911–917, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chan 04a] 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*, pp. 620–627, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chan 04b] K. Y. Chan, E. Aydin, and T. Fogarty. “Parameterisation of Mutation in Evolutionary Algorithms Using the Estimated Main Effect of Genes”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1972–1979, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chan 04c] 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*, pp. 2349–2356, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chen 04a] A. Chen, P. Chootinan, and S. Pravinongvuth. “An Evolutionary Approach for Finding Optimal Automatic Vehicle Identification Reader Locations in Transportation Networks”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 181–187, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chen 04b] H. Chen and D. guo Feng. “An Effective Evolutionary Strategy for Bijective S-boxes”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2120–2123, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chen 04c] 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*, pp. 744–751, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Chen 04d] Y. ping Chen and D. Goldberg. “Convergence Time for the Linkage Learning Genetic Algorithm”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 39–46, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chia 04] 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*, pp. 1901–1908, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Cho 04] 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*, pp. 590–597, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chon 04] 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*, pp. 348–355, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chow 04a] 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*, pp. 242–249, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chow 04b] 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*, pp. 778–785, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Chun 04] 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*, pp. 678–682, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Cies 04] V. Ciesielski and X. Li. “Experiments with Explicit For-loops in Genetic Programming”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 494–501, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Clar 04a] 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*, pp. 1533–1537, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Clar 04b] J. A. Clark, J. L. Jacob, and S. Stepney. “Searching for Cost Functions”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1517–1524, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Coel 04] 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*, pp. 17–22, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Cohe 04a] 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*, pp. 1354–1361, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Cohe 04b] D. Cohen. “Using SAT Scores as Predictors for Future Academic Success”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 671–677, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Cole 04] 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*, pp. 139–145, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Corn 04a] D. Corne and C. Pridgeon. “Investigating Issues in the Reconstructability of Genetic Regulatory Networks”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 582–589, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Corn 04b] F. Corno, E. Sanchez, and G. Squillero. "On The Evolution of Corewar Warriors". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 133–138, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Cruz 04] A. Cruz. "A Hybrid Deterministic/Genetic Test Generator to Improve Fault". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1325–1330, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Cui 04] Z. Cui, J. Zeng, and X. Cai. "A New Stochastic Particle Swarm Optimizer". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 316–319, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Curr 04] 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*, pp. 1767–1773, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Czar 04] 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*, pp. 2288–2295, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Daha 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*, pp. 1135–1142, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Daid 04a] 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*, pp. 1217–1224, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Daid 04b] 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*, pp. 1225–1232, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Dand 04] Y. Dandass. "Genetic List Scheduling for Soft Real-Time Parallel Applications". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1164–1171, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Dane 04] M. Daneshyari and G. Yen. "Talent Based Social Algorithm for Optimization". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 786–791, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Daou 04] M. Daoud, N. Kharm, 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*, pp. 1001–1006, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Day 04a] 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*, pp. 1502–1509, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Day 04b] R. Day and G. Lamont. "Force Field Approximations Using Artificial Neural Networks". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1020–1027, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [de G 04a] 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*, pp. 816–819, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [de G 04b] H. de Garis and T. Batty. “Robust, Reversible, Nano-Scale, Femto-Second-Switching Circuits and their Evolution”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 639–645, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [De J 04] E. De Jong. “Towards a Bounded Pareto-Coevolution Archive”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2341–2348, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [de l 04] 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*, pp. 1479–1486, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [de P 04] 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*, pp. 1059–1066, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [De S 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*, pp. 699–705, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Deng 04] 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*, pp. 2166–2172, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Denz 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*, pp. 125–132, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Desc 04] 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*, pp. 598–606, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Deug 04] 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*, pp. 31–38, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Devi 04] D. Devicharan and C. Mohan. “Particle Swarm Optimization with Adaptive Linkage Learning”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 530–535, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Di P 04] 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*, pp. 1254–1261, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Dimo 04] 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*, pp. 1487–1494, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ding 04] 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*, pp. 1654–1660, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Doct 04] S. Doctor, G. Venayagamoorthy, and V. Gudise. “Optimal PSO for Collective Robotic Search Applications”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1390–1395, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Dorr 04a] 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*, pp. 433–440, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Dorr 04b] 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*, pp. 2152–2158, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Doty 04] D. Doty. “Non-local Evolutionary Adaptation in Gridplants”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1602–1609, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Dozi 04a] 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*, pp. 273–279, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Dozi 04b] 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*, pp. 111–116, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Dukk 04] 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*, pp. 55–62, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Dunn 04] 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*, pp. 457–463, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Eber 04] 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*, pp. 1836–1843, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Eguc 04] 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*, pp. 1661–1667, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Enee 04] 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*, pp. 2038–2044, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Engl 04] T. English. “No More Lunch: Analysis of Sequential Search”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 227–234, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Erik 04] R. Eriksson and B. Olsson. “On the Performance of Evolutionary Algorithms with Lifetime Adaptation in Dynamic Fitness Landscapes”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1293–1300, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Eskr 04] B. Eskridge and D. Hougen. “Imitating Success: A Memetic Crossover Operator for Genetic Programming”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 809–815, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Esqu 04] 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*, pp. 879–883, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Eto 04] 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*, pp. 683–690, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Fan 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*, pp. 2320–2327, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Fari 04] 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*, pp. 9–16, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Fern 04] 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*, pp. 1105–1110, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ferr 04] 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*, pp. 736–743, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Fili 04] 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*, pp. 569–573, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Flet 04] J. Fletcher and M. Zwick. “Hamilton’s Rule Applied to Reciprocal Altruism”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 994–1000, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Foge 04a] D. B. Fogel. “Evolving Strategies in Blackjack”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1427–1434, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Foge 04b] 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*, pp. 1420–1426, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Foge 04c] 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*, pp. 607–613, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Fran 04] N. Franken and A. Engelbrecht. “PSO approaches to co-evolve IPD strategies”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 356–363, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Full 04] J. Fuller, W. Millan, and E. Dawson. “Multi-objective Optimisation of Bijective S-boxes”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1525–1532, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Fune 04] P. Funes, E. Bonabeau, J. Herve, and Y. Morieux. “Interactive Multi-Participant Task Allocation”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1699–1705, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Gao 04] W. Gao. “Fast Immunized Evolutionary Programming”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 666–670, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Garr 04] S. Garrett. “Parameter-Free, Adaptive Clonal Selection”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1052–1058, IEEE Press, Portland, Oregon, 20-23 June 2004.



- [Gold 04] M. Goldstein and G. Yen. “An Evolutionary Algorithm Method for Sampling N-Partite Graphs”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2250–2257, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Gome 04a] J. Gomez. “Evolution of Fuzzy Rule Based Classifiers”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1727–1734, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Gome 04b] J. Gomez. “Self Adaptation of Operator Rates in Evolutionary Algorithms”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1720–1726, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Gonz 04] L. Gonzalez and J. Cannady. “A self-adaptive negative selection approach for anomaly detection”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1561–1568, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Gord 04a] S. Gordon and Z. Matley. “Evolving Sparse Direction Maps for Maze Pathfinding”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 835–838, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Gord 04b] S. Gordon and T. Slocum. “The Knight’s Tour - Evolutionary vs. Depth-First Search”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1435–1440, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Gree 04] 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*, pp. 258–264, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Gros 04] 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*, pp. 1958–1963, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Guo 04] 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*, pp. 1449–1456, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Guti 04] C. Gutierrez. “Heuristics in a General Scheduling Problem”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 660–665, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Habi 04] S. Habib and A. Parker. “Synthesizing Complex Multimedia Network Topologies Using An Evolutionary Approach”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1193–1200, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hama 04] 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*, pp. 1067–1073, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hard 04] S. Harding and J. Miller. “Evolution in materio : A Tone Discriminator In Liquid Crystal”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1800–1807, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hart 04] P. Hartono, S. Hashimoto, and M. Wahde. “Labeled-GA with Adaptive Mutation Rate”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1851–1858, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hata 04] 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*, pp. 646–651, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Hati 04] 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*, pp. 1346–1353, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hayw 04] 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*, pp. 948–954, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [He 04] 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*, pp. 1248–1253, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hern 04a] 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*, pp. 1240–1247, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hern 04b] 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*, pp. 2124–2129, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hern 04c] J. C. Hernandez, P. Isasi, and A. Sez nec. “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*, pp. 1510–1516, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hern 04d] 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*, pp. 403–410, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hern 04e] 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*, pp. 1309–1316, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hing 04] P. Hingston and G. Kendall. “Learning versus Evolution in Iterated Prisoner’s Dilemma”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 364–372, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ho 04] 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*, pp. 1759–1766, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hong 04] 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*, pp. 634–638, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hotz 04a] P. E. Hotz. “Asymmetric cell division in artificial evolution”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2180–2186, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hotz 04b] P. E. Hotz. “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*, pp. 752–757, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hou 04] 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*, pp. 772–777, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Hu 04a] J. Hu and E. Goodman. “Wireless Access Point Configuration by Genetic Programming”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1178–1184, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hu 04b] X. Hu, Y. Shi, and R. Eberhart. “Recent Advances in Particle Swarm”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 90–97, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hugh 04] E. Hughes. “Swarm Guidance using a Multi-Objective Co-evolutionary On-Line Evolutionary Algorithm”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2357–2363, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Hunt 04] D. Hunter. “Some Lessons Learned on Constructing an Automated Testbench for Evolvable Hardware Experiments”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1808–1812, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Inou 04] 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*, pp. 1201–1208, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ippo 04] 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*, pp. 1924–1931, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Isaa 04] 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*, pp. 797–802, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ishi 04] 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*, pp. 441–448, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Jang 04] 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*, pp. 2100–2106, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ji 04a] 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*, pp. 174–180, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ji 04b] Z. Ji and D. Dasgupta. “Augmented Negative Selection Algorithm with Variable-Coverage Detectors”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1081–1088, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Jin 04] 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*, pp. 1–8, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [John 04] R. Johnson, M. Melich, Z. Michalewicz, and M. Schmidt. “Coevolutionary TEMPO Game”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1610–1617, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Jone 04] 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*, pp. 574–581, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Kami 04] S. Kamio and H. Iba. “Evolutionary Construction of a Simulator for Real Robots”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2202–2209, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kang 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*, pp. 1286–1292, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kata 04a] 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*, pp. 1233–1239, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kata 04b] 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*, pp. 309–315, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kats 04] 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*, pp. 1675–1682, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kend 04a] G. Kendall and K. Spoerer. “Scripting the Game of Lemmings with a Genetic Algorithm”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 117–124, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kend 04b] 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*, pp. 2052–2059, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kenn 04] J. Kennedy. “Probability and Dynamics in the Particle Swarm”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 340–347, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Keph 04] D. Kephart and J. Lefevre. “CodeGen: The Generation and Testing of DNA Code Words”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1865–1873, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Khab 04] 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*, pp. 1874–1881, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Khan 04] 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*, pp. 2194–2201, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kici 04] R. Kicingier, 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*, pp. 411–418, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kimb 04] 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*, pp. 855–862, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Klee 04] 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*, pp. 728–735, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Koba 04] Y. Kobayashi and E. Aiyoshi. “Optimization Algorithm Using Multi-Agents and Reinforcement Learning”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 63–68, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kobt 04] 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*, pp. 1743–1750, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kodu 04] 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*, pp. 2084–2091, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Koep 04] M. Koeppen. “No-Free-Lunch Theorems and the Diversity of Algorithms”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 235–241, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Korc 04] 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*, pp. 940–947, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kord 04] A. Kordon and C.-T. Lue. “Symbolic Regression Modeling of Blown Film Process Effects”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 561–568, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kota 04] M. Kotani and D. Kato. “Feature Extraction Using Coevolutionary Genetic Programming”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 614–619, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Krin 04] 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*, pp. 332–339, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Kroh 04] 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*, pp. 959–964, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Krus 04] D. Krusienski and W. K. Jenkins. “Particle Swarm Optimization for Adaptive IIR Filter Structures”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 965–970, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Lamo 04] 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*, pp. 1036–1043, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Lass 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*, pp. 1143–1149, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Lee 04] 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*, pp. 1127–1134, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Legg 04] S. Legg, M. Hutter, and A. Kumar. “Tournament versus Fitness Uniform Selection”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2144–2151, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Leon 04] 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*, pp. 502–508, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Lich 04] P. Lichodziejewski, N. Zincir-Heywood, and M. Heywood. "Cascaded GP Models for Data Mining". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2258–2264, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Liu 04a] H. Liu and H. Iba. "A Hierarchical Approach for Adaptive Humanoid Robot Control". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1546–1553, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Liu 04b] Y. Liu, Z. Qin, and X. He. "Supervisor-Student Model in Particle Swarm Optimization". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 542–547, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Luca 04] S. Lucas. "Cellz: A Simple Dynamic Game for Testing Evolutionary Algorithms". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1007–1014, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Luci 04] P. Lucidarme. "An Evolutionary Algorithm for Multi-Robot Unsupervised Learning". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2210–2215, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Mali 04] S. Malinchik, B. Orme, J. Rothermich, and E. Bonabeau. "Interactive Exploratory Data Analysis". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1098–1104, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Mark 04] 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*, pp. 373–380, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Marw 04] 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*, pp. 1964–1971, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Migu 04] E. Miguelanez, A. Zalazala, and P. Tabor. "Evolving Neural Networks using Swarm Intelligence for Binmap Classification". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 978–985, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Mile 04] 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*, pp. 1441–1448, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Mill 04] 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*, pp. 2114–2119, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Moha 04] 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*, pp. 548–555, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Most 04a] 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*, pp. 212–219, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Most 04b] 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*, pp. 1404–1411, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Mumf 04] C. Mumford. “A Hierarchical Evolutionary Approach to Multi-Objective Optimization”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1944–1951, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Naga 04] Y. Nagata. “Criteria for designing crossovers for TSP”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1465–1472, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Naka 04a] 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*, pp. 713–719, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Naka 04b] 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*, pp. 2296–2301, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Neal 04] 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*, pp. 863–870, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Nedj 04] N. Nedjah and L. Mourelle. “Secure Evolutionary Hardware for Public-Key Cryptosystems”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2130–2137, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Neel 04] 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*, pp. 1889–1895, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Neum 04] F. Neumann. “Expected Runtimes of Evolutionary Algorithms for the Eulerian Cycle Problem”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 904–910, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Nguy 04] 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*, pp. 472–477, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Nico 04] 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*, pp. 1074–1080, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Noji 04] 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*, pp. 2224–2229, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Noma 04] 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*, pp. 2068–2075, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Nuse 04] 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*, pp. 1882–1888, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Oh 04a] 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*, pp. 1538–1545, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Oh 04b] J. Oh and D. Volper. “Design of Rationality-based Computing Middleware: A Preliminary Study”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 839–846, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Okab 04] 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*, pp. 1594–1601, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Olte 04] M. Oltean. “Solving Even-Parity Problems using Traceless Genetic Programming”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1813–1819, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [ONei 04] 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*, pp. 104–110, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ono 04] 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*, pp. 2060–2067, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [ORio 04] 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*, pp. 1625–1630, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Osme 04] P. Osmera. “Evolvable Controllers with Hierarchical Structure”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 758–765, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ostr 04] 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*, pp. 1780–1785, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ouel 04] 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*, pp. 516–521, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ozca 04] E. Ozcan and E. Onbasioglu. “Genetic Algorithms for Parallel Code Optimization”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1375–1381, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Park 04a] G. Parker. “Partial Recombination for the Co-Evolution of Model Parameters”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2216–2223, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Park 04b] 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*, pp. 766–771, IEEE Press, Portland, Oregon, 20-23 June 2004.



- [Parm 04] 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*, pp. 395–402, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Parr 04] 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*, pp. 98–103, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Pars 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*, pp. 204–211, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Pate 04] S. Paterlini and T. Krink. “High Performance Clustering with Differential Evolution”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2004–2011, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Paul 04] 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*, pp. 2076–2083, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Peng 04] B. Peng and R. G. Reynolds. “Cultural Algorithms: Knowledge Learning in Dynamic Environments”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1751–1758, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Pfaf 04] J. Pfaffmann, K. Bousmalis, and S. Colombano. “A Scouting-Inspired Evolutionary Algorithm”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1706–1712, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Pias 04] 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*, pp. 1639–1646, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Pirz 04] 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*, pp. 1938–1943, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Puli 04] 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*, pp. 1396–1403, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Rand 04] M. Randall. “Heuristics for Ant Colony Optimisation using the Generalised Assignment Problem”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1916–1923, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ray 04] 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*, pp. 1996–2003, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ross 04] 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*, pp. 1691–1698, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Rowl 04] J. Rowland. “On Genetic Programming and Knowledge Discovery in Transcriptome Data”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 158–165, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [S 04a] 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*, pp. 2173–2179, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [S 04b] B. S. and P. N. Suganthan. "A Novel Concurrent Particle Swarm Optimization (CPSO)". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 792–796, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sait 04] S. M. Sait and M. Al-Ismael. "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*, pp. 1794–1799, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Salo 04a] 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*, pp. 918–923, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Salo 04b] R. Salomon. "The Force Model: Concept, Behavior, Interpretation". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1119–1126, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sanc 04a] 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*, pp. 871–878, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sanc 04b] 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*, pp. 1668–1674, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sant 04] E. Santos and T. Ohishi. "A Hydro Unit Commitment Model Using Genetic Algorithm". In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1368–1374, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sari 04] 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*, pp. 1317–1324, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sast 04] 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*, pp. 720–727, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sato 04] 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*, pp. 188–195, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Scho 04a] 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*, pp. 1270–1277, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Scho 04b] 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*, pp. 250–257, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Sedi 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*, pp. 1338–1345, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Seo 04] D. Seo, M. Yasunaga, and J. H. Kim. “A Computational Approach to Detect Transcription Regulatory Elements in Dictyostelium Discoideum”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1647–1653, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sere 04] M. Seredynski and P. Bouvry. “Block Cipher based on Reversible Cellular Automata”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2138–2143, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Shan 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*, pp. 478–485, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Shen 04] 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*, pp. 77–82, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Shuy 04a] 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*, pp. 820–826, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Shuy 04b] Y. Shuyuan, W. Min, and J. Licheng. “A Quantum Particle Swarm Optimization”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 320–324, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Simi 04] 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*, pp. 296–302, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sims 04] 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*, pp. 1331–1337, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sink 04] M. Sinka and D. Corne. “Evolving Document Features for Web Document Clustering: A Feasibility Study”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 891–897, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Slad 04] W. Slade, H. Ransom, M. Musavi, and R. Miller. “Ocean Color Inversion by Particle Swarm Optimization”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 971–977, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Smit 04] K. Smith, R. Everson, and J. Fieldsend. “Dominance Measures for Multi-Objective Simulated Annealing”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 23–30, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Song 04] A. Song and V. Ciesielski. “Texture Analysis by Genetic Programming”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2092–2099, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Spee 04] 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*, pp. 1631–1638, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Spie 04a] 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*, pp. 152–157, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Spie 04b] C. Spieth, F. Streichert, N. Speer, and A. Zell. “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*, pp. 146–151, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Stan 04] S. Stanhope. “Evolution Strategies for Multivariate-to-Anything Partially Specified Random Vector Generation”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2235–2240, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Step 04] C. Stephan and J. Sullivan. “An Agent-Based Hydrogen Vehicle/Infrastructure Model”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1774–1779, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Stoi 04] 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*, pp. 1786–1793, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Stre 04] 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*, pp. 932–939, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sun 04a] 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*, pp. 325–331, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sun 04b] X. Sun and W. Just. “Evolution of Strategies in Modified Sequential Assessment Games”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 388–394, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Sura 04] 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*, pp. 427–432, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Taka 04] 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*, pp. 2159–2165, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tana 04] 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*, pp. 955–958, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tane 04] 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*, pp. 2312–2319, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tang 04] 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*, pp. 2230–2234, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tasg 04] 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*, pp. 1412–1419, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Taso 04] D. Tasoulis, N. Pavlidis, V. Plagianakos, and M. Vrahatis. “Parallel Differential Evolution”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2023–2029, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tava 04] 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*, pp. 69–76, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tere 04] 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*, pp. 509–515, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Thom 04] R. Thomsen. “Multimodal Optimization Using Crowding-Based Differential Evolution”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1382–1389, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Timm 04] 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*, pp. 1044–1051, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tino 04] 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*, pp. 1278–1285, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Toma 04] 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*, pp. 486–493, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tong 04] S. Tongcham and X. Yao. “Parallel Evolutionary Programming”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1362–1367, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Trep 04] 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*, pp. 2107–2113, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tsut 04] 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*, pp. 1150–1157, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Tula 04] 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*, pp. 2241–2249, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Ulme 04] H. Ulmer, F. Streichert, and A. Zell. “Evolution Strategies with Controlled Model Assistance”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1569–1576, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Uosa 04] 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*, pp. 884–890, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Uyar 04] 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*, pp. 2265–2272, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Venk 04] S. Venkatraman and G. Yen. “A Simple Elitist Genetic Algorithm for Constrained Optimization”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 288–295, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Vere 04] S. Verel, P. Collard, and M. Clergue. “Scuba Search: when selection meets innovation”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 924–931, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Vest 04] 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*, pp. 1980–1987, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Vigr 04] S. Vigham 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*, pp. 2187–2193, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Walk 04] R. L. Walker. “Honeybee Search Strategies: Adaptive Exploration of an Information Ecosystem”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1209–1216, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Wals 04] 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*, pp. 1554–1560, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Wata 04] 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*, pp. 1683–1690, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Wei 04] 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*, pp. 1457–1464, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Wein 04] 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*, pp. 220–226, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Whit 04] C. White and G. Yen. “A Hybrid Evolutionary Algorithm for Traveling Salesman Problem”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1473–1478, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Won 04] 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*, pp. 1577–1585, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Wong 04] 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*, pp. 1495–1501, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Wood 04] D. Wood and J. Chen. “Fredkin Gate Circuits via Recombination Enzymes”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1896–1900, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Wu 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*, pp. 803–808, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Xie 04a] 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*, pp. 2012–2016, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Xie 04b] X.-F. Xie, W.-J. Zhang, and D.-C. Bi. “Optimizing Semiconductor Devices by Self-organizing Particle Swarm”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 2017–2022, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Xu 04] 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*, pp. 2302–2306, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Yang 04a] 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*, pp. 1028–1035, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Yang 04b] S. Yang. “Constructing Dynamic Test Environments for Genetic Algorithms Based on Problem Difficulty”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1262–1269, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Yann 04] G. Yannakakis, J. Levine, and J. Hallam. “An Evolutionary Approach for Interactive Computer Games”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 986–993, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Yapi 04] 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*, pp. 2328–2334, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Yong 04] 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*, pp. 898–903, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Yuch 04] 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*, pp. 280–287, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Yun 04] 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*, pp. 464–471, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Zhan 04a] 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*, pp. 1988–1995, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Zhan 04b] 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*, pp. 1015–1019, IEEE Press, Portland, Oregon, 20-23 June 2004.
- [Zhan 04c] J. Zhang, X. Yuan, and B. Buckles. “Subspace FDC for Sharing Distance Estimation”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 1735–1742, IEEE Press, Portland, Oregon, 20-23 June 2004.

- [Zhan 04d] 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*, pp. 2280–2287, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Zhan 04e] 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*, pp. 2307–2311, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Zhen 04] 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*, pp. 706–712, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Zhou 04] 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*, pp. 1586–1593, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Zou 04a] 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*, pp. 2335–2340, IEEE Press, Portland, Oregon, 20–23 June 2004.
- [Zou 04b] Y. Zou, Z. Zhuang, and H. Chen. “HW-SW Partitioning Based on Genetic Algorithm”. In: *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pp. 628–633, IEEE Press, Portland, Oregon, 20–23 June 2004.