

## Список литературы

- [Axelrod(1987)] Axelrod. The evolution of strategies in the iterated prisoner's dilemma. In Lawrence Davis, editor, *Genetic Algorithms and Simulated Annealing*. Morgan Kaufmann, 1987.
- [Smith and Gray(1993)] R. Smith and B. Gray. Co-adaptive genetic algorithms: An example in othello strategy. Technical Report TCGA 94002, University of Alabama, Department of Engineering Science and Mechanics, 1993.
- [Reynolds(1994)] Craig Reynolds. Competition, coevolution and the game of tag. In R. A. Brooks and P. Maes, editors, *Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems.*, pages 59–69. MIT Press, 1994.
- [Sims(1994)] Karl Sims. Evolving 3D morphology and behavior by competition. In R. A. Brooks and P. Maes, editors, *Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems.*, pages 28–39. MIT Press, 1994.
- [Fogel(2001)] D. Fogel. *Blondie24: Playing at the Edge of Artificial Intelligence*. Morgan Kaufmann, 2001. ISBN 1-55860-783-8.