Список литературы

- [1] Aler, R., Daniel Borrajo, and Pedro Isasi. 2000. p. 189–195. *In:* Middendorf, M., (ed.), Evolutionary Methods for AI Planning, . Las Vegas, Nevada, USA.
- [2] Araujo, D. L. A., Heitor S. Lopes, and Alex A. Freitas. 2000. p. 89–94. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [3] Areibi, S. 2000. p. 97–102. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [4] Ballet, P., Vincent Rodin, and Jachques Tisseau. 2000. p. 33–35. *In:* Artificial Immune Systems . Las Vegas, Nevada, USA.
- [5] Benson, K. 2000. p. 249–252. In: Ryan, C., Una-May O'Reilly, and William B. Langdon. , (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [6] Bhattacharyya, S. 2000. p. 76–79. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [7] Biles, J. A. 2000. p. 133–135. *In:* Johnson, C. G., and Juan Jesus Romero Cardalda., (ed.), Genetic Algorithms in Visual Art and Music, . Las Vegas, Nevada, USA.
- [8] **Bosman, P. A. N., and Dirk Thierens.** 2000. p. 197–200. *In:* Optimization By Building and Using Probabilistic . Las Vegas, Nevada, USA.
- [9] Brizuela, C. A., and Nobno Sannomiya. 2000. p. 253–256. In: Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [10] Bugajska, M. D., and Alan C. Schultz. 2000. p. 240–244. *In:* Evolution of Sensors in Nature, Hardware and Simulation . Las Vegas, Nevada, USA.
- [11] Callaghan, M. J., T. M. McGinnity, and L. J. McDaid. 2000. p. 257–260. In: Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [12] Cantu-Paz, E. 2000. p. 3–6. *In:* Cantu-Paz, E., and Bill Punch., (ed.), Evolutionary Computation and Parallel Processing, . Las Vegas, Nevada, USA.
- [13] Concilio, R., and Fernando J. Von Zuben. 2000. p. 109–113. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [14] Congdon, C. B., and Emily F. Greenfest. 2000. p. 85–88. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [15] Dasgupta, D. 2000a. p. 42–44. In: Artificial Immune Systems . Las Vegas, Nevada, USA.
- [16] Dasgupta, D. 2000b. p. 27–28. In: Artificial Immune Systems . Las Vegas, Nevada, USA.
- [17] **Dasgupta, D., and Meera Krishnan.** 2000. p. 29–30. *In:* Artificial Immune Systems . Las Vegas, Nevada, USA.
- [18] **Davila, J.** 2000. p. 236–239. *In:* Evolution of Sensors in Nature, Hardware and Simulation . Las Vegas, Nevada, USA.
- [19] de Castro, L. N., and Fernando J. Von Zuben. 2000. p. 36–39. *In:* Artificial Immune Systems . Las Vegas, Nevada, USA.
- [20] de Garis, H. 2000. p. 67–69. In: Artificial Neural Networks . Las Vegas, Nevada, USA.

- [21] Dorado, J., Antonino Santos, Alejandro Pazos, Juan R. Rabunal, and Nieves Pedreira. 2000. p. 64–66. *In:* Artificial Neural Networks . Las Vegas, Nevada, USA.
- [22] Emmanouilidis, C., and Andrew Hunter. 2000. p. 58–60. *In:* Artificial Neural Networks . Las Vegas, Nevada, USA.
- [23] Eriksson, R. I. 2000. p. 120–124. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [24] Federman, F. 2000. p. 136–138. *In:* Johnson, C. G., and Juan Jesus Romero Cardalda., (ed.), Genetic Algorithms in Visual Art and Music, . Las Vegas, Nevada, USA.
- [25] Fernandez, F., and Marco Tomassini. 2000. p. 265–268. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [26] Garbe, J. U. 2000. p. 269–272. In: Ryan, C., Una-May O'Reilly, and William B. Langdon. , (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [27] Gaspar, A., and Philippe Collard. 2000. p. 49–50. *In:* Artificial Immune Systems . Las Vegas, Nevada, USA.
- [28] Greenwold, S. M. 2000. p. 273–276. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [29] Gu, J. B., Dong Wook Lee, Kwee-Bo Sim, and Se Hyun Park. 2000. p. 47–48. *In:* Artificial Immune Systems . Las Vegas, Nevada, USA.
- [30] Gustafson, S. M., and William H. Hsu. 2000. p. 277–280. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA
- [31] Harmer, P. K., and Gary B. Lamont. 2000. p. 45–46. *In:* Artificial Immune Systems . Las Vegas, Nevada, USA.
- [32] Hart, W. E. 2000. p. 114–119. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [33] Hart, W. E., Natalio Krasnogor, and Jim Smith. 2000. p. 95–96. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [34] Hernandez, M. I. Q., and J. Solano Gonzalez. 2000. p. 301–304. In: Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [35] Hidalgo, J. I. 2000. p. 281–284. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [36] Inoue, H., Yutaka Funyu, Masami Shiozawa, Satoru Yoshikawa, Takashi Nakao, and Tsuyoshi Jinguji. 2000. p. 7–11. *In:* Cantu-Paz, E., and Bill Punch., (ed.), Evolutionary Computation and Parallel Processing, . Las Vegas, Nevada, USA.
- [37] Johnson, C. G. 2000. p. 139–142. *In:* Johnson, C. G., and Juan Jesus Romero Cardalda. , (ed.), Genetic Algorithms in Visual Art and Music, . Las Vegas, Nevada, USA.
- [38] Kargupta, H. 2000a. p. 159–160. *In:* Gene Expression: the Missing Link in Evolutionary . Las Vegas, Nevada, USA.
- [39] **Kargupta**, **H.** 2000b. p. 179–185. *In:* Gene Expression: the Missing Link in Evolutionary . Las Vegas, Nevada, USA.
- [40] Kennedy, P. J., and Thomas R. Osborn. 2000. p. 161–166. *In:* Gene Expression: the Missing Link in Evolutionary . Las Vegas, Nevada, USA.

- [41] Kirley, M. 2000. p. 285–288. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon, (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [42] Kirley, M., and David G. Green. 2000. p. 12–16. *In:* Cantu-Paz, E., and Bill Punch., (ed.), Evolutionary Computation and Parallel Processing, . Las Vegas, Nevada, USA.
- [43] Knowles, J. D., and David W. Corne. 2000. p. 103–108. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [44] Koch, T. E., Volker Scheer, Jurgen Wakunda, and Andreas Zell. 2000. p. 17–19. *In:* Cantu-Paz, E., and Bill Punch., (ed.), Evolutionary Computation and Parallel Processing, . Las Vegas, Nevada, USA.
- [45] Kovacs, T., and Manfred Kerber. 2000. p. 289–292. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [46] Krasnogor, N., and Jim Smith. 2000. p. 125–131. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [47] Krink, T. 2000. p. 245–247. *In:* Evolution of Sensors in Nature, Hardware and Simulation . Las Vegas, Nevada, USA.
- [48] Larranaga, P., Ramon Etxeberria, Jose A. Lozano, and Jose M. Pena. 2000. p. 201–204. In: Optimization By Building and Using Probabilistic . Las Vegas, Nevada, USA.
- [49] Liese, A., Daniel Polani, and Thomas Uthmann. 2000. p. 231–235. *In:* Evolution of Sensors in Nature, Hardware and Simulation . Las Vegas, Nevada, USA.
- [50] Mahnig, T., and Heinz Muhlenbein. 2000. p. 205–208. *In:* Optimization By Building and Using Probabilistic . Las Vegas, Nevada, USA.
- [51] Masum, H., Franz Oppacher, and George Carmody. 2000. p. 173–178. *In:* Gene Expression: the Missing Link in Evolutionary . Las Vegas, Nevada, USA.
- [52] Meysenburg, M. M. 2000. p. 293–296. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [53] Middendorf, M. 2000. p. 187–188. *In:* Middendorf, M., (ed.), Evolutionary Methods for AI Planning, . Las Vegas, Nevada, USA.
- [54] Molina, J. M., A. Torresano, I. Galvan, P. Isasi, and A. Sanchis. 2000. p. 61–63. *In:* Artificial Neural Networks . Las Vegas, Nevada, USA.
- [55] Monmarche, N., E. Ramat, L. Desbarats, and G. Venturini. 2000. p. 209–211. *In:* Optimization By Building and Using Probabilistic . Las Vegas, Nevada, USA.
- [56] Mori, K., Keisuke Abe, Makoto Tsukiyama, and Toyoo Fukuda. 2000. p. 51–53. *In:* Artificial Immune Systems . Las Vegas, Nevada, USA.
- [57] Moroni, A., Fernando Von Zuben, and Jonatas Manzolli. 2000. p. 143–145. In: Johnson, C. G., and Juan Jesus Romero Cardalda., (ed.), Genetic Algorithms in Visual Art and Music, . Las Vegas, Nevada, USA.
- [58] Ochoa, A., Heinz Muhlenbein, and Marta Soto. 2000. p. 212–215. *In:* Optimization By Building and Using Probabilistic . Las Vegas, Nevada, USA.
- [59] O'Neill, M., and Conor Ryan. 2000. p. 167–172. *In:* Gene Expression: the Missing Link in Evolutionary . Las Vegas, Nevada, USA.
- [60] **Pelikan, M., and David E. Goldberg.** 2000. p. 216–219. *In:* Optimization By Building and Using Probabilistic . Las Vegas, Nevada, USA.

- [61] Peysakhov, M. 2000. p. 297–300. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [62] Polani, D., Thomas Uthmann, and Kerstin Dautenhahn. 2000. p. 225. *In:* Evolution of Sensors in Nature, Hardware and Simulation . Las Vegas, Nevada, USA.
- [63] Povinelli, R. J. 2000. p. 80–84. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [64] Riopka, T. P. 2000. p. 305–308. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [65] Rowland, D., and Frank Biocca. 2000. p. 146–148. In: Johnson, C. G., and Juan Jesus Romero Cardalda., (ed.), Genetic Algorithms in Visual Art and Music, . Las Vegas, Nevada, USA.
- [66] Rust, A., and Rod Adams. 2000. p. 55–57. In: Artificial Neural Networks . Las Vegas, Nevada, USA.
- [67] Rylander, B. 2000. p. 309–311. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [68] Santos, A., Julian Dorado, Juan Romero, Bernardino Arcan, and Jose Rodriguez. 2000. p. 149. *In:* Johnson, C. G., and Juan Jesus Romero Cardalda., (ed.), Genetic Algorithms in Visual Art and Music, . Las Vegas, Nevada, USA.
- [69] Soddu, C. 2000. p. 150–152. *In:* Johnson, C. G., and Juan Jesus Romero Cardalda., (ed.), Genetic Algorithms in Visual Art and Music, . Las Vegas, Nevada, USA.
- [70] Tan, W.-Y., Zhengzheng Ye, and Wei-Hong Fan. 2000. p. 31–32. *In:* Artificial Immune Systems . Las Vegas, Nevada, USA.
- [72] Thomas, J. D., and Katia Sycara. 2000. p. 72–75. *In:* Freitas, A. A., William Hart, Natalio Krasnogor, and Jim Smith., (ed.), Data Mining with Evolutionary Algorithms, . Las Vegas, Nevada, USA.
- [73] Tongchim, S., and Prabhas Chongstitvatana. 2000. p. 20–25. *In:* Cantu-Paz, E., and Bill Punch., (ed.), Evolutionary Computation and Parallel Processing, . Las Vegas, Nevada, USA.
- [74] Unemi, T. 2000. p. 153–157. *In:* Johnson, C. G., and Juan Jesus Romero Cardalda., (ed.), Genetic Algorithms in Visual Art and Music, . Las Vegas, Nevada, USA.
- [75] Wang, J., and Janis Terpenny. 2000. p. 312–315. *In:* Ryan, C., Una-May O'Reilly, and William B. Langdon., (ed.), Graduate Student Workshop, . Las Vegas, Nevada, USA.
- [76] Wu, A. S., (ed.), 2000. Proceedings of the 2000 Genetic and Evolutionary Computation Conference Workshop Program Las Vegas, Nevada, USA.
- [77] **Zhang, B.-T.** 2000. p. 220–223. *In:* Optimization By Building and Using Probabilistic . Las Vegas, Nevada, USA.
- [78] **Ziegler, J., and Wolfgang Banzhaf.** 2000. p. 226–230. *In:* Evolution of Sensors in Nature, Hardware and Simulation . Las Vegas, Nevada, USA.