## Список литературы

- [Aickelin(2001)] Aickelin, U. (2001). A pyramidal evolutionary algorithm with different inter-agent partnering strategies for scheduling problems. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 1–8. San Francisco, California, USA.
- [Anbarasu et al.(2001)Anbarasu, Sundararajan, & Narayanasamy] Anbarasu, L. A., Sundararajan, V., & Narayanasamy, P. (2001). Parallel genetic algorithm for performance-driven sequence alignment. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 9–15. San Francisco, California, USA.
- [Bosman & Thierens(2001)] Bosman, P. A. N. & Thierens, D. (2001). New IDEAs and more ICE by learning and using unconditional permutation factorizations. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 16–23. San Francisco, California, USA.
- [Bugajska et al.(2001)Bugajska, Schultz, Trafton, Gittens, & Mintz] Bugajska, M. D., Schultz, A. C., Trafton, J. G., Gittens, S., & Mintz, F. (2001). Building adaptive computer generated forces: The effect of increasing task reactivity on human and machine control abilities. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 24–29. San Francisco, California, USA.
- [Burnette & Rylander (2001)] Burnette, K. & Rylander, B. (2001). A bound on GA convergence. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 30–33. San Francisco, California, USA.
- [Byassee & Mathias (2001)] Byassee, J. & Mathias, K. E. (2001). Knowledge preservation and exploitation towards expedited genetic search in a distributed memory system. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 34–41. San Francisco, California, USA.
- [Counsell et al.(2001)Counsell, Liu, McFall, Swift, & Tucker] Counsell, S., Liu, X., McFall, J., Swift, S., & Tucker, A. (2001). Using evolutionary algorithms to tackle large scale grouping problems: An application to email log file data. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 42–49. San Francisco, California, USA.
- [Cyre(2001)] Cyre, W. (2001). Evolving grammars with a genetic algorithm. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 50–57. San Francisco, California, USA.
- [Devogelaere & Rijckaert(2001)] Devogelaere, D. & Rijckaert, M. (2001). Evolutionary algorithm driven clustering for prediction. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 58–62. San Francisco, California, USA.
- [Ducheyne et al.(2001)Ducheyne, De Wulf, & De Baets] Ducheyne, E. I., De Wulf, R. R., & De Baets, B. (2001). Bi-objective genetic algorithms for forest management: A comparative study. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 63–66. San Francisco, California, USA.
- [Dyer et al.(2001)Dyer, Bentley, & Shah] Dyer, J. R., Bentley, P. J., & Shah, P. (2001). Plantworld: The evolution of plant dormancy in contrasting environments. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 67–74. San Francisco, California, USA.
- [Espinoza et al.(2001)Espinoza, Minsker, & Goldberg] Espinoza, F. P., Minsker, B. S., & Goldberg, D. E. (2001). A self adaptive hybrid genetic algorithm. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 75–80. San Francisco, California, USA.

- [Fan et al.(2001)Fan, Hu, Seo, Goodman, Rosenberg, & Zhang] Fan, Z., Hu, J., Seo, K., Goodman, E. D., Rosenberg, R. C., & Zhang, B. (2001). Bond graph representation and GP for automated analog filter design. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 81–86. San Francisco, California, USA.
- [Fogarty & Hercog(2001)] Fogarty, T. C. & Hercog, L. M. (2001). Social simulation using a multi-agent model based on classifier systems: The emergence of switching agents in the dual pub problem. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 87–94. San Francisco, California, USA.
- [Fournier(2001)] Fournier, N. G. (2001). Modelling the performance of evolutionary algorithms on the satisfiability problem. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 95–102. San Francisco, California, USA.
- [Fujimoto & Shimohara(2001)] Fujimoto, Y. & Shimohara, K. (2001). Proposal of eco-evolution. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 103–108. San Francisco, California, USA.
- [Gargano & Edelson(2001)] Gargano, M. & Edelson, W. (2001). Optimal sequenced matroid bases solved by a ga with feasibility including applications. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 109–114. San Francisco, California, USA.
- [Goldbarg & Gouvea(2001)] Goldbarg, M. C. & Gouvea, E. F. (2001). Extra-intracellular transgenetic algorithm. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 115–121. San Francisco, California, USA.
- [Good et al.(2001)Good, Peay, Pillai, & Corbeil] Good, B., Peay, J., Pillai, S., & Corbeil, J. (2001). Class prediction based on gene expression: Applying neural networks via a genetic algorithm wrapper. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 122–129. San Francisco, California, USA.
- [Gordillo & Stephens (2001)] Gordillo, J. & Stephens, C. R. (2001). Strategy adaptation and the role of information in an artificial financial market. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 130–137. San Francisco, California, USA
- [Greene(2001)] Greene, W. A. (2001). Non-linear bit arrangements in genetic algorithms. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 138–144. San Francisco, California, USA.
- [Grilo et al.(2001)Grilo, Caetano, & Rosa] Grilo, A., Caetano, A., & Rosa, A. (2001). Agent based artificial immune system. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 145–151. San Francisco, California, USA.
- [Hagedorn & Devaney(2001)] Hagedorn, J. G. & Devaney, J. E. (2001). A genetic programming system with a procedural program representation. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 152–159. San Francisco, California, USA.
- [Hemberg et al.(2001)Hemberg, O'Reilly, & Nordin] Hemberg, M., O'Reilly, U.-M., & Nordin, P. (2001). GENR8 a design tool for surface generation. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 160–167. San Francisco, California, USA.
- [Howard et al.(2001)Howard, Roberts, & Ryan] Howard, D., Roberts, S. C., & Ryan, C. (2001). Evolution of an object detection ant for image analysis. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 168–175. San Francisco, California, USA.

- [Hsu & Gustafson(2001)] Hsu, W. H. & Gustafson, S. M. (2001). Genetic programming for layered learning of multi-agent tasks. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 176–182. San Francisco, California, USA.
- [Huang et al.(2001)Huang, Wu, Zhu, Huang, Pei, Huang, & Zhou] Huang, L., Wu, G. L., Zhu, S. Z., Huang, Y., Pei, M., Huang, Z. J., & Zhou, N. (2001). Exploring the optimal design of a new MEMS phase shifter using genetic algorithms. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 183–186. San Francisco, California, USA.
- [Husken et al.(2001)Husken, Igel, & Toussaint] Husken, M., Igel, C., & Toussaint, M. (2001). Task-dependent evolution of modularity in neural networks a quantitative case study. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 187–193. San Francisco, California, USA.
- [Isaacs et al.(2001)Isaacs, Watkins, & Foo] Isaacs, J. C., Watkins, R. K., & Foo, S. Y. (2001). Evolvable ant colony systems for pseudo-random number generation. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 194–198. San Francisco, California, USA.
- [Jagannathan & Sundararajan(2001)] Jagannathan, S. & Sundararajan, J. K. (2001). Two-level boolean logic minimization using microbial genetic algorithms. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 199–202. San Francisco, California, USA.
- [Jang et al.(2001)Jang, Chang, Jang, & Park] Jang, Y.-J., Chang, T.-W., Jang, S.-Y., & Park, J.-W. (2001). A study on the resource allocation planning for automated container terminals. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 203–210. San Francisco, California, USA.
- [Julstrom(2001)] Julstrom, B. A. (2001). Comparing a genetic algorithm and hill-climbing on the minimum routing cost spanning tree problem. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 211–218. San Francisco, California, USA.
- [Katagiri et al.(2001)Katagiri, Hirasawa, Hu, & Murata] Katagiri, H., Hirasawa, K., Hu, J., & Murata, J. (2001). Network structure oriented evolutionary model-genetic network programming-and its comparison with genetic programming. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 219–226. San Francisco, California, USA.
- [Katsumata et al.(2001)Katsumata, Kurahashi, & Terano] Katsumata, Y., Kurahashi, S., & Terano, T. (2001). Hybridizing bayesian optimization and tabu search for multimodal functions. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 227–233. San Francisco, California, USA.
- [Kennedy(2001)] Kennedy, C. J. (2001). First steps towards using genetic programming to solve a distributed radio frequency management problem. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 234–238. San Francisco, California, USA.
- [Khalifa(2001)] Khalifa, Y. M. A. (2001). Analog circuits design centeringusing a hybrid GA technique. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 239–244. San Francisco, California, USA.
- [Korkmaz & Ucoluk(2001)] Korkmaz, E. E. & Ucoluk, G. (2001). Genetic programming for grammar induction. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 245–251. San Francisco, California, USA.

- [Lee et al.(2001)Lee, Leung, & Wong] Lee, S. Y., Leung, K. S., & Wong, M. L. (2001). Improving the efficiency of using evolutionary programming for bayesian network learning. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 252–259. San Francisco, California, USA.
- [Lucas-Gonzalez & Terashima-Marin(2001)] Lucas-Gonzalez, S. A. & Terashima-Marin, H. (2001). Generating programs for solving vector and matrix problems using genetic programming. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 260–266. San Francisco, California, USA.
- [Mao et al.(2001)Mao, Hirasawa, Hu, & Murata] Mao, J., Hirasawa, K., Hu, J., & Murata, J. (2001). Genetic symbiosis algorithm for multiobjective optimization problems. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 267–274. San Francisco, California, USA.
- [Masakazu et al.(2001)Masakazu, Masaru, & Masahiro] Masakazu, K., Masaru, T., & Masahiro, H. (2001). New migration triggers of island genetic algorithm for production scheduling problems. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 275–279. San Francisco, California, USA.
- [Mayer(2001)] Mayer, H. A. (2001). Biologically inspired data compression induced by reading frames on artificial ptGA chromosomes. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 280–286. San Francisco, California, USA.
- [Mendes et al.(2001)Mendes, de B. Voznika, Nievola, & Freitas] Mendes, R. R. F., de B. Voznika, F., Nievola, J. C., & Freitas, A. A. (2001). Discovering fuzzy classification rules with genetic programming and co-evolution. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 287–294. San Francisco, California, USA.
- [Miller(2001)] Miller, J. (2001). What bloat? cartesian genetic programming on boolean problems. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 295–302. San Francisco, California, USA.
- [O'Reilly et al.(2001)O'Reilly, Testa, Greenwold, & Hemberg] O'Reilly, U.-M., Testa, P., Greenwold, S., & Hemberg, M. (2001). Agency-GP: agent-based genetic programming for design. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 303–309. San Francisco, California, USA.
- [Ortmann & Weber (2001)] Ortmann, M. & Weber, W. (2001). Multi-criterion optimization of robot trajectories with evolutionary strategies. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 310–316. San Francisco, California, USA.
- [Park et al.(2001)Park, Choi, & Kim] Park, B. J., Choi, H. R., & Kim, H. S. (2001). A hybrid genetic algorithms for job shop scheduling problems. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 317–324. San Francisco, California, USA.
- [Pindor(2001)] Pindor, A. J. (2001). Genetic algorithm for systems with 2D genotype. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 325–330. San Francisco, California, USA.
- [Pohlheim(2001)] Pohlheim, H. (2001). Competition and cooperation in extended evolutionary algorithms. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 331–338. San Francisco, California, USA.
- [Portmann & Aloulou(2001)] Portmann, M.-C. & Aloulou, M.-A. (2001). Population improvement with data oriented genetic operators. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 339–346. San Francisco, California, USA.

- [Qian et al.(2001)Qian, Wang, Wu, & Pei] Qian, J., Wang, X., Wu, R., & Pei, M. (2001). The multi-zone scheme for designing radar-absorbing materials using GA. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 347–351. San Francisco, California, USA.
- [Reed et al.(2001)Reed, Minsker, & Goldberg] Reed, P. M., Minsker, B. S., & Goldberg, D. E. (2001). Designing a new elitist nondominated sorted genetic algorithm for a multiobjective long term groundwater monitoring application. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 352–358. San Francisco, California, USA.
- [Roberts et al.(2001)Roberts, Howard, & Koza] Roberts, S. C., Howard, D., & Koza, J. R. (2001). Subtree encapsulation versus ADFs in genetic programming for the even-5-parity problem. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 359–365. San Francisco, California, USA.
- [Samuelsson & Nordin(2001)] Samuelsson, F. & Nordin, P. (2001). Distributed evolution of behaviour for a group of social autonomous agents. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 366–371. San Francisco, California, USA.
- [Semenov(2001)] Semenov, M. A. (2001). Analysis of evolutionary search with mutators using a stochastic lyapunov function. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 372–375. San Francisco, California, USA.
- [Soh & Tsatsoulis(2001)] Soh, L.-K. & Tsatsoulis, C. (2001). Combining genetic algorithms and case-based reasoning for genetic learning of a casebase: A conceptual framework. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 376–383. San Francisco, California, USA.
- [Spector et al.(2001)Spector, Moore, & Robinson] Spector, L., Moore, R., & Robinson, A. (2001). Virtual quidditch: A challenge problem for automatically programmed software agents. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 384–389. San Francisco, California, USA.
- [Stejic et al.(2001)Stejic, Iyoda, Takama, & Hirota] Stejic, Z., Iyoda, E. M., Takama, Y., & Hirota, K. (2001). Content-based image retrieval through local similarity patterns defined by interactive genetic algorithm. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 390–397. San Francisco, California, USA.
- [Streeter & Becker(2001)] Streeter, M. & Becker, L. A. (2001). Toward a better sine wave. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 398–404. San Francisco, California, USA.
- [Suzuki & Sawai(2001)] Suzuki, H. & Sawai, H. (2001). Crossover accelerates evolution in gas with a royal road function. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 405–412. San Francisco, California, USA.
- [Taniguchi et al.(2001)Taniguchi, Kurahashi, & Terano] Taniguchi, K., Kurahashi, S., & Terano, T. (2001). Managing information complexity in a supply chain model by agent-based genetic programming. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 413–420. San Francisco, California, USA.
- [Tavares & da Rosa(2001)] Tavares, R. & da Rosa, A. C. (2001). Biased genotype variation in evolutionary algorithms using phenotype information. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 421–428. San Francisco, California, USA.
- [Uday et al.(2001)Uday, Goodman, & Debnath] Uday, A., Goodman, E. D., & Debnath, A. A. (2001). Nesting of irregular shapes using feature matching and parallel genetic algorithms. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 429–434. San Francisco, California, USA.

- [Vazquez(2001)] Vazquez, M. (2001). Scheduling problem. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 435–442. San Francisco, California, USA.
- [Vincent & King(2001)] Vincent, J. & King, G. (2001). Performance implications of domain decomposition in the parallelisation of genetic search. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., p. 443. San Francisco, California, USA.
- [Vrajitoru(2001)] Vrajitoru, D. (2001). Parallel genetic algorithms based on coevolution. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 45–457. San Francisco, California, USA.
- [Wagner & Michalewicz (2001)] Wagner, N. & Michalewicz, Z. (2001). Genetic programming with efficient population control for financial time series prediction. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 458–462. San Francisco, California, USA.
- [Ward et al.(2001)Ward, Blank, Rolniak, & Thompson] Ward, E., Blank, D. S., Rolniak, D., & Thompson, D. R. (2001). Complexity as fitness for evolved cellular automata update rules. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 463–468. San Francisco, California, USA.
- [Watkins et al.(2001)Watkins, Isaacs, & Foo] Watkins, R. K., Isaacs, J. C., & Foo, S. Y. (2001). Evolvable random number generators: A schemata-based approach. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 469–473. San Francisco, California, USA.
- [Wellock & Ross(2001)] Wellock, C. & Ross, B. J. (2001). An examination of lamarckian genetic algorithms. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 474–481. San Francisco, California, USA.
- [Wolff & Nordin(2001)] Wolff, K. & Nordin, P. (2001). Evolution of efficient gait with autonomous biped robot using visual feedback. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 482–489. San Francisco, California, USA.
- [Wu et al.(2001)Wu, Liu, Zhu, Huang, & Pei] Wu, T. H., Liu, J. G., Zhu, S. Z., Huang, Y., & Pei, M. (2001). Toward improvement of sea-state parameter extraction of hf radar signals using genetic algorithm. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 490–492. San Francisco, California, USA.
- [Yao et al.(2001)Yao, Meng, Zang, Huang, Pei, Huang, & Zhou] Yao, M., Meng, H. Y., Zang, L., Huang, Y., Pei, M., Huang, Z. J., & Zhou, N. (2001). Towards improvement in locating of underground tomb relics using em radar signals and genetic algorithms. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., pp. 493–498. San Francisco, California, USA.
- [Yu & Rutherford(2001)] Yu, T. & Rutherford, J. (2001). Modeling sparse engine test data using genetic programming. In 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, E. D. Goodman, ed., p. 499. San Francisco, California, USA.