Список литературы

[1] Liardet, P., Collet, P., Fonlupt, C., Lutton, E., and Schoenauer, M., editors, *Artificial Evolution, 6th International Conference, Evolution Artificielle, EA 2003, Marseilles, France, October 27-30, 2003*, volume 2936 of *Lecture Notes in Computer Science*, Springer, 2004.

[2] Defoin-Platel, M., Vérel, S., Clergue, M., and Collard, P., From royal road to epistatic road for variable length evolution algorithm., in *Artificial Evolution*, pages 3–14, 2003.

[3] Nicolau, M., Auger, A., and Ryan, C., Functional dependency and degeneracy: Detailed analysis of the gauge system., in *Artificial Evolution*, pages 15–26, 2003.

[4] Grosset, L., Riche, R. L., and Haftka, R. T., A study of the effects of dimensionality on stochastic hill climbers and estimation of distribution algorithms., in *Artificial Evolution*, pages 27–38, 2003.

[5] Aupetit, S., Liardet, P., and Slimane, M., Evolutionary search for binary strings with low aperiodic auto-correlations., in *Artificial Evolution*, pages 39–50, 2003.

[6] Puechmorel, S. and Delahaye, D., Order statistics in artificial evolution., in *Artificial Evolution*, pages 51–62, 2003.

[7] Drugan, M. M. and Thierens, D., Evolutionary markov chain monte carlo., in *Artificial Evolution*, pages 63–76, 2003.

[8] Barichard, V., Deleau, H., Hao, J.-K., and Saubion, F., A hybrid evolutionary algorithm for csp., in *Artificial Evolution*, pages 79–90, 2003.

[9] Baños, R., Gil, C., Ortega, J., and Montoya, F. G., Optimising graph partitions using parallel evolution., in *Artificial Evolution*, pages 91–102, 2003.

[10] Lardeux, F., Saubion, F., and Hao, J.-K., Recombination operators for satisfiability problems., in *Artificial Evolution*, pages 103–114, 2003.

[11] Sareni, B., Regnier, J., and Roboam, X., Recombination and self-adaptation in multi-objective genetic algorithms., in *Artificial Evolution*, pages 115–126, 2003.

[12] Murakawa, M., Nosato, H., and Higuchi, T., Automatic optical fiber alignment system using genetic algorithms., in *Artificial Evolution*, pages 129–140, 2003.

[13] Deb, K. and Reddy, A. R., Large-scale scheduling of casting sequences using a customized genetic algorithm., in *Artificial Evolution*, pages 141–152, 2003.

[14] Korczak, J. J. and Quirin, A., Evolutionary mining for image classification rules., in *Artificial Evolution*, pages 153–165, 2003.

[15] Segond, M. et al., Ant algorithm for detection of retentive structures in coastal waters., in *Artificial Evolution*, pages 166–176, 2003.

[16] Delahaye, D. and Puechmorel, S., Air traffic controller keyboard optimization by artificial evolution., in *Artificial Evolution*, pages 177–188, 2003.

[17] Garmendia-Doval, A. B., Morley, S. D., and Juhos, S., Post docking filtering using cartesian genetic programming., in *Artificial Evolution*, pages 189–200, 2003.

[18] Collet, P. and Schoenauer, M., Guide: Unifying evolutionary engines through a graphical user interface., in *Artificial Evolution*, pages 203–215, 2003.

[19] Cahon, S., Melab, N., Talbi, E.-G., and Schoenauer, M., Paradiseo-based design of parallel and distributed evolutionary algorithms., in *Artificial Evolution*, pages 216–228, 2003.

[20] Yang, Y., Vincent, J., and Littlefair, G., A coarse-grained parallel genetic algorithm employing cluster analysis for multi-modal numerical optimisation., in *Artificial Evolution*, pages 229–240, 2003.

[21] Tomassini, M., Vanneschi, L., Fernández, F., and Gil, G. G., A study of diversity in multipopulation genetic programming., in *Artificial Evolution*, pages 243–255, 2003.

[22] Wyns, B., Sette, S., and Boullart, L., Self-improvement to control code growth in genetic programming., in *Artificial Evolution*, pages 256–266, 2003.

[23] Paris, G., Robilliard, D., and Fonlupt, C., Exploring overfitting in genetic programming., in *Artificial Evolution*, pages 267–277, 2003.

[24] Bagnall, A. J. and Toft, I., An agent model for first price and second price private value auctions., in *Artificial Evolution*, pages 281–292, 2003.

[25] Streichert, F., Stein, G., Ulmer, H., and Zell, A., A clustering based niching ea for multimodal search spaces., in *Artificial Evolution*, pages 293–304, 2003.

[26] Groß, R. and Dorigo, M., Evolving a cooperative transport behavior for two simple robots., in *Artificial Evolution*, pages 305–316, 2003.

[27] Lattaud, C., Co-evolution in artificial ecosystems: Competition and cooperation using allellopathy., in *Artificial Evolution*, pages 319–330, 2003.

[28] Annunziato, M., Bertini, I., Lucchetti, M., Pannicelli, A., and Pizzuti, S., The evolutionary control methodology: An overview., in *Artificial Evolution*, pages 331–342, 2003.

[29] Giacobini, M., Tomassini, M., and Tettamanzi, A., Modeling selection intensity for linear cellular evolutionary algorithms., in *Artificial Evolution*, pages 345–356, 2003.

[30] Sapin, E., Bailleux, O., and Chabrier, J.-J., Research of complex forms in cellular automata by evolutionary algorithms., in *Artificial Evolution*, pages 357–367, 2003.

[31] Codrea, M. C., Aittokallio, T., Keränen, M., Tyystjärvi, E., and Nevalainen, O., Genetic feature learning algorithm for fluorescence fingerprinting of plants., in *Artificial Evolution*, pages 371–383, 2003.

[32] Sebag, M., Azé, J., and Lucas, N., Roc-based evolutionary learning: Application to medical data mining., in *Artificial Evolution*, pages 384–396, 2003.

[33] Kazakov, D. and Bartlett, M., Social learning through evolution of language., in *Artificial Evolution*, pages 397–408, 2003.