Список литературы

[1] Uwe Aickelin. A pyramidal evolutionary algorithm with different inter-agent partnering strategies for scheduling problems. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 1–8, San Francisco, California, USA, 9-11 July 2001.

[2] L. A. Anbarasu, V. Sundararajan, and P. Narayanasamy. Parallel genetic algorithm for performance-driven sequence alignment. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 9–15, San Francisco, California, USA, 9-11 July 2001.

[3] Peter A. N. Bosman and Dirk Thierens. New IDEAs and more ICE by learning and using unconditional permutation factorizations. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 16–23, San Francisco, California, USA, 9-11 July 2001.

[4] Magdalena D. Bugajska, Alan C. Schultz, J. Gregory Trafton, Shaun Gittens, and Farilee Mintz. Building adaptive computer generated forces: The effect of increasing task reactivity on human and machine control abilities. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 24–29, San Francisco, California, USA, 9-11 July 2001.

[5] Kurt Burnette and Bart Rylander. A bound on GA convergence. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 30–33, San Francisco, California, USA, 9-11 July 2001.

[6] Jason Byassee and Keith E. Mathias. Knowledge preservation and exploitation towards expedited genetic search in a distributed memory system. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 34–41, San Francisco, California, USA, 9-11 July 2001.

[7] Steve Counsell, Xiaohui Liu, Janet McFall, Stephen Swift, and Allan Tucker. Using evolutionary algorithms to tackle large scale grouping problems: An application to email log file data. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 42–49, San Francisco, California, USA, 9-11 July 2001.

[8] Walling Cyre. Evolving grammars with a genetic algorithm. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 50–57, San Francisco, California, USA, 9-11 July 2001.

[9] Dirk Devogelaere and Marcel Rijckaert. Evolutionary algorithm driven clustering for prediction. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 58–62, San Francisco, California, USA, 9-11 July 2001.

[10] Els I. Ducheyne, Robert R. De Wulf, and Bernard De Baets. Bi-objective genetic algorithms for forest management: A comparative study. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 63–66, San Francisco, California, USA, 9-11 July 2001.

[11] Jacqueline R. Dyer, Peter J. Bentley, and Panash Shah. Plantworld: The evolution of plant dormancy in contrasting environments. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 67–74, San Francisco, California, USA, 9-11 July 2001.

[12] Felipe P. Espinoza, Barbara S. Minsker, and David E. Goldberg. A self adaptive hybrid genetic algorithm. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 75–80, San Francisco, California, USA, 9-11 July 2001.

[13] Zhun Fan, Jianjun Hu, Kisung Seo, Erik D. Goodman, Ronald C. Rosenberg, and Baihai Zhang. Bond graph representation and GP for automated analog filter design. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 81–86, San Francisco, California, USA, 9-11 July 2001.

[14] Terence C. Fogarty and Luis Miramontes Hercog. Social simulation using a multi-agent model based on classifier systems: The emergence of switching agents in the dual pub problem. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 87–94, San Francisco, California, USA, 9-11 July 2001.

[15] Nicolas G. Fournier. Modelling the performance of evolutionary algorithms on the satisfiability problem. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 95–102, San Francisco, California, USA, 9-11 July 2001.

[16] Yoshiji Fujimoto and Katsunori Shimohara. Proposal of eco-evolution. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 103–108, San Francisco, California, USA, 9-11 July 2001.

[17] Michael Gargano and William Edelson. Optimal sequenced matroid bases solved by a ga with feasibility including applications. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 109–114, San Francisco, California, USA, 9-11 July 2001.

[18] Marco Cesar Goldbarg and Elizabeth Ferreira Gouvea. Extra-intracellular transgenetic algorithm. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 115–121, San Francisco, California, USA, 9-11 July 2001.

[19] Benjamin Good, Jeremy Peay, Satish Pillai, and Jacques Corbeil. Class prediction based on gene expression: Applying neural networks via a genetic algorithm wrapper. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 122–129, San Francisco, California, USA, 9-11 July 2001.

[20] Jose Gordillo and C. R. Stephens. Strategy adaptation and the role of information in an artificial financial market. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 130–137, San Francisco, California, USA, 9-11 July 2001.

[21] William A. Greene. Non-linear bit arrangements in genetic algorithms. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 138–144, San Francisco, California, USA, 9-11 July 2001.

[22] Antonio Grilo, Artur Caetano, and Agostinho Rosa. Agent based artificial immune system. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 145–151, San Francisco, California, USA, 9-11 July 2001.

[23] John G. Hagedorn and Judith E. Devaney. A genetic programming system with a procedural program representation. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 152–159, San Francisco, California, USA, 9-11 July 2001.

[24] Martin Hemberg, Una-May O'Reilly, and Peter Nordin. GENR8 - a design tool for surface generation. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 160–167, San Francisco, California, USA, 9-11 July 2001.

[25] Daniel Howard, Simon C. Roberts, and Conor Ryan. Evolution of an object detection ant for image analysis. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 168–175, San Francisco, California, USA, 9-11 July 2001.

[26] William H. Hsu and Steven M. Gustafson. Genetic programming for layered learning of multi-agent tasks. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 176–182, San Francisco, California, USA, 9-11 July 2001.

[27] L. Huang, G. L. Wu, S. Z. Zhu, Y. Huang, Min Pei, Z. J. Huang, and Norman Zhou. Exploring the optimal design of a new MEMS phase shifter using genetic algorithms. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 183–186, San Francisco, California, USA, 9-11 July 2001.

[28] Michael Husken, Christian Igel, and Marc Toussaint. Task-dependent evolution of modularity in neural networks - a quantitative case study. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 187–193, San Francisco, California, USA, 9-11 July 2001.

[29] Jason C. Isaacs, Robert K. Watkins, and Simon Y. Foo. Evolvable ant colony systems for pseudo-random number generation. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 194–198, San Francisco, California, USA, 9-11 July 2001.

[30] Sumanth Jagannathan and Jay Kumar Sundararajan. Two-level boolean logic minimization using microbial genetic algorithms. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 199–202, San Francisco, California, USA, 9-11 July 2001.

[31] Yang-Ja Jang, Tai-Woo Chang, Seong-Yong Jang, and Jin-Woo Park. A study on the resource allocation planning for automated container terminals. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 203–210, San Francisco, California, USA, 9-11 July 2001.

[32] Bryant A. Julstrom. Comparing a genetic algorithm and hill-climbing on the minimum routing cost spanning tree problem. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 211–218, San Francisco, California, USA, 9-11 July 2001.

[33] Hironobu Katagiri, Kotaro Hirasawa, Jinglu Hu, and Junichi Murata. Network structure oriented evolutionary model-genetic network programming-and its comparison with genetic programming. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 219–226, San Francisco, California, USA, 9-11 July 2001.

[34] Yuji Katsumata, Setsuya Kurahashi, and Takao Terano. Hybridizing bayesian optimization and tabu search for multimodal functions. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 227–233, San Francisco, California, USA, 9-11 July 2001.

[35] Claire J. Kennedy. First steps towards using genetic programming to solve a distributed radio frequency management problem. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 234–238, San Francisco, California, USA, 9-11 July 2001.

[36] Yaser M. A. Khalifa. Analog circuits design centeringusing a hybrid GA technique. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 239–244, San Francisco, California, USA, 9-11 July 2001.

[37] Emin Erkan Korkmaz and Gokturk Ucoluk. Genetic programming for grammar induction. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 245–251, San Francisco, California, USA, 9-11 July 2001.

[38] Shing Yan Lee, Kwong Sak Leung, and Man Leung Wong. Improving the efficiency of using evolutionary programming for bayesian network learning. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 252–259, San Francisco, California, USA, 9-11 July 2001.

[39] Socrates A. Lucas-Gonzalez and Hugo Terashima-Marin. Generating programs for solving vector and matrix problems using genetic programming. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 260–266, San Francisco, California, USA, 9-11 July 2001.

[40] Jiangming Mao, Kotaro Hirasawa, Jinglu Hu, and Junichi Murata. Genetic symbiosis algorithm for multiobjective optimization problems. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 267–274, San Francisco, California, USA, 9-11 July 2001.

[41] Konno Masakazu, Tezuka Masaru, and Hiji Masahiro. New migration triggers of island genetic algorithm for production scheduling problems. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 275–279, San Francisco, California, USA, 9-11 July 2001.

[42] Helmut A. Mayer. Biologically inspired data compression induced by reading frames on artificial ptGA chromosomes. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 280–286, San Francisco, California, USA, 9-11 July 2001.

[43] Roberto R. F. Mendes, Fabricio de B. Voznika, Julio C. Nievola, and Alex A. Freitas. Discovering fuzzy classification rules with genetic programming and co-evolution. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 287–294, San Francisco, California, USA, 9-11 July 2001.

[44] Julian Miller. What bloat? cartesian genetic programming on boolean problems. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 295–302, San Francisco, California, USA, 9-11 July 2001.

[45] Una-May O'Reilly, Peter Testa, Simon Greenwold, and Martin Hemberg. Agency-GP: agent-based genetic programming for design. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 303–309, San Francisco, California, USA, 9-11 July 2001.

[46] Matthias Ortmann and Wolfgang Weber. Multi-criterion optimization of robot trajectories with evolutionary strategies. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 310–316, San Francisco, California, USA, 9-11 July 2001.

[47] Byung Joo Park, Hyung Rim Choi, and Hyun Soo Kim. A hybrid genetic algorithms for job shop scheduling problems. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 317–324, San Francisco, California, USA, 9-11 July 2001.

[48] Andrzej J. Pindor. Genetic algorithm for systems with 2D genotype. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 325–330, San Francisco, California, USA, 9-11 July 2001.

[49] Hartmut Pohlheim. Competition and cooperation in extended evolutionary algorithms. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 331–338, San Francisco, California, USA, 9-11 July 2001.

[50] Marie-Claude Portmann and Mohamed-Ali Aloulou. Population improvement with data oriented genetic operators. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 339–346, San Francisco, California, USA, 9-11 July 2001.

[51] Jian Qian, Xiangyuan Wang, Ruixin Wu, and Min Pei. The multi-zone scheme for designing radar-absorbing materials using GA. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 347–351, San Francisco, California, USA, 9-11 July 2001.

[52] Patrick M. Reed, Barbara S. Minsker, and David E. Goldberg. Designing a new elitist nondominated sorted genetic algorithm for a multiobjective long term groundwater monitoring application. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 352–358, San Francisco, California, USA, 9-11 July 2001.

[53] Simon C. Roberts, Daniel Howard, and John R. Koza. Subtree encapsulation versus ADFs in genetic programming for the even-5-parity problem. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 359–365, San Francisco, California, USA, 9-11 July 2001.

[54] Fredrik Samuelsson and Peter Nordin. Distributed evolution of behaviour for a group of social autonomous agents. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 366–371, San Francisco, California, USA, 9-11 July 2001.

[55] Mikhail A. Semenov. Analysis of evolutionary search with mutators using a stochastic lyapunov function. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 372–375, San Francisco, California, USA, 9-11 July 2001.

[56] Leen-Kiat Soh and Costas Tsatsoulis. Combining genetic algorithms and case-based reasoning for genetic learning of a casebase: A conceptual framework. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 376–383, San Francisco, California, USA, 9-11 July 2001.

[57] Lee Spector, Ryan Moore, and Alan Robinson. Virtual quidditch: A challenge problem for automatically programmed software agents. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 384–389, San Francisco, California, USA, 9-11 July 2001.

[58] Zoran Stejic, Eduardo M. Iyoda, Yasufumi Takama, and Kaoru Hirota. Content-based image retrieval through local similarity patterns defined by interactive genetic algorithm. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 390–397, San Francisco, California, USA, 9-11 July 2001.

[59] Matthew Streeter and Lee A. Becker. Toward a better sine wave. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 398–404, San Francisco, California, USA, 9-11 July 2001.

[60] Hideaki Suzuki and Hidefumi Sawai. Crossover accelerates evolution in gas with a royal road function. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 405–412, San Francisco, California, USA, 9-11 July 2001.

[61] Ken Taniguchi, Setsuya Kurahashi, and Takao Terano. Managing information complexity in a supply chain model by agent-based genetic programming. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 413–420, San Francisco, California, USA, 9-11 July 2001.

[62] Rui Tavares and Agostinho C. da Rosa. Biased genotype variation in evolutionary algorithms using phenotype information. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 421–428, San Francisco, California, USA, 9-11 July 2001.

[63] Anand Uday, Erik D. Goodman, and Ananda A. Debnath. Nesting of irregular shapes using feature matching and parallel genetic algorithms. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 429–434, San Francisco, California, USA, 9-11 July 2001.

[64] Manuel Vazquez. Scheduling problem. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 435–442, San Francisco, California, USA, 9-11 July 2001.

[65] Jonathan Vincent and Graham King. Performance implications of domain decomposition in the parallelisation of genetic search. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, page 443, San Francisco, California, USA, 9-11 July 2001.

[66] Dana Vrajitoru. Parallel genetic algorithms based on coevolution. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 45–457, San Francisco, California, USA, 9-11 July 2001.

[67] Neal Wagner and Zbigniew Michalewicz. Genetic programming with efficient population control for financial time series prediction. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 458–462, San Francisco, California, USA, 9-11 July 2001.

[68] Em Ward, Douglas S. Blank, Douglas Rolniak, and Dale R. Thompson. Complexity as fitness for evolved cellular automata update rules. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 463–468, San Francisco, California, USA, 9-11 July 2001.

[69] Robert K. Watkins, Jason C. Isaacs, and Simon Y. Foo. Evolvable random number generators: A schemata-based approach. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 469–473, San Francisco, California, USA, 9-11 July 2001.

[70] Cameron Wellock and Brian J. Ross. An examination of lamarckian genetic algorithms. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 474–481, San Francisco, California, USA, 9-11 July 2001.

[71] Krister Wolff and Peter Nordin. Evolution of efficient gait with autonomous biped robot using visual feedback. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 482–489, San Francisco, California, USA, 9-11 July 2001.

[72] T. H. Wu, J. G. Liu, S. Z. Zhu, Y. Huang, and Min Pei. Toward improvement of sea-state parameter extraction of hf radar signals using genetic algorithm. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 490–492, San Francisco, California, USA, 9-11 July 2001.

[73] M. Yao, H. Y. Meng, L. Zang, Y. Huang, Min Pei, Z. J. Huang, and Norman Zhou. Towards improvement in locating of underground tomb relics using em radar signals and genetic algorithms. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, pages 493–498, San Francisco, California, USA, 9-11 July 2001.

[74] Tina Yu and Jim Rutherford. Modeling sparse engine test data using genetic programming. In Erik D. Goodman, editor, *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, page 499, San Francisco, California, USA, 9-11 July 2001.