

Список литературы

- [Aickelin, 2001] Aickelin, U. (2001). A pyramidal evolutionary algorithm with different inter-agent partnering strategies for scheduling problems. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 1–8
- [Anbarasu et al., 2001] Anbarasu, L. A., Sundararajan, V., & Narayanasamy, P. (2001). Parallel genetic algorithm for performance-driven sequence alignment. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 9–15
- [Bosman & Thierens, 2001] Bosman, P. A. N. & Thierens, D. (2001). New IDEAs and more ICE by learning and using unconditional permutation factorizations. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 16–23
- [Bugajska et al., 2001] 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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 24–29
- [Burnette & Rylander, 2001] Burnette, K. & Rylander, B. (2001). A bound on GA convergence. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 30–33
- [Byassee & Mathias, 2001] Byassee, J. & Mathias, K. E. (2001). Knowledge preservation and exploitation towards expedited genetic search in a distributed memory system. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 34–41
- [Counsell et al., 2001] 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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 42–49
- [Cyre, 2001] Cyre, W. (2001). Evolving grammars with a genetic algorithm. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 50–57
- [Devogelaere & Rijckaert, 2001] Devogelaere, D. & Rijckaert, M. (2001). Evolutionary algorithm driven clustering for prediction. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 58–62
- [Ducheyne et al., 2001] Ducheyne, E. I., De Wulf, R. R., & De Baets, B. (2001). Bi-objective genetic algorithms for forest management: A comparative study. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 63–66
- [Dyer et al., 2001] Dyer, J. R., Bentley, P. J., & Shah, P. (2001). Plantworld: The evolution of plant dormancy in contrasting environments. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 67–74
- [Espinoza et al., 2001] Espinoza, F. P., Minsker, B. S., & Goldberg, D. E. (2001). A self adaptive hybrid genetic algorithm. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 75–80
- [Fan et al., 2001] 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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 81–86
- [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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 87–94
- [Fournier, 2001] Fournier, N. G. (2001). Modelling the performance of evolutionary algorithms on the satisfiability problem. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 95–102
- [Fujimoto & Shimohara, 2001] Fujimoto, Y. & Shimohara, K. (2001). Proposal of eco-evolution. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 103–108

- [Gargano & Edelson, 2001] Gargano, M. & Edelson, W. (2001). Optimal sequenced matroid bases solved by a ga with feasibility including applications. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 109–114
- [Goldbarg & Gouvea, 2001] Goldbarg, M. C. & Gouvea, E. F. (2001). Extra-intracellular transgenetic algorithm. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 115–121
- [Good et al., 2001] Good, B., Peay, J., Pillai, S., & Corbeil, J. (2001). Class prediction based on gene expression: Applying neural networks via a genetic algorithm wrapper. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 122–129
- [Gordillo & Stephens, 2001] Gordillo, J. & Stephens, C. R. (2001). Strategy adaptation and the role of information in an artificial financial market. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 130–137
- [Greene, 2001] Greene, W. A. (2001). Non-linear bit arrangements in genetic algorithms. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 138–144
- [Grilo et al., 2001] Grilo, A., Caetano, A., & Rosa, A. (2001). Agent based artificial immune system. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 145–151
- [Hagedorn & Devaney, 2001] Hagedorn, J. G. & Devaney, J. E. (2001). A genetic programming system with a procedural program representation. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 152–159. <http://math.nist.gov/mcsd/savg/papers/g2001.ps.gz>
- [Hemberg et al., 2001] Hemberg, M., O'Reilly, U.-M., & Nordin, P. (2001). GENR8 - a design tool for surface generation. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 160–167
- [Howard et al., 2001] Howard, D., Roberts, S. C., & Ryan, C. (2001). Evolution of an object detection ant for image analysis. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 168–175
- [Hsu & Gustafson, 2001] Hsu, W. H. & Gustafson, S. M. (2001). Genetic programming for layered learning of multi-agent tasks. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 176–182
- [Huang et al., 2001] 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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 183–186
- [Husken et al., 2001] Husken, M., Igel, C., & Toussaint, M. (2001). Task-dependent evolution of modularity in neural networks - a quantitative case study. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 187–193
- [Isaacs et al., 2001] Isaacs, J. C., Watkins, R. K., & Foo, S. Y. (2001). Evolvable ant colony systems for pseudo-random number generation. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 194–198
- [Jagannathan & Sundararajan, 2001] Jagannathan, S. & Sundararajan, J. K. (2001). Two-level boolean logic minimization using microbial genetic algorithms. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 199–202
- [Jang et al., 2001] Jang, Y.-J., Chang, T.-W., Jang, S.-Y., & Park, J.-W. (2001). A study on the resource allocation planning for automated container terminals. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 203–210
- [Julstrom, 2001] Julstrom, B. A. (2001). Comparing a genetic algorithm and hill-climbing on the minimum routing cost spanning tree problem. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 211–218

- [Katagiri et al., 2001] Katagiri, H., Hirasawa, K., Hu, J., & Murata, J. (2001). Network structure oriented evolutionary model-genetic network programming-and its comparison with genetic programming. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 219–226
- [Katsumata et al., 2001] Katsumata, Y., Kurahashi, S., & Terano, T. (2001). Hybridizing bayesian optimization and tabu search for multimodal functions. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 227–233
- [Kennedy, 2001] Kennedy, C. J. (2001). First steps towards using genetic programming to solve a distributed radio frequency management problem. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 234–238
- [Khalifa, 2001] Khalifa, Y. M. A. (2001). Analog circuits design centering using a hybrid GA technique. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 239–244
- [Korkmaz & Ucoluk, 2001] Korkmaz, E. E. & Ucoluk, G. (2001). Genetic programming for grammar induction. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 245–251
- [Lee et al., 2001] Lee, S. Y., Leung, K. S., & Wong, M. L. (2001). Improving the efficiency of using evolutionary programming for bayesian network learning. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 252–259
- [Lucas-Gonzalez & Terashima-Marin, 2001] Lucas-Gonzalez, S. A. & Terashima-Marin, H. (2001). Generating programs for solving vector and matrix problems using genetic programming. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 260–266
- [Mao et al., 2001] Mao, J., Hirasawa, K., Hu, J., & Murata, J. (2001). Genetic symbiosis algorithm for multiobjective optimization problems. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 267–274
- [Masakazu et al., 2001] Masakazu, K., Masaru, T., & Masahiro, H. (2001). New migration triggers of island genetic algorithm for production scheduling problems. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 275–279
- [Mayer, 2001] Mayer, H. A. (2001). Biologically inspired data compression induced by reading frames on artificial ptGA chromosomes. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 280–286
- [Mendes et al., 2001] 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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 287–294
- [Miller, 2001] Miller, J. (2001). What bloat? cartesian genetic programming on boolean problems. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 295–302
- [O'Reilly et al., 2001] O'Reilly, U.-M., Testa, P., Greenwold, S., & Hemberg, M. (2001). Agency-GP: agent-based genetic programming for design. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 303–309
- [Ortmann & Weber, 2001] Ortmann, M. & Weber, W. (2001). Multi-criterion optimization of robot trajectories with evolutionary strategies. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 310–316
- [Park et al., 2001] Park, B. J., Choi, H. R., & Kim, H. S. (2001). A hybrid genetic algorithms for job shop scheduling problems. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 317–324
- [Pindor, 2001] Pindor, A. J. (2001). Genetic algorithm for systems with 2D genotype. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 325–330
- [Pohlheim, 2001] Pohlheim, H. (2001). Competition and cooperation in extended evolutionary algorithms. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 331–338

- [Portmann & Aloulou, 2001] Portmann, M.-C. & Aloulou, M.-A. (2001). Population improvement with data oriented genetic operators. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 339–346
- [Qian et al., 2001] Qian, J., Wang, X., Wu, R., & Pei, M. (2001). The multi-zone scheme for designing radar-absorbing materials using GA. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 347–351
- [Reed et al., 2001] 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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 352–358
- [Roberts et al., 2001] Roberts, S. C., Howard, D., & Koza, J. R. (2001). Subtree encapsulation versus ADFs in genetic programming for the even-5-parity problem. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 359–365
- [Samuelsson & Nordin, 2001] Samuelsson, F. & Nordin, P. (2001). Distributed evolution of behaviour for a group of social autonomous agents. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 366–371. <http://www.dtek.chalmers.se/~d4sama/Kurser/Exjobb/gecco.pdf>
- [Semenov, 2001] Semenov, M. A. (2001). Analysis of evolutionary search with mutators using a stochastic lyapunov function. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 372–375
- [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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 376–383
- [Spector et al., 2001] Spector, L., Moore, R., & Robinson, A. (2001). Virtual quidditch: A challenge problem for automatically programmed software agents. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 384–389. <http://hampshire.edu/lspector/pubs/quidditch-cite.pdf>
- [Stejic et al., 2001] Stejic, Z., Iyoda, E. M., Takama, Y., & Hirota, K. (2001). Content-based image retrieval through local similarity patterns defined by interactive genetic algorithm. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 390–397
- [Streeter & Becker, 2001] Streeter, M. & Becker, L. A. (2001). Toward a better sine wave. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 398–404
- [Suzuki & Sawai, 2001] Suzuki, H. & Sawai, H. (2001). Crossover accelerates evolution in gas with a royal road function. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 405–412
- [Taniguchi et al., 2001] Taniguchi, K., Kurahashi, S., & Terano, T. (2001). Managing information complexity in a supply chain model by agent-based genetic programming. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 413–420
- [Tavares & da Rosa, 2001] Tavares, R. & da Rosa, A. C. (2001). Biased genotype variation in evolutionary algorithms using phenotype information. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 421–428
- [Uday et al., 2001] Uday, A., Goodman, E. D., & Debnath, A. A. (2001). Nesting of irregular shapes using feature matching and parallel genetic algorithms. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 429–434
- [Vazquez, 2001] Vazquez, M. (2001). Scheduling problem. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 435–442
- [Vincent & King, 2001] Vincent, J. & King, G. (2001). Performance implications of domain decomposition in the parallelisation of genetic search. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 443

- [Vrajitoru, 2001] Vrajitoru, D. (2001). Parallel genetic algorithms based on coevolution. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 45–457
- [Wagner & Michalewicz, 2001] Wagner, N. & Michalewicz, Z. (2001). Genetic programming with efficient population control for financial time series prediction. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 458–462. http://www.coe.uncc.edu/~nwagner/gecco/GeccoPresentation_files/v3_document.htm
- [Ward et al., 2001] Ward, E., Blank, D. S., Rolniak, D., & Thompson, D. R. (2001). Complexity as fitness for evolved cellular automata update rules. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 463–468
- [Watkins et al., 2001] Watkins, R. K., Isaacs, J. C., & Foo, S. Y. (2001). Evolvable random number generators: A schemata-based approach. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 469–473
- [Wellock & Ross, 2001] Wellock, C. & Ross, B. J. (2001). An examination of lamarckian genetic algorithms. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 474–481
- [Wolff & Nordin, 2001] Wolff, K. & Nordin, P. (2001). Evolution of efficient gait with autonomous biped robot using visual feedback. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 482–489
- [Wu et al., 2001] 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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 490–492
- [Yao et al., 2001] 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. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 493–498
- [Yu & Rutherford, 2001] Yu, T. & Rutherford, J. (2001). Modeling sparse engine test data using genetic programming. *2001 Genetic and Evolutionary Computation Conference Late Breaking Papers*, 499. <http://www9.addr.com/~tinayu/GECC02001.pdf>