Список литературы

[Hanh, 1994] Hanh, M. S. (1994). "Simulating Evolution In a Kolmogorov Predator-Prey Model With Genetic Extensions". In Koza, J. R., editor, *Artificial Life at Stanford 1994*, pages 44–53, Stanford, California, 94305-3079 USA, Phone 415-329-1217 or 800-533-2670. Stanford Bookstore.

[Haynes et al., 1996] Haynes, T.; Lau, K.; and Sen, S. (1996). "Learning Cases to Compliment Rules for Conflict Resolution in Multiagent Systems". In Sen, S., editor, *Working Notes for the AAAI Symposium on Adaptation, Co-evolution and Learning in Multiagent Systems*, Stanford University, CA.

[Haynes and Sen, 1995] Haynes, T. and Sen, S. (1995). "Evolving behavioral strategies in Predators and Prey". In Sen, S., editor, *IJCAI-95 Workshop on Adaptation and Learning in Multiagent Systems*, pages 32–37.

[Haynes and Sen, 1996] Haynes, T. and Sen, S. (1996). "Evolving Behavioral Strategies in Predators and Prey". In Weiß, G. and Sen, S., editors, *Adaptation and Learning in Multiagent Systems*, Lecture Notes in Artificial Intelligence. Springer Verlag, Berlin.

[Haynes et al., 1995a] Haynes, T.; Sen, S.; Schoenefeld, D.; and Wainwright, R. (1995a). "Evolving a Team". In Siegel, E. V. and Koza, J. R., editors, *Working Notes for the AAAI Symposium on Genetic Programming*, Cambridge, MA. AAAI.

[Haynes et al., 1995b] Haynes, T.; Sen, S.; Schoenefeld, D.; and Wainwright, R. (1995b). "Evolving Multiagent Coordination Strategies with Genetic Programming". *Artificial Intelligence*. (submitted for review).

[Haynes et al., 1995c] Haynes, T.; Wainwright, R.; and Sen, S. (1995c). "Evolving Cooperation Strategies". In Lesser, V., editor, *Proceedings of the First International Conference on Multi–Agent Systems*, page 450, San Francisco, CA. MIT Press. (poster).

[Haynes et al., 1995d] Haynes, T.; Wainwright, R.; Sen, S.; and Schoenefeld, D. (1995d). "Strongly typed genetic programming in evolving cooperation strategies". In Eshelman, L., editor, *Proceedings of the Sixth International Conference on Genetic Algorithms*, pages 271–278, San Francisco, CA. Morgan Kaufmann Publishers, Inc.

[Iba et al., 1993] Iba, H.; de Garis, H.; and Higuchi, T. (1993). "Evolutionary learning of predatory behaviors based on structured classifiers". In Meyer, J. A.; Roitblat, H. L.; and Wilson, S. W., editors, *From Animals to Animats 2: Proceedings of the Second International Conference on Simulation of Adaptive Behavior*, volume 1. The MIT Press.

[Korf, 1992] Korf, R. E. (1992). "A Simple Solution to Pursuit Games". In *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*, pages 183–194.

[Levy and Rosenschein, 1992] Levy, R. and Rosenschein, J. S. (1992). "A Game Theoretic Approach to the Pursuit Problem". In *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*, pages 195–213.

[Maio and Rizzi, 1995] Maio, D. and Rizzi, S. (1995). "Unsupervised Multi-Agent Exploration Of Structured Environments". In Lesser, V., editor, *Proceedings of the First International Conference on Multi–Agent Systems*, pages 269–275, San Francisco, CA. MIT Press.

[Manela and Campbell, 1993] Manela, M. and Campbell, J. A. (1993). "Designing Good Pursuit Problems as Testbeds for Distributed AI: a Novel Application of Genetic Algorithms". In *Fifth European Workshop on Modelling Autonomous Agents in a Multi-Agent World*, Neuchâtel, Switzerland.

[Miller and Cliff, 1994] Miller, G. F. and Cliff, D. (1994). "Co-Evolution of Pursuit and Evasion I: Biological and game-Theoretic Foundations". Technical Report CSRP311.

[Singh, 1990] Singh, M. P. (1990). "The effect of agent control strategy on the performance of a DAI pursuit problem". In *Working Papers of the 10th International Workshop on Distributed Artificial Intelligence*.

[Smith, 1991] Smith, M. (17th April 1991). "Using Massifvely-Parallel Supercomputers to Model Stochastic Spatial Predator-Prey Systems". Technical Report EPCC-TR91-06.

[Stephens and Merx, 1990] Stephens, L. M. and Merx, M. B. (1990). "The Effect of Agent Control Strategy on the Performance of a DAI Pursuit Problem". In *Proceedings of the 1990 Distributed AI Workshop*.

[Vidal and Durfee, 1995] Vidal, J. M. and Durfee, E. H. (1995). "Recursive Agent Modeling using Limited Rationality". In Lesser, V., editor, *Proceedings of the First International Conference on Multi–Agent Systems*, pages 376–383, San Francisco, CA. MIT Press.