

## Список литературы

- [ACAN, 2004] ACAN, A. (2004). Clonal Selection Algorithm with Operator Multiplicity. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1909–1915, Portland, Oregon. IEEE Press.
- [AGUIRRE and TANAKA, 2004a] AGUIRRE, H. and TANAKA, K. (2004a). Effects of Elitism and Population Climbing on Multiobjective MNK-Landscapes. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 449–456, Portland, Oregon. IEEE Press.
- [AGUIRRE and TANAKA, 2004b] AGUIRRE, H. and TANAKA, K. (2004b). Insights on Properties of Multiobjective MNK-Landscapes. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 196–203, Portland, Oregon. IEEE Press.
- [ALDASHT *et al.*, 2004] ALDASHT, M., ORTEGA, J., PUNTONET, C. G., and DIAZ, A. F. (2004). A Genetic Exploration of Dynamic Load Balancing Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1158–1163, Portland, Oregon. IEEE Press.
- [ALETI and DE GARIS, 2004] ALETI, S. H. and DE GARIS, H. (2004). Evolutionary Algorithms Based on Machine Learning Accelerate Mathematical Function Optimization but not Neural Net Evolution. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1172–1177, Portland, Oregon. IEEE Press.
- [ALKHALIFAH and WAINWRIGHT, 2004] ALKHALIFAH, Y. and WAINWRIGHT, R. (2004). A Genetic Algorithm Applied to Graph Problems Involving Subsets of Vertices. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 303–308, Portland, Oregon. IEEE Press.
- [ANDERSON *et al.*, 2004] ANDERSON, C., BONABEAU, E., and SCOTT, J. (2004). Evolutionary testing as both a testing and redesign tool: a study of a shipboard firemain’s valve and pump controls. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1089–1097, Portland, Oregon. IEEE Press.
- [ANDO and IBA, 2004] ANDO, S. and IBA, H. (2004). Estimation of Gene Network using Real-coded GA and Robustness Analysis. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 827–834, Portland, Oregon. IEEE Press.
- [ANNALURU *et al.*, 2004] ANNALURU, R., DAS, S., and PAHWA, A. (2004). Multi-Level Ant Colony Algorithm for Optimal Placement of Capacitors in Distribution Systems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1932–1937, Portland, Oregon. IEEE Press.
- [ARNOLD, 2004] ARNOLD, D. (2004). An Analysis of Evolutionary Gradient Search. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 47–54, Portland, Oregon. IEEE Press.
- [ASHBURN and BONABEAU, 2004] ASHBURN, T. and BONABEAU, E. (2004). Interactive Inversion of Financial Markets Agent-Based Models. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 522–529, Portland, Oregon. IEEE Press.
- [ASHLOCK and BRYDEN, 2004] ASHLOCK, D. and BRYDEN, K. (2004). Evolutionary Control of Lsystem Interpretation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2273–2279, Portland, Oregon. IEEE Press.
- [ASHLOCK *et al.*, 2004a] ASHLOCK, D., BRYDEN, K., and CORNS, S. (2004a). On Taxonomy of Evolutionary Computation Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1713–1719, Portland, Oregon. IEEE Press.
- [ASHLOCK and LATHROP, 2004] ASHLOCK, D. and LATHROP, J. (2004). Program Induction: Building a Wall. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1844–1850, Portland, Oregon. IEEE Press.
- [ASHLOCK and OFTELIE, 2004] ASHLOCK, D. and OFTELIE, J. (2004). Simulation of Floral Specialization in Bees. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1859–1864, Portland, Oregon. IEEE Press.

- [ASHLOCK and POWERS, 2004] ASHLOCK, D. and POWERS, B. (2004). The Effect of Tag Recognition on Non-Local Adaptation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2045–2051, Portland, Oregon. IEEE Press.
- [ASHLOCK *et al.*, 2004b] ASHLOCK, D., WILLSON, S., and LEAHY, N. (2004b). Coevolution and Tartarus. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1618–1624, Portland, Oregon. IEEE Press.
- [ASHLOCK *et al.*, 2004c] ASHLOCK, D., YOUN KIM, E., and VON ROESCHLAUB, W. (2004c). Fingerprints: Enabling Visualization and Automatic Analysis of Strategies for Two Player Games. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 381–387, Portland, Oregon. IEEE Press.
- [AUGUGLIARO *et al.*, 2004] AUGUGLIARO, A., DUSONCHET, L., FAVUZZA, S., and SANSEVERINO, E. R. (2004). A Fuzzy-Logic based Evolutionary Multiobjective Approach for Automated Distribution Networks Management. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 847–854, Portland, Oregon. IEEE Press.
- [BAIN *et al.*, 2004] BAIN, S., THORNTON, J., and SATTAR, A. (2004). Evolving Algorithms for Constraint Satisfaction. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 265–272, Portland, Oregon. IEEE Press.
- [BAJURNOW and CIESIELSKI, 2004] BAJURNOW, A. and CIESIELSKI, V. (2004). Layered Learning for Evolving Goal Scoring Behavior in Soccer Players. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1828–1835, Portland, Oregon. IEEE Press.
- [BANDTE, 2004] BANDTE, O. (2004). Visualizing Information in an Interactive Evolutionary Design Process. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 691–698, Portland, Oregon. IEEE Press.
- [BARTZ-BEIELSTEIN and MARKON, 2004] BARTZ-BEIELSTEIN, T. and MARKON, S. (2004). Tuning Search Algorithms for Real-World Applications: A Regression Tree Based Approach. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1111–1118, Portland, Oregon. IEEE Press.
- [BERNSTEIN *et al.*, 2004] BERNSTEIN, Y., LI, X., CIESIELSKI, V., and SONG, A. (2004). Multiobjective Parsimony Enforcement for Superior Generalisation Performance. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 83–89, Portland, Oregon. IEEE Press.
- [BLEULER *et al.*, 2004] BLEULER, S., PRELIC, A., and ZITZLER, E. (2004). An EA Framework for Biclustering of Gene Expression Data. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 166–173, Portland, Oregon. IEEE Press.
- [BLUMENTHAL and PARKER, 2004] BLUMENTHAL, J. and PARKER, G. (2004). Punctuated Anytime Learning for Evolving Multi-Agent Capture Strategies. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1820–1827, Portland, Oregon. IEEE Press.
- [BONINO *et al.*, 2004] BONINO, D., CORNO, F., and SQUILLERO, G. (2004). Dynamic Optimization of Semantic Annotation Relevance. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1301–1308, Portland, Oregon. IEEE Press.
- [BRABAZON *et al.*, 2004] BRABAZON, A., SILVA, A., DE SOUSA, T. F., O’NEILL, M., MATTHEWS, R., and COSTA, E. (2004). Investigating Organizational Strategic Inertia Using a Particle Swarm Model. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 652–659, Portland, Oregon. IEEE Press.
- [BRANKE *et al.*, 2004] BRANKE, J., SCHMECK, H., DEB, K., and MAHESHWAR, R. (2004). Parallelizing Multi-Objective Evolutionary Algorithms: Cone Separation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1952–1957, Portland, Oregon. IEEE Press.

- [BREWSTER and REYNOLDS, 2004] BREWSTER, J. and REYNOLDS, R. G. (2004). Alternative Fuel Adoption. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2364–2371, Portland, Oregon. IEEE Press.
- [BRYDEN *et al.*, 2004] BRYDEN, K., ASHLOCK, D., and MCCORKLE, D. (2004). An Application of Graph Based Evolutionary Algorithms for Diversity Preservation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 419–426, Portland, Oregon. IEEE Press.
- [BURIAN and TAKALA, 2004] BURIAN, A. and TAKALA, J. (2004). Evolved Gate Arrays for Image Restoration. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1185–1192, Portland, Oregon. IEEE Press.
- [BUZING *et al.*, 2004] BUZING, P., EIBEN, A., SCHUT, M., and TOMA, T. (2004). Cooperation and Communication in Evolving Artificial Societies. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2030–2037, Portland, Oregon. IEEE Press.
- [CAGNINA *et al.*, 2004] CAGNINA, L., ESQUIVEL, S., and GALLARD, R. (2004). Particle Swarm Optimization for Sequencing Problems: A Case Study. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 536–541, Portland, Oregon. IEEE Press.
- [CASTILLO *et al.*, 2004] CASTILLO, F., SWEENEY, J., and ZIRK, W. (2004). Using Evolutionary Algorithms to Suggest Variable Transformations in Linear Model Lack-of-Fit Situations. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 556–560, Portland, Oregon. IEEE Press.
- [CHAKRABORTY, 2004] CHAKRABORTY, U. (2004). Analysis of Encoding in 1+1-EA. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 911–917, Portland, Oregon. IEEE Press.
- [CHAN *et al.*, 2004a] CHAN, K. Y., AYDIN, E., and FOGARTY, T. (2004a). An Empirical Study on the Performance of Factorial Design Based Crossover on Parametrical Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 620–627, Portland, Oregon. IEEE Press.
- [CHAN *et al.*, 2004b] CHAN, K. Y., AYDIN, E., and FOGARTY, T. (2004b). Parameterisation of Mutation in Evolutionary Algorithms Using the Estimated Main Effect of Genes. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1972–1979, Portland, Oregon. IEEE Press.
- [CHANG *et al.*, 2004] CHANG, M., OHKURA, K., UEDA, K., and SUGIYAMA, M. (2004). Modeling Coevolutionary Genetic Algorithms on Two-Bit Landscapes: Partnering Strategies. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2349–2356, Portland, Oregon. IEEE Press.
- [CHEN *et al.*, 2004] CHEN, A., CHOOTINAN, P., and PRAVINVONGVUTH, S. (2004). An Evolutionary Approach for Finding Optimal Automatic Vehicle Identification Reader Locations in Transportation Networks. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 181–187, Portland, Oregon. IEEE Press.
- [CHEN and GUO FENG, 2004] CHEN, H. and GUO FENG, D. (2004). An Effective Evolutionary Strategy for Bijective S-boxes. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2120–2123, Portland, Oregon. IEEE Press.
- [CHEN and WINEBERG, 2004] CHEN, J. and WINEBERG, M. (2004). Enhancement of the Shifting Balance Genetic Algorithm for Highly Multimodal Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 744–751, Portland, Oregon. IEEE Press.
- [CHIANG and CHEN, 2004] CHIANG, C.-H. and CHEN, L.-H. (2004). A New Cellular Automaton: Five Elements Balance Chart and Its Application to Forest Industry Ecosystem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1901–1908, Portland, Oregon. IEEE Press.

- [CHO and PARK, 2004] CHO, S.-B. and PARK, C. (2004). Speciated GA for Optimal Ensemble Classifiers in DNA Microarray Classification. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 590–597, Portland, Oregon. IEEE Press.
- [CHONG and YAO, 2004] CHONG, S. Y. and YAO, X. (2004). The Impact of Noise on Iterated Prisoner’s Dilemma with Multiple Levels of Cooperation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 348–355, Portland, Oregon. IEEE Press.
- [CHOW, 2004] CHOW, R. (2004). Effects of Phenotypic Feedback and the Coupling of Genotypic and Phenotypic Spaces in Genetic Searches. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 242–249, Portland, Oregon. IEEE Press.
- [CHUNG-YUAN and CHUEN-TSAI, 2004] CHUNG-YUAN, H. and CHUEN-TSAI, S. (2004). Self-Adaptive Routing Based on Learning Classifier Systems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 678–682, Portland, Oregon. IEEE Press.
- [CIESIELSKI and LI, 2004] CIESIELSKI, V. and LI, X. (2004). Experiments with Explicit For-loops in Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 494–501, Portland, Oregon. IEEE Press.
- [CLARK *et al.*, 2004a] CLARK, J. A., JACOB, J. L., and STEPNEY, S. (2004a). The Design of S-Boxes by Simulated annealing. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1533–1537, Portland, Oregon. IEEE Press.
- [CLARK *et al.*, 2004b] CLARK, J. A., JACOB, J. L., and STEPNEY, S. (2004b). Searching for Cost Functions. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1517–1524, Portland, Oregon. IEEE Press.
- [COELHO and BOUILLARD, 2004] COELHO, R. F. and BOUILLARD, P. (2004). PAMUC II for Multicriteria Optimization of Mechanical Designs with Expert Rules. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 17–22, Portland, Oregon. IEEE Press.
- [COHEN, 2004a] COHEN, D. (2004a). EA-lect: An Evolutionary Algorithm for Constructing Logical Rules to Predict Election into Cooperstown. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1354–1361, Portland, Oregon. IEEE Press.
- [COHEN, 2004b] COHEN, D. (2004b). Using SAT Scores as Predictors for Future Academic Success. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 671–677, Portland, Oregon. IEEE Press.
- [COLE *et al.*, 2004] COLE, N., LOUIS, S., and MILES, C. (2004). Using a Genetic Algorithm to Tune First-Person Shooter Bots. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 139–145, Portland, Oregon. IEEE Press.
- [CORNE and PRIDGEON, 2004] CORNE, D. and PRIDGEON, C. (2004). Investigating Issues in the Reconstructability of Genetic Regulatory Networks. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 582–589, Portland, Oregon. IEEE Press.
- [CORNIO *et al.*, 2004] CORNIO, F., SANCHEZ, E., and SQUILLERO, G. (2004). On The Evolution of Corewar Warriors. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 133–138, Portland, Oregon. IEEE Press.
- [CRUZ, 2004] CRUZ, A. (2004). A Hybrid Deterministic/Genetic Test Generator to Improve Fault. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1325–1330, Portland, Oregon. IEEE Press.
- [CUI *et al.*, 2004] CUI, Z., ZENG, J., and CAI, X. (2004). A New Stochastic Particle Swarm Optimizer. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 316–319, Portland, Oregon. IEEE Press.
- [CURRAN and O’RIORDAN, 2004] CURRAN, D. and O’RIORDAN, C. (2004). The Effect of Noise on the Performance of Cultural Evolution in Multi-Agent Systems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1767–1773, Portland, Oregon. IEEE Press.

- [CZARN *et al.*, 2004] CZARN, A., MACNISH, C., VIJAYAN, K., and TURLACH, B. (2004). Statistical Exploratory Analysis of Genetic Algorithms: The Importance of Interaction. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2288–2295, Portland, Oregon. IEEE Press.
- [DAHALL *et al.*, 2004] DAHAL, K. P., SIEWIERSKI, T. A., GALLOWAY, S. J., BURT, G. M., and McDONALD, J. R. (2004). An Evolutionary Generation Scheduling in an Open Electricity Market. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1135–1142, Portland, Oregon. IEEE Press.
- [DAIDA *et al.*, 2004a] DAIDA, J., SAMPLES, M., HART, B., HALIM, J., and KUMAR, A. (2004a). Demonstrating Constraints to Diversity with a Tunably Difficulty Problem for Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1217–1224, Portland, Oregon. IEEE Press.
- [DAIDA *et al.*, 2004b] DAIDA, J., WARD, D., HILSS, A., LONG, S., and HODGES, M. (2004b). Visualizing the Loss of Diversity in Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1225–1232, Portland, Oregon. IEEE Press.
- [DANDASS, 2004] DANDASS, Y. (2004). Genetic List Scheduling for Soft Real-Time Parallel Applications. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1164–1171, Portland, Oregon. IEEE Press.
- [DANESHYARI and YEN, 2004] DANESHYARI, M. and YEN, G. (2004). Talent Based Social Algorithm for Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 786–791, Portland, Oregon. IEEE Press.
- [DAOUD *et al.*, 2004] DAOUD, M., KHARMA, N., HAIDAR, A., and POPOOLA, J. (2004). Ayo, the Awari Player, or How Better Representation Trumps Deeper Search. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1001–1006, Portland, Oregon. IEEE Press.
- [DAY *et al.*, 2004] DAY, R., KLEEMAN, M., and LAMONT, G. (2004). Multi-Objective fast messy Genetic Algorithm Solving Deception Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1502–1509, Portland, Oregon. IEEE Press.
- [DAY and LAMONT, 2004] DAY, R. and LAMONT, G. (2004). Force Field Approximations Using Artificial Neural Networks. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1020–1027, Portland, Oregon. IEEE Press.
- [DE GARIS and BATTY, 2004a] DE GARIS, H. and BATTY, T. (2004a). "MULTI-MOD": A PC Based Software System for Handling the Interconnectivity and Neural Signaling of an Artificial brain containing 10,000 evolved neural net modules. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 816–819, Portland, Oregon. IEEE Press.
- [DE GARIS and BATTY, 2004b] DE GARIS, H. and BATTY, T. (2004b). Robust, Reversible, Nano-Scale, Femto-Second-Switching Circuits and their Evolution. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 639–645, Portland, Oregon. IEEE Press.
- [DE JONG, 2004] DE JONG, E. (2004). Towards a Bounded Pareto-Coevolution Archive. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2341–2348, Portland, Oregon. IEEE Press.
- [DE LA CRUZ-GARCIA *et al.*, 2004] DE LA CRUZ-GARCIA, J. M., RISCO-MARTIN, J. L., HERRAN-GONZALEZ, A., and FERNANDEZ-BLANCO, P. (2004). Hybrid Heuristic and Mathematical Programming in Oil Pipelines Networks. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1479–1486, Portland, Oregon. IEEE Press.
- [DE PAULA *et al.*, 2004] DE PAULA, F., DE CASTRO, L., and DE GEUS, P. (2004). An Intrusion Detection System Using Ideas from the Immune System. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1059–1066, Portland, Oregon. IEEE Press.

- [DE SAN PEDRO *et al.*, 2004] DE SAN PEDRO, M., PANDOLFI, D., VILLAGRA, A., LASSO, M., and GALLARD, R. (2004). Effect of Crossover Operators under Multirecombination: Weighted Tardiness, a Test Case. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 699–705, Portland, Oregon. IEEE Press.
- [DENGIZ *et al.*, 2004] DENGIZ, O., DOZIER, G. V., and SMITH, A. E. (2004). Non-deterministic Decoding with Memory to Enhance Precision in Binary-Coded Genetic Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2166–2172, Portland, Oregon. IEEE Press.
- [DENZINGER *et al.*, 2004] DENZINGER, J., CHAN, B., GATES, D., LOOSE, K., and BUCHANAN, J. (2004). Evolutionary behavior testing of commercial computer games. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 125–132, Portland, Oregon. IEEE Press.
- [DESCHENES and WIESE, 2004] DESCHENES, A. and WIESE, K. C. (2004). Using Stacking-Energies (INN and INN-HB) for Improving the Accuracy of RNA Secondary Structure Prediction with an Evolutionary Algorithm - A Comparison to Known Structures. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 598–606, Portland, Oregon. IEEE Press.
- [DEUGO and FERGUSON, 2004] DEUGO, D. and FERGUSON, D. (2004). Evolution to the Xtreme: Evolving Evolutionary Strategies Using A Meta-Level Approach. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 31–38, Portland, Oregon. IEEE Press.
- [DEVICHARAN and MOHAN, 2004] DEVICHARAN, D. and MOHAN, C. (2004). Particle Swarm Optimization with Adaptive Linkage Learning. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 530–535, Portland, Oregon. IEEE Press.
- [DI PIETRO *et al.*, 2004] DI PIETRO, A., WHILE, L., and BARONE, L. (2004). Applying Evolutionary Algorithms to Problems with Noisy, Time-consuming Fitness Functions. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1254–1261, Portland, Oregon. IEEE Press.
- [DIMOPOULOS, 2004] DIMOPOULOS, C. (2004). A Review of Evolutionary Multiobjective Optimization Applications in the Area of Production Research. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1487–1494, Portland, Oregon. IEEE Press.
- [DING *et al.*, 2004] DING, S., LIU, J., WU, C., and YANG, Q. (2004). A genetic algorithm applied to optimal gene subset selection. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1654–1660, Portland, Oregon. IEEE Press.
- [DOCTOR *et al.*, 2004] DOCTOR, S., VENAYAGAMOORTHY, G., and GUDISE, V. (2004). Optimal PSO for Collective Robotic Search Applications. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1390–1395, Portland, Oregon. IEEE Press.
- [DORRIS *et al.*, 2004] DORRIS, N., CARNAHAN, B., ORSINI, L., and KUNTZ, L.-A. (2004). Interactive Evolutionary Design of Anthropomorphic Symbols. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 433–440, Portland, Oregon. IEEE Press.
- [DORRONSORO *et al.*, 2004] DORRONSORO, B., ALBA, E., GIACOBINI, M., and TOMASSINI, M. (2004). The Influence of Grid Shape and Asynchronicity on Cellular Evolutionary Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2152–2158, Portland, Oregon. IEEE Press.
- [DOTY, 2004] DOTY, D. (2004). Non-local Evolutionary Adaptation in Gridplants. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1602–1609, Portland, Oregon. IEEE Press.
- [DOZIER, 2004] DOZIER, G. V. (2004). Recurrent Distributed Constraint Satisfaction via Genetic and Evolutionary Societies of Hill-Climbers. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 273–279, Portland, Oregon. IEEE Press.

- [DOZIER *et al.*, 2004] DOZIER, G. V., BROWN, D., HURLEY, J., and CAIN, K. (2004). Vulnerability Analysis of AIS-Based Intrusion Detection Systems via Genetic and Particle Swarm Red Teams. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 111–116, Portland, Oregon. IEEE Press.
- [DUKKIPATI *et al.*, 2004] DUKKIPATI, A., MUSTI, N. M., and BHATNAGAR, S. (2004). Cauchy Annealing Schedule: An Annealing Schedule for Boltzmann Selection Scheme in Evolutionary Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 55–62, Portland, Oregon. IEEE Press.
- [DUNN *et al.*, 2004] DUNN, E., OLAGUE, G., LUTTON, E., and SCHOENAUER, M. (2004). Pareto Optimal Sensing Strategies for an Active Vision System. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 457–463, Portland, Oregon. IEEE Press.
- [EBERBACH and EBERBACH, 2004] EBERBACH, E. and EBERBACH, A. (2004). On Designing CO\$T: A New Approach and Programming Environment for Distributed Problem Solving Based on Evolutionary Computation and Anytime Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1836–1843, Portland, Oregon. IEEE Press.
- [EGUCHI *et al.*, 2004] EGUCHI, T., HIRASAWA, K., HU, J., and MARKON, S. (2004). Elevator Group Supervisory Control Systems Using Genetic Network Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1661–1667, Portland, Oregon. IEEE Press.
- [ENEE and ESCAZUT, 2004] ENEE, G. and ESCAZUT, C. (2004). Evolution of Communication in a Genetic Based Multi-Agent System: Use Wise Resources. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2038–2044, Portland, Oregon. IEEE Press.
- [ENGLISH, 2004] ENGLISH, T. (2004). No More Lunch: Analysis of Sequential Search. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 227–234, Portland, Oregon. IEEE Press.
- [ERIKSSON and OLSSON, 2004] ERIKSSON, R. and OLSSON, B. (2004). On the Performance of Evolutionary Algorithms with Life-time Adaptation in Dynamic Fitness Landscapes. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1293–1300, Portland, Oregon. IEEE Press.
- [ESKRIDGE and HOUGEN, 2004] ESKRIDGE, B. and HOUGEN, D. (2004). Imitating Success: A Memetic Crossover Operator for Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 809–815, Portland, Oregon. IEEE Press.
- [ESQUIVEL *et al.*, 2004] ESQUIVEL, S., GARCIA, M., LEGUIZAMON, G., and RIBBA, M. (2004). A Comparison of Two Mutation Operators for the Path Planning Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 879–883, Portland, Oregon. IEEE Press.
- [ETO *et al.*, 2004] ETO, S., HIRASAWA, K., and HU, J. (2004). Functional Localization of Genetic Network Programming and its Application to a Pursuit Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 683–690, Portland, Oregon. IEEE Press.
- [FAN *et al.*, 2004] FAN, Z., GOODMAN, E., JIACHUAN, W., RONALD, R., KISUNG, S., and JIANJUN, H. (2004). Hierarchical Evolutionary Synthesis of MEMS. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2320–2327, Portland, Oregon. IEEE Press.
- [FARINA and GOBBI, 2004] FARINA, M. and GOBBI, M. (2004). A fuzzy-optima definition based Multiobjective optimization of a racing car tyre-suspension system. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 9–16, Portland, Oregon. IEEE Press.
- [FERNANDEZ *et al.*, 2004] FERNANDEZ, E., GRANA, M., and RUIZ-CABELLO, J. (2004). An Instantaneous Memetic Algorithm for Illumination Correction. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1105–1110, Portland, Oregon. IEEE Press.

- [FERREIRA *et al.*, 2004] FERREIRA, T., VASCONCELOS, G., and ADEODATO, P. (2004). A Hybrid Intelligent System Approach for Improving the Prediction of Real World Time Series. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 736–743, Portland, Oregon. IEEE Press.
- [FILIPIC and ROBIC, 2004] FILIPIC, B. and ROBIC, T. (2004). A Comparative Study of Coolant Flow Optimization on a Steel Casting Machine. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 569–573, Portland, Oregon. IEEE Press.
- [FLETCHER and ZWICK, 2004] FLETCHER, J. and ZWICK, M. (2004). Hamilton’s Rule Applied to Reciprocal Altruism. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 994–1000, Portland, Oregon. IEEE Press.
- [FOGEL, 2004] FOGEL, D. B. (2004). Evolving Strategies in Blackjack. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1427–1434, Portland, Oregon. IEEE Press.
- [FOGEL *et al.*, 2004a] FOGEL, D. B., HAYS, T., and JOHNSON, D. (2004a). A Platform for Evolving Characters in Competitive Games. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1420–1426, Portland, Oregon. IEEE Press.
- [FOGEL *et al.*, 2004b] FOGEL, G. B., WEEKES, D. G., SAMPATH, R., and ECKER, D. J. (2004b). Parameter Optimization of an Evolutionary Algorithm for RNA Structure Discovery. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 607–613, Portland, Oregon. IEEE Press.
- [FRANKEN and ENGELBRECHT, 2004] FRANKEN, N. and ENGELBRECHT, A. (2004). PSO approaches to co-evolve IPD strategies. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 356–363, Portland, Oregon. IEEE Press.
- [FULLER *et al.*, 2004] FULLER, J., MILLAN, W., and DAWSON, E. (2004). Multi-objective Optimisation of Bijective S-boxes. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1525–1532, Portland, Oregon. IEEE Press.
- [FUNES *et al.*, 2004] FUNES, P., BONABEAU, E., HERVE, J., and MORIEUX, Y. (2004). Interactive Multi-Participant Task Allocation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1699–1705, Portland, Oregon. IEEE Press.
- [GAO, 2004] GAO, W. (2004). Fast Immunized Evolutionary Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 666–670, Portland, Oregon. IEEE Press.
- [GARRETT, 2004] GARRETT, S. (2004). Parameter-Free, Adaptive Clonal Selection. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1052–1058, Portland, Oregon. IEEE Press.
- [GOLDSTEIN and YEN, 2004] GOLDSTEIN, M. and YEN, G. (2004). An Evolutionary Algorithm Method for Sampling N-Partite Graphs. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2250–2257, Portland, Oregon. IEEE Press.
- [GOMEZ, 2004a] GOMEZ, J. (2004a). Evolution of Fuzzy Rule Based Classifiers. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1727–1734, Portland, Oregon. IEEE Press.
- [GOMEZ, 2004b] GOMEZ, J. (2004b). Self Adaptation of Operator Rates in Evolutionary Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1720–1726, Portland, Oregon. IEEE Press.
- [GONZALEZ and CANNADY, 2004] GONZALEZ, L. and CANNADY, J. (2004). A self-adaptive negative selection approach for anomaly detection. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1561–1568, Portland, Oregon. IEEE Press.
- [GORDON and MATLEY, 2004] GORDON, S. and MATLEY, Z. (2004). Evolving Sparse Direction Maps for Maze Pathfinding. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 835–838, Portland, Oregon. IEEE Press.



- [GORDON and SLOCUM, 2004] GORDON, S. and SLOCUM, T. (2004). The Knight's Tour - Evolutionary vs. Depth-First Search. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1435–1440, Portland, Oregon. IEEE Press.
- [GREENWOOD, 2004] GREENWOOD, G. (2004). Differing Mathematical Perspectives of Genotype Space in Combinatorial Problems: Metric Spaces vs Pretopological Spaces. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 258–264, Portland, Oregon. IEEE Press.
- [GROSAN, 2004] GROSAN, C. (2004). Improving the performance of evolutionary algorithms for the multiobjective 0/1 knapsack problem using epsilon -dominance. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1958–1963, Portland, Oregon. IEEE Press.
- [GUO and MAK, 2004] GUO, Z. and MAK, K. (2004). A Heuristic GA for The Stochastic Vehicle Routing Problems with Soft Time Windows. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1449–1456, Portland, Oregon. IEEE Press.
- [GUTIERREZ, 2004] GUTIERREZ, C. (2004). Heuristics in a General Scheduling Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 660–665, Portland, Oregon. IEEE Press.
- [HABIB and PARKER, 2004] HABIB, S. and PARKER, A. (2004). Synthesizing Complex Multimedia Network Topologies Using An Evolutionary Approach. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1193–1200, Portland, Oregon. IEEE Press.
- [HAMAKER and BOGGESE, 2004] HAMAKER, J. and BOGGESE, L. (2004). Non-Euclidean Distance Measures in AIRS, an Artificial Immune Classification System. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1067–1073, Portland, Oregon. IEEE Press.
- [HARDING and MILLER, 2004] HARDING, S. and MILLER, J. (2004). Evolution in materio : A Tone Discriminator In Liquid Crystal. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1800–1807, Portland, Oregon. IEEE Press.
- [HARTONO *et al.*, 2004] HARTONO, P., HASHIMOTO, S., and WAHDE, M. (2004). Labeled-GA with Adaptive Mutation Rate. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1851–1858, Portland, Oregon. IEEE Press.
- [HATANAKA *et al.*, 2004] HATANAKA, T., KAWAGUCHI, Y., and UOSAKI, K. (2004). Nonlinear System Identification Based on Evolutionary Fuzzy Modeling. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 646–651, Portland, Oregon. IEEE Press.
- [HATI and SENGUPTA, 2004] HATI, S. and SENGUPTA, S. (2004). A GA-Based Integrated Approach to Model-Assisted Matching and Pose Estimation for Automated Visual Inspection Applications. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1346–1353, Portland, Oregon. IEEE Press.
- [HAYWARD, 2004] HAYWARD, S. (2004). Setting up Performance Surface of an Artificial Neural Network With Genetic Algorithm Optimization: in Search of an Accurate and Profitable Prediction for Stock Trading. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 948–954, Portland, Oregon. IEEE Press.
- [HE *et al.*, 2004] HE, J., YAO, X., and ZHANG, Q. (2004). To Understand One-Dimensional Continuous Fitness Landscapes by Drift Analysis. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1248–1253, Portland, Oregon. IEEE Press.
- [HERNANDEZ *et al.*, 2004a] HERNANDEZ, G., DASGUPTA, D., NINO, F., and GARCIA, J. (2004a). On Geometric and Statistical Properties of the Attractors of a Generic Evolutionary Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1240–1247, Portland, Oregon. IEEE Press.
- [HERNANDEZ and ISASI, 2004] HERNANDEZ, J. C. and ISASI, P. (2004). New results on the genetic cryptanalysis of TEA and reduced-round versions of XTEA. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2124–2129, Portland, Oregon. IEEE Press.

- [HERNANDEZ *et al.*, 2004b] HERNANDEZ, J. C., ISASI, P., and SEZNEC, A. (2004b). On the design of state-of-the-art pseudorandom number generators by means of genetic programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1510–1516, Portland, Oregon. IEEE Press.
- [HERNANDEZ-AGUIRRE *et al.*, 2004] HERNANDEZ-AGUIRRE, A., BOTELLO-RIONDA, S., and COELLO-COELLO, C. (2004). PASSSS: An Implementation of a Novel Diversity Strategy for Handling Constraints. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 403–410, Portland, Oregon. IEEE Press.
- [HERNANDEZ-AGUIRRE and COELLO-COELLO, 2004] HERNANDEZ-AGUIRRE, A. and COELLO-COELLO, C. (2004). Mutual Information-based Fitness Functions for Evolutionary Circuit Synthesis. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1309–1316, Portland, Oregon. IEEE Press.
- [HINGSTON and KENDALL, 2004] HINGSTON, P. and KENDALL, G. (2004). Learning versus Evolution in Iterated Prisoner’s Dilemma. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 364–372, Portland, Oregon. IEEE Press.
- [HO and TAY, 2004] HO, N. B. and TAY, J. C. (2004). GENACE: An Efficient Cultural Algorithm to Solve the Flexible Job-Shop Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1759–1766, Portland, Oregon. IEEE Press.
- [HONG and CHO, 2004] HONG, J.-H. and CHO, S.-B. (2004). Evolution of Emergent Behaviors for Shooting Game Characters in Robocode. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 634–638, Portland, Oregon. IEEE Press.
- [HOTZ, 2004a] HOTZ, P. E. (2004a). Asymmetric cell division in artificial evolution. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2180–2186, Portland, Oregon. IEEE Press.
- [HOTZ, 2004b] HOTZ, P. E. (2004b). Comparing direct and developmental encoding schemes in artificial evolution: A case study in evolving lens shapes. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 752–757, Portland, Oregon. IEEE Press.
- [HOU and DOZIER, 2004] HOU, H. and DOZIER, G. V. (2004). Comparing Performance of Binary-Coded and Constraint-Based Detectors. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 772–777, Portland, Oregon. IEEE Press.
- [HU and GOODMAN, 2004] HU, J. and GOODMAN, E. (2004). Wireless Access Point Configuration by Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1178–1184, Portland, Oregon. IEEE Press.
- [HU *et al.*, 2004] HU, X., SHI, Y., and EBERHART, R. (2004). Recent Advances in Particle Swarm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 90–97, Portland, Oregon. IEEE Press.
- [HUGHES, 2004] HUGHES, E. (2004). Swarm Guidance using a Multi-Objective Co-evolutionary On-Line Evolutionary Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2357–2363, Portland, Oregon. IEEE Press.
- [HUNTER, 2004] HUNTER, D. (2004). Some Lessons Learned on Constructing an Automated Testbench for Evolvable Hardware Experiments. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1808–1812, Portland, Oregon. IEEE Press.
- [INOUE *et al.*, 2004] INOUE, Y., TOHGE, T., and IBA, H. (2004). Object Transportation by Two Humanoid Robots using Cooperative Learning. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1201–1208, Portland, Oregon. IEEE Press.
- [IPPOLITO *et al.*, 2004] IPPOLITO, M., SANSEVERINO, E. R., and VUINOVICH, F. (2004). Multiobjective Ant Colony Search Algorithm For Optimal Electrical Distribution System Strategical Planning. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1924–1931, Portland, Oregon. IEEE Press.

- [ISAACS and FOO, 2004] ISAACS, J. and FOO, S. (2004). Optimized Wavelet Hand Pose Estimation for American Sign Language Recognition. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 797–802, Portland, Oregon. IEEE Press.
- [ISHIBUCHI and NARUKAWA, 2004] ISHIBUCHI, H. and NARUKAWA, K. (2004). Performance Evaluation of Simple Multiobjective Genetic Local Search Algorithms on Multiobjective 0/1 Knapsack Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 441–448, Portland, Oregon. IEEE Press.
- [JANG *et al.*, 2004] JANG, J.-S., HAN, K.-H., and KIM, J.-H. (2004). Face Detection using Quantum-inspired Evolutionary Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2100–2106, Portland, Oregon. IEEE Press.
- [JI *et al.*, 2004] JI, Z., CHEN, A., and SUBPRASOM, K. (2004). Finding Multi-Objective Paths in Stochastic Networks: A Simulation-based Genetic Algorithm Approach. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 174–180, Portland, Oregon. IEEE Press.
- [JI and DASGUPTA, 2004] JI, Z. and DASGUPTA, D. (2004). Augmented Negative Selection Algorithm with Variable-Coverage Detectors. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1081–1088, Portland, Oregon. IEEE Press.
- [JIN *et al.*, 2004] JIN, Y., OKABE, T., and SENDHOFF, B. (2004). Neural network regularization and ensembling using multi-objective evolutionary algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1–8, Portland, Oregon. IEEE Press.
- [JOHNSON *et al.*, 2004] JOHNSON, R., MELICH, M., MICHALEWICZ, Z., and SCHMIDT, M. (2004). Coevolutionary TEMPO Game. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1610–1617, Portland, Oregon. IEEE Press.
- [JONES *et al.*, 2004] JONES, P., TIWARI, A., ROY, R., and CORBETT, J. (2004). Optimisation of the High Efficiency Deep Grinding Process with Fuzzy Fitness Function and Constraints. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 574–581, Portland, Oregon. IEEE Press.
- [KAMIO and IBA, 2004] KAMIO, S. and IBA, H. (2004). Evolutionary Construction of a Simulator for Real Robots. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2202–2209, Portland, Oregon. IEEE Press.
- [KANG *et al.*, 2004] KANG, L., ZHOU, A., MCKAY, R. I., LI, Y., and KANG, Z. (2004). Benchmarking Algorithms for Dynamic Travelling Salesman Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1286–1292, Portland, Oregon. IEEE Press.
- [KATADA *et al.*, 2004] KATADA, Y., OHKURA, K., and UEDA, K. (2004). The Nei’s Standard Genetic Distance in Artificial Evolution. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1233–1239, Portland, Oregon. IEEE Press.
- [KATARE *et al.*, 2004] KATARE, S., KALOS, A., and WEST, D. (2004). A Hybrid Swarm Optimizer for Efficient Parameter Estimation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 309–315, Portland, Oregon. IEEE Press.
- [KATSUMATA and TERANO, 2004] KATSUMATA, Y. and TERANO, T. (2004). Cabling and Scheduling for Electric Power Plant Operation via TABU-BOA Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1675–1682, Portland, Oregon. IEEE Press.
- [KENDALL and SPOERER, 2004] KENDALL, G. and SPOERER, K. (2004). Scripting the Game of Lemmings with a Genetic Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 117–124, Portland, Oregon. IEEE Press.
- [KENDALL *et al.*, 2004] KENDALL, G., YAAKOB, R., and HINGSTON, P. (2004). An Investigation of an Evolutionary Approach to the Opening of Go. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2052–2059, Portland, Oregon. IEEE Press.

- [KENNEDY, 2004] KENNEDY, J. (2004). Probability and Dynamics in the Particle Swarm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 340–347, Portland, Oregon. IEEE Press.
- [KEPHART and LEFEVRE, 2004] KEPHART, D. and LEFEVRE, J. (2004). CodeGen: The Generation and Testing of DNA Code Words. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1865–1873, Portland, Oregon. IEEE Press.
- [KHABZAOUI *et al.*, 2004] KHABZAOUI, M., DHAENENS, C., and TALBI, E.-G. (2004). A Multicriteria Genetic Algorithm to analyze DNA microarray data. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1874–1881, Portland, Oregon. IEEE Press.
- [KHAN and PERKOWSKI, 2004] KHAN, M. H. and PERKOWSKI, M. A. (2004). Genetic Algorithm Based Synthesis of Multi-Output Ternary Functions Using Quantum Cascade of Generalized Ternary Gates. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2194–2201, Portland, Oregon. IEEE Press.
- [KICINGER *et al.*, 2004] KICINGER, R., ARCISZEWSKI, T., and DE JONG, K. (2004). Morphogenesis and Structural Design: Cellular Automata Representations of Steel Structures in Tall Buildings. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 411–418, Portland, Oregon. IEEE Press.
- [KIMBROUGH *et al.*, 2004] KIMBROUGH, S., LU, M., and SAFAVI, S. (2004). Exploring a Financial Product Model with a Two-Population Genetic Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 855–862, Portland, Oregon. IEEE Press.
- [KIN CHOW and TAT TSUI, 2004] KIN CHOW, C. and TAT TSUI, H. (2004). Autonomous Agent Response Learning by a Multi-Species Particle Swarm Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 778–785, Portland, Oregon. IEEE Press.
- [KLEEMAN *et al.*, 2004] KLEEMAN, M., DAY, R., and LAMONT, G. (2004). Multi-Objective Evolutionary Search Performance with Explicit Building-Block Sizes for NPC Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 728–735, Portland, Oregon. IEEE Press.
- [KOBAYASHI and AIYOSHI, 2004] KOBAYASHI, Y. and AIYOSHI, E. (2004). Optimization Algorithm Using Multi-Agents and Reinforcement Learning. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 63–68, Portland, Oregon. IEEE Press.
- [KOBTI *et al.*, 2004] KOBTI, Z., REYNOLDS, R. G., and KOHLER, T. (2004). The Effect of Kinship Cooperation Learning Strategy and Culture on the Resilience of Social Systems in the Village Multi-Agent Simulation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1743–1750, Portland, Oregon. IEEE Press.
- [KODURU *et al.*, 2004] KODURU, P., DAS, S., WELCH, S., and ROE, J. L. (2004). A Multi-objective GA-Simplex Hybrid Approach for Gene Regulatory Network Models. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2084–2091, Portland, Oregon. IEEE Press.
- [KOEPPEN, 2004] KOEPPEN, M. (2004). No-Free-Lunch Theorems and the Diversity of Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 235–241, Portland, Oregon. IEEE Press.
- [KORCZAK and LIPINSKI, 2004] KORCZAK, J. J. and LIPINSKI, P. (2004). Evolutionary building of stock trading experts in a real-time system. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 940–947, Portland, Oregon. IEEE Press.
- [KORDON and LUE, 2004] KORDON, A. and LUE, C.-T. (2004). Symbolic Regression Modeling of Blown Film Process Effects. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 561–568, Portland, Oregon. IEEE Press.

- [KOTANI and KATO, 2004] KOTANI, M. and KATO, D. (2004). Feature Extraction Using Coevolutionary Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 614–619, Portland, Oregon. IEEE Press.
- [KRINK *et al.*, 2004] KRINK, T., FILIPIC, B., FOGEL, G. B., and THOMSEN, R. (2004). Noisy Optimization Problems - A Particular Challenge for Differential Evolution? In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 332–339, Portland, Oregon. IEEE Press.
- [KROHLING *et al.*, 2004] KROHLING, R. A., HOFFMANN, F., and DOS SANTOS COELHO, L. (2004). Co-evolutionary Particle Swarm Optimization for Min-Max Problems using Gaussian Distribution. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 959–964, Portland, Oregon. IEEE Press.
- [KRUSIENSKI and JENKINS, 2004] KRUSIENSKI, D. and JENKINS, W. K. (2004). Particle Swarm Optimization for Adaptive IIR Filter Structures. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 965–970, Portland, Oregon. IEEE Press.
- [LAMONT *et al.*, 2004] LAMONT, G., ESSLINGER, M., EWING, R., and ABDEL-ATY-ZOHDY, H. (2004). An Artificial Immune System Strategy for Robust Chemical Spectra Classification via Distributed Heterogeneous Sensors. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1036–1043, Portland, Oregon. IEEE Press.
- [LASSO *et al.*, 2004] LASSO, M., PANDOLFI, D., DE SAN PEDRO, M., VILLAGRA, A., and GALLARD, R. (2004). Solving Dynamic Tardiness Problems in Single Machine Environments. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1143–1149, Portland, Oregon. IEEE Press.
- [LEE *et al.*, 2004] LEE, G., BULITKO, V., and LEVNER, I. (2004). Automated Selection of Vision Operator Libraries with Evolutionary Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1127–1134, Portland, Oregon. IEEE Press.
- [LEGG *et al.*, 2004] LEGG, S., HUTTER, M., and KUMAR, A. (2004). Tournament versus Fitness Uniform Selection. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2144–2151, Portland, Oregon. IEEE Press.
- [LEON *et al.*, 2004] LEON, E., NASRAOUI, O., and GOMEZ, J. (2004). Anomaly Detection Based on Unsupervised Niche Clustering with Application to Network Intrusion Detection. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 502–508, Portland, Oregon. IEEE Press.
- [LICHODZIJEWski *et al.*, 2004] LICHODZIJEWski, P., ZINCIR-HEYWOOD, N., and HEYWOOD, M. (2004). Cascaded GP Models for Data Mining. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2258–2264, Portland, Oregon. IEEE Press.
- [LIU and IBA, 2004] LIU, H. and IBA, H. (2004). A Hierarchical Approach for Adaptive Humanoid Robot Control. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1546–1553, Portland, Oregon. IEEE Press.
- [LIU *et al.*, 2004] LIU, Y., QIN, Z., and HE, X. (2004). Supervisor-Student Model in Particle Swarm Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 542–547, Portland, Oregon. IEEE Press.
- [LUCAS, 2004] LUCAS, S. (2004). Cellz: A Simple Dynamic Game for Testing Evolutionary Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1007–1014, Portland, Oregon. IEEE Press.
- [LUCIDARME, 2004] LUCIDARME, P. (2004). An Evolutionary Algorithm for Multi-Robot Unsupervised Learning. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2210–2215, Portland, Oregon. IEEE Press.

- [MALINCHIK *et al.*, 2004] MALINCHIK, S., ORME, B., ROTHERMICH, J., and BONABEAU, E. (2004). Interactive Exploratory Data Analysis. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1098–1104, Portland, Oregon. IEEE Press.
- [MARK *et al.*, 2004] MARK, A., SENDHOFF, B., and WERSING, H. (2004). A Decision Making Framework for Game Playing Using Evolutionary Optimization and Learning. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 373–380, Portland, Oregon. IEEE Press.
- [MARWAHA *et al.*, 2004] MARWAHA, S., SRINIVASAN, D., THAM, C. K., and VASILAKOS, A. (2004). Evolutionary Fuzzy Multi-Objective Routing For Wireless Mobile Ad Hoc Networks. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1964–1971, Portland, Oregon. IEEE Press.
- [MIGUELANEZ *et al.*, 2004] MIGUELANEZ, E., ZALZALA, A., and TABOR, P. (2004). Evolving Neural Networks using Swarm Intelligence for Binmap Classification. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 978–985, Portland, Oregon. IEEE Press.
- [MILES *et al.*, 2004] MILES, C., LOUIS, S., COLE, N., and MCDONNELL, J. (2004). Learning to Play Like a Human: Case Injected Genetic Algorithms for Strategic Computer Gaming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1441–1448, Portland, Oregon. IEEE Press.
- [MILLER *et al.*, 2004] MILLER, D., ARGUELLO, R., and GREENWOOD, G. (2004). Evolving Artificial Neural Network Structures: Experimental Results for Biologically-Inspired Adaptive Mutations. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2114–2119, Portland, Oregon. IEEE Press.
- [MOHAIS *et al.*, 2004] MOHAIS, A., WARD, C., and POSTHOFF, C. (2004). Randomized Directed Neighborhoods with Edge Migration in Particle Swarm Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 548–555, Portland, Oregon. IEEE Press.
- [MOSTAGHIM *et al.*, 2004] MOSTAGHIM, S., HOFFMANN, M., KOENIG, P. H., FRAUENHEIM, T., and TEICH, J. (2004). Molecular Force Field Parametrization using Multi-Objective Evolutionary Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 212–219, Portland, Oregon. IEEE Press.
- [MOSTAGHIM and TEICH, 2004] MOSTAGHIM, S. and TEICH, J. (2004). Covering Pareto-optimal Fronts by Subswarms in Multi-objective Particle Swarm Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1404–1411, Portland, Oregon. IEEE Press.
- [MUMFORD, 2004] MUMFORD, C. (2004). A Hierarchical Evolutionary Approach to Multi-Objective Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1944–1951, Portland, Oregon. IEEE Press.
- [NAGATA, 2004] NAGATA, Y. (2004). Criteria for designing crossovers for TSP. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1465–1472, Portland, Oregon. IEEE Press.
- [NAKAGOE *et al.*, 2004] NAKAGOE, H., HIRASAWA, K., and HU, J. (2004). Genetic Network Programming with Automatically Generated Variable Size Macro Nodes. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 713–719, Portland, Oregon. IEEE Press.
- [NAKAMURA *et al.*, 2004] NAKAMURA, M., YAMASHIRO, N., and GONG, Y. (2004). Iterative Parallel and Distributed Genetic Algorithms with Biased Initial Population. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2296–2301, Portland, Oregon. IEEE Press.
- [NEAL and LABROSSE, 2004] NEAL, M. and LABROSSE, F. (2004). Rotation-invariant appearance based maps for robot navigation using an artificial immune network algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 863–870, Portland, Oregon. IEEE Press.

- [NEDJAH and MOURELLE, 2004] NEDJAH, N. and MOURELLE, L. (2004). Secure Evolutionary Hardware for Public-Key Cryptosystems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2130–2137, Portland, Oregon. IEEE Press.
- [NEEL *et al.*, 2004] NEEL, A., GARZON, M., and PENUMETSA, P. (2004). Soundness and Quality of Semantic Retrieval in DNA-based Memories with Abiotic Data. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1889–1895, Portland, Oregon. IEEE Press.
- [NEUMANN, 2004] NEUMANN, F. (2004). Expected Runtimes of Evolutionary Algorithms for the Eulerian Cycle Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 904–910, Portland, Oregon. IEEE Press.
- [NGUYEN and IAN, 2004] NGUYEN, X. H. and IAN, M. R. (2004). An Investigation on the Roles of Insertion and Deletion Operators in Tree Adjoining Grammar Guided Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 472–477, Portland, Oregon. IEEE Press.
- [NICOSIA *et al.*, 2004] NICOSIA, G., CUTELLO, V., and PAVONE, M. (2004). An Immune Algorithm with Hyper-Macromutations for the 2D Hydrophilic-Hydrophobic Model. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1074–1080, Portland, Oregon. IEEE Press.
- [NOJIMA *et al.*, 2004] NOJIMA, Y., KUBOTA, N., and KOJIMA, F. (2004). Trajectory Generation and Accumulation for Partner Robots based on Structured Learning. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2224–2229, Portland, Oregon. IEEE Press.
- [NOMAN *et al.*, 2004] NOMAN, N., OKADA, K., HOSOYAMA, N., and IBA, H. (2004). Use of Clustering to Improve the Layout of Gene Network for Visualization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2068–2075, Portland, Oregon. IEEE Press.
- [NUSER and DEATON, 2004] NUSER, M. and DEATON, R. (2004). A Probabilistic Analysis of in Vitro Selection of Independent DNA Words for Computation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1882–1888, Portland, Oregon. IEEE Press.
- [OH and BARLOW, 2004] OH, C. and BARLOW, G. (2004). Autonomous Controller Design for Unmanned Aerial Vehicles using Multi-objective Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1538–1545, Portland, Oregon. IEEE Press.
- [OH and VOLPER, 2004] OH, J. and VOLPER, D. (2004). Design of Rationality-based Computing Middleware: A Preliminary Study. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 839–846, Portland, Oregon. IEEE Press.
- [OKABE *et al.*, 2004] OKABE, T., JIN, Y., SENDHOFF, B., and OLHOFFER, M. (2004). Voronoi-based Estimation of Distribution Algorithm for Multi-objective Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1594–1601, Portland, Oregon. IEEE Press.
- [OLTEAN, 2004] OLTEAN, M. (2004). Solving Even-Parity Problems using Traceless Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1813–1819, Portland, Oregon. IEEE Press.
- [O’NEILL *et al.*, 2004] O’NEILL, M., BRABAZON, A., and ADLEY, C. (2004). The Automatic Generation of Programs for Classification Problems with Grammatical Swarm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 104–110, Portland, Oregon. IEEE Press.
- [ONO *et al.*, 2004] ONO, I., SEIKE, Y., MORISHITA, R., ONO, N., and MATSUI, M. (2004). An Evolutionary Algorithm Taking Account of Mutual Interactions among Substances for Inference of Genetic Networks. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2060–2067, Portland, Oregon. IEEE Press.
- [O’RIORDAN *et al.*, 2004] O’RIORDAN, C., GRIFFITH, J., NEWELL, J., and SORENSSEN, H. (2004). Co-evolution of Strategies for an N-player Dilemma. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1625–1630, Portland, Oregon. IEEE Press.

- [OSMERA, 2004] OSMERA, P. (2004). Evolvable Controllers with Hierarchical Structure. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 758–765, Portland, Oregon. IEEE Press.
- [OSTROWSKI and REYNOLDS, 2004] OSTROWSKI, D. and REYNOLDS, R. G. (2004). Using Cultural Algorithms to Evolve Strategies for Recessionary Markets. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1780–1785, Portland, Oregon. IEEE Press.
- [OUELLETTE *et al.*, 2004] OUELLETTE, R., BROWNE, M., and HIRASAWA, K. (2004). Genetic Algorithm Optimization of a Convolutional Neural Network for Autonomous Crack Detection. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 516–521, Portland, Oregon. IEEE Press.
- [OZCAN and ONBASIOGLU, 2004] OZCAN, E. and ONBASIOGLU, E. (2004). Genetic Algorithms for Parallel Code Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1375–1381, Portland, Oregon. IEEE Press.
- [PARKER, 2004] PARKER, G. (2004). Partial Recombination for the Co-Evolution of Model Parameters. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2216–2223, Portland, Oregon. IEEE Press.
- [PARKER and BLUMENTHAL, 2004] PARKER, G. and BLUMENTHAL, J. (2004). Varying Sample Sizes for the Co-Evolution of Heterogeneous Agents. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 766–771, Portland, Oregon. IEEE Press.
- [PARMEE and ABRAHAM, 2004] PARMEE, I. and ABRAHAM, J. (2004). Supporting Implicit Learning via the Visualisation of COGA Multi-objective Data. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 395–402, Portland, Oregon. IEEE Press.
- [PARROTT and LI, 2004] PARROTT, D. and LI, X. (2004). A Particle Swarm Model for Tracking Multiple Peaks in a Dynamic Environment using Speciation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 98–103, Portland, Oregon. IEEE Press.
- [PARSOPOULOS *et al.*, 2004] PARSOPOULOS, K., TASOULIS, D., PAVLIDIS, N., PLAGIANAKOS, V., and VRAHATIS, M. (2004). Vector Evaluated Differential Evolution for Multiobjective Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 204–211, Portland, Oregon. IEEE Press.
- [PATERLINI and KRINK, 2004] PATERLINI, S. and KRINK, T. (2004). High Performance Clustering with Differential Evolution. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2004–2011, Portland, Oregon. IEEE Press.
- [PAUL and IBA, 2004] PAUL, T. and IBA, H. (2004). Selection of the Most Useful Subset of Genes for Gene Expression-Based Classification. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2076–2083, Portland, Oregon. IEEE Press.
- [PENG and REYNOLDS, 2004] PENG, B. and REYNOLDS, R. G. (2004). Cultural Algorithms: Knowledge Learning in Dynamic Environments. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1751–1758, Portland, Oregon. IEEE Press.
- [PFAFFMANN *et al.*, 2004] PFAFFMANN, J., BOUSMALIS, K., and COLOMBANO, S. (2004). A Scouting-Inspired Evolutionary Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1706–1712, Portland, Oregon. IEEE Press.
- [PIASECZNY *et al.*, 2004] PIASECZNY, W., SUZUKI, H., and SAWAI, H. (2004). Chemical Genetic Programming - Evolution of Amino Acid Rewriting Rules Used for Genotype-Phenotype Translation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1639–1646, Portland, Oregon. IEEE Press.
- [PING CHEN and GOLDBERG, 2004] PING CHEN, Y. and GOLDBERG, D. (2004). Convergence Time for the Linkage Learning Genetic Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 39–46, Portland, Oregon. IEEE Press.



- [PIRZADA *et al.*, 2004] PIRZADA, A., DATTA, A., and McDONALD, C. (2004). Trusted Routing in Ad-hoc Networks using Pheromone Trails. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1938–1943, Portland, Oregon. IEEE Press.
- [PULIDO and COELLO-COELLO, 2004] PULIDO, G. T. and COELLO-COELLO, C. (2004). A Constraint-Handling Mechanism for Particle Swarm Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1396–1403, Portland, Oregon. IEEE Press.
- [RANDALL, 2004] RANDALL, M. (2004). Heuristics for Ant Colony Optimisation using the Generalised Assignment Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1916–1923, Portland, Oregon. IEEE Press.
- [RAY *et al.*, 2004] RAY, T., VENKATARAYALU, N., WON, K. S., and CHAN, K. P. (2004). Study on the Behaviour and Implementation of Parent Centric Crossover within the Generalized Generation Gap Model. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1996–2003, Portland, Oregon. IEEE Press.
- [ROSS *et al.*, 2004] ROSS, P., MARIN-BLAZQUEZ, J. G., and HART, E. (2004). Hyper-heuristics applied to Class and Exam Timetabling problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1691–1698, Portland, Oregon. IEEE Press.
- [ROWLAND, 2004] ROWLAND, J. (2004). On Genetic Programming and Knowledge Discovery in Transcriptome Data. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 158–165, Portland, Oregon. IEEE Press.
- [S. *et al.*, 2004] S., B., ALPHONES, A., and SUGANTHAN, P. N. (2004). Concurrent PSO and FDR-PSO based reconfigurable Phase-Differentiated Antenna Array Design. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2173–2179, Portland, Oregon. IEEE Press.
- [S. and SUGANTHAN, 2004] S., B. and SUGANTHAN, P. N. (2004). A Novel Concurrent Particle Swarm Optimization (CPSO). In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 792–796, Portland, Oregon. IEEE Press.
- [SAIT and AL-ISMAIL, 2004] SAIT, S. M. and AL-ISMAIL, M. (2004). Enhanced Simulated Evolution Algorithm For Digital Circuit Design Yielding Faster Execution in a Larger Solution Space. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1794–1799, Portland, Oregon. IEEE Press.
- [SALOMON, 2004a] SALOMON, R. (2004a). The Curse of High-Dimensional Search Spaces: Observing Premature Convergence in Unimodal Functions. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 918–923, Portland, Oregon. IEEE Press.
- [SALOMON, 2004b] SALOMON, R. (2004b). The Force Model: Concept, Behavior, Interpretation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1119–1126, Portland, Oregon. IEEE Press.
- [SANCHEZ *et al.*, 2004a] SANCHEZ, E., SQUILLERO, G., and VIOLANTE, M. (2004a). A Local Analysis of the Genotype-Fitness Mapping in Hardware Optimization Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 871–878, Portland, Oregon. IEEE Press.
- [SANCHEZ *et al.*, 2004b] SANCHEZ, J. J., GALAN, M., and RUBIO, E. (2004b). Genetic Algorithms and Cellular Automata: A New Architecture for Traffic Light Cycles Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1668–1674, Portland, Oregon. IEEE Press.
- [SANTOS and OHISHI, 2004] SANTOS, E. and OHISHI, T. (2004). A Hydro Unit Commitment Model Using Genetic Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1368–1374, Portland, Oregon. IEEE Press.
- [SARIF *et al.*, 2004] SARIF, B., ABD-EL-BARR, M., SAIT, S. M., and AL-SAIARI, U. (2004). Fuzzified Ant Colony Optimization Algorithm for Efficient Combinational Circuits. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1317–1324, Portland, Oregon. IEEE Press.

- [SASTRY *et al.*, 2004] SASTRY, K., PELIKAN, M., and GOLDBERG, D. (2004). Efficiency Enhancement of Genetic Algorithms via Building-Block-Wise Fitness Estimation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 720–727, Portland, Oregon. IEEE Press.
- [SATO *et al.*, 2004] SATO, H., AGUIRRE, H., and TANAKA, K. (2004). Local Dominance Using Polar Coordinates to Enhance Multiobjective Evolutionary Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 188–195, Portland, Oregon. IEEE Press.
- [SCHOENEMANN, 2004] SCHOENEMANN, L. (2004). The Impact of Population Sizes and Diversity on the Adaptability of Evolution Strategies in Dynamic Environments. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1270–1277, Portland, Oregon. IEEE Press.
- [SCHONFELD and ASHLOCK, 2004] SCHONFELD, J. and ASHLOCK, D. (2004). Comparison of Robustness of Solutions Located by Evolutionary Computation and Other Search Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 250–257, Portland, Oregon. IEEE Press.
- [SEDIGHI *et al.*, 2004] SEDIGHI, K., ASHENAYI, K., MANIKAS, T., TAI, H.-M., and WAINWRIGHT, R. (2004). Autonomous Local Path-Planning for a Mobile Robot Using a Genetic Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1338–1345, Portland, Oregon. IEEE Press.
- [SEO *et al.*, 2004] SEO, D., YASUNAGA, M., and KIM, J. H. (2004). A Computational Approach to Detect Transcription Regulatory Elements in Dictyostelium Discoideum. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1647–1653, Portland, Oregon. IEEE Press.
- [SEREDYNSKI and BOUVRY, 2004] SEREDYNSKI, M. and BOUVRY, P. (2004). Block Cipher based on Reversible Cellular Automata. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2138–2143, Portland, Oregon. IEEE Press.
- [SHAN *et al.*, 2004] SHAN, Y., MCKAY, R. I., BAXTER, R., ABBASS, H., ESSAM, D., and NGUYEN, H. (2004). Grammar Model-based Program Evolution. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 478–485, Portland, Oregon. IEEE Press.
- [SHENG and LIU, 2004] SHENG, W. and LIU, X. (2004). A Hybrid Algorithm for K-medoid Clustering of Large Data Sets. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 77–82, Portland, Oregon. IEEE Press.
- [SHUYUAN *et al.*, 2004a] SHUYUAN, Y., MIN, W., and LICHENG, J. (2004a). A Novel Quantum Evolutionary Algorithm And Its Application. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 820–826, Portland, Oregon. IEEE Press.
- [SHUYUAN *et al.*, 2004b] SHUYUAN, Y., MIN, W., and LICHENG, J. (2004b). A Quantum Particle Swarm Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 320–324, Portland, Oregon. IEEE Press.
- [SIMIONESCU *et al.*, 2004] SIMIONESCU, P. A., BEALE, D. G., and DOZIER, G. V. (2004). Constrained Optimization Problem Solving Using Estimation of Distribution Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 296–302, Portland, Oregon. IEEE Press.
- [SIMSEK *et al.*, 2004] SIMSEK, B., ALBAYRAK, S., and KORTH, A. (2004). Reinforcement Learning for Procurement Agents of the Factory of the Future. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1331–1337, Portland, Oregon. IEEE Press.
- [SINKA and CORNE, 2004] SINKA, M. and CORNE, D. (2004). Evolving Document Features for Web Document Clustering: A Feasability Study. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 891–897, Portland, Oregon. IEEE Press.
- [SLADE *et al.*, 2004] SLADE, W., RESSOM, H., MUSAVI, M., and MILLER, R. (2004). Ocean Color Inversion by Particle Swarm Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 971–977, Portland, Oregon. IEEE Press.

- [SMITH *et al.*, 2004] SMITH, K., EVERSON, R., and FIELDSEND, J. (2004). Dominance Measures for Multi-Objective Simulated Annealing. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 23–30, Portland, Oregon. IEEE Press.
- [SONG and CIESIELSKI, 2004] SONG, A. and CIESIELSKI, V. (2004). Texture Analysis by Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2092–2099, Portland, Oregon. IEEE Press.
- [SPEER *et al.*, 2004] SPEER, N., SPIETH, C., and ZELL, A. (2004). A Memetic Co-Clustering Algorithm for Gene Expression Profiles and Biological Annotation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1631–1638, Portland, Oregon. IEEE Press.
- [SPIETH *et al.*, 2004a] SPIETH, C., STREICHERT, F., SPEER, N., and ZELL, A. (2004a). A Memetic Inference Method for Gene Regulatory Networks Based on S-Systems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 152–157, Portland, Oregon. IEEE Press.
- [SPIETH *et al.*, 2004b] SPIETH, C., STREICHERT, F., SPEER, N., and ZELL, A. (2004b). Utilizing an Island Model for EA to Preserve Solution Diversity for Inferring Gene Regulatory Networks. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 146–151, Portland, Oregon. IEEE Press.
- [STANHOPE, 2004] STANHOPE, S. (2004). Evolution Strategies for Multivariate-to-Anything Partially Specified Random Vector Generation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2235–2240, Portland, Oregon. IEEE Press.
- [STEPHAN and SULLIVAN, 2004] STEPHAN, C. and SULLIVAN, J. (2004). An Agent-Based Hydrogen Vehicle/Infrastructure Model. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1774–1779, Portland, Oregon. IEEE Press.
- [STOICA *et al.*, 2004] STOICA, A., ARSLAN, T., KEYMEULEN, D., DUONG, V., ZEBULUM, R., GUO, X., FERGUSON, I., and DAUD, T. (2004). Evolutionary Recovery of Electronic Circuits from Radiation Induced Faults. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1786–1793, Portland, Oregon. IEEE Press.
- [STREICHERT *et al.*, 2004] STREICHERT, F., ULMER, H., and ZELL, A. (2004). Evaluating a Hybrid Encoding and Three Crossover Operators on the Constrained Portfolio Selection Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 932–939, Portland, Oregon. IEEE Press.
- [SUN *et al.*, 2004] SUN, J., FENG, B., XU, W., LIU, J., and BAO, L. (2004). Particle Swarm Optimization with Particles Having Quantum Behavior. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 325–331, Portland, Oregon. IEEE Press.
- [SUN and JUST, 2004] SUN, X. and JUST, W. (2004). Evolution of Strategies in Modified Sequential Assessment Games. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 388–394, Portland, Oregon. IEEE Press.
- [SURAM *et al.*, 2004] SURAM, S., BRYDEN, K., and ASHLOCK, D. (2004). Quantitative Trait Loci based Solution of an Inverse Radiation Heat Transfer Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 427–432, Portland, Oregon. IEEE Press.
- [TAKAHASHI and KOBAYASHI, 2004] TAKAHASHI, O. and KOBAYASHI, S. (2004). An Angular Distance Dependent Alternation Model for Real-Coded Genetic Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2159–2165, Portland, Oregon. IEEE Press.
- [TANAKA-YAMAWAKI and MOTOYAMA, 2004] TANAKA-YAMAWAKI, M. and MOTOYAMA, T. (2004). Predicting the Tick-wise Price Fluctuations by Means of Evolutional Computation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 955–958, Portland, Oregon. IEEE Press.

- [TANEV *et al.*, 2004] TANEV, I., RAY, T., and BULLER, A. (2004). Evolutionary Design, Robustness and Adaptation of Sidewinding Locomotion of Simulated Limbless Wheelless Robot. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2312–2319, Portland, Oregon. IEEE Press.
- [TANG *et al.*, 2004] TANG, K., SUGANTHAN, P. N., and YAO, X. (2004). Generalized Lda Using Relevance Weighting and Evolution Strategy. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2230–2234, Portland, Oregon. IEEE Press.
- [TASGETIREN *et al.*, 2004] TASGETIREN, M. F., SEVKLI, M., LIANG, Y.-C., and GENCYILMAZ, G. (2004). Particle Swarm Optimization Algorithm For Single Machine Total Weighted Tardiness Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1412–1419, Portland, Oregon. IEEE Press.
- [TASOULIS *et al.*, 2004] TASOULIS, D., PAVLIDIS, N., PLAGIANAKOS, V., and VRAHATIS, M. (2004). Parallel Differential Evolution. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2023–2029, Portland, Oregon. IEEE Press.
- [TAVARES *et al.*, 2004] TAVARES, J., PEREIRA, F., and COSTA, E. (2004). Understanding the Role of Insertion and Correction in the Evolution of Golomb Rulers. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 69–76, Portland, Oregon. IEEE Press.
- [TEREDESAL and GOVINDARAJU, 2004] TEREDESAL, A. and GOVINDARAJU, V. (2004). Issues in Evolving GP based Classifiers for a Pattern Recognition Task. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 509–515, Portland, Oregon. IEEE Press.
- [THOMSEN, 2004] THOMSEN, R. (2004). Multimodal Optimization Using Crowding-Based Differential Evolution. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1382–1389, Portland, Oregon. IEEE Press.
- [TIMMIS *et al.*, 2004] TIMMIS, J., EDMONDS, C., and KELSEY, J. (2004). Assessing the Performance of Two Immune Inspired Algorithms and a Hybrid Genetic Algorithm for Function Optimisation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1044–1051, Portland, Oregon. IEEE Press.
- [TINOS and CARVALHO, 2004] TINOS, R. and CARVALHO, A. (2004). A Genetic Algorithm with Gene Dependent Mutation Probability for Non-Stationary Optimization Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1278–1285, Portland, Oregon. IEEE Press.
- [TOMASSINI *et al.*, 2004] TOMASSINI, M., VANNESCHI, L., CUENDET, J., and FERNANDEZ, F. (2004). A New Technique for Dynamic Size Populations in Genetic Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 486–493, Portland, Oregon. IEEE Press.
- [TONGCHIM and YAO, 2004] TONGCHIM, S. and YAO, X. (2004). Parallel Evolutionary Programming. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1362–1367, Portland, Oregon. IEEE Press.
- [TREPTOW and ZELL, 2004] TREPTOW, A. and ZELL, A. (2004). Combining Adaboost Learning and Evolutionary Search to select Features for Real-Time Object Detection. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2107–2113, Portland, Oregon. IEEE Press.
- [TSUTSUI and WILSON, 2004] TSUTSUI, S. and WILSON, G. (2004). Solving Capacitated Vehicle Routing Problems Using Edge Histogram Based Sampling Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1150–1157, Portland, Oregon. IEEE Press.
- [TULAI and OPPACHER, 2004] TULAI, A. and OPPACHER, F. (2004). Maintaining Diversity and Increasing the Accuracy of Classification Rules through Automatic Speciation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2241–2249, Portland, Oregon. IEEE Press.

- [ULMER *et al.*, 2004] ULMER, H., STREICHERT, F., and ZELL, A. (2004). Evolution Strategies with Controlled Model Assistance. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1569–1576, Portland, Oregon. IEEE Press.
- [UOSAKI *et al.*, 2004] UOSAKI, K., KIMURA, Y., and HATANAKA, T. (2004). Evolution Strategies Based Particle Filters for State and Parameter Estimation of Nonlinear Models. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 884–890, Portland, Oregon. IEEE Press.
- [UYAR and UYAR, 2004] UYAR, A. S. and UYAR, H. T. (2004). An Event-Driven Test Framework for Evolutionary Algorithms in Dynamic Environments. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2265–2272, Portland, Oregon. IEEE Press.
- [VENKATRAMAN and YEN, 2004] VENKATRAMAN, S. and YEN, G. (2004). A Simple Elitist Genetic Algorithm for Constrained Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 288–295, Portland, Oregon. IEEE Press.
- [VEREL *et al.*, 2004] VEREL, S., COLLARD, P., and CLERGUE, M. (2004). Scuba Search: when selection meets innovation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 924–931, Portland, Oregon. IEEE Press.
- [VESTERSTROEM and THOMSEN, 2004] VESTERSTROEM, J. and THOMSEN, R. (2004). A Comparative Study of Differential Evolution, Particle Swarm Optimization, and Evolutionary Algorithms on Numerical Benchmark Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1980–1987, Portland, Oregon. IEEE Press.
- [VIGRAHAM and GALLAGHER, 2004] VIGRAHAM, S. and GALLAGHER, J. (2004). On the Relative Efficacies of Space Saving \*CGAs for Evolvable Hardware Applications. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2187–2193, Portland, Oregon. IEEE Press.
- [WALKER, 2004] WALKER, R. L. (2004). Honeybee Search Strategies: Adaptive Exploration of an Information Ecosystem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1209–1216, Portland, Oregon. IEEE Press.
- [WALSH and FENTON, 2004] WALSH, P. and FENTON, P. (2004). A High-Throughput Computing Environment for Job Shop Scheduling Genetic Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1554–1560, Portland, Oregon. IEEE Press.
- [WATANABE and NODU, 2004] WATANABE, I. and NODU, M. (2004). A Genetic Algorithm for Optimizing Switching Sequence of Service Restoration in Distribution Systems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1683–1690, Portland, Oregon. IEEE Press.
- [WEI and LEE, 2004] WEI, J.-D. and LEE, D.-T. (2004). A New Approach to the Traveling Salesman Problem Using Genetic Algorithms with Priority Encoding. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1457–1464, Portland, Oregon. IEEE Press.
- [WEINBERG and TALBI, 2004] WEINBERG, B. and TALBI, E.-G. (2004). NFL theorem is unusable on structured classes of problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 220–226, Portland, Oregon. IEEE Press.
- [WHITE and YEN, 2004] WHITE, C. and YEN, G. (2004). A Hybrid Evolutionary Algorithm for Traveling Salesman Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1473–1478, Portland, Oregon. IEEE Press.
- [WON and RAY, 2004] WON, K. S. and RAY, T. (2004). Performance of Kriging and Cokriging based Surrogate Models within the Unified Framework for Surrogate Assisted Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1577–1585, Portland, Oregon. IEEE Press.

- [WONG *et al.*, 2004] WONG, T., COTE, P., and SABOURIN, R. (2004). A Hybrid MOEA for the Capacitated Exam Proximity Problem. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1495–1501, Portland, Oregon. IEEE Press.
- [WOOD and CHEN, 2004] WOOD, D. and CHEN, J. (2004). Fredkin Gate Circuits via Recombination Enzymes. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1896–1900, Portland, Oregon. IEEE Press.
- [WU *et al.*, 2004] WU, Z., TANG, Z., ZOU, J., KANG, L., and LI, M. (2004). An Evolutionary Algorithm for Solving Parameter Identification Problems in Elliptic Systems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 803–808, Portland, Oregon. IEEE Press.
- [XIE *et al.*, 2004a] XIE, X.-F., ZHANG, W.-J., and BI, D.-C. (2004a). Handling Equality Constraints by Adaptive Relaxing Rule for Swarm Algorithms. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2012–2016, Portland, Oregon. IEEE Press.
- [XIE *et al.*, 2004b] XIE, X.-F., ZHANG, W.-J., and BI, D.-C. (2004b). Optimizing Semiconductor Devices by Self-organizing Particle Swarm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2017–2022, Portland, Oregon. IEEE Press.
- [XU *et al.*, 2004] XU, Y., SALCEDO-SANZ, S., and YAO, X. (2004). Non-standard Cost Terminal Assignment Problems Using Tabu Search Approach. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2302–2306, Portland, Oregon. IEEE Press.
- [YANG and SHEN, 2004] YANG, J.-M. and SHEN, T.-W. (2004). A Pharmacophore-Based Evolutionary Approach for Screening Estrogen Receptor Antagonists. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1028–1035, Portland, Oregon. IEEE Press.
- [YANG, 2004] YANG, S. (2004). Constructing Dynamic Test Environments for Genetic Algorithms Based on Problem Difficulty. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1262–1269, Portland, Oregon. IEEE Press.
- [YANNAKAKIS *et al.*, 2004] YANNAKAKIS, G., LEVINE, J., and HALLAM, J. (2004). An Evolutionary Approach for Interactive Computer Games. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 986–993, Portland, Oregon. IEEE Press.
- [YAPICIOGLU *et al.*, 2004] YAPICIOGLU, H., DOZIER, G. V., and SMITH, A. E. (2004). Bi-criteria model for Locating a Semi-desirable Facility on a Plane Using Particle Swarm Optimization. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2328–2334, Portland, Oregon. IEEE Press.
- [YONG-DUK *et al.*, 2004] YONG-DUK, K., JONG-HWAN, K., and YONG-JAE, K. (2004). Behavior Selection and Learning for Synthetic Character. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 898–903, Portland, Oregon. IEEE Press.
- [YUCHI and KIM, 2004] YUCHI, M. and KIM, J.-H. (2004). Grouping-based Evolutionary Algorithm: Seeking Balance Between Feasible and Infeasible Individuals of Constrained Optimization Problems. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 280–287, Portland, Oregon. IEEE Press.
- [YUN *et al.*, 2004] YUN, Y., NAKAYAMA, H., and ARAKAWA, M. (2004). Fitness Evaluation using Generalized Data Envelopment Analysis in MOGA. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 464–471, Portland, Oregon. IEEE Press.
- [ZHANG and DOZIER, 2004] ZHANG, F. and DOZIER, G. V. (2004). A Comparison of Distributed Restricted Recombination Operators for Genetic and Evolutionary Societies of Hill-Climbers: A DisACSP Perspective. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1988–1995, Portland, Oregon. IEEE Press.
- [ZHANG and HUANG, 2004] ZHANG, G.-Z. and HUANG, D.-S. (2004). Radial Basis Function Neural Network Optimized by GA for Soybean Protein Sequence Residue Spatial Distance Prediction. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1015–1019, Portland, Oregon. IEEE Press.

- [ZHANG *et al.*, 2004a] ZHANG, J., CHUNG, H., and HU, B. (2004a). Adaptive Probabilities of Crossover and Mutation in Genetic Algorithms Based on Clustering Technique. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2280–2287, Portland, Oregon. IEEE Press.
- [ZHANG *et al.*, 2004b] ZHANG, J., YUAN, X., and BUCKLES, B. (2004b). Subspace FDC for Sharing Distance Estimation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1735–1742, Portland, Oregon. IEEE Press.
- [ZHANG *et al.*, 2004c] ZHANG, W.-J., XIE, X.-F., and BI, D.-C. (2004c). Handling Boundary Constraints for Numrical Optimization by Particle Swarm Flying in Periodic Search Space. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2307–2311, Portland, Oregon. IEEE Press.
- [ZHENG *et al.*, 2004] ZHENG, J., LING, C. X., SHI, Z., and XIE, Y. (2004). Some Discussions about MOGAs: Individual Relations, Non-dominated Set, and Application on Automatic Negotiation. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 706–712, Portland, Oregon. IEEE Press.
- [ZHOU *et al.*, 2004] ZHOU, Z., ONG, Y. S., and NAIR, P. B. (2004). Hierarchical Surrogate-Assisted Evolutionary Optimization Framework. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1586–1593, Portland, Oregon. IEEE Press.
- [ZOU *et al.*, 2004a] ZOU, P., ZHOU, Z., CHEN, G., and YAO, X. (2004a). A Novel Memetic Algorithm with Random Multi-local-search: A case study of TSP. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2335–2340, Portland, Oregon. IEEE Press.
- [ZOU *et al.*, 2004b] ZOU, Y., ZHUANG, Z., and CHEN, H. (2004b). HW-SW Partitioning Based on Genetic Algorithm. In *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 628–633, Portland, Oregon. IEEE Press.