Список литературы

[1] Fonlupt, C, Hao, J.-K, Lutton, E, Ronald, E. M. A, & Schoenauer, M, eds. (2000) *Artificial Evolution, 4th European Conference, AE'99, Dunkerque, France, November 3-5, 1999, Selected Papers*, Lecture Notes in Computer Science (Springer) Vol. 1829.

[2] Reeves, C. R. (1999) *Fitness Landscapes and Evolutionary Algorithms.* pp. 3–20.

[3] Gottlieb, J. (1999) *On the Effectivity of Evolutionary Algorithms for the Multidimensional Knapsack Problem.* pp. 23–37.

[4] Gottlieb, J & Raidl, G. R. (1999) *Characterizing Locality in Decoder-Based EAs for the Multidimensional Knapsack Problem.* pp. 38–52.

[5] Rosenman, M. (1999) *Evolutionary Case-Based Design.* pp. 53–72.

[6] Ekárt, A. (1999) *Shorter Fitness Preserving Genetic Programs.* pp. 73–83.

[7] Emereev, A. V. (1999) *Modeling and Analysis of Genetic Algorithm with Tournament Selection.* pp. 84–95.

[8] Monmarché, N, Nocent, G, Venturini, G, & Santini, P. (1999) *On Generating HTML Style Sheets with an Interactive Genetic Algorithm Based on Gene Frequencies.* pp. 99–110.

[9] Ratle, A. (1999) *Problem-Specific Representations for Heterogeneous Materials Design.* pp. 111–122.

[10] Moreau-Giraud, L & Lafon, P. (1999) *A Hybrid Evolution Strategy for Mixed Discrete Continuous Constrained Problems.* pp. 123–135.

[11] Spalanzani, A. (1999) *Lamarckian vs Darwinian Evolution for the Adaptation to Acoustical Environment Change.* pp. 136–144.

[12] Louchet, J. (1999) *From Hough to Darwin: An Invidual Evolutionary Strategy Applied to Artificial Vision.* pp. 145–161.

[13] Li, Y & Bouchebaba, Y. (1999) *A New Genetic Algorithm for the Optimal Communication Spanning Tree Problem.* pp. 162–173.

[14] Mathieu, P, Beaufils, B, & Delahaye, J.-P. (1999) *Studies on Dynamics in the Classical Iterated Prisoner's Dilemma with Few Strategies.* pp. 177–190.

[15] Bagnall, A. G & Smith, G. D. (1999) *An Adaptive Agent Model for Generator Company Bidding in the UK Power Pool.* pp. 191–203.

[16] Delepoulle, S, Preux, P, & Darcheville, J.-C. (1999) *Evolution of Cooperation within a Behavior-Based Perspective: Confronting Nature and Animats.* pp. 204–216.

[17] Griffiths, D & Sarafopoulos, A. (1999) *Evolving Behavioural Animation Systems.* pp. 217–227.

[18] Roux, O, Fonlupt, C, & Robilliard, D. (1999) *Co-operative Improvement for a Combinatorial Optimization Algorithm.* pp. 231–241.

[19] Belaidouni, M & Hao, J.-K. (1999) *Landscapes and the Maximal Constraint Satisfaction Problem.* pp. 242–253.

[20] Collard, P, Clergue, M, & Defoin-Platel, M. (1999) *Synthetic Neutrality for Artificial Evolution.* pp. 254–265.

[21] Hamida, S. B, Racine, A, & Schoenauer, M. (1999) *Two Evolutionary Approaches to Design Phase Plate for Tailoring Focal-Plane Irradiance Profile.* pp. 266–276.

[22] Robilliard, D & Fonlupt, C. (1999) *A Shepherd and a Sheepdog to Guide Evolutionary Computation?* pp. 277–291.