

Список литературы

- [1] A. G. Bagnall and G. D. Smith, *An adaptive agent model for generator company bidding in the uk power pool.*, Artificial Evolution, 1999, pp. 191–203.
- [2] Meriema Belaidouni and Jin-Kao Hao, *Landscapes and the maximal constraint satisfaction problem.*, Artificial Evolution, 1999, pp. 242–253.
- [3] Philippe Collard, Manuel Clergue, and Michael Defoin-Platel, *Synthetic neutrality for artificial evolution.*, Artificial Evolution, 1999, pp. 254–265.
- [4] Samuel Delepoulle, Philippe Preux, and Jean-Claude Darcheville, *Evolution of cooperation within a behavior-based perspective: Confronting nature and animats.*, Artificial Evolution, 1999, pp. 204–216.
- [5] Anikó Ekárt, *Shorter fitness preserving genetic programs.*, Artificial Evolution, 1999, pp. 73–83.
- [6] Anton V. Emereev, *Modeling and analysis of genetic algorithm with tournament selection.*, Artificial Evolution, 1999, pp. 84–95.
- [7] Cyril Fonlupt, Jin-Kao Hao, Evelyne Lutton, Edmund M. A. Ronald, and Marc Schoenauer (eds.), *Artificial evolution, 4th european conference, ae'99, dunkerque, france, november 3-5, 1999, selected papers*, Lecture Notes in Computer Science, vol. 1829, Springer, 2000.
- [8] Jens Gottlieb, *On the effectivity of evolutionary algorithms for the multidimensional knapsack problem.*, Artificial Evolution, 1999, pp. 23–37.
- [9] Jens Gottlieb and Günther R. Raidl, *Characterizing locality in decoder-based eas for the multidimensional knapsack problem.*, Artificial Evolution, 1999, pp. 38–52.
- [10] David Griffiths and Anargyros Sarafopoulos, *Evolving behavioural animation systems.*, Artificial Evolution, 1999, pp. 217–227.
- [11] Sana Ben Hamida, Alain Racine, and Marc Schoenauer, *Two evolutionary approaches to design phase plate for tailoring focal-plane irradiance profile.*, Artificial Evolution, 1999, pp. 266–276.
- [12] Yu Li and Youcef Bouchebaba, *A new genetic algorithm for the optimal communication spanning tree problem.*, Artificial Evolution, 1999, pp. 162–173.
- [13] Jean Louchet, *From hough to darwin: An invidual evolutionary strategy applied to artificial vision.*, Artificial Evolution, 1999, pp. 145–161.
- [14] Philippe Mathieu, Bruno Beaufls, and Jean-Paul Delahaye, *Studies on dynamics in the classical iterated prisoner's dilemma with few strategies.*, Artificial Evolution, 1999, pp. 177–190.
- [15] Nicolas Monmarché, G. Nocent, Gilles Venturini, and P. Santini, *On generating html style sheets with an interactive genetic algorithm based on gene frequencies.*, Artificial Evolution, 1999, pp. 99–110.
- [16] Laurence Moreau-Giraud and Pascal Lafon, *A hybrid evolution strategy for mixed discrete continuous constrained problems.*, Artificial Evolution, 1999, pp. 123–135.
- [17] Alain Ratle, *Problem-specific representations for heterogeneous materials design.*, Artificial Evolution, 1999, pp. 111–122.
- [18] Colin R. Reeves, *Fitness landscapes and evolutionary algorithms.*, Artificial Evolution, 1999, pp. 3–20.
- [19] Denis Robilliard and Cyril Fonlupt, *A shepherd and a sheepdog to guide evolutionary computation?*, Artificial Evolution, 1999, pp. 277–291.
- [20] Mike Rosenman, *Evolutionary case-based design.*, Artificial Evolution, 1999, pp. 53–72.

- [21] Olivier Roux, Cyril Fonlupt, and Denis Robilliard, *Co-operative improvement for a combinatorial optimization algorithm.*, Artificial Evolution, 1999, pp. 231–241.
- [22] Anne Spalanzani, *Lamarckian vs darwinian evolution for the adaptation to acoustical environment change.*, Artificial Evolution, 1999, pp. 136–144.