

Список литературы

- [1] P. Liardet, P. Collet, C. Fonlupt, E. Lutton, and M. Schoenauer, editors, *Artificial Evolution, 6th International Conference, Evolution Artificielle, EA 2003, Marseilles, France, October 27-30, 2003*, volume 2936 of *Lecture Notes in Computer Science*, Springer, 2004.
- [2] M. Defoin-Platel, S. Vérel, M. Clergue, and P. Collard, From royal road to epistatic road for variable length evolution algorithm., in *Artificial Evolution*, pp. 3–14, 2003.
- [3] M. Nicolau, A. Auger, and C. Ryan, Functional dependency and degeneracy: Detailed analysis of the gauge system., in *Artificial Evolution*, pp. 15–26, 2003.
- [4] L. Grosset, R. L. Riche, and R. T. Haftka, A study of the effects of dimensionality on stochastic hill climbers and estimation of distribution algorithms., in *Artificial Evolution*, pp. 27–38, 2003.
- [5] S. Aupetit, P. Liardet, and M. Slimane, Evolutionary search for binary strings with low aperiodic auto-correlations., in *Artificial Evolution*, pp. 39–50, 2003.
- [6] S. Puechmorel and D. Delahaye, Order statistics in artificial evolution., in *Artificial Evolution*, pp. 51–62, 2003.
- [7] M. M. Drugan and D. Thierens, Evolutionary markov chain monte carlo., in *Artificial Evolution*, pp. 63–76, 2003.
- [8] V. Barichard, H. Deleau, J.-K. Hao, and F. Saubion, A hybrid evolutionary algorithm for csp., in *Artificial Evolution*, pp. 79–90, 2003.
- [9] R. Baños, C. Gil, J. Ortega, and F. G. Montoya, Optimising graph partitions using parallel evolution., in *Artificial Evolution*, pp. 91–102, 2003.
- [10] F. Lardeux, F. Saubion, and J.-K. Hao, Recombination operators for satisfiability problems., in *Artificial Evolution*, pp. 103–114, 2003.
- [11] B. Sareni, J. Regnier, and X. Roboam, Recombination and self-adaptation in multi-objective genetic algorithms., in *Artificial Evolution*, pp. 115–126, 2003.
- [12] M. Murakawa, H. Nosato, and T. Higuchi, Automatic optical fiber alignment system using genetic algorithms., in *Artificial Evolution*, pp. 129–140, 2003.
- [13] K. Deb and A. R. Reddy, Large-scale scheduling of casting sequences using a customized genetic algorithm., in *Artificial Evolution*, pp. 141–152, 2003.
- [14] J. J. Korczak and A. Quirin, Evolutionary mining for image classification rules., in *Artificial Evolution*, pp. 153–165, 2003.
- [15] M. Segond *et al.*, Ant algorithm for detection of retentive structures in coastal waters., in *Artificial Evolution*, pp. 166–176, 2003.
- [16] D. Delahaye and S. Puechmorel, Air traffic controller keyboard optimization by artificial evolution., in *Artificial Evolution*, pp. 177–188, 2003.
- [17] A. B. Garmendia-Doval, S. D. Morley, and S. Juhos, Post docking filtering using cartesian genetic programming., in *Artificial Evolution*, pp. 189–200, 2003.
- [18] P. Collet and M. Schoenauer, Guide: Unifying evolutionary engines through a graphical user interface., in *Artificial Evolution*, pp. 203–215, 2003.
- [19] S. Cahon, N. Melab, E.-G. Talbi, and M. Schoenauer, Paradiseo-based design of parallel and distributed evolutionary algorithms., in *Artificial Evolution*, pp. 216–228, 2003.
- [20] Y. Yang, J. Vincent, and G. Littlefair, A coarse-grained parallel genetic algorithm employing cluster analysis for multi-modal numerical optimisation., in *Artificial Evolution*, pp. 229–240, 2003.

- [21] M. Tomassini, L. Vanneschi, F. Fernández, and G. G. Gil, A study of diversity in multipopulation genetic programming., in *Artificial Evolution*, pp. 243–255, 2003.
- [22] B. Wyns, S. Sette, and L. Boullart, Self-improvement to control code growth in genetic programming., in *Artificial Evolution*, pp. 256–266, 2003.
- [23] G. Paris, D. Robilliard, and C. Fonlupt, Exploring overfitting in genetic programming., in *Artificial Evolution*, pp. 267–277, 2003.
- [24] A. J. Bagnall and I. Toft, An agent model for first price and second price private value auctions., in *Artificial Evolution*, pp. 281–292, 2003.
- [25] F. Streichert, G. Stein, H. Ulmer, and A. Zell, A clustering based niching ea for multimodal search spaces., in *Artificial Evolution*, pp. 293–304, 2003.
- [26] R. Groß and M. Dorigo, Evolving a cooperative transport behavior for two simple robots., in *Artificial Evolution*, pp. 305–316, 2003.
- [27] C. Lattaud, Co-evolution in artificial ecosystems: Competition and cooperation using allelopathy., in *Artificial Evolution*, pp. 319–330, 2003.
- [28] M. Annunziato, I. Bertini, M. Lucchetti, A. Pannicelli, and S. Pizzuti, The evolutionary control methodology: An overview., in *Artificial Evolution*, pp. 331–342, 2003.
- [29] M. Giacobini, M. Tomassini, and A. Tettamanzi, Modeling selection intensity for linear cellular evolutionary algorithms., in *Artificial Evolution*, pp. 345–356, 2003.
- [30] E. Sapin, O. Bailleux, and J.-J. Chabrier, Research of complex forms in cellular automata by evolutionary algorithms., in *Artificial Evolution*, pp. 357–367, 2003.
- [31] M. C. Codrea, T. Aittokallio, M. Keränen, E. Tyystjärvi, and O. Nevalainen, Genetic feature learning algorithm for fluorescence fingerprinting of plants., in *Artificial Evolution*, pp. 371–383, 2003.
- [32] M. Sebag, J. Azé, and N. Lucas, Roc-based evolutionary learning: Application to medical data mining., in *Artificial Evolution*, pp. 384–396, 2003.
- [33] D. Kazakov and M. Bartlett, Social learning through evolution of language., in *Artificial Evolution*, pp. 397–408, 2003.