Список литературы

- [1] K. Abboud and Marc Schoenauer. Surrogate deterministic mutation: Preliminary results. In *Artificial Evolution*, pages 104–116, 2001.
- [2] Meriema Belaidouni and Jin-Kao Hao. Sat, local search dynamics and density of states. In *Artificial Evolution*, pages 192–204, 2001.
- [3] Peter J. Bentley. Why biologists and computer scientists should work together. In *Artificial Evolution*, pages 3–18, 2001.
- [4] Arnaud Berny. Extending selection learning toward fixed-length d-ary strings. In *Artificial Evolution*, pages 54–64, 2001.
- [5] Alexis Bienvenüe, Marc Joannides, Jean Bérard, Éric Fontenas, and Olivier François. Niching in monte carlo filtering algorithms. In *Artificial Evolution*, pages 19–30, 2001.
- [6] Thomas Bousonville. The two stage continuous parallel flow shop problem with limited storage: Modeling and algorithms. In *Artificial Evolution*, pages 180–191, 2001.
- [7] Deryck F. Brown, A. Beatriz Garmendia-Doval, and John A. W. McCall. Markov random field modelling of royal road genetic algorithms. In *Artificial Evolution*, pages 65–76, 2001.
- [8] Jorge Casillas, Oscar Cordón, Francisco Herrera, and Juan J. Merelo Guervós. Cooperative coevolution for learning fuzzy rule-based systems. In *Artificial Evolution*, pages 311–322, 2001.
- [9] Umberto Cerruti, Mario Giacobini, and Pierre Liardet. Prediction of binary sequences by evolving finite state machines. In *Artificial Evolution*, pages 42–53, 2001.
- [10] Samuel Delepoulle, Philippe Preux, and Jean-Claude Darcheville. Learning as a consequence of selection. In *Artificial Evolution*, pages 350–361, 2001.
- [11] Ian R. Edmonds. The impact of environmental structure on the evolutionary trajectories of a foraging agent. In *Artificial Evolution*, pages 338–349, 2001.
- [12] Jean-Philippe Hamiez and Jin-Kao Hao. Scatter search for graph coloring. In *Artificial Evolution*, pages 168–179, 2001.
- [13] Andrew Johnson and Jonathan L. Shapiro. The importance of selection mechanisms in distribution estimation algorithms. In *Artificial Evolution*, pages 91–103, 2001.
- [14] Maarten Keijzer, Juan J. Merelo Guervós, Gustavo Romero, and Marc Schoenauer. Evolving objects: A general purpose evolutionary computation library. In *Artificial Evolution*, pages 231–244, 2001.
- [15] Jerzy J. Korczak, Piotr Lipinski, and Patrick Roger. Evolution strategy in portfolio optimization. In *Artificial Evolution*, pages 156–167, 2001.
- [16] Ingo la Tendresse, Jens Gottlieb, and Odej Kao. The effects of partial restarts in evolutionary search. In *Artificial Evolution*, pages 117–127, 2001.
- [17] Benoit Leblanc, Evelyne Lutton, Bertrand Braunschweig, and Hervé Toulhoat. History and immortality in evolutionary computation. In *Artificial Evolution*, pages 128–142, 2001.
- [18] Evelyne Lutton, Pierre Collet, and Jean Louchet. Easea comparisons on test functions: Galib versus eo. In *Artificial Evolution*, pages 219–230, 2001.
- [19] Ronald W. Morrison and Kenneth A. De Jong. Measurement of population diversity. In *Artificial Evolution*, pages 31–41, 2001.
- [20] Pierre-Yves Oudeyer. Origins and learnability of syllable systems: A cultural evolutionary model. In *Artificial Evolution*, pages 143–155, 2001.

- [21] Grégory Paris, Denis Robilliard, and Cyril Fonlupt. Applying boosting techniques to genetic programming. In *Artificial Evolution*, pages 267–280, 2001.
- [22] Alain Ratle and Michèle Sebag. Avoiding the bloat with stochastic grammar-based genetic programming. In *Artificial Evolution*, pages 255–266, 2001.
- [23] Rodolphe Le Riche and Frédéric Guyon. Dual evolutionary optimization. In *Artificial Evolution*, pages 281–294, 2001.
- [24] Denis Robilliard and Cyril Fonlupt. Backwarding: An overfitting control for genetic programming in a remote sensing application. In *Artificial Evolution*, pages 245–254, 2001.
- [25] Olga Roudenko, Marc Schoenauer, Tiziana Bosio, and Roberto Fontana. A multiobjective evolutionary algorithm for car front end design. In *Artificial Evolution*, pages 205–218, 2001.
- [26] Franciszek Seredynski and Albert Y. Zomaya. Coevolution and evolving parallel cellular automata
 based scheduling algorithms. In Artificial Evolution, pages 362–374, 2001.
- [27] Alain Sidaner, Olivier Bailleux, and Jean-Jacques Chabrier. Measuring the spatial dispersion of evolutionary search processes: Application to walksat. In *Artificial Evolution*, pages 77–90, 2001.
- [28] Stephen Smith. Using evolutionary algorithms incorporating the augmented lagrangian penalty function to solve discrete and continuous constrained non-linear optimal control problems. In *Artificial Evolution*, pages 295–310, 2001.
- [29] Ravi Srivastava and Amit Kaldate. Evolving cooperative ecosystems: A multi-agent simulation of deforestation activities. In *Artificial Evolution*, pages 323–337, 2001.
- [30] Pierre Collet, Cyril Fonlupt, Jin-Kao Hao, Evelyne Lutton, and Marc Schoenauer, editors. Artificial Evolution, 5th International Conference, Evolution Artificialle, EA 2001, Le Creusot, France, October 29-31, 2001, Selected Papers, volume 2310 of Lecture Notes in Computer Science. Springer, 2002.