Список литературы

[Bagnall and Smith(1999)] **Bagnall, A. G. and Smith, G. D.** (1999). An adaptive agent model for generator company bidding in the uk power pool. In *Artificial Evolution*.

[Belaidouni and Hao(1999)] **Belaidouni, M. and Hao, J.-K.** (1999). Landscapes and the maximal constraint satisfaction problem. In *Artificial Evolution*.

[Collard et al.(1999)Collard, Clergue and Defoin-Platel] **Collard, P., Clergue, M. and Defoin-Platel, M.** (1999). Synthetic neutrality for artificial evolution. In *Artificial Evolution*.

[Delepoulle et al.(1999)Delepoulle, Preux and Darcheville] **Delepoulle, S., Preux, P. and Darcheville, J.-C.** (1999). Evolution of cooperation within a behavior-based perspective: Confronting nature and animats. In *Artificial Evolution*.

[Ekárt(1999)] **Ekárt, A.** (1999). Shorter fitness preserving genetic programs. In *Artificial Evolution*.

[Emereev(1999)] **Emereev, A. V.** (1999). Modeling and analysis of genetic algorithm with tournament selection. In *Artificial Evolution*.

[Fonlupt et al.(2000)Fonlupt, Hao, Lutton, Ronald and Schoenauer] **Fonlupt, C., Hao, J.-K., Lutton, E., Ronald, E. M. A. and Schoenauer, M.**, eds. (2000). *Artificial Evolution, 4th European Conference, AE'99, Dunkerque, France, November 3-5, 1999, Selected Papers*, volume 1829 of *Lecture Notes in Computer Science*. Springer. ISBN 3-540-67846-8.

[Gottlieb(1999)] **Gottlieb, J.** (1999). On the effectivity of evolutionary algorithms for the multidimensional knapsack problem. In *Artificial Evolution*.

[Gottlieb and Raidl(1999)] **Gottlieb, J. and Raidl, G. R.** (1999). Characterizing locality in decoder-based eas for the multidimensional knapsack problem. In *Artificial Evolution*.

[Griffiths and Sarafopoulos(1999)] **Griffiths, D. and Sarafopoulos, A.** (1999). Evolving behavioural animation systems. In *Artificial Evolution*.

[Hamida et al.(1999)Hamida, Racine and Schoenauer] **Hamida, S. B., Racine, A. and Schoenauer, M.** (1999). Two evolutionary approaches to design phase plate for tailoring focal-plane irradiance profile. In *Artificial Evolution*.

[Li and Bouchebaba(1999)] **Li, Y. and Bouchebaba, Y.** (1999). A new genetic algorithm for the optimal communication spanning tree problem. In *Artificial Evolution*.

[Louchet(1999)] **Louchet, J.** (1999). From hough to darwin: An invidual evolutionary strategy applied to artificial vision. In *Artificial Evolution*.

[Mathieu et al.(1999)Mathieu, Beaufils and Delahaye] **Mathieu, P., Beaufils, B. and Delahaye, J.-P.** (1999). Studies on dynamics in the classical iterated prisoner's dilemma with few strategies. In *Artificial Evolution*.

[Monmarché et al.(1999)Monmarché, Nocent, Venturini and Santini] **Monmarché, N., Nocent, G., Venturini, G. and Santini, P.** (1999). On generating html style sheets with an interactive genetic algorithm based on gene frequencies. In *Artificial Evolution*.

[Moreau-Giraud and Lafon(1999)] **Moreau-Giraud, L. and Lafon, P.** (1999). A hybrid evolution strategy for mixed discrete continuous constrained problems. In *Artificial Evolution*.

[Ratle(1999)] **Ratle, A.** (1999). Problem-specific representations for heterogeneous materials design. In *Artificial Evolution*.

[Reeves(1999)] **Reeves, C. R.** (1999). Fitness landscapes and evolutionary algorithms. In *Artificial Evolution*.

[Robilliard and Fonlupt(1999)] **Robilliard, D. and Fonlupt, C.** (1999). A shepherd and a sheepdog to guide evolutionary computation? In *Artificial Evolution*.

[Rosenman(1999)] **Rosenman, M.** (1999). Evolutionary case-based design. In *Artificial Evolution*.

[Roux et al.(1999)Roux, Fonlupt and Robilliard] **Roux, O., Fonlupt, C. and Robilliard, D.** (1999). Co-operative improvement for a combinatorial optimization algorithm. In *Artificial Evolution*.

[Spalanzani(1999)] **Spalanzani, A.** (1999). Lamarckian vs darwinian evolution for the adaptation to acoustical environment change. In *Artificial Evolution*.