Список литературы

- [Angeline and Pollack(????)] **Angeline, P. and Pollack, J.** (????). Competitive environments evolve better solutions for complex tasks.
- [Axelrod(1987)] **Axelrod** (1987). The evolution of strategies in the iterated prisoner's dilemma. In L. Davis, ed., *Genetic Algorithms and Simulated Annealing*. Morgan Kaufmann.
- [Axelrod(1984)] Axelrod, R. (1984). The Evolution of Cooperation. Basic Books.
- [Cliff and Miller(1995)] Cliff, D. and Miller, G. F. (1995). Tracking the red queen: Measurements of adaptive progress in co-evolutionary sumulations. In *Proceedings of the Third European Conference on Artificial Life*. Springer-Verlag.
- [Eriksson and Olsson(1997)] Eriksson, R. and Olsson, B. (1997). Cooperative coevolution in inventory control optimisation. In G. Smith, N. Steele and R. Albrecht, eds., Proceedings of the Third International Conference on Artificial Neural Networks and Genetic Algorithms. University of East Anglia, Norwich, UK: Springer.
- [Ficici and Pollack(????a)] Ficici, S. and Pollack, J. (????a). Effects of finite populations on evolutionary stable strategies.
- [Ficici and Pollack(????b)] Ficici, S. and Pollack, J. (????b). Game—theoretic investigation of selection methods used in evolutionary algorithms.
- [Ficici and Pollack(????c)] Ficici, S. and Pollack, J. (????c). A game-theoretic approach to the simple coevolutionary algorithm.
- [Ficici and Pollack(1998)] Ficici, S. and Pollack, J. (1998). Challenges in coevolutionary learning: Arms-race dynamics, open-endedness, and mediocre stable states. In A. et al, ed., *Proceedings of the Sixth International Conference on Artificial Life*. Cambridge, MA: MIT Press.
- [Ficici and Pollack(2001)] Ficici, S. and Pollack, J. (2001). Pareto optimality in coevolutionary learning. Technical report, Brandeis University.
- [Fogel(2001)] Fogel, D. (2001). Blondie24: Playing at the Edge of Artificial Intelligence. Morgan Kaufmann. ISBN 1-55860-783-8.
- [Fogel and Fogel (1995)] Fogel, D. and Fogel, G. (1995). Evolutionary stable strategies are not always stable under evolutionary dynamics. In J. R. McDonnel, R. G. Reynolds and D. Fogel, eds., *Proceedings of the Fourth Annual Conference on Evolutionary Programming*. Cambridge, MA: MIT Press.
- [Fogel et al.(1995)Fogel, Fogel and Andrews] Fogel, D., Fogel, G. and Andrews, P. (1995). On the instability of evolutionary stable strategies. *BioSystems* 44, 135–152.
- [Fogel et al.(1998)Fogel, Andrews and Fogel] Fogel, G., Andrews, P. and Fogel, D. (1998). On the instability of evolutionary stable strategies in small populations. *Ecological Modeling* 109, 283–294.
- [Hillis(1991)] **Hillis, D.** (1991). Co-evolving parasites improve simulated evolution as an optimization procedure. Artificial Life II, SFI Studies in the Sciences of Complexity **10**, 313–324.
- [Husbands(1994)] **Husbands**, **P.** (1994). Distributed coevolutionary genetic algorithms for multicriteria and multi-constraint optimisation. In *Evolutionary Computing*, *AISB Workshop for Selected Papers*. Springer-Verlag.
- [Husbands and Mill(1991)] **Husbands, P. and Mill, F.** (1991). Simulated coevolution as the mechanism for emergent planning and scheduling. In R. Belew and L. Booker, eds., *Proceedings of the Fourch International Conference on Genetic Algorithms*. Morgan Kaufmann.
- [Juillé(2001)] **Juillé, H.** (2001). Basic concepts in coevolution. Presentation at GECCO-01 Coevolutionary Workshop.

- [Juillé and Pollak(????)] Juillé, H. and Pollak, J. (????). Co-evolving interwined spirals.
- [Kauffman(1991)] **Kauffman, S.** (1991). Coevolution to the edge of chaos: coupled fitness landscapes, poised states, and coevolutionary avalanches. In C. Langton, C. Taylor, J. Farmer and S. Rasmussen, eds., *Artificial Life II: Studies in the Sciences of Complexity*, volume X. Addison-Wesley.
- [Lubberts and Miikkulainen(2001)] **Lubberts, A. and Miikkulainen, R.** (2001). Co-evolving a Goplaying neural network. In *Coevolution: Turning Adaptive Algorithms upon Themselves, (Birds-on-a-Feather Workshop, Genetic and Evolutionary Computation Conference).*
- [Luke(1998)] Luke, S. (1998). Genetic programming produced competitive soccer softbot teams for RoboCup97. In J. R. Koza, W. Banzhaf, K. Chellapilla, K. Deb, M. Dorigo, D. B. Fogel, M. H. Garzon, D. E. Goldberg, H. Iba and R. Riolo, eds., Genetic Programming 1998: Proceedings of the Third Annual Conference. University of Wisconsin, Madison, Wisconsin, USA: Morgan Kaufmann. ISBN 1-55860-548-7.
- [Mayer(????)] Mayer, H. (????). Symbiotic coevolution of artificial neural networks and training data sets.
- [Moriarty and Miikkulainen(1997)] Moriarty, D. and Miikkulainen, R. (1997). Forming neural networks through efficient and adaptive coevolution. *Evolutionary Computation* 5, 373–399.
- [Moriarty and Mikkulainen(1995)] Moriarty, D. E. and Mikkulainen, R. (1995). Discovering complex othello strategies through evolutionary neural networks. *Connection Science* 7, 105–209.
- [Pagie(1999)] Pagie, L. (1999). Coevolutionary dynamics: information integration, speciation, and red queen dynamics. Ph.D. thesis, University of New Mexico, Santa Fe, NM.
- [Pagie and Hogeweg(1997)] **Pagie**, **L. and Hogeweg**, **P.** (1997). Evolutionary consequences of coevolving targets. *Evolutionary Computation* **5**, 401–418.
- [Pagie and Mitchell(????)] Pagie, L. and Mitchell, M. (????). A comparison of evolutionary and coevolutionary search.
- [Pagie and P.(????)] **Pagie**, L. and P., H. (????). Information integration and red queen dynamics in coevolutionary optimization.
- [Panait and Luke(2002)] **Panait**, **L. and Luke**, **S.** (2002). A comparison of two competitive fitness functions. Submitted to GECCO 2002.
- [Paredis(1994)] **Paredis, J.** (1994). Steps towards co-evolutionary classification networks. In R. A. Brooks and P. Maes, eds., Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems.. MIT Press.
- [Paredis(1996)] Paredis, J. (1996). Coevolutionary computation. Artificial Life Journal 2.
- [Pollack and Blair(1998)] **Pollack, J. and Blair, A.** (1998). Coevolution in the successful learning of backgammon strategy. *Machine Learning* **32**, 225–240.
- [Pollack et al.(1997)Pollack, Blair and Land] Pollack, J., Blair, A. and Land, M. (1997). Coevolution of a backgammon player. In Artificial Life V. MIT Press.
- [Potter(1997)] **Potter, M.** (1997). The Design and Analysis of a Computational Model of Cooperative CoEvolution. Ph.D. thesis, George Mason University, Fairfax, Virginia.
- [Potter and De Jong(????a)] Potter, M. and De Jong, K. (????a). The coevolution of antibodies for concept learning.
- [Potter and De Jong(????b)] Potter, M. and De Jong, K. (????b). A cooperative coevolutionary approach to function optimization.
- [Potter and De Jong(????c)] **Potter, M. and De Jong, K.** (????c). Evolving neural networks with collaborative species.

- [Potter and De Jong(2000)] **Potter, M. and De Jong, K.** (2000). Cooperative coevolution: An architecture for evolving coadapted subcomponents. *Evolutionary Computation* 8, 1–29.
- [Reynolds(1994)] **Reynolds, C.** (1994). Competition, coevolution and the game of tag. In R. A. Brooks and P. Maes, eds., Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems.. MIT Press.
- [Rosin(1997)] Rosin, C. (1997). Coevolutionary Search Among Adversaries. Ph.D. thesis, University of California, San Diego.
- [Rosin and Belew(????)] Rosin, C. and Belew, R. (????). Methods for competitive co-evolution: Finding opponents worth beating.
- [Rosin and Belew(1996)] Rosin, C. and Belew, R. (1996). New methods for competitive coevolution. Evolutionary Computation 5, 1–29.
- [Rosin and Belew(1997)] Rosin, C. and Belew, R. (1997). New methods for competitive coevolution. Evolutionary Computation 5, 1–29.
- [Schlierkamp-Voosen and Mühlenbein(????)] Schlierkamp-Voosen, D. and Mühlenbein, H. (????). Strategy adaptation by competing subpopulations.
- [Sims(1994)] Sims, K. (1994). Evolving 3D morphology and behavior by competition. In R. A. Brooks and P. Maes, eds., Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems.. MIT Press.
- [Sims(1999)] **Sims, K.** (1999). Evolving three-dimensional morphology and behaviour. In P. Bentley, ed., *Evolutionary Design by Computers*. Morgan Kaufmann.
- [Smith and Gray(1993)] **Smith, R. and Gray, B.** (1993). Co-adaptive genetic algorithms: An example in othello strategy. Technical Report TCGA 94002, University of Alabama, Department of Engineering Science and Mechanics.
- [Watson and Pollack(????)] Watson, R. and Pollack, J. (????). Coevolutionary dynamics in a minimal substrate.
- [Wiegand(????)] Wiegand, R. P. (????). Applying diffusion to a cooperative coevolutionary model.
- [Wiegand et al.(????a)Wiegand, Liles and De Jong] Wiegand, R. P., Liles, W. and De Jong, K. (????a). Analyzing cooperative coevolution with evolutionary game theory. (To appear).
- [Wiegand et al.(????b)Wiegand, Liles and De Jong] Wiegand, R. P., Liles, W. and De Jong, K. (????b). An empirical analysis of collaboration methods in cooperative coevolutionary algorithms.
- [Wiegand et al.(2001)Wiegand, Liles and De Jong] Wiegand, R. P., Liles, W. and De Jong, K. (2001). Multi-population symmetric game dynamics. In preparation.