# Список литературы

[1] Whitley, D., editor, *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, Las Vegas, Nevada, USA, 2000.

[2] Lukschandl, E., Nordin, P., , and Nordahl, M., Using the java method evolver for load balancing in communication networks, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 236–239, Las Vegas, Nevada, USA, 2000.

[3] Garcia, F. D., Computer screen design aided by a genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 98–101, Las Vegas, Nevada, USA, 2000.

[4] Gonzalez-Monroy, L. I. and Cordoba, A., Energy supply systems optimization using genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 102–108, Las Vegas, Nevada, USA, 2000.

[5] Li, F., Combined relaxed gas and gradient technie for fast and accurate economic dispatch, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 218–221, Las Vegas, Nevada, USA, 2000.

[6] Ebecken, N. F. F., do Amaral, J. A., and Mora, F. P., The use of genetic algorithms as a project manager's decision support tool, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 78–81, Las Vegas, Nevada, USA, 2000.

[7] Kosorukoff, A., Genetic synthesis of cascade structures for particle classification, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 170–174, Las Vegas, Nevada, USA, 2000.

[8] Kosorukoff, A., Social classification structures: Optimal decision making in an organization, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 175–178, Las Vegas, Nevada, USA, 2000.

[9] Kwong, S. and He, Q. H., A genetic approach for the minimum classification error rate in speech recognition, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 205–209, Las Vegas, Nevada, USA, 2000.

[10] de Andres, B., Esteban, S., Rivera, D., Hidalgo, J., and Prieto, M., Parallel genetic algorithms: An application for model parameter identification in process control, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 65–69, Las Vegas, Nevada, USA, 2000.

[11] Abou-Assaleh, T. and Zhang, J., Autonomous life agent using recurrent neural networks and genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 1–5, Las Vegas, Nevada, USA, 2000.

[12] Roadknight, C. M. and Marshall, I. W., Adaptive management of a future service network using a bacteria inspired genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 331–337, Las Vegas, Nevada, USA, 2000.

[13] Rana-Stevens, S., Lubin, B., and Montana, D., The air crew scheduling system: The design of a real-world, dynamic genetic scheduler, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 317–324, Las Vegas, Nevada, USA, 2000.

[14] Aguirre, H. E., Tanaka, K., Sugimura, T., and Oshita, S., Cooperative-competitive model for genetic operators: Contributions of extinctive selection and parallel genetic operators, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 6–14, Las Vegas, Nevada, USA, 2000.

[15] Albert, L. A. and Goldberg, D. E., The effect of numerical integration on solution quality of a genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 15–21, Las Vegas, Nevada, USA, 2000.

[16] Bosman, P. A. and Thierens, D., Negative log-likelihood and statistical hypothesis testing as the basis of model selection in ideas, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 51–58, Las Vegas, Nevada, USA, 2000.

[17] Vazquez, K. R., Identification of mimo non-linear systems using evolutionary computation, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 411–417, Las Vegas, Nevada, USA, 2000.

[18] Grundler, D. and Rolich, T., Qualitative visual presentation of evolutionary algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 117–124, Las Vegas, Nevada, USA, 2000.

[19] Hercog, L. M. and Fogarty, T. C., Xcs-based inductive intelligent multi-agent system, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 125–132, Las Vegas, Nevada, USA, 2000.

[20] Ando, S. and Iba, H., Linear genome methodology for analog circuit design, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 22–28, Las Vegas, Nevada, USA, 2000.

[21] De Falco, I., Iazzetta, A., Tarantino, E., and Cioppa, A. D., On biologically inspired mutations: the translocation, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 70–77, Las Vegas, Nevada, USA, 2000.

[22] Feldt, R., O'Neill, M., Ryan, C., Nordin, P., and Langdon, W. B., GP-Beagle: a benchmarking problem repository for the genetic programming community, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 90–97, Las Vegas, Nevada, USA, 2000.

[23] Rose, J. A. and Deaton, R. J., An equilibrium analysis of the efficiency of whiplash pcr, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 338–345, Las Vegas, Nevada, USA, 2000.

[24] Johnson, J. and Kumara, S., Coadaptation of cooperative players in an iterated prisoners dilemma game using an xml based ga, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 147–154, Las Vegas, Nevada, USA, 2000.

[25] Marino, A. and Damper, R. I., Breaking the symmetry of the graph colouring problem with genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 240–245, Las Vegas, Nevada, USA, 2000.

[26] Yoshikawa, T., Kawanaka, H., and Tsuruoka, S., A study of parallel ga using dna coding method for acquisition of fuzzy control rules, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 431–436, Las Vegas, Nevada, USA, 2000.

[27] Awadallah, M., Goodman, E. D., and Khalifa, I., Optimal reactive power dispatch using a genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 29–34, Las Vegas, Nevada, USA, 2000.

[28] Callaghan, M., McGinnity, T., and McDaid, L., A hybrid intelligent system architecture for machine vision applications using eas, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 59–64, Las Vegas, Nevada, USA, 2000.

[29] Gokcen, I., Pineda, I. H., Yuan, X., Koutsougeras, C., and Buckles, B. P., Image segmentation using ant colony system, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 284–289, Las Vegas, Nevada, USA, 2000.

[30] Kumar, S. and Bentley, P. J., Implicit evolvability: An investigation into the evolvability of an embryogeny, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 198–204, Las Vegas, Nevada, USA, 2000.

[31] Toffolo, A. and Benini, E., A new pareto-like evaluation method for finding multiple global optima in evolutionary algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 405–410, Las Vegas, Nevada, USA, 2000.

[32] Meeden, L., Wales, J., and Wells, J., Nature versus nurture in evolutionary computation: Balancing the training environment and fitness, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 246–252, Las Vegas, Nevada, USA, 2000.

[33] Pires, E. S. and Machado, J. T., Trajectory optimization for redundant robots using genetic algorithms with heuristic operators, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 290–296, Las Vegas, Nevada, USA, 2000.

[34] Keymeulen, D. et al., Ehwpack: A parallel software/hardware environment for evolvable hardware, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 162–169, Las Vegas, Nevada, USA, 2000.

[35] Comisky, W., Yu, J., and Koza, J. R., Automatic synthesis of a wire antenna using genetic programming, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 179–186, Las Vegas, Nevada, USA, 2000.

[36] Mydlowec, W. and Koza, J. R., Use of time-domain simulations in automatic synthesis of computational circuits using gp, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 187–197, Las Vegas, Nevada, USA, 2000.

[37] Langdon, W., Natural language text classification and filtering with trigrams and evolutionary nn classifiers, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 210–217, Las Vegas, Nevada, USA, 2000.

[38] Paterson, N. and Livesey, M., Performance comparison in genetic programming, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 253–260, Las Vegas, Nevada, USA, 2000.

[39] Luke, S., Code growth is not caused by introns, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 228–235, Las Vegas, Nevada, USA, 2000.

[40] Yu, T., Polymorphism and genetic programming, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 437–444, Las Vegas, Nevada, USA, 2000.

[41] Julstrom, B. A., Comparing lists of edges with two other genetic codings of rectilinear steiner trees, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 155–161, Las Vegas, Nevada, USA, 2000.

[42] Gruber, K. A., Baurick, J., and Louis, S., Evolution of complex behavior controllers using genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 109–116, Las Vegas, Nevada, USA, 2000.

[43] Tanev, I. T., Uozumi, T., and Ono, K., Parallel implementation of genetic programming on clusters, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 388–396, Las Vegas, Nevada, USA, 2000.

[44] Edelson, W. and Gargano, M. L., Feasible encodings for ga solutions of constrained minimal spanning tree problems, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 82–89, Las Vegas, Nevada, USA, 2000.

[45] Bennett III, F. H. and Rieffel, E. G., Using genetic programming to design decentralized controllers for self-reconfigurable modular robots, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 35–42, Las Vegas, Nevada, USA, 2000.

[46] Shields, G., Louis, S. J., and Pullammanappallil, S. K., A parallel genetic algorithm for seismic velocity inversion, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 360–365, Las Vegas, Nevada, USA, 2000.

[47] Rickers, P., Thomsen, R., and Krink, T., Applying self-organized criticality to the diffusion model, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 325–330, Las Vegas, Nevada, USA, 2000.

[48] Povinelli, R. J., Improving computational performance of genetic algorithms: A comparison of techniques, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 297–302, Las Vegas, Nevada, USA, 2000.

[49] Provetti, A. and Tari, L., Answer sets computation by genetic algorithms - preliminary report, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 303–308, Las Vegas, Nevada, USA, 2000.

[50] Louis, S. J., Golovkin, I. E., and Mancini, R. C., Parallel implementation of niched pareto genetic algorithm code for x-ray plasma spectroscopy, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 222–227, Las Vegas, Nevada, USA, 2000.

[51] Yabuki, T. and Iba, H., Genetic algorithms for quantum circuit design - evolving a simpler teleportation circuit, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 425–430, Las Vegas, Nevada, USA, 2000.

[52] Johnson, C. G., Exploring knot-space with genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 141–146, Las Vegas, Nevada, USA, 2000.

[53] Southcombe, E. J., Optimization of tank size and shape for improved roll stability in steady-state turning using a ga, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 366–371, Las Vegas, Nevada, USA, 2000.

[54] Wiens, A. L. and Ross, B. J., Gentropy: Evolutionary 2d texture generation, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 418–424, Las Vegas, Nevada, USA, 2000.

[55] Santana, R. et al., Probabilistic evolution and the busy beaver problem, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 261–268, Las Vegas, Nevada, USA, 2000.

[56] Peysakhov, M., Galinskaya, V., and Regli, W. C., Using graph grammars and genetic algorithms to represent and evolve lego assemblies, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 269–276, Las Vegas, Nevada, USA, 2000.

[57] Pilgrim, J. D. and Li, F., Improved static var compensator siting on power systems using a ga with variable string length, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 277–283, Las Vegas, Nevada, USA, 2000.

[58] Tettamanzi, A. G. B., Sammartino, L., Simonov, M., and Soroldoni, M., Gamut: A system for customer modeling based on evolutionary algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 397–404, Las Vegas, Nevada, USA, 2000.

[59] Raidl, G. R. and Drexel, C., A predecessor coding in an ea for the capacitated minimum spanning tree problem, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 309–316, Las Vegas, Nevada, USA, 2000.

[60] Blume, C., Optimization in concrete precasting plants by evolutionary computation, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 43–50, Las Vegas, Nevada, USA, 2000.

[61] Jin, H.-D., Leung, K.-S., and Wong, M.-L., A genetic algorithm-guided model-based clustering algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 133–140, Las Vegas, Nevada, USA, 2000.

[62] Saitou, K. and Baydar, C. M., A genetic programming framework for error recovery in robotic assembly systems, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 346–351, Las Vegas, Nevada, USA, 2000.

[63] Sastry, K. and Goldberg, D. E., On extended compact genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 352–359, Las Vegas, Nevada, USA, 2000.

[64] Stanhope, S. and Daida, J., Fitness dynamics of a (2+1) ga operating on onemax, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 372–379, Las Vegas, Nevada, USA, 2000.

[65] Swain, A. K. and Morris, A. S., A hybrid evolutionary algorithm for global optimization, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by Whitley, D., pages 380–387, Las Vegas, Nevada, USA, 2000.