Список литературы

- [1] U. Aickelin, A pyramidal evolutionary algorithm with different inter-agent partnering strategies for scheduling problems, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 1–8, San Francisco, California, USA, 2001.
- [2] L. A. Anbarasu, V. Sundararajan, and P. Narayanasamy, Parallel genetic algorithm for performance-driven sequence alignment, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 9–15, San Francisco, California, USA, 2001.
- [3] P. A. N. Bosman and D. Thierens, New IDEAs and more ICE by learning and using unconditional permutation factorizations, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 16–23, San Francisco, California, USA, 2001.
- [4] M. D. Bugajska, A. C. Schultz, J. G. Trafton, S. Gittens, and F. Mintz, Building adaptive computer generated forces: The effect of increasing task reactivity on human and machine control abilities, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 24–29, San Francisco, California, USA, 2001.
- [5] K. Burnette and B. Rylander, A bound on GA convergence, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 30–33, San Francisco, California, USA, 2001.
- [6] J. Byassee and K. E. Mathias, Knowledge preservation and exploitation towards expedited genetic search in a distributed memory system, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 34–41, San Francisco, California, USA, 2001.
- [7] S. Counsell, X. Liu, J. McFall, S. Swift, and A. Tucker, Using evolutionary algorithms to tackle large scale grouping problems: An application to email log file data, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 42–49, San Francisco, California, USA, 2001.
- [8] W. Cyre, Evolving grammars with a genetic algorithm, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 50–57, San Francisco, California, USA, 2001.
- [9] D. Devogelaere and M. Rijckaert, Evolutionary algorithm driven clustering for prediction, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 58–62, San Francisco, California, USA, 2001.
- [10] E. I. Ducheyne, R. R. De Wulf, and B. De Baets, Bi-objective genetic algorithms for forest management: A comparative study, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 63–66, San Francisco, California, USA, 2001.
- [11] J. R. Dyer, P. J. Bentley, and P. Shah, Plantworld: The evolution of plant dormancy in contrasting environments, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 67–74, San Francisco, California, USA, 2001.
- [12] F. P. Espinoza, B. S. Minsker, and D. E. Goldberg, A self-adaptive hybrid genetic algorithm, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 75–80, San Francisco, California, USA, 2001.
- [13] Z. Fan et al., Bond graph representation and GP for automated analog filter design, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 81–86, San Francisco, California, USA, 2001.
- [14] T. C. Fogarty and L. M. Hercog, Social simulation using a multi-agent model based on classifier systems: The emergence of switching agents in the dual pub problem, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 87–94, San Francisco, California, USA, 2001.

- [15] N. G. Fournier, Modelling the performance of evolutionary algorithms on the satisfiability problem, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 95–102, San Francisco, California, USA, 2001.
- [16] Y. Fujimoto and K. Shimohara, Proposal of eco-evolution, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 103–108, San Francisco, California, USA, 2001.
- [17] M. Gargano and W. Edelson, Optimal sequenced matroid bases solved by a ga with feasibility including applications, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 109–114, San Francisco, California, USA, 2001.
- [18] M. C. Goldbarg and E. F. Gouvea, Extra-intracellular transgenetic algorithm, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 115–121, San Francisco, California, USA, 2001.
- [19] B. Good, J. Peay, S. Pillai, and J. Corbeil, Class prediction based on gene expression: Applying neural networks via a genetic algorithm wrapper, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 122–129, San Francisco, California, USA, 2001.
- [20] J. Gordillo and C. R. Stephens, Strategy adaptation and the role of information in an artificial financial market, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 130–137, San Francisco, California, USA, 2001.
- [21] W. A. Greene, Non-linear bit arrangements in genetic algorithms, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 138–144, San Francisco, California, USA, 2001.
- [22] A. Grilo, A. Caetano, and A. Rosa, Agent based artificial immune system, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 145–151, San Francisco, California, USA, 2001.
- [23] J. G. Hagedorn and J. E. Devaney, A genetic programming system with a procedural program representation, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 152–159, San Francisco, California, USA, 2001.
- [24] M. Hemberg, U.-M. O'Reilly, and P. Nordin, GENR8 a design tool for surface generation, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 160–167, San Francisco, California, USA, 2001.
- [25] D. Howard, S. C. Roberts, and C. Ryan, Evolution of an object detection ant for image analysis, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 168–175, San Francisco, California, USA, 2001.
- [26] W. H. Hsu and S. M. Gustafson, Genetic programming for layered learning of multi-agent tasks, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 176–182, San Francisco, California, USA, 2001.
- [27] L. Huang et al., Exploring the optimal design of a new MEMS phase shifter using genetic algorithms, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 183–186, San Francisco, California, USA, 2001.
- [28] M. Husken, C. Igel, and M. Toussaint, Task-dependent evolution of modularity in neural networks a quantitative case study, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 187–193, San Francisco, California, USA, 2001.
- [29] J. C. Isaacs, R. K. Watkins, and S. Y. Foo, Evolvable and colony systems for pseudo-random number generation, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 194–198, San Francisco, California, USA, 2001.

- [30] S. Jagannathan and J. K. Sundararajan, Two-level boolean logic minimization using microbial genetic algorithms, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 199–202, San Francisco, California, USA, 2001.
- [31] Y.-J. Jang, T.-W. Chang, S.-Y. Jang, and J.-W. Park, A study on the resource allocation planning for automated container terminals, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 203–210, San Francisco, California, USA, 2001.
- [32] B. A. Julstrom, Comparing a genetic algorithm and hill-climbing on the minimum routing cost spanning tree problem, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 211–218, San Francisco, California, USA, 2001.
- [33] H. Katagiri, K. Hirasawa, J. Hu, and J. Murata, Network structure oriented evolutionary modelgenetic network programming-and its comparison with genetic programming, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 219–226, San Francisco, California, USA, 2001.
- [34] Y. Katsumata, S. Kurahashi, and T. Terano, Hybridizing bayesian optimization and tabu search for multimodal functions, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 227–233, San Francisco, California, USA, 2001.
- [35] C. J. Kennedy, First steps towards using genetic programming to solve a distributed radio frequency management problem, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 234–238, San Francisco, California, USA, 2001.
- [36] Y. M. A. Khalifa, Analog circuits design centeringusing a hybrid GA technique, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 239–244, San Francisco, California, USA, 2001.
- [37] E. E. Korkmaz and G. Ucoluk, Genetic programming for grammar induction, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 245–251, San Francisco, California, USA, 2001.
- [38] S. Y. Lee, K. S. Leung, and M. L. Wong, Improving the efficiency of using evolutionary programming for bayesian network learning, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 252–259, San Francisco, California, USA, 2001.
- [39] S. A. Lucas-Gonzalez and H. Terashima-Marin, Generating programs for solving vector and matrix problems using genetic programming, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 260–266, San Francisco, California, USA, 2001.
- [40] J. Mao, K. Hirasawa, J. Hu, and J. Murata, Genetic symbiosis algorithm for multiobjective optimization problems, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 267–274, San Francisco, California, USA, 2001.
- [41] K. Masakazu, T. Masaru, and H. Masahiro, New migration triggers of island genetic algorithm for production scheduling problems, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 275–279, San Francisco, California, USA, 2001.
- [42] H. A. Mayer, Biologically inspired data compression induced by reading frames on artificial ptGA chromosomes, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 280–286, San Francisco, California, USA, 2001.
- [43] R. R. F. Mendes, F. de B. Voznika, J. C. Nievola, and A. A. Freitas, Discovering fuzzy classification rules with genetic programming and co-evolution, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 287–294, San Francisco, California, USA, 2001.

- [44] J. Miller, What bloat? cartesian genetic programming on boolean problems, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 295–302, San Francisco, California, USA, 2001.
- [45] U.-M. O'Reilly, P. Testa, S. Greenwold, and M. Hemberg, Agency-GP: agent-based genetic programming for design, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 303–309, San Francisco, California, USA, 2001.
- [46] M. Ortmann and W. Weber, Multi-criterion optimization of robot trajectories with evolutionary strategies, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 310–316, San Francisco, California, USA, 2001.
- [47] B. J. Park, H. R. Choi, and H. S. Kim, A hybrid genetic algorithms for job shop scheduling problems, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 317–324, San Francisco, California, USA, 2001.
- [48] A. J. Pindor, Genetic algorithm for systems with 2D genotype, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 325–330, San Francisco, California, USA, 2001.
- [49] H. Pohlheim, Competition and cooperation in extended evolutionary algorithms, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 331–338, San Francisco, California, USA, 2001.
- [50] M.-C. Portmann and M.-A. Aloulou, Population improvement with data oriented genetic operators, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 339–346, San Francisco, California, USA, 2001.
- [51] J. Qian, X. Wang, R. Wu, and M. Pei, The multi-zone scheme for designing radar-absorbing materials using GA, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 347–351, San Francisco, California, USA, 2001.
- [52] P. M. Reed, B. S. Minsker, and D. E. Goldberg, Designing a new elitist nondominated sorted genetic algorithm for a multiobjective long term groundwater monitoring application, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 352–358, San Francisco, California, USA, 2001.
- [53] S. C. Roberts, D. Howard, and J. R. Koza, Subtree encapsulation versus ADFs in genetic programming for the even-5-parity problem, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 359–365, San Francisco, California, USA, 2001.
- [54] F. Samuelsson and P. Nordin, Distributed evolution of behaviour for a group of social autonomous agents, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 366–371, San Francisco, California, USA, 2001.
- [55] M. A. Semenov, Analysis of evolutionary search with mutators using a stochastic lyapunov function, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 372–375, San Francisco, California, USA, 2001.
- [56] L.-K. Soh and C. Tsatsoulis, Combining genetic algorithms and case-based reasoning for genetic learning of a casebase: A conceptual framework, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 376–383, San Francisco, California, USA, 2001.
- [57] L. Spector, R. Moore, and A. Robinson, Virtual quidditch: A challenge problem for automatically programmed software agents, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 384–389, San Francisco, California, USA, 2001.
- [58] Z. Stejic, E. M. Iyoda, Y. Takama, and K. Hirota, Content-based image retrieval through local similarity patterns defined by interactive genetic algorithm, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 390–397, San Francisco, California, USA, 2001.

- [59] M. Streeter and L. A. Becker, Toward a better sine wave, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 398–404, San Francisco, California, USA, 2001.
- [60] H. Suzuki and H. Sawai, Crossover accelerates evolution in gas with a royal road function, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 405–412, San Francisco, California, USA, 2001.
- [61] K. Taniguchi, S. Kurahashi, and T. Terano, Managing information complexity in a supply chain model by agent-based genetic programming, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 413–420, San Francisco, California, USA, 2001.
- [62] R. Tavares and A. C. da Rosa, Biased genotype variation in evolutionary algorithms using phenotype information, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 421–428, San Francisco, California, USA, 2001.
- [63] A. Uday, E. D. Goodman, and A. A. Debnath, Nesting of irregular shapes using feature matching and parallel genetic algorithms, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 429–434, San Francisco, California, USA, 2001.
- [64] M. Vazquez, Scheduling problem, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 435–442, San Francisco, California, USA, 2001.
- [65] J. Vincent and G. King, Performance implications of domain decomposition in the parallelisation of genetic search, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, page 443, San Francisco, California, USA, 2001.
- [66] D. Vrajitoru, Parallel genetic algorithms based on coevolution, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 45–457, San Francisco, California, USA, 2001.
- [67] N. Wagner and Z. Michalewicz, Genetic programming with efficient population control for financial time series prediction, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 458–462, San Francisco, California, USA, 2001.
- [68] E. Ward, D. S. Blank, D. Rolniak, and D. R. Thompson, Complexity as fitness for evolved cellular automata update rules, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 463–468, San Francisco, California, USA, 2001.
- [69] R. K. Watkins, J. C. Isaacs, and S. Y. Foo, Evolvable random number generators: A schemata-based approach, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 469–473, San Francisco, California, USA, 2001.
- [70] C. Wellock and B. J. Ross, An examination of lamarckian genetic algorithms, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 474–481, San Francisco, California, USA, 2001.
- [71] K. Wolff and P. Nordin, Evolution of efficient gait with autonomous biped robot using visual feedback, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 482–489, San Francisco, California, USA, 2001.
- [72] T. H. Wu, J. G. Liu, S. Z. Zhu, Y. Huang, and M. Pei, Toward improvement of sea-state parameter extraction of hf radar signals using genetic algorithm, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 490–492, San Francisco, California, USA, 2001.
- [73] M. Yao et al., Towards improvement in locating of underground tomb relics using em radar signals and genetic algorithms, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, pages 493–498, San Francisco, California, USA, 2001.

[74] T. Yu and J. Rutherford, Modeling sparse engine test data using genetic programming, in 2001 Genetic and Evolutionary Computation Conference Late Breaking Papers, edited by E. D. Goodman, page 499, San Francisco, California, USA, 2001.