## Список литературы

- [1] JIN, Y. et al., Neural network regularization and ensembling using multi-objective evolutionary algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1–8, Portland, Oregon, 2004, IEEE Press.
- [2] FARINA, M. et al., A fuzzy-optima definition based multiobjective optimization of a racing car tyre-suspension system, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 9–16, Portland, Oregon, 2004, IEEE Press.
- [3] COELHO, R. F. et al., Pamuc ii for multicriteria optimization of mechanical designs with expert rules, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 17–22, Portland, Oregon, 2004, IEEE Press.
- [4] SMITH, K. et al., Dominance measures for multi-objective simulated annealing, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 23–30, Portland, Oregon, 2004, IEEE Press.
- [5] DEUGO, D. et al., Evolution to the xtreme: Evolving evolutionary strategies using a meta-level approach, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 31–38, Portland, Oregon, 2004, IEEE Press.
- [6] PING CHEN, Y. et al., Convergence time for the linkage learning genetic algorithm, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 39–46, Portland, Oregon, 2004, IEEE Press.
- [7] ARNOLD, D., An analysis of evolutionary gradient search, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 47–54, Portland, Oregon, 2004, IEEE Press.
- [8] DUKKIPATI, A. et al., Cauchy annealing schedule: An annealing schedule for boltzmann selection scheme in evolutionary algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 55–62, Portland, Oregon, 2004, IEEE Press.
- KOBAYASHI, Y. et al., Optimization algorithm using multi-agents and reinforcement learning, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 63–68, Portland, Oregon, 2004, IEEE Press.
- [10] TAVARES, J. et al., Understanding the role of insertion and correction in the evolution of golomb rulers, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 69–76, Portland, Oregon, 2004, IEEE Press.
- [11] SHENG, W. et al., A hybrid algorithm for k-medoid clustering of large data sets, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 77–82, Portland, Oregon, 2004, IEEE Press.
- [12] BERNSTEIN, Y. et al., Multiobjective parsimony enforcement for superior generalisation performance, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 83–89, Portland, Oregon, 2004, IEEE Press.
- [13] HU, X. et al., Recent advances in particle swarm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 90–97, Portland, Oregon, 2004, IEEE Press.
- [14] PARROTT, D. et al., A particle swarm model for tracking multiple peaks in a dynamic environment using speciation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 98–103, Portland, Oregon, 2004, IEEE Press.
- [15] O'NEILL, M. et al., The automatic generation of programs for classification problems with grammatical swarm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 104–110, Portland, Oregon, 2004, IEEE Press.
- [16] DOZIER, G. V. et al., Vulnerability analysis of ais-based intrusion detection systems via genetic and particle swarm red teams, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 111–116, Portland, Oregon, 2004, IEEE Press.

- [17] KENDALL, G. et al., Scripting the game of lemmings with a genetic algorithm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 117–124, Portland, Oregon, 2004, IEEE Press.
- [18] DENZINGER, J. et al., Evolutionary behavior testing of commercial computer games, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 125–132, Portland, Oregon, 2004, IEEE Press.
- [19] CORNO, F. et al., On the evolution of corewar warriors, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 133–138, Portland, Oregon, 2004, IEEE Press.
- [20] COLE, N. et al., Using a genetic algorithm to tune first-person shooter bots, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 139–145, Portland, Oregon, 2004, IEEE Press.
- [21] SPIETH, C. et al., Utilizing an island model for ea to preserve solution diversity for inferring gene regulatory networks, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 146–151, Portland, Oregon, 2004, IEEE Press.
- [22] SPIETH, C. et al., A memetic inference method for gene regulatory networks based on ssystems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 152–157, Portland, Oregon, 2004, IEEE Press.
- [23] ROWLAND, J., On genetic programming and knowledge discovery in transcriptome data, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 158–165, Portland, Oregon, 2004, IEEE Press.
- [24] BLEULER, S. et al., An ea framework for biclustering of gene expression data, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 166–173, Portland, Oregon, 2004, IEEE Press.
- [25] JI, Z. et al., Finding multi-objective paths in stochastic networks: A simulation-based genetic algorithm approach, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 174–180, Portland, Oregon, 2004, IEEE Press.
- [26] CHEN, A. et al., An evolutionary approach for finding optimal automatic vehicle identification reader locations in transportation networks, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 181–187, Portland, Oregon, 2004, IEEE Press.
- [27] SATO, H. et al., Local dominance using polar coordinates to enhance multiobjective evolutionary algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 188–195, Portland, Oregon, 2004, IEEE Press.
- [28] AGUIRRE, H. et al., Insights on properties of multiobjective mnk-landscapes, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 196–203, Portland, Oregon, 2004, IEEE Press.
- [29] PARSOPOULOS, K. et al., Vector evaluated differential evolution for multiobjective optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 204–211, Portland, Oregon, 2004, IEEE Press.
- [30] MOSTAGHIM, S. et al., Molecular force field parametrization using multi-objective evolutionary algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 212–219, Portland, Oregon, 2004, IEEE Press.
- [31] WEINBERG, B. et al., Nfl theorem is unusable on structured classes of problems, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 220–226, Portland, Oregon, 2004, IEEE Press.
- [32] ENGLISH, T., No more lunch: Analysis of sequential search, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 227–234, Portland, Oregon, 2004, IEEE Press.

- [33] KOEPPEN, M., No-free-lunch theorems and the diversity of algorithms, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 235–241, Portland, Oregon, 2004, IEEE Press.
- [34] CHOW, R., Effects of phenotypic feedback and the coupling of genotypic and phenotypic spaces in genetic searches, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 242–249, Portland, Oregon, 2004, IEEE Press.
- [35] SCHONFELD, J. et al., Comparison of robustness of solutions located by evolutionary computation and other search algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 250–257, Portland, Oregon, 2004, IEEE Press.
- [36] GREENWOOD, G., Differing mathematical perspectives of genotype space in combinatorial problems: Metric spaces vs pretopological spaces, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 258–264, Portland, Oregon, 2004, IEEE Press.
- [37] BAIN, S. et al., Evolving algorithms for constraint satisfaction, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 265–272, Portland, Oregon, 2004, IEEE Press.
- [38] DOZIER, G. V., Recurrent distributed constraint satisfaction via genetic and evolutionary societies of hill-climbers, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 273–279, Portland, Oregon, 2004, IEEE Press.
- [39] YUCHI, M. et al., Grouping-based evolutionary algorithm: Seeking balance between feasible and infeasible individuals of constrained optimization problems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 280–287, Portland, Oregon, 2004, IEEE Press.
- [40] VENKATRAMAN, S. et al., A simple elitist genetic algorithm for constrained optimization, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 288–295, Portland, Oregon, 2004, IEEE Press.
- [41] SIMIONESCU, P. A. et al., Constrained optimization problem solving using estimation of distribution algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 296–302, Portland, Oregon, 2004, IEEE Press.
- [42] ALKHALIFAH, Y. et al., A genetic algorithm applied to graph problems involving subsets of vertices, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 303–308, Portland, Oregon, 2004, IEEE Press.
- [43] KATARE, S. et al., A hybrid swarm optimizer for efficient parameter estimation, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 309–315, Portland, Oregon, 2004, IEEE Press.
- [44] CUI, Z. et al., A new stochastic particle swarm optimizer, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 316–319, Portland, Oregon, 2004, IEEE Press.
- [45] SHUYUAN, Y. et al., A quantum particle swarm optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 320–324, Portland, Oregon, 2004, IEEE Press.
- [46] SUN, J. et al., Particle swarm optimization with particles having quantum behavior, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 325–331, Portland, Oregon, 2004, IEEE Press.
- [47] KRINK, T. et al., Noisy optimization problems a particular challenge for differential evolution?, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 332–339, Portland, Oregon, 2004, IEEE Press.
- [48] KENNEDY, J., Probability and dynamics in the particle swarm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 340–347, Portland, Oregon, 2004, IEEE Press.

- [49] CHONG, S. Y. et al., The impact of noise on iterated prisoner's dilemma with multiple levels of cooperation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 348–355, Portland, Oregon, 2004, IEEE Press.
- [50] FRANKEN, N. et al., Pso approaches to co-evolve ipd strategies, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 356–363, Portland, Oregon, 2004, IEEE Press.
- [51] HINGSTON, P. et al., Learning versus evolution in iterated prisoner's dilemma, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 364–372, Portland, Oregon, 2004, IEEE Press.
- [52] MARK, A. et al., A decision making framework for game playing using evolutionary optimization and learning, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 373–380, Portland, Oregon, 2004, IEEE Press.
- [53] ASHLOCK, D. et al., Fingerprints: Enabling visualization and automatic analysis of strategies for two player games, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 381–387, Portland, Oregon, 2004, IEEE Press.
- [54] SUN, X. et al., Evolution of strategies in modified sequential assessment games, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 388–394, Portland, Oregon, 2004, IEEE Press.
- [55] PARMEE, I. et al., Supporting implicit learning via the visualisation of coga multi-objective data, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 395–402, Portland, Oregon, 2004, IEEE Press.
- [56] HERNANDEZ-AGUIRRE, A. et al., Passss: An implementation of a novel diversity strategy for handling constraints, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 403–410, Portland, Oregon, 2004, IEEE Press.
- [57] KICINGER, R. et al., Morphogenesis and structural design: Cellular automata representations of steel structures in tall buildings, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 411–418, Portland, Oregon, 2004, IEEE Press.
- [58] BRYDEN, K. et al., An application of graph based evolutionary algorithms for diversity preservation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 419–426, Portland, Oregon, 2004, IEEE Press.
- [59] SURAM, S. et al., Quantitative trait loci based solution of an inverse radiation heat transfer problem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 427–432, Portland, Oregon, 2004, IEEE Press.
- [60] DORRIS, N. et al., Interactive evolutionary design of anthropomorphic symbols, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 433–440, Portland, Oregon, 2004, IEEE Press.
- [61] ISHIBUCHI, H. et al., Performance evaluation of simple multiobjective genetic local search algorithms on multiobjective 0/1 knapsack problems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 441–448, Portland, Oregon, 2004, IEEE Press.
- [62] AGUIRRE, H. et al., Effects of elitism and population climbing on multiobjective mnk-landscapes, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 449–456, Portland, Oregon, 2004, IEEE Press.
- [63] DUNN, E. et al., Pareto optimal sensing strategies for an active vision system, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 457–463, Portland, Oregon, 2004, IEEE Press.
- [64] YUN, Y. et al., Fitness evaluation using generalized data envelopment analysis in moga, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 464–471, Portland, Oregon, 2004, IEEE Press.

- [65] NGUYEN, X. H. et al., An investigation on the roles of insertion and deletion operators in tree adjoining grammar guided genetic programming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 472–477, Portland, Oregon, 2004, IEEE Press.
- [66] SHAN, Y. et al., Grammar model-based program evolution, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 478–485, Portland, Oregon, 2004, IEEE Press.
- [67] TOMASSINI, M. et al., A new technique for dynamic size populations in genetic programming, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 486–493, Portland, Oregon, 2004, IEEE Press.
- [68] CIESIELSKI, V. et al., Experiments with explicit for-loops in genetic programming, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 494–501, Portland, Oregon, 2004, IEEE Press.
- [69] LEON, E. et al., Anomaly detection based on unsupervised niche clustering with application to network intrusion detection, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 502–508, Portland, Oregon, 2004, IEEE Press.
- [70] TEREDESAI, A. et al., Issues in evolving gp based classifiers for a pattern recognition task, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 509–515, Portland, Oregon, 2004, IEEE Press.
- [71] OUELLETTE, R. et al., Genetic algorithm optimization of a convolutional neural network for autonomous crack detection, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 516–521, Portland, Oregon, 2004, IEEE Press.
- [72] ASHBURN, T. et al., Interactive inversion of financial markets agent-based models, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 522–529, Portland, Oregon, 2004, IEEE Press.
- [73] DEVICHARAN, D. et al., Particle swarm optimization with adaptive linkage learning, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 530–535, Portland, Oregon, 2004, IEEE Press.
- [74] CAGNINA, L. et al., Particle swarm optimization for sequencing problems: A case study, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 536–541, Portland, Oregon, 2004, IEEE Press.
- [75] LIU, Y. et al., Supervisor-student model in particle swarm optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 542–547, Portland, Oregon, 2004, IEEE Press.
- [76] MOHAIS, A. et al., Randomized directed neighborhoods with edge migration in particle swarm optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 548–555, Portland, Oregon, 2004, IEEE Press.
- [77] CASTILLO, F. et al., Using evolutionary algorithms to suggest variable transformations in linear model lack-of-fit situations, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 556–560, Portland, Oregon, 2004, IEEE Press.
- [78] KORDON, A. et al., Symbolic regression modeling of blown film process effects, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 561–568, Portland, Oregon, 2004, IEEE Press.
- [79] FILIPIC, B. et al., A comparative study of coolant flow optimization on a steel casting machine, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 569–573, Portland, Oregon, 2004, IEEE Press.
- [80] JONES, P. et al., Optimisation of the high efficiency deep grinding process with fuzzy fitness function and constraints, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 574–581, Portland, Oregon, 2004, IEEE Press.

- [81] CORNE, D. et al., Investigating issues in the reconstructability of genetic regulatory networks, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 582–589, Portland, Oregon, 2004, IEEE Press.
- [82] CHO, S.-B. et al., Speciated ga for optimal ensemble classifiers in dna microarray classification, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 590–597, Portland, Oregon, 2004, IEEE Press.
- [83] DESCHENES, A. et al., Using stacking-energies (inn and inn-hb) for improving the accuracy of rna secondary structure prediction with an evolutionary algorithm a comparison to known structures, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 598–606, Portland, Oregon, 2004, IEEE Press.
- [84] FOGEL, G. B. et al., Parameter optimization of an evolutionary algorithm for rna structure discovery, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 607–613, Portland, Oregon, 2004, IEEE Press.
- [85] KOTANI, M. et al., Feature extraction using coevolutionary genetic programming, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 614–619, Portland, Oregon, 2004, IEEE Press.
- [86] CHAN, K. Y. et al., An empirical study on the performance of factorial design based crossover on parametrical problems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 620–627, Portland, Oregon, 2004, IEEE Press.
- [87] ZOU, Y. et al., Hw-sw partitioning based on genetic algorithm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 628–633, Portland, Oregon, 2004, IEEE Press.
- [88] HONG, J.-H. et al., Evolution of emergent behaviors for shooting game characters in robocode, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 634–638, Portland, Oregon, 2004, IEEE Press.
- [89] de Garis, H. et al., Robust, reversible, nano-scale, femto-second-switching circuits and their evolution, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 639– 645, Portland, Oregon, 2004, IEEE Press.
- [90] HATANAKA, T. et al., Nonlinear system identification based on evolutionary fuzzy modeling, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 646–651, Portland, Oregon, 2004, IEEE Press.
- [91] BRABAZON, A. et al., Investigating organizational strategic inertia using a particle swarm model, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 652–659, Portland, Oregon, 2004, IEEE Press.
- [92] GUTIERREZ, C., Heuristics in a general scheduling problem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 660–665, Portland, Oregon, 2004, IEEE Press.
- [93] GAO, W., Fast immunized evolutionary programming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 666–670, Portland, Oregon, 2004, IEEE Press.
- [94] COHEN, D., Using sat scores as predictors for future academic success, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 671–677, Portland, Oregon, 2004, IEEE Press.
- [95] CHUNG-YUAN, H. et al., Self-adaptive routing based on learning classifier systems, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 678–682, Portland, Oregon, 2004, IEEE Press.
- [96] ETO, S. et al., Functional localization of genetic network programming and its application to a pursuit problem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 683–690, Portland, Oregon, 2004, IEEE Press.

- [97] BANDTE, O., Visualizing information in an interactive evolutionary design process, in Proceedings of the 2004 IEEE Congress on Evolutionary Computation, pages 691–698, Portland, Oregon, 2004, IEEE Press.
- [98] De San Pedro, M. et al., Effect of crossover operators under multirecombination: Weighted tardiness, a test case, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 699–705, Portland, Oregon, 2004, IEEE Press.
- [99] ZHENG, J. et al., Some discussions about mogas: Individual relations, non-dominated set, and application on automatic negotiation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 706–712, Portland, Oregon, 2004, IEEE Press.
- [100] NAKAGOE, H. et al., Genetic network programming with automatically generated variable size macro nodes, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 713–719, Portland, Oregon, 2004, IEEE Press.
- [101] SASTRY, K. et al., Efficiency enhancement of genetic algorithms via building-block-wise fitness estimation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 720–727, Portland, Oregon, 2004, IEEE Press.
- [102] KLEEMAN, M. et al., Multi-objective evolutionary search performance with explicit building-block sizes for npc problems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 728–735, Portland, Oregon, 2004, IEEE Press.
- [103] FERREIRA, T. et al., A hybrid intelligent system approach for improving the prediction of real world time series, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 736–743, Portland, Oregon, 2004, IEEE Press.
- [104] CHEN, J. et al., Enhancement of the shifting balance genetic algorithm for highly multimodal problems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 744–751, Portland, Oregon, 2004, IEEE Press.
- [105] HOTZ, P. E., Comparing direct and developmental encoding schemes in artificial evolution: A case study in evolving lens shapes, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 752–757, Portland, Oregon, 2004, IEEE Press.
- [106] OSMERA, P., Evolvable controllers with hierarchical structure, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 758–765, Portland, Oregon, 2004, IEEE Press.
- [107] PARKER, G. et al., Varying sample sizes for the co-evolution of heterogeneous agents, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 766–771, Portland, Oregon, 2004, IEEE Press.
- [108] HOU, H. et al., Comparing performance of binary-coded and constraint-based detectors, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 772–777, Portland, Oregon, 2004, IEEE Press.
- [109] KIN CHOW, C. et al., Autonomous agent response learning by a multi-species particle swarm optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 778–785, Portland, Oregon, 2004, IEEE Press.
- [110] DANESHYARI, M. et al., Talent based social algorithm for optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 786–791, Portland, Oregon, 2004, IEEE Press.
- [111] S., B. et al., A novel concurrent particle swarm optimization (cpso), in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 792–796, Portland, Oregon, 2004, IEEE Press.
- [112] ISAACS, J. et al., Optimized wavelet hand pose estimation for american sign language recognition, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 797–802, Portland, Oregon, 2004, IEEE Press.

- [113] WU, Z. et al., An evolutionary algorithm for solving parameter identification problems in elliptic systems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 803–808, Portland, Oregon, 2004, IEEE Press.
- [114] ESKRIDGE, B. et al., Imitating success: A memetic crossover operator for genetic programming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 809–815, Portland, Oregon, 2004, IEEE Press.
- [115] de Garis, H. et al., "multi-mod": A pc based software system for handling the interconnectivity and neural signaling of an artificial brain containing 10,000 evolved neural net modules, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 816–819, Portland, Oregon, 2004, IEEE Press.
- [116] SHUYUAN, Y. et al., A novel quantum evolutionary algorithm and its application, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 820–826, Portland, Oregon, 2004, IEEE Press.
- [117] ANDO, S. et al., Estimation of gene network using real-coded ga and robustness analysis, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 827–834, Portland, Oregon, 2004, IEEE Press.
- [118] GORDON, S. et al., Evolving sparse direction maps for maze pathfinding, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 835–838, Portland, Oregon, 2004, IEEE Press.
- [119] OH, J. et al., Design of rationality-based computing middleware: A preliminary study, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 839–846, Portland, Oregon, 2004, IEEE Press.
- [120] AUGUGLIARO, A. et al., A fuzzy-logic based evolutionary multiobjective approach for automated distribution networks management, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 847–854, Portland, Oregon, 2004, IEEE Press.
- [121] KIMBROUGH, S. et al., Exploring a financial product model with a two-population genetic algorithm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 855–862, Portland, Oregon, 2004, IEEE Press.
- [122] NEAL, M. et al., Rotation-invariant appearance based maps for robot navigation using an artificial immune network algorithm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 863–870, Portland, Oregon, 2004, IEEE Press.
- [123] SANCHEZ, E. et al., A local analysis of the genotype-fitness mapping in hardware optimization problems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 871–878, Portland, Oregon, 2004, IEEE Press.
- [124] ESQUIVEL, S. et al., A comparison of two mutation operators for the path planning problem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 879–883, Portland, Oregon, 2004, IEEE Press.
- [125] UOSAKI, K. et al., Evolution strategies based particle filters for state and parameter estimation of nonlinear models, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 884–890, Portland, Oregon, 2004, IEEE Press.
- [126] SINKA, M. et al., Evolving document features for web document clustering: A feasability study, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 891–897, Portland, Oregon, 2004, IEEE Press.
- [127] YONG-DUK, K. et al., Behavior selection and learning for synthetic character, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 898–903, Portland, Oregon, 2004, IEEE Press.

- [128] NEUMANN, F., Expected runtimes of evolutionary algorithms for the eulerian cycle problem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 904–910, Portland, Oregon, 2004, IEEE Press.
- [129] CHAKRABORTY, U., Analysis of encoding in 1+1-ea, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 911–917, Portland, Oregon, 2004, IEEE Press.
- [130] SALOMON, R., The curse of high-dimensional search spaces: Observing premature convergence in unimodal functions, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 918–923, Portland, Oregon, 2004, IEEE Press.
- [131] VEREL, S. et al., Scuba search: when selection meets innovation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 924–931, Portland, Oregon, 2004, IEEE Press.
- [132] STREICHERT, F. et al., Evaluating a hybrid encoding and three crossover operators on the constrained portfolio selection problem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 932–939, Portland, Oregon, 2004, IEEE Press.
- [133] KORCZAK, J. J. et al., Evolutionary building of stock trading experts in a real-time system, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 940–947, Portland, Oregon, 2004, IEEE Press.
- [134] HAYWARD, S., Setting up performance surface of an artificial neural network with genetic algorithm optimization: in search of an accurate and profitable prediction for stock trading, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 948–954, Portland, Oregon, 2004, IEEE Press.
- [135] TANAKA-YAMAWAKI, M. et al., Predicting the tick-wise price fluctuations by means of evolutional computation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 955–958, Portland, Oregon, 2004, IEEE Press.
- [136] KROHLING, R. A. et al., Co-evolutionary particle swarm optimization for min-max problems using gaussian distribution, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 959–964, Portland, Oregon, 2004, IEEE Press.
- [137] KRUSIENSKI, D. et al., Particle swarm optimization for adaptive iir filter structures, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 965–970, Portland, Oregon, 2004, IEEE Press.
- [138] SLADE, W. et al., Ocean color inversion by particle swarm optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 971–977, Portland, Oregon, 2004, IEEE Press.
- [139] MIGUELANEZ, E. et al., Evolving neural networks using swarm intelligence for binmap classification, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 978–985, Portland, Oregon, 2004, IEEE Press.
- [140] YANNAKAKIS, G. et al., An evolutionary approach for interactive computer games, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 986–993, Portland, Oregon, 2004, IEEE Press.
- [141] FLETCHER, J. et al., Hamilton's rule applied to reciprocal altruism, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 994–1000, Portland, Oregon, 2004, IEEE Press.
- [142] DAOUD, M. et al., Ayo, the awari player, or how better representation trumps deeper search, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1001–1006, Portland, Oregon, 2004, IEEE Press.
- [143] LUCAS, S., Cellz: A simple dynamic game for testing evolutionary algorithms, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1007–1014, Portland, Oregon, 2004, IEEE Press.

- [144] ZHANG, G.-Z. et al., Radial basis function neural network optimized by ga for soybean protein sequence residue spatial distance prediction, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1015–1019, Portland, Oregon, 2004, IEEE Press.
- [145] DAY, R. et al., Force field approximations using artificial neural networks, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 1020–1027, Portland, Oregon, 2004, IEEE Press.
- [146] YANG, J.-M. et al., A pharmacophore-based evolutionary approach for screening estrogen receptor antagonists, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1028–1035, Portland, Oregon, 2004, IEEE Press.
- [147] LAMONT, G. et al., An artificial immune system strategy for robust chemical spectra classification via distributed heterogeneous sensors, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1036–1043, Portland, Oregon, 2004, IEEE Press.
- [148] TIMMIS, J. et al., Assessing the performance of two immune inspired algorithms and a hybrid genetic algorithm for function optimisation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1044–1051, Portland, Oregon, 2004, IEEE Press.
- [149] GARRETT, S., Parameter-free, adaptive clonal selection, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1052–1058, Portland, Oregon, 2004, IEEE Press.
- [150] de Paula, F. et al., An intrusion detection system using ideas from the immune system, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1059–1066, Portland, Oregon, 2004, IEEE Press.
- [151] HAMAKER, J. et al., Non-euclidean distance measures in airs, an artificial immune classification system, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1067–1073, Portland, Oregon, 2004, IEEE Press.
- [152] NICOSIA, G. et al., An immune algorithm with hyper-macromutations for the 2d hydrophilic-hydrophobic model, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1074–1080, Portland, Oregon, 2004, IEEE Press.
- [153] JI, Z. et al., Augmented negative selection algorithm with variable-coverage detectors, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1081–1088, Portland, Oregon, 2004, IEEE Press.
- [154] ANDERSON, C. et al., Evolutionary testing as both a testing and redesign tool: a study of a shipboard firemain's valve and pump controls, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1089–1097, Portland, Oregon, 2004, IEEE Press.
- [155] MALINCHIK, S. et al., Interactive exploratory data analysis, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1098–1104, Portland, Oregon, 2004, IEEE Press.
- [156] FERNANDEZ, E. et al., An instantaneous memetic algorithm for illumination correction, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1105–1110, Portland, Oregon, 2004, IEEE Press.
- [157] BARTZ-BEIELSTEIN, T. et al., Tuning search algorithms for real-world applications: A regression tree based approach, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1111–1118, Portland, Oregon, 2004, IEEE Press.
- [158] SALOMON, R., The force model: Concept, behavior, interpretation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1119–1126, Portland, Oregon, 2004, IEEE Press.
- [159] LEE, G. et al., Automated selection of vision operator libraries with evolutionary algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1127–1134, Portland, Oregon, 2004, IEEE Press.

- [160] DAHAL, K. P. et al., An evolutionary generation scheduling in an open electricity market, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1135–1142, Portland, Oregon, 2004, IEEE Press.
- [161] LASSO, M. et al., Solving dynamic tardiness problems in single machine environments, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1143–1149, Portland, Oregon, 2004, IEEE Press.
- [162] TSUTSUI, S. et al., Solving capacitated vehicle routing problems using edge histogram based sampling algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1150–1157, Portland, Oregon, 2004, IEEE Press.
- [163] ALDASHT, M. et al., A genetic exploration of dynamic load balancing algorithms, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1158–1163, Portland, Oregon, 2004, IEEE Press.
- [164] DANDASS, Y., Genetic list scheduling for soft real-time parallel applications, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1164–1171, Portland, Oregon, 2004, IEEE Press.
- [165] ALETI, S. H. et al., Evolutionary algorithms based on machine learning accelerate mathematical function optimization but not neural net evolution, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1172–1177, Portland, Oregon, 2004, IEEE Press.
- [166] HU, J. et al., Wireless access point configuration by genetic programming, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 1178–1184, Portland, Oregon, 2004, IEEE Press.
- [167] BURIAN, A. et al., Evolved gate arrays for image restoration, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1185–1192, Portland, Oregon, 2004, IEEE Press.
- [168] HABIB, S. et al., Synthesizing complex multimedia network topologies using an evolutionary approach, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1193–1200, Portland, Oregon, 2004, IEEE Press.
- [169] INOUE, Y. et al., Object transportation by two humanoid robots using cooperative learning, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1201–1208, Portland, Oregon, 2004, IEEE Press.
- [170] WALKER, R. L., Honeybee search strategies: Adaptive exploration of an information ecosystem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1209–1216, Portland, Oregon, 2004, IEEE Press.
- [171] DAIDA, J. et al., Demonstrating constraints to diversity with a tunably difficulty problem for genetic programming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1217–1224, Portland, Oregon, 2004, IEEE Press.
- [172] DAIDA, J. et al., Visualizing the loss of diversity in genetic programming, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 1225–1232, Portland, Oregon, 2004, IEEE Press.
- [173] KATADA, Y. et al., The nei's standard genetic distance in artificial evolution, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1233–1239, Portland, Oregon, 2004, IEEE Press.
- [174] HERNANDEZ, G. et al., On geometric and statistical properties of the attractors of a generic evolutionary algorithm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1240–1247, Portland, Oregon, 2004, IEEE Press.
- [175] HE, J. et al., To understand one-dimensional continuous fitness landscapes by drift analysis, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1248–1253, Portland, Oregon, 2004, IEEE Press.

- [176] Di Pietro, A. et al., Applying evolutionary algorithms to problems with noisy, time-consuming fitness functions, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1254–1261, Portland, Oregon, 2004, IEEE Press.
- [177] YANG, S., Constructing dynamic test environments for genetic algorithms based on problem difficulty, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1262–1269, Portland, Oregon, 2004, IEEE Press.
- [178] SCHOENEMANN, L., The impact of population sizes and diversity on the adaptability of evolution strategies in dynamic environments, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1270–1277, Portland, Oregon, 2004, IEEE Press.
- [179] TINOS, R. et al., A genetic algorithm with gene dependent mutation probability for non-stationary optimization problems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1278–1285, Portland, Oregon, 2004, IEEE Press.
- [180] KANG, L. et al., Benchmarking algorithms for dynamic travelling salesman problems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1286–1292, Portland, Oregon, 2004, IEEE Press.
- [181] ERIKSSON, R. et al., On the performance of evolutionary algorithms with life-time adaptation in dynamic fitness landscapes, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1293–1300, Portland, Oregon, 2004, IEEE Press.
- [182] BONINO, D. et al., Dynamic optimization of semantic annotation relevance, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1301–1308, Portland, Oregon, 2004, IEEE Press.
- [183] HERNANDEZ-AGUIRRE, A. et al., Mutual information-based fitness functions for evolutionary circuit synthesis, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1309–1316, Portland, Oregon, 2004, IEEE Press.
- [184] SARIF, B. et al., Fuzzified ant colony optimization algorithm for efficient combinational circuits, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1317–1324, Portland, Oregon, 2004, IEEE Press.
- [185] CRUZ, A., A hybrid deterministic/genetic test generator to improve fault, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1325–1330, Portland, Oregon, 2004, IEEE Press.
- [186] SIMSEK, B. et al., Reinforcement learning for procurement agents of the factory of the future, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1331–1337, Portland, Oregon, 2004, IEEE Press.
- [187] SEDIGHI, K. et al., Autonomous local path-planning for a mobile robot using a genetic algorithm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1338–1345, Portland, Oregon, 2004, IEEE Press.
- [188] HATI, S. et al., A ga-based integrated approach to model-assisted matching and pose estimation for automated visual inspection applications, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1346–1353, Portland, Oregon, 2004, IEEE Press.
- [189] COHEN, D., Ea-lect: An evolutionary algorithm for constructing logical rules to predict election into cooperstown, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1354–1361, Portland, Oregon, 2004, IEEE Press.
- [190] TONGCHIM, S. et al., Parallel evolutionary programming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1362–1367, Portland, Oregon, 2004, IEEE Press.
- [191] SANTOS, E. et al., A hydro unit commitment model using genetic algorithm, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1368–1374, Portland, Oregon, 2004, IEEE Press.

- [192] OZCAN, E. et al., Genetic algorithms for parallel code optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1375–1381, Portland, Oregon, 2004, IEEE Press.
- [193] THOMSEN, R., Multimodal optimization using crowding-based differential evolution, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1382–1389, Portland, Oregon, 2004, IEEE Press.
- [194] DOCTOR, S. et al., Optimal pso for collective robotic search applications, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1390–1395, Portland, Oregon, 2004, IEEE Press.
- [195] PULIDO, G. T. et al., A constraint-handling mechanism for particle swarm optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1396–1403, Portland, Oregon, 2004, IEEE Press.
- [196] MOSTAGHIM, S. et al., Covering pareto-optimal fronts by subswarms in multi-objective particle swarm optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1404–1411, Portland, Oregon, 2004, IEEE Press.
- [197] TASGETIREN, M. F. et al., Particle swarm optimization algorithm for single machine total weighted tardiness problem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1412–1419, Portland, Oregon, 2004, IEEE Press.
- [198] FOGEL, D. B. et al., A platform for evolving characters in competitive games, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1420–1426, Portland, Oregon, 2004, IEEE Press.
- [199] FOGEL, D. B., Evolving strategies in blackjack, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1427–1434, Portland, Oregon, 2004, IEEE Press.
- [200] GORDON, S. et al., The knight's tour evolutionary vs. depth-first search, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 1435–1440, Portland, Oregon, 2004, IEEE Press.
- [201] MILES, C. et al., Learning to play like a human: Case injected genetic algorithms for strategic computer gaming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1441–1448, Portland, Oregon, 2004, IEEE Press.
- [202] GUO, Z. et al., A heuristic ga for the stochastic vehicle routing problems with soft time windows, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1449–1456, Portland, Oregon, 2004, IEEE Press.
- [203] WEI, J.-D. et al., A new approach to the traveling salesman problem using genetic algorithms with priority encoding, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1457–1464, Portland, Oregon, 2004, IEEE Press.
- [204] NAGATA, Y., Criteria for designing crossovers for tsp, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1465–1472, Portland, Oregon, 2004, IEEE Press.
- [205] WHITE, C. et al., A hybrid evolutionary algorithm for traveling salesman problem, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1473–1478, Portland, Oregon, 2004, IEEE Press.
- [206] de la Cruz-Garcia, J. M. et al., Hybrid heuristic and mathematical programming in oil pipelines networks, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1479–1486, Portland, Oregon, 2004, IEEE Press.
- [207] DIMOPOULOS, C., A review of evolutionary multiobjective optimization applications in the area of production research, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1487–1494, Portland, Oregon, 2004, IEEE Press.

- [208] WONG, T. et al., A hybrid moea for the capacitated exam proximity problem, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1495–1501, Portland, Oregon, 2004, IEEE Press.
- [209] DAY, R. et al., Multi-objective fast messy genetic algorithm solving deception problems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1502–1509, Portland, Oregon, 2004, IEEE Press.
- [210] HERNANDEZ, J. C. et al., On the design of state-of-the-art pseudorandom number generators by means of genetic programming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1510–1516, Portland, Oregon, 2004, IEEE Press.
- [211] CLARK, J. A. et al., Searching for cost functions, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1517–1524, Portland, Oregon, 2004, IEEE Press.
- [212] FULLER, J. et al., Multi-objective optimisation of bijective s-boxes, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1525–1532, Portland, Oregon, 2004, IEEE Press.
- [213] CLARK, J. A. et al., The design of s-boxes by simulated annealing, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1533–1537, Portland, Oregon, 2004, IEEE Press.
- [214] OH, C. et al., Autonomous controller design for unmanned aerial vehicles using multi-objective genetic programming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1538–1545, Portland, Oregon, 2004, IEEE Press.
- [215] LIU, H. et al., A hierarchical approach for adaptive humanoid robot control, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1546–1553, Portland, Oregon, 2004, IEEE Press.
- [216] WALSH, P. et al., A high-throughput computing environment for job shop scheduling genetic algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1554–1560, Portland, Oregon, 2004, IEEE Press.
- [217] GONZALEZ, L. et al., A self-adaptive negative selection approach for anomaly detection, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1561–1568, Portland, Oregon, 2004, IEEE Press.
- [218] ULMER, H. et al., Evolution strategies with controlled model assistance, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1569–1576, Portland, Oregon, 2004, IEEE Press.
- [219] WON, K. S. et al., Performance of kriging and cokriging based surrogate models within the unified framework for surrogate assisted optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1577–1585, Portland, Oregon, 2004, IEEE Press.
- [220] ZHOU, Z. et al., Hierarchical surrogate-assisted evolutionary optimization framework, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1586–1593, Portland, Oregon, 2004, IEEE Press.
- [221] OKABE, T. et al., Voronoi-based estimation of distribution algorithm for multi-objective optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1594–1601, Portland, Oregon, 2004, IEEE Press.
- [222] DOTY, D., Non-local evolutionary adaptation in gridplants, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1602–1609, Portland, Oregon, 2004, IEEE Press.
- [223] JOHNSON, R. et al., Coevolutionary tempo game, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1610–1617, Portland, Oregon, 2004, IEEE Press.
- [224] ASHLOCK, D. et al., Coevolution and tartarus, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1618–1624, Portland, Oregon, 2004, IEEE Press.

- [225] O'RIORDAN, C. et al., Co-evolution of strategies for an n-player dilemma, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 1625–1630, Portland, Oregon, 2004, IEEE Press.
- [226] SPEER, N. et al., A memetic co-clustering algorithm for gene expression profiles and biological annotation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1631–1638, Portland, Oregon, 2004, IEEE Press.
- [227] PIASECZNY, W. et al., Chemical genetic programming evolution of amino acid rewriting rules used for genotype-phenotype translation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1639–1646, Portland, Oregon, 2004, IEEE Press.
- [228] SEO, D. et al., A computatioal approach to detect transcritpion regulatory elements in dictyostelium discoideum, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1647–1653, Portland, Oregon, 2004, IEEE Press.
- [229] DING, S. et al., A genetic algorithm applied to optimal gene subset selection, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1654–1660, Portland, Oregon, 2004, IEEE Press.
- [230] EGUCHI, T. et al., Elevator group supervisory control systems using genetic network programming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1661–1667, Portland, Oregon, 2004, IEEE Press.
- [231] SANCHEZ, J. J. et al., Genetic algorithms and cellular automata: A new architecture for traffic light cycles optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1668–1674, Portland, Oregon, 2004, IEEE Press.
- [232] KATSUMATA, Y. et al., Cabling and scheduling for electric power plant operation via tabuboa algorithm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1675–1682, Portland, Oregon, 2004, IEEE Press.
- [233] WATANABE, I. et al., A genetic algorithm for optimizing switching sequence of service restoration in distribution systems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1683–1690, Portland, Oregon, 2004, IEEE Press.
- [234] ROSS, P. et al., Hyper-heuristics applied to class and exam timetabling problems, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1691–1698, Portland, Oregon, 2004, IEEE Press.
- [235] FUNES, P. et al., Interactive multi-participant task allocation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1699–1705, Portland, Oregon, 2004, IEEE Press.
- [236] PFAFFMANN, J. et al., A scouting-inspired evolutionary algorithm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1706–1712, Portland, Oregon, 2004, IEEE Press.
- [237] ASHLOCK, D. et al., On taxonomy of evolutionary computation problems, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 1713–1719, Portland, Oregon, 2004, IEEE Press.
- [238] GOMEZ, J., Self adaptation of operator rates in evolutionary algorithms, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 1720–1726, Portland, Oregon, 2004, IEEE Press.
- [239] GOMEZ, J., Evolution of fuzzy rule based classifiers, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1727–1734, Portland, Oregon, 2004, IEEE Press.
- [240] ZHANG, J. et al., Subspace fdc for sharing distance estimation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1735–1742, Portland, Oregon, 2004, IEEE Press.

- [241] KOBTI, Z. et al., The effect of kinship cooperation learning strategy and culture on the resilience of social systems in the village multi-agent simulation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1743–1750, Portland, Oregon, 2004, IEEE Press.
- [242] PENG, B. et al., Cultural algorithms: Knowledge learning in dynamic environments, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1751–1758, Portland, Oregon, 2004, IEEE Press.
- [243] HO, N. B. et al., Genace: An efficient cultural algorithm to solve the flexible job-shop problem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1759–1766, Portland, Oregon, 2004, IEEE Press.
- [244] CURRAN, D. et al., The effect of noise on the performance of cultural evolution in multiagent systems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1767–1773, Portland, Oregon, 2004, IEEE Press.
- [245] STEPHAN, C. et al., An agent-based hydrogen vehicle/infrastructure model, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1774–1779, Portland, Oregon, 2004, IEEE Press.
- [246] OSTROWSKI, D. et al., Using cultural algorithms to evolve strategies for recessionary markets, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1780–1785, Portland, Oregon, 2004, IEEE Press.
- [247] STOICA, A. et al., Evolutionary recovery of electronic circuits from radiation induced faults, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1786–1793, Portland, Oregon, 2004, IEEE Press.
- [248] SAIT, S. M. et al., Enhanced simulated evolution algorithm for digital circuit design yielding faster execution in a larger solution space, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1794–1799, Portland, Oregon, 2004, IEEE Press.
- [249] HARDING, S. et al., Evolution in materio : A tone discriminator in liquid crystal, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1800–1807, Portland, Oregon, 2004, IEEE Press.
- [250] HUNTER, D., Some lessons learned on constructing an automated testbench for evolvable hardware experiments, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1808–1812, Portland, Oregon, 2004, IEEE Press.
- [251] OLTEAN, M., Solving even-parity problems using traceless genetic programming, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1813–1819, Portland, Oregon, 2004, IEEE Press.
- [252] BLUMENTHAL, J. et al., Punctuated anytime learning for evolving multi-agent capture strategies, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1820–1827, Portland, Oregon, 2004, IEEE Press.
- [253] BAJURNOW, A. et al., Layered learning for evolving goal scoring behavior in soccer players, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1828–1835, Portland, Oregon, 2004, IEEE Press.
- [254] EBERBACH, E. et al., On designing co\$t: A new approach and programming environment for distributed problem solving based on evolutionary computation and anytime algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1836–1843, Portland, Oregon, 2004, IEEE Press.
- [255] ASHLOCK, D. et al., Program induction: Building a wall, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1844–1850, Portland, Oregon, 2004, IEEE Press.
- [256] HARTONO, P. et al., Labeled-ga with adaptive mutation rate, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1851–1858, Portland, Oregon, 2004, IEEE Press.

- [257] ASHLOCK, D. et al., Simulation of floral specialization in bees, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1859–1864, Portland, Oregon, 2004, IEEE Press.
- [258] KEPHART, D. et al., Codegen: The generation and testing of dna code words, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1865–1873, Portland, Oregon, 2004, IEEE Press.
- [259] KHABZAOUI, M. et al., A multicriteria genetic algorithm to analyze dna microarray data, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1874–1881, Portland, Oregon, 2004, IEEE Press.
- [260] NUSER, M. et al., A probabilistic analysis of in vitro selection of independent dna words for computation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1882–1888, Portland, Oregon, 2004, IEEE Press.
- [261] NEEL, A. et al., Soundness and quality of semantic retrieval in dna-based memories with abiotic data, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1889–1895, Portland, Oregon, 2004, IEEE Press.
- [262] WOOD, D. et al., Fredkin gate circuits via recombination enzymes, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1896–1900, Portland, Oregon, 2004, IEEE Press.
- [263] CHIANG, C.-H. et al., A new cellular automaton: Five elements balance chart and its application to forest industry ecosystem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1901–1908, Portland, Oregon, 2004, IEEE Press.
- [264] ACAN, A., Clonal selection algorithm with operator multiplicity, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1909–1915, Portland, Oregon, 2004, IEEE Press.
- [265] RANDALL, M., Heuristics for ant colony optimisation using the generalised assignment problem, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1916–1923, Portland, Oregon, 2004, IEEE Press.
- [266] IPPOLITO, M. et al., Multiobjective ant colony search algorithm for optimal electrical distribution system strategical planning, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1924–1931, Portland, Oregon, 2004, IEEE Press.
- [267] ANNALURU, R. et al., Multi-level and colony algorithm for optimal placement of capacitors in distribution systems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1932–1937, Portland, Oregon, 2004, IEEE Press.
- [268] PIRZADA, A. et al., Trusted routing in ad-hoc networks using pheromone trails, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1938–1943, Portland, Oregon, 2004, IEEE Press.
- [269] MUMFORD, C., A hierarchical evolutionary approach to multi-objective optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1944–1951, Portland, Oregon, 2004, IEEE Press.
- [270] BRANKE, J. et al., Parallelizing multi-objective evolutionary algorithms: Cone separation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1952–1957, Portland, Oregon, 2004, IEEE Press.
- [271] GROSAN, C., Improving the performance of evolutionary algorithms for the multiobjective 0/1 knapsack problem using epsilon -dominance, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1958–1963, Portland, Oregon, 2004, IEEE Press.
- [272] MARWAHA, S. et al., Evolutionary fuzzy multi-objective routing for wireless mobile ad hoc networks, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1964–1971, Portland, Oregon, 2004, IEEE Press.

- [273] CHAN, K. Y. et al., Parameterisation of mutation in evolutionary algorithms using the estimated main effect of genes, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1972–1979, Portland, Oregon, 2004, IEEE Press.
- [274] VESTERSTROEM, J. et al., A comparative study of differential evolution, particle swarm optimization, and evolutionary algorithms on numerical benchmark problems, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 1980–1987, Portland, Oregon, 2004, IEEE Press.
- [275] ZHANG, F. et al., A comparison of distributed restricted recombination operators for genetic and evolutionary societies of hill-climbers: A disacsp perspective, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1988–1995, Portland, Oregon, 2004, IEEE Press.
- [276] RAY, T. et al., Study on the behaviour and implementation of parent centric crossover within the generalized generation gap model, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 1996–2003, Portland, Oregon, 2004, IEEE Press.
- [277] PATERLINI, S. et al., High performance clustering with differential evolution, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 2004–2011, Portland, Oregon, 2004, IEEE Press.
- [278] XIE, X.-F. et al., Handling equality constraints by adaptive relaxing rule for swarm algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2012–2016, Portland, Oregon, 2004, IEEE Press.
- [279] XIE, X.-F. et al., Optimizing semiconductor devices by self-organizing particle swarm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2017–2022, Portland, Oregon, 2004, IEEE Press.
- [280] TASOULIS, D. et al., Parallel differential evolution, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2023–2029, Portland, Oregon, 2004, IEEE Press.
- [281] BUZING, P. et al., Cooperation and communication in evolving artificial societies, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 2030–2037, Portland, Oregon, 2004, IEEE Press.
- [282] ENEE, G. et al., Evolution of communication in a genetic based multi-agent system: Use wise resources, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2038–2044, Portland, Oregon, 2004, IEEE Press.
- [283] ASHLOCK, D. et al., The effect of tag recognition on non-local adaptation, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 2045–2051, Portland, Oregon, 2004, IEEE Press.
- [284] KENDALL, G. et al., An investigation of an evolutionary approach to the opening of go, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2052–2059, Portland, Oregon, 2004, IEEE Press.
- [285] ONO, I. et al., An evolutionary algorithm taking account of mutual interactions among substances for inference of genetic networks, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2060–2067, Portland, Oregon, 2004, IEEE Press.
- [286] NOMAN, N. et al., Use of clustering to improve the layout of gene network for visualization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2068–2075, Portland, Oregon, 2004, IEEE Press.
- [287] PAUL, T. et al., Selection of the most useful subset of genes for gene expression-based classification, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2076–2083, Portland, Oregon, 2004, IEEE Press.

- [288] KODURU, P. et al., A multi-objective ga-simplex hybrid approach for gene regulatory network models, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2084–2091, Portland, Oregon, 2004, IEEE Press.
- [289] SONG, A. et al., Texture analysis by genetic programming, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2092–2099, Portland, Oregon, 2004, IEEE Press.
- [290] JANG, J.-S. et al., Face detection using quantum-inspired evolutionary algorithm, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 2100–2106, Portland, Oregon, 2004, IEEE Press.
- [291] TREPTOW, A. et al., Combining adaboost learning and evolutionary search to select features for real-time object detection, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2107–2113, Portland, Oregon, 2004, IEEE Press.
- [292] MILLER, D. et al., Evolving artificial neural network structures: Experimental results for biologically-inspired adaptive mutations, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2114–2119, Portland, Oregon, 2004, IEEE Press.
- [293] CHEN, H. et al., An effective evolutionary strategy for bijective s-boxes, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2120–2123, Portland, Oregon, 2004, IEEE Press.
- [294] HERNANDEZ, J. C. et al., New results on the genetic cryptanalysis of tea and reduced-round versions of xtea, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2124–2129, Portland, Oregon, 2004, IEEE Press.
- [295] NEDJAH, N. et al., Secure evolutionary hardware for public-key cryptosystems, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 2130–2137, Portland, Oregon, 2004, IEEE Press.
- [296] SEREDYNSKI, M. et al., Block cipher based on reversible cellular automata, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 2138–2143, Portland, Oregon, 2004, IEEE Press.
- [297] LEGG, S. et al., Tournament versus fitness uniform selection, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2144–2151, Portland, Oregon, 2004, IEEE Press.
- [298] DORRONSORO, B. et al., The influence of grid shape and asynchronicity on cellular evolutionary algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2152–2158, Portland, Oregon, 2004, IEEE Press.
- [299] TAKAHASHI, O. et al., An angular distance dependent alternation model for real-coded genetic algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2159–2165, Portland, Oregon, 2004, IEEE Press.
- [300] DENGIZ, O. et al., Non-deterministic decoding with memory to enhance precision in binary-coded genetic algorithms, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2166–2172, Portland, Oregon, 2004, IEEE Press.
- [301] S., B. et al., Concurrent pso and fdr-pso based reconfigurable phase-differentiated antenna array design, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2173–2179, Portland, Oregon, 2004, IEEE Press.
- [302] HOTZ, P. E., Asymmetric cell division in artificial evolution, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2180–2186, Portland, Oregon, 2004, IEEE Press.
- [303] VIGRAHAM, S. et al., On the relative efficacies of space saving \*cgas for evolvable hardware applications, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2187–2193, Portland, Oregon, 2004, IEEE Press.

- [304] KHAN, M. H. et al., Genetic algorithm based synthesis of multi-output ternary functions using quantum cascade of generalized ternary gates, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2194–2201, Portland, Oregon, 2004, IEEE Press.
- [305] KAMIO, S. et al., Evolutionary construction of a simulator for real robots, in *Proceedings of the* 2004 IEEE Congress on Evolutionary Computation, pages 2202–2209, Portland, Oregon, 2004, IEEE Press.
- [306] LUCIDARME, P., An evolutionary algorithm for multi-robot unsupervised learning, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2210–2215, Portland, Oregon, 2004, IEEE Press.
- [307] PARKER, G., Partial recombination for the co-evolution of model parameters, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 2216–2223, Portland, Oregon, 2004, IEEE Press.
- [308] NOJIMA, Y. et al., Trajectory generation and accumulation for partner robots based on structured learning, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2224–2229, Portland, Oregon, 2004, IEEE Press.
- [309] TANG, K. et al., Generalized lda using relevance weighting and evolution strategy, in *Proceedings* of the 2004 IEEE Congress on Evolutionary Computation, pages 2230–2234, Portland, Oregon, 2004, IEEE Press.
- [310] STANHOPE, S., Evolution strategies for multivariate-to-anything partially specified random vector generation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2235–2240, Portland, Oregon, 2004, IEEE Press.
- [311] TULAI, A. et al., Maintaining diversity and increasing the accuracy of classification rules through automatic speciation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2241–2249, Portland, Oregon, 2004, IEEE Press.
- [312] GOLDSTEIN, M. et al., An evolutionary algorithm method for sampling n-partite graphs, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2250–2257, Portland, Oregon, 2004, IEEE Press.
- [313] LICHODZIJEWSKI, P. et al., Cascaded gp models for data mining, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2258–2264, Portland, Oregon, 2004, IEEE Press.
- [314] UYAR, A. S. et al., An event-driven test framework for evolutionary algorithms in dynamic environments, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2265–2272, Portland, Oregon, 2004, IEEE Press.
- [315] ASHLOCK, D. et al., Evolutionary control of lsystem interpretation, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2273–2279, Portland, Oregon, 2004, IEEE Press.
- [316] ZHANG, J. et al., Adaptive probabilities of crossover and mutation in genetic algorithms based on clustering technique, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2280–2287, Portland, Oregon, 2004, IEEE Press.
- [317] CZARN, A. et al., Statistical exploratory analysis of genetic algorithms: The importance of interaction, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2288–2295, Portland, Oregon, 2004, IEEE Press.
- [318] NAKAMURA, M. et al., Iterative parallel and distributed genetic algorithms with biased initial population, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2296–2301, Portland, Oregon, 2004, IEEE Press.
- [319] XU, Y. et al., Non-standard cost terminal assignment problems using tabu search approach, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2302–2306, Portland, Oregon, 2004, IEEE Press.

- [320] ZHANG, W.-J. et al., Handling boundary constraints for numrical optimization by particle swarm flying in periodic search space, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2307–2311, Portland, Oregon, 2004, IEEE Press.
- [321] TANEV, I. et al., Evolutionary design, robustness and adaptation of sidewinding locomotion of simulated libmless wheelless robot, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2312–2319, Portland, Oregon, 2004, IEEE Press.
- [322] FAN, Z. et al., Hierarchical evolutionary synthesis of mems, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2320–2327, Portland, Oregon, 2004, IEEE Press.
- [323] YAPICIOGLU, H. et al., Bi-criteria model for locating a semi-desirable facility on a plane using particle swarm optimization, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2328–2334, Portland, Oregon, 2004, IEEE Press.
- [324] ZOU, P. et al., A novel memetic algorithm with random multi-local-search: A case study of tsp, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2335–2340, Portland, Oregon, 2004, IEEE Press.
- [325] De Jong, E., Towards a bounded pareto-coevolution archive, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2341–2348, Portland, Oregon, 2004, IEEE Press.
- [326] CHANG, M. et al., Modeling coevolutionary genetic algorithms on two-bit landscapes: Partnering strategies, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2349–2356, Portland, Oregon, 2004, IEEE Press.
- [327] HUGHES, E., Swarm guidance using a multi-objective co-evolutionary on-line evolutionary algorithm, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2357–2363, Portland, Oregon, 2004, IEEE Press.
- [328] BREWSTER, J. et al., Alternative fuel adoption, in *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, pages 2364–2371, Portland, Oregon, 2004, IEEE Press.