## Список литературы

- C. Fonlupt, J.-K. Hao, E. Lutton, E. M. A. Ronald and M. Schoenauer, editors, Artificial Evolution, 4th European Conference, AE'99, Dunkerque, France, November 3-5, 1999, Selected Papers, Lecture Notes in Computer Science Vol. 1829, Springer, 2000.
- [2] C. R. Reeves, Fitness landscapes and evolutionary algorithms., in Artificial Evolution, pp. 3–20, 1999.
- [3] J. Gottlieb, On the effectivity of evolutionary algorithms for the multidimensional knapsack problem., in *Artificial Evolution*, pp. 23–37, 1999.
- [4] J. Gottlieb and G. R. Raidl, Characterizing locality in decoder-based eas for the multidimensional knapsack problem., in *Artificial Evolution*, pp. 38–52, 1999.
- [5] M. Rosenman, Evolutionary case-based design., in Artificial Evolution, pp. 53-72, 1999.
- [6] A. Ekárt, Shorter fitness preserving genetic programs., in Artificial Evolution, pp. 73–83, 1999.
- [7] A. V. Emereev, Modeling and analysis of genetic algorithm with tournament selection., in Artificial Evolution, pp. 84–95, 1999.
- [8] N. Monmarché, G. Nocent, G. Venturini and P. Santini, On generating html style sheets with an interactive genetic algorithm based on gene frequencies., in *Artificial Evolution*, pp. 99–110, 1999.
- [9] A. Ratle, Problem-specific representations for heterogeneous materials design., in Artificial Evolution, pp. 111–122, 1999.
- [10] L. Moreau-Giraud and P. Lafon, A hybrid evolution strategy for mixed discrete continuous constrained problems., in *Artificial Evolution*, pp. 123–135, 1999.
- [11] A. Spalanzani, Lamarckian vs darwinian evolution for the adaptation to acoustical environment change., in *Artificial Evolution*, pp. 136–144, 1999.
- [12] J. Louchet, From hough to darwin: An invidual evolutionary strategy applied to artificial vision., in *Artificial Evolution*, pp. 145–161, 1999.
- [13] Y. Li and Y. Bouchebaba, A new genetic algorithm for the optimal communication spanning tree problem., in *Artificial Evolution*, pp. 162–173, 1999.
- [14] P. Mathieu, B. Beaufils and J.-P. Delahaye, Studies on dynamics in the classical iterated prisoner's dilemma with few strategies., in *Artificial Evolution*, pp. 177–190, 1999.
- [15] A. G. Bagnall and G. D. Smith, An adaptive agent model for generator company bidding in the uk power pool., in *Artificial Evolution*, pp. 191–203, 1999.
- [16] S. Delepoulle, P. Preux and J.-C. Darcheville, Evolution of cooperation within a behavior-based perspective: Confronting nature and animats., in *Artificial Evolution*, pp. 204–216, 1999.
- [17] D. Griffiths and A. Sarafopoulos, Evolving behavioural animation systems., in *Artificial Evolution*, pp. 217–227, 1999.
- [18] O. Roux, C. Fonlupt and D. Robilliard, Co-operative improvement for a combinatorial optimization algorithm., in *Artificial Evolution*, pp. 231–241, 1999.
- [19] M. Belaidouni and J.-K. Hao, Landscapes and the maximal constraint satisfaction problem., in *Artificial Evolution*, pp. 242–253, 1999.
- [20] P. Collard, M. Clergue and M. Defoin-Platel, Synthetic neutrality for artificial evolution., in *Artificial Evolution*, pp. 254–265, 1999.
- [21] S. B. Hamida, A. Racine and M. Schoenauer, Two evolutionary approaches to design phase plate for tailoring focal-plane irradiance profile., in *Artificial Evolution*, pp. 266–276, 1999.
- [22] D. Robilliard and C. Fonlupt, A shepherd and a sheepdog to guide evolutionary computation?, in *Artificial Evolution*, pp. 277–291, 1999.