Список литературы

[1] Adnan Acan. Clonal selection algorithm with operator multiplicity. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1909–1915, Portland, Oregon, 20-23 June 2004. IEEE Press.

[2] Hernan Aguirre ja Kiyoshi Tanaka. Effects of elitism and population climbing on multiobjective mnk-landscapes. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 449–456, Portland, Oregon, 20-23 June 2004. IEEE Press.

[3] Hernan Aguirre ja Kiyoshi Tanaka. Insights on properties of multiobjective mnk-landscapes. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 196–203, Portland, Oregon, 20-23 June 2004. IEEE Press.

[4] Mohammed Aldasht, Julio Ortega, Carlos G. Puntonet, ja Antonio F. Diaz. A genetic exploration of dynamic load balancing algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1158–1163, Portland, Oregon, 20-23 June 2004. IEEE Press.

[5] Sree Harsha Aleti ja Hugo de Garis. Evolutionary algorithms based on machine learning accelerate mathematical function optimization but not neural net evolution. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1172–1177, Portland, Oregon, 20-23 June 2004. IEEE Press.

[6] Yaser Alkhalifah ja Roger Wainwright. A genetic algorithm applied to graph problems involving subsets of vertices. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 303–308, Portland, Oregon, 20-23 June 2004. IEEE Press.

[7] Carl Anderson, Eric Bonabeau, ja John Scott. Evolutionary testing as both a testing and redesign tool: a study of a shipboard firemain's valve and pump controls. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1089–1097, Portland, Oregon, 20-23 June 2004. IEEE Press.

[8] Shin Ando ja Hitoshi Iba. Estimation of gene network using real-coded ga and robustness analysis. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 827–834, Portland, Oregon, 20-23 June 2004. IEEE Press.

[9] Rajeev Annaluru, Sanjoy Das, ja Anil Pahwa. Multi-level ant colony algorithm for optimal placement of capacitors in distribution systems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1932–1937, Portland, Oregon, 20-23 June 2004. IEEE Press.

[10] Dirk Arnold. An analysis of evolutionary gradient search. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 47–54, Portland, Oregon, 20-23 June 2004. IEEE Press.

[11] Trent Ashburn ja Eric Bonabeau. Interactive inversion of financial markets agent-based models. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 522–529, Portland, Oregon, 20-23 June 2004. IEEE Press.

[12] Daniel Ashlock ja Kenneth Bryden. Evolutionary control of lsystem interpretation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2273–2279, Portland, Oregon, 20-23 June 2004. IEEE Press.

[13] Daniel Ashlock, Kenneth Bryden, ja Steven Corns. On taxonomy of evolutionary computation problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1713–1719, Portland, Oregon, 20-23 June 2004. IEEE Press.

[14] Daniel Ashlock ja James Lathrop. Program induction: Building a wall. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1844–1850, Portland, Oregon, 20-23 June 2004. IEEE Press.

[15] Daniel Ashlock ja Jessica Oftelie. Simulation of floral specialization in bees. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1859–1864, Portland, Oregon, 20-23 June 2004. IEEE Press.

[16] Daniel Ashlock ja Brad Powers. The effect of tag recognition on non-local adaptation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2045–2051, Portland, Oregon, 20-23 June 2004. IEEE Press.

[17] Daniel Ashlock, Stephen Willson, ja Nicole Leahy. Coevolution and tartarus. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1618–1624, Portland, Oregon, 20-23 June 2004. IEEE Press.

[18] Daniel Ashlock, Eun youn Kim, ja Warren von Roeschlaub. Fingerprints: Enabling visualization and automatic analysis of strategies for two player games. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 381–387, Portland, Oregon, 20-23 June 2004. IEEE Press.

[19] Antonino Augugliaro, Luigi Dusonchet, Salvatore Favuzza, ja Eleonora Riva Sanseverino. A fuzzy-logic based evolutionary multiobjective approach for automated distribution networks management. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 847–854, Portland, Oregon, 20-23 June 2004. IEEE Press.

[20] Stuart Bain, John Thornton, ja Abdul Sattar. Evolving algorithms for constraint satisfaction. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 265–272, Portland, Oregon, 20-23 June 2004. IEEE Press.

[21] Andrei Bajurnow ja Vic Ciesielski. Layered learning for evolving goal scoring behavior in soccer players. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1828–1835, Portland, Oregon, 20-23 June 2004. IEEE Press.

[22] Oliver Bandte. Visualizing information in an interactive evolutionary design process. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 691–698, Portland, Oregon, 20-23 June 2004. IEEE Press.

[23] Thomas Bartz-Beielstein ja Sandor Markon. Tuning search algorithms for real-world applications: A regression tree based approach. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1111–1118, Portland, Oregon, 20-23 June 2004. IEEE Press.

[24] Yaniv Bernstein, Xiaodong Li, Vic Ciesielski, ja Andy Song. Multiobjective parsimony enforcement for superior generalisation performance. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 83–89, Portland, Oregon, 20-23 June 2004. IEEE Press.

[25] Stefan Bleuler, Amela Prelic, ja Eckart Zitzler. An ea framework for biclustering of gene expression data. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 166–173, Portland, Oregon, 20-23 June 2004. IEEE Press.

[26] Joseph Blumenthal ja Gary Parker. Punctuated anytime learning for evolving multi-agent capture strategies. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1820–1827, Portland, Oregon, 20-23 June 2004. IEEE Press.

[27] Dario Bonino, Fulvio Corno, ja Giovanni Squillero. Dynamic optimization of semantic annotation relevance. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1301–1308, Portland, Oregon, 20-23 June 2004. IEEE Press.

[28] Anthony Brabazon, Arlindo Silva, Tiago Ferra de Sousa, Michael O'Neill, Robin Matthews, ja Ernesto Costa. Investigating organizational strategic inertia using a particle swarm model. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 652–659, Portland, Oregon, 20-23 June 2004. IEEE Press.

[29] Juergen Branke, Hartmut Schmeck, Kalyan Deb, ja Reddy.S Maheshwar. Parallelizing multi-objective evolutionary algorithms: Cone separation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1952–1957, Portland, Oregon, 20-23 June 2004. IEEE Press.

[30] Jon Brewster ja Robert G. Reynolds. Alternative fuel adoption. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2364–2371, Portland, Oregon, 20-23 June 2004. IEEE Press.

[31] Kenneth Bryden, Daniel Ashlock, ja Douglas McCorkle. An application of graph based evolutionary algorithms for diversity preservation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 419–426, Portland, Oregon, 20-23 June 2004. IEEE Press.

[32] Adrian Burian ja Jarmo Takala. Evolved gate arrays for image restoration. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1185–1192, Portland, Oregon, 20-23 June 2004. IEEE Press.

[33] P. Buzing, A. Eiben, M. Schut, ja T. Toma. Cooperation and communication in evolving artificial societies. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2030–2037, Portland, Oregon, 20-23 June 2004. IEEE Press.

[34] Leticia Cagnina, Susana Esquivel, ja Raul Gallard. Particle swarm optimization for sequencing problems: A case study. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 536–541, Portland, Oregon, 20-23 June 2004. IEEE Press.

[35] Flor Castillo, Jeff Sweeney, ja Wayne Zirk. Using evolutionary algorithms to suggest variable transformations in linear model lack-of-fit situations. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 556–560, Portland, Oregon, 20-23 June 2004. IEEE Press.

[36] Uday Chakraborty. Analysis of encoding in 1+1-ea. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 911–917, Portland, Oregon, 20-23 June 2004. IEEE Press.

[37] Kit Yan Chan, Emin Aydin, ja Terry Fogarty. An empirical study on the performance of factorial design based crossover on parametrical problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 620–627, Portland, Oregon, 20-23 June 2004. IEEE Press.

[38] Kit Yan Chan, Emin Aydin, ja Terry Fogarty. Parameterisation of mutation in evolutionary algorithms using the estimated main effect of genes. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1972–1979, Portland, Oregon, 20-23 June 2004. IEEE Press.

[39] Ming Chang, Kazuhiro Ohkura, Kanji Ueda, ja Masaharu Sugiyama. Modeling coevolutionary genetic algorithms on two-bit landscapes: Partnering strategies. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2349–2356, Portland, Oregon, 20-23 June 2004. IEEE Press.

[40] Anthony Chen, Piya Chootinan, ja Surachet Pravinvongvuth. An evolutionary approach for finding optimal automatic vehicle identification reader locations in transportation networks. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 181–187, Portland, Oregon, 20-23 June 2004. IEEE Press.

[41] Hua Chen ja Deng guo Feng. An effective evolutionary strategy for bijective s-boxes. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2120–2123, Portland, Oregon, 20-23 June 2004. IEEE Press.

[42] Jun Chen ja Mark Wineberg. Enhancement of the shifting balance genetic algorithm for highly multimodal problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 744–751, Portland, Oregon, 20-23 June 2004. IEEE Press.

[43] Cheng-Hsiung Chiang ja Liang-Hsuan Chen. A new cellular automaton: Five elements balance chart and its application to forest industry ecosystem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1901–1908, Portland, Oregon, 20-23 June 2004. IEEE Press.

[44] Sung-Bae Cho ja Chanho Park. Speciated ga for optimal ensemble classifiers in dna microarray classification. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 590–597, Portland, Oregon, 20-23 June 2004. IEEE Press.

[45] Siang Yew Chong ja Xin Yao. The impact of noise on iterated prisoner's dilemma with multiple levels of cooperation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 348–355, Portland, Oregon, 20-23 June 2004. IEEE Press.

[46] Rick Chow. Effects of phenotypic feedback and the coupling of genotypic and phenotypic spaces in genetic searches. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 242–249, Portland, Oregon, 20-23 June 2004. IEEE Press.

[47] Huang Chung-Yuan ja Sun Chuen-Tsai. Self-adaptive routing based on learning classifier systems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 678–682, Portland, Oregon, 20-23 June 2004. IEEE Press.

[48] Vic Ciesielski ja Xiang Li. Experiments with explicit for-loops in genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 494–501, Portland, Oregon, 20-23 June 2004. IEEE Press.

[49] John A. Clark, Jeremy L. Jacob, ja Susan Stepney. The design of s-boxes by simulated annealing. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1533–1537, Portland, Oregon, 20-23 June 2004. IEEE Press.

[50] John A. Clark, Jeremy L. Jacob, ja Susan Stepney. Searching for cost functions. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1517–1524, Portland, Oregon, 20-23 June 2004. IEEE Press.

[51] Rajan Filomeno Coelho ja Philippe Bouillard. Pamuc ii for multicriteria optimization of mechanical designs with expert rules. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 17–22, Portland, Oregon, 20-23 June 2004. IEEE Press.

[52] David Cohen. Ea-lect: An evolutionary algorithm for constructing logical rules to predict election into cooperstown. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1354–1361, Portland, Oregon, 20-23 June 2004. IEEE Press.

[53] David Cohen. Using sat scores as predictors for future academic success. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 671–677, Portland, Oregon, 20-23 June 2004. IEEE Press.

[54] Nicholas Cole, Sushil Louis, ja Chris Miles. Using a genetic algorithm to tune first-person shooter bots. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 139–145, Portland, Oregon, 20-23 June 2004. IEEE Press.

[55] David Corne ja Carey Pridgeon. Investigating issues in the reconstructability of genetic regulatory networks. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 582–589, Portland, Oregon, 20-23 June 2004. IEEE Press.

[56] Fulvio Corno, Ernesto Sanchez, ja Giovanni Squillero. On the evolution of corewar warriors. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 133–138, Portland, Oregon, 20-23 June 2004. IEEE Press.

[57] Alfredo Cruz. A hybrid deterministic/genetic test generator to improve fault. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1325–1330, Portland, Oregon, 20-23 June 2004. IEEE Press.

[58] Zhihua Cui, Jianchao Zeng, ja Xingjuan Cai. A new stochastic particle swarm optimizer. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 316–319, Portland, Oregon, 20-23 June 2004. IEEE Press.

[59] Dara Curran ja Colm O'Riordan. The effect of noise on the performance of cultural evolution in multi-agent systems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1767–1773, Portland, Oregon, 20-23 June 2004. IEEE Press.

[60] Andrew Czarn, Cara MacNish, Kaipillil Vijayan, ja Berwin Turlach. Statistical exploratory analysis of genetic algorithms: The importance of interaction. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2288–2295, Portland, Oregon, 20-23 June 2004. IEEE Press.

[61] Keshav P. Dahal, Tomasz A. Siewierski, Stuart J. Galloway, Graeme M. Burt, ja Jim R. McDonald. An evolutionary generation scheduling in an open electricity market. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1135–1142, Portland, Oregon, 20-23 June 2004. IEEE Press.

[62] Jason Daida, Michael Samples, Bryan Hart, Jeffry Halim, ja Aditya Kumar. Demonstrating constraints to diversity with a tunably difficulty problem for genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1217–1224, Portland, Oregon, 20-23 June 2004. IEEE Press.

[63] Jason Daida, David Ward, Adam Hilss, Stephen Long, ja Mark Hodges. Visualizing the loss of diversity in genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1225–1232, Portland, Oregon, 20-23 June 2004. IEEE Press.

[64] Yoginder Dandass. Genetic list scheduling for soft real-time parallel applications. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1164–1171, Portland, Oregon, 20-23 June 2004. IEEE Press.

[65] Moayed Daneshyari ja Gary Yen. Talent based social algorithm for optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 786–791, Portland, Oregon, 20-23 June 2004. IEEE Press.

[66] Mohammed Daoud, Nawwaf Kharma, Ali Haidar, ja Julius Popoola. Ayo, the awari player, or how better representation trumps deeper search. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1001–1006, Portland, Oregon, 20-23 June 2004. IEEE Press.

[67] Richard Day, Mark Kleeman, ja Gary Lamont. Multi-objective fast messy genetic algorithm solving deception problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1502–1509, Portland, Oregon, 20-23 June 2004. IEEE Press.

[68] Richard Day ja Gary Lamont. Force field approximations using artificial neural networks. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1020–1027, Portland, Oregon, 20-23 June 2004. IEEE Press.

[69] Hugo de Garis ja Thayne Batty. "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. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 816–819, Portland, Oregon, 20-23 June 2004. IEEE Press.

[70] Hugo de Garis ja Thayne Batty. Robust, reversible, nano-scale, femto-second-switching circuits and their evolution. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 639–645, Portland, Oregon, 20-23 June 2004. IEEE Press.

[71] Edwin De Jong. Towards a bounded pareto-coevolution archive. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2341–2348, Portland, Oregon, 20-23 June 2004. IEEE Press.

[72] Jesus Manuel de la Cruz-Garcia, Jose Luis Risco-Martin, Alberto Herran-Gonzalez, ja Pablo Fernandez-Blanco. Hybrid heuristic and mathematical programming in oil pipelines networks. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1479–1486, Portland, Oregon, 20-23 June 2004. IEEE Press.

[73] Fabricio de Paula, Leandro de Castro, ja Paulo de Geus. An intrusion detection system using ideas from the immune system. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1059–1066, Portland, Oregon, 20-23 June 2004. IEEE Press.

[74] Maria De San Pedro, Daniel Pandolfi, Andrea Villagra, Marta Lasso, ja Raul Gallard. Effect of crossover operators under multirecombination: Weighted tardiness, a test case. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 699–705, Portland, Oregon, 20-23 June 2004. IEEE Press.

[75] Orhan Dengiz, Gerry V. Dozier, ja Alice E. Smith. Non-deterministic decoding with memory to enhance precision in binary-coded genetic algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2166–2172, Portland, Oregon, 20-23 June 2004. IEEE Press.

[76] Joerg Denzinger, Ben Chan, Darryl Gates, Kevin Loose, ja John Buchanan. Evolutionary behavior testing of commercial computer games. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 125–132, Portland, Oregon, 20-23 June 2004. IEEE Press.

[77] Alain Deschenes ja Kay C. Wiese. 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. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 598–606, Portland, Oregon, 20-23 June 2004. IEEE Press.

[78] Dwight Deugo ja Darrell Ferguson. Evolution to the xtreme: Evolving evolutionary strategies using a meta-level approach. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 31–38, Portland, Oregon, 20-23 June 2004. IEEE Press.

[79] Deepak Devicharan ja Chilukuri Mohan. Particle swarm optimization with adaptive linkage learning. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 530–535, Portland, Oregon, 20-23 June 2004. IEEE Press.

[80] Anthony Di Pietro, Lyndon While, ja Luigi Barone. Applying evolutionary algorithms to problems with noisy, time-consuming fitness functions. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1254–1261, Portland, Oregon, 20-23 June 2004. IEEE Press.

[81] Christos Dimopoulos. A review of evolutionary multiobjective optimization applications in the area of production research. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1487–1494, Portland, Oregon, 20-23 June 2004. IEEE Press.

[82] Shengchao Ding, Juan Liu, Chanle Wu, ja Qing Yang. A genetic algorithm applied to optimal gene subset selection. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1654–1660, Portland, Oregon, 20-23 June 2004. IEEE Press.

[83] Sheetal Doctor, Ganesh Venayagamoorthy, ja Venu Gudise. Optimal pso for collective robotic search applications. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1390–1395, Portland, Oregon, 20-23 June 2004. IEEE Press.

[84] Nathan Dorris, Brian Carnahan, Luke Orsini, ja Lois-Ann Kuntz. Interactive evolutionary design of anthropomorphic symbols. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 433–440, Portland, Oregon, 20-23 June 2004. IEEE Press.

[85] Bernabe Dorronsoro, Enrique Alba, Mario Giacobini, ja Marco Tomassini. The influence of grid shape and asynchronicity on cellular evolutionary algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2152–2158, Portland, Oregon, 20-23 June 2004. IEEE Press.

[86] David Doty. Non-local evolutionary adaptation in gridplants. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1602–1609, Portland, Oregon, 20-23 June 2004. IEEE Press.

[87] Gerry V. Dozier. Recurrent distributed constraint satisfaction via genetic and evolutionary societies of hill-climbers. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 273–279, Portland, Oregon, 20-23 June 2004. IEEE Press.

[88] Gerry V. Dozier, Douglas Brown, John Hurley, ja Krystal Cain. Vulnerability analysis of ais-based intrusion detection systems via genetic and particle swarm red teams. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 111–116, Portland, Oregon, 20-23 June 2004. IEEE Press.

[89] Ambedkar Dukkipati, Narsimha Murty Musti, ja Shalabh Bhatnagar. Cauchy annealing schedule: An annealing schedule for boltzmann selection scheme in evolutionary algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 55–62, Portland, Oregon, 20-23 June 2004. IEEE Press.

[90] Enrique Dunn, Gustavo Olague, Evelyne Lutton, ja Marc Schoenauer. Pareto optimal sensing strategies for an active vision system. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 457–463, Portland, Oregon, 20-23 June 2004. IEEE Press.

[91] Eugene Eberbach ja Andrew Eberbach. On designing co$t: A new approach and programming environment for distributed problem solving based on evolutionary computation and anytime algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1836–1843, Portland, Oregon, 20-23 June 2004. IEEE Press.

[92] Toru Eguchi, Kotaro Hirasawa, Jinglu Hu, ja Sandor Markon. Elevator group supervisory control systems using genetic network programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1661–1667, Portland, Oregon, 20-23 June 2004. IEEE Press.

[93] Gilles Enee ja Cathy Escazut. Evolution of communication in a genetic based multi-agent system: Use wise resources. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2038–2044, Portland, Oregon, 20-23 June 2004. IEEE Press.

[94] Thomas English. No more lunch: Analysis of sequential search. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 227–234, Portland, Oregon, 20-23 June 2004. IEEE Press.

[95] Roger Eriksson ja Bjorn Olsson. On the performance of evolutionary algorithms with life-time adaptation in dynamic fitness landscapes. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1293–1300, Portland, Oregon, 20-23 June 2004. IEEE Press.

[96] Brent Eskridge ja Dean Hougen. Imitating success: A memetic crossover operator for genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 809–815, Portland, Oregon, 20-23 June 2004. IEEE Press.

[97] Susana Esquivel, Marcos Garcia, Guillermo Leguizamon, ja Maximiliano Ribba. A comparison of two mutation operators for the path planning problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 879–883, Portland, Oregon, 20-23 June 2004. IEEE Press.

[98] Shinji Eto, Kotaro Hirasawa, ja Jinglu Hu. Functional localization of genetic network programming and its application to a pursuit problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 683–690, Portland, Oregon, 20-23 June 2004. IEEE Press.

[99] Zhun Fan, Erik Goodman, Wang Jiachuan, Rosenberg Ronald, Seo Kisung, ja Hu Jianjun. Hierarchical evolutionary synthesis of mems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2320–2327, Portland, Oregon, 20-23 June 2004. IEEE Press.

[100] Marco Farina ja Massimiliano Gobbi. A fuzzy-optima definition based multiobjective optimization of a racing car tyre-suspension system. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 9–16, Portland, Oregon, 20-23 June 2004. IEEE Press.

[101] Elsa Fernandez, Manuel Grana, ja Jesus Ruiz-Cabello. An instantaneous memetic algorithm for illumination correction. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1105–1110, Portland, Oregon, 20-23 June 2004. IEEE Press.

[102] Tiago Ferreira, Germano Vasconcelos, ja Paulo Adeodato. A hybrid intelligent system approach for improving the prediction of real world time series. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 736–743, Portland, Oregon, 20-23 June 2004. IEEE Press.

[103] Bogdan Filipic ja Tea Robic. A comparative study of coolant flow optimization on a steel casting machine. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 569–573, Portland, Oregon, 20-23 June 2004. IEEE Press.

[104] Jeffrey Fletcher ja Martin Zwick. Hamilton's rule applied to reciprocal altruism. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 994–1000, Portland, Oregon, 20-23 June 2004. IEEE Press.

[105] David B. Fogel. Evolving strategies in blackjack. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1427–1434, Portland, Oregon, 20-23 June 2004. IEEE Press.

[106] David B. Fogel, Timothy Hays, ja Douglas Johnson. A platform for evolving characters in competitive games. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1420–1426, Portland, Oregon, 20-23 June 2004. IEEE Press.

[107] Gary B. Fogel, Dana G. Weekes, Rangarajan Sampath, ja David J. Ecker. Parameter optimization of an evolutionary algorithm for rna structure discovery. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 607–613, Portland, Oregon, 20-23 June 2004. IEEE Press.

[108] Nelis Franken ja Andries Engelbrecht. Pso approaches to co-evolve ipd strategies. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 356–363, Portland, Oregon, 20-23 June 2004. IEEE Press.

[109] Joanne Fuller, William Millan, ja Ed Dawson. Multi-objective optimisation of bijective s-boxes. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1525–1532, Portland, Oregon, 20-23 June 2004. IEEE Press.

[110] Pablo Funes, Eric Bonabeau, Jerome Herve, ja Yves Morieux. Interactive multi-participant task allocation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1699–1705, Portland, Oregon, 20-23 June 2004. IEEE Press.

[111] Wei Gao. Fast immunized evolutionary programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 666–670, Portland, Oregon, 20-23 June 2004. IEEE Press.

[112] Simon Garrett. Parameter-free, adaptive clonal selection. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1052–1058, Portland, Oregon, 20-23 June 2004. IEEE Press.

[113] Michel Goldstein ja Gary Yen. An evolutionary algorithm method for sampling n-partite graphs. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2250–2257, Portland, Oregon, 20-23 June 2004. IEEE Press.

[114] Jonatan Gomez. Evolution of fuzzy rule based classifiers. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1727–1734, Portland, Oregon, 20-23 June 2004. IEEE Press.

[115] Jonatan Gomez. Self adaptation of operator rates in evolutionary algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1720–1726, Portland, Oregon, 20-23 June 2004. IEEE Press.

[116] Luis Gonzalez ja James Cannady. A self-adaptive negative selection approach for anomaly detection. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1561–1568, Portland, Oregon, 20-23 June 2004. IEEE Press.

[117] Scott Gordon ja Zach Matley. Evolving sparse direction maps for maze pathfinding. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 835–838, Portland, Oregon, 20-23 June 2004. IEEE Press.

[118] Scott Gordon ja Terrill Slocum. The knight's tour - evolutionary vs. depth-first search. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1435–1440, Portland, Oregon, 20-23 June 2004. IEEE Press.

[119] Garrison Greenwood. Differing mathematical perspectives of genotype space in combinatorial problems: Metric spaces vs pretopological spaces. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 258–264, Portland, Oregon, 20-23 June 2004. IEEE Press.

[120] Crina Grosan. Improving the performance of evolutionary algorithms for the multiobjective 0/1 knapsack problem using epsilon -dominance. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1958–1963, Portland, Oregon, 20-23 June 2004. IEEE Press.

[121] Zigang Guo ja K.L. Mak. A heuristic ga for the stochastic vehicle routing problems with soft time windows. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1449–1456, Portland, Oregon, 20-23 June 2004. IEEE Press.

[122] Celia Gutierrez. Heuristics in a general scheduling problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 660–665, Portland, Oregon, 20-23 June 2004. IEEE Press.

[123] Sami Habib ja Alice Parker. Synthesizing complex multimedia network topologies using an evolutionary approach. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1193–1200, Portland, Oregon, 20-23 June 2004. IEEE Press.

[124] Janna Hamaker ja Lois Boggess. Non-euclidean distance measures in airs, an artificial immune classification system. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1067–1073, Portland, Oregon, 20-23 June 2004. IEEE Press.

[125] Simon Harding ja Julian Miller. Evolution in materio : A tone discriminator in liquid crystal. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1800–1807, Portland, Oregon, 20-23 June 2004. IEEE Press.

[126] Pitoyo Hartono, Shuji Hashimoto, ja Mattias Wahde. Labeled-ga with adaptive mutation rate. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1851–1858, Portland, Oregon, 20-23 June 2004. IEEE Press.

[127] Toshiharu Hatanaka, Yoshio Kawaguchi, ja Katsuji Uosaki. Nonlinear system identification based on evolutionary fuzzy modeling. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 646–651, Portland, Oregon, 20-23 June 2004. IEEE Press.

[128] Subhas Hati ja Somanth Sengupta. A ga-based integrated approach to model-assisted matching and pose estimation for automated visual inspection applications. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1346–1353, Portland, Oregon, 20-23 June 2004. IEEE Press.

[129] Serge Hayward. Setting up performance surface of an artificial neural network with genetic algorithm optimization: in search of an accurate and profitable prediction for stock trading. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 948–954, Portland, Oregon, 20-23 June 2004. IEEE Press.

[130] Jun He, Xin Yao, ja Qingfu Zhang. To understand one-dimensional continuous fitness landscapes by drift analysis. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1248–1253, Portland, Oregon, 20-23 June 2004. IEEE Press.

[131] German Hernandez, Dipankar Dasgupta, Fernando Nino, ja Julian Garcia. On geometric and statistical properties of the attractors of a generic evolutionary algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1240–1247, Portland, Oregon, 20-23 June 2004. IEEE Press.

[132] Julio Cesar Hernandez ja Pedro Isasi. New results on the genetic cryptanalysis of tea and reduced-round versions of xtea. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2124–2129, Portland, Oregon, 20-23 June 2004. IEEE Press.

[133] Julio Cesar Hernandez, Pedro Isasi, ja Andre Seznec. On the design of state-of-the-art pseudorandom number generators by means of genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1510–1516, Portland, Oregon, 20-23 June 2004. IEEE Press.

[134] Arturo Hernandez-Aguirre, Salvador Botello-Rionda, ja Carlos Coello-Coello. Passss: An implementation of a novel diversity strategy for handling constraints. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 403–410, Portland, Oregon, 20-23 June 2004. IEEE Press.

[135] Arturo Hernandez-Aguirre ja Carlos Coello-Coello. Mutual information-based fitness functions for evolutionary circuit synthesis. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1309–1316, Portland, Oregon, 20-23 June 2004. IEEE Press.

[136] Philip Hingston ja Graham Kendall. Learning versus evolution in iterated prisoner's dilemma. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 364–372, Portland, Oregon, 20-23 June 2004. IEEE Press.

[137] Nhu Binh Ho ja Joc Cing Tay. Genace: An efficient cultural algorithm to solve the flexible job-shop problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1759–1766, Portland, Oregon, 20-23 June 2004. IEEE Press.

[138] Jin-Hyuk Hong ja Sung-Bae Cho. Evolution of emergent behaviors for shooting game characters in robocode. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 634–638, Portland, Oregon, 20-23 June 2004. IEEE Press.

[139] Peter Eggenberger Hotz. Asymmetric cell division in artificial evolution. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2180–2186, Portland, Oregon, 20-23 June 2004. IEEE Press.

[140] Peter Eggenberger Hotz. Comparing direct and developmental encoding schemes in artificial evolution: A case study in evolving lens shapes. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 752–757, Portland, Oregon, 20-23 June 2004. IEEE Press.

[141] Haiyu Hou ja Gerry V. Dozier. Comparing performance of binary-coded and constraint-based detectors. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 772–777, Portland, Oregon, 20-23 June 2004. IEEE Press.

[142] Jianjun Hu ja Erik Goodman. Wireless access point configuration by genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1178–1184, Portland, Oregon, 20-23 June 2004. IEEE Press.

[143] Xiaohui Hu, Yuhui Shi, ja Russell Eberhart. Recent advances in particle swarm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 90–97, Portland, Oregon, 20-23 June 2004. IEEE Press.

[144] Evan Hughes. Swarm guidance using a multi-objective co-evolutionary on-line evolutionary algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2357–2363, Portland, Oregon, 20-23 June 2004. IEEE Press.

[145] David Hunter. Some lessons learned on constructing an automated testbench for evolvable hardware experiments. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1808–1812, Portland, Oregon, 20-23 June 2004. IEEE Press.

[146] Yutaka Inoue, Takahiro Tohge, ja Hitoshi Iba. Object transportation by two humanoid robots using cooperative learning. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1201–1208, Portland, Oregon, 20-23 June 2004. IEEE Press.

[147] Mariano Ippolito, Eleonora Riva Sanseverino, ja Ferruccio Vuinovich. Multiobjective ant colony search algorithm for optimal electrical distribution system strategical planning. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1924–1931, Portland, Oregon, 20-23 June 2004. IEEE Press.

[148] Jason Isaacs ja Simon Foo. Optimized wavelet hand pose estimation for american sign language recognition. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 797–802, Portland, Oregon, 20-23 June 2004. IEEE Press.

[149] Hisao Ishibuchi ja Kaname Narukawa. Performance evaluation of simple multiobjective genetic local search algorithms on multiobjective 0/1 knapsack problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 441–448, Portland, Oregon, 20-23 June 2004. IEEE Press.

[150] Jun-Su Jang, Kuk-Hyun Han, ja Jong-Hwan Kim. Face detection using quantum-inspired evolutionary algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2100–2106, Portland, Oregon, 20-23 June 2004. IEEE Press.

[151] Zhaowang Ji, Anthony Chen, ja Kitti Subprasom. Finding multi-objective paths in stochastic networks: A simulation-based genetic algorithm approach. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 174–180, Portland, Oregon, 20-23 June 2004. IEEE Press.

[152] Zhou Ji ja Dipankar Dasgupta. Augmented negative selection algorithm with variable-coverage detectors. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1081–1088, Portland, Oregon, 20-23 June 2004. IEEE Press.

[153] Yaochu Jin, Tatsuya Okabe, ja Bernhard Sendhoff. Neural network regularization and ensembling using multi-objective evolutionary algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1–8, Portland, Oregon, 20-23 June 2004. IEEE Press.

[154] Rodney Johnson, Michael Melich, Zbigniew Michalewicz, ja Martin Schmidt. Coevolutionary tempo game. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1610–1617, Portland, Oregon, 20-23 June 2004. IEEE Press.

[155] Philip Jones, Ashutosh Tiwari, Rajkumar Roy, ja John Corbett. Optimisation of the high efficiency deep grinding process with fuzzy fitness function and constraints. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 574–581, Portland, Oregon, 20-23 June 2004. IEEE Press.

[156] Shotaro Kamio ja Hitoshi Iba. Evolutionary construction of a simulator for real robots. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2202–2209, Portland, Oregon, 20-23 June 2004. IEEE Press.

[157] Lishan Kang, Aimin Zhou, Robert I. McKay, Yan Li, ja Zhuo Kang. Benchmarking algorithms for dynamic travelling salesman problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1286–1292, Portland, Oregon, 20-23 June 2004. IEEE Press.

[158] Yoshiaki Katada, Kazuhiro Ohkura, ja Kanji Ueda. The nei's standard genetic distance in artificial evolution. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1233–1239, Portland, Oregon, 20-23 June 2004. IEEE Press.

[159] Santhoji Katare, Alex Kalos, ja David West. A hybrid swarm optimizer for efficient parameter estimation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 309–315, Portland, Oregon, 20-23 June 2004. IEEE Press.

[160] Yuji Katsumata ja Takao Terano. Cabling and scheduling for electric power plant operation via tabu-boa algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1675–1682, Portland, Oregon, 20-23 June 2004. IEEE Press.

[161] Graham Kendall ja Kristian Spoerer. Scripting the game of lemmings with a genetic algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 117–124, Portland, Oregon, 20-23 June 2004. IEEE Press.

[162] Graham Kendall, Razali Yaakob, ja Philip Hingston. An investigation of an evolutionary approach to the opening of go. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2052–2059, Portland, Oregon, 20-23 June 2004. IEEE Press.

[163] James Kennedy. Probability and dynamics in the particle swarm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 340–347, Portland, Oregon, 20-23 June 2004. IEEE Press.

[164] David Kephart ja Jeff Lefevre. Codegen: The generation and testing of dna code words. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1865–1873, Portland, Oregon, 20-23 June 2004. IEEE Press.

[165] Mohammed Khabzaoui, Clarisse Dhaenens, ja El-Ghazali Talbi. A multicriteria genetic algorithm to analyze dna microarray data. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1874–1881, Portland, Oregon, 20-23 June 2004. IEEE Press.

[166] Mozammel H.A. Khan ja Marek A Perkowski. Genetic algorithm based synthesis of multi-output ternary functions using quantum cascade of generalized ternary gates. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2194–2201, Portland, Oregon, 20-23 June 2004. IEEE Press.

[167] Rafal Kicinger, Tomasz Arciszewski, ja Kenneth De Jong. Morphogenesis and structural design: Cellular automata representations of steel structures in tall buildings. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 411–418, Portland, Oregon, 20-23 June 2004. IEEE Press.

[168] Steven Kimbrough, Ming Lu, ja Soofi Safavi. Exploring a financial product model with a two-population genetic algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 855–862, Portland, Oregon, 20-23 June 2004. IEEE Press.

[169] Chi kin Chow ja Hung tat Tsui. Autonomous agent response learning by a multi-species particle swarm optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 778–785, Portland, Oregon, 20-23 June 2004. IEEE Press.

[170] Mark Kleeman, Richard Day, ja Gary Lamont. Multi-objective evolutionary search performance with explicit building-block sizes for npc problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 728–735, Portland, Oregon, 20-23 June 2004. IEEE Press.

[171] Yoko Kobayashi ja Eitaro Aiyoshi. Optimization algorithm using multi-agents and reinforcement learning. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 63–68, Portland, Oregon, 20-23 June 2004. IEEE Press.

[172] Ziad Kobti, Robert G. Reynolds, ja Tim Kohler. The effect of kinship cooperation learning strategy and culture on the resilience of social systems in the village multi-agent simulation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1743–1750, Portland, Oregon, 20-23 June 2004. IEEE Press.

[173] Praveen Koduru, Sanjoy Das, Stephen Welch, ja Judith L. Roe. A multi-objective ga-simplex hybrid approach for gene regulatory network models. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2084–2091, Portland, Oregon, 20-23 June 2004. IEEE Press.

[174] Mario Koeppen. No-free-lunch theorems and the diversity of algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 235–241, Portland, Oregon, 20-23 June 2004. IEEE Press.

[175] Jerzy J. Korczak ja Piotr Lipinski. Evolutionary building of stock trading experts in a real-time system. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 940–947, Portland, Oregon, 20-23 June 2004. IEEE Press.

[176] Arthur Kordon ja Ching-Tai Lue. Symbolic regression modeling of blown film process effects. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 561–568, Portland, Oregon, 20-23 June 2004. IEEE Press.

[177] Manabu Kotani ja Daisuke Kato. Feature extraction using coevolutionary genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 614–619, Portland, Oregon, 20-23 June 2004. IEEE Press.

[178] Thiemo Krink, Bogdan Filipic, Gary B. Fogel, ja Rene Thomsen. Noisy optimization problems - a particular challenge for differential evolution? Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 332–339, Portland, Oregon, 20-23 June 2004. IEEE Press.

[179] Renato A. Krohling, Frank Hoffmann, ja Leandro dos Santos Coelho. Co-evolutionary particle swarm optimization for min-max problems using gaussian distribution. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 959–964, Portland, Oregon, 20-23 June 2004. IEEE Press.

[180] Dean Krusienski ja W. Kenneth Jenkins. Particle swarm optimization for adaptive iir filter structures. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 965–970, Portland, Oregon, 20-23 June 2004. IEEE Press.

[181] Gary Lamont, Mark Esslinger, Robert Ewing, ja Hoda Abdel-Aty-Zohdy. An artificial immune system strategy for robust chemical spectra classification via distributed heterogeneous sensors. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1036–1043, Portland, Oregon, 20-23 June 2004. IEEE Press.

[182] Marta Lasso, Daniel Pandolfi, Maria De San Pedro, Andrea Villagra, ja Raul Gallard. Solving dynamic tardiness problems in single machine environments. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1143–1149, Portland, Oregon, 20-23 June 2004. IEEE Press.

[183] Greg Lee, Vadim Bulitko, ja Ilya Levner. Automated selection of vision operator libraries with evolutionary algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1127–1134, Portland, Oregon, 20-23 June 2004. IEEE Press.

[184] Shane Legg, Marcus Hutter, ja Akshat Kumar. Tournament versus fitness uniform selection. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2144–2151, Portland, Oregon, 20-23 June 2004. IEEE Press.

[185] Elizabeth Leon, Olfa Nasraoui, ja Jonatan Gomez. Anomaly detection based on unsupervised niche clustering with application to network intrusion detection. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 502–508, Portland, Oregon, 20-23 June 2004. IEEE Press.

[186] Peter Lichodzijewski, Nur Zincir-Heywood, ja Malcolm Heywood. Cascaded gp models for data mining. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2258–2264, Portland, Oregon, 20-23 June 2004. IEEE Press.

[187] Hongwei Liu ja Hitoshi Iba. A hierarchical approach for adaptive humanoid robot control. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1546–1553, Portland, Oregon, 20-23 June 2004. IEEE Press.

[188] Yu Liu, Zheng Qin, ja Xingshi He. Supervisor-student model in particle swarm optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 542–547, Portland, Oregon, 20-23 June 2004. IEEE Press.

[189] Simon Lucas. Cellz: A simple dynamic game for testing evolutionary algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1007–1014, Portland, Oregon, 20-23 June 2004. IEEE Press.

[190] Philippe Lucidarme. An evolutionary algorithm for multi-robot unsupervised learning. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2210–2215, Portland, Oregon, 20-23 June 2004. IEEE Press.

[191] Sergey Malinchik, Belinda Orme, Joseph Rothermich, ja Eric Bonabeau. Interactive exploratory data analysis. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1098–1104, Portland, Oregon, 20-23 June 2004. IEEE Press.

[192] Alexandra Mark, Bernhard Sendhoff, ja Heiko Wersing. A decision making framework for game playing using evolutionary optimization and learning. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 373–380, Portland, Oregon, 20-23 June 2004. IEEE Press.

[193] Shivanajay Marwaha, Dipti Srinivasan, Chen Khong Tham, ja Athanasios Vasilakos. Evolutionary fuzzy multi-objective routing for wireless mobile ad hoc networks. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1964–1971, Portland, Oregon, 20-23 June 2004. IEEE Press.

[194] Emilio Miguelanez, Ali Zalzala, ja Paul Tabor. Evolving neural networks using swarm intelligence for binmap classification. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 978–985, Portland, Oregon, 20-23 June 2004. IEEE Press.

[195] Chris Miles, Sushil Louis, Nicholas Cole, ja John McDonnell. Learning to play like a human: Case injected genetic algorithms for strategic computer gaming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1441–1448, Portland, Oregon, 20-23 June 2004. IEEE Press.

[196] Damon Miller, Rodrigo Arguello, ja Garrison Greenwood. Evolving artificial neural network structures: Experimental results for biologically-inspired adaptive mutations. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2114–2119, Portland, Oregon, 20-23 June 2004. IEEE Press.

[197] Arvind Mohais, Christopher Ward, ja Christian Posthoff. Randomized directed neighborhoods with edge migration in particle swarm optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 548–555, Portland, Oregon, 20-23 June 2004. IEEE Press.

[198] Sanaz Mostaghim, Michael Hoffmann, Peter H. Koenig, Thomas Frauenheim, ja Juergen Teich. Molecular force field parametrization using multi-objective evolutionary algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 212–219, Portland, Oregon, 20-23 June 2004. IEEE Press.

[199] Sanaz Mostaghim ja Juergen Teich. Covering pareto-optimal fronts by subswarms in multi-objective particle swarm optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1404–1411, Portland, Oregon, 20-23 June 2004. IEEE Press.

[200] Christine Mumford. A hierarchical evolutionary approach to multi-objective optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1944–1951, Portland, Oregon, 20-23 June 2004. IEEE Press.

[201] Yuichi Nagata. Criteria for designing crossovers for tsp. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1465–1472, Portland, Oregon, 20-23 June 2004. IEEE Press.

[202] Hiroshi Nakagoe, Kotaro Hirasawa, ja Jinglu Hu. Genetic network programming with automatically generated variable size macro nodes. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 713–719, Portland, Oregon, 20-23 June 2004. IEEE Press.

[203] Morikazu Nakamura, Naruhiko Yamashiro, ja Yiyuan Gong. Iterative parallel and distributed genetic algorithms with biased initial population. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2296–2301, Portland, Oregon, 20-23 June 2004. IEEE Press.

[204] Mark Neal ja Frederic Labrosse. Rotation-invariant appearance based maps for robot navigation using an artificial immune network algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 863–870, Portland, Oregon, 20-23 June 2004. IEEE Press.

[205] Nadia Nedjah ja Luiza Mourelle. Secure evolutionary hardware for public-key cryptosystems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2130–2137, Portland, Oregon, 20-23 June 2004. IEEE Press.

[206] Andrew Neel, Max Garzon, ja Phani Penumetsa. Soundness and quality of semantic retrieval in dna-based memories with abiotic data. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1889–1895, Portland, Oregon, 20-23 June 2004. IEEE Press.

[207] Frank Neumann. Expected runtimes of evolutionary algorithms for the eulerian cycle problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 904–910, Portland, Oregon, 20-23 June 2004. IEEE Press.

[208] Xuan Hoai Nguyen ja McKay Robert Ian. An investigation on the roles of insertion and deletion operators in tree adjoining grammar guided genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 472–477, Portland, Oregon, 20-23 June 2004. IEEE Press.

[209] Giuseppe Nicosia, Vincenzo Cutello, ja Mario Pavone. An immune algorithm with hyper-macromutations for the 2d hydrophilic-hydrophobic model. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1074–1080, Portland, Oregon, 20-23 June 2004. IEEE Press.

[210] Yusuke Nojima, Naoyuki Kubota, ja Fumio Kojima. Trajectory generation and accumulation for partner robots based on structured learning. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2224–2229, Portland, Oregon, 20-23 June 2004. IEEE Press.

[211] Nasimul Noman, Kouichi Okada, Naoki Hosoyama, ja Hitoshi Iba. Use of clustering to improve the layout of gene network for visualization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2068–2075, Portland, Oregon, 20-23 June 2004. IEEE Press.

[212] Maryam Nuser ja Russell Deaton. A probabilistic analysis of in vitro selection of independent dna words for computation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1882–1888, Portland, Oregon, 20-23 June 2004. IEEE Press.

[213] Choong Oh ja Gregory Barlow. Autonomous controller design for unmanned aerial vehicles using multi-objective genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1538–1545, Portland, Oregon, 20-23 June 2004. IEEE Press.

[214] Jae Oh ja Dimitri Volper. Design of rationality-based computing middleware: A preliminary study. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 839–846, Portland, Oregon, 20-23 June 2004. IEEE Press.

[215] Tatsuya Okabe, Yaochu Jin, Bernhard Sendhoff, ja Markus Olhofer. Voronoi-based estimation of distribution algorithm for multi-objective optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1594–1601, Portland, Oregon, 20-23 June 2004. IEEE Press.

[216] Mihai Oltean. Solving even-parity problems using traceless genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1813–1819, Portland, Oregon, 20-23 June 2004. IEEE Press.

[217] Michael O'Neill, Anthony Brabazon, ja Catherine Adley. The automatic generation of programs for classification problems with grammatical swarm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 104–110, Portland, Oregon, 20-23 June 2004. IEEE Press.

[218] Isao Ono, Yoshiaki Seike, Ryohei Morishita, Norihiko Ono, ja Masahiko Matsui. An evolutionary algorithm taking account of mutual interactions among substances for inference of genetic networks. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2060–2067, Portland, Oregon, 20-23 June 2004. IEEE Press.

[219] Colm O'Riordan, Josephine Griffith, John Newell, ja Humphrey Sorensen. Co-evolution of strategies for an n-player dilemma. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1625–1630, Portland, Oregon, 20-23 June 2004. IEEE Press.

[220] Pavel Osmera. Evolvable controllers with hierarchical structure. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 758–765, Portland, Oregon, 20-23 June 2004. IEEE Press.

[221] David Ostrowski ja Robert G. Reynolds. Using cultural algorithms to evolve strategies for recessionary markets. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1780–1785, Portland, Oregon, 20-23 June 2004. IEEE Press.

[222] Robert Ouellette, Matthew Browne, ja Kotaro Hirasawa. Genetic algorithm optimization of a convolutional neural network for autonomous crack detection. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 516–521, Portland, Oregon, 20-23 June 2004. IEEE Press.

[223] Ender Ozcan ja Esin Onbasioglu. Genetic algorithms for parallel code optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1375–1381, Portland, Oregon, 20-23 June 2004. IEEE Press.

[224] Gary Parker. Partial recombination for the co-evolution of model parameters. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2216–2223, Portland, Oregon, 20-23 June 2004. IEEE Press.

[225] Gary Parker ja Joseph Blumenthal. Varying sample sizes for the co-evolution of heterogeneous agents. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 766–771, Portland, Oregon, 20-23 June 2004. IEEE Press.

[226] Ian Parmee ja Johnson Abraham. Supporting implicit learning via the visualisation of coga multi-objective data. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 395–402, Portland, Oregon, 20-23 June 2004. IEEE Press.

[227] Daniel Parrott ja Xiaodong Li. A particle swarm model for tracking multiple peaks in a dynamic environment using speciation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 98–103, Portland, Oregon, 20-23 June 2004. IEEE Press.

[228] Konstantinos Parsopoulos, Dimitris Tasoulis, Nicos Pavlidis, Vassilis Plagianakos, ja Michael Vrahatis. Vector evaluated differential evolution for multiobjective optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 204–211, Portland, Oregon, 20-23 June 2004. IEEE Press.

[229] Sandra Paterlini ja Thiemo Krink. High performance clustering with differential evolution. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2004–2011, Portland, Oregon, 20-23 June 2004. IEEE Press.

[230] Topon Paul ja Hitoshi Iba. Selection of the most useful subset of genes for gene expression-based classification. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2076–2083, Portland, Oregon, 20-23 June 2004. IEEE Press.

[231] Bin Peng ja Robert G. Reynolds. Cultural algorithms: Knowledge learning in dynamic environments. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1751–1758, Portland, Oregon, 20-23 June 2004. IEEE Press.

[232] Jeffrey Pfaffmann, Konstantinos Bousmalis, ja Silvano Colombano. A scouting-inspired evolutionary algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1706–1712, Portland, Oregon, 20-23 June 2004. IEEE Press.

[233] Wojciech Piaseczny, Hideaki Suzuki, ja Hidefumi Sawai. Chemical genetic programming - evolution of amino acid rewriting rules used for genotype-phenotype translation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1639–1646, Portland, Oregon, 20-23 June 2004. IEEE Press.

[234] Ying ping Chen ja David Goldberg. Convergence time for the linkage learning genetic algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 39–46, Portland, Oregon, 20-23 June 2004. IEEE Press.

[235] Asad Pirzada, Amitava Datta, ja Chris McDonald. Trusted routing in ad-hoc networks using pheromone trails. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1938–1943, Portland, Oregon, 20-23 June 2004. IEEE Press.

[236] Gregorio Toscano Pulido ja Carlos Coello-Coello. A constraint-handling mechanism for particle swarm optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1396–1403, Portland, Oregon, 20-23 June 2004. IEEE Press.

[237] Marcus Randall. Heuristics for ant colony optimisation using the generalised assignment problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1916–1923, Portland, Oregon, 20-23 June 2004. IEEE Press.

[238] Tapabrata Ray, Neelakantam Venkatarayalu, Kok Sung Won, ja Kian Ping Chan. Study on the behaviour and implementation of parent centric crossover within the generalized generation gap model. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1996–2003, Portland, Oregon, 20-23 June 2004. IEEE Press.

[239] Peter Ross, Javier G. Marin-Blazquez, ja Emma Hart. Hyper-heuristics applied to class and exam timetabling problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1691–1698, Portland, Oregon, 20-23 June 2004. IEEE Press.

[240] Jem Rowland. On genetic programming and knowledge discovery in transcriptome data. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 158–165, Portland, Oregon, 20-23 June 2004. IEEE Press.

[241] Baskar S., A. Alphones, ja Ponnuthurai Nagaratnam Suganthan. Concurrent pso and fdr-pso based reconfigurable phase-differentiated antenna array design. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2173–2179, Portland, Oregon, 20-23 June 2004. IEEE Press.

[242] Baskar S. ja Ponnuthurai Nagaratnam Suganthan. A novel concurrent particle swarm optimization (cpso). Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 792–796, Portland, Oregon, 20-23 June 2004. IEEE Press.

[243] Sadiq M. Sait ja Muhammad Al-Ismail. Enhanced simulated evolution algorithm for digital circuit design yielding faster execution in a larger solution space. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1794–1799, Portland, Oregon, 20-23 June 2004. IEEE Press.

[244] Ralf Salomon. The curse of high-dimensional search spaces: Observing premature convergence in unimodal functions. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 918–923, Portland, Oregon, 20-23 June 2004. IEEE Press.

[245] Ralf Salomon. The force model: Concept, behavior, interpretation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1119–1126, Portland, Oregon, 20-23 June 2004. IEEE Press.

[246] Ernesto Sanchez, Giovanni Squillero, ja Massimo Violante. A local analysis of the genotype-fitness mapping in hardware optimization problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 871–878, Portland, Oregon, 20-23 June 2004. IEEE Press.

[247] Javier J. Sanchez, Manuel Galan, ja Enrique Rubio. Genetic algorithms and cellular automata: A new architecture for traffic light cycles optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1668–1674, Portland, Oregon, 20-23 June 2004. IEEE Press.

[248] Erinaldo Santos ja Takaaki Ohishi. A hydro unit commitment model using genetic algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1368–1374, Portland, Oregon, 20-23 June 2004. IEEE Press.

[249] Bambang Sarif, Mostafa Abd-El-Barr, Sadiq M. Sait, ja Uthman Al-Saiari. Fuzzified ant colony optimization algorithm for efficient combinational circuits. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1317–1324, Portland, Oregon, 20-23 June 2004. IEEE Press.

[250] Kumara Sastry, Martin Pelikan, ja David Goldberg. Efficiency enhancement of genetic algorithms via building-block-wise fitness estimation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 720–727, Portland, Oregon, 20-23 June 2004. IEEE Press.

[251] Hiroyuki Sato, Hernan Aguirre, ja Kiyoshi Tanaka. Local dominance using polar coordinates to enhance multiobjective evolutionary algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 188–195, Portland, Oregon, 20-23 June 2004. IEEE Press.

[252] Lutz Schoenemann. The impact of population sizes and diversity on the adaptability of evolution strategies in dynamic environments. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1270–1277, Portland, Oregon, 20-23 June 2004. IEEE Press.

[253] Justin Schonfeld ja Daniel Ashlock. Comparison of robustness of solutions located by evolutionary computation and other search algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 250–257, Portland, Oregon, 20-23 June 2004. IEEE Press.

[254] Kamran Sedighi, Kaveh Ashenayi, Theodore Manikas, Heng-Ming Tai, ja Roger Wainwright. Autonomous local path-planning for a mobile robot using a genetic algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1338–1345, Portland, Oregon, 20-23 June 2004. IEEE Press.

[255] Daekwan Seo, Moritoshi Yasunaga, ja Jung Hwan Kim. A computatioal approach to detect transcritpion regulatory elements in dictyostelium discoideum. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1647–1653, Portland, Oregon, 20-23 June 2004. IEEE Press.

[256] Marcin Seredynski ja Pascal Bouvry. Block cipher based on reversible cellular automata. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2138–2143, Portland, Oregon, 20-23 June 2004. IEEE Press.

[257] Yin Shan, Robert I. McKay, Rohan Baxter, Hussein Abbass, Daryl Essam, ja Hoai Nguyen. Grammar model-based program evolution. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 478–485, Portland, Oregon, 20-23 June 2004. IEEE Press.

[258] Weiguo Sheng ja Xiaohui Liu. A hybrid algorithm for k-medoid clustering of large data sets. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 77–82, Portland, Oregon, 20-23 June 2004. IEEE Press.

[259] Yang Shuyuan, Wang Min, ja Jiao Licheng. A novel quantum evolutionary algorithm and its application. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 820–826, Portland, Oregon, 20-23 June 2004. IEEE Press.

[260] Yang Shuyuan, Wang Min, ja Jiao Licheng. A quantum particle swarm optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 320–324, Portland, Oregon, 20-23 June 2004. IEEE Press.

[261] P. A. Simionescu, D. G. Beale, ja Gerry V. Dozier. Constrained optimization problem solving using estimation of distribution algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 296–302, Portland, Oregon, 20-23 June 2004. IEEE Press.

[262] Burak Simsek, Sahin Albayrak, ja Alexander Korth. Reinforcement learning for procurement agents of the factory of the future. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1331–1337, Portland, Oregon, 20-23 June 2004. IEEE Press.

[263] Mark Sinka ja David Corne. Evolving document features for web document clustering: A feasability study. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 891–897, Portland, Oregon, 20-23 June 2004. IEEE Press.

[264] Wayne Slade, Habtom Ressom, Mohamad Musavi, ja Richard Miller. Ocean color inversion by particle swarm optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 971–977, Portland, Oregon, 20-23 June 2004. IEEE Press.

[265] Kevin Smith, Richard Everson, ja Jonathan Fieldsend. Dominance measures for multi-objective simulated annealing. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 23–30, Portland, Oregon, 20-23 June 2004. IEEE Press.

[266] Andy Song ja Vic Ciesielski. Texture analysis by genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2092–2099, Portland, Oregon, 20-23 June 2004. IEEE Press.

[267] Nora Speer, Christian Spieth, ja Andreas Zell. A memetic co-clustering algorithm for gene expression profiles and biological annotation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1631–1638, Portland, Oregon, 20-23 June 2004. IEEE Press.

[268] Christian Spieth, Felix Streichert, Nora Speer, ja Andreas Zell. A memetic inference method for gene regulatory networks based on s-systems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 152–157, Portland, Oregon, 20-23 June 2004. IEEE Press.

[269] Christian Spieth, Felix Streichert, Nora Speer, ja Andreas Zell. Utilizing an island model for ea to preserve solution diversity for inferring gene regulatory networks. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 146–151, Portland, Oregon, 20-23 June 2004. IEEE Press.

[270] Stephen Stanhope. Evolution strategies for multivariate-to-anything partially specified random vector generation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2235–2240, Portland, Oregon, 20-23 June 2004. IEEE Press.

[271] Craig Stephan ja John Sullivan. An agent-based hydrogen vehicle/infrastructure model. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1774–1779, Portland, Oregon, 20-23 June 2004. IEEE Press.

[272] Adrian Stoica, Tughrul Arslan, Didier Keymeulen, Vu Duong, Ricardo Zebulum, Xin Guo, Ian Ferguson, ja Taher Daud. Evolutionary recovery of electronic circuits from radiation induced faults. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1786–1793, Portland, Oregon, 20-23 June 2004. IEEE Press.

[273] Felix Streichert, Holger Ulmer, ja Andreas Zell. Evaluating a hybrid encoding and three crossover operators on the constrained portfolio selection problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 932–939, Portland, Oregon, 20-23 June 2004. IEEE Press.

[274] Jun Sun, Bin Feng, Wenbo Xu, Jing Liu, ja Ling Bao. Particle swarm optimization with particles having quantum behavior. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 325–331, Portland, Oregon, 20-23 June 2004. IEEE Press.

[275] Xiaolu Sun ja Winfried Just. Evolution of strategies in modified sequential assessment games. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 388–394, Portland, Oregon, 20-23 June 2004. IEEE Press.

[276] Sunil Suram, Kenneth Bryden, ja Daniel Ashlock. Quantitative trait loci based solution of an inverse radiation heat transfer problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 427–432, Portland, Oregon, 20-23 June 2004. IEEE Press.

[277] Osamu Takahashi ja Shigenobu Kobayashi. An angular distance dependent alternation model for real-coded genetic algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2159–2165, Portland, Oregon, 20-23 June 2004. IEEE Press.

[278] Mieko Tanaka-Yamawaki ja Tomohiro Motoyama. Predicting the tick-wise price fluctuations by means of evolutional computation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 955–958, Portland, Oregon, 20-23 June 2004. IEEE Press.

[279] Ivan Tanev, Thomas Ray, ja Andrzej Buller. Evolutionary design, robustness and adaptation of sidewinding locomotion of simulated libmless wheelless robot. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2312–2319, Portland, Oregon, 20-23 June 2004. IEEE Press.

[280] Ke Tang, Ponnuthurai Nagaratnam Suganthan, ja Xin Yao. Generalized lda using relevance weighting and evolution strategy. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2230–2234, Portland, Oregon, 20-23 June 2004. IEEE Press.

[281] M. Fatih Tasgetiren, Mehmet Sevkli, Yun-Chia Liang, ja Gunes Gencyilmaz. Particle swarm optimization algorithm for single machine total weighted tardiness problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1412–1419, Portland, Oregon, 20-23 June 2004. IEEE Press.

[282] Dimitris Tasoulis, Nicos Pavlidis, Vassilis Plagianakos, ja Michael Vrahatis. Parallel differential evolution. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2023–2029, Portland, Oregon, 20-23 June 2004. IEEE Press.

[283] Jorge Tavares, Francisco Pereira, ja Ernesto Costa. Understanding the role of insertion and correction in the evolution of golomb rulers. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 69–76, Portland, Oregon, 20-23 June 2004. IEEE Press.

[284] Ankur Teredesai ja Venu Govindaraju. Issues in evolving gp based classifiers for a pattern recognition task. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 509–515, Portland, Oregon, 20-23 June 2004. IEEE Press.

[285] Rene Thomsen. Multimodal optimization using crowding-based differential evolution. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1382–1389, Portland, Oregon, 20-23 June 2004. IEEE Press.

[286] Jonathan Timmis, Camilla Edmonds, ja Johnny Kelsey. Assessing the performance of two immune inspired algorithms and a hybrid genetic algorithm for function optimisation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1044–1051, Portland, Oregon, 20-23 June 2004. IEEE Press.

[287] Renato Tinos ja Andre Carvalho. A genetic algorithm with gene dependent mutation probability for non-stationary optimization problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1278–1285, Portland, Oregon, 20-23 June 2004. IEEE Press.

[288] Marco Tomassini, Leonardo Vanneschi, Jerome Cuendet, ja Francisco Fernandez. A new technique for dynamic size populations in genetic programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 486–493, Portland, Oregon, 20-23 June 2004. IEEE Press.

[289] Shisanu Tongchim ja Xin Yao. Parallel evolutionary programming. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1362–1367, Portland, Oregon, 20-23 June 2004. IEEE Press.

[290] Andre Treptow ja Andreas Zell. Combining adaboost learning and evolutionary search to select features for real-time object detection. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2107–2113, Portland, Oregon, 20-23 June 2004. IEEE Press.

[291] Shigeyoshi Tsutsui ja Gordon Wilson. Solving capacitated vehicle routing problems using edge histogram based sampling algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1150–1157, Portland, Oregon, 20-23 June 2004. IEEE Press.

[292] Alexander Tulai ja Franz Oppacher. Maintaining diversity and increasing the accuracy of classification rules through automatic speciation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2241–2249, Portland, Oregon, 20-23 June 2004. IEEE Press.

[293] Holger Ulmer, Felix Streichert, ja Andreas Zell. Evolution strategies with controlled model assistance. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1569–1576, Portland, Oregon, 20-23 June 2004. IEEE Press.

[294] Katsuji Uosaki, Yuuya Kimura, ja Toshiharu Hatanaka. Evolution strategies based particle filters for state and parameter estimation of nonlinear models. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 884–890, Portland, Oregon, 20-23 June 2004. IEEE Press.

[295] A. Sima Uyar ja H. Turgut Uyar. An event-driven test framework for evolutionary algorithms in dynamic environments. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2265–2272, Portland, Oregon, 20-23 June 2004. IEEE Press.

[296] Sangameswar Venkatraman ja Gary Yen. A simple elitist genetic algorithm for constrained optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 288–295, Portland, Oregon, 20-23 June 2004. IEEE Press.

[297] Sebastien Verel, Philippe Collard, ja Manuel Clergue. Scuba search: when selection meets innovation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 924–931, Portland, Oregon, 20-23 June 2004. IEEE Press.

[298] Jakob Vesterstroem ja Rene Thomsen. A comparative study of differential evolution, particle swarm optimization, and evolutionary algorithms on numerical benchmark problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1980–1987, Portland, Oregon, 20-23 June 2004. IEEE Press.

[299] Saranyan Vigraham ja John Gallagher. On the relative efficacies of space saving *cgas for evolvable hardware applications. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2187–2193, Portland, Oregon, 20-23 June 2004. IEEE Press.

[300] Reginald L. Walker. Honeybee search strategies: Adaptive exploration of an information ecosystem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1209–1216, Portland, Oregon, 20-23 June 2004. IEEE Press.

[301] Paul Walsh ja Pio Fenton. A high-throughput computing environment for job shop scheduling genetic algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1554–1560, Portland, Oregon, 20-23 June 2004. IEEE Press.

[302] Isamu Watanabe ja Makoto Nodu. A genetic algorithm for optimizing switching sequence of service restoration in distribution systems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1683–1690, Portland, Oregon, 20-23 June 2004. IEEE Press.

[303] Jyh-Da Wei ja Der-Tsai Lee. A new approach to the traveling salesman problem using genetic algorithms with priority encoding. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1457–1464, Portland, Oregon, 20-23 June 2004. IEEE Press.

[304] Benjamin Weinberg ja El-Ghazali Talbi. Nfl theorem is unusable on structured classes of problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 220–226, Portland, Oregon, 20-23 June 2004. IEEE Press.

[305] Christopher White ja Gary Yen. A hybrid evolutionary algorithm for traveling salesman problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1473–1478, Portland, Oregon, 20-23 June 2004. IEEE Press.

[306] Kok Sung Won ja Tapabrata Ray. Performance of kriging and cokriging based surrogate models within the unified framework for surrogate assisted optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1577–1585, Portland, Oregon, 20-23 June 2004. IEEE Press.

[307] Tony Wong, Pascal Cote, ja Robert Sabourin. A hybrid moea for the capacitated exam proximity problem. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1495–1501, Portland, Oregon, 20-23 June 2004. IEEE Press.

[308] David Wood ja Junghuei Chen. Fredkin gate circuits via recombination enzymes. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1896–1900, Portland, Oregon, 20-23 June 2004. IEEE Press.

[309] Zhijian Wu, Zhilong Tang, Jun Zou, Lishan Kang, ja Mingbiao Li. An evolutionary algorithm for solving parameter identification problems in elliptic systems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 803–808, Portland, Oregon, 20-23 June 2004. IEEE Press.

[310] Xiao-Feng Xie, Wen-Jun Zhang, ja De-Chun Bi. Handling equality constraints by adaptive relaxing rule for swarm algorithms. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2012–2016, Portland, Oregon, 20-23 June 2004. IEEE Press.

[311] Xiao-Feng Xie, Wen-Jun Zhang, ja De-Chun Bi. Optimizing semiconductor devices by self-organizing particle swarm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2017–2022, Portland, Oregon, 20-23 June 2004. IEEE Press.

[312] Yong Xu, Sancho Salcedo-Sanz, ja Xin Yao. Non-standard cost terminal assignment problems using tabu search approach. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2302–2306, Portland, Oregon, 20-23 June 2004. IEEE Press.

[313] Jinn-Moon Yang ja Tsai-Wei Shen. A pharmacophore-based evolutionary approach for screening estrogen receptor antagonists. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1028–1035, Portland, Oregon, 20-23 June 2004. IEEE Press.

[314] Shengxiang Yang. Constructing dynamic test environments for genetic algorithms based on problem difficulty. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1262–1269, Portland, Oregon, 20-23 June 2004. IEEE Press.

[315] Georgios Yannakakis, John Levine, ja John Hallam. An evolutionary approach for interactive computer games. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 986–993, Portland, Oregon, 20-23 June 2004. IEEE Press.

[316] Haluk Yapicioglu, Gerry V. Dozier, ja Alice E. Smith. Bi-criteria model for locating a semi-desirable facility on a plane using particle swarm optimization. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2328–2334, Portland, Oregon, 20-23 June 2004. IEEE Press.

[317] Kim Yong-Duk, Kim Jong-Hwan, ja Kim Yong-Jae. Behavior selection and learning for synthetic character. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 898–903, Portland, Oregon, 20-23 June 2004. IEEE Press.

[318] Ming Yuchi ja Jong-Hwan Kim. Grouping-based evolutionary algorithm: Seeking balance between feasible and infeasible individuals of constrained optimization problems. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 280–287, Portland, Oregon, 20-23 June 2004. IEEE Press.

[319] Yeboon Yun, Hirotaka Nakayama, ja Masao Arakawa. Fitness evaluation using generalized data envelopment analysis in moga. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 464–471, Portland, Oregon, 20-23 June 2004. IEEE Press.

[320] Funing Zhang ja Gerry V. Dozier. A comparison of distributed restricted recombination operators for genetic and evolutionary societies of hill-climbers: A disacsp perspective. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1988–1995, Portland, Oregon, 20-23 June 2004. IEEE Press.

[321] Guang-Zheng Zhang ja De-Shuang Huang. Radial basis function neural network optimized by ga for soybean protein sequence residue spatial distance prediction. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1015–1019, Portland, Oregon, 20-23 June 2004. IEEE Press.

[322] Jian Zhang, Xiaohui Yuan, ja Bill Buckles. Subspace fdc for sharing distance estimation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1735–1742, Portland, Oregon, 20-23 June 2004. IEEE Press.

[323] Jun Zhang, H.s.h. Chung, ja B.J. Hu. Adaptive probabilities of crossover and mutation in genetic algorithms based on clustering technique. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2280–2287, Portland, Oregon, 20-23 June 2004. IEEE Press.

[324] Wen-Jun Zhang, Xiao-Feng Xie, ja De-Chun Bi. Handling boundary constraints for numrical optimization by particle swarm flying in periodic search space. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2307–2311, Portland, Oregon, 20-23 June 2004. IEEE Press.

[325] Jinhua Zheng, Charles X. Ling, Zhongzhi Shi, ja Yong Xie. Some discussions about mogas: Individual relations, non-dominated set, and application on automatic negotiation. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 706–712, Portland, Oregon, 20-23 June 2004. IEEE Press.

[326] Zongzhao Zhou, Yew Soon Ong, ja Prasanth B. Nair. Hierarchical surrogate-assisted evolutionary optimization framework. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 1586–1593, Portland, Oregon, 20-23 June 2004. IEEE Press.

[327] Peng Zou, Zhi Zhou, Guoliang Chen, ja Xin Yao. A novel memetic algorithm with random multi-local-search: A case study of tsp. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 2335–2340, Portland, Oregon, 20-23 June 2004. IEEE Press.

[328] Yi Zou, Zhenquan Zhuang, ja Huanhuan Chen. Hw-sw partitioning based on genetic algorithm. Kirjassa *Proceedings of the 2004 IEEE Congress on Evolutionary Computation*, ss. 628–633, Portland, Oregon, 20-23 June 2004. IEEE Press.