## Список литературы

- Panait, L. and Luke, S. A Comparison of Two Competitive Fitness Functions. (2002) Submitted to GECCO 2002.
- [2] Angeline, P. and Pollack, J. Competitive environments evolve better solutions for complex tasks. pp. 264–270.
- [3] Cliff, D. and Miller, G. F. (1995) Tracking the Red Queen: Measurements of adaptive progress in co-evolutionary sumulations. In *Proceedings of the Third European Conference on Artificial Life* Springer-Verlag pp. 200–218.
- [4] Eriksson, R. and Olsson, B. (1997) Cooperative Coevolution in Inventory Control Optimisation. In Smith, G., Steele, N., and Albrecht, R., (eds.), Proceedings of the Third International Conference on Artificial Neural Networks and Genetic Algorithms, University of East Anglia, Norwich, UK: Springer.
- [5] Ficici, S. and Pollack, J. A Game-Theoretic Approach to the Simple Coevolutionary Algorithm. pp. 467–476.
- [6] Ficici, S. and Pollack, J. Effects of Finite Populations on Evolutionary Stable Strategies. pp. 880–887.
- [7] Ficici, S. and Pollack, J. Game-Theoretic Investigation of Selection Methods Used in Evolutionary Algorithms. pp. 880–887.
- [8] Ficici, S. and Pollack, J. (1998) Challenges in Coevolutionary Learning: Arms–Race Dynamics, Open–Endedness, and Mediocre Stable States. In et al, A., (ed.), *Proceedings of the Sixth International Conference on Artificial Life*, Cambridge, MA: MIT Press pp. 238–247.
- [9] Ficici, S. and Pollack, J., Pareto Optimality in Coevolutionary Learning. Technical report, Brandeis University (2001).
- [10] Hillis, D. (1991) Co-Evolving parasites improve simulated Evolution as an optimization procedure. Artificial Life II, SFI Studies in the Sciences of Complexity, 10, 313–324.
- [11] Husbands, P. and Mill, F. (1991) Simulated coevolution as the mechanism for emergent planning and scheduling. In Belew, R. and Booker, L., (eds.), *Proceedings of the Fourch International Conference on Genetic Algorithms*, Morgan Kaufmann pp. 264–270.
- [12] Husbands, P. (1994) Distributed coevolutionary genetic algorithms for multi-criteria and multi-constraint optimisation. In *Evolutionary Computing*, AISB Workshop for Selected Papers Springer-Verlag pp. 150–165.
- [13] Rosin, C. and Belew, R. (1996) New methods for competitive coevolution. *Evolutionary Computation*, **5**(1), 1–29.
- [14] Juillé, H. and Pollak, J. Co-evolving Interwined Spirals. pp. 461–468.
- [15] Lubberts, A. and Miikkulainen, R. (2001) Co-Evolving a Go-Playing Neural Network. In Coevolution: Turning Adaptive Algorithms upon Themselves, (Birds-on-a-Feather Workshop, Genetic and Evolutionary Computation Conference).
- [16] Moriarty, D. E. and Mikkulainen, R. (1995) Discovering Complex Othello Strategies through Evolutionary Neural Networks. *Connection Science*, **7**(3), 105–209.
- [17] Moriarty, D. and Miikkulainen, R. (1997) Forming neural networks through efficient and adaptive coevolution. *Evolutionary Computation*, **5**(4), 373–399.
- [18] Paredis, J. (1994) Steps towards co-evolutionary classification networks. In Brooks, R. A. and Maes, P., (eds.), Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems., MIT Press pp. 359–365.

- [19] Potter, M. and De Jong, K. (2000) Cooperative Coevolution: An Architecture for Evolving Coadapted Subcomponents. *Evolutionary Computation*, 8(1), 1–29.
- [20] Potter, M. and De Jong, K. A Cooperative CoEvolutionary Approach to Function Optimization. pp. 249–257.
- [21] Potter, M. and De Jong, K. Evolving Neural Networks with Collaborative Species. pp. 307–317.
- [22] Potter, M. The Design and Analysis of a Computational Model of Cooperative CoEvolution PhD thesis George Mason University Fairfax, Virginia (1997).
- [23] Potter, M. and De Jong, K. The Coevolution of Antibodies for Concept Learning. pp. 530–539.
- [24] Rosin, C. and Belew, R. (1997) New Methods for Competitive Coevolution. *Evolutionary Computation*, **5**(1), 1–29.
- [25] Rosin, C. and Belew, R. Methods for competitive co-evolution: Finding opponents worth beating. pp. 373–380.
- [26] Paredis, J. (1996) Coevolutionary Computation. Artificial Life Journal, 2(3).
- [27] Schlierkamp-Voosen, D. and Mühlenbein, H. Strategy Adaptation by Competing Subpopulations. pp. 199–108.
- [28] Pollack, J. and Blair, A. (1998) Coevolution in the successful learning of backgammon strategy. *Machine Learning*, **32**(3), 225–240.
- [29] Sims, K. (1999) Evolving Three-Dimensional Morphology and Behaviour. In Bentley, P., (ed.), Evolutionary Design by Computers, Morgan Kaufmann.
- [30] Pollack, J., Blair, A., and Land, M. (1997) Coevolution of a Backgammon Player. In *Artificial Life V MIT Press*.
- [31] Mayer, H. Symbiotic Coevolution of Artificial Neural Networks and Training Data Sets. pp. 511–520.
- [32] Rosin, C. Coevolutionary Search Among Adversaries PhD thesis University of California, San Diego (1997).
- [33] Wiegand, R. P., Liles, W., and De Jong, K. Analyzing Cooperative Coevolution with Evolutionary Game Theory. (To appear).
- [34] Wiegand, R. P. Applying Diffusion to a Cooperative Coevolutionary Model. pp. 560–569.
- [35] Wiegand, R. P., Liles, W., and De Jong, K. An Empirical Analysis of Collaboration Methods in Cooperative Coevolutionary Algorithms. pp. 1235–1242.
- [36] Fogel, G., Andrews, P., and Fogel, D. (1998) On the instability of evolutionary stable strategies in small populations. *Ecological Modeling*, **109**, 283–294.
- [37] Fogel, D., Fogel, G., and Andrews, P. (1995) On the instability of evolutionary stable strategies. BioSystems, 44, 135–152.
- [38] Fogel, D. and Fogel, G. (1995) Evolutionary stable strategies are not always stable under evolutionary dynamics. In McDonnel, J. R., Reynolds, R. G., and Fogel, D., (eds.), *Proceedings of the Fourth Annual Conference on Evolutionary Programming*, Cambridge, MA: MIT Press pp. 565–577.
- [39] Kauffman, S. (1991) Coevolution to the edge of chaos: coupled fitness landscapes, poised states, and coevolutionary avalanches. In Langton, C., Taylor, C., Farmer, J., and Rasmussen, S., (eds.), *Artificial Life II: Studies in the Sciences of Complexity*, Addison-Wesley Vol. X, pp. 325–369.
- [40] Pagie, L. and P., H. Information integration and red queen dynamics in coevolutionary optimization. pp. 1260–1267.

- [41] Pagie, L. and Mitchell, M. A comparison of evolutionary and coevolutionary search. pp. 20–25.
- [42] Pagie, L. and Hogeweg, P. (1997) Evolutionary Consequences of coevolving targets. *Evolutionary Computation*, **5**(4), 401–418.
- [43] Pagie, L. Coevolutionary dynamics: information integration, speciation, and red queen dynamics PhD thesis University of New Mexico Santa Fe, NM (1999).
- [44] Watson, R. and Pollack, J. Coevolutionary Dynamics in a Minimal Substrate. pp. 702–709.
- [45] Wiegand, R. P., Liles, W., and De Jong, K. Multi–Population Symmetric Game Dynamics. (2001) In preparation.
- [46] Juillé, H. Basic Concepts in Coevolution. (2001) Presentation at GECCO-01 Coevolutionary Workshop.
- [47] Luke, S. (July, 1998) Genetic Programming Produced Competitive Soccer Softbot Teams for RoboCup97. In Koza, J. R., Banzhaf, W., Chellapilla, K., Deb, K., Dorigo, M., Fogel, D. B., Garzon, M. H., Goldberg, D. E., Iba, H., and Riolo, R., (eds.), Genetic Programming 1998: Proceedings of the Third Annual Conference, University of Wisconsin, Madison, Wisconsin, USA: Morgan Kaufmann pp. 214–222.
- [48] Axelrod, R. (1984) The Evolution of Cooperation, Basic Books, .
- [49] Fogel, D. (2001) Blondie24: Playing at the Edge of Artificial Intelligence, Morgan Kaufmann, .
- [50] Sims, K. (1994) Evolving 3D Morphology and Behavior by Competition. In Brooks, R. A. and Maes, P., (eds.), Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems., MIT Press pp. 28–39.
- [51] Reynolds, C. (1994) Competition, Coevolution and the Game of Tag. In Brooks, R. A. and Maes, P., (eds.), Artificial Life IV, Proceedings of the fourth International Workshop on the Synthesis and Simulation of Living Systems., MIT Press pp. 59–69.
- [52] Smith, R. and Gray, B., Co-adaptive genetic algorithms: An example in Othello strategy. Technical Report TCGA 94002, University of Alabama, Department of Engineering Science and Mechanics (1993).
- [53] Axelrod (1987) The Evolution of Strategies in the Iterated Prisoner's Dilemma. In Davis, L., (ed.), Genetic Algorithms and Simulated Annealing, Morgan Kaufmann.