Список литературы

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