

Список литературы

- [1] Miller, G. F. and Cliff, D., Co-evolution of pursuit and evasion i: Biological and game-theoretic foundations, Technical Report CSRP311, 1994.
- [2] Hanh, M. S., Simulating evolution in a kolmogorov predator-prey model with genetic extensions, in *Artificial Life at Stanford 1994*, edited by Koza, J. R., pages 44–53, Stanford, California, 94305-3079 USA, Phone 415-329-1217 or 800-533-2670, 1994, Stanford Bookstore.
- [3] Smith, M., Using massively-parallel supercomputers to model stochastic spatial predator-prey systems, Technical Report EPCC-TR91-06, 17th April 1991.
- [4] Iba, H., de Garis, H., and Higuchi, T., Evolutionary learning of predatory behaviors based on structured classifiers, in *From Animals to Animats 2: Proceedings of the Second International Conference on Simulation of Adaptive Behavior*, edited by Meyer, J. A., Roitblat, H. L., and Wilson, S. W., volume 1, The MIT Press, 1993.
- [5] Haynes, T. and Sen, S., Evolving behavioral strategies in predators and prey, in *IJCAI-95 Workshop on Adaptation and Learning in Multiagent Systems*, edited by Sen, S., pages 32–37, 1995.
- [6] Haynes, T., Wainwright, R., and Sen, S., Evolving cooperation strategies, in *Proceedings of the First International Conference on Multi-Agent Systems*, edited by Lesser, V., page 450, San Francisco, CA, 1995, MIT Press, (poster).
- [7] Haynes, T., Sen, S., Schoenefeld, D., and Wainwright, R., Artificial Intelligence (1995), (submitted for review).
- [8] Haynes, T., Sen, S., Schoenefeld, D., and Wainwright, R., Evolving a team, in *Working Notes for the AAAI Symposium on Genetic Programming*, edited by Siegel, E. V. and Koza, J. R., Cambridge, MA, 1995, AAAI.
- [9] Haynes, T., Wainwright, R., Sen, S., and Schoenefeld, D., Strongly typed genetic programming in evolving cooperation strategies, in *Proceedings of the Sixth International Conference on Genetic Algorithms*, edited by Eshelman, L., pages 271–278, San Francisco, CA, 1995, Morgan Kaufmann Publishers, Inc.
- [10] Haynes, T. and Sen, S., Evolving behavioral strategies in predators and prey, in *Adaptation and Learning in Multiagent Systems*, edited by Weiß, G. and Sen, S., Lecture Notes in Artificial Intelligence, Springer Verlag, Berlin, 1996.
- [11] Haynes, T., Lau, K., and Sen, S., Learning cases to compliment rules for conflict resolution in multiagent systems, in *Working Notes for the AAAI Symposium on Adaptation, Co-evolution and Learning in Multiagent Systems*, edited by Sen, S., Stanford University, CA, 1996.
- [12] Manela, M. and Campbell, J. A., Designing good pursuit problems as testbeds for Distributed AI: a novel application of Genetic Algorithms, in *Fifth European Workshop on Modelling Autonomous Agents in a Multi-Agent World*, Neuchâtel, Switzerland, 1993.
- [13] Korf, R. E., A simple solution to pursuit games, in *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*, pages 183–194, 1992.
- [14] Levy, R. and Rosenschein, J. S., A game theoretic approach to the pursuit problem, in *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*, pages 195–213, 1992.
- [15] Maio, D. and Rizzi, S., Unsupervised multi-agent exploration of structured environments, in *Proceedings of the First International Conference on Multi-Agent Systems*, edited by Lesser, V., pages 269–275, San Francisco, CA, 1995, MIT Press.
- [16] Singh, M. P., The effect of agent control strategy on the performance of a DAI pursuit problem, in *Working Papers of the 10th International Workshop on Distributed Artificial Intelligence*, 1990.

- [17] Stephens, L. M. and Merx, M. B., The effect of agent control strategy on the performance of a DAI pursuit problem, in *Proceedings of the 1990 Distributed AI Workshop*, 1990.
- [18] Vidal, J. M. and Durfee, E. H., Recursive agent modeling using limited rationality, in *Proceedings of the First International Conference on Multi-Agent Systems*, edited by Lesser, V., pages 376–383, San Francisco, CA, 1995, MIT Press.