

Список литературы

- [1] P. Collet, C. Fonlupt, J.-K. Hao, E. Lutton and M. Schoenauer, editors, *Artificial Evolution, 5th International Conference, Evolution Artificielle, EA 2001, Le Creusot, France, October 29-31, 2001, Selected Papers*, , Lecture Notes in Computer Science Vol. 2310, Springer, 2002.
- [2] P. J. Bentley, Why biologists and computer scientists should work together., in *Artificial Evolution*, pp. 3–18, 2001.
- [3] A. Bienvenüe, M. Joannides, J. Bérard, É. Fontenas and O. François, Niching in monte carlo filtering algorithms., in *Artificial Evolution*, pp. 19–30, 2001.
- [4] R. W. Morrison and K. A. D. Jong, Measurement of population diversity., in *Artificial Evolution*, pp. 31–41, 2001.
- [5] U. Cerruti, M. Giacobini and P. Liardet, Prediction of binary sequences by evolving finite state machines., in *Artificial Evolution*, pp. 42–53, 2001.
- [6] A. Berny, Extending selection learning toward fixed-length d-ary strings., in *Artificial Evolution*, pp. 54–64, 2001.
- [7] D. F. Brown, A. B. Garmendia-Doval and J. A. W. McCall, Markov random field modelling of royal road genetic algorithms., in *Artificial Evolution*, pp. 65–76, 2001.
- [8] A. Sidaner, O. Bailleux and J.-J. Chabrier, Measuring the spatial dispersion of evolutionary search processes: Application to walksat., in *Artificial Evolution*, pp. 77–90, 2001.
- [9] A. Johnson and J. L. Shapiro, The importance of selection mechanisms in distribution estimation algorithms., in *Artificial Evolution*, pp. 91–103, 2001.
- [10] K. Abboud and M. Schoenauer, Surrogate deterministic mutation: Preliminary results., in *Artificial Evolution*, pp. 104–116, 2001.
- [11] I. la Tendresse, J. Gottlieb and O. Kao, The effects of partial restarts in evolutionary search., in *Artificial Evolution*, pp. 117–127, 2001.
- [12] B. Leblanc, E. Lutton, B. Braunschweig and H. Toulhoat, History and immortality in evolutionary computation., in *Artificial Evolution*, pp. 128–142, 2001.
- [13] P.-Y. Oudeyer, Origins and learnability of syllable systems: A cultural evolutionary model., in *Artificial Evolution*, pp. 143–155, 2001.
- [14] J. J. Korczak, P. Lipinski and P. Roger, Evolution strategy in portfolio optimization., in *Artificial Evolution*, pp. 156–167, 2001.
- [15] J.-P. Hamiez and J.-K. Hao, Scatter search for graph coloring., in *Artificial Evolution*, pp. 168–179, 2001.
- [16] T. Bousonville, The two stage continuous parallel flow shop problem with limited storage: Modeling and algorithms., in *Artificial Evolution*, pp. 180–191, 2001.
- [17] M. Belaidouni and J.-K. Hao, Sat, local search dynamics and density of states., in *Artificial Evolution*, pp. 192–204, 2001.
- [18] O. Roudenko, M. Schoenauer, T. Bosio and R. Fontana, A multiobjective evolutionary algorithm for car front end design., in *Artificial Evolution*, pp. 205–218, 2001.
- [19] E. Lutton, P. Collet and J. Louchet, Easex comparisons on test functions: Galib versus eo., in *Artificial Evolution*, pp. 219–230, 2001.
- [20] M. Keijzer, J. J. M. Guervós, G. Romero and M. Schoenauer, Evolving objects: A general purpose evolutionary computation library., in *Artificial Evolution*, pp. 231–244, 2001.

- [21] D. Robilliard and C. Fonlupt, Backwarding : An overfitting control for genetic programming in a remote sensing application., in *Artificial Evolution*, pp. 245–254, 2001.
- [22] A. Ratle and M. Sebag, Avoiding the bloat with stochastic grammar-based genetic programming., in *Artificial Evolution*, pp. 255–266, 2001.
- [23] G. Paris, D. Robilliard and C. Fonlupt, Applying boosting techniques to genetic programming., in *Artificial Evolution*, pp. 267–280, 2001.
- [24] R. L. Riche and F. Guyon, Dual evolutionary optimization., in *Artificial Evolution*, pp. 281–294, 2001.
- [25] S. Smith, Using evolutionary algorithms incorporating the augmented lagrangian penalty function to solve discrete and continuous constrained non-linear optimal control problems., in *Artificial Evolution*, pp. 295–310, 2001.
- [26] J. Casillas, O. Cordón, F. Herrera and J. J. M. Guervós, Cooperative coevolution for learning fuzzy rule-based systems., in *Artificial Evolution*, pp. 311–322, 2001.
- [27] R. Srivastava and A. Kaldate, Evolving cooperative ecosystems: A multi-agent simulation of deforestation activities., in *Artificial Evolution*, pp. 323–337, 2001.
- [28] I. R. Edmonds, The impact of environmental structure on the evolutionary trajectories of a foraging agent., in *Artificial Evolution*, pp. 338–349, 2001.
- [29] S. Delepouille, P. Preux and J.-C. Darcheville, Learning as a consequence of selection., in *Artificial Evolution*, pp. 350–361, 2001.
- [30] F. Seredynski and A. Y. Zomaya, Coevolution and evolving parallel cellular automata - based scheduling algorithms., in *Artificial Evolution*, pp. 362–374, 2001.