Список литературы

- [Annunziato et al.(2003)Annunziato, Bertini, Lucchetti, Pannicelli and Pizzuti] Annunziato, M., Bertini, I., Lucchetti, M., Pannicelli, A. and Pizzuti, S. (2003) 'The evolutionary control methodology: An overview.' In *Artificial Evolution*. pp. 331–342.
- [Aupetit et al.(2003)Aupetit, Liardet and Slimane] Aupetit, S., Liardet, P. and Slimane, M. (2003) 'Evolutionary search for binary strings with low aperiodic auto-correlations.' In *Artificial Evolution*. pp. 39–50.
- [Bagnall and Toft(2003)] Bagnall, A.J. and Toft, I. (2003) 'An agent model for first price and second price private value auctions.' In *Artificial Evolution*. pp. 281–292.
- [Baños et al.(2003)Baños, Gil, Ortega and Montoya] Baños, R., Gil, C., Ortega, J. and Montoya, F.G. (2003) 'Optimising graph partitions using parallel evolution.' In Artificial Evolution. pp. 91–102.
- [Barichard et al.(2003)Barichard, Deleau, Hao and Saubion] Barichard, V., Deleau, H., Hao, J.K. and Saubion, F. (2003) 'A hybrid evolutionary algorithm for csp.' In Artificial Evolution. pp. 79–90.
- [Cahon et al.(2003)Cahon, Melab, Talbi and Schoenauer] Cahon, S., Melab, N., Talbi, E.G. and Schoenauer, M. (2003) 'Paradiseo-based design of parallel and distributed evolutionary algorithms.' In *Artificial Evolution*. pp. 216–228.
- [Codrea et al.(2003)Codrea, Aittokallio, Keränen, Tyystjärvi and Nevalainen] Codrea, M.C., Aittokallio, T., Keränen, M., Tyystjärvi, E. and Nevalainen, O. (2003) 'Genetic feature learning algorithm for fluorescence fingerprinting of plants.' In Artificial Evolution. pp. 371–383.
- [Collet and Schoenauer(2003)] Collet, P. and Schoenauer, M. (2003) 'Guide: Unifying evolutionary engines through a graphical user interface.' In *Artificial Evolution*. pp. 203–215.
- [Deb and Reddy(2003)] Deb, K. and Reddy, A.R. (2003) 'Large-scale scheduling of casting sequences using a customized genetic algorithm.' In *Artificial Evolution*. pp. 141–152.
- [Defoin-Platel et al.(2003)Defoin-Platel, Vérel, Clergue and Collard] Defoin-Platel, M., Vérel, S., Clergue, M. and Collard, P. (2003) 'From royal road to epistatic road for variable length evolution algorithm.' In *Artificial Evolution*. pp. 3–14.
- [Delahaye and Puechmorel(2003)] Delahaye, D. and Puechmorel, S. (2003) 'Air traffic controller keyboard optimization by artificial evolution.' In *Artificial Evolution*. pp. 177–188.
- [Drugan and Thierens(2003)] Drugan, M.M. and Thierens, D. (2003) 'Evolutionary markov chain monte carlo.' In *Artificial Evolution*. pp. 63–76.
- [Garmendia-Doval et al. (2003) Garmendia-Doval, Morley and Juhos] Garmendia-Doval, A.B., Morley, S.D. and Juhos, S. (2003) 'Post docking filtering using cartesian genetic programming.' In Artificial Evolution. pp. 189–200.
- [Giacobini et al.(2003)Giacobini, Tomassini and Tettamanzi] Giacobini, M., Tomassini, M. and Tettamanzi, A. (2003) 'Modeling selection intensity for linear cellular evolutionary algorithms.' In Artificial Evolution. pp. 345–356.
- [Groß and Dorigo(2003)] Groß, R. and Dorigo, M. (2003) 'Evolving a cooperative transport behavior for two simple robots.' In *Artificial Evolution*. pp. 305–316.
- [Grosset et al.(2003)Grosset, Riche and Haftka] Grosset, L., Riche, R.L. and Haftka, R.T. (2003) 'A study of the effects of dimensionality on stochastic hill climbers and estimation of distribution algorithms.' In Artificial Evolution. pp. 27–38.
- [Kazakov and Bartlett(2003)] Kazakov, D. and Bartlett, M. (2003) 'Social learning through evolution of language.' In *Artificial Evolution*. pp. 397–408.
- [Korczak and Quirin(2003)] Korczak, J.J. and Quirin, A. (2003) 'Evolutionary mining for image classification rules.' In *Artificial Evolution*. pp. 153–165.

- [Lardeux et al.(2003)Lardeux, Saubion and Hao] Lardeux, F., Saubion, F. and Hao, J.K. (2003) 'Recombination operators for satisfiability problems.' In Artificial Evolution. pp. 103–114.
- [Lattaud(2003)] Lattaud, C. (2003) 'Co-evolution in artificial ecosystems: Competition and cooperation using allellopathy.' In *Artificial Evolution*. pp. 319–330.
- [Liardet et al.(2004)Liardet, Collet, Fonlupt, Lutton and Schoenauer] Liardet, P., Collet, P., Fonlupt, C., Lutton, E. and Schoenauer, M., (eds.) (2004) Artificial Evolution, 6th International Conference, Evolution Artificialle, EA 2003, Marseilles, France, October 27-30, 2003, Lecture Notes in Computer Science, vol. 2936. Springer.
- [Murakawa et al.(2003)Murakawa, Nosato and Higuchi] Murakawa, M., Nosato, H. and Higuchi, T. (2003) 'Automatic optical fiber alignment system using genetic algorithms.' In Artificial Evolution. pp. 129–140.
- [Nicolau et al.(2003)Nicolau, Auger and Ryan] Nicolau, M., Auger, A. and Ryan, C. (2003) 'Functional dependency and degeneracy: Detailed analysis of the gauge system.' In Artificial Evolution. pp. 15–26.
- [Paris et al.(2003)Paris, Robilliard and Fonlupt] Paris, G., Robilliard, D. and Fonlupt, C. (2003) 'Exploring overfitting in genetic programming.' In Artificial Evolution. pp. 267–277.
- [Puechmorel and Delahaye(2003)] Puechmorel, S. and Delahaye, D. (2003) 'Order statistics in artificial evolution.' In *Artificial Evolution*. pp. 51–62.
- [Sapin et al.(2003)Sapin, Bailleux and Chabrier] Sapin, E., Bailleux, O. and Chabrier, J.J. (2003) 'Research of complex forms in cellular automata by evolutionary algorithms.' In Artificial Evolution. pp. 357–367.
- [Sareni et al.(2003)Sareni, Regnier and Roboam] Sareni, B., Regnier, J. and Roboam, X. (2003) 'Recombination and self-adaptation in multi-objective genetic algorithms.' In Artificial Evolution. pp. 115–126.
- [Sebag et al.(2003)Sebag, Azé and Lucas] Sebag, M., Azé, J. and Lucas, N. (2003) 'Roc-based evolutionary learning: Application to medical data mining.' In Artificial Evolution. pp. 384–396.
- [Segond et al.(2003)Segond, Mahler, Robilliard, Fonlupt, Planque and Lazure] Segond, M., Mahler, S., Robilliard, D., Fonlupt, C., Planque, B. and Lazure, P. (2003) 'Ant algorithm for detection of retentive structures in coastal waters.' In Artificial Evolution. pp. 166–176.
- [Streichert et al.(2003)Streichert, Stein, Ulmer and Zell] Streichert, F., Stein, G., Ulmer, H. and Zell, A. (2003) 'A clustering based niching ea for multimodal search spaces.' In Artificial Evolution. pp. 293–304.
- [Tomassini et al.(2003)Tomassini, Vanneschi, Fernández and Gil] Tomassini, M., Vanneschi, L., Fernández, F. and Gil, G.G. (2003) 'A study of diversity in multipopulation genetic programming.' In Artificial Evolution. pp. 243–255.
- [Wyns et al.(2003)Wyns, Sette and Boullart] Wyns, B., Sette, S. and Boullart, L. (2003) 'Self-improvement to control code growth in genetic programming.' In Artificial Evolution. pp. 256–266.
- [Yang et al.(2003)Yang, Vincent and Littlefair] Yang, Y., Vincent, J. and Littlefair, G. (2003) 'A coarse-grained parallel genetic algorithm employing cluster analysis for multi-modal numerical optimisation.' In *Artificial Evolution*. pp. 229–240.