Список литературы

[Abboud & Schoenauer, 2001] Abboud, K. & Schoenauer, M. (2001). Surrogate deterministic mutation: Preliminary results. *Artificial Evolution*, 104–116.

[Belaidouni & Hao, 2001] Belaidouni, M. & Hao, J.-K. (2001). Sat, local search dynamics and density of states. *Artificial Evolution*, 192–204.

[Bentley, 2001] Bentley, P. J. (2001). Why biologists and computer scientists should work together. *Artificial Evolution*, 3–18.

[Berny, 2001] Berny, A. (2001). Extending selection learning toward fixed-length d-ary strings. *Artificial Evolution*, 54–64.

[Bienvenüe et al., 2001] Bienvenüe, A., Joannides, M., Bérard, J., Fontenas, É., & François, O. (2001). Niching in monte carlo filtering algorithms. *Artificial Evolution*, 19–30.

[Bousonville, 2001] Bousonville, T. (2001). The two stage continuous parallel flow shop problem with limited storage: Modeling and algorithms. *Artificial Evolution*, 180–191.

[Brown et al., 2001] Brown, D. F., Garmendia-Doval, A. B., & McCall, J. A. W. (2001). Markov random field modelling of royal road genetic algorithms. *Artificial Evolution*, 65–76.

[Casillas et al., 2001] Casillas, J., Cordón, O., Herrera, F., & Guervós, J. J. M. (2001). Cooperative coevolution for learning fuzzy rule-based systems. *Artificial Evolution*, 311–322.

[Cerruti et al., 2001] Cerruti, U., Giacobini, M., & Liardet, P. (2001). Prediction of binary sequences by evolving finite state machines. *Artificial Evolution*, 42–53.

[Collet et al., 2002] (2002). *Artificial Evolution, 5th International Conference, Evolution Artificielle, EA 2001, Le Creusot, France, October 29-31, 2001, Selected Papers*, volume 2310 of *Lecture Notes in Computer Science*. Springer.

[Delepoulle et al., 2001] Delepoulle, S., Preux, P., & Darcheville, J.-C. (2001). Learning as a consequence of selection. *Artificial Evolution*, 350–361.

[Edmonds, 2001] Edmonds, I. R. (2001). The impact of environmental structure on the evolutionary trajectories of a foraging agent. *Artificial Evolution*, 338–349.

[Hamiez & Hao, 2001] Hamiez, J.-P. & Hao, J.-K. (2001). Scatter search for graph coloring. *Artificial Evolution*, 168–179.

[Johnson & Shapiro, 2001] Johnson, A. & Shapiro, J. L. (2001). The importance of selection mechanisms in distribution estimation algorithms. *Artificial Evolution*, 91–103.

[Keijzer et al., 2001] Keijzer, M., Guervós, J. J. M., Romero, G., & Schoenauer, M. (2001). Evolving objects: A general purpose evolutionary computation library. *Artificial Evolution*, 231–244.

[Korczak et al., 2001] Korczak, J. J., Lipinski, P., & Roger, P. (2001). Evolution strategy in portfolio optimization. *Artificial Evolution*, 156–167.

[la Tendresse et al., 2001] la Tendresse, I., Gottlieb, J., & Kao, O. (2001). The effects of partial restarts in evolutionary search. *Artificial Evolution*, 117–127.

[Leblanc et al., 2001] Leblanc, B., Lutton, E., Braunschweig, B., & Toulhoat, H. (2001). History and immortality in evolutionary computation. *Artificial Evolution*, 128–142.

[Lutton et al., 2001] Lutton, E., Collet, P., & Louchet, J. (2001). Easea comparisons on test functions: Galib versus eo. *Artificial Evolution*, 219–230.

[Morrison & Jong, 2001] Morrison, R. W. & Jong, K. A. D. (2001). Measurement of population diversity. *Artificial Evolution*, 31–41.

[Oudeyer, 2001] Oudeyer, P.-Y. (2001). Origins and learnability of syllable systems: A cultural evolutionary model. *Artificial Evolution*, 143–155.

[Paris et al., 2001] Paris, G., Robilliard, D., & Fonlupt, C. (2001). Applying boosting techniques to genetic programming. *Artificial Evolution*, 267–280.

[Ratle & Sebag, 2001] Ratle, A. & Sebag, M. (2001). Avoiding the bloat with stochastic grammar-based genetic programming. *Artificial Evolution*, 255–266.

[Riche & Guyon, 2001] Riche, R. L. & Guyon, F. (2001). Dual evolutionary optimization. *Artificial Evolution*, 281–294.

[Robilliard & Fonlupt, 2001] Robilliard, D. & Fonlupt, C. (2001). Backwarding : An overfitting control for genetic programming in a remote sensing application. *Artificial Evolution*, 245–254.

[Roudenko et al., 2001] Roudenko, O., Schoenauer, M., Bosio, T., & Fontana, R. (2001). A multiobjective evolutionary algorithm for car front end design. *Artificial Evolution*, 205–218.

[Seredynski & Zomaya, 2001] Seredynski, F. & Zomaya, A. Y. (2001). Coevolution and evolving parallel cellular automata - based scheduling algorithms. *Artificial Evolution*, 362–374.

[Sidaner et al., 2001] Sidaner, A., Bailleux, O., & Chabrier, J.-J. (2001). Measuring the spatial dispersion of evolutionary search processes: Application to walksat. *Artificial Evolution*, 77–90.

[Smith, 2001] Smith, S. (2001). Using evolutionary algorithms incorporating the augmented lagrangian penalty function to solve discrete and continuous constrained non-linear optimal control problems. *Artificial Evolution*, 295–310.

[Srivastava & Kaldate, 2001] Srivastava, R. & Kaldate, A. (2001). Evolving cooperative ecosystems: A multi-agent simulation of deforestation activities. *Artificial Evolution*, 323–337.