

## Список литературы

- [Han94] M. S. Hanh, "Simulating evolution in a kolmogorov predator-prey model with genetic extensions," in *Artificial Life at Stanford 1994*, J. R. Koza, Ed. Stanford, California, 94305-3079 USA, Phone 415-329-1217 or 800-533-2670: Stanford Bookstore, Jun. 1994, pp. 44–53.
- [HLS96] T. Haynes, K. Lau, and S. Sen, "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*, S. Sen, Ed., Stanford University, CA, Mar. 1996.
- [HS95] T. Haynes and S. Sen, "Evolving behavioral strategies in predators and prey," in *IJCAI-95 Workshop on Adaptation and Learning in Multiagent Systems*, S. Sen, Ed., 1995, pp. 32–37.
- [HS96] —, "Evolving behavioral strategies in predators and prey," in *Adaptation and Learning in Multiagent Systems*, ser. Lecture Notes in Artificial Intelligence, G. Weiß and S. Sen, Eds. Berlin: Springer Verlag, Spring 1996.
- [HSSW95a] T. Haynes, S. Sen, D. Schoenefeld, and R. Wainwright, "Evolving a team," in *Working Notes for the AAAI Symposium on Genetic Programming*, E. V. Siegel and J. R. Koza, Eds. Cambridge, MA: AAAI, Nov. 1995.
- [HSSW95b] —, "Evolving multiagent coordination strategies with genetic programming," *Artificial Intelligence*, 1995, (submitted for review).
- [HWS95] T. Haynes, R. Wainwright, and S. Sen, "Evolving cooperation strategies," in *Proceedings of the First International Conference on Multi-Agent Systems*, V. Lesser, Ed. San Francisco, CA: MIT Press, 1995, p. 450, (poster).
- [HWSS95] T. Haynes, R. Wainwright, S. Sen, and D. Schoenefeld, "Strongly typed genetic programming in evolving cooperation strategies," in *Proceedings of the Sixth International Conference on Genetic Algorithms*, L. Eshelman, Ed. San Francisco, CA: Morgan Kaufmann Publishers, Inc., 1995, pp. 271–278.
- [IdGH93] H. Iba, H. de Garis, and T. Higuchi, "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*, J. A. Meyer, H. L. Roitblat, and S. W. Wilson, Eds., vol. 1. The MIT Press, 1993.
- [Kor92] R. E. Korf, "A simple solution to pursuit games," in *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*, Feb. 1992, pp. 183–194.
- [LR92] R. Levy and J. S. Rosenschein, "A game theoretic approach to the pursuit problem," in *Working Papers of the 11th International Workshop on Distributed Artificial Intelligence*, Feb. 1992, pp. 195–213.
- [MC93] M. Manela and J. A. Campbell, "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, Aug. 24–27 1993.
- [MC94] G. F. Miller and D. Cliff, "Co-evolution of pursuit and evasion i: Biological and game-theoretic foundations," Tech. Rep. CSRP311, August 1994.
- [MR95] D. Maio and S. Rizzi, "Unsupervised multi-agent exploration of structured environments," in *Proceedings of the First International Conference on Multi-Agent Systems*, V. Lesser, Ed. San Francisco, CA: MIT Press, 1995, pp. 269–275.
- [Sin90] M. P. Singh, "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*, Oct. 1990.

- [SM90] L. M. Stephens and M. B. Merx, “The effect of agent control strategy on the performance of a DAI pursuit problem,” in *Proceedings of the 1990 Distributed AI Workshop*, Oct. 1990.
- [Smi91] M. Smith, “Using massively-parallel supercomputers to model stochastic spatial predator-prey systems,” Tech. Rep. EPCC-TR91-06, 17th April 1991.
- [VD95] J. M. Vidal and E. H. Durfee, “Recursive agent modeling using limited rationality,” in *Proceedings of the First International Conference on Multi-Agent Systems*, V. Lesser, Ed. San Francisco, CA: MIT Press, 1995, pp. 376–383.