Список литературы

[1] D. Whitley, editor, *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, Las Vegas, Nevada, USA, 2000.

[2] E. Lukschandl, P. Nordin, , and M. Nordahl, Using the java method evolver for load balancing in communication networks, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 236–239, Las Vegas, Nevada, USA, 2000.

[3] F. D. Garcia, Computer screen design aided by a genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 98–101, Las Vegas, Nevada, USA, 2000.

[4] L. I. Gonzalez-Monroy and A. Cordoba, Energy supply systems optimization using genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 102–108, Las Vegas, Nevada, USA, 2000.

[5] F. Li, Combined relaxed gas and gradient technie for fast and accurate economic dispatch, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 218–221, Las Vegas, Nevada, USA, 2000.

[6] N. F. F. Ebecken, J. A. do Amaral, and F. P. Mora, The use of genetic algorithms as a project manager's decision support tool, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 78–81, Las Vegas, Nevada, USA, 2000.

[7] A. Kosorukoff, Genetic synthesis of cascade structures for particle classification, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 170–174, Las Vegas, Nevada, USA, 2000.

[8] A. Kosorukoff, Social classification structures: Optimal decision making in an organization, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 175–178, Las Vegas, Nevada, USA, 2000.

[9] S. Kwong and Q. H. He, A genetic approach for the minimum classification error rate in speech recognition, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 205–209, Las Vegas, Nevada, USA, 2000.

[10] B. de Andres, S. Esteban, D. Rivera, J. Hidalgo, and M. Prieto, Parallel genetic algorithms: An application for model parameter identification in process control, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 65–69, Las Vegas, Nevada, USA, 2000.

[11] T. Abou-Assaleh and J. Zhang, Autonomous life agent using recurrent neural networks and genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 1–5, Las Vegas, Nevada, USA, 2000.

[12] C. M. Roadknight and I. W. Marshall, Adaptive management of a future service network using a bacteria inspired genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 331–337, Las Vegas, Nevada, USA, 2000.

[13] S. Rana-Stevens, B. Lubin, and D. Montana, The air crew scheduling system: The design of a real-world, dynamic genetic scheduler, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 317–324, Las Vegas, Nevada, USA, 2000.

[14] H. E. Aguirre, K. Tanaka, T. Sugimura, and S. Oshita, Cooperative-competitive model for genetic operators: Contributions of extinctive selection and parallel genetic operators, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 6–14, Las Vegas, Nevada, USA, 2000.

[15] L. A. Albert and D. E. Goldberg, The effect of numerical integration on solution quality of a genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 15–21, Las Vegas, Nevada, USA, 2000.

[16] P. A. Bosman and D. Thierens, Negative log-likelihood and statistical hypothesis testing as the basis of model selection in ideas, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 51–58, Las Vegas, Nevada, USA, 2000.

[17] K. R. Vazquez, Identification of mimo non-linear systems using evolutionary computation, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 411–417, Las Vegas, Nevada, USA, 2000.

[18] D. Grundler and T. Rolich, Qualitative visual presentation of evolutionary algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 117–124, Las Vegas, Nevada, USA, 2000.

[19] L. M. Hercog and T. C. Fogarty, Xcs-based inductive intelligent multi-agent system, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 125–132, Las Vegas, Nevada, USA, 2000.

[20] S. Ando and H. Iba, Linear genome methodology for analog circuit design, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 22–28, Las Vegas, Nevada, USA, 2000.

[21] I. De Falco, A. Iazzetta, E. Tarantino, and A. D. Cioppa, On biologically inspired mutations: the translocation, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 70–77, Las Vegas, Nevada, USA, 2000.

[22] R. Feldt, M. O'Neill, C. Ryan, P. Nordin, and W. B. Langdon, GP-Beagle: a benchmarking problem repository for the genetic programming community, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 90–97, Las Vegas, Nevada, USA, 2000.

[23] J. A. Rose and R. J. Deaton, An equilibrium analysis of the efficiency of whiplash pcr, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 338–345, Las Vegas, Nevada, USA, 2000.

[24] J. Johnson and S. Kumara, Coadaptation of cooperative players in an iterated prisoners dilemma game using an xml based ga, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 147–154, Las Vegas, Nevada, USA, 2000.

[25] A. Marino and R. I. Damper, Breaking the symmetry of the graph colouring problem with genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 240–245, Las Vegas, Nevada, USA, 2000.

[26] T. Yoshikawa, H. Kawanaka, and S. Tsuruoka, A study of parallel ga using dna coding method for acquisition of fuzzy control rules, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 431–436, Las Vegas, Nevada, USA, 2000.

[27] M. Awadallah, E. D. Goodman, and I. Khalifa, Optimal reactive power dispatch using a genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 29–34, Las Vegas, Nevada, USA, 2000.

[28] M. Callaghan, T. McGinnity, and L. McDaid, A hybrid intelligent system architecture for machine vision applications using eas, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 59–64, Las Vegas, Nevada, USA, 2000.

[29] I. Gokcen, I. H. Pineda, X. Yuan, C. Koutsougeras, and B. P. Buckles, Image segmentation using ant colony system, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 284–289, Las Vegas, Nevada, USA, 2000.

[30] S. Kumar and P. J. Bentley, Implicit evolvability: An investigation into the evolvability of an embryogeny, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 198–204, Las Vegas, Nevada, USA, 2000.

[31] A. Toffolo and E. Benini, A new pareto-like evaluation method for finding multiple global optima in evolutionary algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 405–410, Las Vegas, Nevada, USA, 2000.

[32] L. Meeden, J. Wales, and J. Wells, Nature versus nurture in evolutionary computation: Balancing the training environment and fitness, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 246–252, Las Vegas, Nevada, USA, 2000.

[33] E. S. Pires and J. T. Machado, Trajectory optimization for redundant robots using genetic algorithms with heuristic operators, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 290–296, Las Vegas, Nevada, USA, 2000.

[34] D. Keymeulen, G. Klimeck, R. Zebulum, Y. Jin, A. Stoica, and C. Salazar-Lazaro, Ehwpack: A parallel software/hardware environment for evolvable hardware, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 162–169, Las Vegas, Nevada, USA, 2000.

[35] W. Comisky, J. Yu, and J. R. Koza, Automatic synthesis of a wire antenna using genetic programming, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 179–186, Las Vegas, Nevada, USA, 2000.

[36] W. Mydlowec and J. R. Koza, Use of time-domain simulations in automatic synthesis of computational circuits using gp, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 187–197, Las Vegas, Nevada, USA, 2000.

[37] W. Langdon, Natural language text classification and filtering with trigrams and evolutionary nn classifiers, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 210–217, Las Vegas, Nevada, USA, 2000.

[38] N. Paterson and M. Livesey, Performance comparison in genetic programming, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 253–260, Las Vegas, Nevada, USA, 2000.

[39] S. Luke, Code growth is not caused by introns, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 228–235, Las Vegas, Nevada, USA, 2000.

[40] T. Yu, Polymorphism and genetic programming, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 437–444, Las Vegas, Nevada, USA, 2000.

[41] B. A. Julstrom, Comparing lists of edges with two other genetic codings of rectilinear steiner trees, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 155–161, Las Vegas, Nevada, USA, 2000.

[42] K. A. Gruber, J. Baurick, and S. Louis, Evolution of complex behavior controllers using genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 109–116, Las Vegas, Nevada, USA, 2000.

[43] I. T. Tanev, T. Uozumi, and K. Ono, Parallel implementation of genetic programming on clusters, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 388–396, Las Vegas, Nevada, USA, 2000.

[44] W. Edelson and M. L. Gargano, Feasible encodings for ga solutions of constrained minimal spanning tree problems, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 82–89, Las Vegas, Nevada, USA, 2000.

[45] F. H. Bennett III and E. G. Rieffel, Using genetic programming to design decentralized controllers for self-reconfigurable modular robots, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 35–42, Las Vegas, Nevada, USA, 2000.

[46] G. Shields, S. J. Louis, and S. K. Pullammanappallil, A parallel genetic algorithm for seismic velocity inversion, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 360–365, Las Vegas, Nevada, USA, 2000.

[47] P. Rickers, R. Thomsen, and T. Krink, Applying self-organized criticality to the diffusion model, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 325–330, Las Vegas, Nevada, USA, 2000.

[48] R. J. Povinelli, Improving computational performance of genetic algorithms: A comparison of techniques, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 297–302, Las Vegas, Nevada, USA, 2000.

[49] A. Provetti and L. Tari, Answer sets computation by genetic algorithms - preliminary report, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 303–308, Las Vegas, Nevada, USA, 2000.

[50] S. J. Louis, I. E. Golovkin, and R. C. Mancini, Parallel implementation of niched pareto genetic algorithm code for x-ray plasma spectroscopy, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 222–227, Las Vegas, Nevada, USA, 2000.

[51] T. Yabuki and H. Iba, Genetic algorithms for quantum circuit design - evolving a simpler teleportation circuit, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 425–430, Las Vegas, Nevada, USA, 2000.

[52] C. G. Johnson, Exploring knot-space with genetic algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 141–146, Las Vegas, Nevada, USA, 2000.

[53] E. J. Southcombe, Optimization of tank size and shape for improved roll stability in steady-state turning using a ga, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 366–371, Las Vegas, Nevada, USA, 2000.

[54] A. L. Wiens and B. J. Ross, Gentropy: Evolutionary 2d texture generation, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 418–424, Las Vegas, Nevada, USA, 2000.

[55] R. Santana, F. B. Pereira, E. Costa, A. Ochoa-Rodriguez, P. Machado, A. Cardoso, and M. Soto, Probabilistic evolution and the busy beaver problem, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 261–268, Las Vegas, Nevada, USA, 2000.

[56] M. Peysakhov, V. Galinskaya, and W. C. Regli, Using graph grammars and genetic algorithms to represent and evolve lego assemblies, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 269–276, Las Vegas, Nevada, USA, 2000.

[57] J. D. Pilgrim and F. Li, Improved static var compensator siting on power systems using a ga with variable string length, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 277–283, Las Vegas, Nevada, USA, 2000.

[58] A. G. B. Tettamanzi, L. Sammartino, M. Simonov, and M. Soroldoni, Gamut: A system for customer modeling based on evolutionary algorithms, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 397–404, Las Vegas, Nevada, USA, 2000.

[59] G. R. Raidl and C. Drexel, A predecessor coding in an ea for the capacitated minimum spanning tree problem, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 309–316, Las Vegas, Nevada, USA, 2000.

[60] C. Blume, Optimization in concrete precasting plants by evolutionary computation, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 43–50, Las Vegas, Nevada, USA, 2000.

[61] H.-D. Jin, K.-S. Leung, and M.-L. Wong, A genetic algorithm-guided model-based clustering algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 133–140, Las Vegas, Nevada, USA, 2000.

[62] K. Saitou and C. M. Baydar, A genetic programming framework for error recovery in robotic assembly systems, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 346–351, Las Vegas, Nevada, USA, 2000.

[63] K. Sastry and D. E. Goldberg, On extended compact genetic algorithm, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 352–359, Las Vegas, Nevada, USA, 2000.

[64] S. Stanhope and J. Daida, Fitness dynamics of a (2+1) ga operating on onemax, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 372–379, Las Vegas, Nevada, USA, 2000.

[65] A. K. Swain and A. S. Morris, A hybrid evolutionary algorithm for global optimization, in *Late Breaking Papers at the 2000 Genetic and Evolutionary Computation Conference*, edited by D. Whitley, pp. 380–387, Las Vegas, Nevada, USA, 2000.