

Список литературы

- [1] A. G. Bagnall and G. D. Smith. An adaptive agent model for generator company bidding in the uk power pool. In *Artificial Evolution*, pages 191–203, 1999.
- [2] Meriema Belaidouni and Jin-Kao Hao. Landscapes and the maximal constraint satisfaction problem. In *Artificial Evolution*, pages 242–253, 1999.
- [3] Philippe Collard, Manuel Clergue, and Michael Defoin-Platel. Synthetic neutrality for artificial evolution. In *Artificial Evolution*, pages 254–265, 1999.
- [4] Samuel Delepoulle, Philippe Preux, and Jean-Claude Darcheville. Evolution of cooperation within a behavior-based perspective: Confronting nature and animats. In *Artificial Evolution*, pages 204–216, 1999.
- [5] Anikó Ekárt. Shorter fitness preserving genetic programs. In *Artificial Evolution*, pages 73–83, 1999.
- [6] Anton V. Emereev. Modeling and analysis of genetic algorithm with tournament selection. In *Artificial Evolution*, pages 84–95, 1999.
- [7] Jens Gottlieb. On the effectivity of evolutionary algorithms for the multidimensional knapsack problem. In *Artificial Evolution*, pages 23–37, 1999.
- [8] Jens Gottlieb and Günther R. Raidl. Characterizing locality in decoder-based eas for the multidimensional knapsack problem. In *Artificial Evolution*, pages 38–52, 1999.
- [9] David Griffiths and Anargyros Sarafopoulos. Evolving behavioural animation systems. In *Artificial Evolution*, pages 217–227, 1999.
- [10] Sana Ben Hamida, Alain Racine, and Marc Schoenauer. Two evolutionary approaches to design phase plate for tailoring focal-plane irradiance profile. In *Artificial Evolution*, pages 266–276, 1999.
- [11] Yu Li and Youcef Bouchebaba. A new genetic algorithm for the optimal communication spanning tree problem. In *Artificial Evolution*, pages 162–173, 1999.
- [12] Jean Louchet. From hough to darwin: An individual evolutionary strategy applied to artificial vision. In *Artificial Evolution*, pages 145–161, 1999.
- [13] Philippe Mathieu, Bruno Beaufls, and Jean-Paul Delahaye. Studies on dynamics in the classical iterated prisoner’s dilemma with few strategies. In *Artificial Evolution*, pages 177–190, 1999.
- [14] Nicolas Monmarché, G. Nocent, Gilles Venturini, and P. Santini. On generating html style sheets with an interactive genetic algorithm based on gene frequencies. In *Artificial Evolution*, pages 99–110, 1999.
- [15] Laurence Moreau-Giraud and Pascal Lafon. A hybrid evolution strategy for mixed discrete continuous constrained problems. In *Artificial Evolution*, pages 123–135, 1999.
- [16] Alain Ratle. Problem-specific representations for heterogeneous materials design. In *Artificial Evolution*, pages 111–122, 1999.
- [17] Colin R. Reeves. Fitness landscapes and evolutionary algorithms. In *Artificial Evolution*, pages 3–20, 1999.
- [18] Denis Robilliard and Cyril Fonlupt. A shepherd and a sheepdog to guide evolutionary computation? In *Artificial Evolution*, pages 277–291, 1999.
- [19] Mike Rosenman. Evolutionary case-based design. In *Artificial Evolution*, pages 53–72, 1999.
- [20] Olivier Roux, Cyril Fonlupt, and Denis Robilliard. Co-operative improvement for a combinatorial optimization algorithm. In *Artificial Evolution*, pages 231–241, 1999.

- [21] Anne Spalanzani. Lamarckian vs darwinian evolution for the adaptation to acoustical environment change. In *Artificial Evolution*, pages 136–144, 1999.
- [22] Cyril Fonlupt, Jin-Kao Hao, Evelyne Lutton, Edmund M. A. Ronald, and Marc Schoenauer, editors. *Artificial Evolution, 4th European Conference, AE'99, Dunkerque, France, November 3-5, 1999, Selected Papers*, volume 1829 of *Lecture Notes in Computer Science*. Springer, 2000.