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Titolo	Simulated Evolution and Learning : 7th International Conference, SEAL 2008, Melbourne, Australia, December 7-10, 2008, Proceedings // edited by Xiaodong Li, Michael Kirley, Mengjie Zhang, Vic Ciesielski, Zbigniew Michalewicz, Tim Hendtlass, Kalyanmoy Deb, K. C. Tan, Jürgen Branke
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Disciplina	003.3
Soggetti	Computer programming Computer science Artificial intelligence Computer simulation User interfaces (Computer systems) Human-computer interaction Computer science - Mathematics Discrete mathematics Programming Techniques Theory of Computation Artificial Intelligence Computer Modelling User Interfaces and Human Computer Interaction Discrete Mathematics in Computer Science
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Formato	Materiale a stampa
Livello bibliografico	Monografia
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Evolutionary Learning -- Modelling Behaviour Cycles for Life-Long Learning in Motivated Agents -- Breaking the Synaptic Dogma: Evolving a Neuro-inspired Developmental Network -- A New Approach to Adapting Control Parameters in Differential Evolution Algorithm -- A Novel Genetic Algorithm with Orthogonal Prediction for Global

Numerical Optimization -- Phylogeny Inference Using a Multi-objective Evolutionary Algorithm with Indirect Representation -- Evolved Look-Up Tables for Simulated DNA Controlled Robots -- Multi-objective Improvement of Software Using Co-evolution and Smart Seeding -- Policy Evolution with Grammatical Evolution -- A PSO Based Adaboost Approach to Object Detection -- Adaptive Non-uniform Distribution of Quantum Particles in mQSO -- Genetically Evolved Fuzzy Rule-Based Classifiers and Application to Automotive Classification -- Improving XCS Performance by Distribution -- Evolving an Ensemble of Neural Networks Using Artificial Immune Systems -- Improving the Performance and Scalability of Differential Evolution -- A Fuzzy-GA Decision Support System for Enhancing Postponement Strategies in Supply Chain Management -- Evolutionary Optimisation -- Solving the Delay-Constrained Capacitated Minimum Spanning Tree Problem Using a Dandelion-Encoded Evolutionary Algorithm -- Generalized Extremal Optimization for Solving Multiprocessor Task Scheduling Problem -- Improving NSGA-II Algorithm Based on Minimum Spanning Tree -- An Island Based Hybrid Evolutionary Algorithm for Optimization -- A Particle Swarm Optimization Based Algorithm for Fuzzy Bilevel Decision Making with Objective-Shared Followers -- Reference Point-Based Particle Swarm Optimization Using a Steady-State Approach -- Genetic Algorithm Based Methods for Identification of Health Risk Factors Aimed at Preventing Metabolic Syndrome -- Extremal Optimisation and Bin Packing -- Extremal Optimisation with a Penalty Approach for the Multidimensional Knapsack Problem -- A Generator for Multimodal Test Functions with Multiple Global Optima -- Choosing Leaders for Multi-objective PSO Algorithms Using Differential Evolution -- Comparison between Genetic Algorithm and Genetic Programming Performance for Photomosaic Generation -- Parameter Tuning of Real-Valued Crossover Operators for Statistics Preservation -- Hybrid Particle Swarm Optimization Based on Thermodynamic Mechanism -- Multiagent Evolutionary Algorithm for T-coloring Problem -- Non-photorealistic Rendering Using Genetic Programming -- Use of Local Ranking in Cellular Genetic Algorithms with Two Neighborhood Structures -- Information Theoretic Classification of Problems for Metaheuristics -- Task Decomposition for Optimization Problem Solving -- Discussion of Search Strategy for Multi-objective Genetic Algorithm with Consideration of Accuracy and Broadness of Pareto Optimal Solutions -- Discussion of Offspring Generation Method for Interactive Genetic Algorithms with Consideration of Multimodal Preference -- Solving Very Difficult Japanese Puzzles with a Hybrid Evolutionary-Logic Algorithm -- Joint Multicast Routing and Channel Assignment in Multiradio Multichannel Wireless Mesh Networks Using Simulated Annealing -- General Game Playing with Ants -- A Generalized Approach to Construct Benchmark Problems for Dynamic Optimization -- A Study on the Performance of Substitute Distance Based Approaches for Evolutionary Many Objective Optimization -- Performance Evaluation of an Adaptive Ant Colony Optimization Applied to Single Machine Scheduling -- Robust Optimization by ?-Ranking on High Dimensional Objective Spaces -- An Evolutionary Method for Natural Language to SQL Translation -- Attributes of Dynamic Combinatorial Optimisation -- A Weighted Local Sharing Technique for Multimodal Optimisation -- Hybrid Learning -- Hybrid Genetic Programming for Optimal Approximation of High Order and Sparse Linear Systems -- Genetic Vector Quantizer Design on Reconfigurable Hardware -- Pattern Learning and Decision Making in a Photovoltaic System -- Using Numerical Simplification to Control Bloat in Genetic Programming -- Horn Query Learning with Multiple

Refinement -- Evolving Digital Circuits in an Industry Standard  
Hardware Description Language -- Parameterised Indexed FOR-Loops  
in Genetic Programming and Regular Binary Pattern Strings --  
Hierarchical Fuzzy Control for the Inverted Pendulum over the Set of  
Initial Conditions -- Genetic Programming for Feature Ranking in  
Classification Problems -- Time Series Prediction with Evolved,  
Composite Echo State Networks -- Adaptive Systems -- Genetic  
Synthesis of Software Architecture -- Dual Phase Evolution and Self-  
organisation in Networks -- Heterogeneous Payoffs and Social Diversity  
in the Spatial Prisoner's Dilemma game -- Theoretical Issues in  
Evolutionary Computation -- Crossover Can Be Constructive When  
Computing Unique Input Output Sequences -- Real-World Applications  
of Evolutionary Computation Techniques -- Power Electronic Circuits  
Design: A Particle Swarm Optimization Approach -- Computational  
Intelligence in Radio Astronomy: Using Computational Intelligence  
Techniques to Tune Geodesy Models -- An Efficient Hybrid Algorithm  
for Optimization of Discrete Structures -- Evolutionary Multi-Objective  
Optimization for Biped Walking -- A Method for Assigning Men and  
Women with Good Affinity to Matchmaking Parties through Interactive  
Evolutionary Computation.

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### Sommario/riassunto

This volume constitutes the proceedings of the 7th International  
Conference on Simulated Evolution and Learning, SEAL 2008, held in  
Melbourne, Australia, during December 7-10, 2008. The 65 papers  
presented were carefully reviewed and selected from 140 submissions.  
The topics covered are evolutionary learning; evolutionary optimisation;  
hybrid learning; adaptive systems; theoretical issues in evolutionary  
computation; and real-world applications of evolutionary computation  
techniques.

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