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Soggetti	Computer science Computers Computer networks Computers, Special purpose Computer systems Computer science - Mathematics Theory of Computation Computing Milieux Computer Communication Networks Special Purpose and Application-Based Systems Computer System Implementation Mathematics of Computing
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Evolutionary Machine Learning: Hindsight Experience Replay with Evolutionary Decision Trees for Curriculum Goal Generation -- Cultivating Diversity: A Comparison of Diversity Objectives in Neuroevolution -- Evolving Reservoirs for Meta Reinforcement Learning -- Hybrid Surrogate Assisted Evolutionary Multiobjective Reinforcement Learning for Continuous Robot Control -- Towards Physical Plausibility in Neuroevolution Systems -- Leveraging More of Biology in Evolutionary Reinforcement Learning -- A Hierarchical Dissimilarity

Metric for Automated Machine Learning Pipelines, and Visualizing Search Behaviour -- DeepEMO: A Multi-Indicator Convolutional Neural Network-based Evolutionary Multi-Objective Algorithm -- A Comparative Analysis of Evolutionary Adversarial One-Pixel Attacks -- Robust Neural Architecture Search using Differential Evolution for Medical Images -- Progressive Self-Supervised Multi-Objective NAS for Image Classification -- Genetic Programming with Aggregate Channel Features for Flower Localization Using Limited Training Data -- Evolutionary Multi-Objective Optimization of Large Language Model Prompts for Balancing Sentiments -- Evolutionary Feature-Binning with Adaptive Burden Thresholding for Biomedical Risk Stratification -- An Evolutionary Deep Learning Approach for Efficient Quantum Algorithms Transpilation -- Measuring Similarities in Model Structure of Metaheuristic Rule Set Learners -- Machine Learning and AI in Digital Healthcare and Personalized Medicine: Incremental growth on Compositional Pattern Producing Networks based optimization of biohybrid actuators -- Problem Landscape Analysis for Efficient Optimization: Hilbert Curves for Efficient Exploratory Landscape Analysis Neighbourhood Sampling -- Predicting Algorithm Performance in Constrained Multiobjective Optimization: A Tough Nut to Crack -- On the Latent Structure of the bbob-biobj Test Suite -- Soft Computing applied to Games -- Strategies for Evolving Diverse and Effective Behaviours in Pursuit Domains -- Using Evolution and Deep Learning to Generate Diverse Intelligent Agents -- Vision Transformers for Computer Go -- Surrogate-Assisted Evolutionary Optimisation: Integrating Bayesian and Evolutionary Approaches for Multi-Objective Optimisation.

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#### Sommario/riassunto

The two-volume set LNCS 14634 and 14635 constitutes the refereed proceedings of the 27th European Conference on Applications of Evolutionary Computation, *EvoApplications 2024*, held as part of *EvoStar 2024*, in Aberystwyth, UK, April 3–5, 2024, and co-located with the *EvoStar* events, *EvoCOP*, *EvoMUSART*, and *EuroGP*. The 51 full papers presented in these proceedings were carefully reviewed and selected from 77 submissions. The papers have been organized in the following topical sections: applications of evolutionary computation; analysis of evolutionary computation methods: theory, empirics, and real-world applications; computational intelligence for sustainability; evolutionary computation in edge, fog, and cloud computing; evolutionary computation in image analysis, signal processing and pattern recognition; evolutionary machine learning; machine learning and AI in digital healthcare and personalized medicine; problem landscape analysis for efficient optimization; softcomputing applied to games; and surrogate-assisted evolutionary optimisation.

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