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Soggetti	Software engineering Artificial intelligence Computers Computer programming Algorithms Pattern recognition Software Engineering/Programming and Operating Systems Artificial Intelligence Computation by Abstract Devices Programming Techniques Algorithm Analysis and Problem Complexity Pattern Recognition
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Nota di contenuto	Talks -- Heuristic Learning Based on Genetic Programming -- Evolving Color Constancy for an Artificial Retina -- Adaptive Genetic Programming Applied to New and Existing Simple Regression Problems -- An Evolutionary Approach to Automatic Generation of VHDL Code for Low-Power Digital Filters -- Studying the Influence of Communication Topology and Migration on Distributed Genetic Programming -- CAGE: A Tool for Parallel Genetic Programming Applications -- Ripple Crossover in Genetic Programming -- Evolving

Receiver Operating Characteristics for Data Fusion -- An Adaptive Mapping for Developmental Genetic Programming -- A Schema Theory Analysis of the Evolution of Size in Genetic Programming with Linear Representations -- Exact Schema Theorems for GP with One-Point and Standard Crossover Operating on Linear Structures and Their Application to the Study of the Evolution of Size -- General Schema Theory for Genetic Programming with Subtree-Swapping Crossover -- Evolving Modules in Genetic Programming by Subtree Encapsulation -- Evolution of Affine Transformations and Iterated Function Systems Using Hierarchical Evolution Strategy -- Evolving Turing Machines for Biosequence Recognition and Analysis -- Neutrality and the Evolvability of Boolean Function Landscape -- Polymorphism and Genetic Programming -- Posters -- Programmable Smart Membranes: Using Genetic Programming to Evolve Scalable Distributed Controllers for a Novel Self-Reconfigurable Modular Robotic Application -- A GP Artificial Ant for image processing: preliminary experiments with EASEA. -- Feature Extraction for the k-Nearest Neighbour Classifier with Genetic Programming -- An Indirect Block-Oriented Representation for Genetic Programming -- Raising the Dead: Extending Evolutionary Algorithms with a Case-Based Memory -- Layered Learning in Genetic Programming for a Cooperative Robot Soccer Problem -- Linear-Tree GP and Its Comparison with Other GP Structures -- Evolving Hand-Eye Coordination for a Humanoid Robot with Machine Code Genetic Programming -- Adaption of Operator Probabilities in Genetic Programming -- Crossover in Grammatical Evolution: The Search Continues -- Computational Complexity, Genetic Programming, and Implications -- Genetic Programming for Financial Time Series Prediction -- Active Handwritten Character Recognition Using Genetic Programming.