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Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 10200
Disciplina	005.1
Soggetti	Algorithms
	Artificial intelligence
	Computers, Special purpose
	Computer systems
	Microprocessors
	Computer architecture
	Logic design
	Artificial Intelligence
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	Computer System Implementation
	Processor Architectures Logic Design
Lingua di pubblicazione	
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Nota di contenuto	EvoSET: Hybrid Algorithms Based on Integer Programming for the Search of Prioritized Test Data in Software Product Lines On the Use of Smelly Examples to Detect Code Smells in JavaScript Deep Parameter Tuning of Concurrent Divide and Conquer Algorithms in Akka Focusing Learning-based Testing away from Known Weaknesses Polytypic Genetic Programming Evolving Rules for Action Selection in Automated Testing via Genetic Programming – A First Approach EvoSTOC: A New Multi-swarm Particle Swarm

1.

	Optimization for Robust Optimization over Time The Static and Stochastic VRP with Time Windows and Both Random Customers and Reveal Times Pre-Scheduled Colony Size Variation in Dynamic Environments An Online Packing Heuristic for the Three-dimensional Container Loading Problem in Dynamic Environments and the Physical Internet Advancing Dynamic Evolutionary Optimization Using In- Memory Database Technology Road Traffic Rules Synthesis Using Grammatical Evolution Solving Dynamic Graph Coloring Problem Using Dynamic Pool Based Evolutionary Algorithm General: Meta- Heuristics for Improved RF Emitter Localization Automated Design of Genetic Programming Classification Algorithms Using a Genetic Algorithm.
Sommario/riassunto	The two volumes LNCS 10199 and 10200 constitute the refereed conference proceedings of the 20th European Conference on the Applications of Evolutionary Computation, EvoApplications 2017, held in Amsterdam, The Netherlands, in April 2017, colocated with the Evo* 2016 events EuroGP, EvoCOP, and EvoMUSART. The 46 revised full papers presented together with 26 poster papers were carefully reviewed and selected from 108 submissions. EvoApplications 2016 consisted of the following 13 tracks: EvoBAFIN (natural computing methods in business analytics and finance), EvoBIO (evolutionary computation, machine learning and data mining in computational biology), EvoCOMNET (nature-inspired techniques for telecommunication networks and other parallel and distributed systems), EvoCOMPLEX (evolutionary algorithms and complex systems), EvoENERGY (evolutionary computation in energy applications), EvoGAMES (bio-inspired algorithms in games), EvoIASP (evolutionary computation), EvoINDUSTRY (nature-inspired techniques in industrial settings), EvoKNOW (knowledge incorporation in evolutionary computation), EvoNUM (bio-inspired algorithms for continuous parameter optimization), EvoROBOT (evolutionary robotics), EvoSET (nature-inspired algorithms in software engineering and testing), and EvoSTOC (evolutionary algorithms in stochastic and dynamic environments)