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| Soggetti                | Algorithms<br>Artificial intelligence<br>Computer arithmetic and logic units<br>Computer networks<br>Computers, Special purpose<br>Computer science—Mathematics<br>Artificial Intelligence<br>Arithmetic and Logic Structures<br>Computer Communication Networks<br>Special Purpose and Application-Based Systems<br>Mathematics of Computing |
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| Nota di contenuto       | Engineering and Real World Applications -- Games -- General -- Image and Signal Processing -- Life Sciences -- Networks and Distributed Systems -- Neuroevolution and Data Analytics -- Numerical Optimization: Theory, Benchmarks, and Applications -- Robotics.   |
| Sommario/riassunto      | This book constitutes the refereed proceedings of the 22nd International Conference on Applications of Evolutionary Computation, EvoApplications 2019, held in Leipzig, Germany, in April 2019, co-located with the Evo*2019 events EuroGP, EvoCOP and EvoMUSART. The 44 revised full papers presented were carefully reviewed and selected   |

from 66 submissions. They were organized in topical sections named: Engineering and Real World Applications; Games; General; Image and Signal Processing; Life Sciences; Networks and Distributed Systems; Neuroevolution and Data Analytics; Numerical Optimization: Theory, Benchmarks, and Applications; Robotics.

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