| | Sat 8:30-10:20 | Sat 10:40-12:30 | Sat 14:00-15:50 | Sat 16:10-18:00 | Sun 8:30-10:20 | Sun 10:40-12:30 | Sun 14:00-15:50 | Sun 16:10-18:00 |
|---|---|---|---|---|---|---|---|---|
| **Workshops** | | | | | | | | |
| Application of Hybrid Evolutionary Algorithms to Complex Optimization Problems | ■ | ■ | | | | | | |
| Military and Security Applications of Evolutionary Computation | ■ | ■ | | | | | | |
| Evolutionary Computation Theory | ■ | ■ | | | | | | |
| International Workshop on Learning Classifier Systems (IWLCS) | ■ | ■ | ■ | ■ | | | | |
| Grammatical Evolution (GEWS 2004) | | | ■ | ■ | | | | |
| Undergraduate Student Workshop | | | ■ | ■ | | | | |
| Modularity, regularity and hierarchy in open-ended evolutionary computation | | | ■ | ■ | | | | |
| Interactive Evolutionary Computing | | | | | ■ | ■ | | |
| Neutral Evolution in Evolutionary Computation | | | | | ■ | ■ | | |
| Graduate Student Workshop | | | | | ■ | ■ | ■ | ■ |
| Evolvability in Evolutionary Computation (EEC) | | | | | ■ | | | |
| Self-Organization on Representations for Genetic and Evolutionary Algorithms | | | | | | ■ | | |
| Regeneration and Learning in Developmental Systems (WORLDS) | | | | | | | ■ | ■ |
| Optimization by Building and Using Probabilistic Models (OBUPM 2004) | | | | | | | ■ | ■ |
| Biological Applications of Genetic and Evolutionary Computation (BioGEC) | | | | | | | | ■ |
| ~~Learning, Adaptation, and Approximation in EC~~ *CANCELED* | | | | | | | | |
| **Tutorials** | | | | | | | | |
| Particle Swarm Optimization | ■ | | | | | | | |
| EAs for Combinatorial Optimization | ■ | | | | | | | |
| Representations | ■ | | | | | | | |
| Evolvable Physical Media | ■ | | | | | | | |
| Introductory Statistics for Evolutionary Computation | | ■ | | | | | | |
| Evolutionary Algorithms for Design | | ■ | | | | | | |
| Evolvable Hardware Applications | | ■ | | | | | | |
| Grammatical Evolution | | ■ | | | | | | |
| Biological Applications | | | ■ | | | | | |
| A Unified Approach to EC | | | ■ | | | | | |
| Interactive Evolutionary Computation | | | ■ | | | | | |
| Theoretical Population Genetics | | | ■ | | | | | |
| Probabilistic Model-building GAs | | | | ■ | | | | |
| Optimization in Dynamic Environments | | | | ■ | | | | |
| GP for Symbolic Regression | | | | ■ | | | | |
| Taxonomy and Coarse Graining in EC | | | | ■ | | | | |
| Genetic Algorithms | | | | | ■ | | | |
| Evolutionary Robotics | | | | | ■ | | | |
| Evolutionary Fault Tolerant Systems | | | | | ■ | | | |
| Computational Complexity and EC | | | | | ■ | | | |
| Genetic Programming | | | | | | ■ | | |
| Evolutionary Music | | | | | | ■ | | |
| Genetic Algorithm Theory | | | | | | ■ | | |
| Bionik: Building on Biological Evolution | | | | | | ■ | | |
| Evolution Strategies | | | | | | | ■ | |
| Industrial Evolutionary Computing | | | | | | | ■ | |
| Genetic Programming Theory | | | | | | | ■ | |
| Multiobjective Optimization with EC | | | | | | | ■ | |
| Learning Classifier Systems | | | | | | | | ■ |
| Evolving Neural Networks | | | | | | | | ■ |
| Spatially Structured EAs | | | | | | | | ■ |
| No Free Lunch | | | | | | | | ■ |