

## Preface

This book contains copies of the slides used by the tutorial speakers at the Genetic and Evolutionary Computation Conference (GECCO), held in Seattle on 26-30 June 2004.

Thirty two free tutorials from some of the world's foremost experts in genetic and evolutionary computation were presented at the conference over two days (Saturday 26th and Friday 27th of June), in parallel with 16 workshops. This two-day format was experimented this year for the first time to give attendees more freedom as to the number of tutorials and workshops they could be present at. For example, people who wanted to be exposed to and learn about as many areas of evolutionary computation as possible had the option to attend up to 8 of the 32 tutorials.

We had an exceptionally rich mix of tutorials with levels ranging from introductory to the most advanced. In addition to many gentle introductions to the various branches of our field, a variety of tutorials on specialised techniques and applications were offered. These were complemented by a large number of tutorials on the theory and foundations of genetic and evolutionary computation.

I would like to warmly thank all the tutorial speakers for having accepted to share their knowledge and expertise with all of us by giving a tutorial at GECCO, thereby contributing to the success of this conference, and, much more importantly, to the success and growth of the wonderful field of genetic and evolutionary computation.

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General Chair GECCO 2004  
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