

## Editorial

This volume of the journal “Research in Computing Science” contains selected papers related to **Soft Computing and in a large part to Evolutionary and Bioinspired Computation**. The papers were carefully selected by the editorial board on the basis of the at least two reviews by members of the reviewing committee or additional reviewers. The reviewers took into account the originality, scientific contribution to the field, soundness and technical quality of the papers. It is worth noting that various papers for this special issue were rejected.

As far as **Evolutionary and Bioinspired Computation** are concerned, the papers of this volume describe the comparison of a Genetic Algorithm and the Population-Based Incremental Learning Algorithm, the analysis of a Particle Swarm Optimization Algorithm using a 3D application, a videogame approach of the Ant Colony Algorithm, and its usage in learning of Bayesian Networks. Also, they concern to the application of the Hybrid Bacterial Foraging Optimization Algorithm for the Cardinality Constrained Portfolio Selection Problem, the improvement of the performance of SVM using Genetic Algorithms, the application of Genetic Programming to image recognition, as well as the use of the LMC complexity measure as a similarity measurement to discover drugs candidates.

As far as **Soft Computing** is concerned, the papers of this volume discuss the usage of Recurrent Neural Networks in the prediction of a tire contact area of a vehicle, the control of an angular-linear position system, an embedded system based in an FPGA for the measurement and processing of electric variables, a fault detection and diagnosis system based on the history data of fault detection and diagnosis of manufacturing systems, the design of an analog-digital processor for Neural Networks implemented in low-power systems, the pattern classification with Spiking Neural Networks, and an approach based on the set theory for similarity metrics with binary attributes.

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