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121 Heuristics for Solving Problems A FAST, OPTIMAL PROCEDURE FOR THE WORK STATION ASSIGMENT PROBLEM A New Heuristic for the Hamiltonian Circuit Problem Heuristic Search Heuristics, Metaheuristics and Approximate Methods in Planning and Scheduling A Routing Heuristic for the Pickup and Delivery Traveling Salesman Problem Heuristic Search Mécanique des sols et travaux de fondations. Participation des Laboratoires des ponts et chaussées aux 9.Congrès international de mécanique des sols et des travaux de fondations, Tokyo 1977, Symposium international sur les argiles molles, Bangkok 1977 et 5.Congrès du Sud Est-Asiatique de mécanique des sols et des travaux de fondations, Bangkok 1977 Methods of Discovery Hyper-Heuristics: Theory and Applications Heuristics for Optimization and Learning An Adaptive-based Heuristic for the Response Time Variability Problem A FAST ACCURATE HEURISTIC FOR THE TOTAL TARDINESS PROBLEM A Best-local Position Procedure-based Heuristic for the Two-dimensional Layout Problem Handbook of Heuristics Two-stage Approximation Heuristic for the Single Machine Scheduling Problem where the Objective is to Minimize Weighted Earliness Efficient Implementation of Heuristics for the Continuous Network Design Problem A Tabu Search Heuristic for the Vehicle Routing Problem with Time Windows TWO-STAGE APPROXIMATION HEURISTIC FOR THE SINGLE MACHINE SCHEDULING PROBLEM WHERE THE OBJECTIVE IS TO MINIMIZE WEIGHTED EARLINESS A PQ-Tree Heuristic for the Seriation Problem A Dual-based Heuristic for the Capacitated Lot Sizing Problem A Tabu Search Heuristic for the Vehicle Routing Problem with Soft Time Windows A Tabu Search Heuristic for the Vehicle Routing Problem with Time Windows and Split Deliveries Designing a Heuristic for the Fixed-charge Transportation Problem A Composite Heuristic for the Identical Parallel Machine Scheduling Problem with Minimum Makespan Objective A Heuristic for the Constrained One-sided Two-layered Crossing Reduction Problem for Dynamic Graph Layout Modern Heuristic for the Network Reconfiguration Problem in Electric Distribution Systems □□□□□ □□□ □□□□□□ □□□□□ Equilibrium Decomposed Optimization Portfolio Management with Heuristic Optimization A Set Partitioning Heuristic for the Generalized Assignment Problem A Simple Optimised Search Heuristic for the Job-shop Scheduling Problem Design of Modern Heuristics A new heuristic for the classical bin-packing problem A Heuristic for the Dynamic Facility Layout Problem A Lagrangian Heuristic for the Discrete Time-cost Tradeoff Problem A Greedy Heuristic for the Rectilinear Steiner Tree Problem An Improved Algorithm for the Exchange Heuristic for Solving Multi-project Multi-resource Constrained Scheduling with Variable-intensity Activities An Efficient Heuristic for the Single-item, Discrete, Lot-sizing Problem Artificial Intelligence and Heuristics for Smart Energy Efficiency in Smart Cities

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In this research work, we have discussed a new heuristic for the Hamiltonian circuit problem. Our heuristic initially builds a small cycle in the given graph and incrementally expands the cycle by adding shorter cycles to it. We added features to our base heuristic to deal with the problems encountered during preliminary experiments. Most of our efforts were directed at cubic Cayley graphs but we also considered random, knight tour and geometric graphs. Our experimental results were mixed. In some but not all cases the enhancements improved performance. Runtime of our heuristic was generally not competitive with existing heuristics but this may be due to inefficient implementation. However, our experiments against geometric graphs were very successful and the performance was better than the Hertelâ€TMs SCHA algorithm, even in terms of runtime. Search has been vital to artificial intelligence from the very beginning as a core technique in problem solving. The authors present a thorough overview of heuristic search with a balance of discussion between theoretical analysis and efficient implementation and application to real-world problems. Current developments in search such as pattern databases and search with efficient use of external memory and parallel processing units on main boards and graphics cards are detailed. Heuristic search as a problem solving tool is demonstrated in applications for puzzle solving, game playing, constraint satisfaction and machine learning. While no previous familiarity with heuristic search is necessary the reader should have a basic knowledge of algorithms, data structures, and calculus. Real-world case studies and chapter ending exercises help to create a full and realized picture of how search fits into the world of artificial intelligence and the one around us. Provides real-world success stories and case studies for heuristic search algorithms Includes many AI developments not

yet covered in textbooks such as pattern databases, symbolic search, and parallel processing units Heuristics are strategies using readily accessible, loosely applicable information to control problem solving. Algorithms, for example, are a type of heuristic. By contrast, Metaheuristics are methods used to design Heuristics and may coordinate the usage of several Heuristics toward the formulation of a single method. GRASP (Greedy Randomized Adaptive Search Procedures) is an example of a Metaheuristic. To the layman, heuristics may be thought of as 'rules of thumb' but despite its imprecision, heuristics is a very rich field that refers to experience-based techniques for problem-solving, learning, and discovery. Any given solution/heuristic is not guaranteed to be optimal but heuristic methodologies are used to speed up the process of finding satisfactory solutions where optimal solutions are impractical. The introduction to this Handbook provides an overview of the history of Heuristics along with main issues regarding the methodologies covered. This is followed by Chapters containing various examples of local searches, search strategies and Metaheuristics, leading to an analyses of Heuristics and search algorithms. The reference concludes with numerous illustrations of the highly applicable nature and implementation of Heuristics in our daily life. Each chapter of this work includes an abstract/introduction with a short description of the methodology. Key words are also necessary as part of top-matter to each chapter to enable maximum search engine optimization. Next, chapters will include discussion of the adaptation of this methodology to solve a difficult optimization problem, and experiments on a set of representative problems. This book emphasizes the role of micro-grid systems and connected networks for the strategic storage of energy through the use of information and communication techniques, big data, the cloud, and meta-heuristics to support the greed for artificial intelligence techniques in data and the implementation of global strategies to meet the challenges of the city in the broad sense. The intelligent management of renewable energy in the context of the energy transition requires the use of techniques and tools based on artificial intelligence (AI) to overcome the challenges of the intermittence of resources and the cost of energy. The advent of the smart city makes an increased call for the integration of artificial intelligence and heuristics to meet the challenge of the increasing migration of populations to the city, in order to ensure food, energy, and environmental security of the citizen of the city and his well-being. This book is intended for policymakers, academics, practitioners, and students. Several real cases are exposed throughout the book to illustrate the concepts and methods of the networks and systems presented. This book proposes the development of new technological innovations—mainly ICT—the concept of "Smart City" appears as a means of achieving more efficient and sustainable cities. The overall goal of the book is to develop a comprehensive framework to help public and private stakeholders make informed decisions on smart city investment strategies and develop skills for assessment and prioritization, including resolution of difficulties with deployment and reproducibility. The scope of this book is limited to heuristics, metaheuristics, and approximate methods and algorithms as applied to planning and scheduling problems. While it is not possible to give a comprehensive treatment of this topic in one book, the aim of this work is to provide the reader with a diverse set of planning and scheduling problems and different heuristic approaches to solve them. The problems range from traditional single stage and parallel machine problems to more modern settings such as robotic cells and flexible job shop networks. Furthermore, some chapters deal with deterministic problems while some others treat stochastic versions of the problems. Unlike most of the literature that deals with planning and scheduling problems in the manufacturing and production environments, in this book the environments were extended to nontraditional applications such as spatial scheduling (optimizing space over time), runway scheduling, and surgical scheduling. The solution methods used in the different chapters of the book also spread from well-established heuristics and metaheuristics such as Genetic Algorithms and Ant Colony Optimization to more recent ones such as Meta-RaPS. This book is a new contribution aiming to give some last research findings in the field of optimization and computing. This work is in the same field target than our two previous books published: "Recent Developments in Metaheuristics" and "Metaheuristics for Production Systems", books in Springer Series in Operations Research/Computer Science Interfaces. The challenge with this work is to

gather the main contribution in three fields, optimization technique for production decision, general development for optimization and computing method and wider spread applications. The number of researches dealing with decision maker tool and optimization method grows very quickly these last years and in a large number of fields. We may be able to read nice and worthy works from research developed in chemical, mechanical, computing, automotive and many other fields. This introduction to the field of hyper-heuristics presents the required foundations and tools and illustrates some of their applications. The authors organized the 13 chapters into three parts. The first, hyper-heuristic fundamentals and theory, provides an overview of selection constructive, selection perturbative, generation constructive and generation perturbative hyper-heuristics, and then a formal definition of hyper-heuristics. The chapters in the second part of the book examine applications of hyper-heuristics in vehicle routing, nurse rostering, packing and examination timetabling. The third part of the book presents advanced topics and then a summary of the field and future research directions. Finally the appendices offer details of the HyFlex framework and the EvoHyp toolkit, and then the definition, problem model and constraints for the most tested combinatorial optimization problems. The book will be of value to graduate students, researchers, and practitioners. Most textbooks on modern heuristics provide the reader with detailed descriptions of the functionality of single examples like genetic algorithms, genetic programming, tabu search, simulated annealing, and others, but fail to teach the underlying concepts behind these different approaches. The author takes a different approach in this textbook by focusing on the users' needs and answering three fundamental questions: First, he tells us which problems modern heuristics are expected to perform well on, and which should be left to traditional optimization methods. Second, he teaches us to systematically design the "right" modern heuristic for a particular problem by providing a coherent view on design elements and working principles. Third, he shows how we can make use of problem-specific knowledge for the design of efficient and effective modern heuristics that solve not only small toy problems but also perform well on large real-world problems. This book is written in an easy-to-read style and it is aimed at students and practitioners in computer science, operations research and information systems who want to understand modern heuristics and are interested in a guide to their systematic design and use. This book is written in an easy-to-read style and it is aimed at students and practitioners in computer science, operations research and information systems who want to understand modern heuristics and are interested in a guide to their systematic design and use. This book is written in an easy-to-read style and it is aimed at students and practitioners in computer science, operations research and information systems who want to understand modern heuristics and are interested in a guide to their systematic design and use. Portfolio Management with Heuristic Optimization consist of two parts. The first part (Foundations) deals with the foundations of portfolio optimization, its assumptions, approaches and the limitations when "traditional" optimization techniques are to be applied. In addition, the basic concepts of several heuristic optimization techniques are presented along with examples of how to implement them for financial optimization problems. The second part (Applications and Contributions) consists of five chapters, covering different problems in financial optimization: the effects of (linear, proportional and combined) transaction costs together with integer constraints and limitations on the initital endowment to be invested; the diversification in small portfolios; the effect of cardinality constraints on the Markowitz efficient line; the effects (and hidden risks) of Value-at-Risk when used the relevant risk constraint; the problem factor selection for the Arbitrage Pricing Theory. Abbott helps social science students discover what questions to ask. This exciting book is not about habits and the mechanics of doing social science research, but about habits of thinking that enable students to use those mechanics in new ways, by coming up with new ideas and combining them more effectively with old ones. Abbott organizes his book around general methodological moves, and uses examples from throughout the social sciences to show how these moves can open new lines of thinking. In each chapter, he covers several moves and their reverses (if these exist), discussing particular examples of the move as well as its logical and theoretical structure. Often he goes on to propose applications of the move in a wide variety of empirical settings. The basic aim of Methods of

Discovery is to offer readers a new way of thinking about directions for their research and new ways to imagine information relevant to their research problems. Methods of Discovery is part of the Contemporary Societies series. This paper describes a new neighborhood structure, embedded within a tabu search heuristic, for solving the vehicle routing problem with time windows. The tabu search exploits an adaptive memory that contains the routes of the best previously visited solutions. This memory is used to create new starting points for the tabu search by combining routes taken from different solutions represented in the adaptive memory. This approach is motivated by similar operators found in genetic algorithms, where two parent solutions are merged to create a new offspring solution. Many best known solutions are reported on CLical test problems using this methodology. Clark Thompson recently suggested a very natural "greedy" heuristicfor the rectilinear Steiner problem (RSP), analogous to Kruskal's algorithm for the minimum spanning tree problem. We study this heuristic by comparing the solutions it finds with rectiliniear minimum spanning trees. We first prove a theoretical result on instances of RSP consisting of a large number of random points in the unit square. Thompson's heuristic produces a tree expected legth some fraction shorter than a minimum spanning tree. The second part of this paper studies Thompsons's heuristic experimentally and finds that it gives solutiions about 9% shorter than minimum spanning trees on medium size problems (40-100 nodes). this performance is very similar to that of otherRSP heuristics described in the literature. This book aims to provide a general overview of heuristic search, to present the basic steps of the most popular heuristics, and to stress their hidden difficulties as well as their opportunities. It provides a comprehensive understanding of Heuristic search, the applications of which are now widely used in a variety of industries including engineering, finance, sport, management and medicine. It intends to aid researchers and practitioners in solving complex combinatorial and global optimisation problems, and spark interest in this exciting decision science-based subject. It will provide the reader with challenging and lively methodologies through which they will be able to design and analyse their own techniques Creative solutions are easily recognizable, after they have been created. But how to attain them? This book is about a promising approach to creative problem solving - the use of heuristics. The main purpose of an heuristic is to make problem solving more efficient, by making past experience - which could guide the generation of new solutions - promptly available. The heuristic approach is widely used in TRIZ (the Theory of Inventive Problem Solving), which is becoming increasingly popular worldwide. Successful results of using heuristics have been reported by companies such as ABB, Bosch, General Motors, Ford, Mitsubishi, Philips, Siemens, among others. With this book, the reader will be able to: - Understand the 121 Heuristics for problem solving, both from their descriptions and from selected examples; - Find the more promising Heuristic(s) for the solution of his/her problems; - Apply the heuristics and find creative solutions to his/her problems. This paper describes a tabu search heuristic for the vehicle routing problem with time windows (VRPTW). The tabu search incorporates an exchange heuristic which is specifically designed for problems with time windows. Computational results on the standard set of problems of Solomon are included at the end of the paper.

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