INDEX

N-Queens puzzle, 37
k-SAT, 44
k-opt operator, 91
p-median problem, 235
n-point crossover, 214
0–1 knapsack decision problem, 13
0–1 knapsack problem, 52
1-point crossover, 214
2-point crossover, 214

A-Teams, 396
absolute performance guarantee, 21
absolute speedup, 494
acceptance criterion, 149
acceptance probability function, 129
Achievement functions, 330
adaptive approach, 56
Adaptive penalization, 51
adaptive reasoning technique, 425
Adaptive scheduling, 497
Aesthetic selection, 32
Affinity, 264
aggregation methods, 323
Algorithmic level, 462
amplitude, 110
Annealed demon algorithm, 139
ANOVA models, 63
ant colony, 240
approximation algorithms, 21
archive, 347
artificial immune systems, 263
aspiration criteria, 140
aspiration levels, 313, 330
assignment neighborhood, 99
Assignment problems, 155
Association rule, 424
asynchronous, 498
augmented Tchebycheff problem, 327
autocorrelation coefficient, 114
autocorrelation function, 112
Bayesian optimization algorithm, 224
bee colony optimization, 255
belief space, 232
Bellman’s principle, 19
Bender’s decomposition, 406
Best improvement, 123
Best known solution, 62
bin packing problem, 22
binary encoding, 36
binary representation, 201
bipartite improvement graph, 100
black box, 31
black box optimization, 31
bloat, 203
Borda count voting method, 65
Bounded demon algorithm, 139
Box plots, 65
Box–Jenkins approach, 113
Branch and bound, 402
branch and bound, 19
branching, 402
Broods, 256
broods, 255

capacitated minimum spanning tree
problem, 165
capacitated vehicle routing problem, 96
cellular model, 469
Checkpointing, 497
Civilized genetic algorithms, 427
Clark–Wright greedy heuristic, 101
class NP, 12
class P, 12
Classification, 423
clique partitioning problem, 103, 124
Clonal Selection, 265
Clustering, 424
clusters of processors, 482
CMA evolution strategy, 213
Coevolution, 228
coevolutionary algorithm, 228
colorful traveling salesman, 300
Column generation, 407
combinatorial optimization, 6
competitive coevolutionary algorithm, 229
competitive objective functions, 47
complexity theory, 11
compromise programming, 327
computational complexity, 9
Condor, 491
confidence intervals, 66
Confidence intervals (CI), 64
Constraint programming, 19, 417
constraint programming, 7
Constructed instances, 58
constructive algorithms, 25
Continuous diversification, 145
Continuous functions, 59
Continuous optimization, 6
contribution, 352
Control problems, 33
cooling schedule, 130
cooperative coevolutionary models, 230
Copeland’s method, 65
correlation length, 112
correlation measures, 111
COSEARCH, 397
cost, 3
cost function, 43
covariance matrix adaptation, 213
covering tour problem, 441
Crossover, 390
crossover operator, 213
crowding, 346
Cultural algorithms, 231
cultural algorithms, 427
Cutting plane, 407
cycle crossover, 219
Cycle operators, 96
Cycle, 210
cycles, 140
Cyclic exchange, 96
cyclic exploration, 124
DACE, 48
Danger theory, 269
Dantzig–Wolfe decomposition, 406
Data mining, 423
Data partitioning, 477
Deception, 116
deceptive structures, 359
Decision making, 2
decision problem, 11
decision space, 310
decoding procedure, 53
decomposition methods, 402
Dedicated hardware, 486
degree of concurrency, 496
demon algorithm, 138
design of experiments, 55
Design problems, 33
Desktop grid, 485
Deterministic, 25
deterministic metaheuristic, 25
Differential evolution, 225
Dijkstra algorithm, 10
Diploid representations, 39
Discrepancy-based search, 421
Discrete encoding, 36
discrimination criterion, 119
distance, 107
distributed memory architectures, 481
distribution measures, 109
Diversification, 141
diversification, 24
Dominance count, 338
Dominance depth, 338
Dominance rank, 338
dominance-based approaches, 337
Drones, 256
Dynamic Optimization, 15
Dynamic programming, 19
dynamic programming, 404
Dynamic scheduling, 497
dynamic update, 56
Dynasearch, 98
efficiency, 494
efficient graph, 358
ejection chains, 95
Elitism, 221
elitism, 347
Employed foragers, 258
encoding, 34
endogenous strategy, 54
entropy, 110, 355
Enumerative Methods, 402
everactive methods, 18
Epistasis, 116
epistatic interactions, 105
equilibrium state, 131
Ergodicity, 209
Estimation of distribution algorithms, 221
estimation of distribution algorithms, 427
estimation of multivariate normal algorithm, 224
evaluation function, 43
evaporation phase, 242
Evolution strategies, 202
evolutionary algorithms, 199
Evolutionary programming, 203
exact methods, 18
exchange operator, 91
exogenous strategy, 54
Experimental design, 57
experimental design, 55
exploitation, 24
exploration, 24
Exponential-time algorithm, 10
extent, 354
fault tolerance, 497
field programmable gate arrays, 486
First improvement, 123
fitness, 104, 200
fitness assignment, 323
Fitness distance correlation, 114
fitness distance plot, 115
fitness function, 3
fitness landscape, 105
Fitness sharing, 344
Flynn classification, 480
FPGAs, 399
FPTAS class, 22
fractal, 116
frameworks, 68
frequency memory, 145
Functional decomposition, 477
Fuzzy dominance, 341
general hybrids, 397
General-Purpose Computers, 399
generalized assignment problem, 144
generational distance, 352
Generational replacement, 221
Genetic algorithms, 201
Genetic programming, 203
genotype, 200
Geometric PSO, 252
Geometrical crossover, 215
global hybrids, 395
global optimum, 3
Globus, 491
goal attainment, 330
goal programming, 330
granularity, 496
graph bipartitioning problem, 118
graph coloring problem, 106
graph partitioning, 162
graphical processing unit, 399, 486
GRASP, 395
great deluge algorithm, 137
greedy, 25
grid, 484
Griewank function, 59
Grow, 209
Guided dominance, 340
Guided local search, 154
Guiding Objective Functions, 44
Halin graphs, 100
Hamming neighborhood, 90
Held–Karp, 61
Helper objectives, 360
Heritability, 213
Heterogeneous hybrids, 395
heuristic, 1
Heuristic crossover, 390
heuristic EW, 165
high-level relay hybrid, 391
high-level teamwork hybrid, 392
Highly disruptive mutation, 209
histograms approach, 346
homogeneous hybrids, 394
hop-constrained minimum spanning tree problem, 80
hypermutation, 265
hyperopt, 410
hypervolume, 355

ideal vector, 313
immune network theory, 268
immune system, 264
improvement graph, 96
incremental evaluation, 103
indicator-based approaches, 341
indicator-based evolutionary algorithm, 342
indirect encoding, 41
initial population, 193
initial solution, 101
insertion operator, 92
integer linear programming, 6
integer program, 6
Intensification, 141
intensification, 24
interactive optimization, 32, 45
interior point methods, 4
Intermediate crossover, 215
inversion operator, 93
Island model, 393
island model, 468
iterated local search, 146
Iteration level, 462
Iterative, 25
iterative algorithms, 25

job-shop scheduling problem, 41, 120, 261

Kernel methods, 344
knapsack problem, 405
Kolmogorov–Smirnov test, 63
Kriging models, 48
Kruskal algorithm, 27, 45

Lagrangian relaxation, 61, 402, 406
landscape, 104
Latin hypercube sampling, 195
length of the walk, 112
Levene test, 64
lexicographical selection, 336
libraries, 68
Lin–Kernighan heuristic, 95
linear programming, 3
Linear programming relaxation, 405
Linear representations, 36
Local area network, 484
local branching, 411
local optimum, 90
Local search, 121
Locality, 209
locally Pareto optimal, 314
long-term memory, 141
low-level relay hybrid, 387
low-level teamwork hybrid, 388
lower bound, 402
lower bounds, 61
master(worker, 463
mathematical programming, 3, 402
mating flight, 262
Maximum likelihood, 213
maximum preservative crossover, 219
mean-centric recombination, 215
Measurement, 57
medium-term memory, 141
Memory usage, 25
Message passing, 490
message passing interface, 490
Messy representations, 38
meta-modeling, 47
meta-optimization, 55
metaheuristics, 23
middleware, 491
migration model, 468
minimum label spanning tree, 300
minimum spanning tree problem, 27, 80
Mixed encodings, 38
mixed integer programming problems, 6
mixed representations, 39
Monte Carlo, 476
multiagent systems, 240
multicore processors, 481
multideme EA, 468
Multidisciplinary design optimization, 508
multidisciplinary design optimization, 17, 477
multimodal structure, 359
Multimodality, 116
multiobjective optimization problem, 310
Multiobjective routing problems, 319
Multiobjectivization, 360
multiperiodic problems, 16
multistart local search, 146, 464
Multistart model, 464
Multithreaded programming, 489
multithreading, 488
Mutation, 208, 389

nadir point, 313
Nature inspired, 25
nearest-neighbor approach, 345
Negative selection, 267
neighborhood, 88
Nelder and Mead algorithm, 6
Nested neighborhoods, 153
Neural networks, 48
Neutrality, 116
NK-model, 105
noisy method, 160
nonaligned systematic sampling, 195
Noncoding regions, 38
Nondominated sorting genetic algorithm, 346
Nonlinear encodings, 39
Nonlinear programming, 5
NP-complete, 14
NP-hard problems, 14, 22

Object-oriented models, 490
objective function, 3, 43
objective space, 310
old bachelor acceptance, 135
one-dimensional bin packing problem, 82
open problems, 14
OpenMP, 489
optimization problem, 3, 11
Order-based neighborhood, 93
Order crossover, 218
Ordinal Data Analysis, 64

panmictic genetic algorithm, 468
ParadisEO, 71
ParadisEO–EO, 270
ParadisEO–MO, 168
ParadisEO–MOEO, 363
ParadisEO–PEO, 514
parallel diversification, 195
parallel metaheuristics, 462
Parameter tuning, 53
Parent-centric crossover (PCX), 217
parent-centric recombination, 216

Pareto archived evolution strategy, 346
Pareto front, 311
Pareto optimal set, 311
Pareto optimality, 311
partial hybrids, 396
Partially mapped crossover, 218
Particle swarm optimization, 247
Partitioning problems, 40
partitioning swarm optimization, 96
Path relinking, 237
pathogens, 264
penalizing strategies, 49
permutation, 36
Permutation encoding, 36
permutation flow-shop scheduling problem, 317
perturbation method, 148
Phase transition, 20
phenotype, 200
pheromone, 240
plateaus, 119
pollination model, 393
polynomial mutation, 212
Polynomial-time algorithm, 9
POPMUSIC, 396
population-based incremental learning, 224
Population-based search, 25
Portability, 70
Position-based neighborhood, 92
predator–prey model, 229
preserving strategies, 53
Prime number decision problem, 11
programmable logic devices, 399
propagation algorithm, 418
Proportional fitness assignment, 206
pruning, 402
pseudo-random, 194
PTAS class, 22
Pthreads library, 489
punctuated equilibria, 393

quadratic assignment problem, 110, 398
Quantum representations, 39
quasi-random, 194
Queen, 255

R-metrics, 356
racing algorithms, 55
Random instances, 58
random population, 194
random walk, 113
random walk correlation, 112
Random-key encoding, 38
Randomized annealed demon algorithm, 139
Randomized bounded demon algorithm, 139
Rank-based fitness assignment, 206
Rastrigin, 59
real parameter optimization, 6
Real-life instances, 58
Recency memory, 144
recency memory, 144
recovery, 497
reference point, 313, 330
Reference set, 235
reference vector, 313
regression problems, 40
reinforcement phase, 242
Reject strategies, 49
relative fitness, 47
relative speedup, 494
Relaxation methods, 405
relaxation techniques, 402
Remote procedure call, 490
Repairing strategies, 52
replacement, 220
Reporting, 57
representation, 34
representation-solution mapping, 40
reproducibility, 66
respectful, 214
Response surface, 48
Restart diversification, 145
reusability, 66
Robust optimization, 17
robust optimization, 476
robustness, 62
Rosenbrocks function, 230
roulette wheel selection, 206
Routing problems, 155
ruggedness, 112

S-metaheuristics, 87
Santa Fe trail, 204
Satisfiability problems, 155
satisfiability problems, 44
satisficing solution, 313
Scalar approaches, 323
Scatter search, 233

scatter search, 193
Search memory, 191
search space, 104, 310
Search space smoothing, 157
security, 498
selection, 205
self-adaptive, 56
Self-adaptive mutation, 212
Self-Sufficient Objective Functions, 43
separation procedure, 409
sequential diversification, 195
shaking phase, 153
shared memory architectures, 481
sharing function, 344
short-term memory, 140
shortest path, 10
Shrink, 209
simple sequential inhibition, 195
Simplex crossover, 216
simplex-type method, 4
Simulated annealing, 126
Simulated binary crossover, 216
simulation, 31
single-solution based search, 25
Solution level, 463
somatic mutation, 265
Specialist hybrids, 397
specific heuristics, 21
speedup, 493
spermatheca, 262
Sphere, 59
spread indicator, 354
Static scheduling, 496
statistical analysis, 63
Steady-state replacement, 221
steepest descent, 123
Steiner tree problem, 45
stigmergy, 241
stochastic, 25
stochastic metaheuristics, 25
stochastic optimization, 476
stochastic programming, 15
stochastic universal sampling, 206
Strategic oscillation, 145
strict dominance, 315
subset disjoint minimum cost cycle problem, 96
Sudoku, 419
supported solutions, 314
swap operator, 91
swarm-intelligence, 240
Switch, 210
symbolic regression problem, 204
symmetric multiprocessor, 481
synchronous, 498
synthetic, 58
tabu list, 140
Tabu search, 139
tabu tenure, 142
Threshold accepting, 133
Tournament selection, 206
Tree encoding, 40
TSP problem, 108
Two-point crossover, 218
Uncertainty, 15
uncertainty, 476
Unemployed Foragers, 257
uniform crossover, 214
Uniform random mutation, 211
Uniform sampling, 195
Unimodal normal distribution crossover, 215
univariate marginal distribution algorithm, 224
utility, 3
utility function, 43, 314
Validity, 209, 214
variable neighborhood descent, 150
Variable neighborhood search, 150
variable-depth search, 95
Vehicle routing problems, 81
velocity update, 250
vertex cover problem, 180
Very large neighborhoods, 409
very large neighborhoods, 95
VNDS, 396
volatile parallel architecture, 486
waggle dance, 257
weak dominance, 315
wide area network, 484
Wilcoxon test, 63
Workers, 256
ZDT benchmarks, 359