

Table of contents

Preface	vii
Contributors	ix
1. Introduction	1
<i>Emile H. L. Aarts, Jan Karel Lenstra</i>	
2. Computational complexity	19
<i>Mihalis Yannakakis</i>	
3. Local improvement on discrete structures	57
<i>Craig A. Tovey</i>	
4. Simulated annealing	91
<i>Emile H. L. Aarts, Jan H. M. Korst, Peter J. M. van Laarhoven</i>	
5. Tabu search	121
<i>Alain Hertz, Eric Taillard, Dominique de Werra</i>	
6. Genetic algorithms	137
<i>Heinz Mühlenbein</i>	
7. Artificial neural networks	173
<i>Carsten Peterson, Bo Söderberg</i>	
8. The traveling salesman problem: a case study	215
<i>David S. Johnson, Lyle A. McGeoch</i>	
9. Vehicle routing: modern heuristics	311
<i>Michel Gendreau, Gilbert Laporte, Jean-Yves Potvin</i>	
10. Vehicle routing: handling edge exchanges	337
<i>Gerard A. P. Kindervater, Martin W. P. Savelsbergh</i>	

11. Machine scheduling	361
<i>Edward J. Anderson, Celia A. Glass, Chris N. Potts</i>	
12. VLSI layout synthesis	415
<i>Emile H. L. Aarts, Peter J. M. van Laarhoven, C. L. Liu, Peichen Pan</i>	
13. Code design	441
<i>Iiro S. Honkala, Patric R. J. Östergård</i>	
Bibliography	457
Author index	495
Subject index	507