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MECHANICS -- QUANTUM CELL BIOLOGY AND CELLULAR DECISION MAKING -- MICROBIAL INTELLIGENCES AND LIVE, SOFT MATTER
QUANTUM COMPUTING -- DIRECTIONS FOR FUTURE RESEARCH AND DEVELOPMENT OF BIOTECHNOLOGIES -- CONCLUSION -- ACKNOWLEDGMENTS -- REFERENCES -- STUDYING DIFFERENT HEURISTIC SEARCHES TO SOLVE A REAL-WORLD FREQUENCY ASSIGNMENT PROBLEM -- ABSTRACT -- INTRODUCTION -- THE FREQUENCY PLANNING PROBLEM IN GSM NETWORKS -- Mathematical Description -- HEURISTIC SEARCHES INCLUDED IN OUR STUDY -- The Genetic Algorithm -- The Scatter Search Heuristic -- The Population Based Incremental Learning -- The Greedy Randomized Adaptive Search Procedure -- EXPERIMENTAL EVALUATION AND RESULTS -- Empirical Results -- CONCLUSION AND FUTURE WORK -- ACKNOWLEDGMENTS -- REFERENCES -- EMERGENCE AND ADVANCES OF QUANTUM SEARCH -- BACKGROUND -- AN INTRODUCTION TO QUANTUM COMPUTATION -- Quantum Search Algorithm -- A Quantum Oracle -- Grover's Search Algorithm -- Optimality of Grover's Algorithm -- CONTINUOUS TIME SEARCH ALGORITHM -- Uses of Grover's Search Algorithm -- Hardware Implementation -- CONCLUSION -- ACKNOWLEDGMENTS -- REFERENCES -- EFFICIENT IMPLEMENTATIONS OF BI-LEVEL PROGRAMMING METHODS FOR CONTINUOUS NETWORK DESIGN PROBLEMS -- ABSTRACT -- 1. INTRODUCTION -- 2. BI-LEVEL PROGRAMMING PROBLEM (BLPP) FORMULATION FOR ENDP -- 3. SOLUTION ALGORITHMS -- 3.1. Rosen's Gradient Projection Method -- 3.2. Conjugate Gradient Projection Method -- 3.3. Quasi-Newton Projection Method: Algorithm of BFGS -- 3.4. Rosen's Gradient Projection Method with PARTAN -- 4. COMPUTATIONAL RESULTS -- CONCLUSIONS AND DISCUSSIONS -- ACKNOWLEDGMENTS -- REFERENCES.
A HYBRID INTELLIGENT TECHNIQUE COMBINES NEURAL NETWORKS AND TABU SEARCH METHODS FOR FORECASTING -- ABSTRACT -- 1. INTRODUCTION -- 2. ARTIFICIAL NEURAL NETWORKS -- 3. THE HYBRID INTELLIGENT TECHNIQUE FOR FORECASTING -- 3.1. The Tabu Search Algorithm -- 3.2. The Hybrid Intelligent Method for Forecasting -- 4. IMPLEMENTATION -- CONCLUSION -- REFERENCES -- LU_HANCOCK: A BEST FIRST SEARCH TO PROCESS SINGLE-DESTINATION MULTIPLE-ORIGIN ROUTE QUERY IN A GRAPH -- ABSTRACT -- INTRODUCTION -- RELATED WORK -- LU: A BEST FIRST SEARCH ALGORITHM TO PROCESS SOMDR QUERIES IN A GRAPH -- Algorithm -- Admissibility and Optimality -- LU_HANCOCK: THE REVERSE LU TO PROCESS SD MOR QUERIES IN A GRAPH -- Algorithm -- Admissibility and Optimality -- The Pseudo Code -- EXPERIMENT AND RESULT ANALYSIS -- Performance Measures -- RESULTS -- CONCLUSION -- REFERENCES -- SOME HEURISTIC APPROACHES FOR SOLVING NON-CONVEX OPTIMIZATION PROBLEMS -- Abstract -- 1. Introduction -- 2. Stochastic methods for solving continuous non-convex optimization problems -- 2.1. Simulated annealing -- 2.1.1. Metropolis algorithm and simulated annealing -- 2.1.2. Simulated annealing algorithm -- 2.2. Genetic Algorithm -- 2.2.1. The main steps of a Genetic Algorithm -- 2.2.2. The standard genetic algorithm -- 2.3. Particle Swarm Optimization (PSO) -- 2.3.1. Dynamics of the particles of a swarm -- 2.3.2. The standard PSO algorithm -- 2.4. Heuristic Kalman Algorithm -- 2.4.1. Principle of the algorithm -- 2.4.2. The updating rule of the Gaussian generator -- 2.4.3. Algorithm -- 3. Quasi Geometric Programming -- 3.1. Geometric Programming -- 3.1.1. Standard formulation -- 3.1.2. Convex formulation -- 3.2. Formulation of a Quasi Geometric Programming Problem -- 3.3. Resolution of a QGP -- 3.4. Robustness Issue -- 4. Application to Some Engineering Problems -- 4.1. Robust Structured

Control.

4.1.1. Formulation of the optimization problem -- 4.1.2. Numerical experiments -- 4.2. Design of Spiral Inductors on Silicon -- 4.2.1. Inductor model -- 4.2.2. Formulation of the optimization problem -- 4.2.3. Numerical experiments -- 5. Conclusion -- References -- EVOLUTIONARY ALGORITHM BASED ON CONCEPT OF STOCHASTIC SCHEMATA EXPLOITER -- Abstract -- 1. Introduction -- 2. Real-Coded Genetic Algorithms -- 2.1. Optimization Problem -- 2.2. RGA Algorithm -- 2.3. Simplex Crossover (SPX) -- 2.4. Unimodal Normal Distribution Crossover (UNDX-m) -- 2.5. Minimum Generation Gap -- 3. Real-Coded Stochastic Schemata Exploiter (RSSE) -- 3.1. RSSE Algorithm -- 3.2. Defining Sub-populations -- 3.2.1. Semi-Order Relation -- 3.2.2. Sub-population -- 4. Numerical Examples -- 4.1. Test Problems -- 4.1.1. Sphere Function -- 4.1.2. Rastrigin Function -- 4.1.3. Schwefel Function -- 4.1.4. Ridge Function -- 4.1.5. Rosenbrock Function -- 4.1.6. Griewank Function -- 4.2. Numerical Results -- 4.2.1. Sphere Function -- 4.2.2. Rastrigin Function -- 4.2.3. Schwefel Function -- 4.2.4. Ridge Function -- 4.2.5. Rosenbrock Function -- 4.2.6. Griewank Function -- 5. Conclusion -- References -- INDEX.

Sommario/riassunto

In computer science, a search algorithm, is an algorithm for finding an item with specified properties among a collection of items. The items may be stored individually as records in a database; or may be elements of a search space defined by a mathematical formula or procedure, such as the roots of an equation with integer variables; or a combination of the two, such as the Hamiltonian circuits of a graph. This book presents research data in the study of computer search algorithms, including live soft-matter quantum computing; heuristic searches applied to the resolution of a relevant optimization problem from the telecommunications domain; the emergence and advances of quantum search algorithms; an equilibrium network design problem for road traffic network; artificial neural networks; and evolutionary algorithms based on the concept of stochastic schemata exploiter.
