Adaptive memory with GRASP for the scheduling workover rigs for onshore oil production.

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Abstract.

In the metaheuristic literature the term *memory* was used explicitly for Tabu Search algorithm only, but some other as Genetic Algorithm, Scatter Search and Ant Colony System use mechanisms that can be considered as memories. In this paper we propose an adaptive memory programming method using concepts of GRASP for solving a Vehicle Routing and Scheduling Problem with Multiple Depots. Experimental results illustrate the effectiveness of the adaptive GRASP over standard GRASP.