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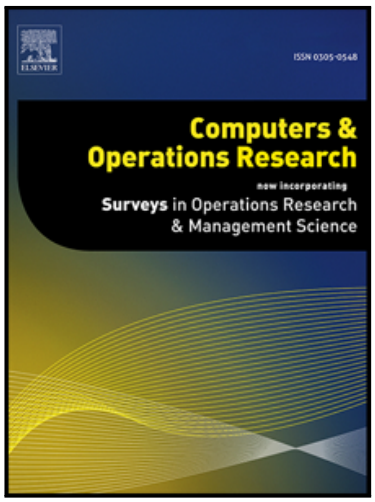


# An efficient evolutionary algorithm for the orienteering problem

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**Highlights**

- New evolutionary algorithm for solving the Orienteering Problem.
- It includes a new node inclusion heuristic and adapted Edge Recombination crossover.
- Compared with Branch-and-Cut, GRASP with PR and 2-Parameter Interactive Algorithm.
- Competitive results for medium-sized instances up to 400 nodes.
- Outstanding results for large-sized instances up to 7397 nodes.

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