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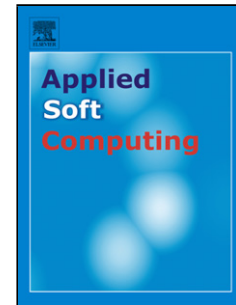
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Multi-objective Colonial Competitive Algorithm for Hybrid Flowshop problem

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Graphical abstract

Multi-objective colonial competitive algorithm

- Generating initial empires
 - Non-dominated sorting approach
 - Probabilistic criterion
 - Empires constitution
- Evaluation
- Evolution

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Design a set of neighborhood structures  $N_k$ ,  $k = 1, \dots, K_{\max}$ 
Select an initial solution  $x'$  at random;
for  $t = 1$  to  $t_{\max}$  do
    set  $k = 1$  and  $x = x'$ ;
    while  $k < k_{\max}$  do
        Execute shake procedure: generate a random solution from the  $k$  th
        neighborhood of  $x'$  ( $x'' \in N_k(x')$ )

        Execute local search: some local search method on  $N_k(x'')$  to find new solution
         $x^*$ 
        if fitness ( $x^*$ ) < fitness ( $x$ ) then
             $x' = x^*$ 
            set  $k = 1$ 
        else
             $k = k + 1$ 
        end if
    end while
     $t = t + 1$ 
end for
  
```

Fig. 1. Basic VNS algorithm

- Exchange position of imperialist and a colony
- Imperialistic competitions
- Eliminating the powerless empires
- Convergence

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