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An iterated greedy heuristic for no-wait flow shops with sequence dependent setup times, learning and forgetting effects

Xiaoping Li, Zhi Yang, Rubén Ruiz, Tian Chen, Shaochun Sui

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1 **Highlights**

- 2 • A position-based learning and forgetting effects model was constructed.
- 3 • Objective increment properties were deduced.
- 4 • Three accelerated neighborhood construction heuristics were presented.
- 5 • An effective iterated greedy heuristic was proposed.

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