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Pearson and Nigel C. Steele to efficiently search for Optimal Golomb Rulers. The approach uses a binary representation to codify the marks contained in a ruler and relies on standard genetic operators. Furthermore, during evaluation, an insertion and correction procedure is implemented in order to improve the algorithm performance. This method is successful in quickly identifying good solutions, outperforming previous evolutionary approaches by discovering optimal and near-optimal Golomb Rulers.

Pearson and Nigel C. Steele segments, has been found to be a reliable option for finding Optimal Golomb Rulers in a short amount of time, when comparing with standard methods. This paper presents a modified version of this evolutionary algorithm where the maximum segment length for a Golomb Ruler is also part of the evolutionary process. Attained experimental results shows us that this alteration does not seems to provide significant benefits to the static version of the algorithm.

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