search

«interface»
SearchListener<SolutionType>

searchStarted(Search) : void
searchStopped(Search) : void
statusChanged(Search,SearchStatus) : void
stepCompleted(Search,long) : void
newBestSolution(Search,SolutionType,Evaluation,Validation) : void
newCurrentSolution(LocalSearch,SolutionType,Evaluation,Validation) : void

Search<SolutionType>

addStopCriterion(StopCriterion) : void
removeStopCriterion(StopCriterion) : boolean
setStopCriterionCheckPeriod(long,TimeUnit) : void
addSearchListener(SearchListener) : void
removeSearchListener(SearchListener) : boolean
start() : void
stop() : void
dispose() : void
getStatus() : SearchStatus
getRuntime() : long
getSteps() : long
getTimeWithoutImprovement() : long
getStepsWithoutImprovement() : long
getMinDelta() : double
getBestSolution() : SolutionType
getBestSolutionEvaluation() : Evaluation
getBestSolutionValidation() : Validation
getName() : String
getID() : int
getProblem() : Problem

«interface»
StopCriterion

searchShouldStop(Search) : boolean

«enumeration»
SearchStatus

IDLE
INITIALIZING
RUNNING
TERMINATING
DISPOSED

LocalSearch<SolutionType>

getCurrentSolution() : SolutionType
getCurrentSolutionEvaluation() : Evaluation
getCurrentSolutionValidation() : Validation
setCurrentSolution(SolutionType) : void

SingleNeighbourhoodSearch<SolutionType>

setNeighbourhood(Neighbourhood) : void
getNeighbourhood() : Neighbourhood

NeighbourhoodSearch<SolutionType>

getNumAcceptedMoves() : long
getNumRejectedMoves() : long

MultiNeighbourhoodSearch<SolutionType>

setNeighbourhoods(List) : void
getNeighbourhoods() : List