	cardinality, 50, 51
a	constraint, 111, 137
	logical, 111
ACC basketball scheduling, 295, 310	objective, 125
activity, 327, 339	combinatorial
aggregate	constraint, 42, 81, 103
operator, 92	invariant, 94
aggregation array, 35, 51	objective, 124
all, 35	substructure, 30, 35
alldifferent, 103, 118	component
alldistinct, 118	modeling, 31
all-interval series, 53, 74, 81	search, 31
AllNeighborSelector, 165	compositional, 31
animation, 71	compositionality, 32, 42, 71
ant colony optimization, 20, 26, 81, 311	computational model, 97, 337
approximation, 342	concurrent logic programming, 180
arc	conflict
conjunctive, 328	set, 399
critical, 329, 401, 402	time, 399
disjunctive, 328	conjunctive arcs, 328
job, 328	connectivity, 9
machine, 328	constraint, 29, 99, 137
tight, 329	-based combinator, 31, 81
architecture, 29	-based scheduler, 337
argMax, 89 argMin, 93	cardinality, 116
arithmetic operator, 125	combinator, 111, 137
array aggregation, 35, 51, 89	combinatorial, 42, 81, 103
aspiration, 23, 191, 193	differentiable, 30
atleast, 106	-directed search, 67, 81, 295
atmost, 105	disjunctive, 327
atomic, 149	feasibility, 19
atomicity, 148	interface, 99
acomicity, 110	logic programming, 180
	numerical, 81, 102
b	one-way, 97
	precedence, 327, 338–340
best	programming, 30, 42, 81, 214, 310
improvement, 12	redundant, 50, 52, 73, 81
neighbor, 12	satisfaction, 45, 115
bottleneck, 402, 404, 406	semantic, 100 soft, 137
	system, 30, 112
c	user-defined, 118
	weighted, 117
candidate schedule, 338	continuation, 31, 154, 181
cardinality	controller
combinator, 50, 51	search, 175
constraint, 116	coroutining, 180
set, 93	count, 94
car sequencing, 205, 311	counter, 69, 160, 162
checkpoint, 31, 169, 180	critical
CHIP, 180	arc, 329, 401, 402
choice value, 74	path, 329
closure, 31, 153	vertex, 329
combinator	•

crossover, 25, 288 cumulative resource, 340, 395, 398 scheduling, 327, 395 cycle, 96	event, 69, 156, 180 for animation, 156 for meta-heuristics, 160 evolutionary, 25 exactly, 116
	exploration neighborhood, 31
d	exploreall, 174, 382 expression first-class, 55, 134, 137
deadlock, 40	first-order, 35
decomposition-based violation, 101, 137 delay, 150	extensibility, 45
dependency graph, 96, 97	
depth-first search, 177	f
deterministic selector, 144	
dictionary, 68	factorization, 143
differencing	feasibility, 9
finite, 95, 97	constraint, 19
differentiability, 55, 79	feasible
differentiable, 31	region, 24
API, 69	schedule, 327
constraint, 30	solution, 7, 220
method, 100	finite differencing, 97
object, 29, 42, 99, 137, 338	first-class expression, 35, 55, 134, 137
objective, 30 differentiation, 39	first improvement, 13 flattening, 401
disequation system, 110, 218	frequency
weighted, 254	allocation, 267
disjunctive	minimization, 280
arc, 328	function objective, 54, 341
constraint, 327	
resource, 341	
schedule, 327, 343	g
distribute, 95	generic search procedure, 57
distribution, 34	genericity, 37, 61, 196
diversification, 19, 24, 275	graph
diversity, 26	coloring, 218, 251, 285
domain, 34	partitioning, 5, 20, 89
domain-dependent local search, 295	precedence, 338
domain-independent local search, 295, 310	GRASP, 26, 311, 324
duration, 328	greedy, 21, 22, 32, 58
dynamic invariant, 96	selector, 139
	guided local search, 17, 20, 26, 267, 280
e	
earliest	h
computation time, 329	haunistia 11
starting date, 329	heuristic, 11
element, 94, 95	improvement, 11
escape, 61, 69	Metropolis, 15, 16, 26 min-conflict, 14, 26, 32, 81
estimateMoveBackwardDelta, 341	min-connect, 14, 26, 52, 81 multi stage, 13
evalMoveBackwardDelta, 341, 343	systematic, 12
evaluation, 54, 79, 123	hybrid
move, 333	evolutionary algorithm, 242
	o.oracionary augorithm, bib

evolutionary search, 25, 285 hybridization, 25, 324	localizer, 42, 97, 323 Localizer++, 81 logical combinator, 111 logic programming, 180
i	longest path, 329
implementation OF	long-term memory, 24
implementation, 95 implicit neighborhood, 165, 345, 355	lookahead, 151
improvement	
best, 12	m
first, 13	
heuristic, 11	machine, 327
random, 14	arc, 328
incremental	precedence, 328
algorithm, 30, 32	magic
variable, 29, 34	series, 50, 69
infeasible region, 24	squares, 58
instance-specific, 20, 311	makespan, 327, 329, 341, 355, 377
integer programming, 295	approximation, 342 maxNbDistinct, 55, 125
intensification, 24, 210	membership, 93
interface	memento, 178, 384
constraint, 99	memory
objective, 120	long-term, 24
invariant, 29, 42, 85, 234, 254, 270, 320 combinatorial, 94	short-term, 22
dynamic, 96	memoryless, 11
numerical, 89	metaheuristic, 8, 11, 15, 31
set, 93	method differentiable, 100
inverse transition, 23	Metropolis heuristic, 15, 16, 26
iterated local search, 16, 20, 25	min-conflict heuristic, 14, 26, 32, 81
iterative flattening, 401, 406	minimal conflict set, 399
normality matterning, 101, 100	minNbDistinct, 123, 124, 251, 280
	minNbDistinct weighted, 124
j	MinNeighborSelector, 165
. 1 . 004	modeling, 31, 43
job, 327	component, 31
arc, 328	modularity, 42
precedence, 328	move, 3
jobshop scheduling, 166, 327	evaluation, 333
	legal, 3, 7, 23
k	plateau, 11
	multiknapsack, 107 multistage heuristic, 13
key-event, 162	mutistage neuristic, 15
k-median, 243	
	n
1	ND 991 9FF 9FF
1	NB, 331, 355, 377
latest starting date, 329	neighbor, 31, 164, 167, 180, 355, 356, 377
legal move, 3, 7, 23	best, 12
local	selector, 165
improvement, 5	neighborhood, 3, 8, 9, 19, 330 exploration, 31
optimality, 8	implicit, 345, 355
search, 3	NB, 331, 355, 377
solver, 34	110, 001, 000, 011

RNA, 331, 355	
nondeterminism, 181	q
search, 31, 173, 384	11 00 0
notify, 162	queens problem, 32, 85
numerical	
constraint, 81, 102	r
invariant, 89	
,	random
	improvement, 14
0	walk, 14, 17
1: 4 1:00 4: 11 00 999	randomization, 31
object differentiable, 99, 338	ramdomized selector, 139
objective, 29, 120	ranking, 328
combinator, 125	redundant constraint, 50, 52, 73, 81
combinatorial, 124	reference, 34
differentiable, 30	region
function, 54, 341	feasible, 25
interface, 120	infeasible, 25
over Booleans, 127	reification, 92, 126, 255
user-defined, 126	relaxation, 407, 410, 412
one-way constraint, 85, 97	release date, 335
operator arithmetic, 125	resource
OPL, 180, 295	cumulative, 340, 395, 398
optimal solution, 9	disjunctive, 341
optimality, 9	profile, 398
local, 8	restarting, 9, 69, 193, 211
optimization, 218	reuse, 37, 71
scheme, 219	
order	RNA, 331, 355
topological, 29, 34	
oscillation	s
strategic, 24	
	satisfaction
n	constraint, 47, 115
p	system, 270
partial constraint satisfaction, 18	satisfiability, 30, 32
path	schedule, 327, 339
critical, 329	candidate, 338
relinking, 242	disjunctive, 327, 343
permutation, 43	feasible, 327
plateau move, 11	scheduler
population, 25	constraint-based, 337
precedence	scheduling
constraint, 327, 338–340	ACC basketball, 295, 310
graph, 338	cumulative, 327, 395
job, 328	jobshop, 166, 327
machine, 328	sport, 295, 310
priority ordering, 96	search
profile, 398	component, 31
progressive party, 185	constraint-directed, 67, 81, 295
progressive party, 100	controller, 175, 382
	depth-first, 177
	domain-independent, 308
	nondeterministic, 31, 173, 384
	space, 7
	-r, ·

select, 139	t
selectCircular, 145	L
selectFirst, 145	tabu
selection, 8, 20	list, 24, 59
selectMax, 139	search, 20, 26, 58, 185, 355, 377
selector, 31, 36, 58, 139, 151	status, 24
deterministic, 144	tardiness, 327, 342, 345
greedy, 139	temperature, 15, 17
neighbor, 165	ThingLab, 97
ramdomized, 139	tie, 12
semi-greedy, 141	tight arc, 329
selectPr, 140	tightness, 329
semantics, 100	topological order, 29, 34
semi-greedy selector, 141	transition, 22, 23
send more money, 45, 67	graph, 8
separation	inverse, 23
between modeling and search, 57	try, 173, 180
of concerns, 42, 71	tryall, 175, 180, 377, 384
sequence, 109	organ, 170, 100, 077, 001
constraint, 207, 320	
serialization, 97 set	u
cardinality, 93	1 (1) (1 400
invariant, 93	under-utilization, 402
setof, 93	user-defined
short-term memory, 22	constraint, 118
SIMPL, 295	objective, 126
simulated annealing, 9, 16, 26, 251	
simulation, 151	v
sink, 328	
Sketchpad, 97	value-based violation, 101, 137
soft constraint, 137	value choice, 74
solution, 7, 31, 146	variable
feasible, 7, 222	-based violation, 101, 137
optimal, 7	-depth neighborhood search, 169
visited, 22	incremental, 29, 34
solver	neighborhood search, 19, 243
local, 34	violation, 39, 100
source, 328	vertex critical, 329
sport scheduling, 295, 310	violation, 30, 37, 100, 101
state, 23	decomposition-based, 101, 137
strategic oscillation, 24	value-based, 101, 137
sumBool, 234	variable, 39, 100
sumMinCost, 130, 137, 234, 244	variable-based, 101, 137
swap, 58	visited solution, 22
system	
constraint, 30, 112	w
disequation, 110	
systematic heuristic, 12	walk
	random, 14, 17
	warehouse location, 231
	weight, 18, 55, 117, 270
	weighted
	constraint, 117

disequation system, 254 minNbDistinct, 124 WeightedMinNbDistinct, 280 when, 162 whenever, 71, 156, 162 witness, 355, 366 WSAT, 81

 \mathbf{z}

zebra puzzle, $47\,$