

**A GRASP for computing approximate solutions for the  
Three-Index Assignment Problem**

*Invited Talk*

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**ABSTRACT**

In this talk a greedy randomized adaptive search procedure (GRASP) is presented for computing approximate solutions to the NP-hard three-index assignment problem (AP3). A FORTRAN implementation of this GRASP is tested on several problem instances of the AP3. A parallelization strategy that combines GRASP and path re-linking is also proposed and tested for the problem. Computational results indicate that the GRASP and the parallel hybrid heuristic provide good approximate solutions to a variety of AP3 instances.