Using the Soccer League Competition algorithm to solve the set covering problem [Utilizando el Algoritmo del Campeonato de Futbol para resolver el Problema del Conjunto de Cobertura]

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The Soccer League Competition algorithm is a recently new approach to solve optimization
problems using metaheuristic technique. It is based in the interaction between soccer players and
teams, and the primary objective to win each match and become the best team player or league
player. The present paper intends the Python programmatic implementation of Soccer League
Competition to solve the Set Covering Problem. © 2016 AISTI.
metaheuristic
optimization
set covering problem
soccer league competition
Algorithms
Information systems
Optimization
Sports
League competition
Meta-heuristic techniques
Metaheuristic

Optimization problems
Primary objective
Set covering problem
Soccer player
Problem solving

New approaches