Variator	Abbreviation	Type	Description
random mutation	RM	mC	assign a random value within a prescribed range to a parameter or subdivision index
n point crossover	NPC	cC	mix lists of decision variable (attribute/parameter) values
selection mutation	SeM	mC	random selection from a list of predefined values
flatiron mutation	FM	mH	give an object the same value as (or the minimum or maximum of) its neighbours on both sides, provided each side has only one neighbour
list proximity mutation	LPM	mH	random selection from n nearest neighbour values in an ordered list of allowed values