## Lesson 4: Implement a simulated annealing using ParadisEO

## 1 Example

The archive paradiseo\_practices\_0208.tgz installed on your computer contains a simulated annealing implemented using ParadisEO-MO (see simulated\_annealing in the build/lesson4 directory).

To run it, please go in **build/lesson4** and start the program **simulated\_annealing** by giving one of the TSP instances located in **tsp/benchs**.

When entering  $./simulated\_annealing .../.../tsp/benchs/berlin52.tsp$ , you should end up with the following outputs:

>> Loading [../tsp/benchs/berlin52.tsp]

[From] -29414 52 1 20 40 48 9 27 13 22 5 28 24 29 21 26 44 38 33 37 45 31 42 18 12 3 14 36 30 6 51 32 17 11 0 34 4 10 4350 16 2 23 35 19 46 49 39 25 15 41 8 7 47 [To] -8724 52 1 6 41 29 22 19 49 15 28 46 13 51 12 25 26 27 11 10 50 32 42 9 8 7 40 18 44 2 16 20 30 17 21 0 31 48 35 3438 39 37 36 33 43 45 24 3 5 4 14 23 47

The printed-out results show for the initial best solution and the final one:

- -the length of the route
- -the number of cities
- -the route itself (notice that the city index starts from 0).

## 2 Study the simulated annealing dedicated components

Study the simulated\_annealing.cpp file located in the lesson4 directory using:

- the ParadisEO-MO API documentation available at :
  - http://paradiseo.gforge.inria.fr/addon/paradiseo-mo/doc/index.html
- the source files located in the tsp/src/ directory

## 3 Customize the simulated annealing

Make a backup (copy) of the cpp file simulated\_annealing.cpp. You can now modify the original simulated\_annealing.cpp and use the existing makefiles to compile it.

Edit and modify the simulated\_annealing.cpp file:

- Change the cooling schedule components and parameters.
- Customize the temperature decrease process and try to obtain another good solution.

 ${\bf To\ compile\ simulated\_annealing.cpp, you\ should\ use\ the\ command\ make\ from\ build/lesson 4.}$ 

Finally, test your modifications on several TSP instances (berlin52, eil101 ...) and compare the results you get.