* Load data - Sivaram
  + **Load as csv**
    - **Extract boxes and puts then in list**
    - **Extracts object width**
    - **Extract name**
* Data structure - Sivaram
  + **Box that contains width, height and x location**
    - **Rotate method that returns a new box**
  + **List showing order that boxes are dropped in**
  + **Config structure**
* Initialisation
  + **Random order and x** - Cameron
  + Random order but greedily select x
* Destruction
  + **Remove n random items** - Cameron
  + Remove n random items in m chunks
  + Remove n random items in one chunk
  + Changing n over time
    - Different rates e.g. linear, log, when it begins to fail
* Repair
  + Insert completely random
  + **Insert random location with optimum x** - Cameron
  + Insert optimum location (or range) and x
  + Insert as chuck
  + Run in parallel
* Keeping condition
  + **Strictly better**
  + Keep n% of the time when hight increase is less than m%
    - Have n scale based on m
* Selecting methods
  + **Single option**
  + Random
  + Updating probabilities
  + Independent vs pairs
  + Consider runtime
* Evaluation
  + **Have an order and x location and calculate height** - Sivaram
  + Have an order and drop to lowest point then left justify