
Algorithm 1 Simulated Annealing Algorithm

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1: Input: Objective function  $f(\cdot)$ , initial solution  $X_0$ , initial temperature  $T_0$ ,  
   final temperature  $T_f$ , cooling coefficient  $\alpha$ .  
2: Output: Optimal solution  $X^*$ .  
3:  $T \leftarrow T_0$  ▷ Initialize temperature  
4: while  $T > T_f$  do  
5:   for  $i = 1$  to  $L$  do  
6:      $X' \leftarrow \text{Neighborhood}(X_0)$  ▷ Generate new solution  
7:      $\Delta F \leftarrow f(X') - f(X_0)$  ▷ Calculate change in objective function  
8:     if  $\Delta F < 0$  then  
9:        $X_0 \leftarrow X'$  ▷ Accept new solution  
10:    else  
11:      Accept  $X'$  with probability  $\exp(-\Delta F/T)$  ▷ Probabilistic  
      acceptance  
12:    end if  
13:    if  $f(X') < f(X^*)$  then  
14:       $X^* \leftarrow X'$  ▷ Update current best solution  
15:    end if  
16:  end for  
17:   $T \leftarrow \alpha \cdot T$  ▷ Update temperature  
18: end while  
19: return  $X^*$ 
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