The step by step explanation of algorithm 1 in paper 99 are as follows.

1. The core part of paper 99 is their thermal comfort correlation model, which emphasizes on the indoor, outdoor temperature and human feedback through a mobile app. In short, they see there is a mapping between comfort level (by index, from $-3$ *to* 3).

2. The algorithm begins by setting an initial indoor temperature which "tries" to minimize the comfort index, in turn they regard this as "maximize" the human comfort. (In table 1, page 4, the other values are "non-neutral".)

3. Then they try to check if this temperature satisfies (the voted comfort index should be $-1, 0, 1$, other values are invalid) most people (an example threshold is 80%).

4. If this temperature makes more than 80% people comfortable, then it's chosen.

5. Else, eliminate the person that is the "pickiest", a lively example would be a person who votes 28 degrees as too cold. (The case is that there may be coincide people who vote the same, making them the "pickiest" at all times. The algorithm should have mentioned that in this case a random one should be taken out of consideration.) After elimination, restart from step 2 by picking another temperature which "tries to satisfy most people".