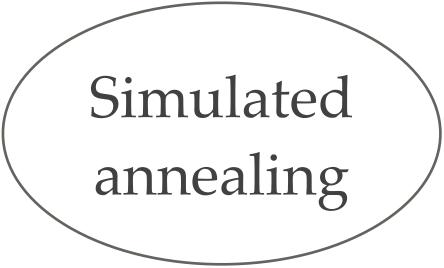


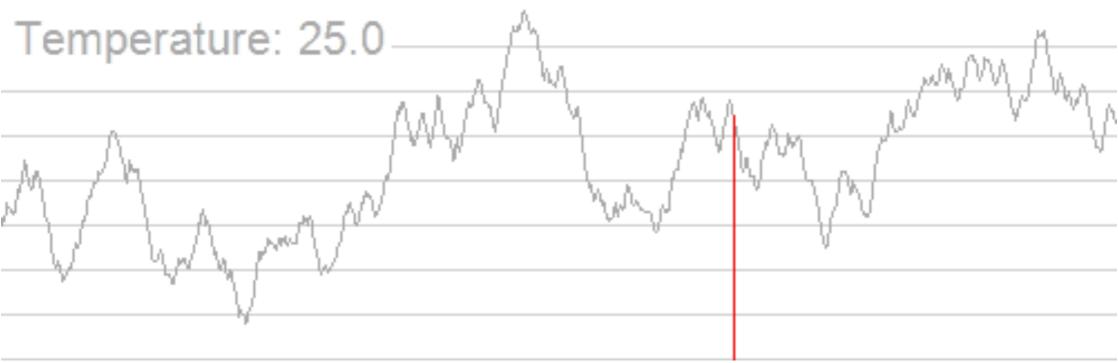
### Scheduling of a Cyber-Physical System Simulation



# Choosing heuristics

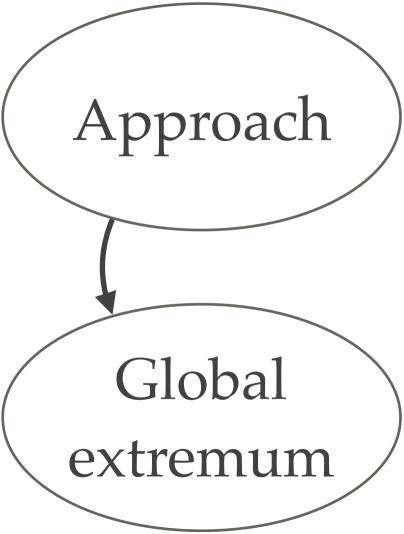
### Design and implementation of the solution

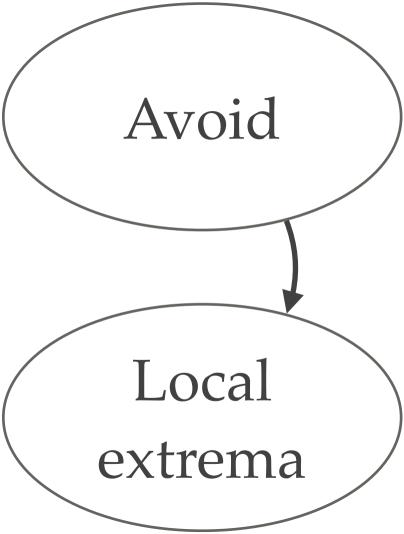






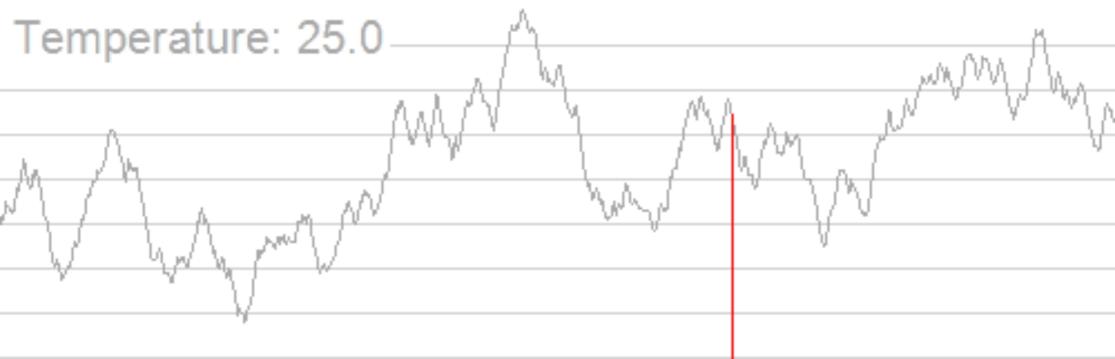


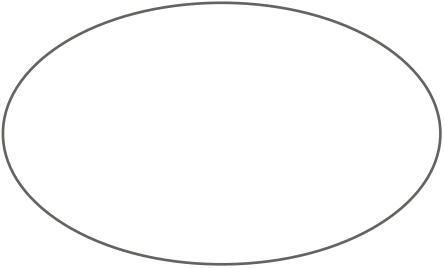




# Neighbourhood Decreasing search energy

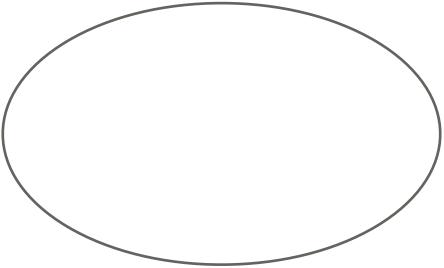
[ https://en.wikipedia.org/wiki/Hill\_climbing ]





## Simulated

## annealing



## Annealing

Allocations States Initial state An allocation Jumping Arbitrary probabilities Number of Arbitrary iterations Function of the respect of the Energy requirements Neighbourhood Nearly / distant