Create initial solution

:restart

For each unhappy person *p*

For each unallocated slot *s*

If alloc(p,s) improves

Alloc(ps,s)

:restart

For each unhappy person *p*

*s = slot(p)*

*s’* = findbestSlot() //*k best slots??*

*p’ =* owner(s’)

if (alloc(p’,s) improves

alloc(p’s)

alloc(p,s’)

else

For each unallocated slot *us*

If alloc(p’,us) improves

alloc(p’,us)

alloc(p,s’)

:restart

*Improves == improvement in global fitness.*