1. Make a random solution and call it current solution

Set the temperature to 1.0

Set the cooling rate to 0.98

1. Copy current solution to permuted solution
2. Slightly modify/permute the permuted solution
3. Compare cost of current solution and permuted solution
4. If cost of permuted distance is less than current distance

then

copy permuted distance to current distance

else

roll a random decimal number ‘p’ between 0 and 1

cost difference is cost of current distance minus cost of permuted distance

if p is less than exp(cost difference / temperature)

copy permuted solution to current solution

end

end

1. Cool down the simulation

temperature = temperature \* cooling rate

1. If temperature > 0.0001 go to step 2
2. End of annealing