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 solution is less than current solution

then

copy permuted solution to current solution

else

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

cost difference is cost of current minus cost of permuted solution

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