## Path changing actions



Figure 1: Initial Path



Figure 2: Switch two cities (2 & 6)



Figure 3: Invert path between two cities (2 & 6)



Figure 4: Insert city into random position (2 & 5)



Figure 5: Swap sub route to random position (route 2-4 to 4th position)

```
Algorithm 1 Simulated Annealing
```

```
1: function ANNEAL(distance_mat, \alpha, X_0)
          T \leftarrow \text{INIT\_TEMP}(X_0)
                                                                                                                            current\_path \leftarrow INITIAL()
                                                                                                                                             \triangleright [0, 1, 2, ..., N, 0]
 3:
          current\_dist \leftarrow OBJECTIVE(current\_path)
                                                                                                                                   ▷ Calculate path distance
 4:
          best\_dist, best\_path \leftarrow current\_dist, current\_path
 5:
          while stopping criteria not reached do
 6:
               new_path ← CHOOSE_APPLY_CHANGE(current_path)
 7:
 8:
               new_dist ← OBJECTIVE(new_path)
               E \leftarrow \mathsf{current\_dist} - \mathsf{new\_dist}
 9:
               if new_dist < best_dist then</pre>
10:
11:
                    best_path, best_dist ← new_path, new_dist
               end if
12:
               if E > 0 then
13:
                    current_path, current_dist ← new_path, new_dist
14:
15:
               else
16:
                    p \leftarrow e^{E/\alpha_t T}
17:
                                                                                                          \triangleright where \alpha_t is a decreasing function of time
18:
                    if BINOMIAL(1, p) = 1 then
                         current\_path, current\_dist \leftarrow new\_path, new\_dist
19:
20:
                    end if
               end if
21:
22:
          end while
          return best_path, best_dist
24: end function
25: function INIT_TEMP(X_0)
          \omega \leftarrow SAMPLE\_SIZE(dist\_mat)
                                                                                                                       26:
          \Omega \leftarrow \mathsf{Gen\_SAMPLE}(\omega, X_0)
                                                                                                                 \triangleright Costs of S simulated bad transitions
27:
          T \leftarrow n > 1
                                                                                                                   ▶ Initialize temperature for recursion
28:
          \begin{aligned} & \textbf{while} \ |X_T - X_0| < \epsilon \ \textbf{do} \\ & T \leftarrow T \left(\frac{\ln X_T}{\ln X_0}\right) \\ & X_T \leftarrow \frac{\sum_{i \in \Omega} e^{\left(-E_{a_i}/T\right)}}{\sum_{i \in \Omega} e^{\left(-E_{b_i}/T\right)}} \\ & \textbf{end while} \end{aligned}
                                                                                                                                              \triangleright for some \epsilon > 0
29:
30:
                                                                                                           \triangleright a_i, b_i are costs after and before i^{th} trans.
31:
32:
          return T
34: end function
```