

# Sphere Packing

## Overview

## Variations on the Algorithm

### Convergence Criteria

One possible optimization that we tried was changing how the algorithm decided when it had converged. The original code concluded that the algorithm had converged when no moves were accepted in an iteration. This could, we believed, caused the algorithm to terminate early, particularly for small numbers of particles, since there is some chance that no moves would be accepted even if some particles still had possible moves, because the moves were generated randomly.