Stoer, J., and Bulirsch, R. 1980, *Introduction to Numerical Analysis* (New York: Springer-Verlag), §4.10.

Wilkinson, J.H., and Reinsch, C. 1971, *Linear Algebra*, vol. II of *Handbook for Automatic Computation* (New York: Springer-Verlag). [5]

10.9 Simulated Annealing Methods

The *method of simulated annealing* [1,2] is a technique that has attracted significant attention as suitable for optimization problems of large scale, especially ones where a desired global extremum is hidden among many, poorer, local extrema. For practical purposes, simulated annealing has effectively "solved" the famous *traveling salesman problem* of finding the shortest cyclical itinerary for a traveling salesman who must visit each of N cities in turn. (Other practical methods have also been found.) The method has also been used successfully for designing complex integrated circuits: The arrangement of several hundred thousand circuit elements on a tiny silicon substrate is optimized so as to minimize interference among their connecting wires [3,4]. Surprisingly, the implementation of the algorithm is relatively simple.

Notice that the two applications cited are both examples of *combinatorial minimization*. There is an objective function to be minimized, as usual; but the space over which that function is defined is not simply the N-dimensional space of N continuously variable parameters. Rather, it is a discrete, but very large, configuration space, like the set of possible orders of cities, or the set of possible allocations of silicon "real estate" blocks to circuit elements. The number of elements in the configuration space is factorially large, so that they cannot be explored exhaustively. Furthermore, since the set is discrete, we are deprived of any notion of "continuing downhill in a favorable direction." The concept of "direction" may not have any meaning in the configuration space.

Below, we will also discuss how to use simulated annealing methods for spaces with continuous control parameters, like those of §§10.4–10.7. This application is actually more complicated than the combinatorial one, since the familiar problem of "long, narrow valleys" again asserts itself. Simulated annealing, as we will see, tries "random" steps; but in a long, narrow valley, almost all random steps are uphill! Some additional finesse is therefore required.

At the heart of the method of simulated annealing is an analogy with thermodynamics, specifically with the way that liquids freeze and crystallize, or metals cool and anneal. At high temperatures, the molecules of a liquid move freely with respect to one another. If the liquid is cooled slowly, thermal mobility is lost. The atoms are often able to line themselves up and form a pure crystal that is completely ordered over a distance up to billions of times the size of an individual atom in all directions. This crystal is the state of minimum energy for this system. The amazing fact is that, for slowly cooled systems, nature is able to find this minimum energy state. In fact, if a liquid metal is cooled quickly or "quenched," it does not reach this state but rather ends up in a polycrystalline or amorphous state having somewhat higher energy.

So the essence of the process is *slow* cooling, allowing ample time for redistribution of the atoms as they lose mobility. This is the technical definition of *annealing*, and it is essential for ensuring that a low energy state will be achieved.

Although the analogy is not perfect, there is a sense in which all of the minimization algorithms thus far in this chapter correspond to rapid cooling or quenching. In all cases, we have gone greedily for the quick, nearby solution: From the starting point, go immediately downhill as far as you can go. This, as often remarked above, leads to a local, but not necessarily a global, minimum. Nature's own minimization algorithm is based on quite a different procedure. The so-called Boltzmann probability distribution,

$$\text{Prob}\,(E) \sim \exp(-E/kT) \tag{10.9.1}$$

expresses the idea that a system in thermal equilibrium at temperature T has its energy probabilistically distributed among all different energy states E. Even at low temperature, there is a chance, albeit very small, of a system being in a high energy state. Therefore, there is a corresponding chance for the system to get out of a local energy minimum in favor of finding a better, more global, one. The quantity k (Boltzmann's constant) is a constant of nature that relates temperature to energy. In other words, the system sometimes goes *uphill* as well as downhill; but the lower the temperature, the less likely is any significant uphill excursion.

In 1953, Metropolis and coworkers [5] first incorporated these kinds of principles into numerical calculations. Offered a succession of options, a simulated thermodynamic system was assumed to change its configuration from energy E_1 to energy E_2 with probability $p = \exp[-(E_2 - E_1)/kT]$. Notice that if $E_2 < E_1$, this probability is greater than unity; in such cases the change is arbitrarily assigned a probability $p = 1$, i.e., the system *always* took such an option. This general scheme, of always taking a downhill step while *sometimes* taking an uphill step, has come to be known as the Metropolis algorithm.

To make use of the Metropolis algorithm for other than thermodynamic systems, one must provide the following elements:

1. A description of possible system configurations.
2. A generator of random changes in the configuration; these changes are the "options" presented to the system.
3. An objective function E (analog of energy) whose minimization is the goal of the procedure.
4. A control parameter T (analog of temperature) and an *annealing schedule* which tells how it is lowered from high to low values, e.g., after how many random changes in configuration is each downward step in T taken, and how large is that step. The meaning of "high" and "low" in this context, and the assignment of a schedule, may require physical insight and/or trial-and-error experiments.

Combinatorial Minimization: The Traveling Salesman

A concrete illustration is provided by the traveling salesman problem. The proverbial seller visits N cities with given positions (x_i, y_i), returning finally to his or her city of origin. Each city is to be visited only once, and the route is to be made as short as possible. This problem belongs to a class known as *NP-complete* problems, whose computation time for an *exact* solution increases with N as $\exp(\text{const.} \times N)$, becoming rapidly prohibitive in cost as N increases. The traveling salesman problem also belongs to a class of minimization problems for which the objective function E

has many local minima. In practical cases, it is often enough to be able to choose from these a minimum which, even if not absolute, cannot be significantly improved upon. The annealing method manages to achieve this, while limiting its calculations to scale as a small power of N.

As a problem in simulated annealing, the traveling salesman problem is handled as follows:

1. *Configuration.* The cities are numbered $i = 1 \dots N$ and each has coordinates (x_i, y_i). A configuration is a permutation of the number $1 \dots N$, interpreted as the order in which the cities are visited.

2. *Rearrangements.* An efficient set of moves has been suggested by Lin [6]. The moves consist of two types: (a) A section of path is removed and then replaced with the same cities running in the opposite order; or (b) a section of path is removed and then replaced in between two cities on another, randomly chosen, part of the path.

3. *Objective Function.* In the simplest form of the problem, E is taken just as the total length of journey,

$$E = L \equiv \sum_{i=1}^{N} \sqrt{(x_i - x_{i+1})^2 + (y_i - y_{i+1})^2} \qquad (10.9.2)$$

with the convention that point $N + 1$ is identified with point 1. To illustrate the flexibility of the method, however, we can add the following additional wrinkle: Suppose that the salesman has an irrational fear of flying over the Mississippi River. In that case, we would assign each city a parameter μ_i, equal to $+1$ if it is east of the Mississippi, -1 if it is west, and take the objective function to be

$$E = \sum_{i=1}^{N} \left[\sqrt{(x_i - x_{i+1})^2 + (y_i - y_{i+1})^2} + \lambda(\mu_i - \mu_{i+1})^2 \right] \qquad (10.9.3)$$

A penalty 4λ is thereby assigned to any river crossing. The algorithm now finds the shortest path that avoids crossings. The relative importance that it assigns to length of path versus river crossings is determined by our choice of λ. Figure 10.9.1 shows the results obtained. Clearly, this technique can be generalized to include many conflicting goals in the minimization.

4. *Annealing schedule.* This requires experimentation. We first generate some random rearrangements, and use them to determine the range of values of ΔE that will be encountered from move to move. Choosing a starting value for the parameter T which is considerably larger than the largest ΔE normally encountered, we proceed downward in multiplicative steps each amounting to a 10 percent decrease in T. We hold each new value of T constant for, say, $100N$ reconfigurations, or for $10N$ successful reconfigurations, whichever comes first. When efforts to reduce E further become sufficiently discouraging, we stop.

The following traveling salesman program, using the Metropolis algorithm, illustrates the main aspects of the simulated annealing technique for combinatorial problems.

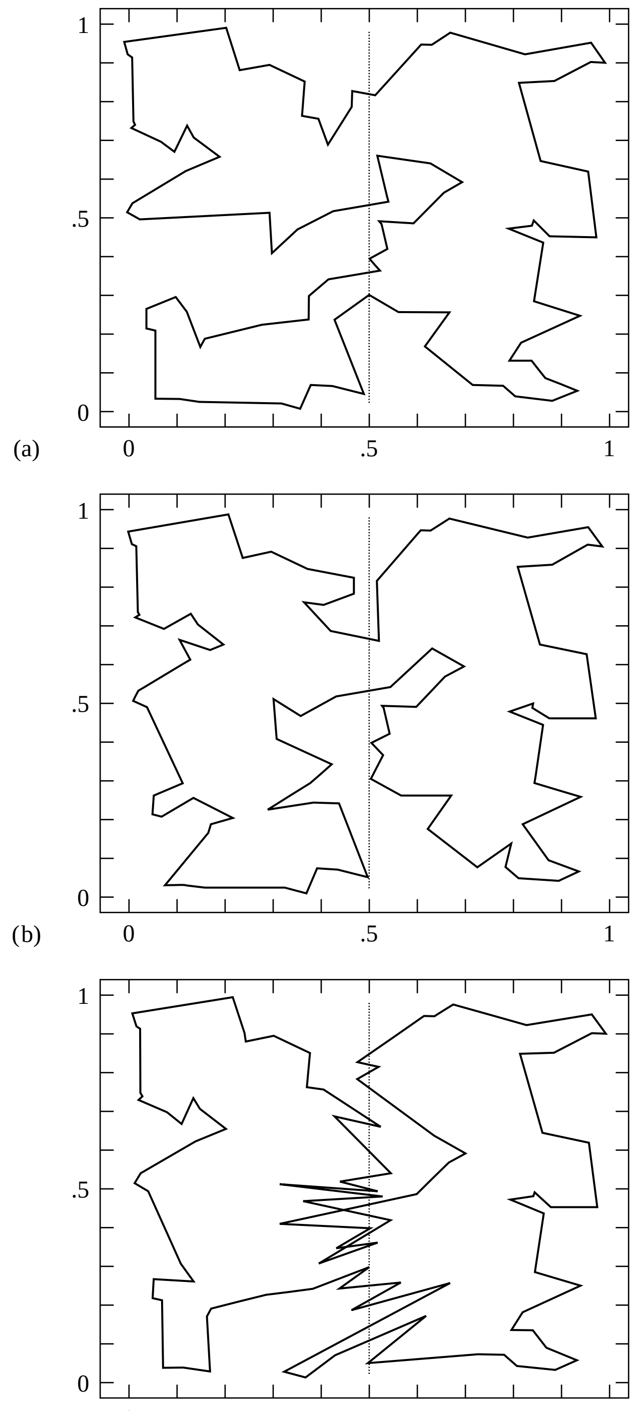

Figure 10.9.1. Traveling salesman problem solved by simulated annealing. The (nearly) shortest path among 100 randomly positioned cities is shown in (a). The dotted line is a river, but there is no penalty in crossing. In (b) the river-crossing penalty is made large, and the solution restricts itself to the minimum number of crossings, two. In (c) the penalty has been made negative: the salesman is actually a smuggler who crosses the river on the flimsiest excuse!

```
#include <stdio.h>
#include <math.h>
#define TFACTR 0.9              Annealing schedule: reduce t by this factor on each step.
#define ALEN(a,b,c,d) sqrt(((b)-(a))*((b)-(a))+((d)-(c))*((d)-(c)))

void anneal(float x[], float y[], int iorder[], int ncity)
```
This algorithm finds the shortest round-trip path to `ncity` cities whose coordinates are in the arrays `x[1..ncity]`,`y[1..ncity]`. The array `iorder[1..ncity]` specifies the order in which the cities are visited. On input, the elements of `iorder` may be set to any permutation of the numbers 1 to `ncity`. This routine will return the best alternative path it can find.
```
{
    int irbit1(unsigned long *iseed);
    int metrop(float de, float t);
    float ran3(long *idum);
    float revcst(float x[], float y[], int iorder[], int ncity, int n[]);
    void reverse(int iorder[], int ncity, int n[]);
    float trncst(float x[], float y[], int iorder[], int ncity, int n[]);
    void trnspt(int iorder[], int ncity, int n[]);
    int ans,nover,nlimit,i1,i2;
    int i,j,k,nsucc,nn,idec;
    static int n[7];
    long idum;
    unsigned long iseed;
    float path,de,t;

    nover=100*ncity;             Maximum number of paths tried at any temperature.
    nlimit=10*ncity;             Maximum number of successful path changes before con-
    path=0.0;                        tinuing.
    t=0.5;
    for (i=1;i<ncity;i++) {      Calculate initial path length.
        i1=iorder[i];
        i2=iorder[i+1];
        path += ALEN(x[i1],x[i2],y[i1],y[i2]);
    }
    i1=iorder[ncity];            Close the loop by tying path ends together.
    i2=iorder[1];
    path += ALEN(x[i1],x[i2],y[i1],y[i2]);
    idum = -1;
    iseed=111;
    for (j=1;j<=100;j++) {       Try up to 100 temperature steps.
        nsucc=0;
        for (k=1;k<=nover;k++) {
            do {
                n[1]=1+(int) (ncity*ran3(&idum));        Choose beginning of segment
                n[2]=1+(int) ((ncity-1)*ran3(&idum));    ..and. end of segment.
                if (n[2] >= n[1]) ++n[2];
                nn=1+((n[1]-n[2]+ncity-1) % ncity);      nn is the number of cities
            } while (nn<3);                                  not on the segment.
            idec=irbit1(&iseed);
            Decide whether to do a segment reversal or transport.
            if (idec == 0) {                       Do a transport.
                n[3]=n[2]+(int) (abs(nn-2)*ran3(&idum))+1;
                n[3]=1+((n[3]-1) % ncity);
                Transport to a location not on the path.
                de=trncst(x,y,iorder,ncity,n);     Calculate cost.
                ans=metrop(de,t);                  Consult the oracle.
                if (ans) {
                    ++nsucc;
                    path += de;
                    trnspt(iorder,ncity,n);        Carry out the transport.
                }
            } else {                               Do a path reversal.
                de=revcst(x,y,iorder,ncity,n);     Calculate cost.
                ans=metrop(de,t);                  Consult the oracle.
                if (ans) {
                    ++nsucc;
                    path += de;
                    reverse(iorder,ncity,n);       Carry out the reversal.
                }
            }
            if (nsucc >= nlimit) break;           Finish early if we have enough suc-
        }                                             cessful changes.
        printf("\n %s %10.6f %s %12.6f \n","T =",t,
            "     Path Length =",path);
        printf("Successful Moves: %6d\n",nsucc);
        t *= TFACTR;                              Annealing schedule.
        if (nsucc == 0) return;                   If no success, we are done.
    }
}
```

```
#include <math.h>
#define ALEN(a,b,c,d) sqrt(((b)-(a))*((b)-(a))+((d)-(c))*((d)-(c)))

float revcst(float x[], float y[], int iorder[], int ncity, int n[])
```

This function returns the value of the cost function for a proposed path reversal. ncity is the number of cities, and arrays x[1..ncity],y[1..ncity] give the coordinates of these cities. iorder[1..ncity] holds the present itinerary. The first two values n[1] and n[2] of array n give the starting and ending cities along the path segment which is to be reversed. On output, de is the cost of making the reversal. The actual reversal is not performed by this routine.

```
{
    float xx[5],yy[5],de;
    int j,ii;

    n[3]=1 + ((n[1]+ncity-2) % ncity);        Find the city before n[1] ..
    n[4]=1 + (n[2] % ncity);                  .. and the city after n[2].
    for (j=1;j<=4;j++) {
        ii=iorder[n[j]];                      Find coordinates for the four cities in-
        xx[j]=x[ii];                              volved.
        yy[j]=y[ii];
    }
    de = -ALEN(xx[1],xx[3],yy[1],yy[3]);      Calculate cost of disconnecting the seg-
    de -= ALEN(xx[2],xx[4],yy[2],yy[4]);          ment at both ends and reconnecting
    de += ALEN(xx[1],xx[4],yy[1],yy[4]);          in the opposite order.
    de += ALEN(xx[2],xx[3],yy[2],yy[3]);
    return de;
}
```

```
void reverse(int iorder[], int ncity, int n[])
```

This routine performs a path segment reversal. iorder[1..ncity] is an input array giving the present itinerary. The vector n has as its first four elements the first and last cities n[1],n[2] of the path segment to be reversed, and the two cities n[3] and n[4] that immediately precede and follow this segment. n[3] and n[4] are found by function revcst. On output, iorder[1..ncity] contains the segment from n[1] to n[2] in reversed order.

```
{
    int nn,j,k,l,itmp;

    nn=(1+((n[2]-n[1]+ncity) % ncity))/2;     This many cities must be swapped to
    for (j=1;j<=nn;j++) {                         effect the reversal.
        k=1 + ((n[1]+j-2) % ncity);           Start at the ends of the segment and
        l=1 + ((n[2]-j+ncity) % ncity);           swap pairs of cities, moving toward
        itmp=iorder[k];                           the center.
        iorder[k]=iorder[l];
        iorder[l]=itmp;
    }
}
```

```
#include <math.h>
#define ALEN(a,b,c,d) sqrt(((b)-(a))*((b)-(a))+((d)-(c))*((d)-(c)))

float trncst(float x[], float y[], int iorder[], int ncity, int n[])
```

This routine returns the value of the cost function for a proposed path segment transport. ncity is the number of cities, and arrays x[1..ncity] and y[1..ncity] give the city coordinates. iorder[1..ncity] is an array giving the present itinerary. The first three elements of array n give the starting and ending cities of the path to be transported, and the point among the remaining cities after which it is to be inserted. On output, de is the cost of the change. The actual transport is not performed by this routine.

```
{
    float xx[7],yy[7],de;
    int j,ii;

    n[4]=1 + (n[3] % ncity);                Find the city following n[3]..
    n[5]=1 + ((n[1]+ncity-2) % ncity);      ..and the one preceding n[1]..
    n[6]=1 + (n[2] % ncity);                ..and the one following n[2].
    for (j=1;j<=6;j++) {
        ii=iorder[n[j]];                    Determine coordinates for the six cities
        xx[j]=x[ii];                            involved.
        yy[j]=y[ii];
    }
    de = -ALEN(xx[2],xx[6],yy[2],yy[6]);    Calculate the cost of disconnecting the
    de -= ALEN(xx[1],xx[5],yy[1],yy[5]);        path segment from n[1] to n[2],
    de -= ALEN(xx[3],xx[4],yy[3],yy[4]);        opening a space between n[3] and
    de += ALEN(xx[1],xx[3],yy[1],yy[3]);        n[4], connecting the segment in the
    de += ALEN(xx[2],xx[4],yy[2],yy[4]);        space, and connecting n[5] to n[6].
    de += ALEN(xx[5],xx[6],yy[5],yy[6]);
    return de;
}
```

```
#include "nrutil.h"

void trnspt(int iorder[], int ncity, int n[])
```

This routine does the actual path transport, once metrop has approved. iorder[1..ncity] is an input array giving the present itinerary. The array n has as its six elements the beginning n[1] and end n[2] of the path to be transported, the adjacent cities n[3] and n[4] between which the path is to be placed, and the cities n[5] and n[6] that precede and follow the path. n[4], n[5], and n[6] are calculated by function trncst. On output, iorder is modified to reflect the movement of the path segment.

```
{
    int m1,m2,m3,nn,j,jj,*jorder;

    jorder=ivector(1,ncity);
    m1=1 + ((n[2]-n[1]+ncity) % ncity);     Find number of cities from n[1] to n[2]
    m2=1 + ((n[5]-n[4]+ncity) % ncity);     ...and the number from n[4] to n[5]
    m3=1 + ((n[3]-n[6]+ncity) % ncity);     ...and the number from n[6] to n[3].
    nn=1;
    for (j=1;j<=m1;j++) {
        jj=1 + ((j+n[1]-2) % ncity);        Copy the chosen segment.
        jorder[nn++]=iorder[jj];
    }
    for (j=1;j<=m2;j++) {                   Then copy the segment from n[4] to
        jj=1+((j+n[4]-2) % ncity);              n[5].
        jorder[nn++]=iorder[jj];
    }
    for (j=1;j<=m3;j++) {                   Finally, the segment from n[6] to n[3].
        jj=1 + ((j+n[6]-2) % ncity);
        jorder[nn++]=iorder[jj];
    }
    for (j=1;j<=ncity;j++)                  Copy jorder back into iorder.
        iorder[j]=jorder[j];
    free_ivector(jorder,1,ncity);
}
```

```
#include <math.h>

int metrop(float de, float t)
```
Metropolis algorithm. `metrop` returns a boolean variable that issues a verdict on whether to accept a reconfiguration that leads to a change `de` in the objective function `e`. If `de<0`, `metrop` = 1 (true), while if `de>0`, `metrop` is only true with probability `exp(-de/t)`, where `t` is a temperature determined by the annealing schedule.
```
{
    float ran3(long *idum);
    static long gljdum=1;

    return de < 0.0 || ran3(&gljdum) < exp(-de/t);
}
```

Continuous Minimization by Simulated Annealing

The basic ideas of simulated annealing are also applicable to optimization problems with continuous N-dimensional control spaces, e.g., finding the (ideally, global) minimum of some function $f(\mathbf{x})$, in the presence of many local minima, where $\mathbf{x}$ is an N-dimensional vector. The four elements required by the Metropolis procedure are now as follows: The value of f is the objective function. The system state is the point $\mathbf{x}$. The control parameter T is, as before, something like a temperature, with an annealing schedule by which it is gradually reduced. And there must be a generator of random changes in the configuration, that is, a procedure for taking a random step from $\mathbf{x}$ to $\mathbf{x} + \Delta\mathbf{x}$.

The last of these elements is the most problematical. The literature to date [7-10] describes several different schemes for choosing $\Delta\mathbf{x}$, none of which, in our view, inspire complete confidence. The problem is one of efficiency: A generator of random changes is inefficient if, *when local downhill moves exist*, it nevertheless almost always proposes an uphill move. A good generator, we think, should not become inefficient in narrow valleys; nor should it become more and more inefficient as convergence to a minimum is approached. Except possibly for [7], all of the schemes that we have seen are inefficient in one or both of these situations.

Our own way of doing simulated annealing minimization on continuous control spaces is to use a modification of the downhill simplex method (§10.4). This amounts to replacing the single point $\mathbf{x}$ as a description of the system state by a simplex of $N + 1$ points. The "moves" are the same as described in §10.4, namely reflections, expansions, and contractions of the simplex. The implementation of the Metropolis procedure is slightly subtle: We *add* a positive, logarithmically distributed random variable, proportional to the temperature T, to the stored function value associated with every vertex of the simplex, and we *subtract* a similar random variable from the function value of every new point that is tried as a replacement point. Like the ordinary Metropolis procedure, this method always accepts a true downhill step, but sometimes accepts an uphill one. In the limit $T \to 0$, this algorithm reduces exactly to the downhill simplex method and converges to a local minimum.

At a finite value of T, the simplex expands to a scale that approximates the size of the region that can be reached at this temperature, and then executes a stochastic, tumbling Brownian motion within that region, sampling new, approximately random, points as it does so. The efficiency with which a region is explored is independent of its narrowness (for an ellipsoidal valley, the ratio of its principal axes) and orientation. If the temperature is reduced sufficiently slowly, it becomes highly likely that the simplex will shrink into that region containing the lowest relative minimum encountered.

As in all applications of simulated annealing, there can be quite a lot of problem-dependent subtlety in the phrase "sufficiently slowly"; success or failure is quite often determined by the choice of annealing schedule. Here are some possibilities worth trying:

- Reduce T to $(1-\epsilon)T$ after every m moves, where ϵ/m is determined by experiment.
- Budget a total of K moves, and reduce T after every m moves to a value $T = T_0(1-k/K)^\alpha$, where k is the cumulative number of moves thus far, and α is a constant, say 1, 2, or 4. The optimal value for α depends on the statistical distribution of relative minima of various depths. Larger values of α spend more iterations at lower temperature.
- After every m moves, set T to β times $f_1 - f_b$, where β is an experimentally determined constant of order 1, f_1 is the smallest function value currently represented in the simplex, and f_b is the best function ever encountered. However, never reduce T by more than some fraction γ at a time.

Another strategic question is whether to do an occasional *restart*, where a vertex of the simplex is discarded in favor of the "best-ever" point. (You must be sure that the best-ever point is not currently in the simplex when you do this!) We have found problems for which restarts — every time the temperature has decreased by a factor of 3, say — are highly beneficial; we have found other problems for which restarts have no positive, or a somewhat negative, effect.

You should compare the following routine, `amebsa`, with its counterpart `amoeba` in §10.4. Note that the argument `iter` is used in a somewhat different manner.

```
#include <math.h>
#include "nrutil.h"
#define GET_PSUM \
                    for (n=1;n<=ndim;n++) {\
                    for (sum=0.0,m=1;m<=mpts;m++) sum += p[m][n];\
                    psum[n]=sum;}
extern long idum;                               Defined and initialized in main.
float tt;                                       Communicates with amotsa.

void amebsa(float **p, float y[], int ndim, float pb[], float *yb, float ftol,
    float (*funk)(float []), int *iter, float temptr)
```

Multidimensional minimization of the function `funk(x)` where `x[1..ndim]` is a vector in `ndim` dimensions, by simulated annealing combined with the downhill simplex method of Nelder and Mead. The input matrix `p[1..ndim+1][1..ndim]` has `ndim+1` rows, each an `ndim`-dimensional vector which is a vertex of the starting simplex. Also input are the following: the vector `y[1..ndim+1]`, whose components must be pre-initialized to the values of `funk` evaluated at the `ndim+1` vertices (rows) of `p`; `ftol`, the fractional convergence tolerance to be achieved in the function value for an early return; `iter`, and `temptr`. The routine makes `iter` function evaluations at an annealing temperature `temptr`, then returns. You should then decrease temptr according to your annealing schedule, reset iter, and call the routine again (leaving other arguments unaltered between calls). If iter is returned with a positive value, then early convergence and return occurred. If you initialize yb to a very large value on the first call, then yb and pb[1..ndim] will subsequently return the best function value and point ever encountered (even if it is no longer a point in the simplex).

```
{
    float amotsa(float **p, float y[], float psum[], int ndim, float pb[],
        float *yb, float (*funk)(float []), int ihi, float *yhi, float fac);
    float ran1(long *idum);
    int i,ihi,ilo,j,m,n,mpts=ndim+1;
    float rtol,sum,swap,yhi,ylo,ynhi,ysave,yt,ytry,*psum;

    psum=vector(1,ndim);
    tt = -temptr;
    GET_PSUM
    for (;;) {
        ilo=1;                                  Determine which point is the highest (worst),
        ihi=2;                                      next-highest, and lowest (best).
        ynhi=ylo=y[1]+tt*log(ran1(&idum));      Whenever we "look at" a vertex, it gets
        yhi=y[2]+tt*log(ran1(&idum));               a random thermal fluctuation.
        if (ylo > yhi) {
            ihi=1;
            ilo=2;
            ynhi=yhi;
            yhi=ylo;
            ylo=ynhi;
        }
        for (i=3;i<=mpts;i++) {                 Loop over the points in the simplex.
            yt=y[i]+tt*log(ran1(&idum));        More thermal fluctuations.
            if (yt <= ylo) {
                ilo=i;
                ylo=yt;
            }
            if (yt > yhi) {
                ynhi=yhi;
                ihi=i;
                yhi=yt;
            } else if (yt > ynhi) {
                ynhi=yt;
            }
        }
        rtol=2.0*fabs(yhi-ylo)/(fabs(yhi)+fabs(ylo));
        Compute the fractional range from highest to lowest and return if satisfactory.
        if (rtol < ftol || *iter < 0) {        If returning, put best point and value in
            swap=y[1];                              slot 1.
            y[1]=y[ilo];
            y[ilo]=swap;
            for (n=1;n<=ndim;n++) {
                swap=p[1][n];
                p[1][n]=p[ilo][n];
                p[ilo][n]=swap;
            }
            break;
        }
        *iter -= 2;
        Begin a new iteration. First extrapolate by a factor −1 through the face of the simplex
        across from the high point, i.e., reflect the simplex from the high point.
        ytry=amotsa(p,y,psum,ndim,pb,yb,funk,ihi,&yhi,-1.0);
        if (ytry <= ylo) {
            Gives a result better than the best point, so try an additional extrapolation by a
            factor of 2.
            ytry=amotsa(p,y,psum,ndim,pb,yb,funk,ihi,&yhi,2.0);
        } else if (ytry >= ynhi) {
            The reflected point is worse than the second-highest, so look for an intermediate
            lower point, i.e., do a one-dimensional contraction.
            ysave=yhi;
            ytry=amotsa(p,y,psum,ndim,pb,yb,funk,ihi,&yhi,0.5);
            if (ytry >= ysave) {              Can't seem to get rid of that high point.
                for (i=1;i<=mpts;i++) {           Better contract around the lowest
                    if (i != ilo) {               (best) point.
                        for (j=1;j<=ndim;j++) {
                            psum[j]=0.5*(p[i][j]+p[ilo][j]);
                            p[i][j]=psum[j];
                        }
                        y[i]=(*funk)(psum);
                    }
                }
                *iter -= ndim;
                GET_PSUM                      Recompute psum.
            }
        } else ++(*iter);                     Correct the evaluation count.
    }
    free_vector(psum,1,ndim);
}
```

```
#include <math.h>
#include "nrutil.h"

extern long idum;                         Defined and initialized in main.
extern float tt;                          Defined in amebsa.

float amotsa(float **p, float y[], float psum[], int ndim, float pb[],
    float *yb, float (*funk)(float []), int ihi, float *yhi, float fac)
Extrapolates by a factor fac through the face of the simplex across from the high point, tries
it, and replaces the high point if the new point is better.
{
    float ran1(long *idum);
    int j;
    float fac1,fac2,yflu,ytry,*ptry;

    ptry=vector(1,ndim);
    fac1=(1.0-fac)/ndim;
    fac2=fac1-fac;
    for (j=1;j<=ndim;j++)
        ptry[j]=psum[j]*fac1-p[ihi][j]*fac2;
    ytry=(*funk)(ptry);
    if (ytry <= *yb) {                    Save the best-ever.
        for (j=1;j<=ndim;j++) pb[j]=ptry[j];
        *yb=ytry;
    }
    yflu=ytry-tt*log(ran1(&idum));        We added a thermal fluctuation to all the current
    if (yflu < *yhi) {                        vertices, but we subtract it here, so as to give
        y[ihi]=ytry;                          the simplex a thermal Brownian motion: It
        *yhi=yflu;                            likes to accept any suggested change.
        for (j=1;j<=ndim;j++) {
            psum[j] += ptry[j]-p[ihi][j];
            p[ihi][j]=ptry[j];
        }
    }
    free_vector(ptry,1,ndim);
    return yflu;
}
```

There is not yet enough practical experience with the method of simulated annealing to say definitively what its future place among optimization methods will be. The method has several extremely attractive features, rather unique when compared with other optimization techniques.

First, it is not "greedy," in the sense that it is not easily fooled by the quick payoff achieved by falling into unfavorable local minima. Provided that sufficiently general reconfigurations are given, it wanders freely among local minima of depth less than about T. As T is lowered, the number of such minima qualifying for frequent visits is gradually reduced.

Second, configuration decisions tend to proceed in a logical order. Changes that cause the greatest energy differences are sifted over when the control parameter T is large. These decisions become more permanent as T is lowered, and attention then shifts more to smaller refinements in the solution. For example, in the traveling salesman problem with the Mississippi River twist, if λ is large, a decision to cross the Mississippi only twice is made at high T, while the specific routes on each side of the river are determined only at later stages.

The analogies to thermodynamics may be pursued to a greater extent than we have done here. Quantities analogous to specific heat and entropy may be defined, and these can be useful in monitoring the progress of the algorithm towards an acceptable solution. Information on this subject is found in [1].

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