Simulated Annealing
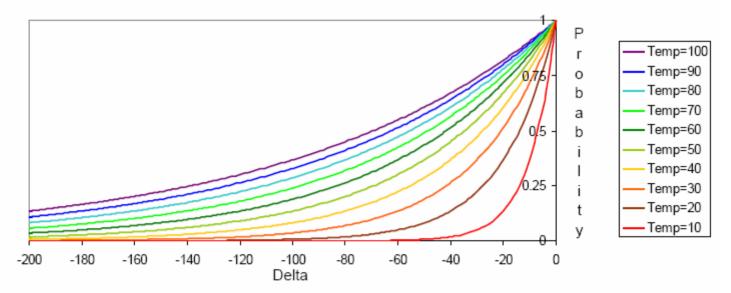
- Acceptance criterion and cooling schedule

if (delta>=0) accept

else if ($random < e^{delta/Temp}$) accept, else reject /* 0<=random<=1 */

Initially temperature is very high (most bad moves accepted)

Temp slowly goes to 0, with multiple moves attempted at each temperature

Final runs with temp=0 (always reject bad moves) greedily "quench" the system