

## **A Mushy State Simulated Annealing**

**Kambiz Shojae<sup>1\*</sup>, Hamed Shakouri<sup>2</sup>, Mohammad Bagher Menhaj<sup>3</sup>**

<sup>1</sup>Low-Power High-Performance Nanosystems Laboratory, School of Electrical and Computer Engineering,  
University of Tehran  
k.shojae@ece.ut.ac.ir

<sup>2</sup>Industrial Engineering Department, University of Tehran, Tehran, Iran  
hshakouri@ut.ac.ir

<sup>3</sup>Electrical Engineering Department, Amirkabir University of Technology  
menhaj@aut.ac.ir

### **ABSTRACT**

It is a long time that the Simulated Annealing (SA) procedure is introduced as a model-free optimization for solving NP-hard problems. Improvements from the standard SA in the recent decade mostly concentrate on combining its original algorithm with some heuristic methods. These modifications are rarely happened to the initial condition selection methods from which the annealing schedules starts or the time schedule itself. There are several parameters in the process of annealing, the adjustment of which affects the overall performance. This paper focuses on the importance of initial temperature and then proposes a lower temperature with low energy to speed up the process, using an auxiliary memory to buffer the best solution. Such an annealing indeed starts from a “mushy state” rather than a quite liquid molten material. The mushy state characteristics depends on the problems that SA is being applied to solve for. In this paper, the Mushy State Simulated Annealing (MSSA) is fully developed and then applied to the popular Traveling Salesman Problem (TSP). The mushy state may be obtained by some simple methods like crossover elimination. A very fast version of a Wise Traveling Salesman, who starts from a randomly chosen city and seeks for the nearest one as the next, is also applied to initiate SA by a low-energy, low-temperature state. This fast method results in quite accurate solutions compared to the methods recently cited in the literature.

**Keywords:** Combinatorial Optimization, Traveling Salesman, Initial Condition

### **1. INTRODUCTION**

Simulated Annealing (SA) is one of the earliest methods for derivative-free optimization such as Tabu Search (TS) (Kirkpatrick et al. (1983)). Although it was introduced first to solve combinatorial discrete problems (Garey and Johnson (1979)), it has recently shown a high attitude for solution of continuous problems as well (Tsang and Wiese (2007), Hung et al. (2008), Smith et al. (2008)). SA is derived from physical behaviour of molten metal when the temperature is slowly falling to form a regular crystalline solid structure. There are two key parameters in the cooling

---

\* Corresponding Author

process that determine how firm or amorphous will be the result for the metal in its frozen state. The first one is the initial temperature from which the cooling starts; and the second is the rate by which the temperature is falling.

Concerning the rate of decay, it should be low enough to allow the atoms in the molten metal to line them up and give enough time to form a crystal lattice with the minimum internal energy. Evidently, a slow decay will lead to a long time for the solidifying process. To reduce the time, one may think of a low initial temperature. However, on the other hand, if the initial temperature is not high enough, atoms of the molten metal would not have enough freedom to rearrange their positions in a very regular minimum energy structure.

Although there are some theoretical limits and formulations to choose a proper cooling rate, for example see Kravitz and Rutenbar (1987), Aarts and Korst (1989), Pepper et al. (2002), Cho et al. (1998), Yip and Pao (1995), Soh (1995), Pao et al. (1999), Lin et al. (1993), Thompson and Bilbro (2005), Chen et al. (1998), Wong and Constantinides (1998), Ingber and Rosen (1992), Wang et al. (2004), He (2002), Wu and Chow (2007), Jang et al. (1997), Dueck and Scheuer (1990)). However, there is not any deterministic criterion to set the initial pseudo-temperature in the literature. For instance, applying the standard SA to the travelling salesman problem (TSP), one may set it to 0.5 and change it by 10% at each iteration (Cho et al. (1998)), while some others prefer the initial temperature of 1000 and reducing it by 1%, i.e. a factor of 0.990 (Yip and Pao (1995)). Moreover, the concept is a case dependent one and even may not fit to a bounded range, e.g. in some articles it is even initialized in a range from 0.001 to 100 (Soh (1995)).

There are a few research papers that suggest a formulation to relate the initial temperature to particular characteristics of the problem. Pao et al. considered an initial temperature such that the initial acceptance rate is about 70% (Pao et al. (1999)). Feng-Tse Lin, et al. proposed an Annealing-Genetic approach and use the following formula (Lin et al. (1993)):

$$T_0 = \Delta E / (\text{Population Size}/2),$$

where  $\Delta E$  is the difference between the highest cost and the lowest one found for the first generation of the randomly generated population.

Thompson and Bilbro set the initial temperature by defining a probability function for energy change in continuous problems. The probability of accepting a higher cost solution was set to 0.75. The following probability distribution is then solved to find  $T_0$  (Thompson and Bilbro (2005)):

$$p = \exp(\Delta E / T),$$

where  $\Delta E$  is the average cost of the random solutions plus its standard deviation.

Hao Chen et al. set the initial temperature such that the initial acceptance probability for an average uphill move is 0.97 (Chen et al. (1998)).

Although SA algorithms are conceptually simple, it is by no means simple or straightforward to find optimal parameters such as initial temperature, the annealing schedule, the acceptance function parameters, etc. The reasons may be stated as, 1) setting parameters for SA is problem dependent, and it is best accomplished through trial and error, 2) many studies have demonstrated that SA algorithms are very sensitive to parameters, and their performances are largely dependent on fine tuning of the parameters (Wong and Constantinides (1998)).

The problem dependent nature of setting parameters for SA and its sensitivity to parameters limit the effectiveness and robustness of SA algorithms. SA possesses a formal proof of convergence to the global optimum. This convergence proof relies on a very slow cooling schedule of setting the initial condition to a sufficiently large temperature and let it decay by  $T_k = T_0 / \log(k)$ , where  $k$  is bounded by the number of iterations (Ingber and Rosen (1992)). While this cooling schedule is impractical, it identifies a useful trade-off where longer cooling schedules tend to lead to better quality solutions.

Furthermore, the stochastic simulated annealing (SSA) (Aarts and Korst (1989)) tends to find a global optimum if the annealing process is carried out sufficiently slowly. It means that SSA is able to find high-quality solutions (global optimum or near-global-optimum), if the temperature is reduced exponentially but with a sufficiently small rate of decay. For many applications, this may lead to a prohibitively long relaxation time in order to find solutions of acceptable quality, and conversely, reasonably long periods of time may still result in poor solutions. Lipo Wang et al. have used chaotic neural networks in combination with the best features of SSA and have shown experimentally the effectiveness of this new stochastic chaotic simulated annealing (SCSA) (Wang et al. (2004)). However, there is not any especial idea on the initializing or the cooling schedule in this approach. Before, Yuyao He had applied a chaotic noise to a Hopfield neural network and had set the annealing process such that the chaotic noise gradually reduced. Though the process was initially chaotic, eventually it was convergent, leading to a richer and more flexible dynamics (He (2002)).

In summary, we observe that there is a trade off between choosing a high initial temperature (or choosing a low rate of cooling), and gaining a short processing time (or finding the minimum energy structure). A similar trade off exists when applying SA to any optimization problem like TSP. Assuming the objective function of an optimization problem to be an energy function, and the initial guesses for the unknown variables to be the original problem, the aforementioned trade off surely appears as depicted below:

Initial temperature $\uparrow$	$\Rightarrow$ Optimization time $\uparrow$
Initial temperature $\downarrow$	$\Rightarrow$ Final energy $\uparrow$ (Local minima)
Rate of cooling $\uparrow$	$\Rightarrow$ Final energy $\uparrow$ (Local minima)
Rate of cooling $\downarrow$	$\Rightarrow$ Optimization time $\uparrow$

It is easy to deduce that selection of a proper set of optimization parameters for SA itself is a multi-objective decision making (optimization) problem. In this paper, we will investigate the first one, i.e. the initial temperature, and propose an approach to speed up the algorithm, while obtaining accurate solutions for the popular case study of TSP.

It is usual to select a very high temperature that provides a suitable initial condition with enough mobility for the atoms to move freely to new locations far away enough in order to form as possible as minimum-energy structures. A certain criterion is to set the initial temperature large enough that almost any trial point (state) will be admissible. This may cause the SA process to experiment new admissible points with even higher energy states. As the temperature decays, the probability to accept states that do not reduce the energy decreases.

Since the cooling process that starts from a high temperature in a liquid-like state is time consuming, this paper proposes to start annealing from a state in a lower temperature with a lower

internal energy. Such a state is called a “mushy state”, rather than a liquid state. In such reduced temperatures with low energy, the ratio of admissible states to the total trials may be less than 10%, compared to that of usual high temperatures.

After that the state is set to a lower energy state in a lower initial temperature, the annealing process can bring us the benefit of a faster local search and find the optimal state with the minimum energy. Starting from a very high temperature the metal should be cooled slowly, otherwise the atoms do not have time to orient themselves into a regular structure; however, if the initial state is imposed to the atoms in a low energy low temperature, we can adjust the cooling rate to be faster.

Perhaps there are many optimization methods, even direct (random search methods) that can be applied as a prelude for SA. A simple algorithm that is used in this paper is to eliminate all intersecting paths in an initially selected random tour. A second simple method is also applied in this paper to show independence of MSSA to the method that the initial tour is found.

The rest of the paper is organized in five sections. The standard SA and TSP are briefly introduced in sections 2 and 3. Section 4 describes first how to chose the initial conditions and how to schedule the annealing, and then presents the MSSA algorithm. The results obtained applying the proposed method are given in section 5, where we have compared the best, the worst and the average error in the final solution (if available) with some recent studies. Finally, section 6 concludes the paper.

## 2. A SHORT OVERVIEW ON THE SA

Rather than giving a detailed description of SA, herein the fundamental terminology of SA is explained shortly (Wang et al. (2004), Jang et al. (1997)). The method consists of four main parts.

### 2.1. Objective function

An objective function  $f(\cdot)$  is a mapping from an input vector  $\underline{x}$  into a scalar  $E$ :

$$E = f(\underline{x}), \quad (1)$$

where each  $\underline{x}$  is assumed as a point in an input vector space. The SA is to sample the input space effectively to find an  $\underline{x}$  that minimizes  $E$ . The input vector may be the structure of the atoms and/or their movements limited to that structure, and  $E$  may be the internal energy of the metal. In TSP,  $\underline{x}$  is the tour sequence and  $E$  is the total cost (distance) of travelling.

### 2.2. Generating function

A generating function  $g(\cdot, \cdot)$  specifies the probability density function of the difference between the current point and the next point to be visited. Specifically,  $\Delta\underline{x}$  ( $= \underline{x}_{new} - \underline{x}$ ) is a random variable with probability density function  $g(\Delta\underline{x}, T)$ , where  $T$  is the pseudo-temperature. If  $E$  is the internal energy of the metal,  $T$  is the real temperature; however, in TSP it can be interpreted as percentage of the new points leading to reduction of the total cost. Clearly, if the number of intersecting paths in a tour  $\underline{x}$  is large, we can assume that the pseudo-temperature is high. Usually  $g(\cdot, \cdot)$  is independent of the temperature. However, in the conventional SA, also known as Boltzmann machines, the generating function is a Gaussian probability density function:

$$g(\Delta\underline{x}, T) = (2\pi T)^{-n/2} \exp[-|\Delta\underline{x}|^2 / (2T)], \quad (2)$$

where  $n$  is the dimension of the space under exploration. One may replace the Cauchy distribution with a fatter tail for the Gaussian distribution to give the chance to explore new points in the space farther from the current point while searching the space.

For discrete or combinatorial optimization problems, like TSP, each  $\underline{x}$  is not necessarily an  $n$ -vector with unconstrained values. Instead, each  $\underline{x}$  is restricted to be one of  $N$  points that comprise the solution space or the input space. Usually  $N$  is very large but finite so that to reduce probability of a time consuming search without any result. Since, adding randomly generated  $\Delta\underline{x}$  to a current point  $\underline{x}$  may not generate another legal point in the solution space, instead of using generating functions, a *move set* is usually defined to find the next admissible point, denoted by  $M(\underline{x})$ . This creates the set of admissible points available for exploration after  $\underline{x}$ . Usually the move set, i.e.  $M(\underline{x})$ , is chosen in the sense that the objective function at any point of the move set, i.e. a set of *neighbouring* points  $\underline{x}+\Delta\underline{x}$ , will not differ too much from the objective function at  $\underline{x}$ . The definition of the move set is problem dependent. For TSP there are at least three kinds of move sets properly defined and frequently used by researchers: *Inversion*, *Translation*, and *Switching* (Jang et al. (1997)). An especial variant of inversion is the simple idea of *Crossover elimination*.

Once the move set is defined,  $\underline{x}_{new}$  is usually selected at random from the move set, such that all neighbouring points have an equal probability of being chosen. In this paper, we have fixed the move set to the inversion, which has shown better performance compared to that of the others.

### 2.3. Acceptance function

After that the objective is evaluated for a new point  $\underline{x}_{new}$ , SA decides whether to accept or reject it based on the value of an acceptance function  $h(.,.)$ . The most frequently used acceptance function is the *Boltzmann probability distribution*:

$$h(\Delta E, T) = \frac{1}{1 + \exp(\Delta E/(cT))} \quad (3)$$

where  $c$  is a constant,  $T$  is the temperature, and  $\Delta E$  is the energy difference between  $\underline{x}_{new}$  and  $\underline{x}$ :

$$\Delta E = f(\underline{x}_{new}) - f(\underline{x}) \quad (4)$$

Usually  $\underline{x}_{new}$  is accepted with probability  $h(\Delta E, T)$ . If  $\Delta E$  is negative, SA tends to accept the new point to reduce the energy. Nevertheless, if  $\Delta E$  is positive SA may also accept the new point and move to a higher energy state. It means, SA can move uphill or downhill; but the lower the temperature, the less likely to accept any significant upward change.

There are several alternatives for the acceptance function. A simple alternative with approximately the same behaviour is:

$$h(\Delta E, T) = \exp\left(-\frac{\Delta E}{cT}\right) \quad (5)$$

where there is no need to check for the sign of  $\Delta E$ . Instead, if  $h(\Delta E, T)$  is greater than a uniformly distributed random number, the new point is accepted. A deterministic alternative method is to use *Threshold Accepting*, where  $\underline{x}_{new}$  is accepted just if  $\Delta E < cT$  (Dueck and Scheuer (1990)).

## 2.4. Annealing schedule

An annealing or cooling schedule regulates how rapidly the temperature  $T$  goes from high to low values, as a function of time or iteration counts. There are not so many works discussing the initial temperature selection or even the cooling schedule. Indeed, the exact interpretation of *high* and *low* and the specification of a good annealing schedule require certain problem-specific physical insights and/or trial-and-errors. The easiest way of setting an annealing schedule is to decrease the temperature  $T$  by a certain percentage at the  $k^{\text{th}}$  iteration:

$$T_{k+1} = \alpha T_k \quad (6)$$

where  $0 < \alpha < 1$  is an adjusting parameter. It is proved that a *Boltzmann machine* using the aforementioned generating function can find a global optimum of  $f(\underline{x})$  if the temperature  $T$  is reduced not faster than  $T_0 / \log(k)$  (Ingber and Rosen (1992)). Researchers have used various cooling strategies, among which we choose the following:

$$T_{k+1} = T_k / \log(k^{1/D}), \quad (7)$$

where  $D$  is set to 2.

## 3. TRAVELING SALESMAN PROBLEM (TSP)

Travelling Salesman Problem (TSP) seems to be the most well-known typical NP-hard problem. Given a set of nodes and a set of weights specifying cost to travel between each two nodes, the optimal solution is to find a closed loop of the paths with minimal total weights in a finite complete graph.

Let us denote the set of “cities” in TSP as  $C = \{c_1, c_2, \dots, c_n\}$  accompanying a matrix  $D_T$ , an element of which is called  $d_{ij}$  that gives the distance or cost function (weight) for going from  $t_i$  to  $t_j$ . In real problems, usually the coordinates of the cities are given, by which the matrix  $D_T$  can be easily computed.

The path linking the two cities here is called a “link”. A sequence of cities  $C^* = [c_{s_1}, c_{s_2}, \dots, c_{s_n}]$  denotes a admissible solution of TSP (the salesman must visit each city once and only once), where  $\{s_1, s_2, \dots, s_n\}$  is a sequence of  $\{1, \dots, n\}$ . Then, the Travelling Salesman Problem's optimal goal can be expressed as minimizing the following objective function interpreted as energy function:

$$E(C) = d_{s_1 s_n} + \sum_{i=1}^{n-1} d_{s_i s_{i+1}} \quad (8)$$

where  $C = [s_1, s_2, \dots, s_n]$  is the travelling tour. If all the costs between any two cities are equal in both directions, i.e.  $D_T$  is a symmetric matrix, the problem is called symmetric TSP; otherwise, it is called asymmetric (Reinelt (1995)).

Sometimes  $D_T$  is calculated based on the coordinates of the cities that may generate real numbers. Normally  $d_{ij}$ 's are rounded to integer numbers to standardize the results according to the standard code proposed in (Reinelt (1995)). Generation of the distance matrix,  $D_T$ , given the coordinates is a straightforward procedure. However, the reverse process is not possible for all cases.

Suppose the coordinates are given by two vectors namely  $X$  and  $Y$ . There are  $2n$  elements in the vectors  $X$  and  $Y$ , while a symmetric  $D_T$  contains  $\frac{1}{2} n \times (n - 1)$  elements. Each equation can be written as:

$$(x_i - x_j)^2 + (y_i - y_j)^2 = d_{ij}^2; \quad i = 1, \dots, n; \quad j = i + 1, \dots, n - 1; \quad (9)$$

where  $x_i$ ,  $y_i$ ,  $x_j$  and  $y_j$  are the  $i$ th and  $j$ th elements in  $X$  and  $Y$ , respectively. Therefore, the solution of  $n(n - 1)/2$  nonlinear equations available from  $D_T$  requires:

$$2n \leq \frac{1}{2} n \times (n - 1),$$

or equivalently:

$$n \geq 5$$

in order to find the  $2n$  unknown coordinates in  $X$  and  $Y$ .

Thus, there will not be a unique solution for cases with more than 5 cities. However, a feasible solution will suffice to apply the above modification to all cases with  $n \geq 5$ . Note that the nonlinear equations should be solved just once to find the feasible solution for the coordinates  $X$  and  $Y$ . It is obvious that for an asymmetric  $D_T$  there is no solution without any extra information.

#### 4. INITIALIZING AND ANNEALING SCHEDULE

As mentioned before, there are not many articles discussing about the initial condition issue when the annealing process starts. The main idea proposed in this paper is originated from the behaviour of the metal during the annealing process. The cooling schedule is an exponential shape function of the time that can be divided into three parts. The first part is a rapidly decaying curve with a high slope in average and the last one is the ending part of the exponential function with an almost frozen state. The first part should be passed as fast as possible, while complying the lower bound on the rate of cooling, noting that the last part has almost no significant effect on the final result. Therefore, none of these two states are of interest in this paper. The initial temperature is proposed to be selected within the middle of the curve, as shown typically in Figure 1.

To assign a proxy for the temperature, we may use a ratio named  $\gamma$  defined as:

$$\gamma = \text{the ratio of accepted new points to the total trials.}$$

If the ratio is high, it means that the internal energy is high enough so that many of atoms motions in a way that reduce the energy are possible. The ratio should be close to one, say 0.9. Conversely, if the ratio is low, say 0.1, the metal is nearby to become frozen; there are not so many new structures that reduce the energy. We propose to start annealing from such an initial condition in the middle zone, i.e. a mushy or doughy state, rather than liquid or firm states.

##### 4.1. Initiating temperature and energy

We have applied two different methods to initialize both the temperature and energy in the mushy state. The first one is a simple algorithm for crossover elimination and the second one is an efficient fast simple method derived from a rough behaviour of a Wise Travelling Salesman (WTS), who seeks for the next nearest city. The following subsections describe the above two methods.

#### 4.1.1. Crossover Elimination

In the special case of TSP, knowing that the optimal tour will not contain any intersection of the paths, a simple yet fast algorithm of intersection detection and elimination is applied. Starting from a randomly generated initial tour, every couple of links with crossover should be deleted and replaced by swapping the two overlapping links. Figure 2 easily illustrates this idea.

To do so, without loss of generality, let us continue describing the algorithm for the case in which the input data is given in terms of the co-ordinates. Based on this assumption, we assume that the co-ordinates are arranged in two vectors named  $X$  and  $Y$ . Now, let assume that the initial random tour is named  $C_0$ . This vector is a sequence of the city indexes:

$$C_0 = [1, \dots, c_i, c_{i+1}, \dots, c_j, c_{j+1}, \dots].$$

Suppose the subscripts of the elements of the sequence be the same as shown in Figure 2. Therefore, the line equations for all links of the tour can be calculated, by which it is possible to check that if each of the two paths are intersected or not. We need to solve  $\frac{1}{2} n \times (n - 3)$  linear equations, where any valid solution should be in range of the coordinates  $X$  and  $Y$ , subsequently requiring:

$$x_{\min} < x_c < x_{\max}$$

$$y_{\min} < y_c < y_{\max}$$

where,  $x_c$  and  $y_c$  are coordinates of the intersection point of each pair of links with non-common ends, and  $x_{\min}$ ,  $x_{\max}$ ,  $y_{\min}$  and  $y_{\max}$  are respectively the minimum and maximum coordinates found on the two links. Note that checking one of the above two conditions suffices to ensure intersection occurrence. Then, if there is a cross over, like in Figure 2 (a), the sequence should be modified to generate  $T_m$  as:

$$C_m = [1, \dots, c_i, c_j, \dots, c_{i+1}, c_{j+1}, \dots].$$

which is shown in Figure 1 (b). It means that the  $(i+1)^{\text{th}}$  element should be exchanged with the  $j^{\text{th}}$  element. Then, it is clear that the total cost will be reduced, i.e.:

$$E(C_m) < E(C_0).$$

Once that crossover occurrence is checked for  $\frac{1}{2} n \times (n - 3)$  times in a tour and resolved by swapping the links, there may be new intersections generated. Therefore, the algorithm is iterated until no crossover is found in the final tour.

The algorithm is summarized below:

- (a) Generate an initial tour randomly;
- (b) Check for intersection of each path with all other non-neighbouring paths;
- (c) If there is a crossover, remove it by swapping the paths;
- (d) Repeat steps (b) and (c) until there is no crossover in the tour.



#### 4.1.2. Wise Traveling Salesman (WTS)

The basis thought beyond this algorithm is the way that a normal wise person may roughly decide on its next destination at each current position. For the first time that a normal person starts his/her travel, he/she may guess that a good path perhaps can continue from the nearest city. Indeed, at each step, the next city to travel is chosen among the nearest cities to the current city. Besides this original idea, one may apply a random walk process to let the traveler experience new experiments while using his/her wisdom to choose its next destination. It means that he/she examines other paths in the next experimental tour by changing some of the cities in the sequence randomly. Finally, he/she will give a weighting for his/her previously experienced tours in the next travel. However, in this paper we have not applied these two factors for initializing SA. Thus, the simplest version of this greedy method, which is discussed in details in (Shakouri et al. (2009)), can be summarized by the following steps:

- (e) Select the starting city randomly;
- (f) Compute the costs from the current city to all unvisited cities in a vector;
- (g) Sort the resulting vector elements and choose the next city with the least cost;
- (h) Calculate the total cost (distance) after completing the tour.

This way, the initial energy, and consequently the initial temperature when starting SA, will be much lower than its usual value.

#### 4.2. Annealing schedule

The proposed method also includes modifications to the annealing schedule to compensate side effects of shortening the annealing process. The first modification is to repeat generation of new points at each temperature until the acceptance is  $A_{Max}$ . The maximum iterations, sometimes called the Markov chain length, is initially considered such that  $A_{Max} = 100 \times n$ , where  $n$  is number of the cities in TSP. Since the acceptance probability exponentially decreases at each temperature, we may reduce  $A_{Max}$  by a constant ratio, say 0.9. However, in very low temperatures the acceptance probability is very low and there should be a criterion to agree that it is the freezing temperature. In this research, if the number of total iterations at each temperature, i.e. the Markov chain length, exceeds  $A_{Max} \times n$ , we stop the annealing process and call the current temperature as the freezing point.

Furthermore, in a normal SA, if the optimum solution is lost once that the algorithm faces an uphill acceptance there is enough opportunity to recover it in the future steps. When starting the annealing from low temperatures, the expected time to find the global optimum becomes shorter. Therefore, the first modification is a memory to keep the latest minimum energy solution found during all steps passed in the annealing. The best tour found is saved and inserted once in the process at each temperature in order to be later used in case to compared with the current situation. This will resolve the probability of missing the best previously obtained solution.

This way the annealing process is summarized as the following steps:

- (a) Set the initial temperature to a mushy state temperature, by employing a simple locally optimizing algorithm, where the acceptance ratio,  $\gamma$ , is about 10%;

- (b) Set the maximum acceptance to  $A_{\text{Max}} = 100 \times n$ ;
- (c) Start the annealing as usual, while:
  - i. Changing  $A_{\text{Max}}$  to  $0.9 \times A_{\text{Max}}$ ;
  - ii. Saving the best solution found up to now;
  - iii. Inserting the best solution to each Markov chain;
- (d) Stop the annealing process if the current Markov chain length is greater than  $A_{\text{Max}} \times n$ .

## 5. SIMULATION RESULTS

The proposed initializing method, so called Mushy State Simulated Annealing (MSSA), is applied to many benchmarks listed in TSPLIB (Reinelt (1995)). MSSA is run 40 times: 20 runs with an initial condition obtained by crossover elimination and 20 runs initialized by WTS. The initial conditions, i.e. the initial pseudo-temperature and the initial energy are case dependent parameters. As mentioned in Section 4, we used the ratio of accepted motions (new points), which are found based on an acceptance function like eqn. (5), to the total number of tried motions ( $\gamma$ ). If this ratio tends to zero, the case is in its solid state, and if it is very high (near to 1), then it is in the liquid state.

Figure 3 shows the relationship between the pseudo-temperature and the acceptance-trial ratio for the case of eli51 (a benchmark given by TSPLIB). It is seen that in high temperatures the ratio saturates to about 1, and in low temperatures the case has reached to its solid state with the minimum energy. Therefore, the best initial condition to start annealing is a temperature close to the melting point or the take off point in the curve, which is about the pseudo-temperature of 30 in this case.

The results for cases with less than 1432 cities are given below in Table 1, through which it will be easy to realize that the method has significantly improved SA. The optimal values given by the TSBLIB site, for each case are listed in the second column of the table. We have compared the best, the worst and the average of the errors in the results obtained by the proposed approach with other results those of given by recent novel studies (if the best and/or the worst cases are available). The error percentage is calculated by:

$$\delta = 100 (E - E^*) / E^*$$

where  $E^*$  is the optimal (minimum) energy.

The first method chosen for comparison is a Constructive Optimizing Neural Network (CONN) proposed in (Saadatmand-Tarzjan et al. (2007)), for which it is claimed that all runs has led to the same results, so that the best, the worst and the average of the solutions are the same. The second one is a Kohonen-Like decomposition method (Aras et al. (2003)), in its three different versions abbreviated by KD, KL and KG. The third is a Genetic Algorithm-Based Clustering (Cheng et al. (2002)). Four variants of this method are introduced and tested, the results of which are given as EER, SE, ECER and SP. The fourth collection of the methods compared in the table is categorized under the column entitled Self-Organizing neural networks. Four versions are given in the table namely KNIES-global, KNIES-local, Budinich and ESOM (Leung et al. (2004)). The results for the normal SA are also taken from the same reference. A set of enhanced methods called Self-Organizing Map designed by Genetic Algorithms is the fifth set. There also four columns quoted for

Table 1 Comparison between MSSA and other new methods for 24 benchmarks

TSP Benchmark	Optimal Solution	MSSA By Crossover Elimination			MSSA By WTS			CONN (Saadatmand-Tarzjan et al. (2007)) <sup>0</sup>			KOHONEN-LIKE Decomposition (Aras et al. (2003)) (Average $\delta$ )			Genetic Algorithm-Based Clustering (Cheng et al. (2002)) <sup>0</sup> (Average $\delta$ )				Self-Organizing neural networks (Leung et al. (2004)) (Average $\delta$ )					Self-Organizing Map designed by Genetic Algorithms (Jin et al. (2003)) (Average $\delta$ )				Memetic neural network (Creput and Koukam (2008))		
		Best $\delta$	Average $\delta$	Worst $\delta$	Best $\delta$	Average $\delta$	Worst $\delta$	Best $\delta$	Average $\delta$	Worst $\delta$	KD	KL	KG	EER	SE	ECER	SP	KNIES-global	KNIES-local	SA	Budnich	ESOM	Enhanced SOMs				Best $\delta$	Average $\delta$	
																							CEN	Budnich	ESOM	EISOM			
																										CEN	Budnich	ESOM	EISOM
eil51	426	0	0.36	0.94	0	0.79	1.88	2.58	2.58	2.58	3.50	2.86	2.86	1.16	7.19	0.23	0.23	2.86	2.86	2.33	3.10	2.10	1.88	2.48	0.93	1.97	1.64	2.14	
st70	675	0	1.02	1.63	0	0.90	1.48	2.96	2.96	2.96	3.67	1.51	2.33	-	-	-	-	2.33	1.51	2.14	1.70	2.09	-	-	-	-	0.59	0.99	
eil76	538	0	0.82	1.67	0	0.70	2.04	5.02	5.02	5.02	6.49	4.98	5.48	4.27	3.41	0.92	2.18	5.48	4.98	5.54	5.32	3.89	-	-	-	-	2.04	2.88	
gr96	514	0	0.83	1.36	0	0.53	1.17	3.61	3.61	3.61	-	-	-	10.62	8.07	3.09	2.46	-	-	4.12	2.09	1.03	4.39	0.46	0.46	0.53	-	-	
kroA100	21282	0	0.52	0.93	0.28	0.65	2.04	2.57	2.57	2.57	-	-	-	16.54	6.70	3.81	2.41	-	-	5.94	3.68	1.01	1.60	0.93	0.81	0.54	0.24	1.14	
rd100	7910	0.01	1.40	1.96	0.01	1.42	3.12	3.59	3.59	3.59	4.89	2.09	2.62	11.10	8.93	3.23	3.81	2.62	2.09	3.26	3.16	1.96	-	-	-	-	0.99	1.70	
eil101	629	0	0.90	1.91	0	1.97	3.34	4.61	4.61	4.61	6.84	4.66	5.63	17.99	8.71	4.55	4.12	5.63	4.66	5.74	5.24	3.43	2.07	4.31	2.72	2.92	2.07	3.15	
lin105	14379	0	0.52	1.00	0	0.33	0.77	0.38	0.38	0.38	2.18	1.98	1.29	22.55	2.85	2.31	3.10	1.29	1.98	1.87	1.71	0.25	-	-	-	-	0.00	0.34	
pr107	44303	0	0.14	0.30	0	0.13	0.30	2.77	2.77	2.77	10.83	0.73	0.42	20.46	5.79	2.11	2.98	0.42	0.73	1.54	1.32	1.48	-	-	-	-	0.14	0.67	
pr124	59030	0	0.25	0.60	0	0.21	0.45	1.74	1.74	1.74	3.22	0.08	0.49	30.51	3.75	2.93	3.02	0.49	0.08	1.26	1.62	0.67	-	-	-	-	0.26	1.52	
bier127	118282	0.12	0.37	0.68	0.04	0.58	1.12	2.45	2.45	2.45	5.82	2.76	3.08	9.49	4.39	3.56	2.21	3.08	2.76	3.52	3.61	1.70	-	-	-	-	1.25	2.78	
pr136	96772	0.35	1.05	1.97	0.55	1.43	2.89	2.27	2.27	2.27	1.93	4.53	5.15	26.50	12.54	12.43	6.19	5.15	4.53	4.90	5.20	4.31	-	-	-	-	0.73	3.10	
gr137	698	0.14	0.63	1.29	0	0.92	2.00	4.69	4.69	4.69	-	-	-	23.85	6.58	2.54	4.22	-	-	8.45	8.61	4.27	3.29	4.51	2.52	2.18	-	-	
kroA150	26524	1.36	2.18	3.37	0.48	1.47	2.22	4.78	4.78	4.78	-	-	-	29.15	7.10	8.01	5.17	-	-	-	-	-	2.90	2.23	1.69	1.26	1.64	2.73	
kroA200	29368	0.48	1.22	2.50	1.03	1.49	2.30	4.40	4.40	4.40	5.66	5.72	6.57	40.97	10.46	7.72	5.91	6.57	5.72	5.61	6.13	2.91	3.22	2.67	1.96	1.21	1.08	2.20	
pr226	80369	0.90	1.48	2.85	1.34	1.96	2.21	1.93	1.93	1.93	-	-	-	57.09	5.52	4.71	5.05	-	-	-	-	-	-	-	-	-	-	-	-
pr264	49135	0.85	2.91	5.55	1.66	2.83	4.49	3.58	3.58	3.58	-	-	-	54.08	10.26	10.49	9.37	-	-	-	-	-	-	-	-	-	-	-	-
lin318	42029	0.53	1.34	1.90	0.70	1.79	2.56	-	-	-	-	-	-	53.18	12.06	12.49	12.99	-	-	7.56	8.19	4.11	4.67	2.81	2.89	1.96	3.63	5.51	
rd400	15281	1.90	2.48	2.85	2.30	2.54	2.80	5.77	5.77	5.77	-	-	-	56.83	17.25	14.33	15.95	-	-	-	-	-	-	-	-	-	-	-	-
pcb442	50778	2.04	2.26	2.68	1.78	2.46	3.09	5.56	5.56	5.56	8.00	11.07	10.45	60.29	14.11	19.80	12.76	10.45	11.07	9.15	8.43	7.43	5.31	6.88	5.11	5.67	3.57	6.08	
att532	87550	1.56	1.96	2.37	1.92	2.52	3.37	5.66	5.66	5.66	6.15	6.74	6.80	67.58	17.72	16.18	18.41	6.80	6.74	5.38	5.67	4.95	5.81	4.76	3.54	2.39	3.29	4.21	
rat783	8806	1.46	1.90	2.43	1.44	2.27	3.45	7.59	7.59	7.59	9.11	-	9.53	72.88	19.89	25.96	23.28	-	-	-	-	-	-	-	-	-	5.46	5.95	
pr1002	259045	2.07	2.27	2.48	2.33	2.57	2.73	6.94	6.94	6.94	7.08	-	7.60	-	-	-	-	-	-	6.03	8.75	5.93	6.99	7.44	5.07	4.01	4.75	6.11	
u1432	152970	2.04	2.99	3.96	1.97	3.18	4.28	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Average		0.66	1.33	2.05	0.74	1.48	2.34	4.00	4.00	4.00	5.69	3.82	4.69	32.72	9.20	7.69	6.94	4.09	3.82	4.69	4.64	2.97	3.83	3.59	2.52	2.24	1.94	3.04	
*MSSA By Crossover Elimination		-	-	-	0.66	1.33	2.05	0.66	1.33	2.06	1.10	0.94	1.10	1.22	1.22	1.22	1.22	0.94	0.94	0.99	0.99	0.99	1.32	1.32	1.32	1.32	0.63	1.24	
*MSSA By WTS		0.74	1.48	2.34	-	-	-	0.75	1.47	2.33	1.32	1.15	1.32	1.38	1.38	1.38	1.38	1.15	1.15	1.19	1.19	1.19	1.56	1.56	1.56	1.56	0.66	1.41	

\* The last two rows contain average of the cases for which the corresponding method is run and the results are given.

this category from (Wong and Constantinides (1998), Jin et al. (2003)). Finally, we have compared our results with the best and the average error percentages of the results given in Creput and Koukam (2008) for its memetic neural networks.

It is easy to deduce that MSSA using both initializing methods has led to very accurate results, with slightly weaker characteristics for WTS as a cost of speeding up the algorithm. The proposed method has shown superiority to all other competing methods in Table 1, though their methods are not tested for the last benchmark, u1432, which perhaps will lead to more inaccurate results, if tested. To accomplish the comparison study, we have added another set of methods from Wang et al. (2004), in which 11 methods are run on 30 benchmarks from lin105 to u1432. For the purpose of brevity, the problems are categorized into 3 groups, namely: small, medium and large size benchmarks. The results are given in Table 2, where the mean of the average errors in each group is shown; see Wang et al. (2004) for a detailed explanation of each method.

To have a better feeling from the speed of the algorithms, let us first have a look at the following figures.

Table 2 Comparison of MSSA with other methods given in Pepper et al. (2002) for 29 benchmarks (the average of the average error in 25 runs)

Algorithms in Aarts and Korst (1989)	Average Error in			Total Average Error
	Small Size	Medium Size	Large Size	
SA (Simulated Annealing)	2.76	3.25	3.7	3.09
TA (Threshold Accepting)	5.37	4.18	9.95	5.75
RRT (Record-to-Record Travel)	4.22	6.79	13.96	6.78
BD (Bounded Demon)	5.26	4.44	7.73	5.4
RBD (Randomized Bounded Demon)	4.33	9.38	13.59	7.66
AD (Annealed Demon)	3.24	3.27	10.4	4.49
RAD (Randomized Annealed Demon)	2.82	4.38	10.94	4.76
ABD (Annealed Bounded Demon)	2.65	2.77	9.15	3.81
RABD (Randomized Annealed Bounded Demon)	2.63	3.64	4.13	3.24
ADH (Annealed Demon Hybrid)	2.97	2.95	9.19	4.03
ABDH (Annealed Bounded Demon Hybrid)	2.69	2.89	8.52	3.76
MSSA (the proposed method)				
By Crossover Elimination	1.10	2.22	2.63	1.63
By WTS	1.24	2.42	2.88	1.81

As explained before, if annealing starts from a very high temperature, say 500 or more for the case of eli51, with  $\gamma$  bigger than 90% (or an alternative parameter like the initial acceptance probability for an average uphill move (Chen et al. (1998))), it may take more than 8000 evaluations of the energy function to reach the minimum, while starting from a mushy state will lead to convergence in less than 2000 iterations. This means 4 times faster, as observed in Figure 4, where it is shown

how the annealing schedule would be and from which point it is started in this method. It should be added here that the total calculation time to find a mushy state with about  $\gamma=10\%$ , done by any algorithm like the crossover elimination or the WTS, is less than one tenth of the total iteration time needed for SA to slow down its initially high temperature within  $6000 = 8000 - 2000$  iterations.

As the final point, it is worth mentioning that comparison of the calculation speed for different methods is not accurate unless the methods are run on one computer using the same conditions. Since the speed of an algorithm is dependent to the properties of the computer specification by which the algorithm is being run, the number of *floating point operation (fpo)* is a proper alternative to compare the speeds. However, for the fact of randomness, it is almost impossible to compute and compare the right number of *fpo* for each algorithm. As it is observed in this paper, we compared the proposed method with the standard SA and approved analytically that MSSA is much faster. For the purpose of comparison of the proposed method with the other methods listed in Table 2, merely it would be good enough to refer to the average (minimum/maximum) error in the final results of each algorithm.

## 6. CONCLUSION

Simulated annealing is one of the top ten methods of model-free optimization methods, various versions of which are proposed by researchers during the two last decades. Focusing on the initial condition by which the annealing starts, this paper proposes a novel variant of the original SA named mushy state simulated annealing (MSSA). In this method we start annealing not from a high temperature in a liquid state, but from a low temperature in a mushy state. Moreover, we use a memory to save the best solution found previously. This technique has speeded up the optimization process while receiving to quite accurate optimum solutions. For the case study of TSP, two simple algorithms including crossover elimination and the shortly introduced method of WTS are used to initiate MSSA. Simulation results are compared to many recent new optimization methods that are applied to solve TSP. Despite of its higher speed compared to the normal SA, superiority of the proposed method is observed in all cases with less than 1432 cities. The average error obtained by MSSA for the 24 benchmarks is much less than all other methods.

## REFERENCES

- [1] Aarts E., Korst J. (1989), *Simulated Annealing and Boltzmann Machines: A Stochastic Approach to Combinatorial Optimization and Neural Computing*; Wiley, New York.
- [2] Aras N., Altinel I.K., Oommen J. (2003), A Kohonen-Like Decomposition Method For The Euclidean Traveling Salesman Problem Knies-Decompose; *IEEE Transactions on Neural Network* 14(4).
- [3] Chen H., Flann S.N., Watson W.D. (1998), Parallel Genetic Simulated Annealing: A Massively Parallel SIMD Algorithm; *IEEE Transactions on Parallel and Distributed Systems* 9(2); 126-136.
- [4] Cheng C.-H., Lee W.-K., Wong K.-F. (2002), A Genetic Algorithm-Based Clustering Approach for Database Partitioning; *IEEE Transactions on Systems, Man, and Cybernetics—PART C: Applications and Reviews* 32(3).
- [5] Cho H.J., Young Oh S., Choi D.-H. (1998), Population-oriented simulated annealing technique based on local Temperature concept; *Electronics Letters* 34(3); 312-313.
- [6] Creput J.C., Koukam A. (2008), A memetic neural network for the Euclidean traveling salesman problem; *Neurocomputing*.
- [7] Dueck G., Scheuer T. (1990), Threshold accepting: A general purpose optimization algorithm appearing superior to simulated annealing; *J. Computer. Phys.* 90; 161-175.

- [8] Garey M.R., Johnson D.S. (1979), *Computers and Intractability: A Guide to the Theory of NP-Completeness*; Freeman, New York.
- [9] He Y. (2002), Chaotic Simulated Annealing With Decaying Chaotic Noise; *IEEE Transactions on Neural Networks* 13(6); 1526-1531.
- [10] Hung M.-H., Shu L.-S., Ho S.-J., Hwang S.-F., Ho S.-Y. (2008); A Novel Intelligent Multiobjective Simulated Annealing Algorithm for Designing Robust PID Controllers; *Proceeding of IEEE Transactions on Systems, Man, and Cybernetics—PART A: Systems and Humans* 38(2); 319-330.
- [11] Ingber L., Rosen B. (1992), Genetic Algorithms and Very Fast Simulated Reannealing: A Comparison; *Mathematical Computer Modeling* 16(11); 87-100.
- [12] Jang J., Sun C., Mizutani E. (1997), *Neuro-Fuzzy and Soft Computing*; Proc. of the Prentice Hall.
- [13] Jin H.-D., Leung K.-S., Wong M.-L., Xu Z.-B. (2003), An Efficient Self-Organizing Map Designed by Genetic Algorithms for the Traveling Salesman Problem; *IEEE Transactions on Systems, Man, and Cybernetics—PART B: Cybernetics* 33(6); 877-888.
- [14] Kirkpatrick S., Gelatt C.D., Vecchi M.P. (1983), Optimization by simulated annealing; *Science* 220; 671-680.
- [15] Kravitz S.A., Rutenbar R.A. (1987), Placement by simulated annealing on a multiprocessor; *IEEE Trans. Computer-Aided Design Integr. Circuits Syst.* 6(4); 534-549.
- [16] Leung K.-S., Jin H.-D., Xu Z.-B. (2004), An expanding Self-Organizing neural network for the traveling salesman problem; *Neurocomputing* 62; 267-292.
- [17] Lin F.-T., Kao C.-Y., Hsu C.-C. (1993), Applying the Genetic Approach to Simulated Annealing in Solving Some NP-Hard Problems; *IEEE Transactions on Systems, Man, and Cybernetics*, 23(6).
- [18] Pao D.C.W., Lam S.P., Fong A.S. (1999), Parallel implementation of simulated annealing using transaction processing; *IEE Proc-Comput. Digit. Tech.* 146(2); 107-113.
- [19] Pepper W.J., Golden L.B., Wasil A.E. (2002), Solving the Traveling Salesman Problem With Annealing-Based Heuristics: A Computational Study; *IEEE Transactions on Systems, Man, and Cybernetics—PART A: Systems and Humans* 32(1).
- [20] Saadatmand-Tarzan M., Khademi M., Akbarzadeh M.R., Abrishami Moghaddam H. (2007), A Novel Constructive-Optimizer Neural Network for the Traveling Salesman Problem; *IEEE Transactions on Systems, Man, and Cybernetics—PART B: Cybernetics* 37(4).
- [21] Shakouri G.H., Shojaee K., Behnam T.M. (2009), The Wise Experiencing Traveling Salesman (WETS): Introduction to a simple evolutionary solution for the problem; *Proc. in CEC 2009 IEEE Congress on Evolutionary Computation*; 18-21 May, Trondheim, Norway; 771-776.
- [22] Smith K.I., Everson M.R., Fieldsend E.J, Murphy C., Misra R. (2008), Dominance-Based Multiobjective Simulated Annealing; *IEEE Transactions on Evolutionary Computation* 12(3); 323-341.
- [23] Soh A. (1995), Parallel N-ary Speculative Computation of Simulated Annealing; *IEEE Transactions on Parallel and Distributed Systems* 6(10); 997-1005.
- [24] Thompson R.D., Bilbro L.G. (2005), Sample-Sort Simulated Annealing; *IEEE Transactions on Systems, Man, and Cybernetics—PART B: Cybernetics* 35(3); 625-632.
- [25] Tsang H.H., Wiese K.C. (2007), The Significance of Thermodynamic Models in the Accuracy Improvement of RNA Secondary Structure Prediction Using Permutation-based Simulated Annealing; *Proceeding of IEEE Congress on Evolutionary Computation*.
- [26] Wang L., Li S., Tian F., Fu X. (2004), A Noisy Chaotic Neural Network for Solving Combinatorial Optimization Problems: Stochastic Chaotic Simulated Annealing; *Transactions on Systems, Man, and Cybernetics—PART B: Cybernetics* 34(5); 2119-2125.

- [27] Wong K.L., Constantinides A.G. (1998), Speculative parallel simulated annealing with acceptance prediction; *Electronics Letters* 34(3); 312-313.
- [28] Wu S., Chow W.S.T. (2007), Self-Organizing and Self-Evolving Neurons: A New Neural Network for Optimization; *IEEE Transactions on Neural Network* 18(2); 385-396.
- [29] Yip C.P., Pao Y.-H. (1995), Combinatorial Optimization with Use of Guided Evolutionary Simulated Annealing; *IEEE Transactions on Neural Networks* 6(2); 290-295.
- [30] Reinelt G. (1995), TspLib95, <http://www.iwr.uni-heidelberg.de/groups/comopt/software/TSPLIB95>, 2010

**Appendix**

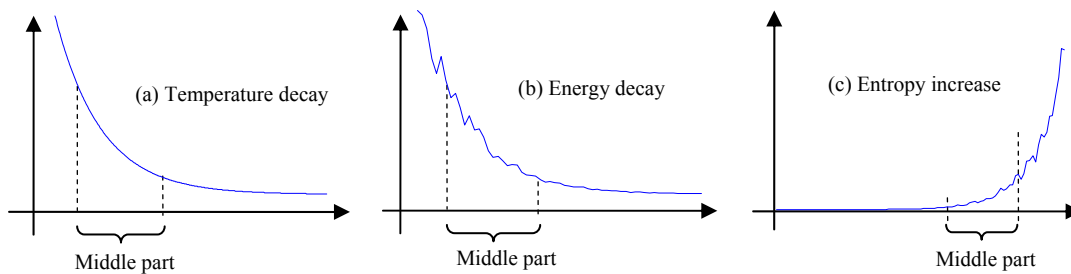


Figure 1 Typical behavior of an annealing schedule; the mushy state falls in the middle;

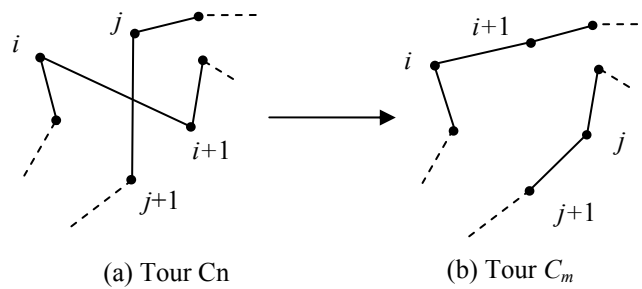


Figure 2 Intersected Links Elimination

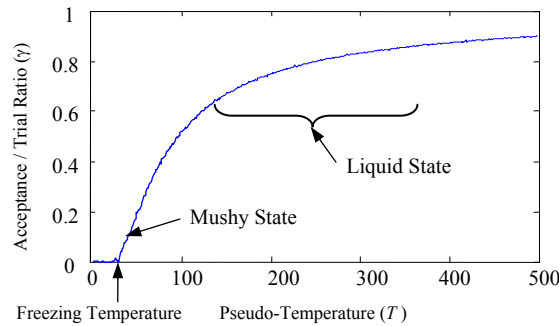


Figure 3 Relation between the Pseudo-Temperature and the Acceptance-Trial Ratio, for the case of eli51

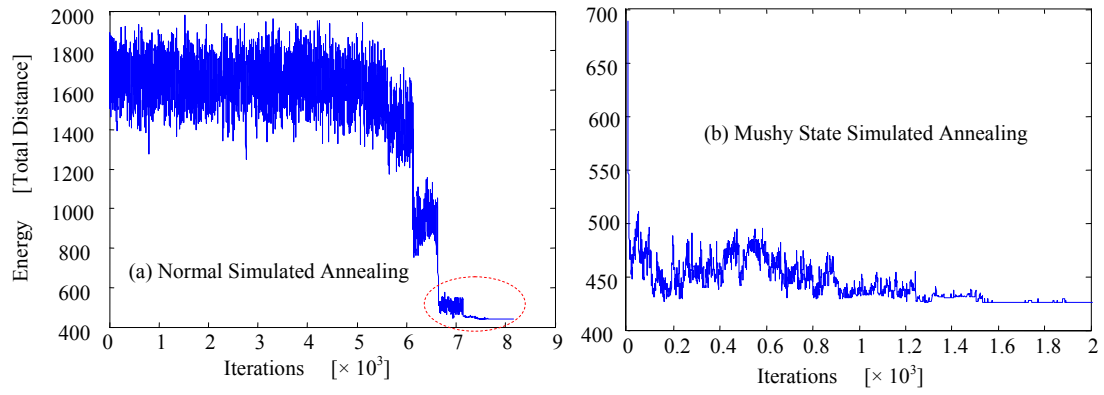


Figure 4 Energy decay in the annealing process for eli51