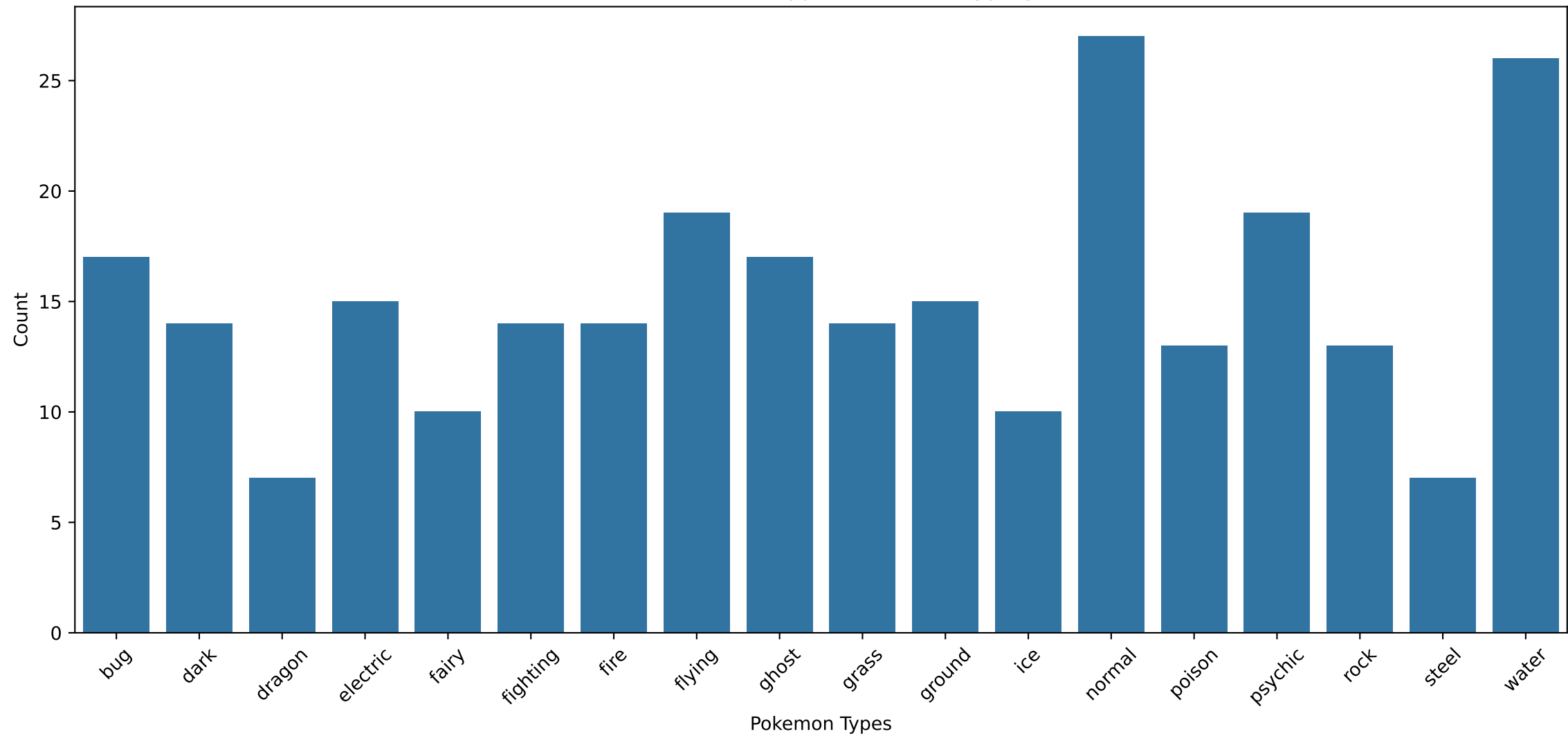


SA with different hyperparameters

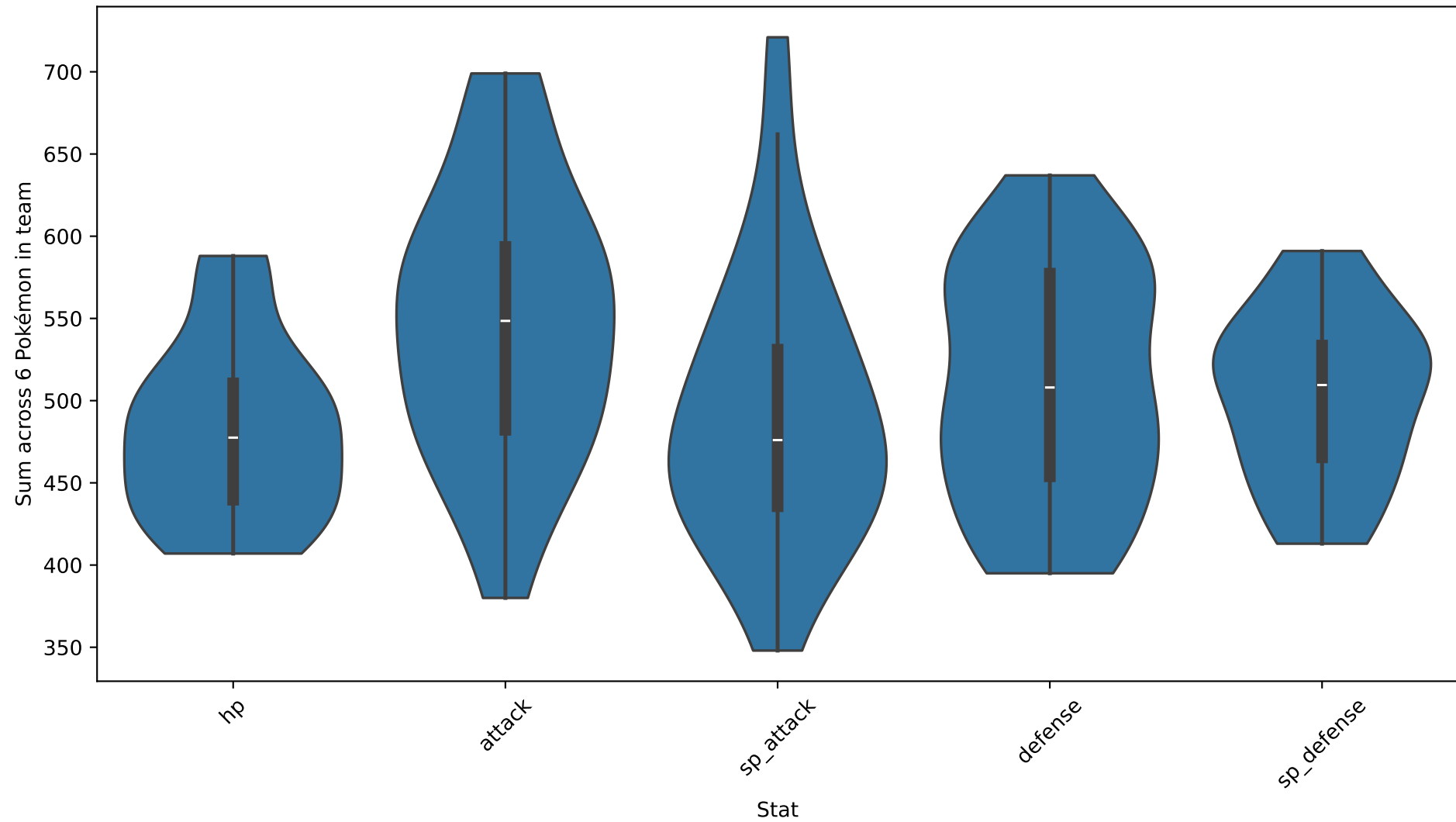
## Setup

- opponents\_limit = 30
- runs = 8
- budget = 100
- SA: initial\_temperature = 0.1, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = False
- neighbor\_replacements = 3
- iters\_per\_temp = 4

Distribution of Opponent Teams Typing



Opponents: distribution of team stat sums



# SA experiment

run	solver	fitness	stats_sum	pokemons
0	SA	0.2981	2206	Heatmor Scizor Tangrowth Kangaskhan Wobbuffet Swampert
1	SA	0.2664	2250	Sceptile Rhyperior Silvally Pangoro Samurott Arcanine
2	SA	0.286	2310	Bellossom Emboar Slaking Hippowdon Luxray Dragonite
3	SA	0.2122	2286	Gigalith Sceptile Greninja Golurk Kangaskhan Zebstrika
4	SA	0.3542	2065	Blissey Heatmor Tyranitar Haxorus Cherrim Excadrill
5	SA	0.3838	1945	Reuniclus Passimian Snorlax Rhyperior Granbull Alomomola
6	SA	0.37	2127	Heatmor Chesnaught Blissey Salamence Donphan Politoed
7	SA	0.362	2167	Venusaur Snorlax Aromatisse Pachirisu Garchomp Wailord

## SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3166	0.3262	0.0604	0.2122	0.3838	8