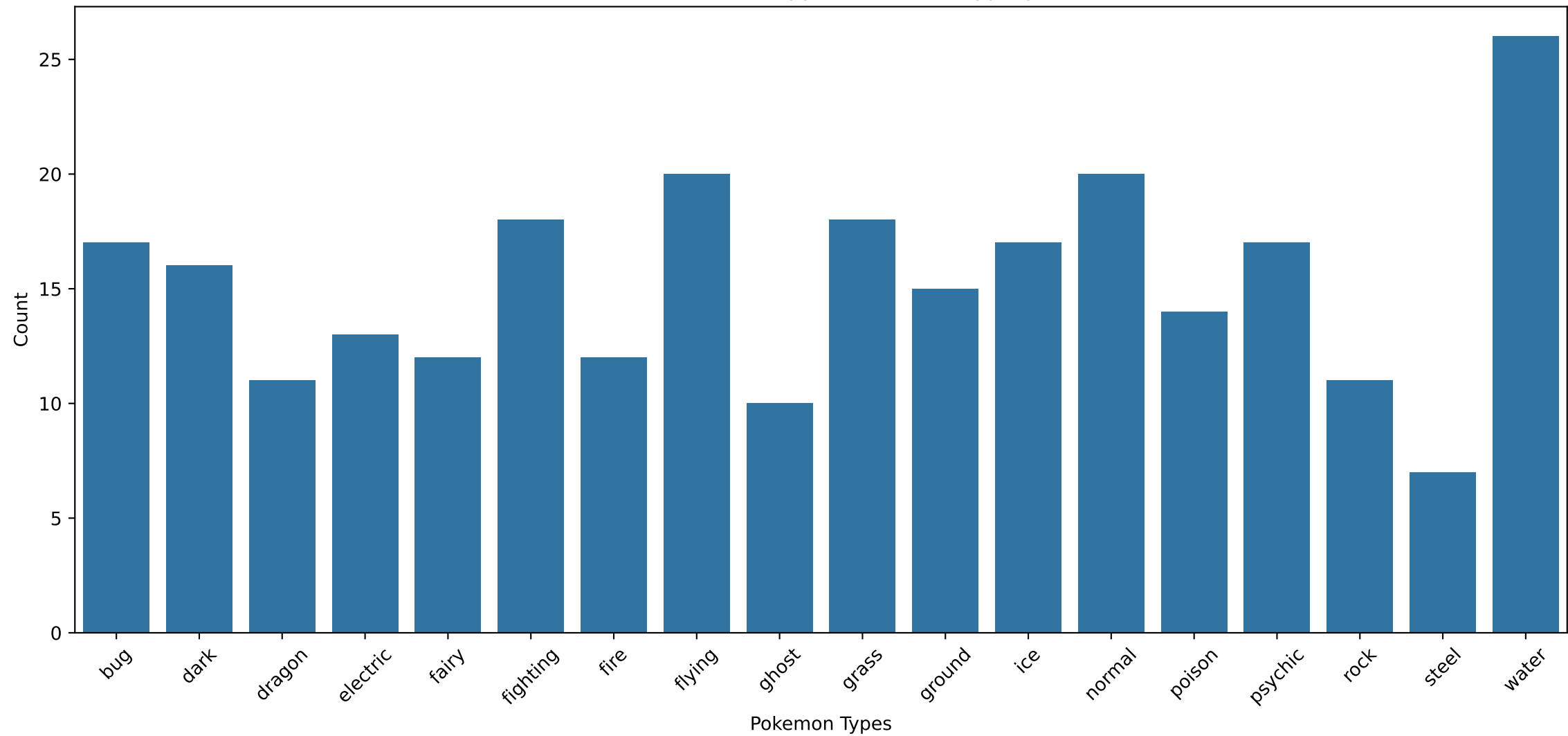


SA with different hyperparameters

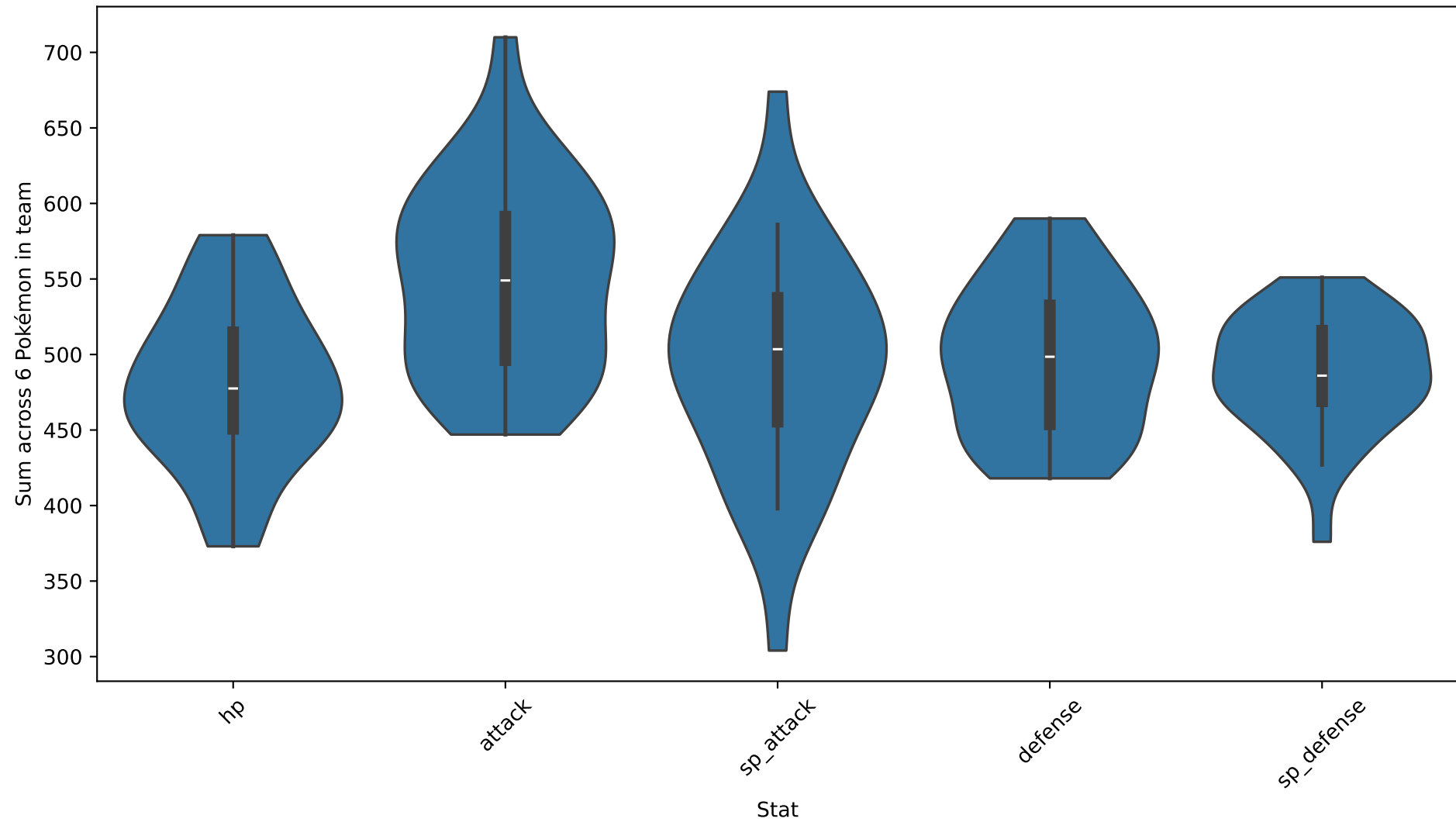
Setup

- opponents_limit = 30
- runs = 8
- budget = 100
- SA: initial_temperature = 0.3, cooling = 0.9
- 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	0.3453	2150	Aurorus Banette Metagross Simisage Blissey Krookodile
1	SA	0.1769	2165	Rhyperior Arcanine Beheeyem Bellossom Pelipper Scrafty
2	SA	0.2138	2060	Slowking Stoutland Rhyperior Luxray Kricketune Umbreon
3	SA	0.4486	2026	Hydreigon Slaking Drifblim Rhyperior Wobbuffet Tsareena
4	SA	0.269	2088	Machamp Charizard Stunfisk Blissey Seaking Gengar
5	SA	0.2994	2214	Aggron Milotic Mudsdale Gogoat Lickilicky Hariyama
6	SA	0.3196	1908	Golem Jolteon Lilligant Crabominable Crobat Blissey
7	SA	0.2524	1963	Wobbuffet Magcargo Florges Simisage Hippowdon Snorlax

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.2906	0.2842	0.0842	0.1769	0.4486	8