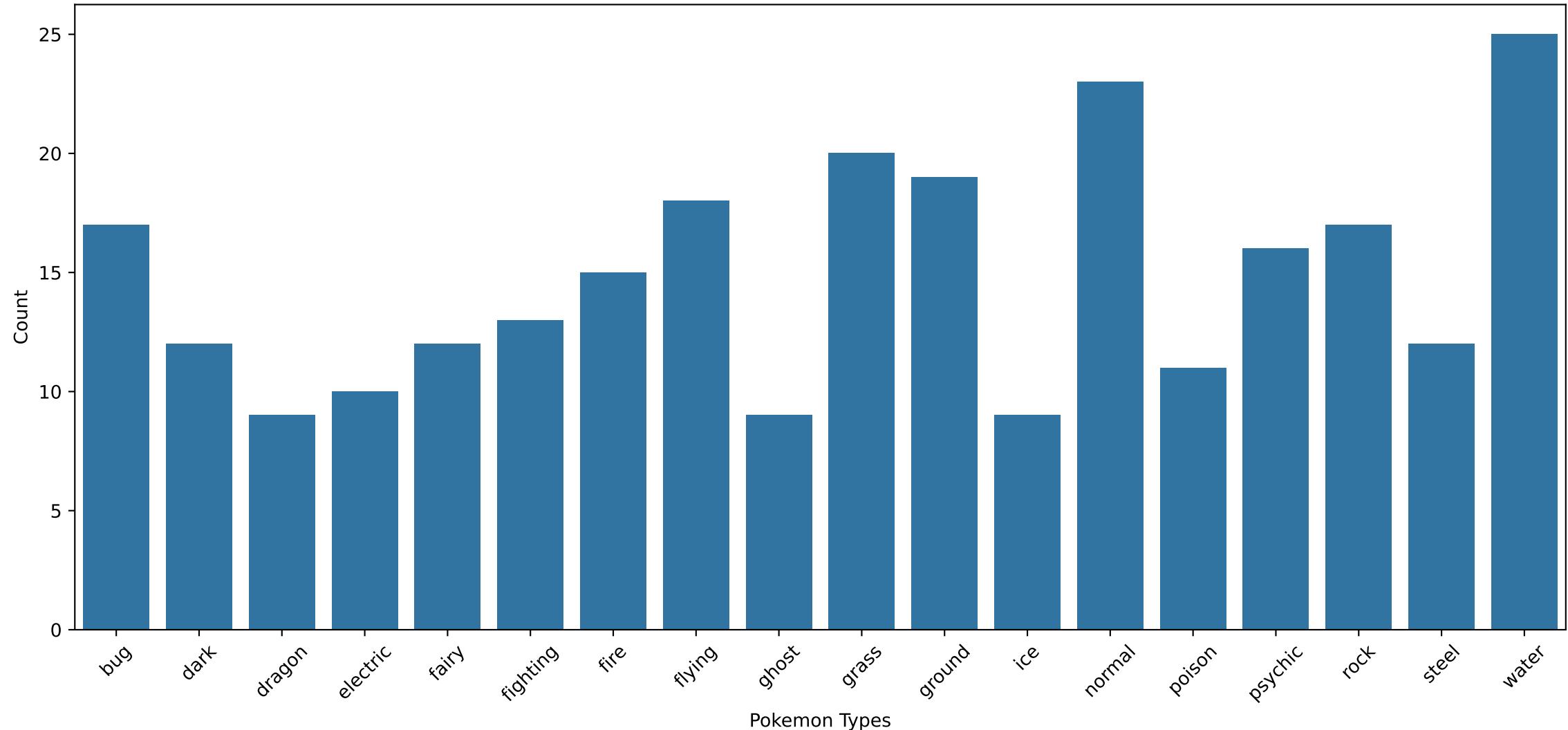


SA with different hyperparameters

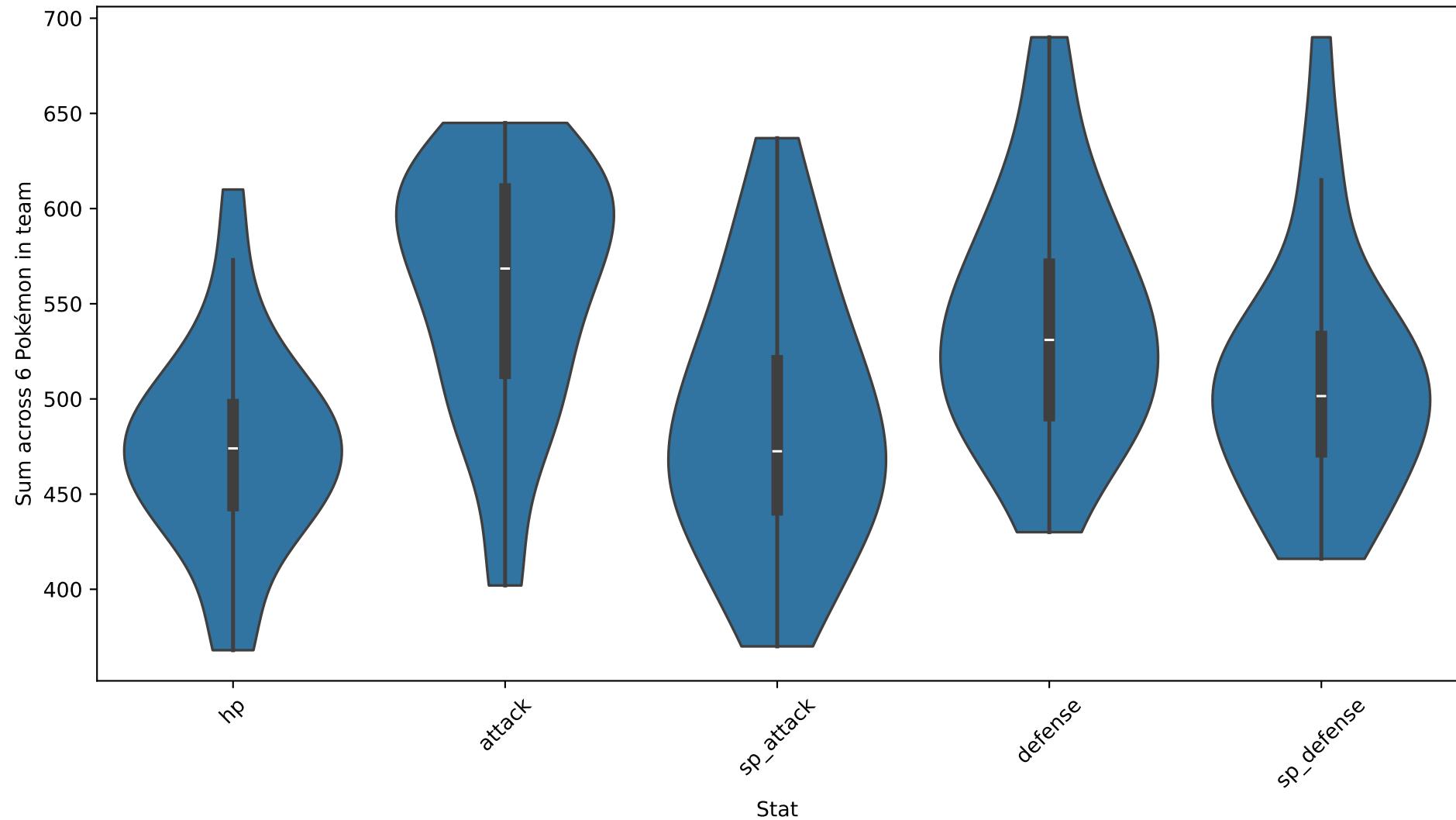
## Setup

- opponents\_limit = 30
- runs = 8
- budget = 100
- SA: initial\_temperature = 0.1, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = False
- neighbor\_replacements = 1
- 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	0.3821	1874	Rampardos Arcanine Nidoking Chimecho Hariyama Blissey
1	SA	0.3824	2055	Gigalith Amoonguss Vaporeon Exploud Wobbuffet Garchomp
2	SA	0.3139	2202	Musharna Arcanine Goodra Aurorus Silvally Gogoat
3	SA	0.3336	2240	Slaking Banette Grumpig Rhyperior Alomomola Abomasnow
4	SA	0.2347	2227	Krookodile Salamence Infernape Miltank Venusaur Lunatone
5	SA	0.2604	2001	Camerupt Hypno Dunsparce Toxicroak Drifblim Aurorus
6	SA	0.3734	2091	Chimecho Rampardos Haxorus Mudsdale Blissey Abomasnow
7	SA	0.4321	1892	Musharna Primarina Blissey Amoonguss Hariyama Stunfisk

## SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3391	0.3535	0.0669	0.2347	0.4321	8