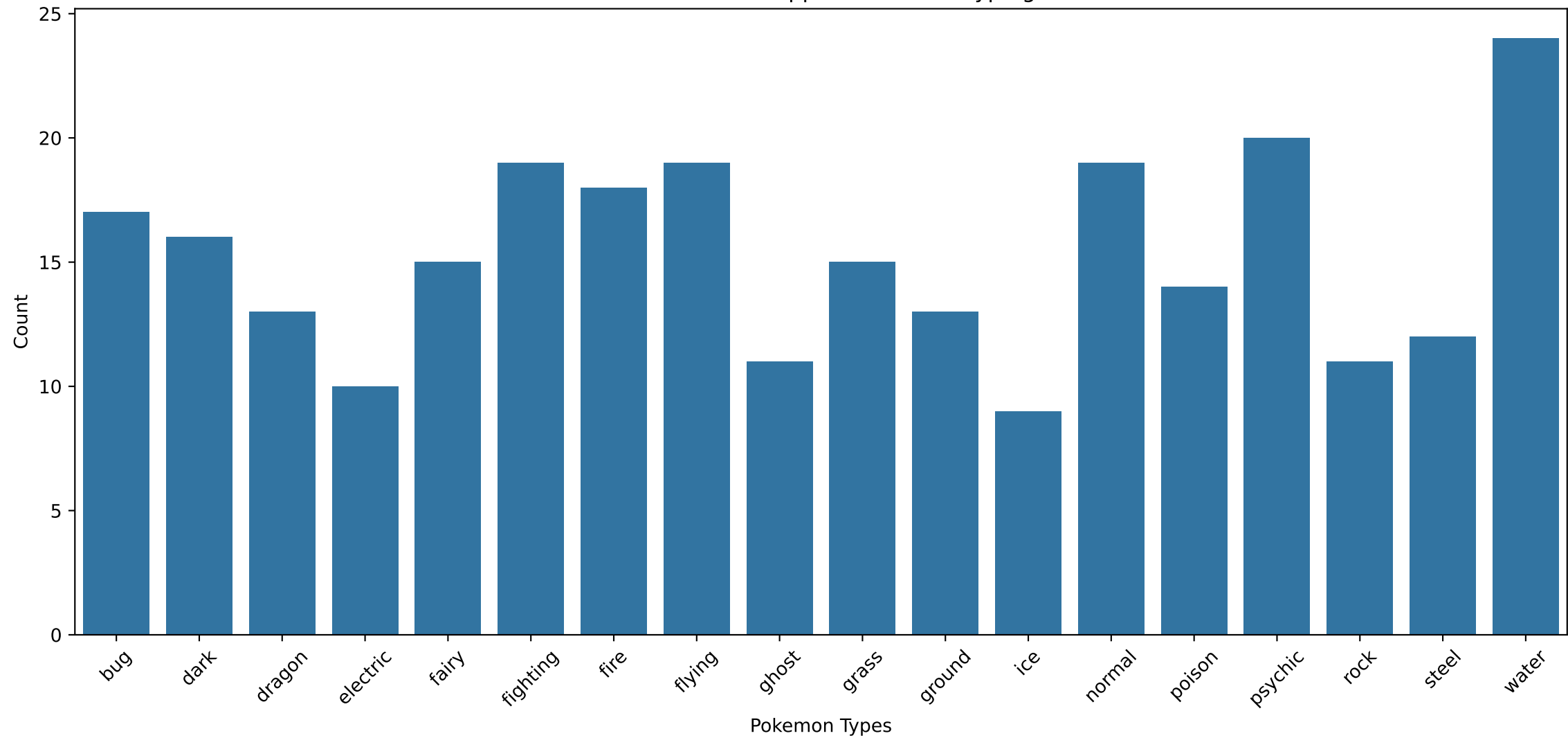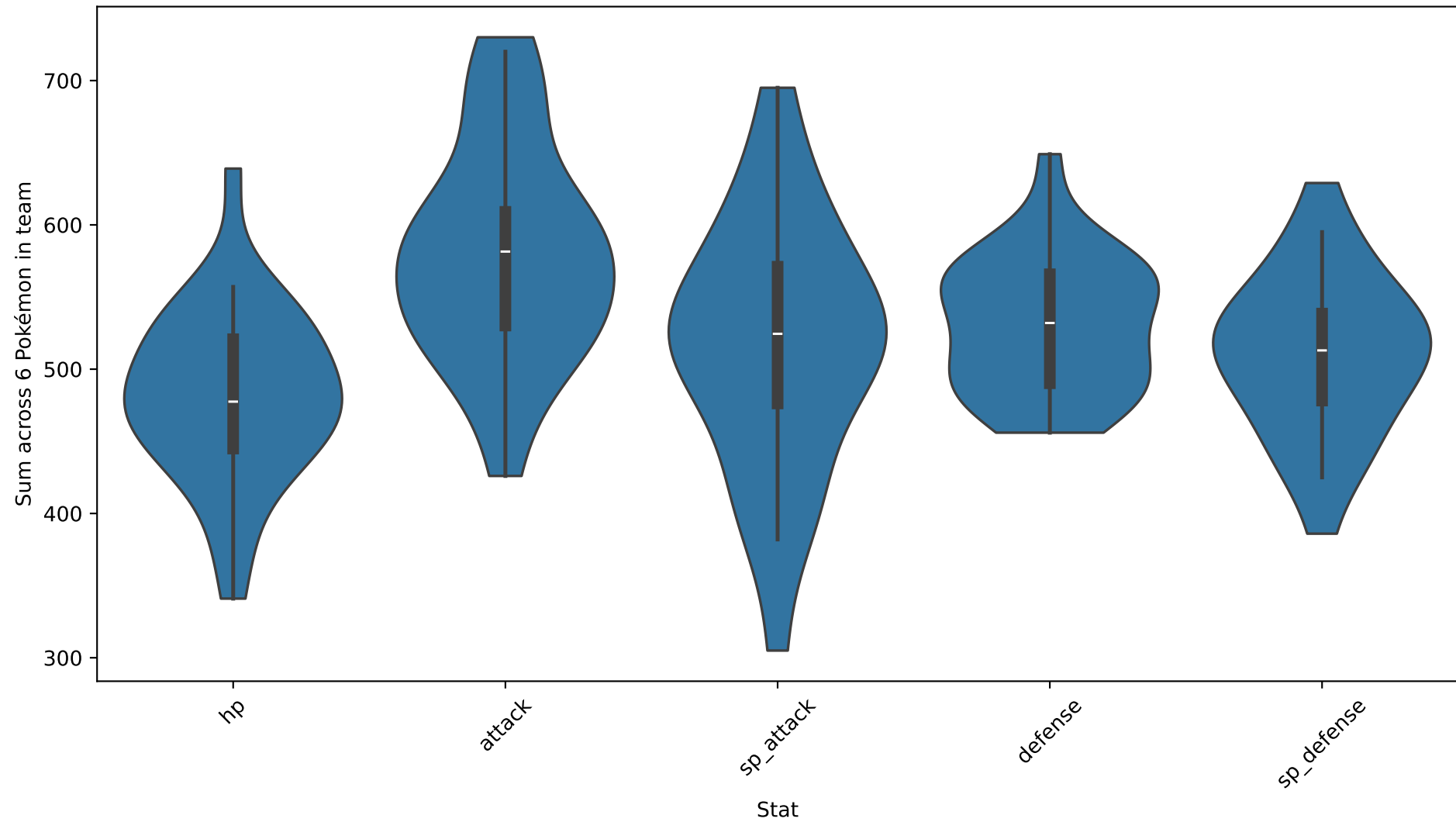# SA with different hyperparameters

Setup
- opponents_limit = 30
- runs = 8
- budget = 100
- SA: initial_temperature = 0.3, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = True
- neighbor_replacements = 2
- 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	0.4964	2266	Groudon|Zekrom|Blissey|Typhlosion|Rampardos|Wailord
1	SA	0.3817	2273	Kabutops|Zygarde|Gogoat|Toxicroak|Mewtwo|Granbull
2	SA	0.292	2292	Gogoat|Omastar|Rayquaza|Throh|Audino|Stunfisk
3	SA	0.4094	2599	Tyranitar|Snorlax|Groudon|Celebi|Dustox|Kyurem
4	SA	0.3851	2312	Solrock|Houndoom|Snorlax|Venusaur|Vikavolt|Zygarde
5	SA	0.3949	2525	Groudon|Rayquaza|Froslass|Hariyama|Xerneas|Snorlax
6	SA	0.422	2414	Passimian|Rayquaza|Sharpedo|Abomasnow|Xerneas|Blissey
7	SA	0.3335	2335	Giratina|Regice|Escavalier|Mandibuzz|Hippowdon|Snorlax

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3894	0.39	0.0605	0.292	0.4964	8