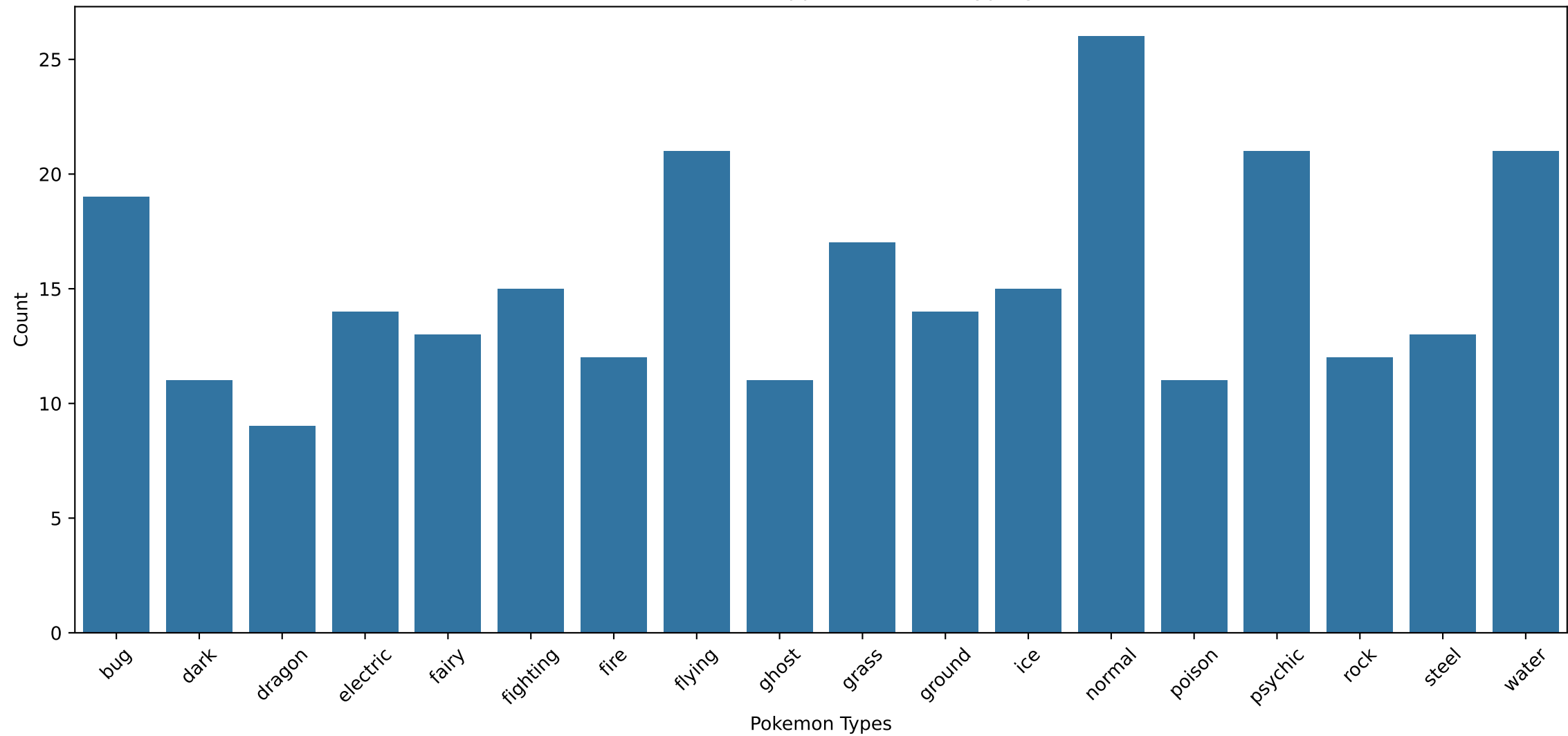


SA with different hyperparameters

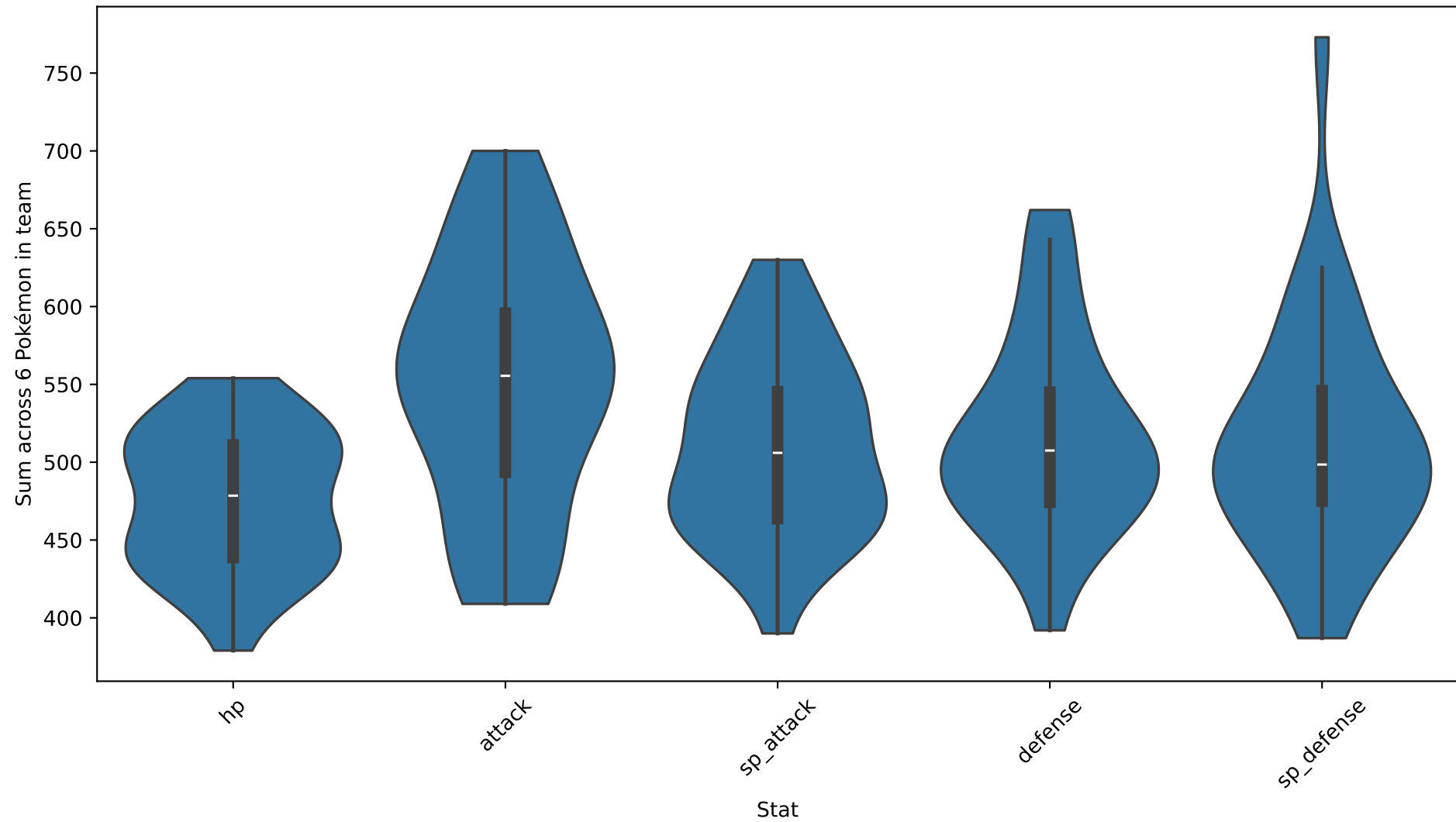
## Setup

- opponents\_limit = 30
- runs = 8
- budget = 100
- SA: initial\_temperature = 0.3, cooling = 0.9
- restarts = 0
- patience = 50
- legendaries = 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	0.3495	2307	Xerneas Rhyperior Vaporeon Simisear Roserade Yveltal
1	SA	0.3145	2460	Armaldo Zapdos Lucario Regigigas Zygarde Sharpedo
2	SA	0.2937	2555	Victini Dialga Groudon Conkeldurr Crawdaunt Eelektross
3	SA	0.3735	2356	Groudon Ambipom Buzzwole Trevenant Swalot Yveltal
4	SA	0.4092	2137	Walrein Exploud Bellossom Zygarde Necrozma Drifblim
5	SA	0.3625	2418	Lickilicky Nidoking Kyurem Yveltal Bellossom Necrozma
6	SA	0.432	2223	Heatran Hitmonlee Groudon Glaceon Blissey Drifblim
7	SA	0.4124	2144	Mudsdale Blissey Tangrowth Machamp Solgaleo Nihilego

## SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3684	0.368	0.0486	0.2937	0.432	8