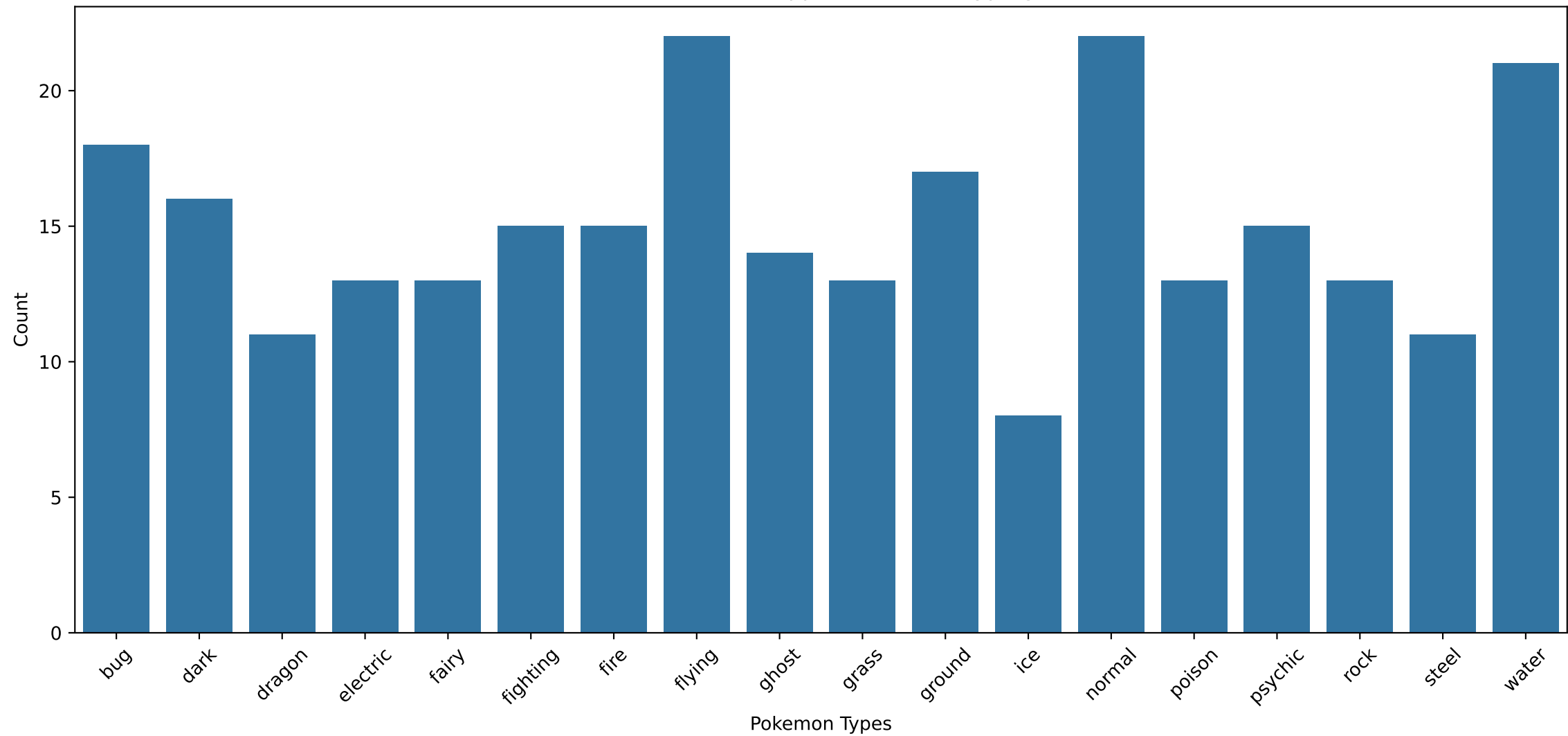


SA with different hyperparameters

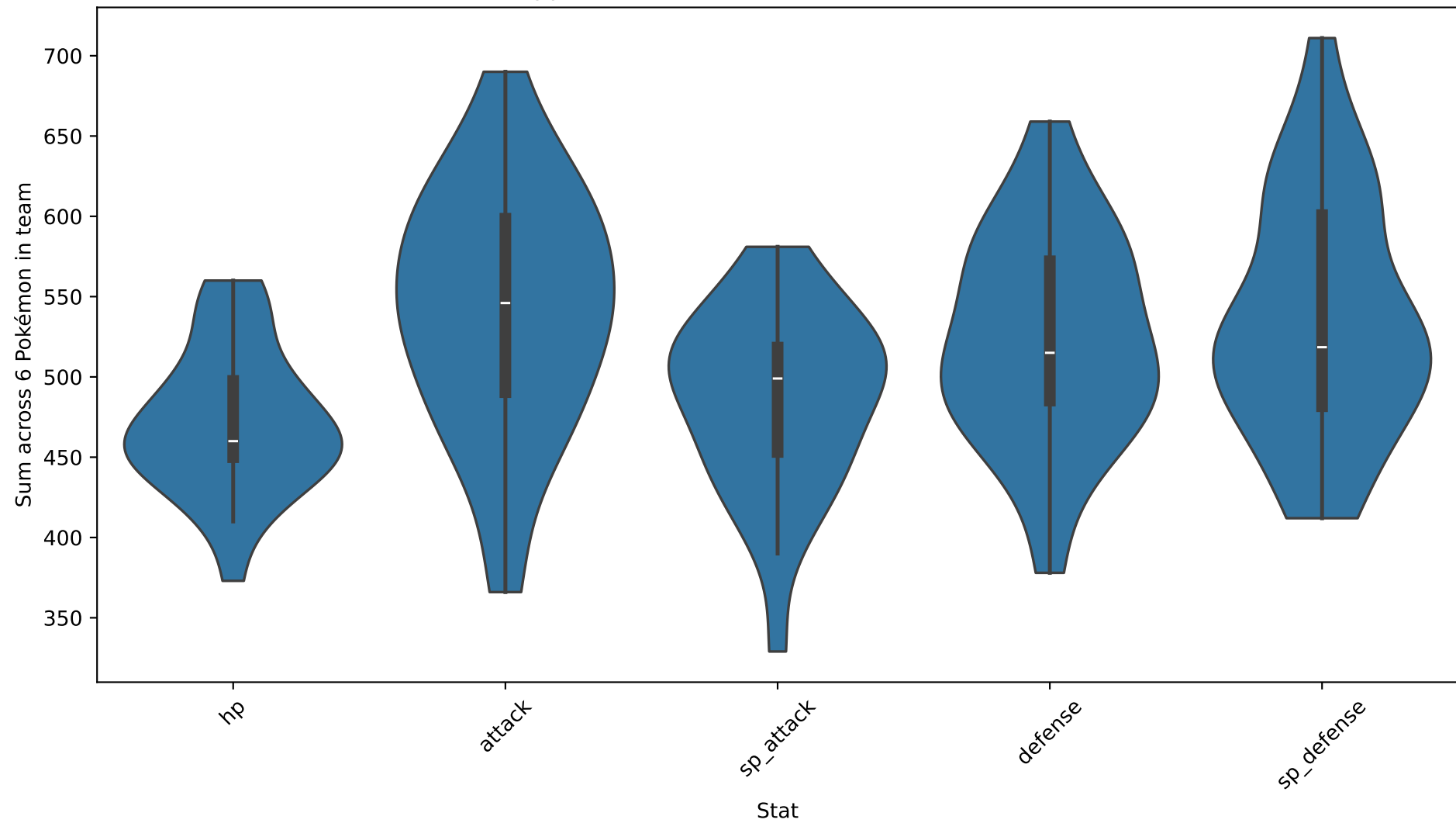
## Setup

- opponents\_limit = 30
- runs = 8
- budget = 100
- SA: initial\_temperature = 0.3, cooling = 0.9
- restarts = 0
- patience = 50
- legendaries = False
- neighbor\_replacements = 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	0.2411	1965	Relicanth Forretress Primeape Blissey Claydol Glacion
1	SA	0.1534	2056	Bisharp Wigglytuff Mantine Banette Mudsdale Gogoat
2	SA	0.199	2345	Slowking Avalugg Kangaskhan Heracross Golem Turtonator
3	SA	0.2244	2058	Escavalier Walrein Simisear Chesnaught Drifblim Stunfisk
4	SA	0.3439	2052	Donphan Incineroar Swanna Sceptile Slaking Wobuffet
5	SA	0.1445	2017	Skuntank Gumshoos Pinsir Seaking Cradily Musharna
6	SA	0.2058	2205	Gyarados Mamoswine Bouffalant Musharna Comfey Tangrowth
7	SA	0.1747	2253	Bellossom Sylveon Gyarados Haxorus Conkeldurr Krookodile

## SA: summary stats

solver	mean	median	std	min	max	count
SA	0.2108	0.2024	0.0632	0.1445	0.3439	8