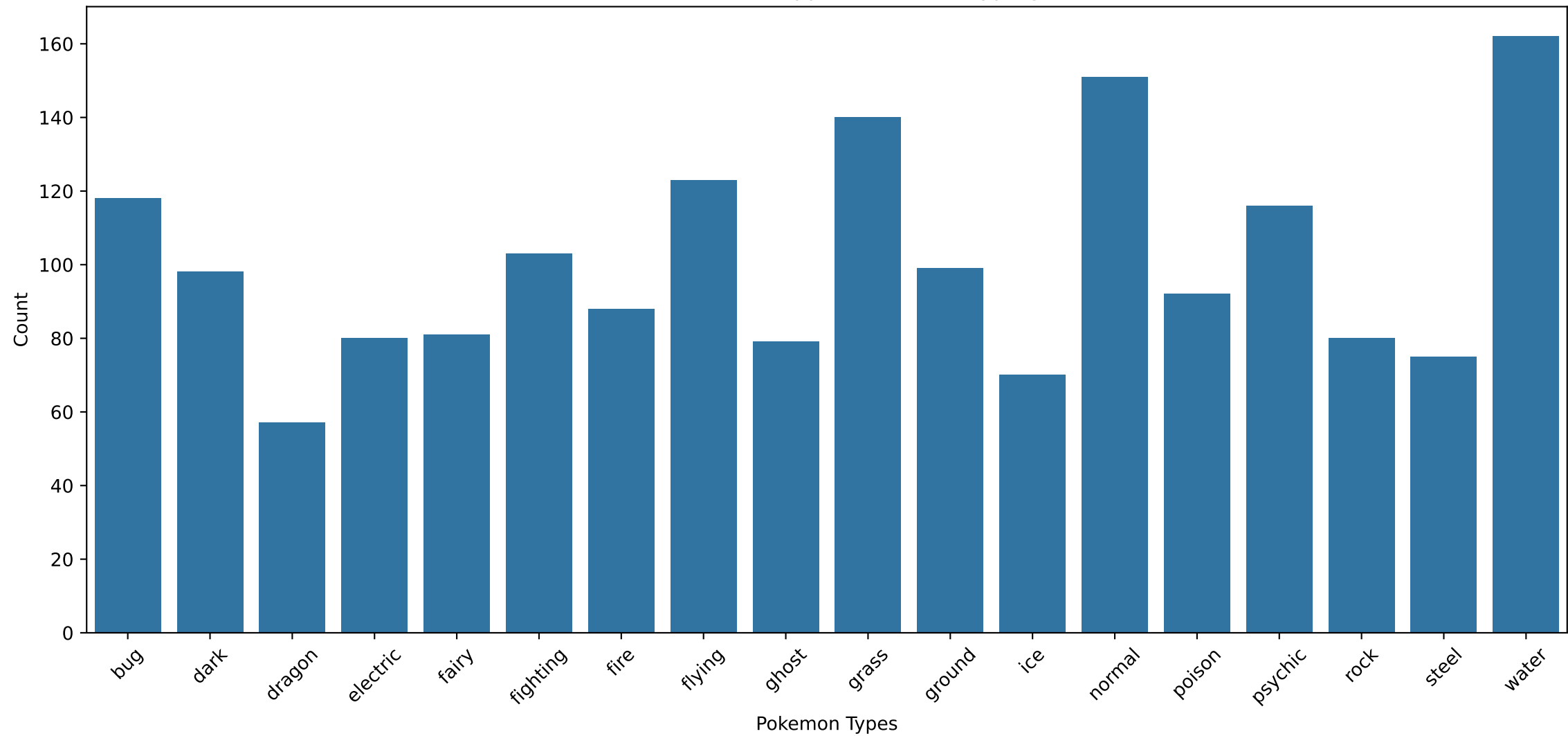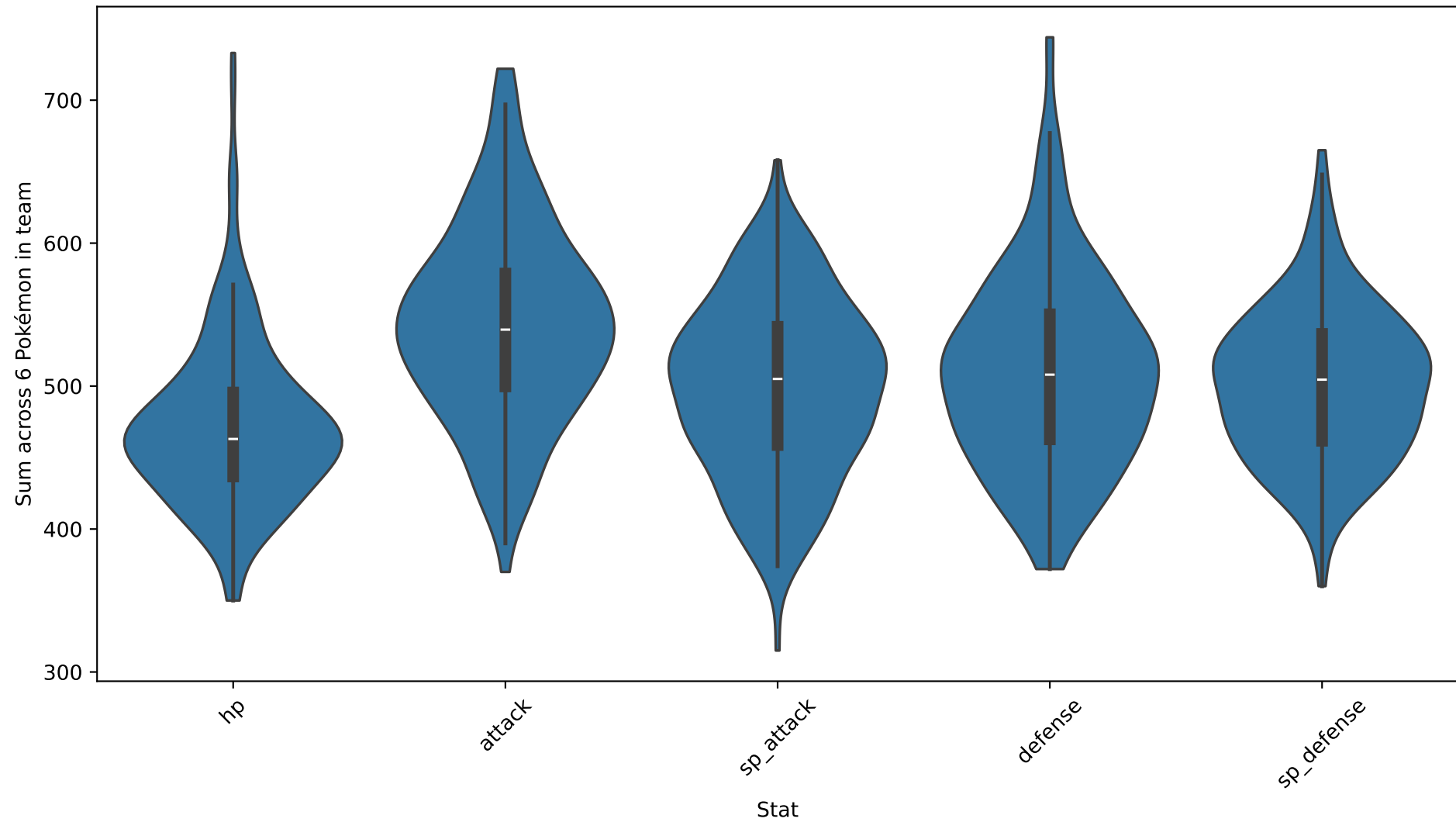# SA with different neighbor replacements

Setup
- opponents_limit = 200
- runs = 8
- budget = 300
- SA: initial_temperature = 0.2, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = False
- neighbor_replacements = 4
- iters_per_temp = 5

Distribution of Opponent Teams Typing

Opponents: distribution of team stat sums

SA experiment

run	solver	fitness	stats_sum	pokemons
0	SA	0.3355	1748	Clefable|Electrode|Slaking|Accelgor|Wobbuffet|Drifblim
1	SA	0.3702	1846	Snorlax|Golurk|Sylveon|Alomomola|Volcarona|Wobbuffet
2	SA	0.3173	1924	Sawk|Drapion|Blissey|Vaporeon|Heatmor|Exeggutor
3	SA	0.3765	2036	Skarmory|Hariyama|Vaporeon|Cradily|Garchomp|Blissey
4	SA	0.3672	2200	Kommo-o|Tangrowth|Flareon|Sharpedo|Mudsdale|Blissey
5	SA	0.3411	1918	Goodra|Conkeldurr|Serperior|Butterfree|Blissey|Whiscash
6	SA	0.4172	2023	Dhelmise|Blissey|Gyarados|Wobbuffet|Machamp|Rhyperior
7	SA	0.2491	2021	Slaking|Trevenant|Poliwrath|Zebstrika|Hippowdon|Vivillon

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3468	0.3542	0.0498	0.2491	0.4172	8