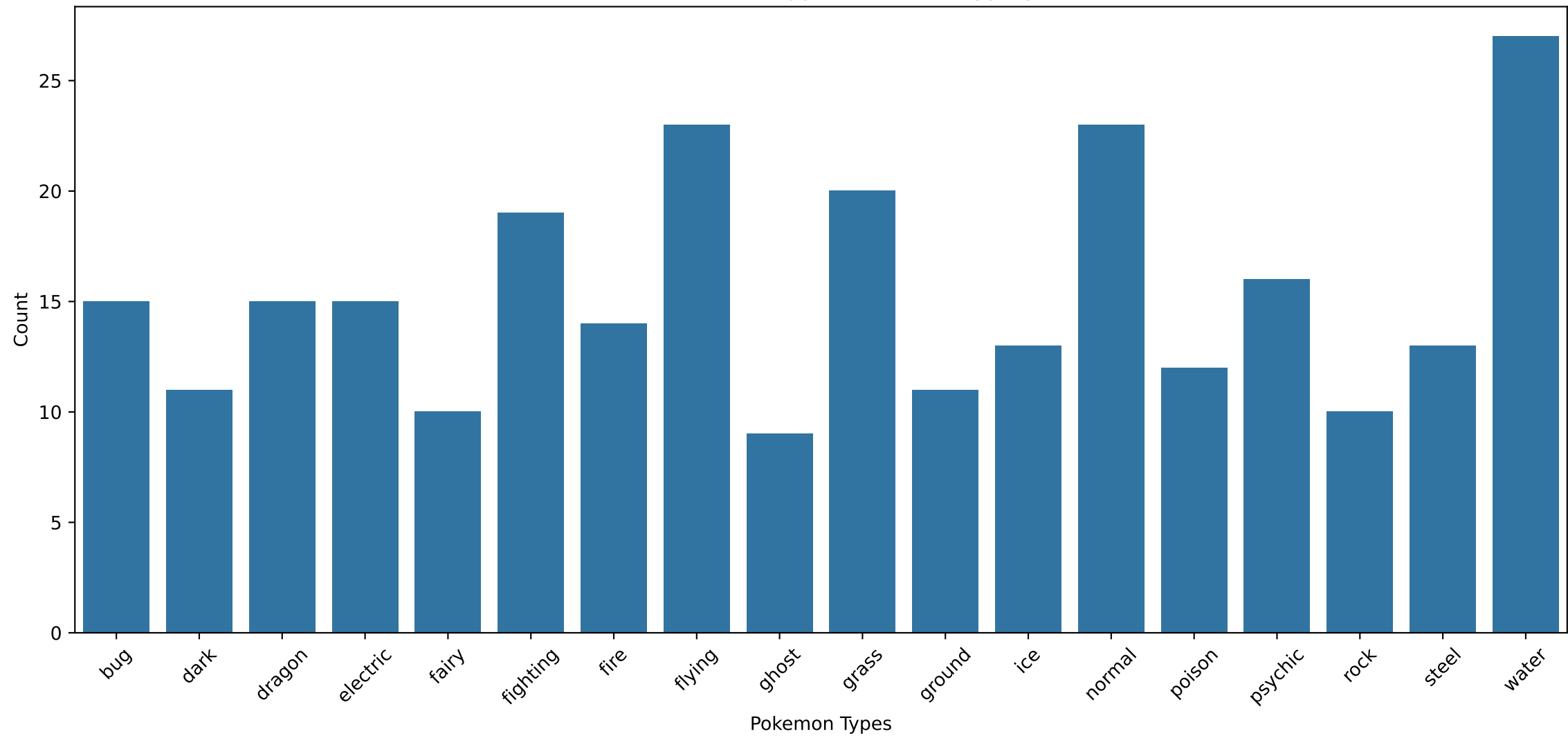


SA with different hyperparameters

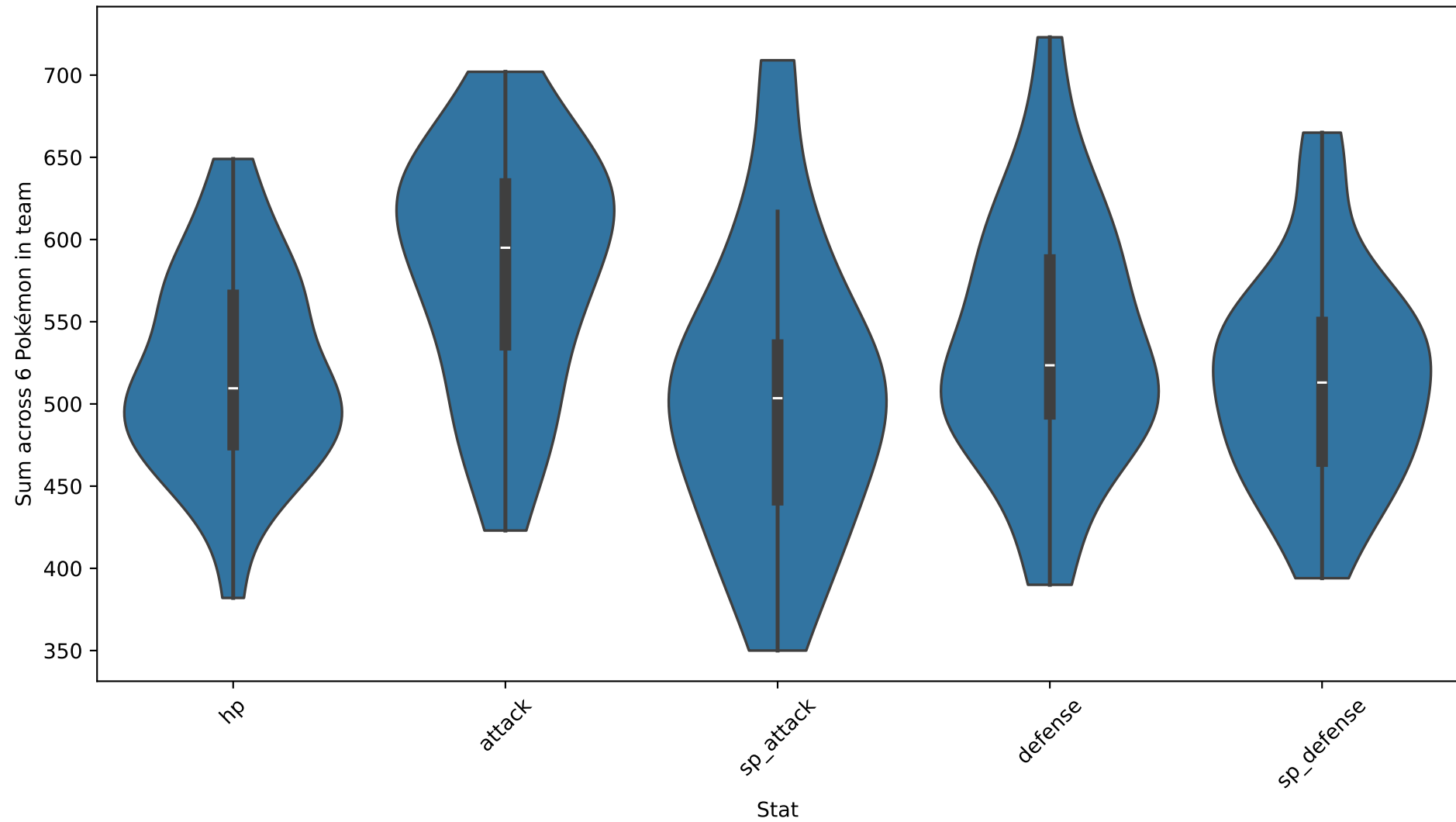
## Setup

- opponents\_limit = 30
- runs = 8
- budget = 100
- SA: initial\_temperature = 0.3, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = True
- neighbor\_replacements = 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	0.2747	2460	Alomomola Donphan Mewtwo Buzzwole Decidueye Rayquaza
1	SA	0.2513	2182	Stoutland Musharna Xerneas Rhyperior Tropius Machamp
2	SA	0.3949	2629	Xerneas Necrozma Reshiram Groudon Mantine Snorlax
3	SA	0.3901	2700	Solgaleo Groudon Buzzwole Zekrom Arceus Amoonguss
4	SA	0.3134	2411	Mantine Groudon Tapu Koko Blissey Scizor Lunala
5	SA	0.3239	2480	Breloom Arceus Garchomp Reuniclus Yveltal Entei
6	SA	0.0865	2160	Mantine Exploud Sandslash Vikavolt Exeggutor Heatran
7	SA	0.3563	2458	Magmortar Rhyperior Greninja Xerneas Giratina Lurantis

## SA: summary stats

solver	mean	median	std	min	max	count
SA	0.2989	0.3186	0.0997	0.0865	0.3949	8