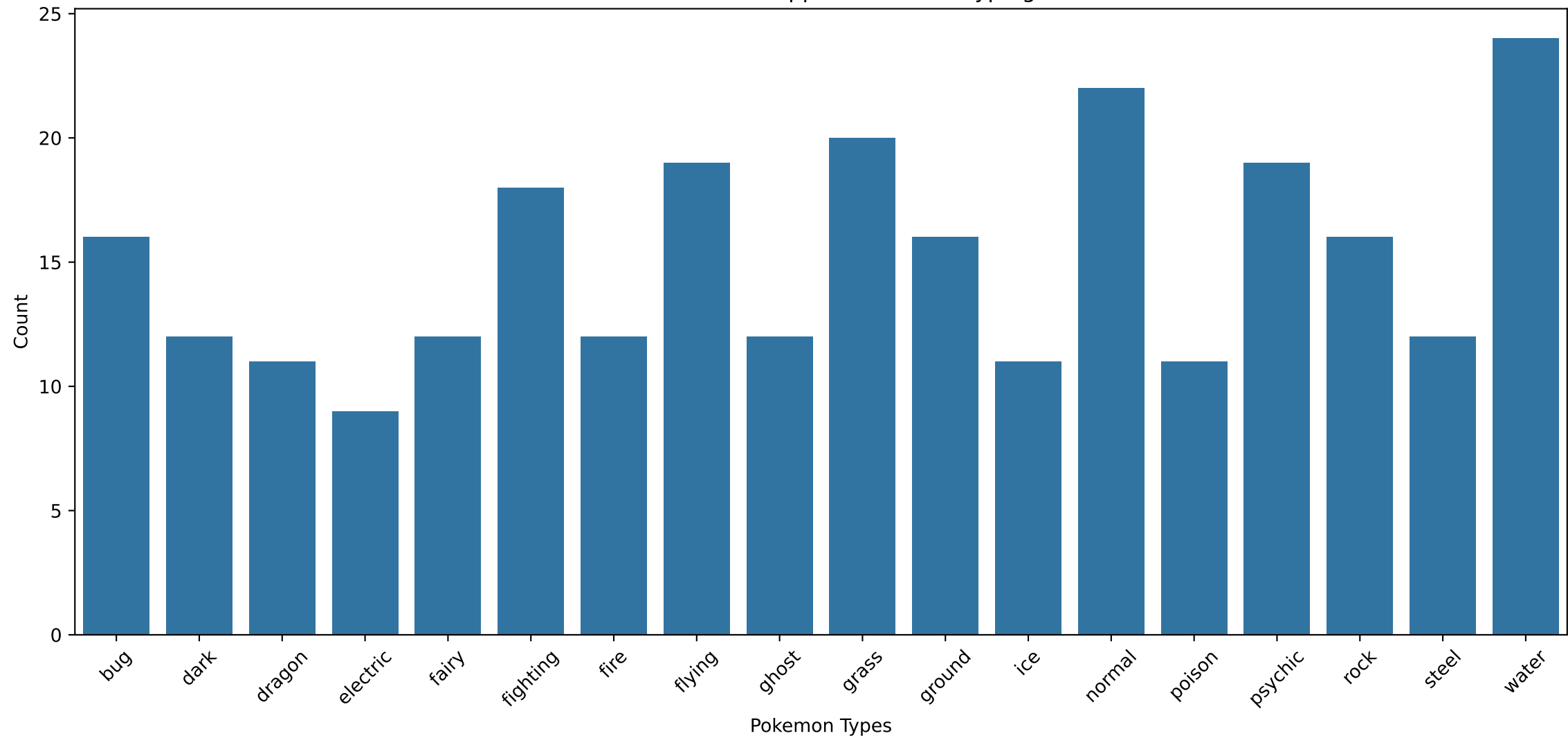


SA with different hyperparameters

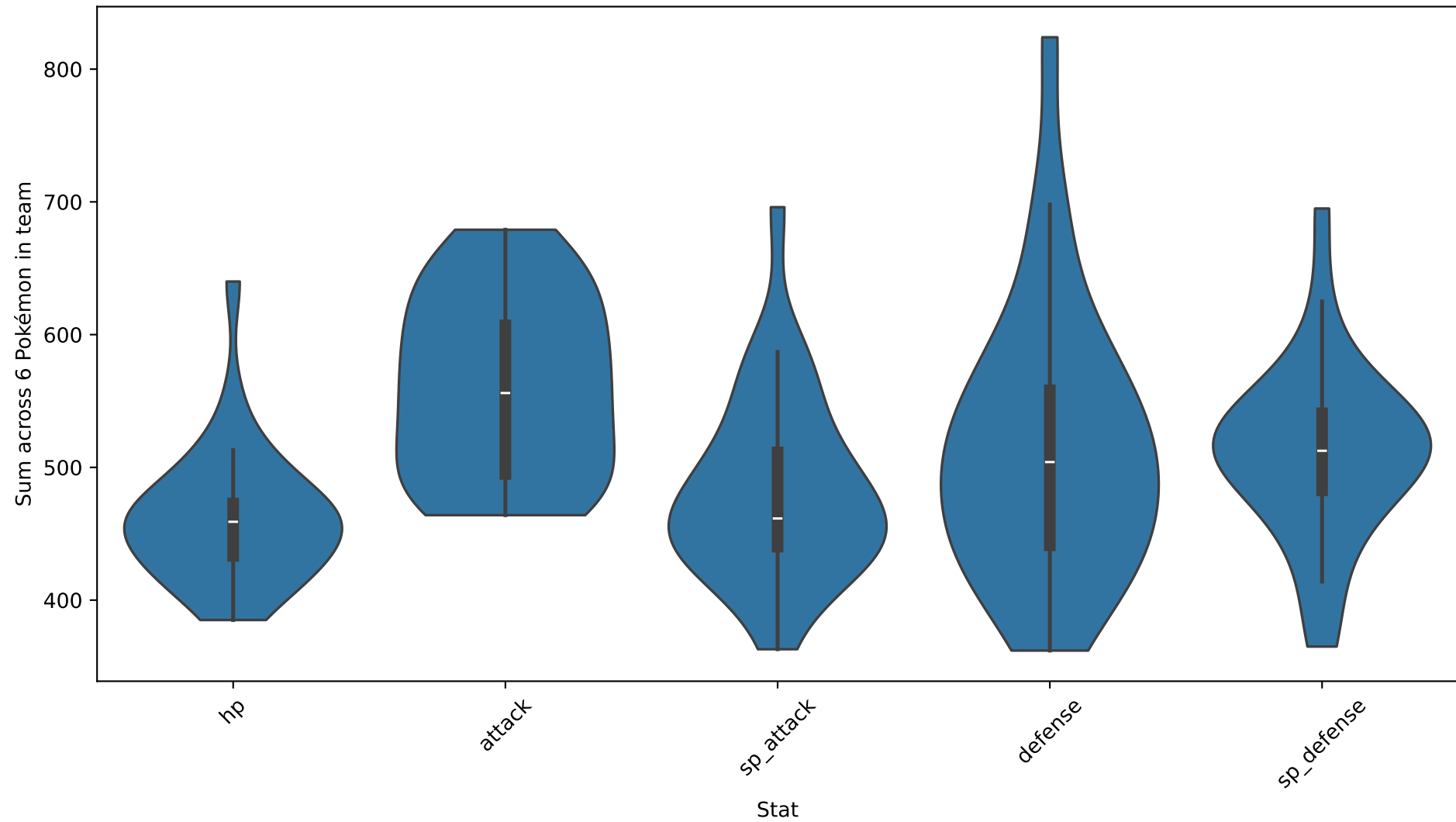
## Setup

- opponents\_limit = 30
- runs = 8
- budget = 100
- SA: initial\_temperature = 0.3, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = False
- 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	0.3912	1692	Gogoat Wigglytuff Hippowdon Wobbuffet Wailord Hariyama
1	SA	0.417	2122	Rhyperior Florges Snorlax Crabominable Wailord Tangrowth
2	SA	0.3447	2078	Empoleon Lilligant Aromatisse Slaking Hariyama Rampardos
3	SA	0.3815	2135	Vaporeon Tyranitar Emboar Wobbuffet Drampa Hippowdon
4	SA	0.2793	2169	Hariyama Rotom Lapras Snorlax Incineroar Altaria
5	SA	0.2731	2182	Palossand Venusaur Mandibuzz Haxorus Phione Snorlax
6	SA	0.465	1822	Musharna Rhyperior Tropius Blissey Hariyama Illumise
7	SA	0.2727	1935	Conkeldurr Seviper Wailord Gogoat Rhyperior Dunsparce

## SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3531	0.3631	0.0729	0.2727	0.465	8