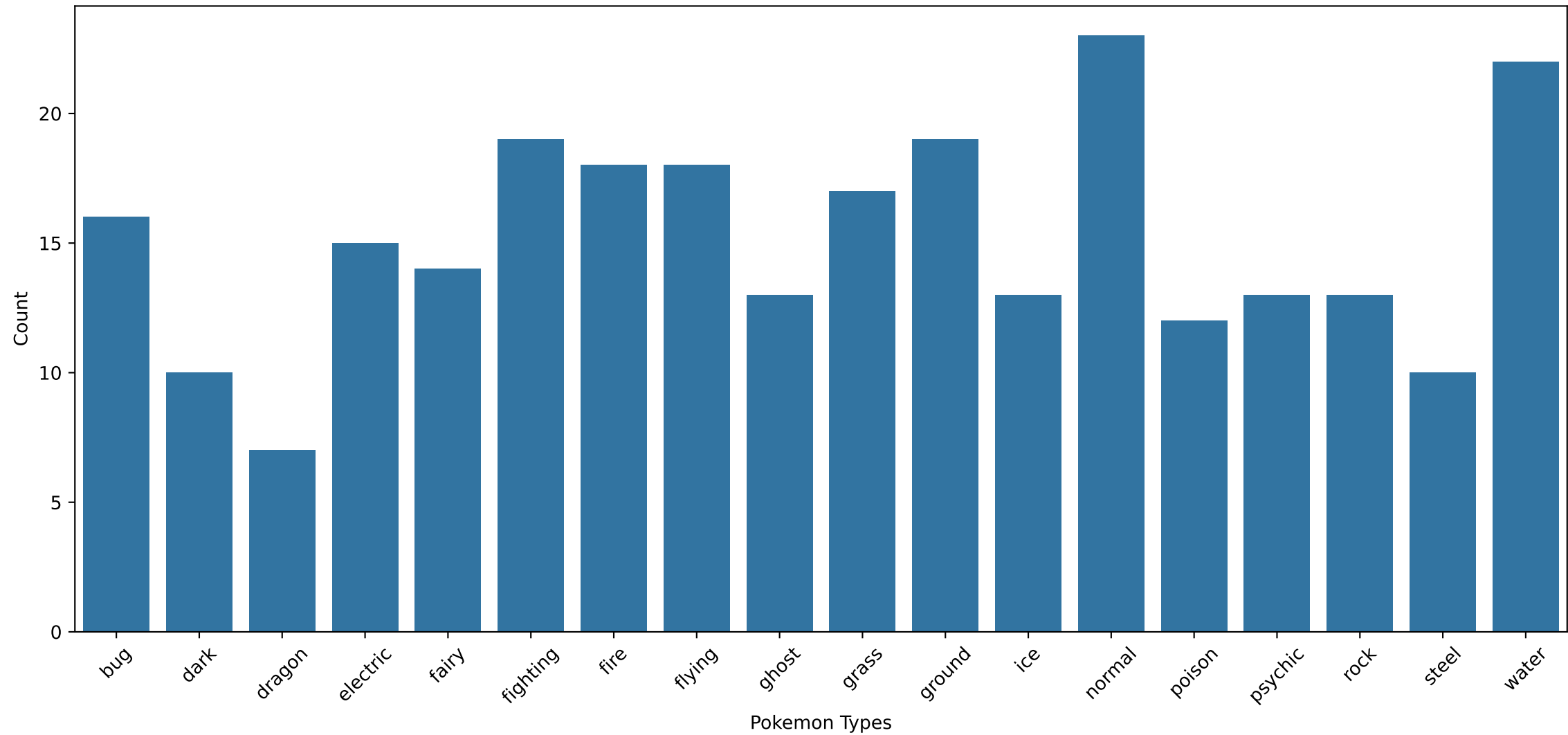


SA with different hyperparameters

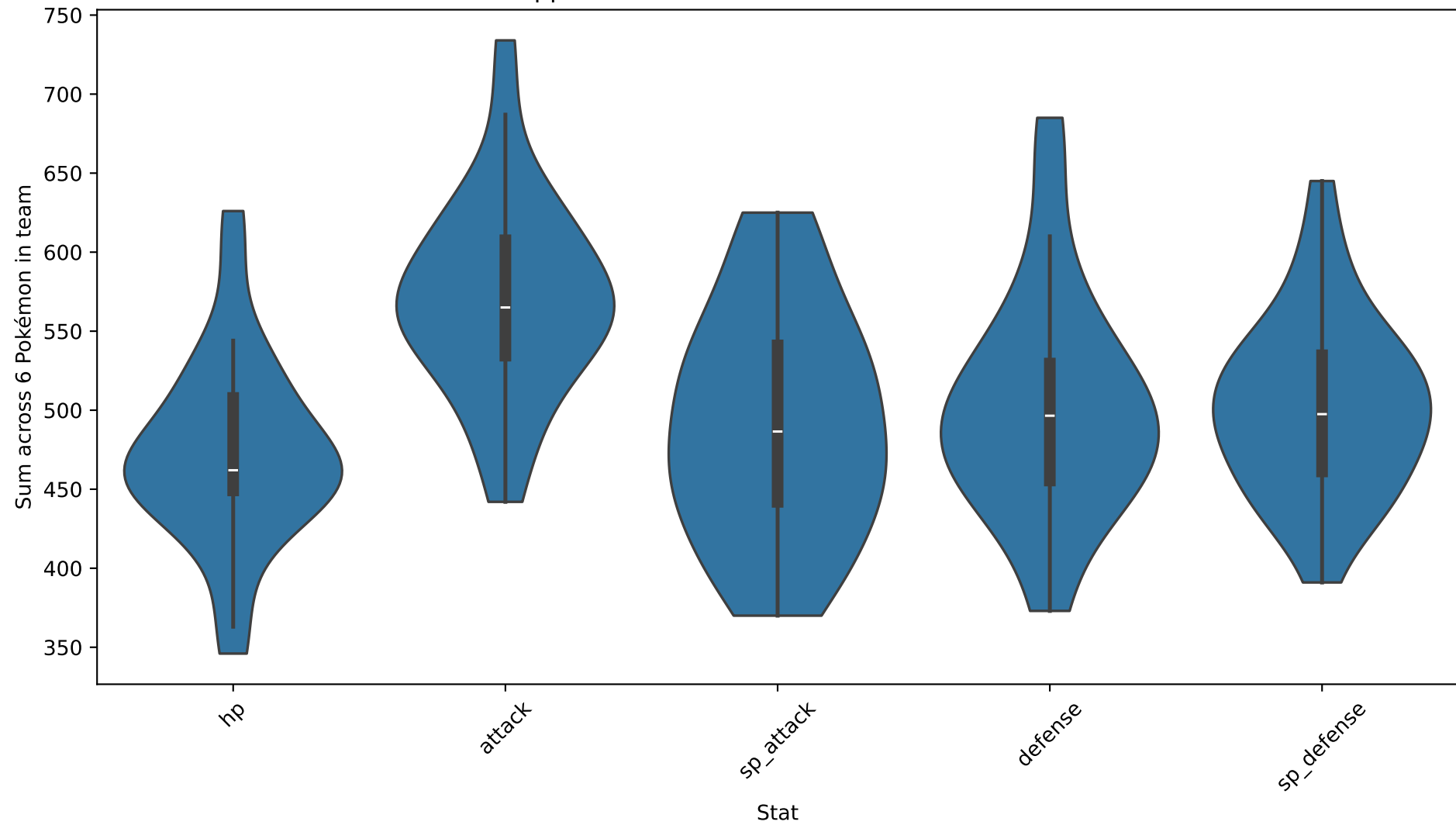
Setup

- opponents_limit = 30
- runs = 8
- budget = 100
- SA: initial_temperature = 0.3, cooling = 0.9
- restarts = 0
- patience = 50
- legendaries = False
- neighbor_replacements = 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	0.3559	2250	Aurorus Magnezone Blastoise Slaking Pinsir Wobbuffet
1	SA	0.2962	2135	Slowking Zoroark Slaking Aurorus Maractus Nidoking
2	SA	0.2158	2117	Ursaring Volcarona Krookodile Tropius Glalie Conkeldurr
3	SA	0.2588	1958	Sawsbuck Granbull Krookodile Crabominable Drifblim Gigalith
4	SA	0.3611	1973	Blissey Goodra Mandibuzz Ninetales Jellicent Reuniclus
5	SA	0.4121	2214	Rhyperior Slaking Goodra Togedemaru Gallade Wailord
6	SA	0.2007	1947	Musharna Hariyama Primarina Rampardos Shiftry Gumshoos
7	SA	0.2578	2060	Golurk Gigalith Snorlax Honchkrow Aromatisse Lumineon

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.2948	0.2775	0.0753	0.2007	0.4121	8