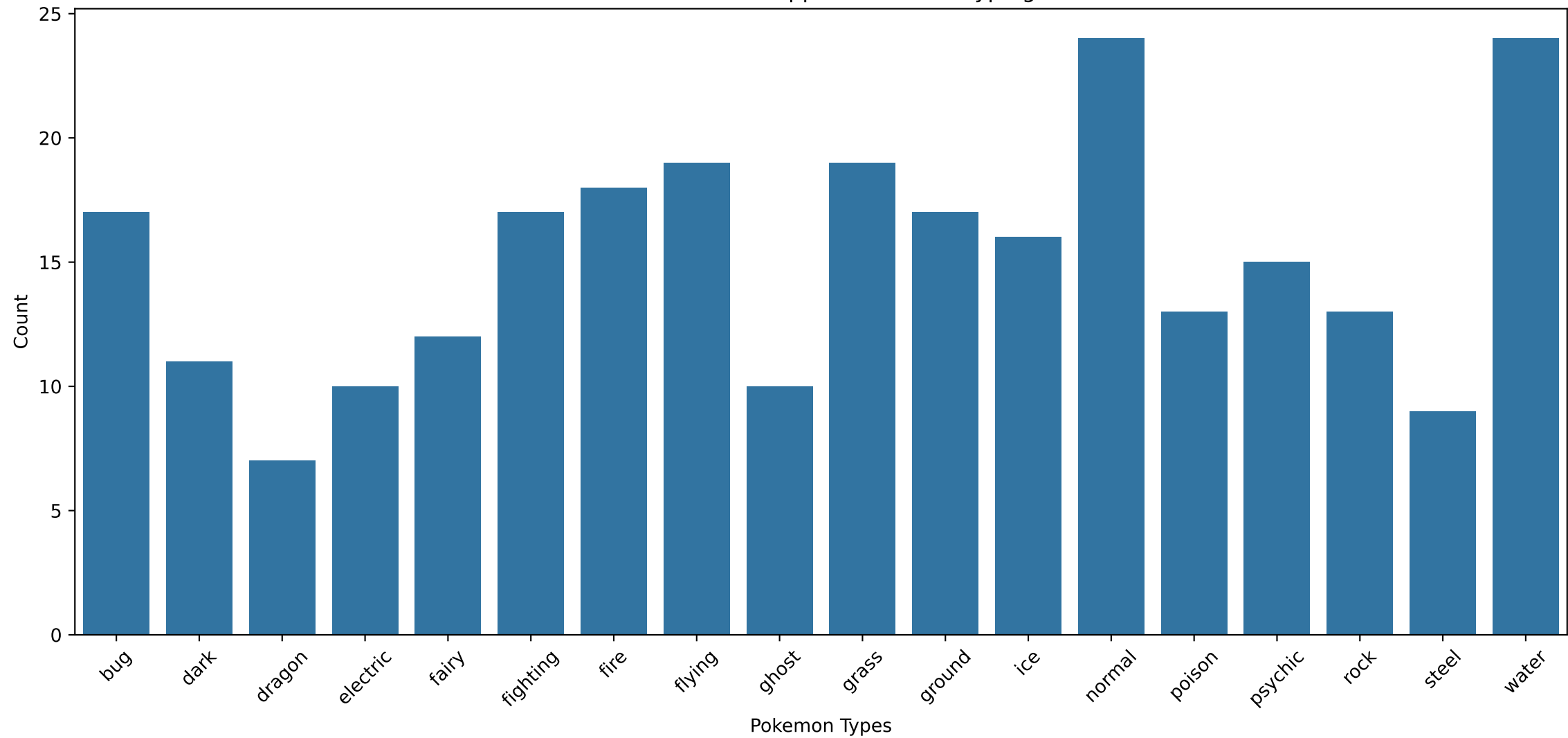


SA with different hyperparameters

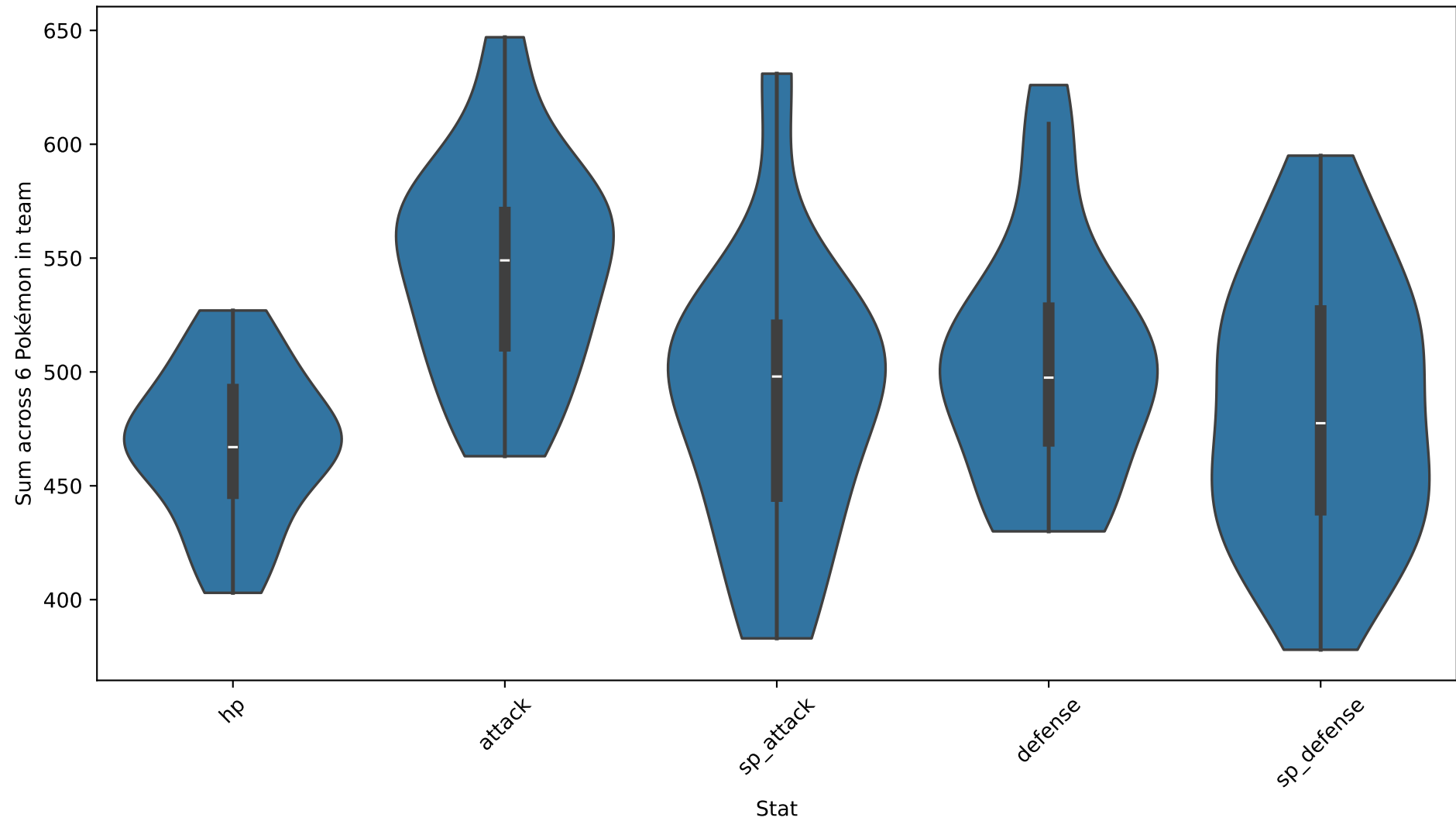
## Setup

- opponents\_limit = 30
- runs = 8
- budget = 100
- SA: initial\_temperature = 0.3, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = False
- neighbor\_replacements = 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	0.3981	2157	Blissey Exeggutor Machamp Umbreon Garchomp Swalot
1	SA	0.2523	2188	Garchomp Aromatisse Simisage Magmortar Oranguru Swalot
2	SA	0.3748	2160	Oranguru Golem Sceptile Salamence Hariyama Wailord
3	SA	0.1831	2063	Conkeldurr Ludicolo Scolipede Kangaskhan Reuniclus Stunfisk
4	SA	0.4116	2148	Aurorus Gogoat Hydreigon Lanturn Slaking Arcanine
5	SA	0.3552	2279	Metagross Vaporeon Houndoom Golurk Gogoat Snorlax
6	SA	0.3258	2040	Breloom Lanturn Druddigon Blissey Aggron Musharna
7	SA	0.2385	2318	Grumpig Abomasnow Garchomp Simisear Empoleon Slurpuff

# SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3174	0.3405	0.0834	0.1831	0.4116	8