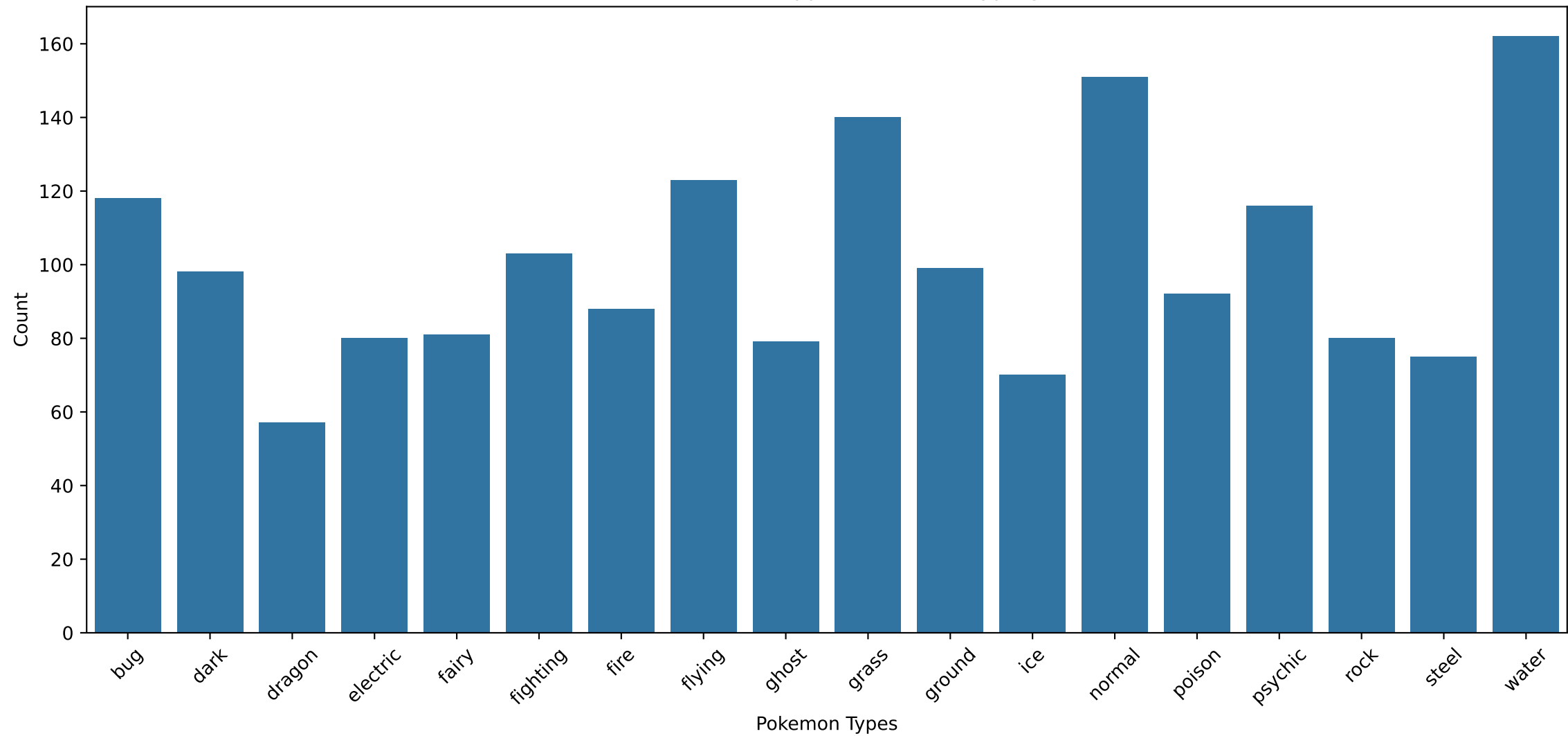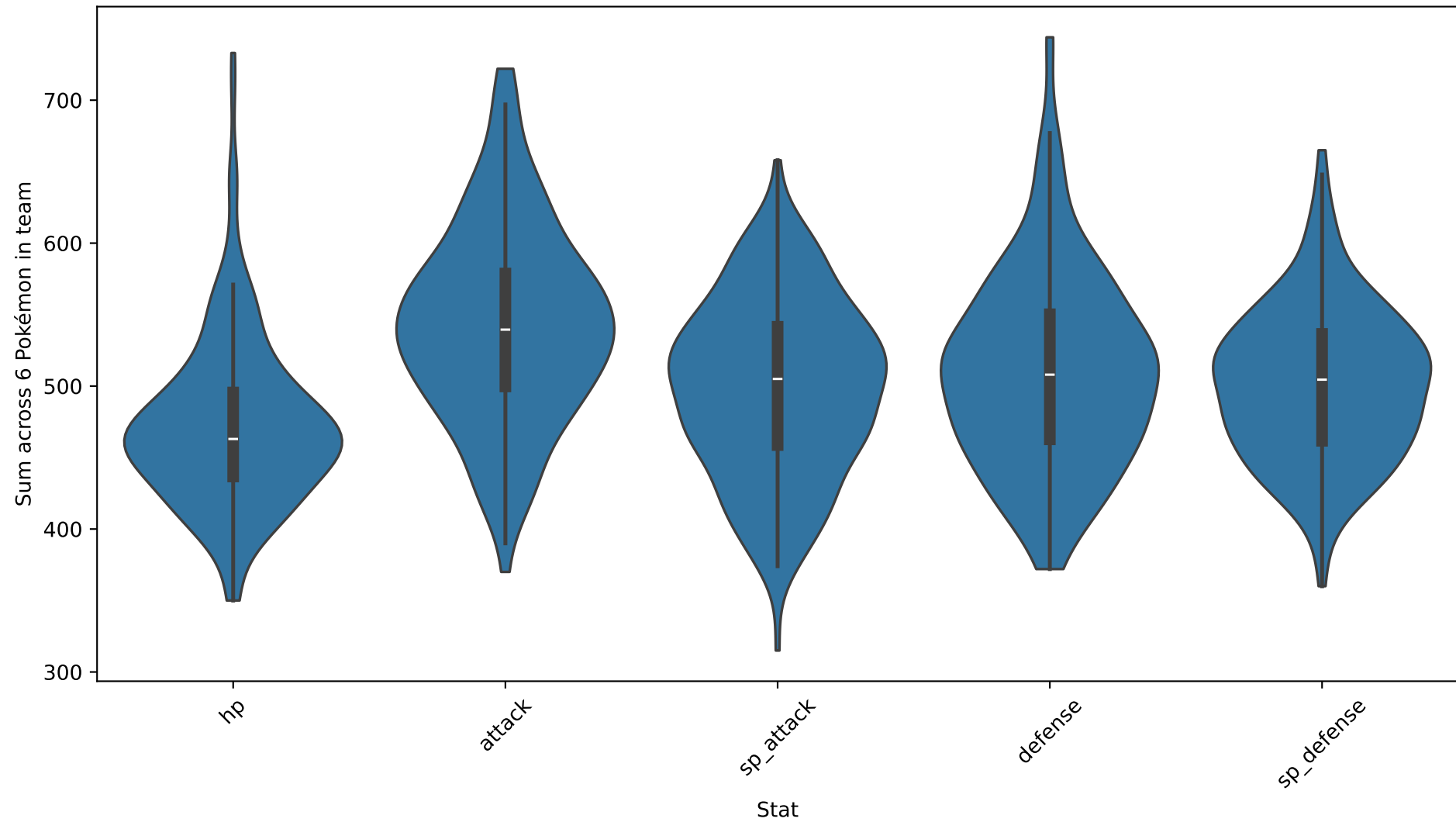# SA with different neighbor replacements

Setup

- opponents_limit = 200
- runs = 8
- budget = 300
- SA: initial_temperature = 0.2, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = False
- neighbor_replacements = 2
- 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	0.3297	2345	Blaziken|Golem|Metagross|Tangrowth|Beartic|Wailord
1	SA	0.3587	2283	Slaking|Salamence|Slurpuff|Vaporeon|Musharna|Rhyperior
2	SA	0.313	2290	Mandibuzz|Kingdra|Rhyperior|Sceptile|Heracross|Snorlax
3	SA	0.4423	1891	Blissey|Rhyperior|Wobbuffet|Lapras|Florges|Bisharp
4	SA	0.3181	1921	Excadrill|Garbodor|Mandibuzz|Wobbuffet|Sylveon|Slaking
5	SA	0.3179	1849	Crabominable|Wobbuffet|Heatmor|Snorlax|Granbull|Relicanth
6	SA	0.2853	2231	Beheeyem|Bewear|Banette|Aurorus|Swampert|Mandibuzz
7	SA	0.3189	1920	Gastrodon|Meganium|Blissey|Granbull|Incineroar|Sudowoodo

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3355	0.3185	0.0476	0.2853	0.4423	8