SA with different hyperparameters
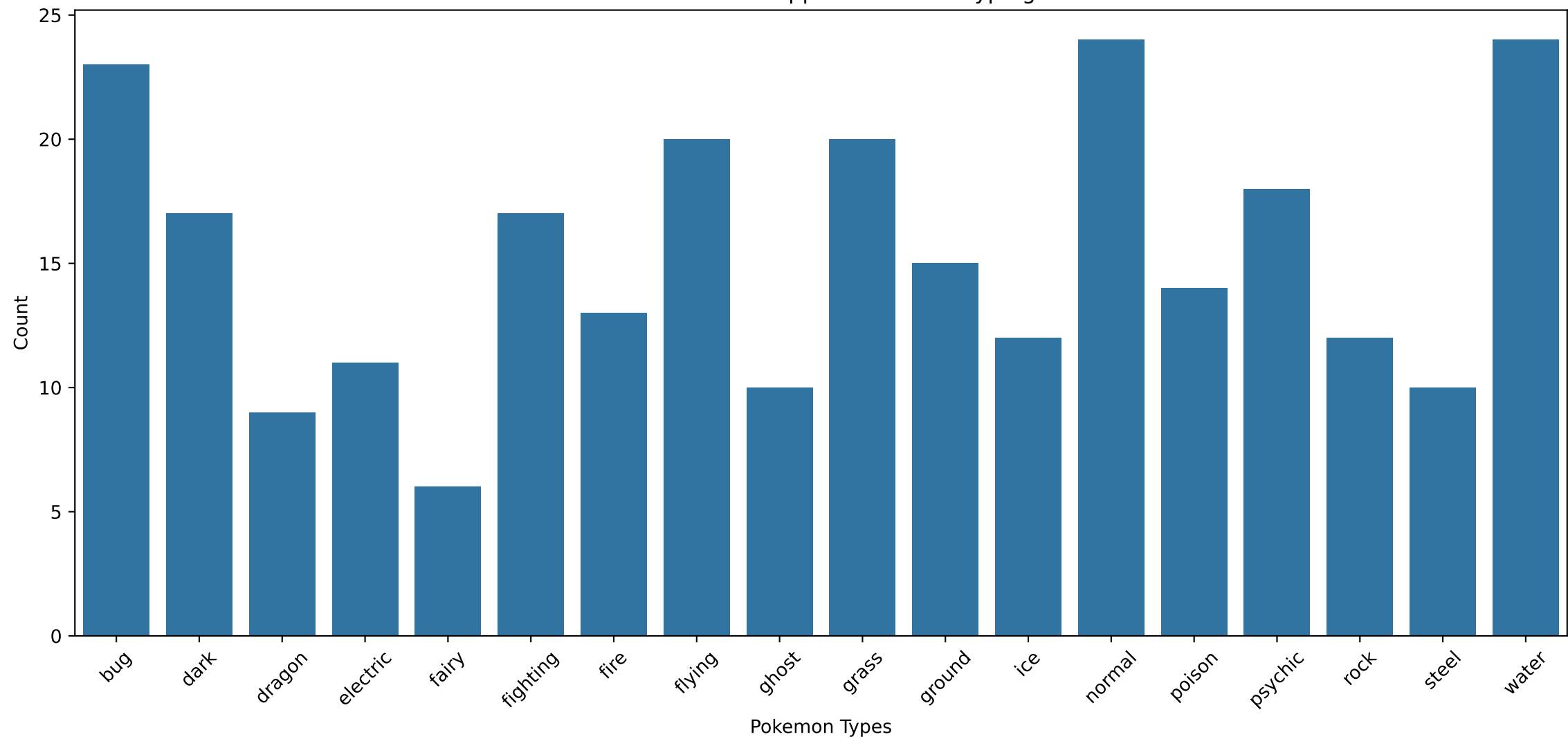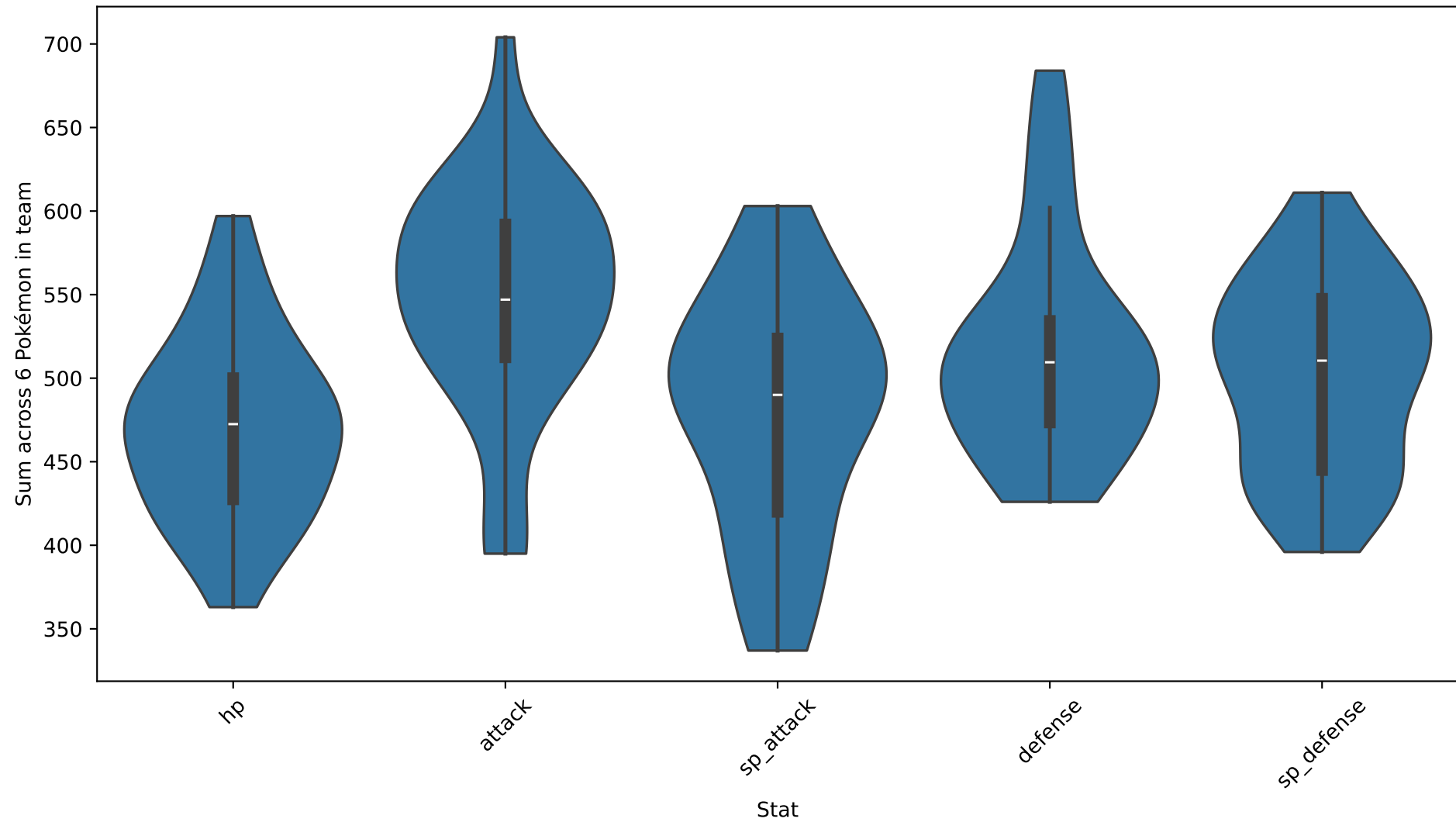
Setup
- opponents_limit = 30
- runs = 8
- budget = 100
- SA: initial_temperature = 0.1, cooling = 0.9
- restarts = 0
- patience = 50
- legendaries = False
- neighbor_replacements = 3
- iters_per_temp = 4

Distribution of Opponent Teams Typing

Opponents: distribution of team stat sums

SA experiment

run	solver	fitness	stats_sum	pokemons
0	SA	0.4266	2149	Abomasnow|Golem|Blissey|Gallade|Umbreon|Azumarill
1	SA	0.3668	2105	Gengar|Tropius|Lapras|Gallade|Arcanine|Blissey
2	SA	0.2724	2170	Aurorus|Stunfisk|Chimecho|Venusaur|Emboar|Haxorus
3	SA	0.2484	2155	Aromatisse|Slowking|Emboar|Snorlax|Archeops|Luxray
4	SA	0.3416	2242	Rhyperior|Slaking|Vileplume|Musharna|Electivire|Scrafty
5	SA	0.1959	2080	Wobbuffet|Pinsir|Omastar|Dragonite|Garbodor|Infernape
6	SA	0.3816	2105	Slaking|Tangrowth|Pachirisu|Gallade|Aurorus|Wailord
7	SA	0.3596	1916	Excadrill|Musharna|Electivire|Mantine|Heatmor|Blissey

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3241	0.3506	0.0775	0.1959	0.4266	8