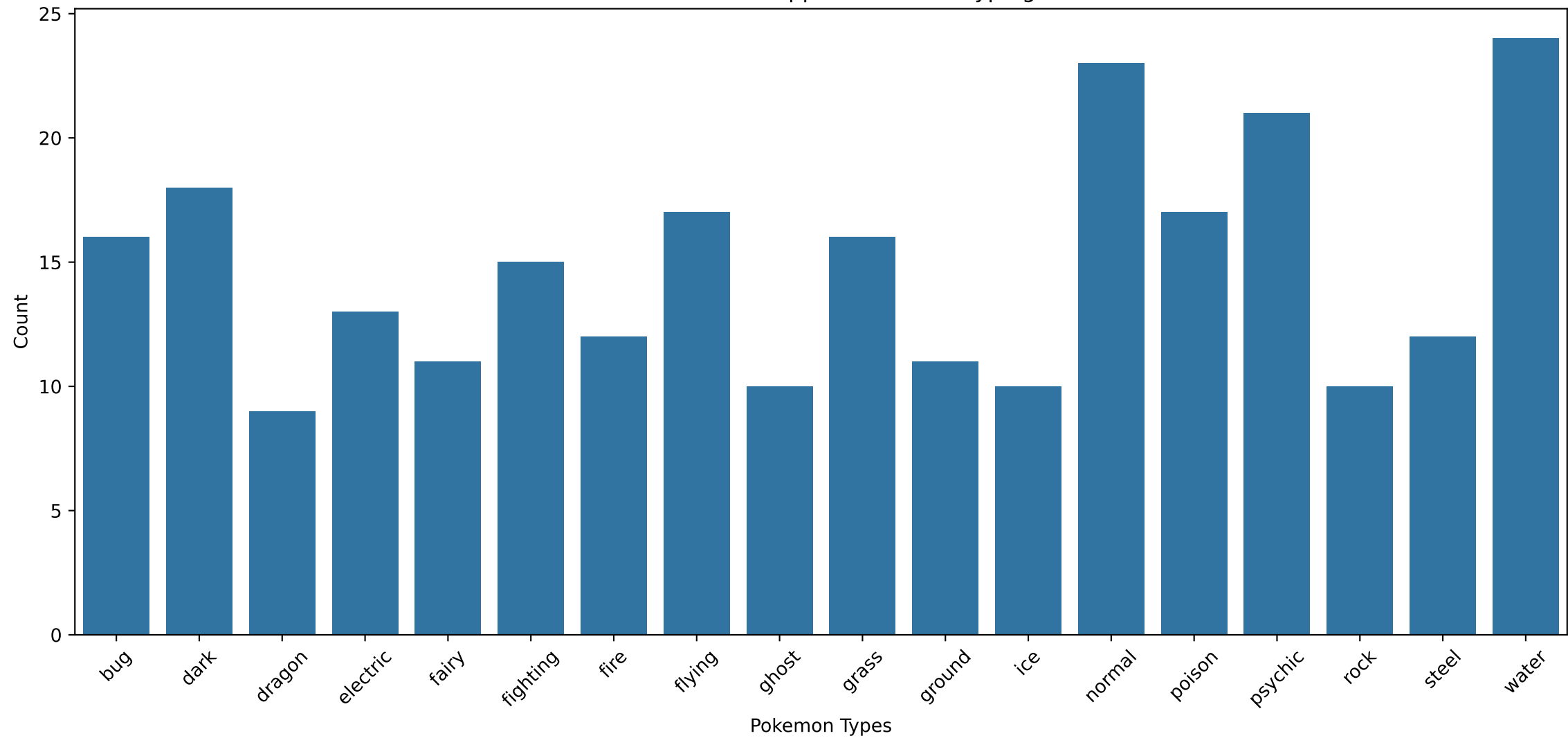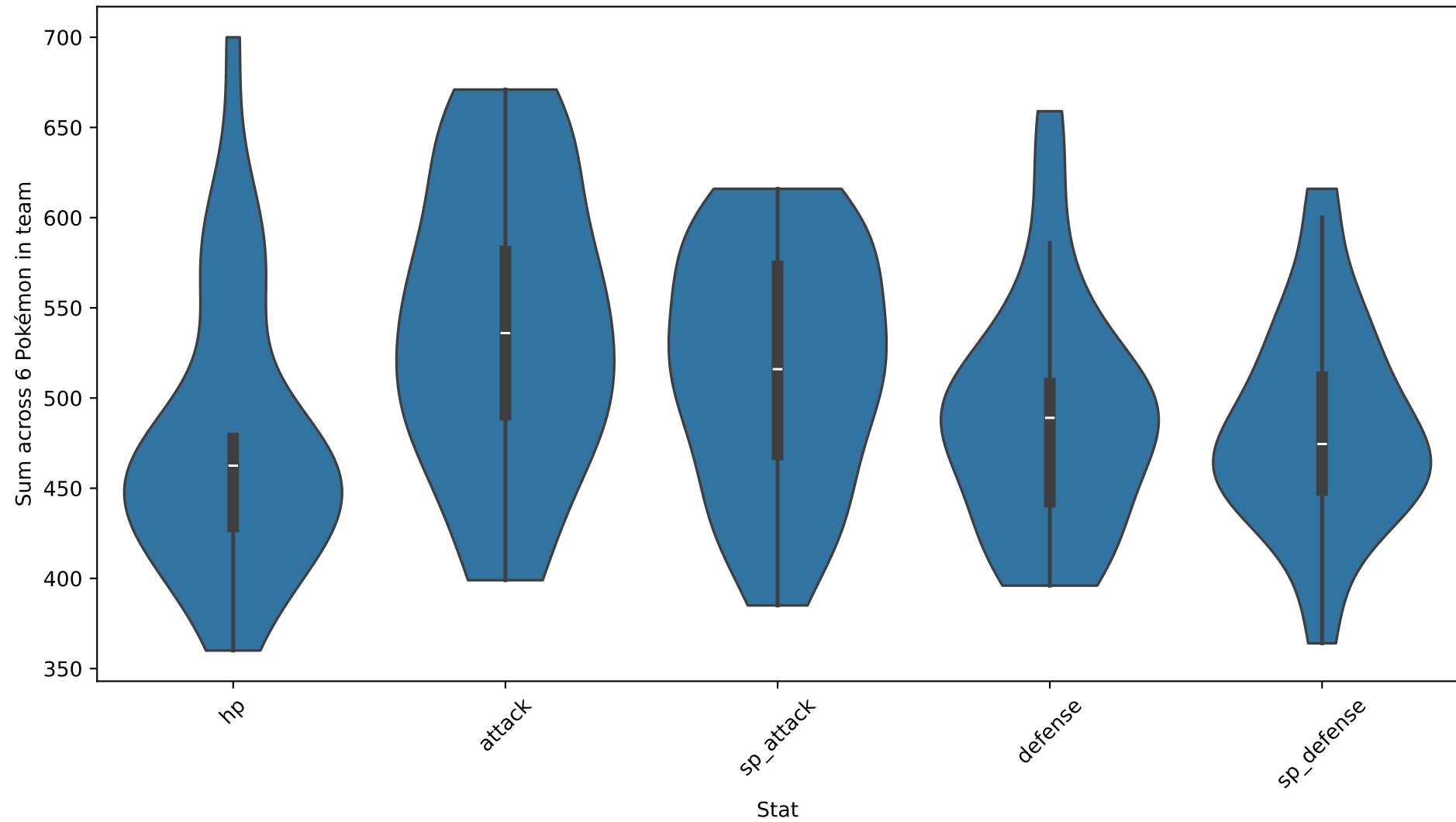# SA with different hyperparameters

Setup
- opponents_limit = 30
- runs = 8
- budget = 100
- SA: initial_temperature = 0.3, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = False
- neighbor_replacements = 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	0.3335	2054	Wobbuffet|Garchomp|Sceptile|Aromatisse|Wailord|Ursaring
1	SA	0.3177	2137	Sylveon|Snorlax|Musharna|Tyrantrum|Magmortar|Gastrodon
2	SA	0.2103	2157	Noivern|Magmortar|Pangoro|Gogoat|Rhyperior|Empoleon
3	SA	0.4048	2114	Blissey|Tyranitar|Sceptile|Skarmory|Hariyama|Stunfisk
4	SA	0.3165	2184	Blissey|Mienshao|Salamence|Carracosta|Stunfisk|Gengar
5	SA	0.4266	2025	Slaking|Reuniclus|Flygon|Glaceon|Hariyama|Alomomola
6	SA	0.3544	1884	Blissey|Amoonguss|Vaporeon|Gigalith|Hawlucha|Jynx
7	SA	0.3229	1884	Gogoat|Beautifly|Alomomola|Snorlax|Musharna|Pangoro

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3358	0.3282	0.0654	0.2103	0.4266	8