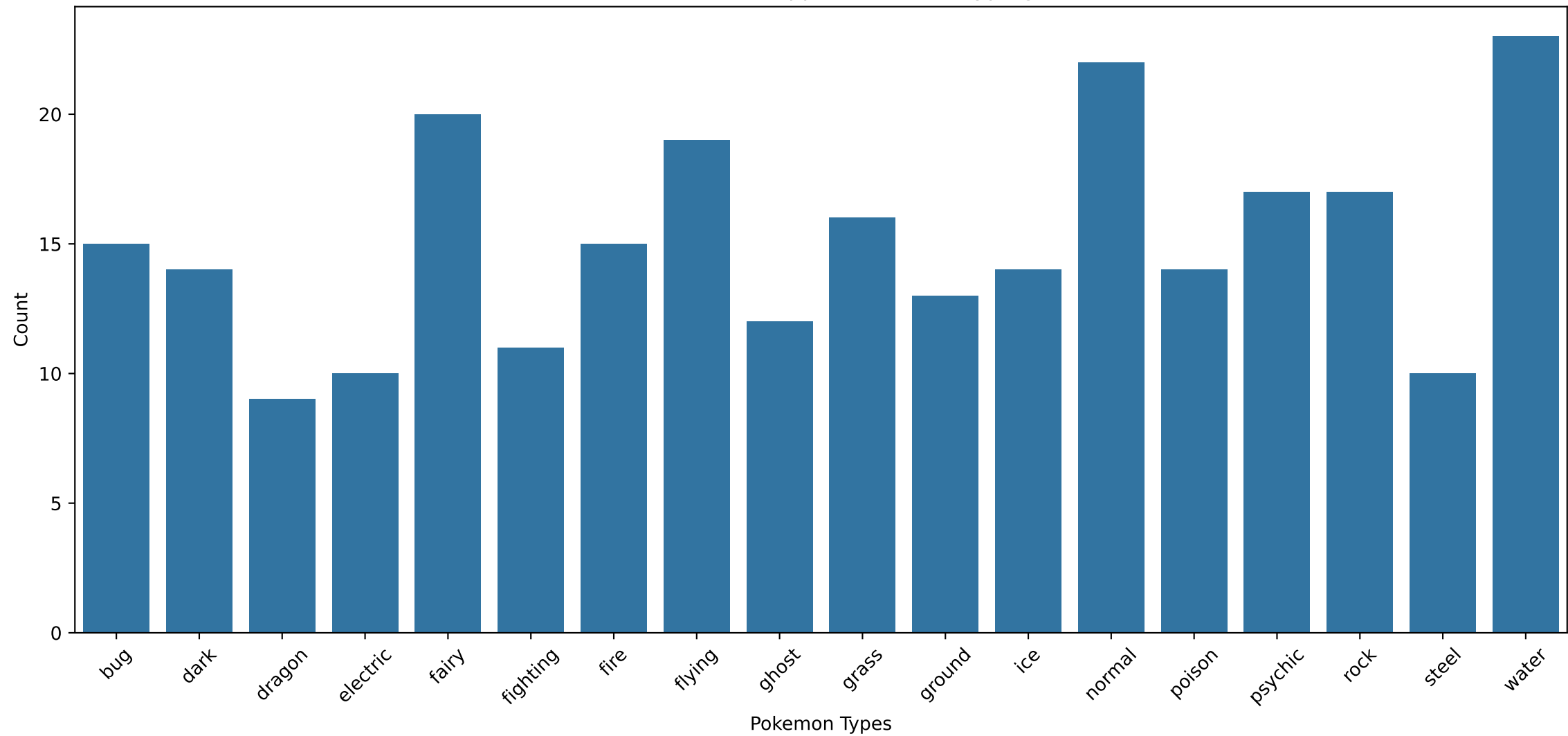


SA with different hyperparameters

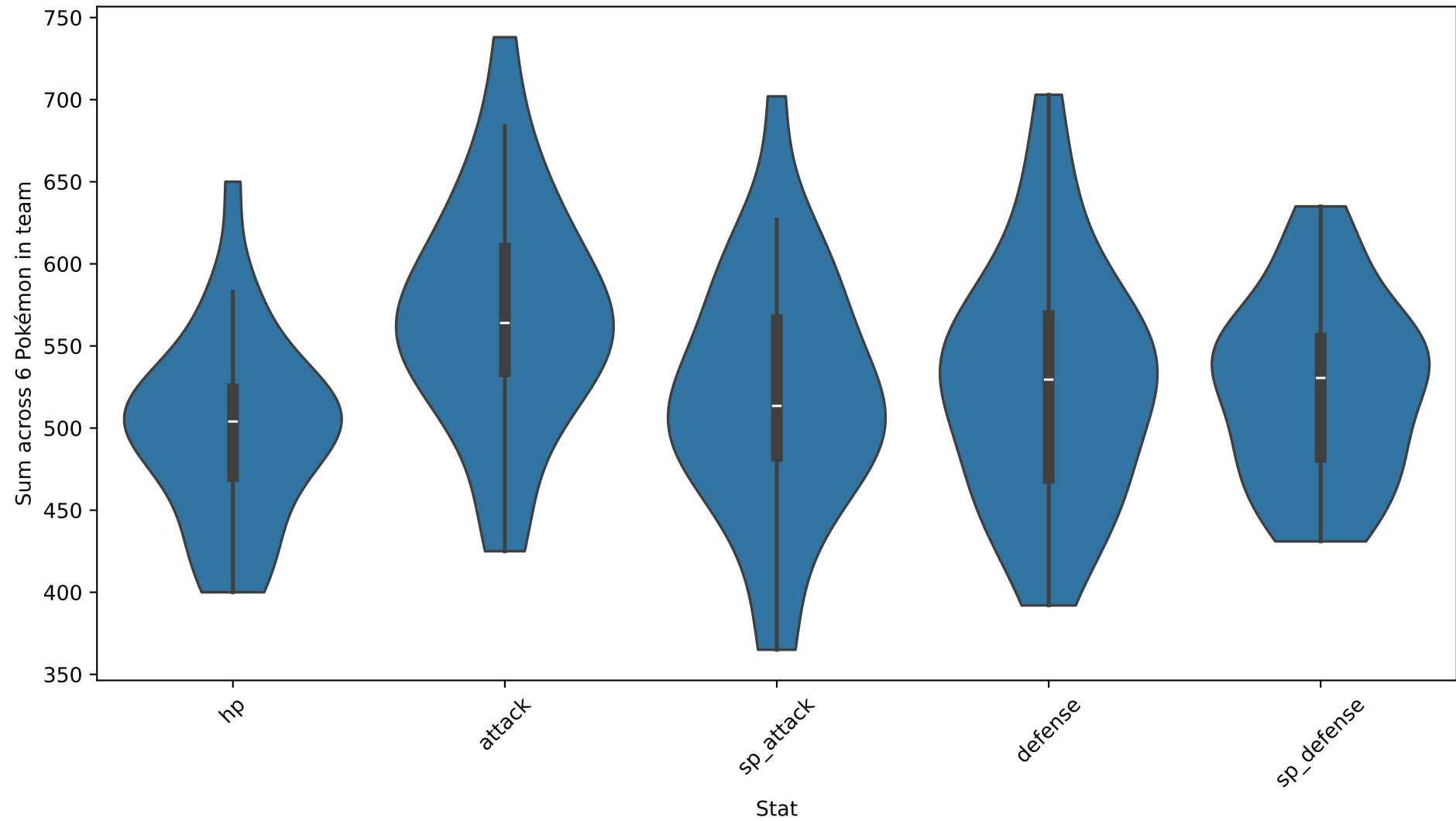
Setup

- opponents_limit = 30
- runs = 8
- budget = 100
- SA: initial_temperature = 0.3, cooling = 0.9
- restarts = 0
- patience = 50
- legendaries = True
- 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	0.3262	2302	Stoutland Dhelmise Pinsir Zygarde Terrakion Musharna
1	SA	0.2305	2206	Torkoal Krookodile Milotic Kyurem Reuniclus Throh
2	SA	0.2969	2062	Snorlax Nihilego Vaporeon Guzzlord Espeon Hippowdon
3	SA	0.2161	1962	Honchkrow Kabutops Virizion Golurk Drampa Wobbuffet
4	SA	0.2582	2069	Gothitelle Celesteela Krookodile Blissey Venomoth Regirock
5	SA	0.3308	2673	Rayquaza Slaking Mudsdale Gengar Buzzwole Mewtwo
6	SA	0.266	2343	Mewtwo Swalot Ho-Oh Dedenne Alomomola Aggron
7	SA	0.3227	2362	Abomasnow Cresselia Volcarona Drifblim Arceus Rhyperior

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.2809	0.2814	0.0448	0.2161	0.3308	8