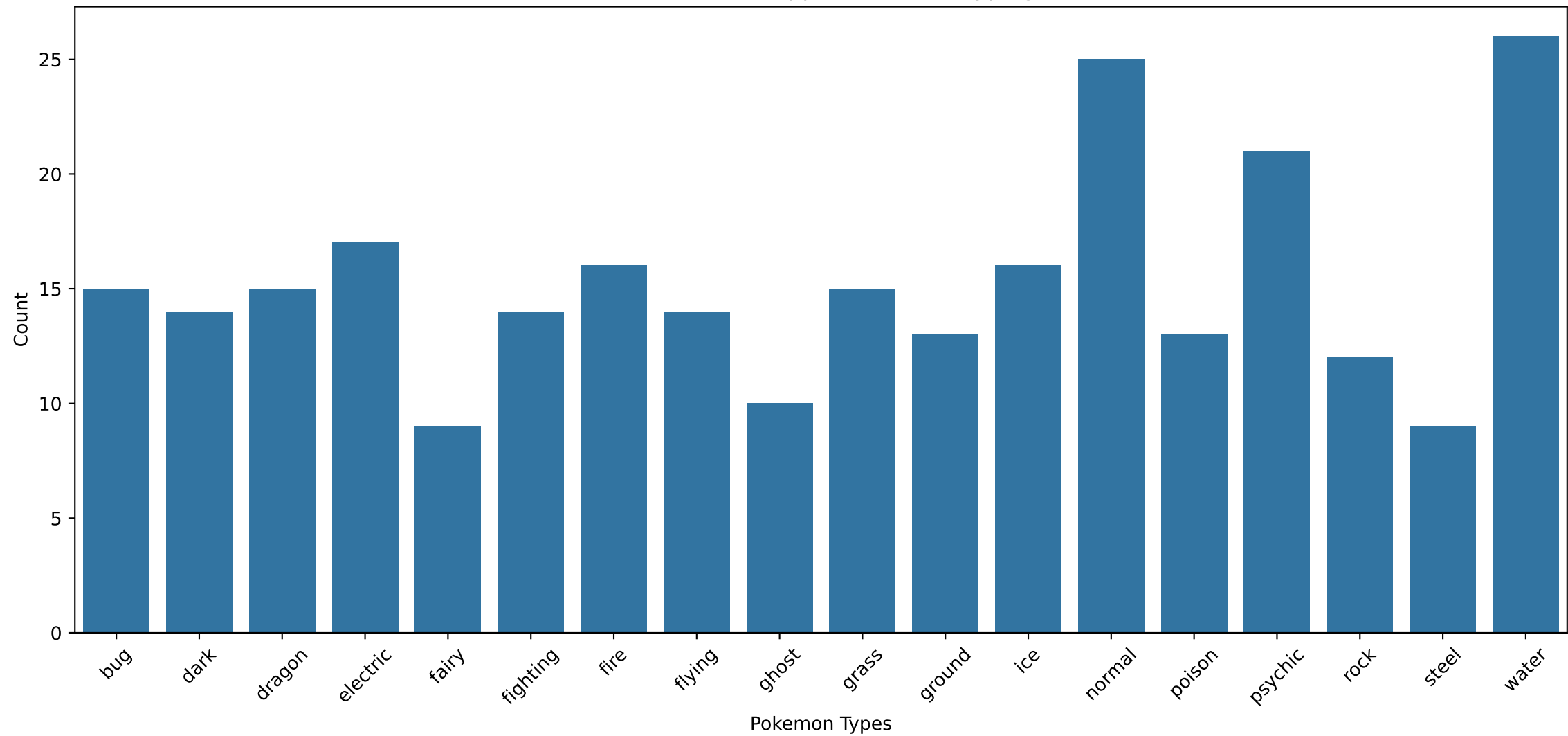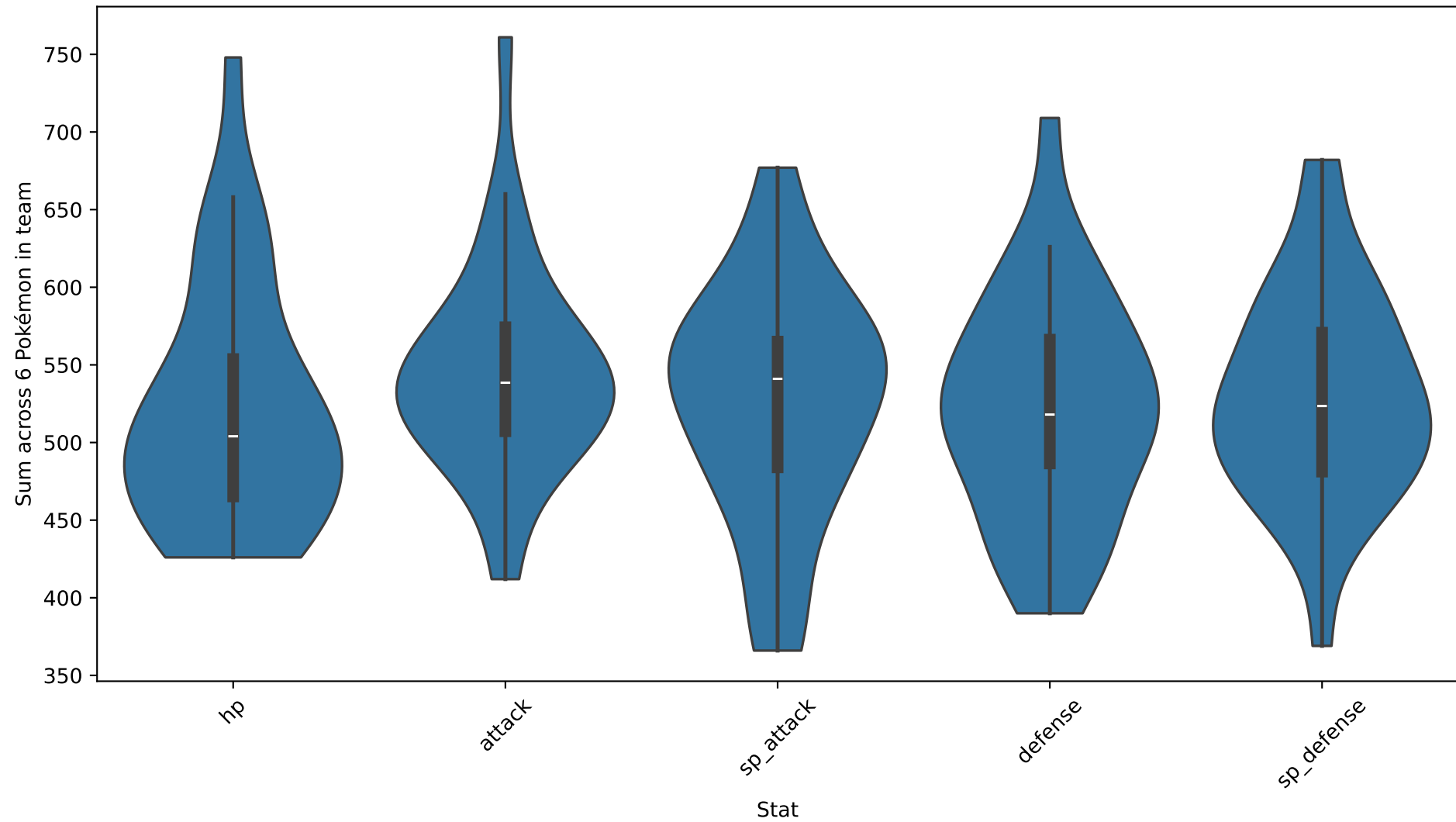# SA with different hyperparameters

Setup
- opponents_limit = 30
- runs = 8
- budget = 100
- SA: initial_temperature = 0.1, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = True
- neighbor_replacements = 2
- 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	0.321	2720	Hoopa|Snorlax|Kyogre|Ampharos|Rampardos|Yveltal
1	SA	0.3613	1867	Mamoswine|Slaking|Mandibuzz|Alomomola|Entei|Wobbuffet
2	SA	0.3362	1865	Sylveon|Blissey|Hariyama|Cacturne|Alomomola|Cresselia
3	SA	0.4277	2212	Alomomola|Yveltal|Zygarde|Electivire|Aggron|Blissey
4	SA	0.386	2370	Snorlax|Zygarde|Mewtwo|Buzzwole|Incineroar|Amoonguss
5	SA	0.4007	1749	Blissey|Gogoat|Tentacruel|Stunfisk|Wobbuffet|Aromatisse
6	SA	0.3438	2175	Reuniclus|Zygarde|Vaporeon|Drifblim|Sylveon|Regirock
7	SA	0.3222	2581	Groudon|Blaziken|Audino|Togekiss|Ampharos|Guzzlord

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3624	0.3526	0.039	0.321	0.4277	8