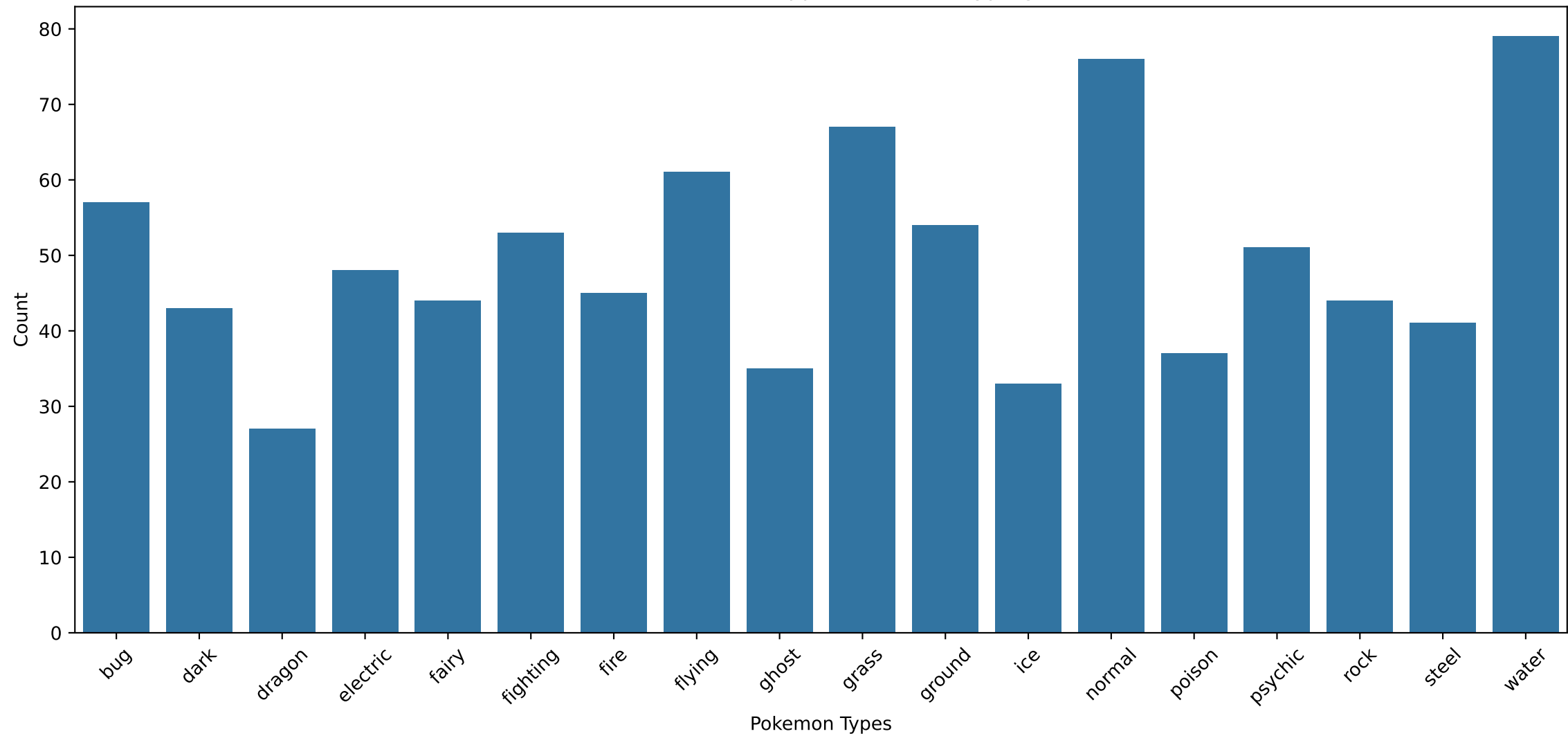


# Evolutionary Algorithm - Population Size Experiment

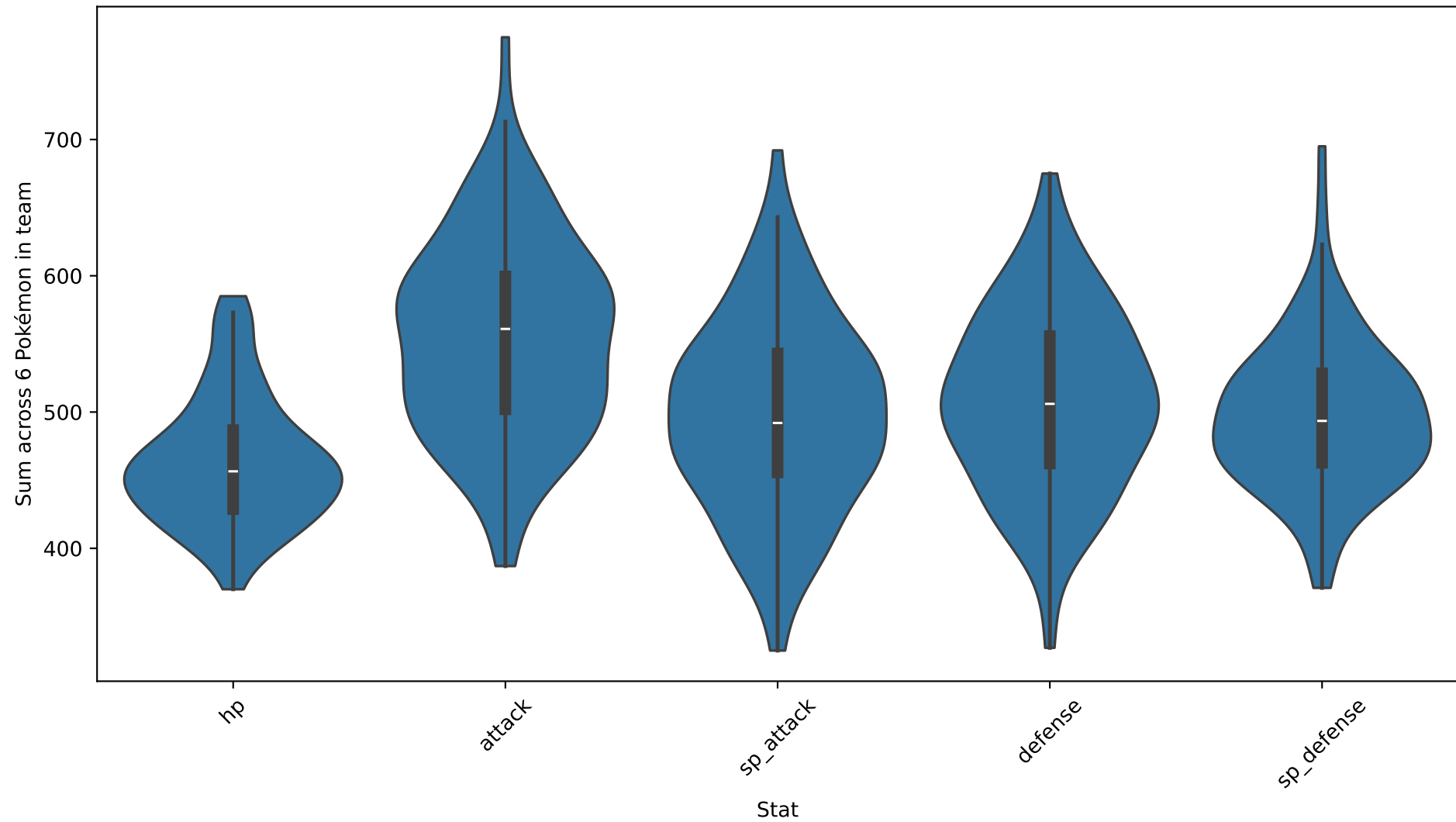
## Setup:

- Population size: 50
- Generations: 20
- Mutation rate: 0.6
- Elite size: 1
- Tournament size: 3

Distribution of Opponent Teams Typing



Opponents: distribution of team stat sums



## EA - Results of individual runs

run	solver	elite_size	fitness	stats_sum	pokemons
0	EA	1	0.45598958333333334	2064	PokemonTeam(size=6, names=['Blissey', 'Tyranitar', 'Kommo-o', 'Wobbuffet', 'Ninetales', 'Octillery'])
1	EA	1	0.4816986301369864	2201	PokemonTeam(size=6, names=['Torkoal', 'Slaking', 'Tyranitar', 'Donphan', 'Vaporeon', 'Wobbuffet'])
2	EA	1	0.5207317073170732	1925	PokemonTeam(size=6, names=['Rhyperior', 'Tangrowth', 'Passimian', 'Blissey', 'Togekiss', 'Alomomola'])
3	EA	1	0.45420138888888884	1898	PokemonTeam(size=6, names=['Donphan', 'Blissey', 'Wobbuffet', 'Tangrowth', 'Blastoise', 'Drifblim'])
4	EA	1	0.4761123595505618	1827	PokemonTeam(size=6, names=['Blissey', 'Sylveon', 'Goodra', 'Incineroar', 'Wobbuffet', 'Alomomola'])
5	EA	1	0.4894948335246843	1920	PokemonTeam(size=6, names=['Blissey', 'Tyranitar', 'Wobbuffet', 'Volbeat', 'Wailord', 'Dragonite'])

## EA - Summary statistics

solver	mean	median	std	min	max	count
EA	0.479705	0.478905	0.024531	0.454201	0.520732	6