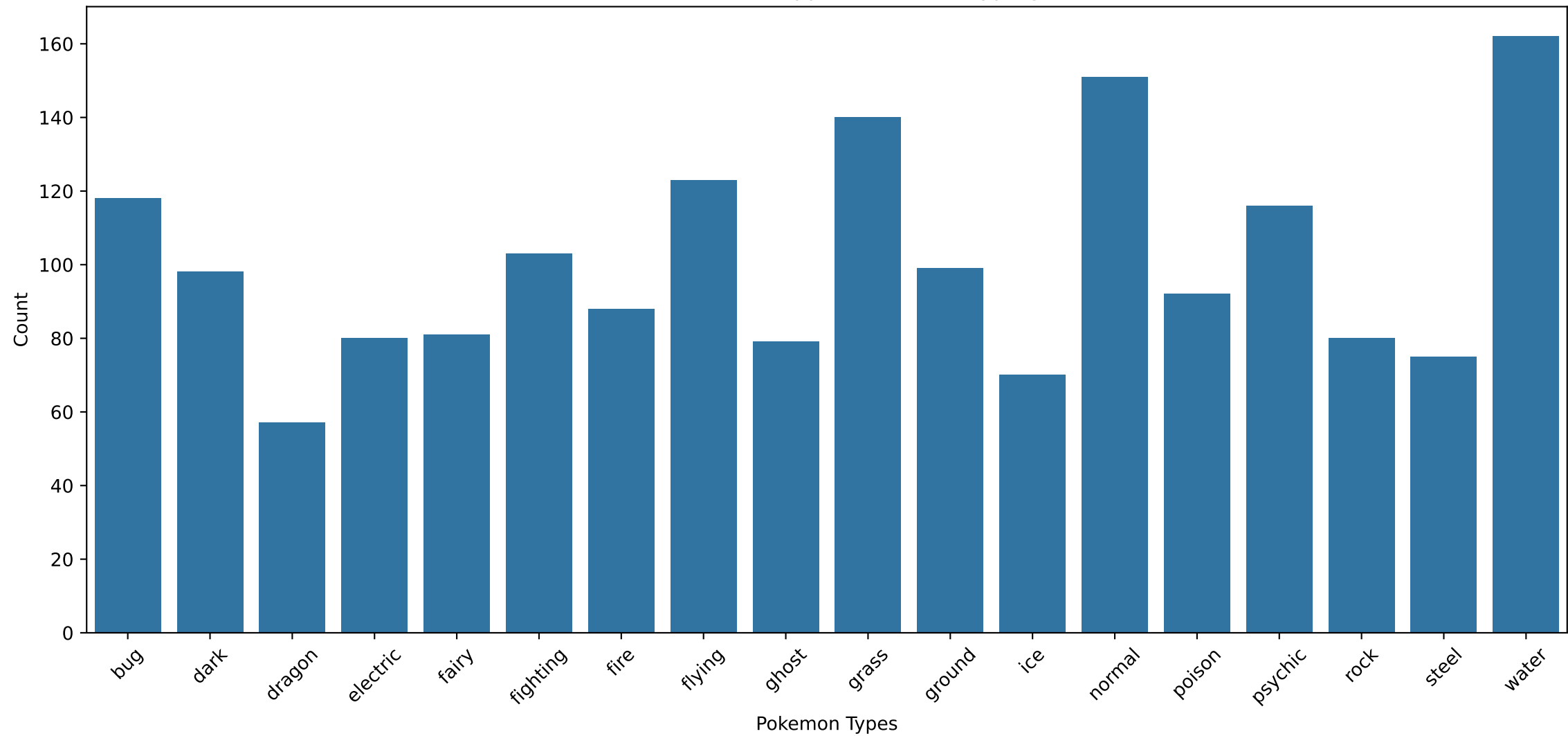


SA with different neighbor replacements

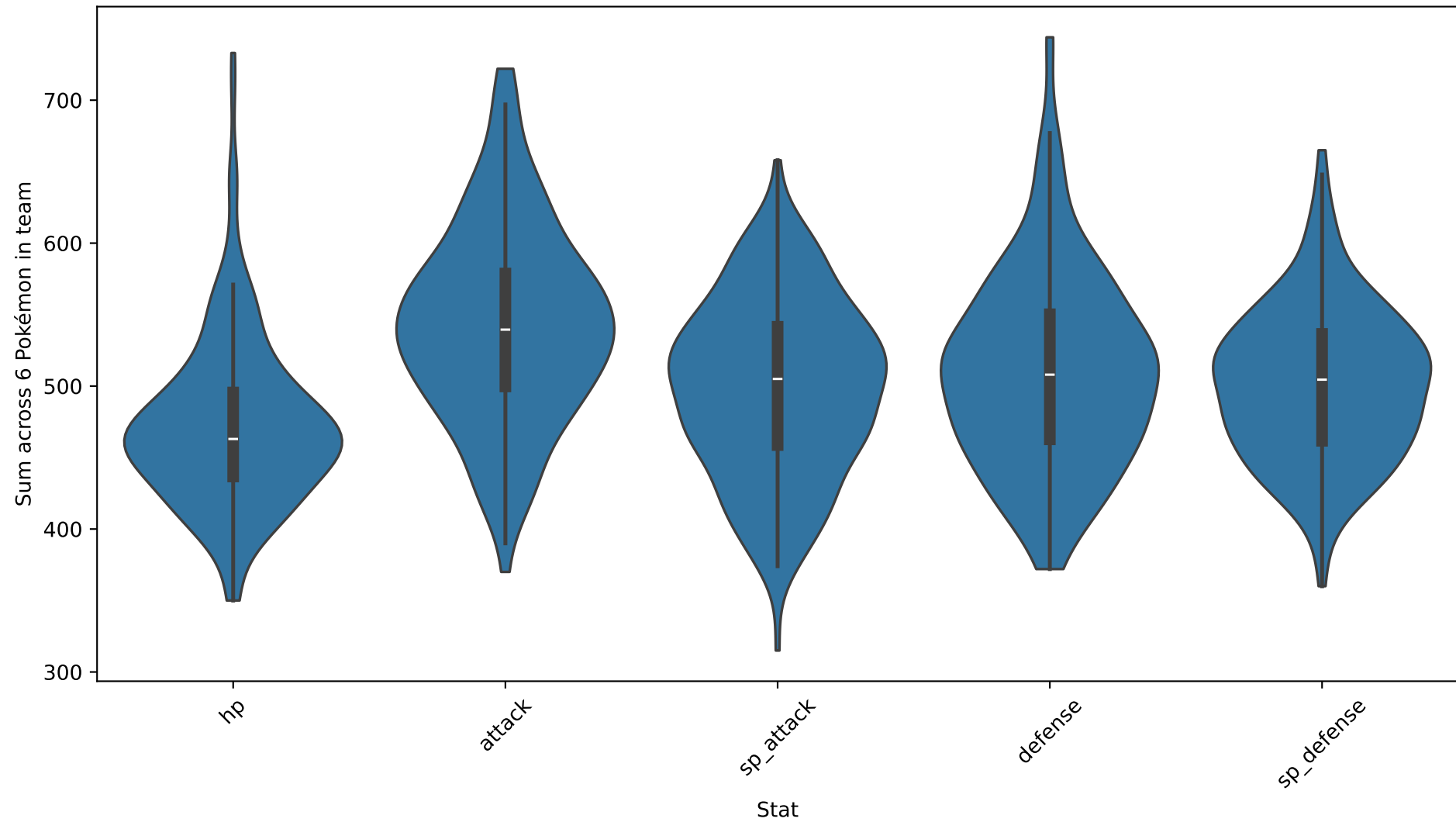
## Setup

- opponents\_limit = 200
- runs = 8
- budget = 300
- SA: initial\_temperature = 0.2, cooling = 0.8
- restarts = 0
- patience = 50
- legendaries = False
- neighbor\_replacements = 1
- iters\_per\_temp = 5

Distribution of Opponent Teams Typing



Opponents: distribution of team stat sums



# SA experiment

run	solver	fitness	stats_sum	pokemons
0	SA	0.466	2032	Musharna Garchomp Blissey Aurorus Throh Mandibuzz
1	SA	0.4374	1951	Mudsdale Blissey Tangrowth Reuniclus Emboar Drifblim
2	SA	0.4041	2183	Wobbuffet Rhyperior Charizard Venusaur Hariyama Slaking
3	SA	0.3076	2176	Houndoom Lickilicky Chesnaught Aurorus Stunfisk Samurott
4	SA	0.3551	2122	Musharna Golurk Alomomola Tyranitar Hariyama Audino
5	SA	0.2518	2070	Glalie Hypno Rampardos Garbodor Snorlax Seismitoad
6	SA	0.4824	2000	Abomasnow Blaziken Blissey Drifblim Lanturn Excadrill
7	SA	0.3733	1928	Archeops Meganium Blissey Slowking Zebstrika Hariyama

# SA: summary stats

solver	mean	median	std	min	max	count
SA	0.3847	0.3887	0.0792	0.2518	0.4824	8