SA with different hyperparameters
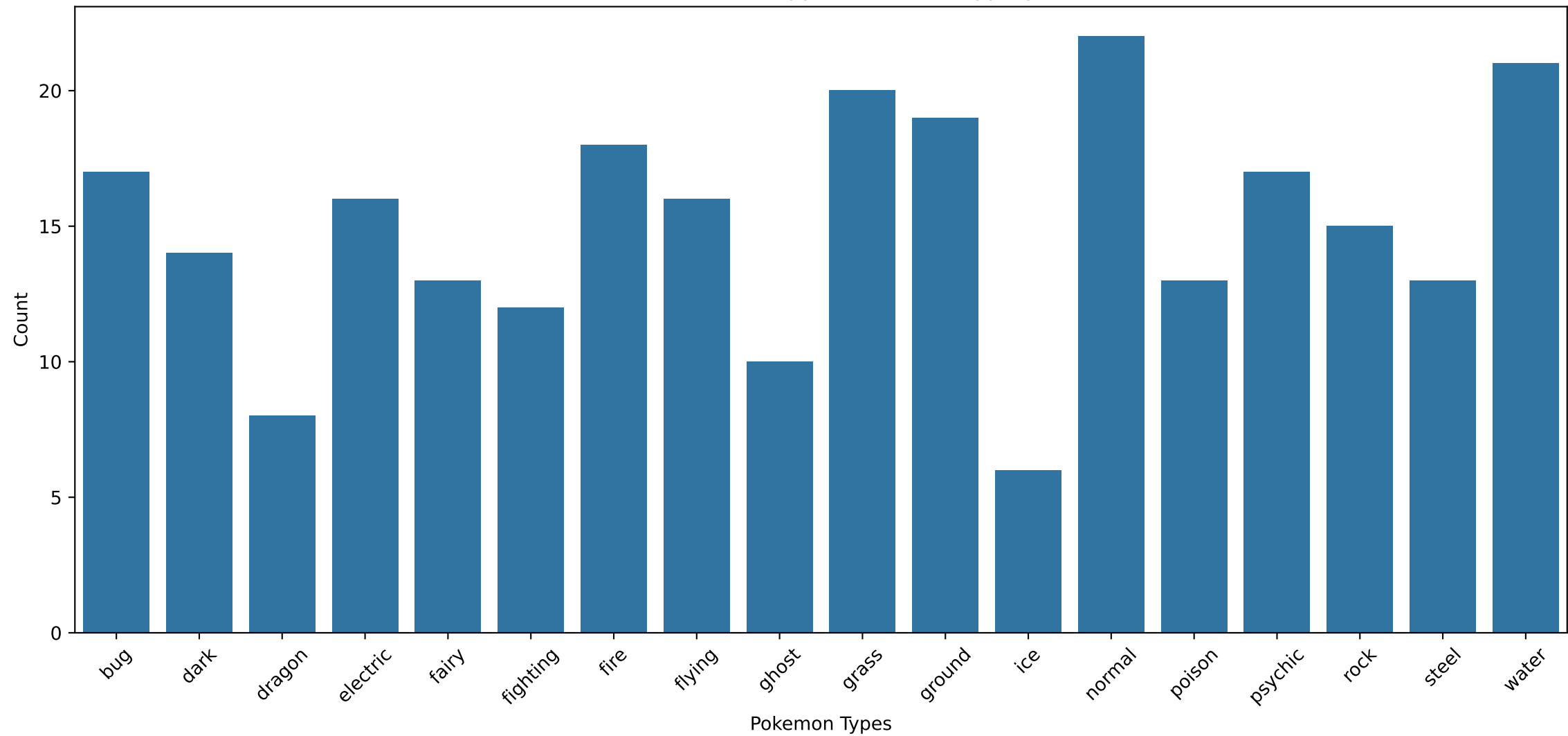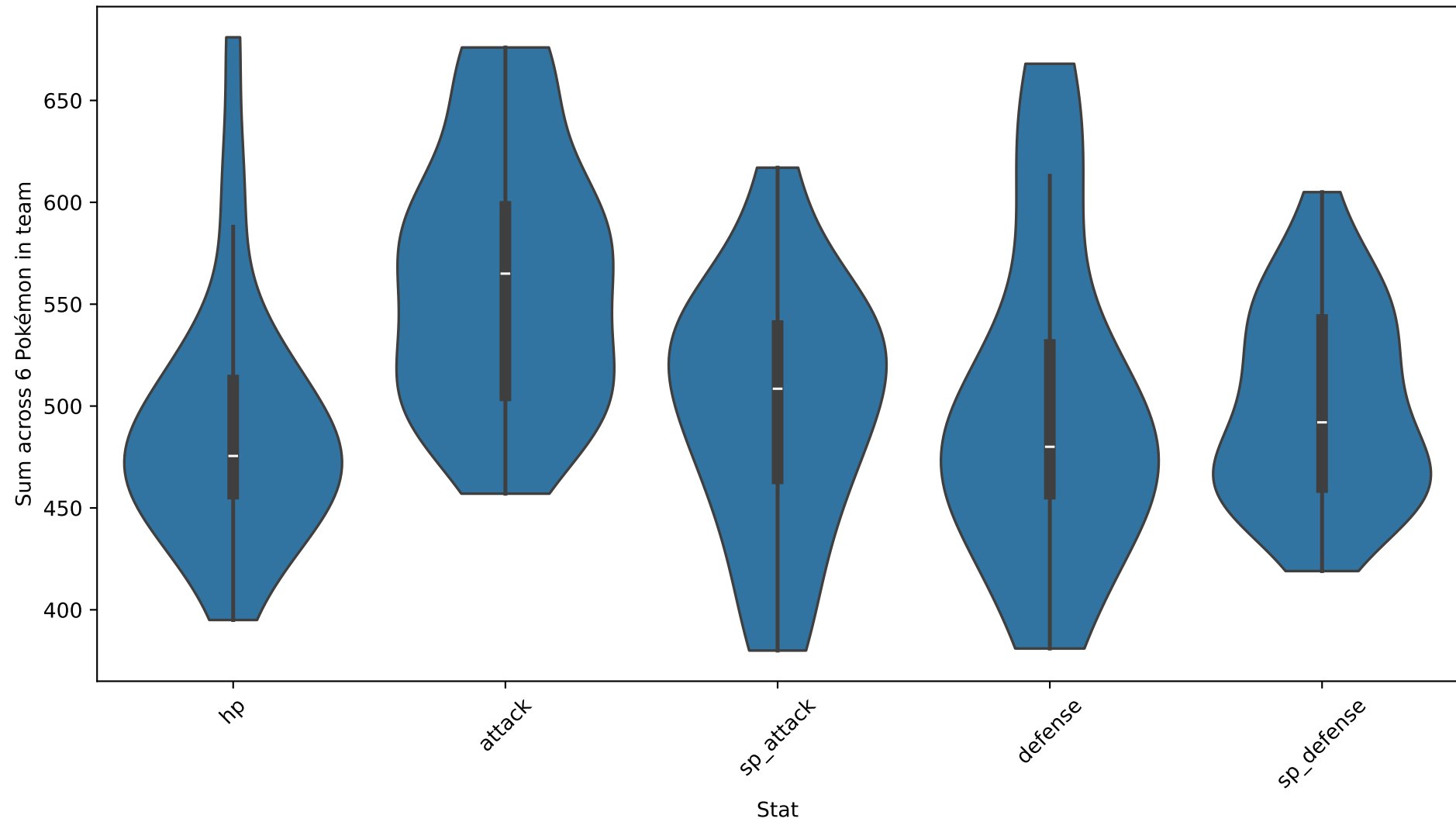
Setup
- opponents_limit = 30
- runs = 8
- budget = 100
- SA: initial_temperature = 0.1, cooling = 0.9
- restarts = 0
- patience = 50
- legendaries = False
- neighbor_replacements = 1
- iters_per_temp = 4

Distribution of Opponent Teams Typing

Opponents: distribution of team stat sums

SA experiment

run	solver	fitness	stats_sum	pokemons
0	SA	0.242	2284	Vaporeon|Silvally|Crabominable|Sylveon|Cradily|Garchomp
1	SA	0.3494	2054	Snorlax|Reuniclus|Amoonguss|Gastrodon|Dragonite|Hariyama
2	SA	0.2896	2110	Aurorus|Mudsdale|Clefable|Dragonite|Exploud|Vaporeon
3	SA	0.3253	2074	Hippowdon|Amoonguss|Mandibuzz|Aurorus|Audino|Aromatisse
4	SA	0.2553	2025	Gigalith|Bewear|Wobbuffet|Charizard|Skuntank|Sylveon
5	SA	0.1459	2383	Zoroark|Slowbro|Heatmor|Aggron|Torterra|Ursaring
6	SA	0.3705	2306	Wobbuffet|Blaziken|Tyranitar|Mamoswine|Scizor|Snorlax
7	SA	0.3431	2396	Kommo-o|Amoonguss|Tyranitar|Aromatisse|Walrein|Slaking

SA: summary stats

solver	mean	median	std	min	max	count
SA	0.2901	0.3074	0.074	0.1459	0.3705	8