

J-ELECTRE-v2.0 .

An ELECTRE I, I_s, I_v, II, III, IV, TRI and TRI ME software. Version with graphical representation.

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1- J-Electre-v2.0 - Installation Notes

The **J-Electre-v2.0 (jar)** is a runnable .jar file that does not need to be installed and that runs in any OS. The unique requisite is the need of the latest Java SE program. Check if your computer has the latest release, if not please download it (preferably Java SE 7 or superior) at: www.oracle.com

or www.oracle.com/technetwork/pt/java/javase/downloads/index.html?ssSourceSiteId=otnes

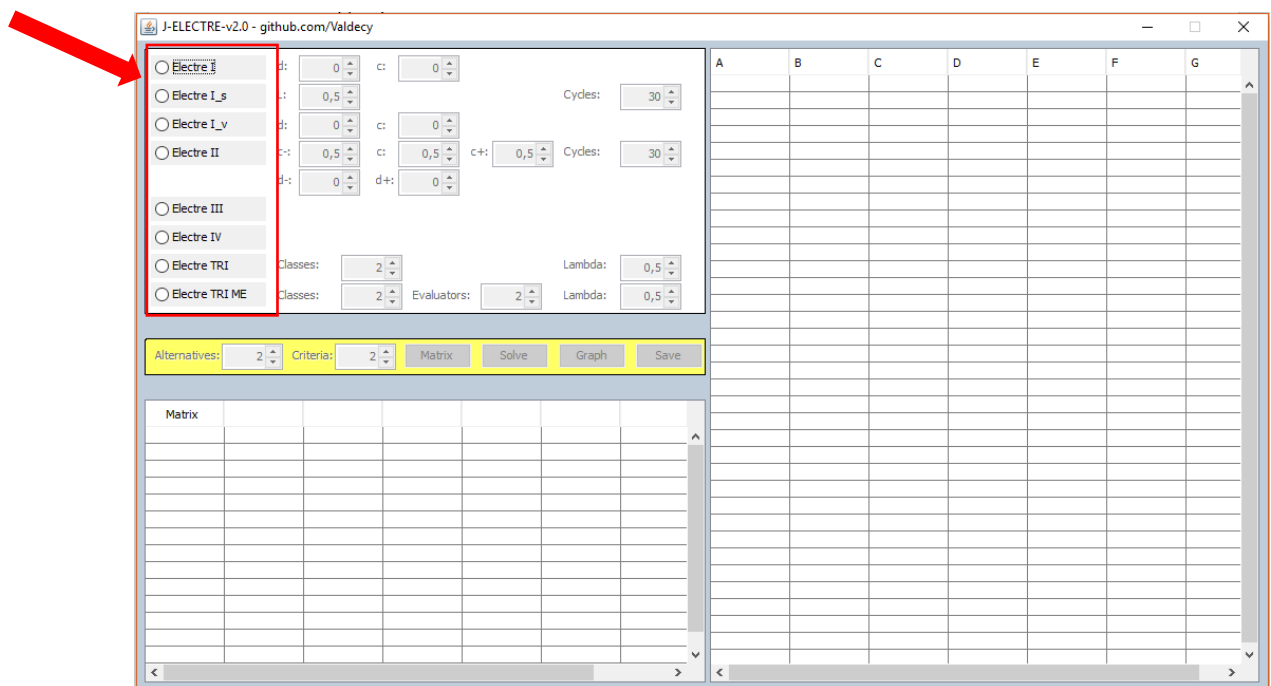
The **J-Electre-v2.0 (exe)** is a runnable .exe file that does not need to be installed and do not need the installation of the latest Java SE program.

Download J-Electre-v2.0 at: <https://sourceforge.net/projects/j-electre/files/>

2- J-Electre-v2.0 - First Use

In the main screen choose the Electre Method between the following options:

- a) Electre I
- b) Electre I_s
- c) Electre I_v
- d) Electre II
- e) Electre III
- f) Electre IV
- g) Electre TRI
- h) Electre TRI ME (Multi-Evaluator)



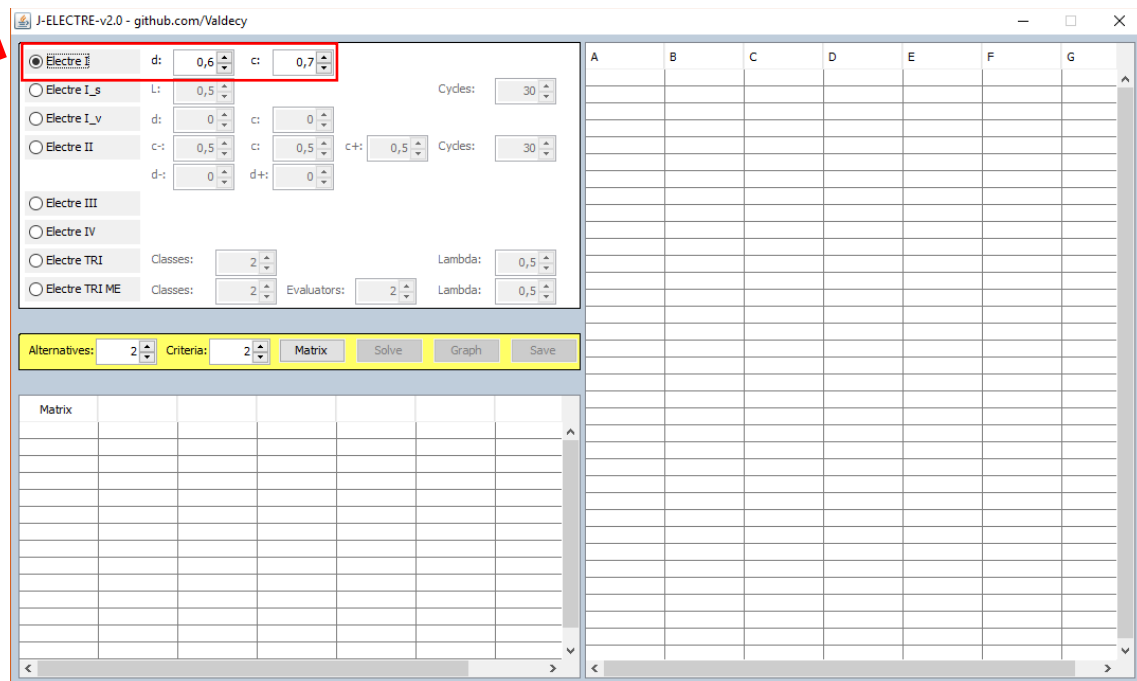
2.1 Electre I

To explain how to use the **J-Electre-v2.0** in order to solve **Electre I** problems, the following example will be used:

	g1	g2	g3	g4
W	2	1	5	3
a1	150	1	20	3000
a2	300	0	10	0
a3	250	0	10	2250
a4	110	1	20	2800
a5	120	1	50	1000

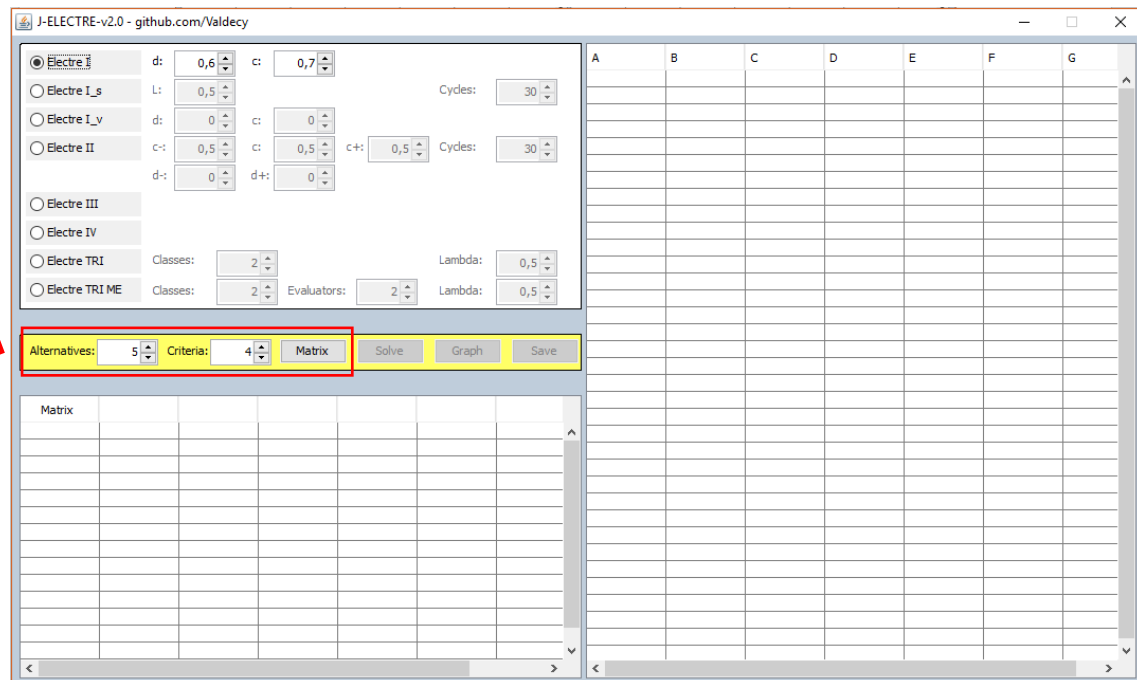
This problem has 5 alternatives (a_1, a_2, a_3, a_4, a_5) and 4 criteria (g_1, g_2, g_3, g_4). The weights (importance) of each criterion is represented by the W row.

After Choosing **Electre I** method, two parameters need to be set: d (discordance index – varying from 0 to 1) and c (concordance index – varying from 0 to 1). For the given example $d = 0.6$ and $c = 0.7$.



The screenshot shows the J-ELECTRE-v2.0 software interface. The 'Electre I' method is selected. The 'd' parameter is set to 0.6 and the 'c' parameter is set to 0.7. The 'Alternatives' field is set to 2 and the 'Criteria' field is set to 2. The 'Matrix' button is highlighted.

Insert the number of **Alternatives** (varying from 2 to 1,000), **Criteria** (varying from 2 to 1,000) and press the **Matrix** button to build the performance matrix.



The screenshot shows the J-ELECTRE-v2.0 software interface. The 'Alternatives' field is set to 5 and the 'Criteria' field is set to 4. The 'Matrix' button is highlighted.

Insert the values in the performance matrix and then press the **Solve** button to solve the problem. To see the graphical solution, press the **Graph** button. To save (export) the results to a spreadsheet press the **Save** button.

Configuration options for J-ELECTRE-v2.0:

- Electre I** (selected): $d: 0,6$, $c: 0,7$, Cycles: 30
- Electre I_s**: $L: 0,5$
- Electre I_v**: $d: 0$, $c: 0$, Cycles: 30
- Electre II**: $c-: 0,5$, $c: 0,5$, $c+: 0,5$, Cycles: 30
- Electre III**: $d-: 0$, $d+: 0$
- Electre IV**: $\text{Classes: } 2$, $\text{Lambda: } 0,5$
- Electre TRI**: $\text{Classes: } 2$, $\text{Evaluators: } 2$, $\text{Lambda: } 0,5$
- Electre TRI ME**: $\text{Classes: } 2$, $\text{Evaluators: } 2$, $\text{Lambda: } 0,5$

Buttons: **Alternatives: 5**, **Criteria: 4**, **Matrix**, **Solve**, **Graph**, **Save**

Matrix	g1	g2	g3	g4
W	2	1	5	3
a1	150	1	20	3000
a2	300	0	10	0
a3	250	0	10	2250
a4	110	1	20	2800
a5	120	1	50	1000

The output contains: **Concordance Matrix**, **Discordance Matrix**, **Credibility Matrix**, **Kernel** (set of alternatives that are not dominated) and **Dominated** (set of alternatives that are dominated by the alternatives in the Kernel set).

Configuration options (same as above):

- Electre I** (selected): $d: 0,6$, $c: 0,7$, Cycles: 30
- Electre I_s**: $L: 0,5$
- Electre I_v**: $d: 0$, $c: 0$, Cycles: 30
- Electre II**: $c-: 0,5$, $c: 0,5$, $c+: 0,5$, Cycles: 30
- Electre III**: $d-: 0$, $d+: 0$
- Electre IV**: $\text{Classes: } 2$, $\text{Lambda: } 0,5$
- Electre TRI**: $\text{Classes: } 2$, $\text{Evaluators: } 2$, $\text{Lambda: } 0,5$
- Electre TRI ME**: $\text{Classes: } 2$, $\text{Evaluators: } 2$, $\text{Lambda: } 0,5$

Buttons: **Alternatives: 5**, **Criteria: 4**, **Matrix**, **Solve**, **Graph**, **Save**

Matrix	g1	g2	g3	g4
W	2	1	5	3
a1	150	1	20	3000
a2	300	0	10	0
a3	250	0	10	2250
a4	110	1	20	2800
a5	120	1	50	1000

Output Results:

- Concordance Matrix:**

	a1	a2	a3	a4	a5
a1	0.0	0.8182	0.8182	1.0	0.5455
a2	0.1818	0.0	0.7273	0.1818	0.1818
a3	0.1818	0.8182	0.0	0.1818	0.4545
a4	0.5455	0.8182	0.8182	0.0	0.3636
a5	0.5455	0.8182	0.5455	0.7273	0.0
- Discordance Matrix:**

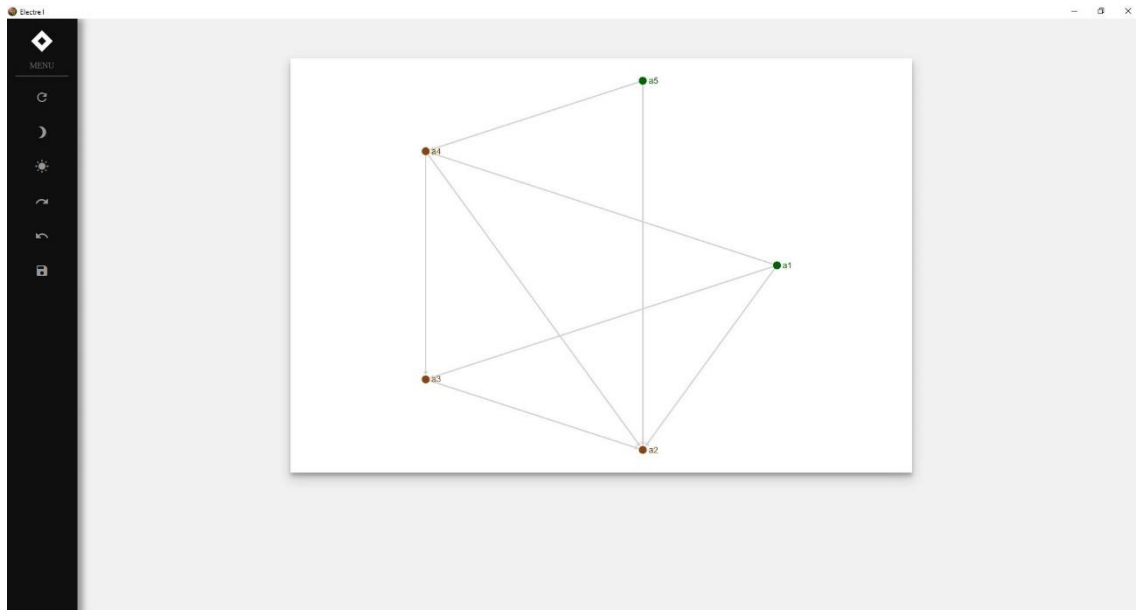
	a1	a2	a3	a4	a5
a1	0.0	0.05	0.0333	0.0	0.01
a2	1.0	0.0	0.75	0.9333	0.3333
a3	0.25	0.0167	0.0	0.1833	0.0133
a4	0.0667	0.0633	0.0467	0.0	0.01
a5	0.6667	0.06	0.4167	0.6	0.0
- Credibility Matrix:**

	a1	a2	a3	a4	a5
a1	0.0	1.0	1.0	1.0	0.0
a2	0.0	0.0	0.0	0.0	0.0
a3	0.0	1.0	0.0	0.0	0.0
a4	0.0	1.0	1.0	0.0	0.0
a5	0.0	1.0	0.0	1.0	0.0
- Kernel:** a1 a5
- Dominated:** a2 a3 a4

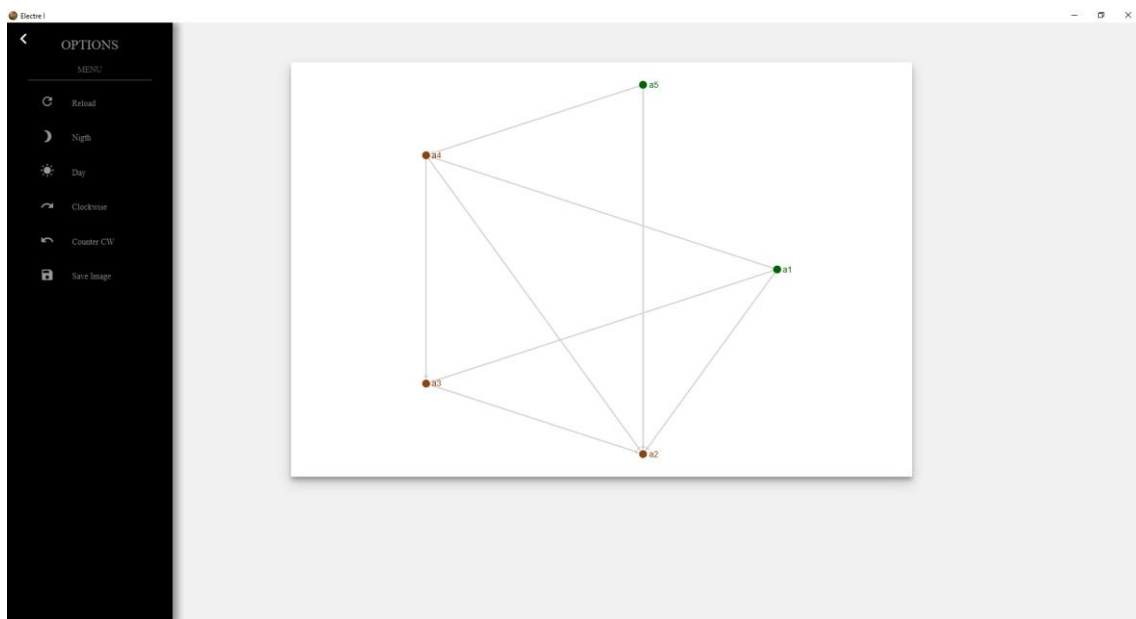
github.com/Valdecy

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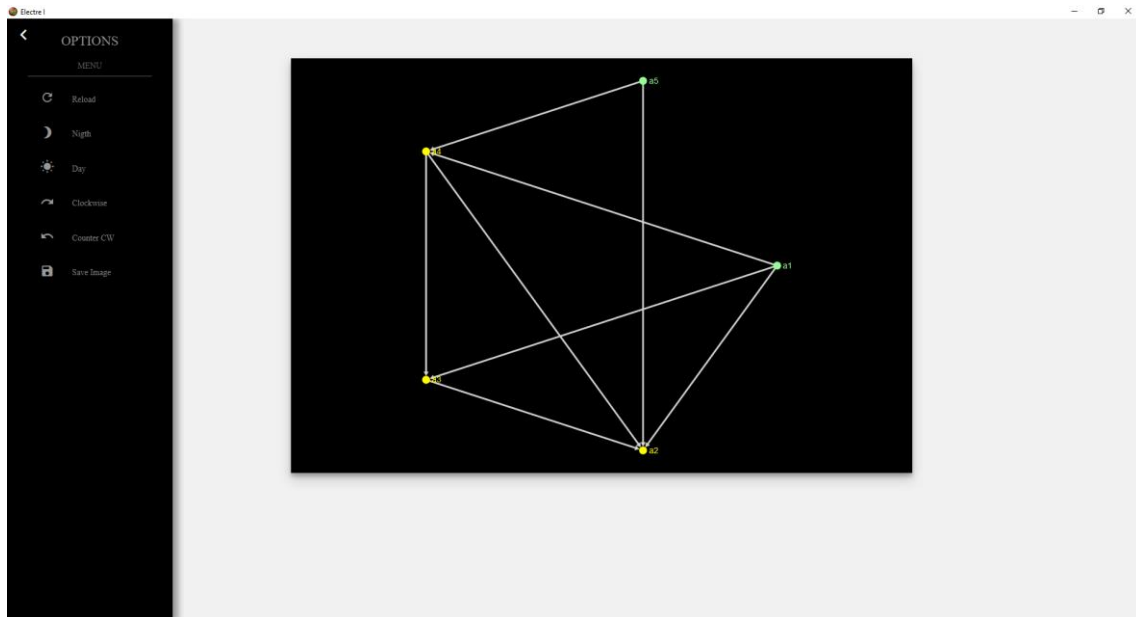
The graphical solution indicates the **Kernel** by the green color ($a1$ and $a5$) and the **Dominated** alternative by the brown color ($a2$, $a3$ and $a4$).



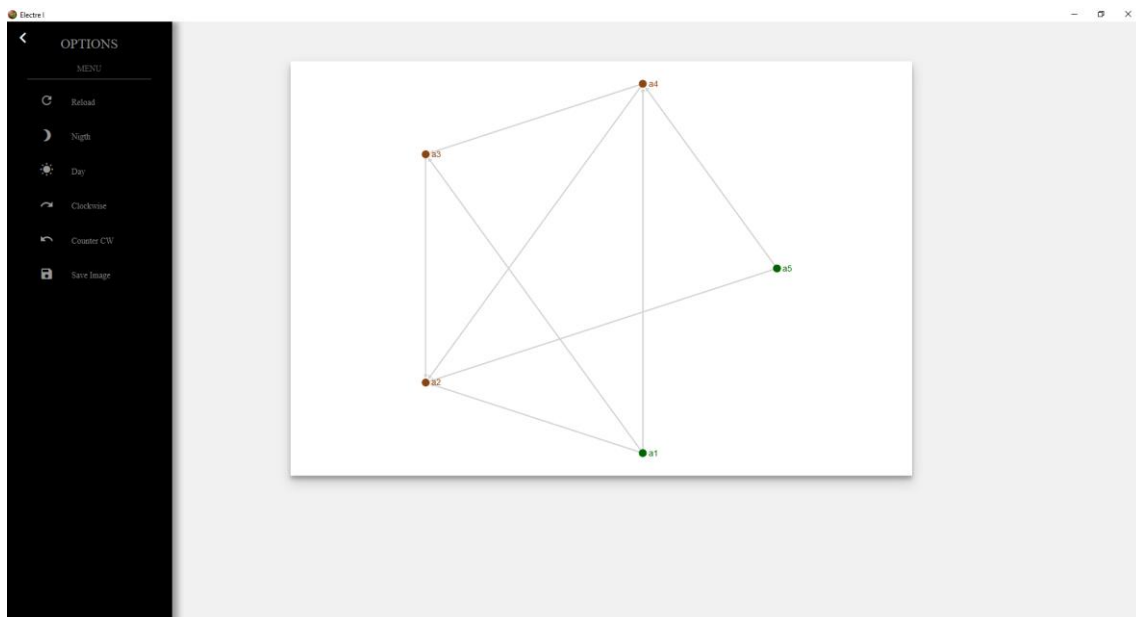
The menu option is composed by the following buttons: **Reload**; **Night**; **Day**; **Clockwise**; **Counter CW** and **Save Image**. The **Reload** button restores the original graph.



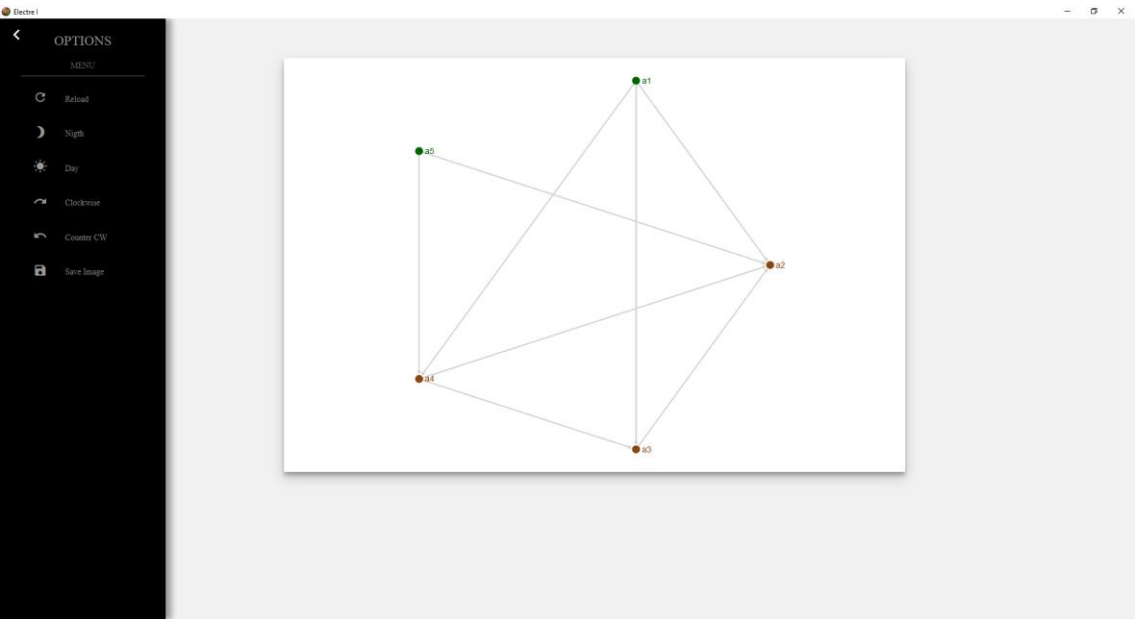
The **Night** button change the graph theme to dark. The **Day** button change the graph back to the light theme.



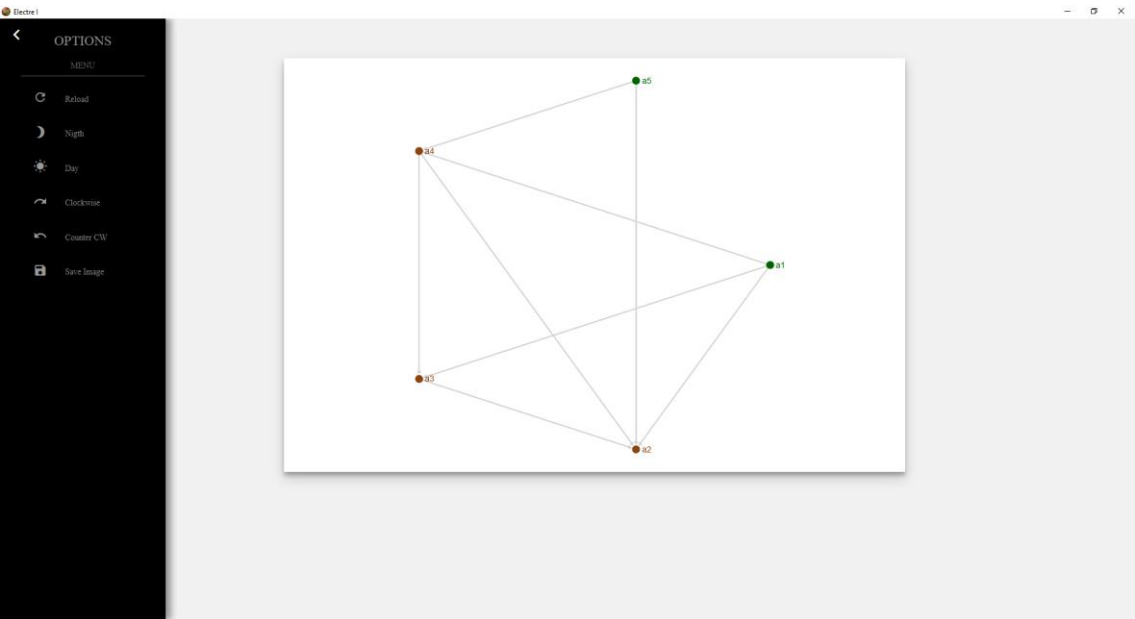
The **Clockwise** button rotates the graph in the clockwise direction.



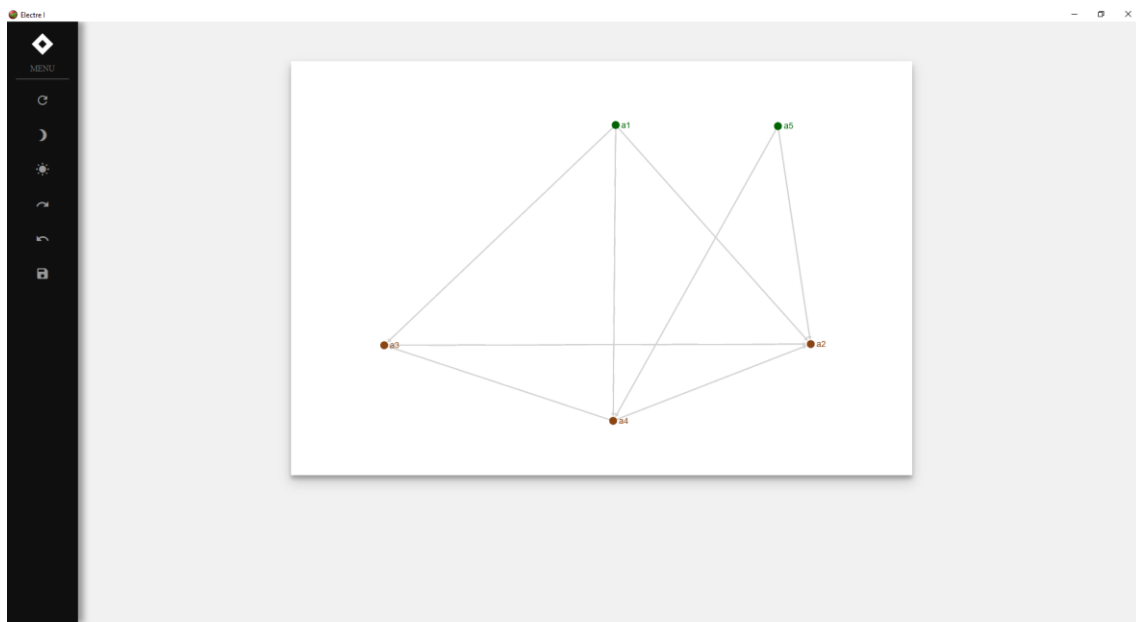
The **Counter CW** button rotates the graph in the counter-clockwise direction.



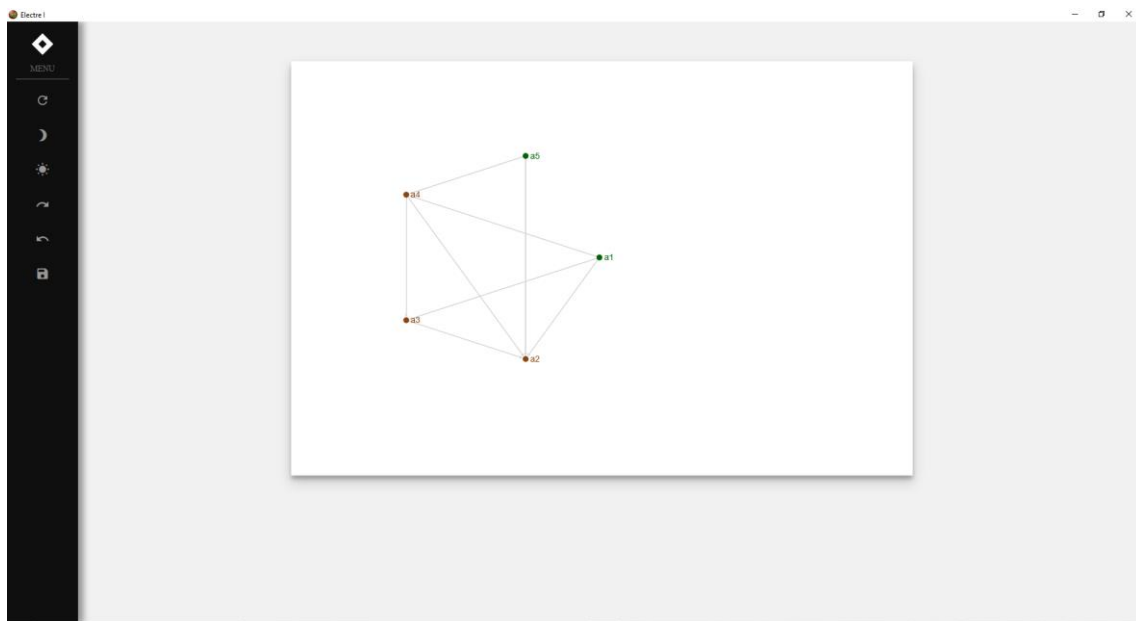
The **Save Image** button exports the image in the .jpg format.



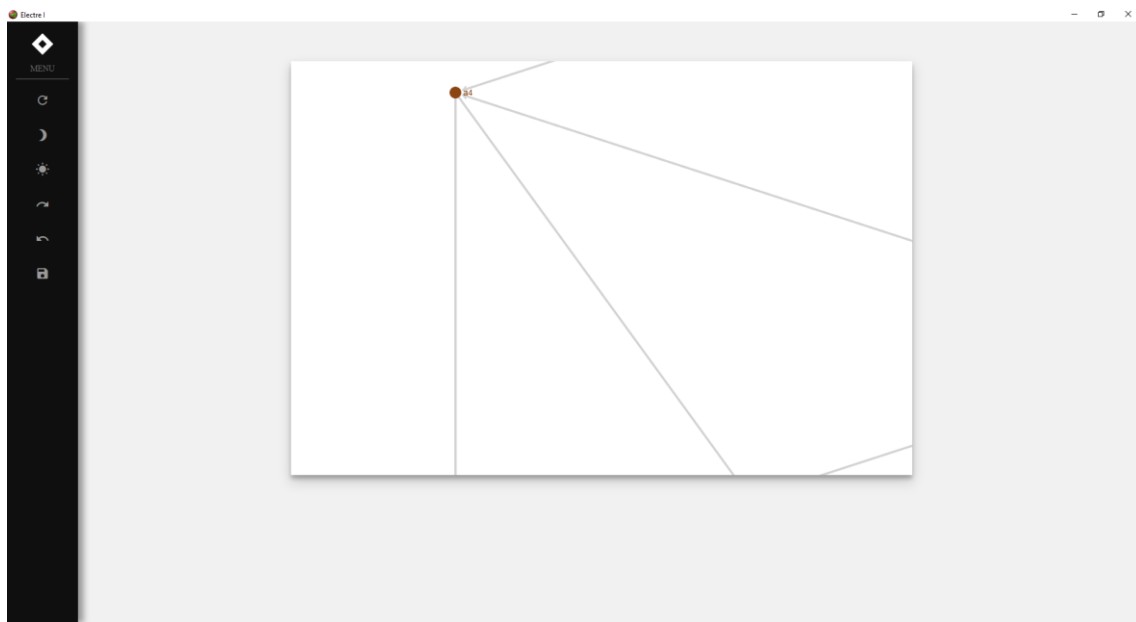
Also, it is possible to drag the nodes (alternatives) around.



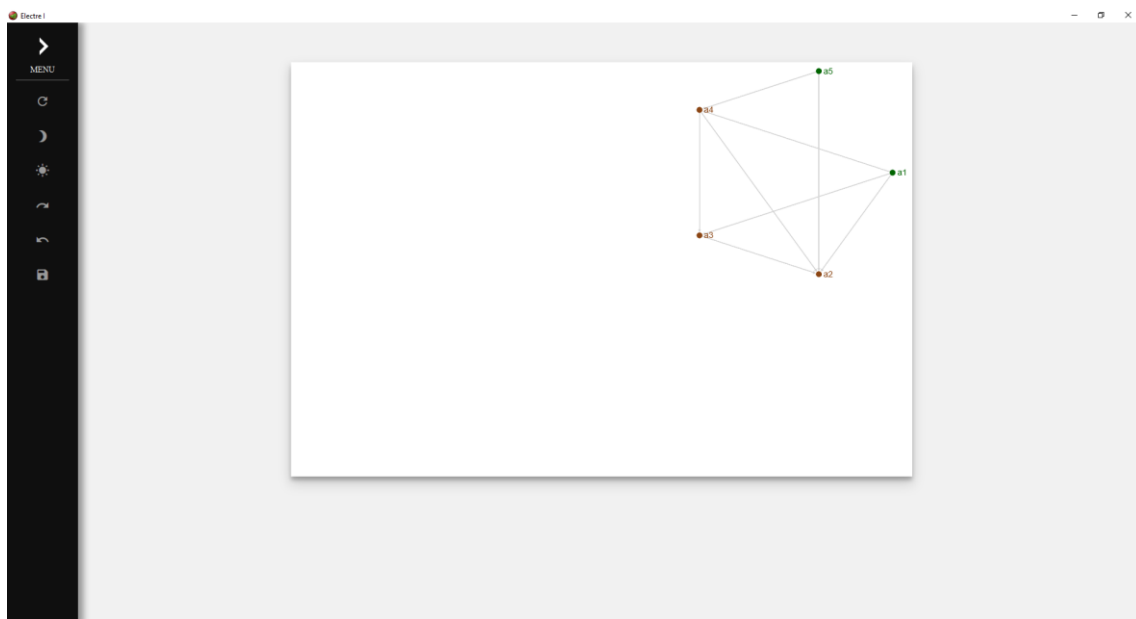
It is possible to zoom out.



It is possible to zoom in.



And drag the entire graph around (by clicking and dragging in an empty space).



2.2 Electre I_s

To explain how to use the **J-Electre-v2.0** in order to solve **Electre I_s** problems, the following example (ROY & SKALKA, 1985) will be used:

	g1	g2	g3	g4	g5	g6	g7
Q	2000	2	1	1	1	50	0.1
P	3000	5	2	3	2	82	0.2
V	3500	7	3	5	6	90	0.5
W	0.3	0.1	0.3	0.1	0.2	0.2	0.1
a1	16000	201	8	40	5	378	31.3
a2	18000	199	8	35	5	474	33.0
a3	16000	195	8	36	1	480	33.9
a4	18000	199	8	35	5	430	33.1
a5	17000	191	8	34	1	430	34.4
a6	17000	199	8	35	4	494	32.0
a7	15000	194	8	37	3	452	33.8
a8	18000	200	8	36	6	475	33.8
a9	17000	209	7	37	3	440	30.9

This problem has 9 alternatives ($a1, a2, a3, a4, a5, a6, a7, a8, a9$) and 7 criteria ($g1, g2, g3, g4, g5, g6, g7$). The **Q** row represents the weak preference, the **P** row represents the strong preference, the **V** row represents the Veto (respecting: $V \geq P \geq Q$) and finally, the weights (importance) of each criterion is represented by the **W** row.

After Choosing **Electre I_s** method, two parameters need to be set: **L** (lambda index – varying from 0.5 to 1) and the maximum number of **Cycles** (varying from 0 to 9,000) that will be removed.

Cycles invalidate the solution obtained by the **Electre I_s** algorithm, and in order to deal with cycles we used the Johnson Algorithm (JOHNSON, 1975), implemented by Meyer (2012) and modified by us, that can find all cycles in a directed graph. Then we remove each found cycle in order to have a valid solution.

However, if a problem has too many cycles, as a rule of thumb above 30, consider first increasing the value of **L** and if there still too many cycles, consider removing an alternative (or alternatives – one at a time) that appears frequently in most cycles (all cycles are indicated in the output table and detecting them should not be difficult).

For the given example **L** = 0.7 and **Cycles** = 30.

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☐ Electre I
☒ **Electre I_s**
☐ Electre I_v
☐ Electre II
☐ Electre III
☐ Electre IV
☐ Electre TRI
☐ Electre TRI ME

d: 0 c: 0 Cycles: 30
 L: 0,7
 d: 0 c: 0
 c-: 0,5 c: 0,5 c+: 0,5 Cycles: 30
 d: 0 d+: 0

Classes: 2 Lambda: 0,5
 Classes: 2 Evaluators: 2 Lambda: 0,5

Alternatives: 2 Criteria: 2 Matrix Solve Graph Save

Matrix

Insert the number of **Alternatives** (varying from 2 to 1,000), **Criteria** (varying from 2 to 1,000) and press the **Matrix** button to build the performance matrix.

J-ELECTRE-v2.0 - github.com/Valdecy

☐ Electre I
☒ **Electre I_s**
☐ Electre I_v
☐ Electre II
☐ Electre III
☐ Electre IV
☐ Electre TRI
☐ Electre TRI ME

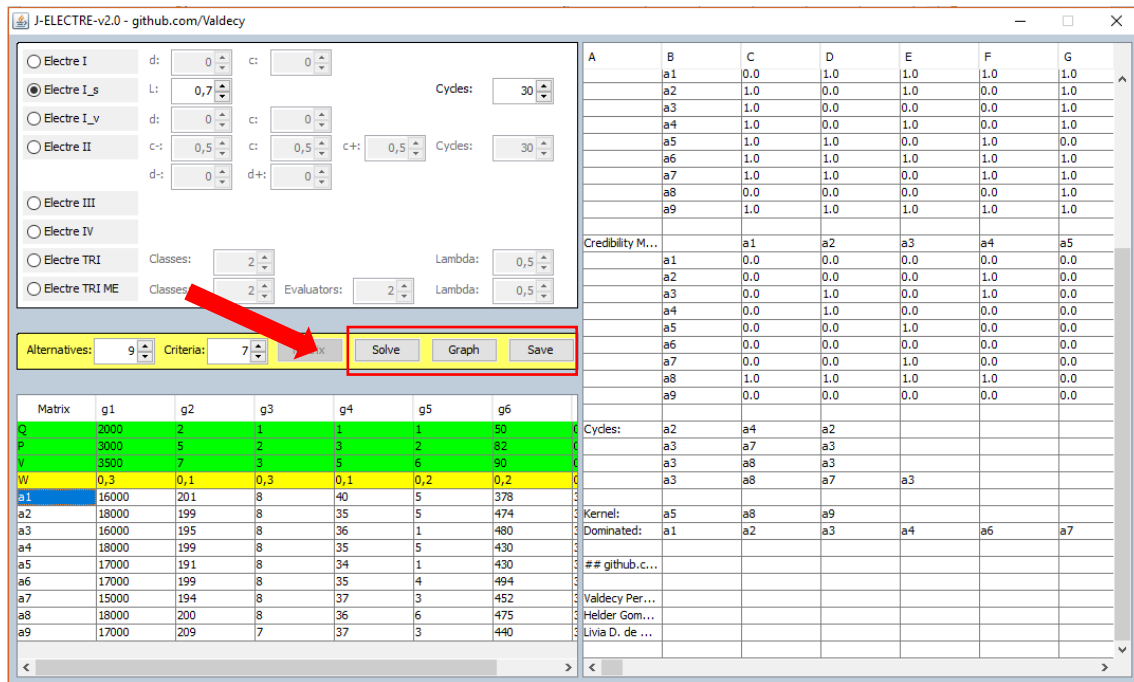
d: 0 c: 0 Cycles: 30
 L: 0,7
 d: 0 c: 0
 c-: 0,5 c: 0,5 c+: 0,5 Cycles: 30
 d: 0 d+: 0

Classes: 2 Lambda: 0,5
 Classes: 2 Evaluators: 2 Lambda: 0,5

Alternatives: 9 Criteria: 7 Matrix Solve Graph Save

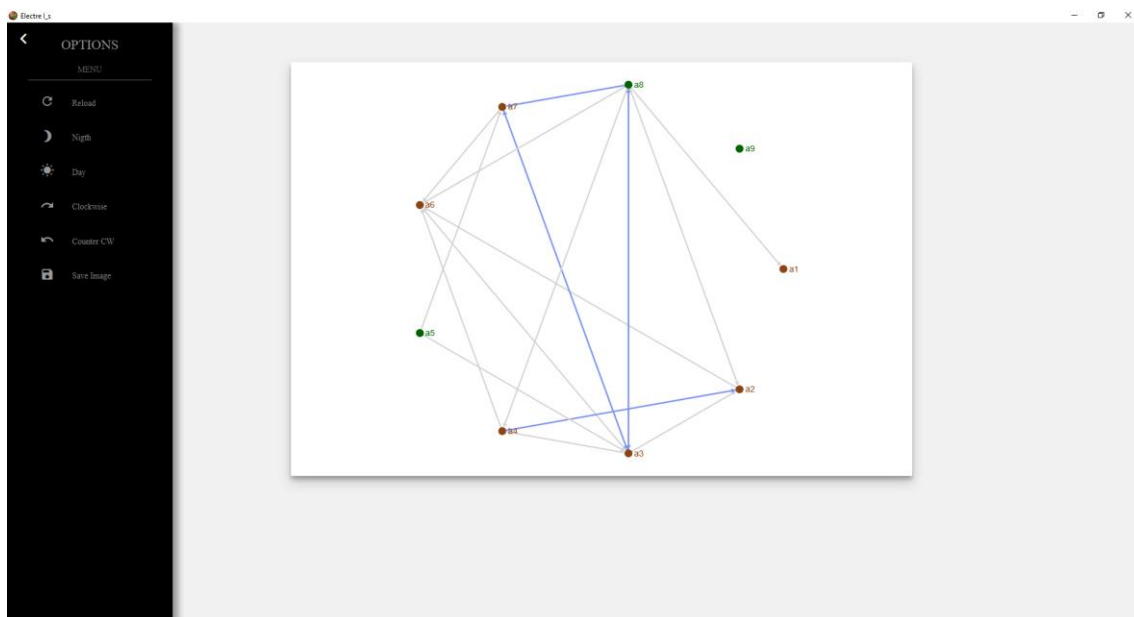
Matrix	g1	g2	g3	g4	g5	g6
Q						
P						
V						
W						
a1						
a2						
a3						
a4						
a5						
a6						
a7						
a8						
a9						

Insert the values in the performance matrix and then press the **Solve** button to solve the problem. To see the graphical solution, press the **Graph** button. To save (export) the results to a spreadsheet press the **Save** button.



The output contains: **Concordance Matrix**, **Discordance Matrix**, **Credibility Matrix**, **Cycles** (first cycle: $a2 \rightarrow a4 \rightarrow a2$; second cycle: $a3 \rightarrow a7 \rightarrow a3$ and the third cycle: $a3 \rightarrow a8 \rightarrow a7 \rightarrow a3$), **Kernel** (set of alternatives that are not dominated after the cycles are removed) and **Dominated** (set of alternatives that are dominated by the alternatives in the Kernel set after the cycles are removed).

The graphical solution indicates the **Kernel** by the green color ($a5$, $a8$, and $a9$) and the **Dominated** alternative by the brown color ($a1$, $a2$, $a3$, $a4$, $a6$ and $a7$). The **Cycles** (first cycle: $a2 \rightarrow a4 \rightarrow a2$; second cycle: $a3 \rightarrow a7 \rightarrow a3$ and the third cycle: $a3 \rightarrow a8 \rightarrow a7 \rightarrow a3$), are represented by the blue arcs (edges).



The menu option is composed by the following buttons: **Reload**; **Night**; **Day**; **Clockwise**; **Counter CW** and **Save Image**.

2.3 Electre I_v

To explain how to use the **J-Electre-v2.0** in order to solve **Electre I_v** problems, the following example will be used:

	g1	g2	g3	g4
V	2	2	2	2
W	7	3	5	6
a1	15	9	6	10
a2	10	5	7	8
a3	22	12	1	14
a4	31	10	6	18
a5	8	9	0	9

This problem has 5 alternatives ($a1$, $a2$, $a3$, $a4$, $a5$) and 4 criteria ($g1$, $g2$, $g3$, $g4$). The **V** row represents the Veto and the weights (importance) of each criterion is represented by the **W** row.

After Choosing **Electre I_v** method, two parameters need to be set: **d** (discordance index – with only two values 0 or 1) and **c** (concordance index – varying from 0 to 1). For the given example **d** = 1 and **c** = 0.65.

The screenshot shows the J-ELECTRE-v2.0 software interface. On the left, there are radio buttons for different methods: Electre I, Electre I_s, **Electre I_v** (selected), Electre II, Electre III, Electre IV, Electre TRI, and Electre TRI ME. For the selected method, parameters **d** and **c** are set to 1 and 0.65 respectively. Below these, there are fields for 'Alternatives' (set to 2) and 'Criteria' (set to 2), and buttons for 'Matrix', 'Solve', 'Graph', and 'Save'. A red arrow points to the 'Electre I_v' radio button. The main area on the right is a large empty grid for the performance matrix.

Insert the number of **Alternatives** (varying from 2 to 1,000), **Criteria** (varying from 2 to 1,000) and press the **Matrix** button to build the performance matrix.

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☐ Electre I d: 0 c: 0 Cycles: 30
☐ Electre I_s L: 0,5
☒ Electre I_v d: 1 c: 0,65 Cycles: 30
☐ Electre II c-: 0,5 c: 0,5 c+: 0,5 Cycles: 30
☐ Electre III d-: 0 d+: 0
☐ Electre IV
☐ Electre TRI Classes: 2 Lambda: 0,5
☐ Electre TRI ME Classes: 2 Evaluators: 2 Lambda: 0,5

Alternatives: 5 Criteria: 4 Matrix Solve Graph Save

Matrix	g1	g2	g3	g4
V				
W				
a1				
a2				
a3				
a4				
a5				

Insert the values in the performance matrix and then press the **Solve** button to solve the problem. To see the graphical solution, press the **Graph** button. To save (export) the results to a spreadsheet press the **Save** button.

J-ELECTRE-v2.0 - github.com/Valdecy

☐ Electre I d: 0 c: 0 Cycles: 30
☐ Electre I_s L: 0,5
☒ Electre I_v d: 1 c: 0,65 Cycles: 30
☐ Electre II c-: 0,5 c: 0,5 c+: 0,5 Cycles: 30
☐ Electre III d-: 0 d+: 0
☐ Electre IV
☐ Electre TRI Classes: 2 Lambda: 0,5
☐ Electre TRI ME Classes: 2 Evaluators: 2 Lambda: 0,5

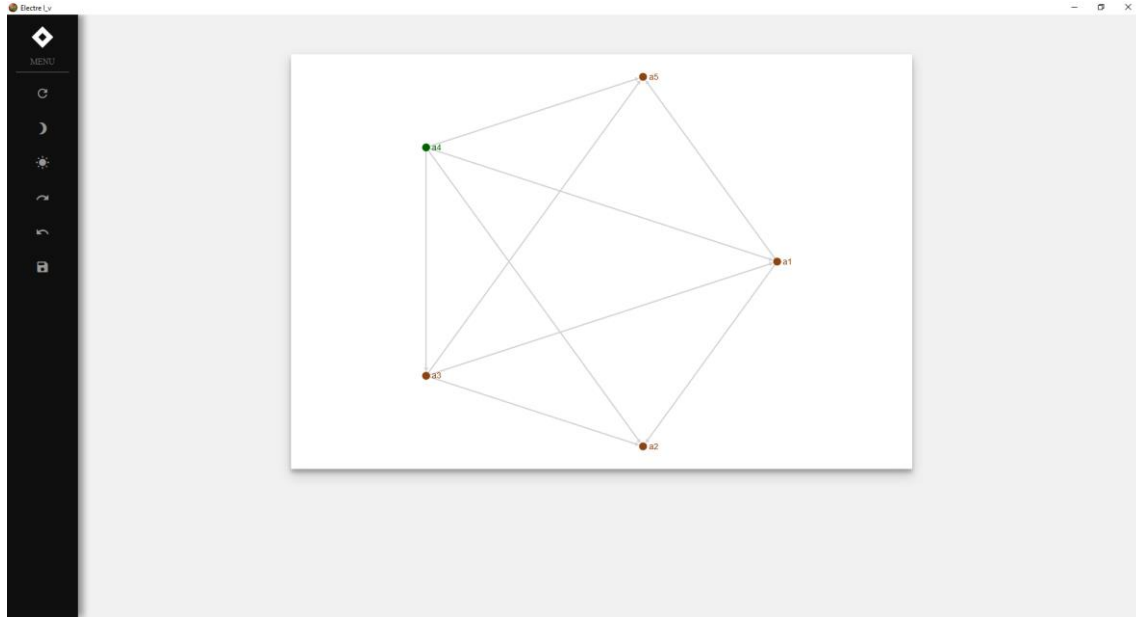
Alternatives: 5 Criteria: 4 Matrix Solve Graph Save

Matrix	g1	g2	g3	g4
V	2	2	2	2
W	7	3	5	6
a1	15	9	6	10
a2	10	5	7	8
a3	22	12	1	14
a4	31	10	6	18
a5	8	9	0	9

	A	B	C	D	E	F	G
## ELECTRE...							
Concordance...							
a1	0.0		a1	a2	a3	a4	a5
a2	0.2381	0.0	0.2381	0.2381	0.2381	0.5714	1.0
a3	0.7619	0.7619	0.0	0.1429	1.0		
a4	1.0	0.7619	0.8571	0.0	1.0		
a5	0.1429	0.4286	0.0	0.0	0.0		
Discordance...							
a1	0.0	0.0	1.0	1.0	1.0	0.0	0.0
a2	1.0	0.0	1.0	1.0	1.0	1.0	1.0
a3	1.0	1.0	0.0	1.0	1.0	0.0	0.0
a4	0.0	0.0	1.0	1.0	0.0	0.0	0.0
a5	1.0	1.0	1.0	1.0	1.0	1.0	0.0
Credibility M...							
a1	0.0	1.0	0.0	0.0	0.0	1.0	1.0
a2	0.0	0.0	0.0	0.0	0.0	0.0	0.0
a3	1.0	1.0	0.0	0.0	0.0	1.0	1.0
a4	1.0	1.0	1.0	1.0	0.0	1.0	1.0
a5	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Kernel:	a4						
Dominated:	a1	a2	a3	a5			
## github.c...							
Valdecy Per...							
Helder Gom...							
Livia D. de ...							

The output contains: **Concordance Matrix**, **Discordance Matrix**, **Credibility Matrix**, **Kernel** (set of alternatives that are not dominated) and **Dominated** (set of alternatives that are dominated by the alternatives in the Kernel set).

The graphical solution indicates the **Kernel** by the green color ($a4$) and the **Dominated** alternative by the brown color ($a1, a2, a3$ and $a5$).



The menu option is composed by the following buttons: **Reload**; **Night**; **Day**; **Clockwise**; **Counter CW** and **Save Image**.

2.4 Electre II

To explain how to use the **J-Electre-v2.0** in order to solve **Electre II** problems, the following example (WANG & TRIANTAPHYLLOU, 2006) will be used:

	g1	g2	g3	g4	g5	g6	g7
W	0.078	0.118	0.157	0.314	0.235	0.039	0.059
a1	1	2	1	5	2	2	4
a2	3	5	3	5	3	3	3
a3	3	5	3	5	3	2	2
a4	1	2	2	5	1	1	1
a5	1	1	3	5	4	1	5

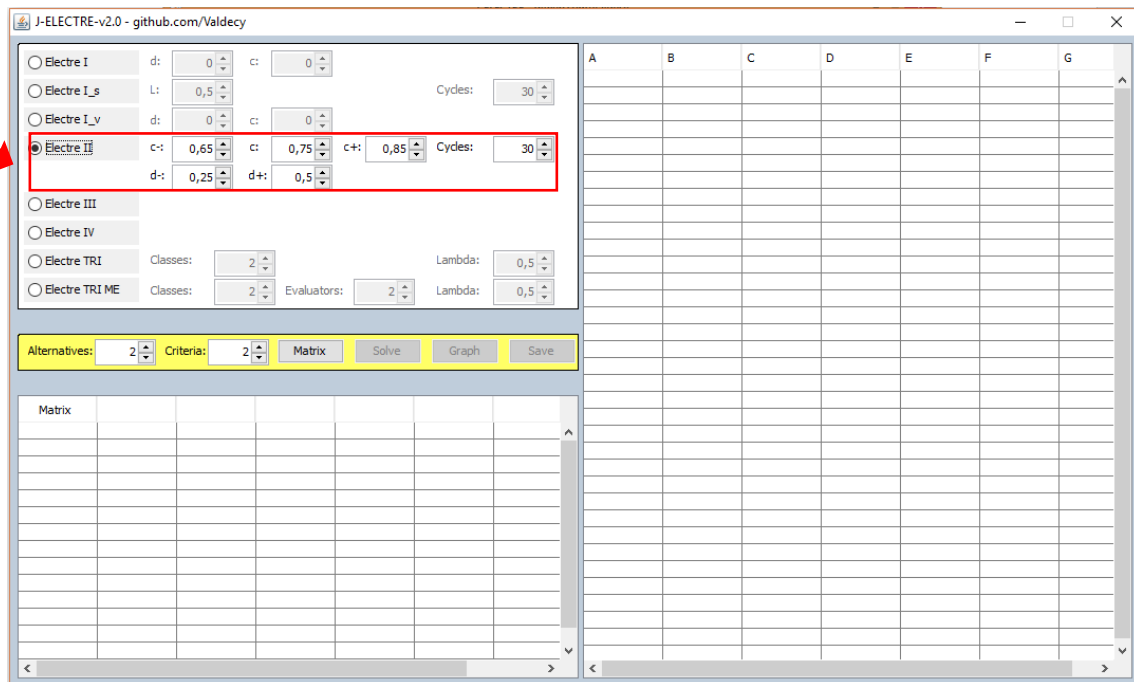
This problem has 5 alternatives ($a1, a2, a3, a4, a5$) and 7 criteria ($g1, g2, g3, g4, g5, g6, g7$). The weights (importance) of each criterion is represented by the **W** row.

After Choosing **Electre II** method, six parameters need to be set: three levels of concordance index c^- , c and c^+ (where $0.5 \leq c^- \leq c \leq c^+ \leq 1$), two levels of concordance d^- and d^+ (where $0 \leq d^- \leq d^+ \leq 1$), and the maximum number of **Cycles** (varying from 0 to 9,000) that will be removed.

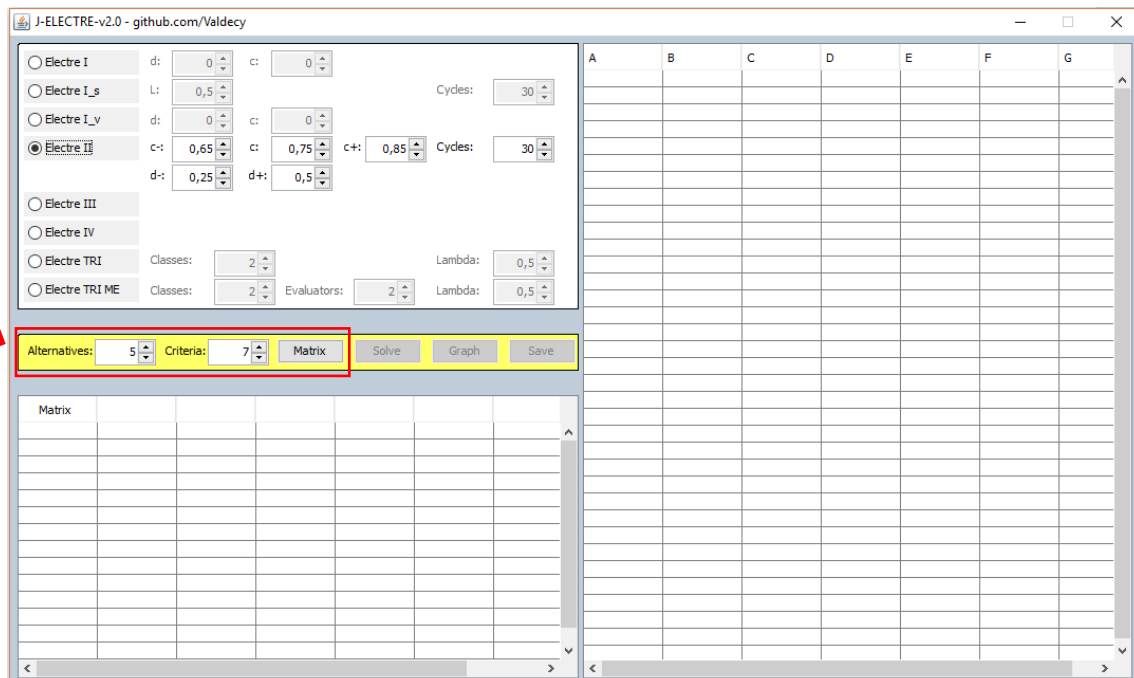
Cycles invalidate the solution obtained by the **Electre II** algorithm, and in order to deal with cycles we used the Johnson Algorithm (JOHNSON, 1975), implemented by Meyer (2012) and modified by us, that can find all cycles in a directed graph. Then we remove each found cycle in order to have a valid solution. However, if a problem has too many cycles, as a rule of thumb above 30, consider first increasing the parameters values and if there still too many cycles, consider removing an alternative (or alternatives – one at a time) that appears frequently in

most cycles (all cycles are indicated in the output table and detecting them should not be difficult).

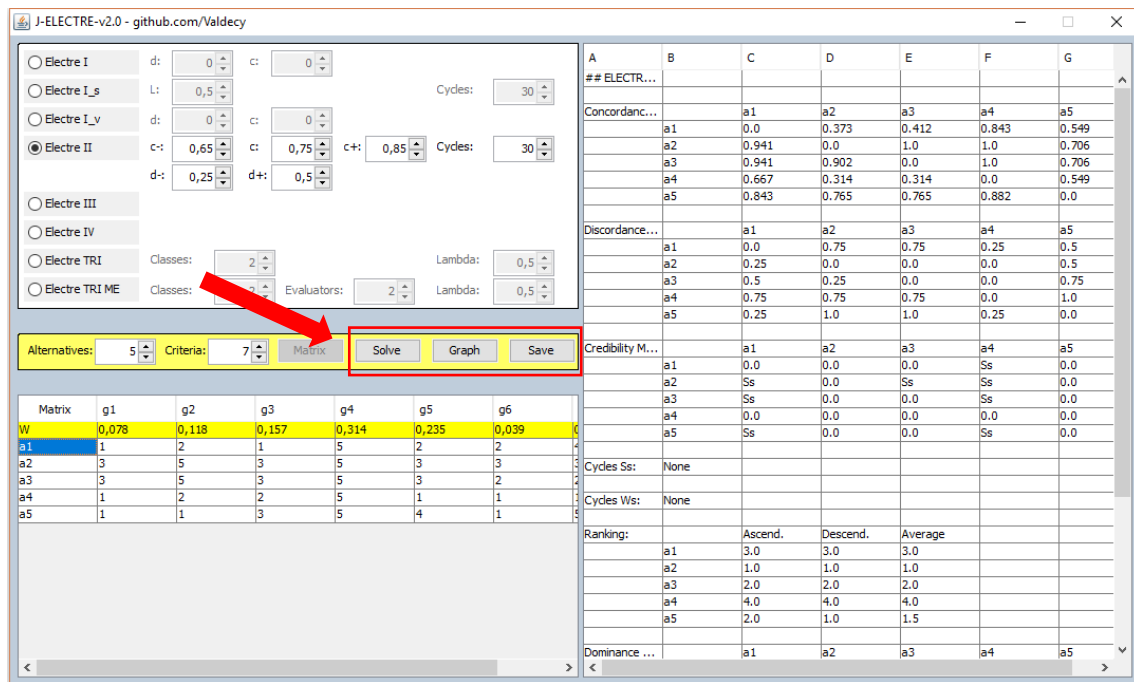
For the given example $c^- = 0.65$, $c = 0.75$, $c^+ = 0.85$, $d^- = 0.25$, $d^+ = 0.5$ and **Cycles** = 30.



Insert the number of **Alternatives** (varying from 2 to 1,000), **Criteria** (varying from 2 to 1,000) and press the **Matrix** button to build the performance matrix.



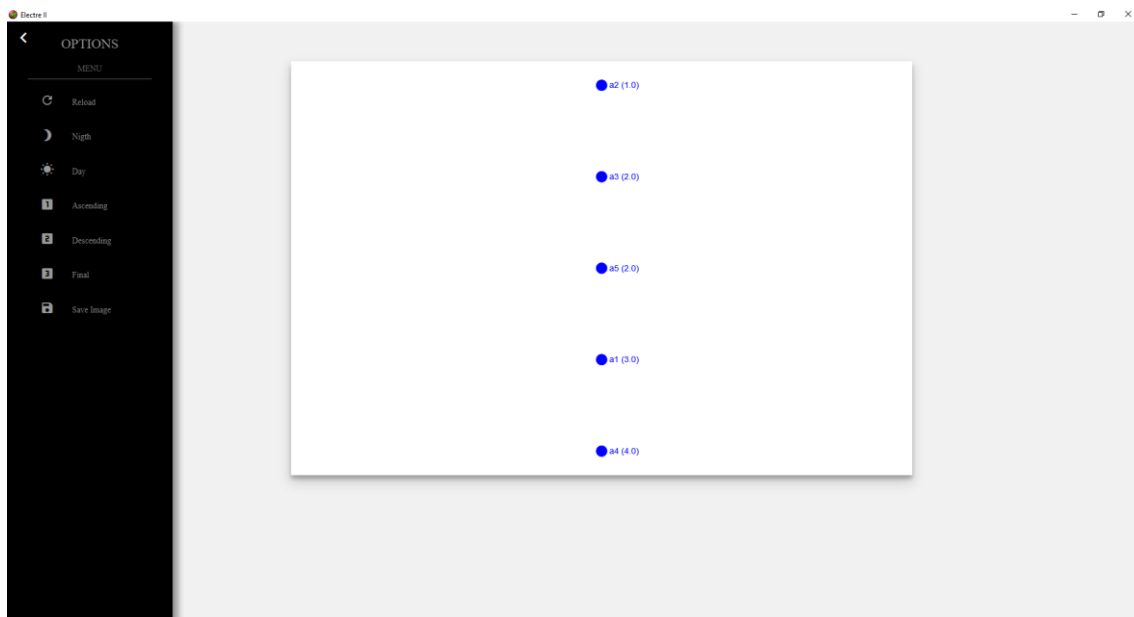
Insert the values in the performance matrix and then press the **Solve** button to solve the problem. To see the graphical solution, press the **Graph** button. To save (export) the results to a spreadsheet press the **Save** button.



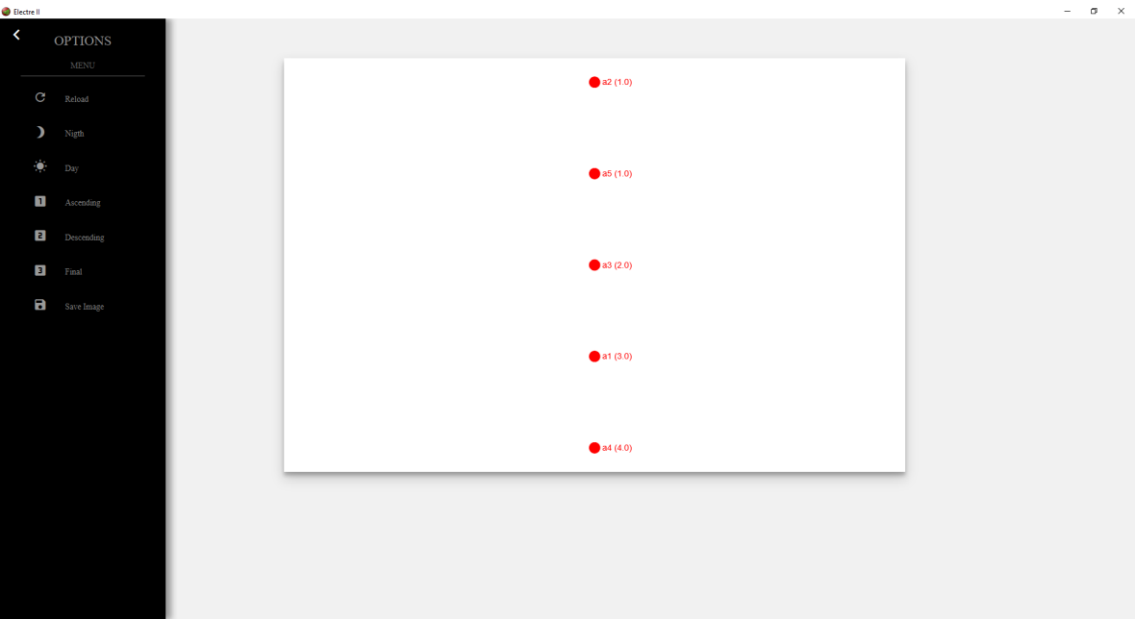
The output contains: **Concordance Matrix**, **Discordance Matrix**, **Credibility Matrix**, **Cycles Ss** (cycles from the strong graph), **Cycles Ws** (cycles from the weak graph), **Ranking Ascending** (from the worst alternative to the best), **Ranking Descending** (from the best alternative to the worst), **Ranking Average** (In order to have a complete ranking, we choose to build the final ranking as an average between the ascending and descending ranking) and **Dominance Matrix** (To build the classical pre-ordination or final ranking, the dominance matrix is provided)

The graphical solution indicates the **Ascending**, **Descending** and **Final Ranks**. The menu option is composed by the following buttons: **Reload**; **Night**; **Day**; **Ascending**; **Descending**; **Final** and **Save Image**.

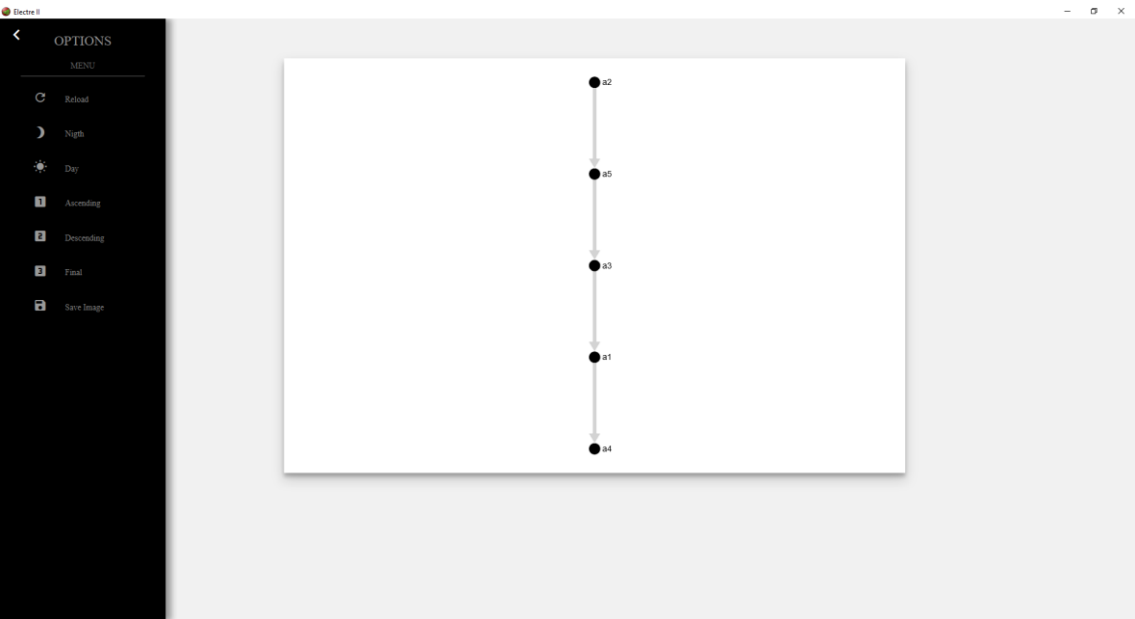
The **Ascending** button shows the ascending rank.



The **Descending** button shows the descending rank.



The **Final** button shows the final rank, based on the *Dominance Matrix* (to build the classical pre-ordination).



2.5 Electre III

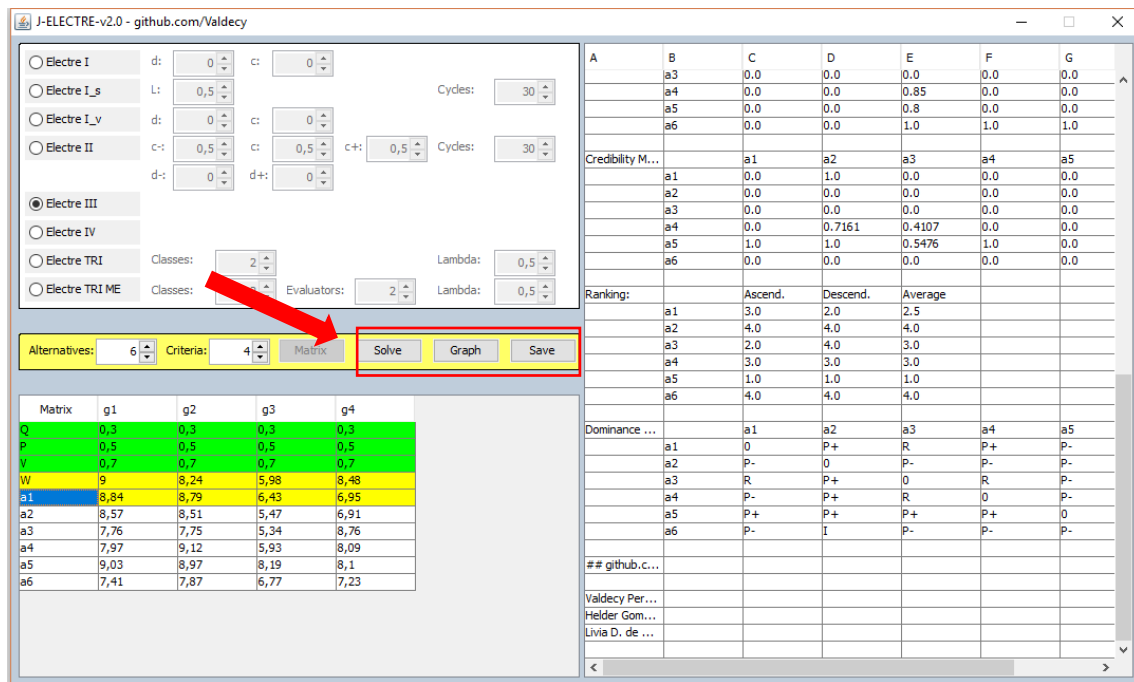
To explain how to use the **J-Electre-v2.0** in order to solve **Electre III** problems, the following example will be used:

	g1	g2	g3	g4
Q	0.3	0.3	0.3	0.3
P	0.5	0.5	0.5	0.5
V	0.7	0.7	0.7	0.7
W	0.2754741	0.2735455	0.1758277	0.2221151
a1	8.84	8.79	6.43	6.95
a2	8.57	8.51	5.47	6.91
a3	7.76	7.75	5.34	8.76
a4	7.97	9.12	5.93	8.09
a5	9.03	8.97	8.19	8.1
a6	7.41	7.87	6.77	7.23

This problem has 6 alternatives ($a1, a2, a3, a4, a5, a6$) and 4 criteria ($g1, g2, g3, g4$). The **Q** row represents the weak preference (as constants), the **P** row represents the strong preference (as constants), the **V** row represents the Veto (respecting: $V \geq P \geq Q$) and finally, the weights (importance) of each criterion is represented by the **W** row.

Insert the number of **Alternatives** (varying from 2 to 1,000), **Criteria** (varying from 2 to 1,000) and press the **Matrix** button to build the performance matrix.

Insert the values in the performance matrix and then press the **Solve** button to solve the problem. To see the graphical solution, press the **Graph** button. To save (export) the results to a spreadsheet press the **Save** button.



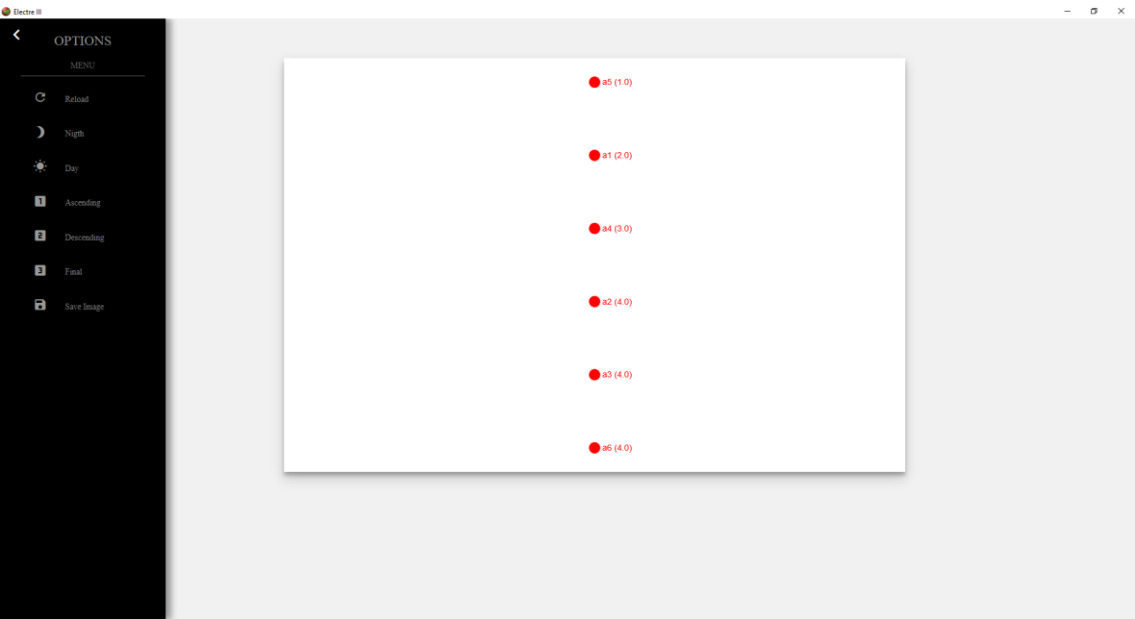
The output contains: **Concordance Matrix**, **Discordance Matrix** (one for each criterion), **Credibility Matrix**, **Ranking Ascending** (from the worst alternative to the best), **Ranking Descending** (from the best alternative to the worst), **Ranking Average** (In order to have a complete ranking, we choose to build the final ranking as an average between the ascending and descending ranking) and **Dominance Matrix** (To build the classical pre-ordination or final ranking, the dominance matrix is provided).

The graphical solution indicates the **Ascending**, **Descending** and **Final Ranks**. The menu option is composed by the following buttons: **Reload**; **Night**; **Day**; **Ascending**; **Descending**; **Final** and **Save Image**.

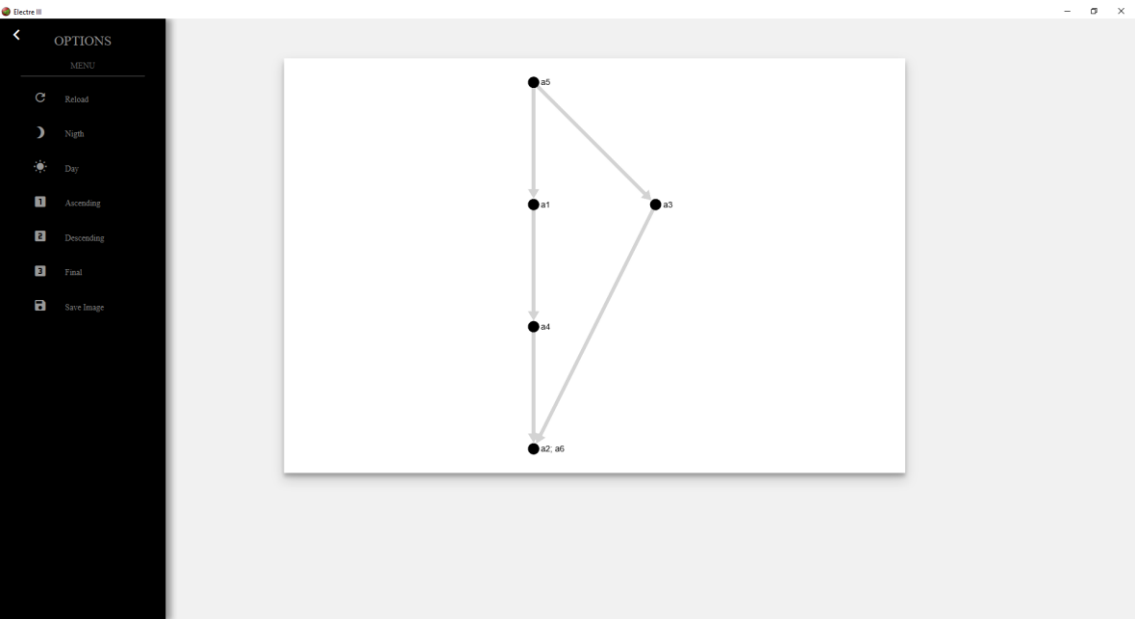
The **Ascending** button shows the ascending rank.



The **Descending** button shows the descending rank.



The **Final** button shows the final rank, based on the *Dominance Matrix* (to build the classical pre-ordination).



2.6 Electre IV

To explain how to use the **J-Electre-v2.0** in order to solve **Electre IV** problems, the following example will be used:

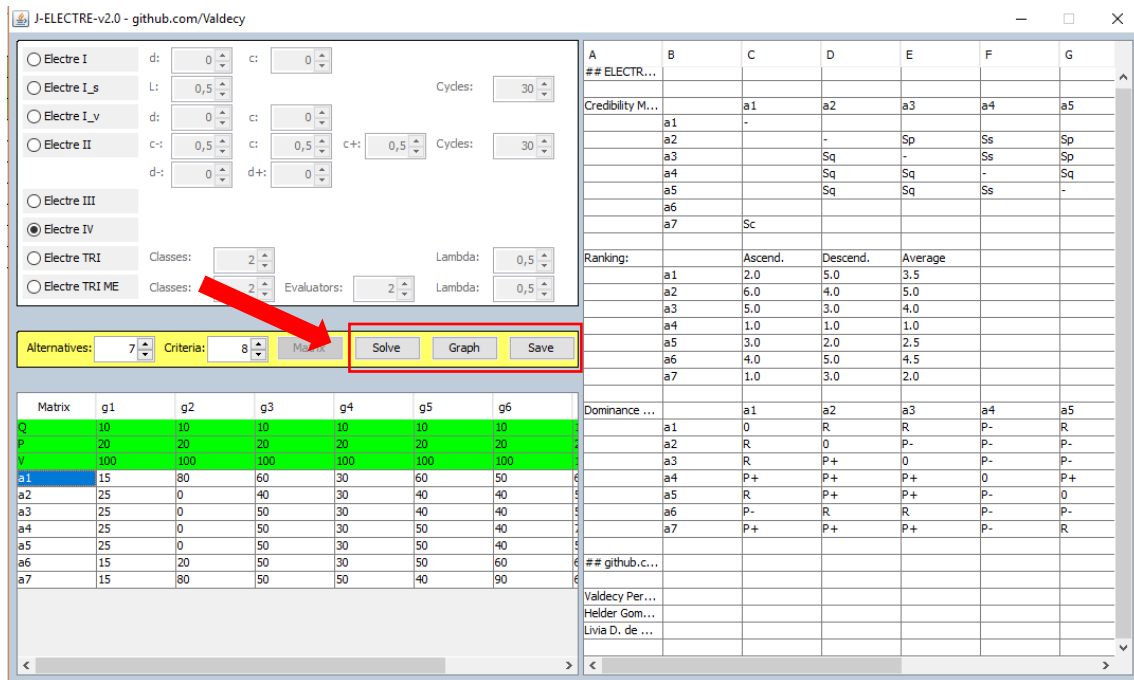
	g1	g2	g3	g4	g5	g6	g7	g8
Q	10	10	10	10	10	10	10	10
P	20	20	20	20	20	20	20	20
V	100	100	100	100	100	100	100	100
a1	15	80	60	30	60	50	60	70
a2	25	0	40	30	40	40	50	140
a3	25	0	50	30	40	40	50	140
a4	25	0	50	30	50	40	70	140
a5	25	0	50	30	50	40	50	140
a6	15	20	50	30	50	60	60	100
a7	15	80	50	50	40	90	60	100

This problem has 7 alternatives (*a1, a2, a3, a4, a5, a6, a7*) and 8 criteria (*g1, g2, g3, g4, g5, g6, g7, g8*). The **Q** row represents the weak preference, the **P** row represents the strong preference, the **V** row represents the Veto (respecting: $V \geq P \geq Q$).

Insert the number of **Alternatives** (varying from 2 to 1,000), **Criteria** (varying from 2 to 1,000) and press the **Matrix** button to build the performance matrix.

The screenshot shows the J-ELECTRE-v2.0 interface. On the left, various Electre methods are listed, with 'Electre IV' selected. Below this, there are input fields for 'Alternatives' (set to 7) and 'Criteria' (set to 8). A red arrow points to these fields. To the right of these fields are buttons for 'Matrix', 'Solve', 'Graph', and 'Save'. The 'Matrix' button is highlighted. Below the input fields, a table is visible with columns for criteria (g1, g2, g3, g4, g5, g6) and rows for alternatives (a1, a2, a3, a4, a5, a6, a7). The first three rows (Q, P, V) are highlighted in green, corresponding to the preference rows in the example table above.

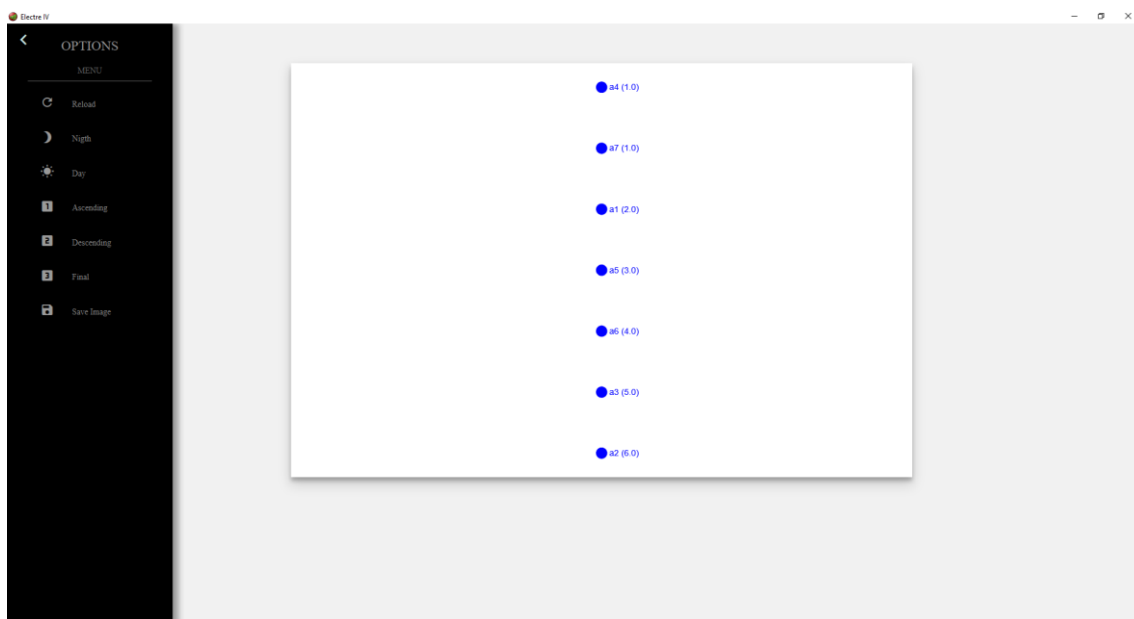
Insert the values in the performance matrix and then press the **Solve** button to solve the problem. To see the graphical solution, press the **Graph** button. To save (export) the results to a spreadsheet press the **Save** button.



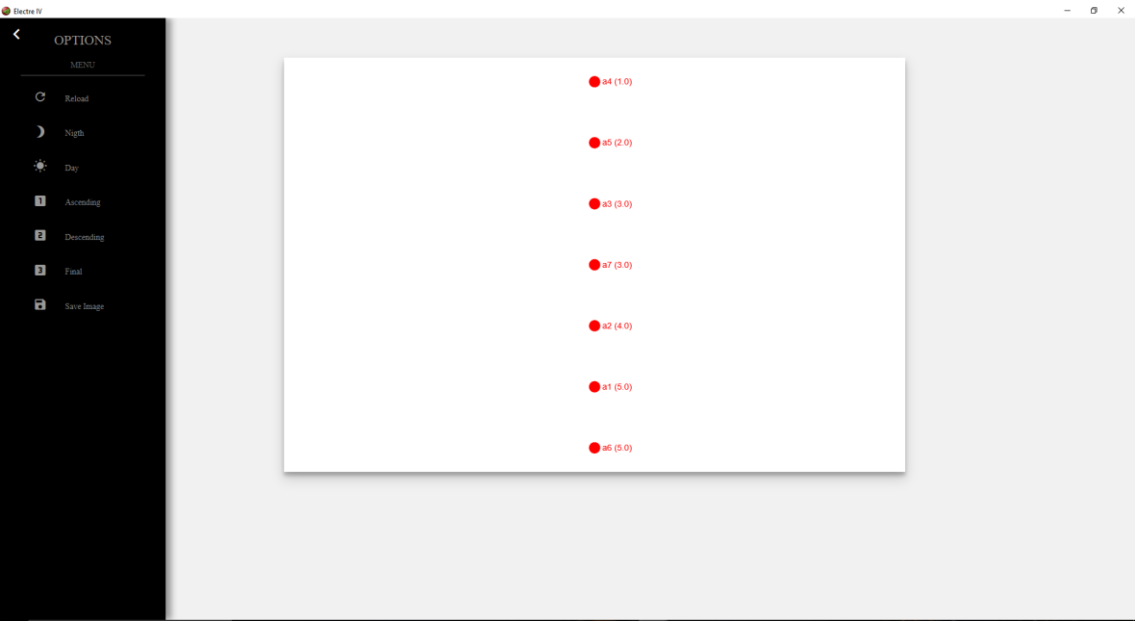
The output contains: **Credibility Matrix**, **Ranking Ascending** (from the worst alternative to the best), **Ranking Descending** (from the best alternative to the worst), **Ranking Average** (In order to have a complete ranking, we choose to build the final ranking as an average between the ascending and descending ranking) and **Dominance Matrix** (To build the classical pre-ordination or final ranking, the dominance matrix is provided)

The graphical solution indicates the **Ascending**, **Descending** and **Final Ranks**. The menu option is composed by the following buttons: **Reload**; **Night**; **Day**; **Ascending**; **Descending**; **Final** and **Save Image**.

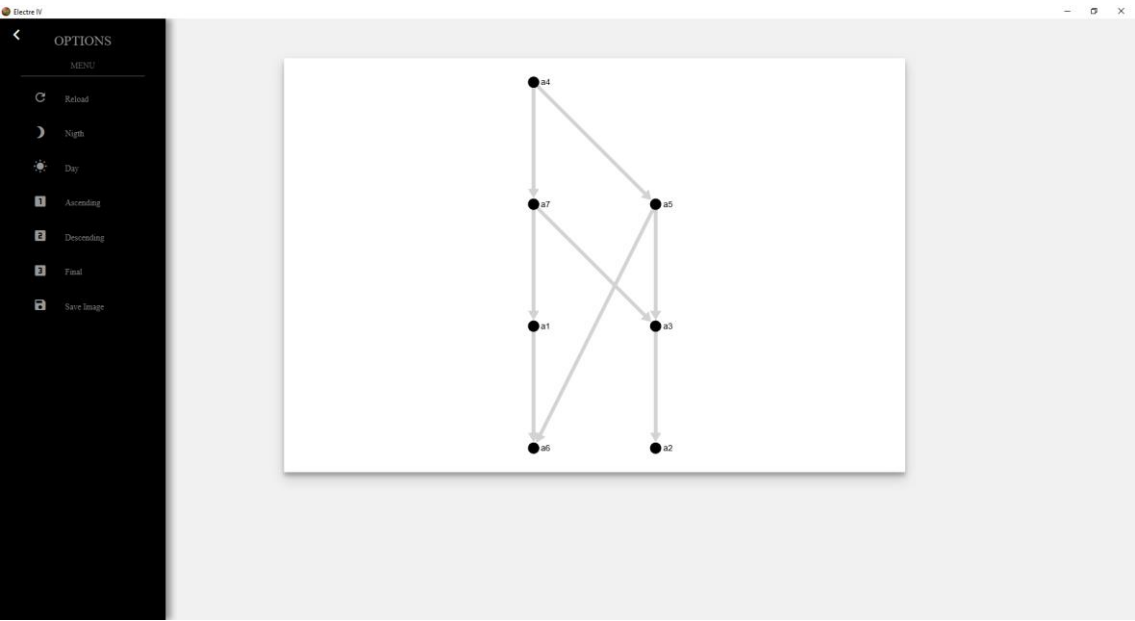
The **Ascending** button shows the ascending rank.



The **Descending** button shows the descending rank.



The **Final** button shows the final rank, based on the *Dominance Matrix* (to build the classical pre-ordination).



2.7 Electre TRI

To explain how to use the **J-Electre-v2.0** in order to solve **Electre TRI** problems, the following example will be used:

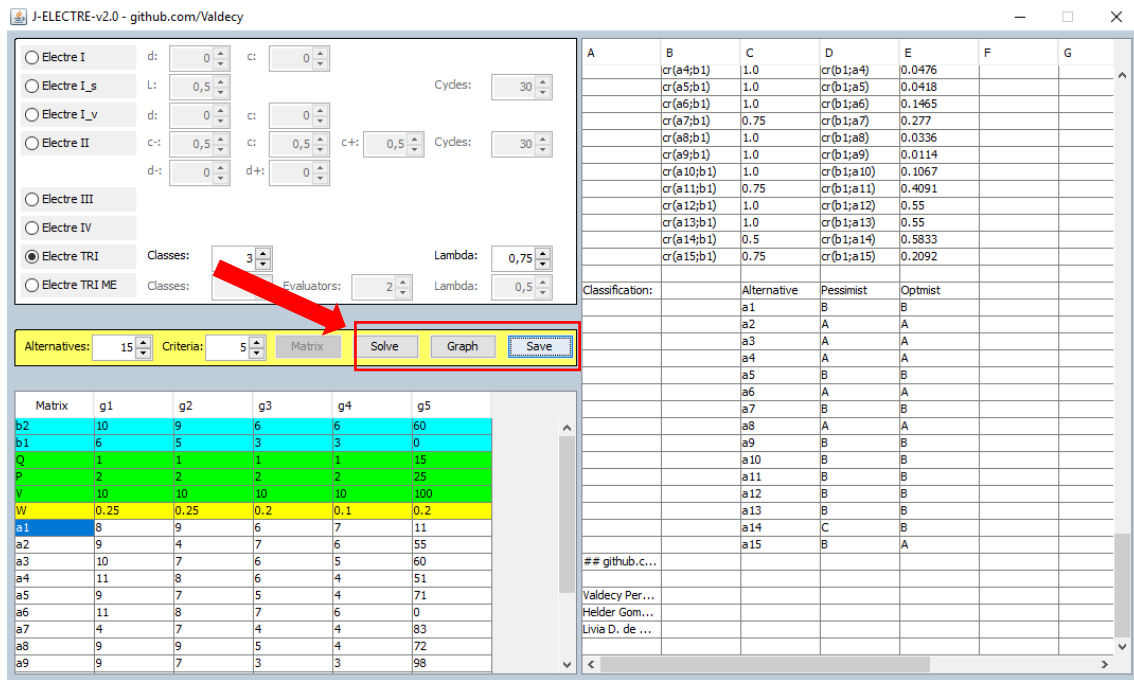
	g1	g2	g3	g4	g5
B2	10	9	6	6	60
b1	6	5	3	3	0
Q	1	1	1	1	15
P	2	2	2	2	25
V	10	10	10	10	100
W	0.25	0.25	0.2	0.1	0.2
a1	8	9	6	7	11
a2	9	4	7	6	55
a3	10	7	6	5	60
a4	11	8	6	4	51
a5	9	7	5	4	71
a6	11	8	7	6	0
a7	4	7	4	4	83
a8	9	9	5	4	72
a9	9	7	3	3	98
a10	7	6	3	3	98
a11	0	9	9	5	11
a12	7	9	7	3	9
a13	7	7	6	3	1
a14	3	3	6	11	4
a15	11	3	10	10	5

This problem has 15 alternatives and 5 criteria ($g1, g2, g3, g4$). The **bn** rows represents the profiles (respecting: $b_n \geq b_{n-1}$) DO CARVALHAL; PEREIRA & COSTA (2017) have an interesting approach to construct the profiles. The **Q** row represents the weak preference, the **P** row represents the strong preference, the **V** row represents the Veto (respecting: $V \geq P \geq Q$) and finally, the weights (importance) of each criterion is represented by the **W** row.

After Choosing **Electre TRI** method, two parameters need to be set: **Classes** (the total number of classes – varying from 2 to 100) and **Lambda** (cut-off level – varying from 0.5 to 1). For the given example **Classes** = 3 (hence we have two profiles: b2 and b1) and **Lambda** = 0.75.



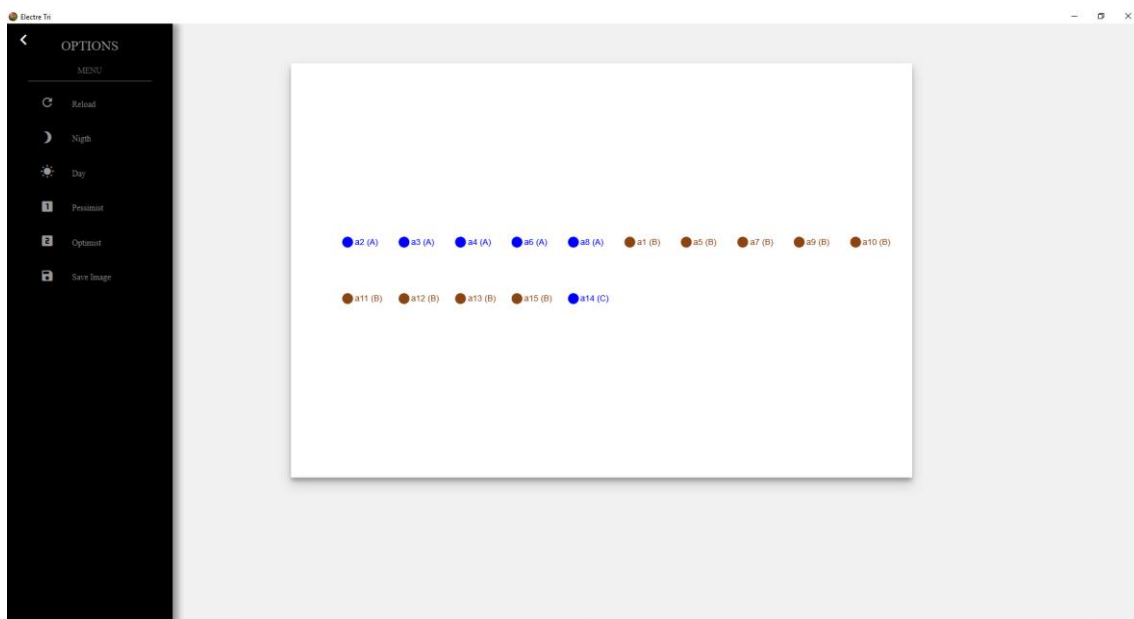
Insert the values in the performance matrix and then press the **Solve** button to solve the problem. To see the graphical solution, press the **Graph** button. To save (export) the results to a spreadsheet press the **Save** button.



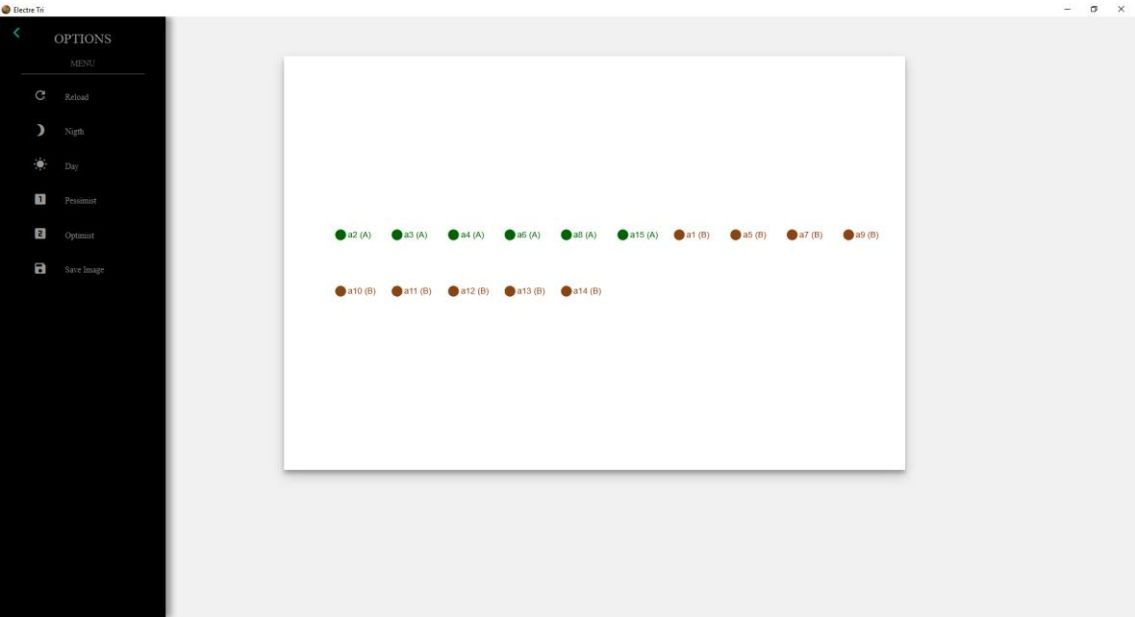
The output contains: **Concordance $c(ai;bh)$** – (global concordance between alternative i and profile h), **Concordance $c(bh;ai)$** – (global concordance between profile h and alternative i), **Discordance $d(ai;bh)$** – (global discordance between alternative i and profile h), **Discordance $d(bh;ai)$** – (global discordance between profile h and alternative i), **Credibility Matrix**, **Classification Pessimist** (from the upper profile bn to $b1$, Class $A > B > C...$), **Classification Optimist** (from the lower profile $b1$ to bn , Class $A > B > C...$).

The graphical solution indicates the **Pessimist** and **Optimist Classification**. The menu option is composed by the following buttons: **Reload**; **Night**; **Day**; **Pessimist**; **Optimist** and **Save Image**.

The **Pessimist** button shows the pessimist classification.



The **Optimist** button shows the optimist classification.



2.8 Electre TRI ME

To explain how to use the **J-Electre-v2.0** in order to solve **Electre TRI ME** problems (developed by Livia Dias Nepomuceno and Helder Gomes Costa), the following example will be used:

	EV1(g1)	EV1(g2)	EV1(g3)	EV2(g1)	EV2(g2)	EV2(g3)
b2	10	10	10	10	10	10
b1	5	5	5	5	5	5
Q	0	0	0	0	0	0
P	0	0	0	0	0	0
V	15	15	15	15	15	15
W	0,1	0,2	0,2	0,3	0,3	0,1
a1	0	2	3	1	4	5
a2	5	2	5	2	1	3
a3	2	4	2	4	5	2
a4	5	5	3	1	4	1
a5	4	5	4	4	3	1
a6	4	3	3	4	5	1
a7	1	1	2	3	4	4
a8	1	3	0	5	2	1
a9	5	3	4	3	0	4
a10	0	2	3	5	5	5
a11	9	10	6	5	9	8
a12	7	9	10	8	10	6
a13	8	6	8	6	9	7
a14	10	5	10	7	7	5
a15	5	8	5	6	5	9
a16	5	9	6	9	6	7
a17	6	10	7	7	9	8
a18	6	6	7	6	8	6
a19	6	8	10	6	7	5
a20	10	8	10	7	8	10
a21	7	9	6	10	9	7
a22	7	10	8	7	7	6
a23	8	8	10	7	10	9
a24	10	10	10	10	6	9
a25	13	14	12	12	12	11
a26	11	14	13	13	12	14
a27	12	12	11	14	13	13
a28	13	13	11	13	14	14
a29	14	13	12	12	12	13
a30	13	13	13	13	13	12
a31	12	13	11	11	11	14
a32	12	11	14	11	14	11
a33	14	11	13	12	1	4
a34	11	5	3	5	10	3
a35	8	3	1	10	5	2

This problem has 35 alternatives, 3 criteria (g_1, g_2, g_3, g_4) and 2 Evaluators ($EV1, EV2$). Each evaluator judges the same set of criteria and have their own set of weights (which may be the same). The **b_n** rows represents the profiles (respecting: $b_n \geq b_{n-1}$). The **Q** row represents the weak preference, the **P** row represents the strong preference, the **V** row represents the Veto (respecting: $V \geq P \geq Q$) and finally, the weights (importance) of each criterion is represented by the **W** row.

After Choosing **Electre TRI ME** method, three parameters need to be set: **Classes** (the total number of classes – varying from 2 to 100), Evaluators (the total number of evaluators, judges or decision makers – varying from 2 to 100) and **Lambda** (cut-off level – varying from 0.5 to 1). For the given example **Classes** = 3 (hence we have two profiles: b_2 and b_1), **Evaluators** = 2 and **Lambda** = 0.75.

The screenshot shows the J-ELECTRE-v2.0 software interface. On the left, there is a list of methods: Electre I, Electre I_s, Electre I_v, Electre II, Electre III, Electre IV, and Electre TRI ME. The 'Electre TRI ME' method is selected, indicated by a red circle and a red arrow. Below the method list, there are input fields for 'Classes' (set to 3), 'Evaluators' (set to 2), and 'Lambda' (set to 0.75). To the right of these fields, there are buttons for 'Matrix', 'Solve', 'Graph', and 'Save'. Below the buttons, there is a table for the performance matrix. The table has 2 columns (A and B) and 2 rows (1 and 2). The table is currently empty.

Insert the number of **Alternatives** (varying from 2 to 1,000), **Criteria** (varying from 2 to 1,000) and press the **Matrix** button to build the performance matrix.

J-ELECTRE-v2.0 - github.com/Valdecy

☐ Electre I
☐ Electre I_s
☐ Electre I_v
☐ Electre II
☐ Electre III
☐ Electre IV
☐ Electre TRI
☒ Electre TRI ME

d: 0 c: 0 Cycles: 30
 L: 0,5
 d: 0 c: 0
 c-: 0,5 c: 0,5 c+: 0,5 Cycles: 30
 d-: 0 d+: 0

Classes: 2 Lambda: 0,5
 Classes: 3 Evaluators: 2 Lambda: 0,75

Alternatives: 35 Criteria: 3 Matrix Solve Graph Save

Matrix	EV1(g1)	EV1(g2)	EV1(g3)	EV2(g1)	EV2(g2)	EV2(g3)
b2						
b1						
Q						
P						
V						
W						
a1						
a2						
a3						
a4						
a5						
a6						
a7						
a8						

Insert the values in the performance matrix and then press the **Solve** button to solve the problem. To see the graphical solution, press the **Graph** button. To save (export) the results to a spreadsheet press the **Save** button.

J-ELECTRE-v2.0 - github.com/Valdecy

☐ Electre I
☐ Electre I_s
☐ Electre I_v
☐ Electre II
☐ Electre III
☐ Electre IV
☐ Electre TRI
☒ Electre TRI ME

d: 0 c: 0 Cycles: 30
 L: 0,5
 d: 0 c: 0
 c-: 0,5 c: 0,5 c+: 0,5 Cycles: 30
 d-: 0 d+: 0

Classes: 2 Lambda: 0,5
 Classes: 3 Evaluators: 2 Lambda: 0,75

Alternatives: 35 Criteria: 3 Matrix Solve Graph Save

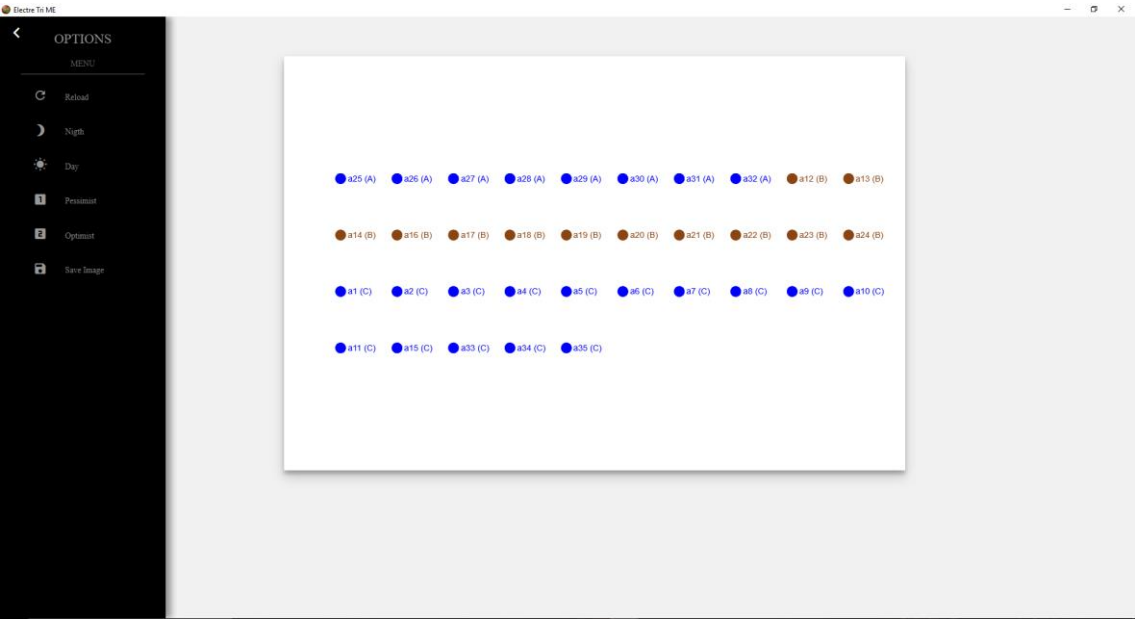
Matrix	EV1(g1)	EV1(g2)	EV1(g3)	EV2(g1)	EV2(g2)	EV2(g3)
b2	10	10	10	10	10	10
b1	5	5	5	5	5	5
Q	0	0	0	0	0	0
P	0	0	0	0	0	0
V	15	15	15	15	15	15
W	0,1	0,2	0,2	0,3	0,3	0,1
a1	0	2	3	1	4	5
a2	5	2	5	2	1	3
a3	2	4	2	4	5	2
a4	5	5	3	1	4	1
a5	4	5	4	4	3	1
a6	4	3	3	4	5	1
a7	1	1	2	3	4	4
a8	1	3	0	5	2	1

	B	C	D	E	F	G
	$\sigma(a34;b1)$	$\sigma(a35;b1)$	$\sigma(b1;a34)$	$\sigma(b1;a35)$		
	0,3333	0,3333	0,1778	0,4167		
Classification:	Alternative	Pessimist	Optimist			
	a1	C	C			
	a2	C	B			
	a3	C	B			
	a4	C	B			
	a5	C	C			
	a6	C	B			
	a7	C	C			
	a8	C	B			
	a9	C	C			
	a10	C	B			
	a11	C	B			
	a12	B	A			
	a13	B	B			
	a14	B	A			
	a15	C	B			
	a16	B	B			
	a17	B	B			
	a18	B	B			
	a19	B	B			
	a20	B	A			
	a21	B	A			
	a22	B	B			
	a23	B	A			
	a24	B	A			
	a25	A	A			
	a26	A	A			
	a27	A	A			
	a28	A	A			
	a29	A	A			
	a30	A	A			

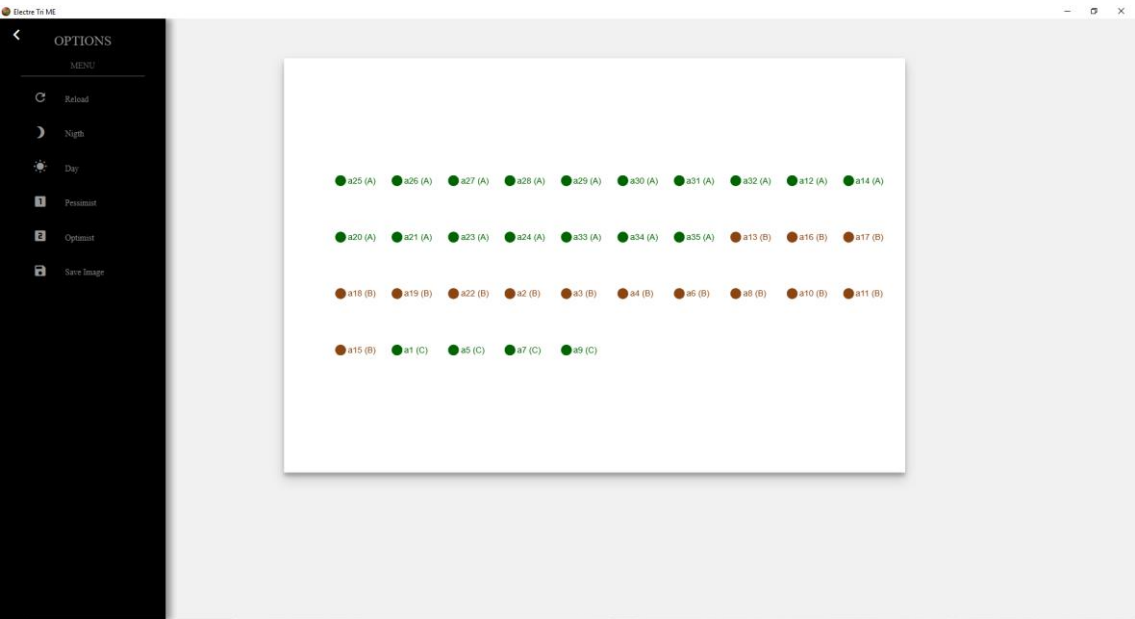
The output contains: **Concordance $c(ai;bh)$** – (global concordance between alternative i and profile h), **Concordance $c(bh;ai)$** – (global concordance between profile h and alternative i), **Discordance $d(ai;bh)$** – (global discordance between alternative i and profile h), **Discordance $d(bh;ai)$** – (global discordance between profile h and alternative i), **Credibility Matrix**, **Classification Pessimist** (from the upper profile bn to $b1$, Class $A > B > C...$), **Classification Optimist** (from the lower profile $b1$ to bn , Class $A > B > C...$).

The graphical solution indicates the **Pessimist** and **Optimist Classification**. The menu option is composed by the following buttons: **Reload**; **Night**; **Day**; **Pessimist**; **Optimist** and **Save Image**.

The **Pessimist** button shows the pessimist classification.



The **Optimist** button shows the optimist classification.



3- References

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