|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| 585 | 599 | 592 | 599 | 588 | 595 | 594 | 597 | 595 | 597 | 594 | 595 | 594 | 599 | 592 | 599 |
| 2 | 6 | 2 | 2 | 2 | 7 | 5 | 4 | 1 | 5 | 4 | 5 | 1 | 4 | 1 | 7 |
| 3,3 | 6,2 | 2,8 | 4,1 | 2 | 6,3 | 9,6 | 5,3 | 4,9 | 6,6 | 5,7 | 6,6 | 1,8 | 4,8 | 4,3 | 6,8 |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 591 | 599 | 592 | 599 | 594 | 595 | 587 | 599 | 594 | 594 | 592 | 599 | 590 | 597 | 592 | 599 |
| 2 | 3 | 15 | 4 | 1 | 2 | 2 | 8 | 2 | 2 | 1 | 4 | 4 | 1 | 14 | 6 |
| 2,5 | 5,7 | 4,6 | 6,7 | 2,3 | 8,3 | 3,9 | 5,8 | 6,9 | 4,1 | 5,3 | 7,4 | 3,5 | 4,9 | 7,7 | 5,8 |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 595 | 599 | 588 | 599 | 587 | 597 | 594 | 599 | 595 | 599 | 597 | 599 | 592 | 599 | 592 | 599 |
| 1 | 7 | 3 | 14 | 3 | 4 | 4 | 13 | 2 | 8 | 2 | 7 | 3 | 9 | 2 | 3 |
| 10,6 | 4,4 | 2,9 | 8,1 | 2,1 | 6 | 11,3 | 8 | 7,4 | 6,3 | 5,3 | 8,3 | 2,4 | 8,7 | 5,4 | 5 |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| 570 | 574 | 569 | 570 | 563 | 574 | 570 | 570 | 563 | 574 | 561 | 574 | 560 | 574 | 565 | 574 |
| 3 | 8 | 2 | 9 | 1 | 4 | 1 | 3 | 2 | 4 | 35 | 7 | 2 | 3 | 2 | 5 |
| 2,9 | 5,2 | 4,1 | 5,3 | 1,9 | 5,2 | 5,1 | 4,4 | 2 | 6,2 | 16,5 | 6,2 | 2,2 | 6 | 5 | 5,7 |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 570 | 574 | 562 | 574 | 564 | 570 | 569 | 574 | 568 | 574 | 570 | 574 | 562 | 574 | 561 | 570 |
| 3 | 5 | 2 | 5 | 3 | 6 | 2 | 8 | 1 | 5 | 1 | 6 | 2 | 9 | 2 | 5 |
| 3,5 | 7 | 5,7 | 6,3 | 2,4 | 5,9 | 2,2 | 8,2 | 8,4 | 5,8 | 9,2 | 7,7 | 2 | 4 | 3,7 | 5,4 |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 562 | 574 | 568 | 574 | 569 | 570 | 567 | 570 | 570 | 574 | 565 | 574 | 563 | 574 | 574 | 574 |
| 2 | 2 | 3 | 4 | 3 | 6 | 11 | 5 | 15 | 5 | 2 | 4 | 3 | 2 | 2 | 3 |
| 7 | 6,7 | 3,6 | 5,7 | 2,4 | 8,5 | 3,5 | 5,4 | 4,5 | 6,2 | 7 | 8,3 | 2,1 | 7 | 2,6 | 5,6 |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| 683 | 683 | 682 | 682 | 680 | 684 | 682 | 684 | 680 | 684 | 683 | 682 | 684 | 684 | 682 | 684 |
| 12 | 5 | 1 | 3 | 1 | 3 | 39 | 5 | 18 | 9 | 2 | 5 | 4 | 12 | 2 | 5 |
| 6,3 | 8,6 | 8,7 | 6,4 | 5,4 | 3,8 | 13,1 | 5,4 | 5,4 | 7,7 | 8,5 | 8,5 | 2,4 | 5,3 | 6 | 6,5 |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 680 | 684 | 682 | 684 | 682 | 683 | 672 | 684 | 684 | 682 | 680 | 684 | 683 | 683 | 684 | 683 |
| 2 | 4 | 22 | 11 | 4 | 12 | 3 | 5 | 9 | 3 | 3 | 5 | 3 | 8 | 4 | 6 |
| 11,2 | 7 | 6,9 | 6,9 | 2,4 | 5,9 | 6,3 | 7,1 | 9,2 | 6,1 | 2,9 | 5,8 | 2,3 | 6,4 | 4,3 | 6,4 |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 684 | 683 | 670 | 684 | 682 | 684 | 677 | 683 | 675 | 683 | 680 | 684 | 673 | 684 | 673 | 684 |
| 1 | 4 | 2 | 6 | 3 | 10 | 1 | 4 | 2 | 6 | 2 | 6 | 3 | 4 | 2 | 2 |
| 5,6 | 6,6 | 4,7 | 5,6 | 2,3 | 7,2 | 2,3 | 8,3 | 4 | 5,5 | 3,4 | 4,9 | 2,6 | 7,7 | 6,1 | 6,8 |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| 483 | 490 | 495 | 490 | 473 | 495 | 488 | 495 | 491 | 495 | 491 | 495 | 481 | 495 | 491 | 495 |
| 8 | 2 | 2 | 8 | 3 | 5 | 8 | 5 | 33 | 7 | 7 | 5 | 2 | 3 | 2 | 1 |
| 9,1 | 5,6 | 4,6 | 6,9 | 2,3 | 5,8 | 6,4 | 5,3 | 7,7 | 8 | 6,9 | 5,8 | 2,3 | 6,1 | 4,9 | 6,1 |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 487 | 495 | 484 | 495 | 490 | 495 | 489 | 495 | 486 | 495 | 495 | 495 | 486 | 495 | 490 | 495 |
| 1 | 4 | 2 | 9 | 3 | 4 | 3 | 3 | 2 | 8 | 2 | 4 | 3 | 3 | 34 | 6 |
| 4,6 | 7,2 | 2,6 | 7,3 | 2,5 | 7,7 | 2,3 | 6,3 | 3,6 | 5,6 | 2,1 | 4,8 | 2,3 | 5,9 | 8,9 | 7 |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 479 | 495 | 489 | 495 | 485 | 495 | 479 | 495 | 489 | 495 | 495 | 495 | 485 | 495 | 484 | 495 |
| 2 | 3 | 2 | 9 | 2 | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 2 | 6 | 3 | 5 |
| 4,1 | 4,3 | 9,8 | 7,3 | 2,1 | 4,6 | 4,2 | 4,8 | 7,8 | 7,5 | 3,5 | 9,2 | 2 | 6,7 | 3 | 7,6 |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| 629 | 656 | 628 | 653 | 651 | 656 | 653 | 653 | 643 | 656 | 637 | 651 | 626 | 656 | 656 | 656 |
| 2 | 5 | 3 | 5 | 2 | 3 | 2 | 4 | 10 | 5 | 3 | 19 | 2 | 8 | 12 | 9 |
| 9,6 | 8,1 | 2,1 | 5,6 | 3,1 | 4,2 | 11,2 | 6,4 | 7,9 | 6,6 | 5,3 | 10,3 | 2,1 | 6,8 | 4,4 | 6,9 |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 651 | 656 | 643 | 656 | 656 | 656 | 656 | 656 | 656 | 656 | 643 | 656 | 656 | 656 | 656 | 656 |
| 3 | 8 | 1 | 4 | 3 | 12 | 3 | 4 | 28 | 7 | 5 | 5 | 3 | 6 | 2 | 14 |
| 9,3 | 6,7 | 2,1 | 7,4 | 1,8 | 8,1 | 7 | 5,5 | 8 | 9,1 | 10,8 | 11,3 | 2,9 | 6 | 7,8 | 10,5 |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 643 | 656 | 653 | 656 | 631 | 656 | 631 | 656 | 653 | 656 | 640 | 656 | 641 | 656 | 651 | 656 |
| 4 | 6 | 1 | 8 | 2 | 5 | 2 | 4 | 3 | 10 | 35 | 3 | 2 | 3 | 7 | 14 |
| 8,3 | 8,8 | 7,3 | 10,1 | 2,4 | 6,8 | 6,1 | 6 | 4,4 | 6,8 | 7 | 6,5 | 2,2 | 6,5 | 6,3 | 9,9 |
| Danzig \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Single-point crossover  Saltation  Linear-rank | Danzig \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Point mutation  Linear-rank | Danzig \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Inversion  Linear-rank | Danzig \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Translocation  Linear-rank | Danzig \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Two-point crossover  Saltation  Linear-rank |
| 99,85 | 100 | 100 | 100 | 99,42 | 100 | 99,71 | 100 | 99,42 | 100 | 99,85 | 100 | 100 | 100 | 100 | 100 |
| 30 | 20 | 7,5 | 22,5 | 7,5 | 17,5 | 97,5 | 12,5 | 82,5 | 22,5 | 87,5 | 47,5 | 10 | 30 | 30 | 22,5 |
| 24 | 21,5 | 21,75 | 17,25 | 13,5 | 15,75 | 32,75 | 16 | 19,75 | 20 | 41,25 | 25,75 | 6 | 17 | 15 | 17,25 |
| 5 | 5 | 2,5 | 5 | 2,5 | 7,5 | 2,5 | 7,5 | 2,5 | 10 | 5 | 12,5 | 2,5 | 7,5 | 2,5 | 2,5 |
| 7,25 | 13 | 5,25 | 10,25 | 4,75 | 9,5 | 12,75 | 11 | 5 | 15,5 | 13,25 | 14,5 | 4,5 | 12 | 10,75 | 14,25 |
| Danzig \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Point mutation  Linear-rank | Danzig \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Inversion  Linear-rank | Danzig \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Translocation  Linear-rank | Danzig \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Danzig \_algorithm  Uniform crossover  Saltation  Linear-rank | Random \_algorithm  Single-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Single-point crossover  Point mutation  Linear-rank | Random \_algorithm  Single-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Single-point crossover  Inversion  Linear-rank | Random \_algorithm  Single-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Single-point crossover  Translocation  Linear-rank | Random \_algorithm  Single-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Single-point crossover  Saltation  Linear-rank |
| 99,42 | 100 | 99,71 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| 7,5 | 20 | 55 | 27,5 | 10 | 30 | 7,5 | 20 | 70 | 20 | 12,5 | 15 | 10 | 22,5 | 85 | 35 |
| 28 | 18 | 17,25 | 18,5 | 6,25 | 20,75 | 17,5 | 20,5 | 23 | 22,75 | 27 | 28,25 | 8,75 | 16 | 22,25 | 26,25 |
| 2,5 | 7,5 | 2,5 | 10 | 2,5 | 5 | 5 | 7,5 | 2,5 | 5 | 2,5 | 10 | 5 | 2,5 | 5 | 12,5 |
| 6,25 | 14,25 | 5,25 | 15,75 | 4,5 | 14,75 | 5,5 | 13,75 | 9 | 10,25 | 5,25 | 12 | 5 | 10 | 9,25 | 13,5 |
| Random \_algorithm  Two-point crossover  Point mutation  Betta-Tournament | Random \_algorithm  Two-point crossover  Point mutation  Linear-rank | Random \_algorithm  Two-point crossover  Inversion  Betta-Tournament | Random \_algorithm  Two-point crossover  Inversion  Linear-rank | Random \_algorithm  Two-point crossover  Translocation  Betta-Tournament | Random \_algorithm  Two-point crossover  Translocation  Linear-rank | Random \_algorithm  Two-point crossover  Saltation  Betta-Tournament | Random \_algorithm  Two-point crossover  Saltation  Linear-rank | Random \_algorithm  Uniform crossover  Point mutation  Betta-Tournament | Random \_algorithm  Uniform crossover  Point mutation  Linear-rank | Random \_algorithm  Uniform crossover  Inversion  Betta-Tournament | Random \_algorithm  Uniform crossover  Inversion  Linear-rank | Random \_algorithm  Uniform crossover  Translocation  Betta-Tournament | Random \_algorithm  Uniform crossover  Translocation  Linear-rank | Random \_algorithm  Uniform crossover  Saltation  Betta-Tournament | Random \_algorithm  Uniform crossover  Saltation  Linear-rank |
| 100 | 100 | 99,54 | 100 | 99,71 | 100 | 99,17 | 100 | 99,54 | 100 | 100 | 100 | 98,83 | 100 | 100 | 100 |
| 10 | 17,5 | 7,5 | 35 | 7,5 | 25 | 27,5 | 32,5 | 37,5 | 25 | 87,5 | 17,5 | 7,5 | 22,5 | 17,5 | 35 |
| 26,5 | 22 | 24,5 | 25,25 | 6 | 21,25 | 28,25 | 20,75 | 19,5 | 18,75 | 17,5 | 23 | 6,5 | 21,75 | 15,75 | 24,75 |
| 2,5 | 5 | 2,5 | 10 | 5 | 2,5 | 2,5 | 7,5 | 5 | 7,5 | 5 | 7,5 | 5 | 5 | 5 | 5 |
| 10,25 | 10,75 | 7,25 | 14 | 5,25 | 11,5 | 5,75 | 12 | 10 | 13,75 | 8,5 | 12,25 | 5 | 16,25 | 6,5 | 12,5 |