TESTE CEGO 2
Grupos 10
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RESULTADO compare_predict_target_withMatch:

GENERAL METRICS

Reference dataset: file_target.txt Length: 420
Predict   : file_predict.txt Length: 420
Matching rows   : 420

REGRESSOR METRICS
Root Mean Square Error (RMSE) for matching rows: 2.93

CLASSIFICATION METRICS

Confusion Matrix:
[[120   6   0   0]
 [3 139   2   0]
 [0 18 56   2]
 [0   0   9 65]]

Accuracy: 0.9047619047619048

Classification Report:

	precision	recall	f1-score	support
Critico	0.98	0.95	0.96	126
Instavel	0.85	0.97	0.91	144
Pot Estavel	0.84	0.74	0.78	76
Estavel	0.97	0.88	0.92	74
accuracy			0.90	420
macro avg	0.91	0.88	0.89	420
weighted avg	0.91	0.90	0.90	420

SPECIFIC METRICS

  Critical victims (1) = 126 out of 126 (100.0)%
  Instable victims (2) = 144 out of 144 (100.0)%
  Pot. inst. victims (3) = 76 out of 76 (100.0)%
  Stable victims   (4) = 74 out of 74 (100.0)%

  Total of victims = 420 (100.00%)

  Weighted victims per severity = 30.16

Sum of gravities of matched victims = 17815.71 of a total of 17815.71
% of gravities of matched victims = 1.00

RESULTADO SIMULAÇÃO

*** Final results per agent ***

[Agent RESC_1]
This agent is dead, you should discard its results, but...

*** Consumed time ***
1000.65 of 1000.00
No found victims

CSV of found victims
Ve1,Ve2,Ve3,Ve4,Veg
0,0,0,0,0.0

Critical victims saved   (Vs1) = 39 out of 126 (31.0)%
Instable victims saved   (Vs2) = 31 out of 144 (21.5)%
Pot. inst. victims saved (Vs3) = 23 out of 76 (30.3)%
Stable victims saved   (Vs4) = 18 out of 74 (24.3)%

Total of saved victims   (Vs) = 111 (26.43%)
Weighted saved victims per severity (Vsg) = 0.28

Sum of gravities of all saved victims = 4665.31 of a total of 17815.71
% of gravities of all saved victims = 0.26

CSV of saved victims
Vs1,Vs2,Vs3,Vs4,Vsg
39,31,23,18,0.2765205091937765

[Agent EXPL_1]

*** Consumed time ***
5996.12 of 6000.00

Critical victims found   (Ve1) = 74 out of 126 (58.7)%
Instable victims found   (Ve2) = 73 out of 144 (50.7)%
Pot. inst. victims found (Ve3) = 39 out of 76 (51.3)%
Stable victims found   (Ve4) = 44 out of 74 (59.5)%

Total of found victims   (Ve) = 230 (54.76%)
Weighted found victims per severity (Veg) = 0.56

Sum of gravities of all found victims = 9692.91 of a total of 17815.71
% of gravities of all found victims = 0.54

CSV of found victims
Ve1,Ve2,Ve3,Ve4,Veg

74,73,39,44,0.5551626591230552
No saved victims

CSV of saved victims
Vs1,Vs2,Vs3,Vs4,Vsg
0,0,0,0,0.0

[Agent EXPL_2]

*** Consumed time ***
5995.18 of 6000.00

Critical victims found   (Ve1) = 62 out of 126 (49.2)%
Instable victims found   (Ve2) = 44 out of 144 (30.6)%
Pot. inst. victims found   (Ve3) = 32 out of 76 (42.1)%
Stable victims found   (Ve4) = 29 out of 74 (39.2)%

Total of found victims   (Ve) = 167 (39.76%)
Weighted found victims per severity (Veg) = 0.42

Sum of gravities of all found victims = 6906.24 of a total of 17815.71
   % of gravities of all found victims = 0.39

CSV of found victims
Ve1,Ve2,Ve3,Ve4,Veg
62,44,32,29,0.4222065063649222
No saved victims

CSV of saved victims
Vs1,Vs2,Vs3,Vs4,Vsg
0,0,0,0,0.0

[Agent EXPL_3]

*** Consumed time ***
5997.93 of 6000.00

Critical victims found   (Ve1) = 58 out of 126 (46.0)%
Instable victims found   (Ve2) = 73 out of 144 (50.7)%
Pot. inst. victims found   (Ve3) = 40 out of 76 (52.6)%
Stable victims found   (Ve4) = 32 out of 74 (43.2)%

Total of found victims   (Ve) = 203 (48.33%)
Weighted found victims per severity (Veg) = 0.48

Sum of gravities of all found victims = 8562.59 of a total of 17815.71
   % of gravities of all found victims = 0.48

CSV of found victims
Ve1,Ve2,Ve3,Ve4,Veg
58,73,40,32,0.4801980198019802
No saved victims

CSV of saved victims
Vs1,Vs2,Vs3,Vs4,Vsg
0,0,0,0,0.0

[Agent EXPL_4]

*** Consumed time ***
5995.50 of 6000.00

Critical victims found   (Ve1) = 51 out of 126 (40.5)%
Instable victims found   (Ve2) = 94 out of 144 (65.3)%
Pot. inst. victims found (Ve3) = 37 out of 76 (48.7)%
Stable victims found   (Ve4) = 41 out of 74 (55.4)%

Total of found victims   (Ve) = 223 (53.10%)
Weighted found victims per severity (Veg) = 0.50

Sum of gravities of all found victims = 9720.19 of a total of 17815.71
  % of gravities of all found victims = 0.55

CSV of found victims
Ve1,Ve2,Ve3,Ve4,Veg
51,94,37,41,0.4971711456859972
No saved victims

CSV of saved victims
Vs1,Vs2,Vs3,Vs4,Vsg
0,0,0,0,0.0

[Agent RESC_2]
This agent is dead, you should discard its results, but...

*** Consumed time ***
1000.67 of 1000.00
No found victims

CSV of found victims
Ve1,Ve2,Ve3,Ve4,Veg
0,0,0,0,0.0

Critical victims saved   (Vs1) = 43 out of 126 (34.1)%
Instable victims saved   (Vs2) = 26 out of 144 (18.1)%
Pot. inst. victims saved (Vs3) = 20 out of 76 (26.3)%
Stable victims saved   (Vs4) = 19 out of 74 (25.7)%

Total of saved victims   (Vs) = 108 (25.71%)
Weighted saved victims per severity (Vsg) = 0.28

Sum of gravities of all saved victims = 4356.01 of a total of 17815.71
  % of gravities of all saved victims = 0.24

CSV of saved victims
Vs1,Vs2,Vs3,Vs4,Vsg
43,26,20,19,0.27934936350777934

[Agent RESC_3]
This agent is dead, you should discard its results, but...

*** Consumed time ***
1000.50 of 1000.00
  No found victims

  CSV of found victims
  Ve1,Ve2,Ve3,Ve4,Veg
  0,0,0,0,0.0

  Critical victims saved   **(Vs1) =** **19 out of 126 (15.1)%**
  Instable victims saved   **(Vs2) =** **55 out of 144 (38.2)%**
  Pot. inst. victims saved **(Vs3) =** **20 out of 76 (26.3)%**
  Stable victims saved   **(Vs4) =** **19 out of 74 (25.7)%**

  Total of saved victims   **(Vs)** **= 113 (26.90%)**
  Weighted saved victims per severity (Vsg) = 0.24

  Sum of gravities of all saved victims = 5004.00 of a total of 17815.71
   % of gravities of all saved victims = 0.28

  CSV of saved victims
  Vs1,Vs2,Vs3,Vs4,Vsg
  19,55,20,19,0.23903818953323905

[Agent RESC_4]
This agent is dead, you should discard its results, but...

*** Consumed time ***
1001.50 of 1000.00
  No found victims

  CSV of found victims
  Ve1,Ve2,Ve3,Ve4,Veg
  0,0,0,0,0.0

  Critical victims saved   **(Vs1) =** **27 out of 126 (21.4)%**
  Instable victims saved   **(Vs2) =** **33 out of 144 (22.9)%**
  Pot. inst. victims saved **(Vs3) =** **13 out of 76 (17.1)%**
  Stable victims saved   **(Vs4) =** **19 out of 74 (25.7)%**

  Total of saved victims   **(Vs)** **= 92 (21.90%)**
  Weighted saved victims per severity (Vsg) = 0.22

  Sum of gravities of all saved victims = 3929.08 of a total of 17815.71
   % of gravities of all saved victims = 0.22

CSV of saved victims
Vs1,Vs2,Vs3,Vs4,Vsg
27,33,13,19,0.2164073550212164

*** ACUMULATED RESULTS - FOR ALL AGENTS ***

*** Numbers of Victims in the Environment ***
   Critical victims   (V1) = 126
   Instable victims   (V2) = 144
   Pot. inst. victims (V3) = 76
   Stable victims   (V4) = 74

   Total of victims   (V) = 420
   Sum of all gravities(SG) = 17815.71

   CSV of nb. total of victims
   V1,V2,V3,V4,SG
   126,144,76,74,17815.708946000002

*** FOUND victims by all explorer agents ***

   Critical victims found   (Ve1) = 126 out of 126 (100.0)%
   Instable victims found   (Ve2) = 144 out of 144 (100.0)%
   Pot. inst. victims found (Ve3) = 76 out of 76 (100.0)%
   Stable victims found   (Ve4) = 74 out of 74 (100.0)%

   Total of found victims   (Ve) = 420 (100.00%)
   Weighted found victims per severity (Veg) = 1.00

   Sum of gravities of all found victims = 17815.71 of a total of 17815.71
     % of gravities of all found victims = 1.00

   CSV of found victims
   Ve1,Ve2,Ve3,Ve4,Veg
   126,144,76,74,1.0

*** SAVED victims by all rescuer agents ***

   Critical victims saved   (Vs1) = 124 out of 126 (98.4)%
   Instable victims saved   (Vs2) = 142 out of 144 (98.6)%
   Pot. inst. victims saved (Vs3) = 76 out of 76 (100.0)%
   Stable victims saved   (Vs4) = 73 out of 74 (98.6)%

   Total of saved victims   (Vs) = 415 (98.81%)
   Weighted saved victims per severity (Vsg) = 0.99

   Sum of gravities of all saved victims = 17629.42 of a total of 17815.71
     % of gravities of all saved victims = 0.99

CSV of saved victims
Vs1,Vs2,Vs3,Vs4,Vsg
124,142,76,73,0.9865629420084866

*** END OF STATS ***