

Effect Probabilities Heatmap for Agent embb-trf2 - Slice 1

Slice 1

Decisions

const(prb, C1) - const(sched)	8.0%	4.1%	3.7%	0.4%	1.4%	4.7%				0.1%			7.9%	4.2%	3.2%	0.4%	1.6%	4.7%			0.3%			2.3%	17.3%				0.1%	0.8%		0.2%	1.7%
dec(prb, C1) - const(sched)	0.3%	0.3%	0.1%		0.1%	0.2%							0.4%	0.2%	0.1%			0.2%							1.0%								
const(prb, C1) - toWF(sched)	0.4%	0.2%				0.2%							0.4%	0.2%	0.2%			0.1%							0.8%								
const(prb, C1) - toPF(sched)	0.3%	0.2%	0.2%			0.2%							0.3%	0.2%	0.2%			0.2%							0.9%								
const(prb, C1) - toRR(sched)	0.4%		0.1%			0.2%							0.4%		0.2%			0.2%				0.1%		0.7%									
dec(prb, C1) - toWF(sched)	0.3%		0.1%										0.3%	0.1%				0.1%							0.6%								
dec(prb, C1) - toPF(sched)	0.3%					0.1%							0.3%	0.1%											0.6%								
inc(prb, C2) - const(sched)	0.2%		0.1%		0.1%	0.1%							0.2%					0.2%							0.5%								
inc(prb, C2) - toWF(sched)	0.2%	0.2%				0.1%							0.2%	0.1%				0.1%							0.5%								
inc(prb, C2) - toPF(sched)			0.1%			0.1%							0.1%		0.2%										0.4%								
inc(prb, C3) - const(sched)	0.1%													0.2%				0.1%							0.3%								
const(prb, C2) - const(sched)		0.1%												0.2%											0.3%								
dec(prb, C1) - toRR(sched)	0.1%												0.1%												0.3%								
const(prb, C2) - toPF(sched)	0.2%												0.1%												0.3%								
inc(prb, C2) - toRR(sched)																									0.3%								
inc(prb, C3) - toPF(sched)	0.1%																	0.1%							0.2%								
const(prb, C2) - toWF(sched)			0.1%										0.1%												0.2%								
inc(prb, C3) - toRR(sched)	0.1%																								0.3%								
const(prb, C2) - toRR(sched)																									0.2%								
dec(prb, C2) - const(sched)													0.1%																				
inc(prb, C3) - toWF(sched)																									0.1%								
dec(prb, C2) - toWF(sched)																																	
dec(prb, C2) - toPF(sched)																																	
dec(prb, C2) - toRR(sched)																																	
const(prb, C3) - toWF(sched)																																	
inc(prb, C4) - toRR(sched)																																	
dec(prb, C3) - const(sched)																																	
inc(prb, C4) - toWF(sched)																																	

Effects

