

Matriz de Dominância (A→B: Taxa de Vitória de A sobre B)

Limiar: 80%

Método A

GRASP_Inicial

HillClimbing

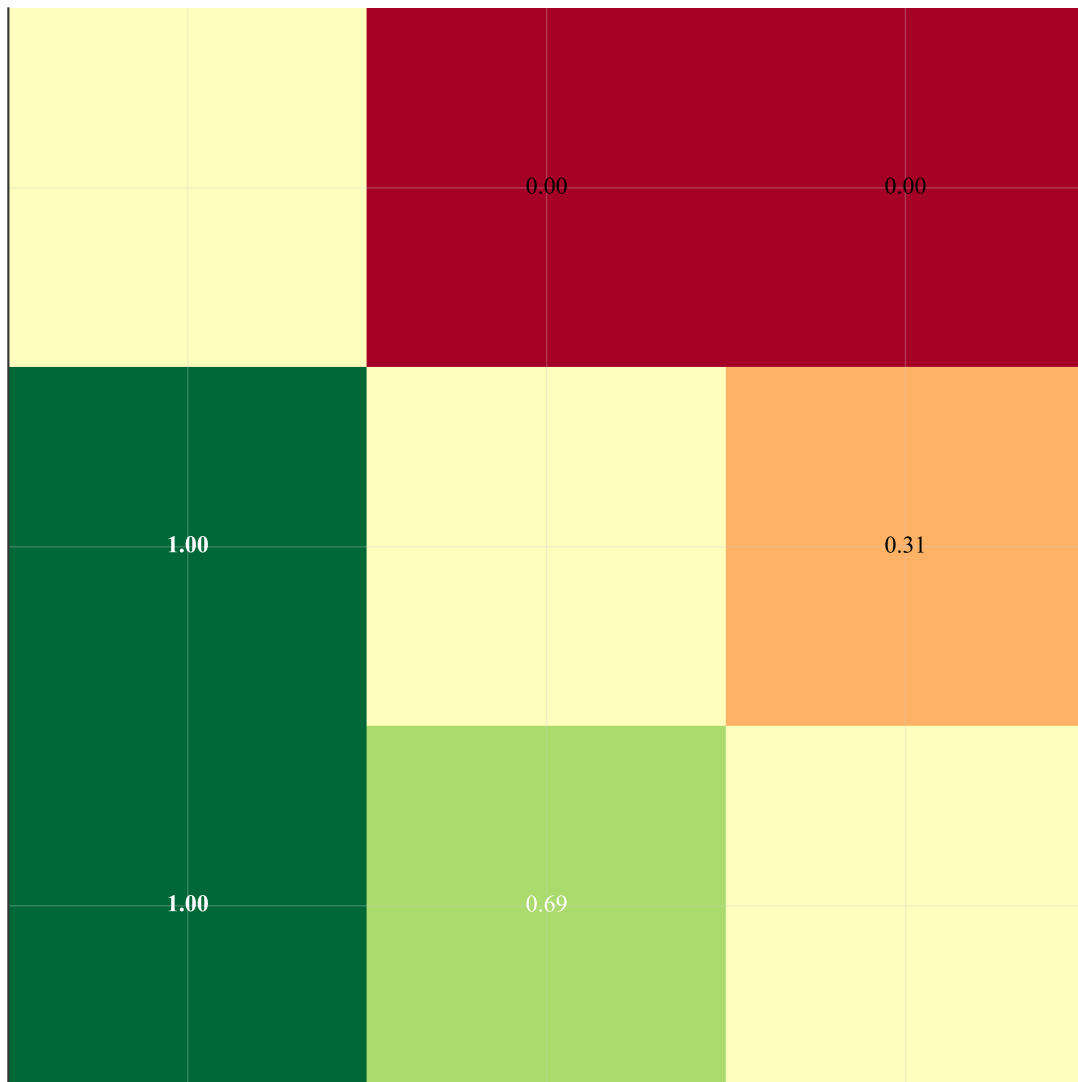
VND

GRASP_Inicial

HillClimbing

VND

Método B



Taxa de Vitória

1.0

0.8

0.6

0.4

0.2

0.0