analiserResults_inputMinS3Int

	methodName	MR1_GT	MR1_Not_violated	MR1_Violated	MR2_GT	MR2_Not_violated	MR2_Violated	MR3_GT	MR3_Not_violated	MR3_Violated	MR4_GT	MR4_Not_violated	MR4_Violated	MR5_GT	MR5_Not_violated	MR5_Violated	MR6_GT	MR6_Not_violated	MR6_Violated
0	add_values	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
1	average	1	100	0	1	100	0	1	100	0	1	100	0	0	0	100	0	50	50
2	checkNonNegative	1	100	0	0	100	0	1	100	0	1	100	0	1	100	0	0	100	0
3	checkPositive	1	100	0	0	100	0	1	100	0	1	100	0	1	100	0	0	100	0
4	cnt_zeros	1	100	0	0	100	0	0	100	0	0	100	0	1	100	0	1	100	0
5	count_non_zeros	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
6	durbinWatson	0	4	96	0	0	100	1	100	0	0	14	86	0	88	12	0	48	52
7	entropy	1	100	0	1	100	0	1	100	0	0	89	11	1	100	0	1	100	0
8	find_magnitude	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
9	find_max	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
10	find_max2	0	14	86	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
11	find_median	1	100	0	1	100	0	1	100	0	1	100	0	0	9	91	0	54	46
12	find_min	1	100	0	1	100	0	1	100	0	0	100	0	0	49	51	1	86	14
13	geometric_mean	1	100	0	1	100	0	1	100	0	1	100	0	0	0	100	0	59	41
14	harmonicMean	1	100	0	1	100	0	1	100	0	1	100	0	0	3	97	0	69	31
15	kurtosis	1	100	0	1	100	0	1	100	0	0	17	83	0	48	52	0	65	35
16	max	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
17	min	1	100	0	1	100	0	1	100	0	1	100	0	0	49	51	0	86	14
18	product	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
19	safeNorm	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
20	sampleVariance	1	100	0	1	100	0	1	100	0	1	100	0	0	100	0	0	100	0
21	skew	1	100	0	1	100	0	1	100	0	0	11	89	0	81	19	0	50	50
22	sum	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
23	sumOfLogarithms	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0	1	100	0
24	variance	1	100	0	1	100	0	1	100	0	1	100	0	0	91	9	0	46	54

GT: Ground Truth

MR	Change made to the input	Expected change in the output
MR1-PER	Randomly permute the elements	Remain constant
MR2-ADD	Add a positive constant	Increase or remain constant
MR3-MUL	Multiply by a positive constant	Increase or remain constant
MR4-INV	Take the inverse of each element	Decrease or remain constant
MR5-INC	Add a new element	Increase or remain constant
MR6-EXC	Remove an element	Decrease or remain constant