

Instance 2

	T_inf [°C]					Relative T_inf [°C]					Ambient T [°C]		
	Run 1	Run 2	Run 3	Average	StdDev	Run 1	Run 2	Run 3	Average	StdDev	Run 1	Run 2	Run 3
No B anti-optimal LTF	57,518	57,112	56,812	57,147	0,289	35,649	35,744	35,781	35,725	0,056	21,869	21,368	21,031
Max utilization LTF	55,004	54,744	54,176	54,641	0,346	33,257	33,449	33,173	33,293	0,116	21,747	21,295	21,003
Min utilization LTF	57,372	56,968	56,516	56,952	0,350	35,696	35,721	35,522	35,646	0,089	21,676	21,247	20,994
Mod. B predictor	52,586	52,482	51,844	52,304	0,328	31,089	31,337	30,916	31,114	0,173	21,497	21,145	20,928
No B optimal LTF	54,112	53,760	53,424	53,765	0,281	32,685	32,680	32,464	32,609	0,103	21,427	21,080	20,960
Mod. B Eik LTF	54,388	54,072	53,700	54,053	0,281	32,808	32,904	32,753	32,821	0,063	21,580	21,168	20,947
Mod.2 B predictor	57,604	57,372	57,142	57,373	0,189	31,581	31,547	31,450	31,526	0,056	26,023	25,825	25,692
				#DIV/0!	#DIV/0!	0,000	0,000	0,000	0,000	0,000			
				#DIV/0!	#DIV/0!	0,000	0,000	0,000	0,000	0,000			
				#DIV/0!	#DIV/0!	0,000	0,000	0,000	0,000	0,000			

Instance 3

	T_inf [°C]					Relative T_inf [°C]					Ambient T [°C]		
	Run 1	Run 2	Run 3	Average	StdDev	Run 1	Run 2	Run 3	Average	StdDev	Run 1	Run 2	Run 3
No B anti-optimal LTF	58,456	59,416	59,008	58,960	0,393	37,408	37,735	37,670	37,605	0,141	21,048	21,681	21,338
Max utilization LTF	55,148	55,756	55,588	55,497	0,256	34,040	34,232	34,212	34,161	0,086	21,108	21,524	21,376
Min utilization LTF	57,928	58,548	58,376	58,284	0,261	36,833	37,028	37,051	36,971	0,098	21,095	21,520	21,325
Mod. B predictor	53,740	53,836	53,732	53,769	0,047	32,433	32,441	32,459	32,444	0,011	21,307	21,395	21,273
No B optimal LTF	54,852	54,920	54,660	54,811	0,110	33,377	33,544	33,410	33,444	0,072	21,475	21,376	21,250
Mod. B Eik LTF	54,700	55,060	54,840	54,867	0,148	33,515	33,551	33,561	33,542	0,020	21,185	21,509	21,279
Mod.2 B predictor				#DIV/0!	#DIV/0!	0,000	0,000	0,000	0,000	0,000			
				#DIV/0!	#DIV/0!	0,000	0,000	0,000	0,000	0,000			
				#DIV/0!	#DIV/0!	0,000	0,000	0,000	0,000	0,000			
				#DIV/0!	#DIV/0!	0,000	0,000	0,000	0,000	0,000			