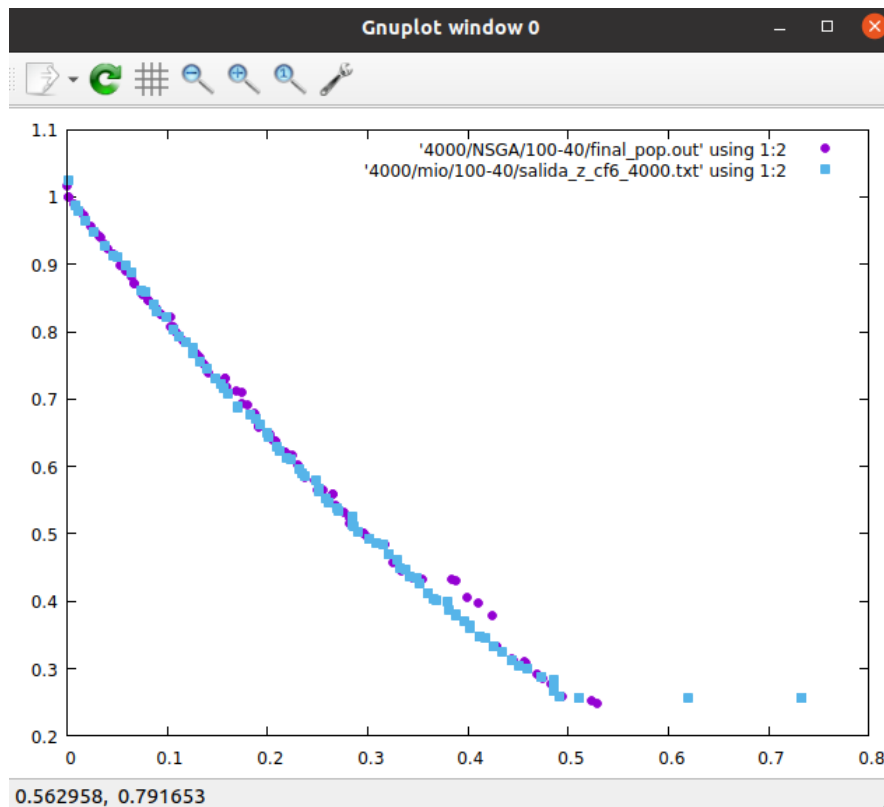
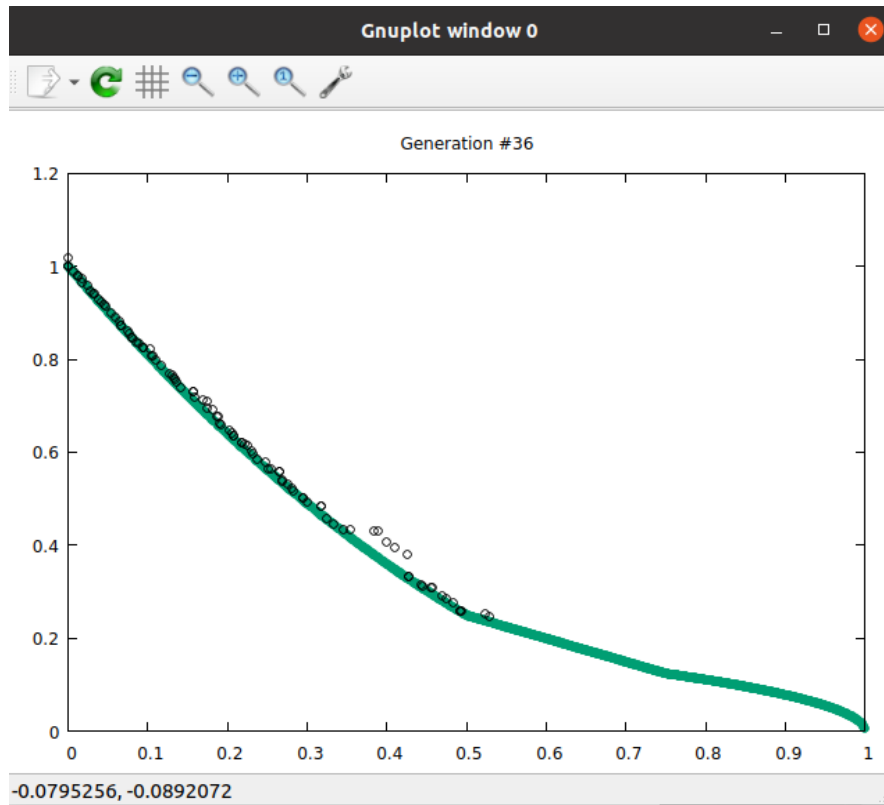
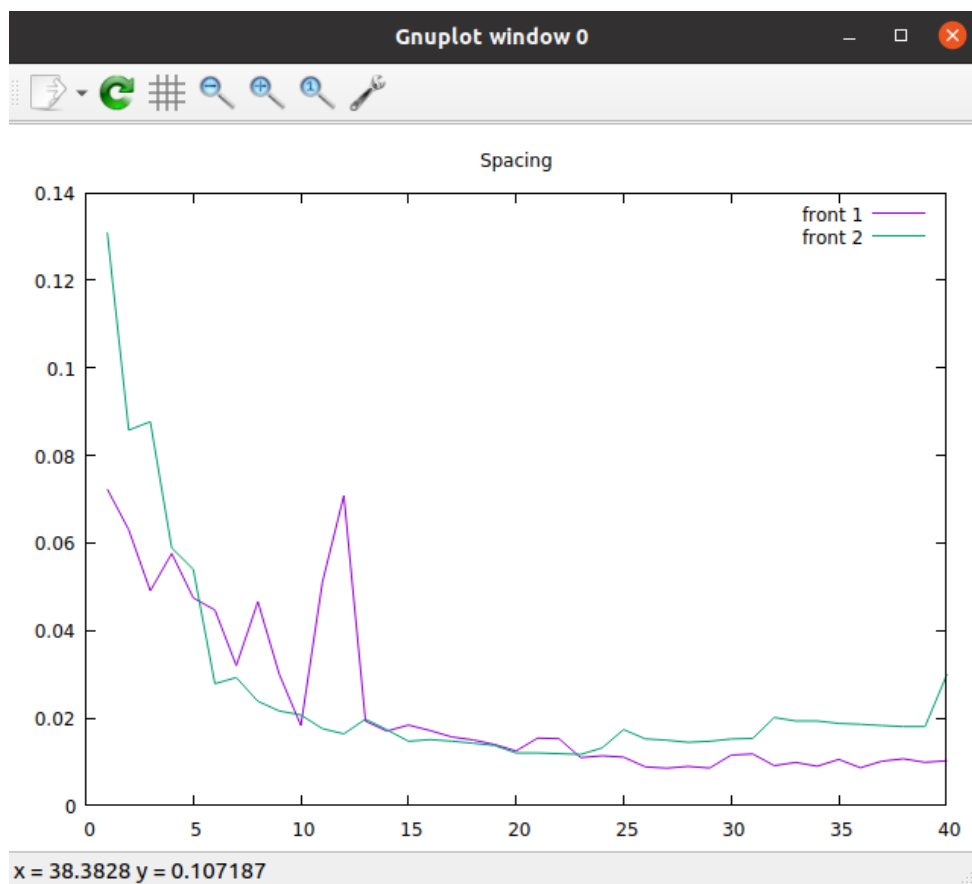
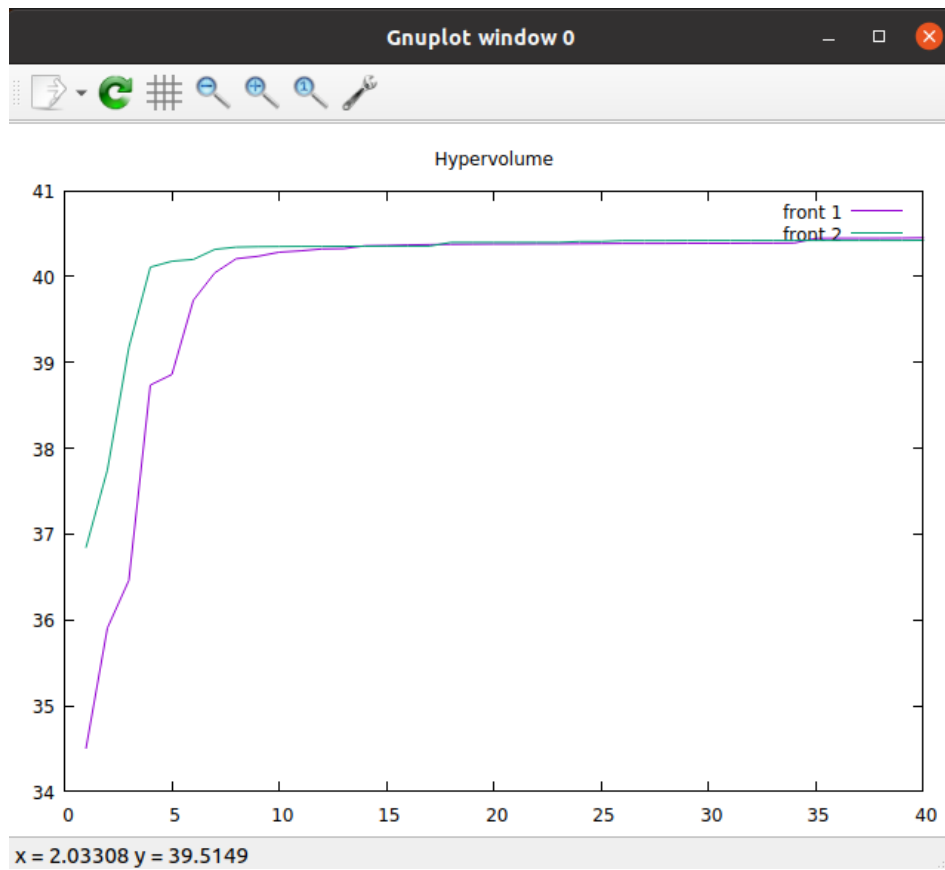


CF6 4 DIMENSIONES

Para 4000 iteraciones: individuos - generaciones

● 1 → 100-40

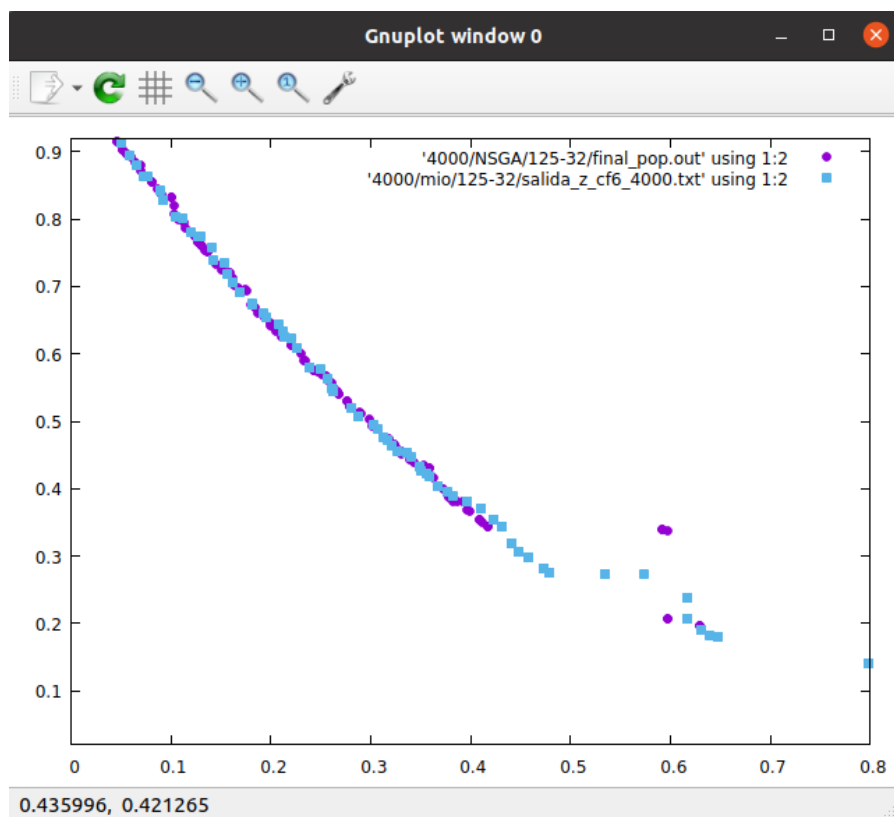
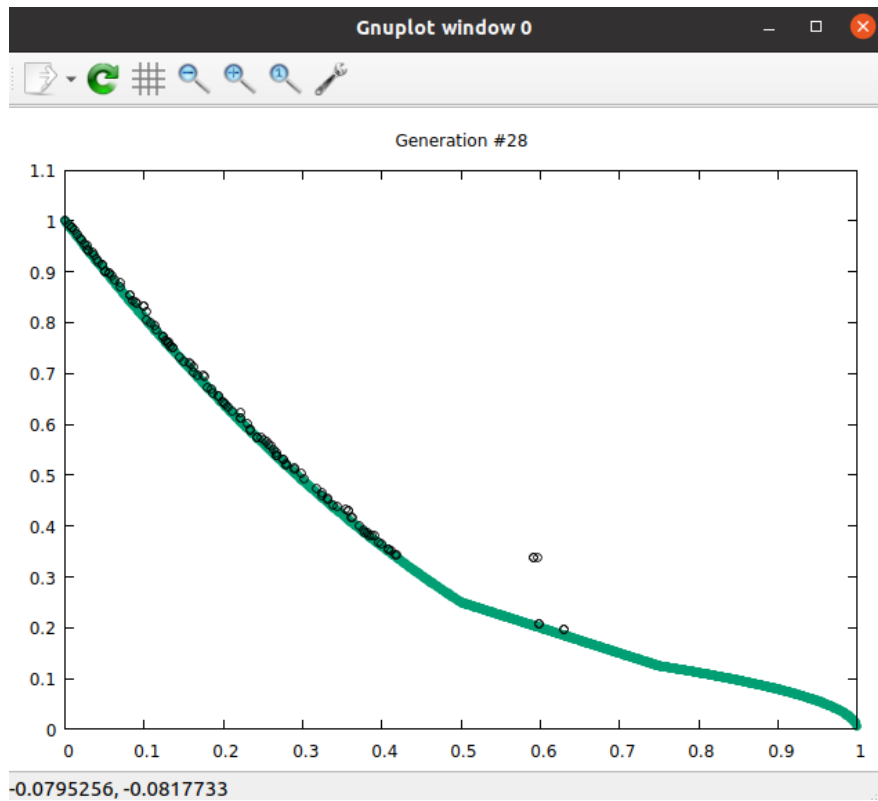


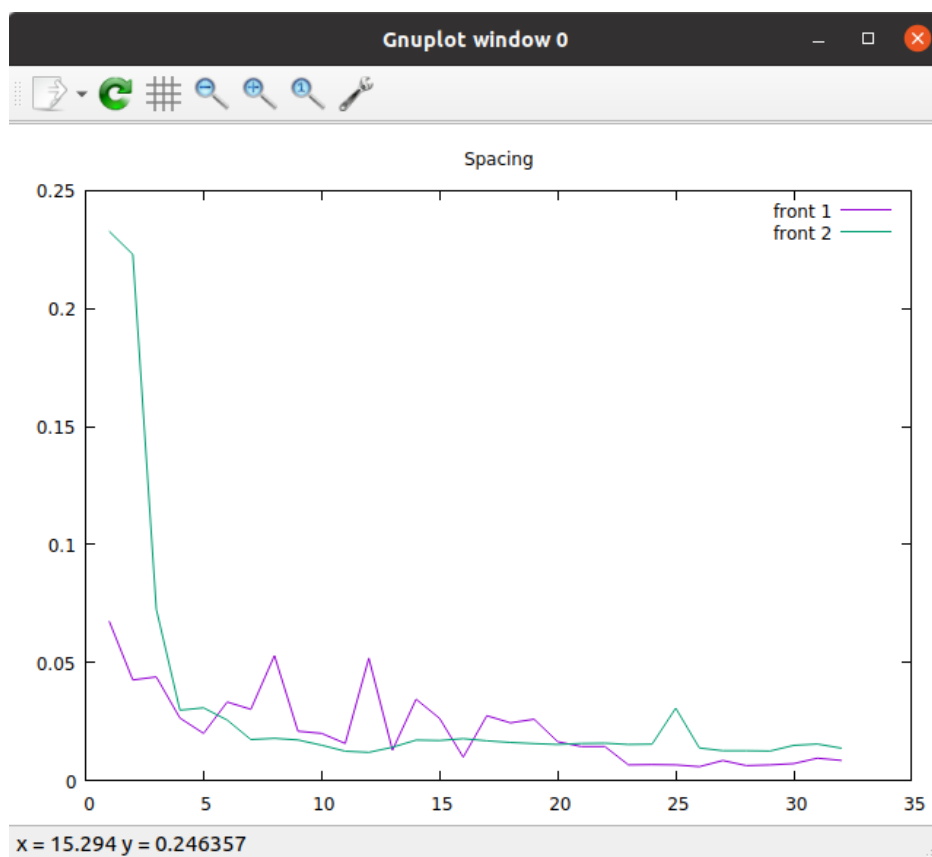
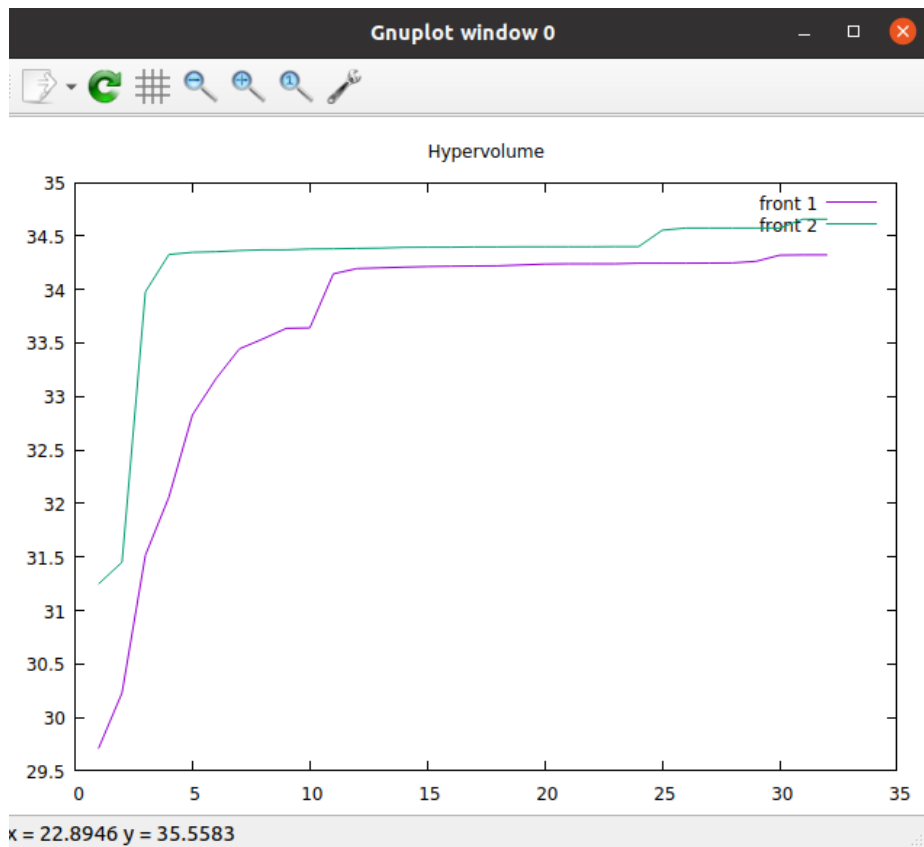


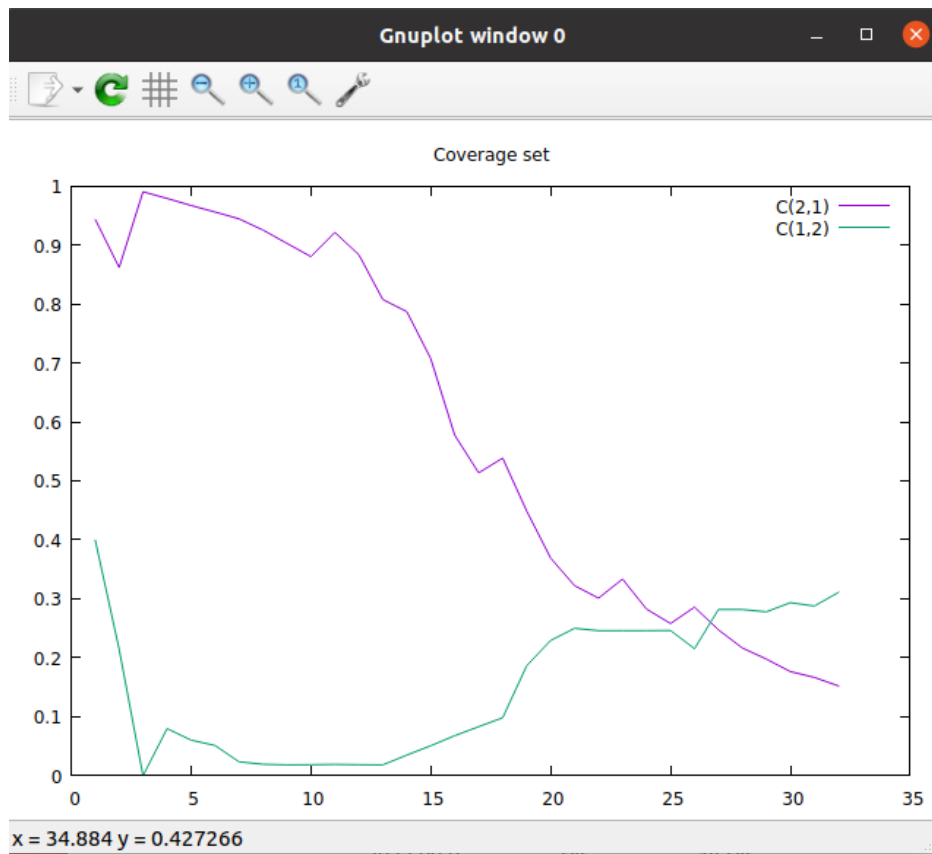


Para la última generación se obtienen porcentajes de dominancia muy cercanos

● 2 → 124-32

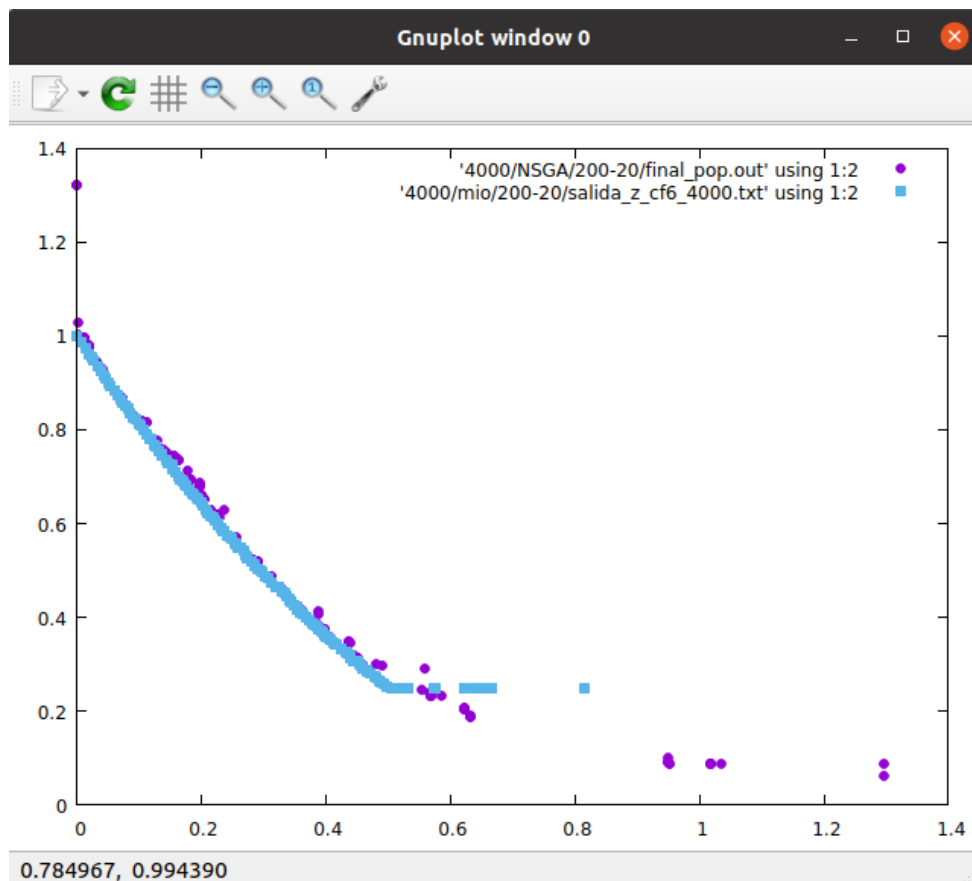
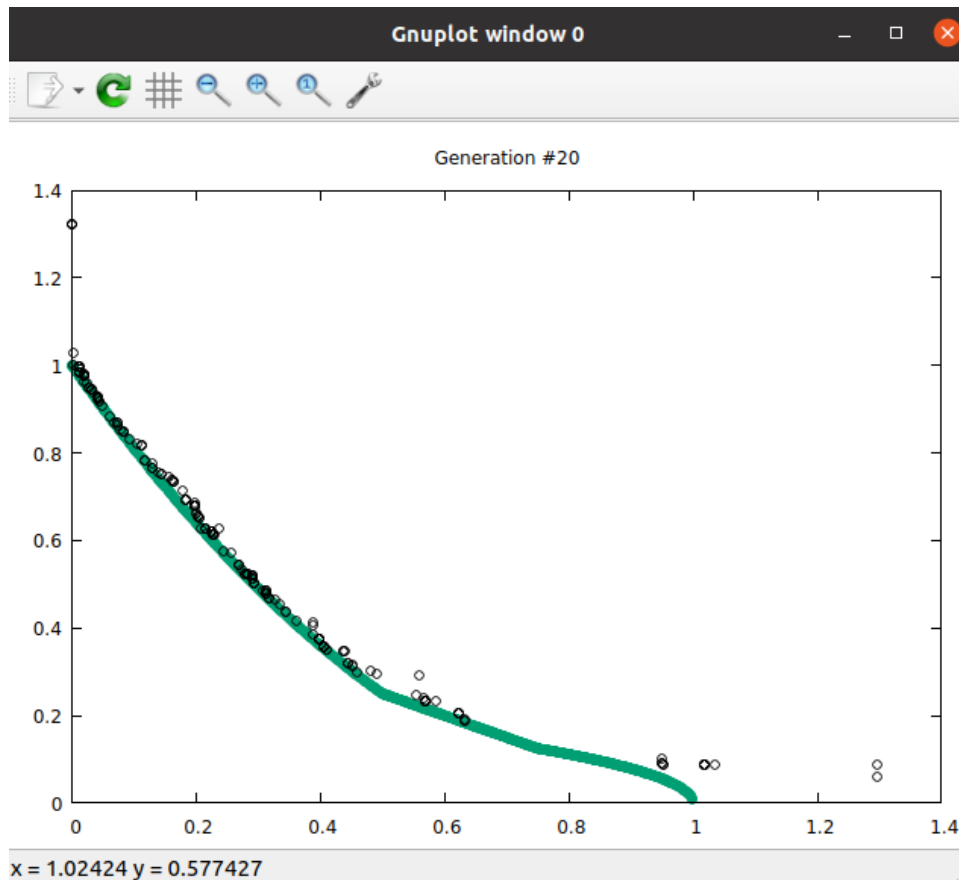


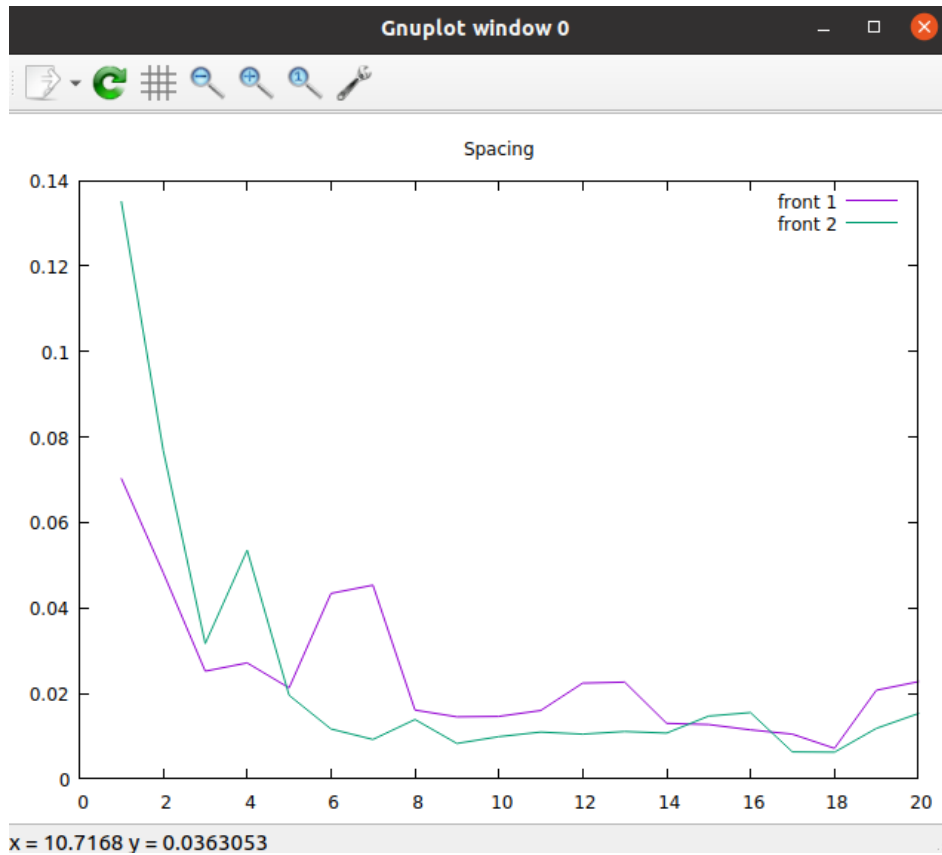
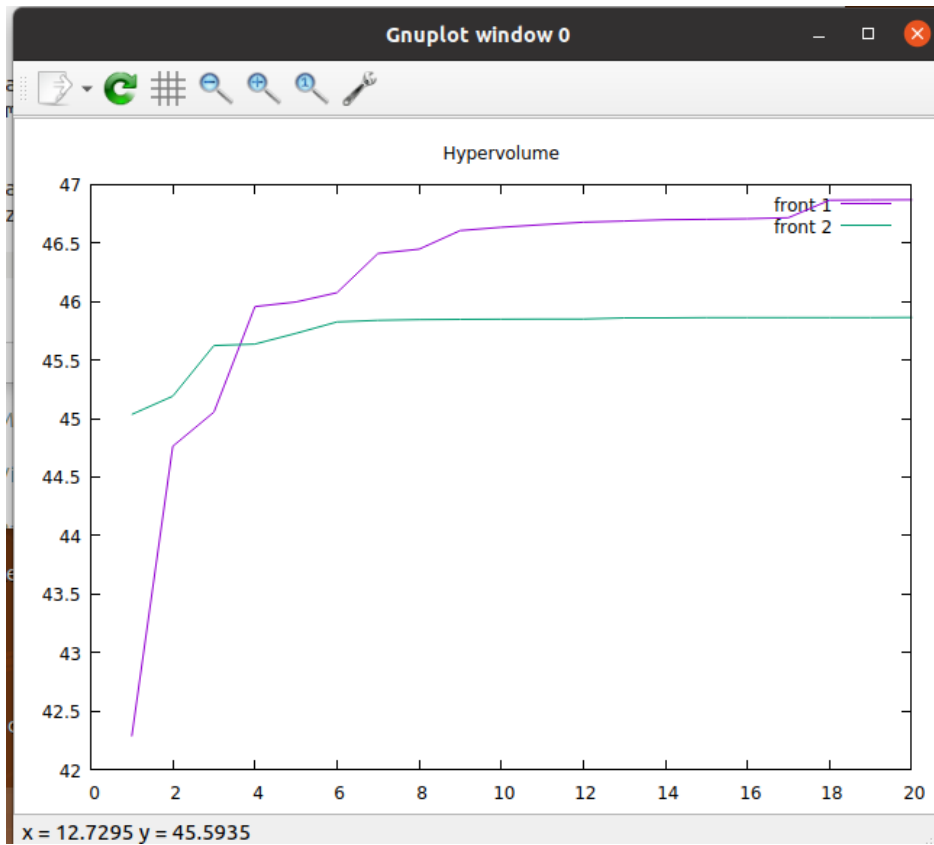


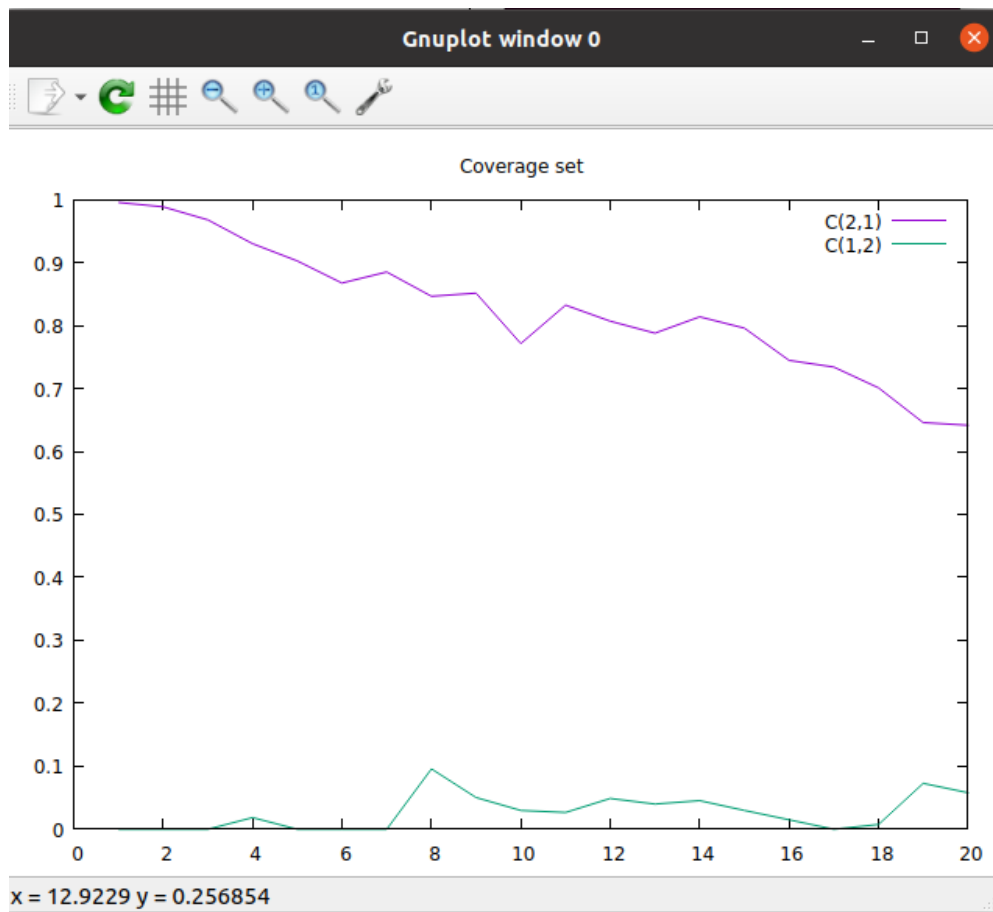


NSGA II consigue mejorar en términos de porcentaje a nuestro algoritmo en las últimas generaciones aunque en este caso, los individuos de nuestro algoritmo recubren de forma más extensa el frente ideal.

● 3 → 200-20

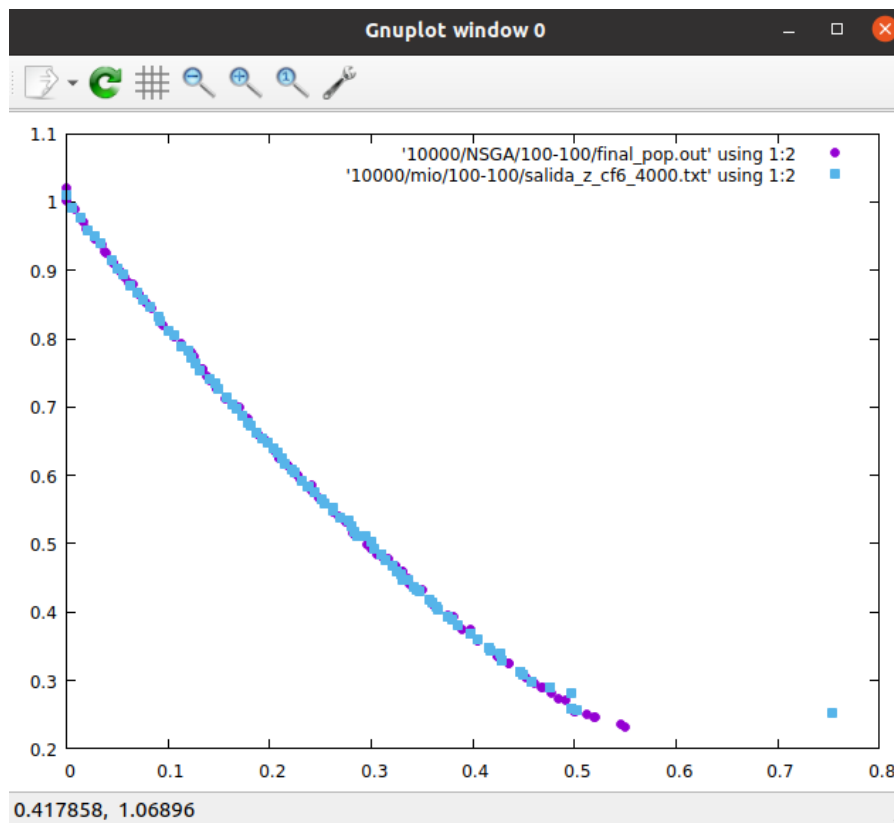
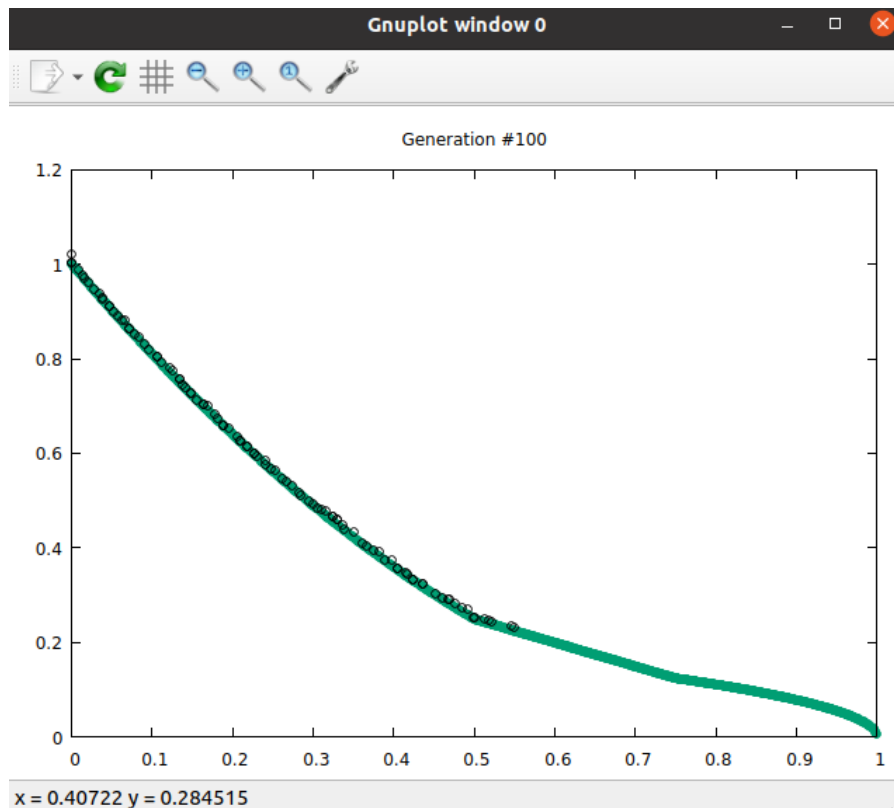


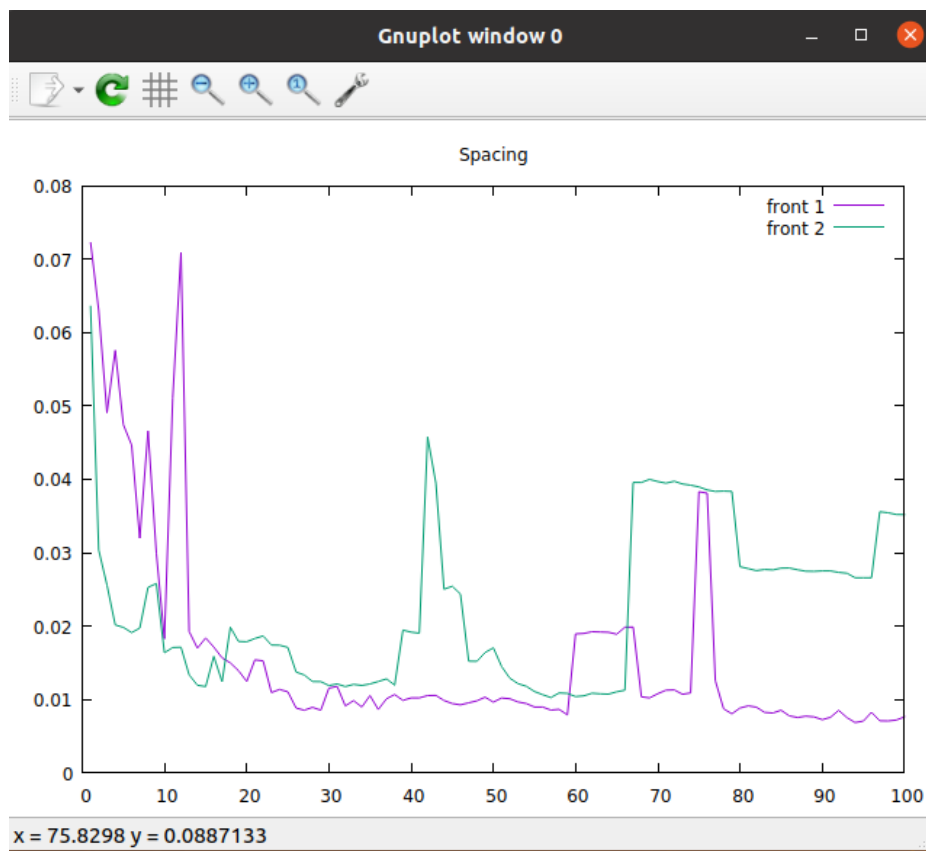
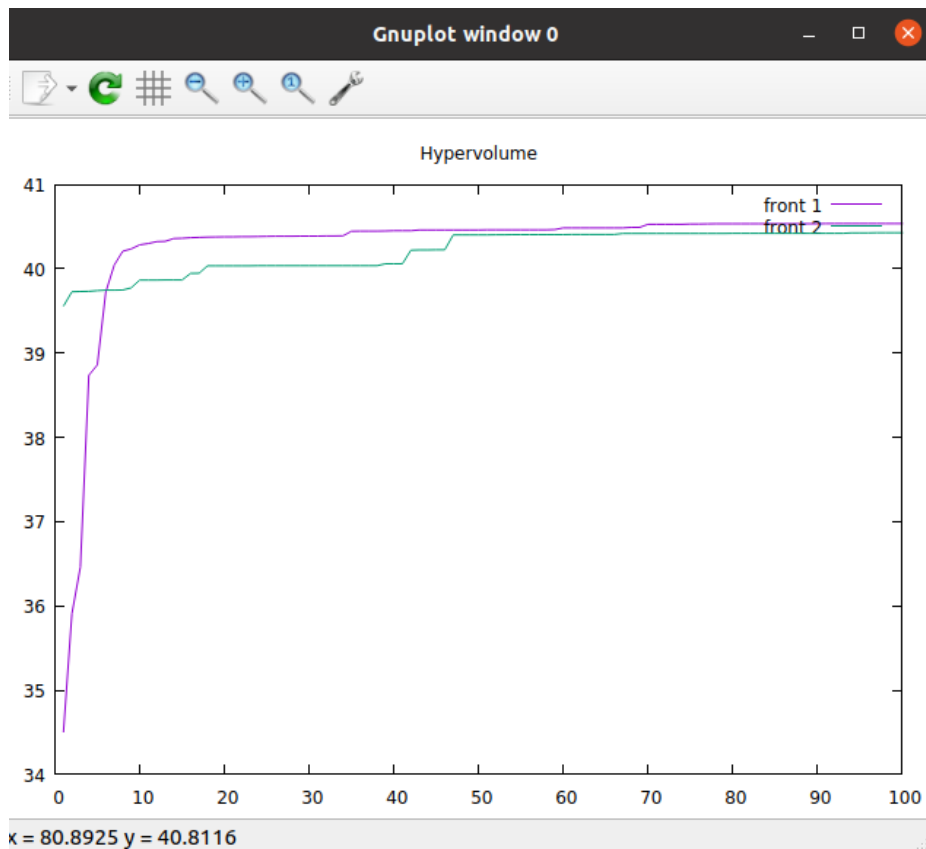


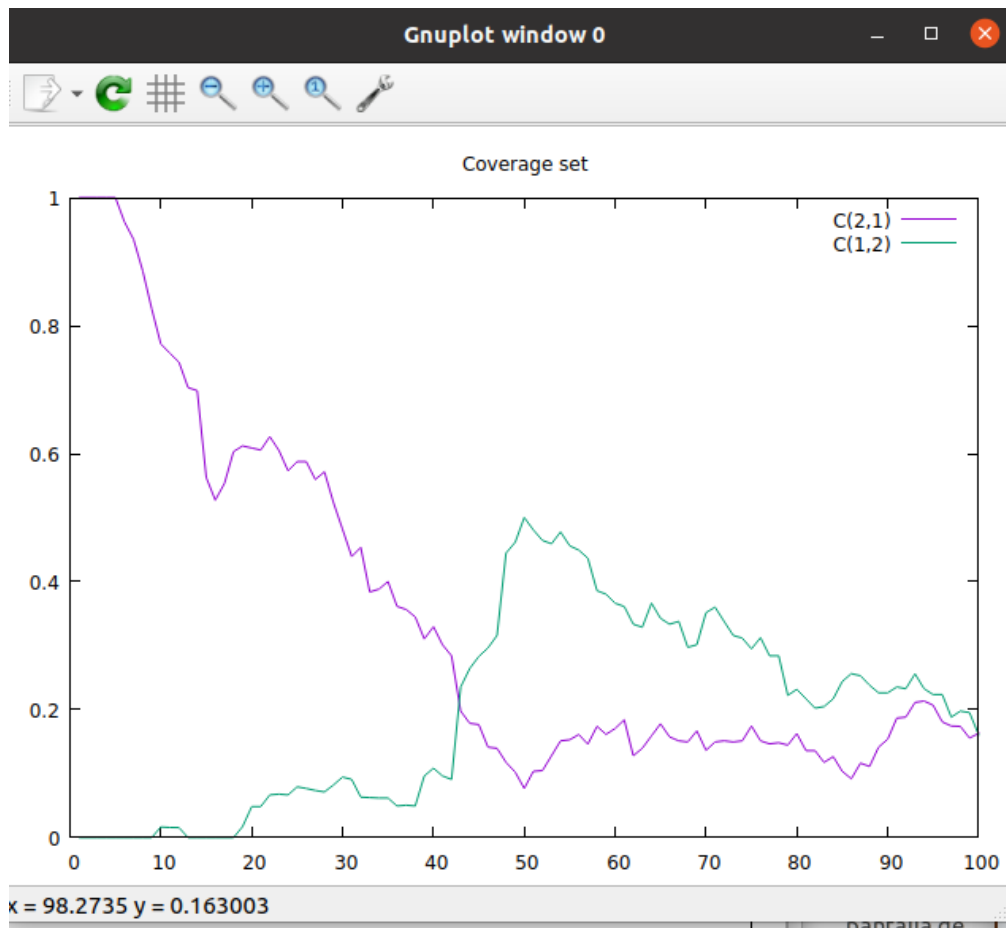


Para 10000 iteraciones:

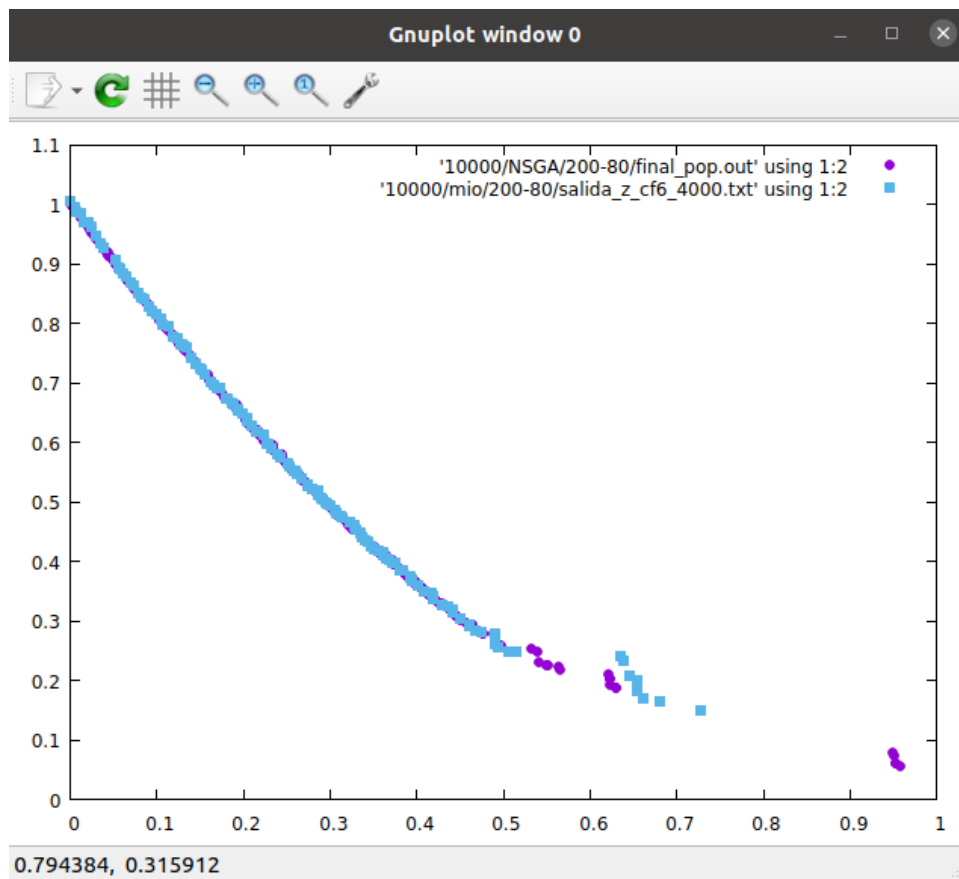
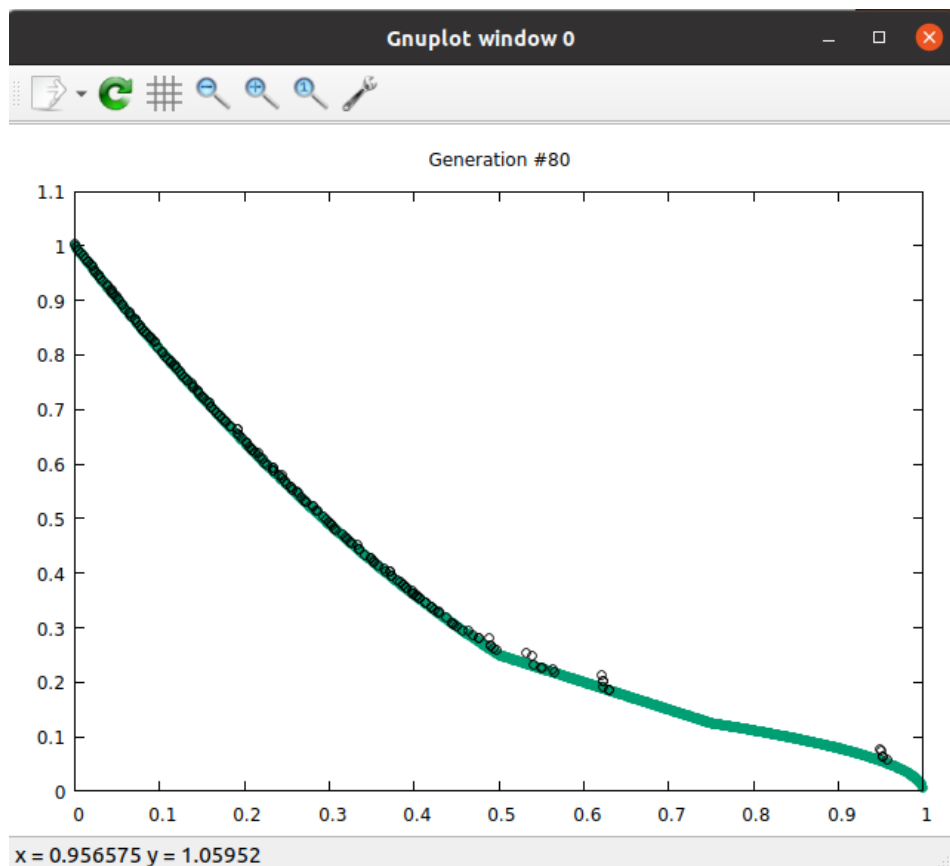
- 4 → 100-100

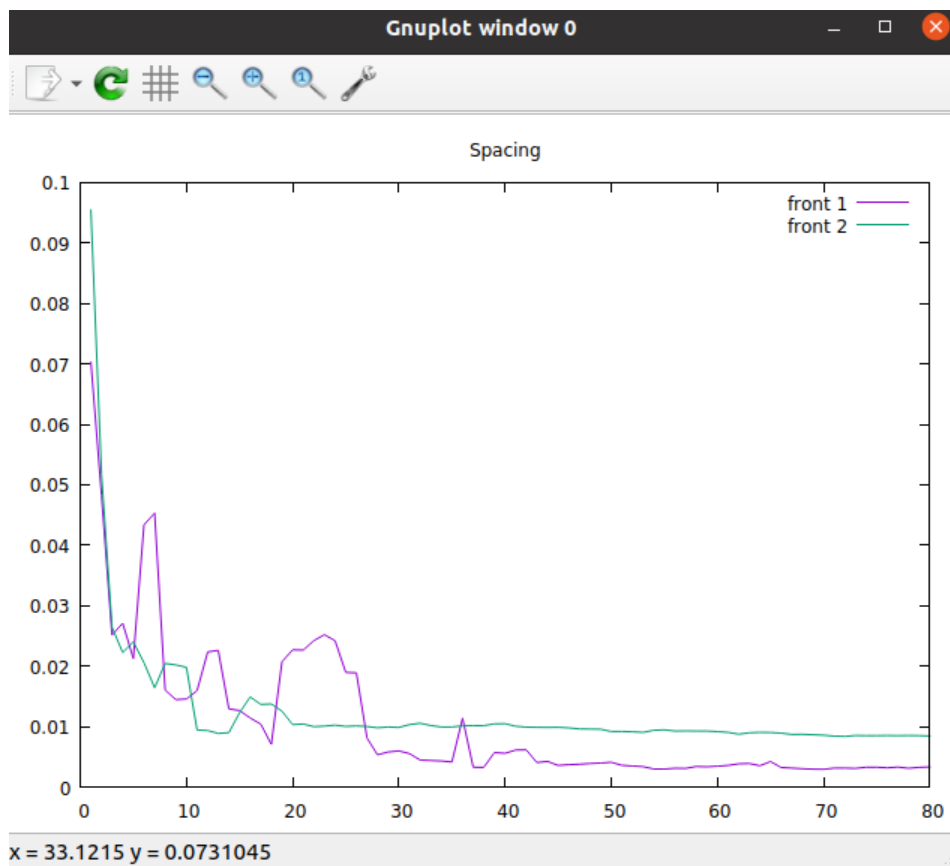
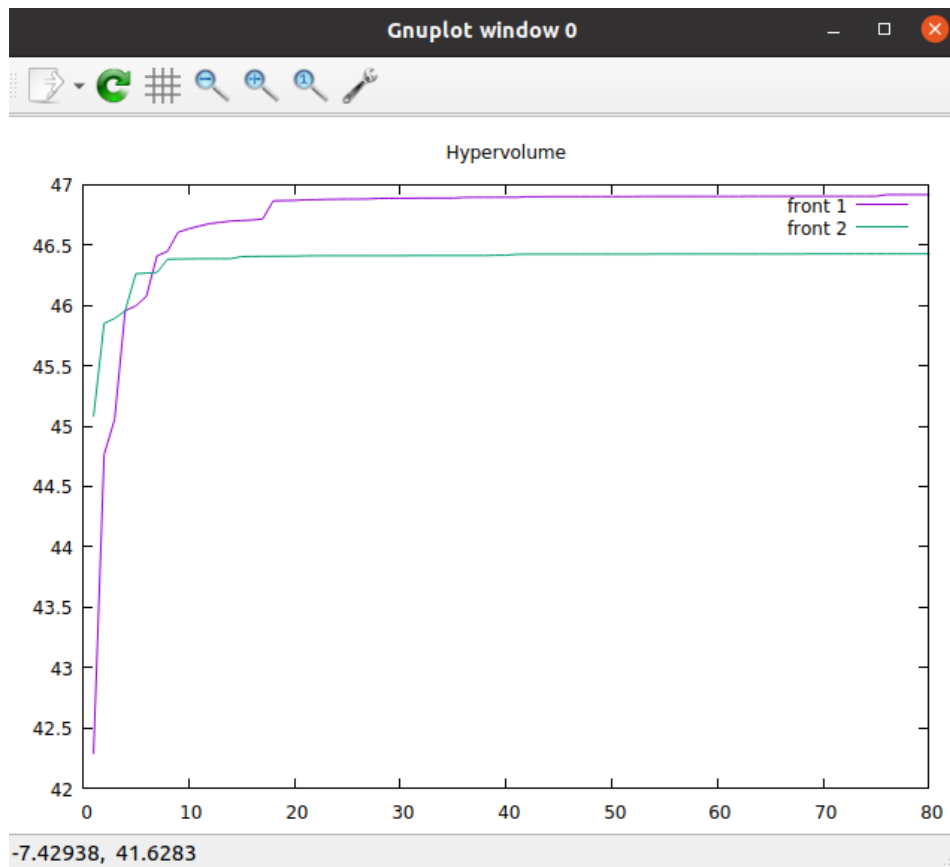


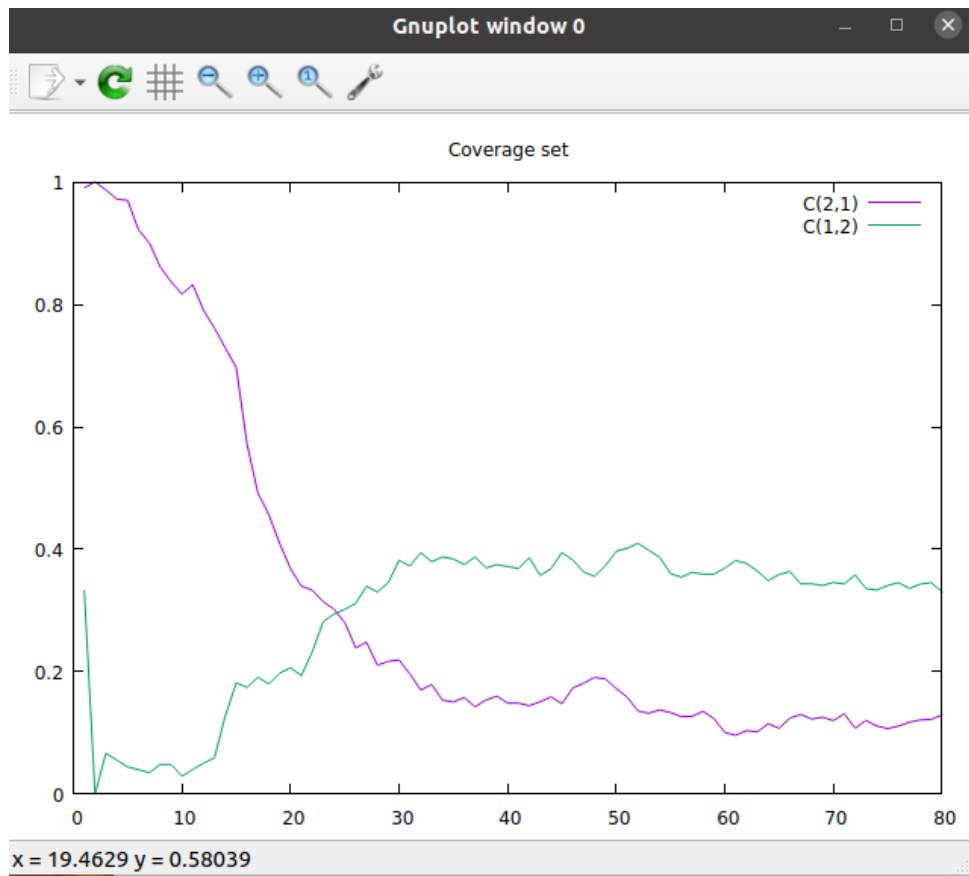




- 5 → 200-80







● 6 → 248-40

