



Iterated Hill Climbing Standard		binario		12.0
Primeiro melhor	Melhor Solução	Encontrou	Tempo (ns)	
2980	11,000000	0	72762517	5,000000
2150	11,000000	0	13879472	5,000000
70	10,000000	0	11099993	5,000000
70	11,000000	0	10108922	4,000000
2090	11,000000	0	11103912	7,000000
4518	11,000000	0	8330034	6,000000
1010	11,000000	0	8756699	5,000000
2639	11,000000	0	8397786	4,000000
2810	11,000000	0	18042529	5,000000
770	10,000000	0	13275310	5,000000
1351,251276	0,400000		18614566	Desvio
1910,700000	10,800000	0.0	17575717	Média
Iterated Hill Climbing Standard		binario		108.0

Primeiro melhor	Melhor Solução	Encontrou	Tempo (ns)	
970	72,000000	0	17947901	56,000000
4130	70,000000	0	18277698	54,000000
350	71,000000	0	18368966	47,000000
2380	69,000000	0	14785433	51,000000
2220	71,000000	0	16194209	48,000000
2040	69,000000	0	21267708	55,000000
2180	72,000000	0	20464773	50,000000
4910	69,000000	0	26710759	48,000000
2850	67,000000	0	24546641	58,000000
2280	72,000000	0	17624263	56,000000

1263,269172	1,600000		3510471	Desvio
2431,000000	70,200000	0.0	19618835	Média
Iterated Hill Climbing Standard		binario		1200.0
Primeiro melhor	Melhor Solução	Encontrou	Tempo (ns)	
2200	648,000000	0	104771867	570,000000
384	646,000000	0	104553494	640,000000
2320	659,000000	0	105120141	601,000000
1300	658,000000	0	102862515	622,000000
4200	645,000000	0	103881582	601,000000
4020	652,000000	0	103294778	599,000000
1170	644,000000	0	108063117	602,000000
2790	648,000000	0	110228915	612,000000
110	655,000000	0	109530686	591,000000
4660	671,000000	0	100399396	591,000000
1520,861085	7,952358		2944108	Desvio
2315,400000	652,600000	0.0	105270649	Média