Algoritmo			Step	WinSize	\mathbf{P}_k	WinDiff	Acurcia	Preciso	Revocao	\mathbf{F}^1	#Segs
TextTiling			20	30	0.461	0.444	0.581	0.560	0.336	0.411	8.833
TextTiling			30	45	0.450	0.435	0.596	0.696	0.275	0.373	6.417
Algoritmo		Ranking Size	Weitght	SegRate	\mathbf{P}_k	WinDiff	Acurcia	Preciso	Revocao	\mathbf{F}^1	#Segs
C99		3	true	0.300	0.434	0.407	0.607	0.655	0.376	0.457	9.250
C99		3	true	0.700	0.485	0.431	0.602	0.553	0.797	0.633	21.417
C99		5	true	0.500	0.460	0.421	0.609	0.580	0.600	0.571	15.500
C99		3	false	0.200	0.448	0.427	0.596	0.719	0.257	0.362	6.083
Algoritmo			LenCutOff	SegRate	\mathbf{P}_k	WinDiff	Acurcia	Preciso	Revocao	\mathbf{F}^1	#Segs
MinCutSeg			13	0.300	0.457	0.427	0.594	0.638	0.353	0.433	8.667
MinCutSeg			9	0.400	0.444	0.408	0.614	0.629	0.494	0.526	11.917
MinCutSeg			11	0.500	0.459	0.407	0.603	0.588	0.590	0.563	15.000
MinCutSeg			5	0.700	0.528	0.438	0.567	0.536	0.746	0.599	21.000
Algoritmo	Prior	Dispersion	#SegKnow	SegRate	\mathbf{P}_k	WinDiff	Acurcia	Preciso	Revocao	\mathbf{F}^1	#Segs
BayesSeg	0.0800	0.5000	false	Auto	0.380	0.361	0.655	0.662	0.479	0.551	10.000
BayesSeg	0.1100	0.5000	false	Auto	0.388	0.370	0.649	0.672	0.433	0.523	9.000
BayesSeg	0.1100	0.1000	true	0.600	0.462	0.399	0.615	0.574	0.724	0.619	18.417
BayesSeg	0.0800	0.1000	true	0.900	0.645	0.517	0.490	0.478	0.878	0.600	27.500
Algoritmo				SegRate	\mathbf{P}_k	WinDiff	Acurcia	Preciso	Revocao	\mathbf{F}^1	#Segs
TextSeg				Auto	0.455	0.439	0.585	0.618	0.266	0.368	6.417
TextSeg				0.500	0.475	0.417	0.594	0.565	0.608	0.566	15.500
TextSeg				0.900	0.604	0.484	0.524	0.498	0.922	0.627	27.500
Algoritmo				SegRate	\mathbf{P}_k	WinDiff	Acurcia	Preciso	Revocao	\mathbf{F}^1	#Segs
Sentenas				1.000	0.640	0.490	0.506	0.488	1.000	0.638	30.500

Table 1: Resultados obtidos

	Sen	ı Pr-	processamento	Com Pr-processamento			
Medida	J	$ \mathbf{P} $	Mdia	J	P	Mdia	
P_k	50	9	0,142	50	9	0,144	
Window Diff	50	6	0,387	40	9	0,396	
Acurcia	50	6	0,612	40	9	0,603	
Preciso	40	9	0,611	50	12	0,613	
Revocao	20	3	0,886	20	3	0,917	
F^1	30	6	0,605	40	3	0,648	

Table 2: Resultados obtidos com o TextTiling