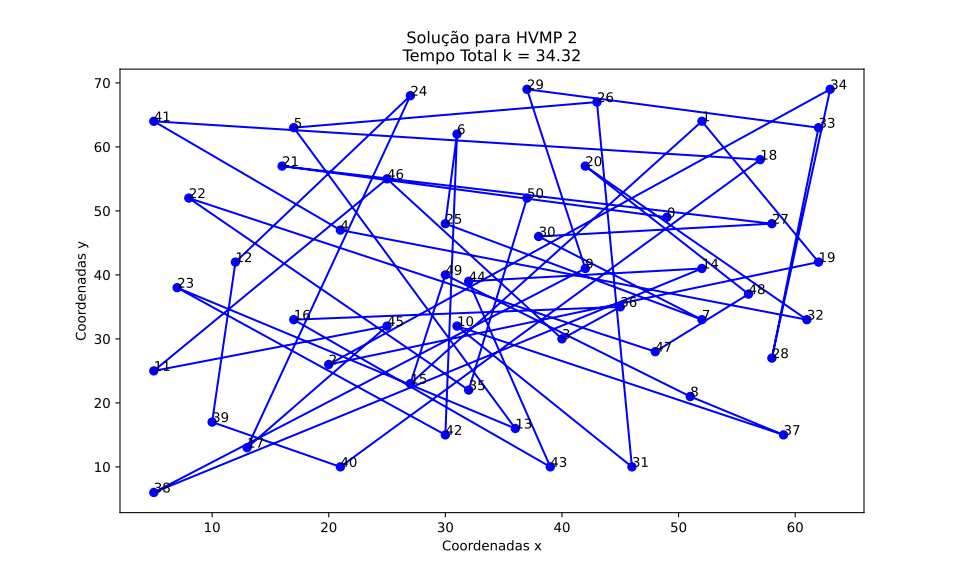
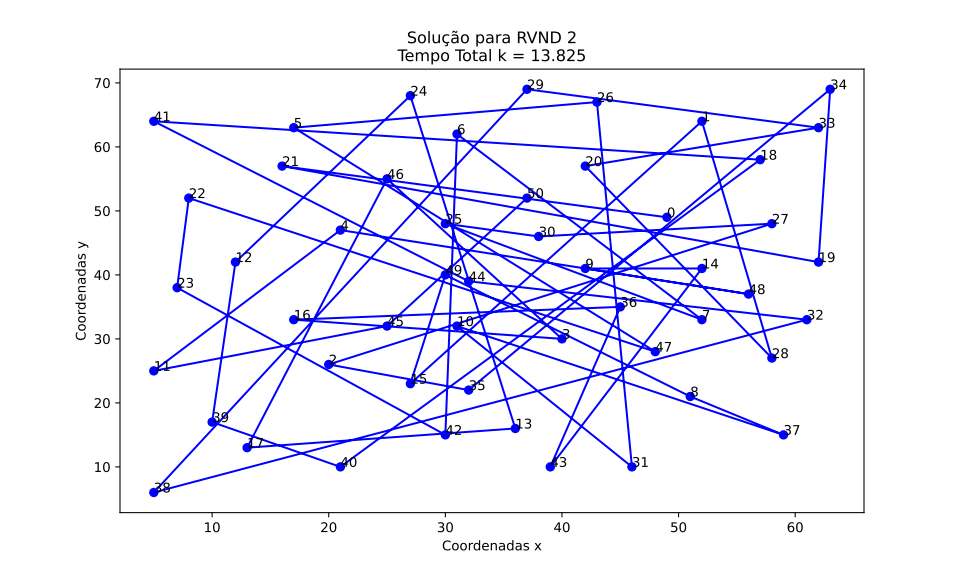
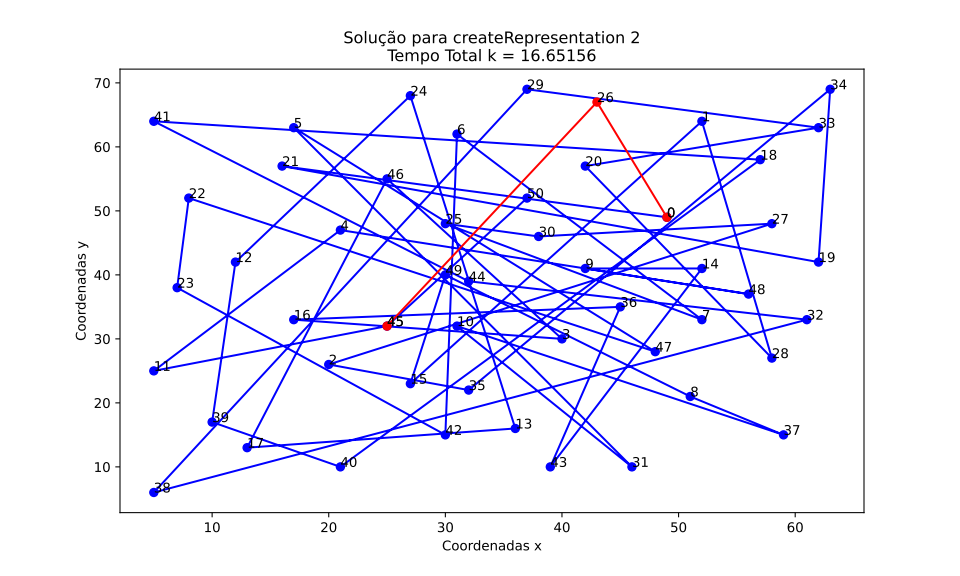
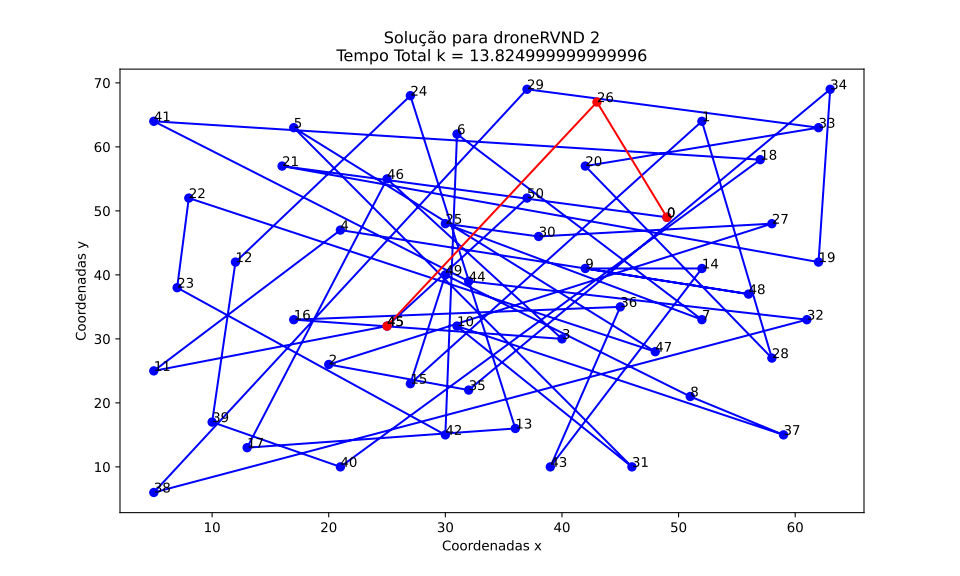
Análise inicial das saídas

[Analise\_de\_saidas](https://docs.google.com/document/d/1rLyTuurpTJxoEGT9xof8fVZgcVCiKPUuRi3RvPWw9c8/edit?usp=sharing)

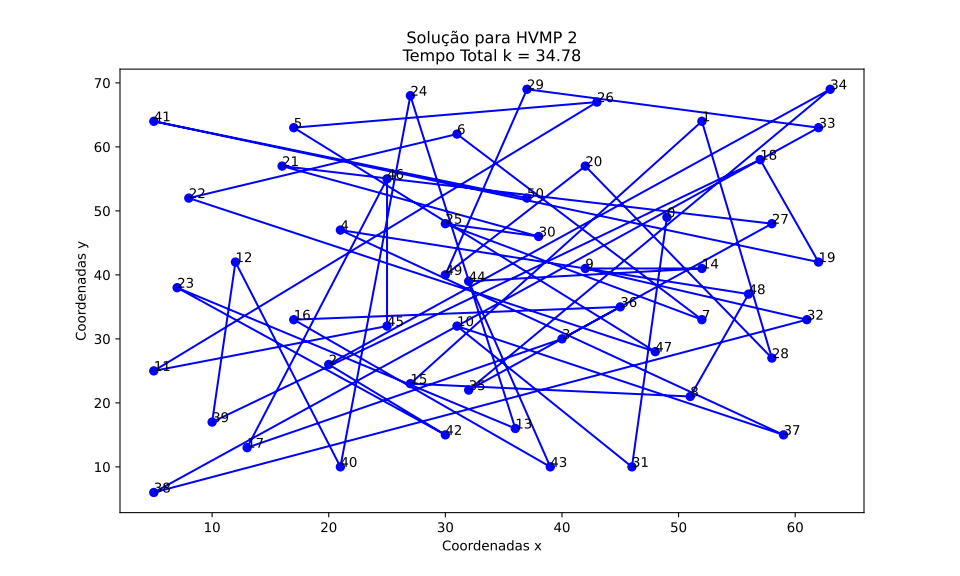
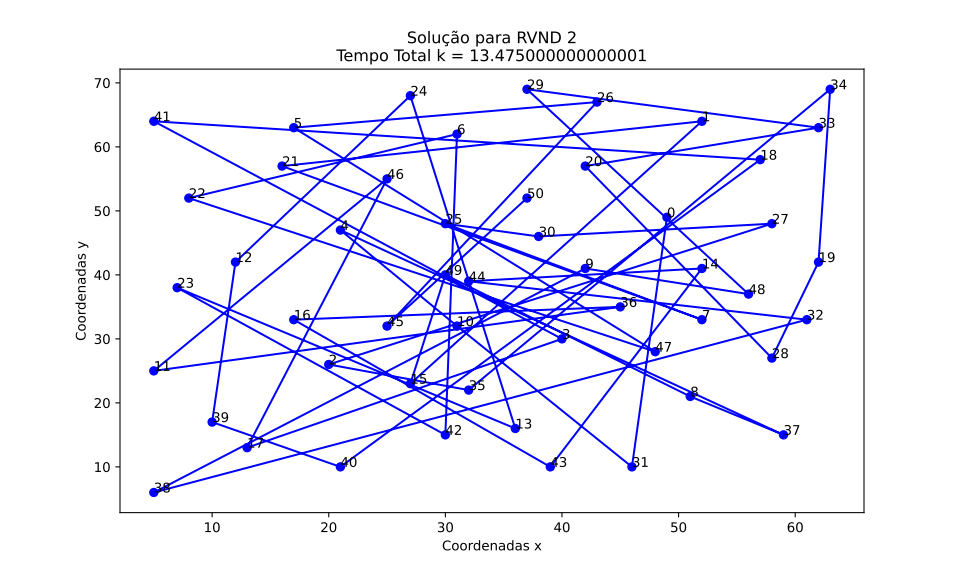
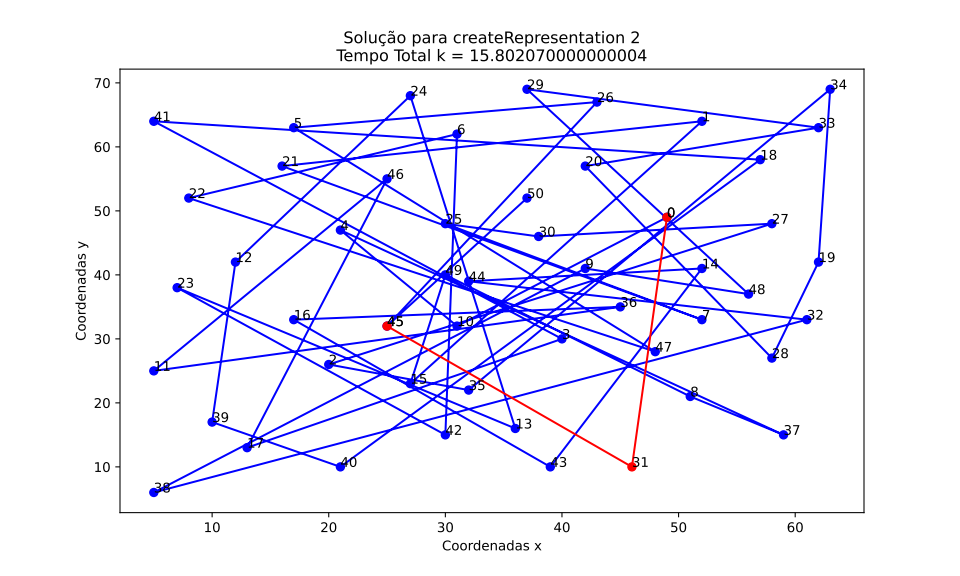
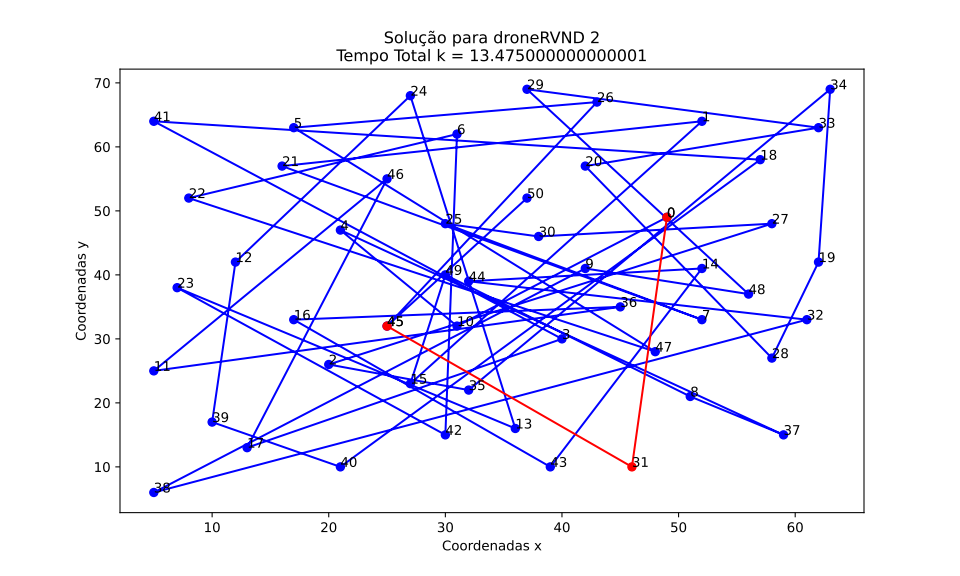
Arquivo de entrada: eil51

Teste 1) Grasp chamado com três repetições e utilizando dois pontos para a Heurística do Vizinho Mais Próximo.

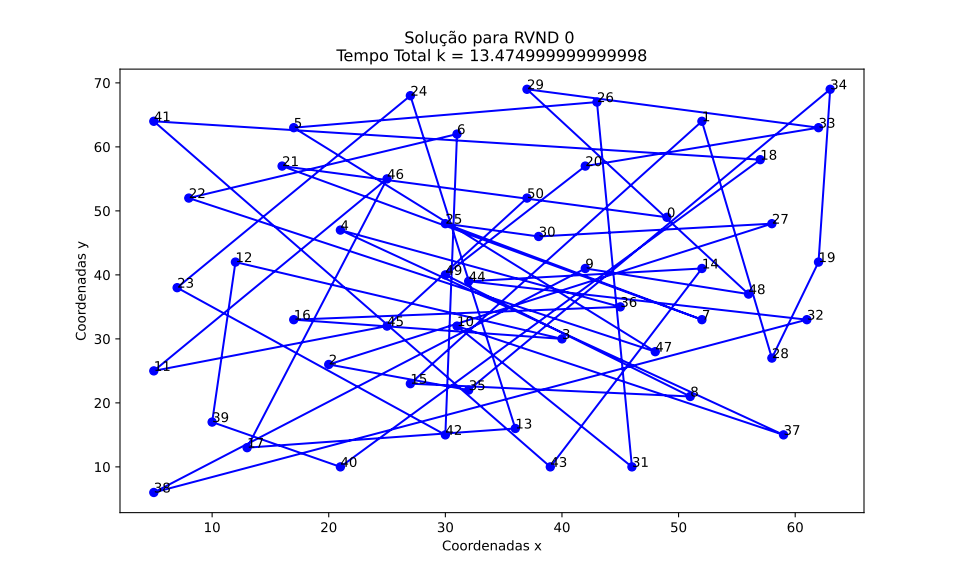
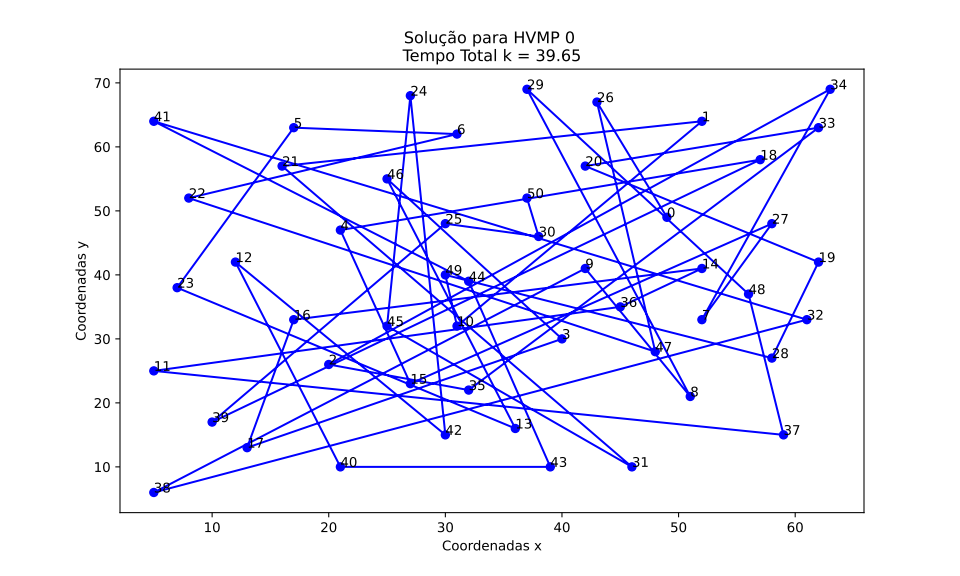
Neste caso a segunda iteração do algoritmo droneGrasp resultou em um melhor tempo final, portanto foi eleita a melhor entre as três opções

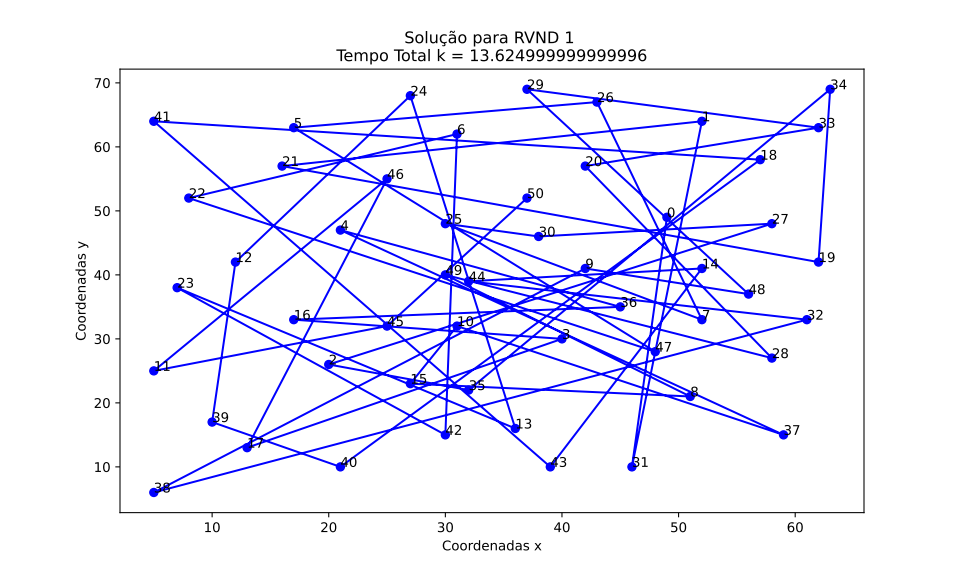
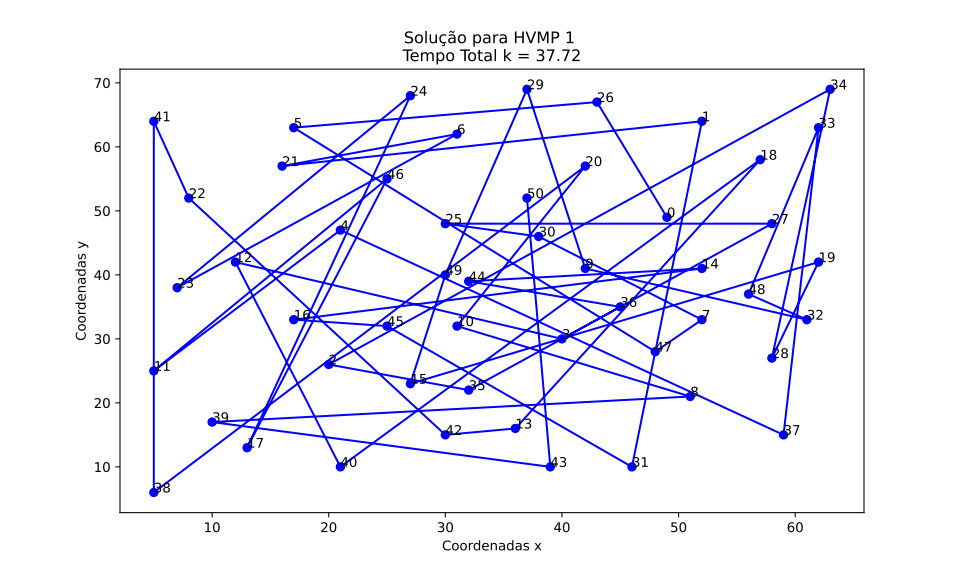


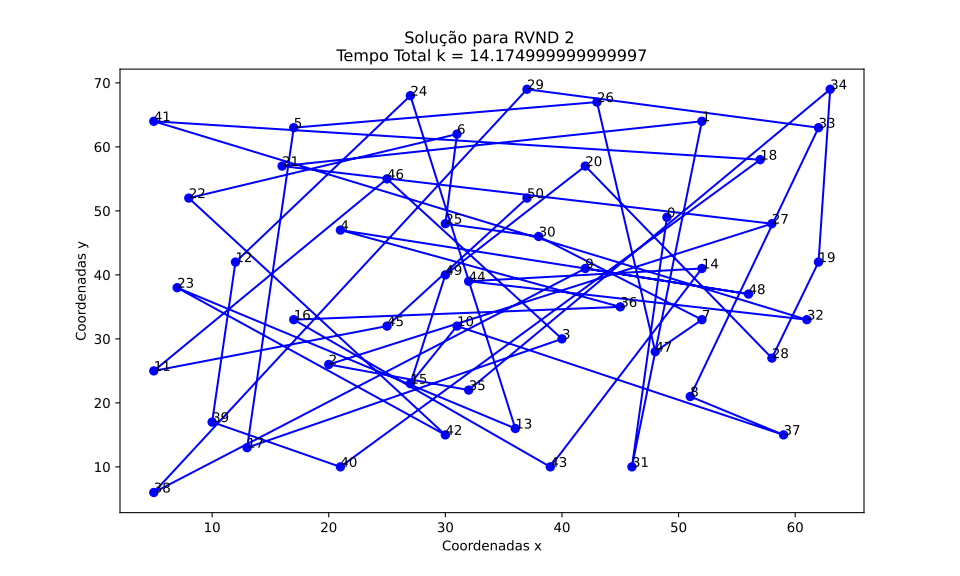
Teste 2) Grasp chamado com três repetições e utilizando dois pontos para a Heurística do Vizinho Mais Próximo.

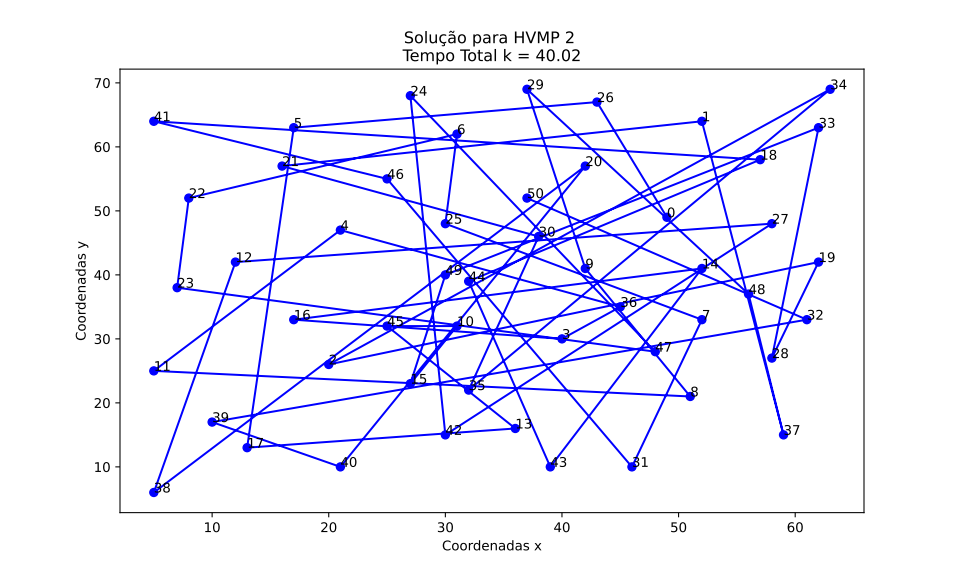


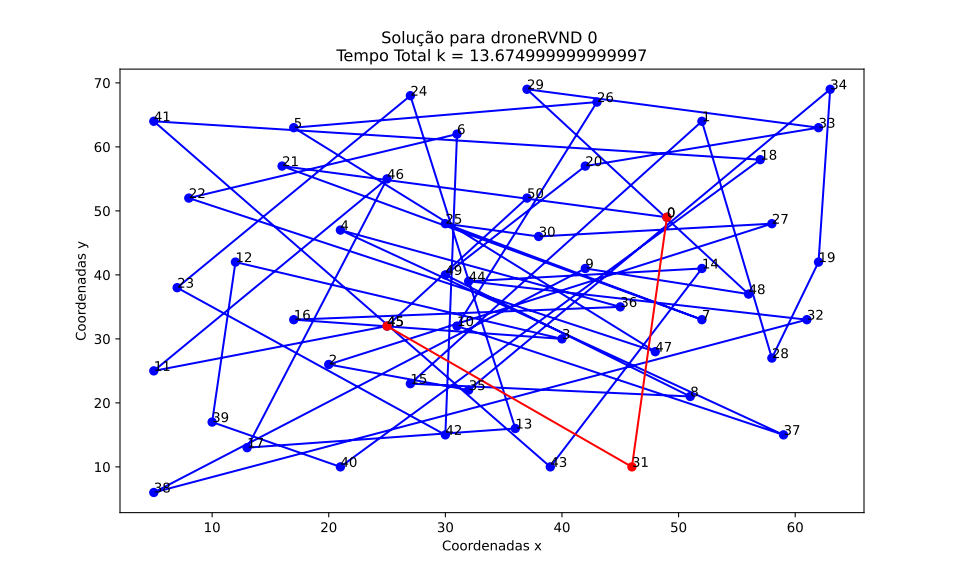
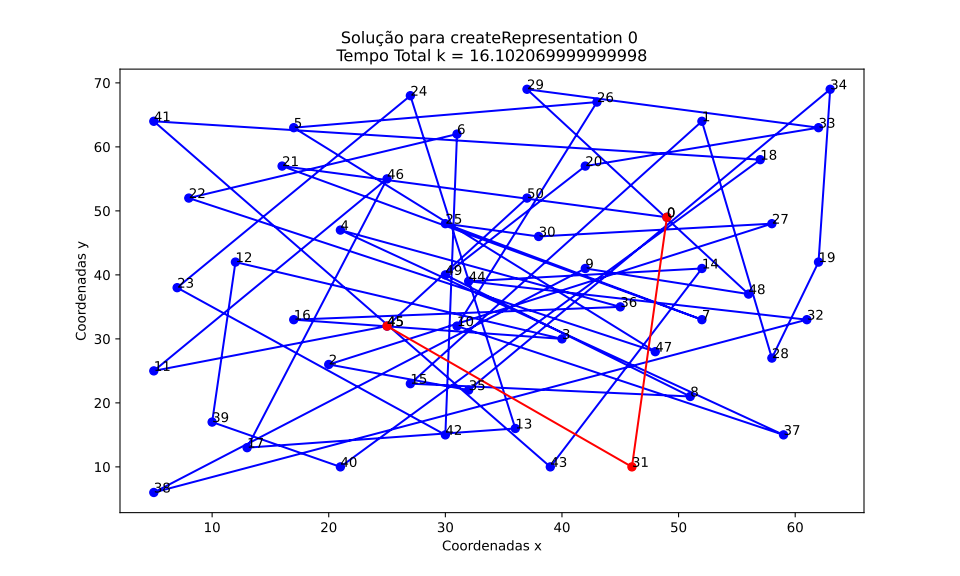
Teste 3) Grasp chamado com três repetições e utilizando quatro pontos para a Heurística do Vizinho Mais Próximo.

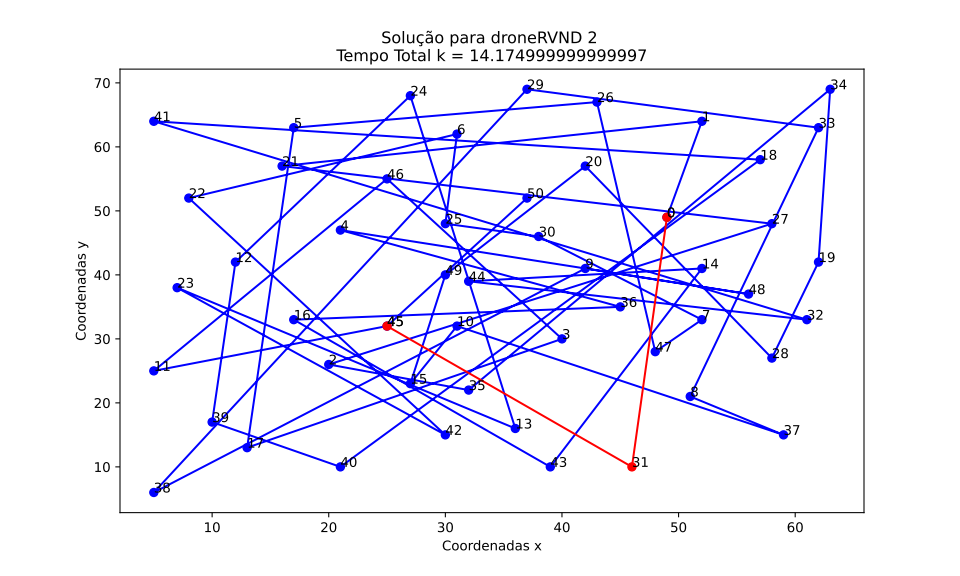
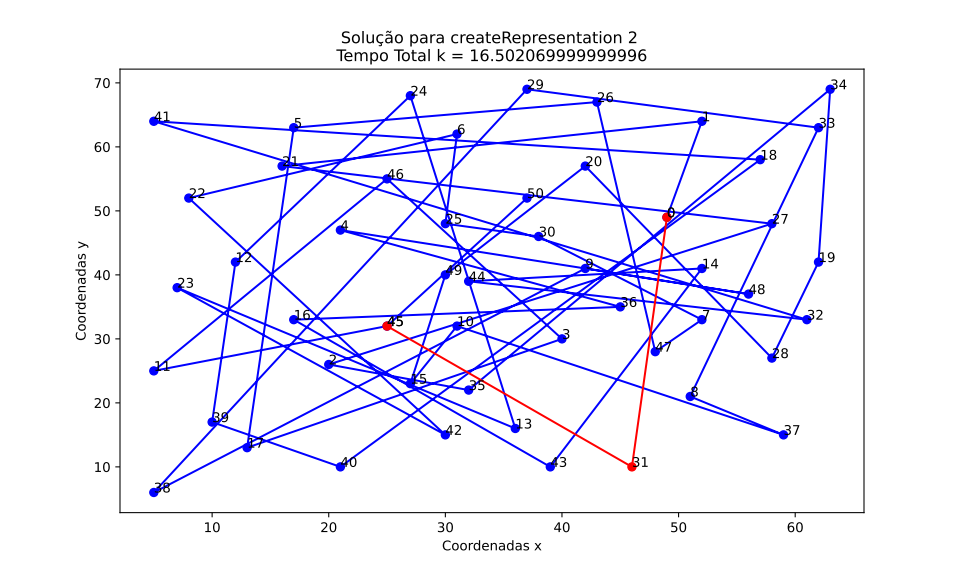
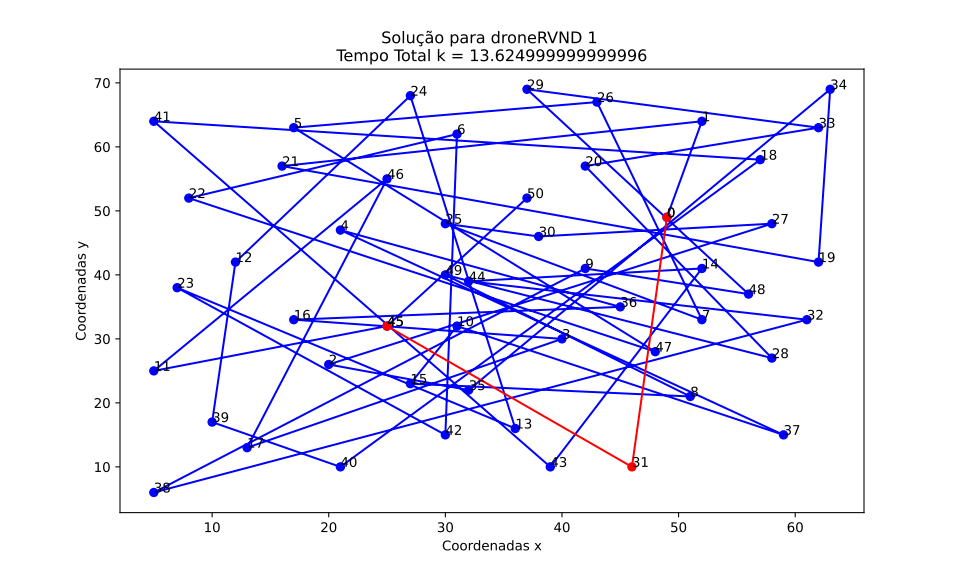
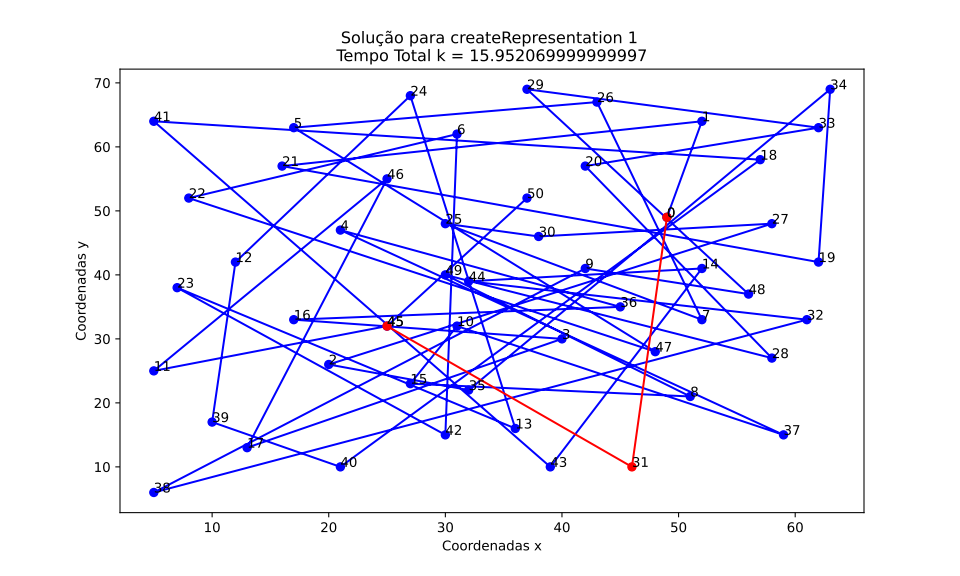












A melhor solução foi obtida no teste 1, rodada 2 do grasp com o tempo total de 13,62 segundos

Teste -) -