## Algorithm Column beats Row - GFMM feval > 400

| Algorithm Column beats Row - GEMM leval > 400 |              |         |         |          |                       |               |     |                  |           |           |            |               |                |         |                    |
|---|--------------|---------|---------|----------|-----------------------|---------------|-----|------------------|-----------|-----------|------------|---------------|----------------|---------|--------------------|
| BasinHopping                                  | 0            | 12      | 12      | 8        | 11                    | 12            | 12  | 11               | 12        | 12        | 12         | 11            | 0              | 0       | 12                 |
| BestILS                                       | 0            | 0       | 0       | 4        | 0                     | 0             | 1   | 0                | 8         | 1         | 5          | 0             | 0              | 0       | 5                  |
| BestMLS                                       | 0            | 5       | 0       | 6        | 0                     | 0             | 5   | 0                | 10        | 3         | 8          | 0             | 0              | 0       | 10                 |
| BestTabu                                      | 0            | 2       | 2       | 0        | 1                     | 1             | 2   | 2                | 4         | 2         | 2          | 1             | 0              | 0       | 2                  |
| DifferentialEvolution                         | 0            | 11      | 11      | 7        | 0                     | 8             | 12  | 8                | 12        | 12        | 11         | 9             | 0              | 0       | 12                 |
| DualAnnealing                                 | 0            | 11      | 9       | 8        | 0                     | 0             | 11  | 4                | 12        | 10        | 11         | 3             | 0              | 0       | 12                 |
| GLS   | 0            | 3       | 0       | 4        | 0                     | 0             | 0   | 0                | 8         | 0         | 7          | 0             | 0              | 0       | 7                  |
| GeneticAlgorithm                              | 0            | 10      | 9       | 7        | 0                     | 2             | 9   | 0                | 11        | 10        | 10         | 3             | 0              | 0       | 12                 |
| GreedyILS                                     | 0            | 1       | 0       | 1        | 0                     | 0             | 1   | 0                | 0         | 0         | 3          | 0             | 0              | 0       | 2                  |
| GreedyMLS                                     | 0            | 6       | 2       | 4        | 0                     | 0             | 2   | 0                | 9         | 0         | 7          | 0             | 0              | 0       | 8                  |
| GreedyTabu                                    | 0            | 1       | 1       | 2        | 0                     | 1             | 1   | 1                | 6         | 1         | 0          | 1             | 0              | 0       | 1                  |
| ParticleSwarm                                 | 0            | 10      | 9       | 6        | 0                     | 3             | 11  | 3                | 12        | 11        | 10         | 0             | 0              | 0       | 10                 |
| RandomSampling                                | 12           | 12      | 12      | 11       | 12                    | 12            | 12  | 12               | 12        | 12        | 12         | 12            | 0              | 0       | 12                 |
| SMAC4BB                                       | 0            | 0       | 0       | 0        | 0                     | 0             | 0   | 0                | 0         | 0         | 0          | 0             | 0              | 0       | 0                  |
| SimulatedAnnealing                            | 0            | 0       | 0       | 2        | 0                     | 0             | 0   | 0                | 6         | 0         | 4          | 0             | 0              | 0       | 0                  |
|   | BasinHopping | BestILS | BestMLS | BestTabu | DifferentialEvolution | DualAnnealing | STS | GeneticAlgorithm | GreedyILS | GreedyMLS | GreedyTabu | ParticleSwarm | RandomSampling | SMAC4BB | SimulatedAnnealing |