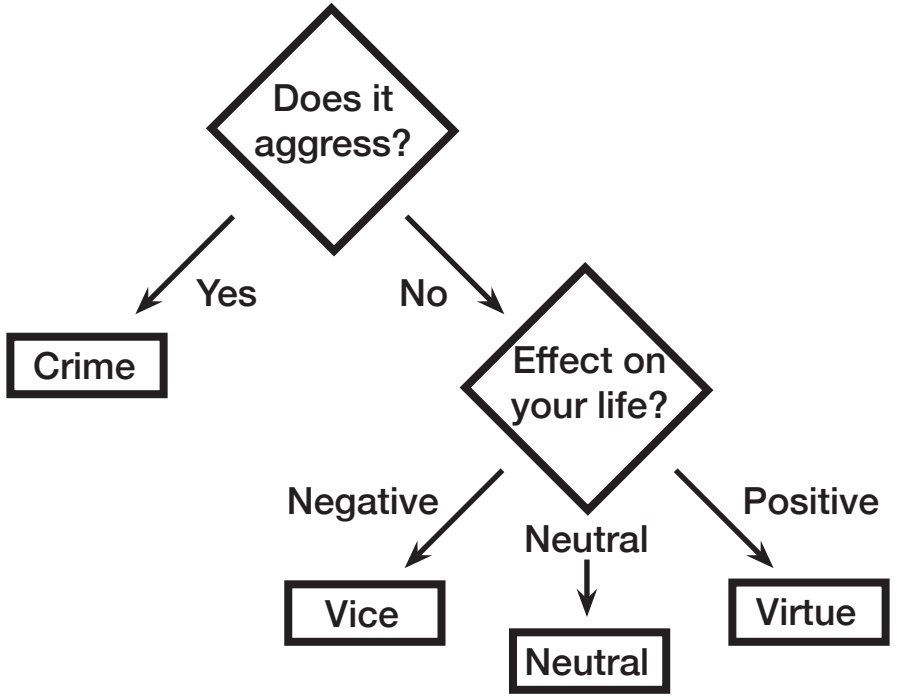
Good and evil refer to ***actions*** by moral agents.

Crime	Vice	Neutral	Virtue
Action which aggresses against others. Alternatively: Action which justifies rectificatory use of force.	Action which is non-aggresive, but hinders the goals or values of the actor.	Action which is non-aggresive, and does not effect agent's goals or values.	Action which is non-aggresive, and promotes the goals or values of the actor.

(n,u)

n = 0 if action is aggressive
1 if action is not aggressive

u = the utility *wrt* the actor's values and goals, *i.e.* self-actualization.