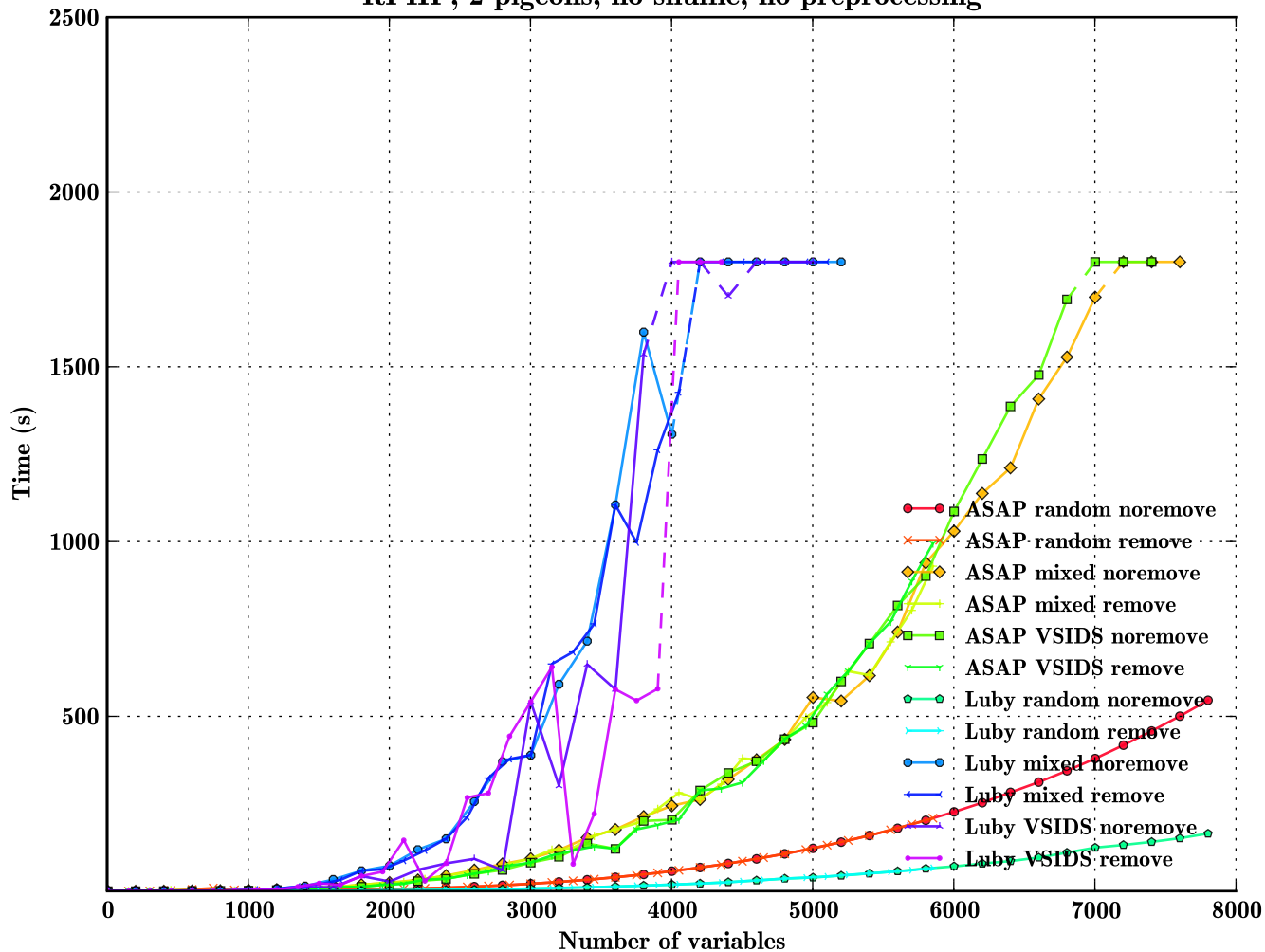
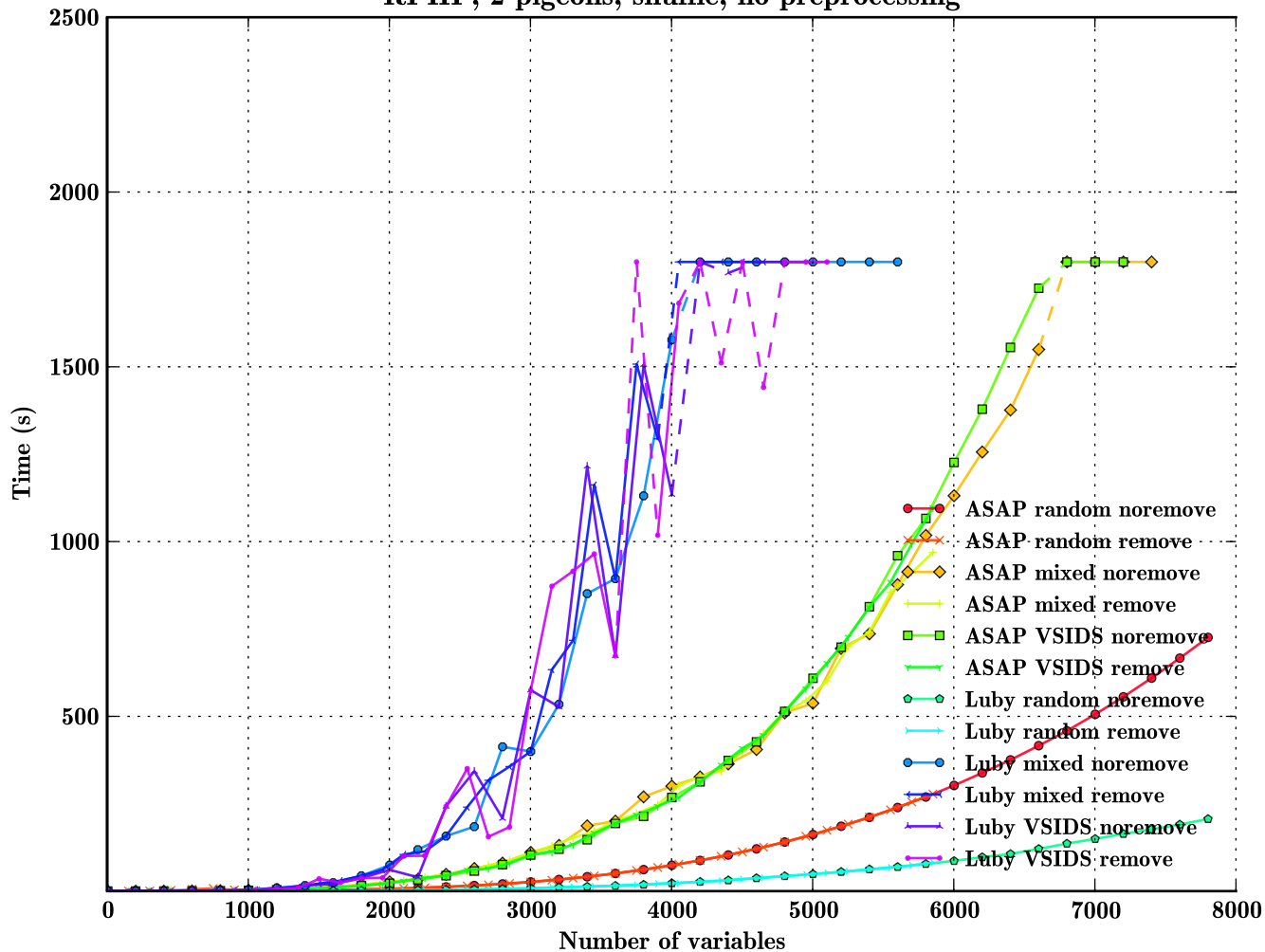


Relativized pigeonhole principle formulas (RPHP)

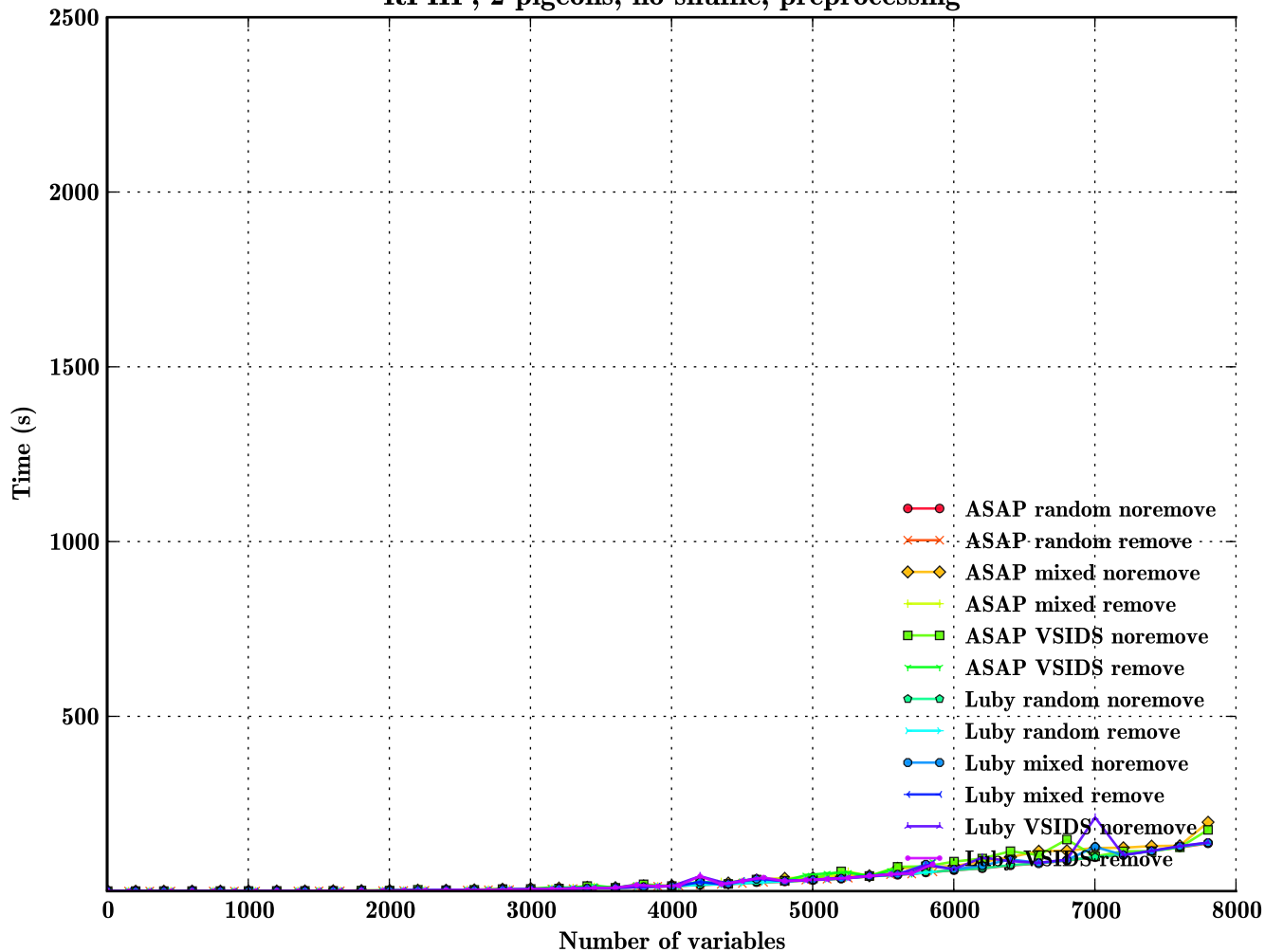
RPHP, 2 pigeons, no shuffle, no preprocessing



RPHP, 2 pigeons, shuffle, no preprocessing



RPHP, 2 pigeons, no shuffle, preprocessing



RPHP, 2 pigeons, shuffle, preprocessing

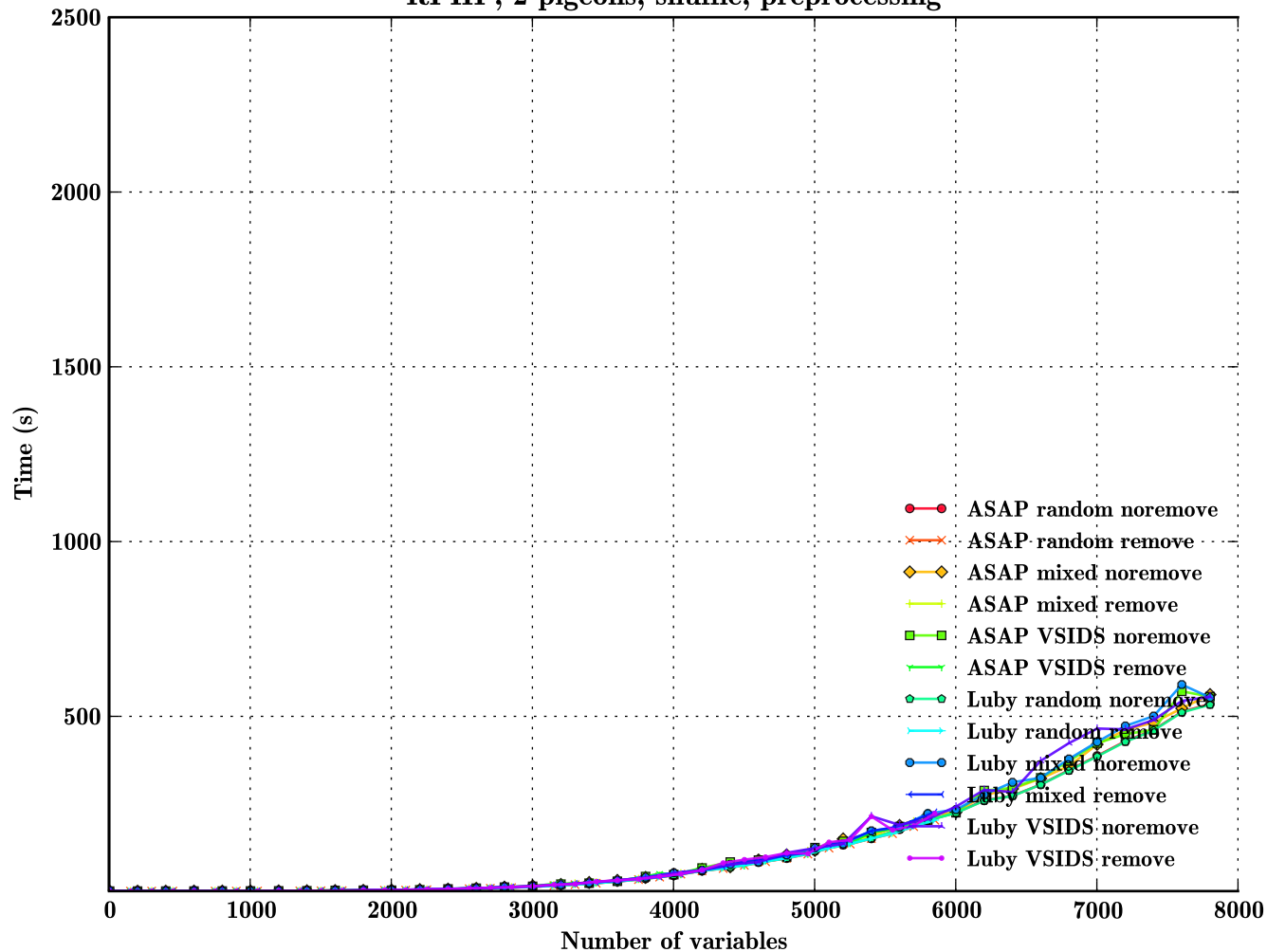
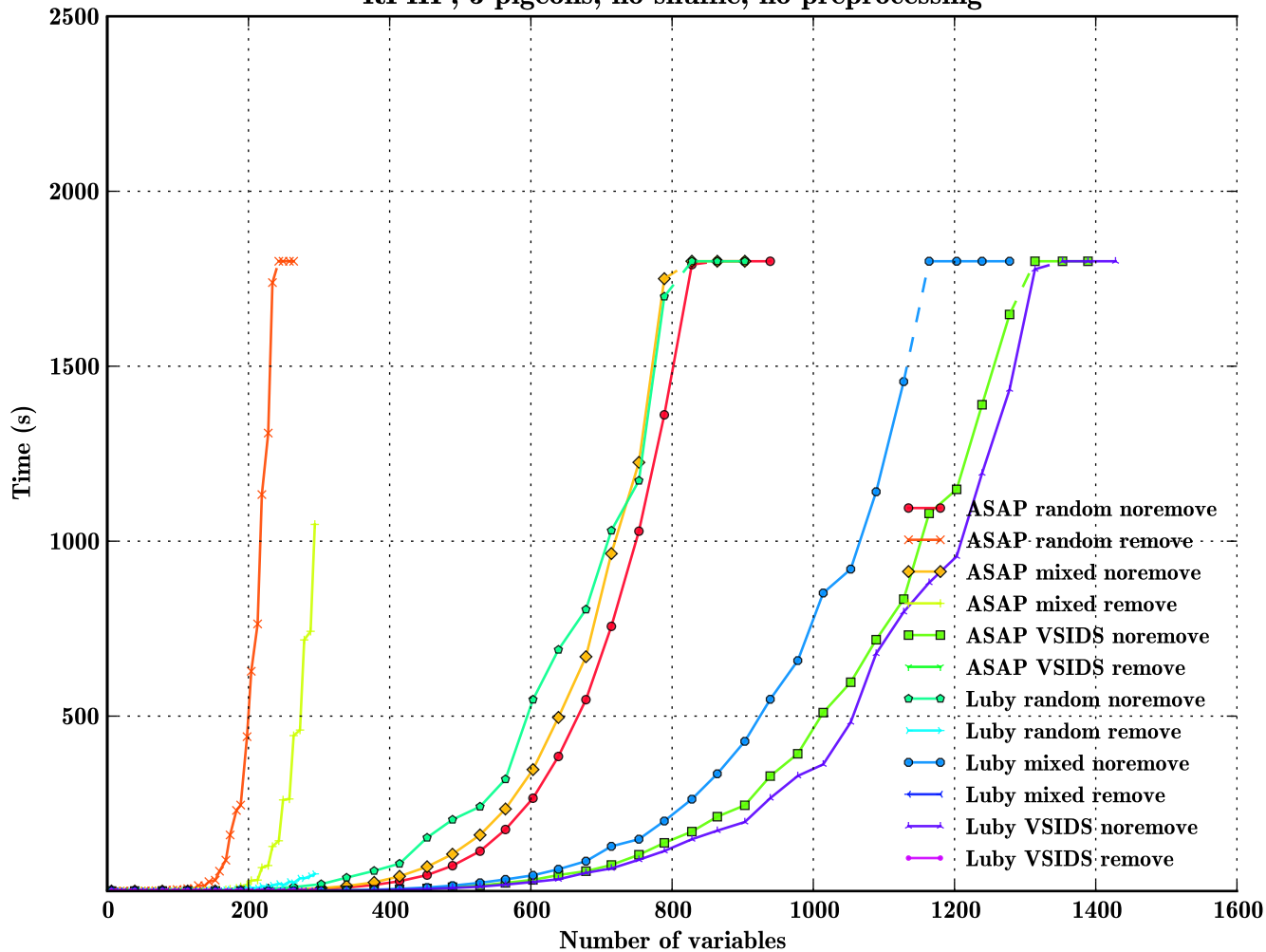
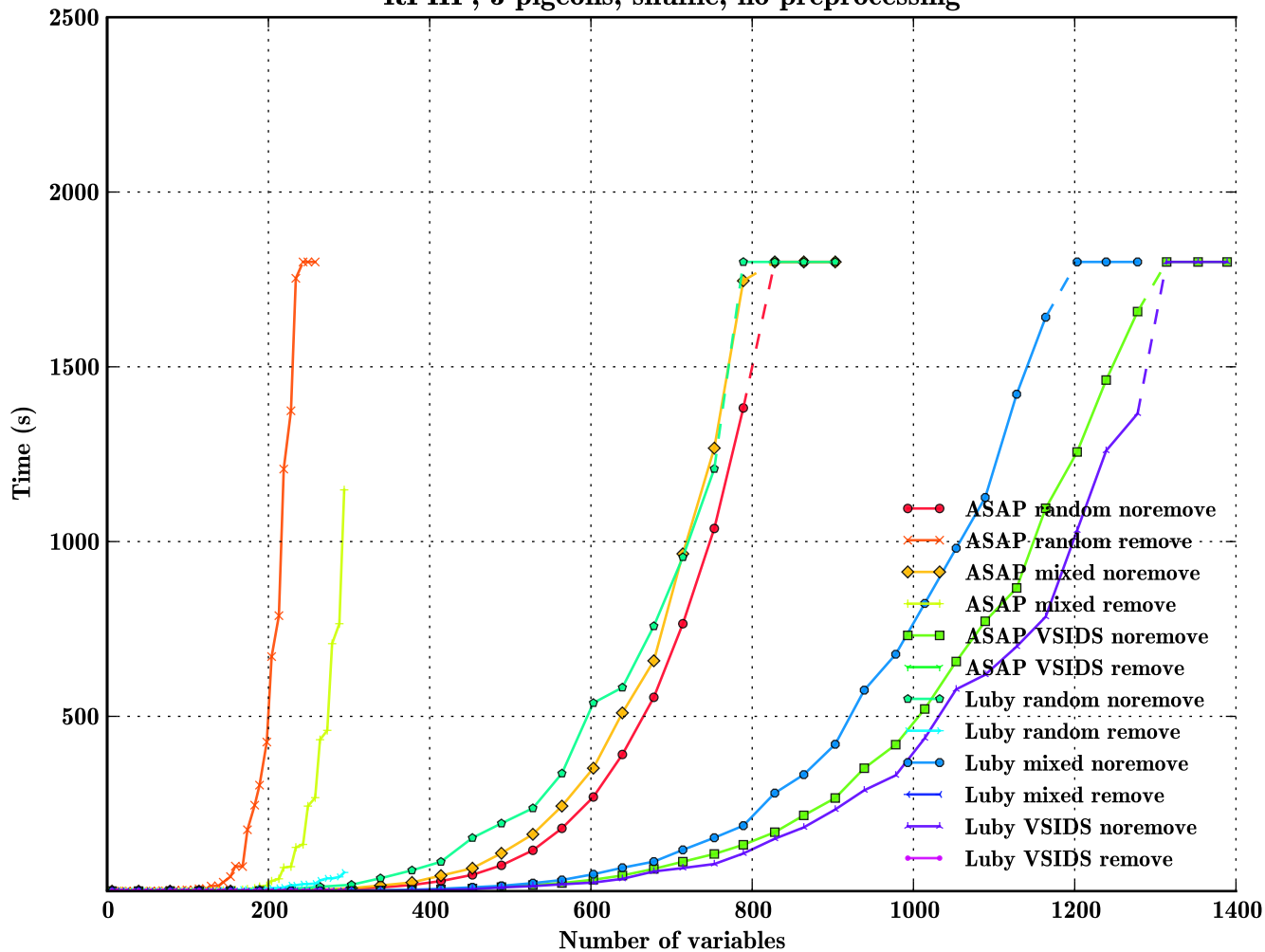


Figure 10 is a line graph showing the number of iterations required for convergence for various algorithms. The x-axis represents the number of iterations (0 to 1600), and the y-axis represents the number of iterations required for convergence (0 to 16). The graph compares 12 different algorithms, categorized by 'remove' and 'noremove' versions for ASAP, Luby, and VSIDS methods. The 'remove' versions generally converge faster than the 'noremove' versions. ASAP random remove converges almost immediately, while Luby VSIDS remove converges around 1400 iterations.

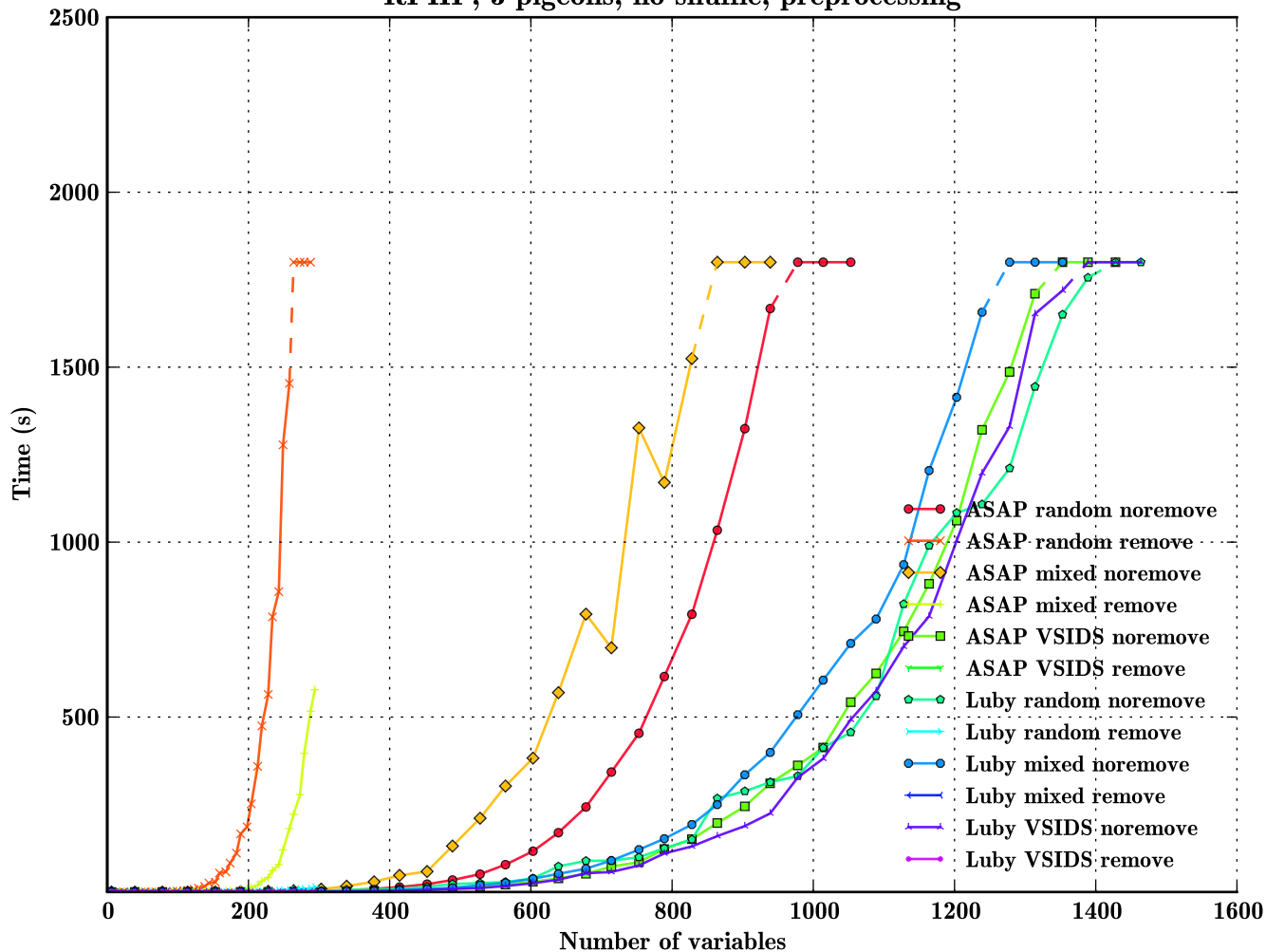
Algorithm	Approximate Iterations for Convergence
ASAP random noremove	~950
ASAP random remove	~200
ASAP mixed noremove	~800
ASAP mixed remove	~300
ASAP VSIDS noremove	~1250
ASAP VSIDS remove	~1100
Luby random noremove	~850
Luby random remove	~400
Luby mixed noremove	~1150
Luby mixed remove	~1050
Luby VSIDS noremove	~1400
Luby VSIDS remove	~1300



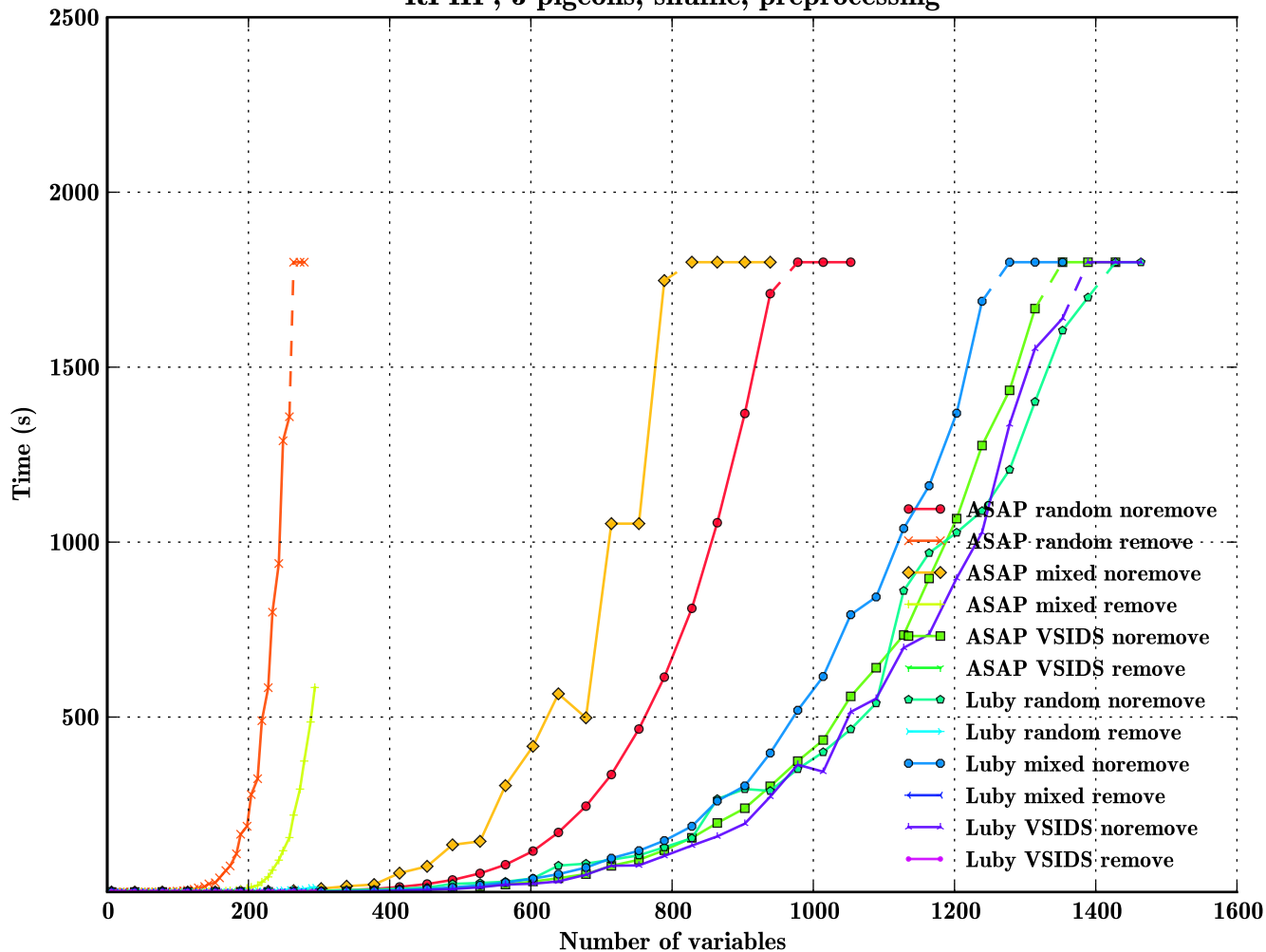
RPHP, 3 pigeons, shuffle, no preprocessing



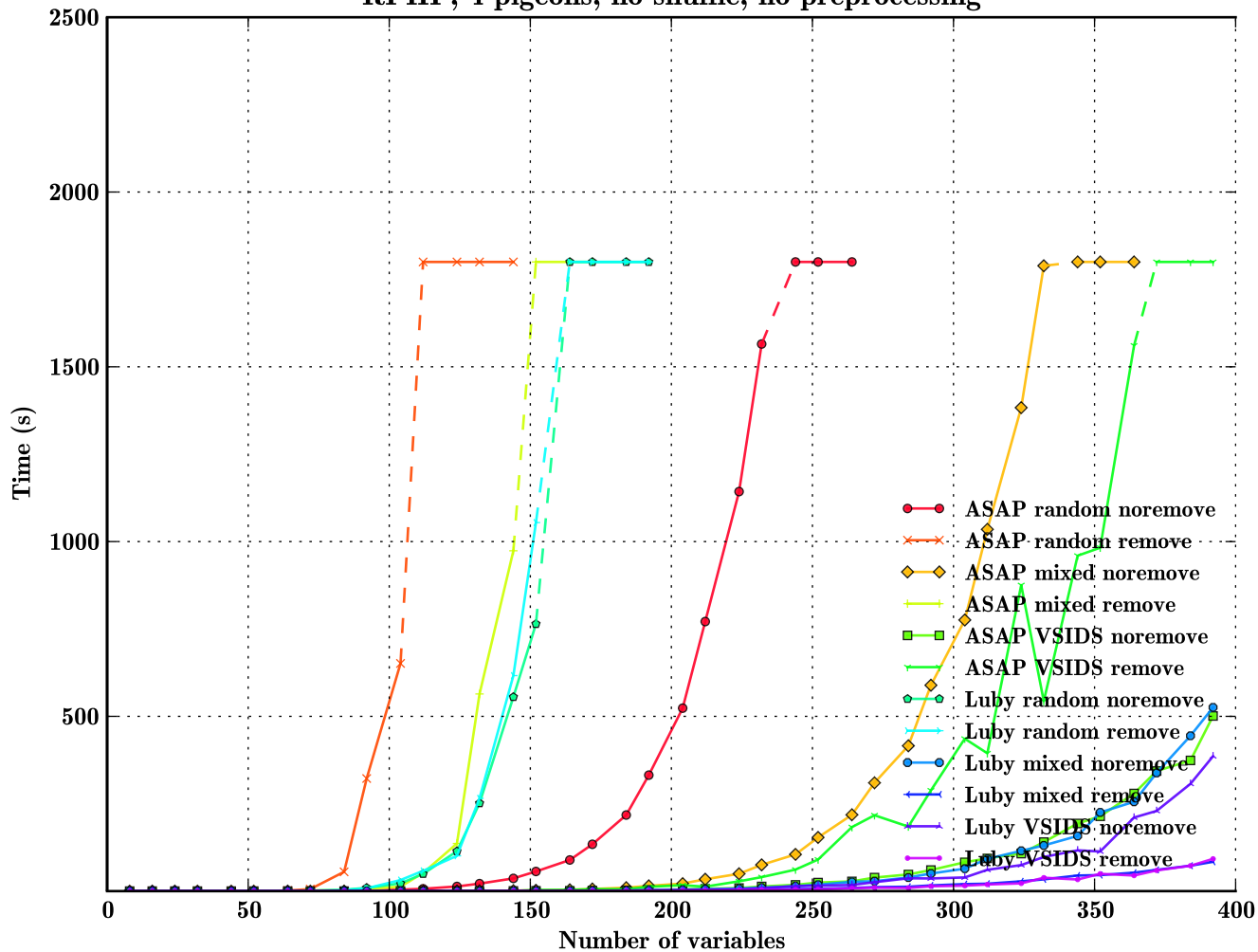
RPHP, 3 pigeons, no shuffle, preprocessing



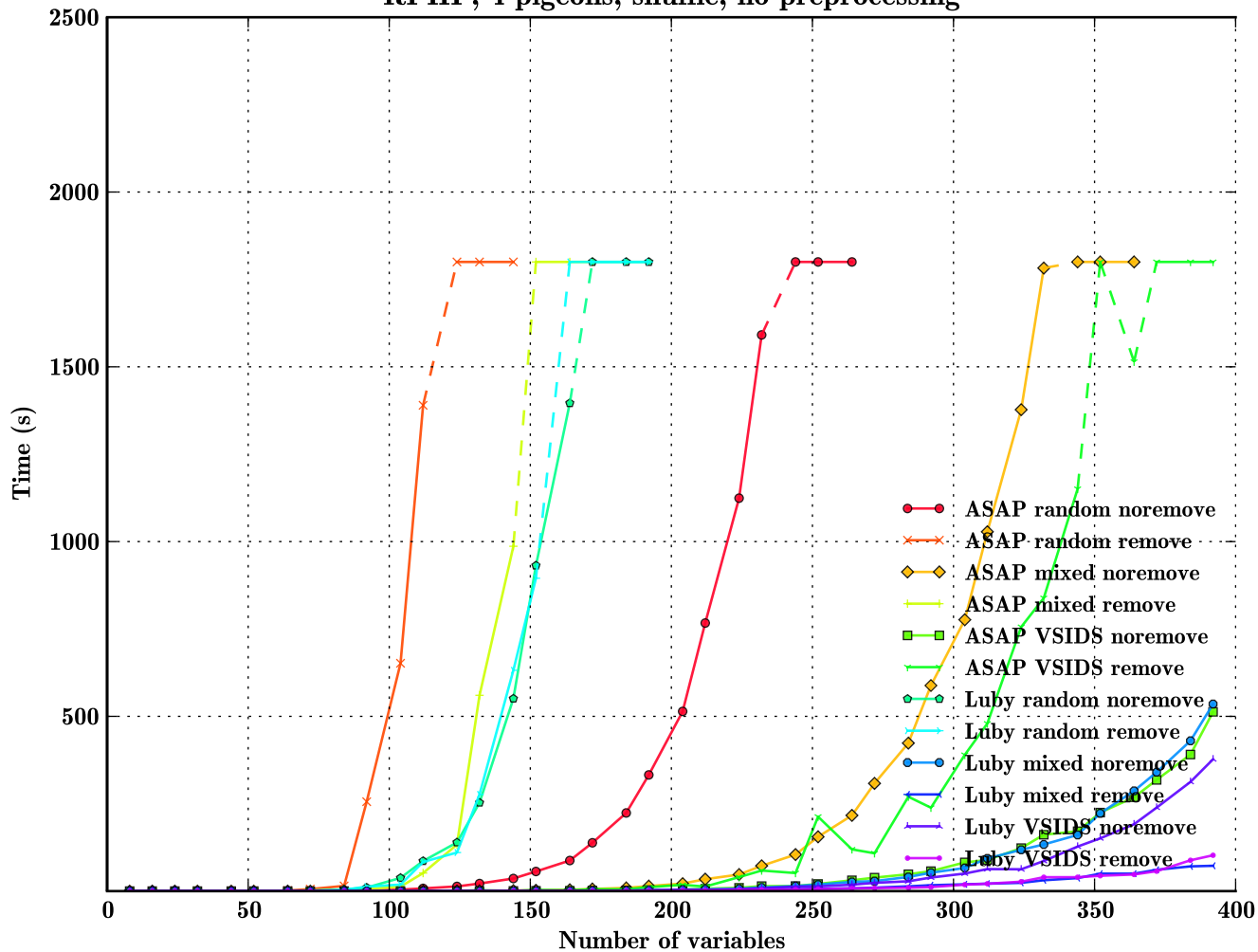
RPHP, 3 pigeons, shuffle, preprocessing



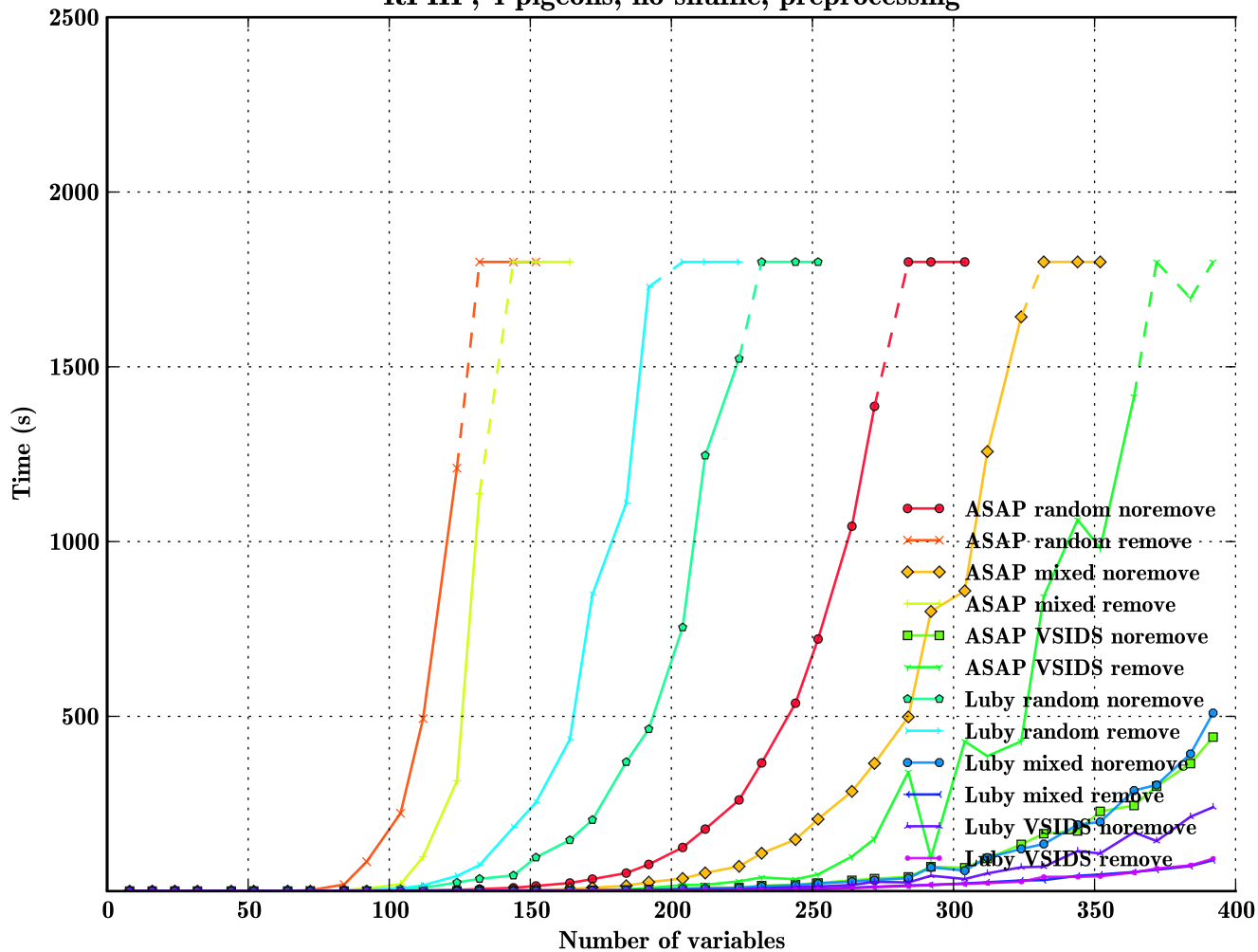
RPHP, 4 pigeons, no shuffle, no preprocessing



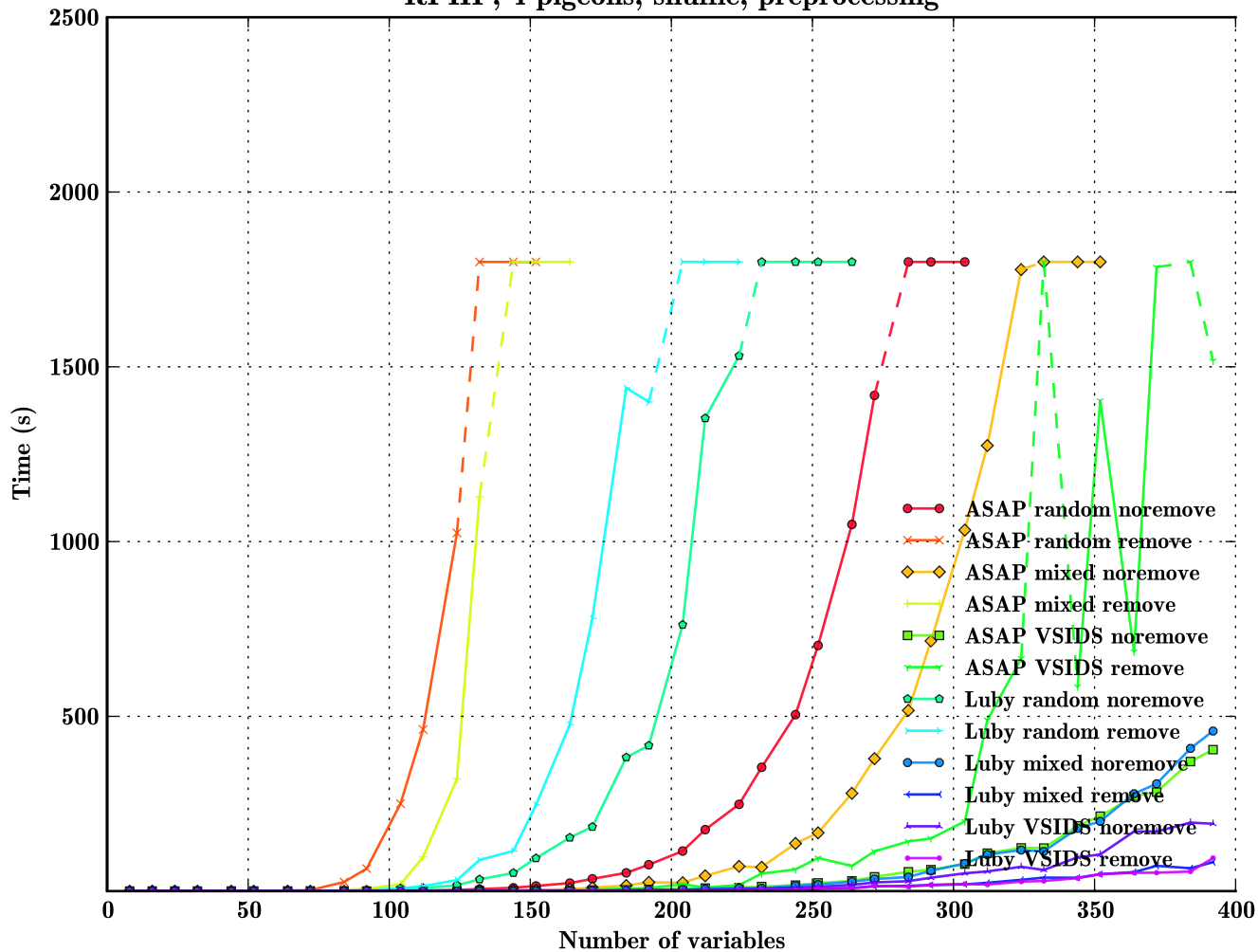
RPHP, 4 pigeons, shuffle, no preprocessing



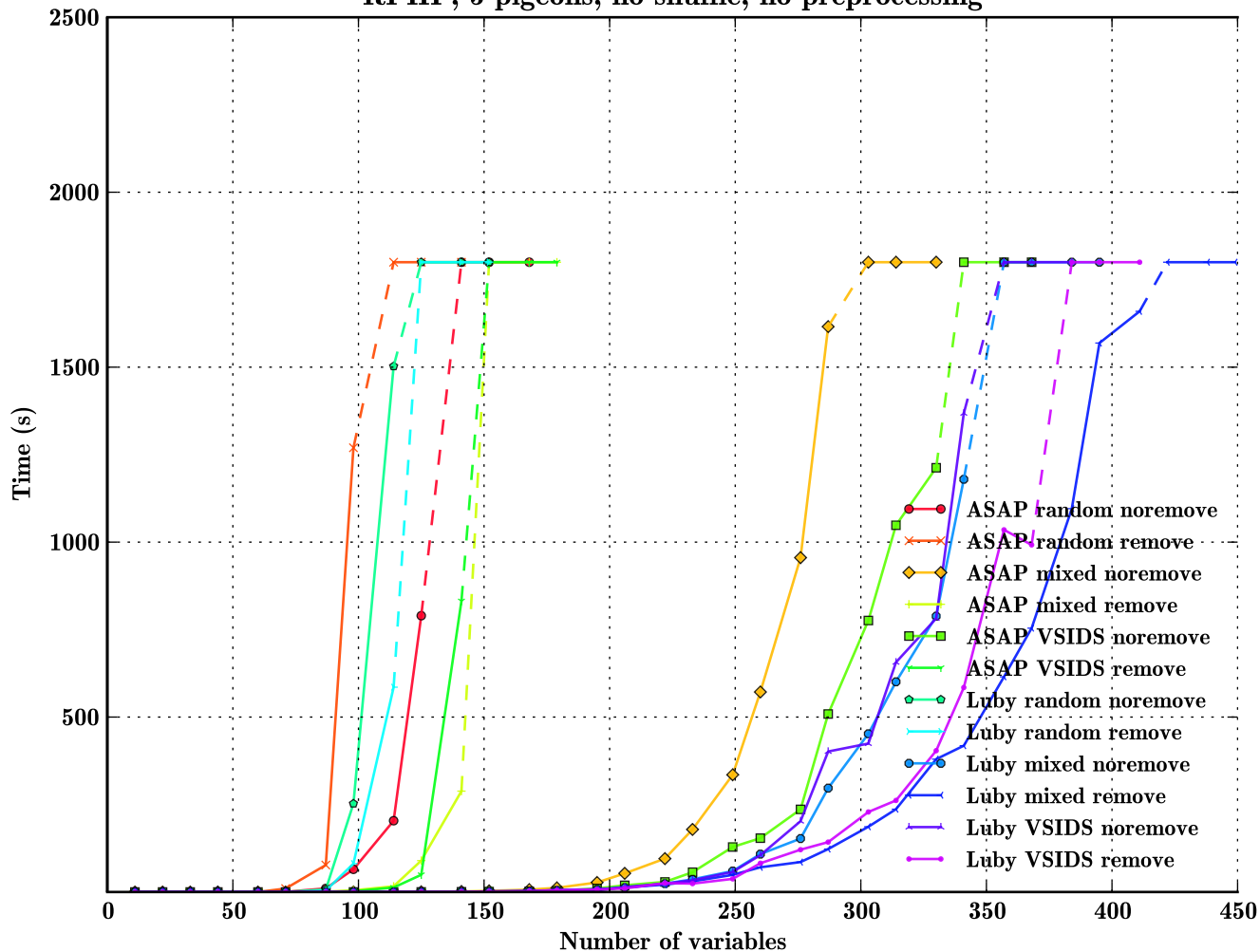
RPHP, 4 pigeons, no shuffle, preprocessing



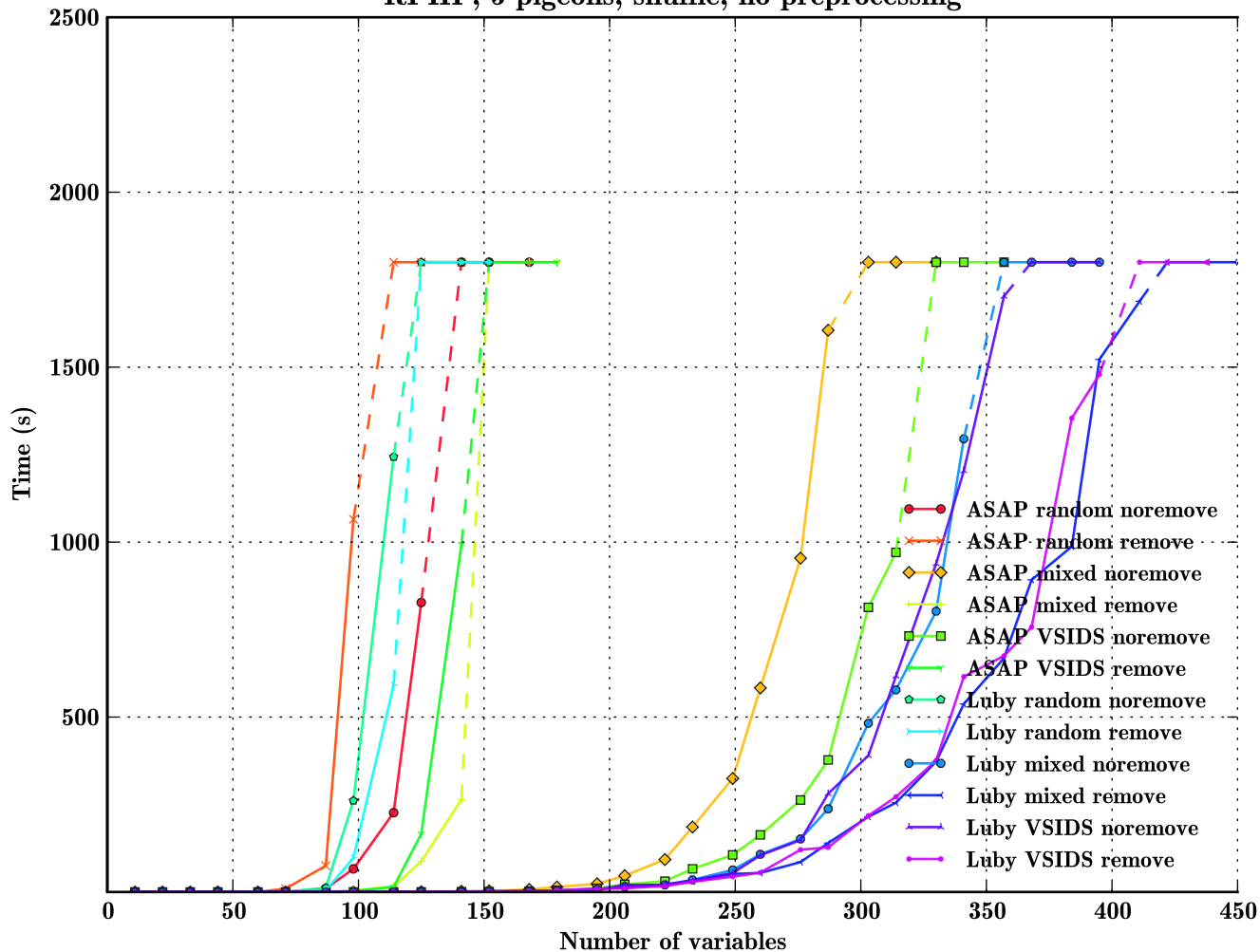
RPHP, 4 pigeons, shuffle, preprocessing



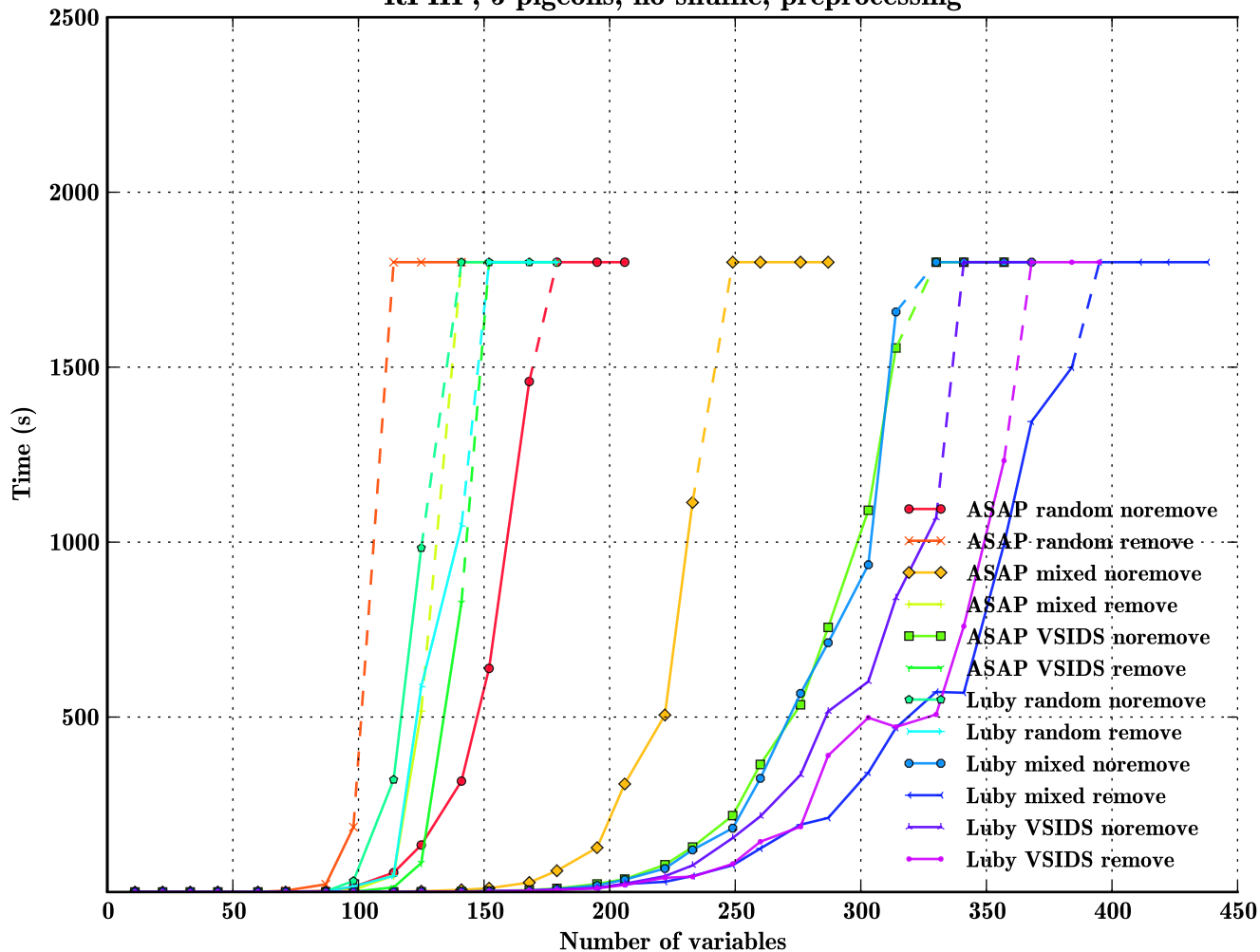
RPHP, 5 pigeons, no shuffle, no preprocessing



RPHP, 5 pigeons, shuffle, no preprocessing



RPHP, 5 pigeons, no shuffle, preprocessing



RPHP, 5 pigeons, shuffle, preprocessing

