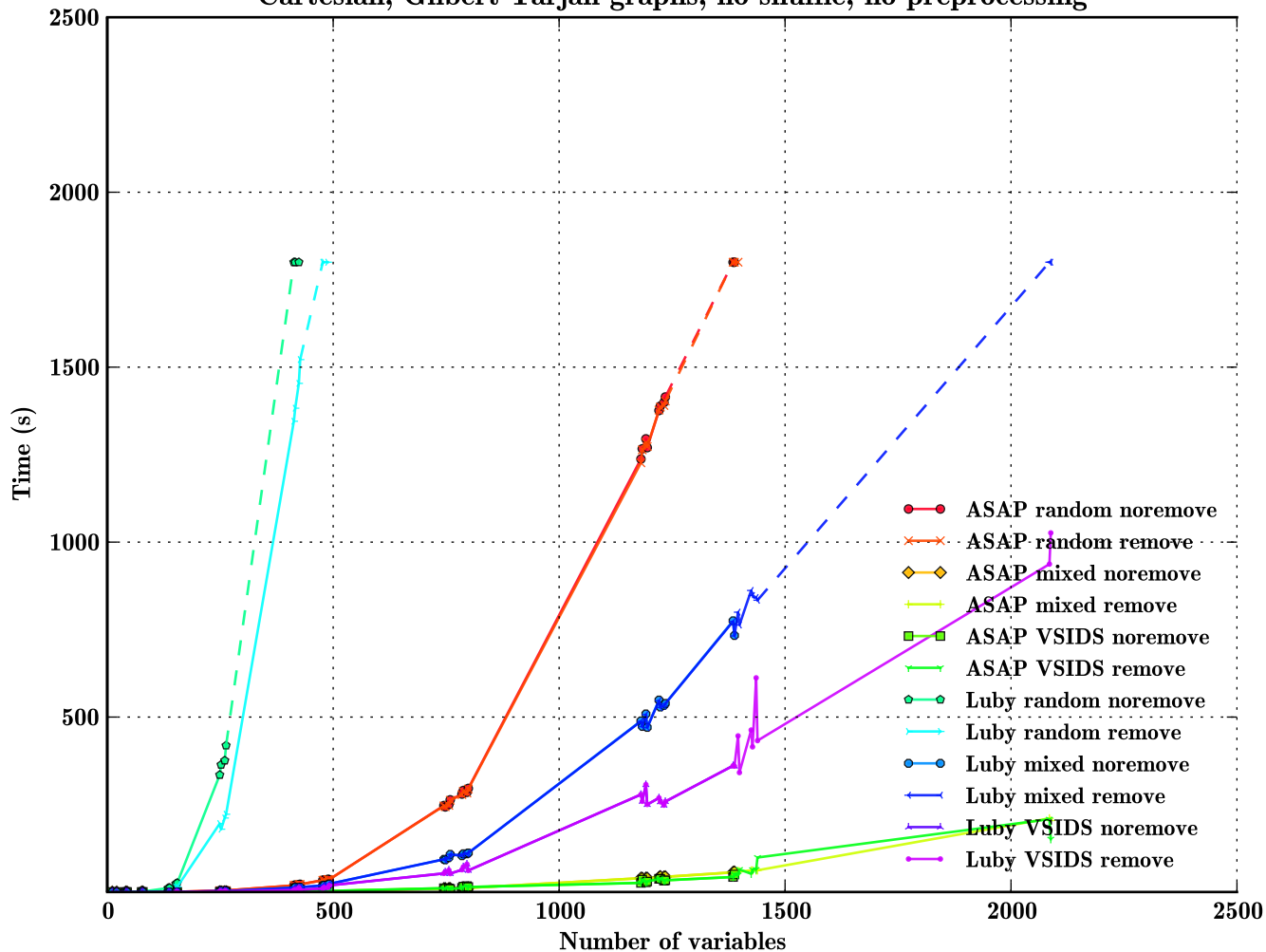


# **Cartesian products of vanilla pebbling formulas**

Cartesian, Gilbert-Tarjan graphs, no shuffle, no preprocessing



### Cartesian, Gilbert-Tarjan graphs, shuffle, no preprocessing

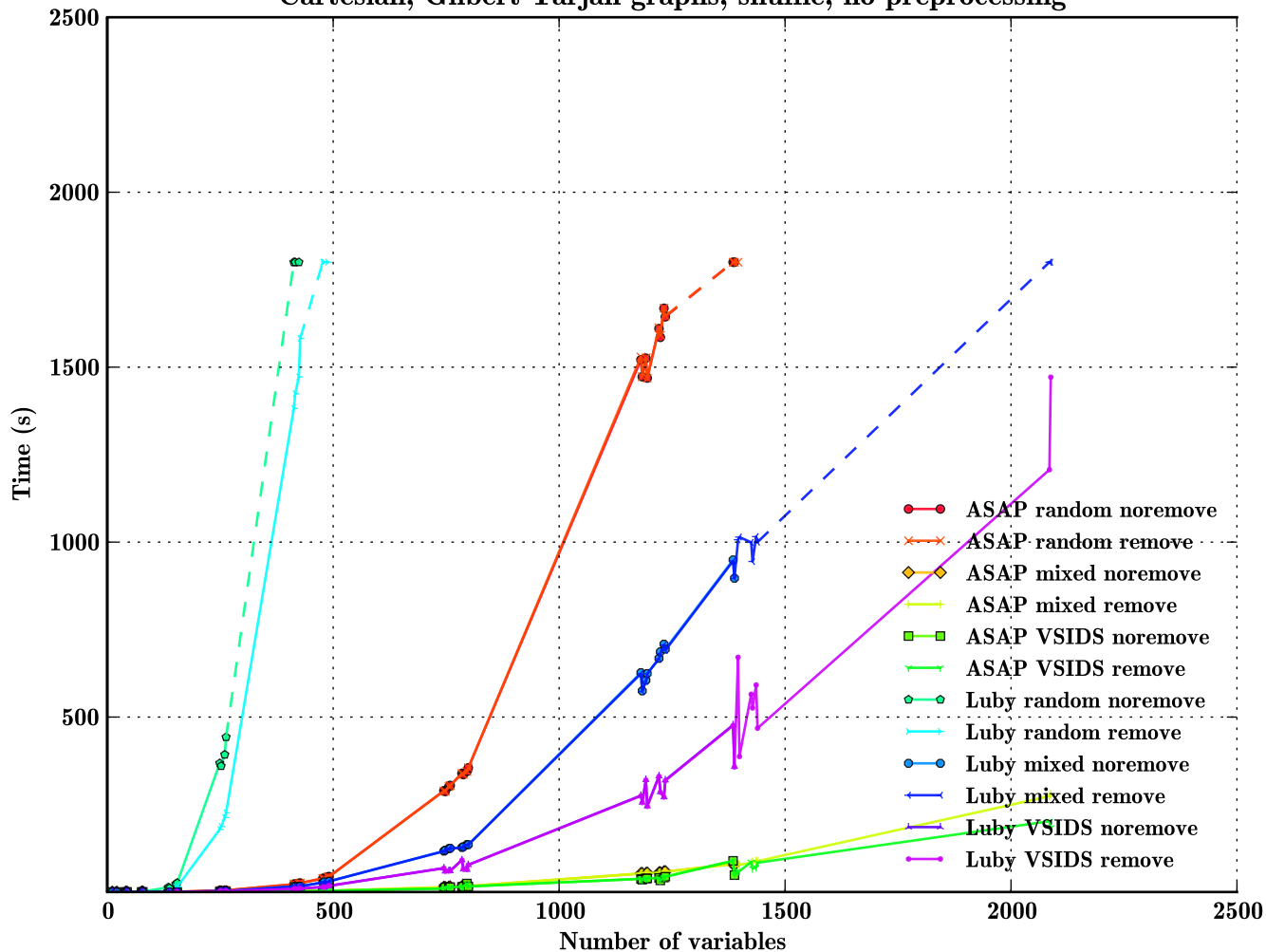
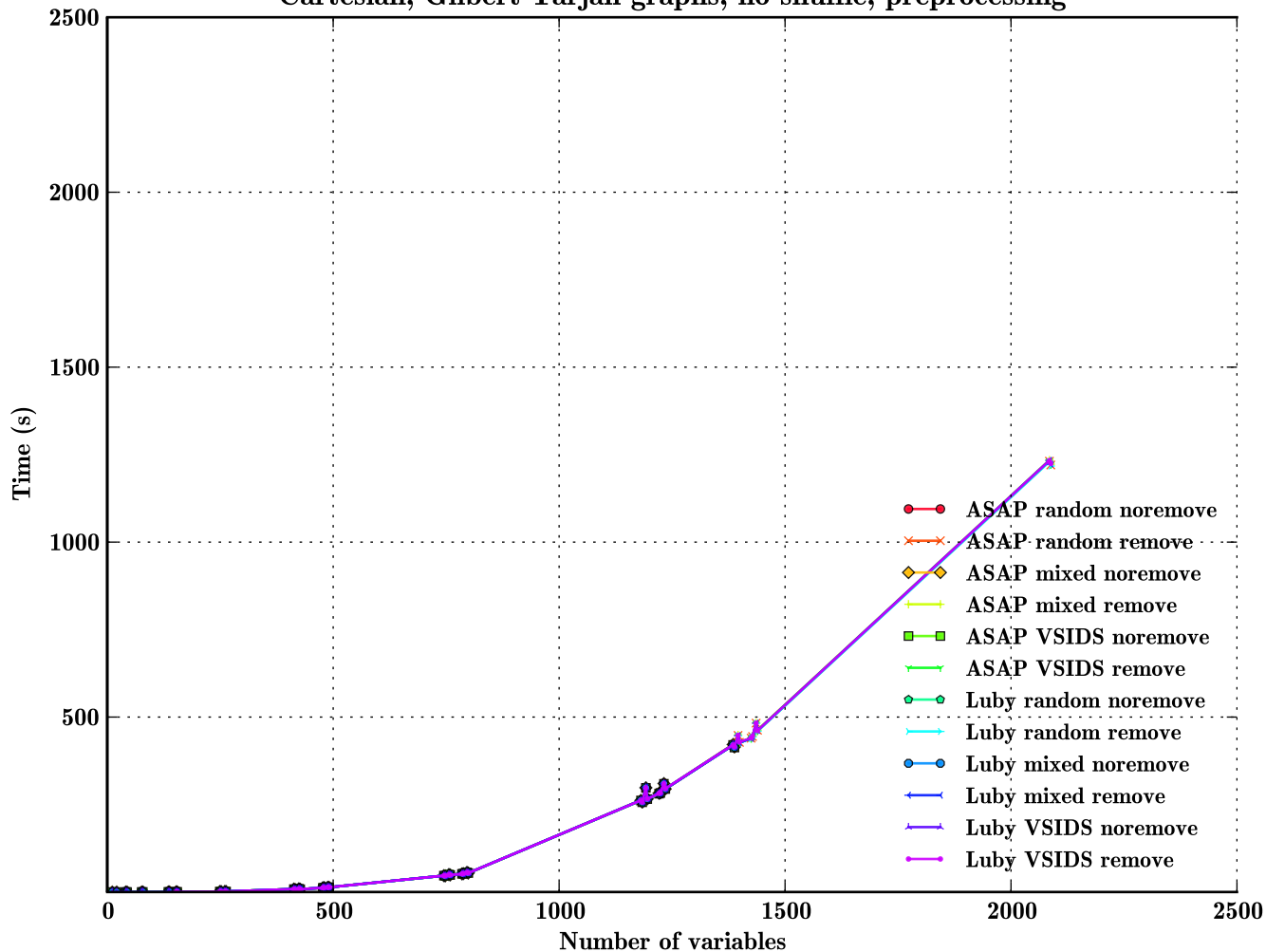
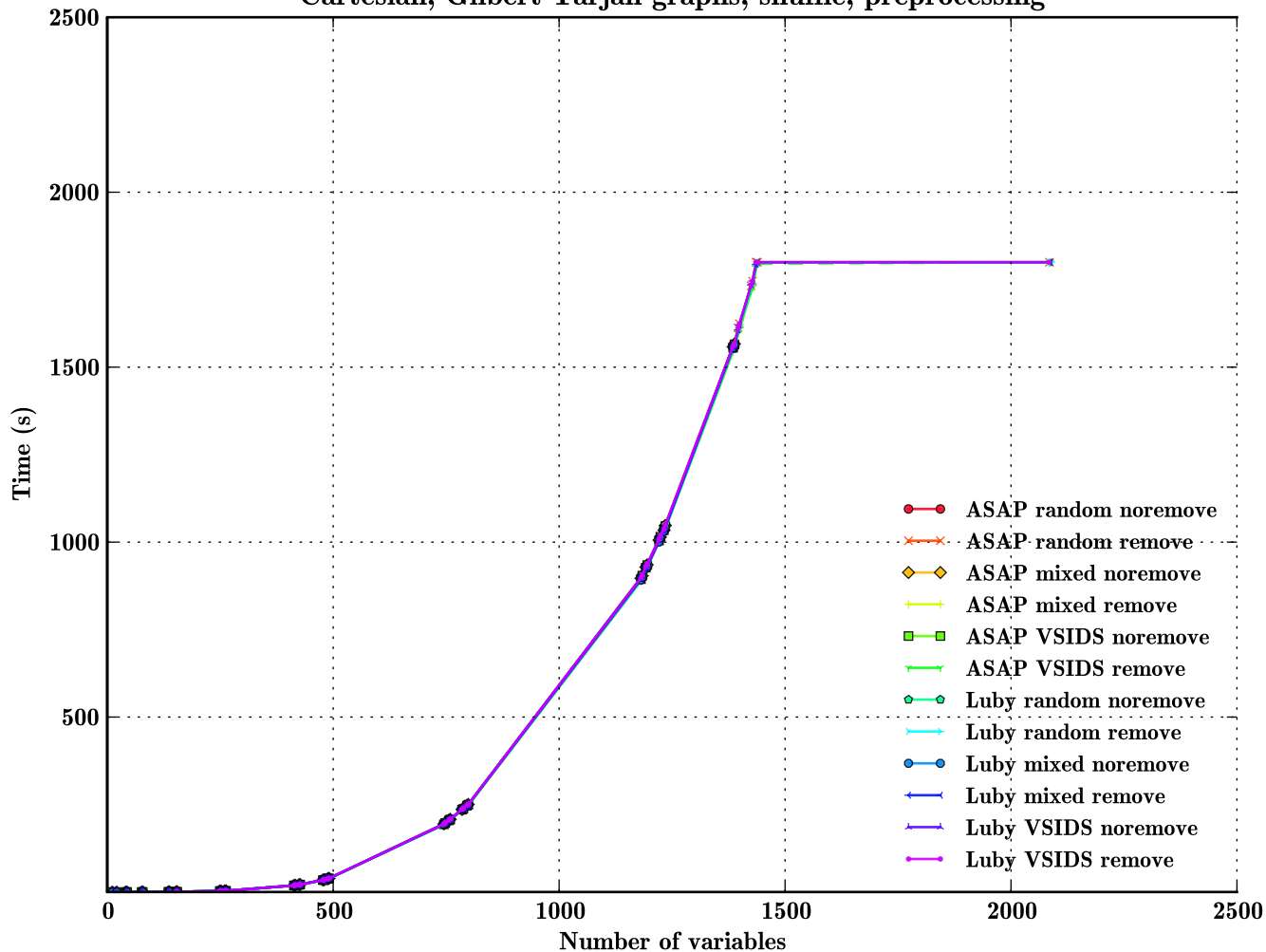


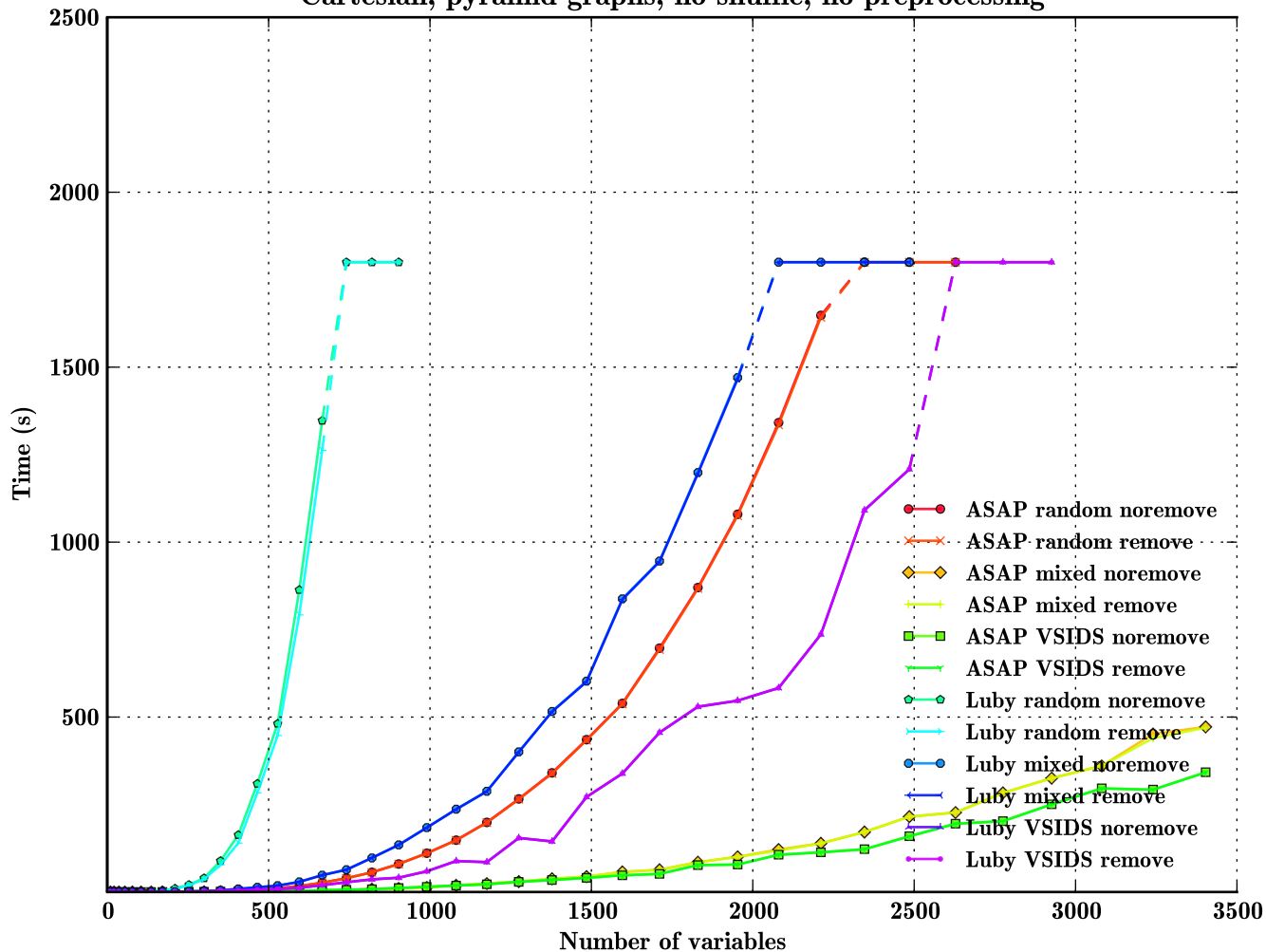
Figure 1 is a line graph showing the number of variables (x-axis, 0 to 2500) versus the number of iterations (y-axis, 0 to 10000) for various variable selection methods. The legend lists 12 methods: ASAP random noremove, ASAP random remove, ASAP mixed noremove, ASAP mixed remove, ASAP VSIDS noremove, ASAP VSIDS remove, Luby random noremove, Luby random remove, Luby mixed noremove, Luby mixed remove, Luby VSIDS noremove, and Luby VSIDS remove. All methods show a sharp increase in iterations as the number of variables increases, with Luby VSIDS remove reaching the highest iteration count (around 10000) at 2500 variables.



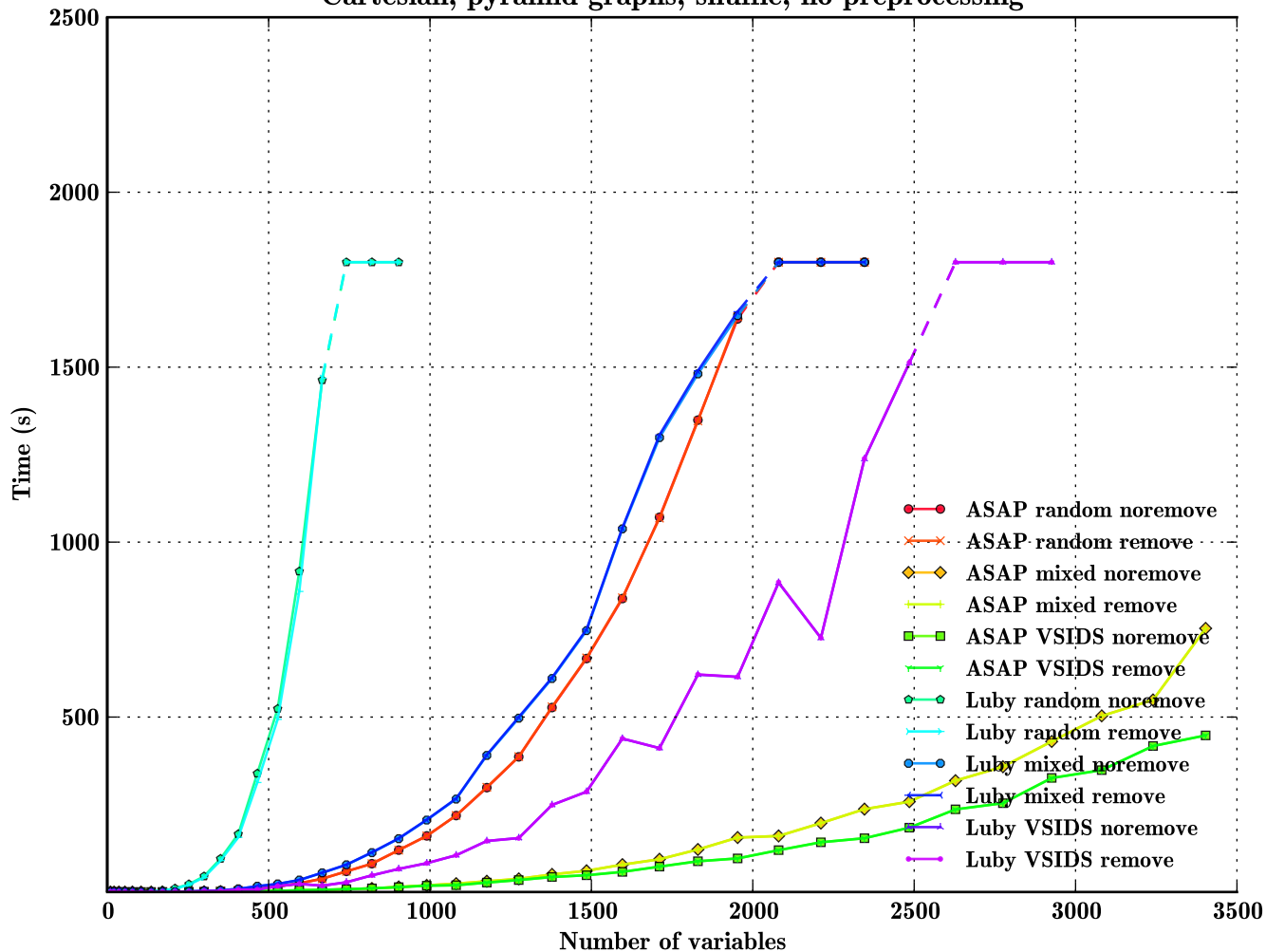
Cartesian, Gilbert-Tarjan graphs, shuffle, preprocessing



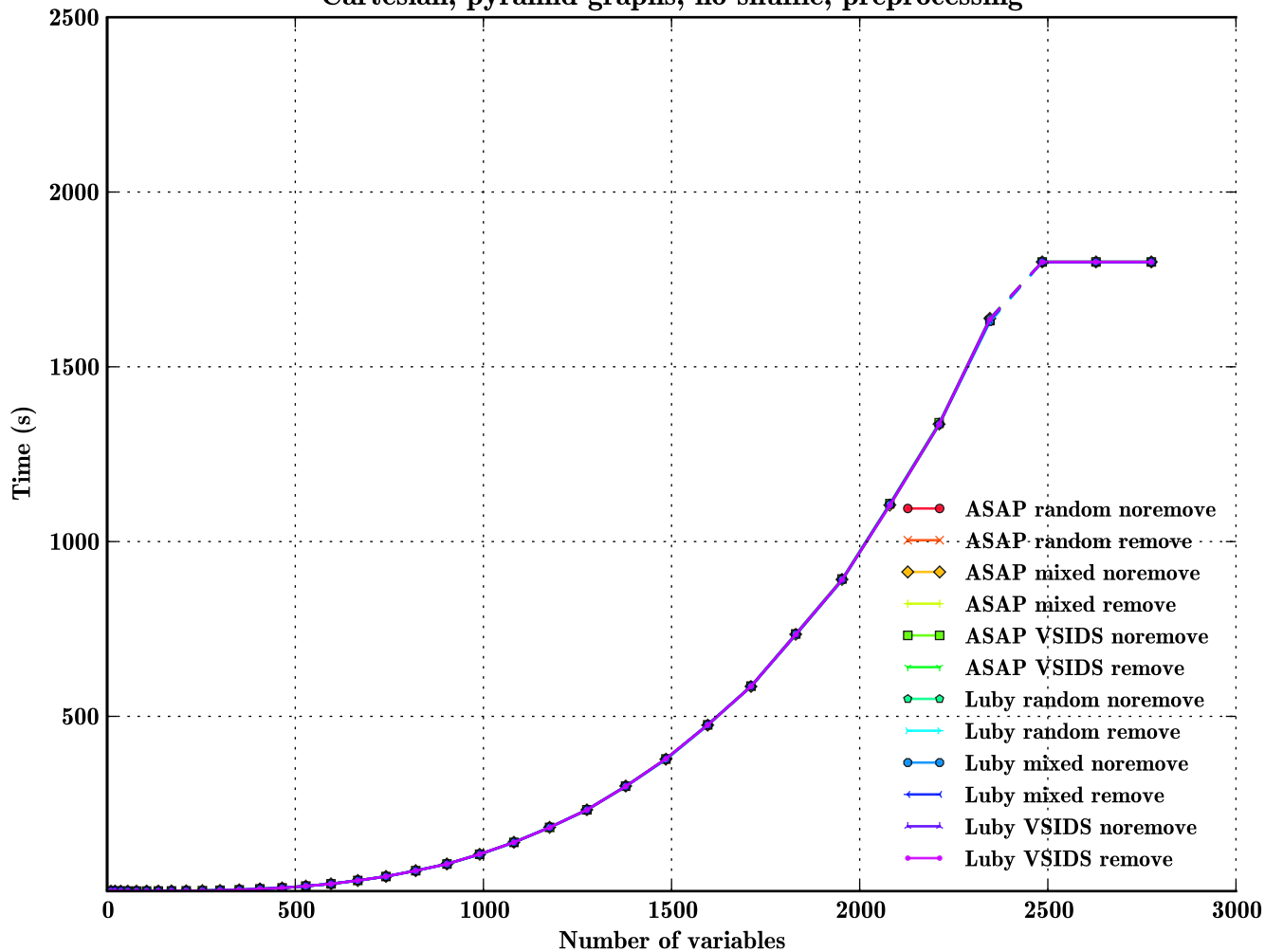
### Cartesian, pyramid graphs, no shuffle, no preprocessing



### Cartesian, pyramid graphs, shuffle, no preprocessing

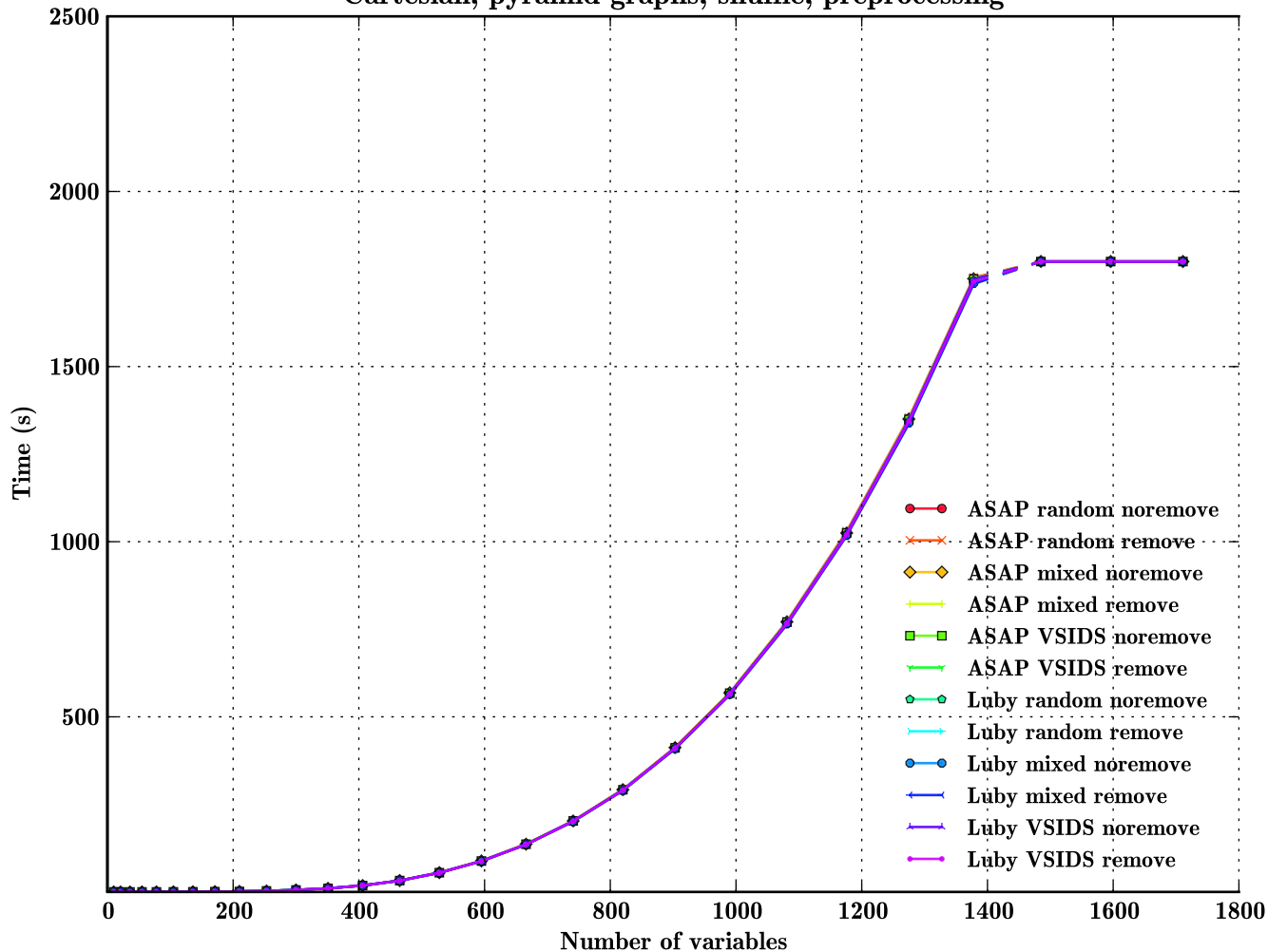


### Cartesian, pyramid graphs, no shuffle, preprocessing

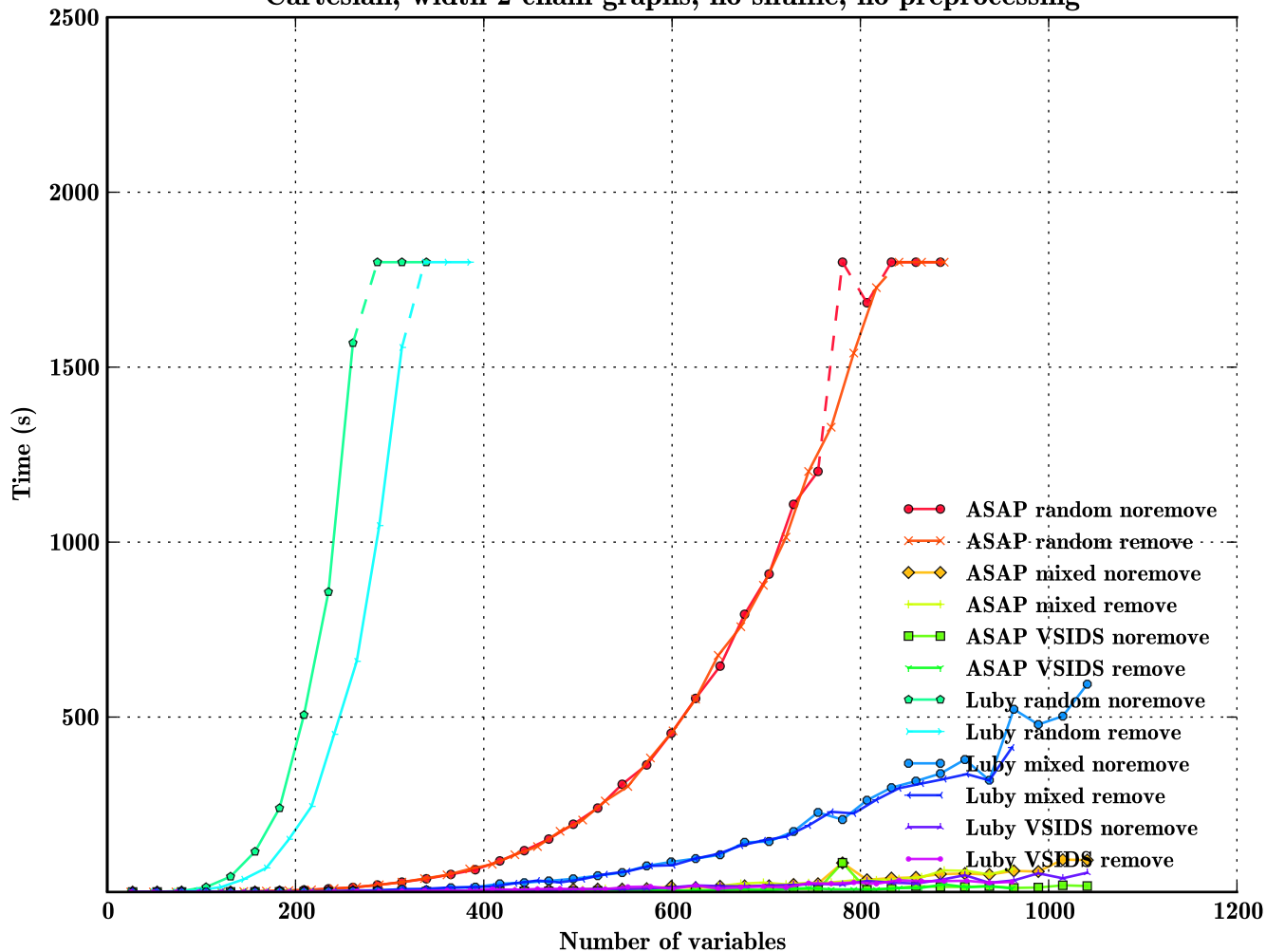




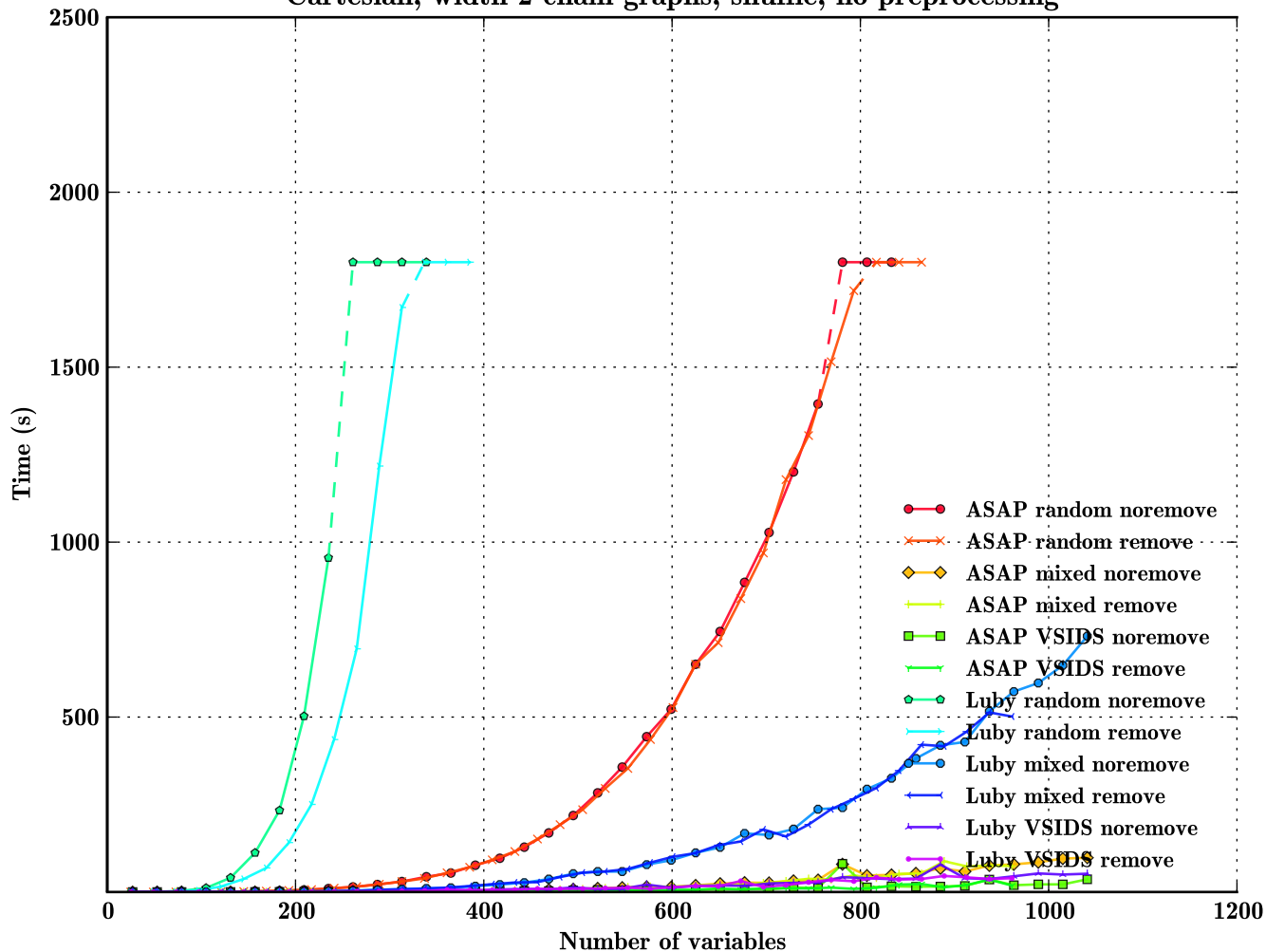
## Cartesian, pyramid graphs, shuffle, preprocessing



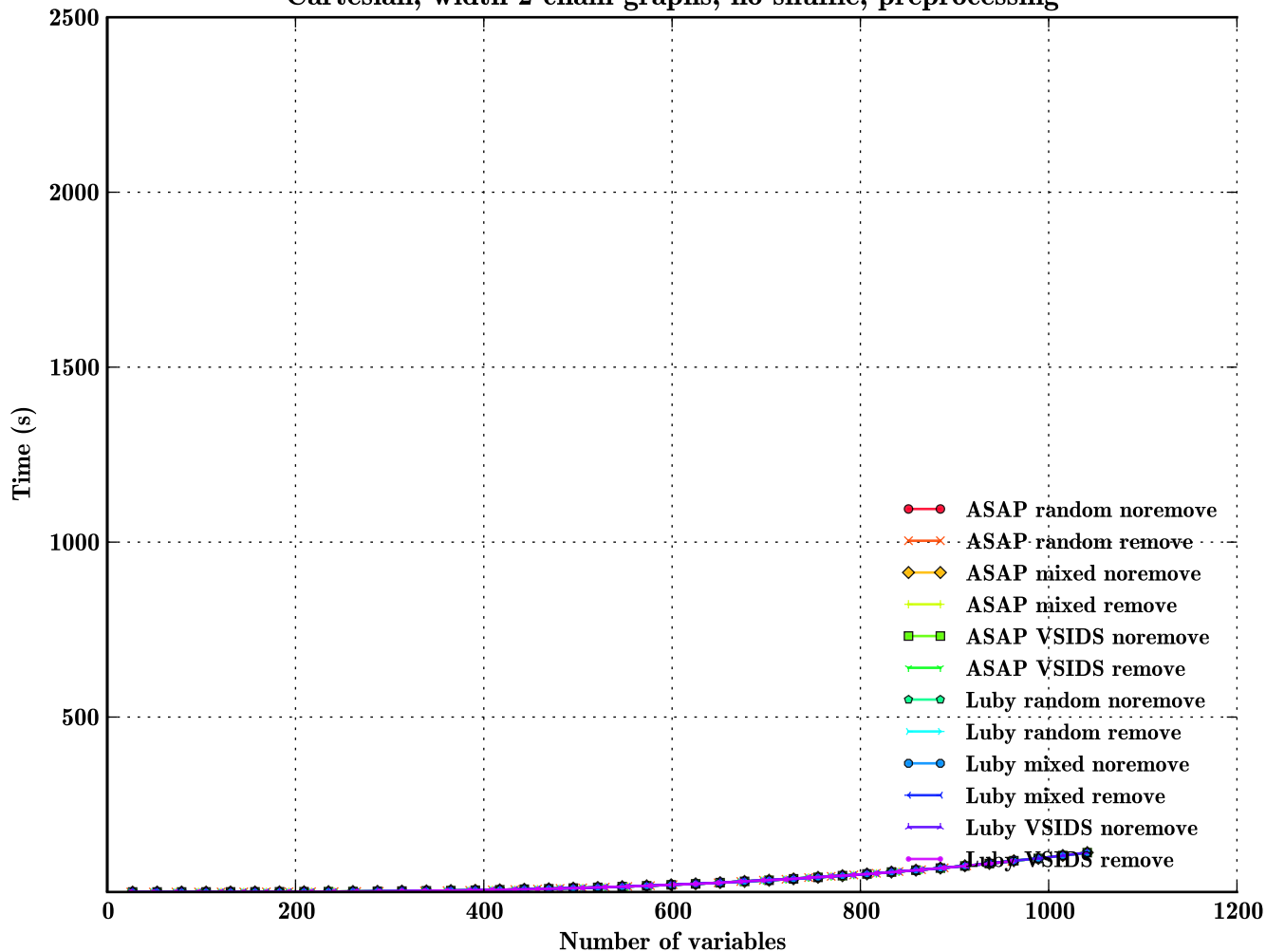
Cartesian, width 2 chain graphs, no shuffle, no preprocessing



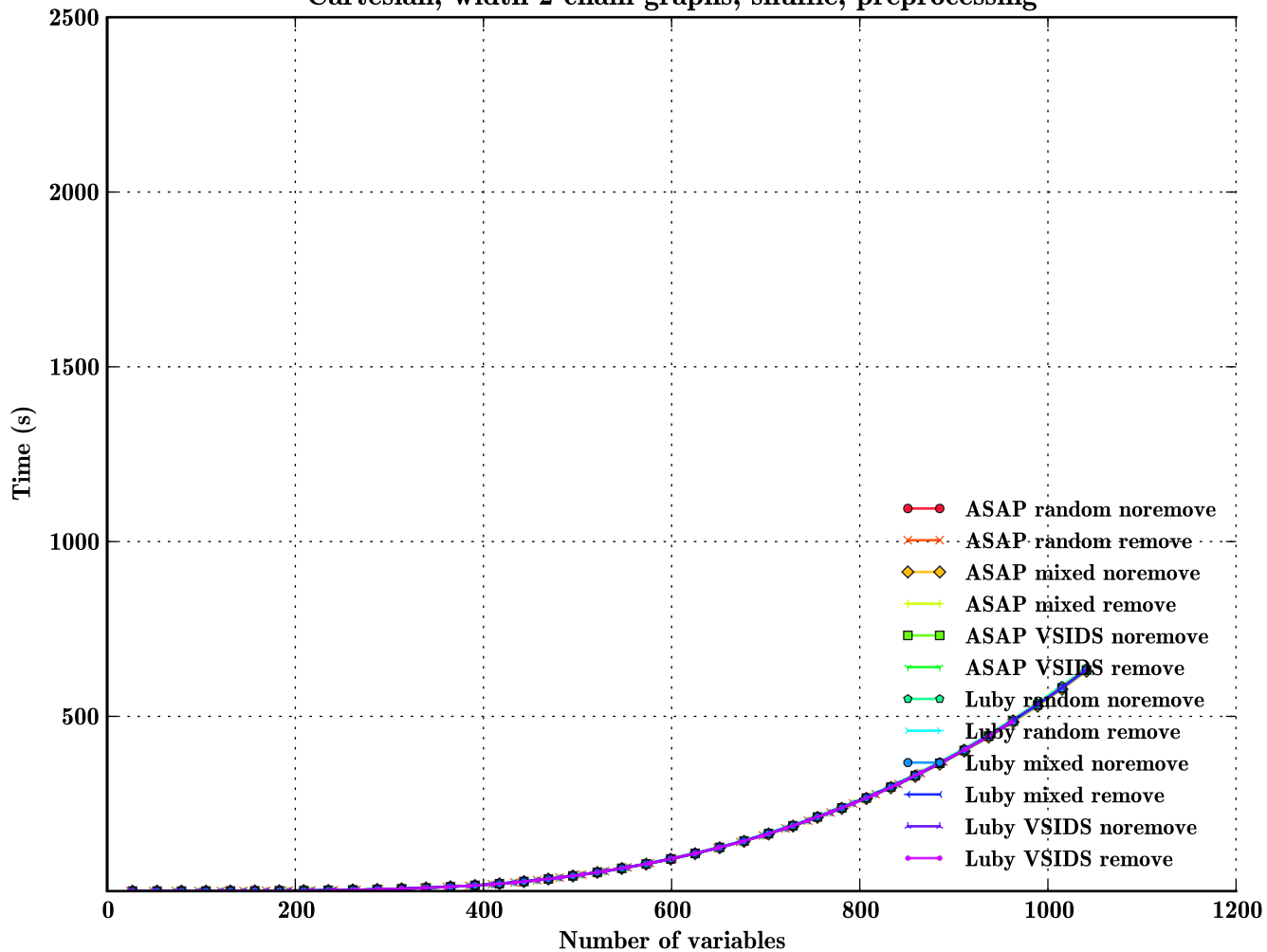
### Cartesian, width 2 chain graphs, shuffle, no preprocessing



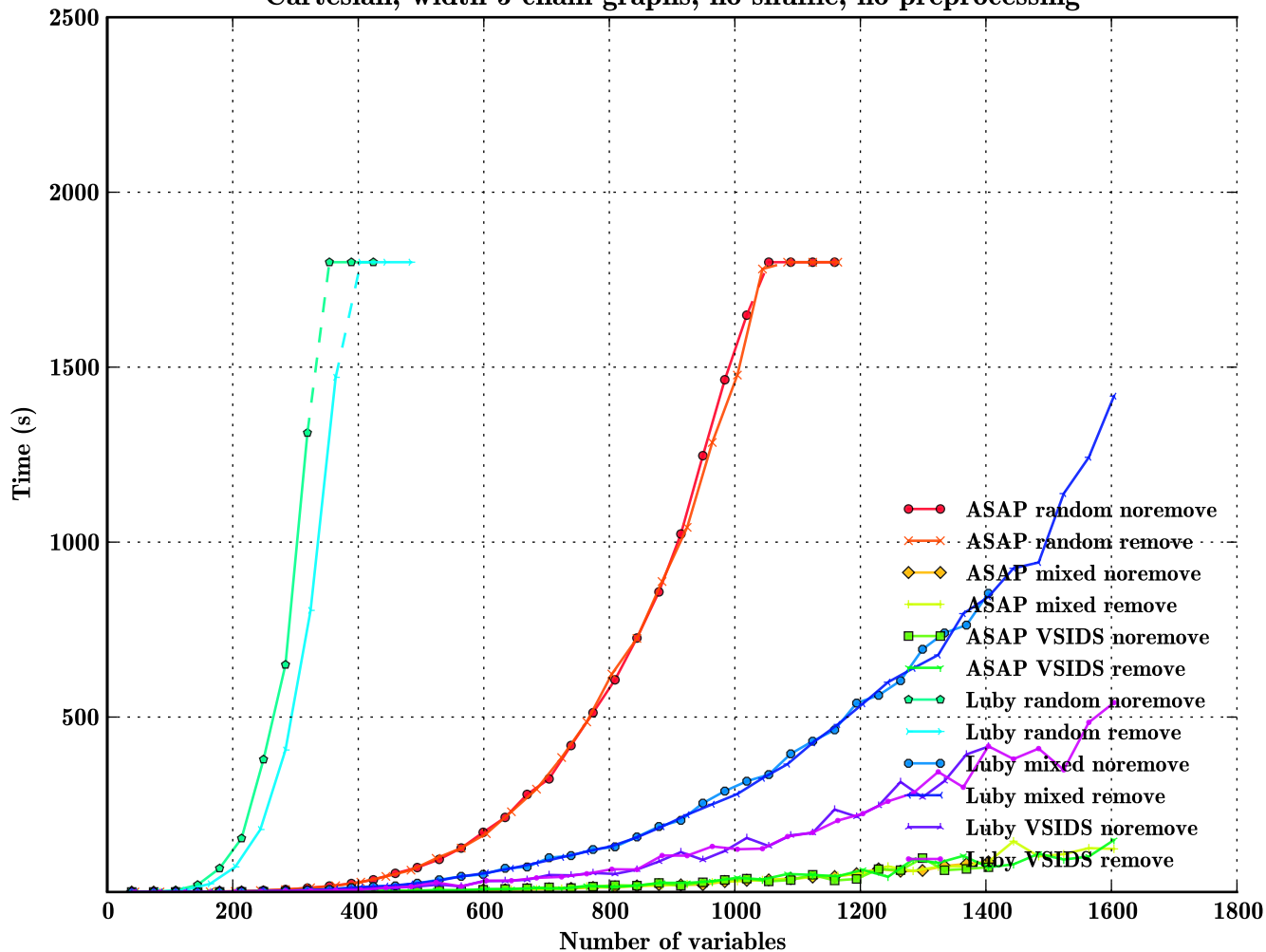
### Cartesian, width 2 chain graphs, no shuffle, preprocessing



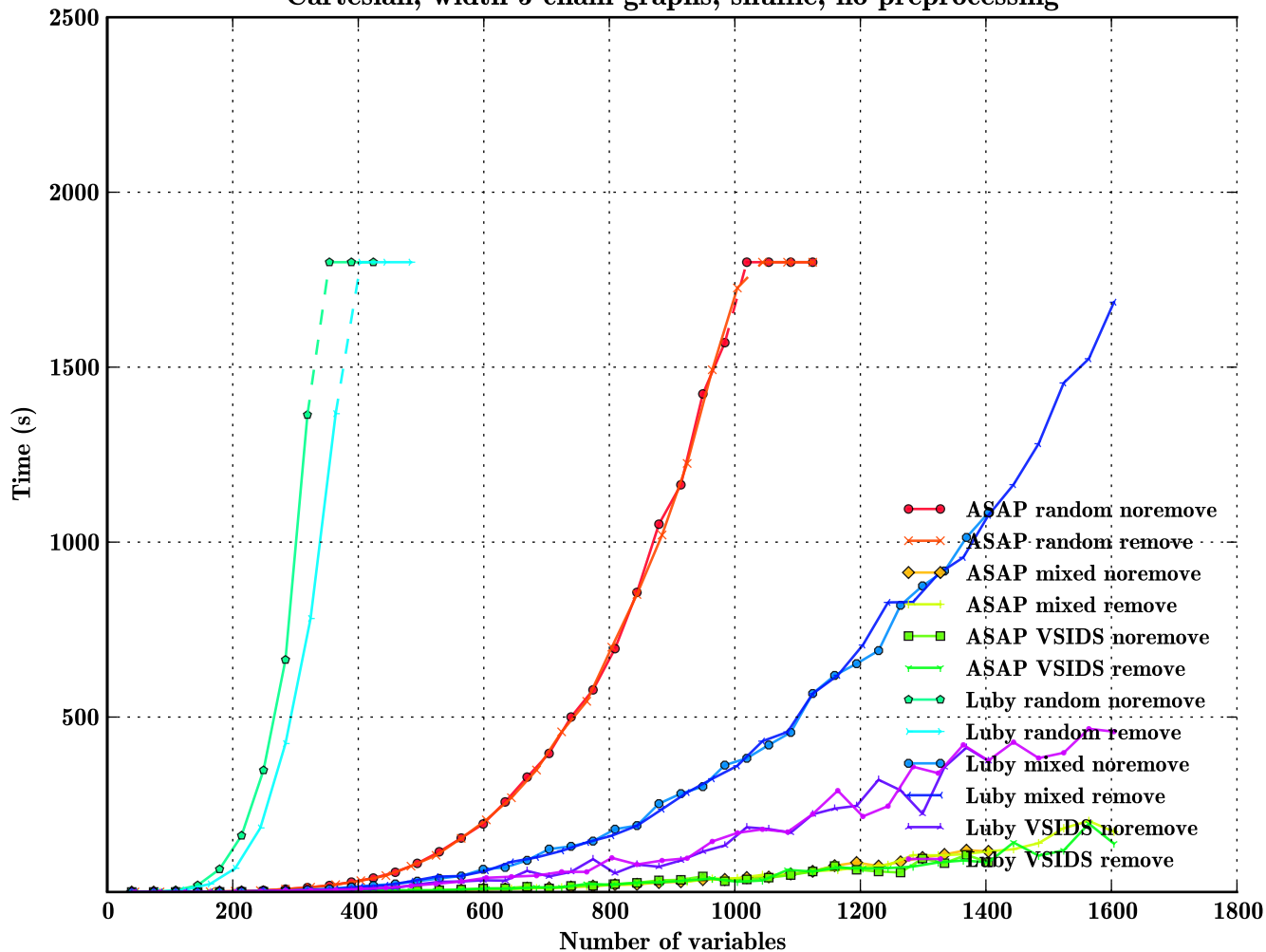
## Cartesian, width 2 chain graphs, shuffle, preprocessing



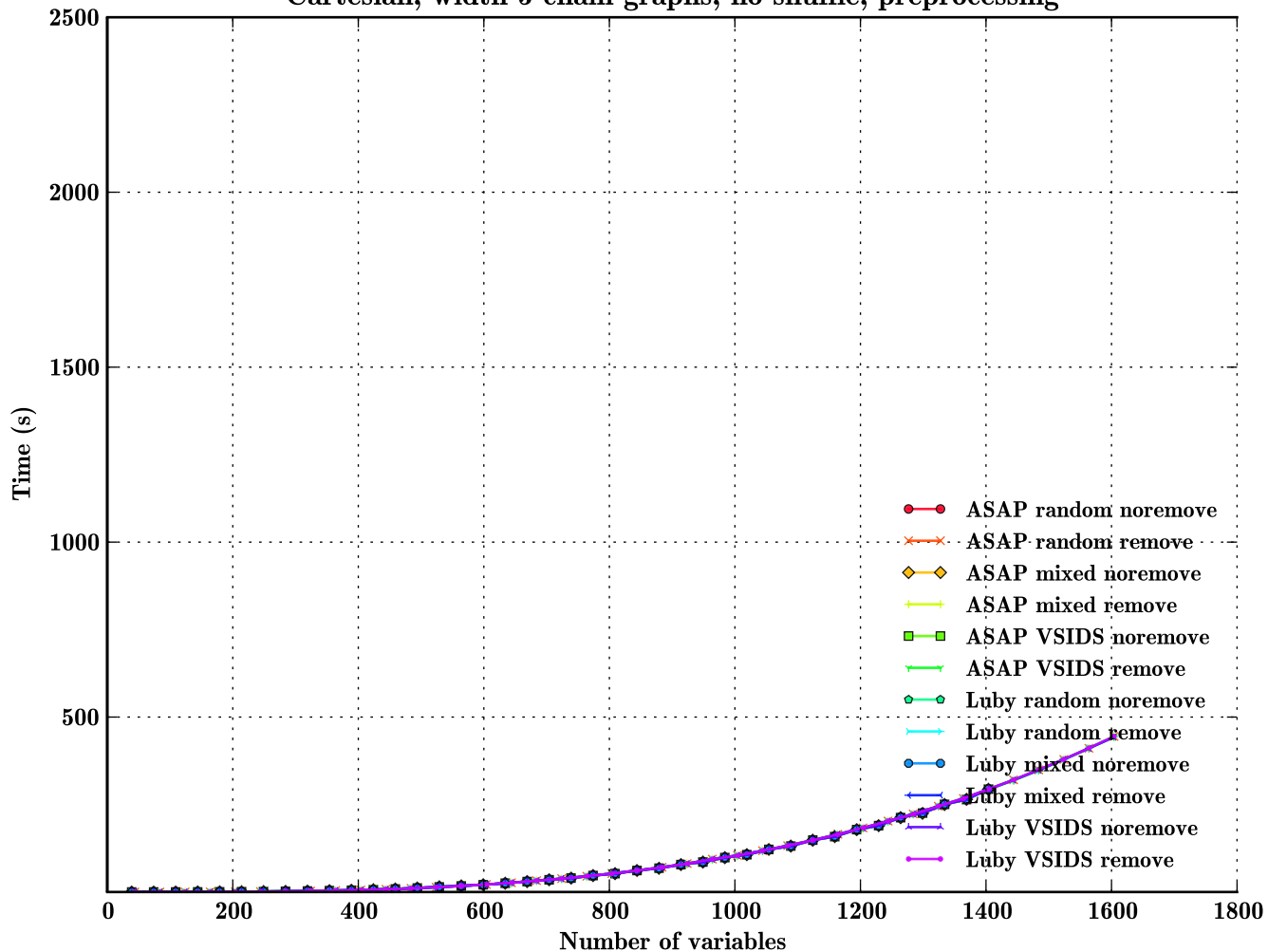
### Cartesian, width 5 chain graphs, no shuffle, no preprocessing



### Cartesian, width 5 chain graphs, shuffle, no preprocessing



### Cartesian, width 5 chain graphs, no shuffle, preprocessing





Cartesian, width 5 chain graphs, shuffle, preprocessing

