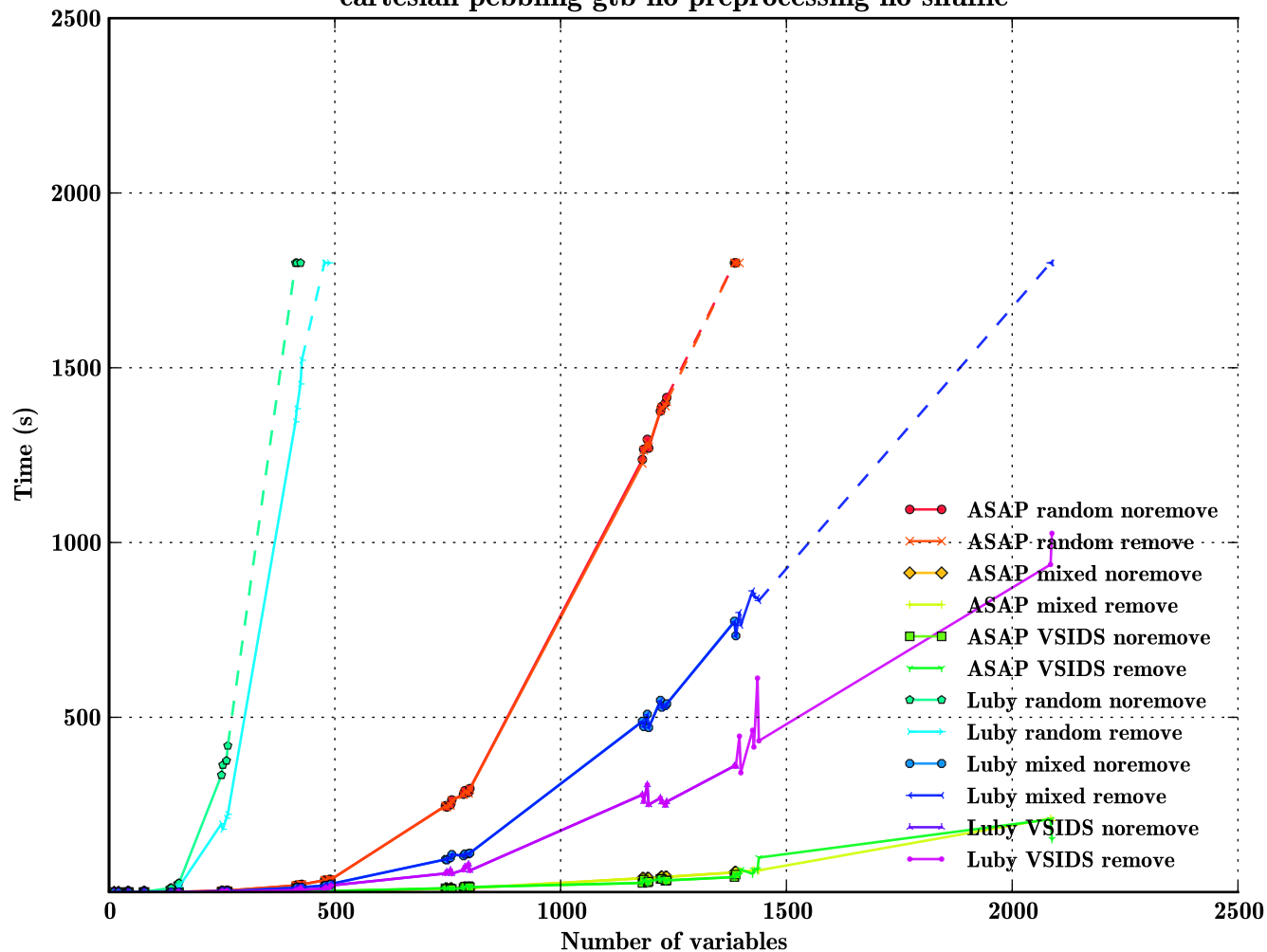


cartesian pebbling gtb no preprocessing no shuffle



cartesian pebbling gtb no preprocessing shuffle

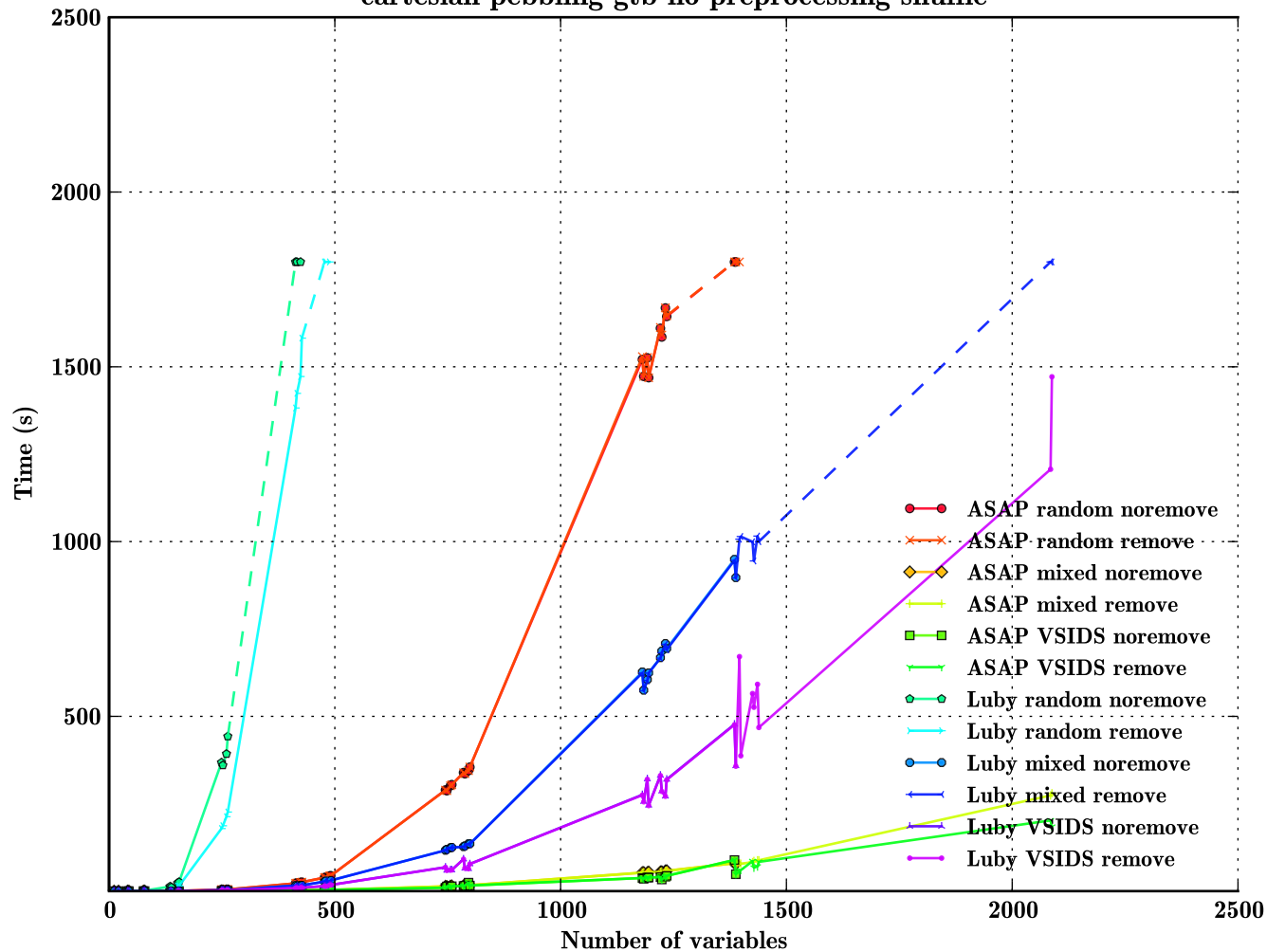
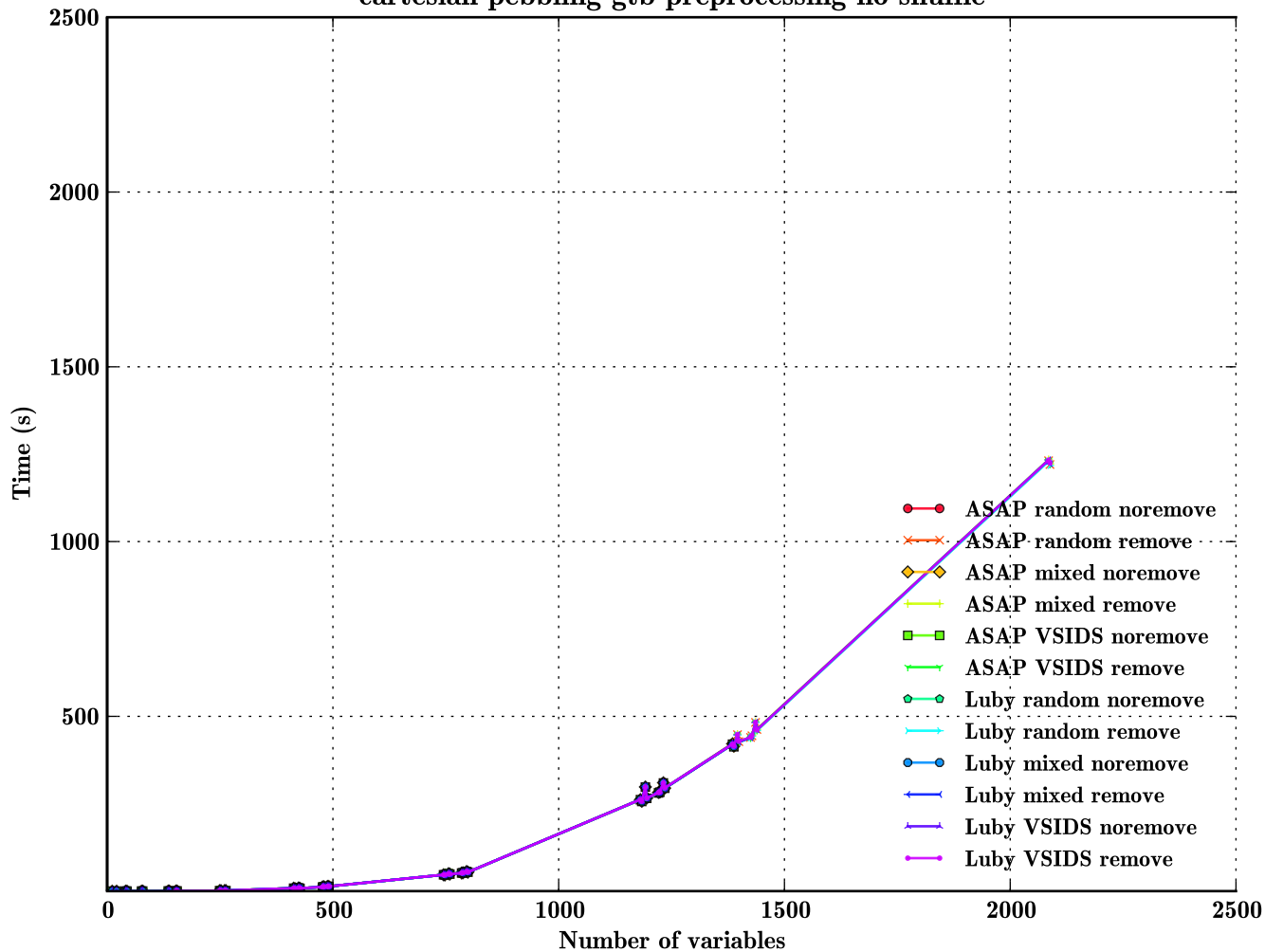


Figure 1 is a line graph showing the relationship between the Number of variables (X-axis, ranging from 0 to 2500) and the Number of iterations (Y-axis, ranging from 0 to 10000). The graph compares the performance of various algorithms, categorized by ASAP (Asynchronous Stochastic Approximation) and Luby (Luby's algorithm), and their removal strategies (noremove vs. remove).

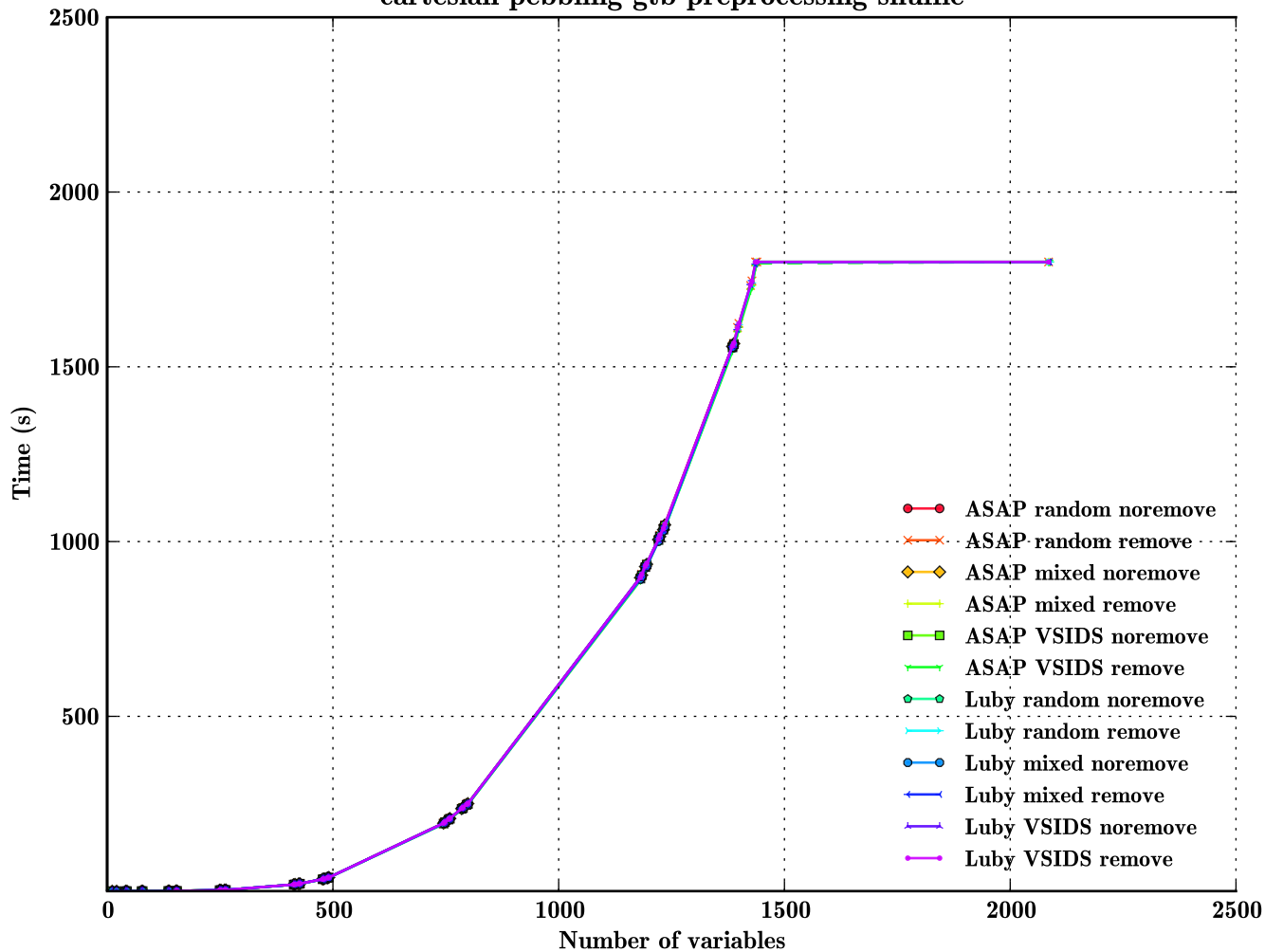
The legend identifies the following series:

- ASAP random noremove (Red line with circles)
- ASAP random remove (Orange line with crosses)
- ASAP mixed noremove (Yellow line with diamonds)
- ASAP mixed remove (Green line with pluses)
- ASAP VSIDS noremove (Dark green line with squares)
- ASAP VSIDS remove (Light green line with triangles)
- Luby random noremove (Cyan line with circles)
- Luby random remove (Blue line with crosses)
- Luby mixed noremove (Dark blue line with diamonds)
- Luby mixed remove (Light blue line with pluses)
- Luby VSIDS noremove (Purple line with squares)
- Luby VSIDS remove (Magenta line with triangles)

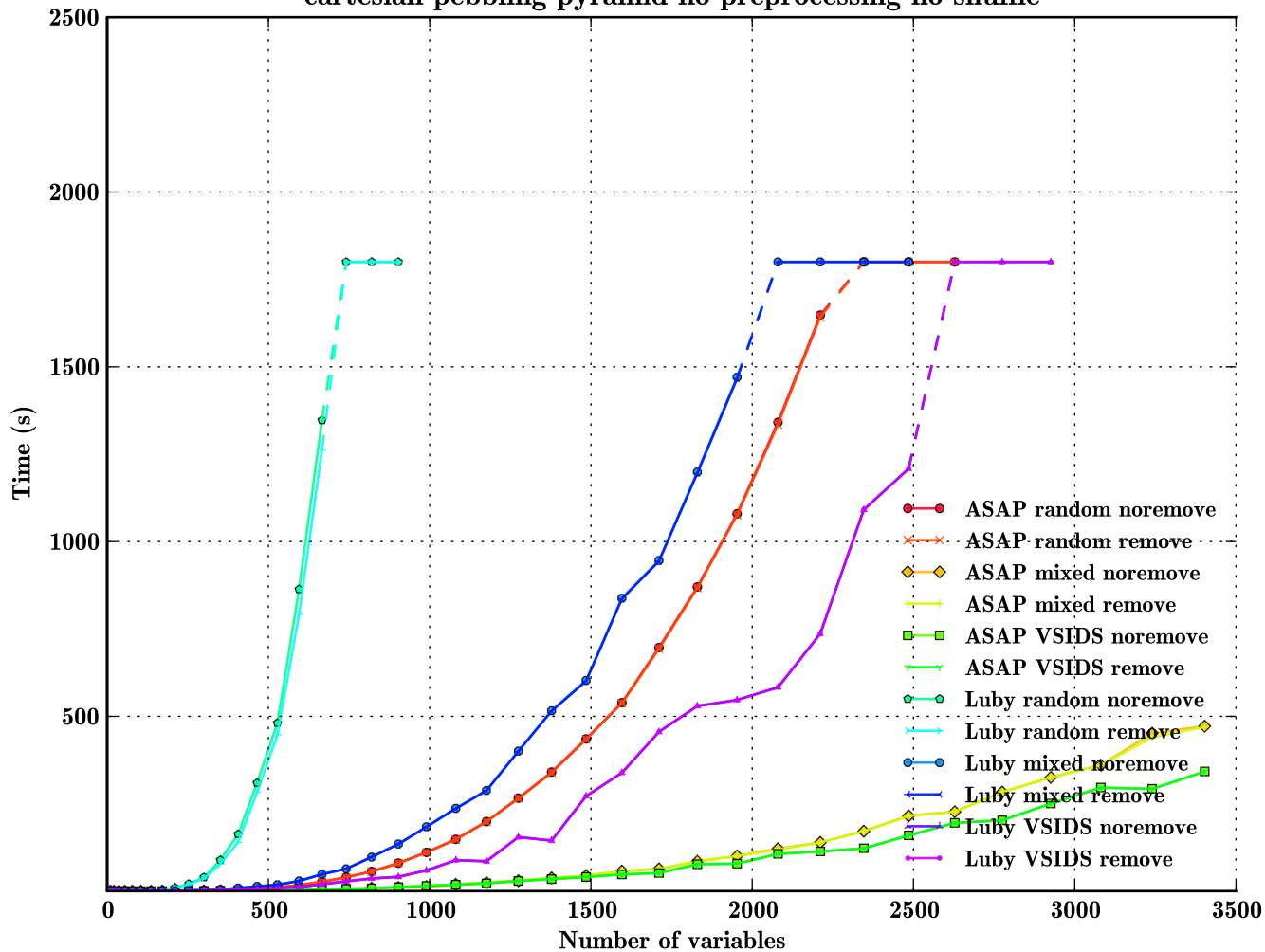
The graph illustrates that the number of iterations generally increases with the number of variables. The ASAP VSIDS algorithms (both noremove and remove) consistently require the highest number of iterations, while the Luby VSIDS algorithms (both noremove and remove) require the lowest number of iterations. The ASAP random and mixed algorithms fall in between, with the 'remove' versions generally performing better (requiring fewer iterations) than the 'noremove' versions.



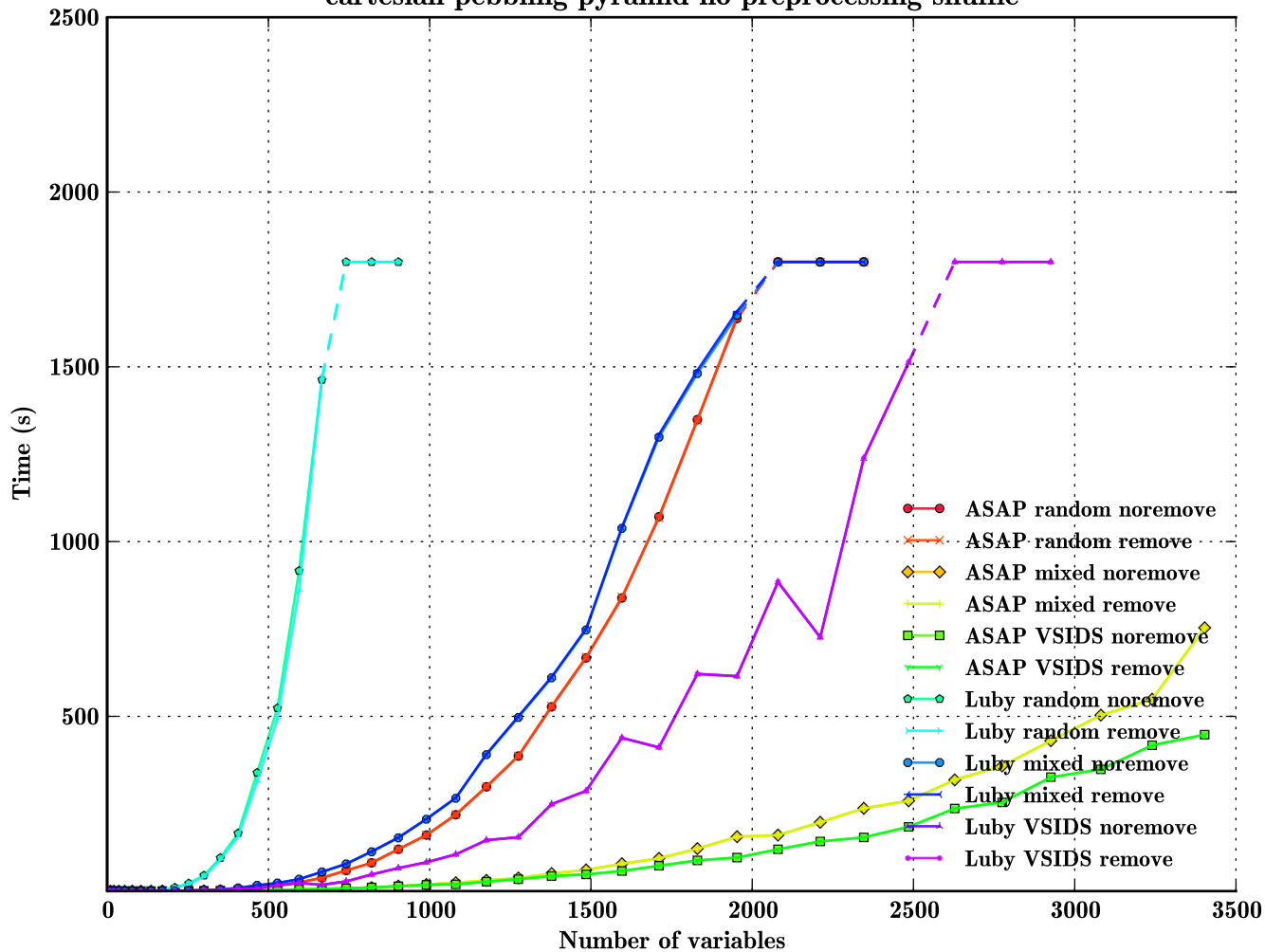
cartesian pebbling gtb preprocessing shuffle



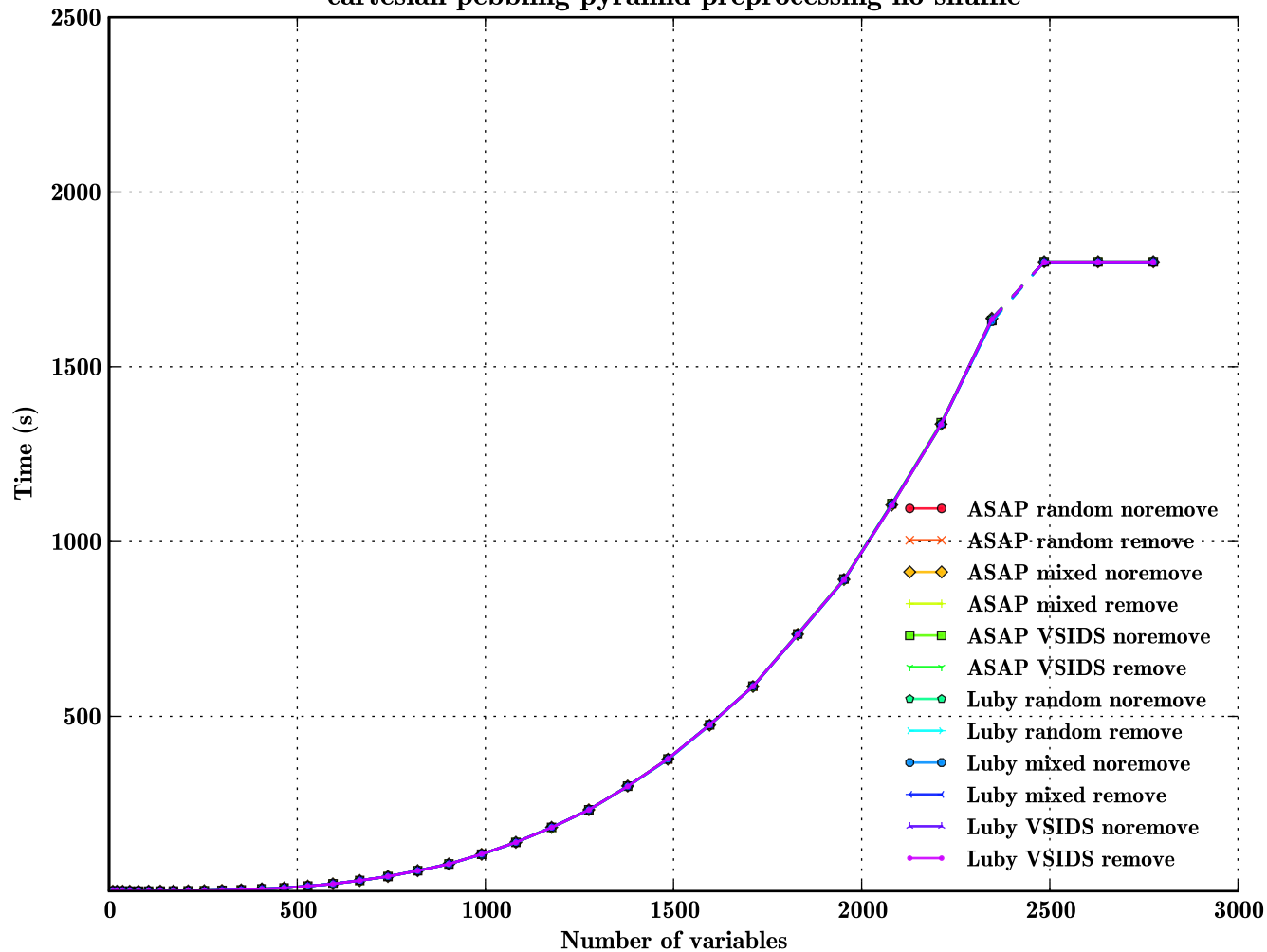
cartesian pebbling pyramid no preprocessing no shuffle



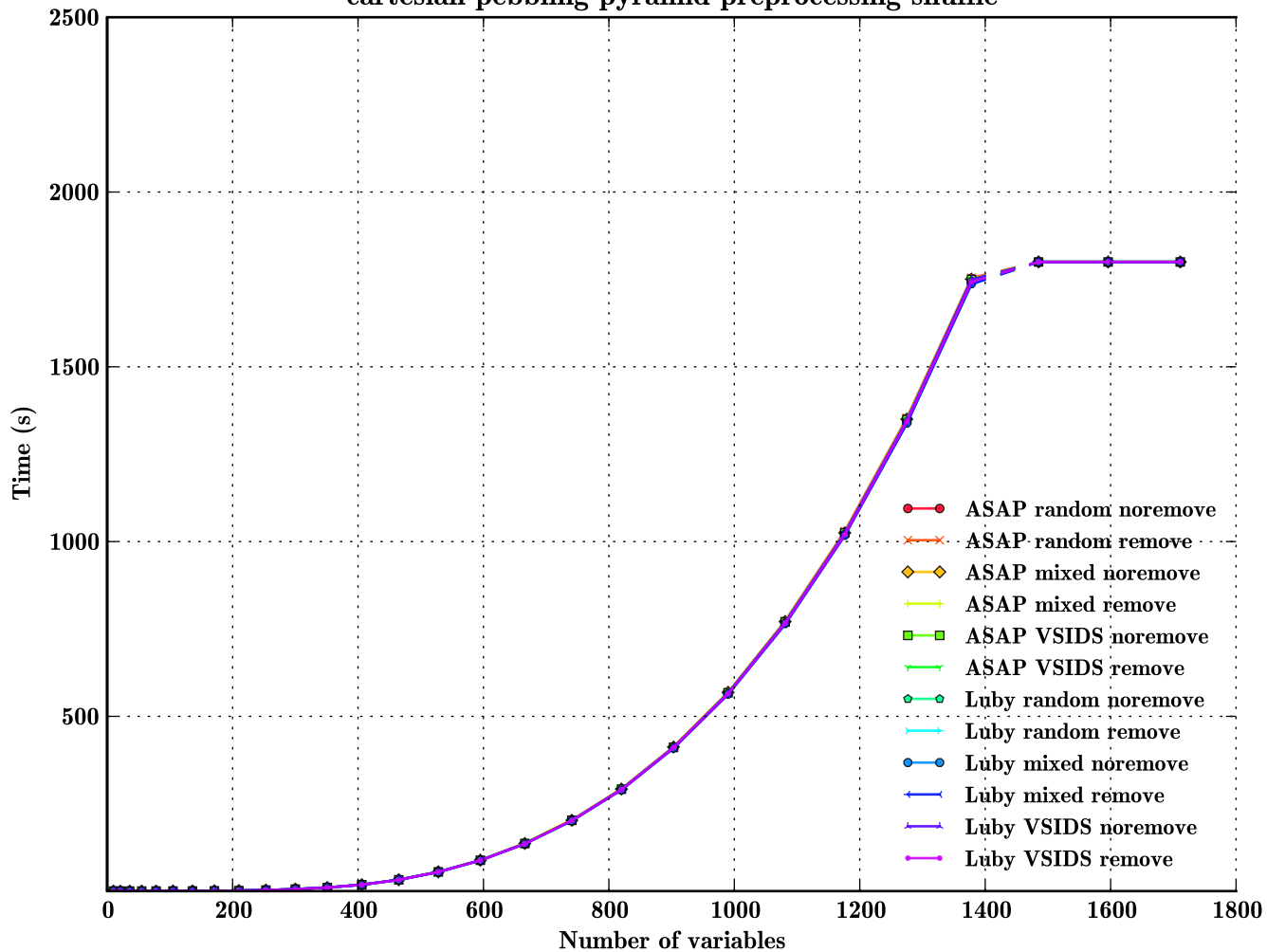
cartesian pebbling pyramid no preprocessing shuffle



cartesian pebbling pyramid preprocessing no shuffle

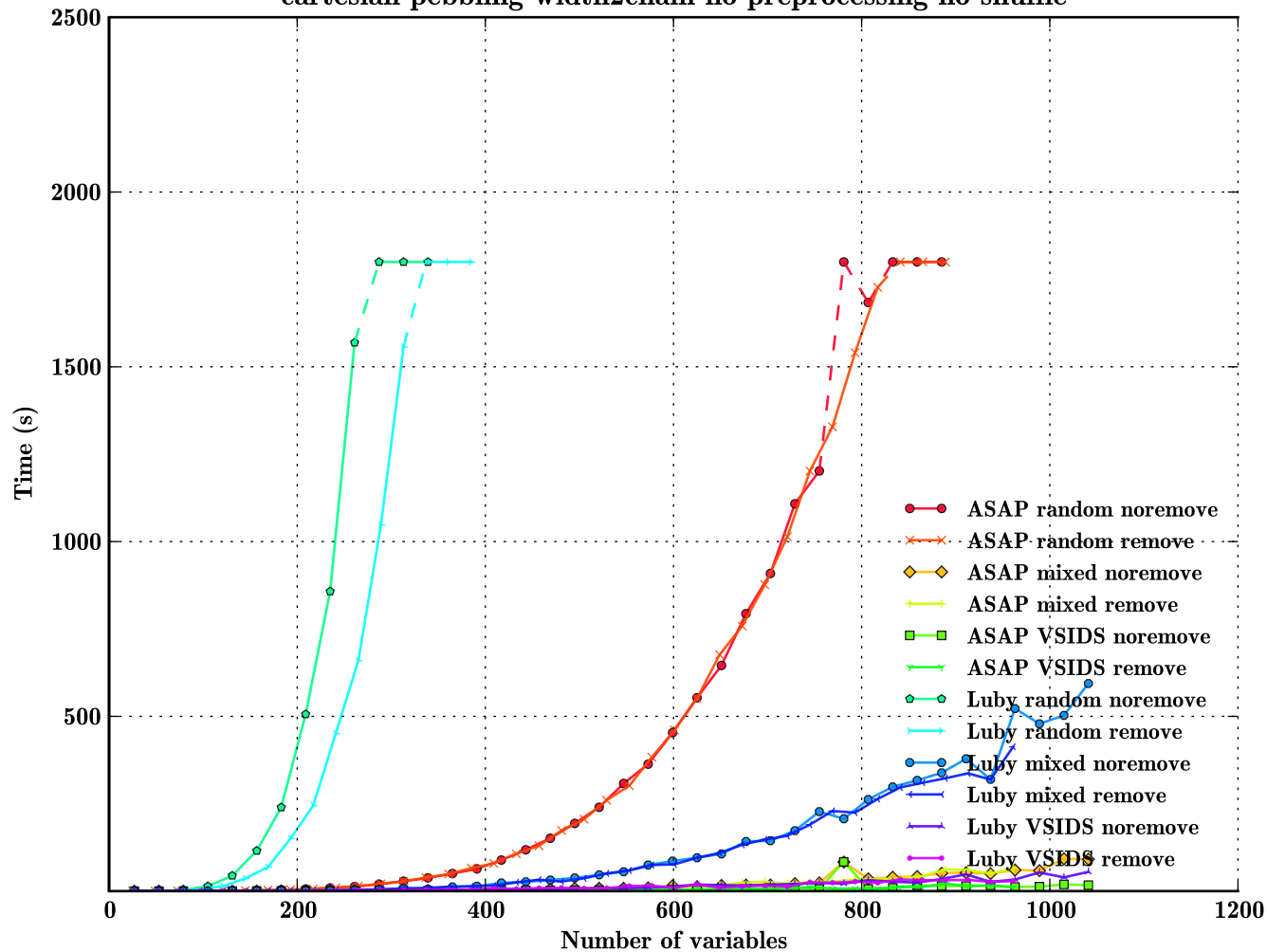


cartesian pebbling pyramid preprocessing shuffle

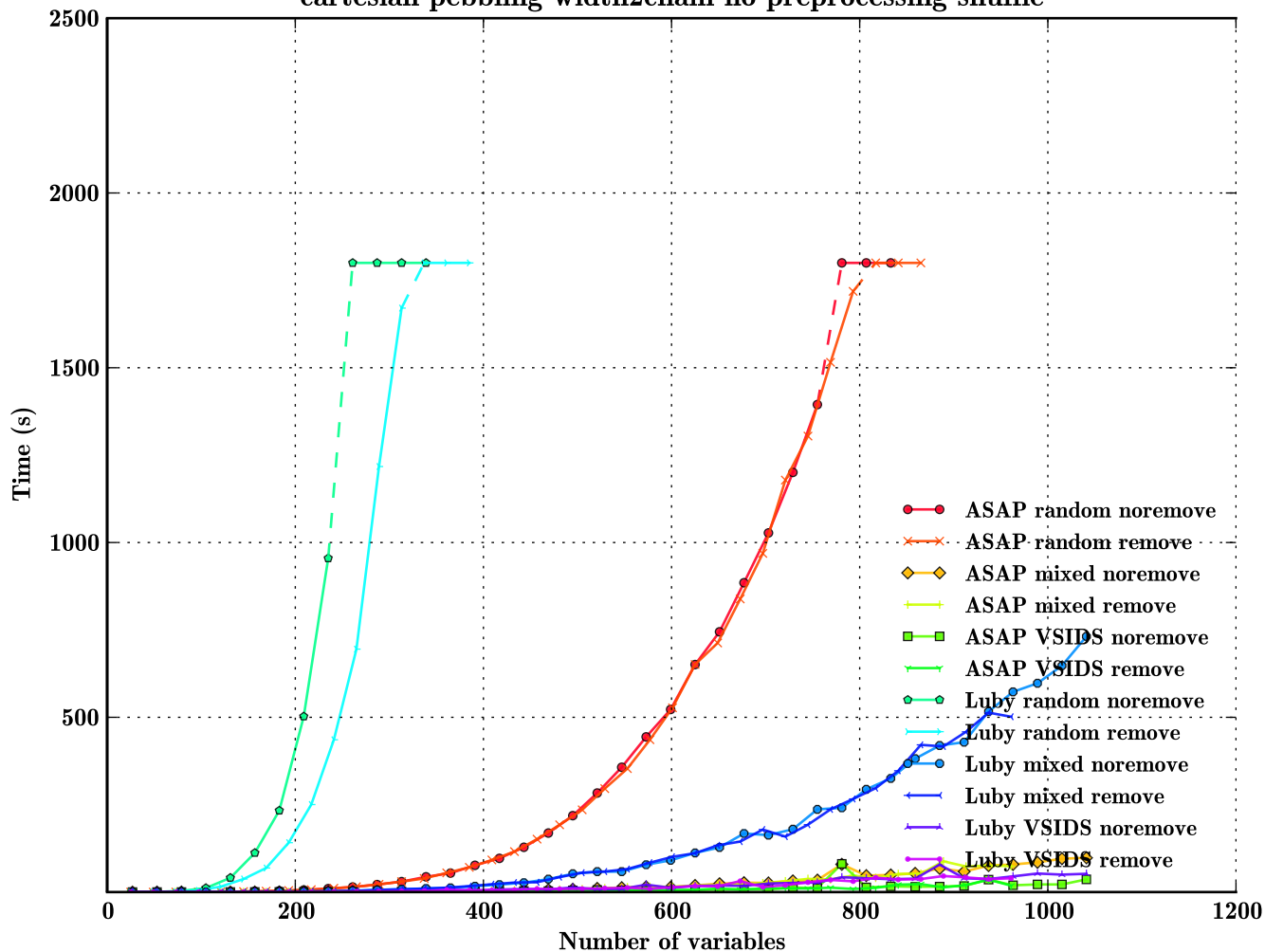


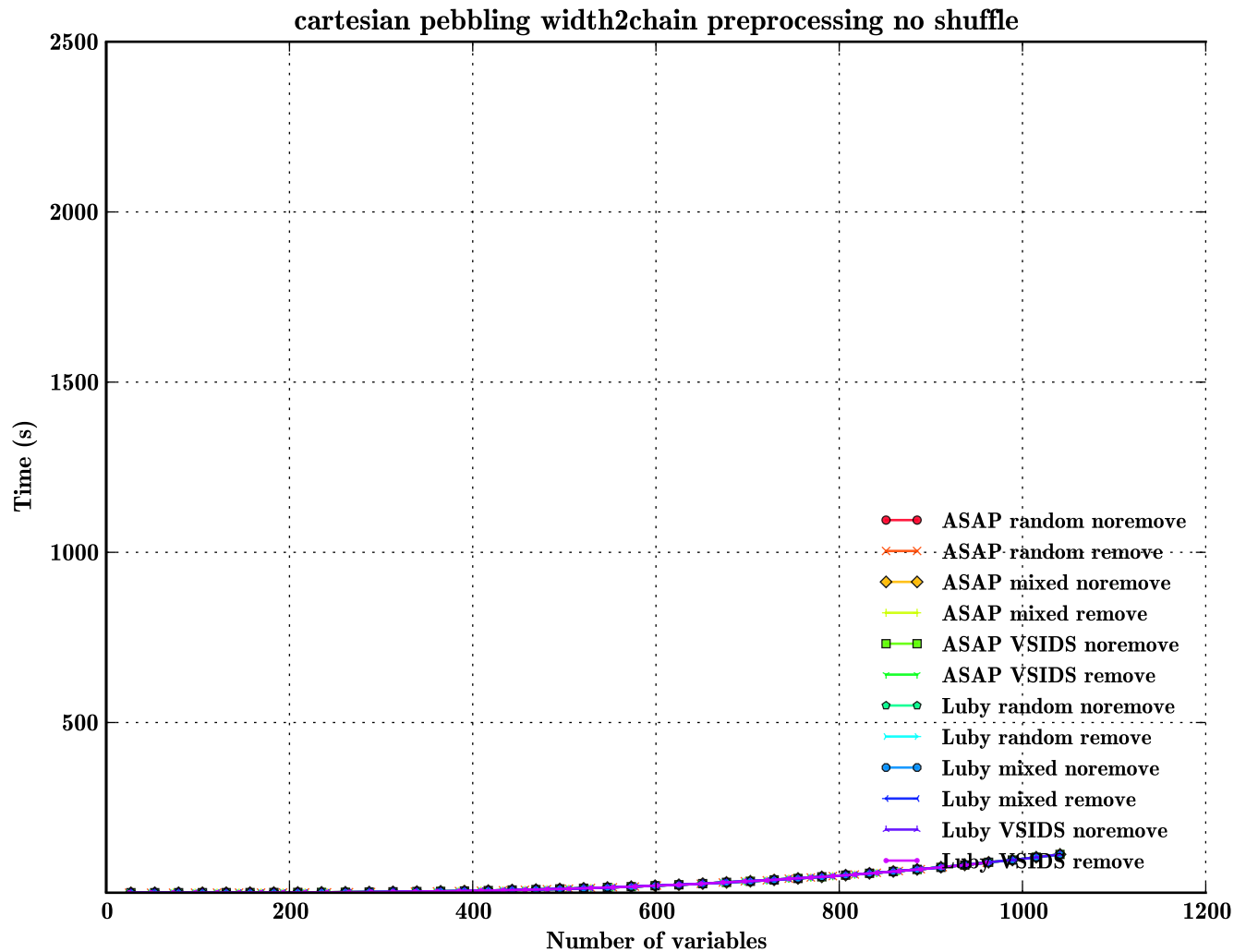


cartesian pebbling width2chain no preprocessing no shuffle

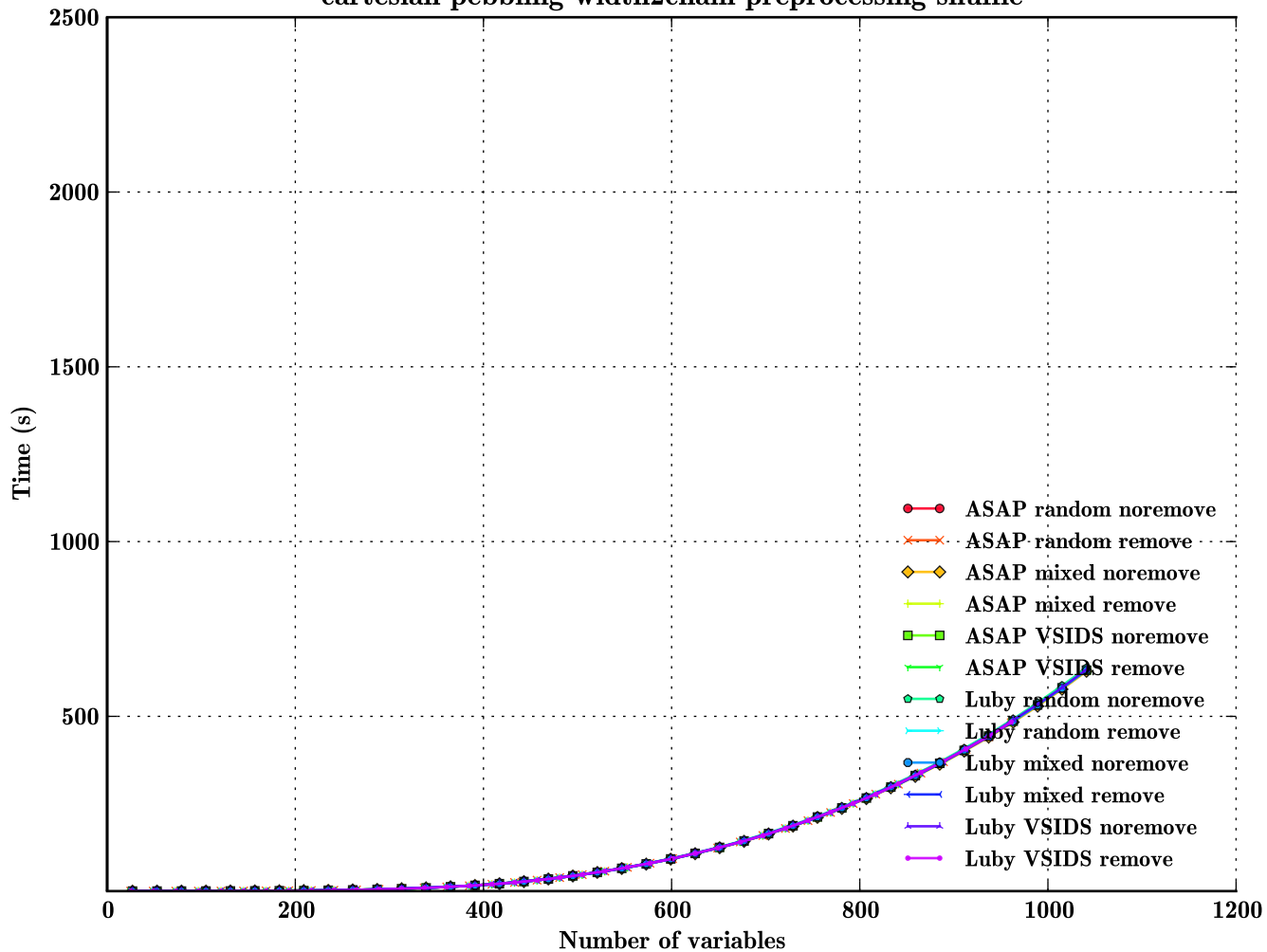


cartesian pebbling width2chain no preprocessing shuffle

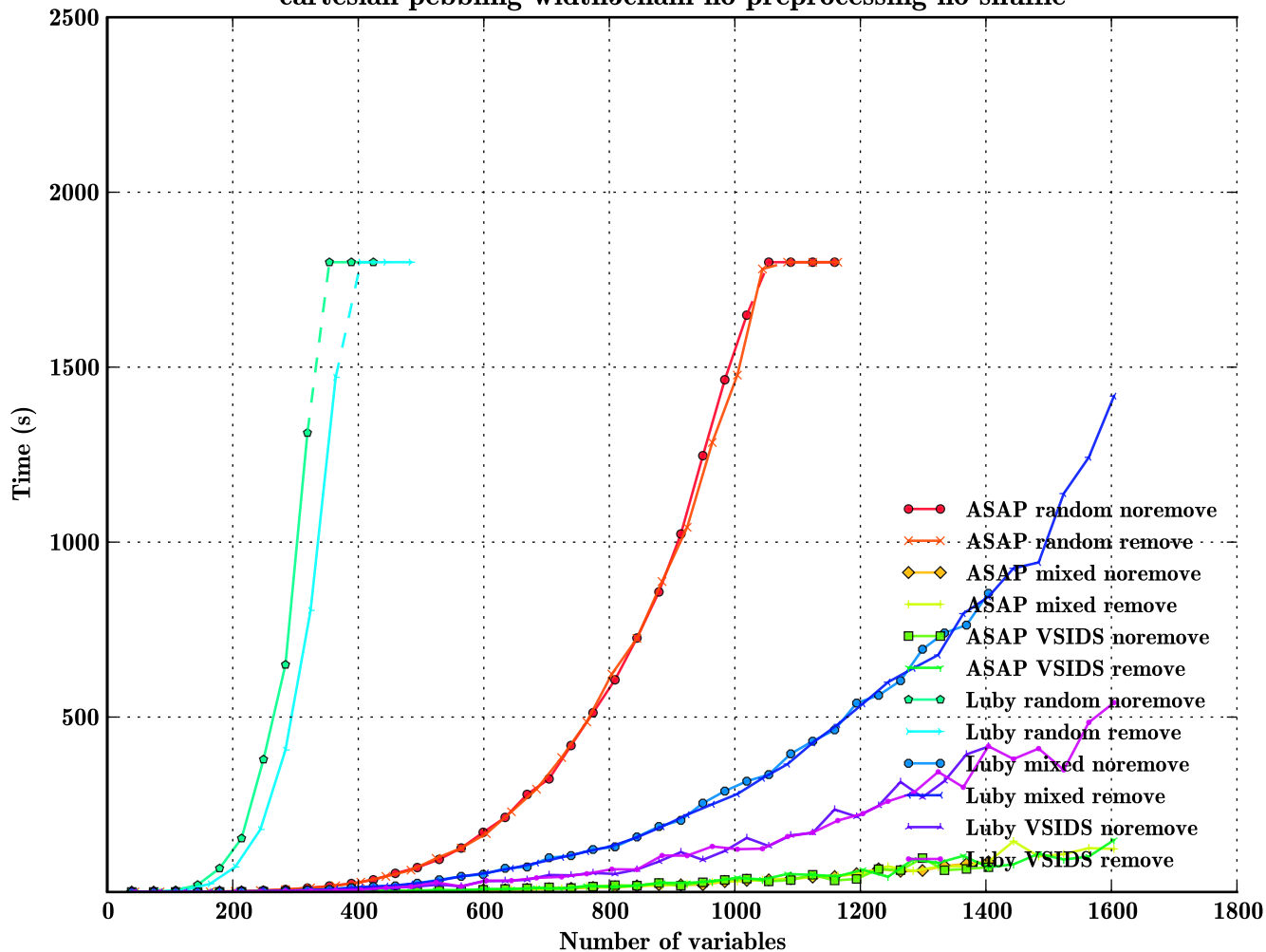




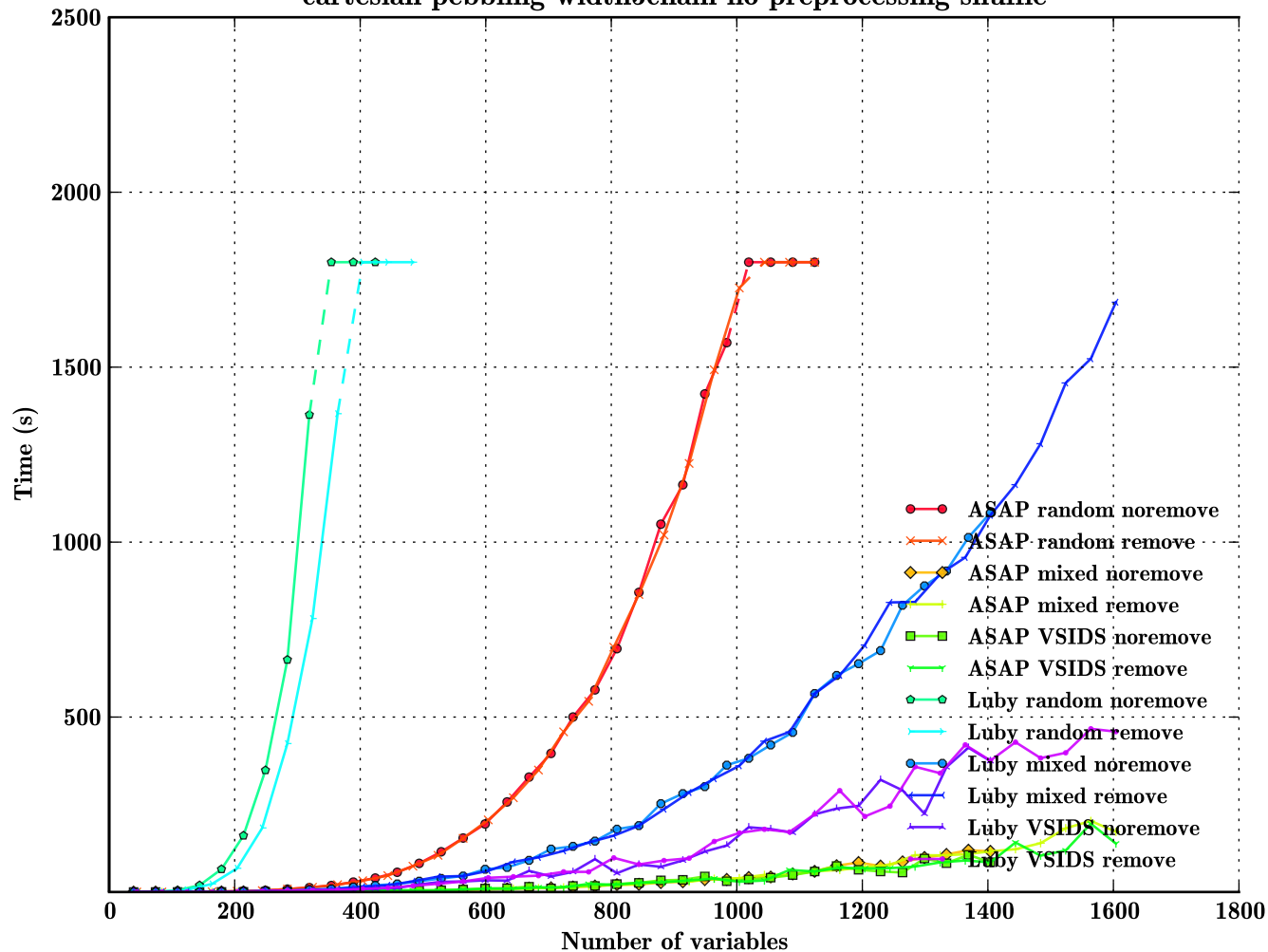
cartesian pebbling width2chain preprocessing shuffle

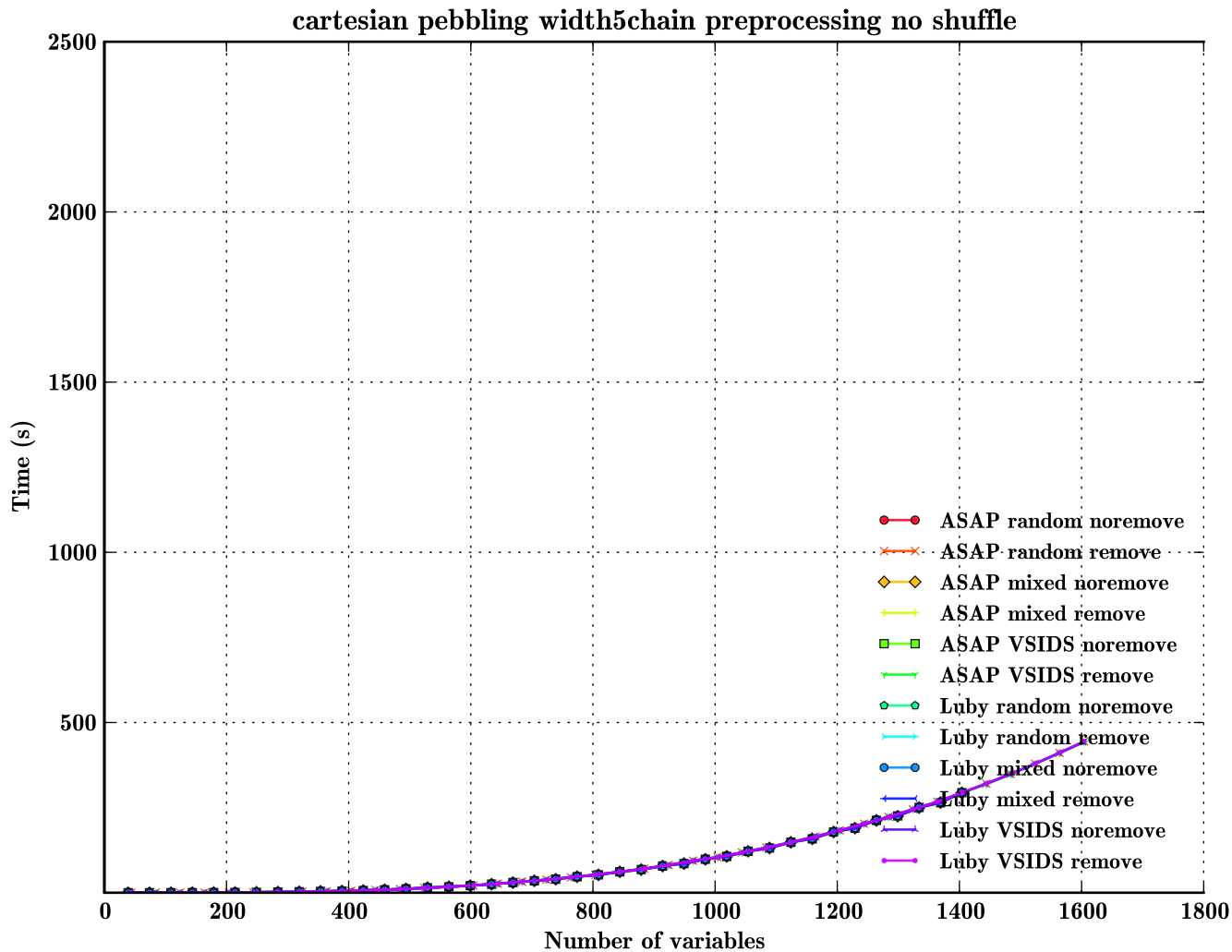


cartesian pebbling width5chain no preprocessing no shuffle



cartesian pebbling width5chain no preprocessing shuffle





cartesian pebbling width5chain preprocessing shuffle

