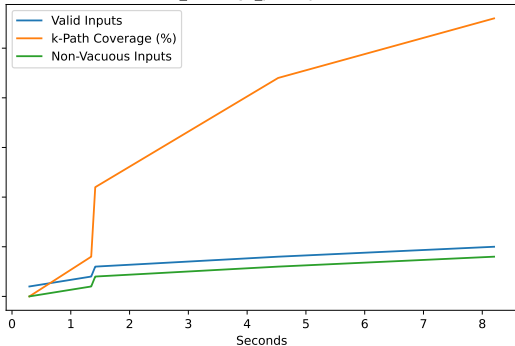
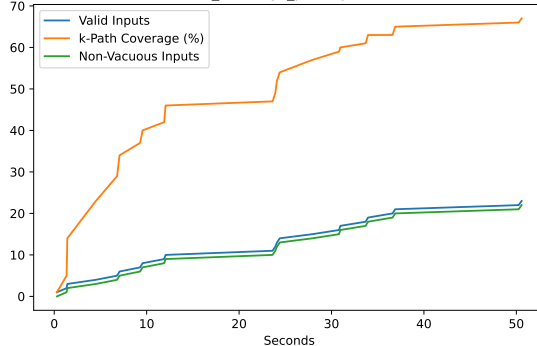


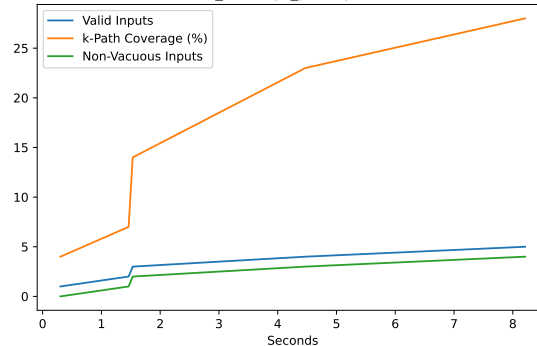
CostWeightVector(tree_closing_cost = 20, vacuous_penalty = 17, constraint_cost = 9, derivation_depth_penalty = 20, low_coverage_penalty = 14))



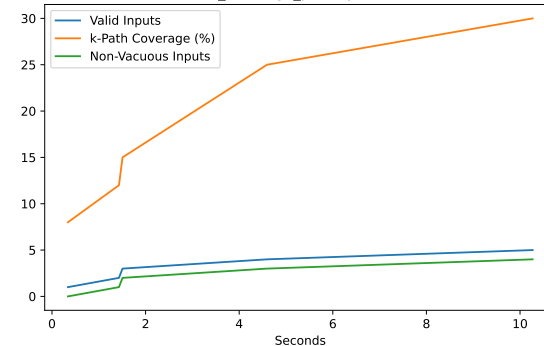
CostWeightVector(tree_closing_cost = 9, vacuous_penalty = 11, constraint_cost = 10, derivation_depth_penalty = 3, low_coverage_penalty = 2))



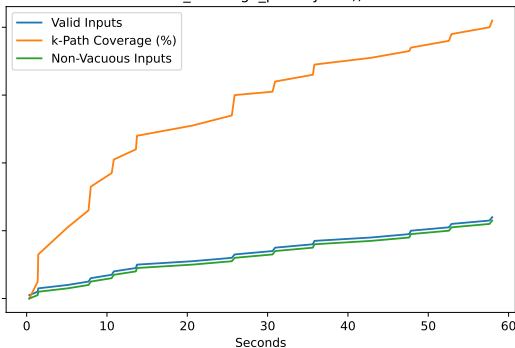
CostWeightVector(tree_closing_cost = 11, vacuous_penalty = 2, constraint_cost = 8, derivation_depth_penalty = 16, low_coverage_penalty = 3))



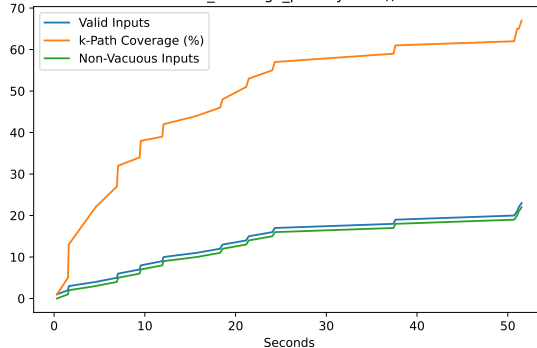
CostWeightVector(tree_closing_cost = 17, vacuous_penalty = 3, constraint_cost = 3, derivation_depth_penalty = 13, low_coverage_penalty = 15))



CostWeightVector(tree_closing_cost = 14, vacuous_penalty = 15, constraint_cost = 18, derivation_depth_penalty = 1, low_coverage_penalty = 8))



CostWeightVector(tree_closing_cost = 8, vacuous_penalty = 16, constraint_cost = 9, derivation_depth_penalty = 3, low_coverage_penalty = 12))



Coverage-Based Fuzzer Performance

