

Basic:

```
0 42.0
1 63.0
2 76.0
3 83.0
4 92.0
5 94.0
6 96.0
7 96.0
8 97.0
9 98.0
10 98.0
11 99.0
12 99.0
13 100.0
14 100.0
15 100.0
16 100.0
17 100.0
18 100.0
19 100.0
20 100.0
```

Bridge:

```
[1, 15, 18, 0, 7, 2, 9, 8, 10, 7, 12, 1, 3, 7, 15, 5, 12, 2, 6, 5, 4, 17, 14,
20, 7, 10, 14, 10, 7, 2, 20, 9, 3, 18, 4, 3, 3, 2, 0, 7, 1, 13, 7, 4, 10, 14,
16, 20, 12, 18, 3, 3, 2, 20, 17, 14, 9, 13, 4, 10, 1, 13, 17, 1, 9, 0, 20, 0, 5,
1, 4, 20, 0, 2, 0, 3, 15, 2, 11, 0, 20, 0, 5, 3, 10, 4, 8, 7, 0, 2, 10, 19, 13,
9, 20, 3, 9, 1, 0, 1]
[3, 6, 4, 7, 7, 3, 3, 0, 7, 3, 1, 10, 0, 3, 9]
77 15
0 10.0
1 18.0
2 26.0
3 35.0
4 41.0
5 45.0
6 46.0
7 54.0
8 56.0
9 62.0
10 69.0
11 70.0
12 73.0
13 77.0
14 81.0
15 84.0
16 85.0
17 88.0
18 91.0
19 92.0
20 100.0
```

```
n_init=50
[7, 11, 4, 3, 18, 20, 4, 2, 20, 20, 3, 7, 4, 20, 8, 12, 15, 8, 10, 3, 2, 4, 0,
20, 9, 1, 3, 15, 3, 0, 7, 2, 1, 20, 16, 8, 20, 11, 20, 11, 4, 20, 8, 5, 16, 11,
10, 0, 14, 1, 1, 1, 13, 6, 1, 0, 19, 3, 1, 2, 8, 4, 14, 2, 14, 7, 4, 20, 8, 17,
0, 2, 6, 10, 9, 0, 8, 12, 4, 13, 16, 0, 10, 2, 4, 6, 4, 2, 2, 2, 1, 20, 1, 5,
18, 3, 0, 20, 20, 5]
[4, 7, 12, 2, 3, 8, 0, 0, 19, 1, 4, 9, 12, 0]
73 14
0 8.0
1 17.0
2 27.0
3 34.0
4 44.0
5 47.0
6 50.0
7 54.0
8 61.0
9 63.0
10 67.0
11 71.0
12 73.0
13 75.0
14 78.0
15 80.0
16 83.0
17 84.0
18 86.0
19 87.0
20 100.0
```

Catapult:

```
[0, 3, 3, 2, 2, 10, 9, 11, 3, 3, 12, 3, 4, 9, 5, 0, 1, 6, 9, 7, 8, 6, 3, 8, 7,
2, 7, 8, 4, 1, 8, 1, 0, 9, 9, 9, 6, 3, 2, 2, 10, 5, 9, 20, 6, 7, 0, 4, 0, 1, 2,
9, 1, 6, 2, 2, 0, 11, 1, 9, 4, 5, 6, 5, 6, 9, 0, 5, 7, 2, 3, 0, 1, 2, 2, 6, 3,
2, 3, 4, 4, 11, 5, 3, 8, 5, 2, 1, 8, 6, 8, 5, 8, 5, 4, 9, 16, 5, 14, 9]
0 8.0
1 16.0
2 29.0
3 40.0
4 47.0
5 57.0
6 66.0
7 71.0
8 79.0
9 91.0
10 93.0
11 96.0
12 97.0
13 97.0
14 98.0
15 98.0
16 99.0
17 99.0
18 99.0
19 99.0
```

20 100.0

Chaining:

```
[7, 20, 20, 11, 6, 18, 20, 20, 20, 11, 0, 17, 17, 4, 20, 20, 20, 10, 0, 20, 0, 3, 0, 20, 4, 10, 20, 6, 8, 17, 20, 0, 3, 9, 16, 20, 15, 20, 1, 20, 20, 12, 20, 11, 20, 19, 0, 20, 0, 20, 20, 14, 4, 20, 8, 19, 20, 18, 20, 6, 4, 8, 3, 10, 20, 0, 13, 4, 17, 20, 2, 20, 5, 20, 20, 11, 20, 6, 2, 2, 2, 5, 1, 16, 12, 20, 20, 18, 20, 6, 10, 20, 0, 20, 20, 20, 5, 16, 20, 5]  
0 9.0  
1 11.0  
2 15.0  
3 18.0  
4 23.0  
5 27.0  
6 32.0  
7 33.0  
8 36.0  
9 37.0  
10 41.0  
11 45.0  
12 47.0  
13 48.0  
14 49.0  
15 50.0  
16 53.0  
17 57.0  
18 60.0  
19 62.0  
20 100.0
```

Gap

```
[1, 2, 0, 0, 2, 0, 1, 0, 1, 0, 0, 0, 3, 0, 0, 2, 0, 0, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, 4, 1, 1, 0, 0, 1, 0, 2, 0, 1, 1, 2, 0, 6, 0, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0, 0, 0, 2, 4, 3, 1, 0, 0, 0, 0, 0, 3, 1, 1, 0, 1, 2, 0, 0, 1, 0, 1, 0, 0, 2, 0, 3, 0, 0, 6, 1, 0, 0, 0, 0, 3, 0, 0, 0, 3, 0, 1, 1, 1, 0, 0, 1]  
20 80  
0 57.0  
1 82.0  
2 90.0  
3 96.0  
4 98.0  
5 98.0  
6 100.0  
7 100.0  
8 100.0  
9 100.0  
10 100.0  
11 100.0  
12 100.0  
13 100.0  
14 100.0  
15 100.0  
16 100.0  
17 100.0
```

```
18 100.0
19 100.0
20 100.0
```

SeeSaw

```
[3, 20, 4, 20, 11, 20, 20, 20, 20, 20, 20, 3, 20, 20, 7, 11, 20, 3, 20, 20, 20,
20, 20, 3, 3, 20, 20, 12, 20, 20, 20, 10, 20, 20, 20, 20, 20, 20, 2, 20, 20, 20,
1, 20, 20, 20, 20, 20, 20, 20, 20, 7, 20, 5, 20, 20, 20, 11, 20, 17, 20, 20, 20,
19, 14, 20, 20, 20, 20, 20, 20, 20, 4, 20, 1, 20, 2, 0, 20, 8, 20, 20, 14,
20, 20, 20, 1, 20, 20, 17, 20, 20, 11, 20, 20, 17, 20, 20, 20]
24 6
0 1.0
1 4.0
2 6.0
3 11.0
4 13.0
5 14.0
6 14.0
7 16.0
8 17.0
9 17.0
10 18.0
11 22.0
12 23.0
13 23.0
14 25.0
15 25.0
16 25.0
17 28.0
18 28.0
19 29.0
20 100.0
```

Unbox

```
[0, 0, 1, 0, 0, 0, 0, 0, 1, 2, 0, 1, 0, 0, 0, 1, 0, 0, 0, 0, 0, 2, 1, 1, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 2, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 1, 0,
0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1, 0, 0, 0, 1, 0, 0, 0, 1, 1, 0, 1, 0, 0, 0, 0,
0, 0, 0, 0, 2, 0, 1, 0, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 1]
11 89
0 76.0
1 96.0
2 100.0
3 100.0
4 100.0
5 100.0
6 100.0
7 100.0
8 100.0
9 100.0
10 100.0
11 100.0
12 100.0
13 100.0
14 100.0
```

15	100.0
16	100.0
17	100.0
18	100.0
19	100.0
20	100.0

Unsupport

```
[10, 10, 2, 1, 3, 2, 11, 1, 3, 4, 6, 4, 0, 12, 11, 0, 0, 1, 5, 2, 8, 1, 0, 2, 9,
4, 7, 13, 15, 18, 0, 10, 1, 5, 1, 10, 1, 4, 9, 0, 8, 13, 6, 0, 0, 6, 4, 6, 2, 7,
3, 5, 20, 19, 0, 0, 15, 4, 19, 0, 5, 8, 3, 5, 1, 0, 9, 15, 0, 19, 18, 3, 4, 1,
0, 10, 13, 20, 5, 16, 4, 0, 3, 3, 11, 6, 4, 0, 8, 9, 2, 15, 20, 7, 2, 1, 1, 10,
9, 1]
64 33
0 16.0
1 28.0
2 35.0
3 42.0
4 51.0
5 57.0
6 62.0
7 65.0
8 69.0
9 74.0
10 80.0
11 83.0
12 84.0
13 87.0
14 87.0
15 91.0
16 92.0
17 92.0
18 94.0
19 97.0
20 100.0
```

Falling_A

```
12 100.0
13 100.0
14 100.0
15 100.0
16 100.0
17 100.0
18 100.0
19 100.0
20 100.0
```

Falling_B

```
[9, 5, 1, 2, 2, 8, 8, 9, 11, 7, 4, 2, 0, 20, 12, 4, 8, 6, 20, 3, 7, 3, 0, 10, 2,
4, 4, 3, 6, 2, 4, 10, 20, 5, 10, 1, 4, 4, 2, 2, 12, 11, 1, 20, 6, 20, 1, 16, 1,
1, 13, 3, 18, 9, 8, 17, 2, 2, 1, 5, 7, 7, 4, 7, 6, 10, 3, 7, 8, 6, 11, 7, 3, 20,
8, 6, 1, 13, 3, 7, 20, 8, 5, 2, 4, 12, 5, 0, 9, 0, 0, 18, 1, 15, 13, 1, 9, 1, 2,
0]
16 78
0 6.0
1 17.0
2 28.0
3 35.0
4 44.0
5 49.0
6 55.0
7 63.0
8 70.0
9 75.0
10 79.0
11 82.0
12 85.0
13 88.0
14 88.0
15 89.0
16 90.0
17 91.0
18 93.0
19 93.0
20 100.0
```

Launch_A

```
[6, 7, 10, 8, 6, 7, 10, 4, 7, 5, 2, 1, 8, 1, 9, 1, 3, 1, 4, 1, 9, 6, 5, 7, 4, 4,
9, 6, 3, 3, 5, 3, 5, 13, 1, 4, 5, 13, 0, 4, 7, 5, 3, 5, 0, 10, 6, 4, 10, 6, 13,
6, 3, 0, 5, 5, 0, 5, 6, 7, 5, 1, 6, 8, 0, 1, 5, 5, 1, 0, 2, 1, 0, 3, 2, 8, 9, 3,
0, 6, 5, 2, 4, 2, 5, 14, 2, 5, 2, 1, 8, 0, 5, 5, 4, 7, 10, 6, 3, 0]
10 90
0 10.0
1 21.0
2 28.0
3 37.0
4 46.0
5 64.0
6 75.0
7 82.0
8 87.0
```

```
9 91.0
10 96.0
11 96.0
12 96.0
13 99.0
14 100.0
15 100.0
16 100.0
17 100.0
18 100.0
19 100.0
20 100.0
```

Launch_B

```
[5, 4, 1, 14, 4, 17, 1, 10, 16, 20, 20, 20, 4, 1, 20, 16, 13, 5, 8, 1, 7, 9, 5,
11, 8, 10, 8, 20, 20, 8, 10, 0, 11, 5, 1, 20, 17, 3, 20, 12, 1, 3, 9, 6, 1, 20,
13, 17, 6, 20, 3, 20, 9, 20, 0, 10, 7, 20, 11, 14, 20, 20, 20, 10, 6, 6, 9, 9,
9, 3, 2, 3, 4, 8, 0, 7, 9, 5, 20, 16, 7, 4, 5, 20, 20, 9, 13, 20, 19, 20, 20,
20, 20, 4, 3, 2, 15, 18, 2, 4]
23 53
0 3.0
1 10.0
2 13.0
3 19.0
4 26.0
5 32.0
6 36.0
7 40.0
8 45.0
9 53.0
10 58.0
11 61.0
12 62.0
13 65.0
14 67.0
15 68.0
16 71.0
17 74.0
18 75.0
19 76.0
20 100.0
```

prevention_A

```
[1, 12, 2, 6, 2, 16, 2, 20, 0, 20, 20, 20, 16, 0, 20, 20, 20, 20, 20, 20, 20,
20, 10, 6, 20, 20, 20, 9, 20, 20, 20, 2, 0, 20, 20, 20, 3, 1, 20, 1, 20, 3, 20, 4,
14, 19, 8, 2, 20, 20, 7, 15, 11, 19, 20, 16, 20, 11, 1, 20, 20, 0, 20, 7, 20,
20, 7, 20, 18, 14, 20, 15, 20, 7, 8, 20, 20, 16, 4, 20, 20, 6, 17, 20, 14, 7,
15, 4, 12, 20, 1, 13, 20, 20, 5, 10, 3, 20, 2, 20, 0]
38 17
0 5.0
1 10.0
2 16.0
3 19.0
4 22.0
```

```
5 23.0
6 26.0
7 31.0
8 33.0
9 34.0
10 36.0
11 38.0
12 40.0
13 41.0
14 44.0
15 47.0
16 51.0
17 52.0
18 53.0
19 55.0
20 100.0

n_init = 50:
[20, 5, 11, 20, 3, 20, 3, 20, 6, 2, 20, 20, 16, 7, 6, 10, 20, 0, 20, 3, 14, 5,
20, 20, 18, 20, 0, 20, 20, 3, 7, 15, 8, 20, 2, 20, 8, 10, 18, 20, 20, 20, 7, 3,
20, 20, 8, 20, 20, 20, 7, 5, 4, 20, 20, 4, 13, 6, 20, 9, 20, 7, 20, 10, 3, 3,
12, 20, 17, 6, 1, 20, 20, 0, 4, 20, 3, 8, 3, 13, 10, 20, 20, 2, 1, 6, 2, 9, 9,
4, 20, 8, 1, 6, 5, 12, 15, 0, 10, 10]
45 20
0 4.0
1 7.0
2 11.0
3 20.0
4 24.0
5 28.0
6 34.0
7 39.0
8 44.0
9 47.0
10 53.0
11 54.0
12 56.0
13 58.0
14 59.0
15 61.0
16 62.0
17 63.0
18 65.0
19 65.0
20 100.0
```