Table 1: How many configurations have any overhead to begin with?

Benchmark	3^N	% Slow
morsecode	81	82.72%
forth	81	93.83%
fsm	81	76.54%
fsmoo	81	83.95%
mbta	81	88.89%
zombie	81	91.36%
dungeon	243	99.59%
jpeg	243	94.65%
lnm	729	40.47%
suffixtree	729	98.49%
kcfa	2187	92.87%
snake	6561	99.97%
take5	6561	99.95%
acquire	19683	99.23%
tetris	19683	95.47%
synth	59049	99.99%

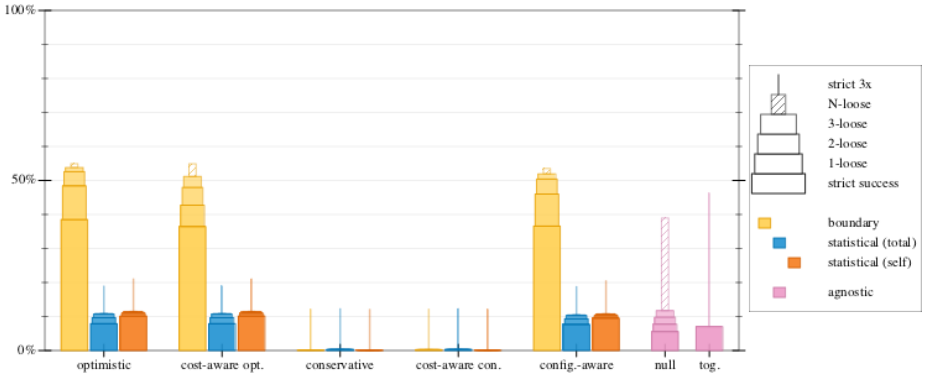

Figure 1: How many scenarios does each strategy succeed in, for six notions of success.

Table 2: How many scenarios can possibly reach 1x without removing types?

Benchmark	# Scenario	% Hopeful
morsecode	67	100%
forth	76	36.84%
fsm	62	100%
fsmoo	68	100%
mbta	72	0%
zombie	74	35.14%
dungeon	242	0%
jpeg	230	100%
lnm	295	100%
suffixtree	718	100%
kcfa	2031	100%
snake	6559	100%
take5	6558	0%
acquire	19532	5.45%
tetris	18791	100%
synth	59046	100%

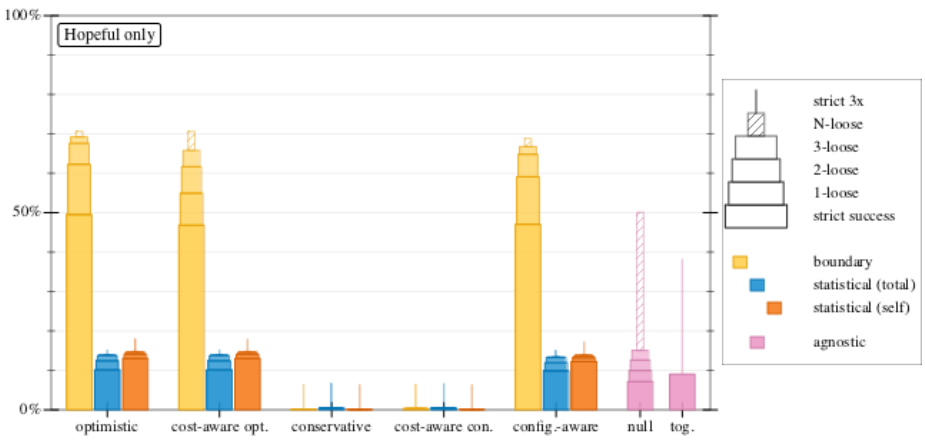

Figure 2: How many of the hopeful scenarios does each strategy succeed in, for six notions of success.

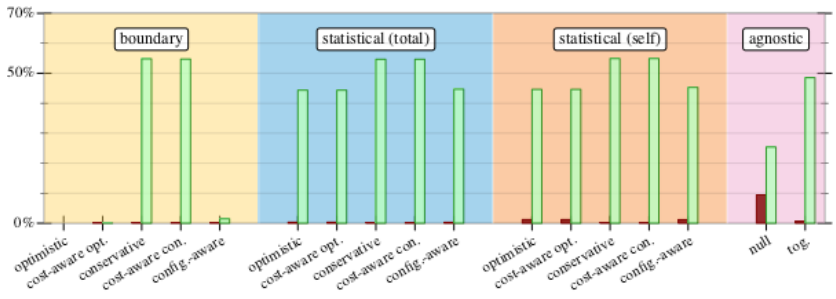

Figure 3: Boundary optimistic vs. the rest, strict success: losses (red bars) and wins (green bars) on all scenarios.

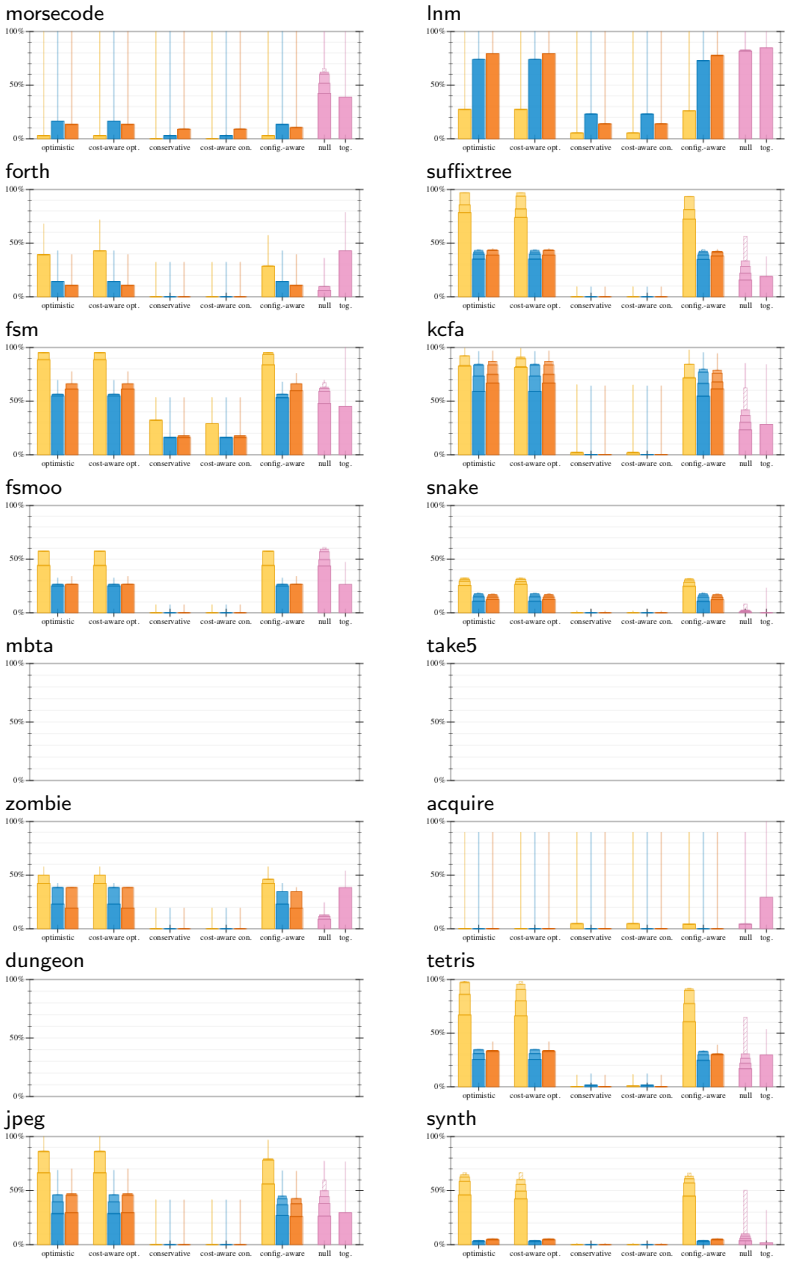

Figure 4: How scenarios in each benchmark does each strategy succeed in?

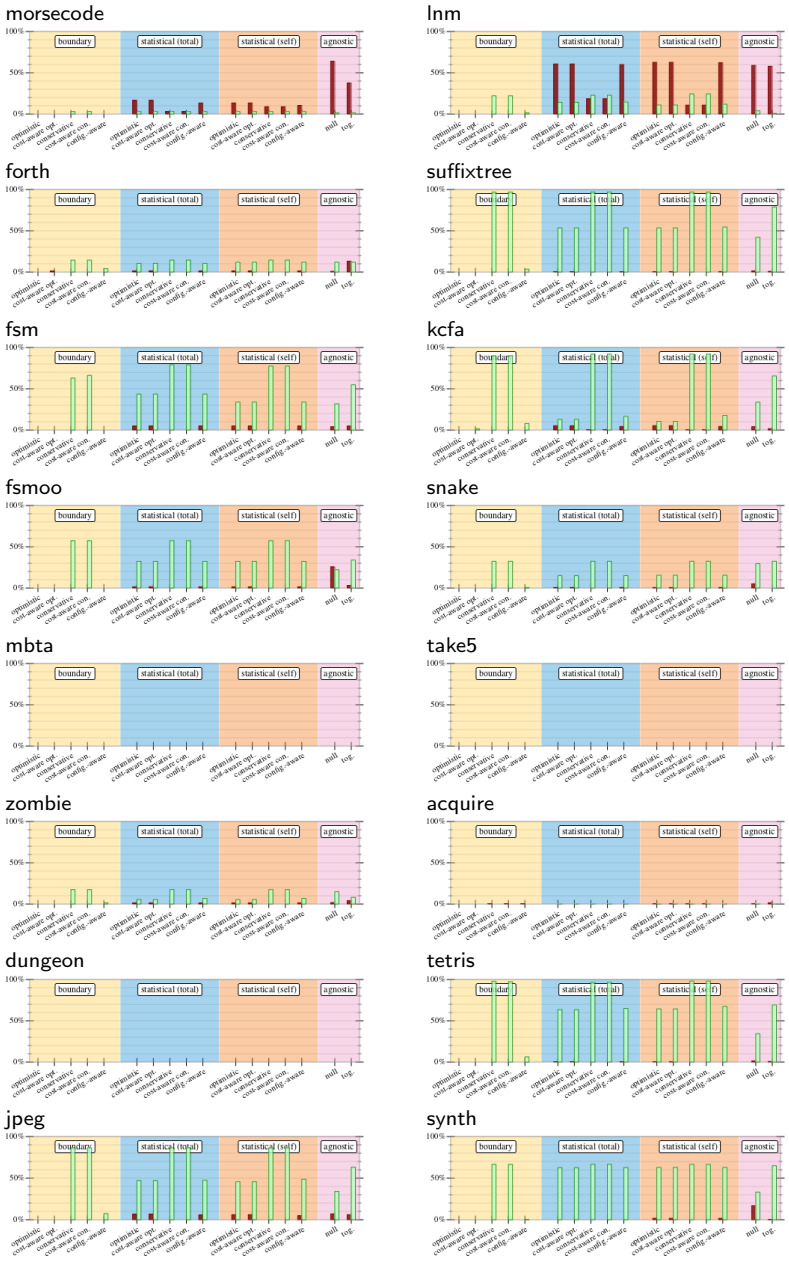

Figure 5: Optimistic vs. the rest, comparing strict successes in each benchmark.