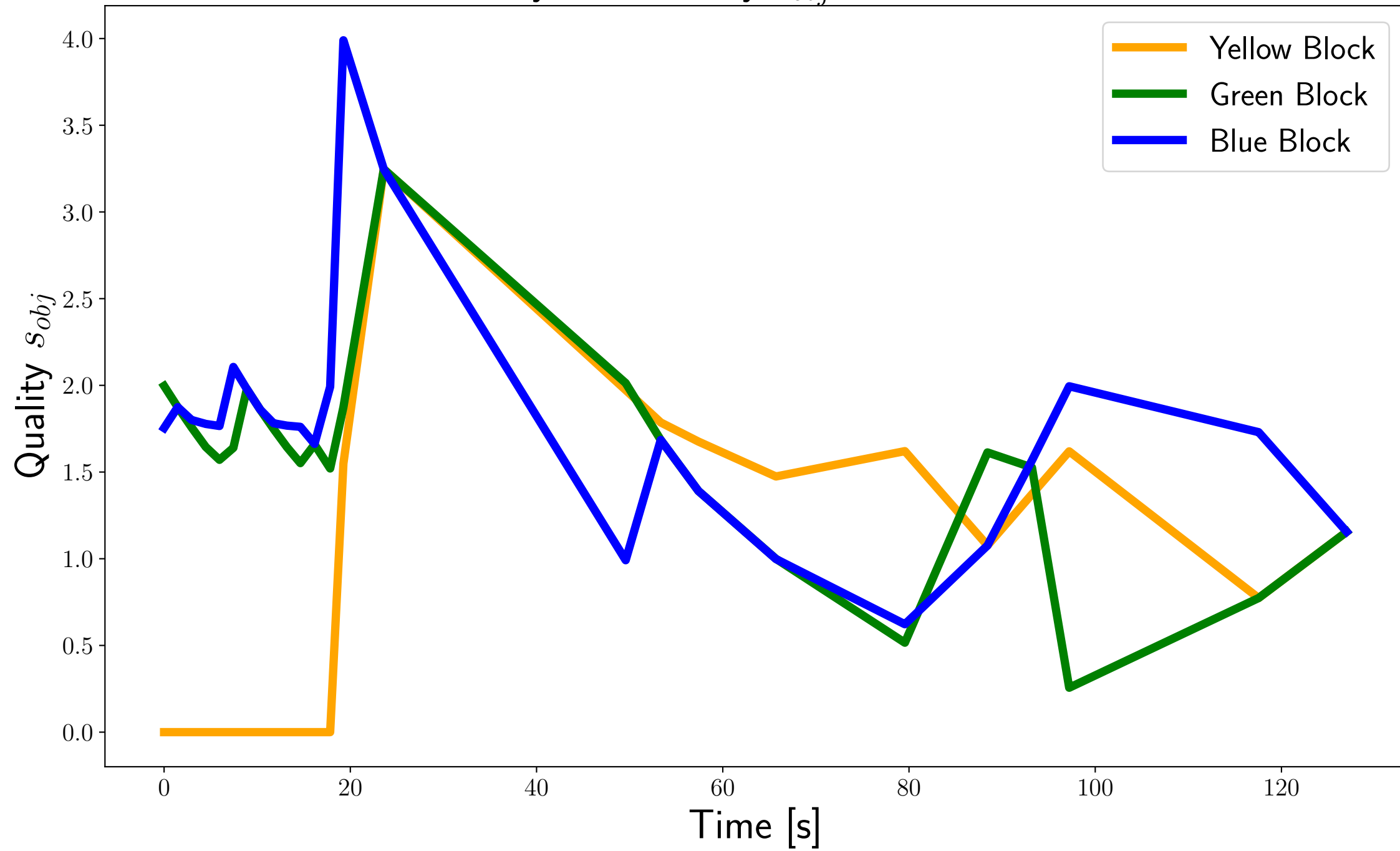


Symbol Quality s_{obj} -vs- Time



Maximum Likelihood of Grounded Symbols -vs- Time

