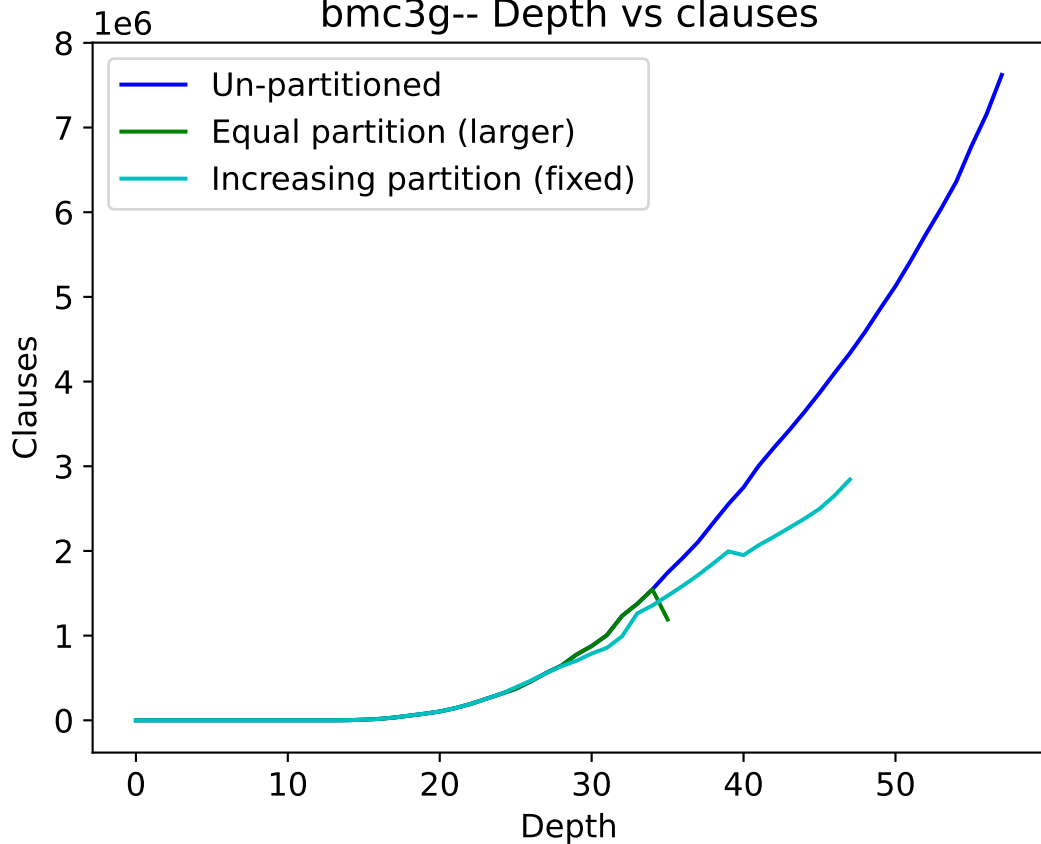
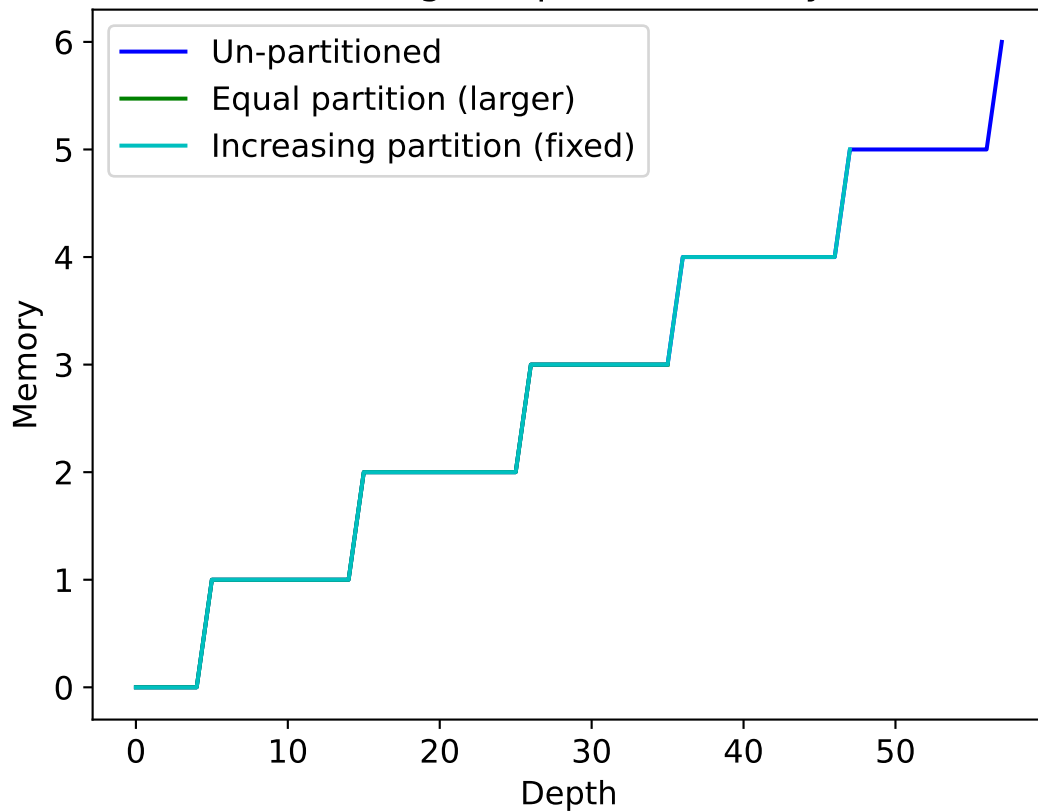


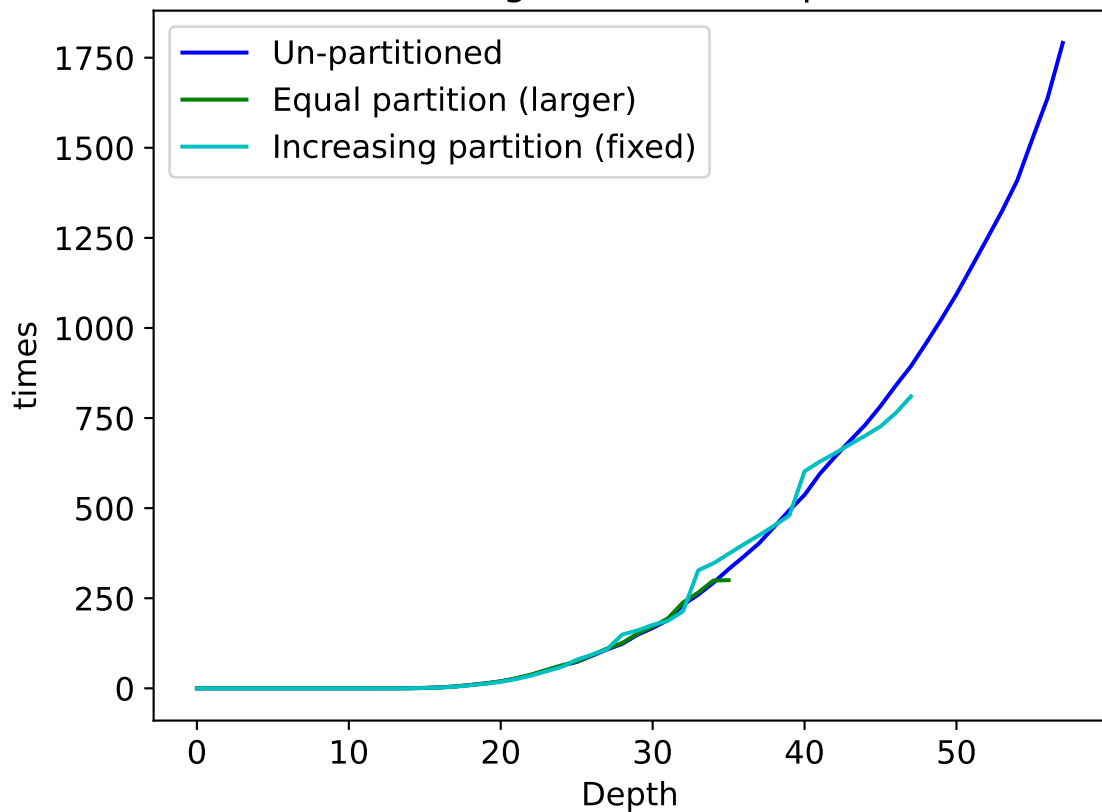
bmc3g-- Depth vs clauses



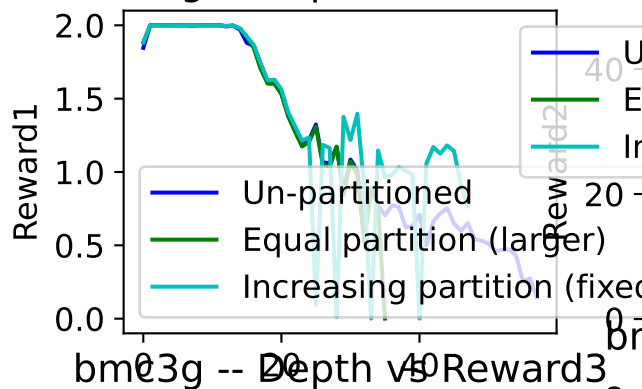
bmc3g-- Depth vs memory



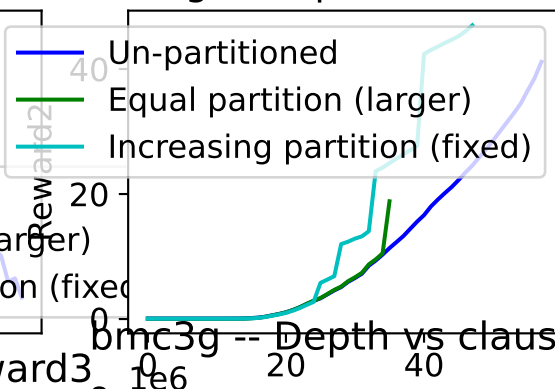
# bmc3g-- Times vs Depth



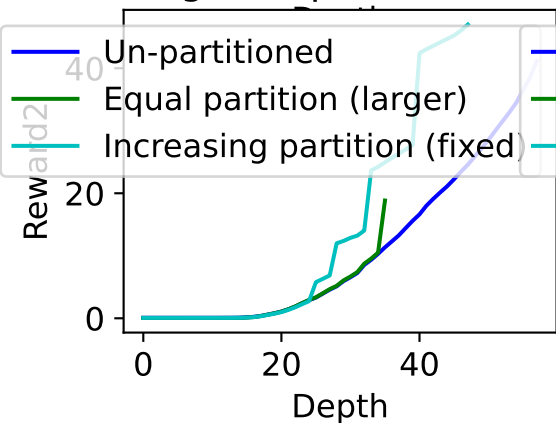
bmc3g -- Depth vs Reward1



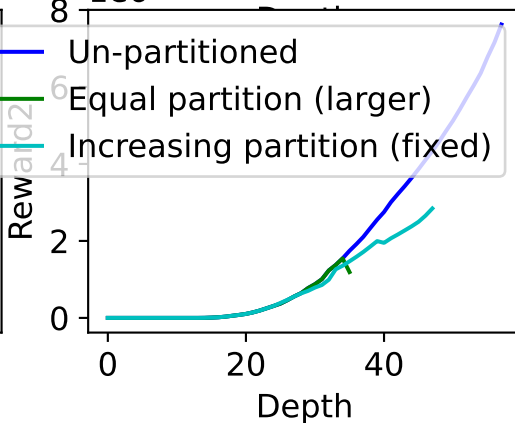
bmc3g -- Depth vs Reward2

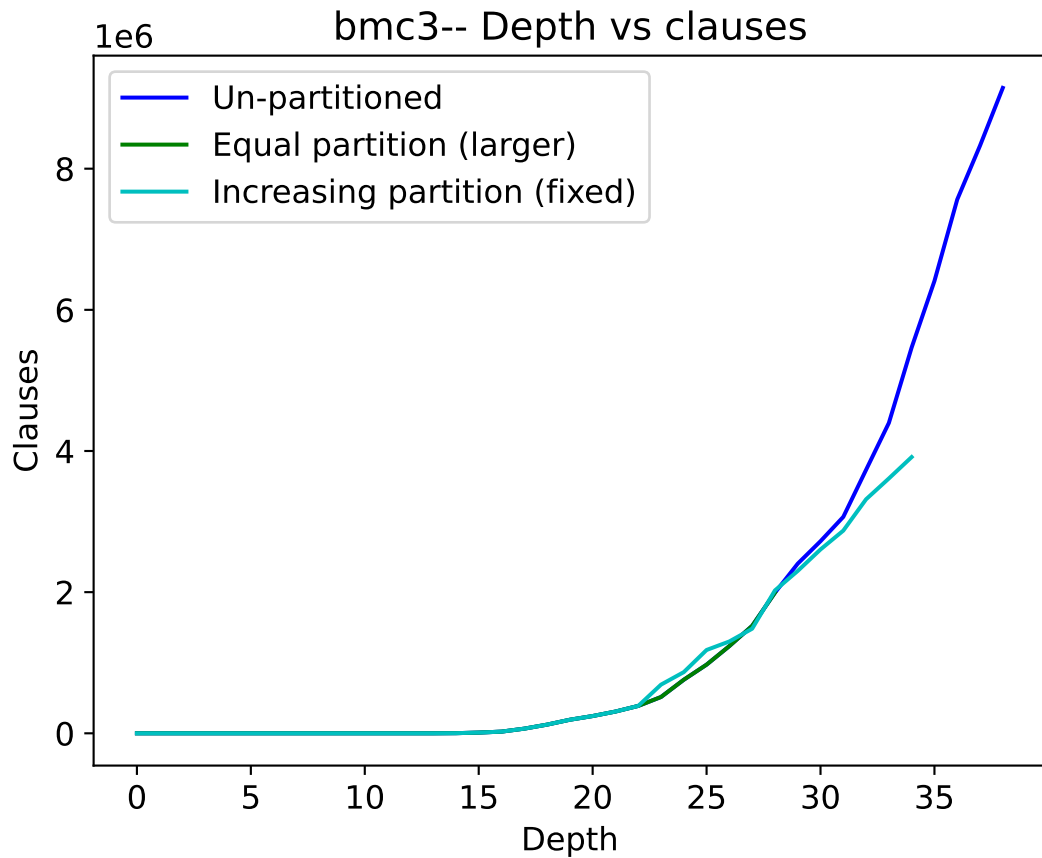


bmc3g -- Depth vs Reward3

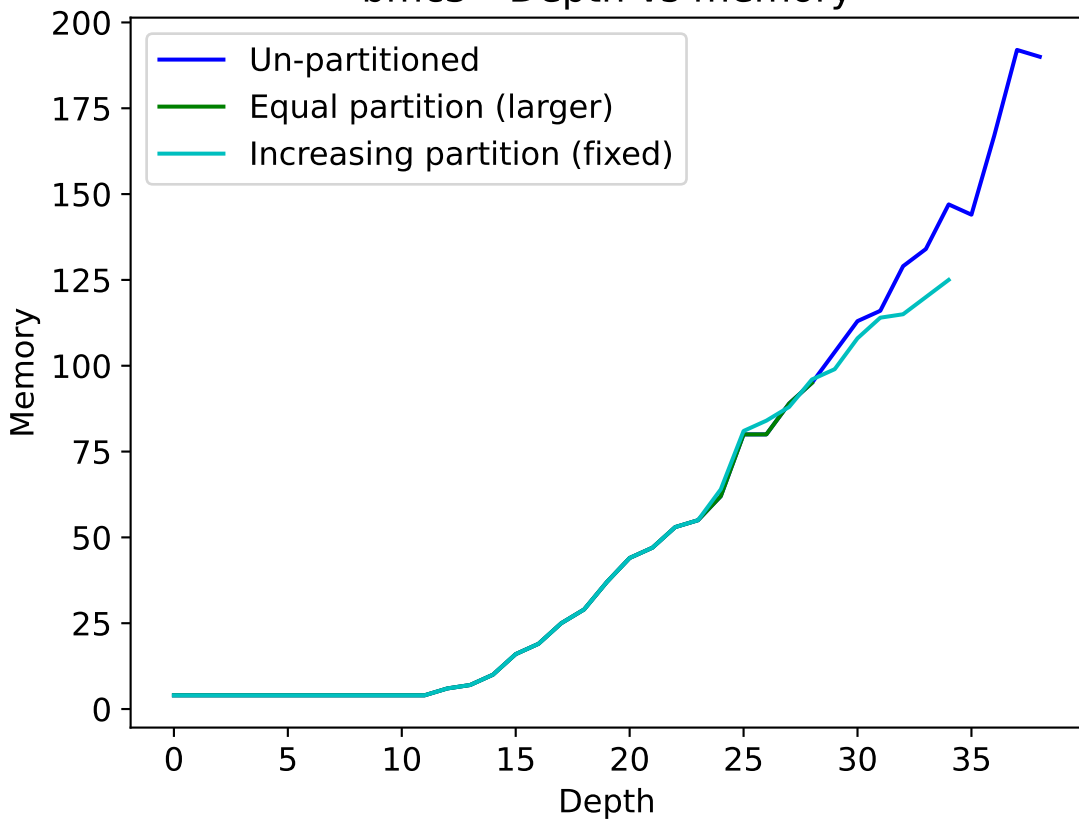


bmc3g -- Depth vs clauses

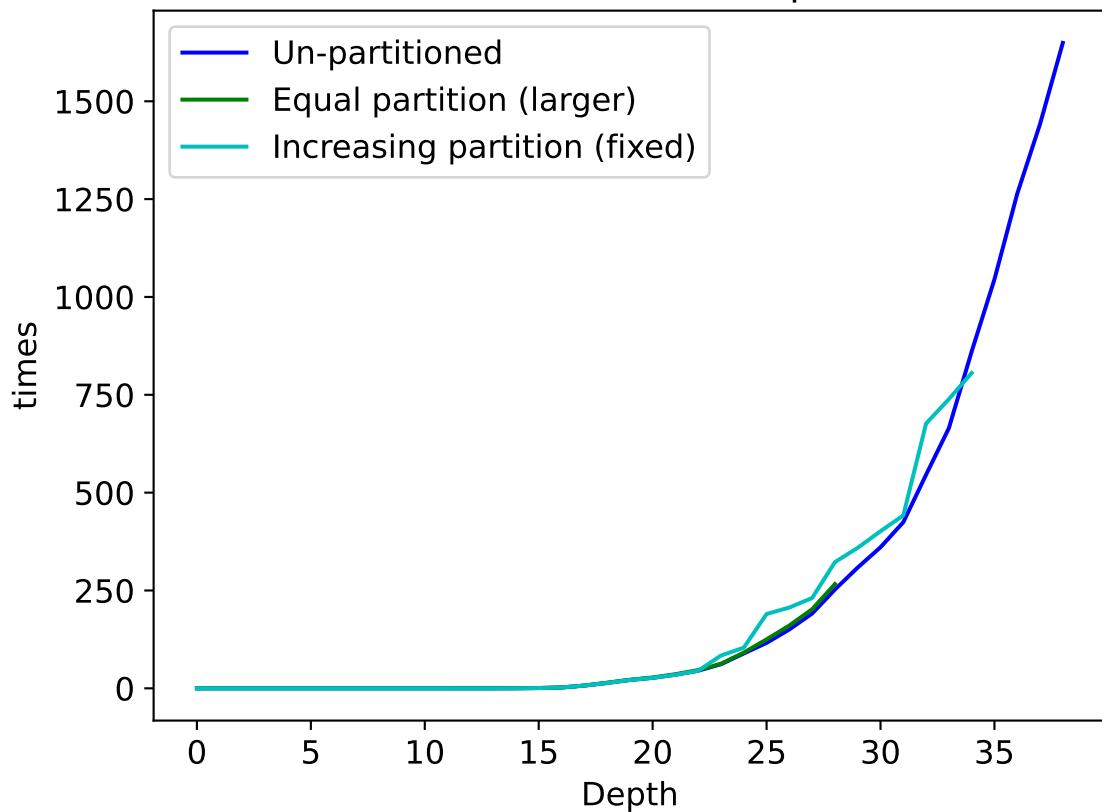




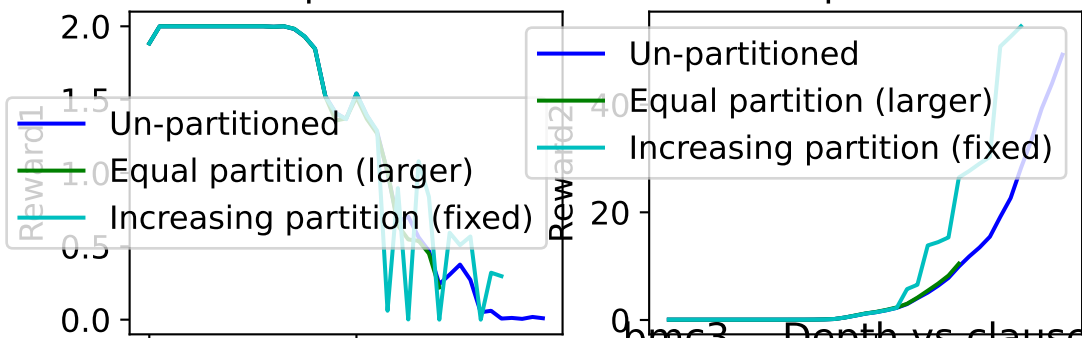
bmc3-- Depth vs memory



# bmc3-- Times vs Depth



bmc3 -- Depth vs Reward1      bmc3 -- Depth vs Reward2



bmc3 -- Depth vs Reward3      bmc3 -- Depth vs clauses

