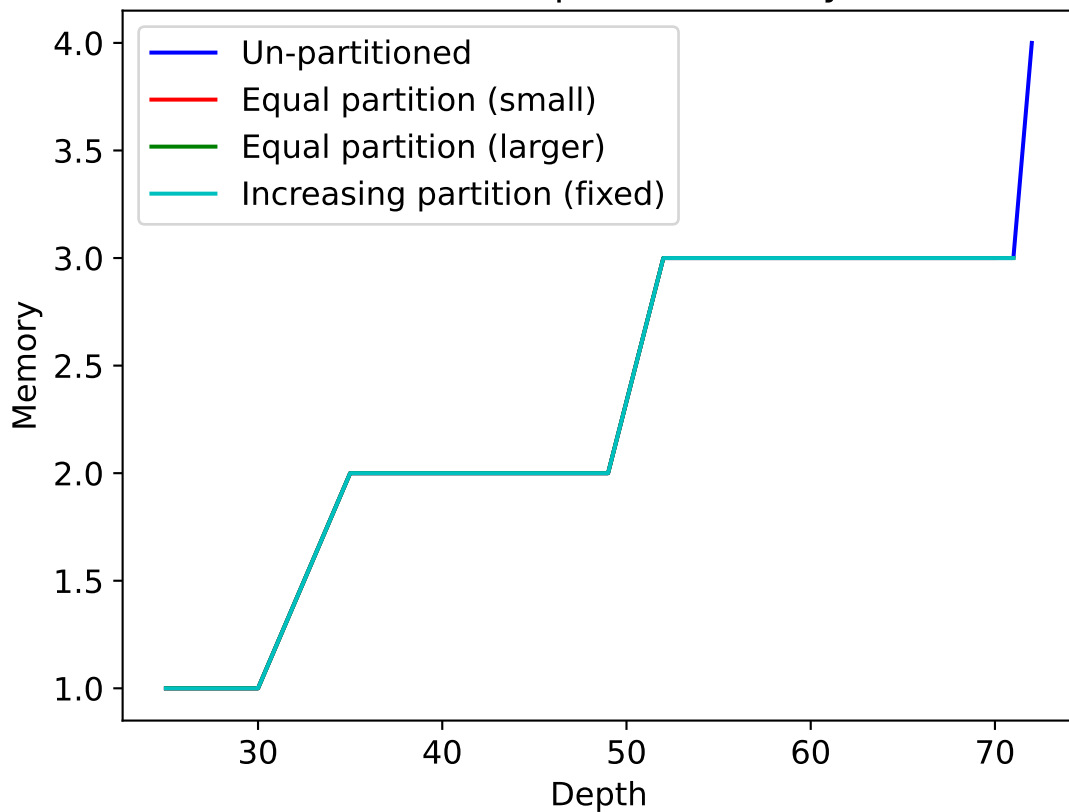
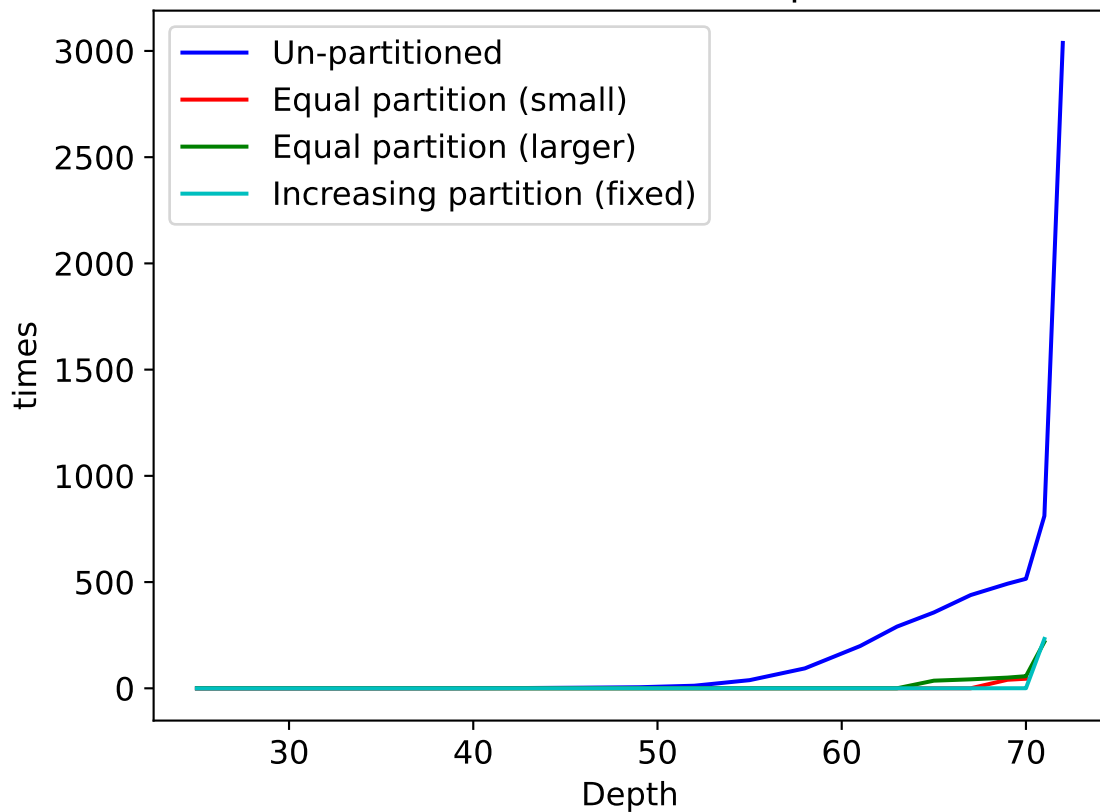


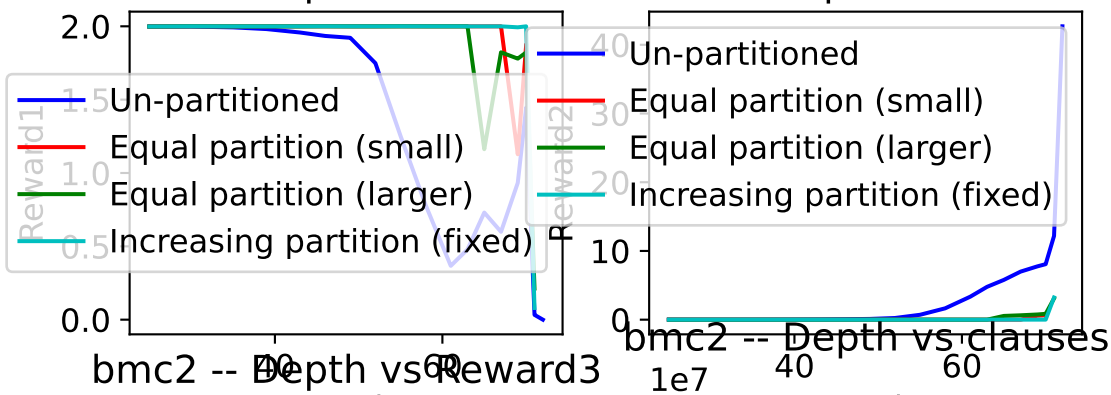
bmc2-- Depth vs memory



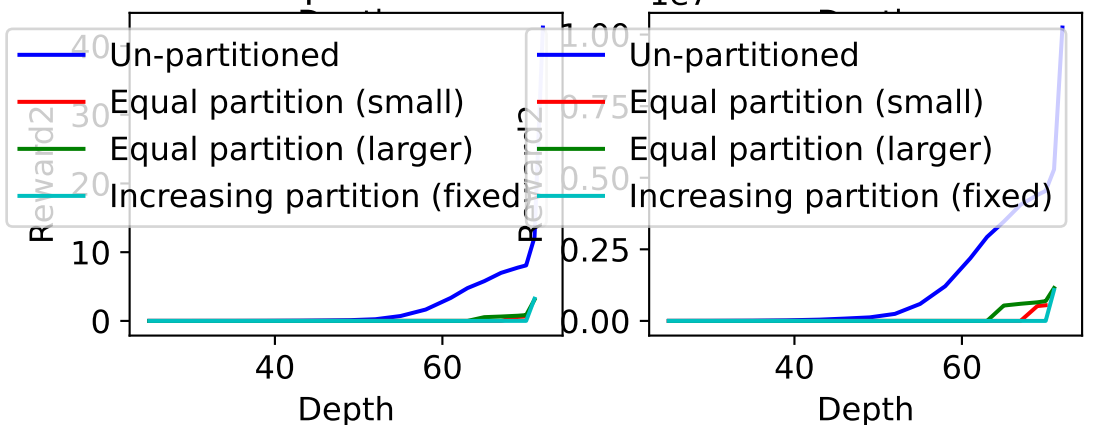
bmc2-- Times vs Depth

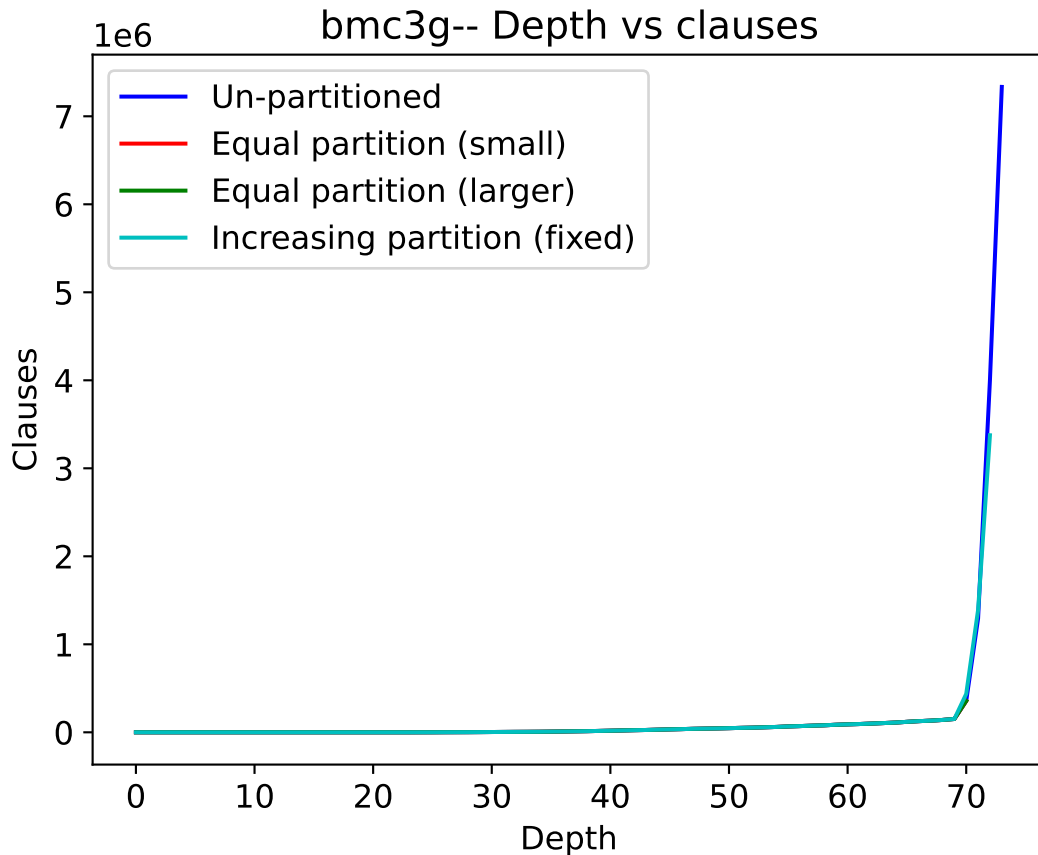


bmc2 -- Depth vs Reward1 bmc2 -- Depth vs Reward2

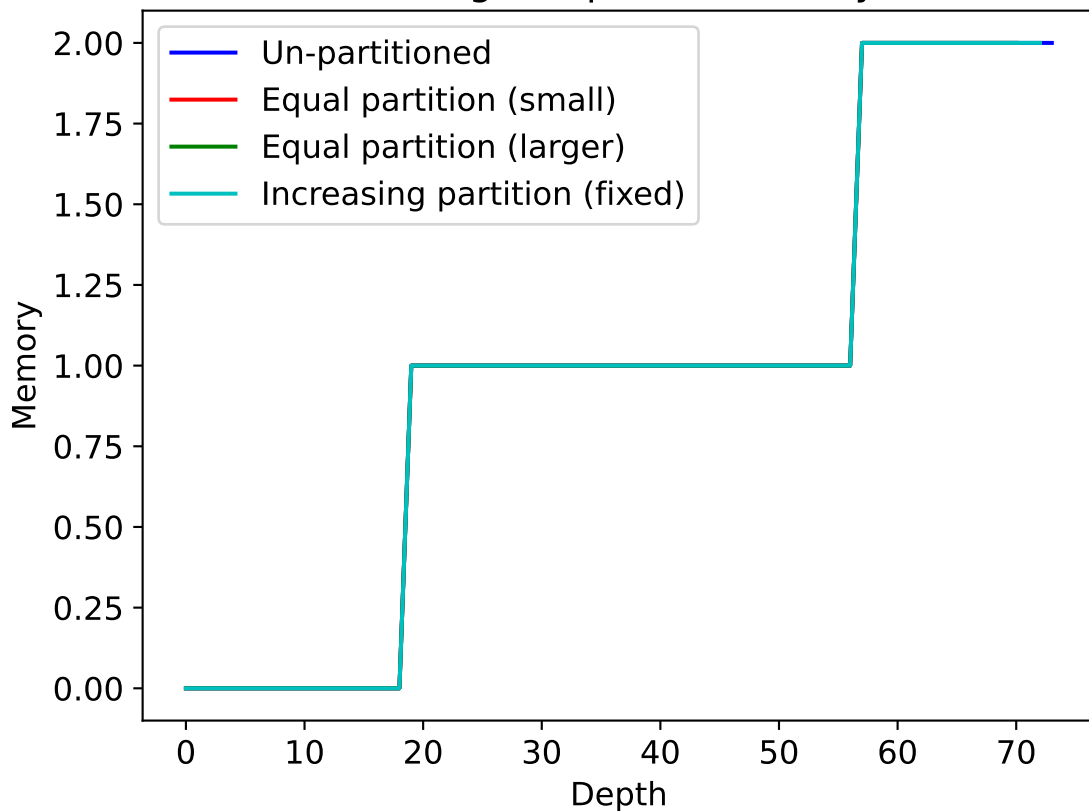


bmc2 -- Depth vs Reward3

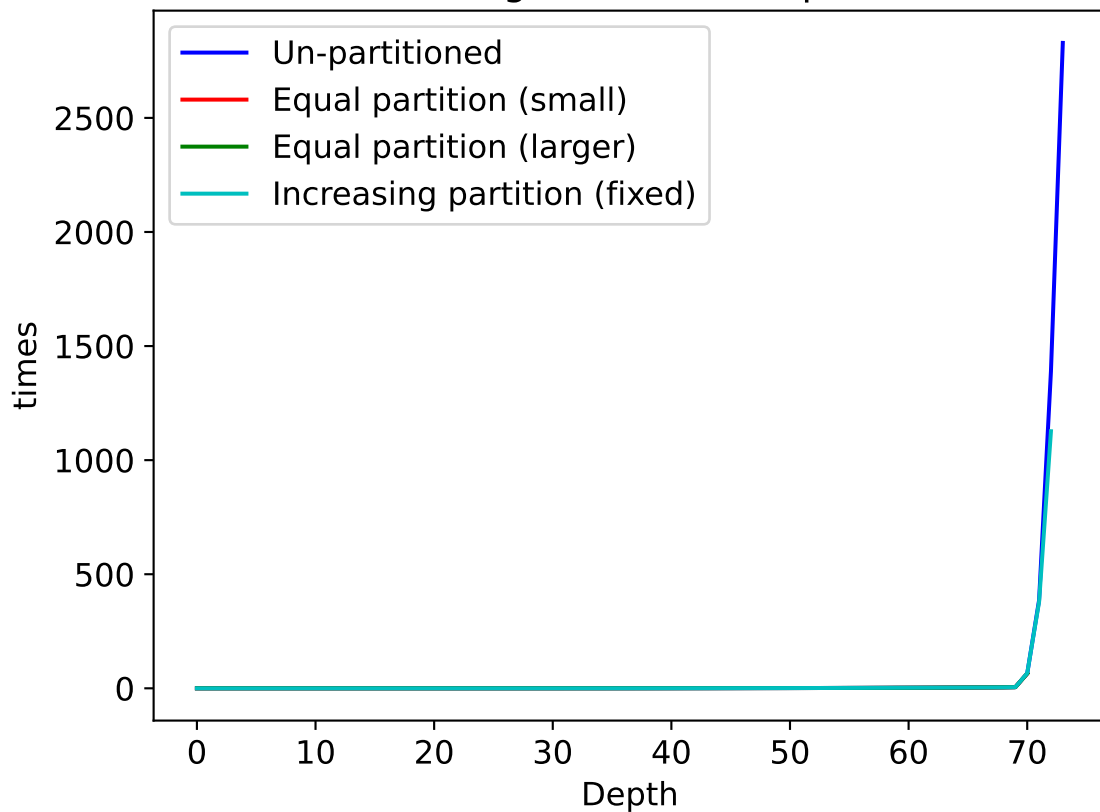




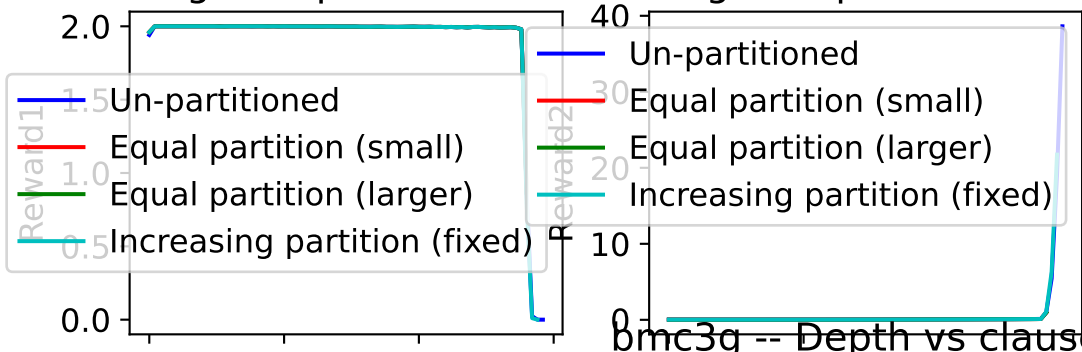
bmc3g-- Depth vs memory



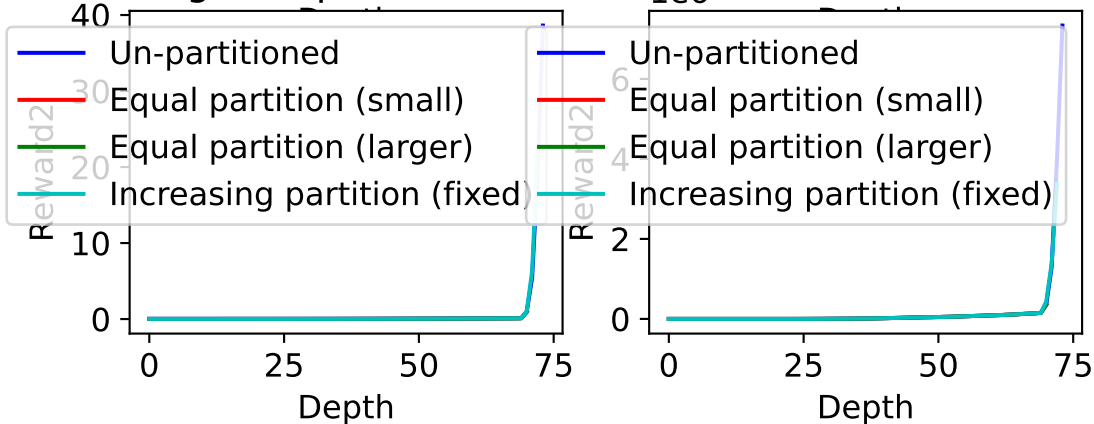
# bmc3g-- Times vs Depth



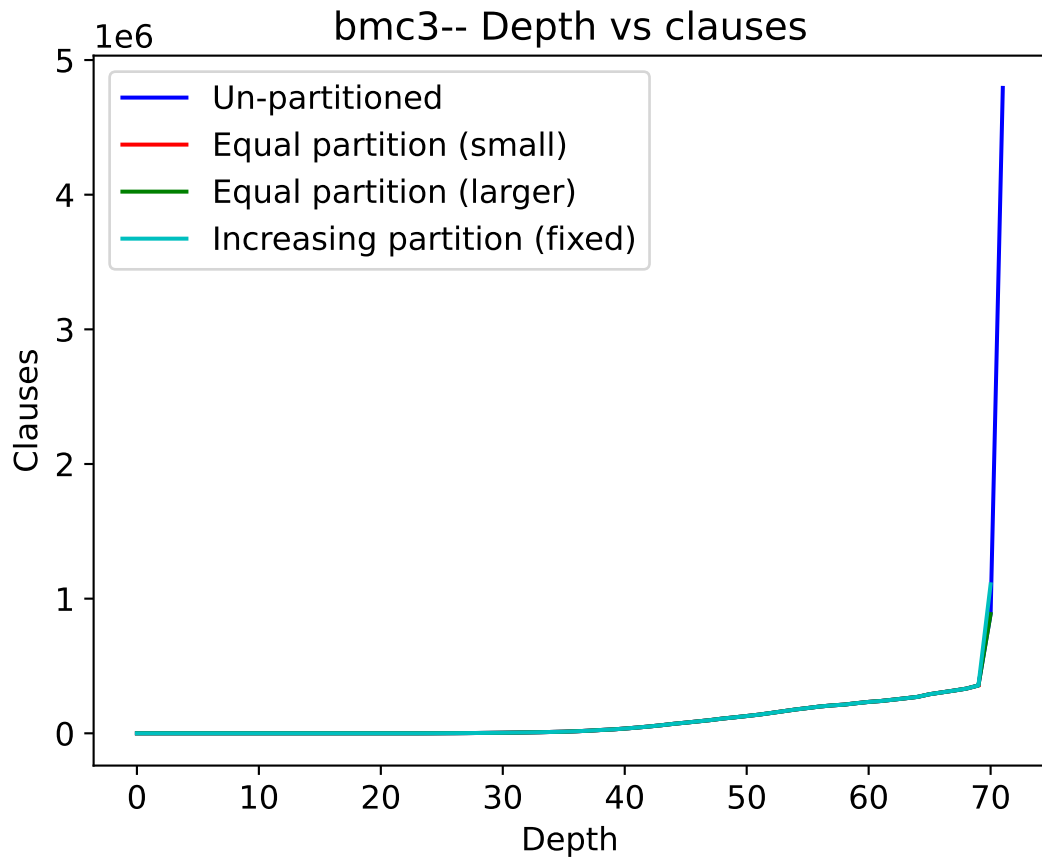
bmc3g -- Depth vs Reward1bmc3g -- Depth vs Reward2



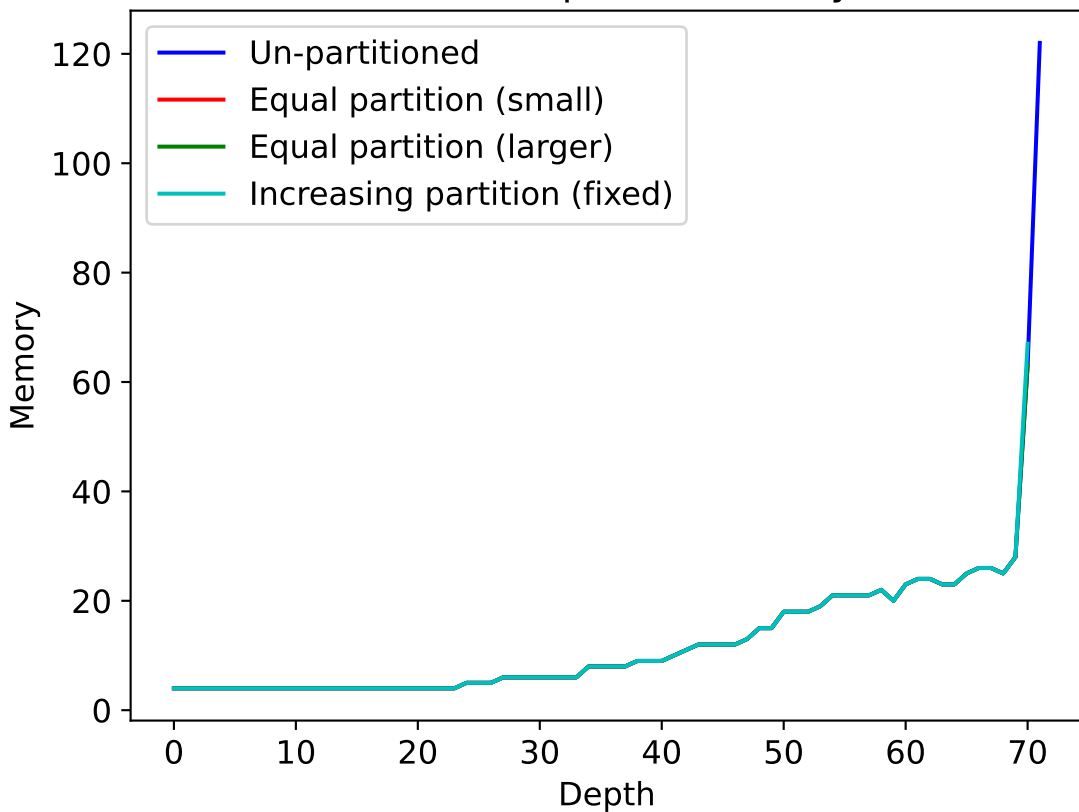
bmc3g -- Depth vs Reward3bmc3g -- Depth vs clauses



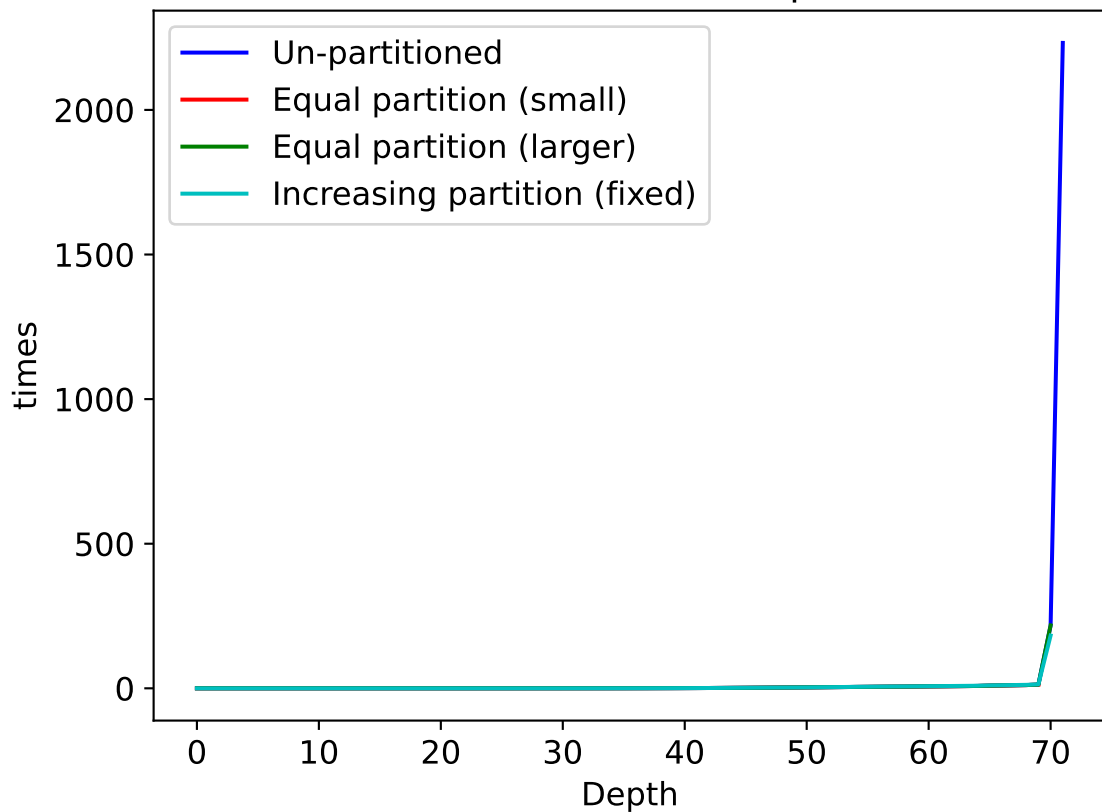




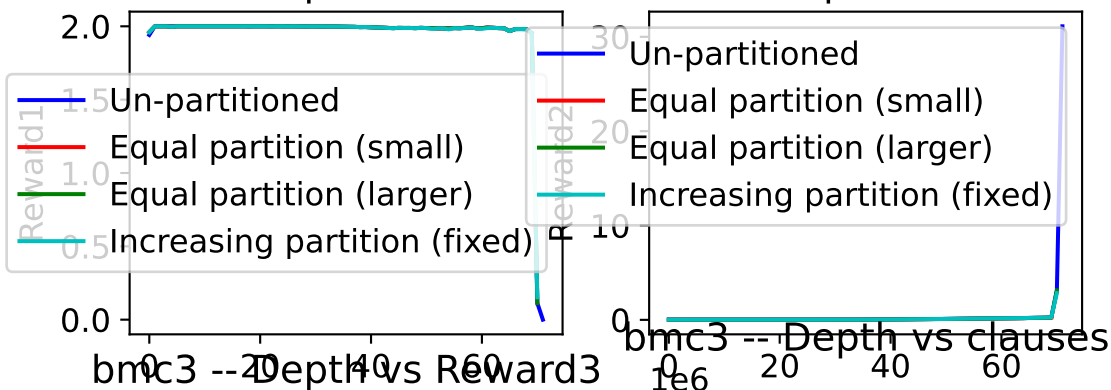
bmc3-- Depth vs memory



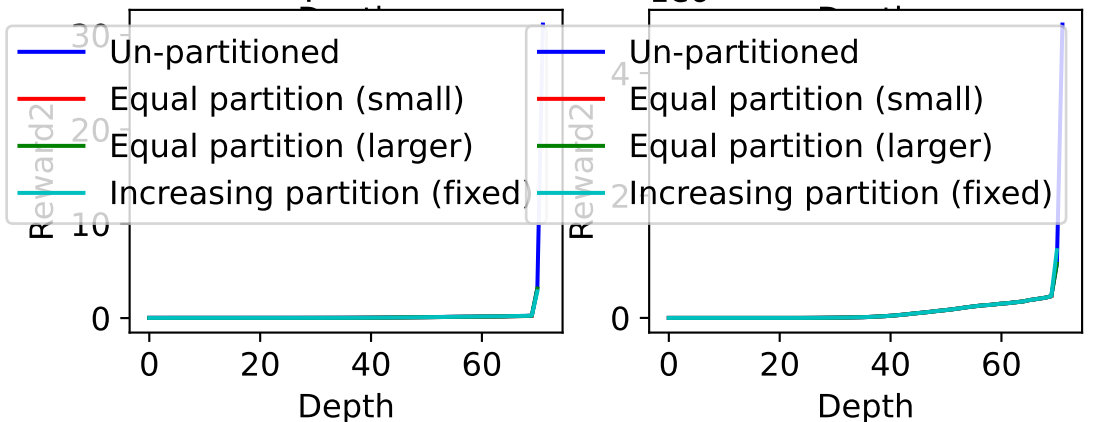
bmc3-- Times vs Depth

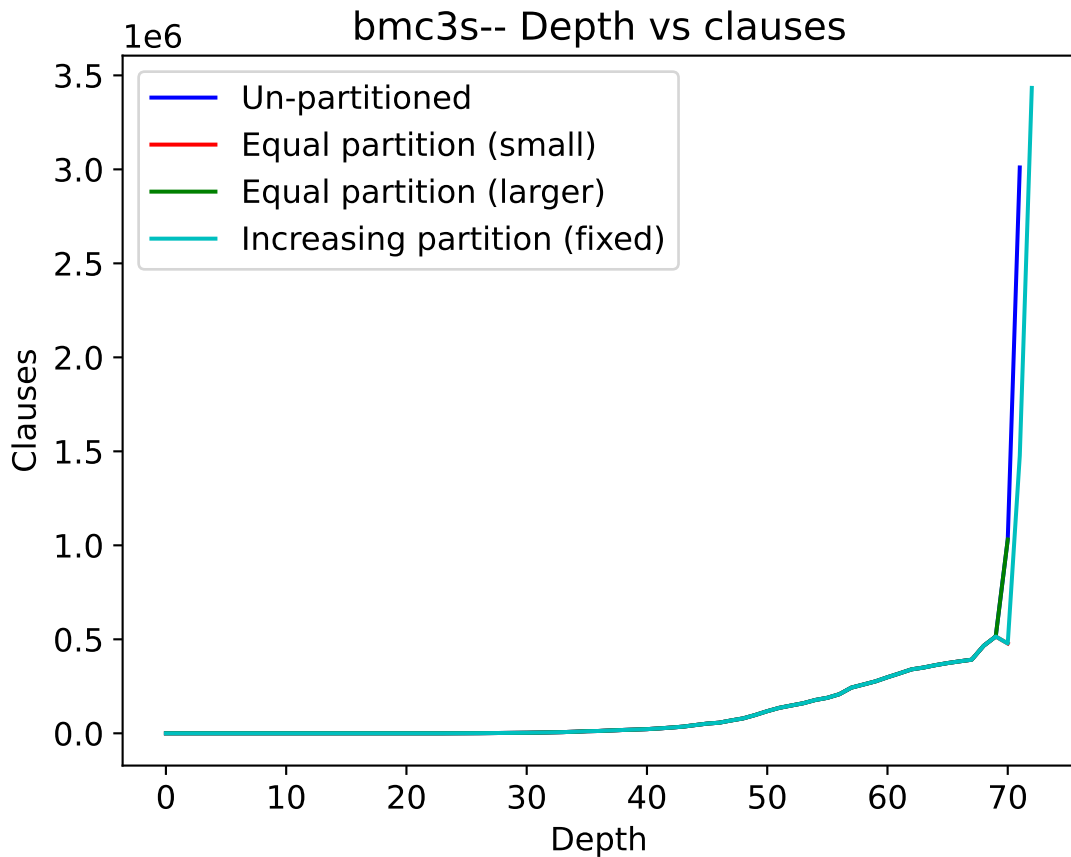


bmc3 -- Depth vs Reward1      bmc3 -- Depth vs Reward2

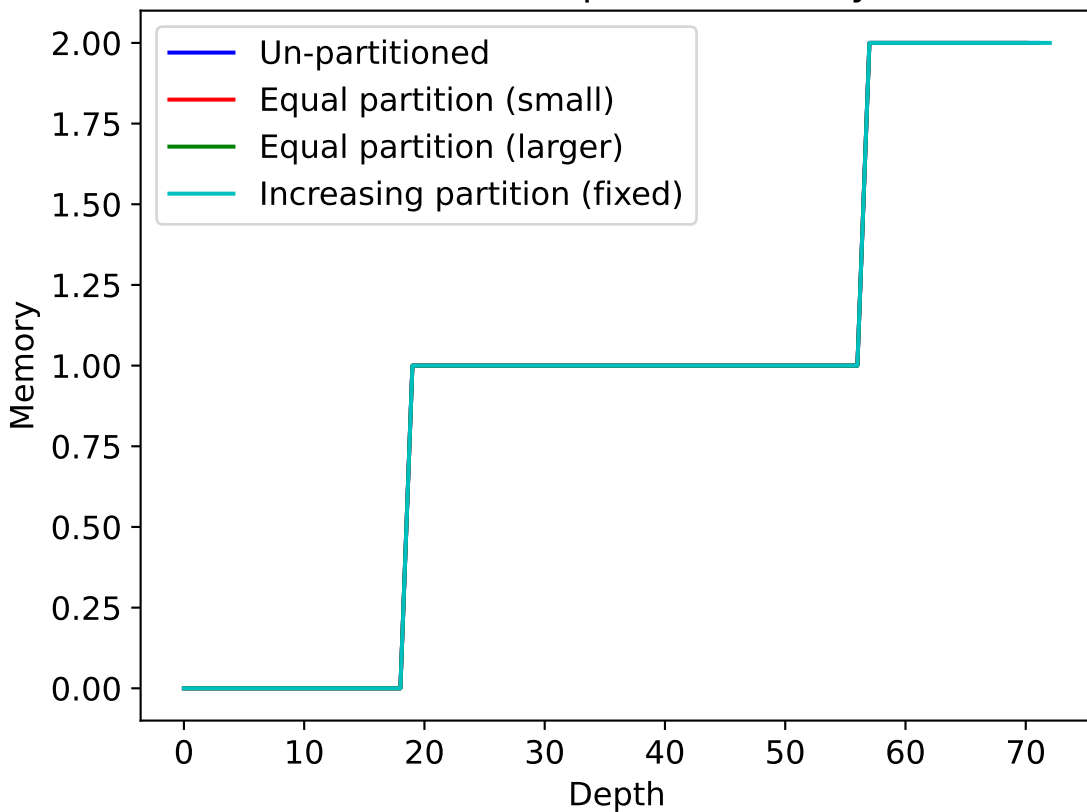


bmc3 -- Depth vs Reward3

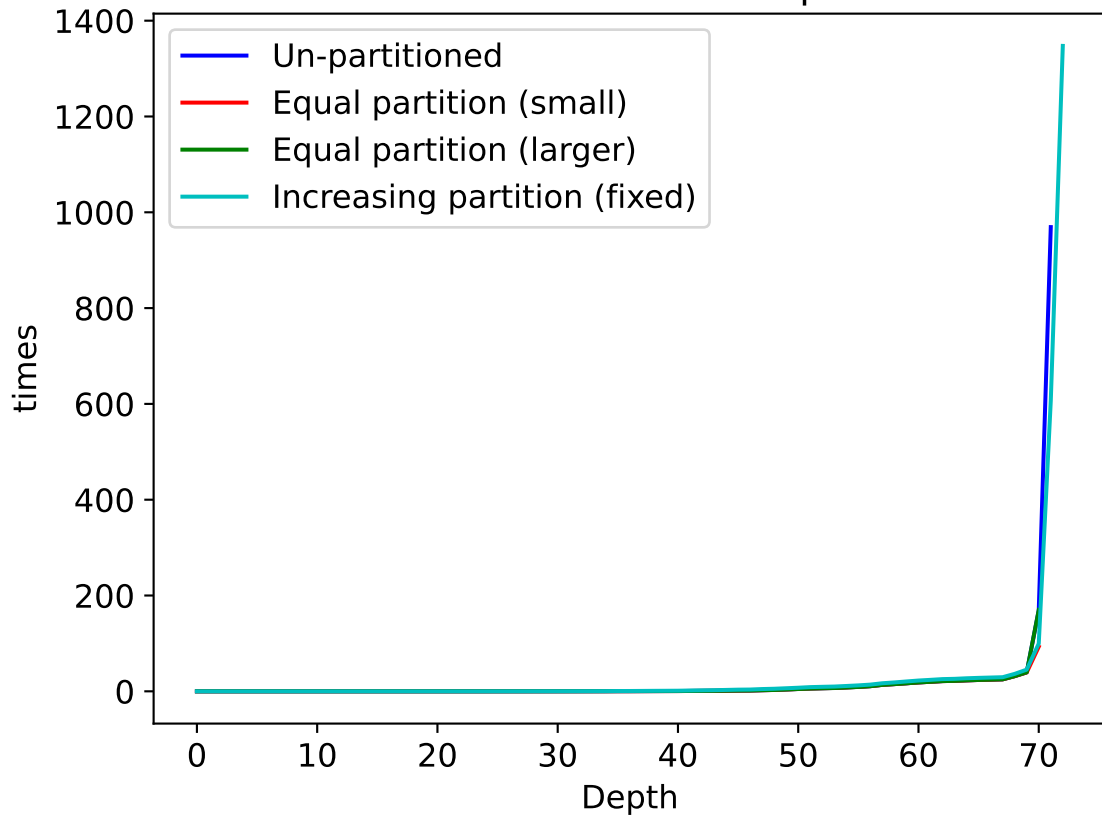




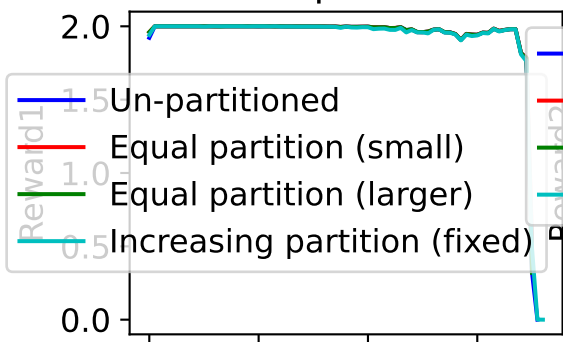
bmc3s-- Depth vs memory



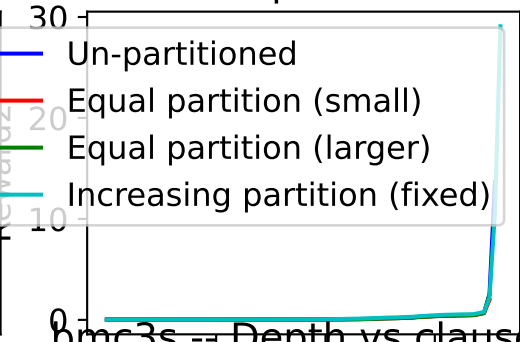
bmc3s-- Times vs Depth



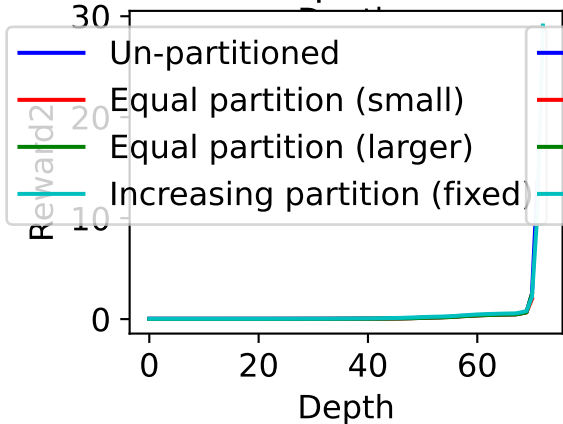
bmc3s -- Depth vs Reward1



bmc3s -- Depth vs Reward2



bmc3s -- Depth vs Reward3



bmc3s -- Depth vs clauses

