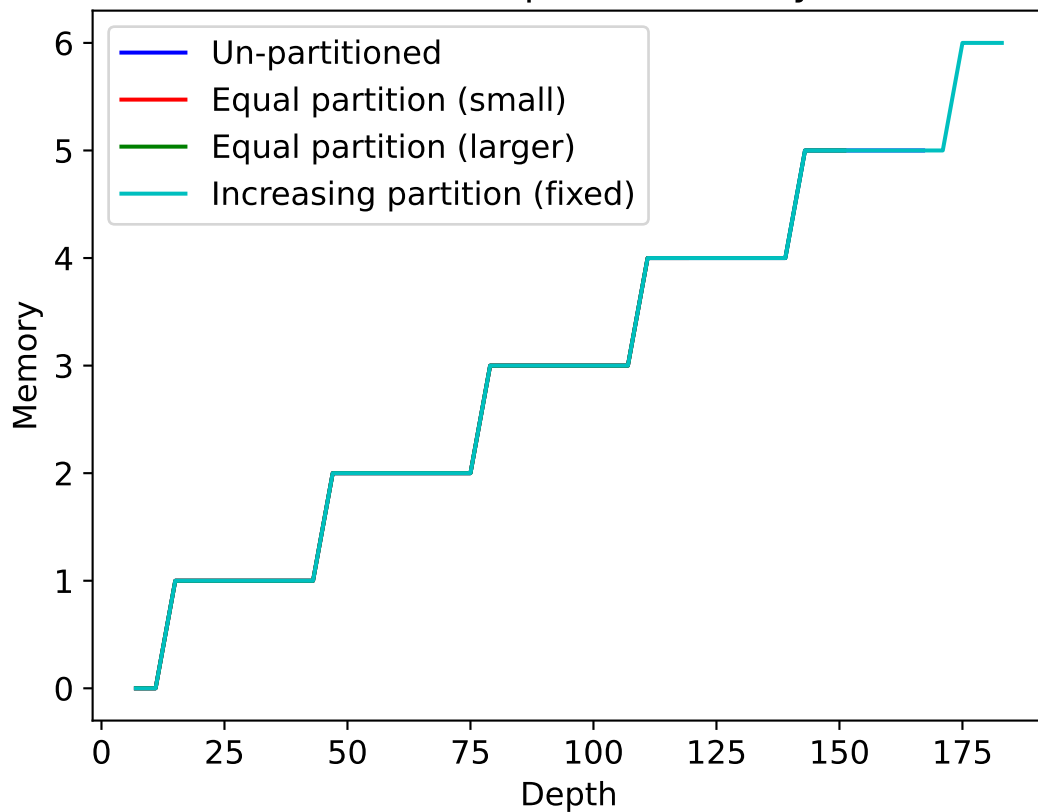
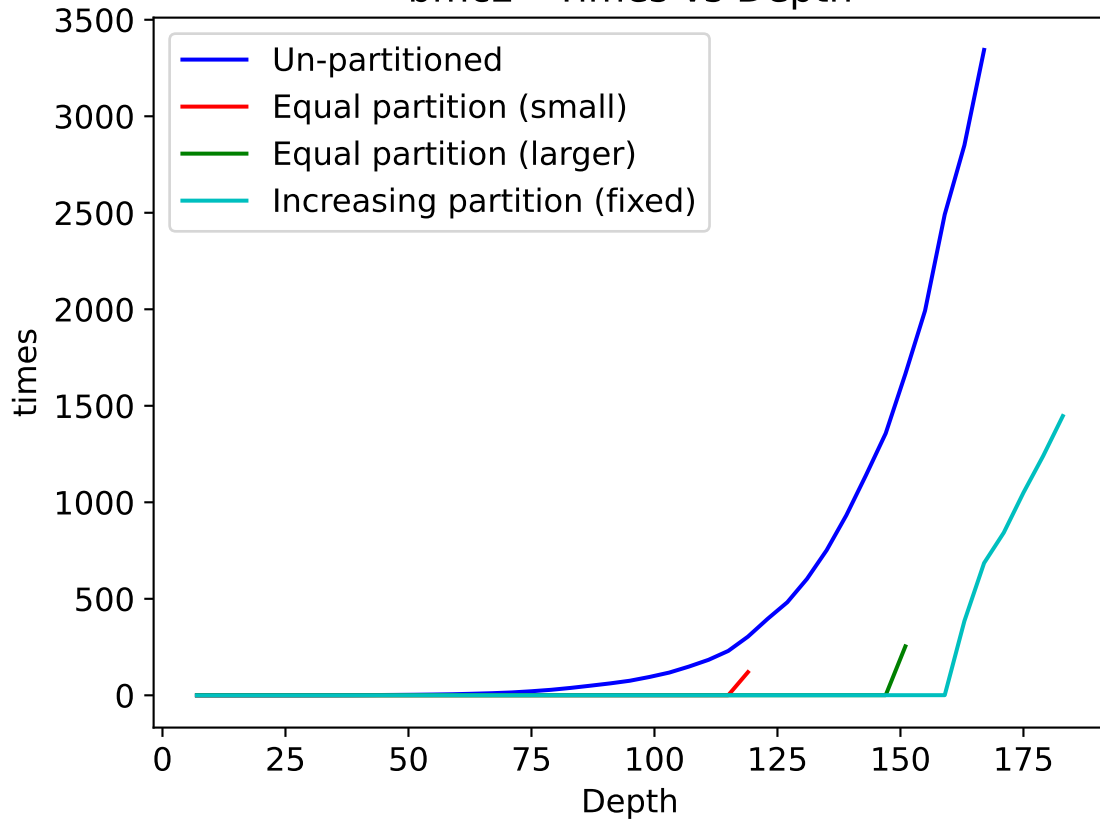


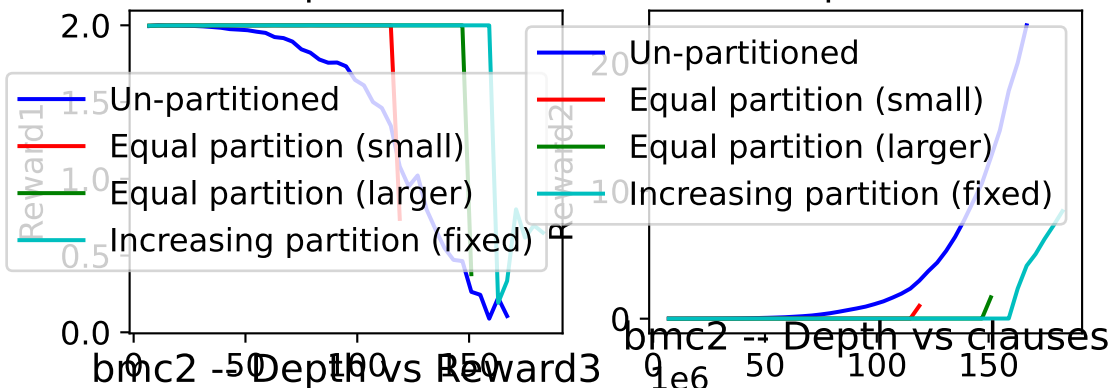
bmc2-- Depth vs memory



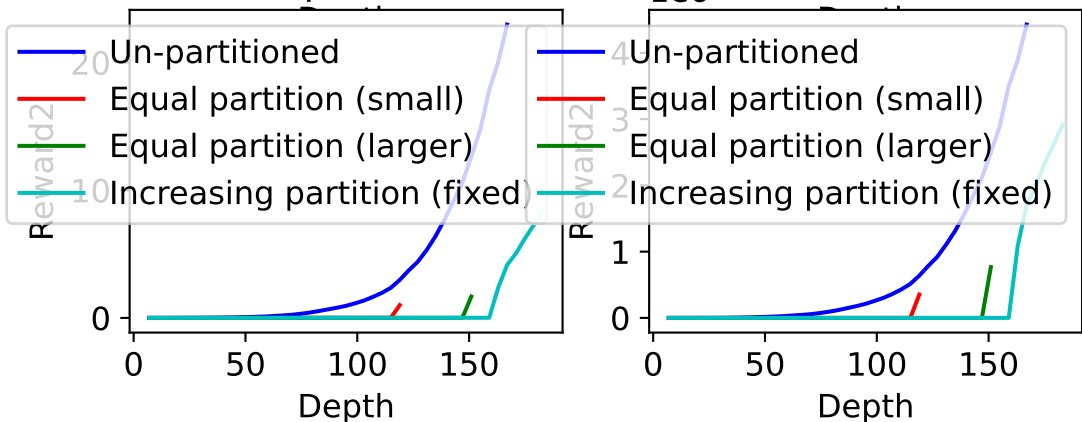
bmc2-- Times vs Depth

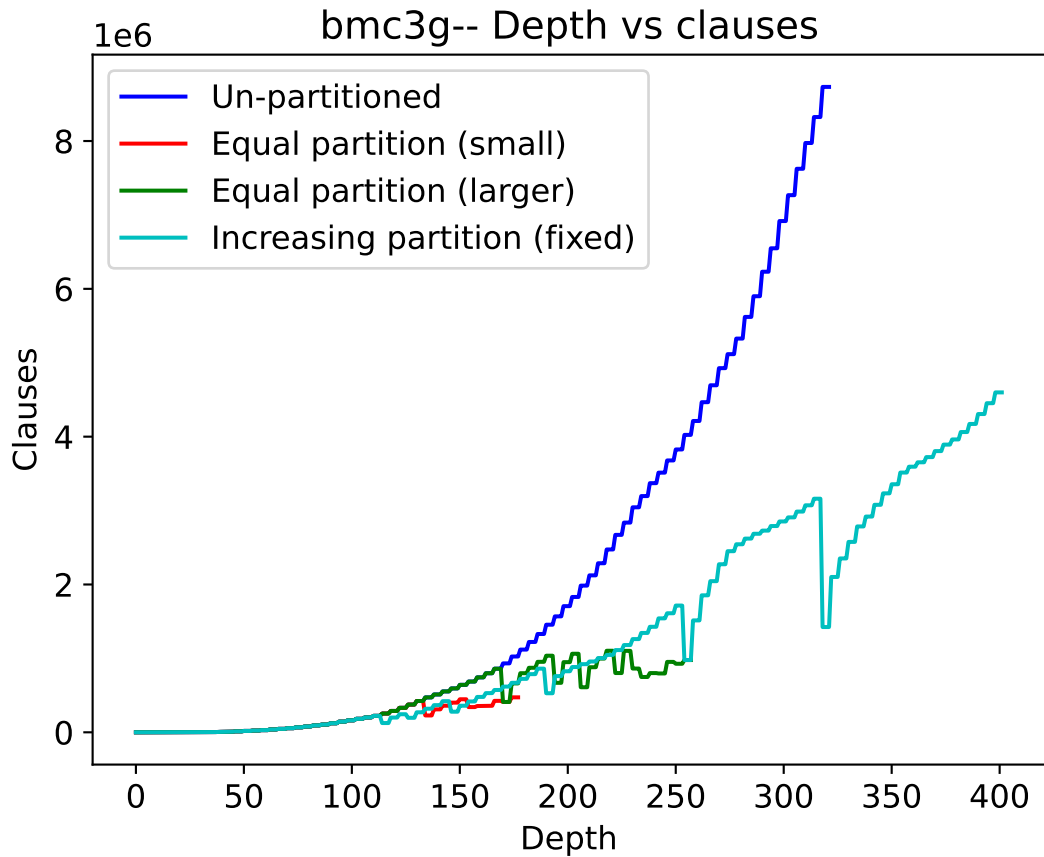


bmc2 -- Depth vs Reward1      bmc2 -- Depth vs Reward2

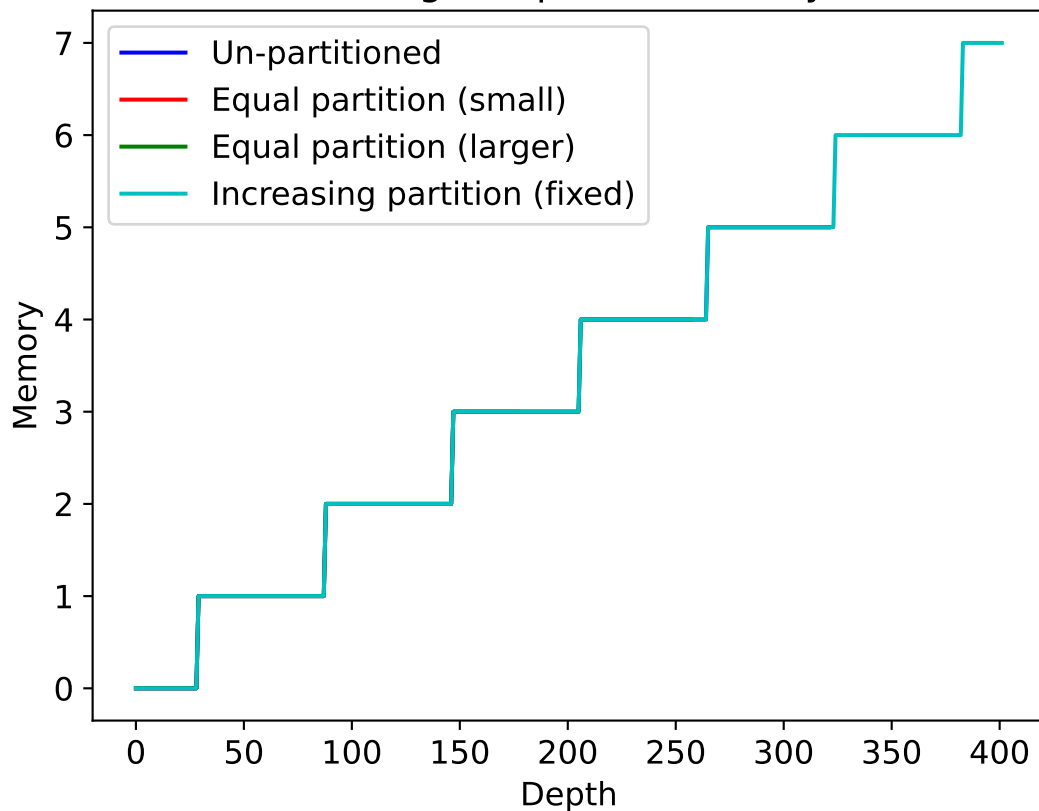


bmc2 -- Depth vs Reward3

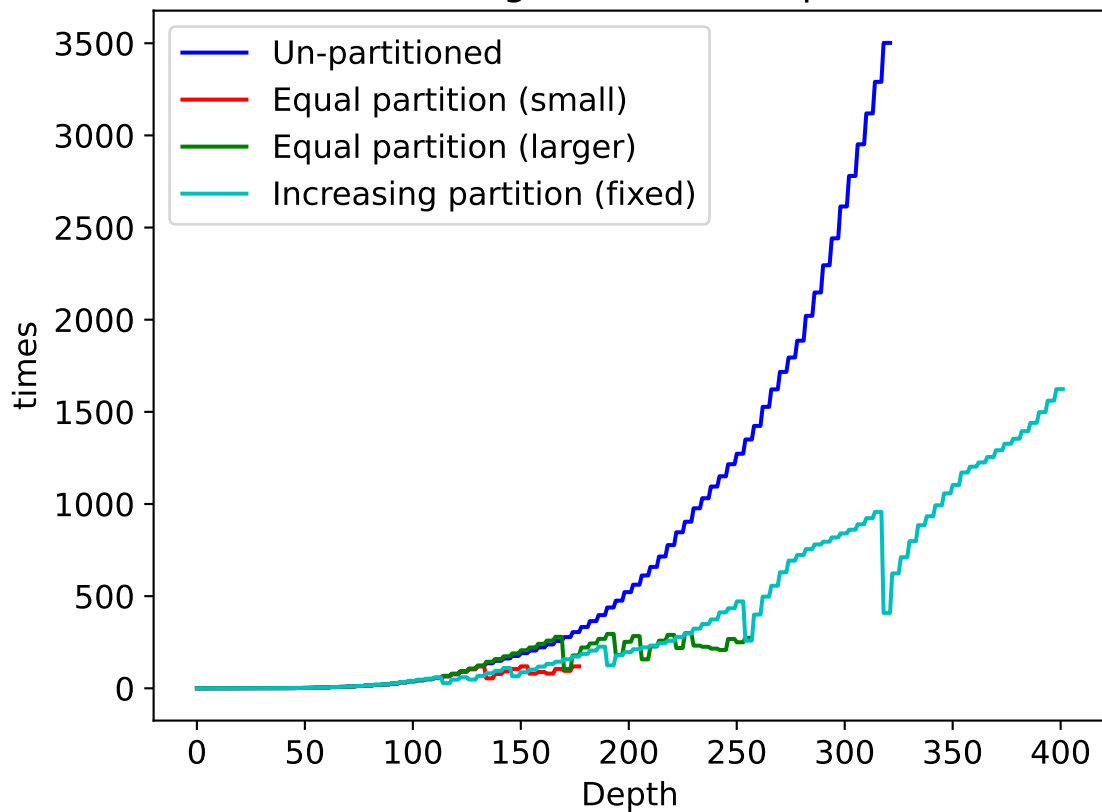




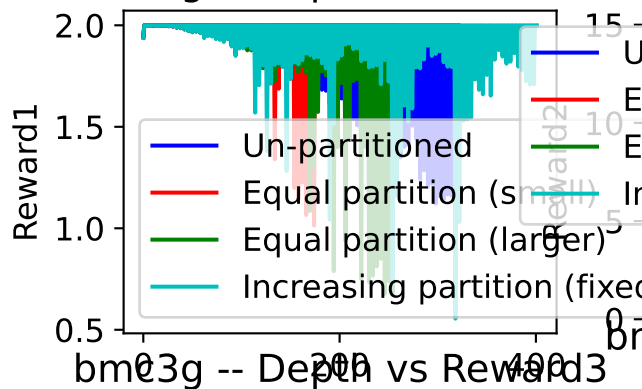
bmc3g-- Depth vs memory



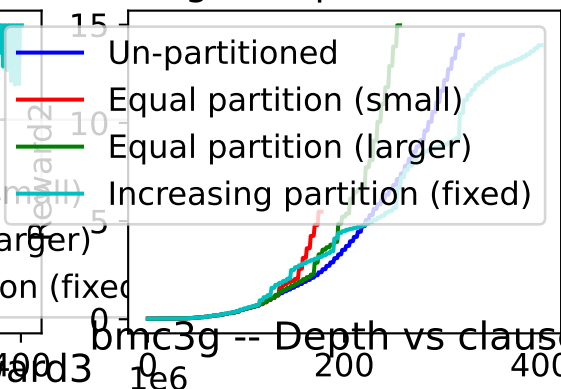
bmc3g-- Times vs Depth



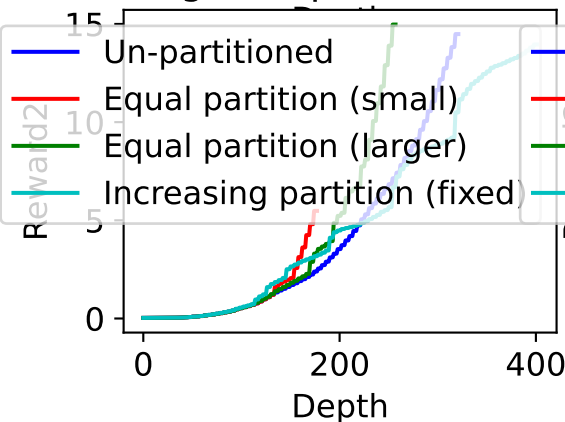
bmc3g -- Depth vs Reward1



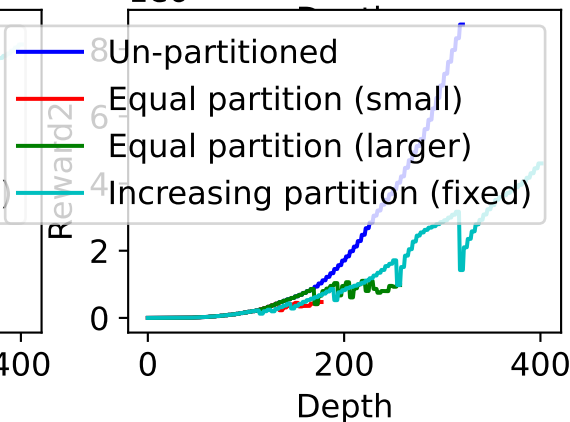
bmc3g -- Depth vs Reward2



bmc3g -- Depth vs Reward3

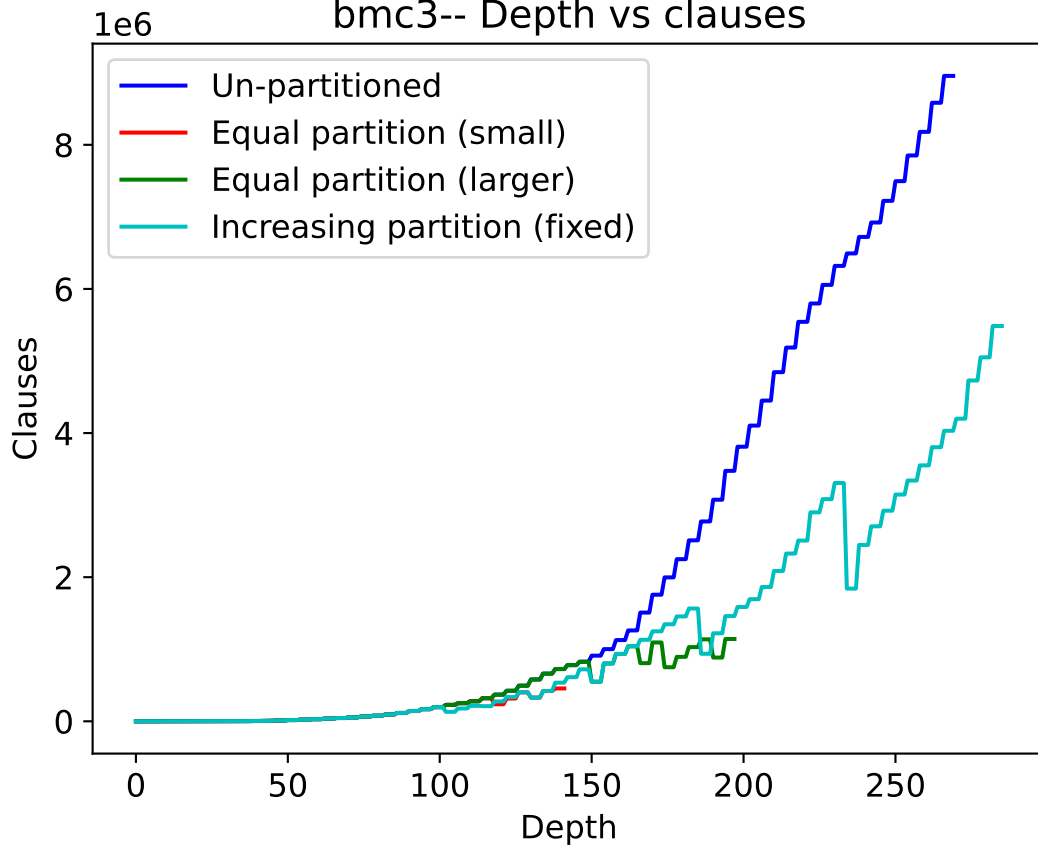


bmc3g -- Depth vs clauses

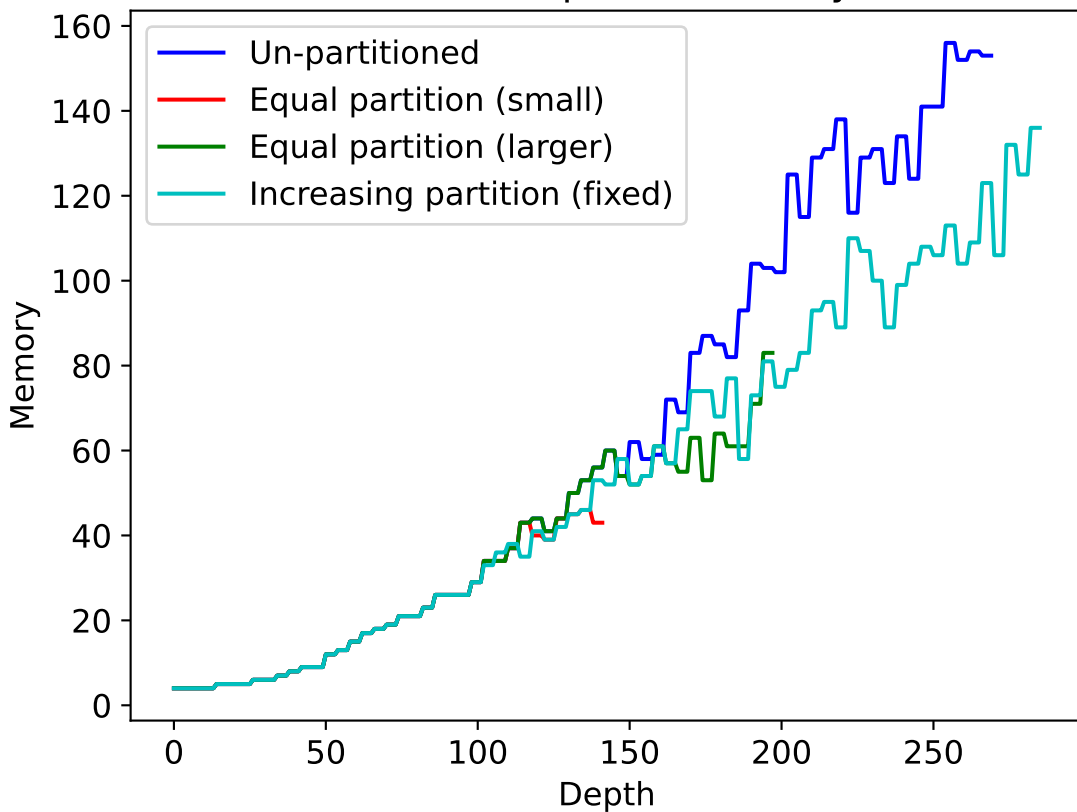




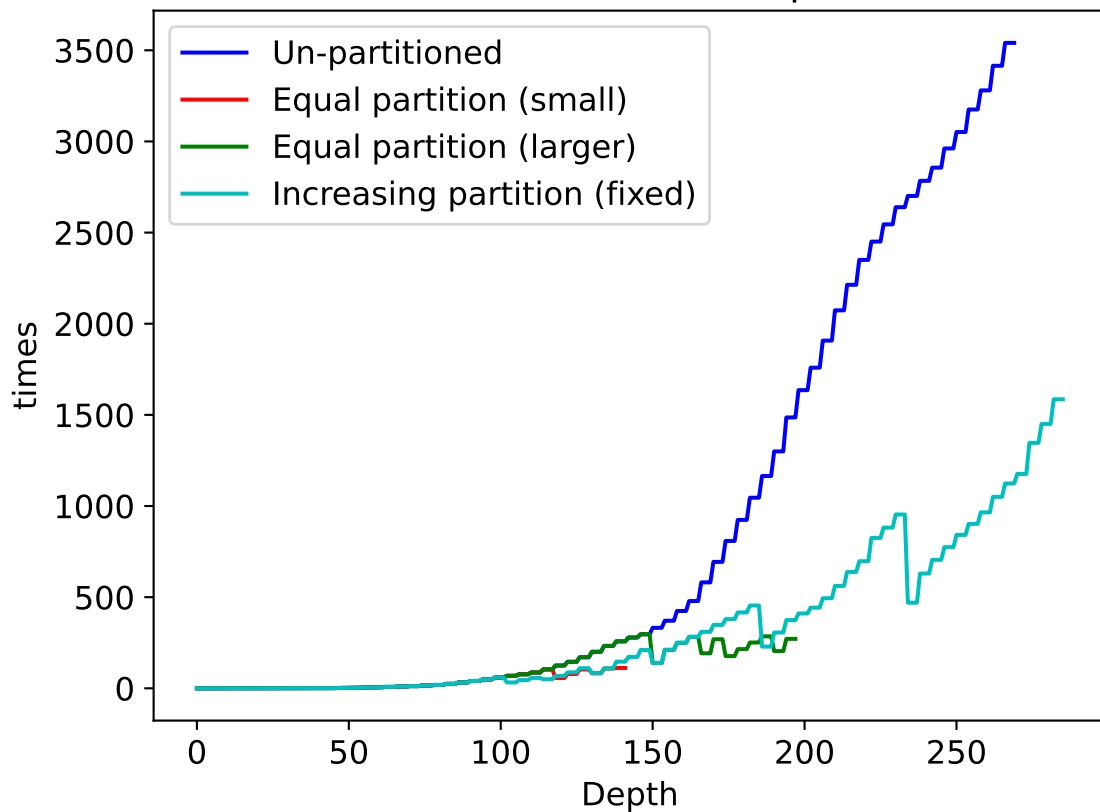
bmc3-- Depth vs clauses



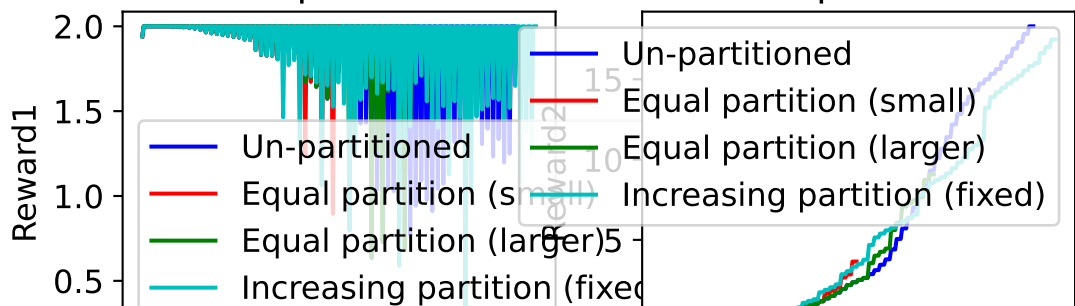
bmc3-- Depth vs memory



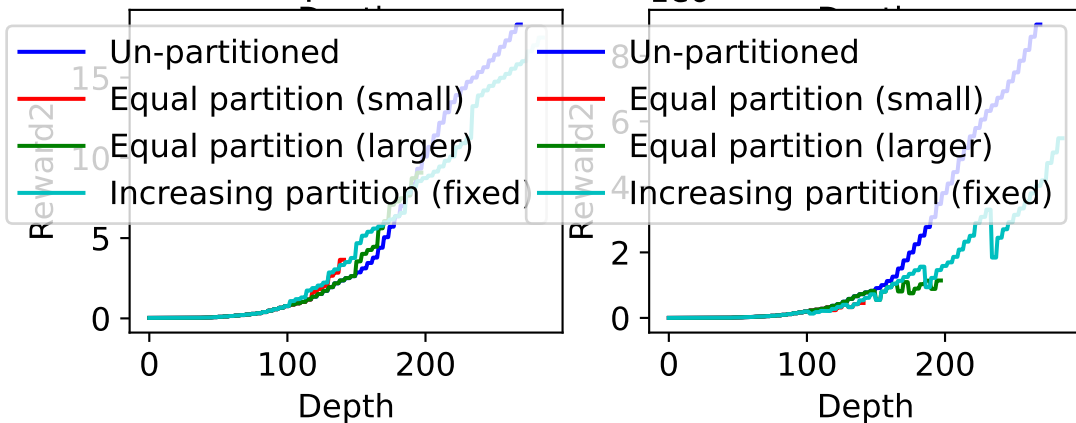
bmc3-- Times vs Depth

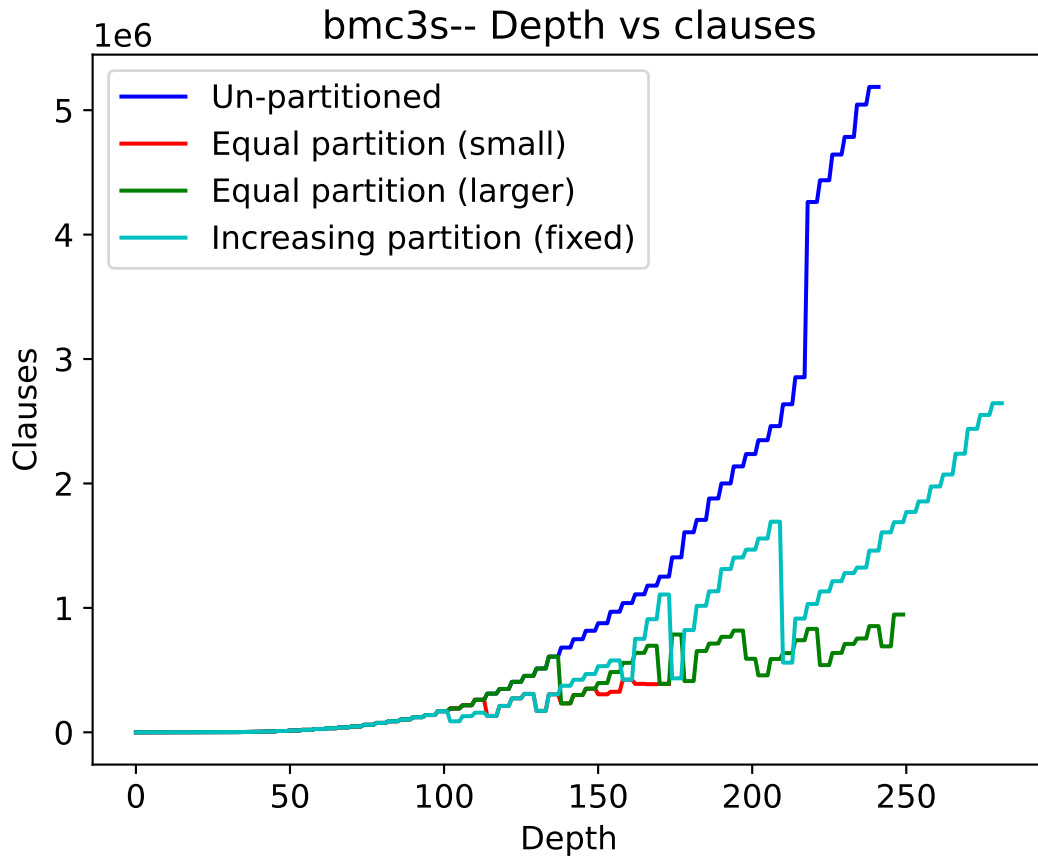


bmc3 -- Depth vs Reward1 bmc3 -- Depth vs Reward2

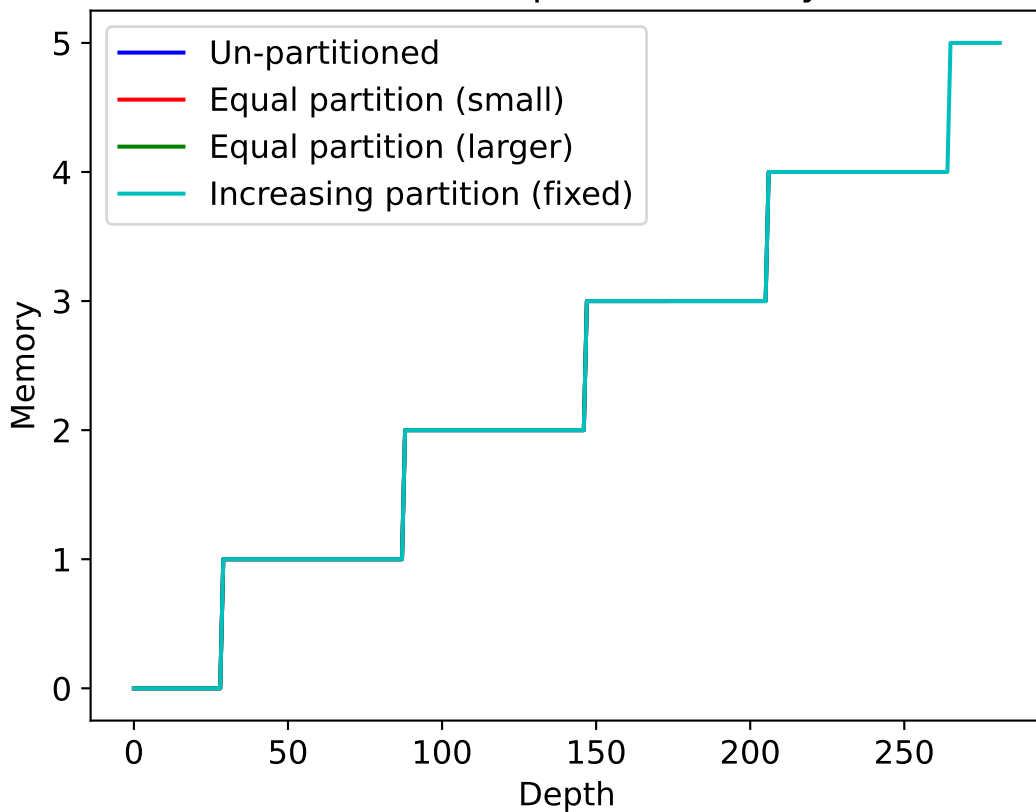


bmc3 -- Depth vs Reward3 bmc3 -- Depth vs clauses

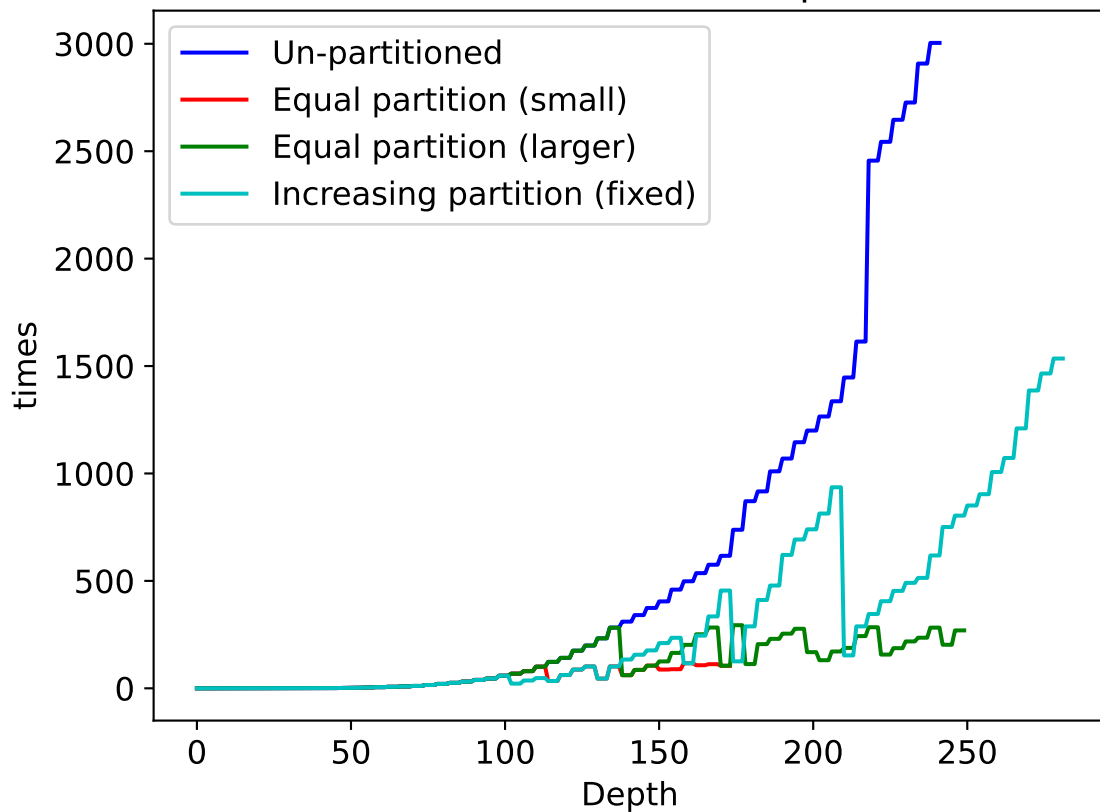




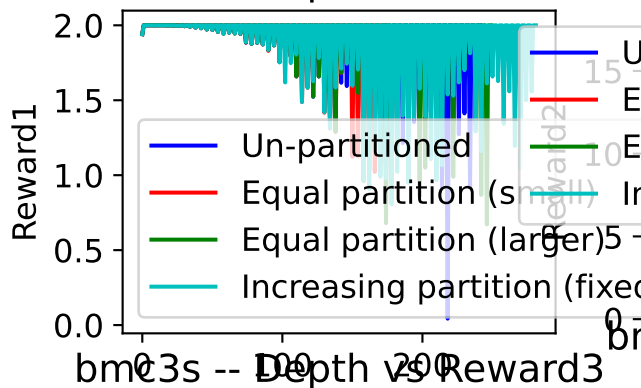
bmc3s-- Depth vs memory



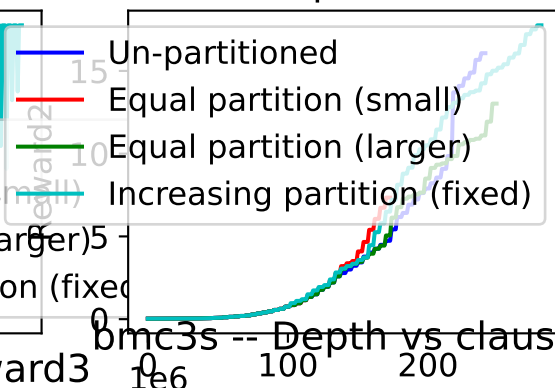
bmc3s-- Times vs Depth



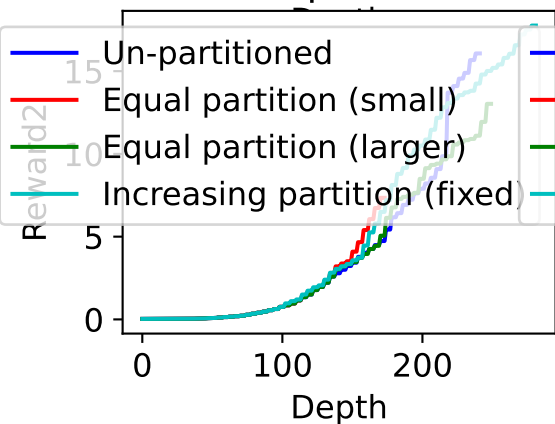
bmc3s -- Depth vs Reward1



bmc3s -- Depth vs Reward2



bmc3s -- Depth vs Reward3



bmc3s -- Depth vs clauses

