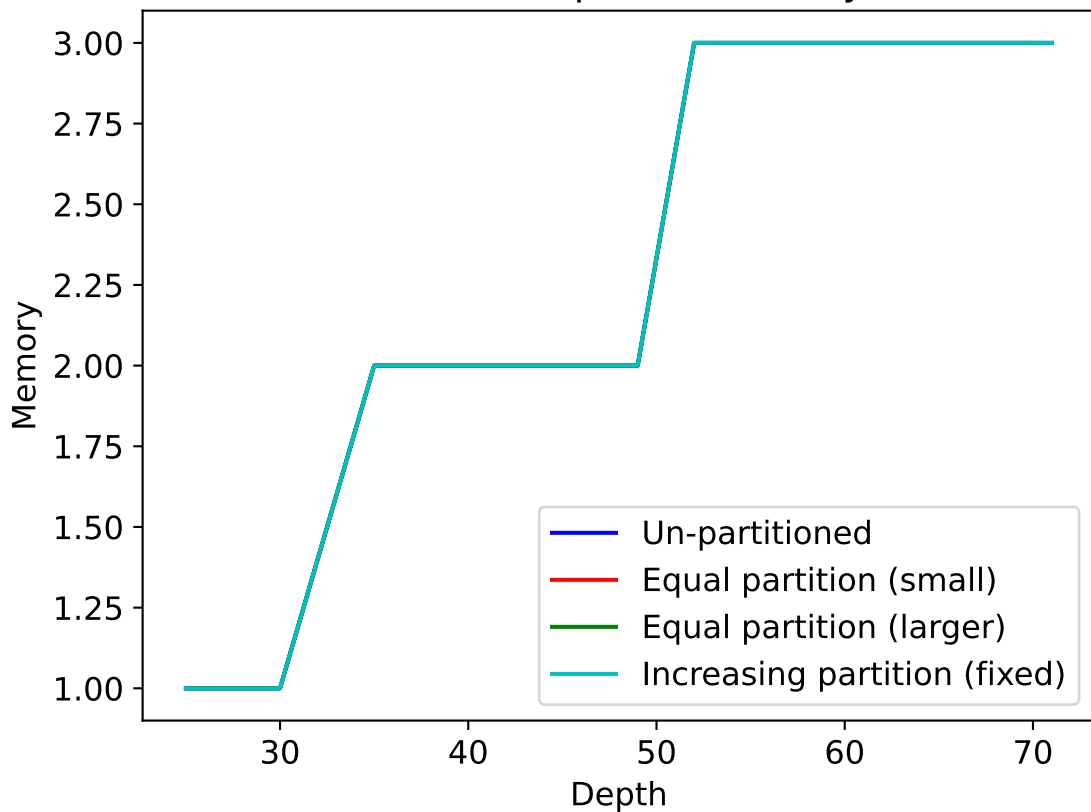
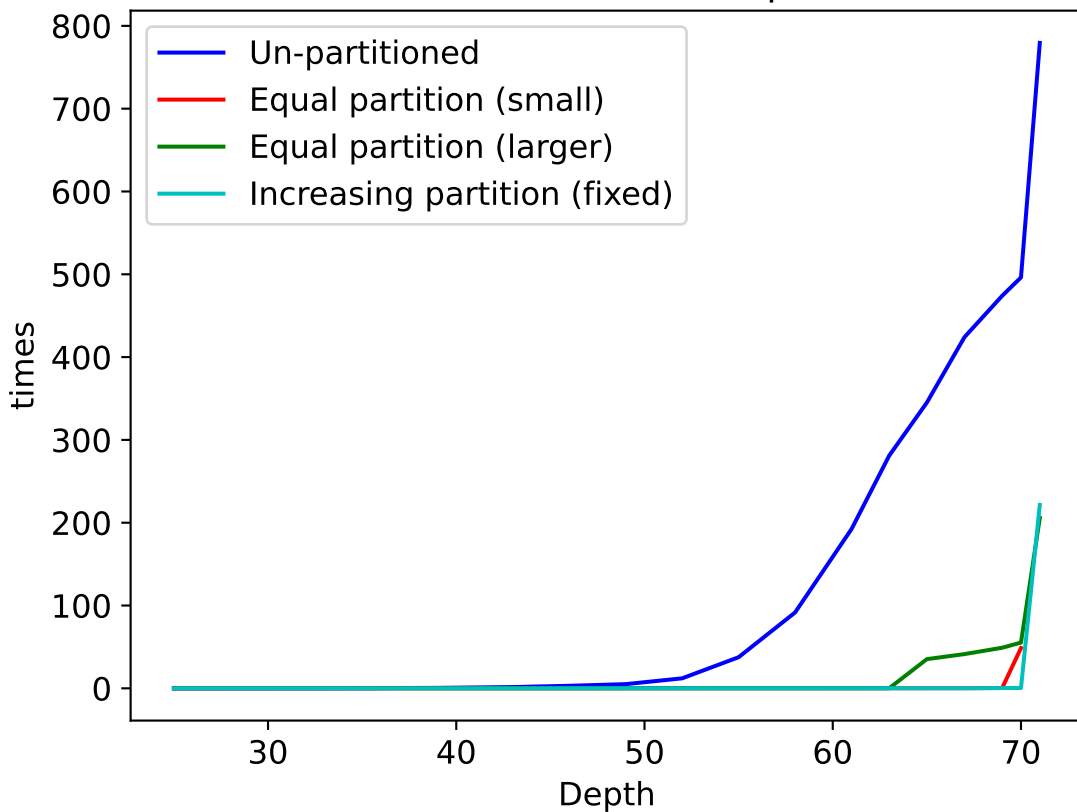


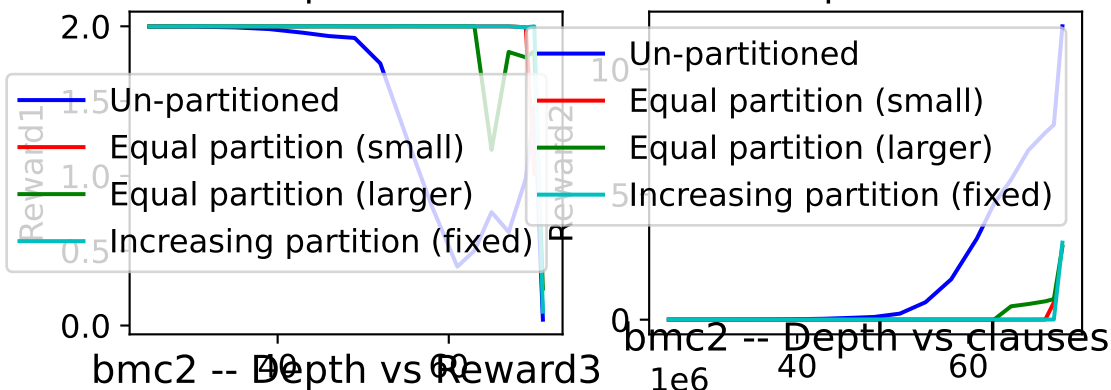
bmc2-- Depth vs memory



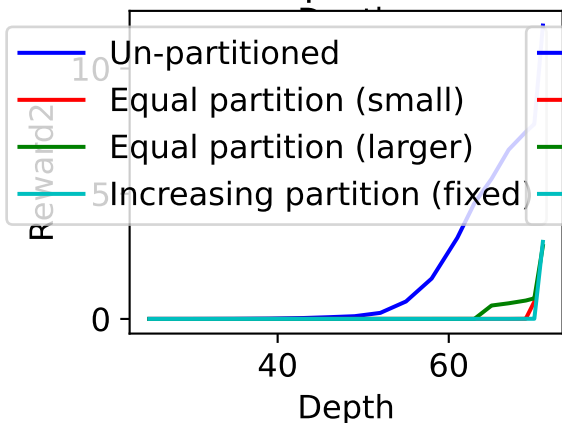
bmc2-- Times vs Depth



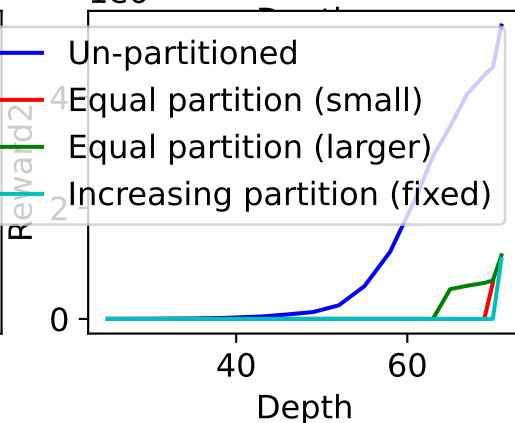
bmc2 -- Depth vs Reward1      bmc2 -- Depth vs Reward2

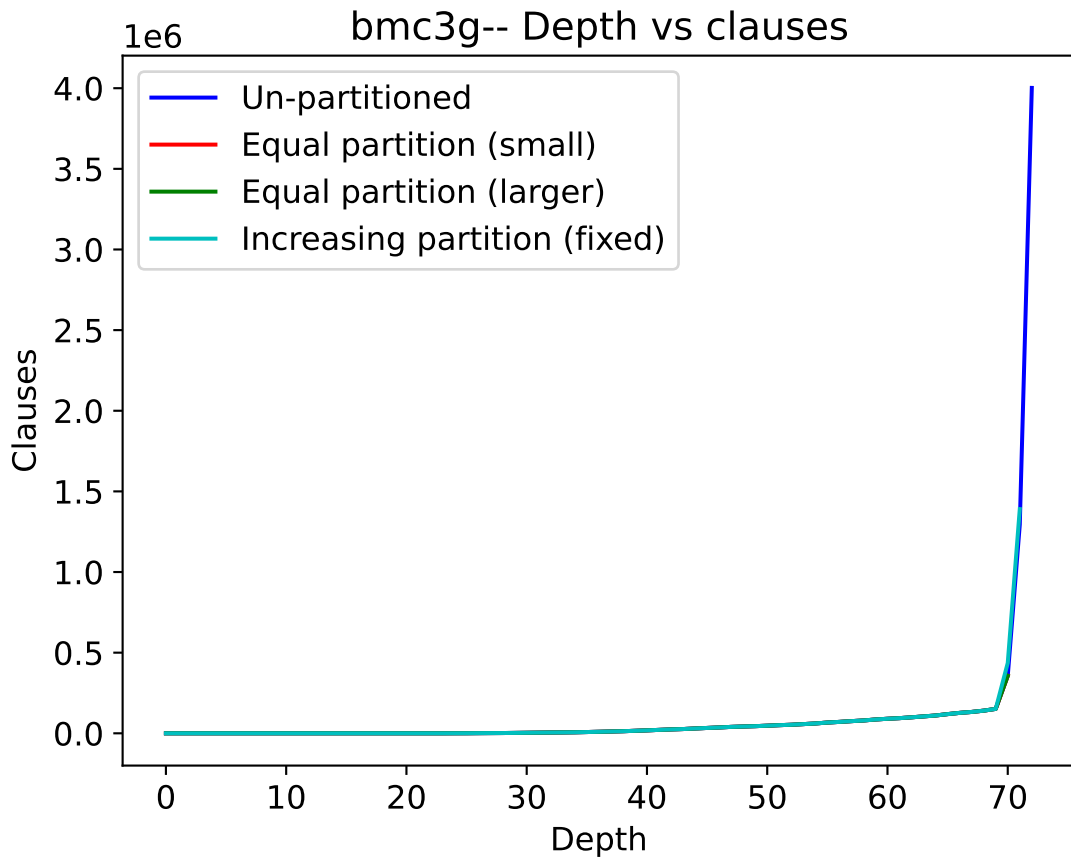


bmc2 -- Depth vs Reward3

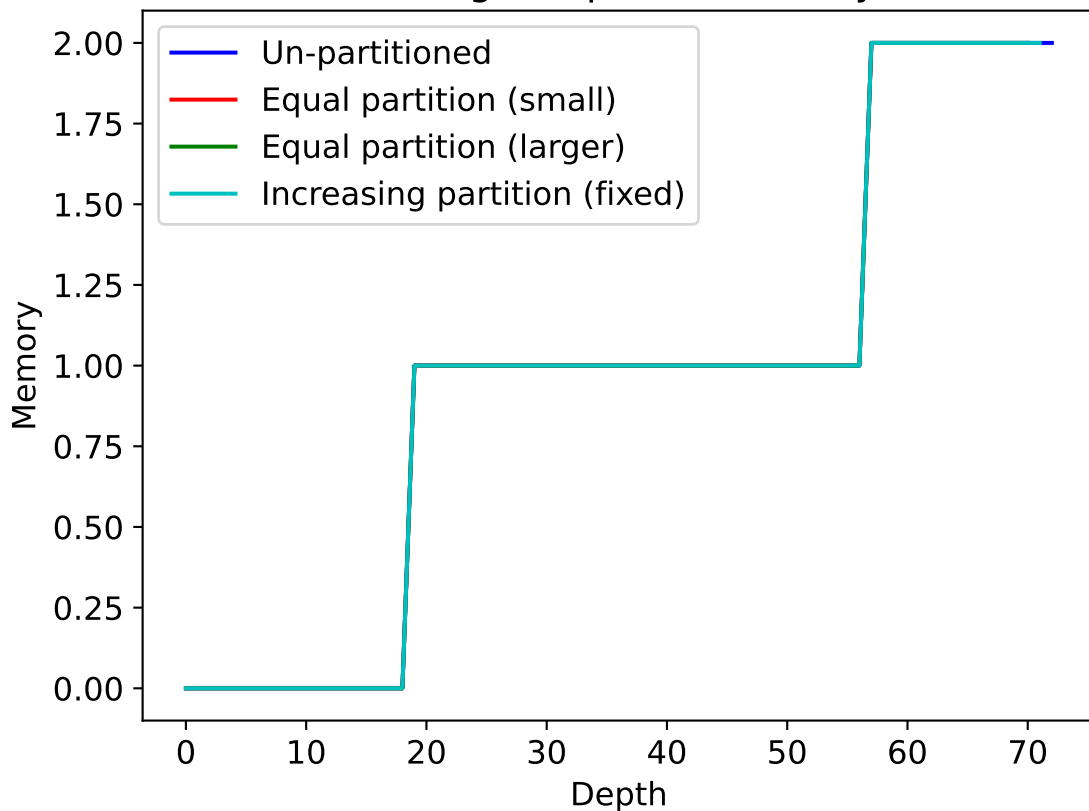


bmc2 -- Depth vs clauses

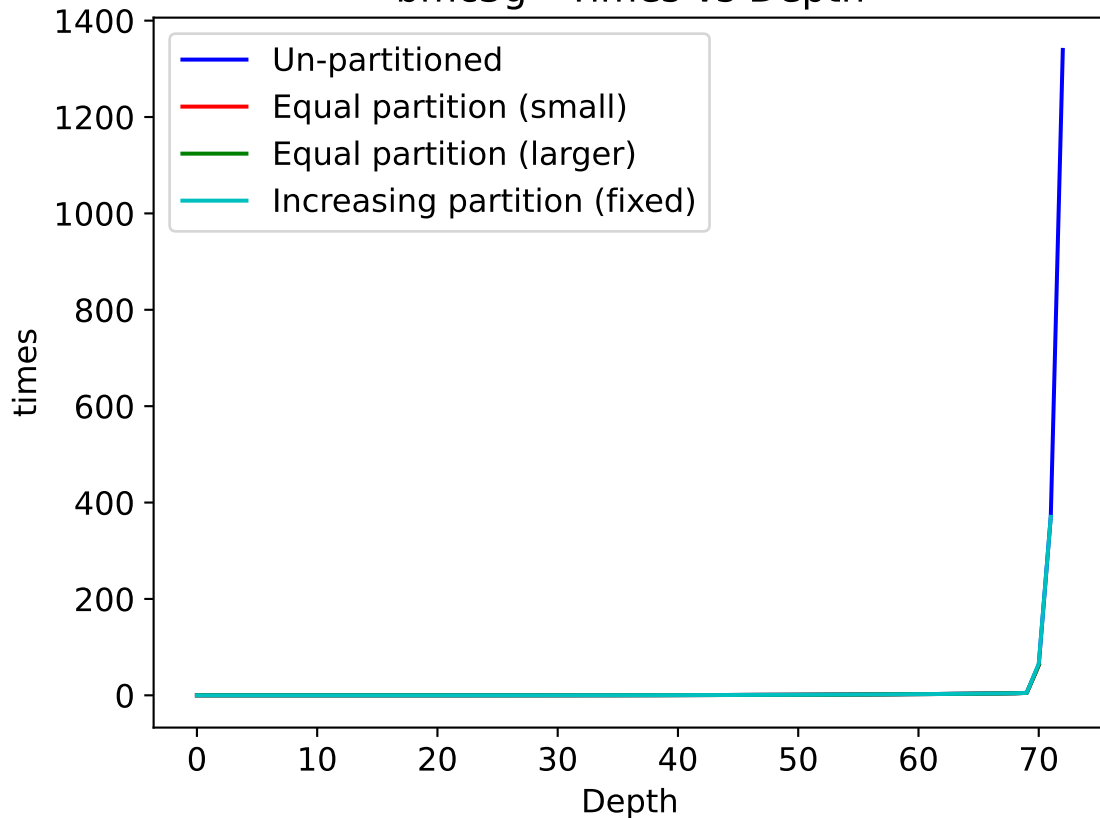




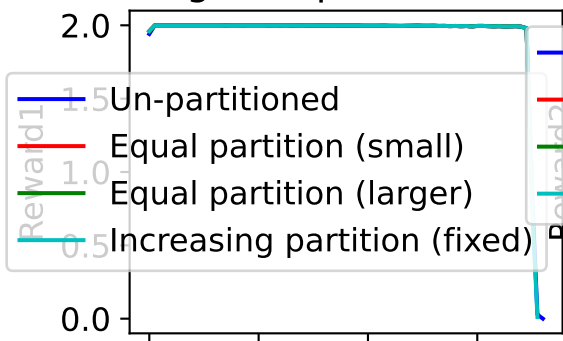
bmc3g-- Depth vs memory



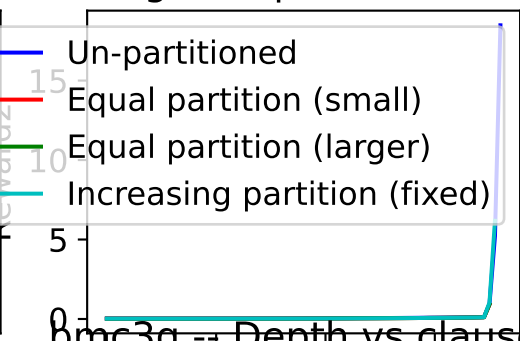
bmc3g-- Times vs Depth



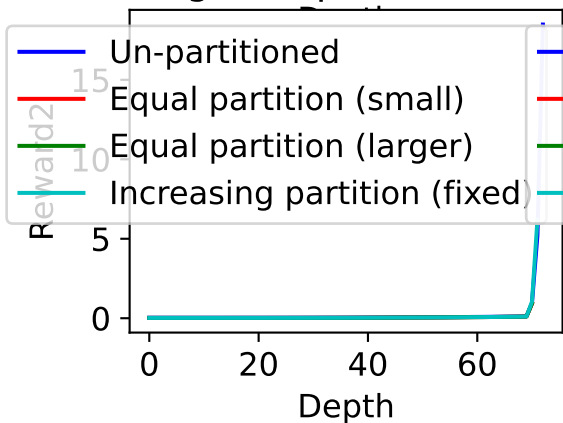
bmc3g -- Depth vs Reward1



bmc3g -- Depth vs Reward2



bmc3g -- Depth vs Reward3



bmc3g -- Depth vs clauses

