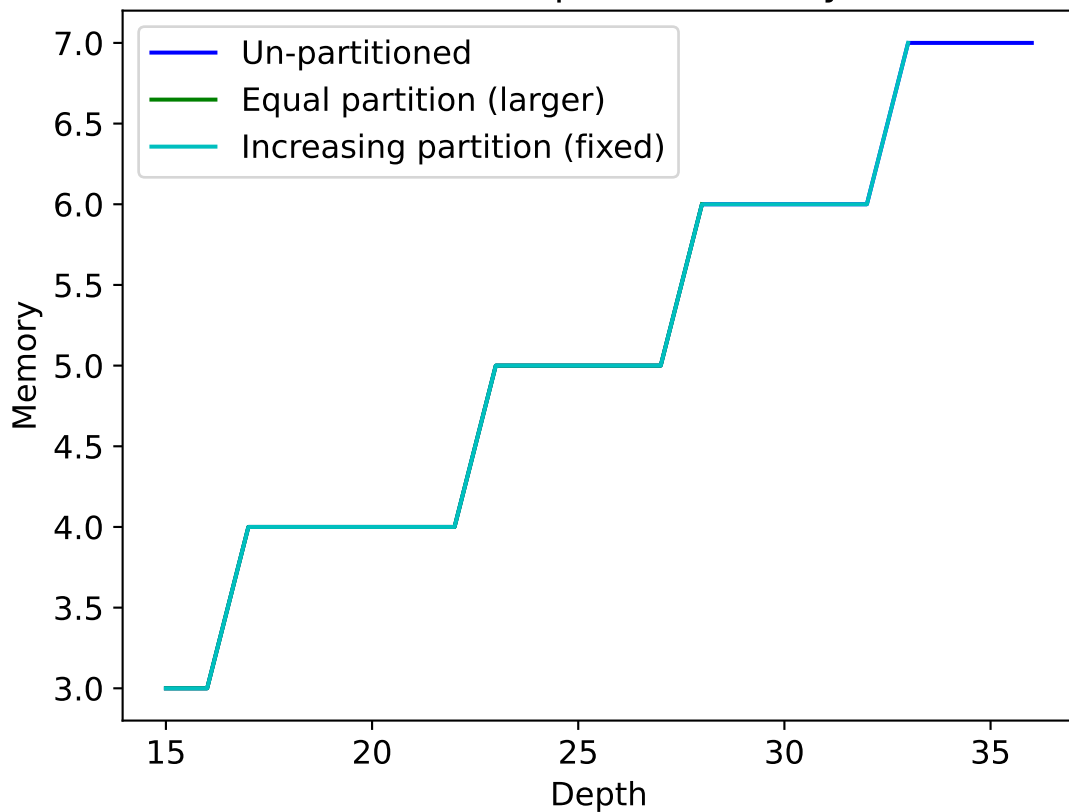
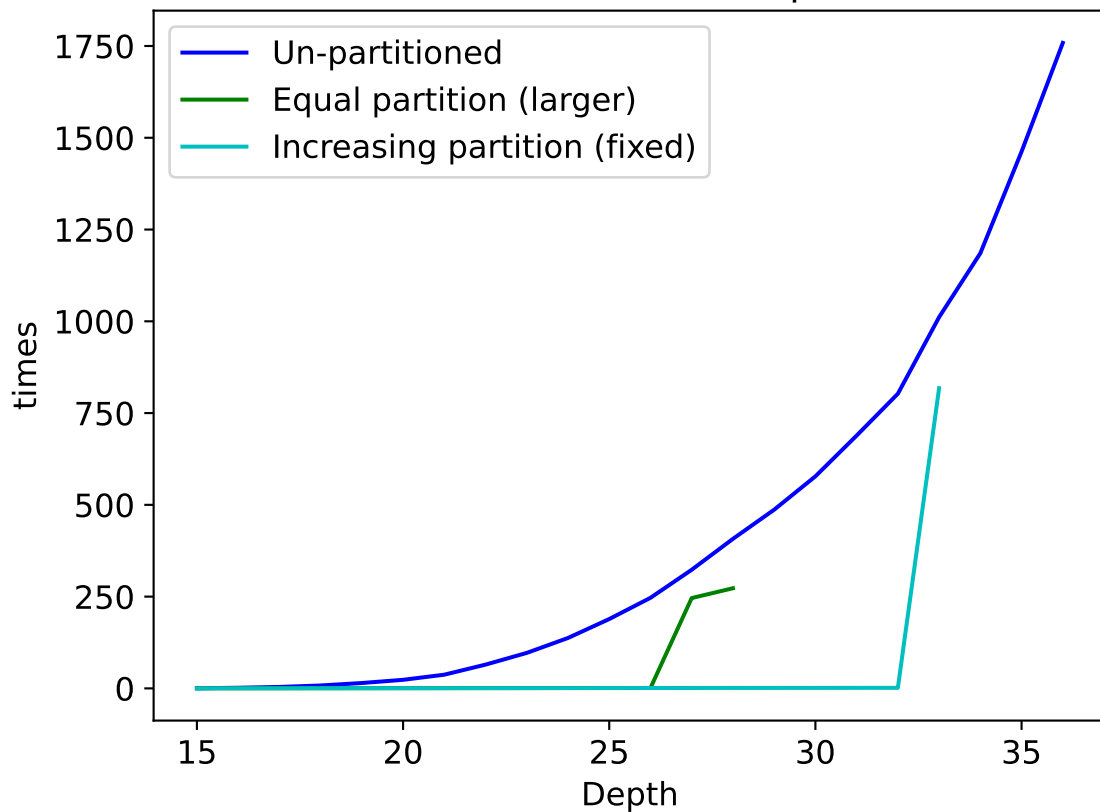


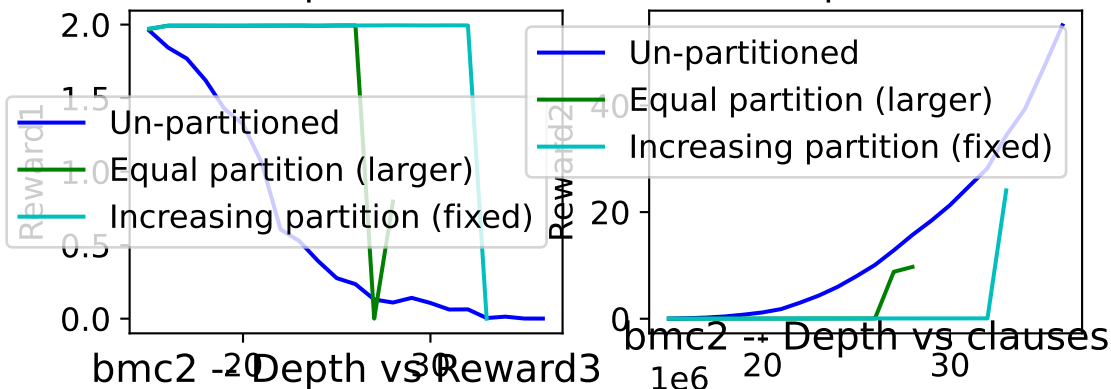
bmc2-- Depth vs memory



bmc2-- Times vs Depth



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



bmc2 -- Depth vs Reward3

