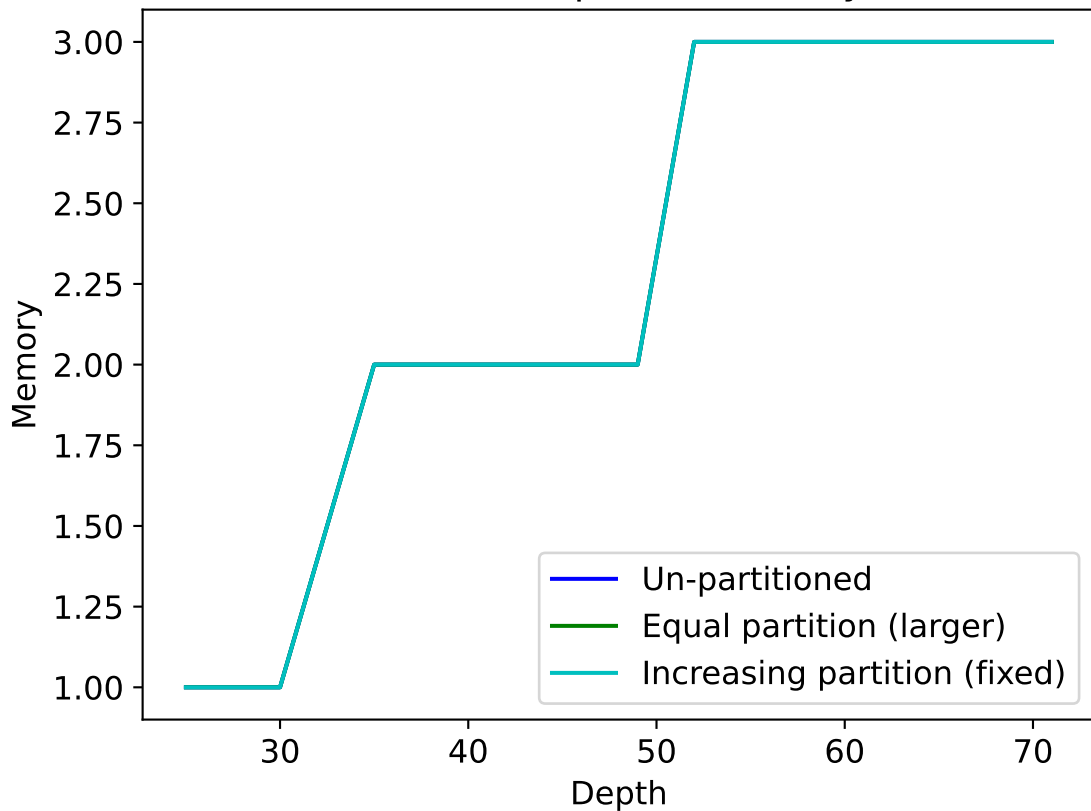
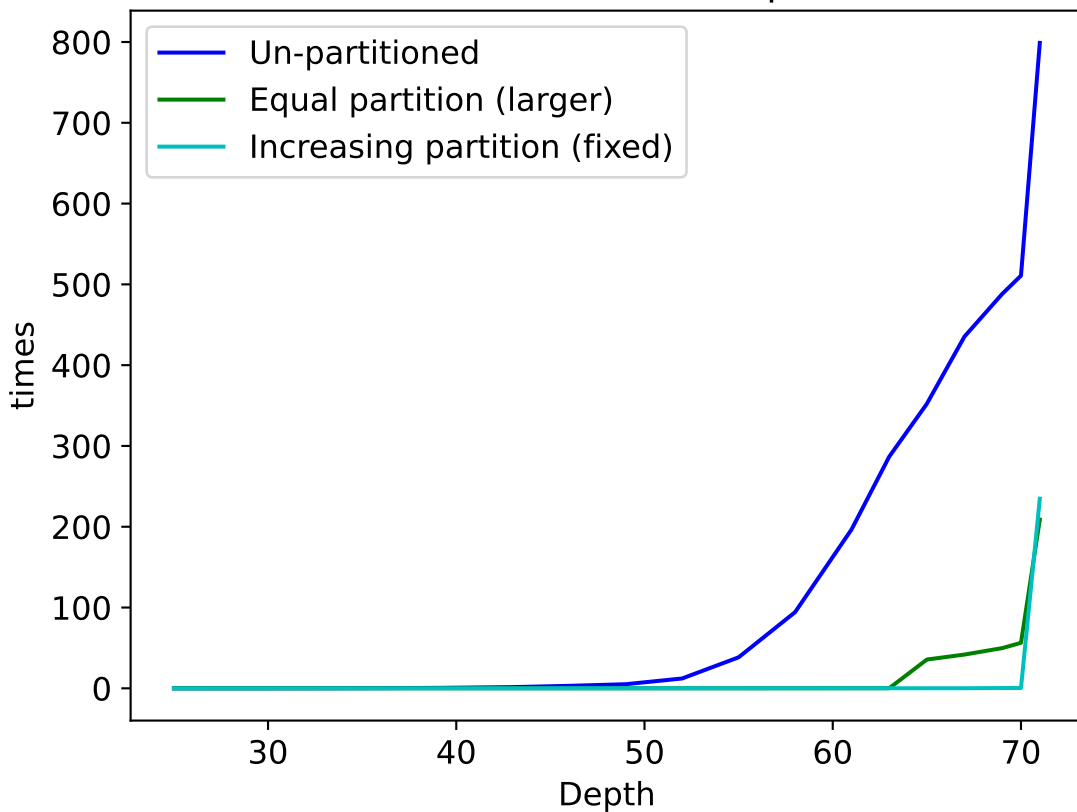


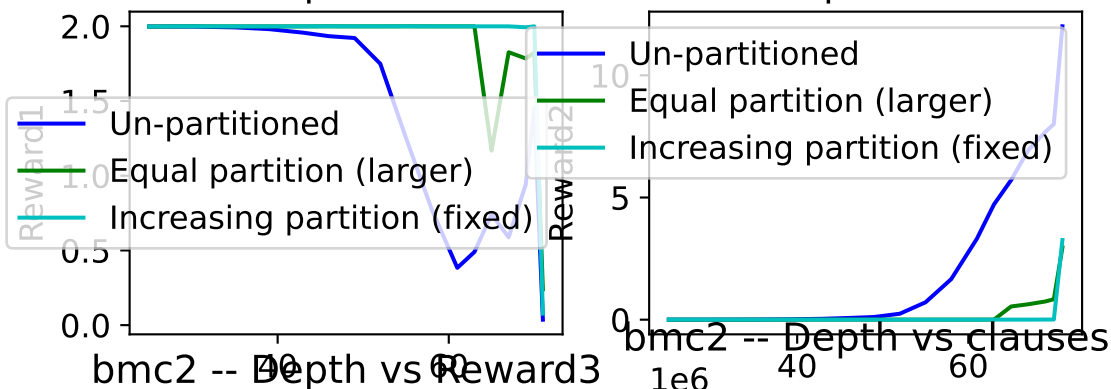
bmc2-- Depth vs memory



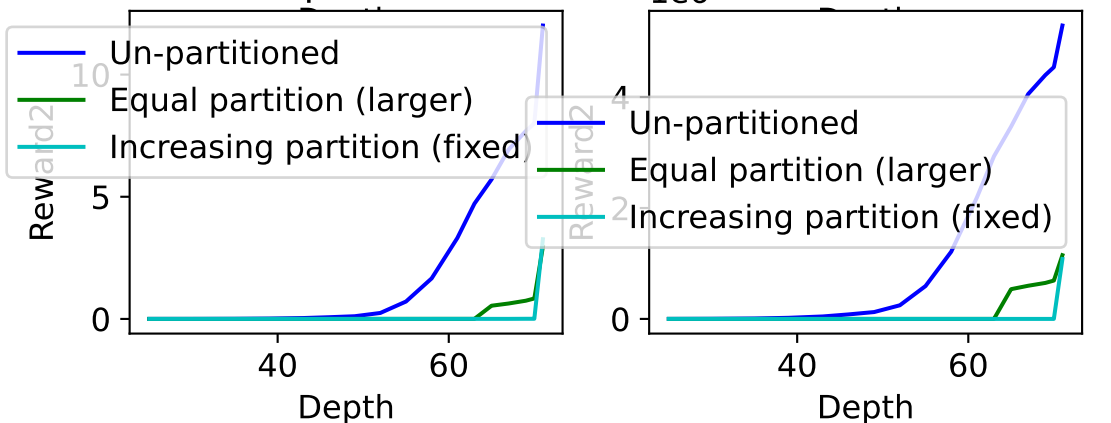
bmc2-- Times vs Depth

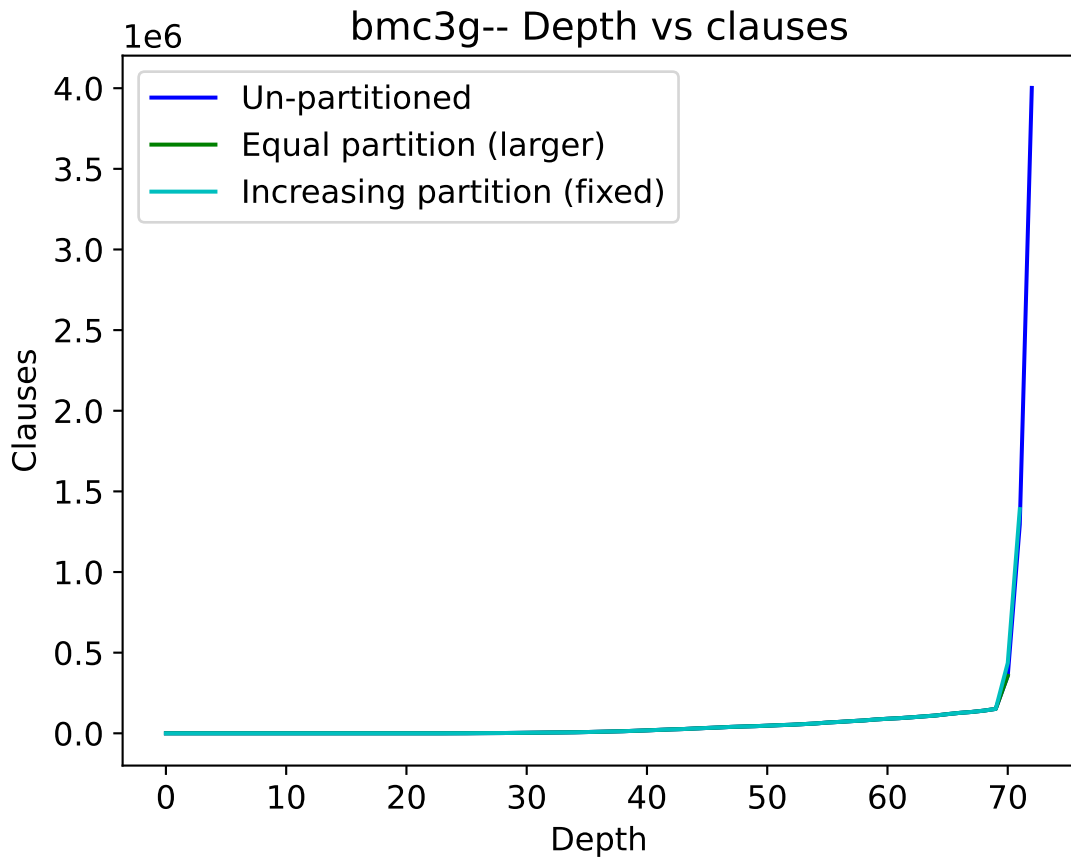


bmc2 -- Depth vs Reward1      bmc2 -- Depth vs Reward2

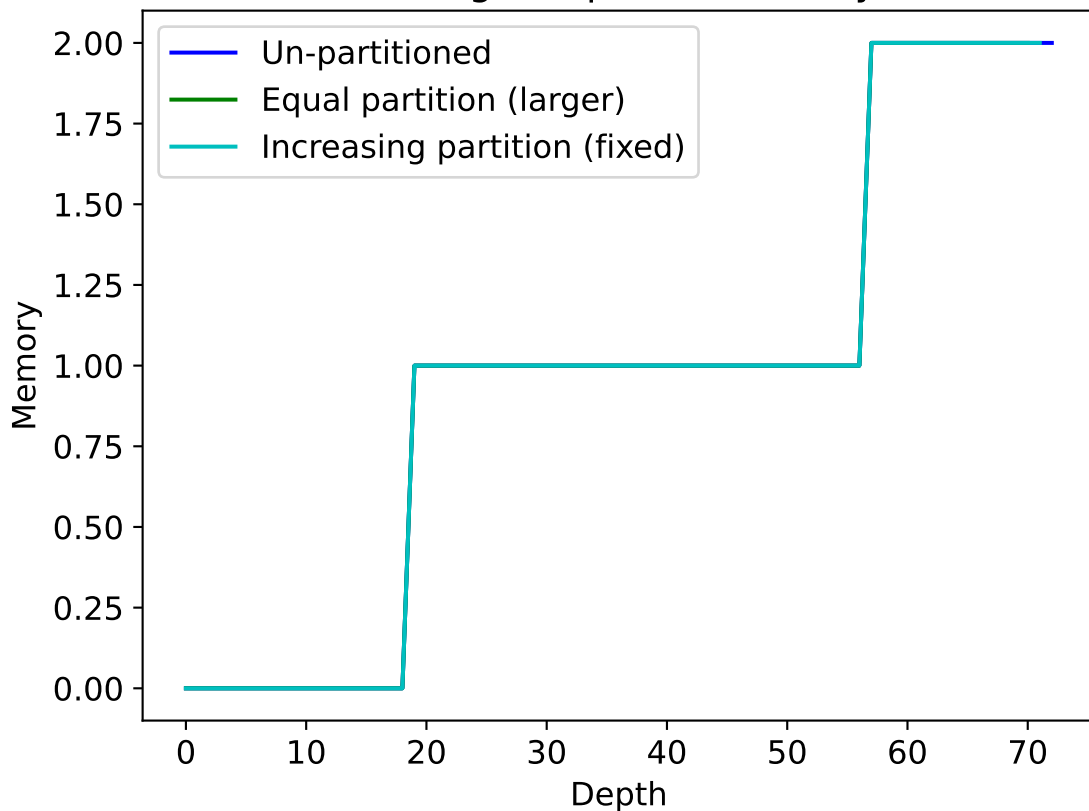


bmc2 -- Depth vs Reward3

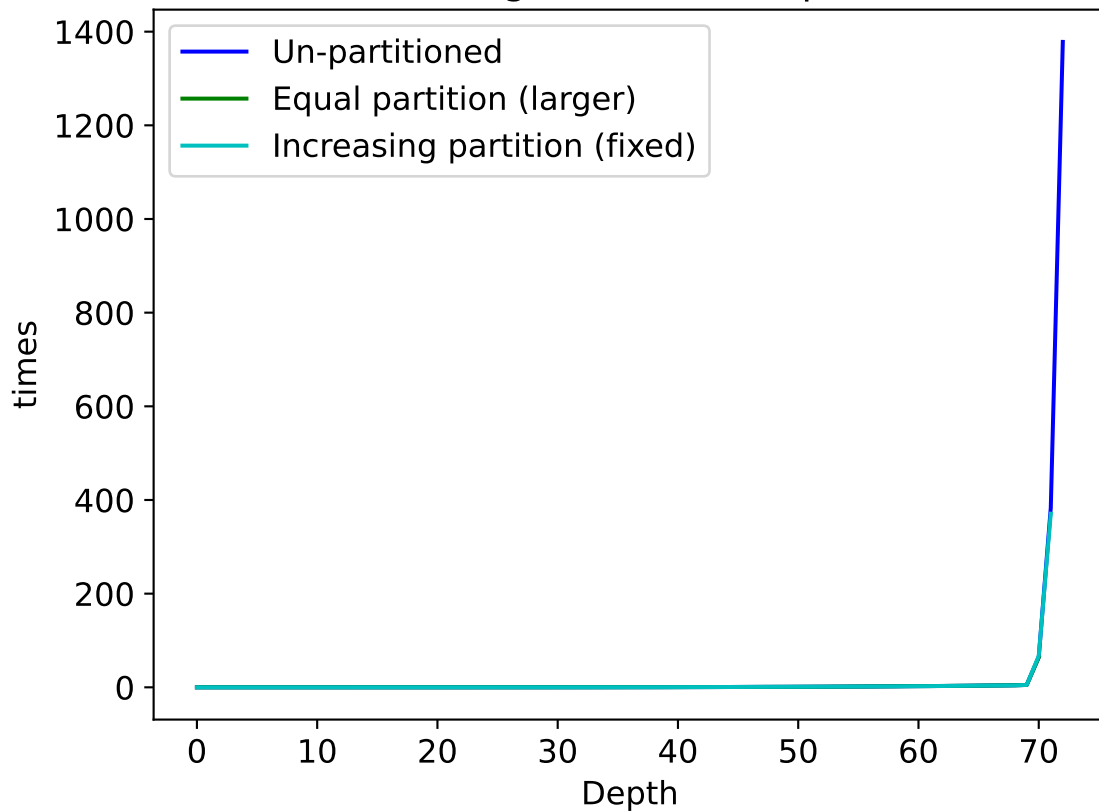




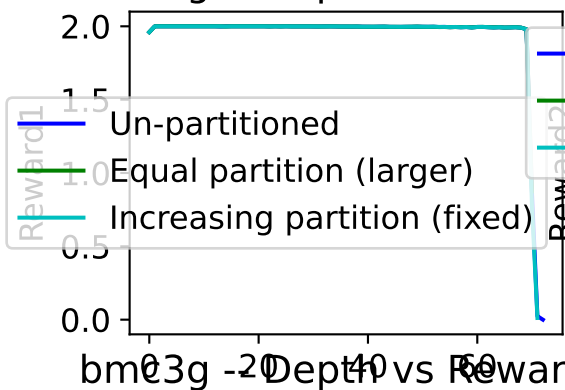
bmc3g-- Depth vs memory



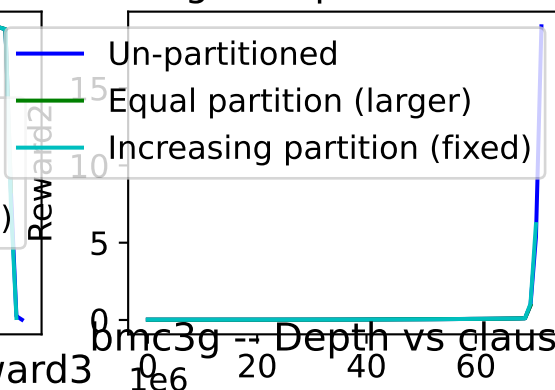
bmc3g-- Times vs Depth



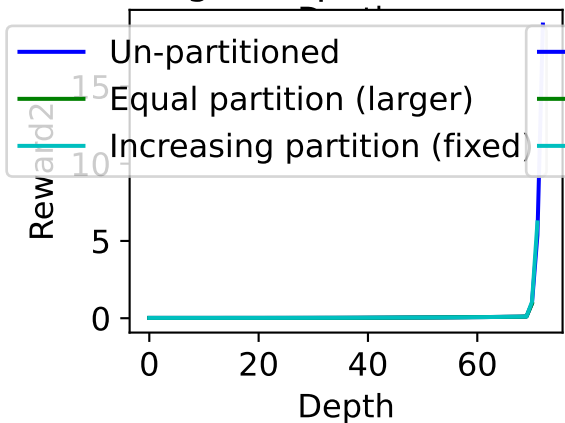
bmc3g -- Depth vs Reward1



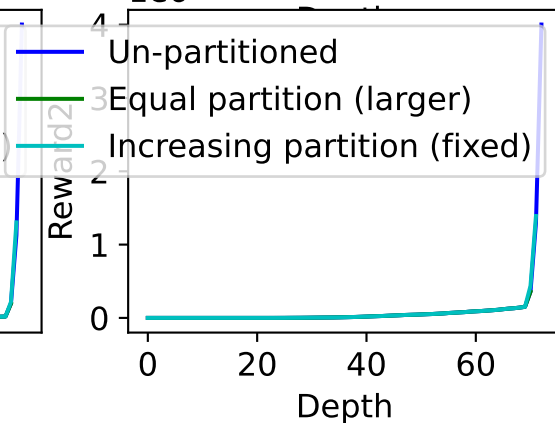
bmc3g -- Depth vs Reward2



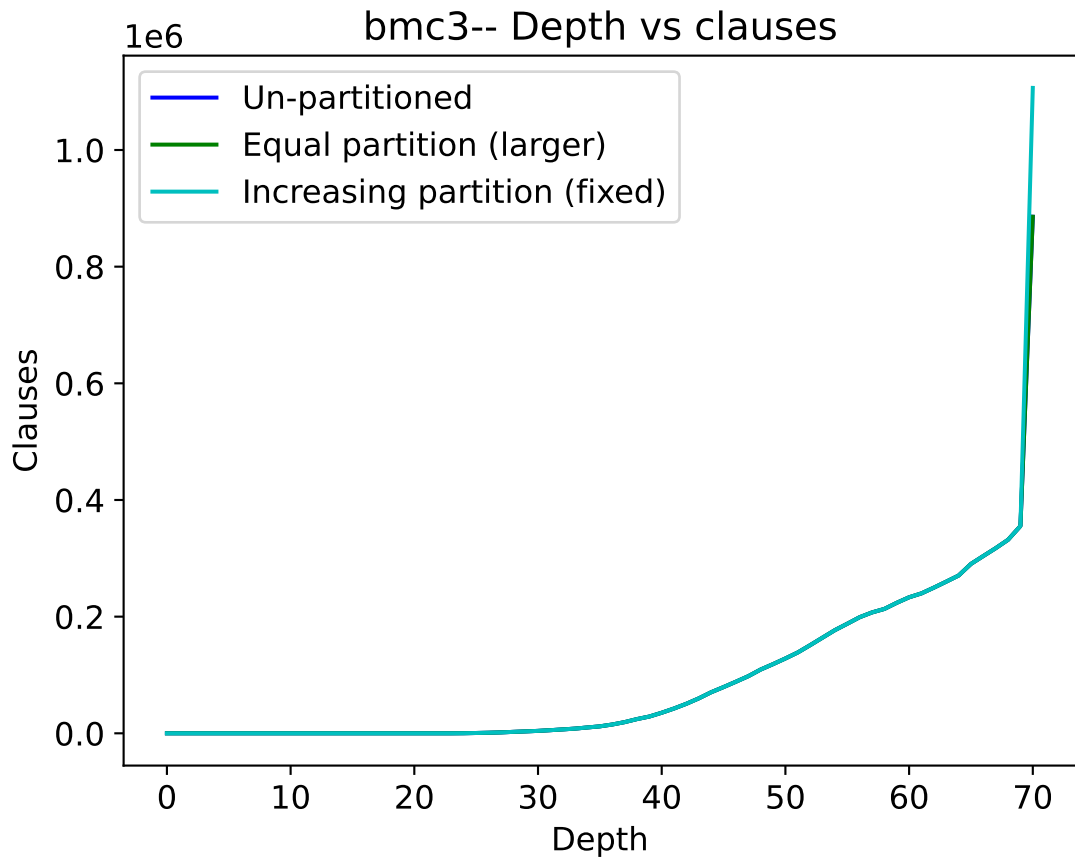
bmc3g -- Depth vs Reward3



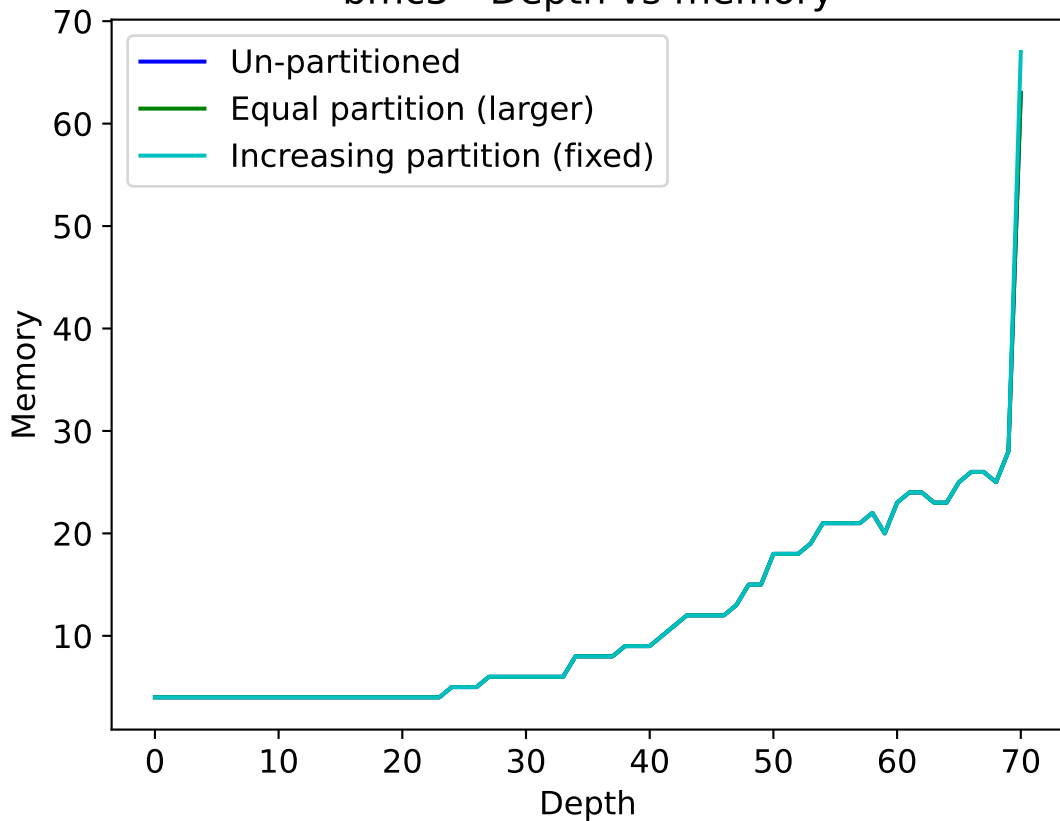
bmc3g -- Depth vs clauses



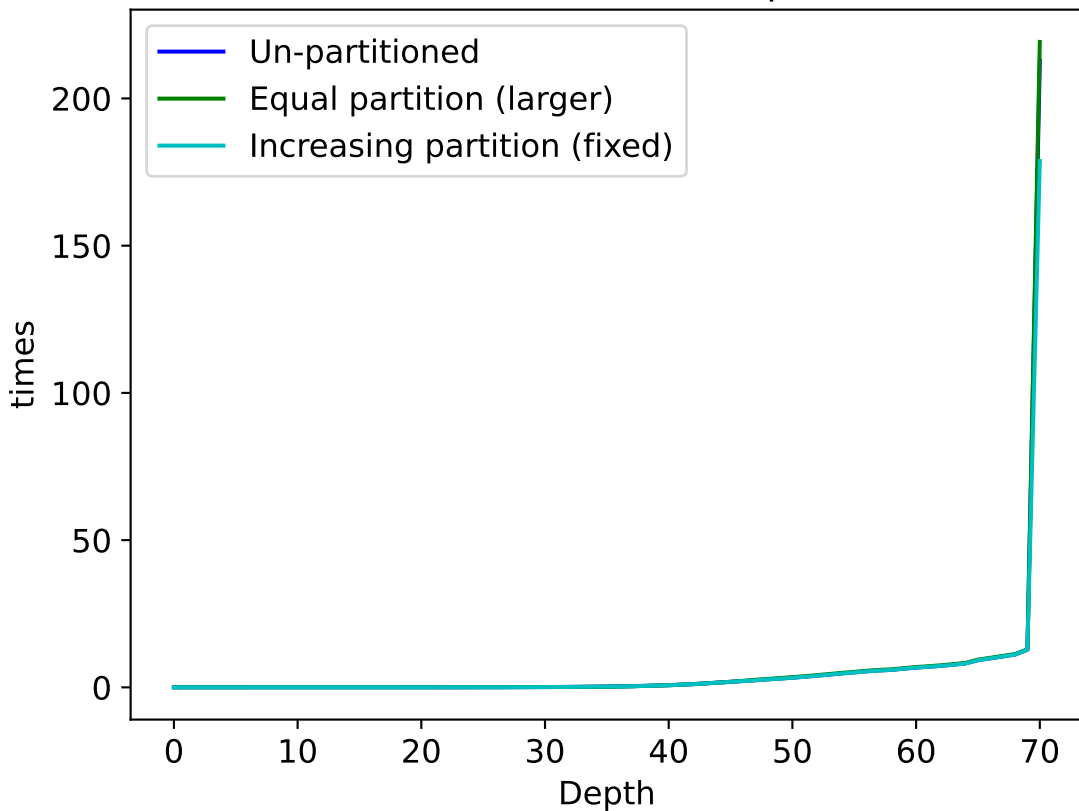




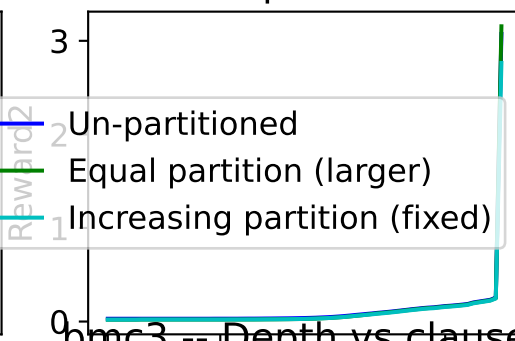
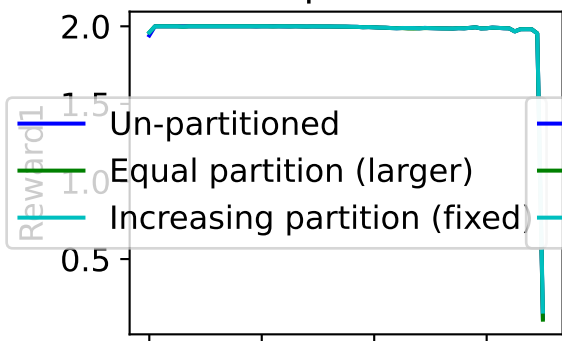
bmc3-- Depth vs memory



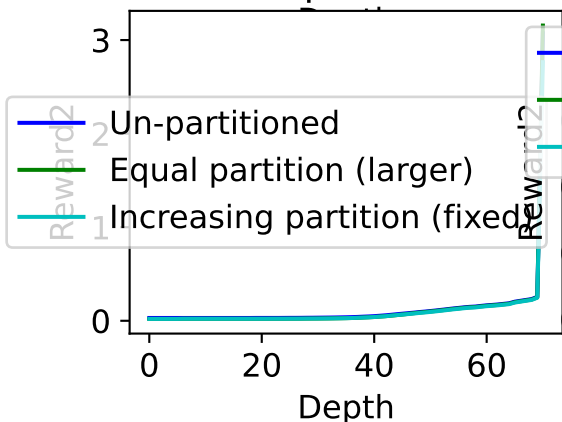
bmc3-- Times vs Depth



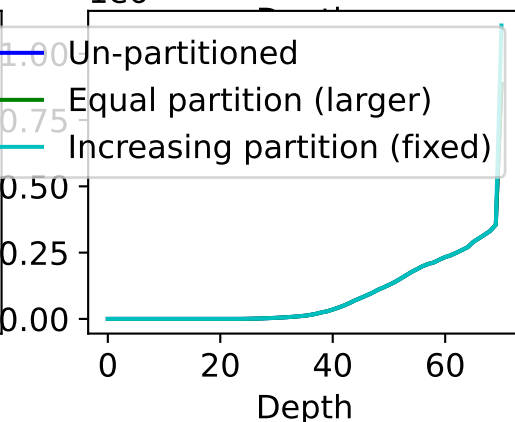
bmc3 -- Depth vs Reward1 bmc3 -- Depth vs Reward2

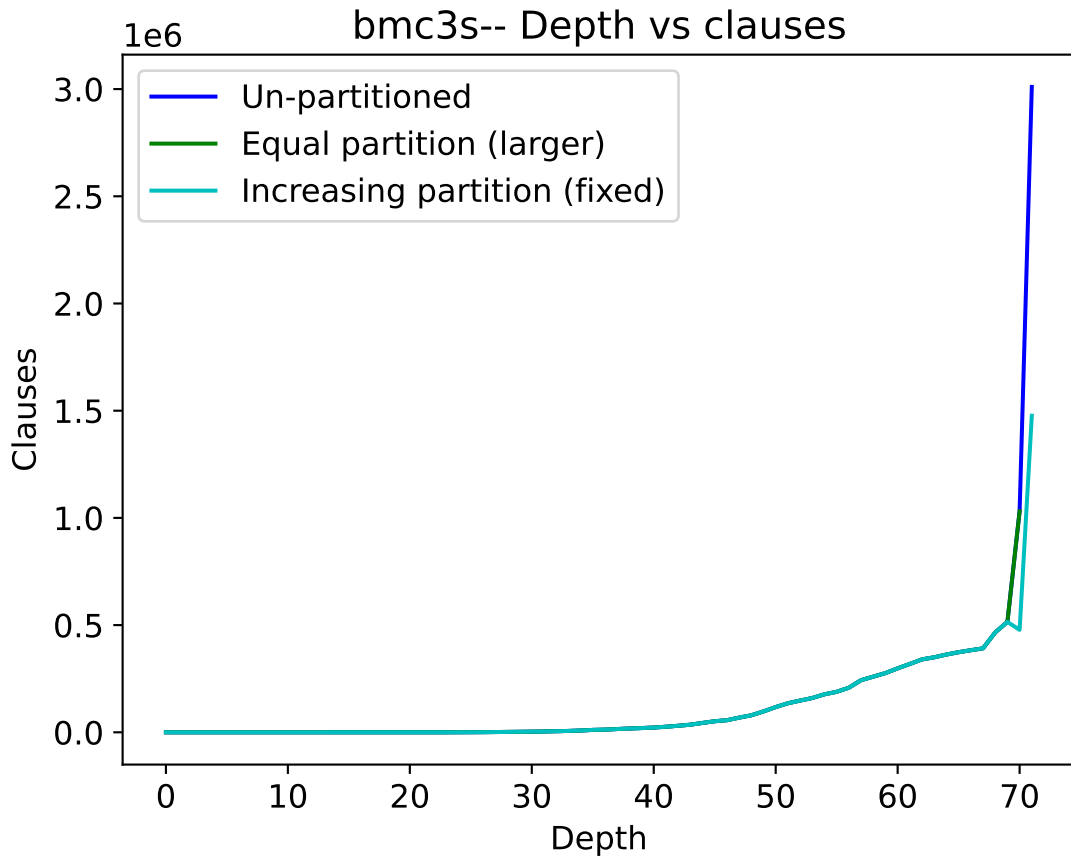


bmc3 -- Depth vs Reward3

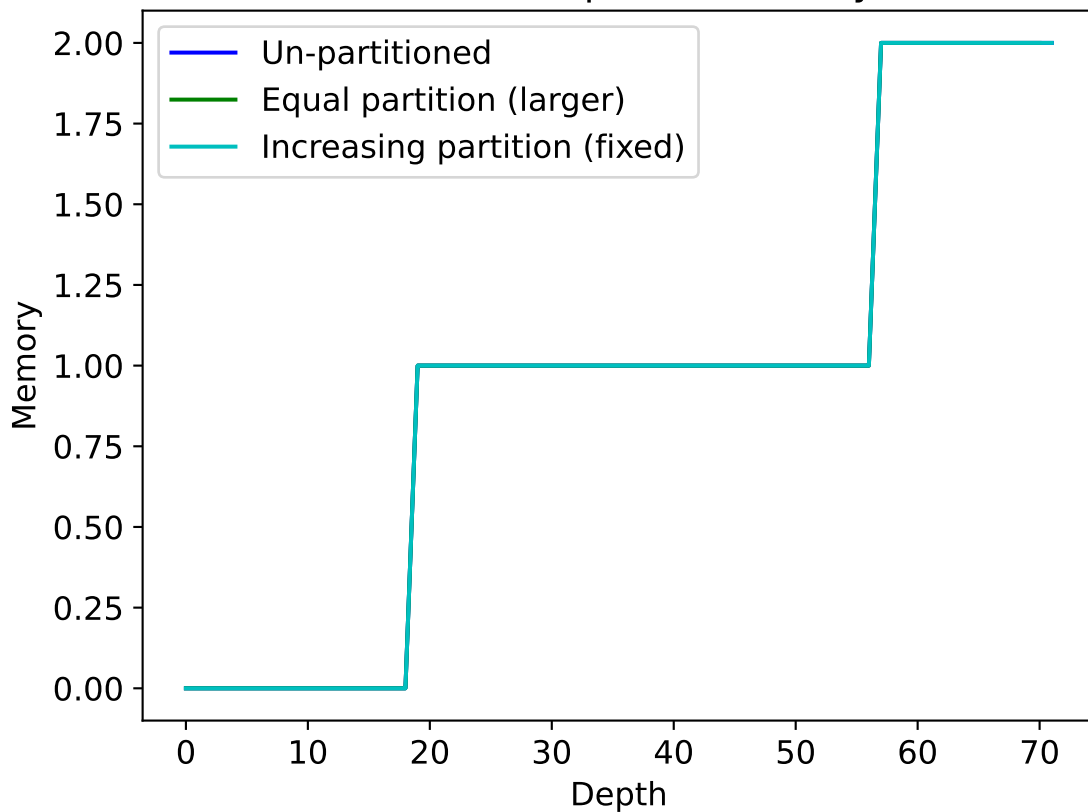


bmc3 -- Depth vs clauses

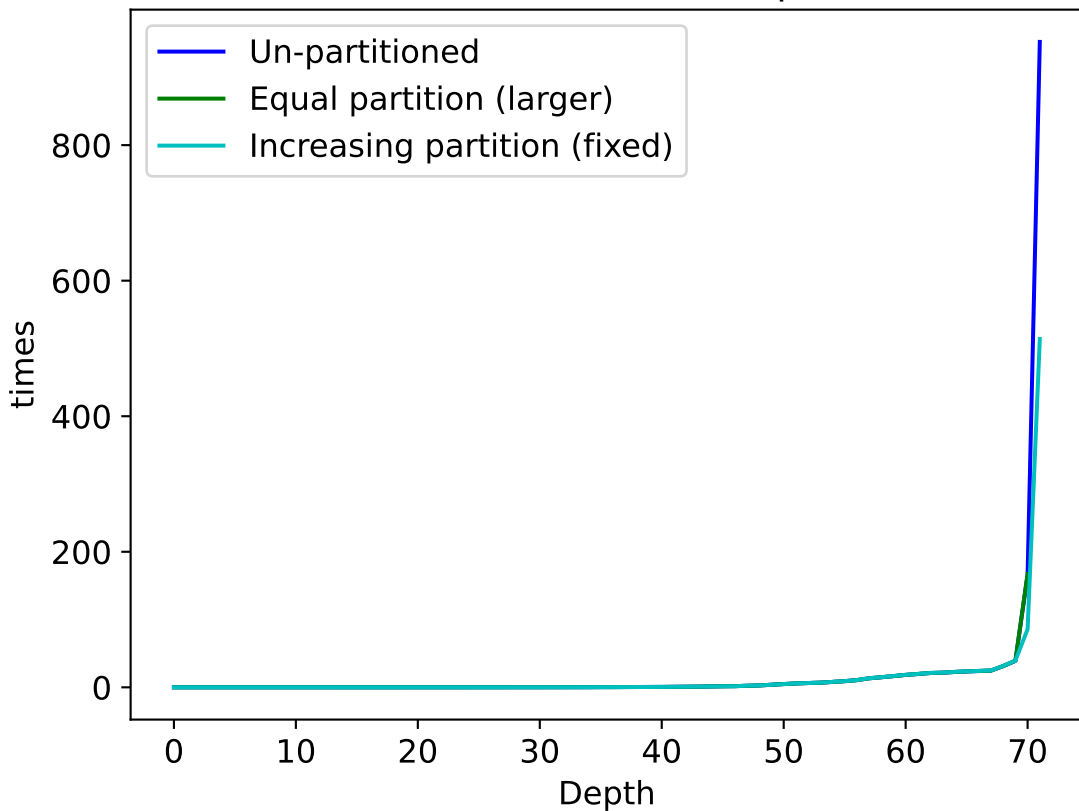




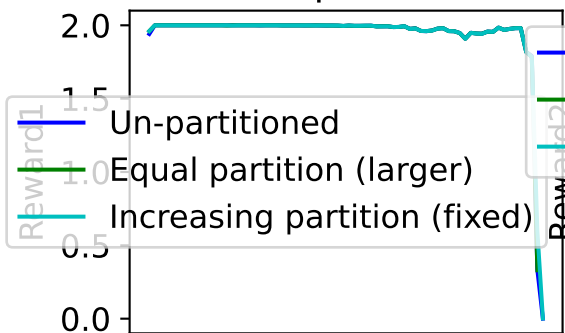
bmc3s-- Depth vs memory



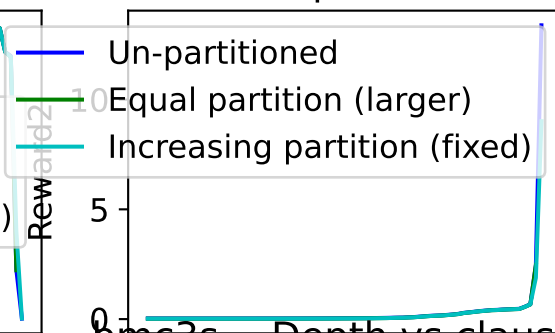
bmc3s-- Times vs Depth



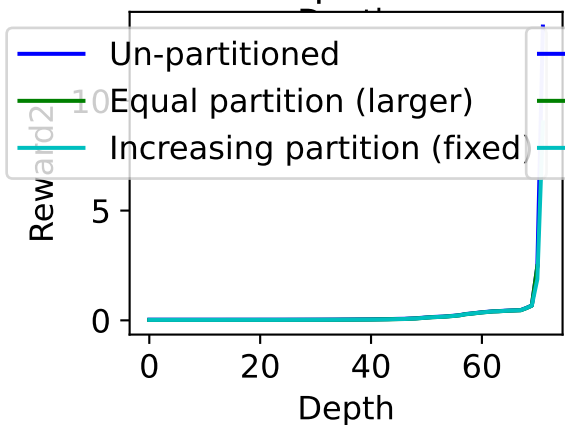
bmc3s -- Depth vs Reward1



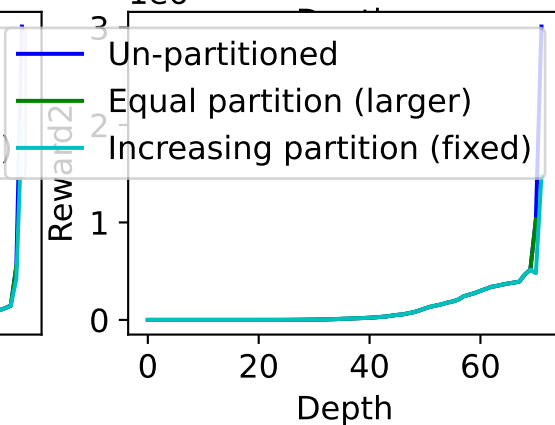
bmc3s -- Depth vs Reward2



bmc3s -- Depth vs Reward3

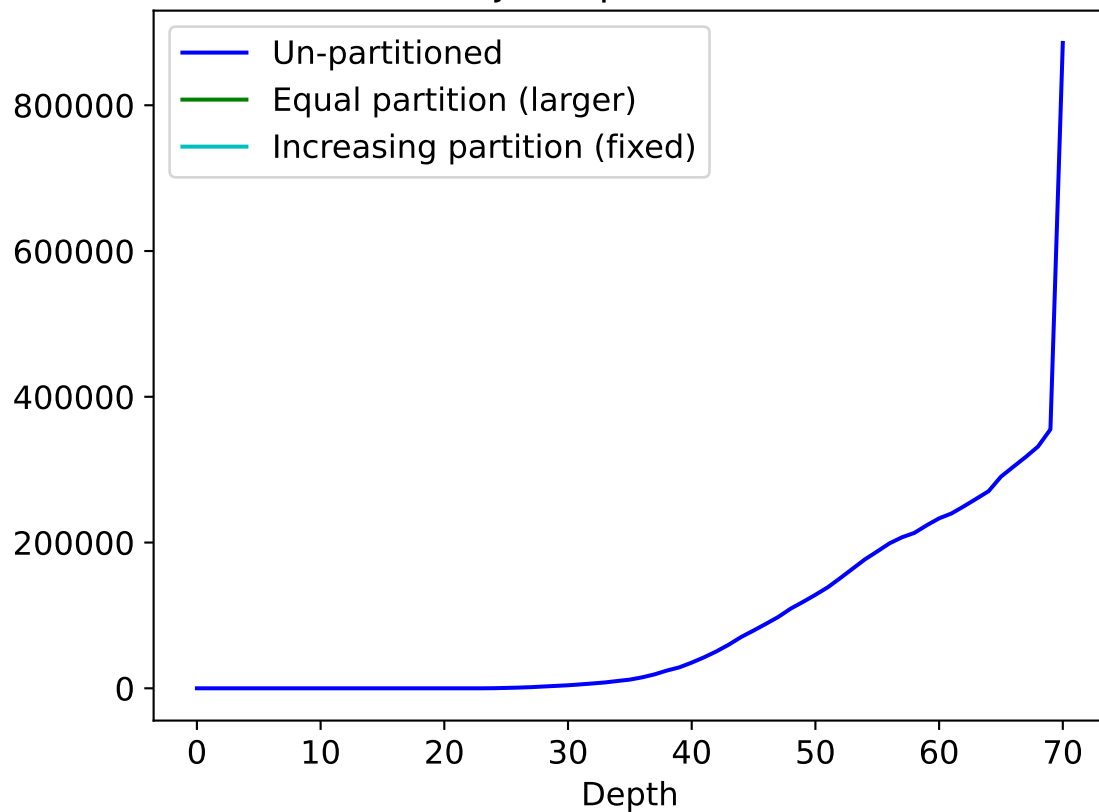


bmc3s -- Depth vs clauses

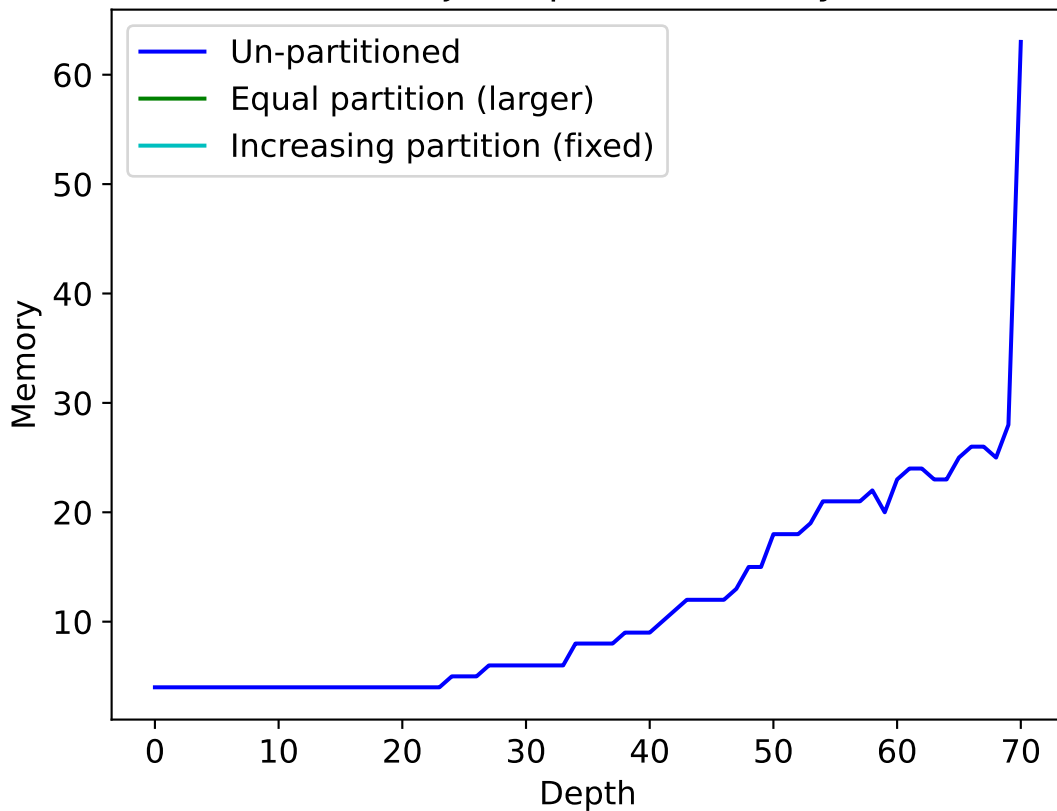




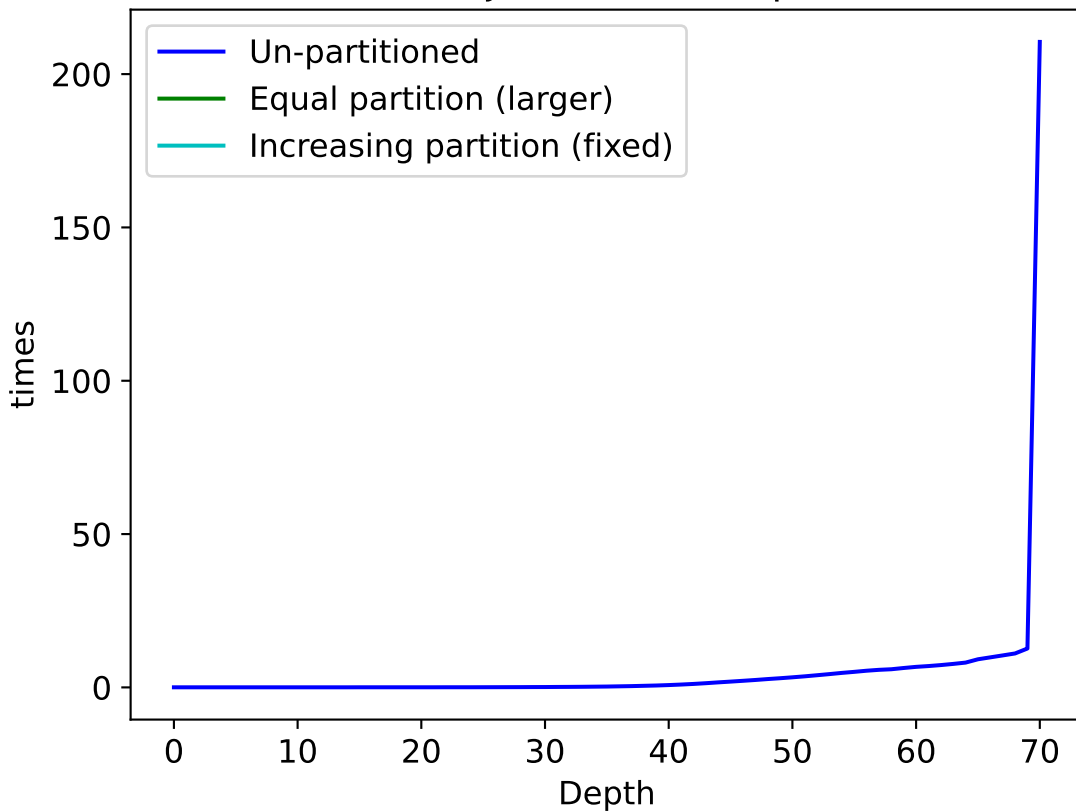
bmc3j-- Depth vs clauses



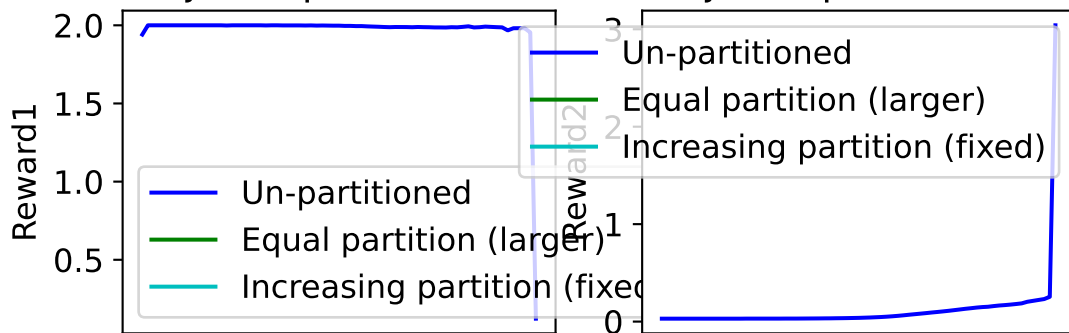
bmc3j-- Depth vs memory



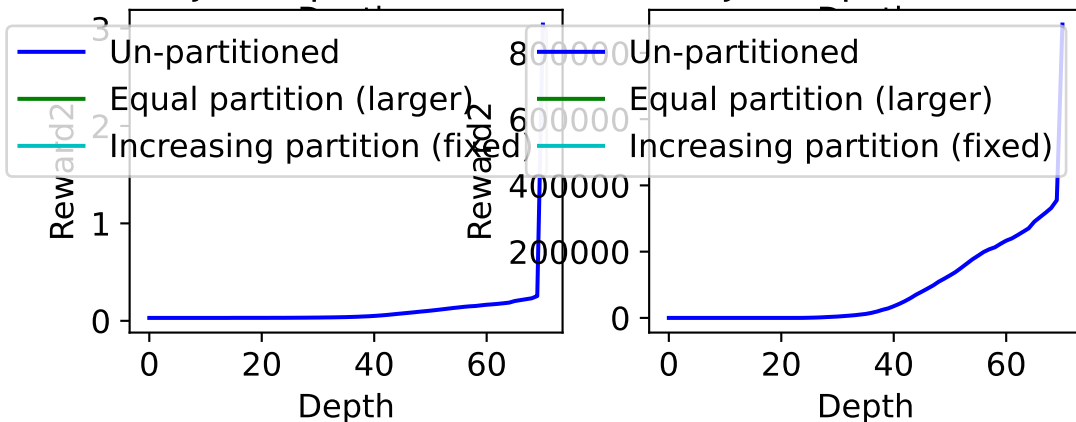
bmc3j-- Times vs Depth



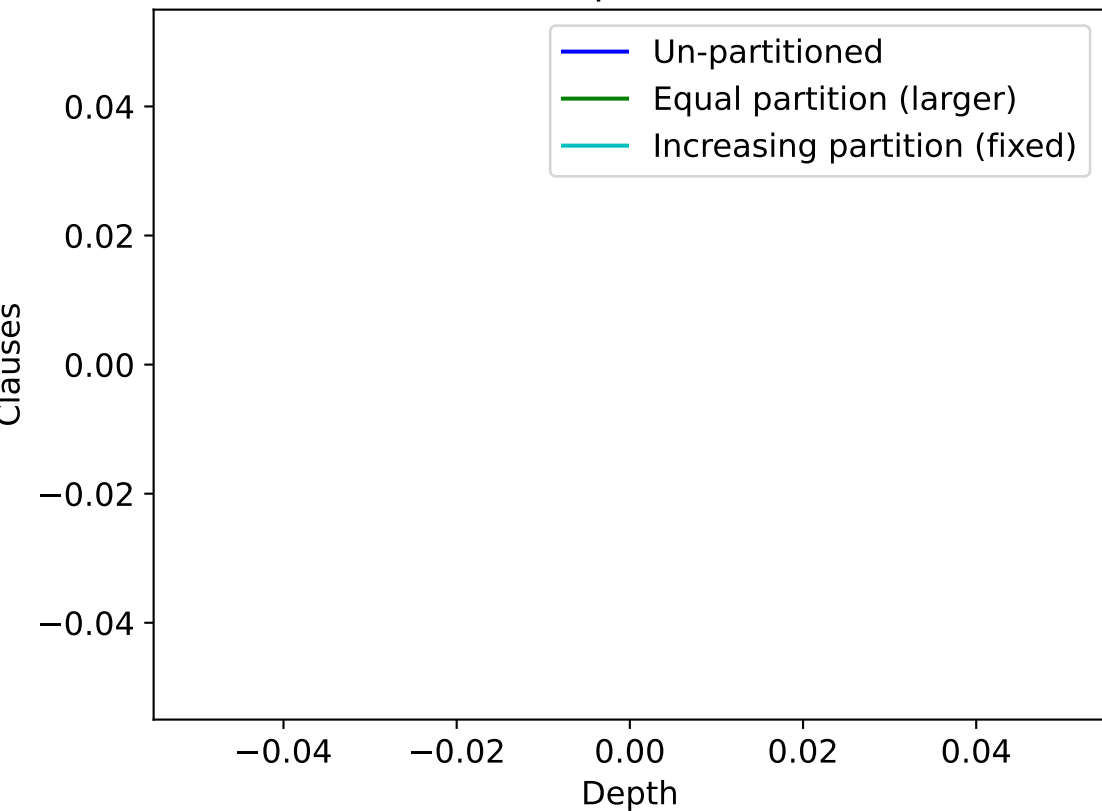
bmc3j -- Depth vs Reward1bmc3j -- Depth vs Reward2



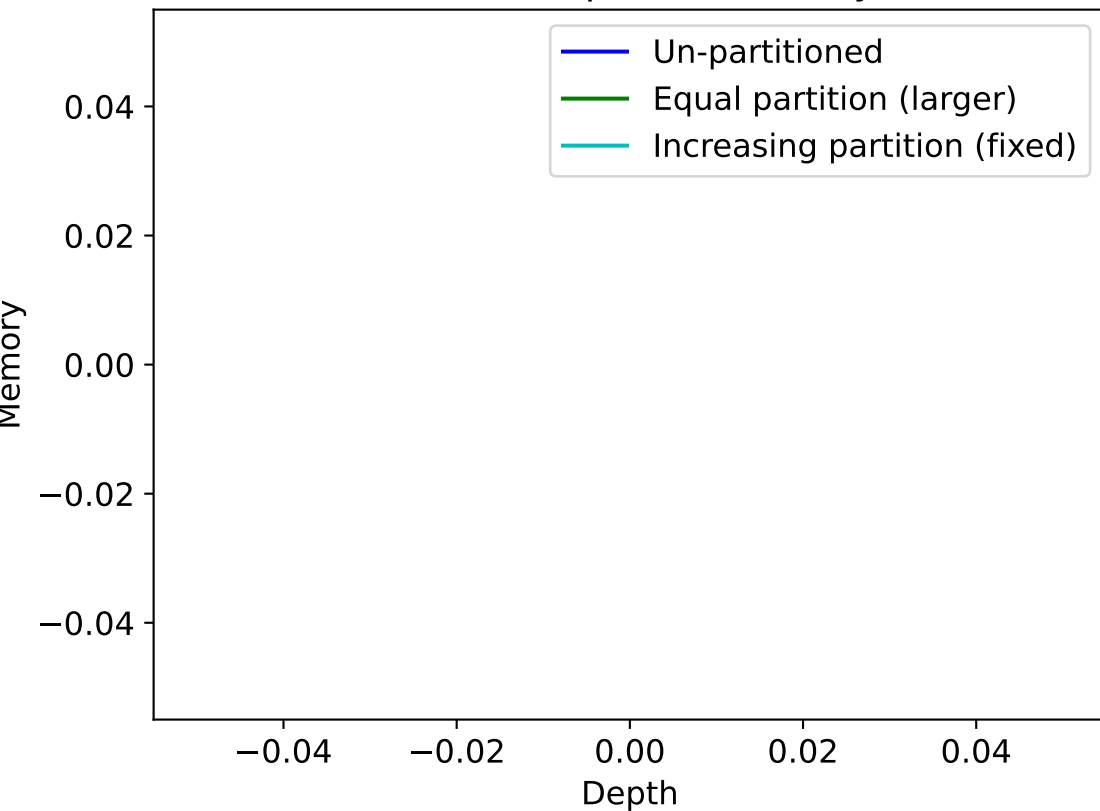
bmc3j -- Depth vs Reward3bmc3j -- Depth vs clauses



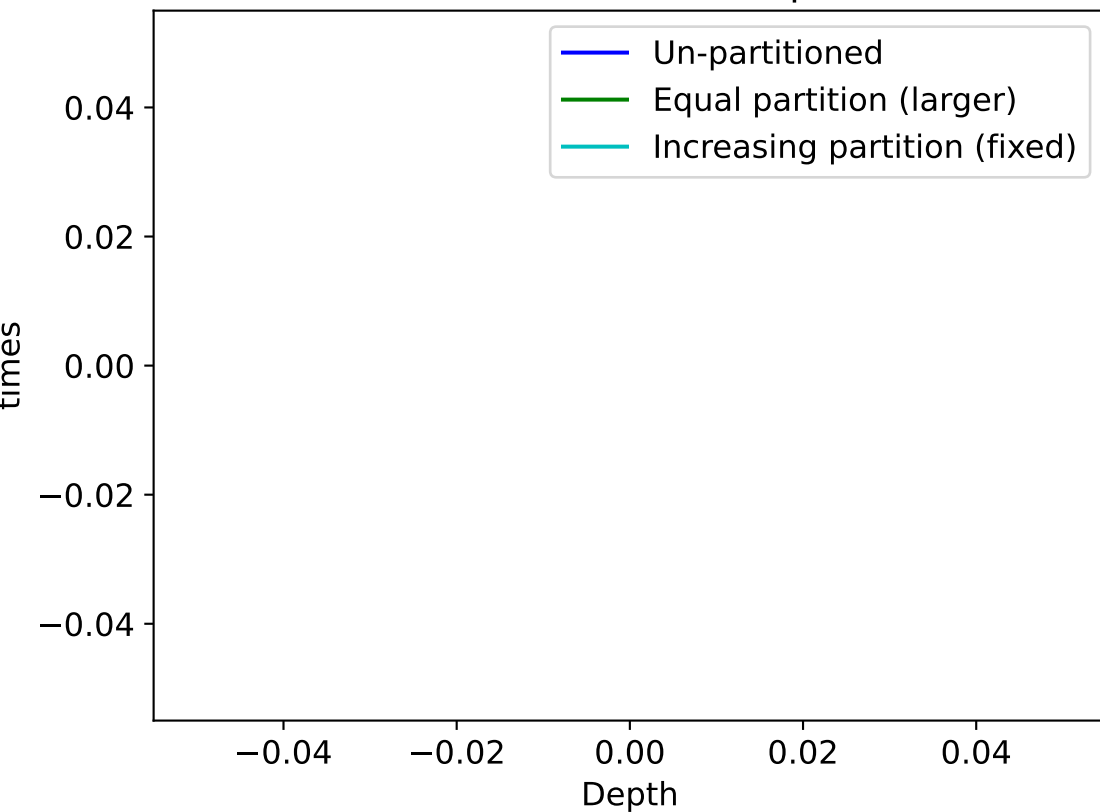
bmcu-- Depth vs clauses



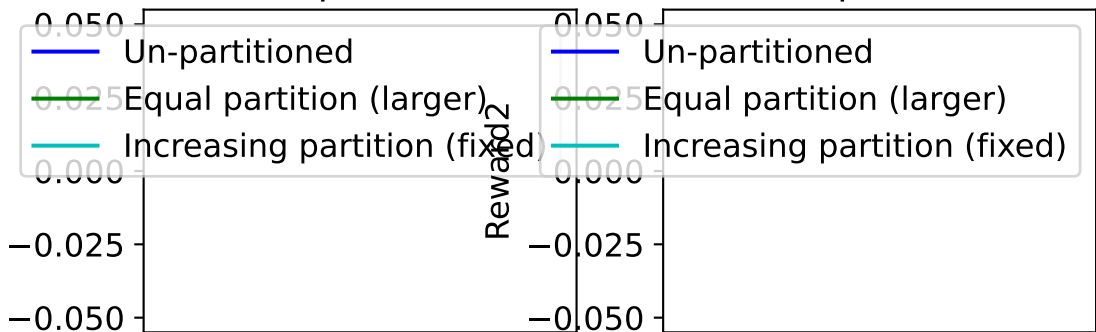
bmcu-- Depth vs memory



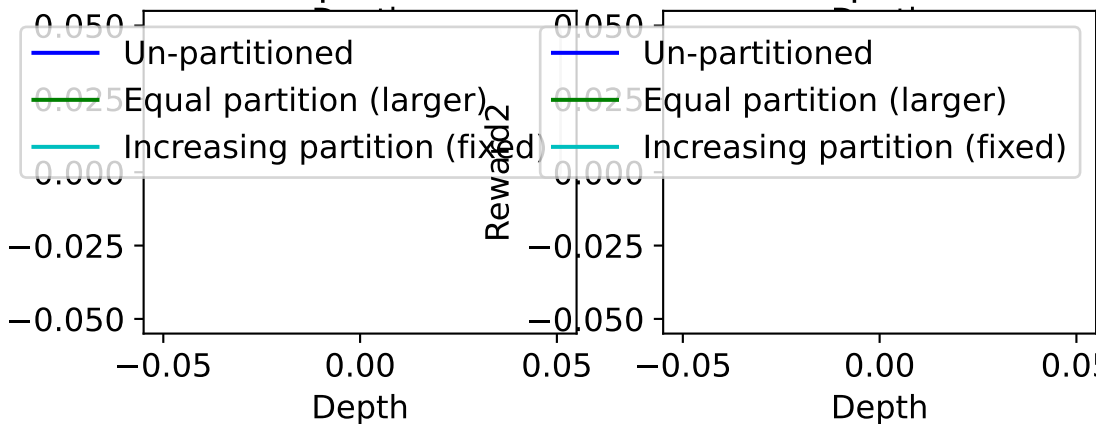
bmcu-- Times vs Depth



bmcu -- Depth vs Reward1      bmcu -- Depth vs Reward2

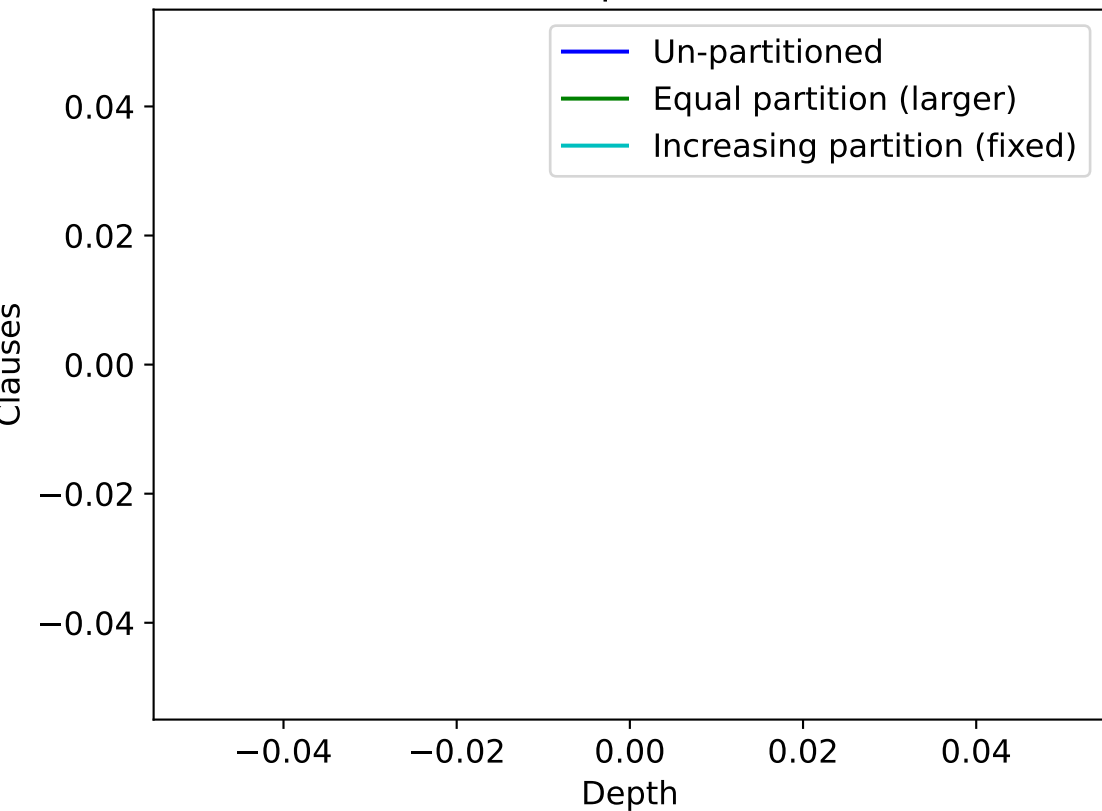


bmcu -- Depth vs Reward3      bmcu -- Depth vs clauses

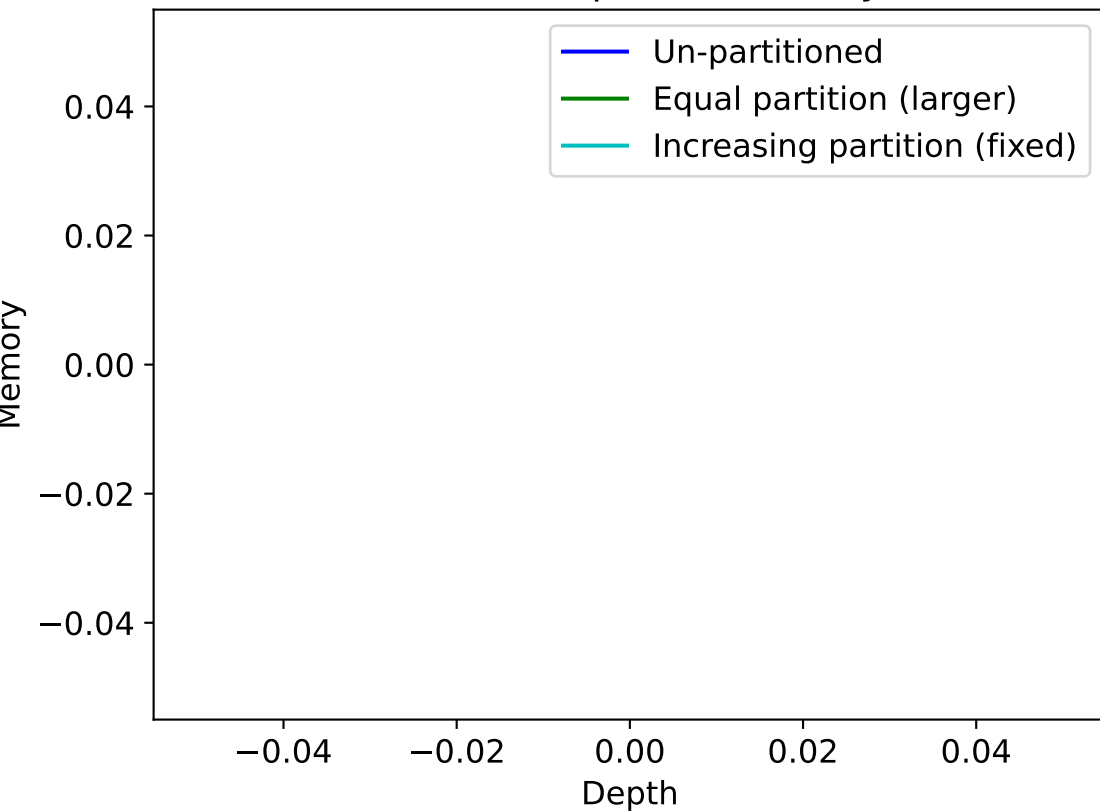




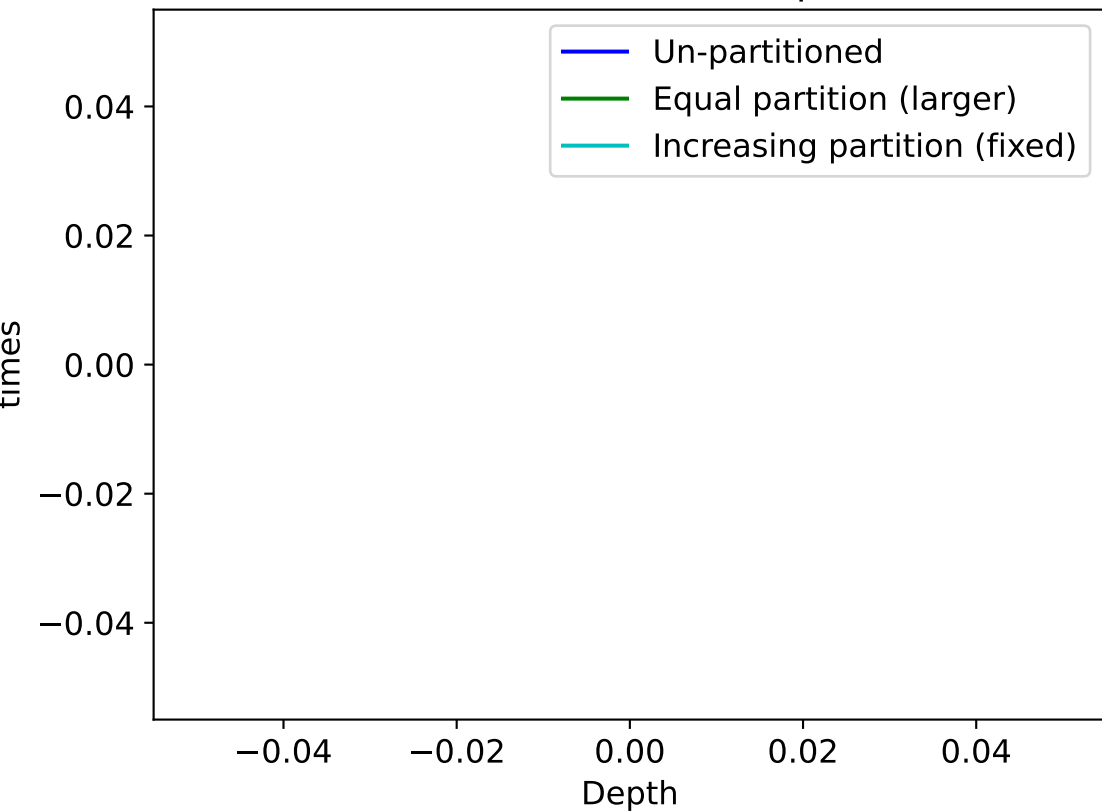
bmc3r-- Depth vs clauses



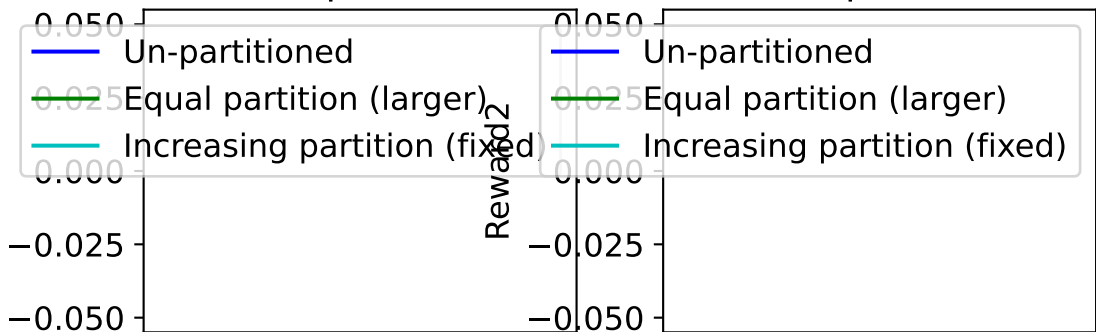
bmc3r-- Depth vs memory



bmc3r-- Times vs Depth



bmc3r -- Depth vs Reward1bmc3r -- Depth vs Reward2



bmc3r -- Depth vs Reward3bmc3r -- Depth vs clauses

