

plan	0	1	2	3
a_0	(0,0)	(1,0)	(2,0)	(3,0)
a_1	(0,0)	(1,0)	(2,0)	(3,0)
a_2	(0,0)	(1,0)	(2,0)	(3,0)

Table 2: Skull is in computing that have promoted adaptive