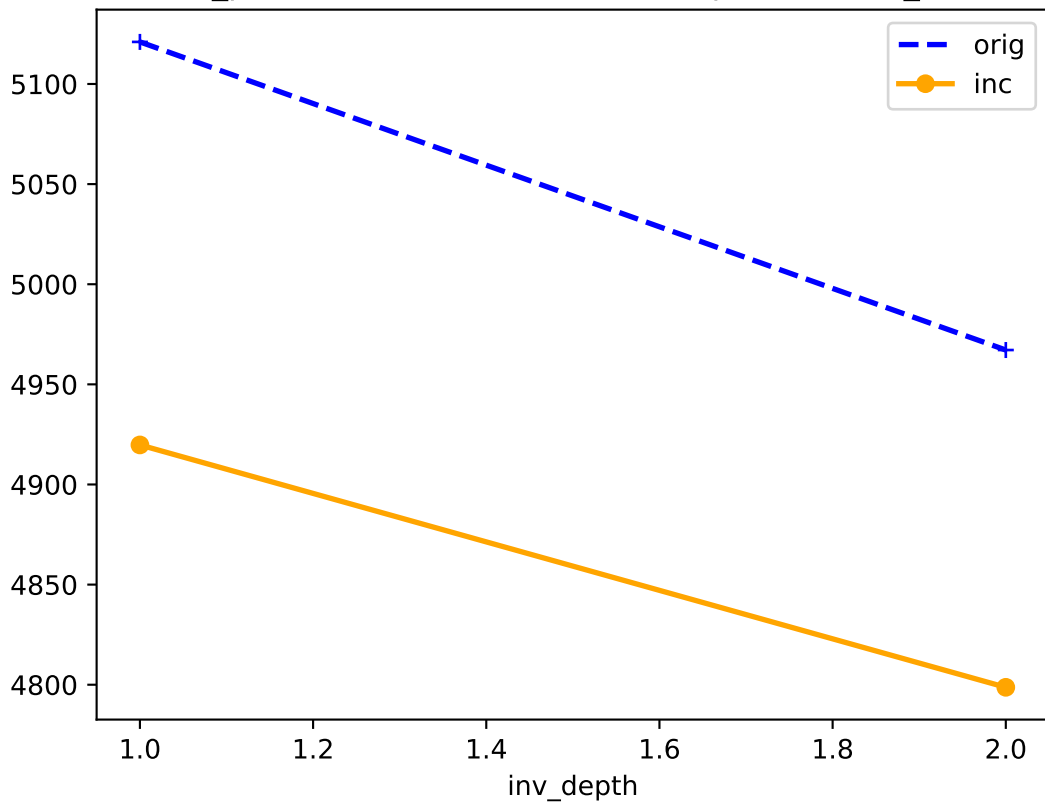
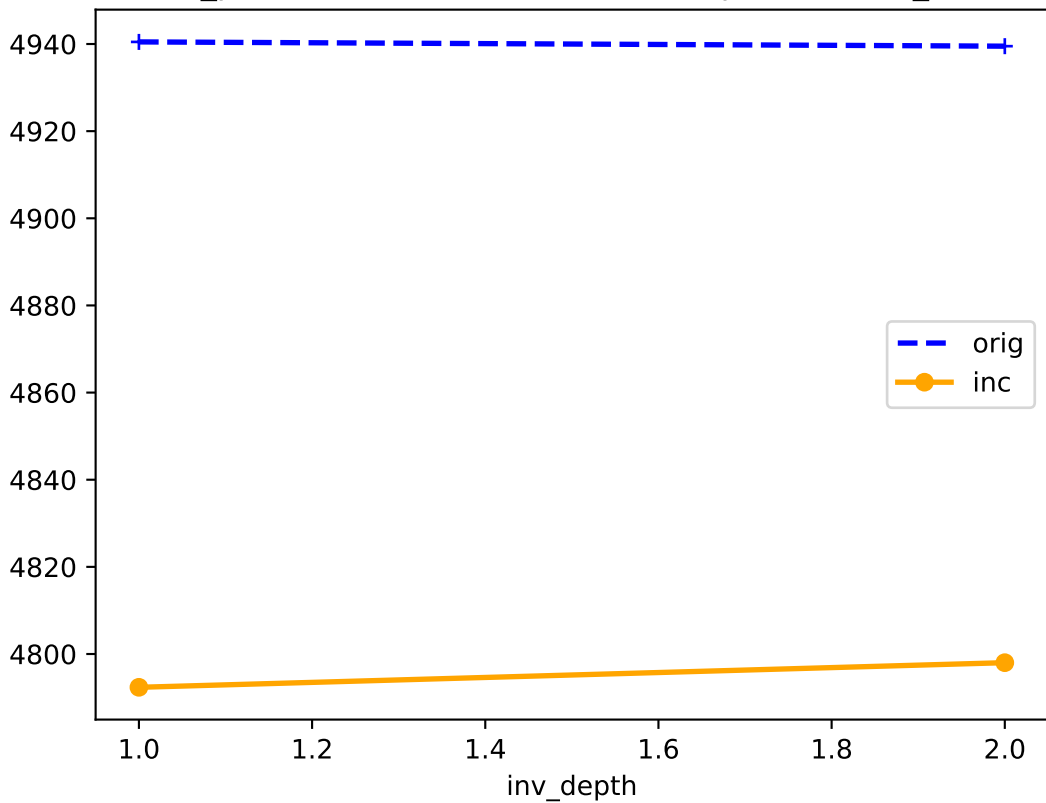


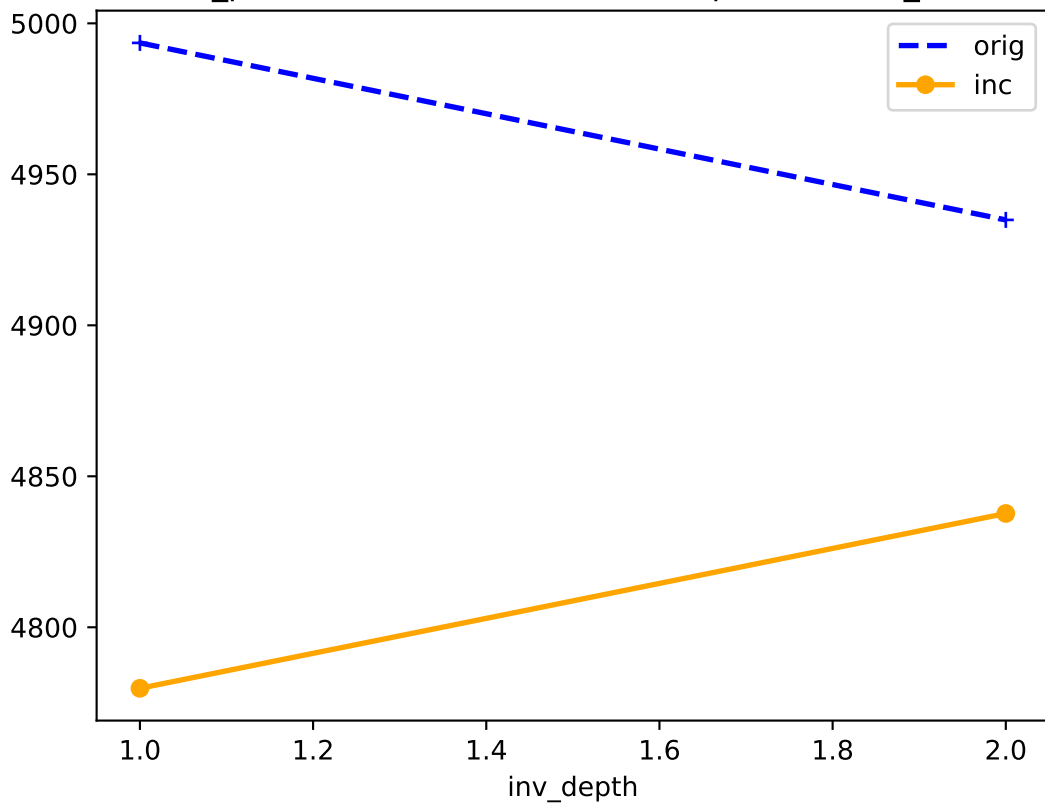
slow\_prob = 0.5; transf = move; depth = 12; fv\_c = 1



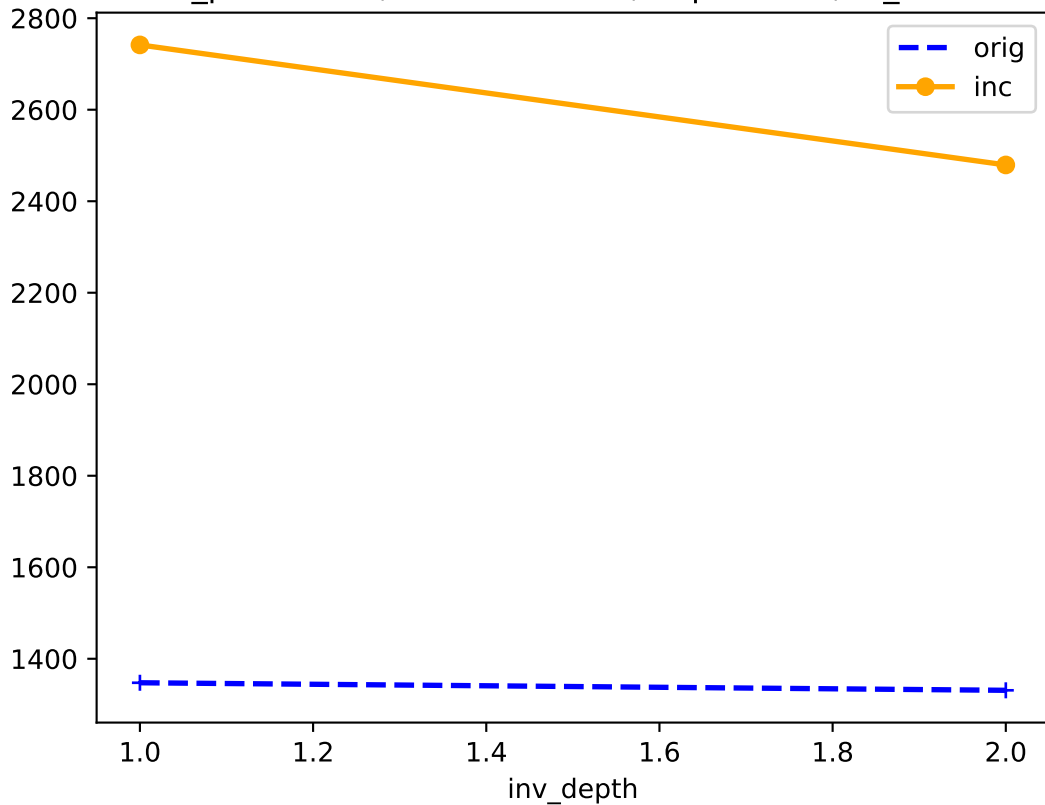
slow\_prob = 0.75; transf = move; depth = 12; fv\_c = 1



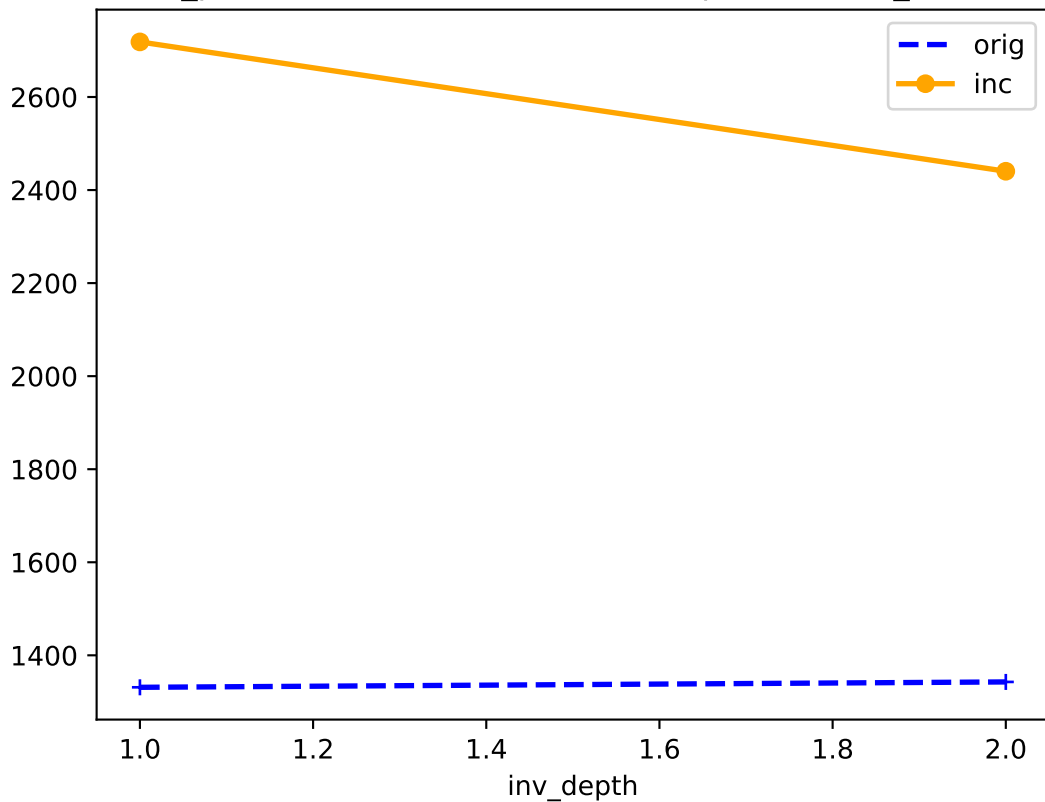
slow\_prob = 0.9; transf = move; depth = 12; fv\_c = 1



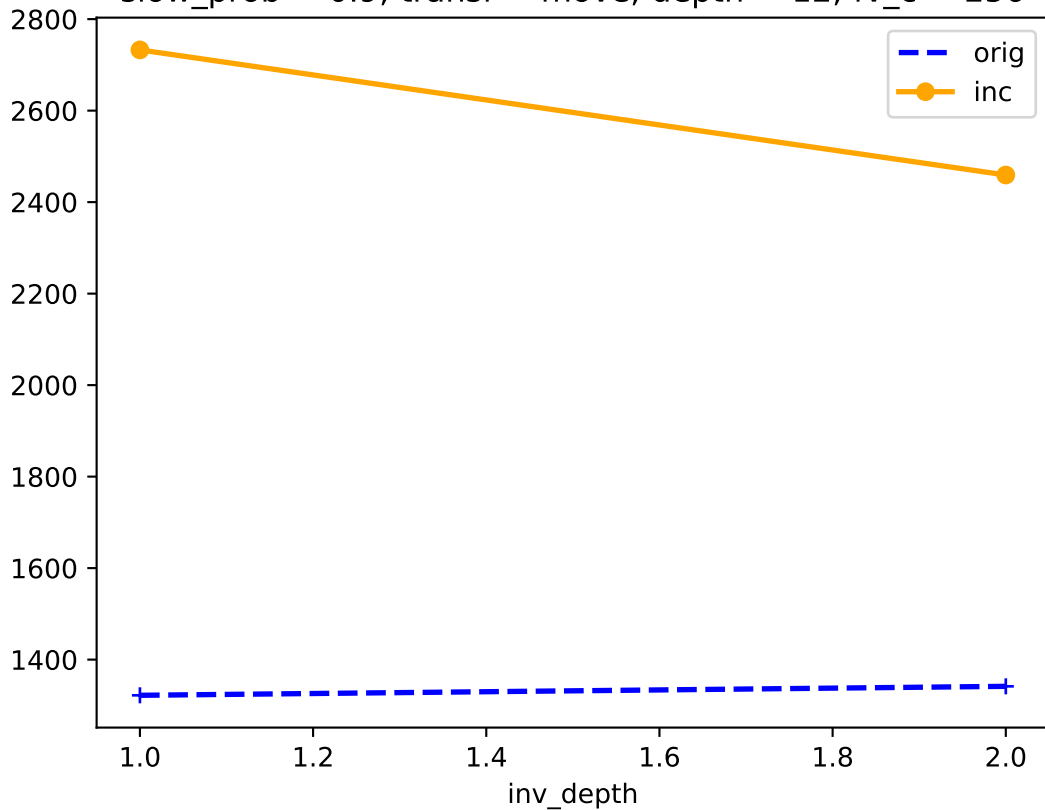
slow\_prob = 0.5; transf = move; depth = 12; fv\_c = 256



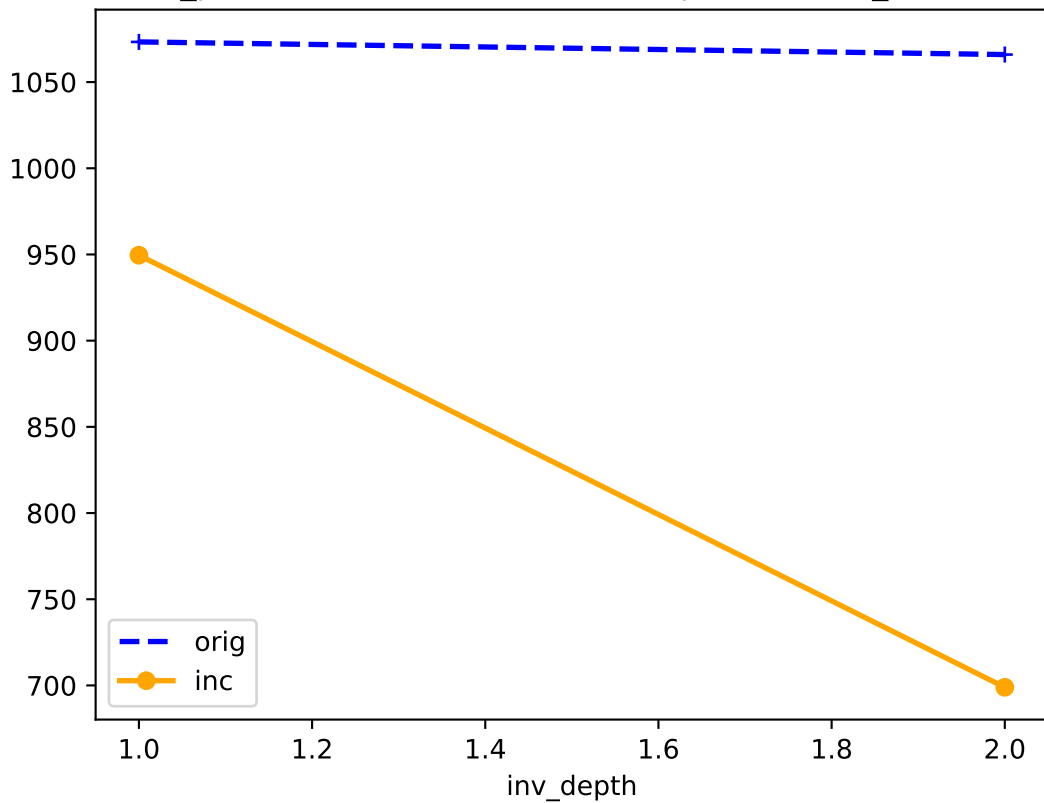
slow\_prob = 0.75; transf = move; depth = 12; fv\_c = 256



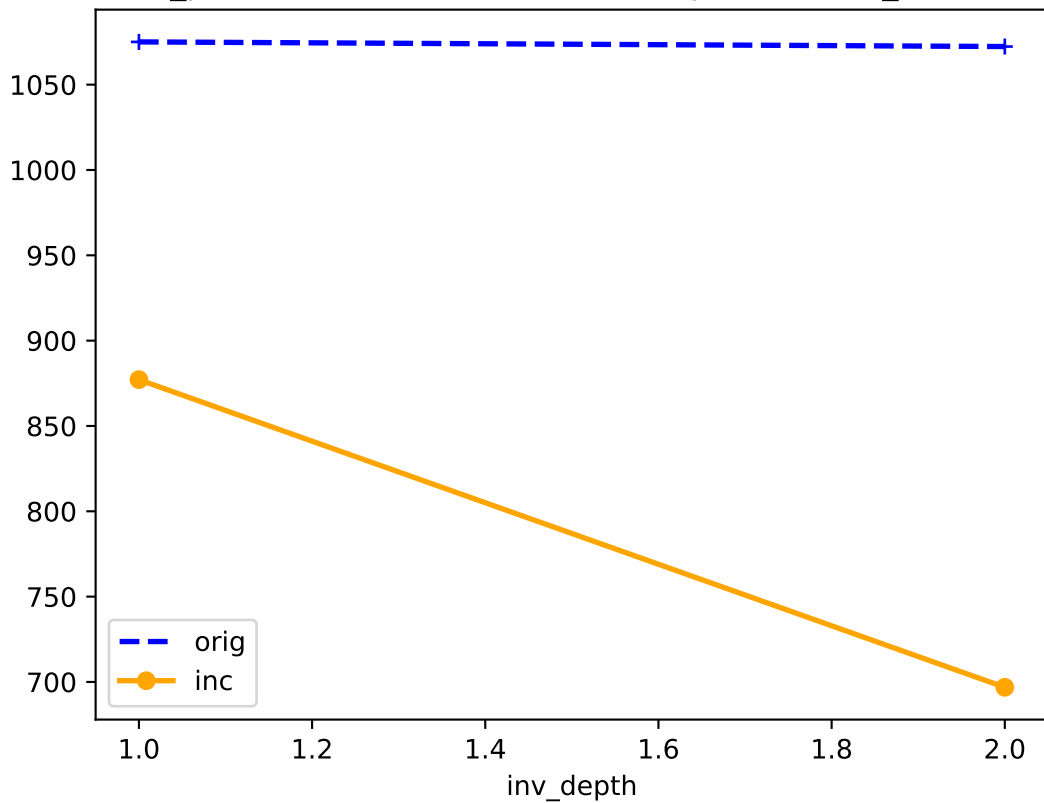
slow\_prob = 0.9; transf = move; depth = 12; fv\_c = 256



slow\_prob = 0.5; transf = move; depth = 12; fv\_c = 2048

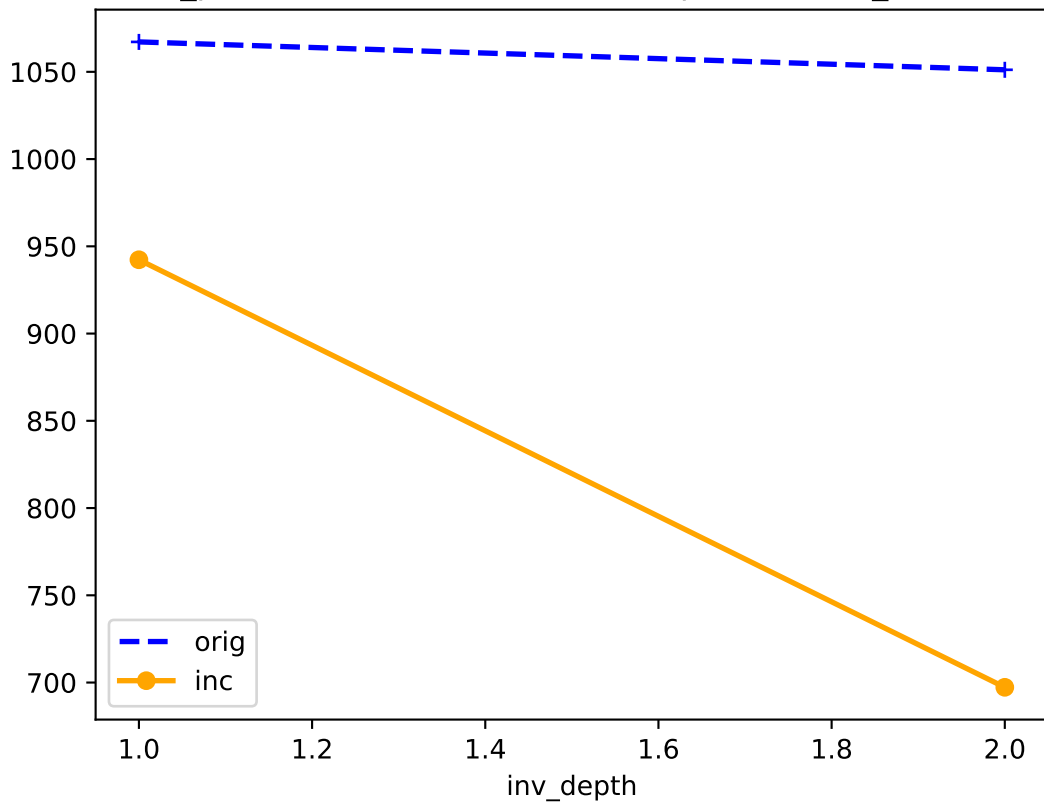


slow\_prob = 0.75; transf = move; depth = 12; fv\_c = 2048

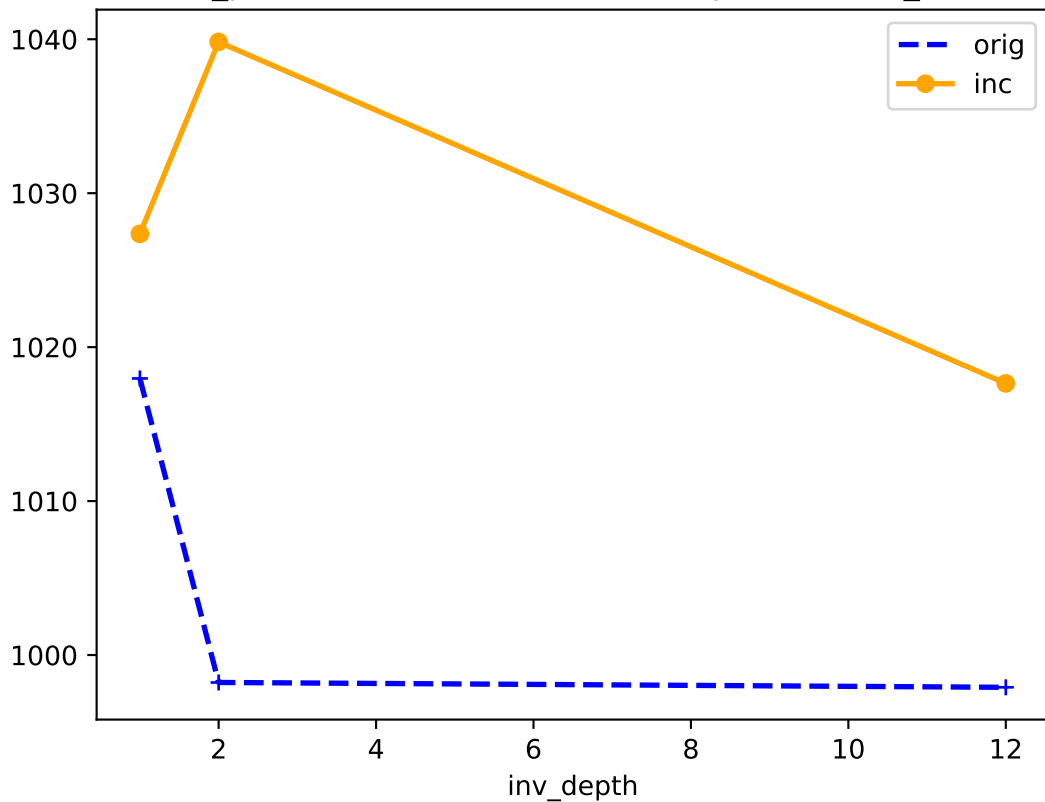




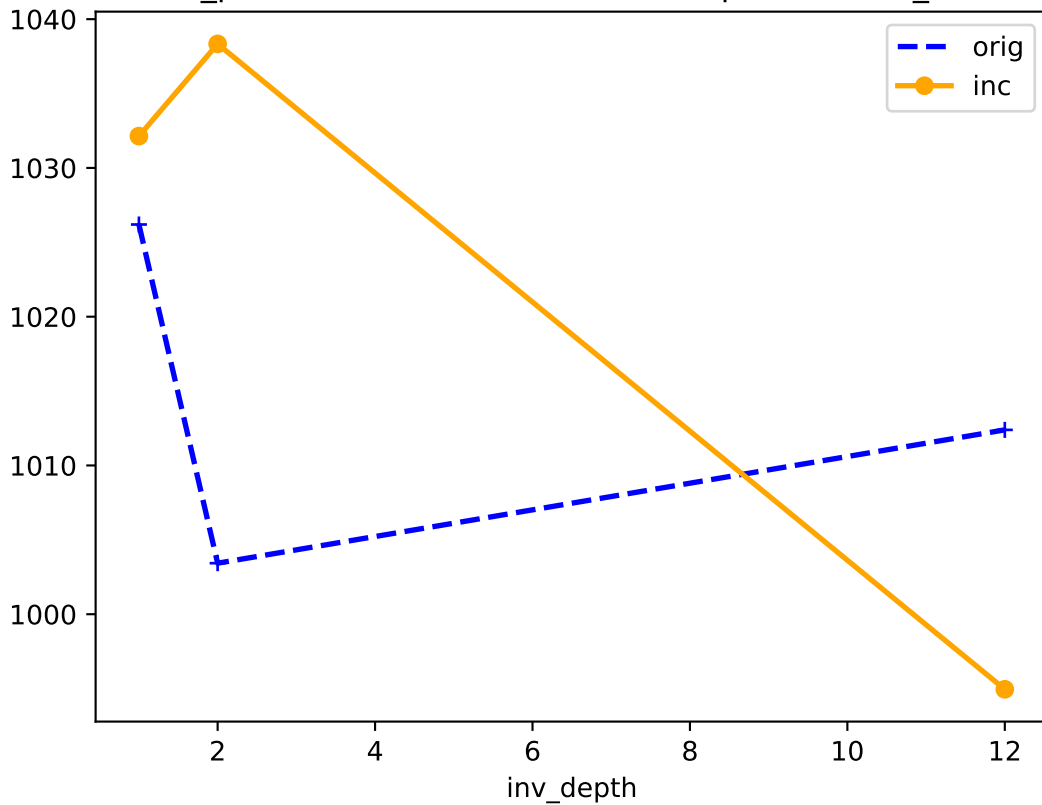
slow\_prob = 0.9; transf = move; depth = 12; fv\_c = 2048



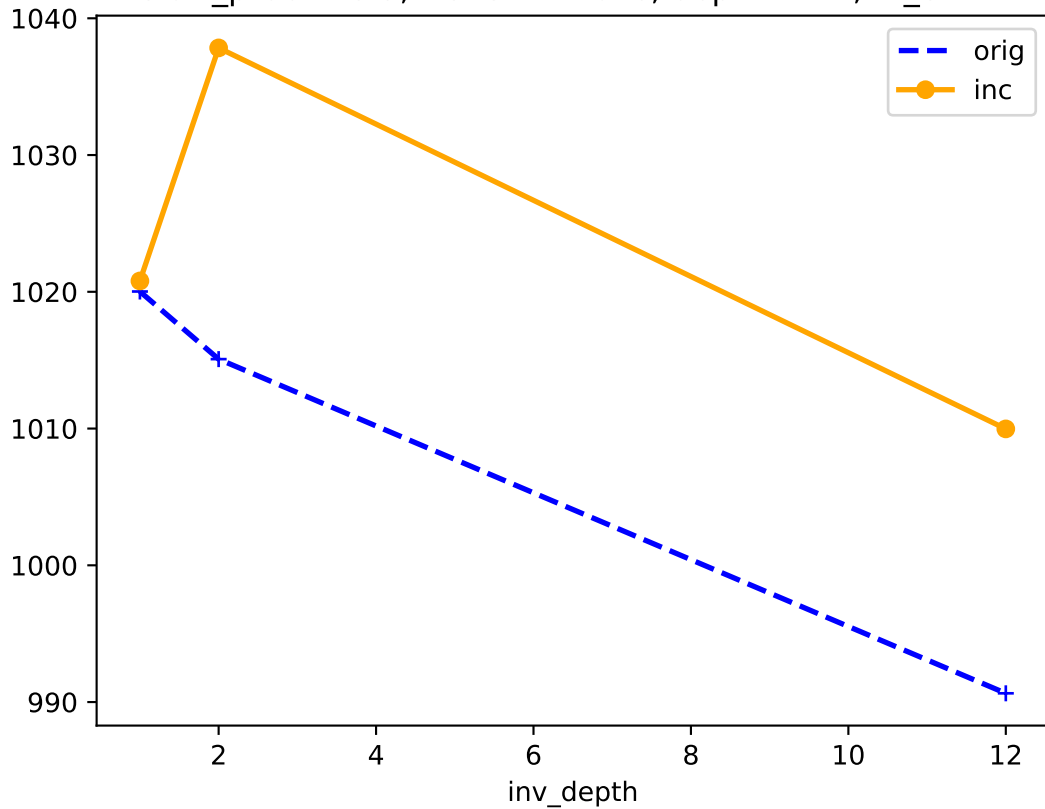
slow\_prob = 0.5; transf = move; depth = 14; fv\_c = 1



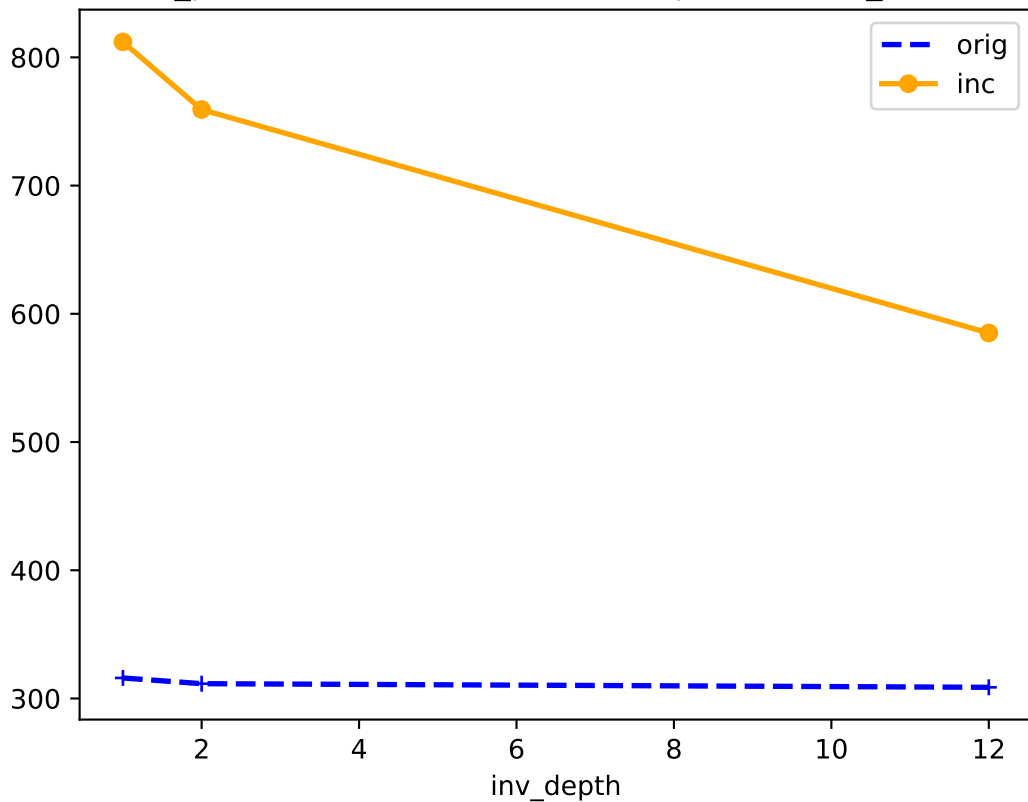
slow\_prob = 0.75; transf = move; depth = 14; fv\_c = 1



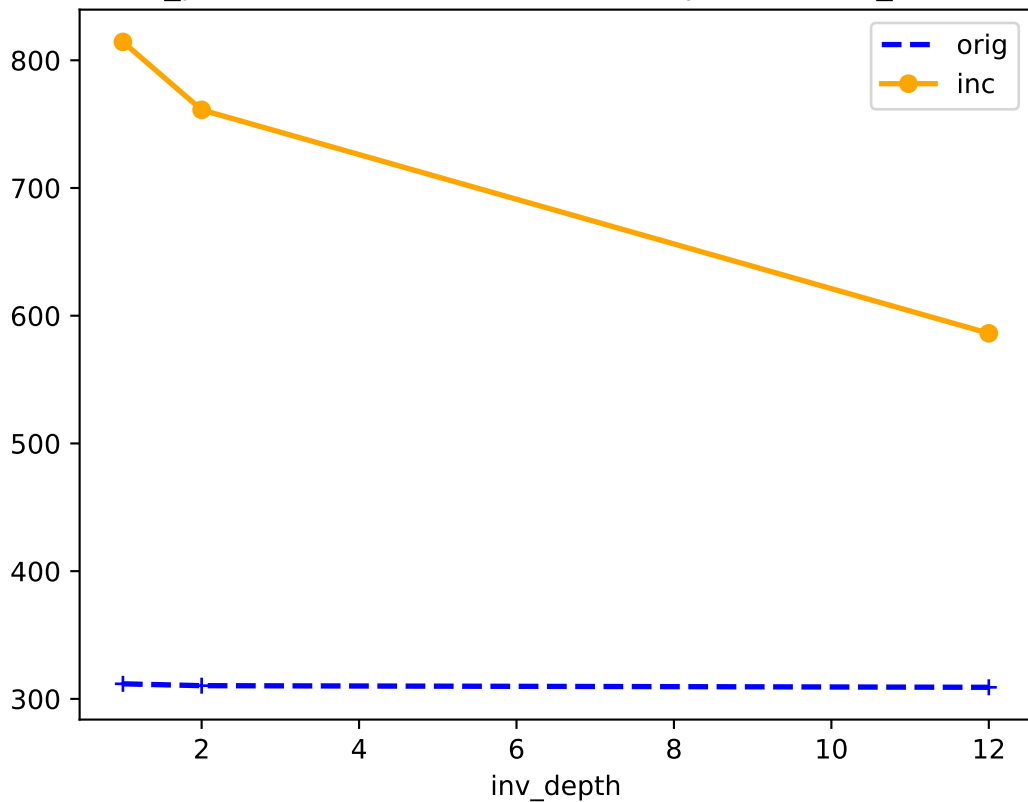
slow\_prob = 0.9; transf = move; depth = 14; fv\_c = 1



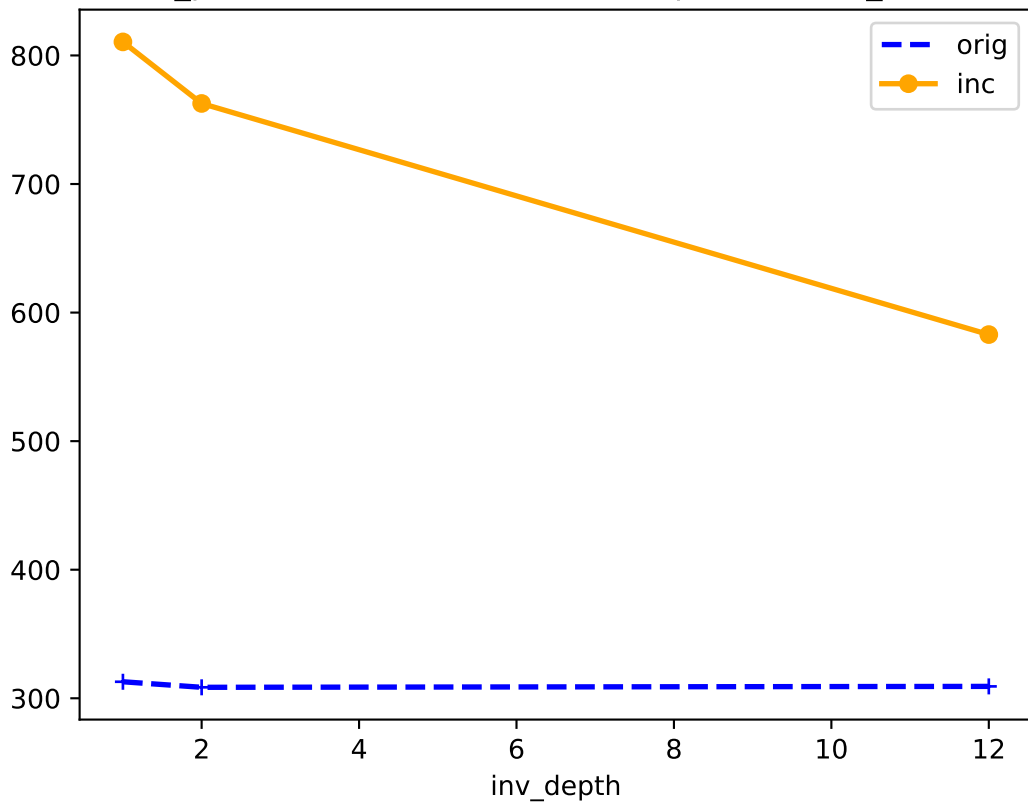
slow\_prob = 0.5; transf = move; depth = 14; fv\_c = 256



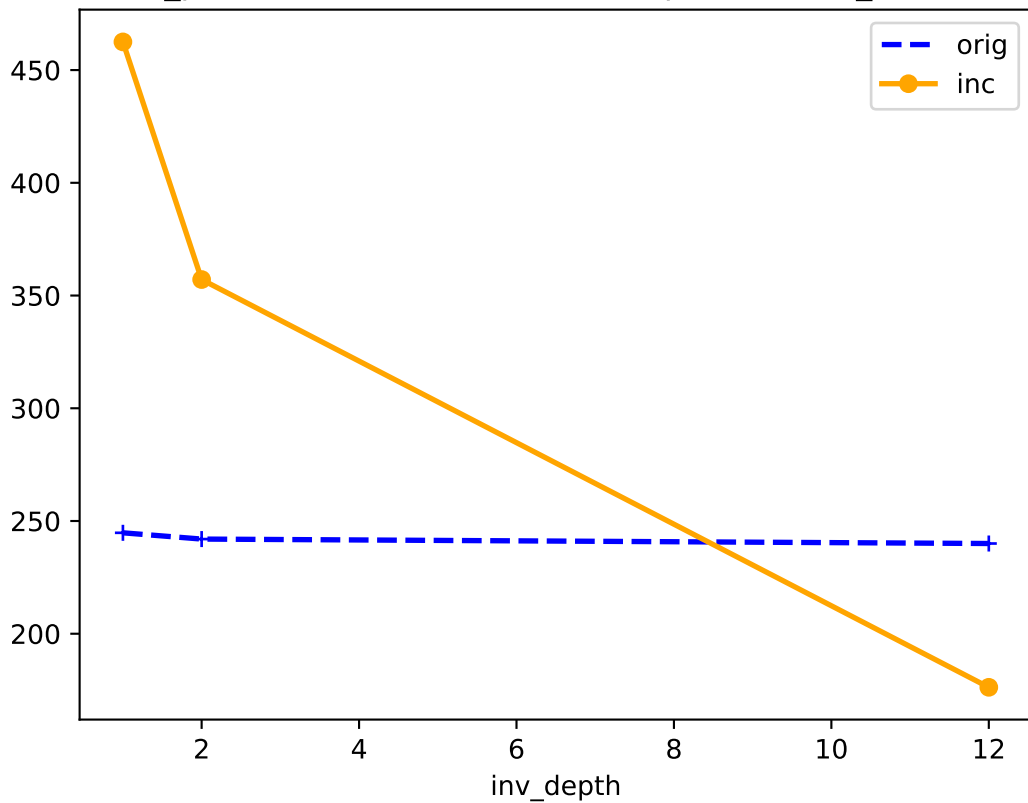
slow\_prob = 0.75; transf = move; depth = 14; fv\_c = 256



slow\_prob = 0.9; transf = move; depth = 14; fv\_c = 256

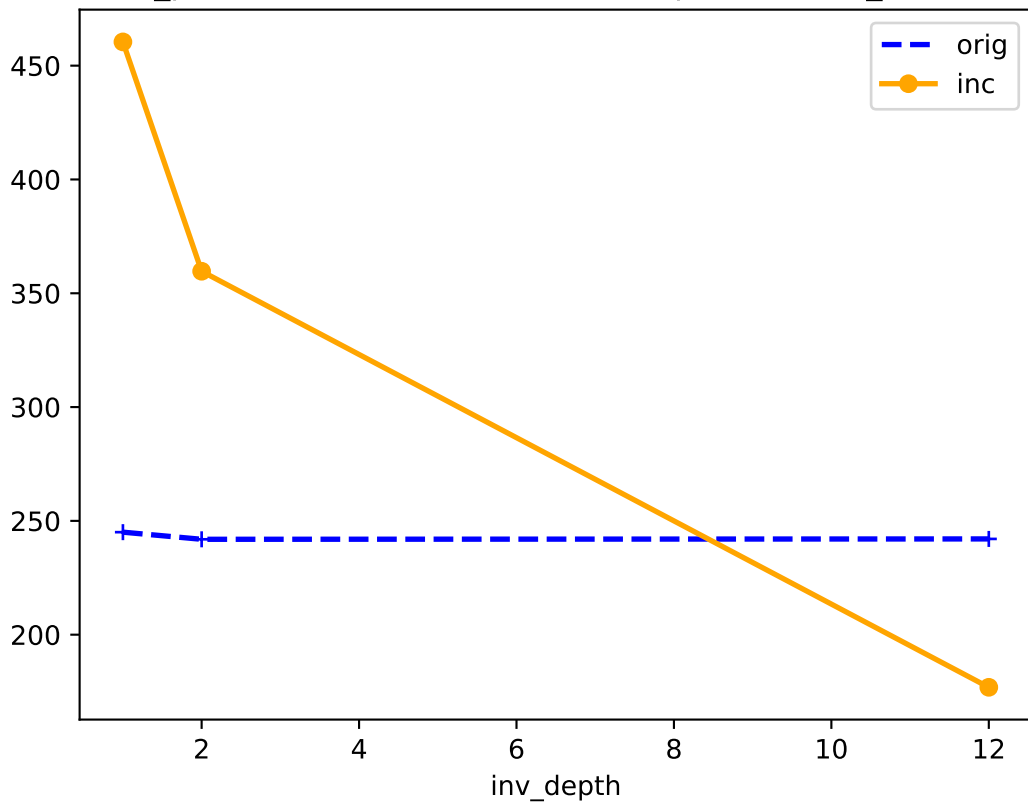


slow\_prob = 0.5; transf = move; depth = 14; fv\_c = 2048

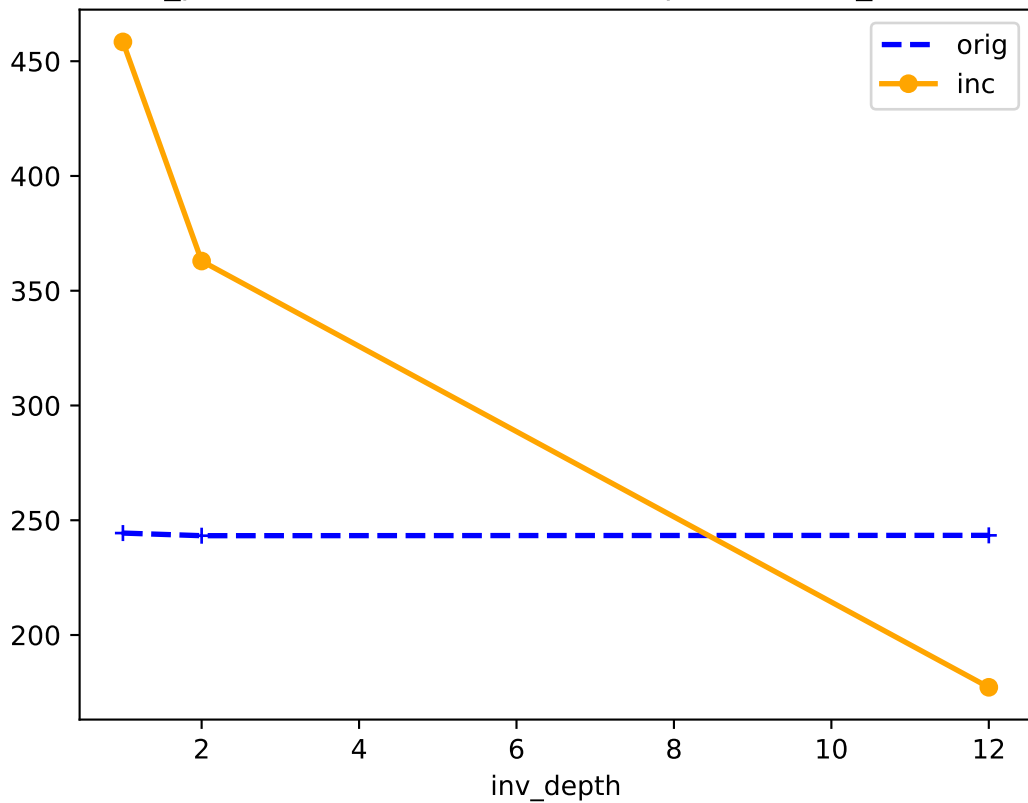




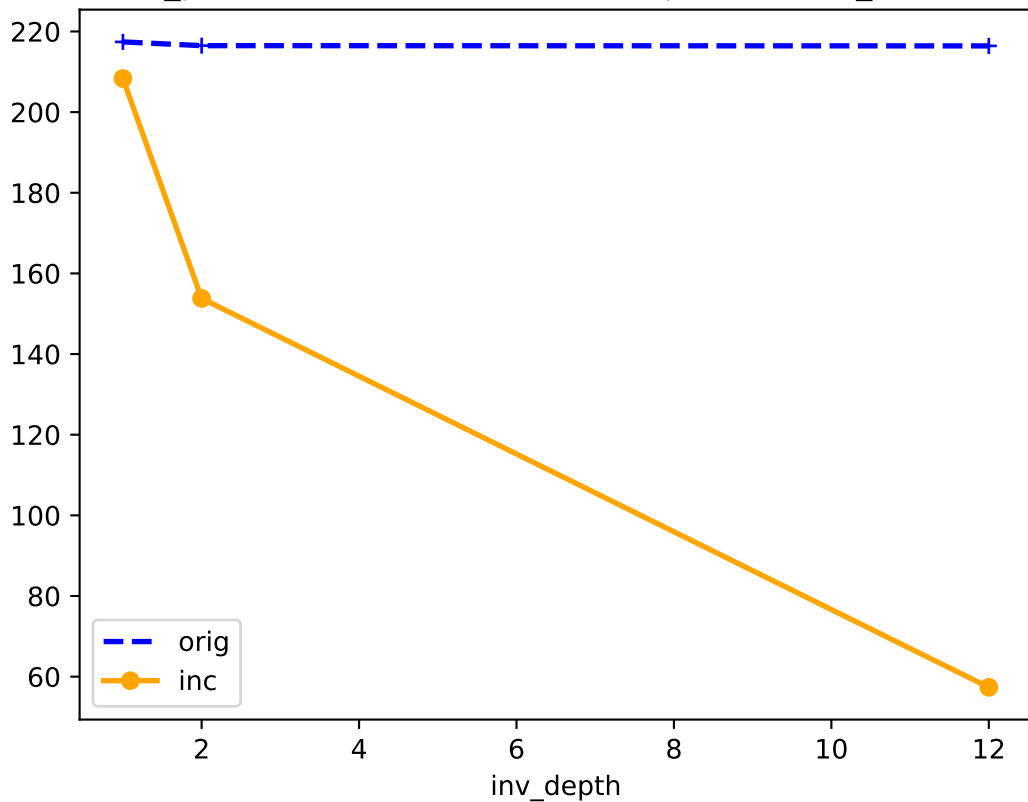
slow\_prob = 0.75; transf = move; depth = 14; fv\_c = 2048



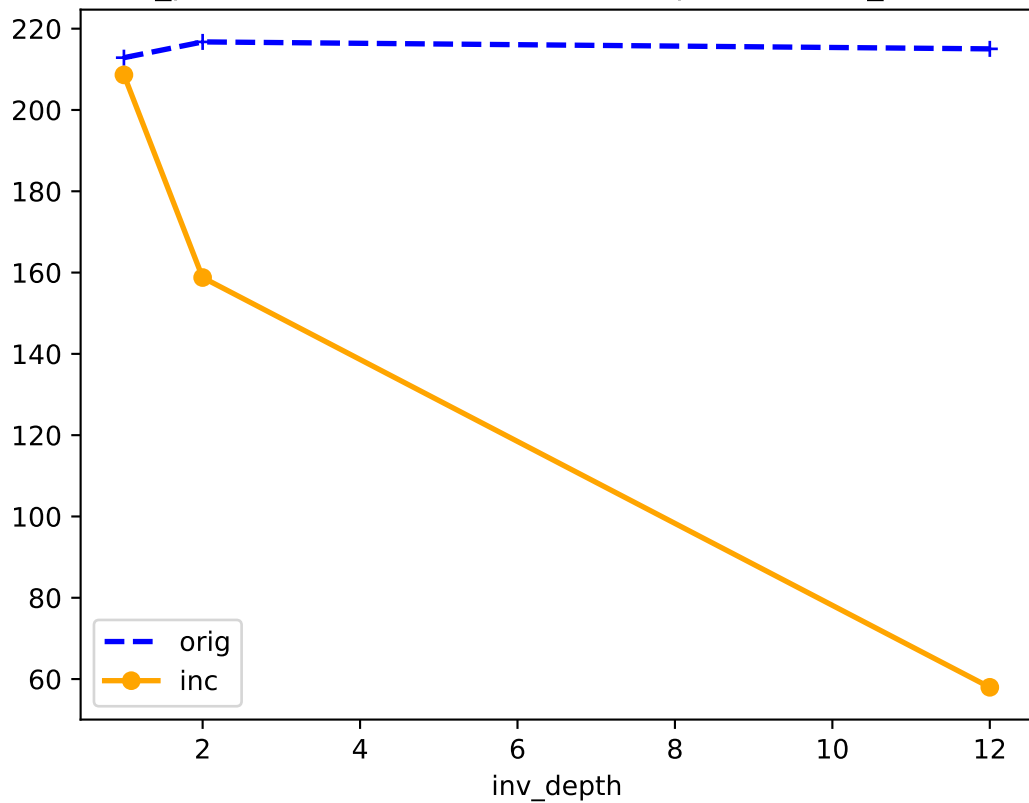
slow\_prob = 0.9; transf = move; depth = 14; fv\_c = 2048



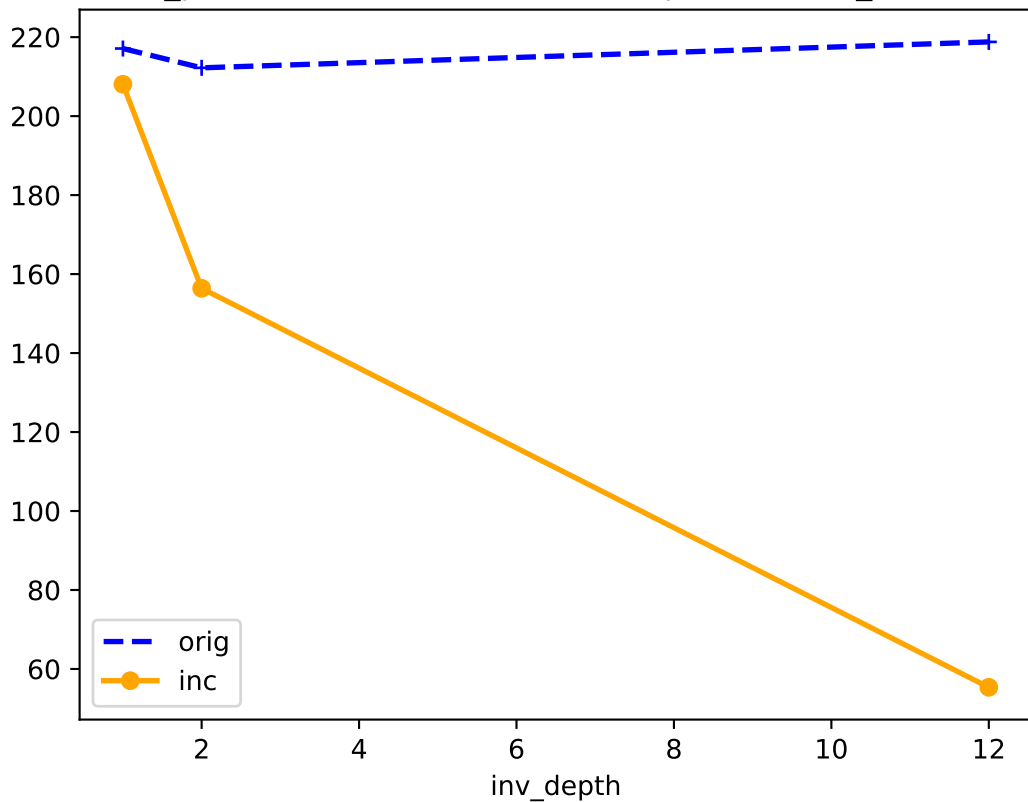
slow\_prob = 0.5; transf = move; depth = 14; fv\_c = 8192



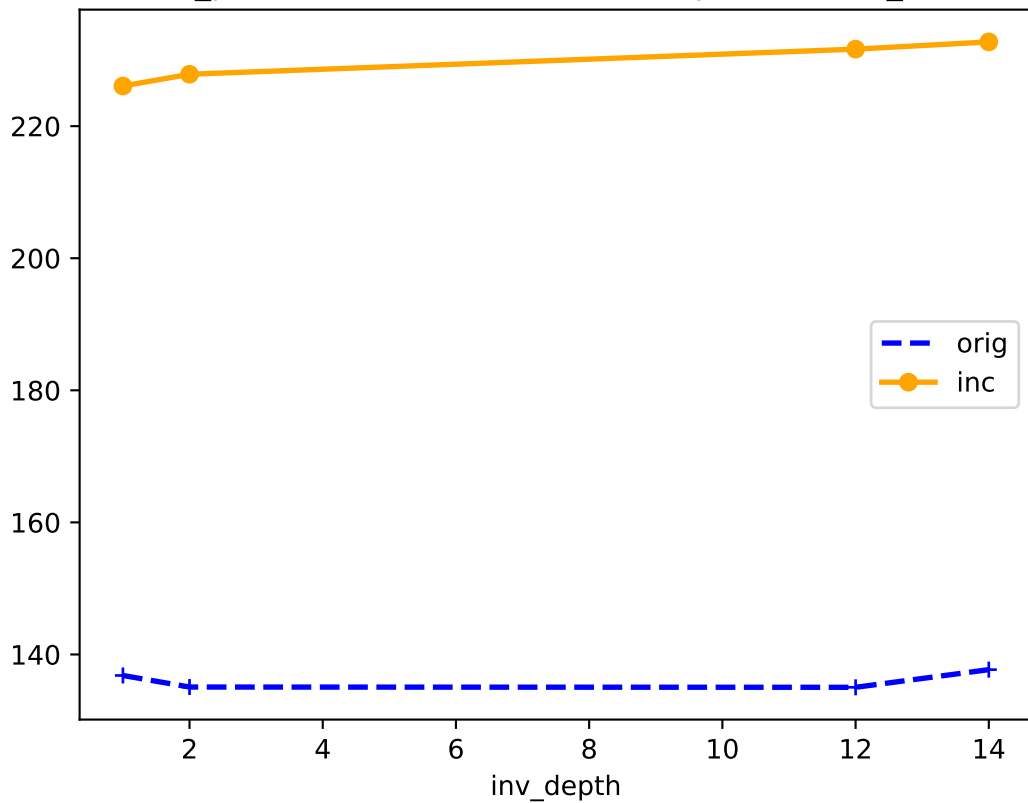
slow\_prob = 0.75; transf = move; depth = 14; fv\_c = 8192



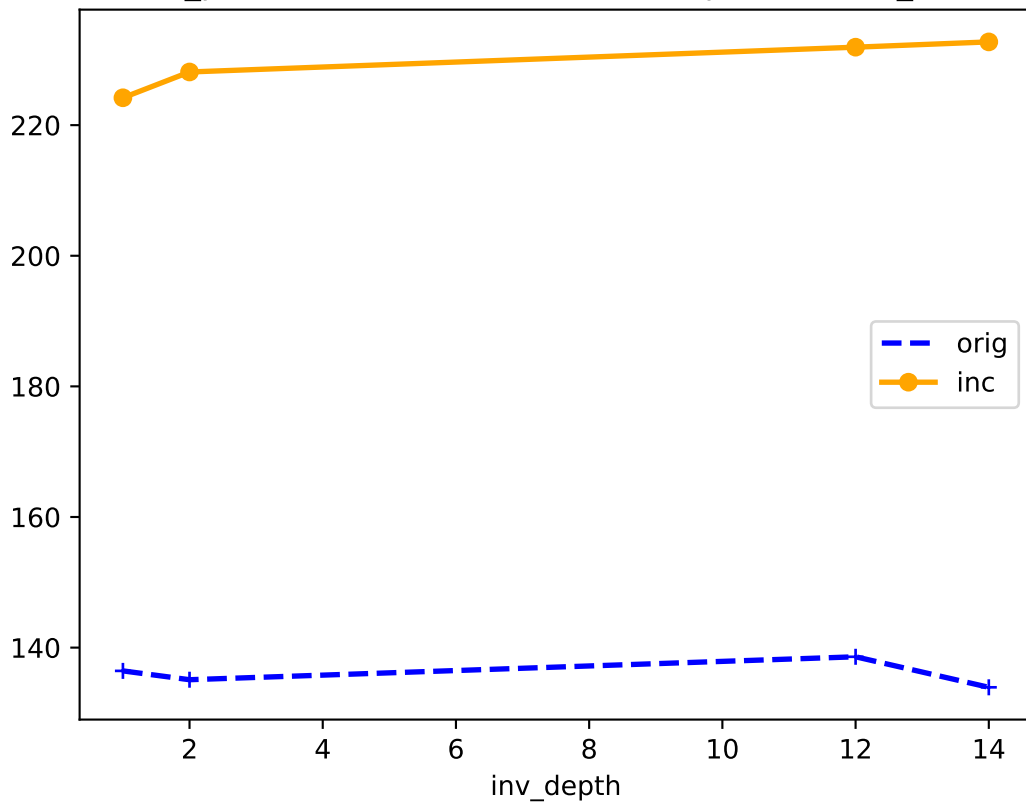
slow\_prob = 0.9; transf = move; depth = 14; fv\_c = 8192



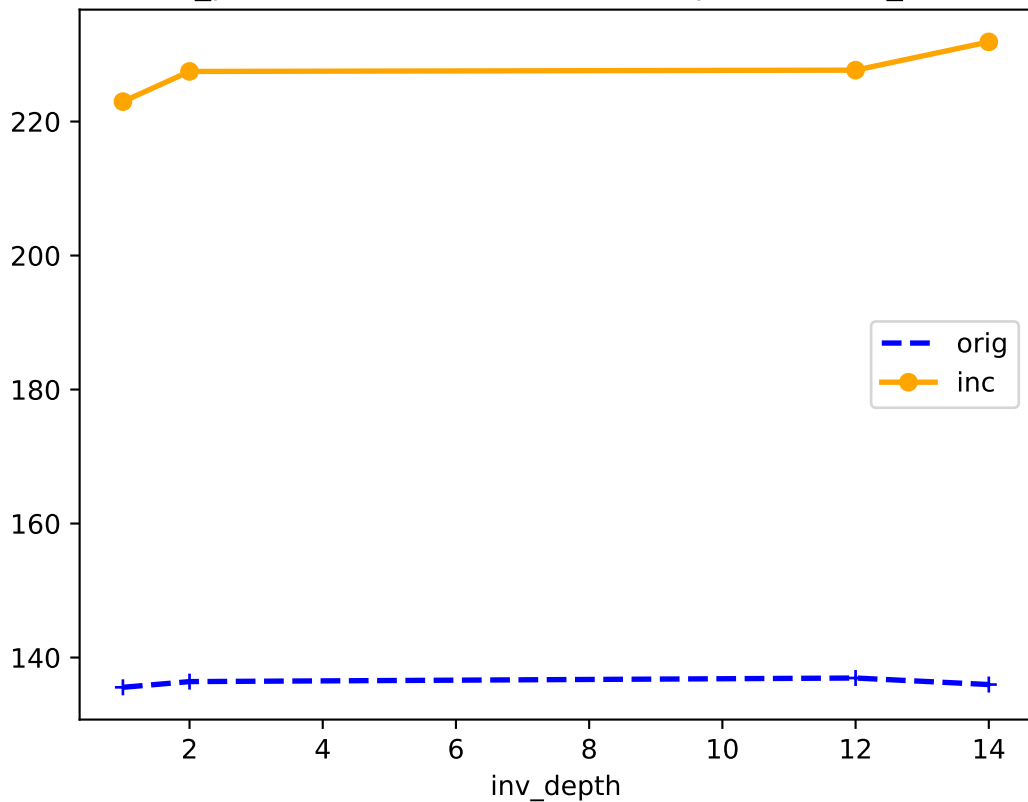
slow\_prob = 0.5; transf = move; depth = 16; fv\_c = 1



slow\_prob = 0.75; transf = move; depth = 16; fv\_c = 1

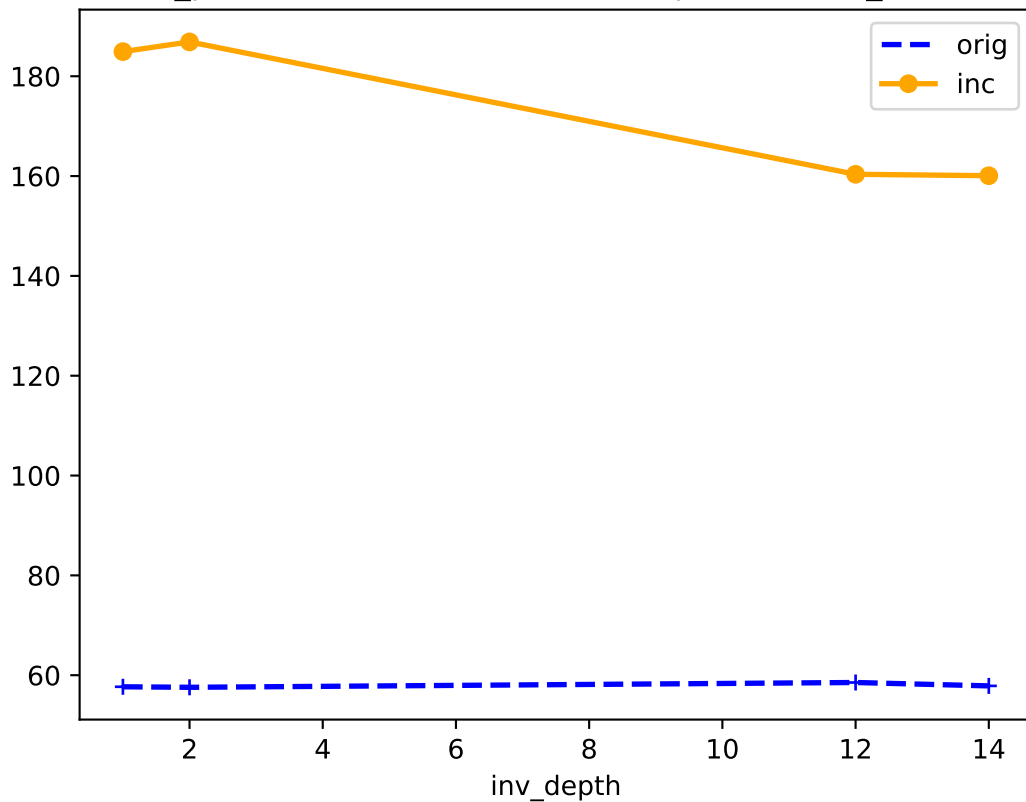


slow\_prob = 0.9; transf = move; depth = 16; fv\_c = 1

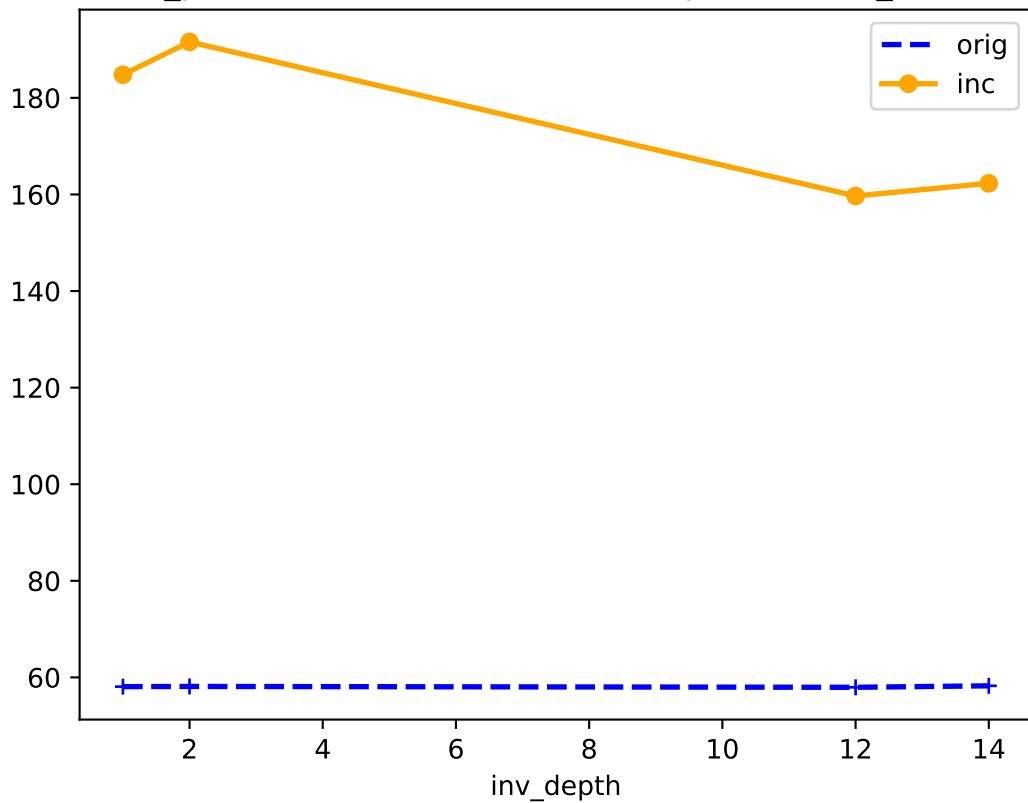




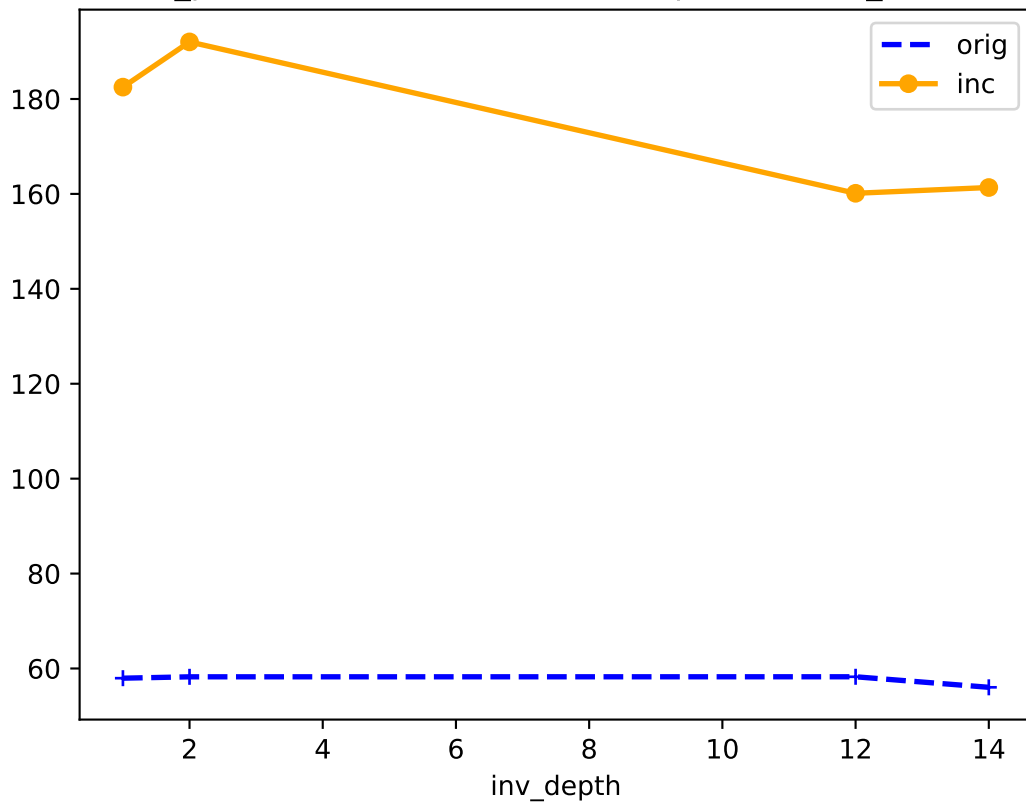
slow\_prob = 0.5; transf = move; depth = 16; fv\_c = 256



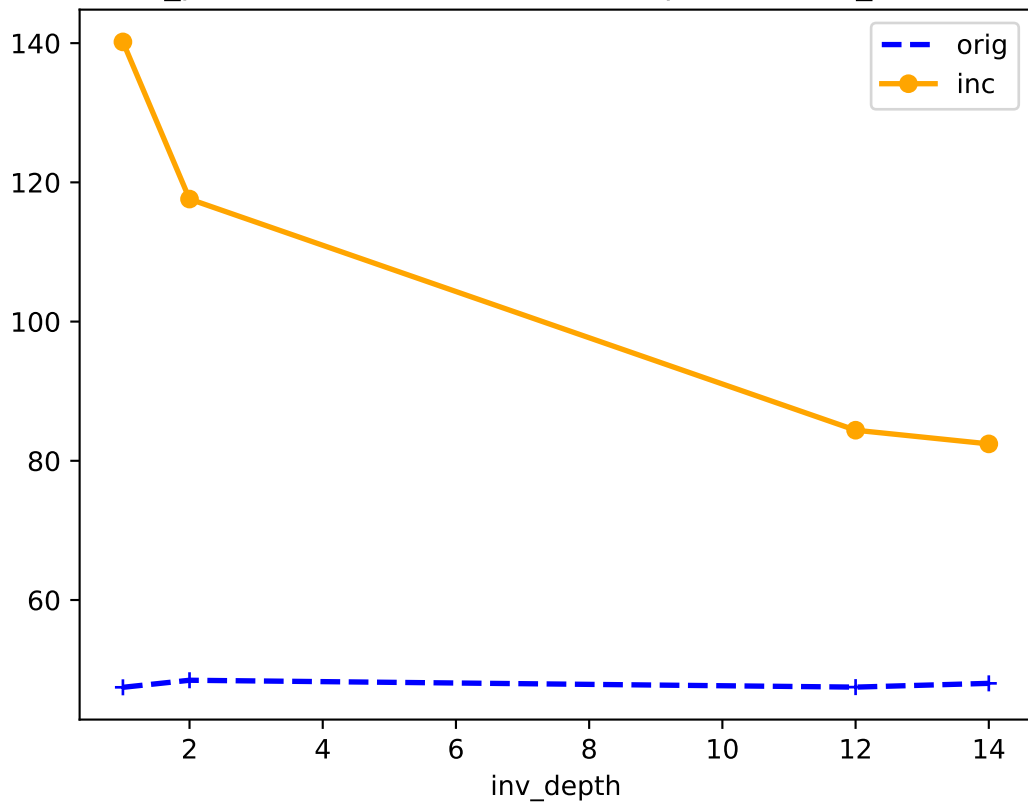
slow\_prob = 0.75; transf = move; depth = 16; fv\_c = 256



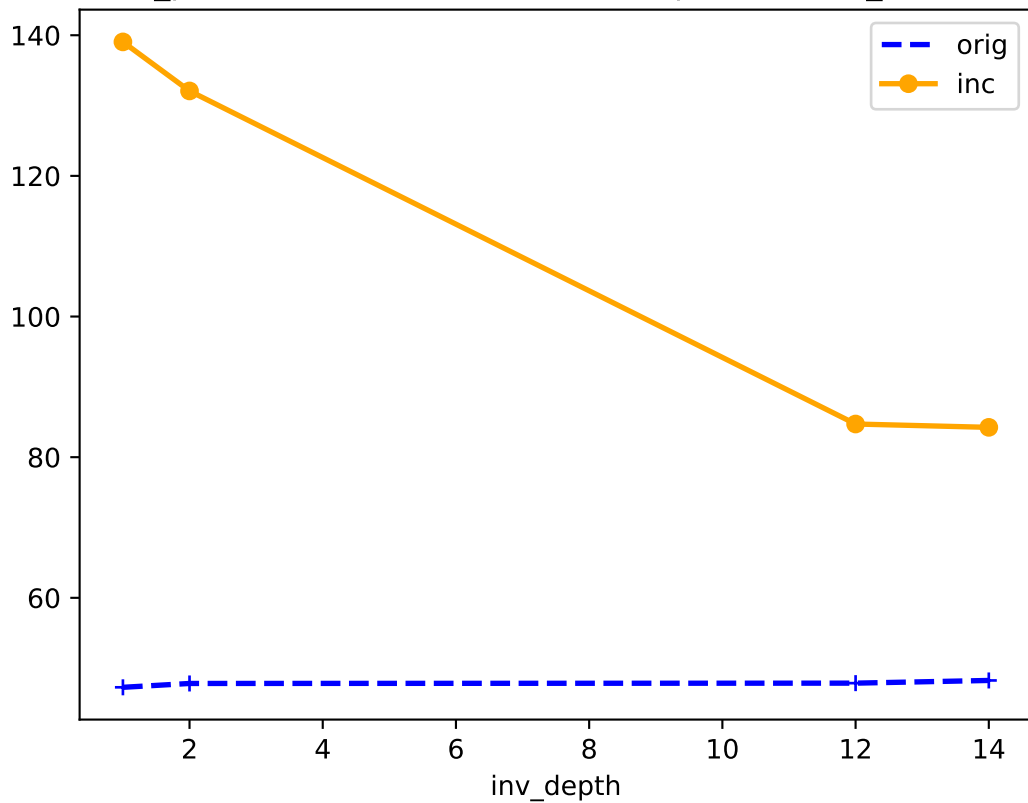
slow\_prob = 0.9; transf = move; depth = 16; fv\_c = 256



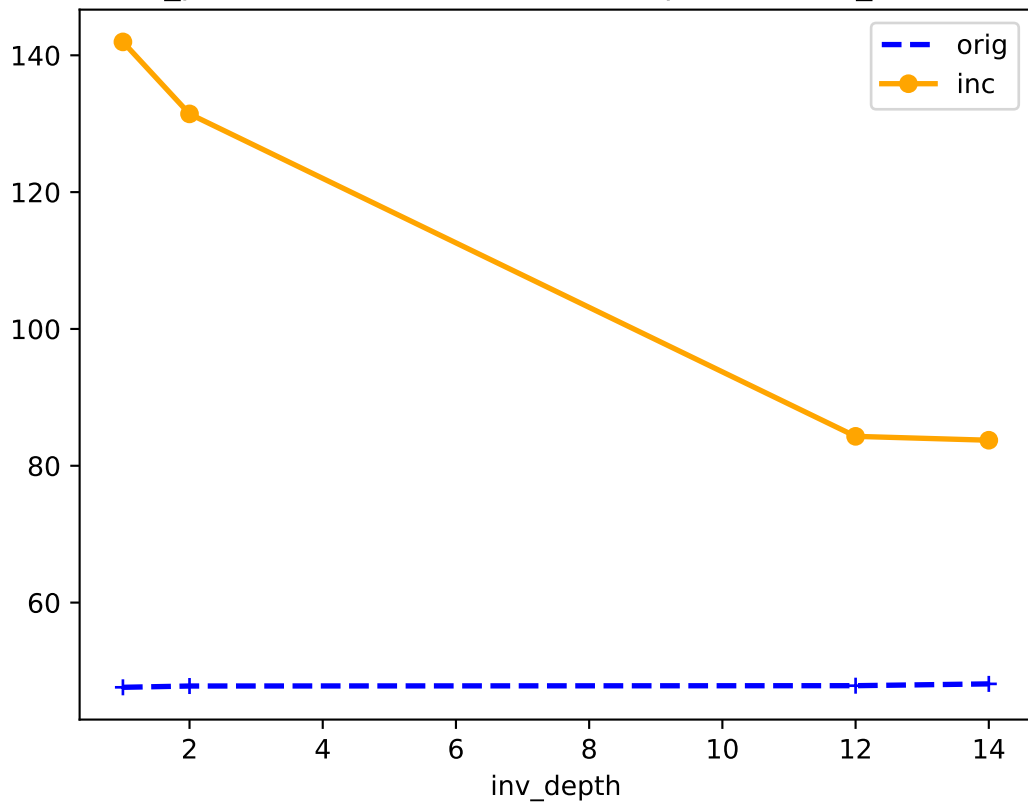
slow\_prob = 0.5; transf = move; depth = 16; fv\_c = 2048



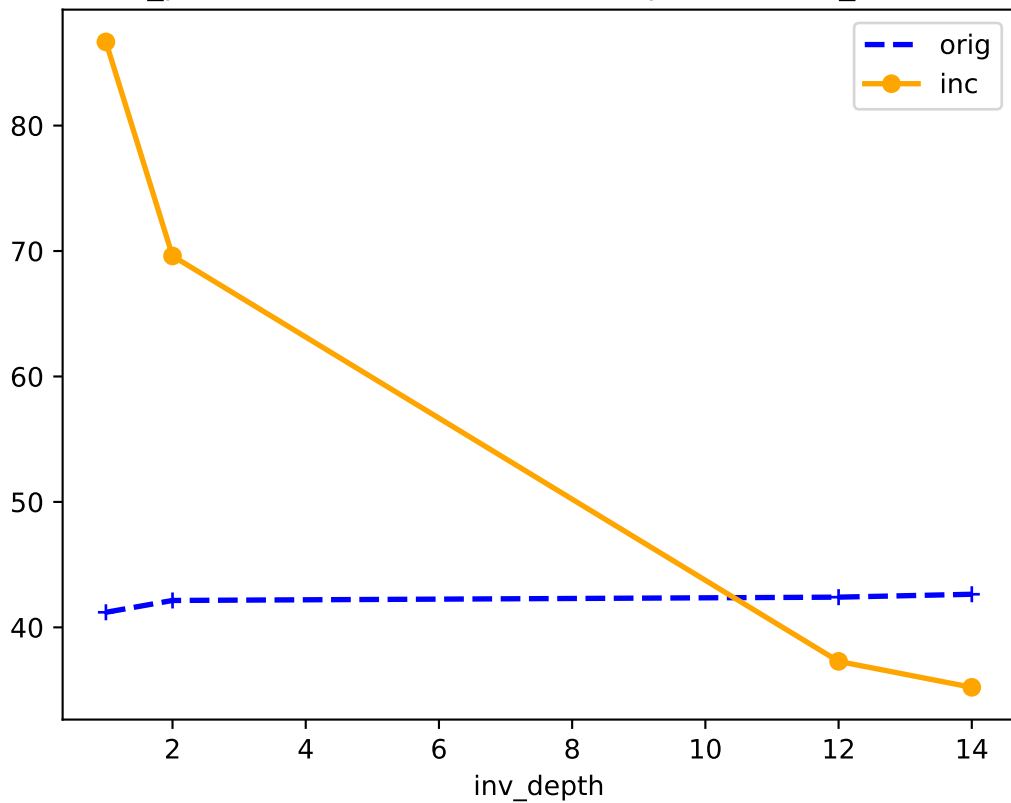
slow\_prob = 0.75; transf = move; depth = 16; fv\_c = 2048



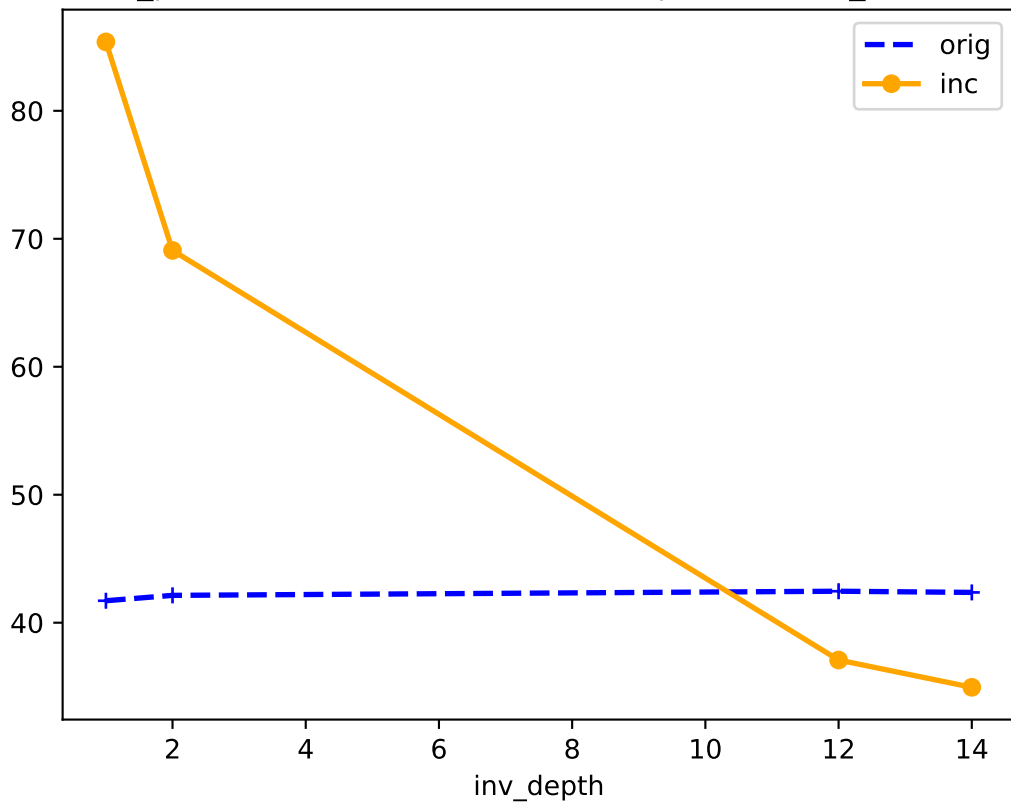
slow\_prob = 0.9; transf = move; depth = 16; fv\_c = 2048



slow\_prob = 0.5; transf = move; depth = 16; fv\_c = 8192

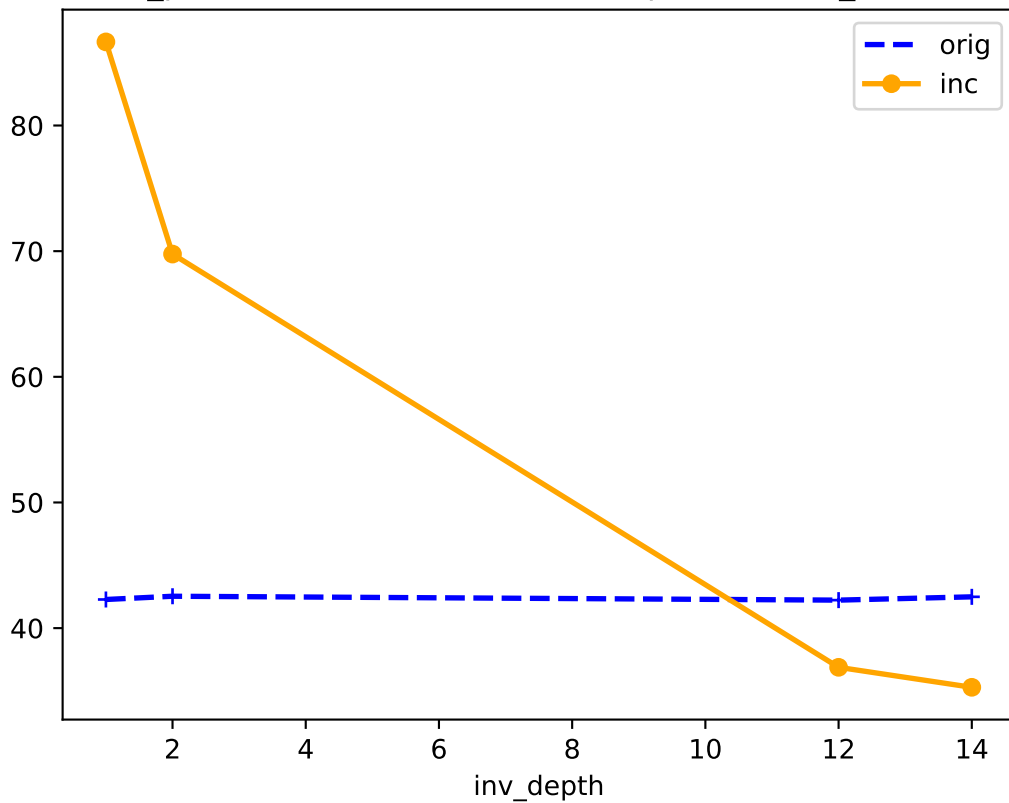


slow\_prob = 0.75; transf = move; depth = 16; fv\_c = 8192

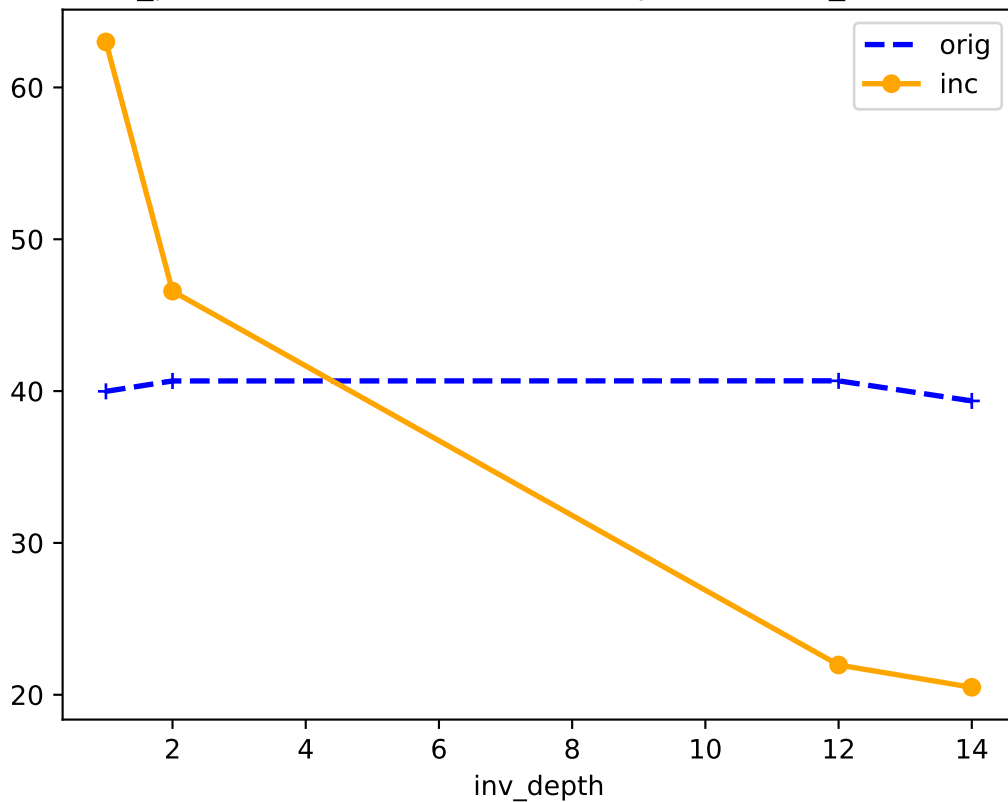




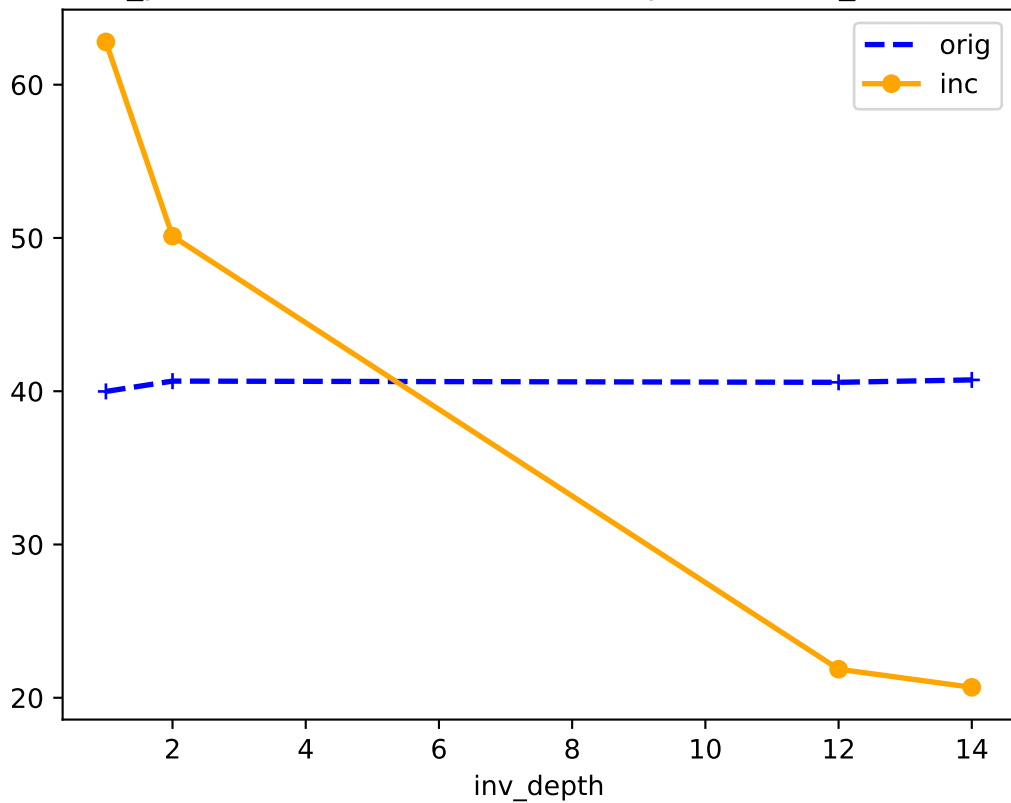
slow\_prob = 0.9; transf = move; depth = 16; fv\_c = 8192



slow\_prob = 0.5; transf = move; depth = 16; fv\_c = 16384



slow\_prob = 0.75; transf = move; depth = 16; fv\_c = 16384



slow\_prob = 0.9; transf = move; depth = 16; fv\_c = 16384

