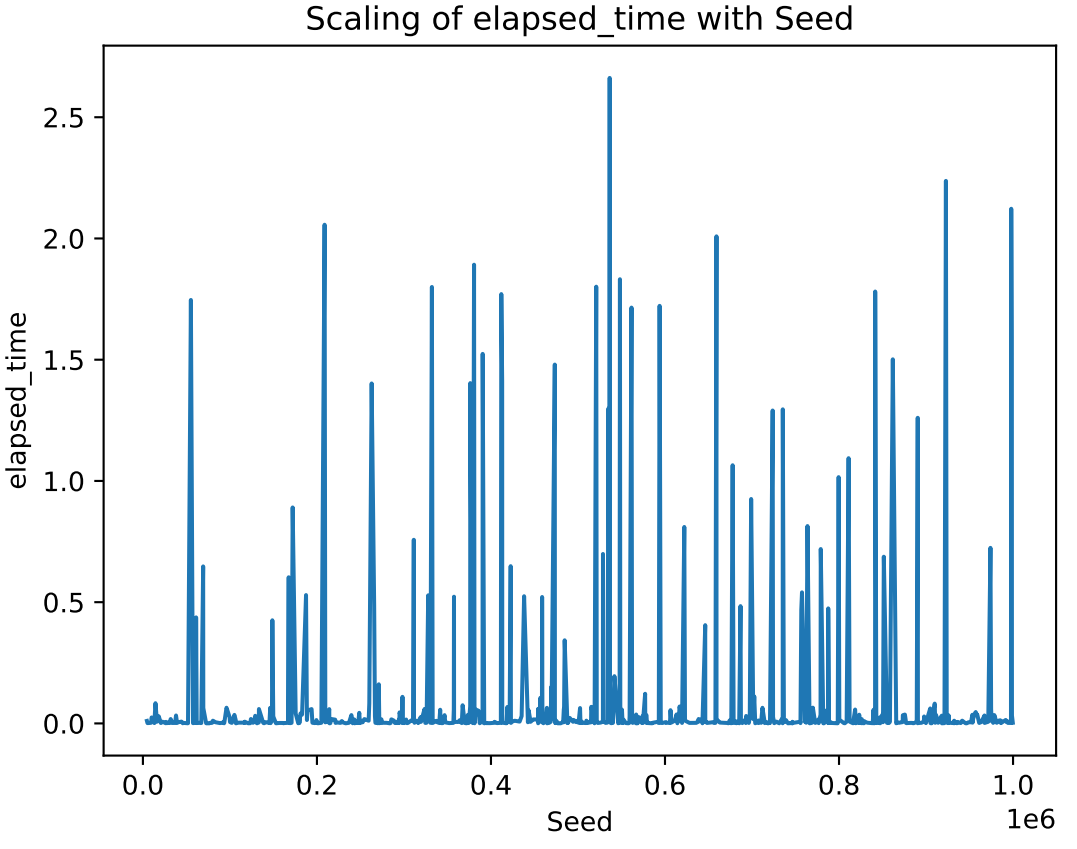
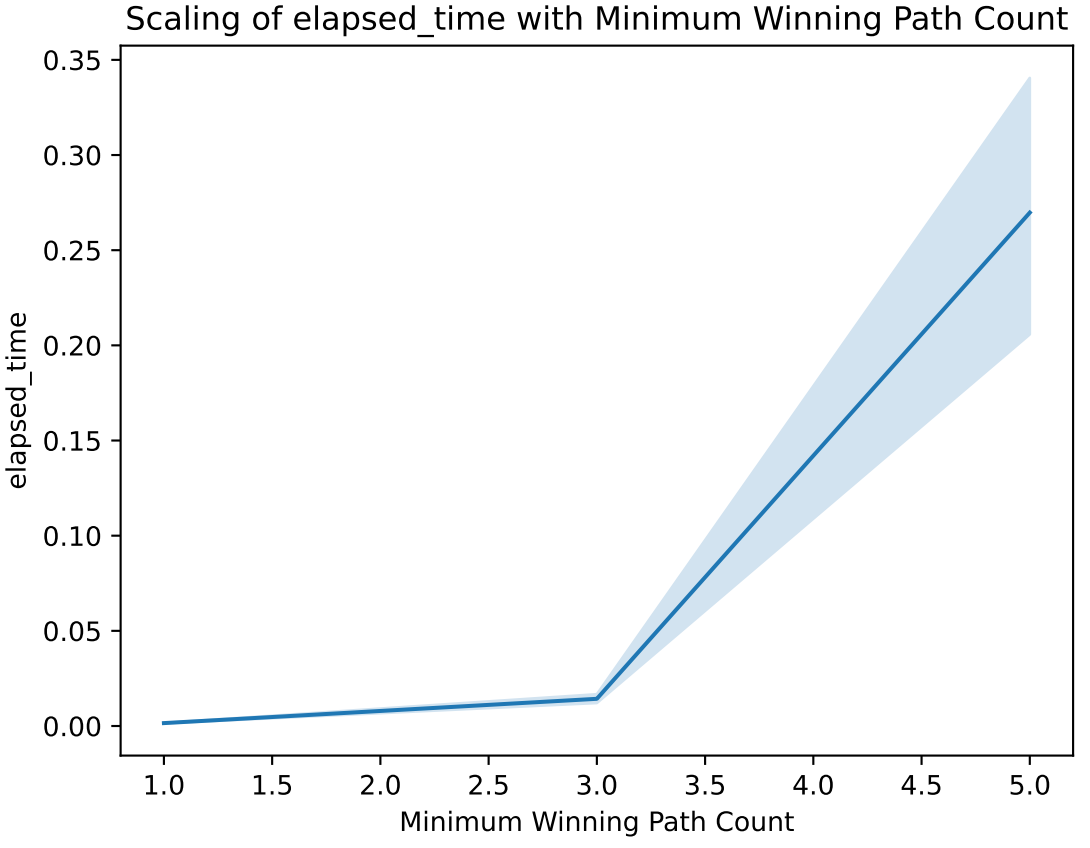
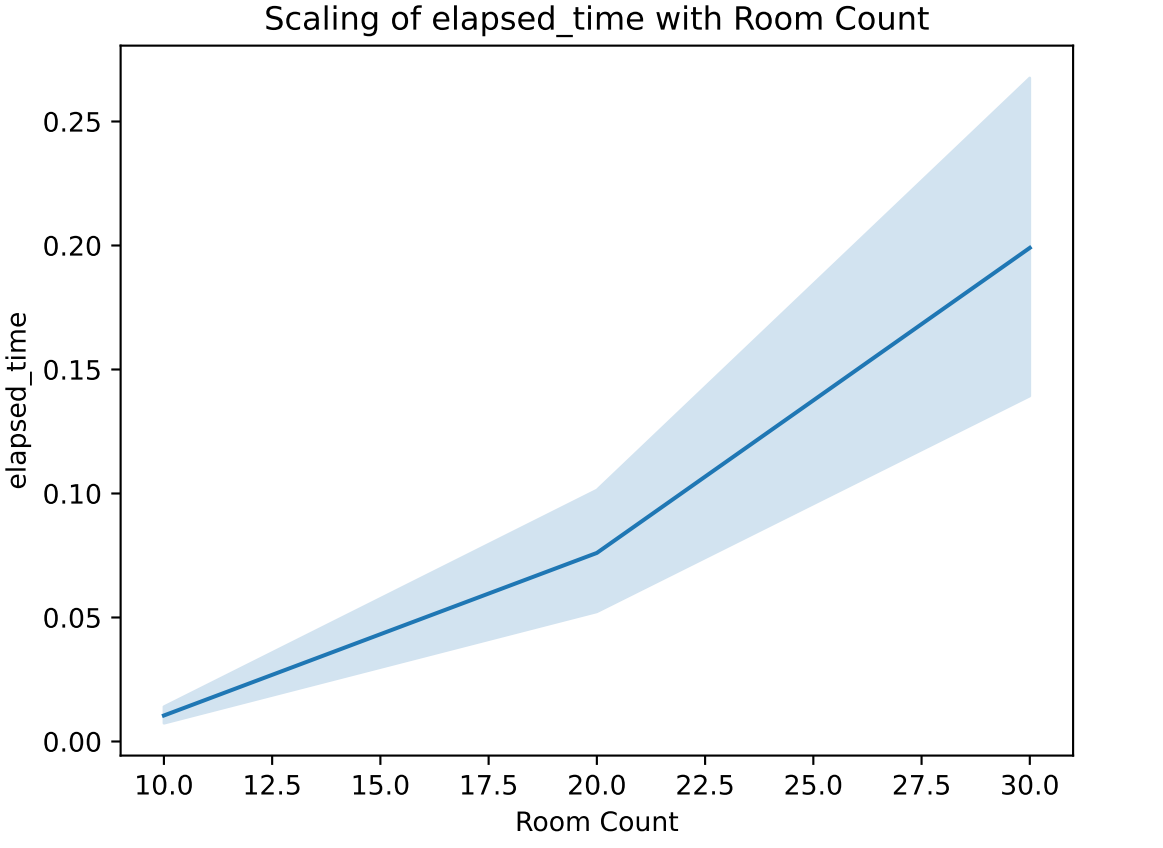
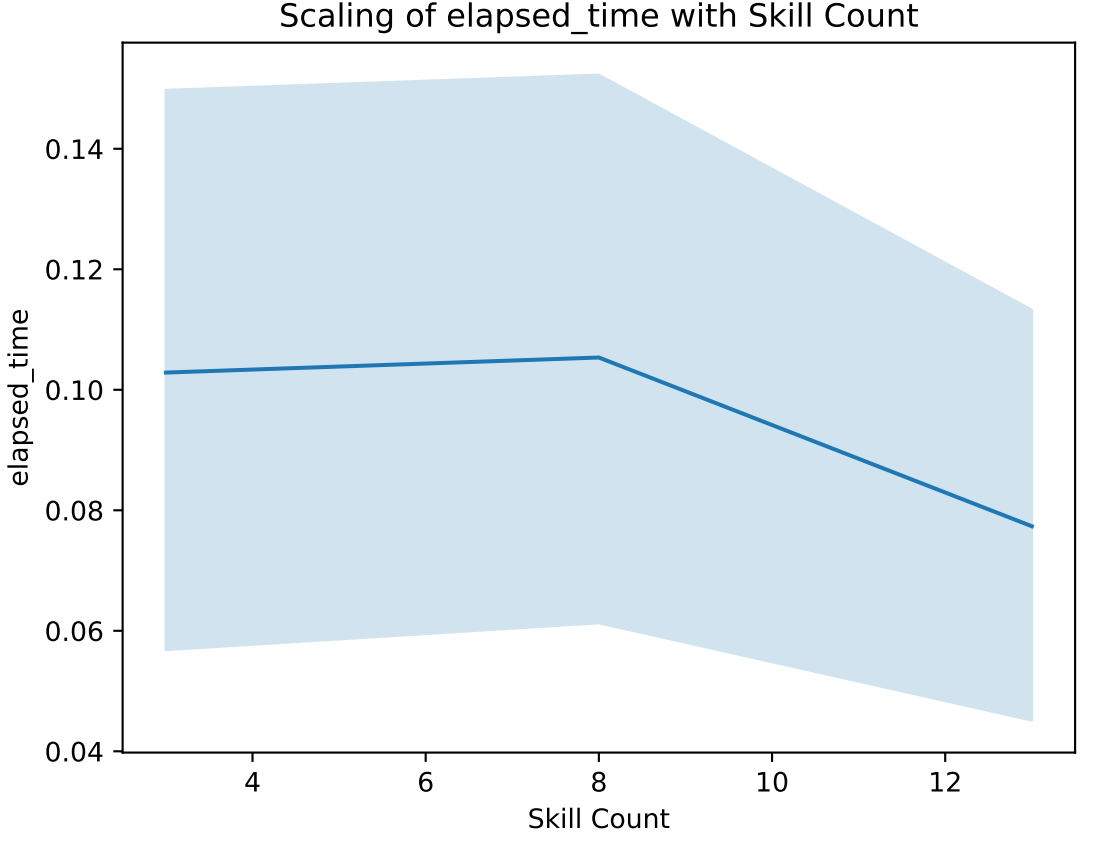
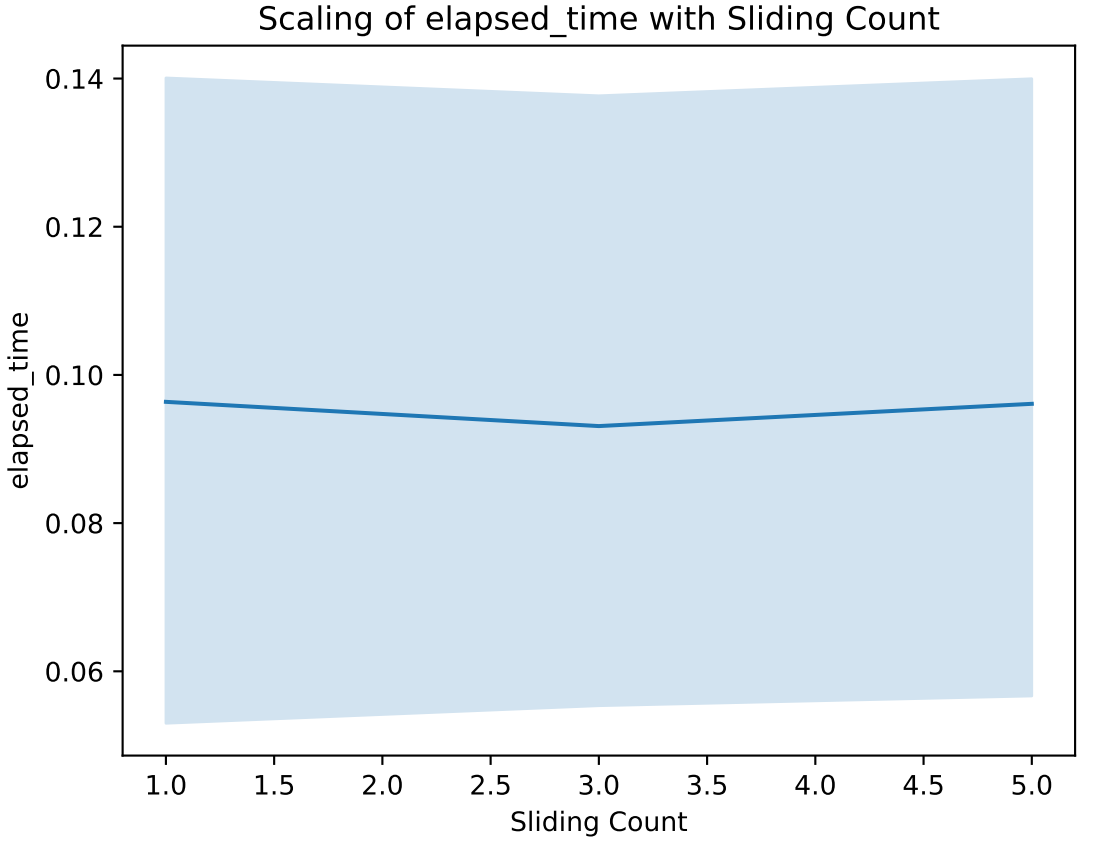
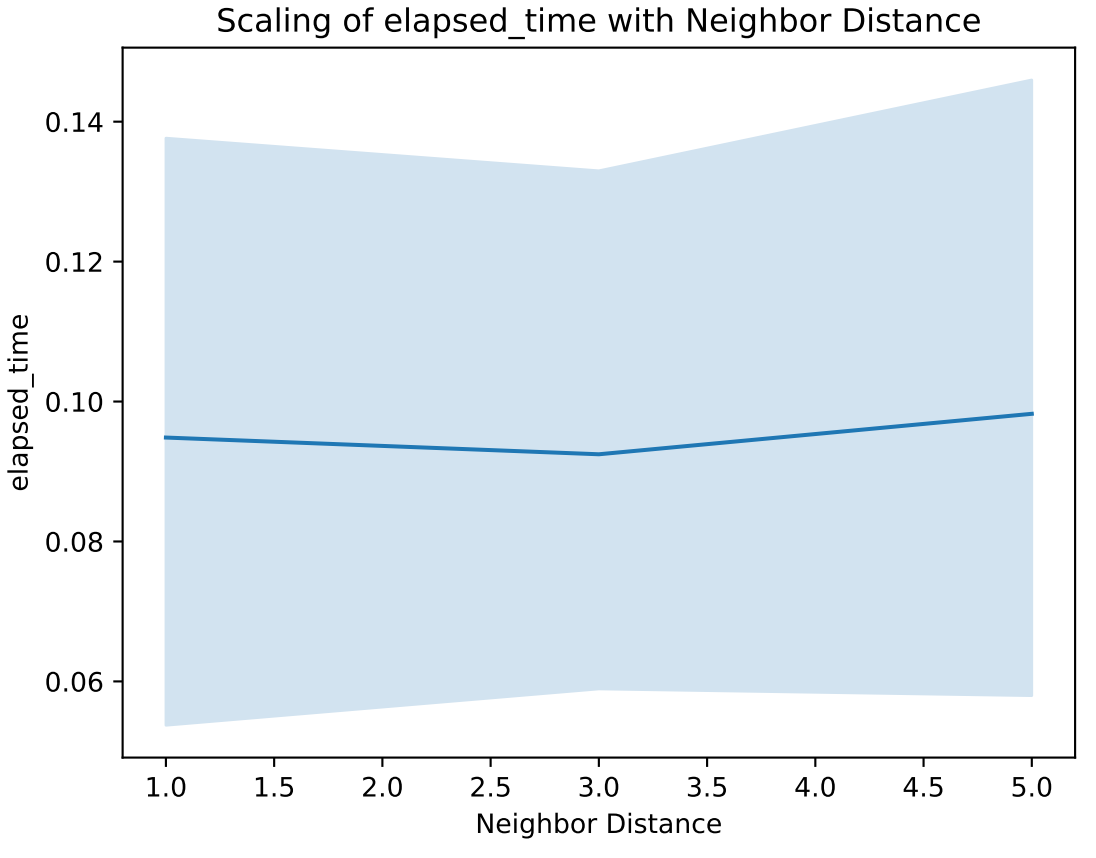

Scaling of elapsed_time with Seed
elapsed_time
2.5
2.0
1.5
1.0
0.5
0.0
0.0
0.2
0.4
0.6
0.8
1.0
Seed
1e6

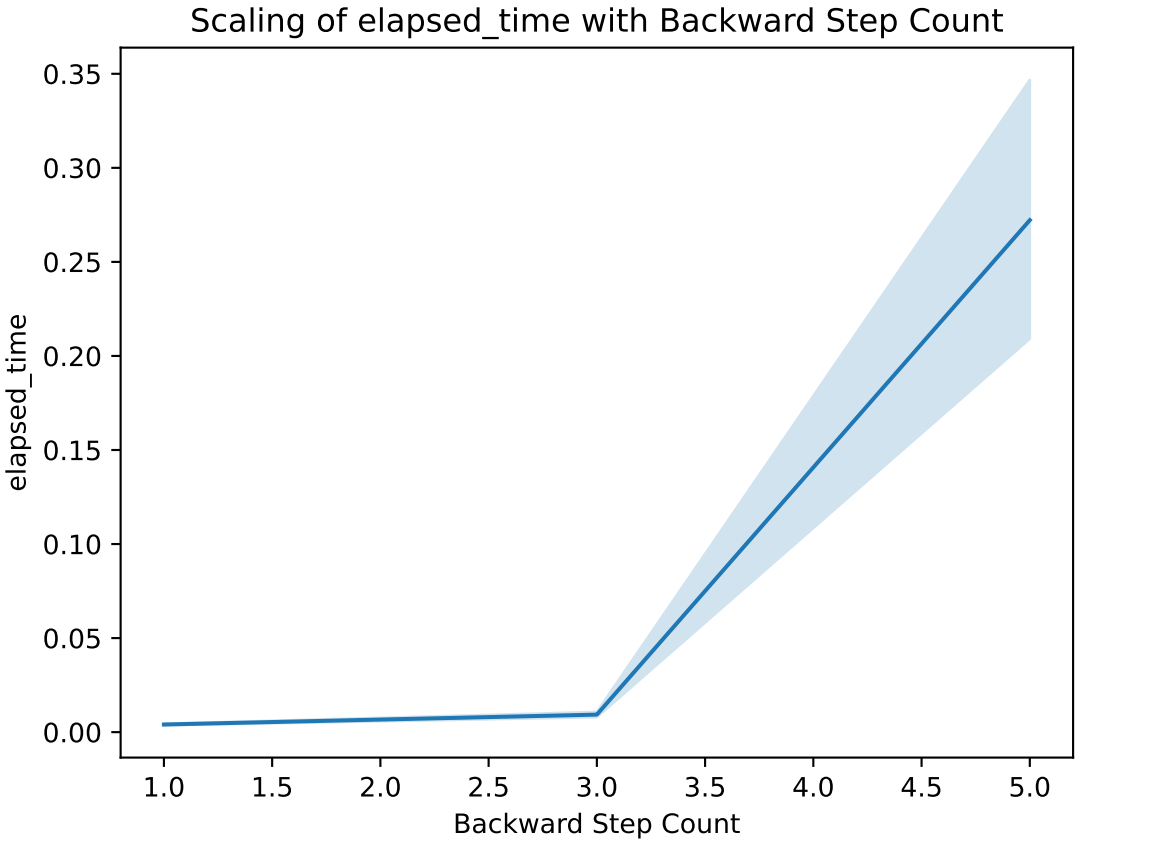

Scaling of elapsed_time with Minimum Winning Path Count
elapsed_time
0.35
0.30
0.25
0.20
0.15
0.10
0.05
0.00
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Minimum Winning Path Count

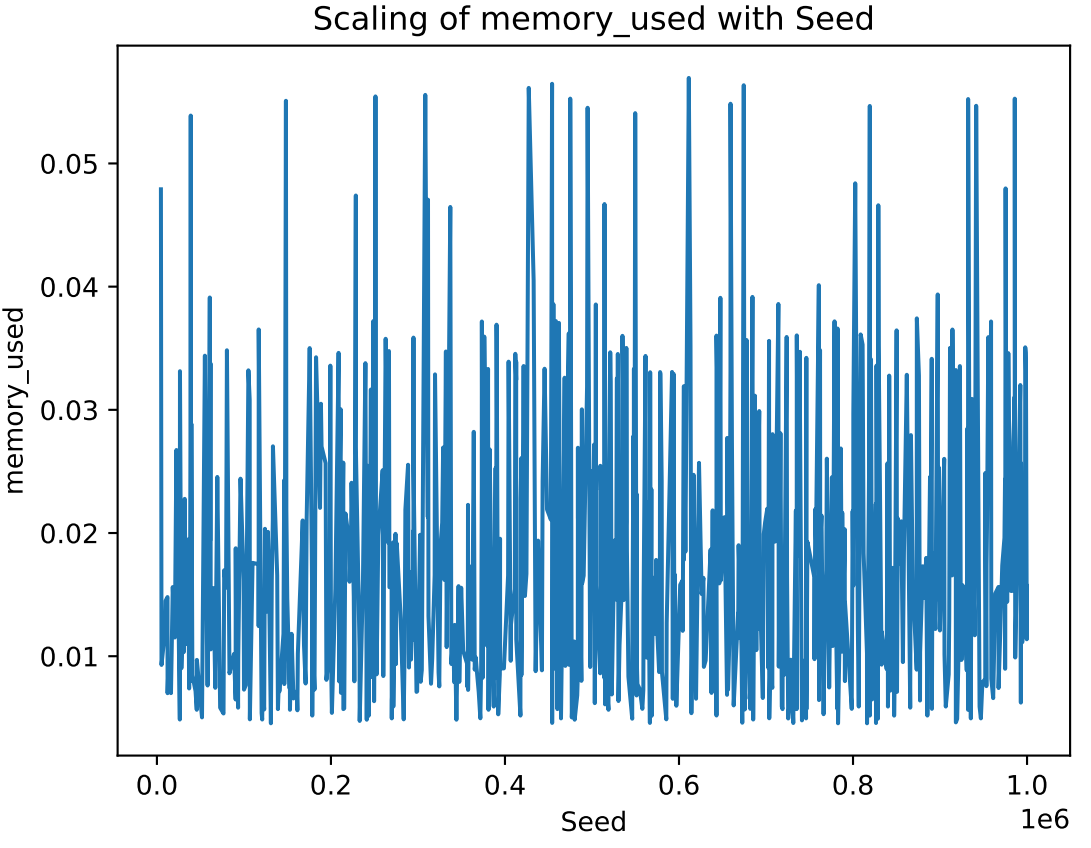

Scaling of elapsed_time with Room Count
elapsed_time
0.00
0.05
0.10
0.15
0.20
0.25
10.0
12.5
15.0
17.5
20.0
22.5
25.0
27.5
30.0
Room Count

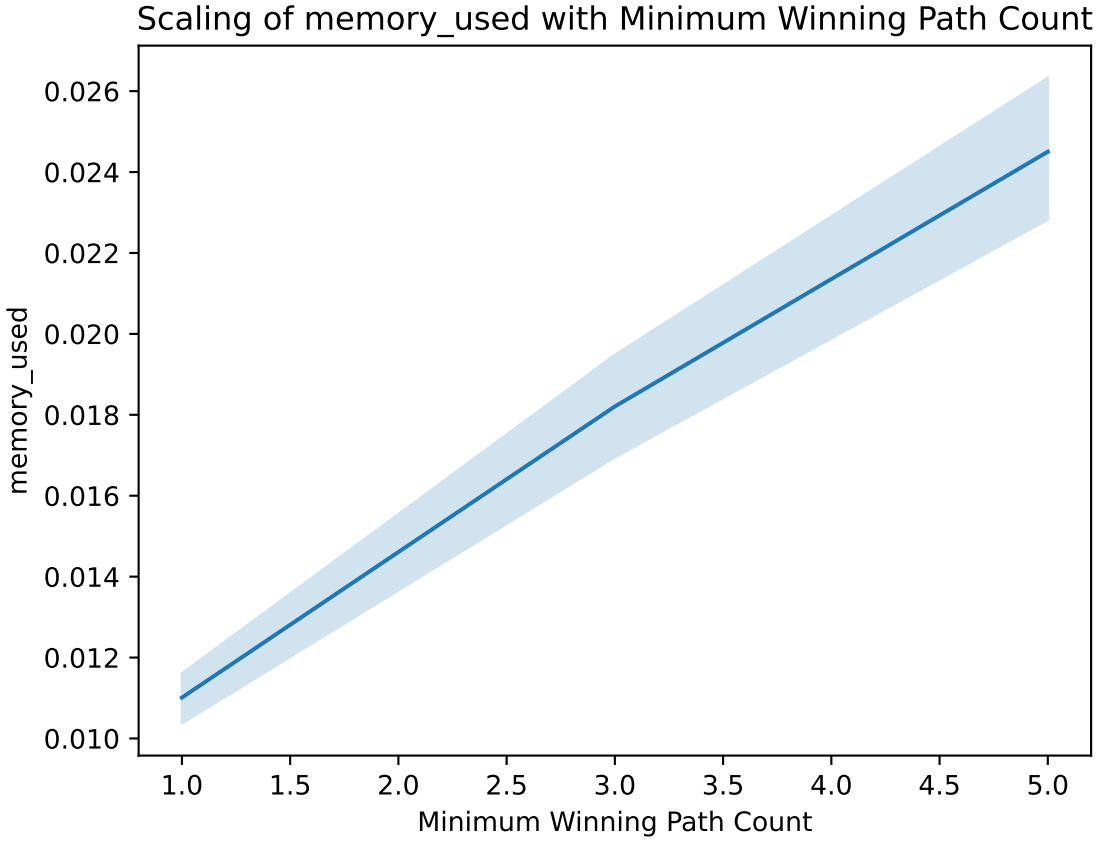

Scaling of elapsed_time with Skill Count
elapsed_time
0.14
0.12
0.10
0.08
0.06
0.04
4
6
8
10
12
Skill Count

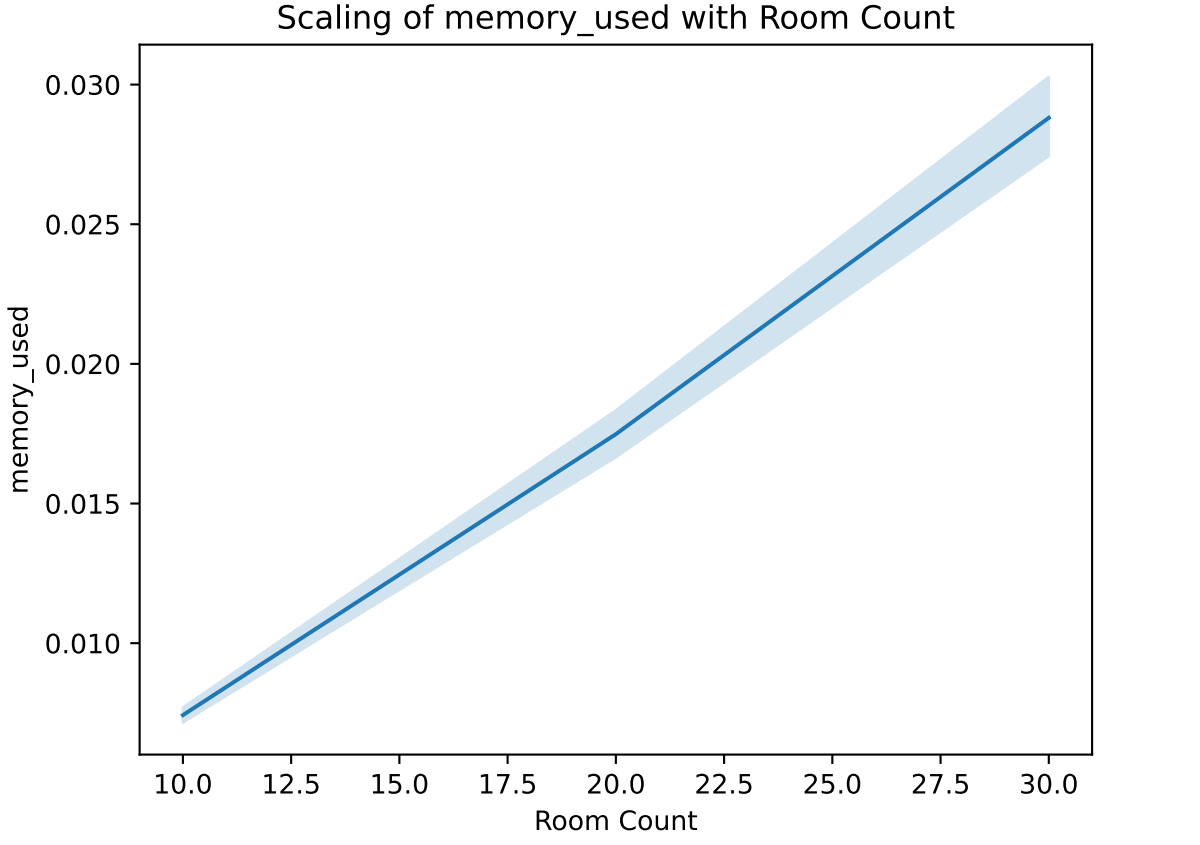

Scaling of elapsed_time with Sliding Count
0.14
0.12
0.10
0.08
0.06
elapsed_time
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Sliding Count

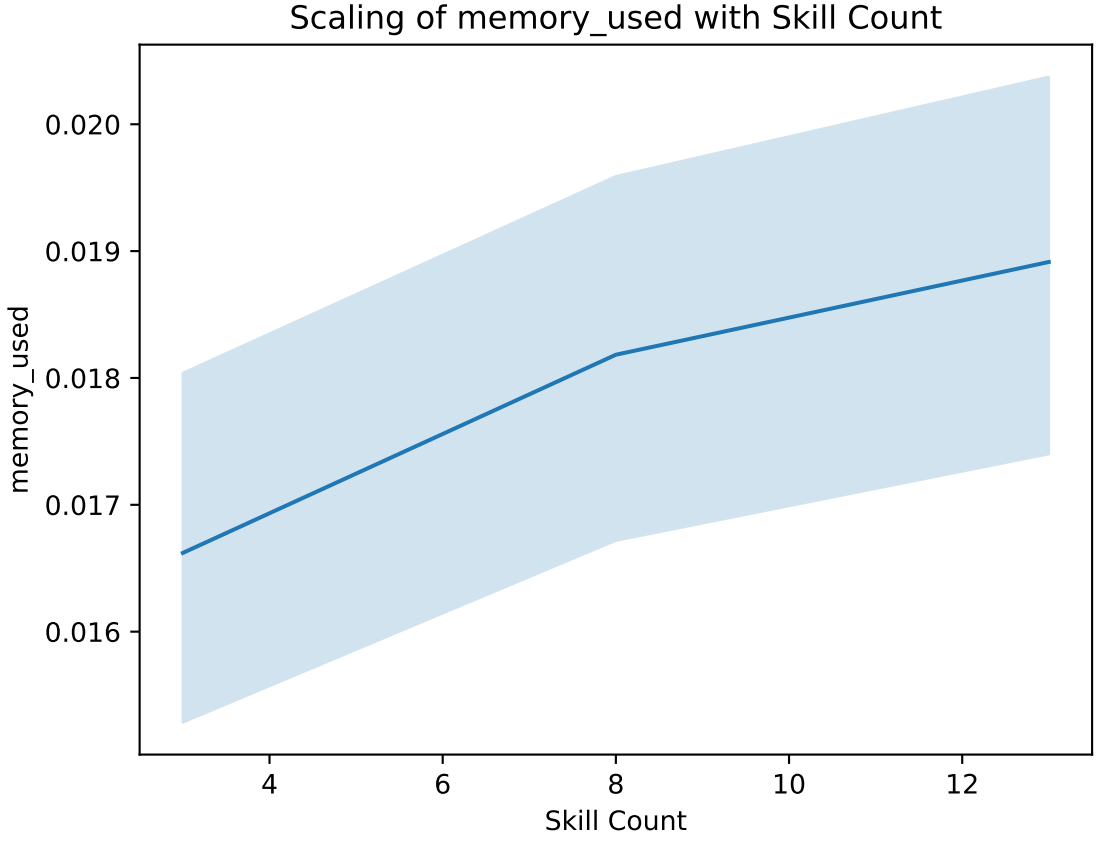

Scaling of elapsed_time with Neighbor Distance
elapsed_time
0.14
0.12
0.10
0.08
0.06
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Neighbor Distance

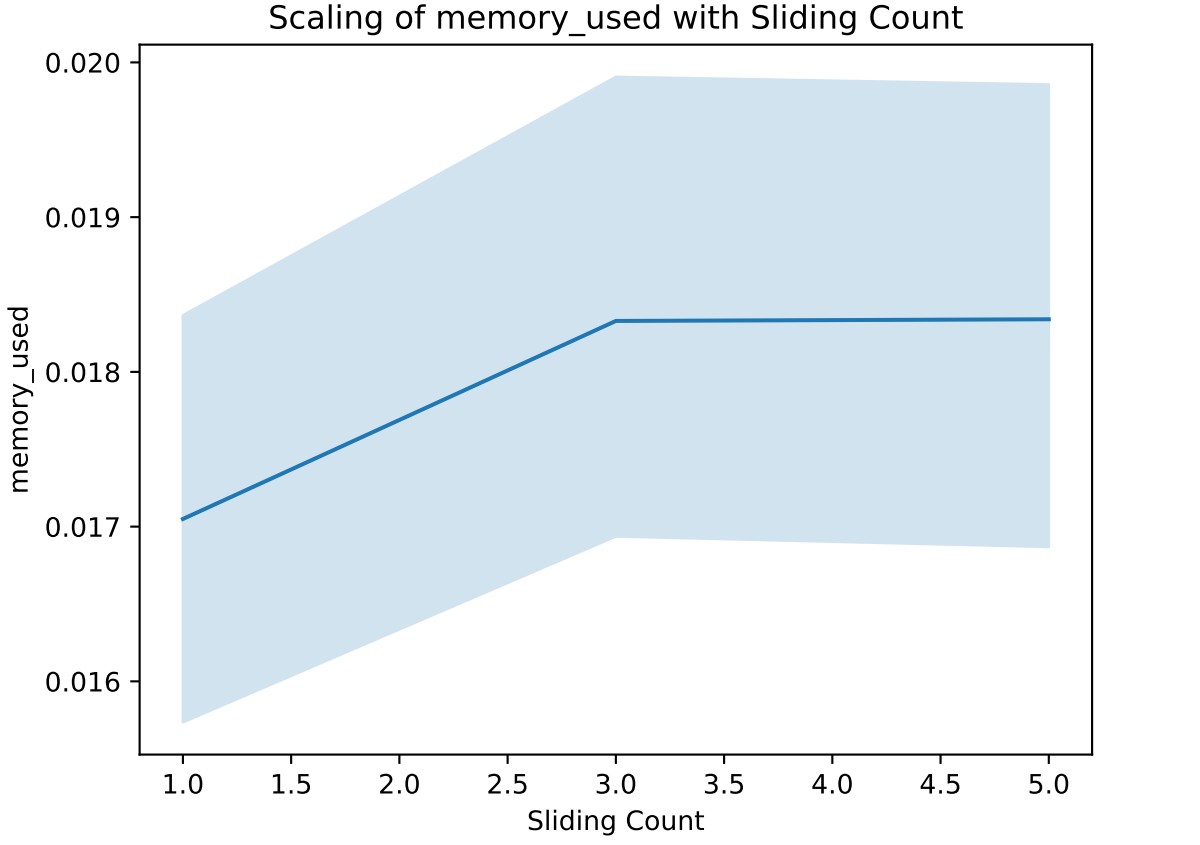

Scaling of elapsed_time with Backward Step Count
elapsed_time
0.35
0.30
0.25
0.20
0.15
0.10
0.05
0.00
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Backward Step Count

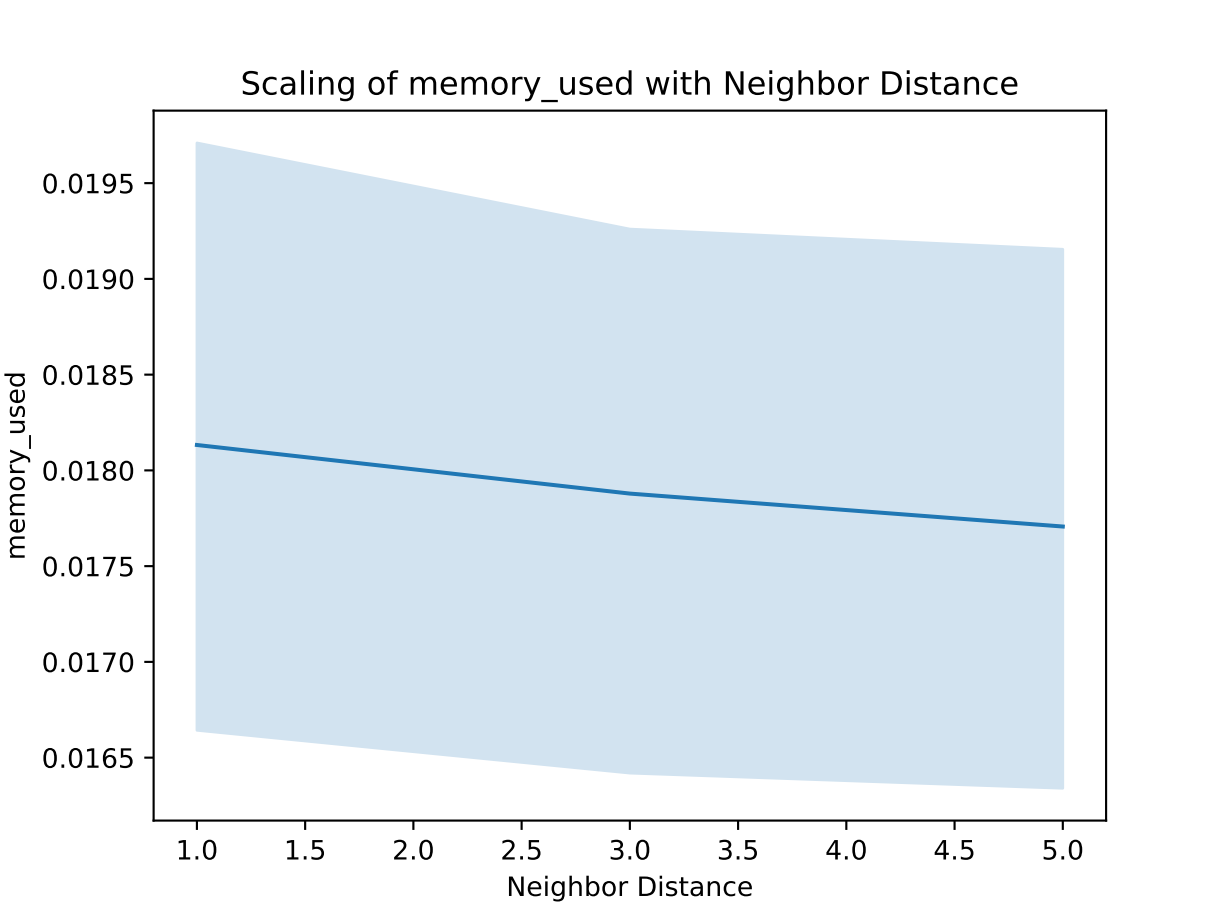

Scaling of memory_used with Seed
memory_used
0.05
0.04
0.03
0.02
0.01
0.0
0.2
0.4
0.6
0.8
1.0
1e6
Seed

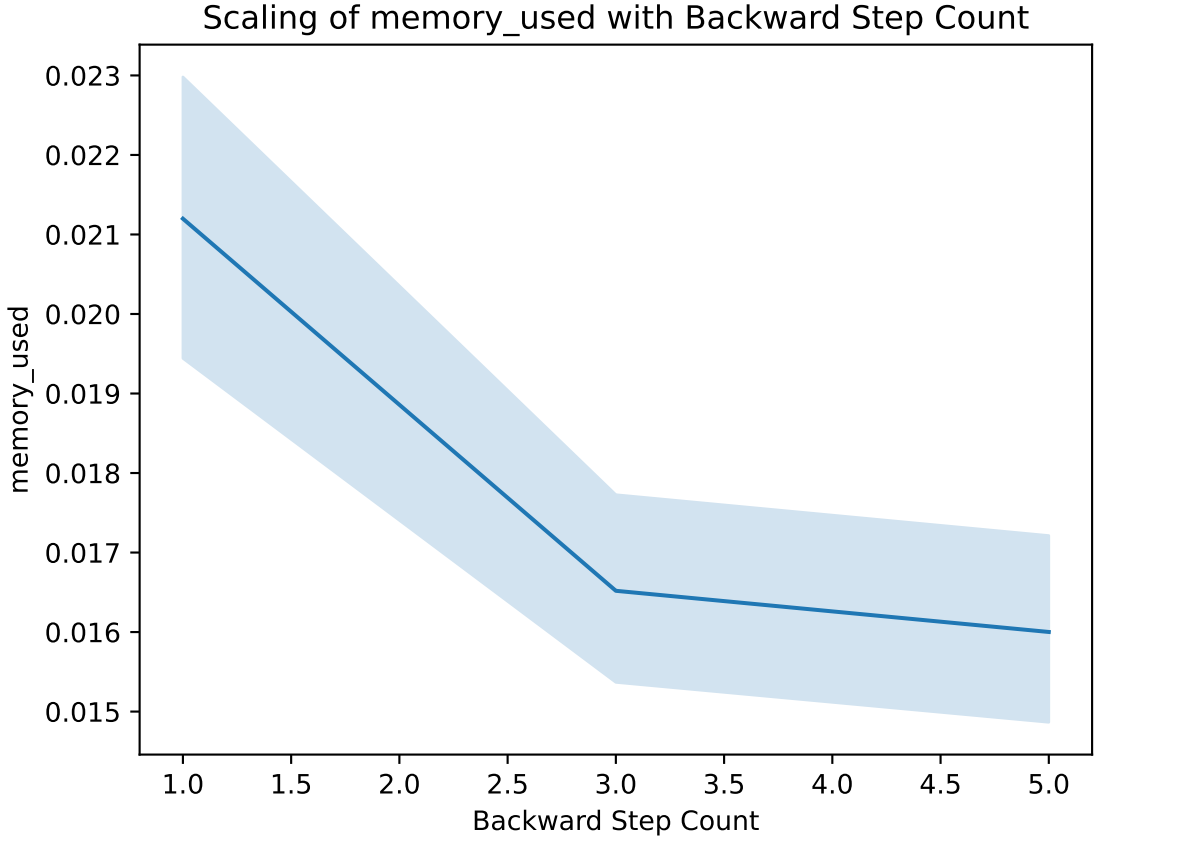

Scaling of memory_used with Minimum Winning Path Count
memory_used
0.026
0.024
0.022
0.020
0.018
0.016
0.014
0.012
0.010
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Minimum Winning Path Count

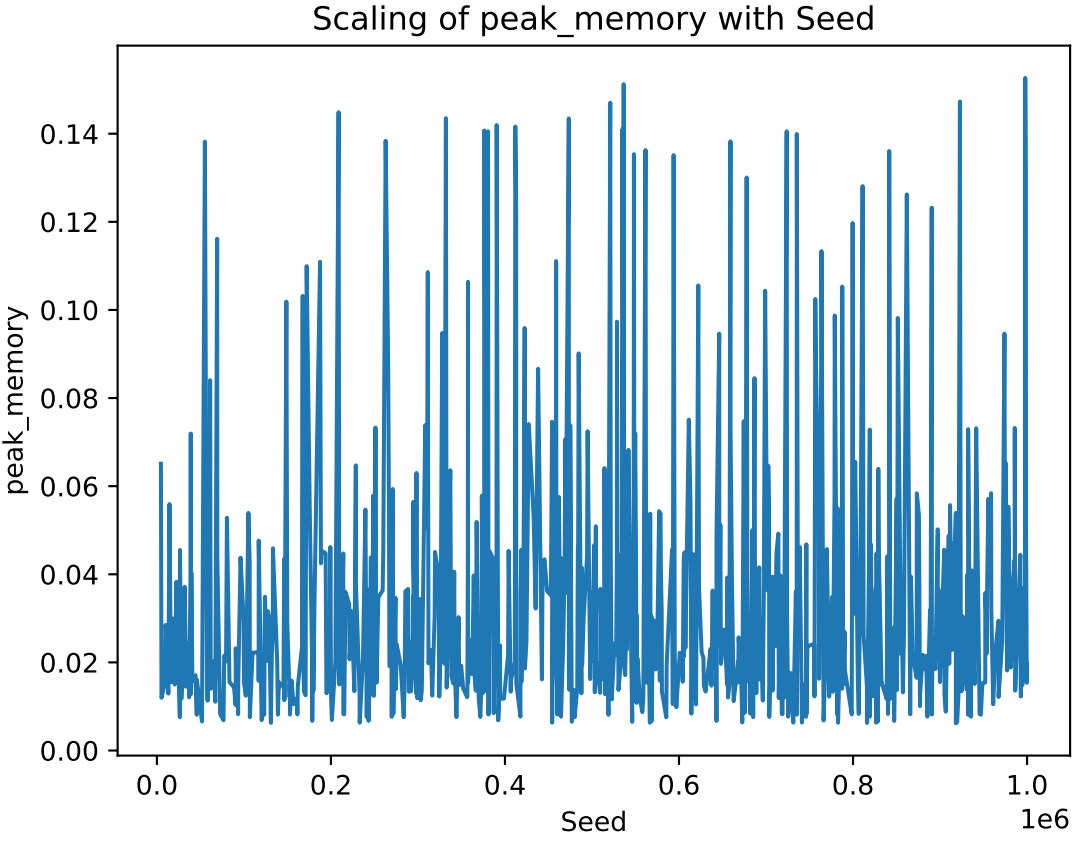

Scaling of memory_used with Room Count
memory_used
0.030
0.025
0.020
0.015
0.010
10.0
12.5
15.0
17.5
20.0
22.5
25.0
27.5
30.0
Room Count

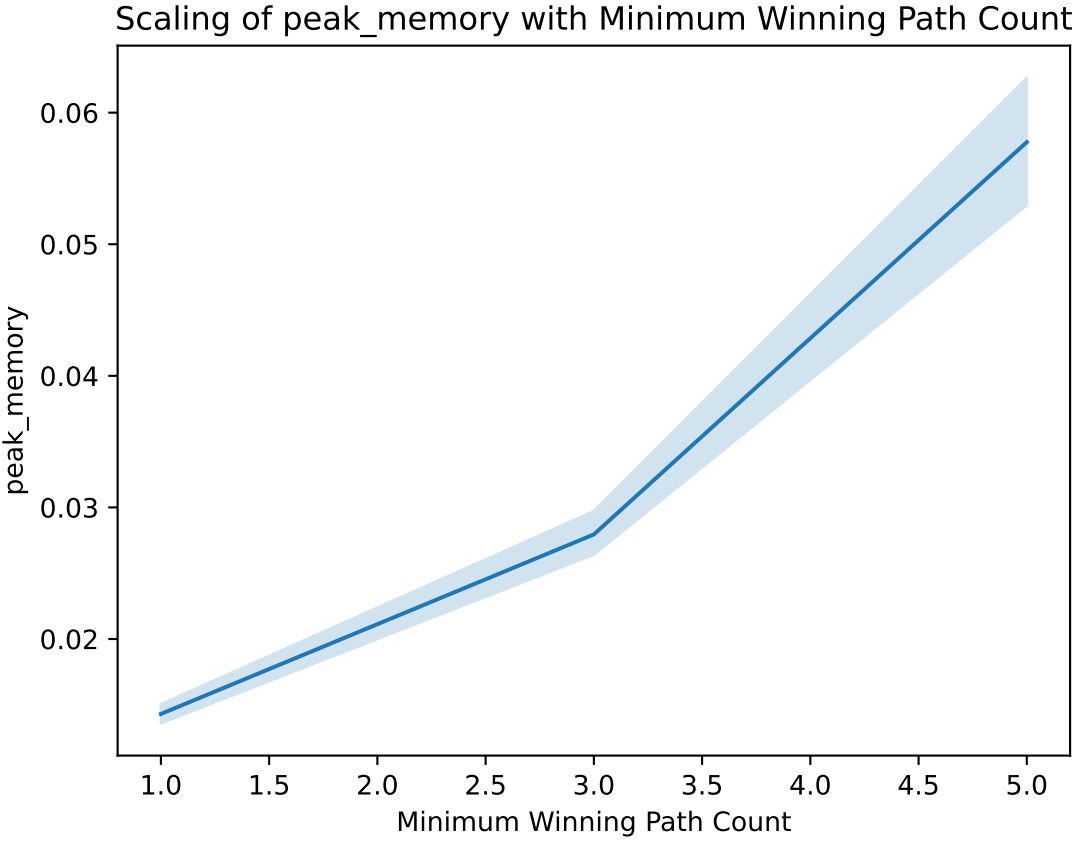

Scaling of memory_used with Skill Count
memory_used
0.020
0.019
0.018
0.017
0.016
4
6
8
10
12
Skill Count

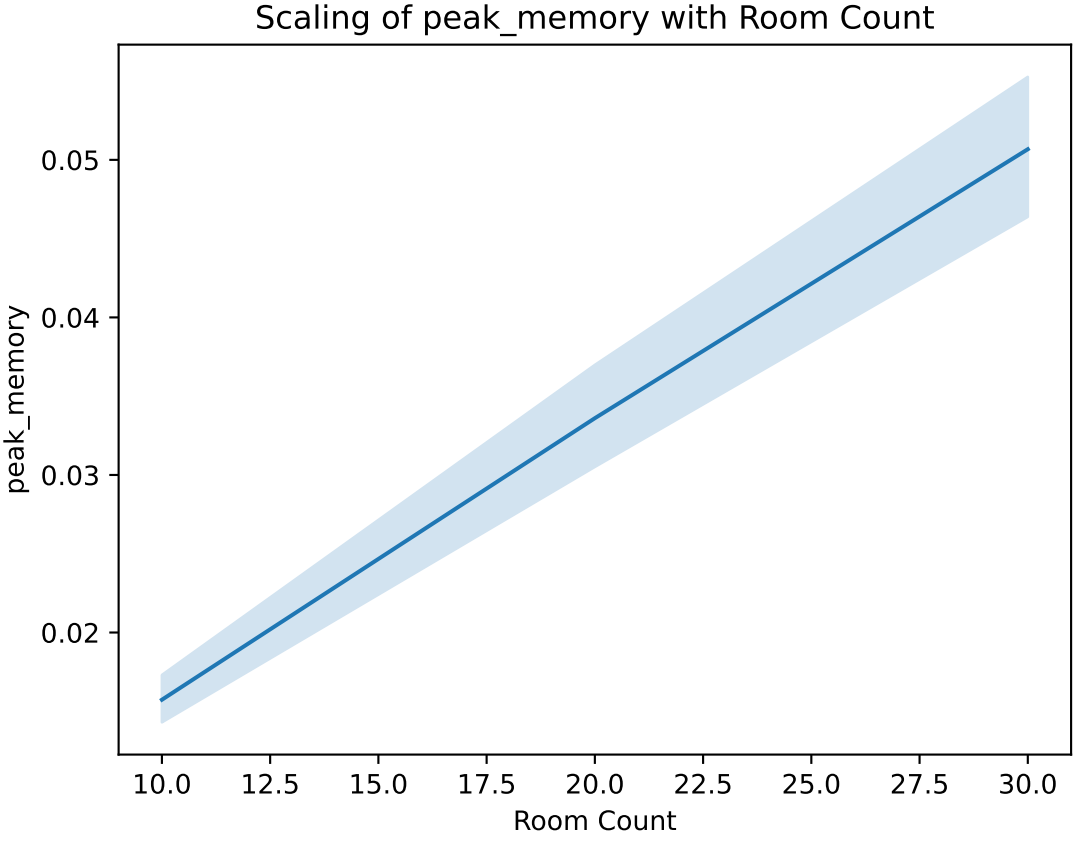

Scaling of memory_used with Sliding Count
memory_used
0.020
0.019
0.018
0.017
0.016
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Sliding Count

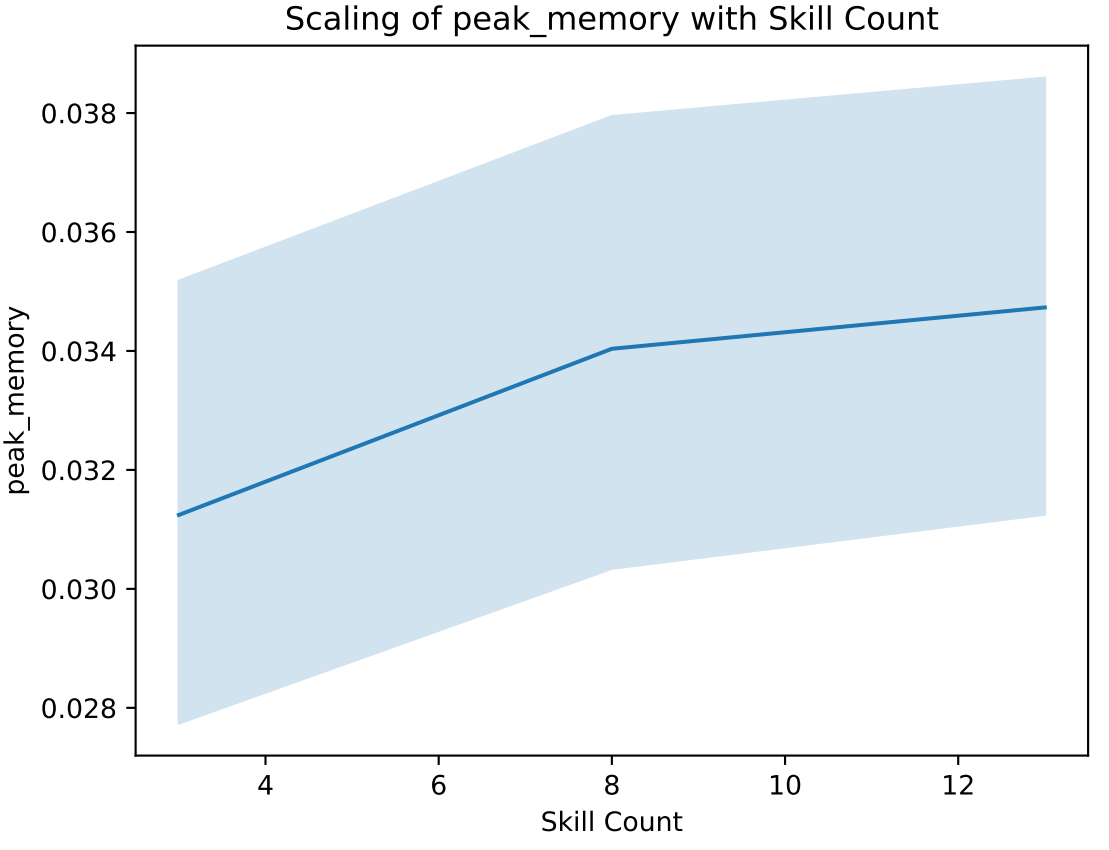

Scaling of memory_used with Neighbor Distance
memory_used
0.0195
0.0190
0.0185
0.0180
0.0175
0.0170
0.0165
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Neighbor Distance

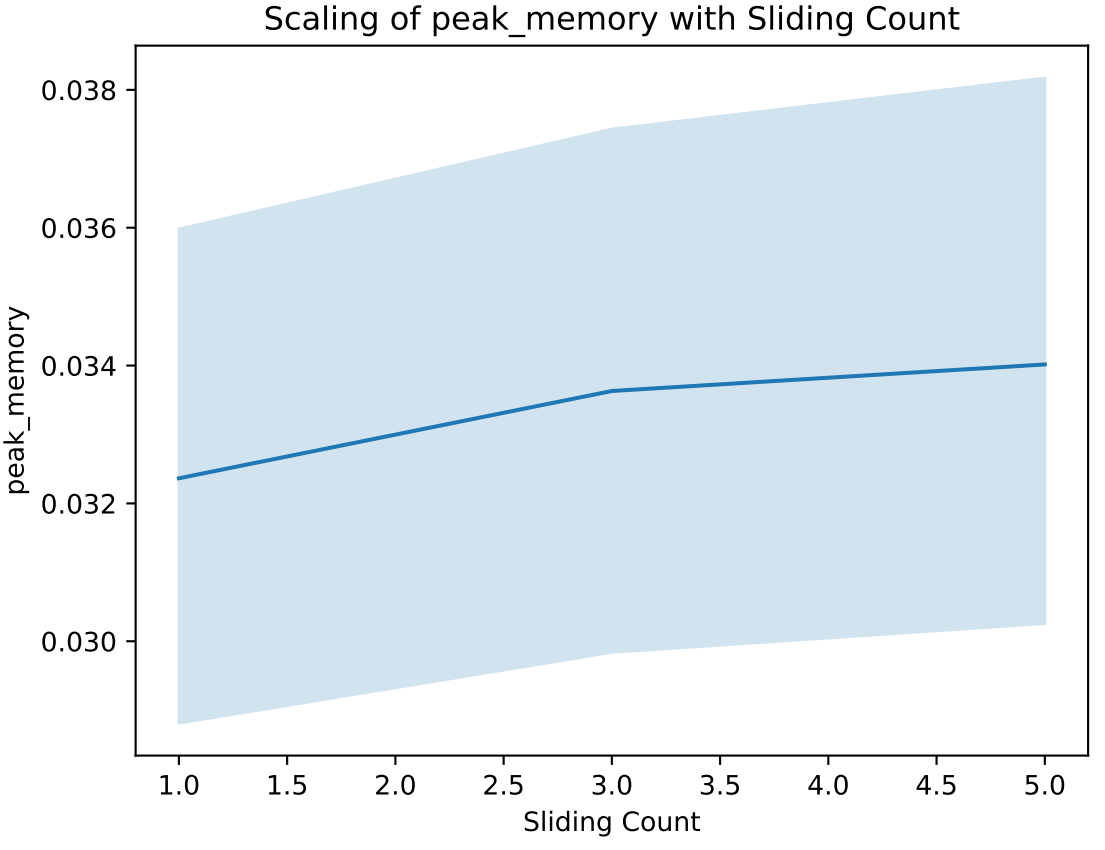

Scaling of memory_used with Backward Step Count
memory_used
0.023
0.022
0.021
0.020
0.019
0.018
0.017
0.016
0.015
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Backward Step Count

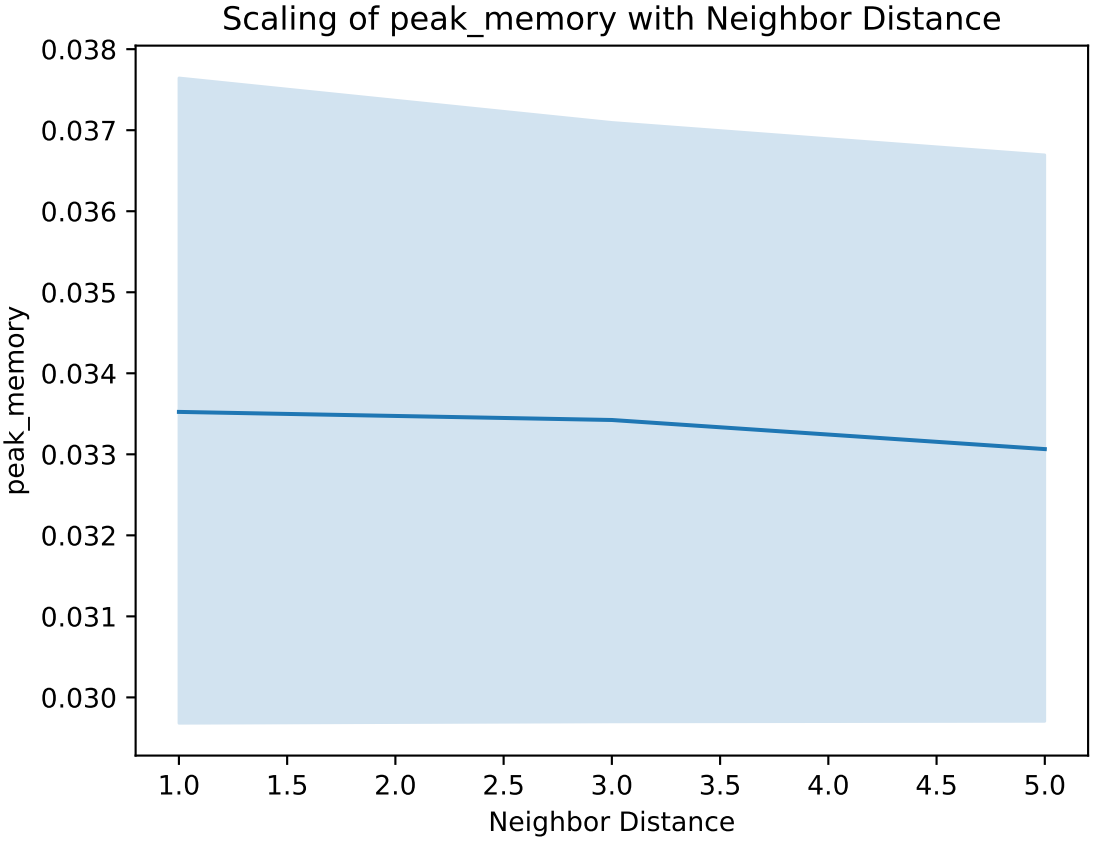

Scaling of peak_memory with Seed
peak_memory
0.14
0.12
0.10
0.08
0.06
0.04
0.02
0.00
0.0
0.2
0.4
0.6
0.8
1.0
1e6
Seed

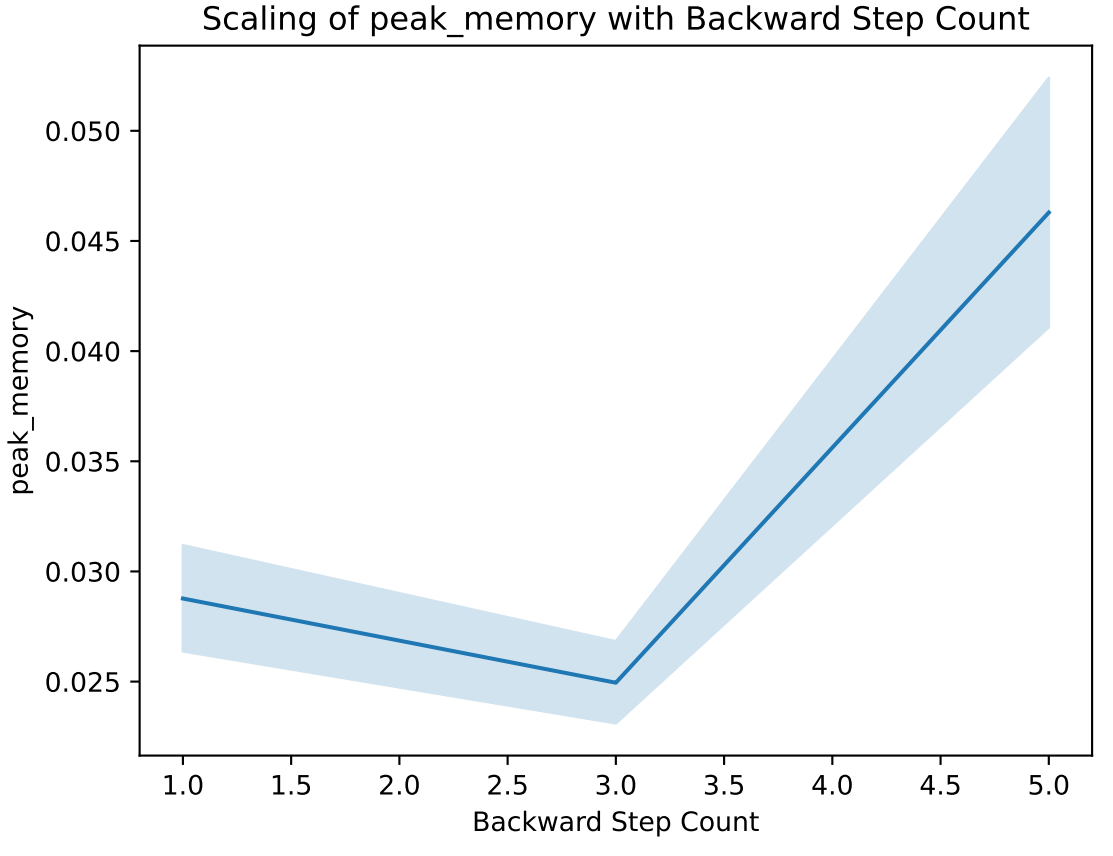

Scaling of peak_memory with Minimum Winning Path Count
peak_memory
0.06
0.05
0.04
0.03
0.02
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Minimum Winning Path Count


Scaling of peak_memory with Room Count
peak_memory
0.05
0.04
0.03
0.02
10.0
12.5
15.0
17.5
20.0
22.5
25.0
27.5
30.0
Room Count


Scaling of peak_memory with Skill Count
peak_memory
0.038
0.036
0.034
0.032
0.030
0.028
4
6
8
10
12
Skill Count


Scaling of peak_memory with Sliding Count
peak_memory
0.038
0.036
0.034
0.032
0.030
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Sliding Count


Scaling of peak_memory with Neighbor Distance
peak_memory
0.038
0.037
0.036
0.035
0.034
0.033
0.032
0.031
0.030
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Neighbor Distance


Scaling of peak_memory with Backward Step Count
peak_memory
0.050
0.045
0.040
0.035
0.030
0.025
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
Backward Step Count