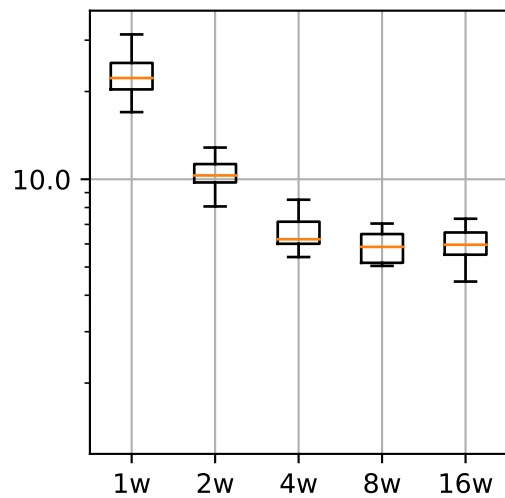
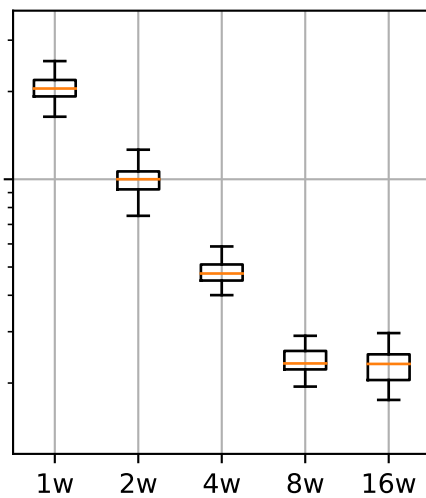


seconds per instance

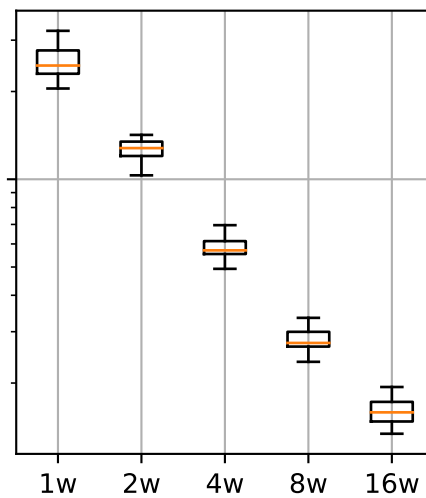
5 populations



10 populations

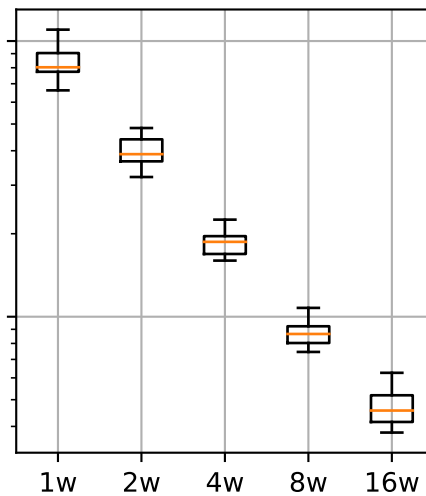
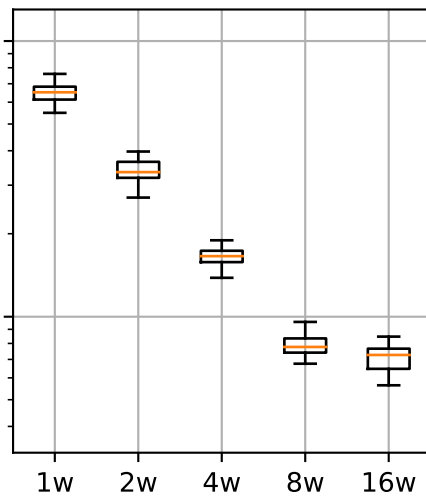
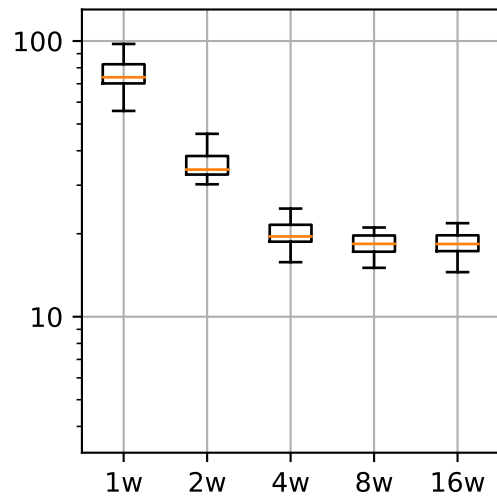


20 populations



10 D

seconds per instance



20 D