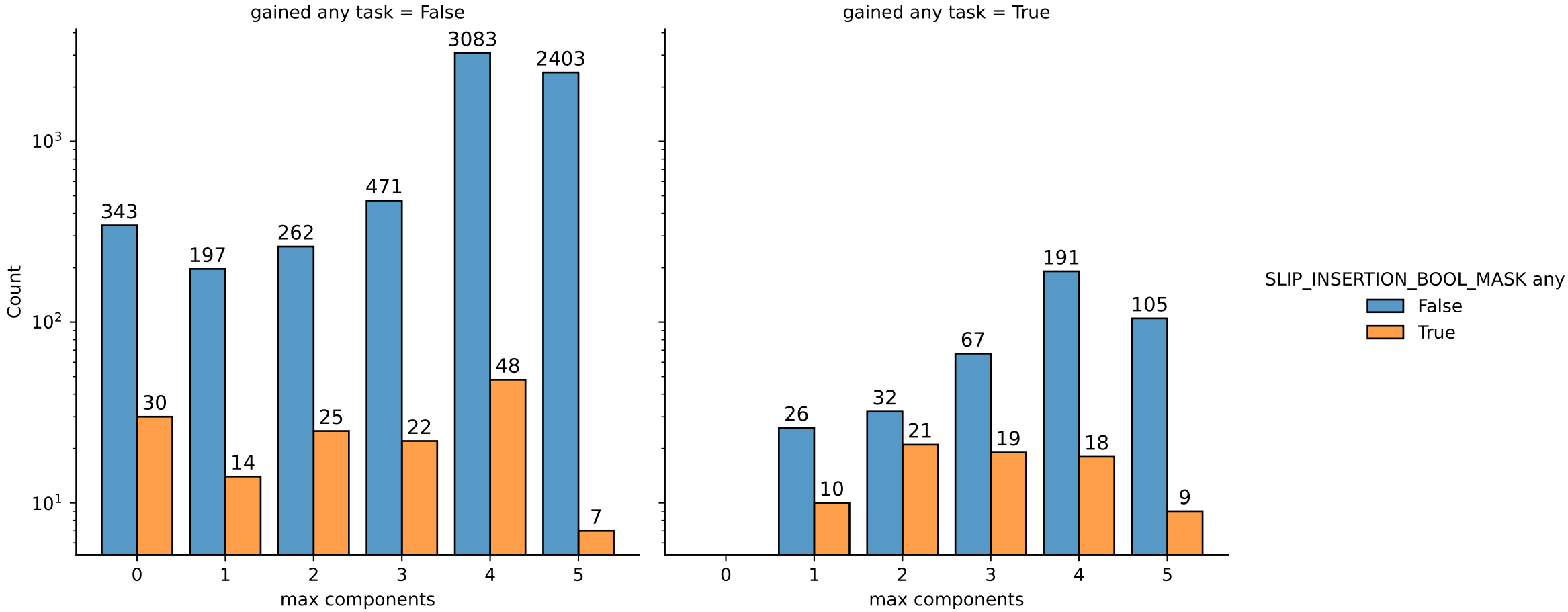
gained any task = False
gained any task = True
Count
10^3
10^2
10^1
343
30
197
14
262
25
471
22
3083
48
2403
7
26
10
32
21
67
19
191
18
105
9
0
1
2
3
4
5
max components
SLIP_INSERTION_BOOL_MASK any
False
True