The different algorithms' performance on killed mutant for array

Legend:
- Random (no self loops)
- BES (loops)
- Random (loops)
- BES (no self loops)
- Random (no self loops) timeout
- BES (loops) timeout
- Random (loops) timeout
- BES (no self loops) timeout

Y-axis: Time taken until mutant get discovered

X-axis: Killed mutant number