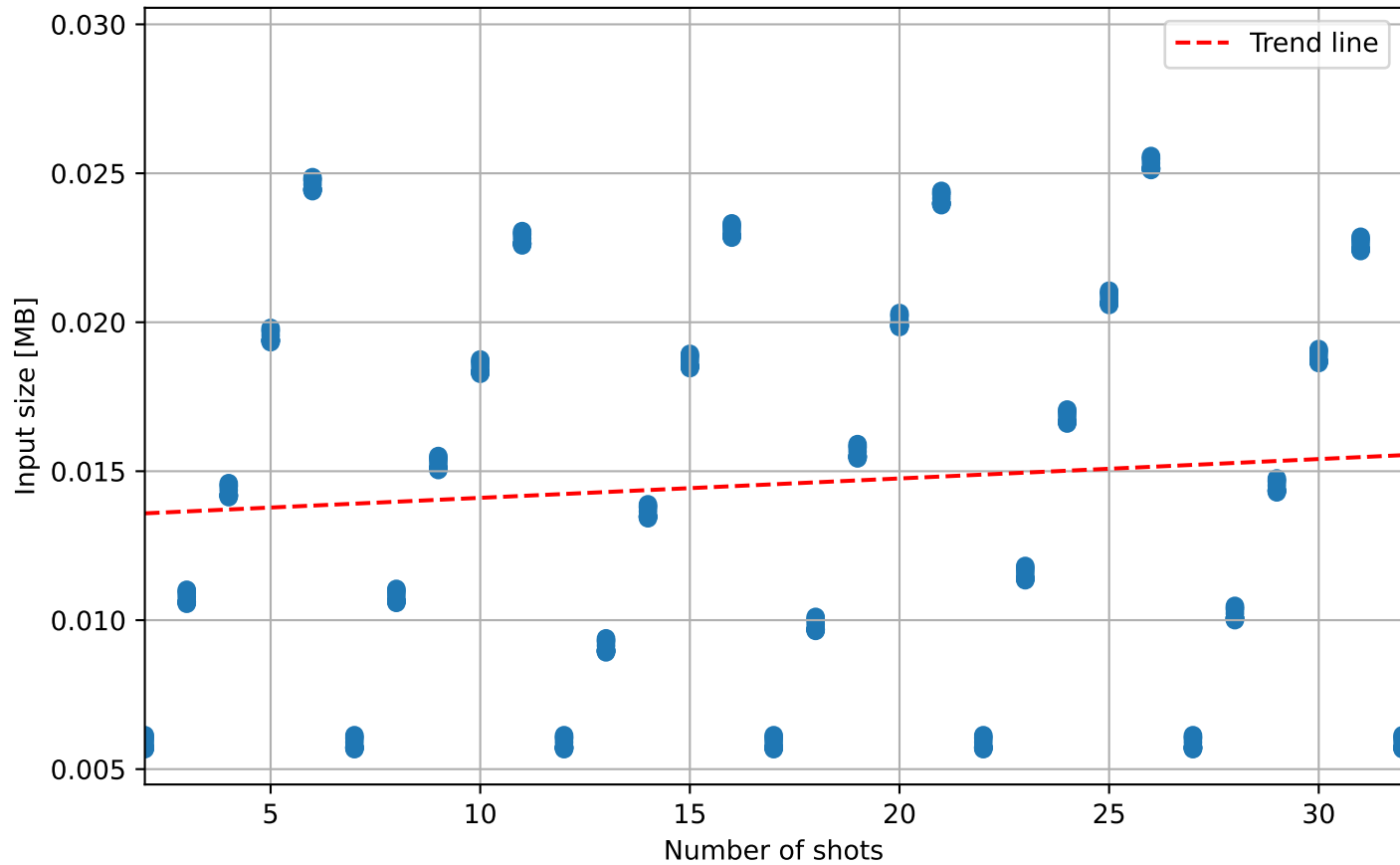


Input size vs number of shots (unlabeled shot set)



Input size vs number of shots (labeled shot set)

