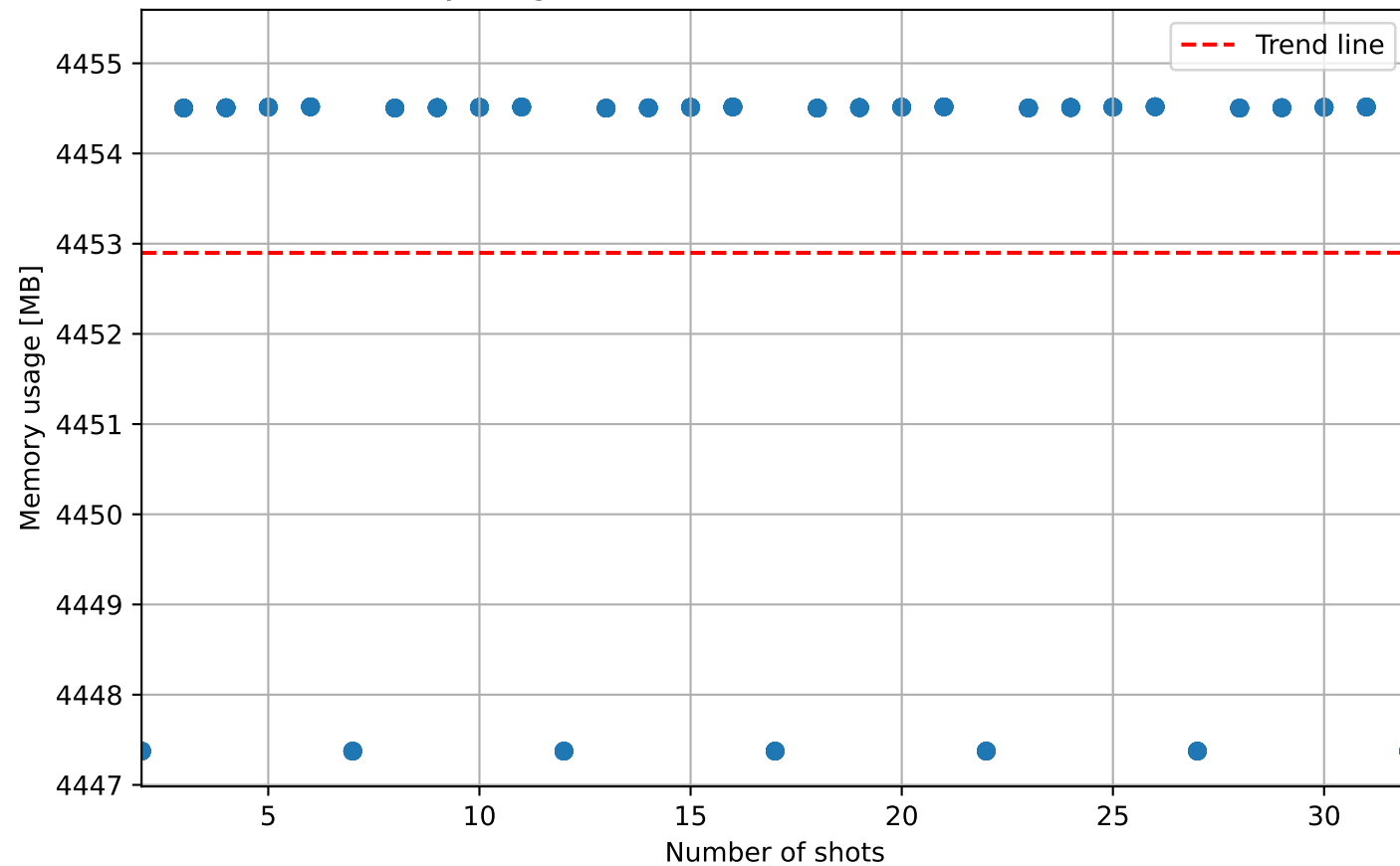


Memory usage vs number of shots (unlabeled shot set)



Memory usage vs number of shots (labeled shot set)

