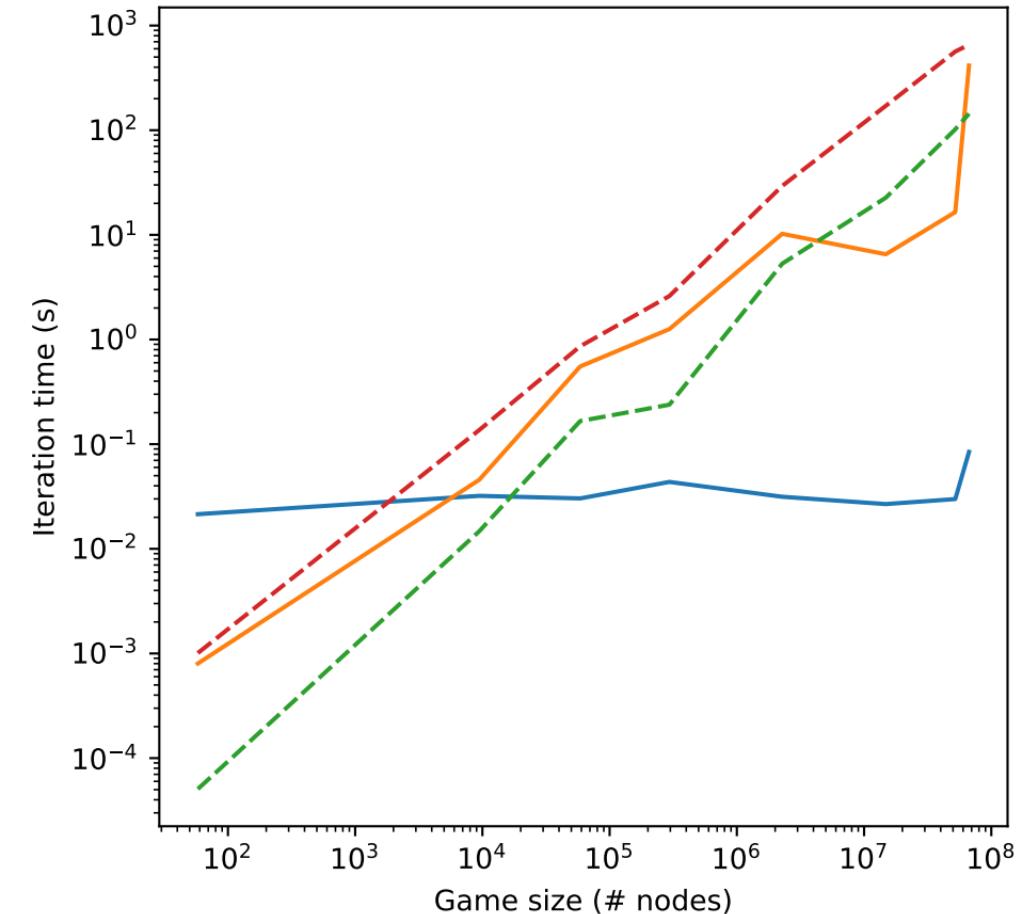
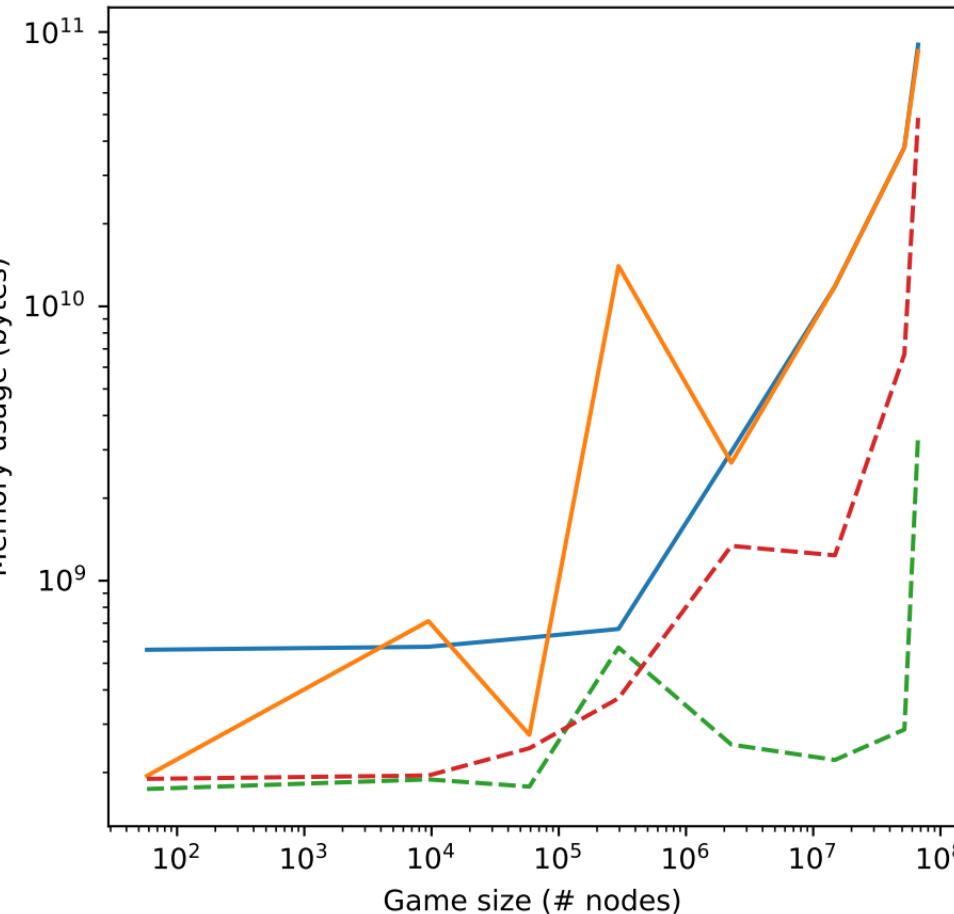


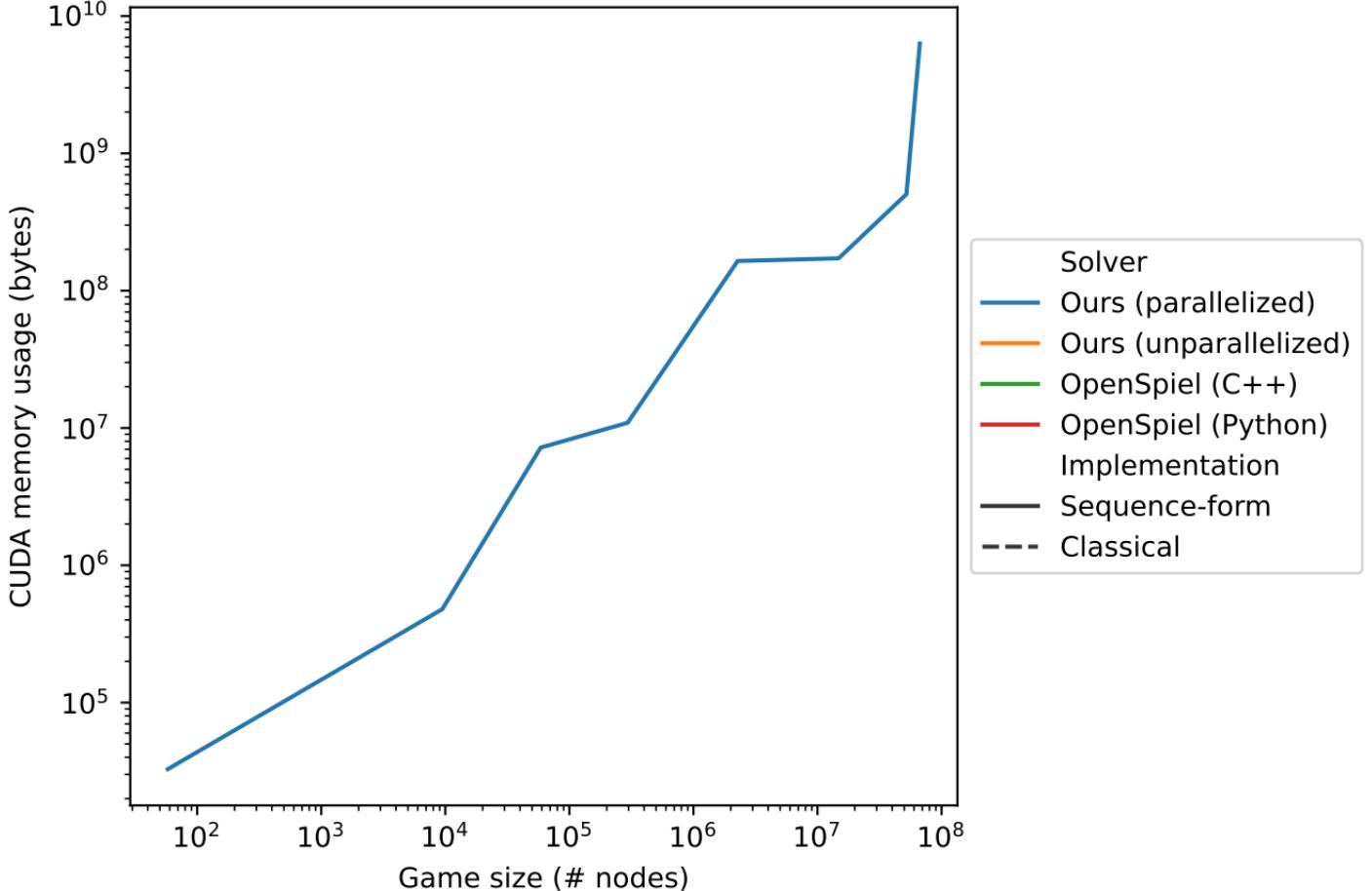
Iteration time versus game size



Memory usage versus game size



CUDA memory usage versus game size



Solver

- Ours (parallelized)
- Ours (unparallelized)
- OpenSpiel (C++)
- OpenSpiel (Python)
- Implementation
- Sequence-form
- Classical