

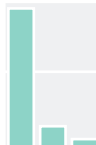
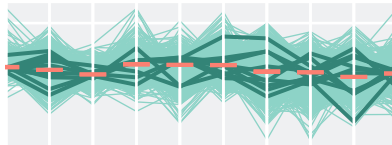
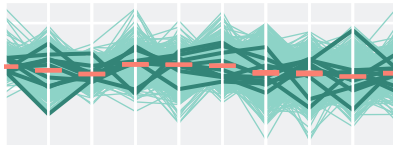
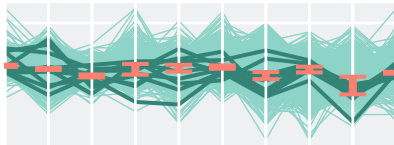
Worst of Random

Best of Random

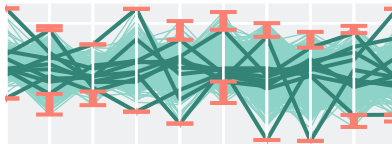
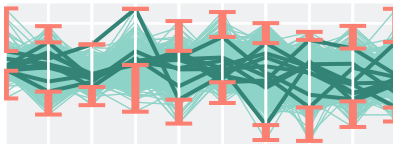
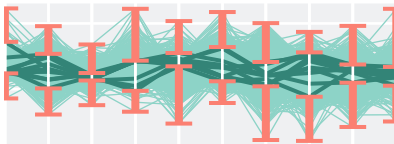
Greedy Algorithm

Loss

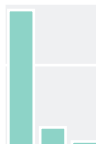
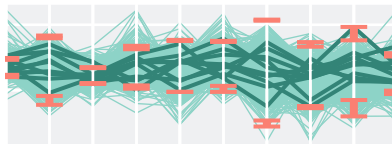
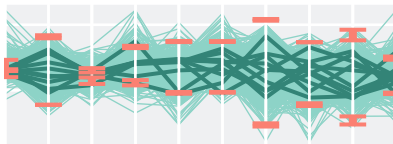
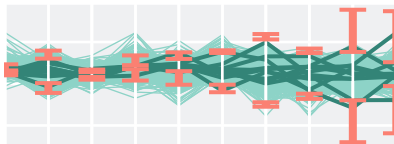
Mean



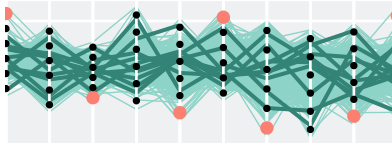
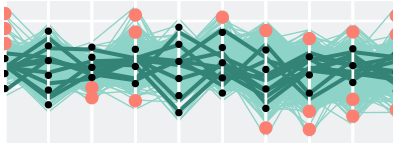
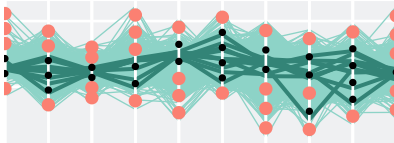
Range



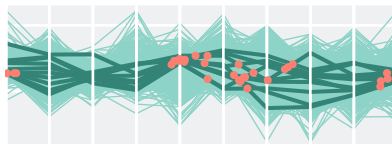
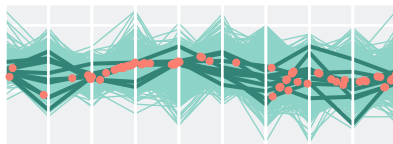
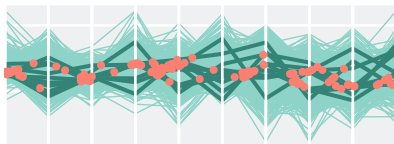
Variance



Discrete Coverage



Line Crossings



Discrete Distribution

