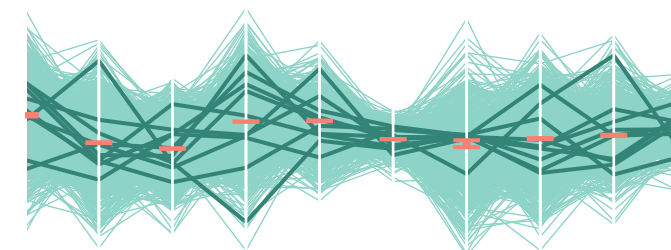
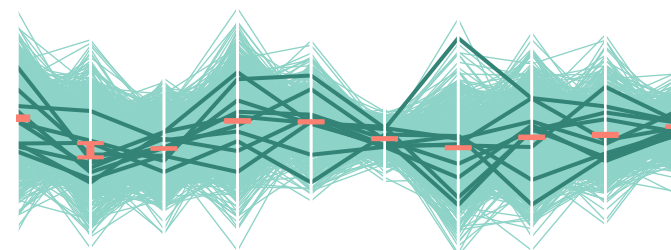
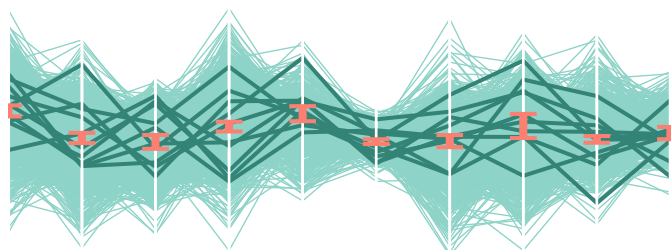


Worst of Random

Best of Random

Greedy Algorithm

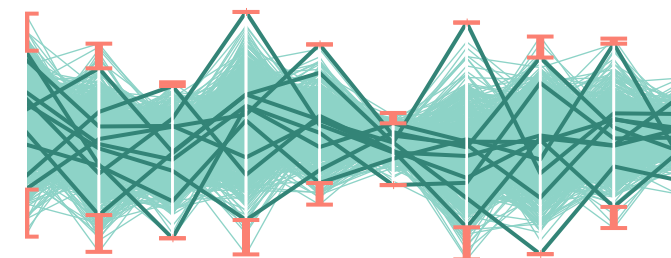
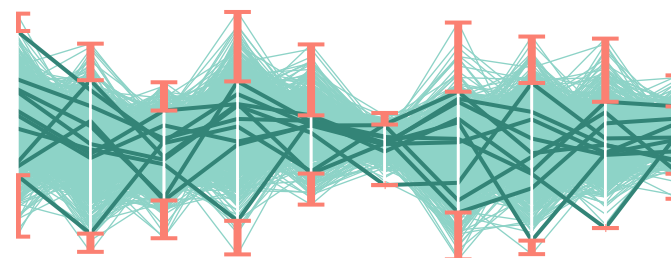
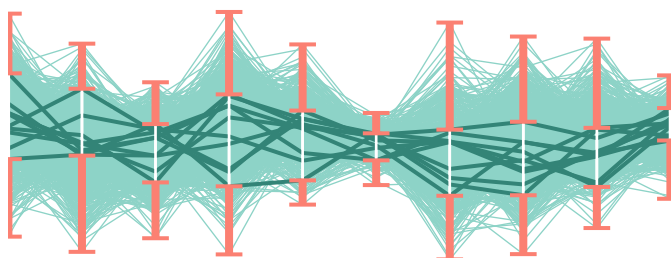
Mean



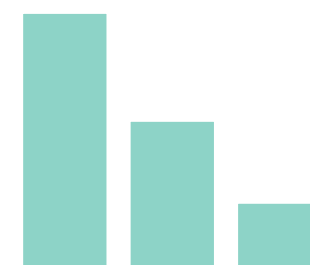
Loss



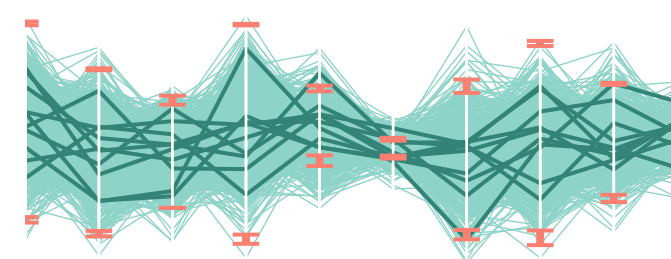
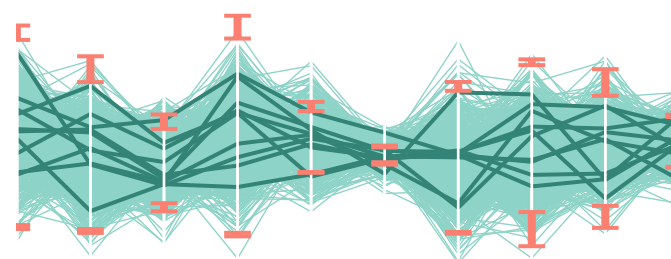
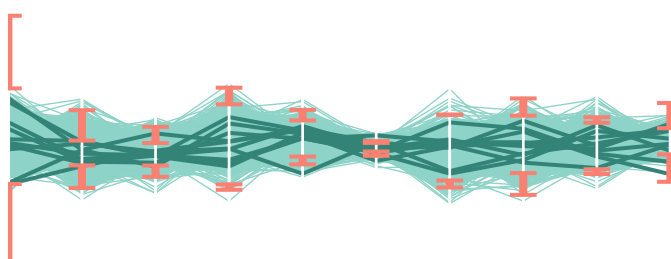
Range



Loss



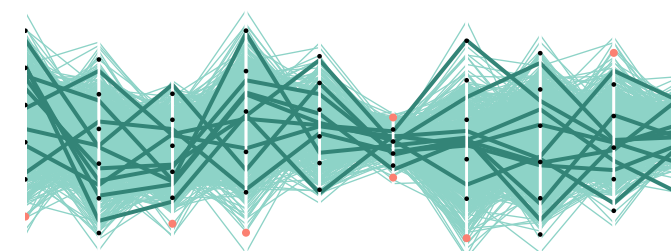
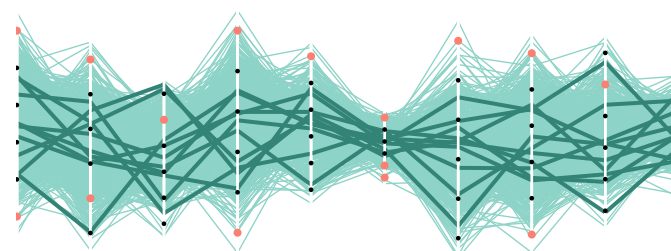
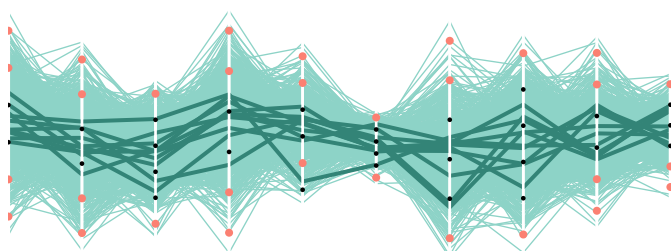
Variance



Loss



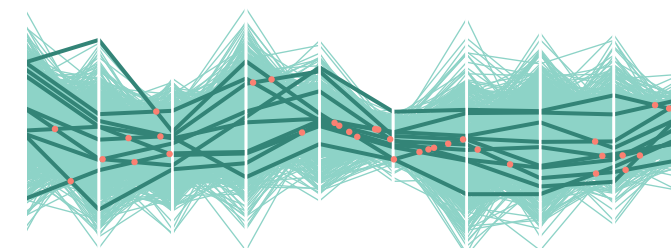
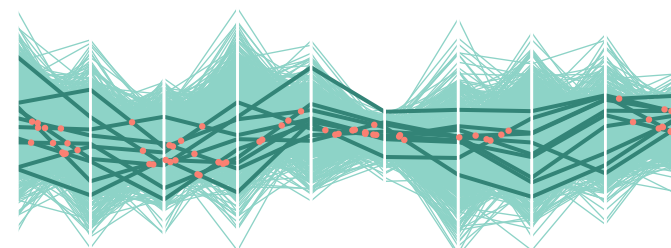
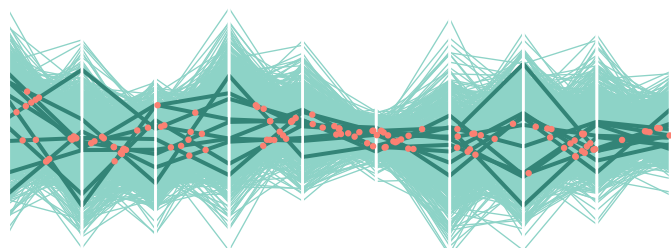
Discrete Coverage



Loss



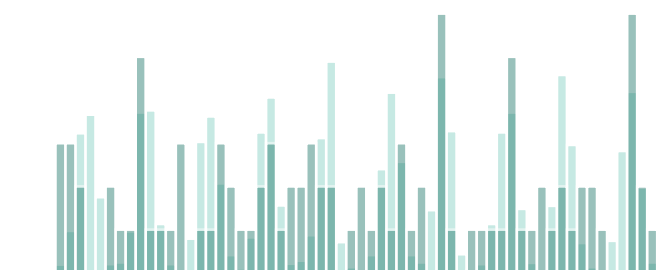
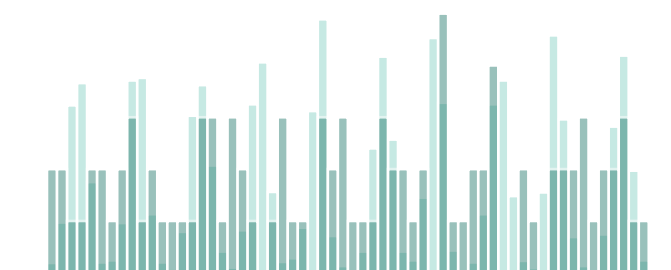
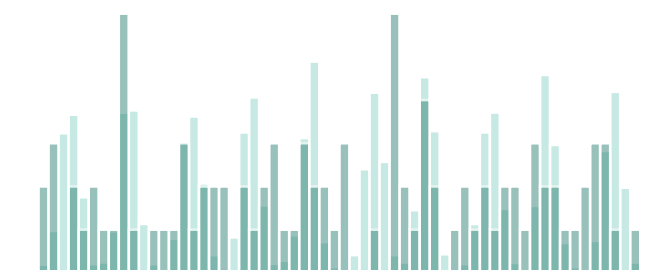
Line Crossings



Loss



Discrete Distribution



Loss

