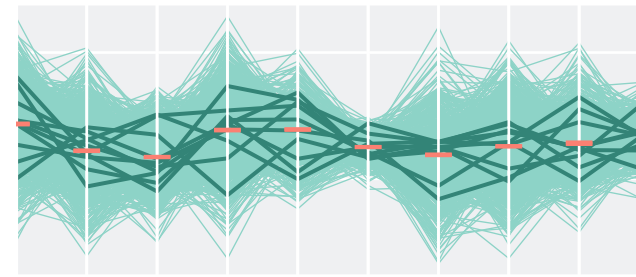
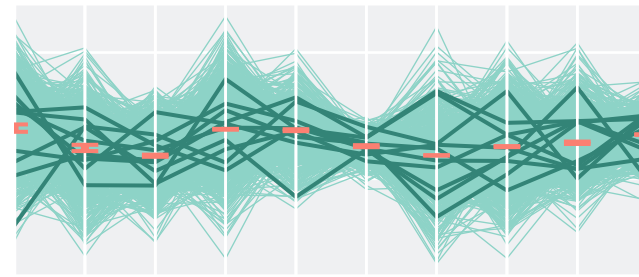
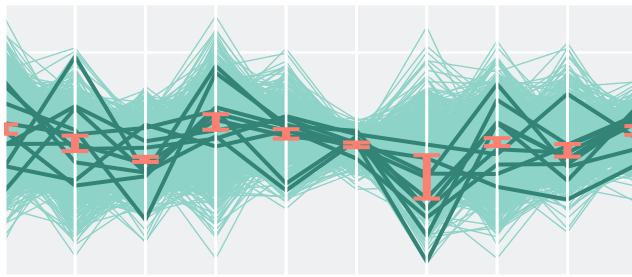


Worst of Random

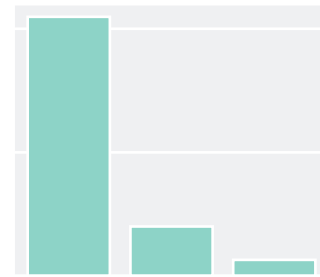
Best of Random

Greedy Algorithm

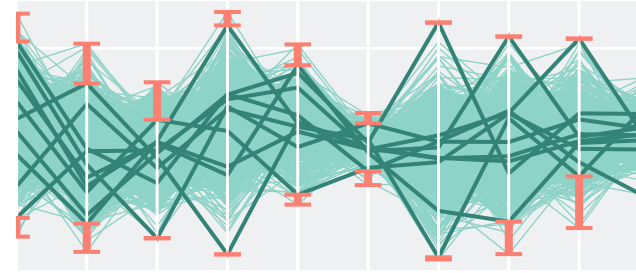
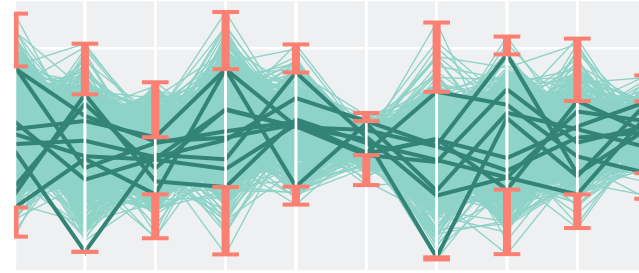
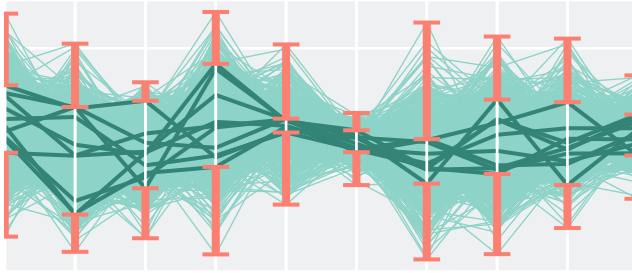
Mean



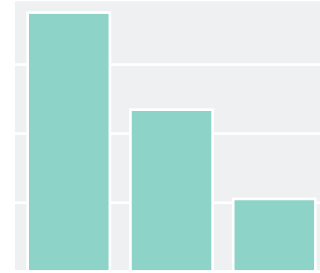
Loss



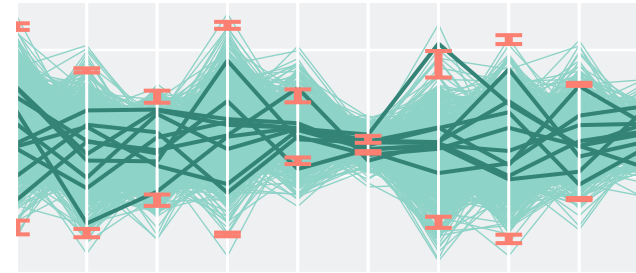
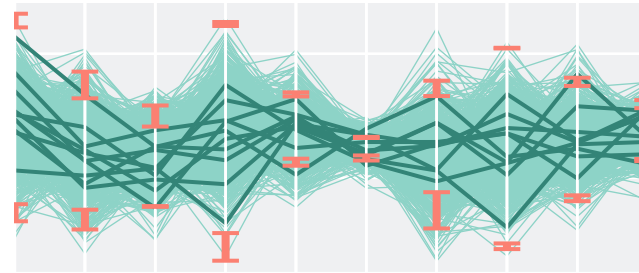
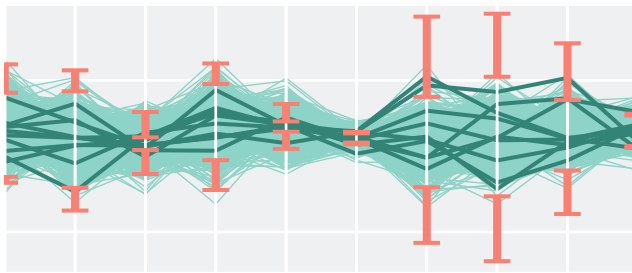
Range



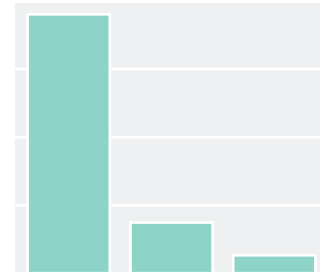
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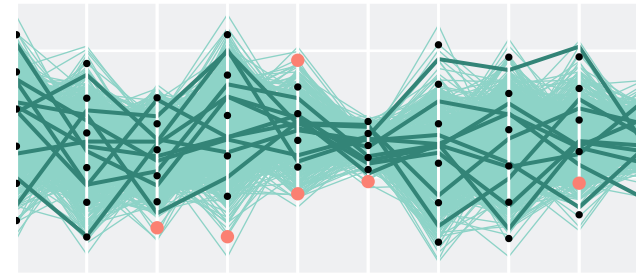
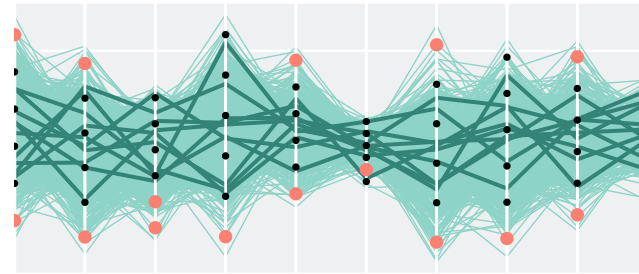
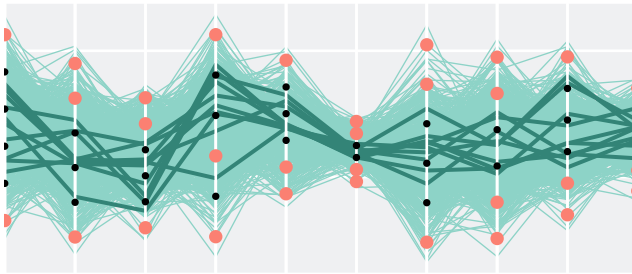
Variance



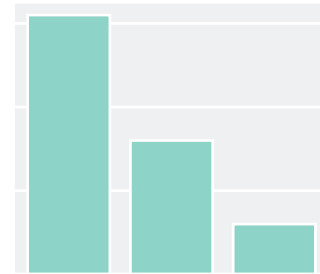
Loss



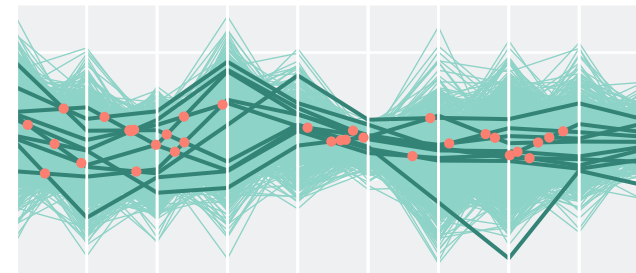
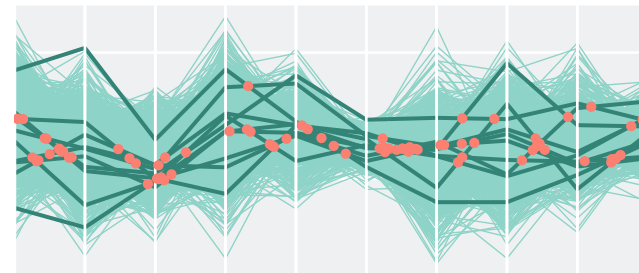
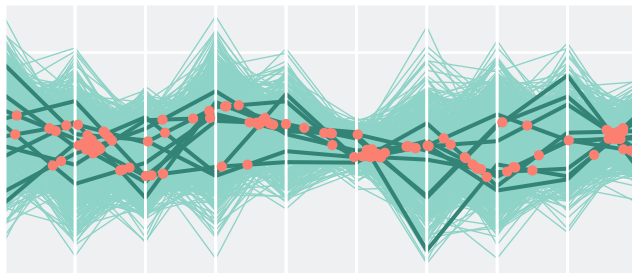
Discrete Coverage



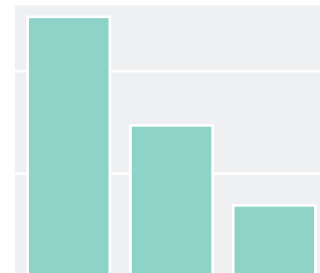
Loss



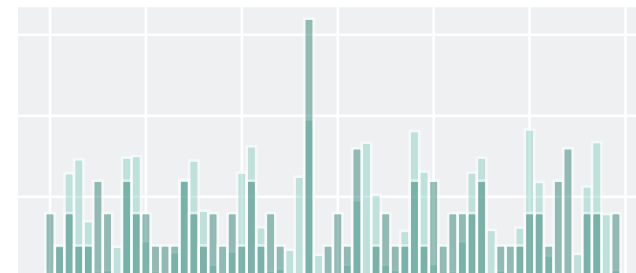
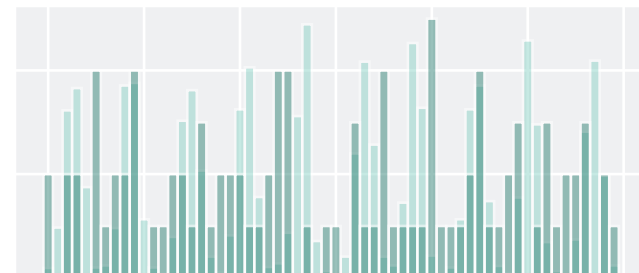
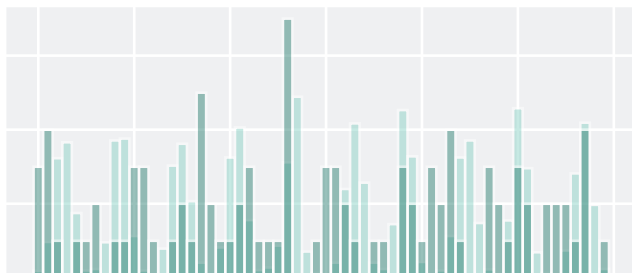
Line Crossings



Loss



Discrete Distribution



Loss

