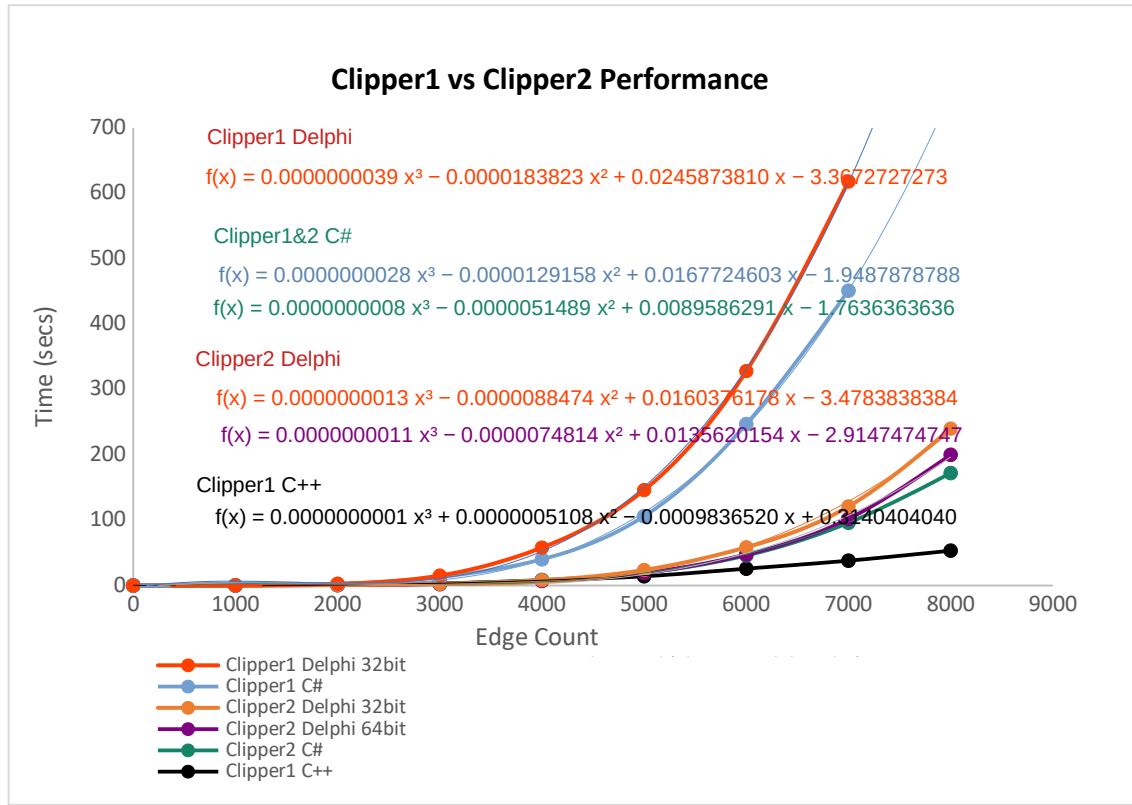# Clipper Performance

Intersecting 2 random complex polygons (using Non-Zero fill):
Bounding width=800 & height=600 using Intel i7 Quad core CPU
The edge count (horizontal axis) is the no. edges for each polygon.

Clipper1 vs Clipper2 Performance

Clipper1 Delphi

$f(x) = 0.0000000039\ x^3 - 0.0000183823\ x^2 + 0.0245873810\ x - 3.3672727273$

Clipper1&2 C#

$f(x) = 0.0000000028\ x^3 - 0.0000129158\ x^2 + 0.0167724603\ x - 1.9487878788$

$f(x) = 0.0000000008\ x^3 - 0.0000051489\ x^2 + 0.0089586291\ x - 1.7636363636$

Clipper2 Delphi

$f(x) = 0.0000000013\ x^3 - 0.0000088474\ x^2 + 0.0160376178\ x - 3.4783838384$

$f(x) = 0.0000000011\ x^3 - 0.0000074814\ x^2 + 0.0135620154\ x - 2.9147474747$

Clipper1 C++

$f(x) = 0.0000000001\ x^3 + 0.0000005108\ x^2 - 0.0009836520\ x + 0.2140404040$

Time (secs) / Edge Count

Legend:
- Clipper1 Delphi 32bit
- Clipper1 C#
- Clipper2 Delphi 32bit
- Clipper2 Delphi 64bit
- Clipper2 C#
- Clipper1 C++

		Clipper1 Delphi 32bit	Clipper1 C++	Clipper1 C#	Clipper2 Delphi 32bit	Clipper2 Delphi 64bit	Clipper2 C#
Edge Count	0	0.00	0.00	0.00	0.00	0.00	0.00
	1000	0.26	0.26	0.33	0.14	0.13	0.21
	2000	2.7	1.27	2.5	0.69	0.6	0.74
	3000	15.2	3.3	13.2	2.5	2	2.8
	4000	58.0	7.9	40.10	8.10	7.00	8.60
	5000	146	14.2	106.0	23.8	19.2	19.5
	6000	328	25.8	247.0	58.5	47.5	46.0
	7000	618	38.0	451	121	102	96
	8000		53.4		240	200	172