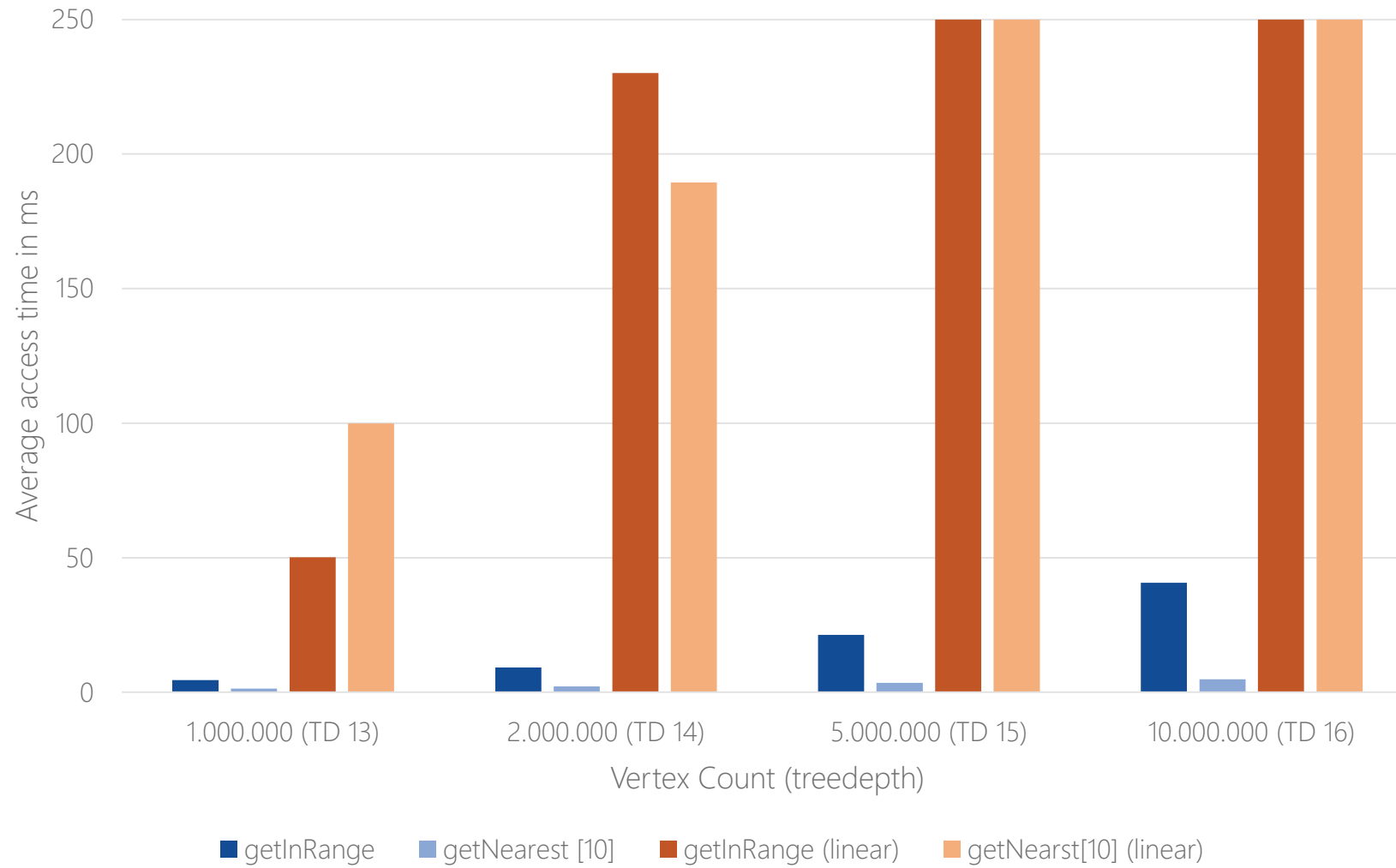
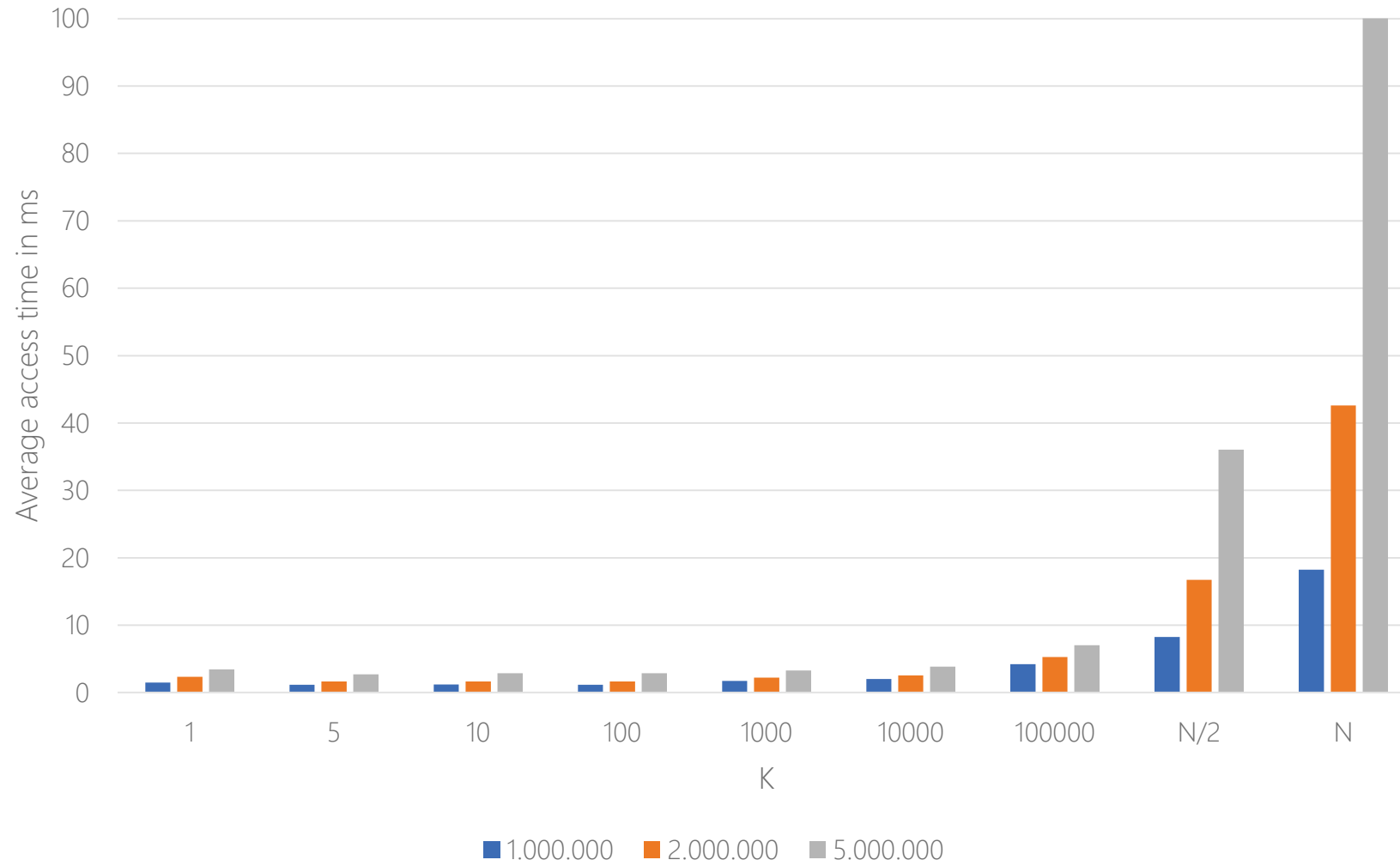


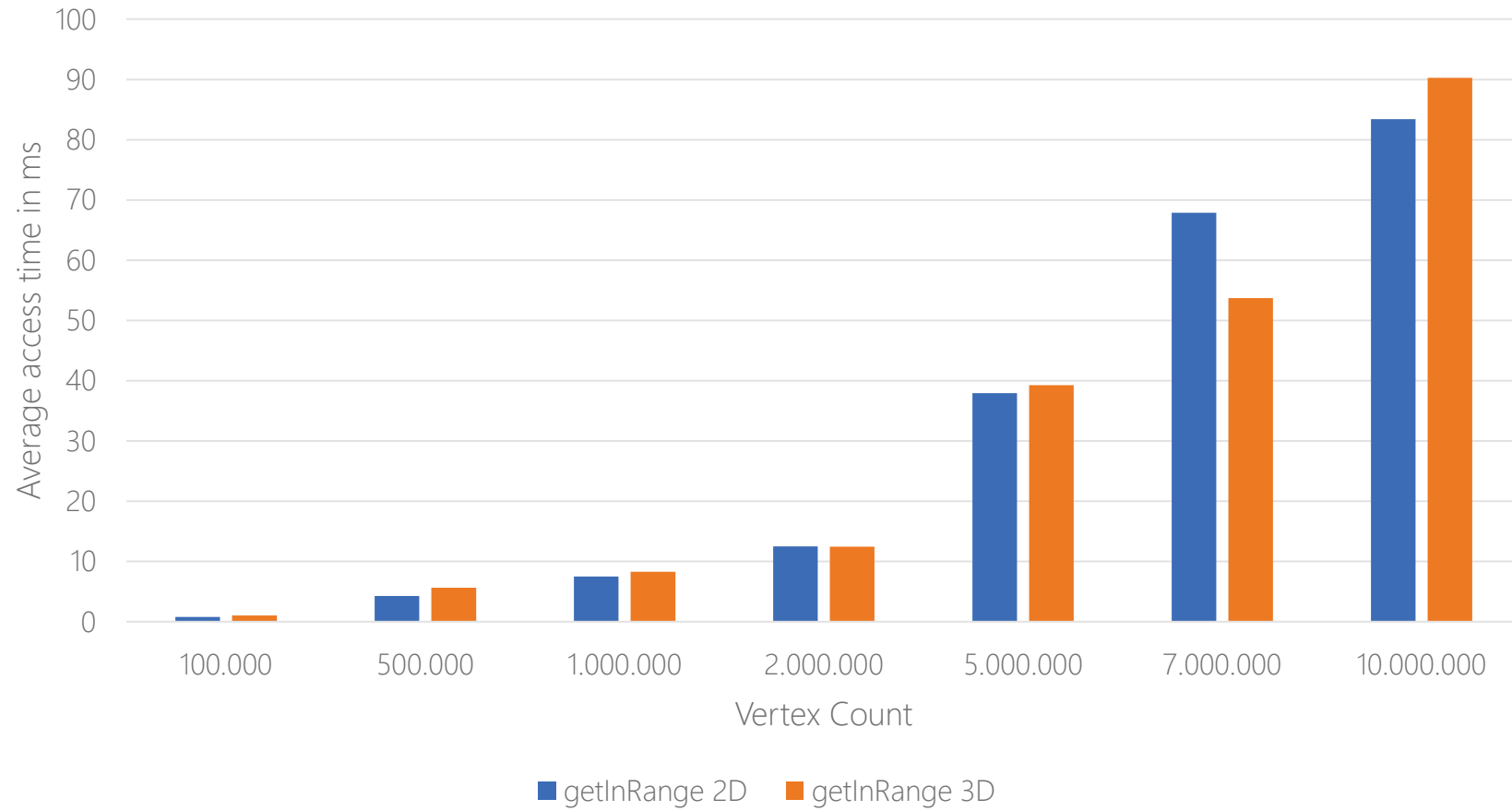
Random Points (2D), Bucket Size 100, 100 Samples



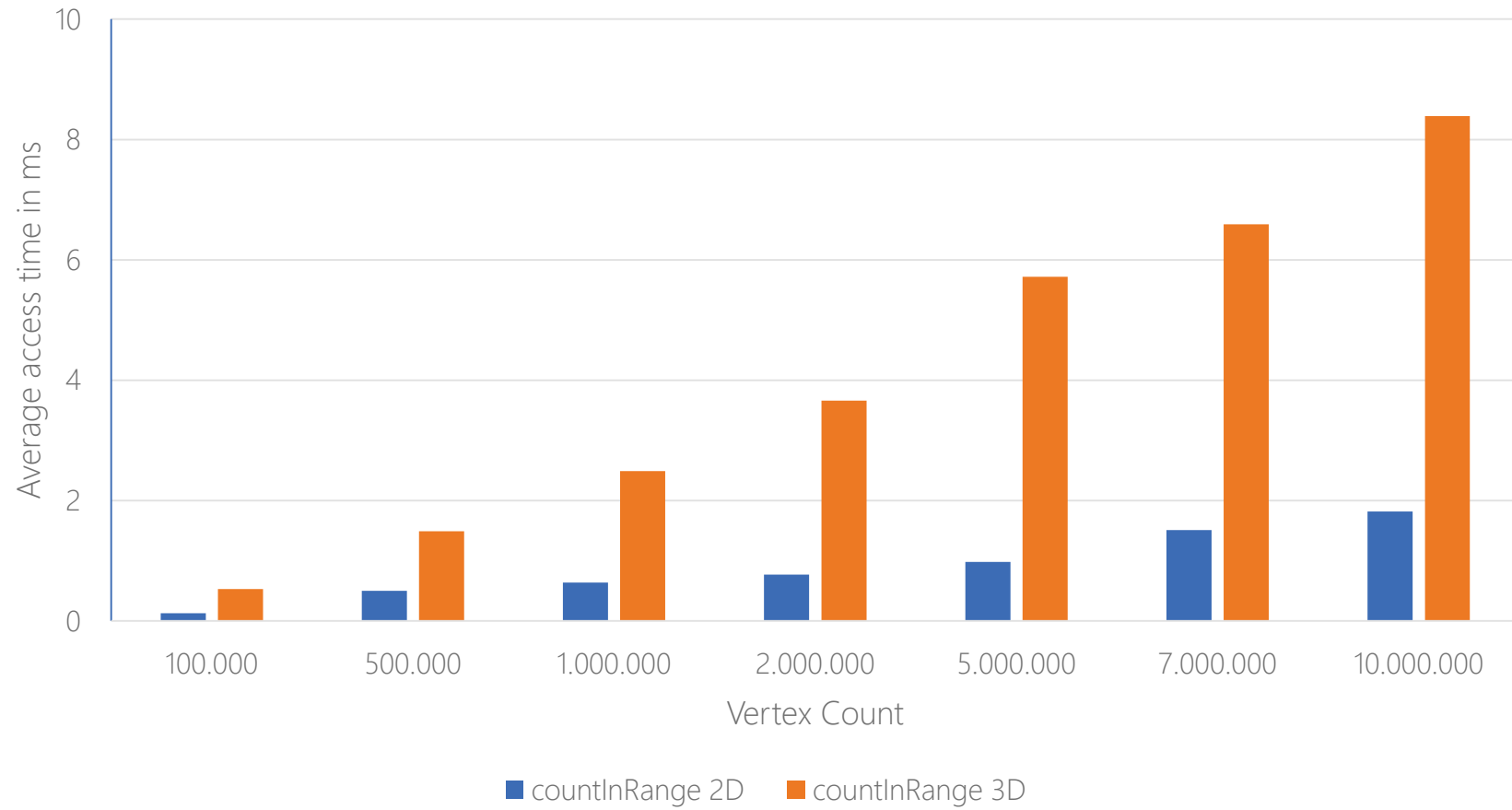
getNearest[K], Random Points (2D), Bucket Size 100, 100 Samples



getInRange, Random Points (2D & 3D), Bucket Size 100, 100  
Samples



countInRange, Random Points (2D & 3D), Bucket Size 100, 100  
Samples



limiting factor: getAllPoints!

- Thats why count <<< get