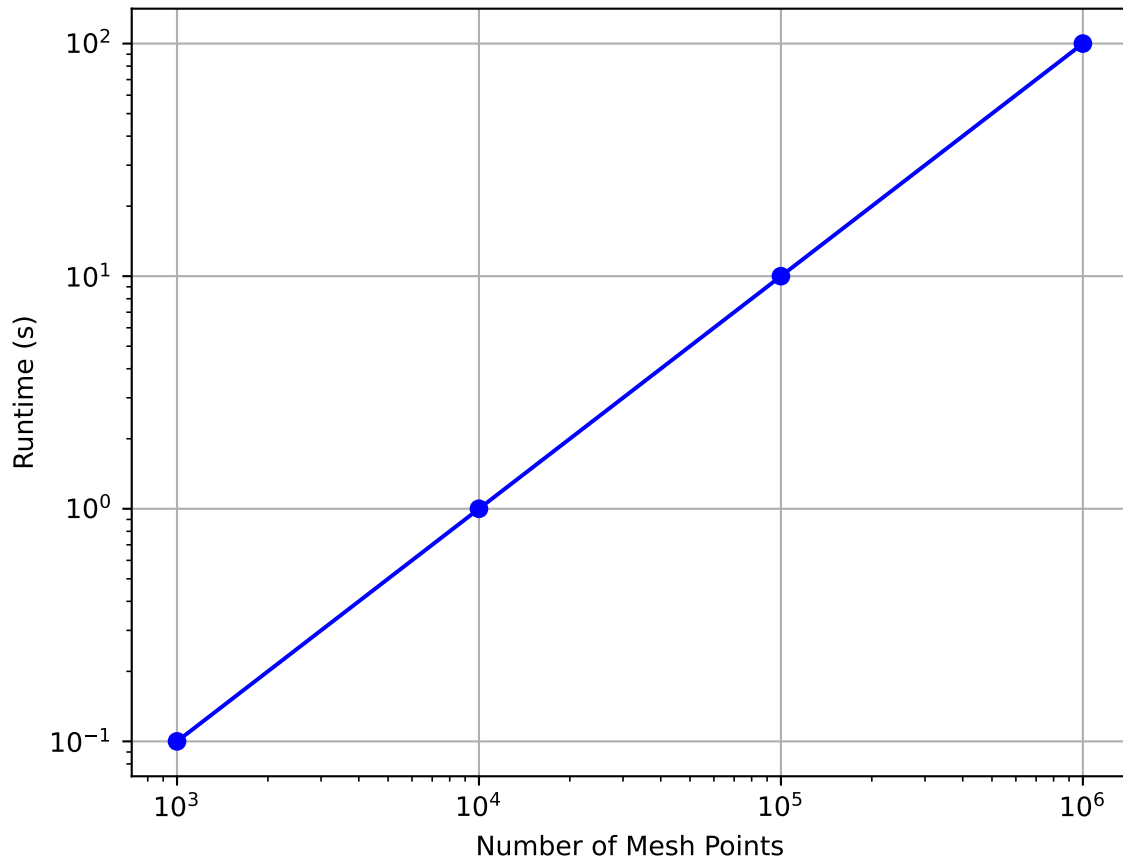


(a) Runtime vs Mesh Complexity



(b) Accuracy-Runtime Trade-off

