Sizes (for 100000 as runtime)			
28	56	112	224
0.2030550518	0.203248726	0.2033597388	0.1968888793
0.2093811764	0.2040738887	0.1974021502	0.1971150075
0.2082616214	0.2123044941	0.1994984391	0.1945957402
0.2055677118	0.2055253736	0.2014464016	0.1939944075
0.2070474089	0.1997076884	0.1956026286	0.1947436472
0.213256486	0.2097852316	0.2011714981	0.1937304773
0.206174319	0.208252455	0.2035776921	0.1976974225

(Row label: Mean time per coordinate)

Checksum	-532060.6593	503778.2093	1001810.192	-174629.7155

Size	Iterations
28	0.207534825
56	0.2061282653
112	0.2002940784
224	0.1955379402

Runtime = 100000 took about half a second for my machine to run (for size = 28), while 10000 was near instantaneous and 1000000 took around two seconds. 100000 was a comfortable time that I could do many iterations on without having to wait too long. Runtime = 100000 for size 224 took a few seconds, but it felt like a reasonable time to wait.

Interestingly, when I computed the mean time for size = 224, I realized I could skew my results by running other demanding work on my computer on the same time. By opening a new webpage while the computation was in process, I got results for Size = 224 as high as 0.25744767084688647.

Total Number of Objects vs Mean Update Time per Coordinate