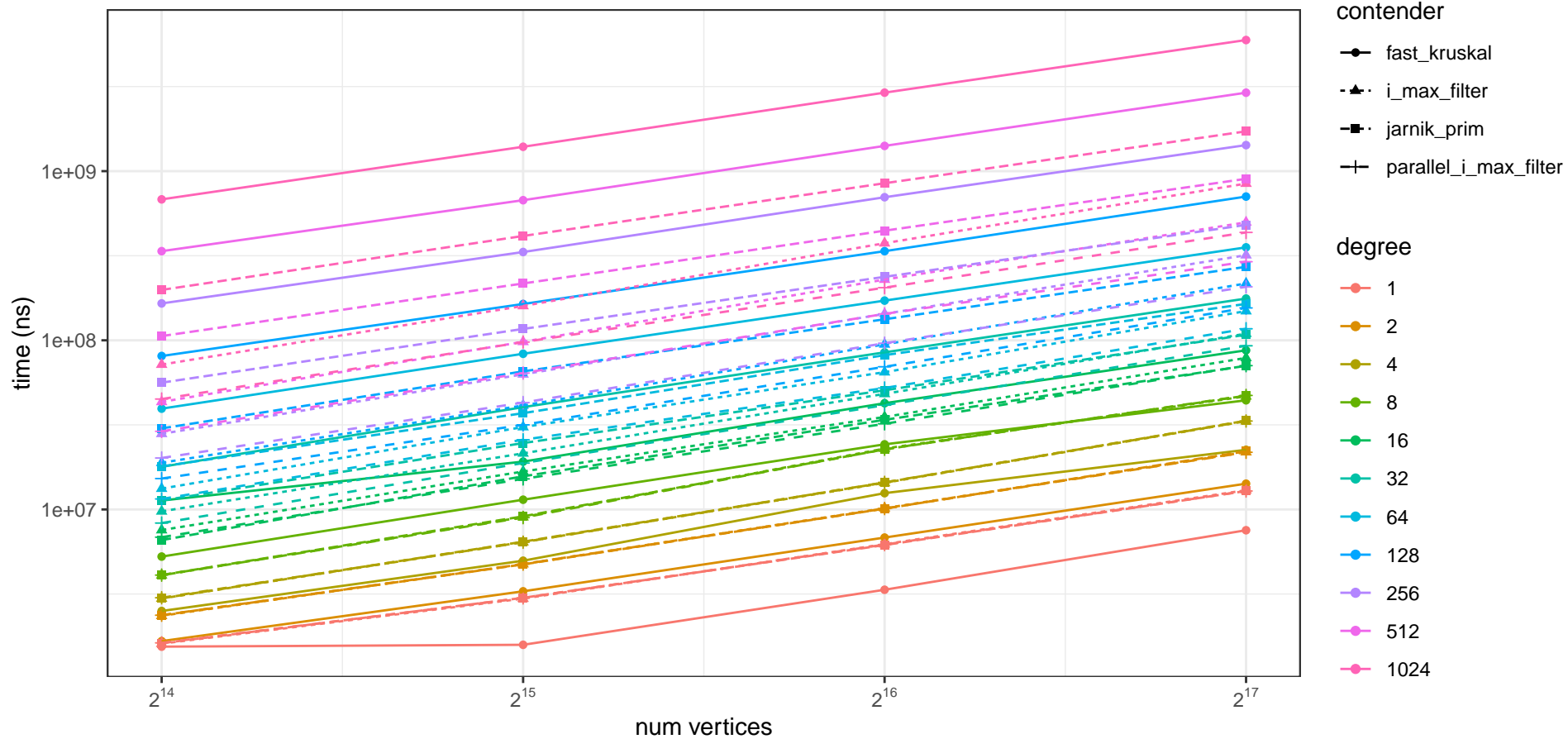
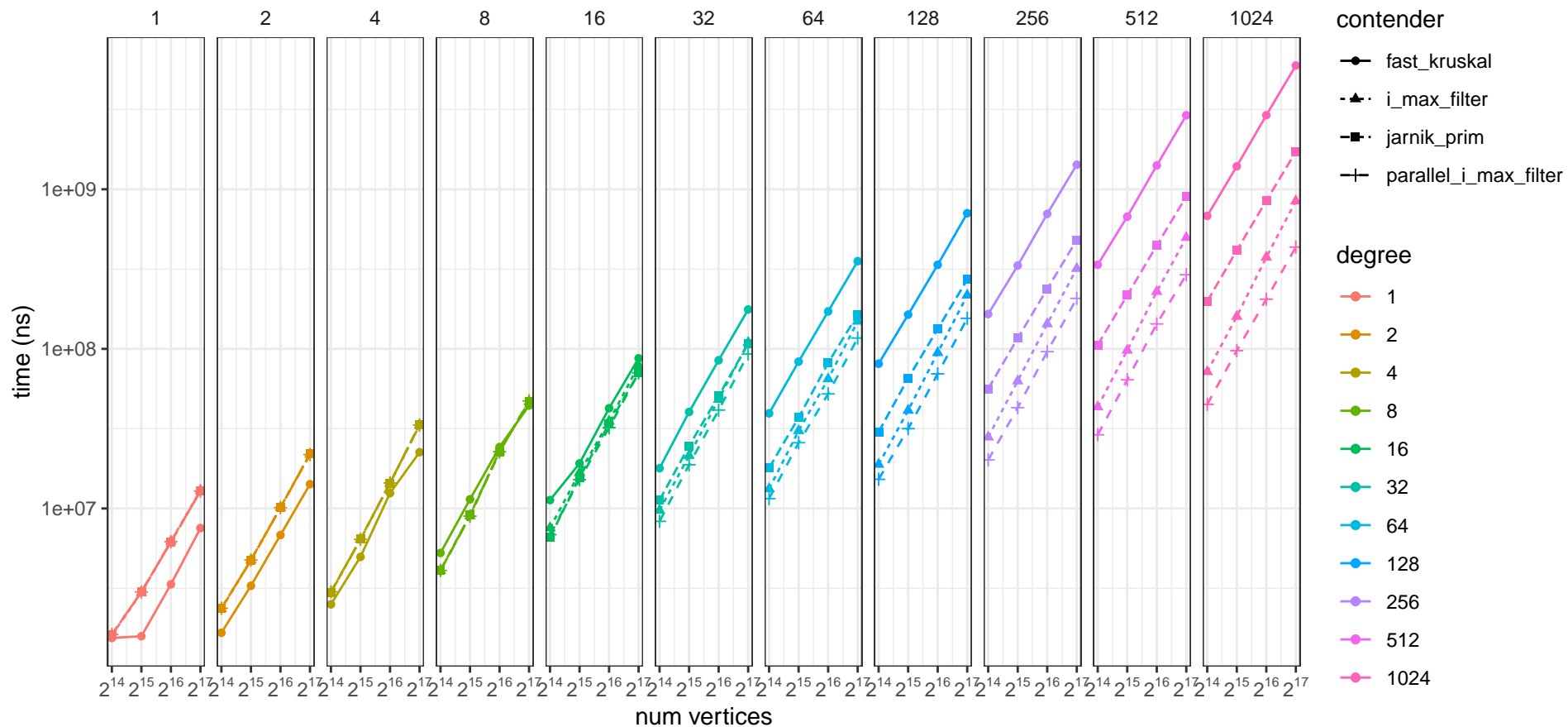


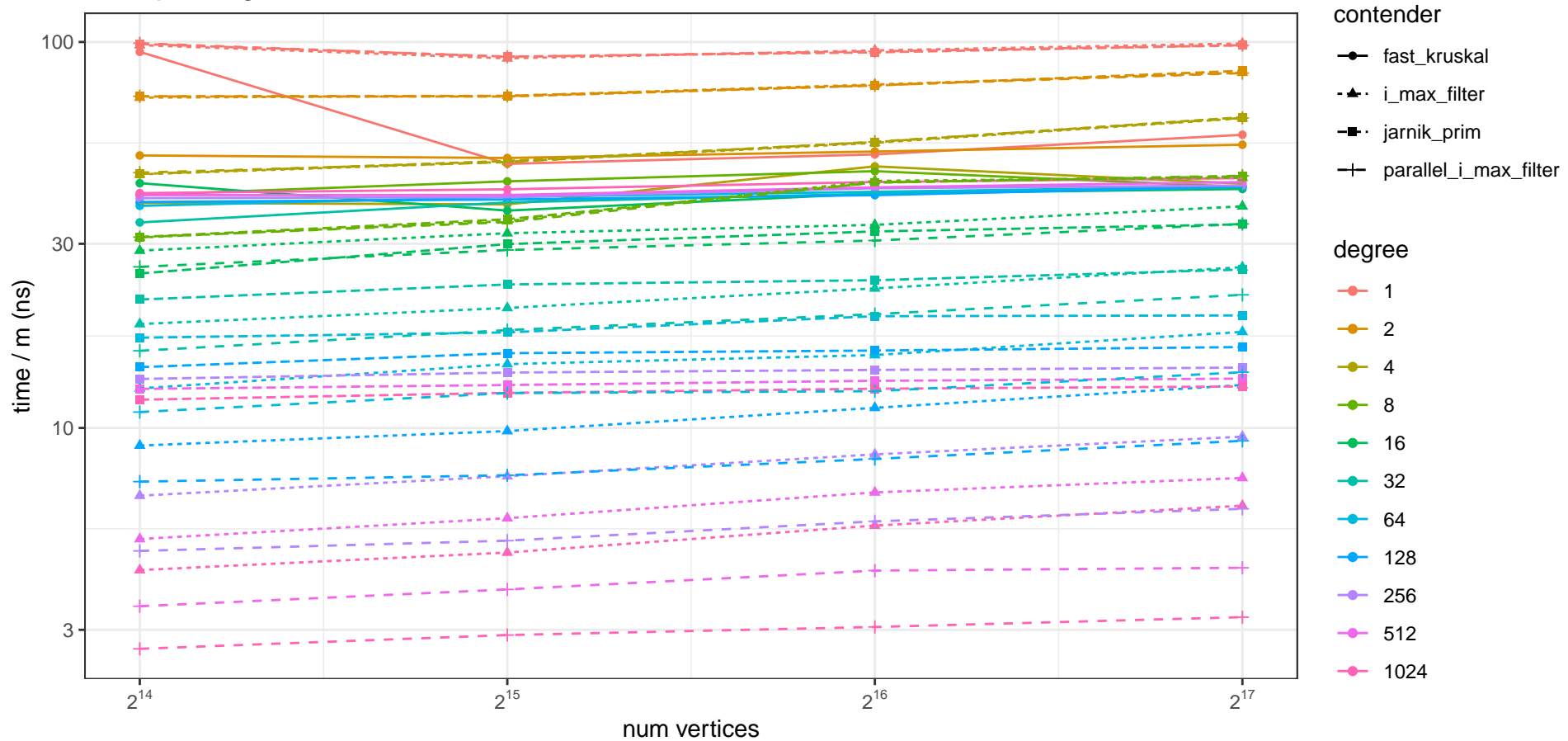
Running time



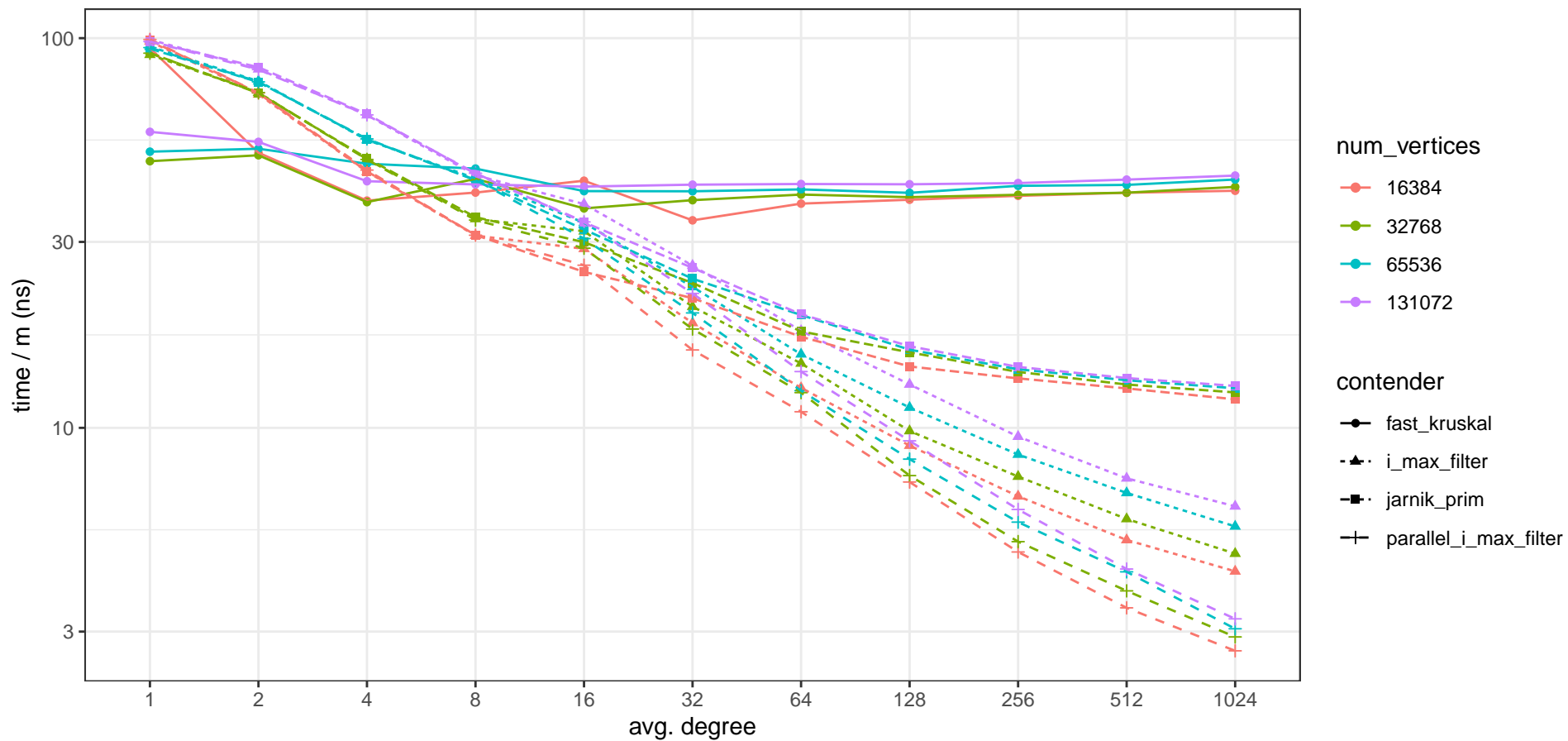
# Running time



Time per Edge



Time per Edge



Time per Edge with min max

