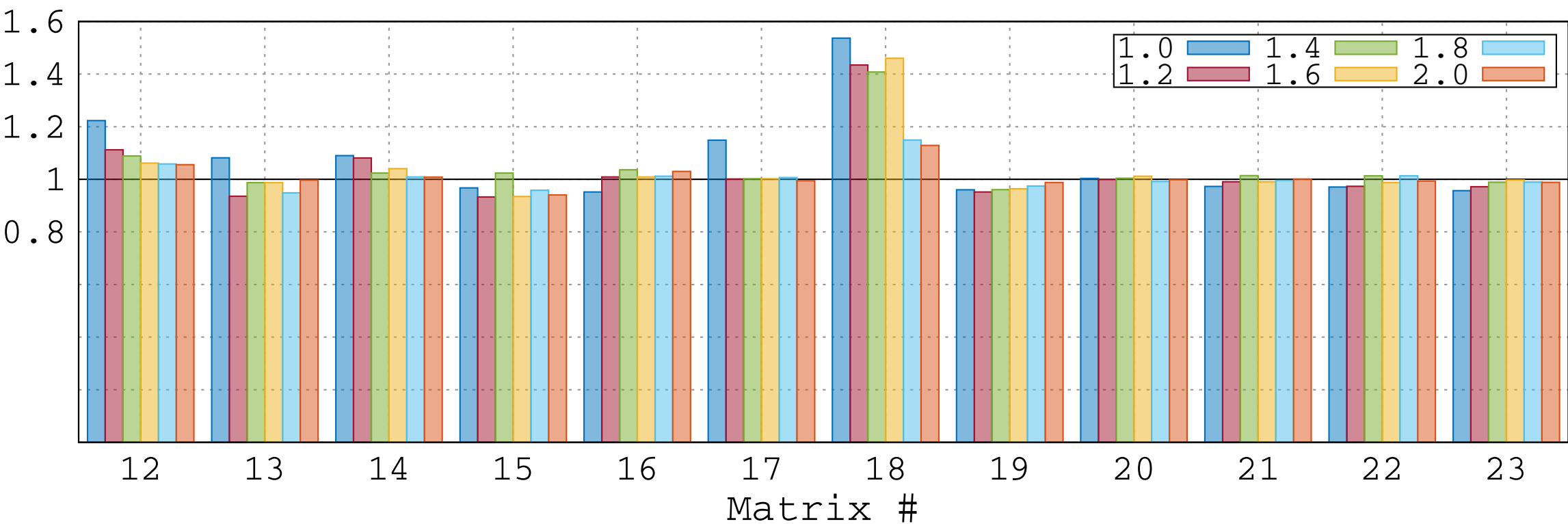Relative time constrained vs not. 1D, Out-Of-Core

Relative time constrained vs not. 2D, In-Core