Benchmark Comparison: ComputeDescendants & RemoveSubtree BM ComputeDescendants Seq (EdgeTreeVec) 10^{6} BM ComputeDescendants Seq (EdgeTreeMap) BM ComputeDescendants Rand (EdgeTreeVec) BM ComputeDescendants Rand (EdgeTreeMap) BM RemoveSubtree Seq (EdgeTreeVec) -#- BM RemoveSubtree Seq (EdgeTreeMap) 10⁵ BM Remove100Subtree Rand (EdgeTreeVec) BM Remove100Subtree Rand (EdgeTreeMap) Time (ns) 10^{3} 10^{2} 10^{2} 10^{3} 10^{4} Iterations (N)