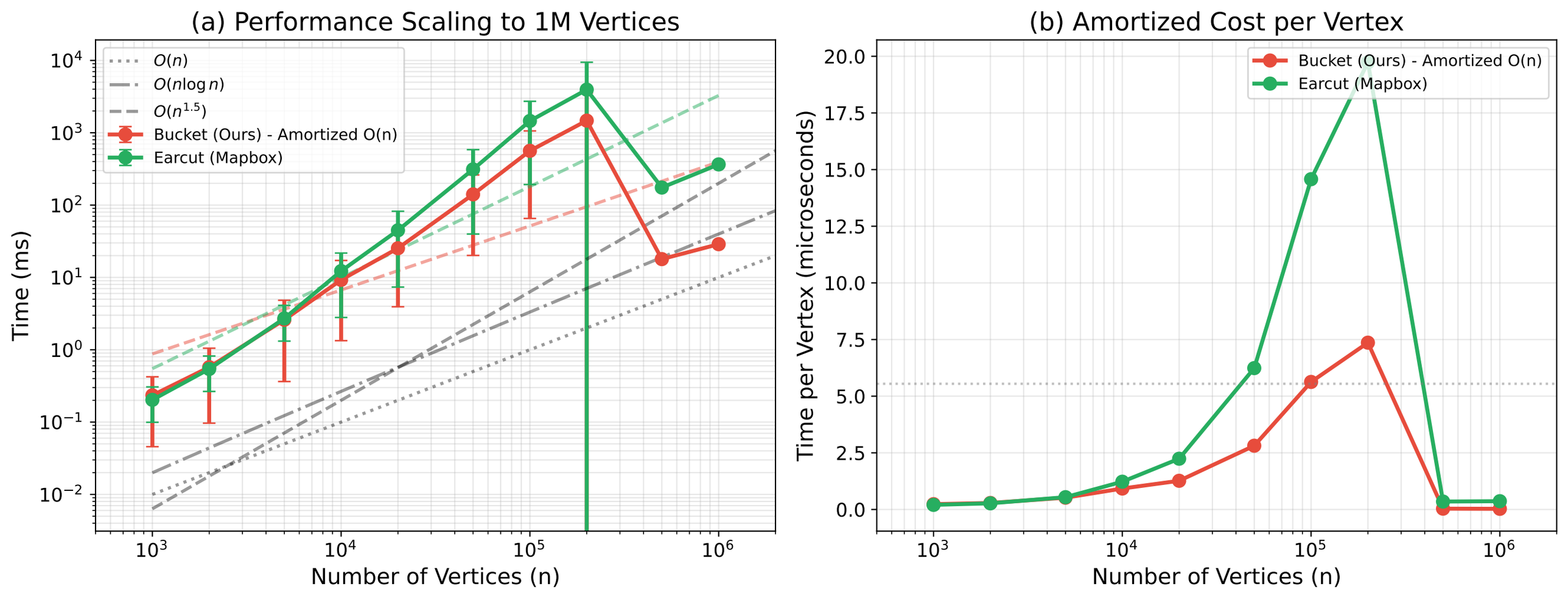
(a) Performance Scaling to 1M Vertices
Time (ms)
Number of Vertices (n)
O(n)
O(nlog n)
O(n^1.5)
Bucket (Ours) - Amortized O(n)
Eargut (Mapbox)
(b) Amortized Cost per Vertex
Time per Vertex (microseconds)
Number of Vertices (n)
Bucket (Ours) - Amortized O(n)
Eargut (Mapbox)