

y: eval_sec, collapse=80

collapse=80 is better
(28/119)

collapse=0 is better
(88/119)

10^1

10^2

10^3

10^4

10^5

x: eval_sec, collapse=0

10^1

10^2

10^3

10^4

10^5

10^5

10^4

10^3

10^2

10^1