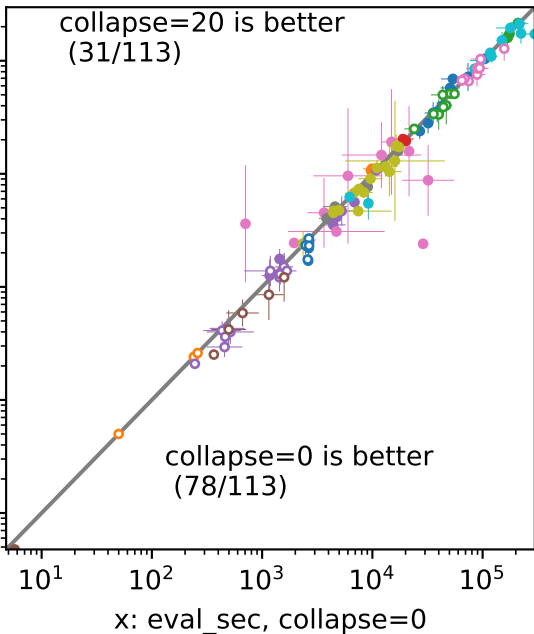


y: eval_sec, collapse=20

collapse=20 is better
(31/113)

collapse=0 is better
(78/113)



x: eval_sec, collapse=0