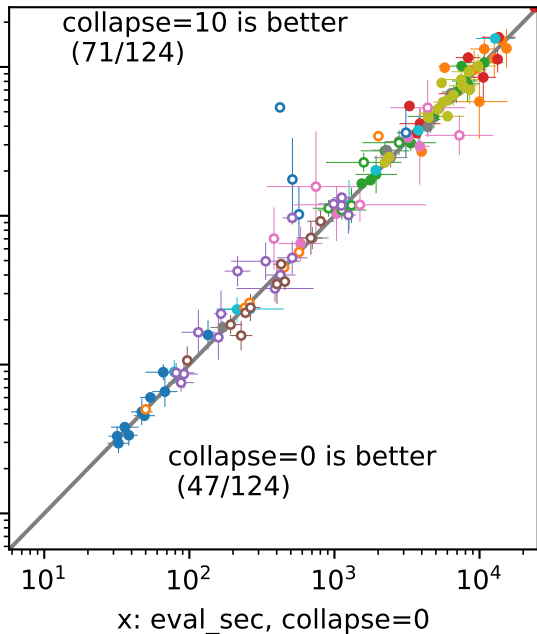


y: eval\_sec, collapse=10

collapse=10 is better  
(71/124)

collapse=0 is better  
(47/124)



x: eval\_sec, collapse=0