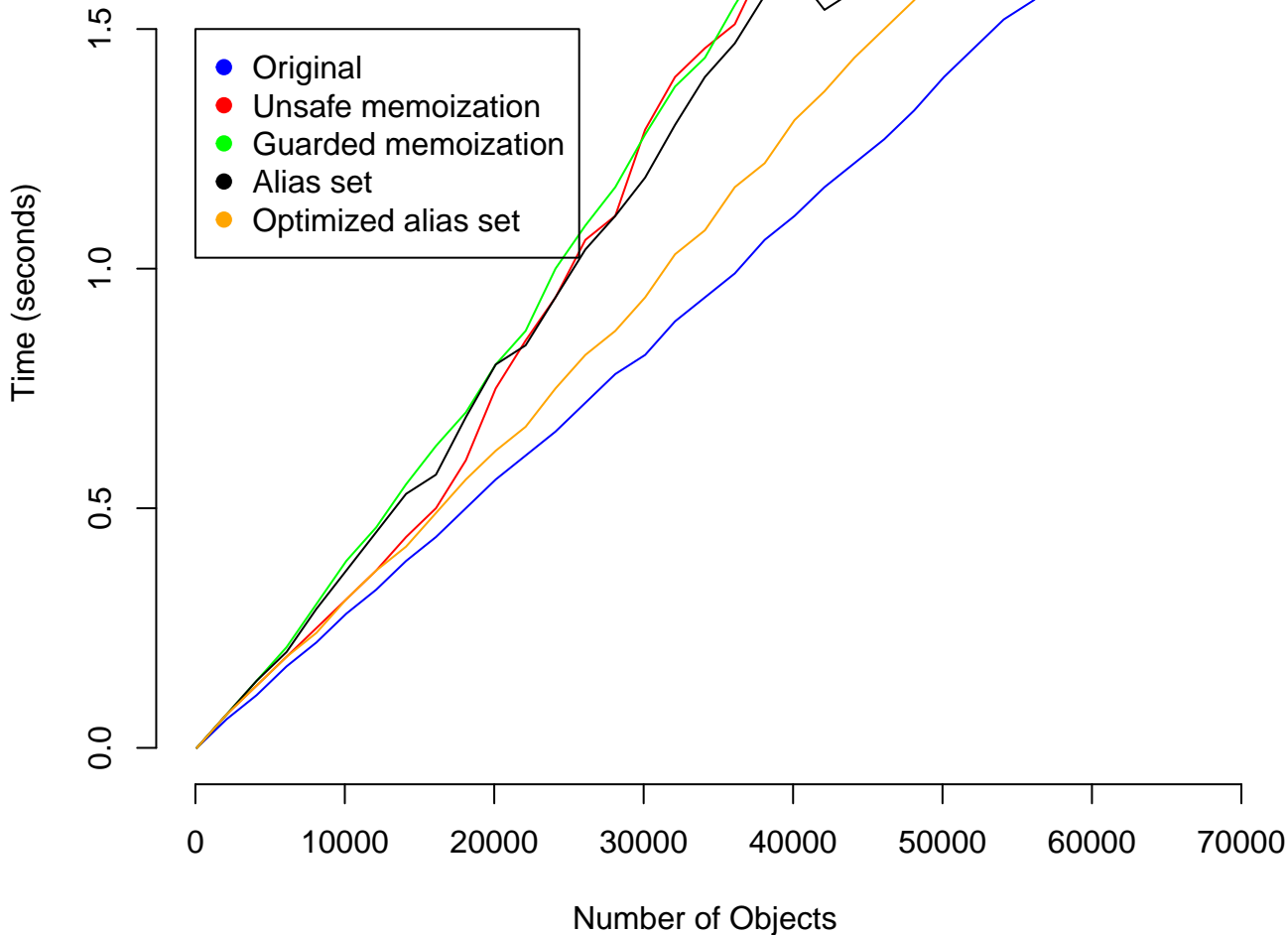
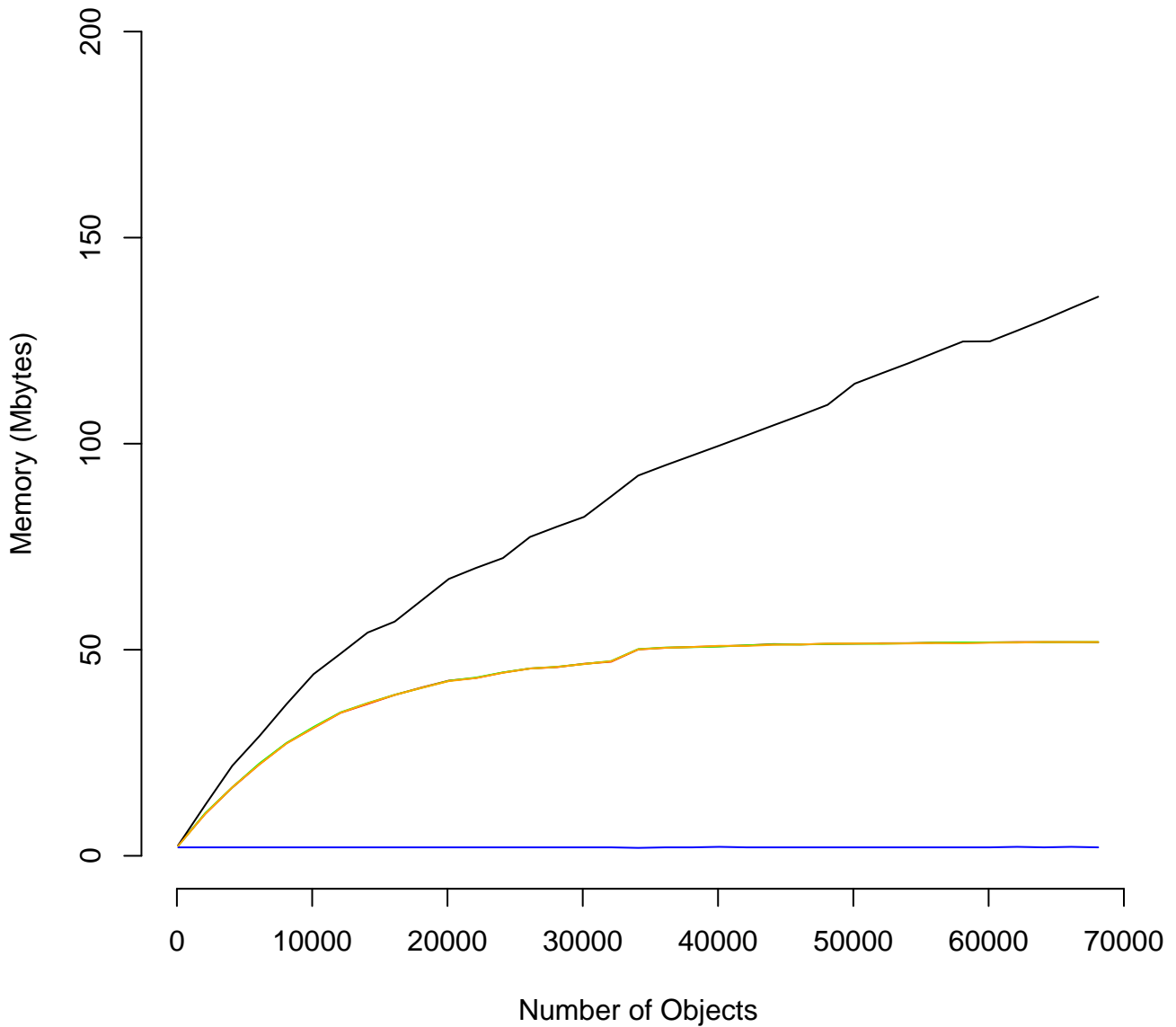


## Polygons benchmark



# Memory usage



# Collision ratio x Input size

