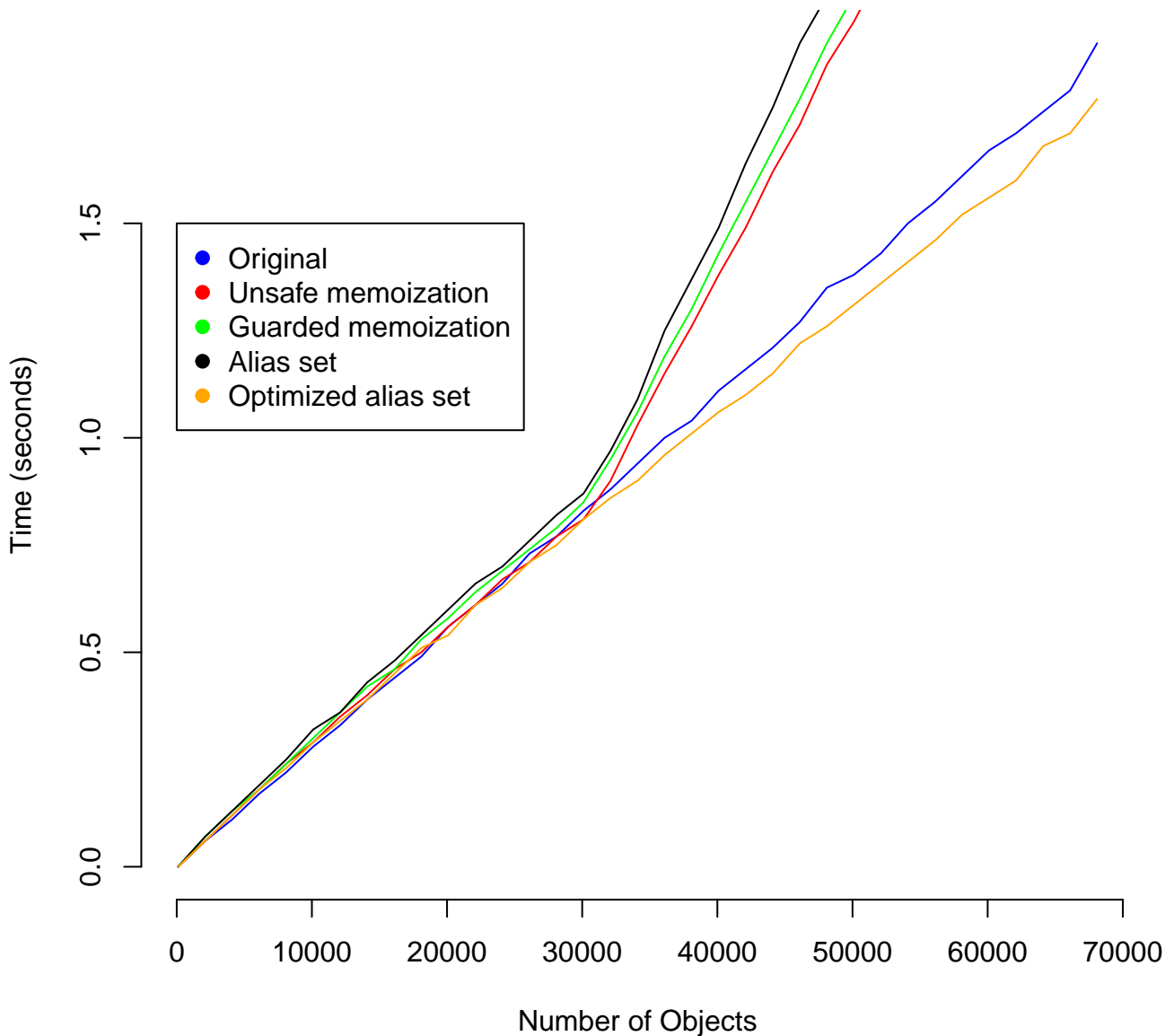
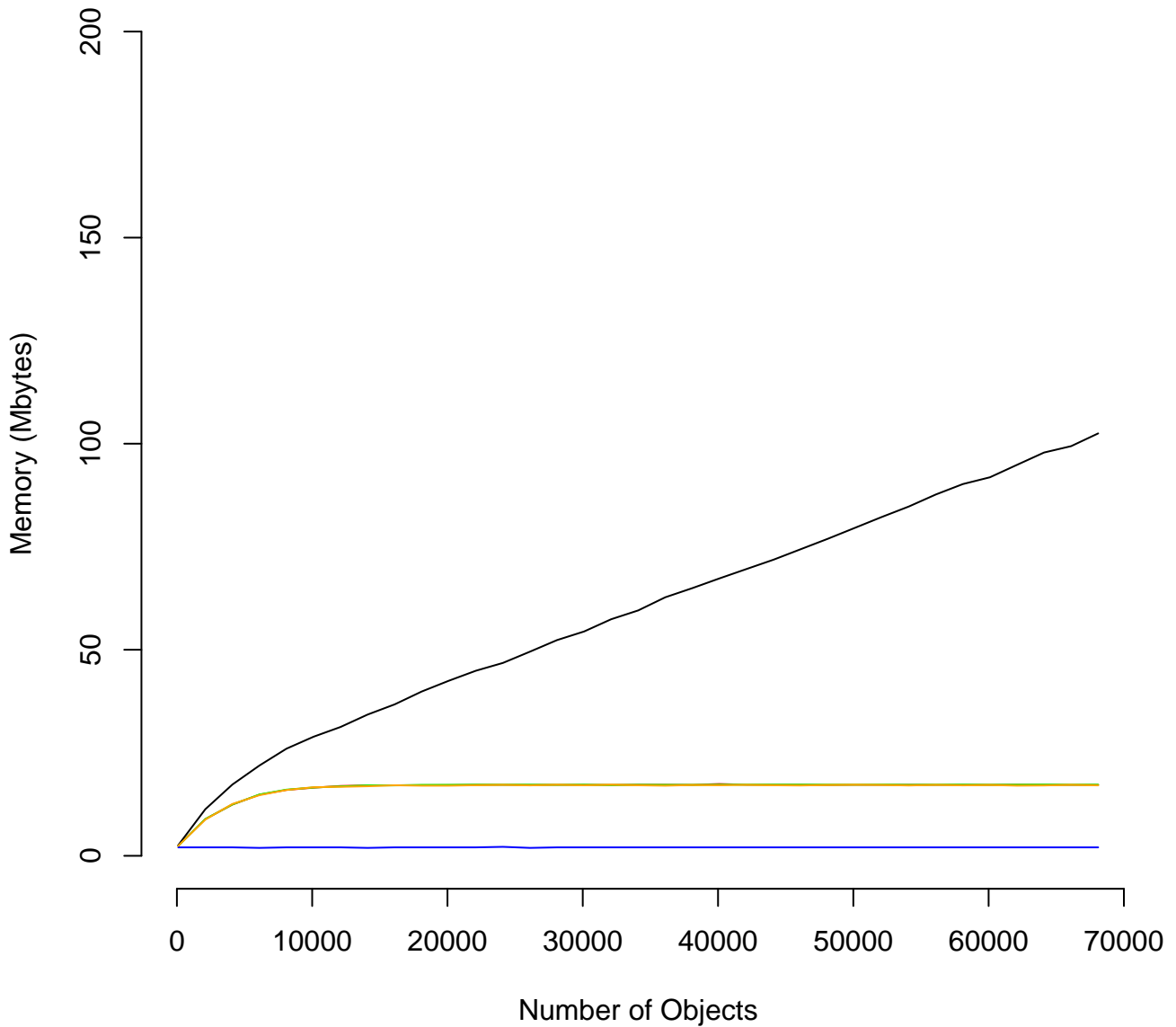


## Polygons benchmark



# Memory usage



## Collision ratio x Input size

