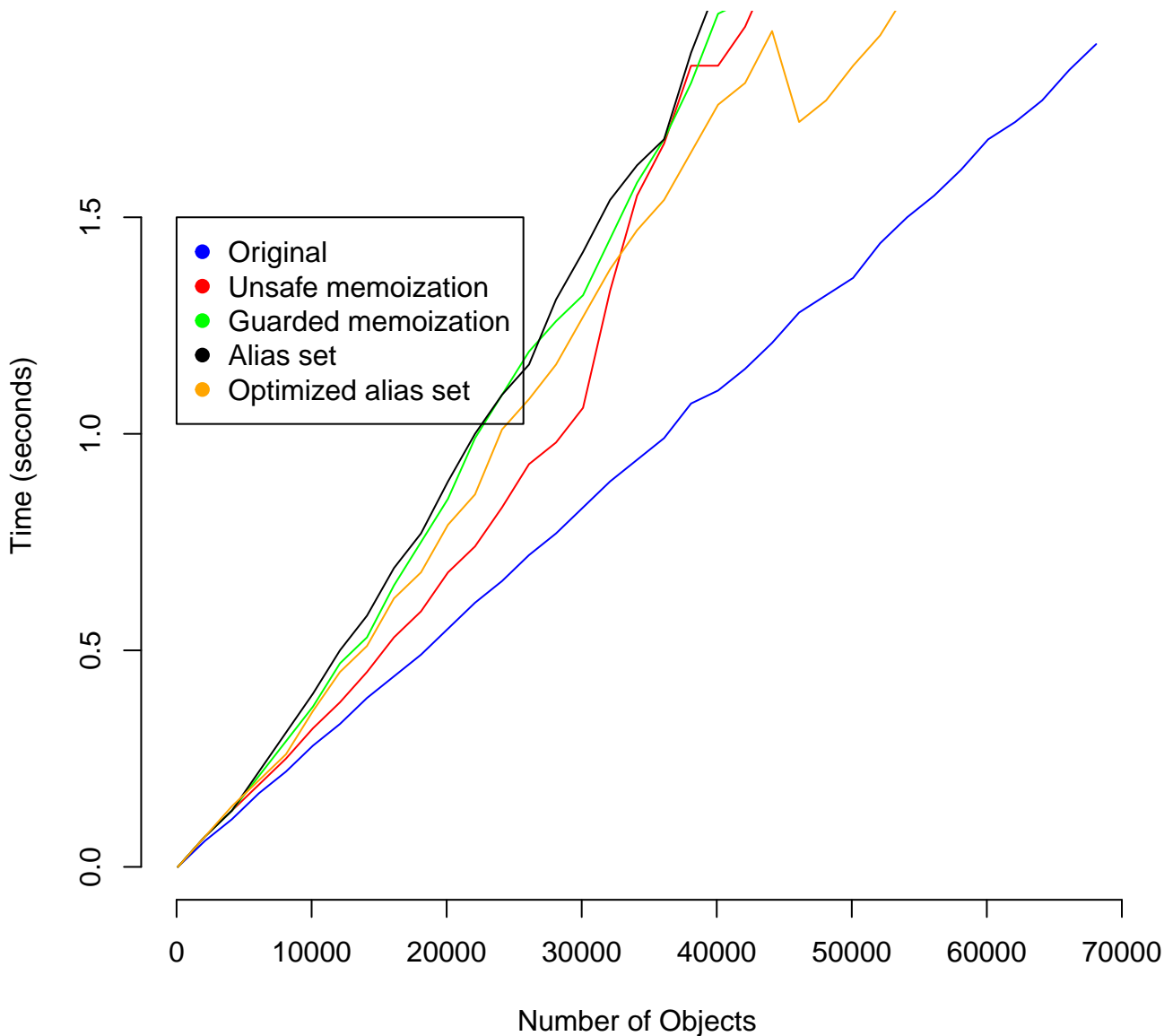
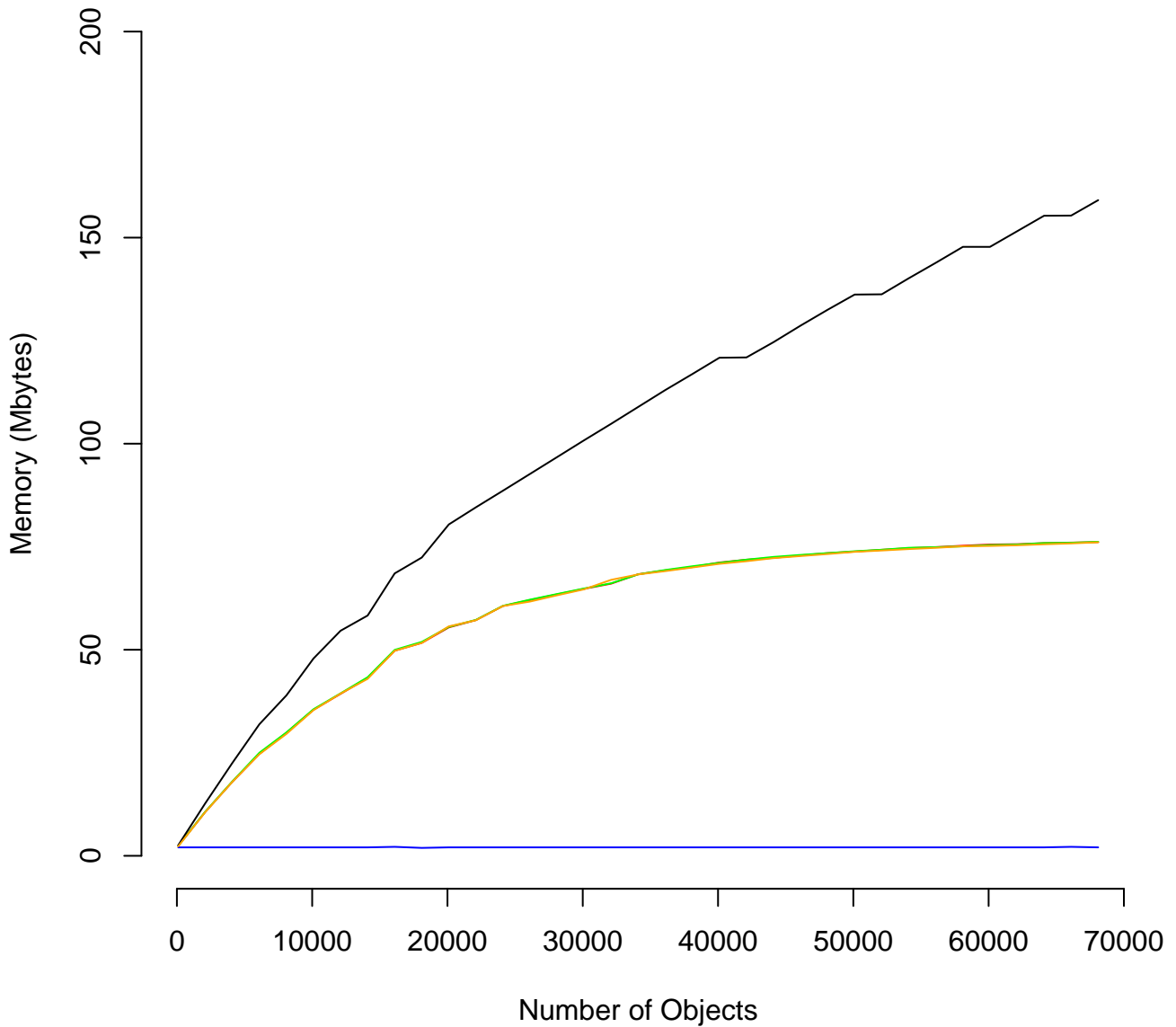


Polygons benchmark



Memory usage



Collision ratio x Input size

