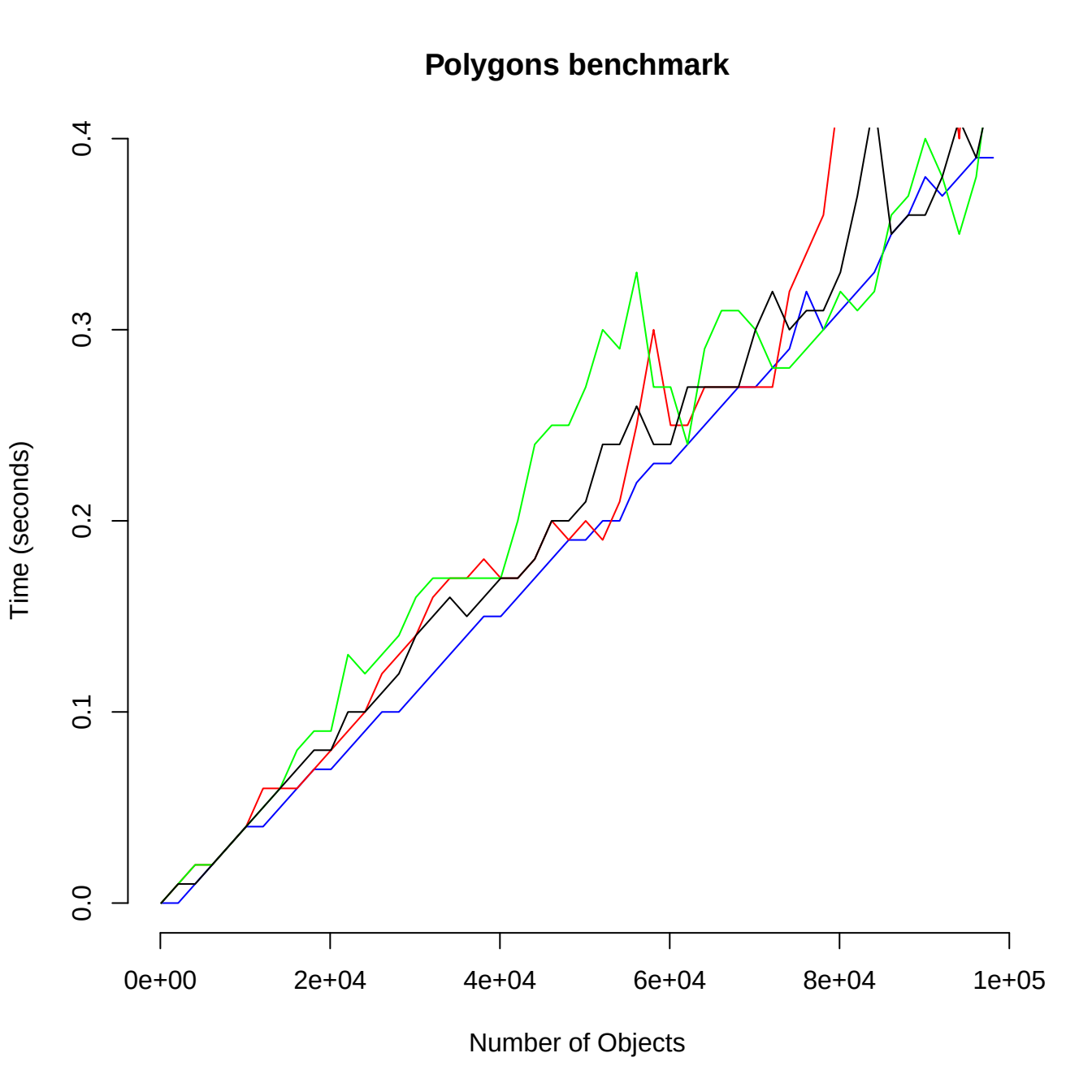
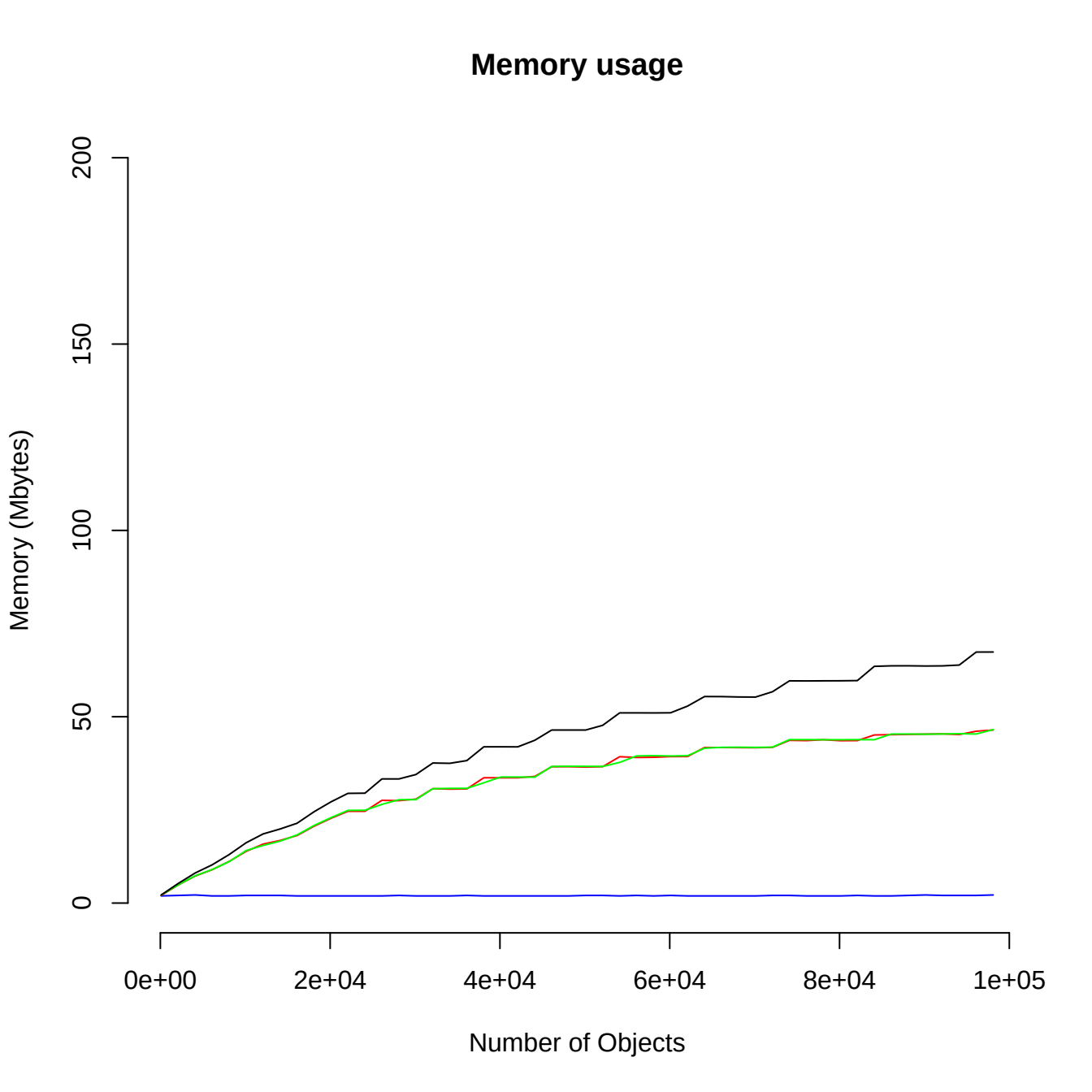
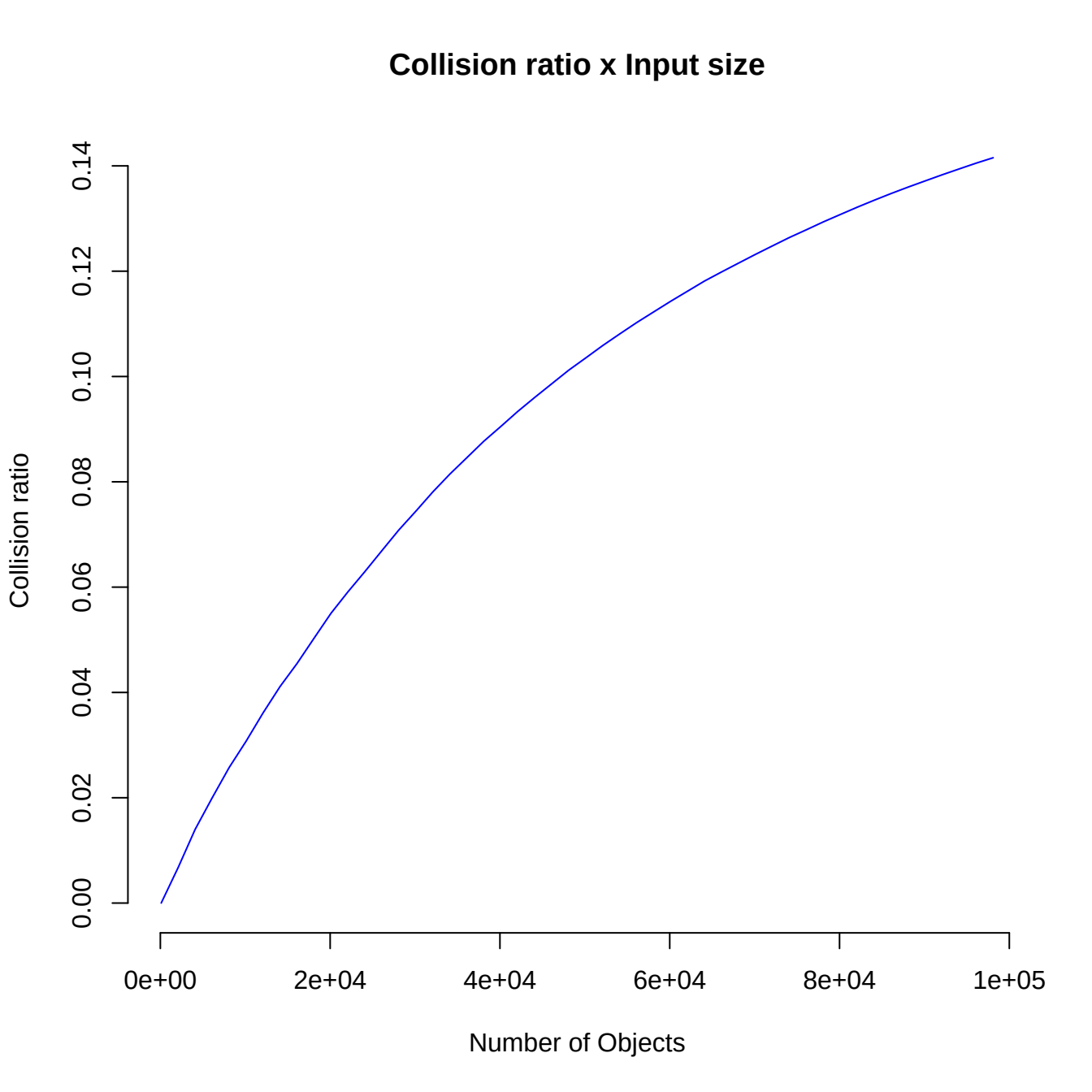

Polygons benchmark
Time (seconds)
0.0
0.1
0.2
0.3
0.4
0e+00
2e+04
4e+04
6e+04
8e+04
1e+05
Number of Objects


Memory usage
Memory (Mbytes)
0
50
100
150
200
0e+00
2e+04
4e+04
6e+04
8e+04
1e+05
Number of Objects


Collision ratio x Input size
Collision ratio
0.00
0.02
0.04
0.06
0.08
0.10
0.12
0.14
0e+00
2e+04
4e+04
6e+04
8e+04
1e+05
Number of Objects