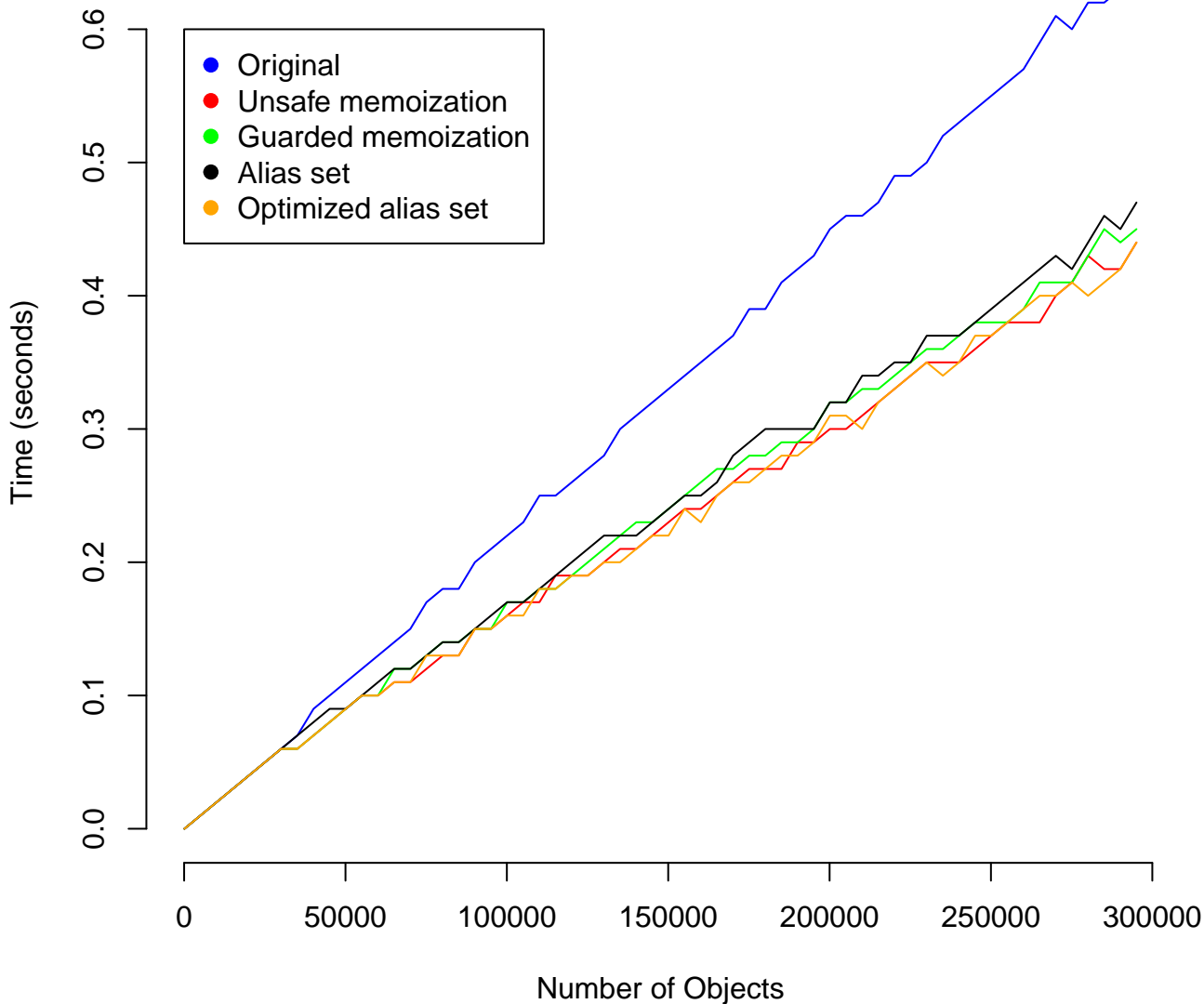


Eval benchmark



Collision ratio x Input size

