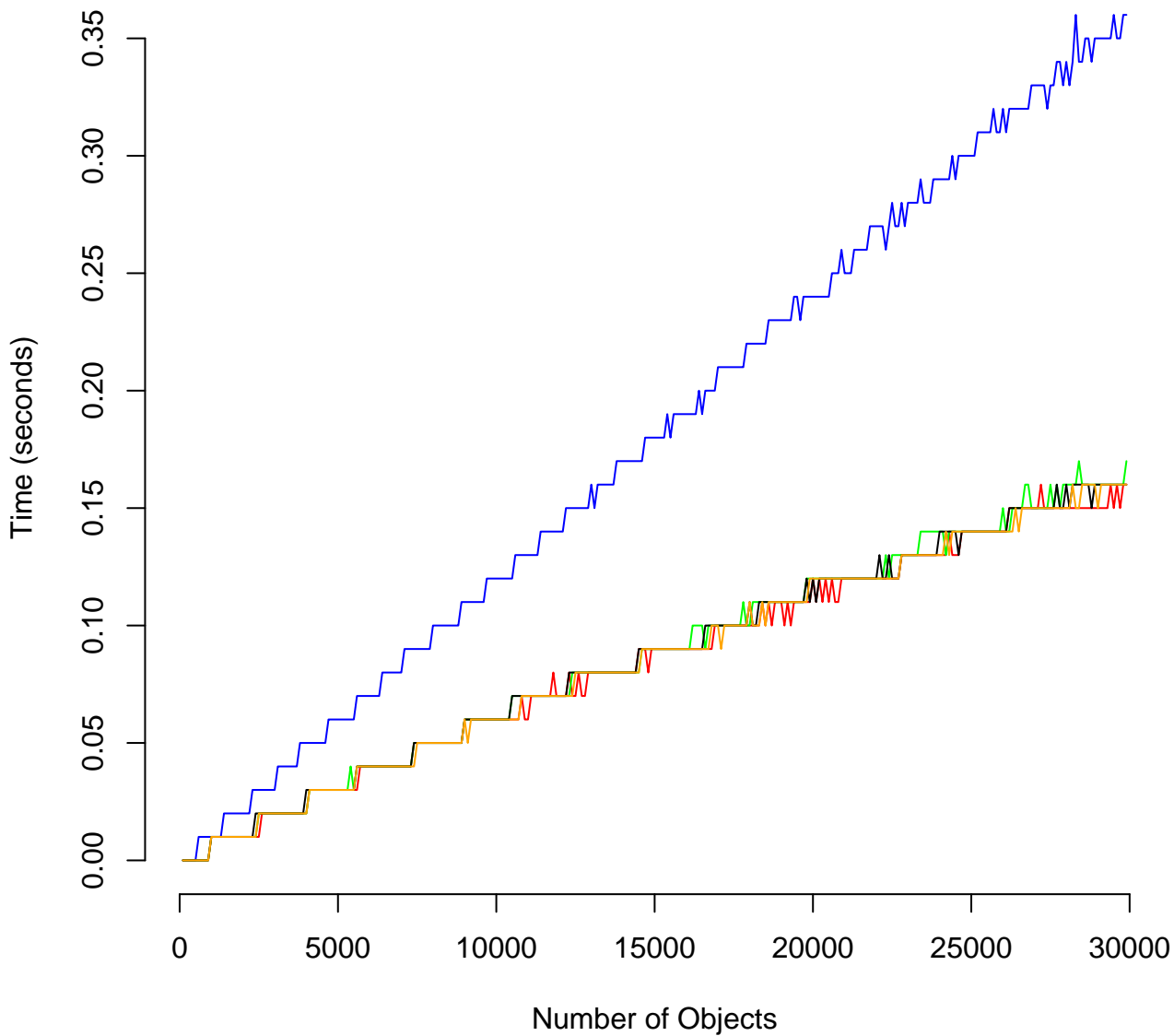**Composite figs benchmark**

Collision ratio x Input size

Collision ratio

Number of Objects