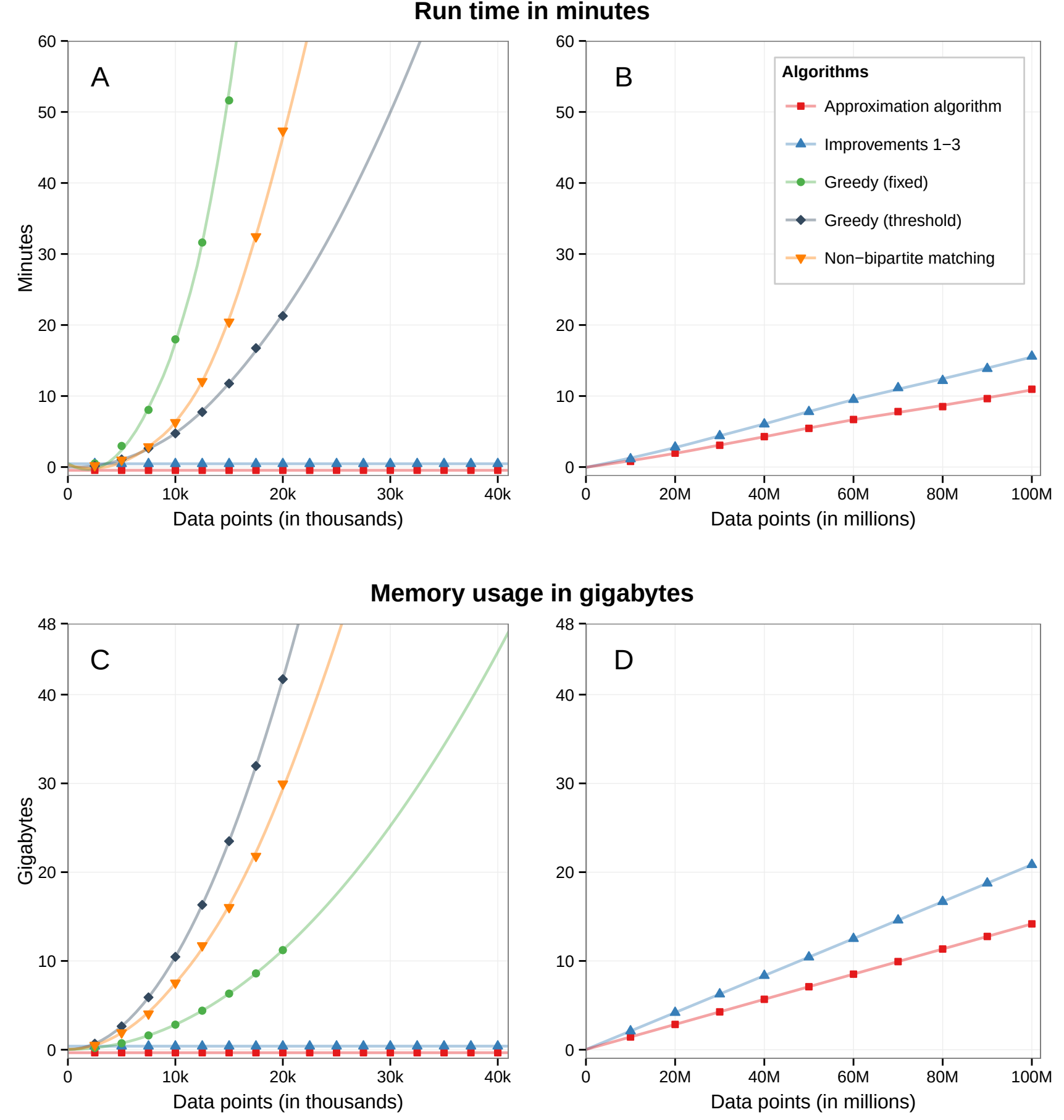
Run time in minutes
A
B
Minutes
Data points (in thousands)
Data points (in millions)
Algorithms
Approximation algorithm
Improvements 1–3
Greedy (fixed)
Greedy (threshold)
Non−bipartite matching
Memory usage in gigabytes
C
D
Gigabytes
Data points (in thousands)
Data points (in millions)