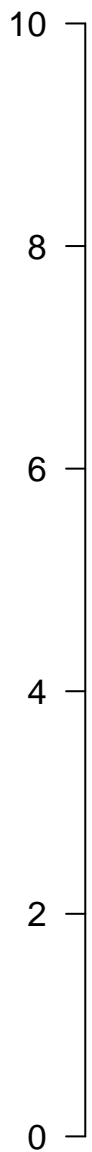


Milliseconds per entity



Baseline

Solution1

Solution2

Solution3

Solution4