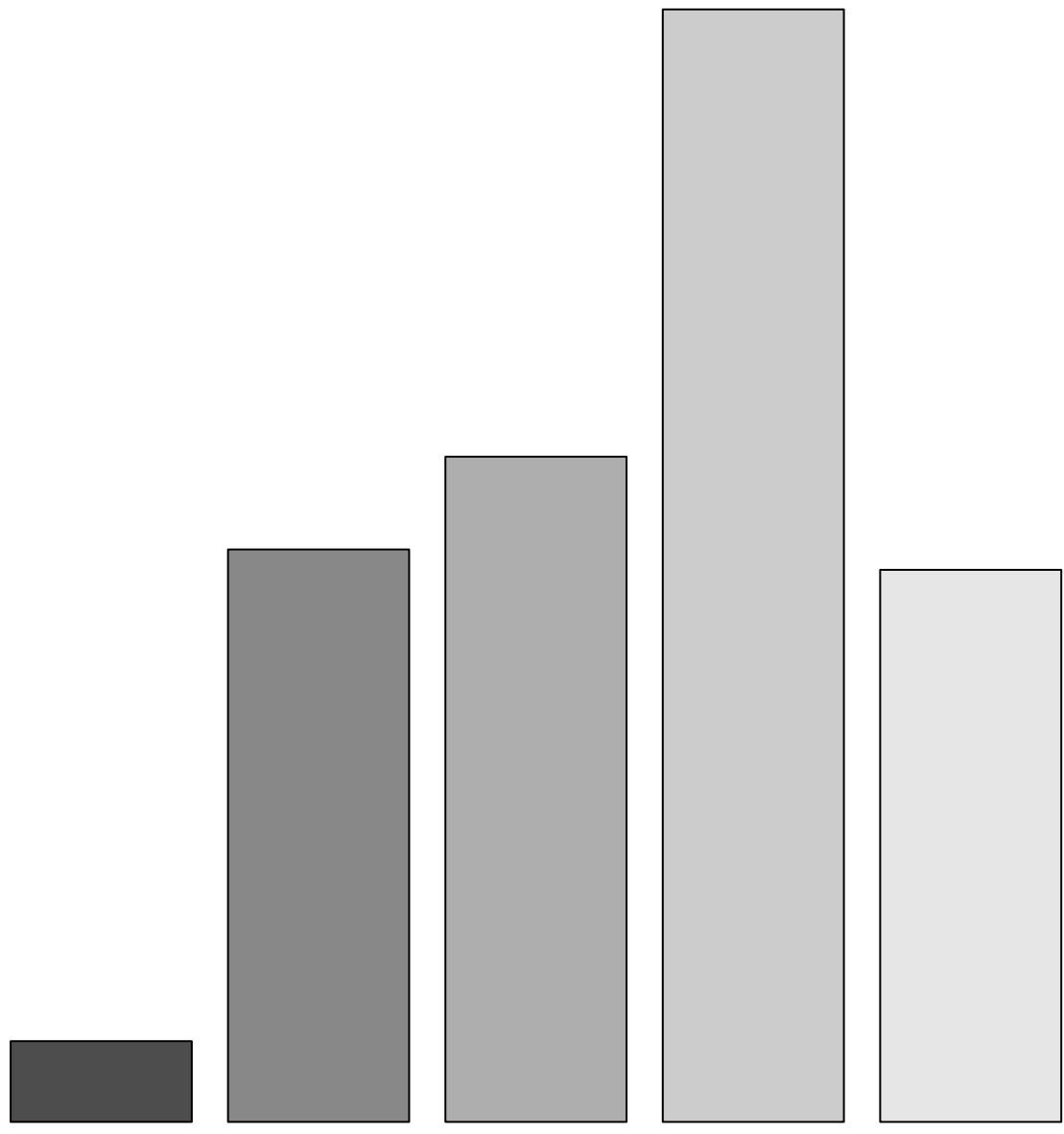


Milliseconds per entity

3
2
1
0



Baseline

Solution1

Solution2

Solution3

Solution4