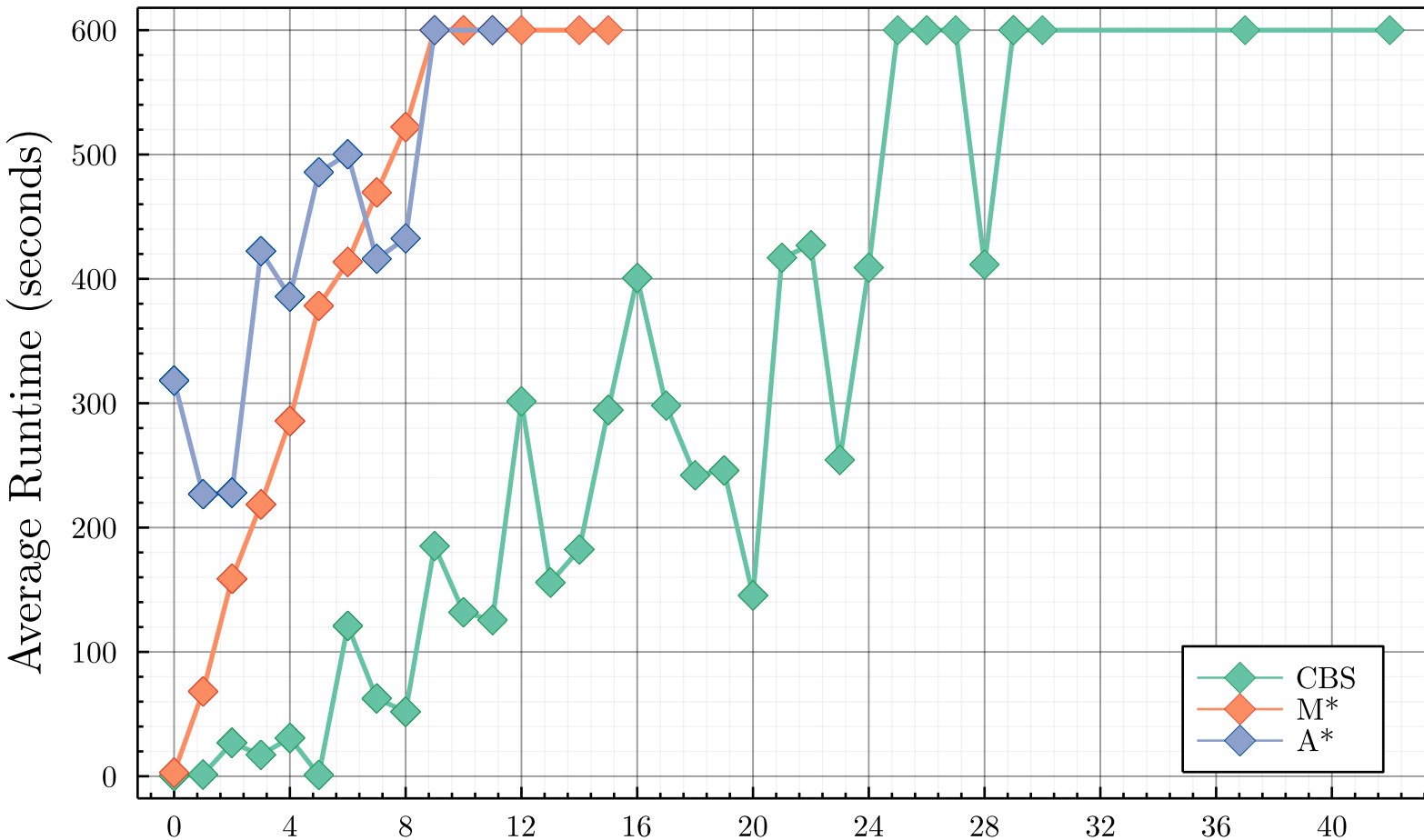


Runtime w.r.t. Collisions



(b) Number of Collisions