

polygons



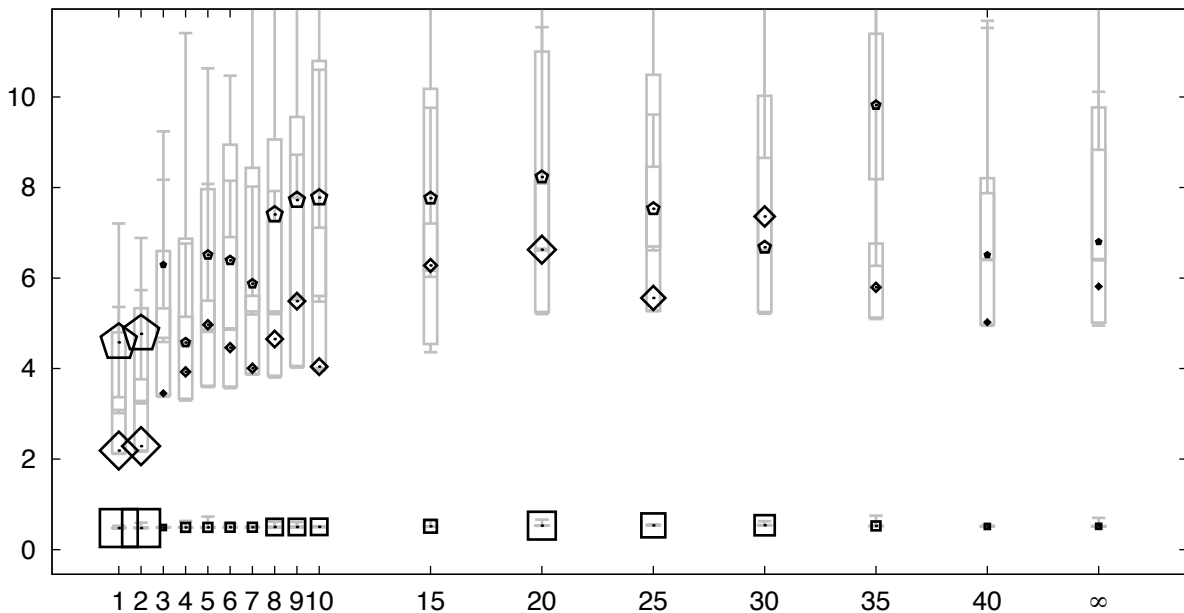
octagons



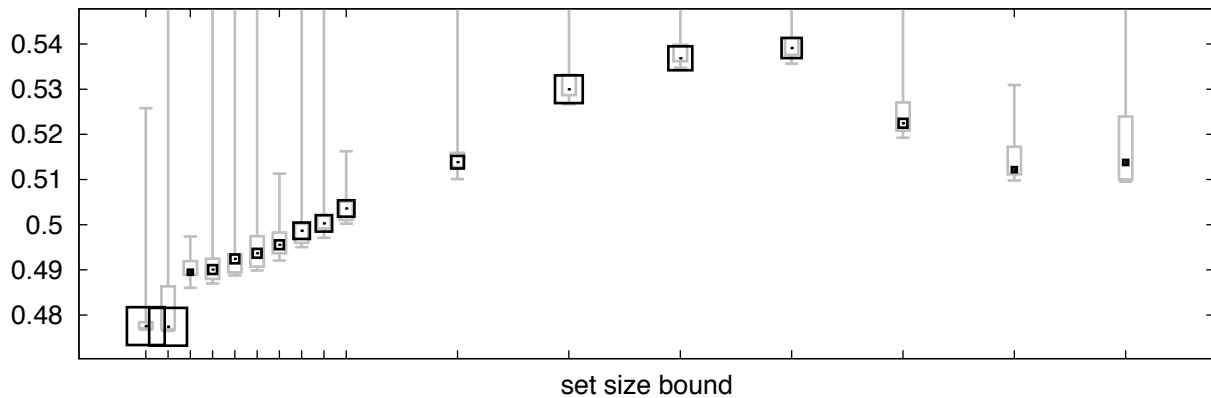
intervals



time [seconds]



time [seconds]



set size bound