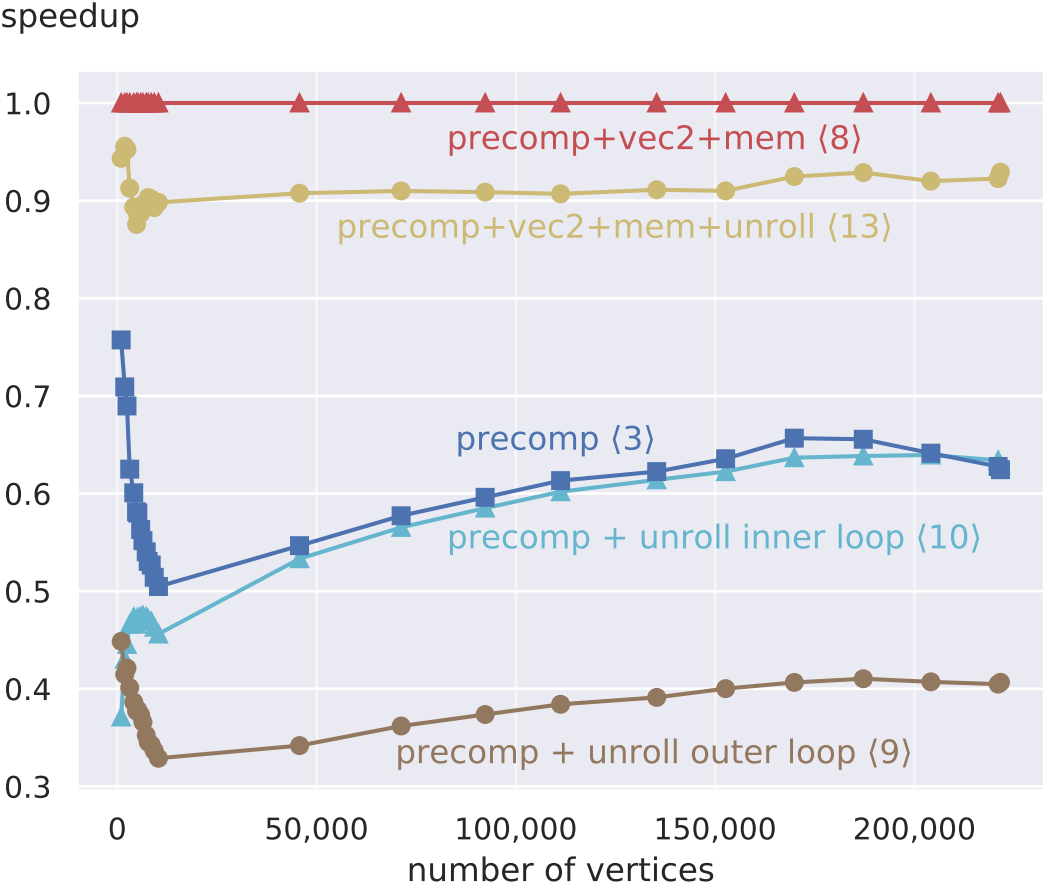
speedup
1.0
0.9
0.8
0.7
0.6
0.5
0.4
0.3
precomp+vec2+mem ⟨8⟩
precomp+vec2+mem+unroll ⟨13⟩
precomp ⟨3⟩
precomp + unroll inner loop ⟨10⟩
precomp + unroll outer loop ⟨9⟩
0
50,000
100,000
150,000
200,000
number of vertices