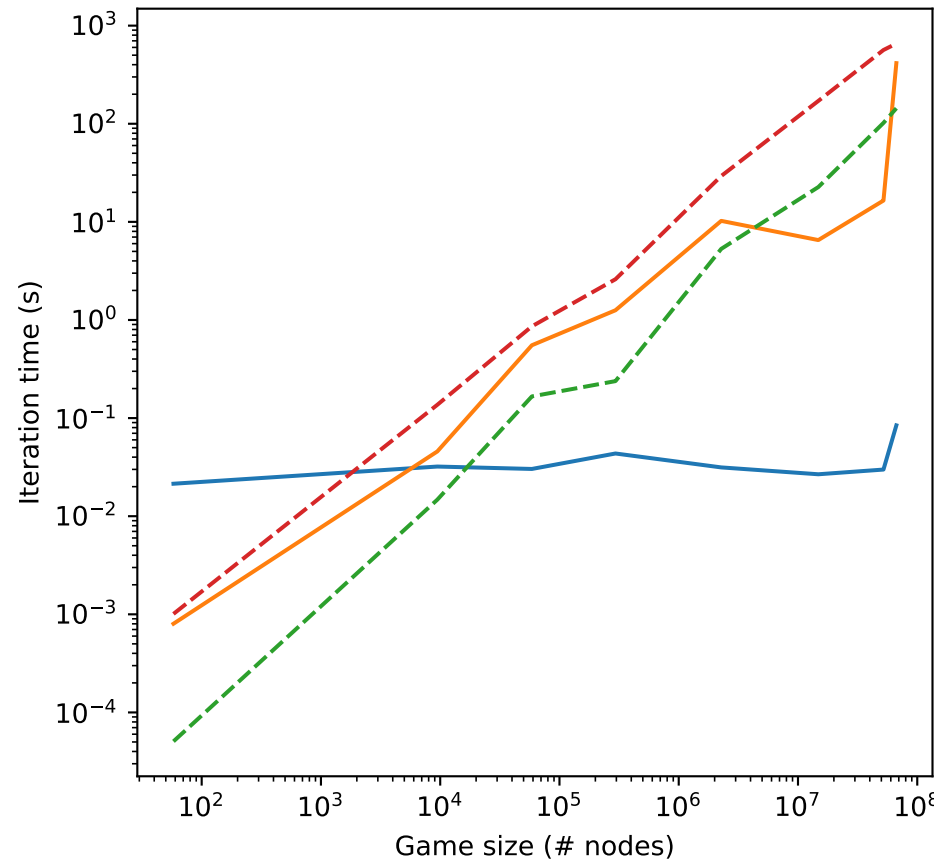
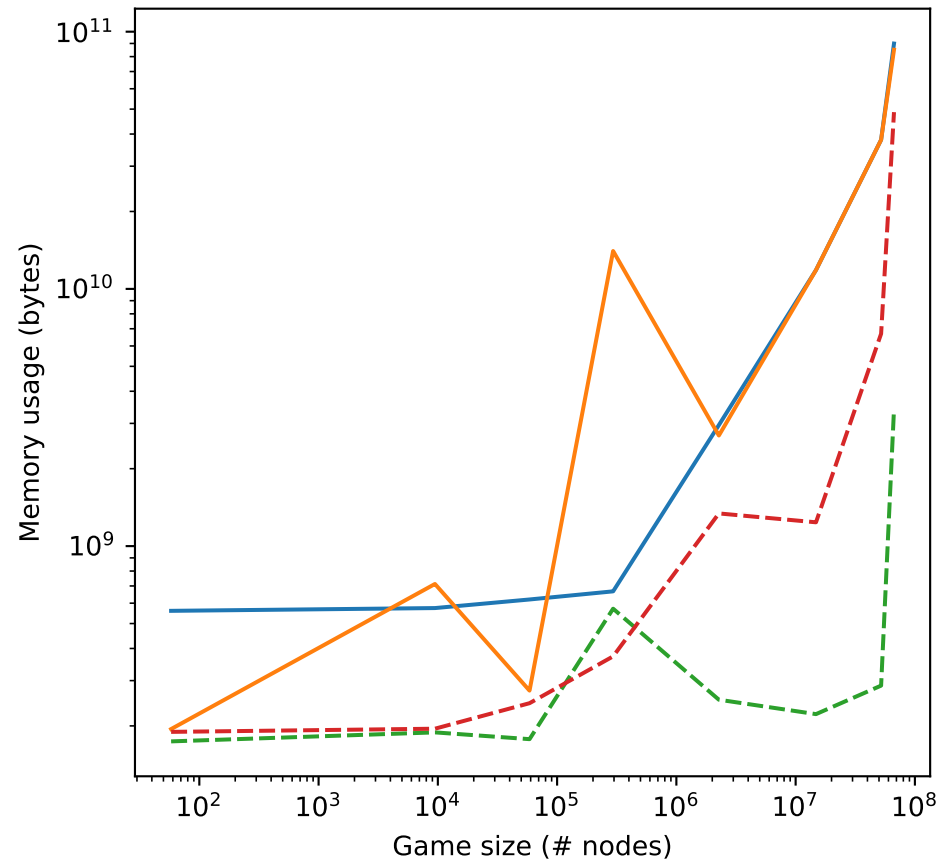


Iteration time versus game size



Memory usage versus game size



CUDA memory usage versus game size

