

Fig. 7. Runtime in 2D, uniformly random points

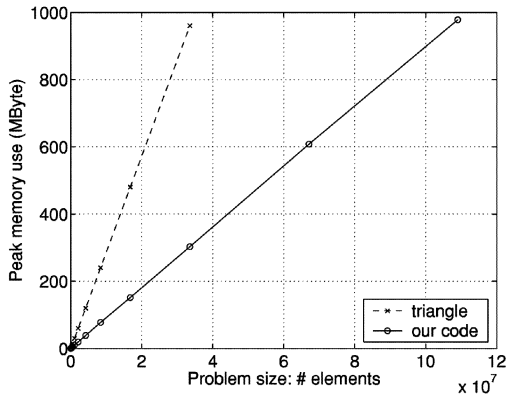


Fig. 8. Memory use in 2D, uniformly random points

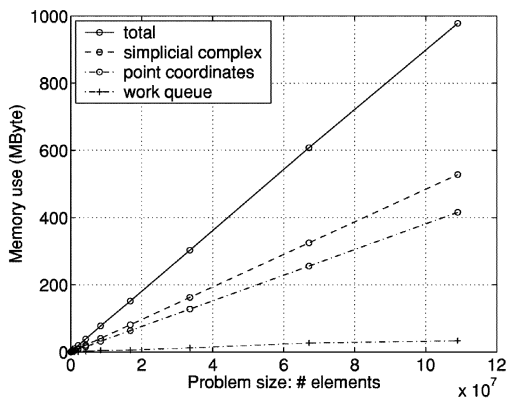


Fig. 9. Breakdown of memory use in 2D, uniformly random points