

Fig. 11. Runtime in 3D, uniformly random points

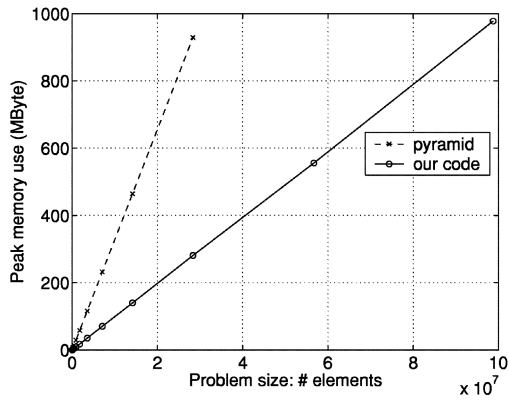


Fig. 12. Memory use in 3D, uniformly random points

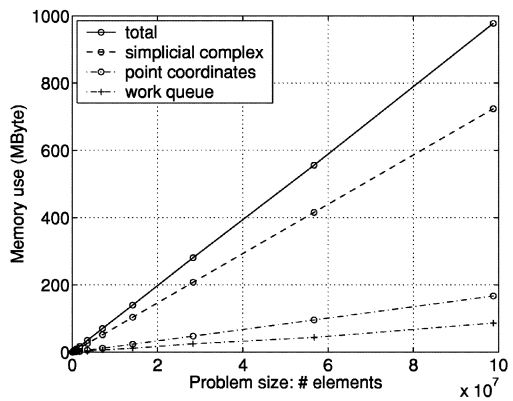


Fig. 13. Breakdown of memory use in 3D, uniformly random points