

# Preliminary Benchmarks I

Sequences	* Comparison Sorting
	* Removing Duplicates
	* Dictionary
Graphs	* Breadth First Search
	Graph Separators
	* Minimum Spanning Tree
	* Maximal Independent Set
Geometry/ Graphics	* Delaunay Triangulation and Refinement
	* Convex Hulls
	* Ray Triangle Intersection (Ray Casting)
	Micropolygon Rendering