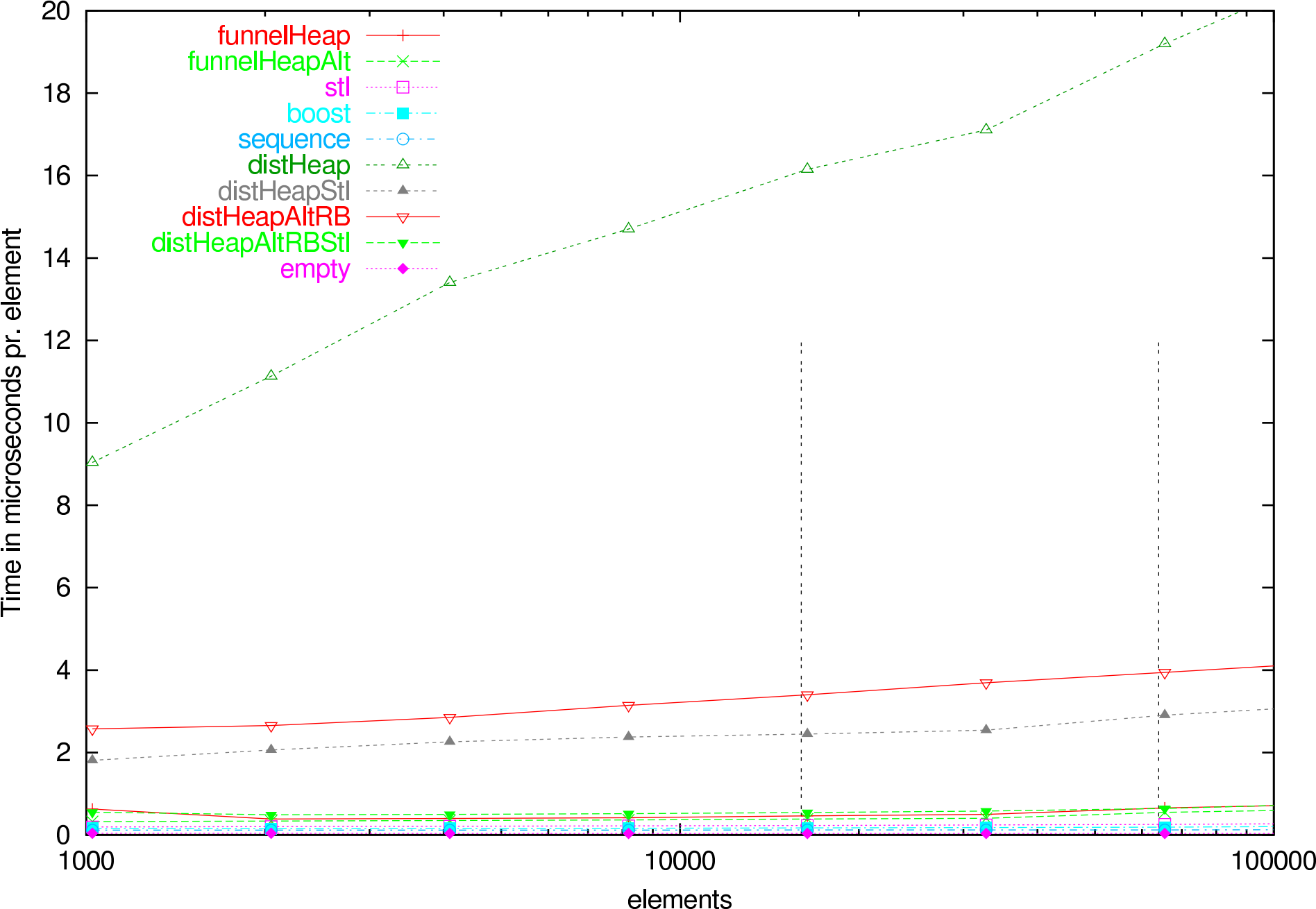
funnelHeap
funnelHeapAlt
stl
boost
sequence
distHeap
distHeapStl
distHeapAltRB
distHeapAltRBStl
empty
Time in microseconds pr. element
elements
0
2
4
6
8
10
12
14
16
18
20
1000
10000
100000