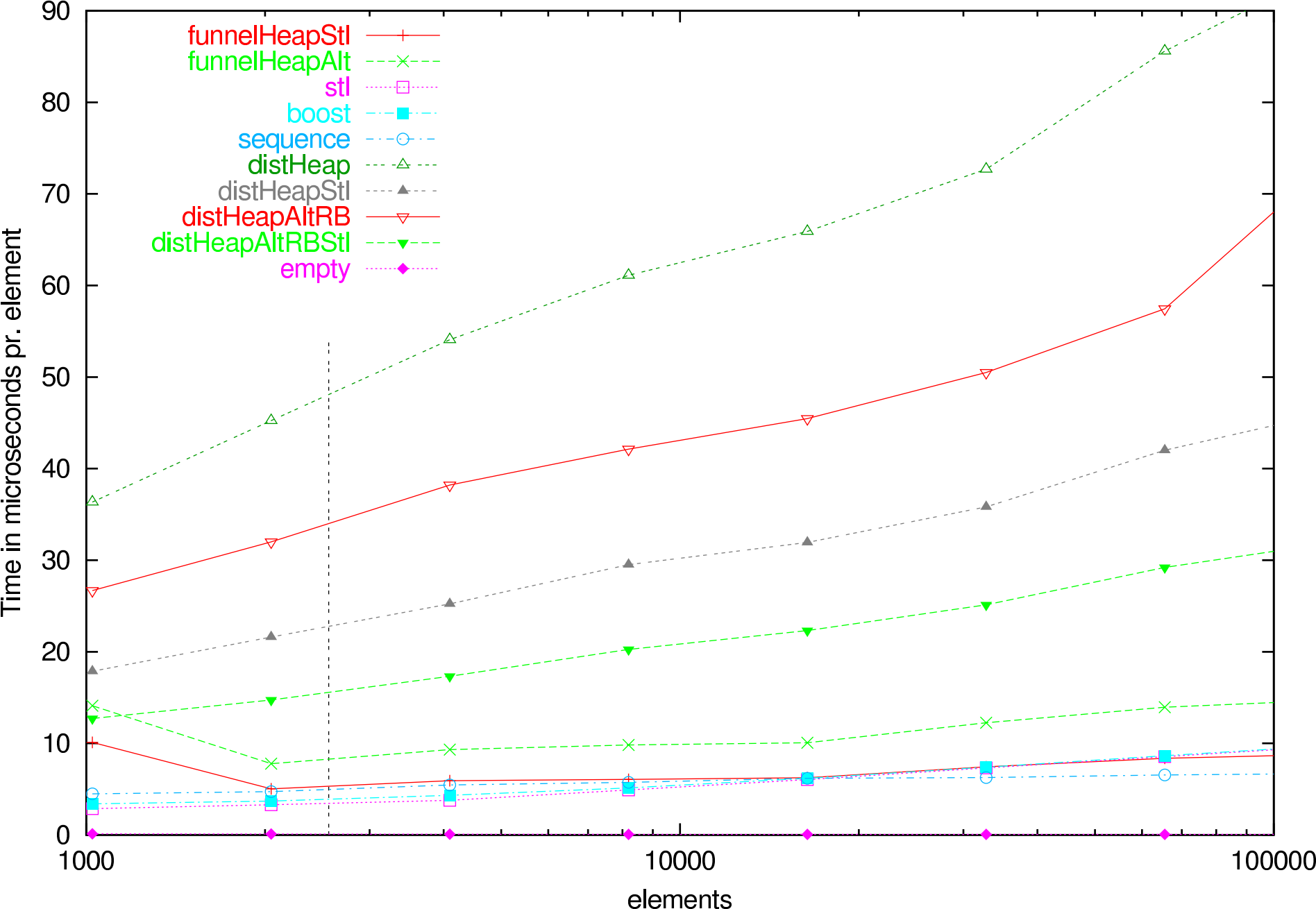
funnelHeapStl
funnelHeapAlt
stl
boost
sequence
distHeap
distHeapStl
distHeapAltRB
distHeapAltRBStl
empty
Time in microseconds pr. element
elements
0
10
20
30
40
50
60
70
80
90
1000
10000
100000