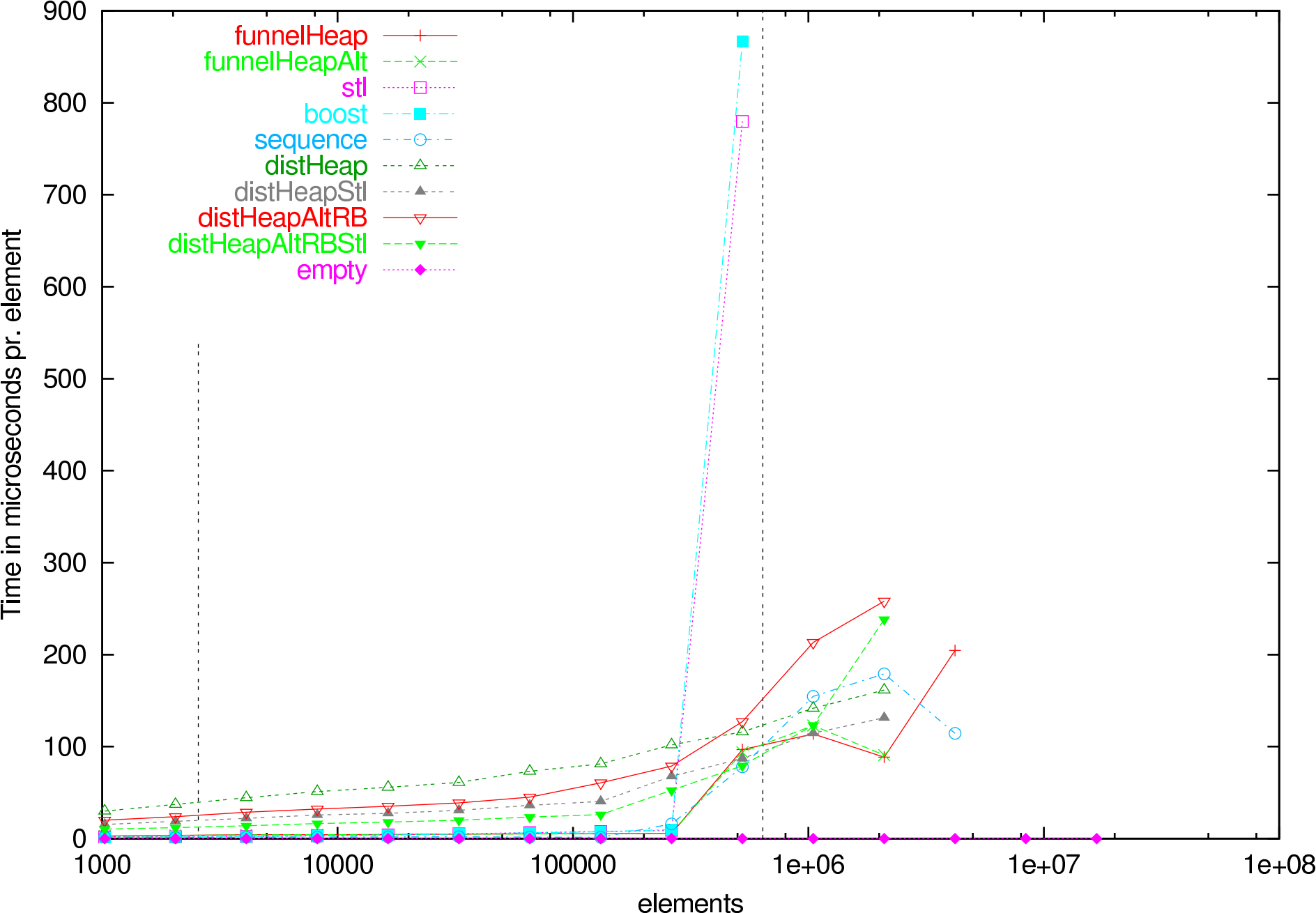
funnelHeap
funnelHeapAlt
stl
boost
sequence
distHeap
distHeapStl
distHeapAltRB
distHeapAltRBStl
empty
Time in microseconds pr. element
elements
0
100
200
300
400
500
600
700
800
900
1000
10000
100000
1e+06
1e+07
1e+08