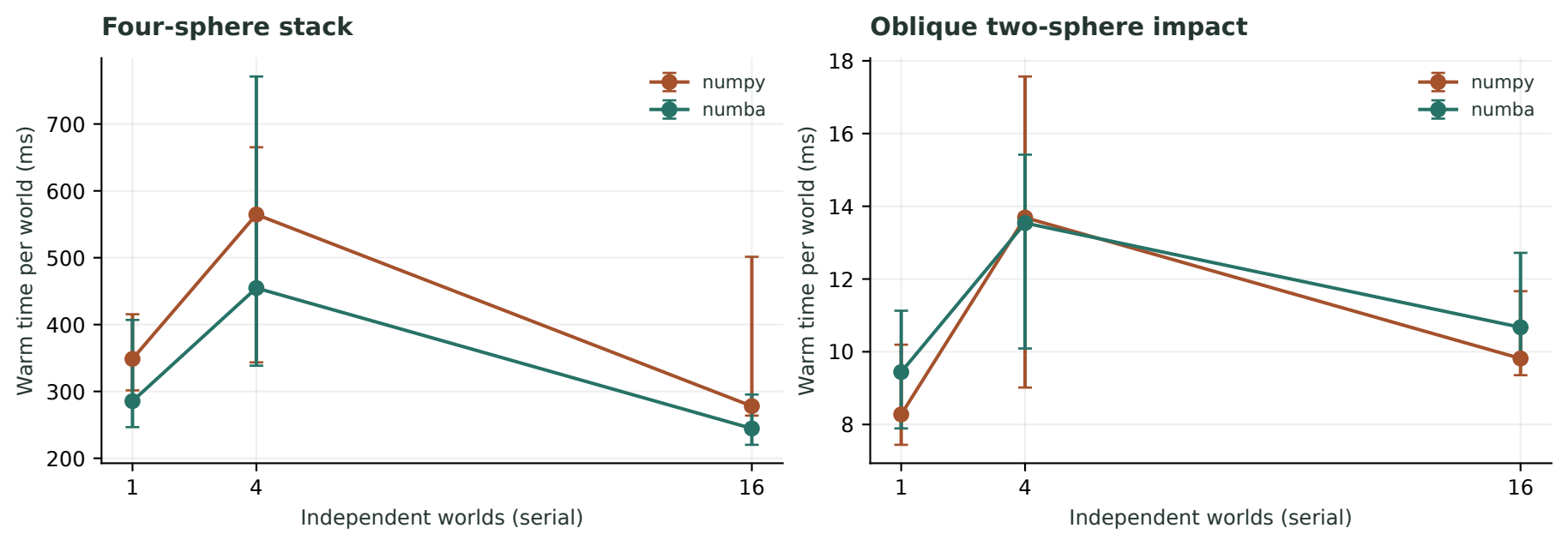
Four-sphere stack
Warm time per world (ms)
700
600
500
400
300
200
1
4
16
Independent worlds (serial)
numpy
numba
Oblique two-sphere impact
Warm time per world (ms)
18
16
14
12
10
8
1
4
16
Independent worlds (serial)
numpy
numba