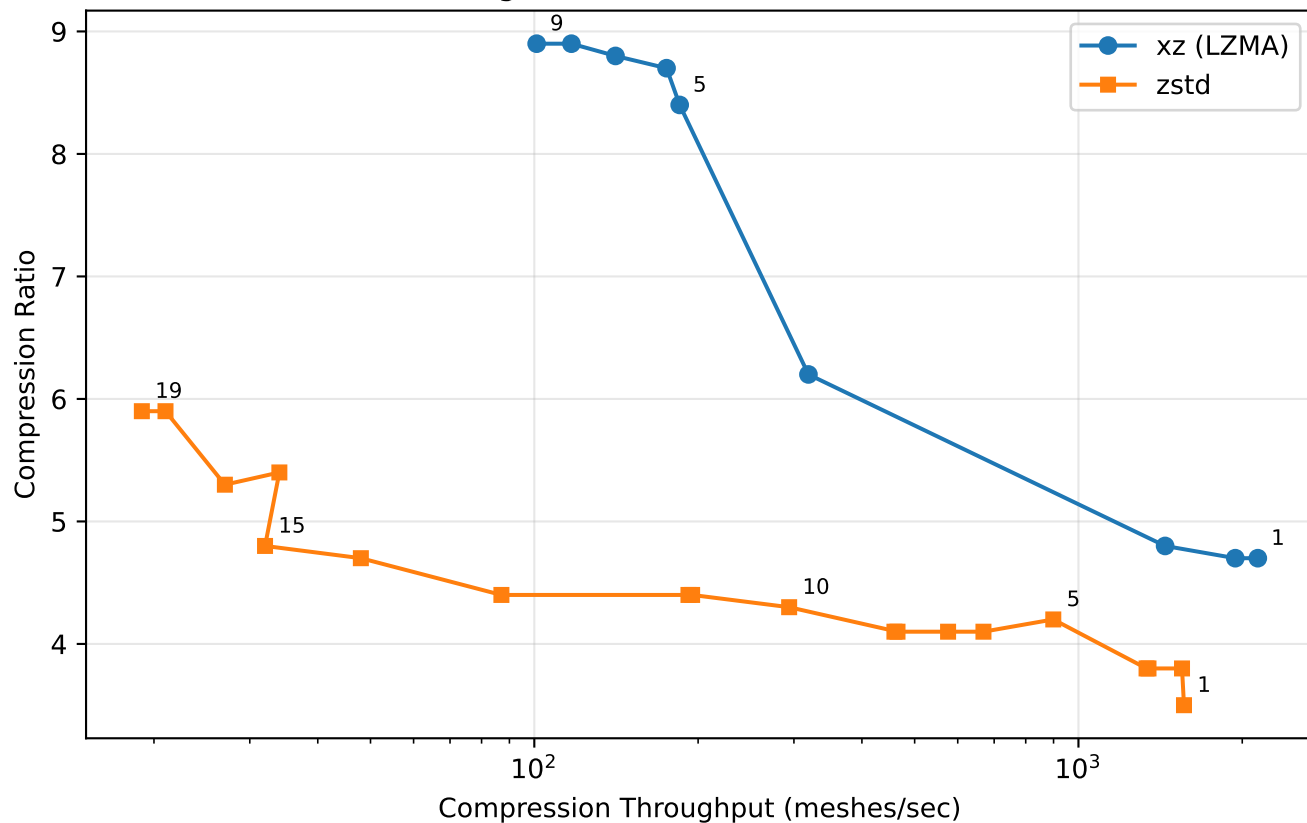


Compression Speed vs Ratio
(higher is better on both axes)



Effect of TSP Vertex Reordering
(level 5 for both)

