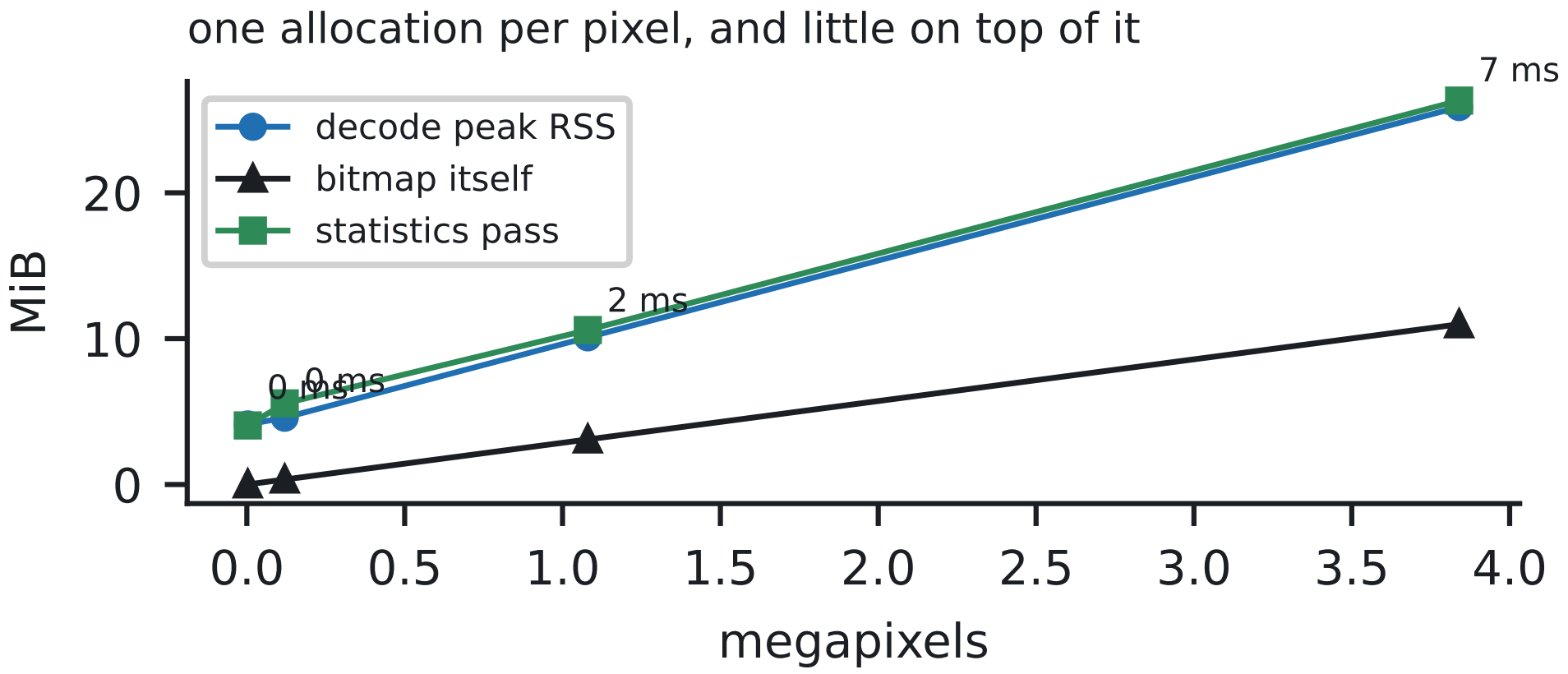

one allocation per pixel, and little on top of it
decode peak RSS
bitmap itself
statistics pass
MiB
0
10
20
0.0
0.5
1.0
1.5
2.0
2.5
3.0
3.5
4.0
megapixels
0 ms
0 ms
2 ms
7 ms