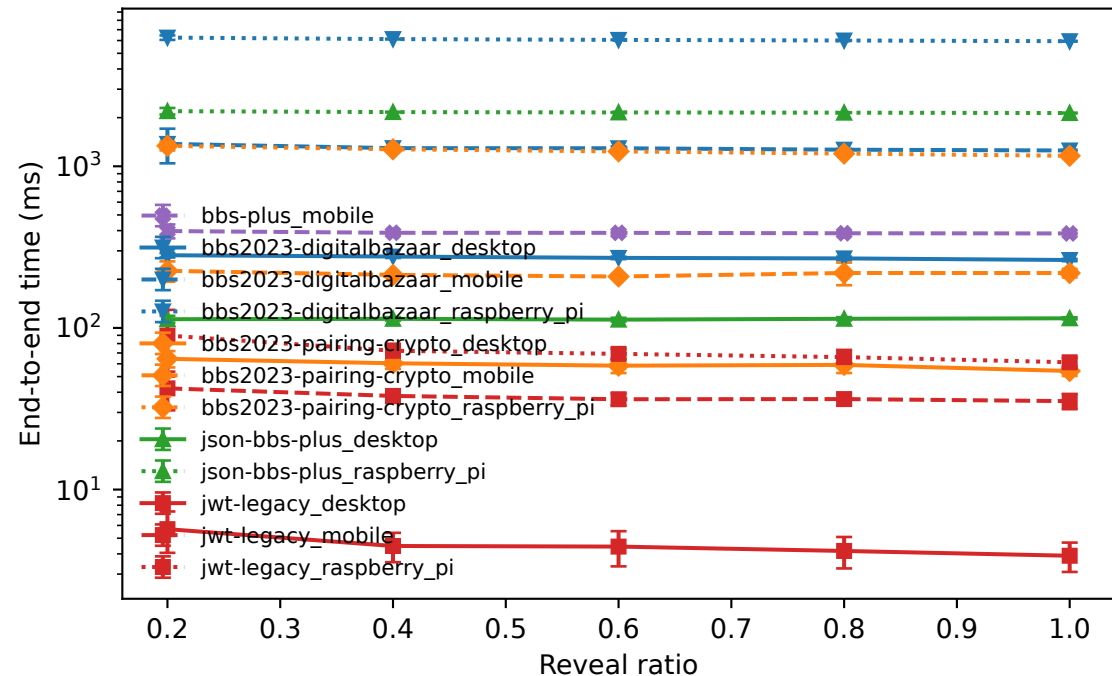
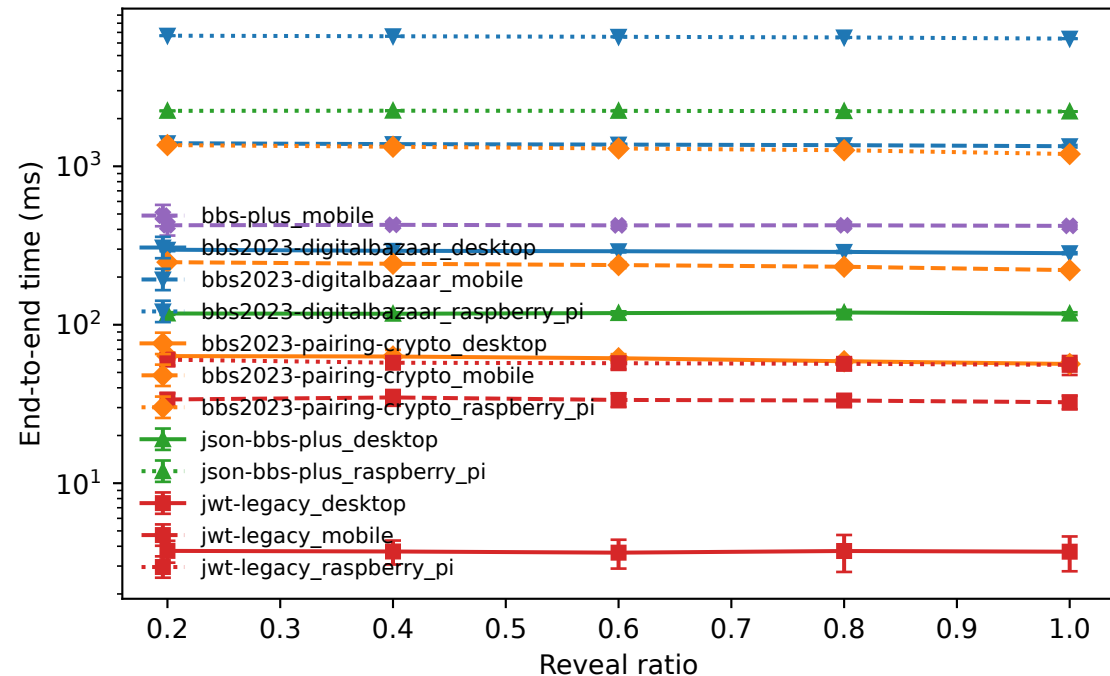


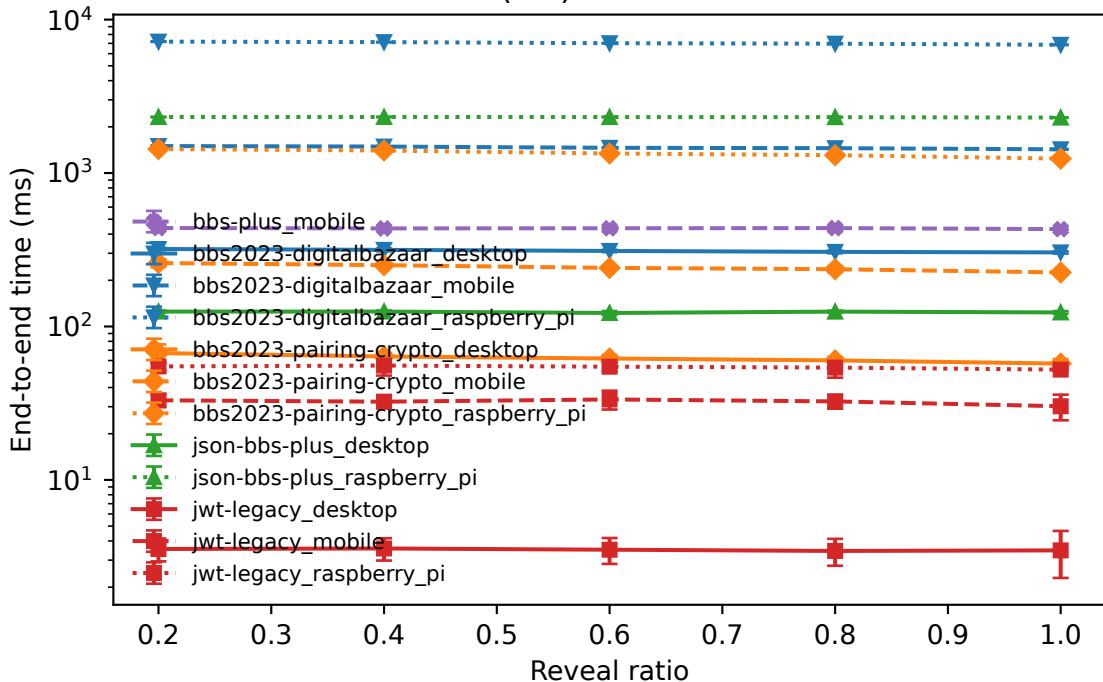
# End-to-end time (ms) vs Reveal — attrCount=5



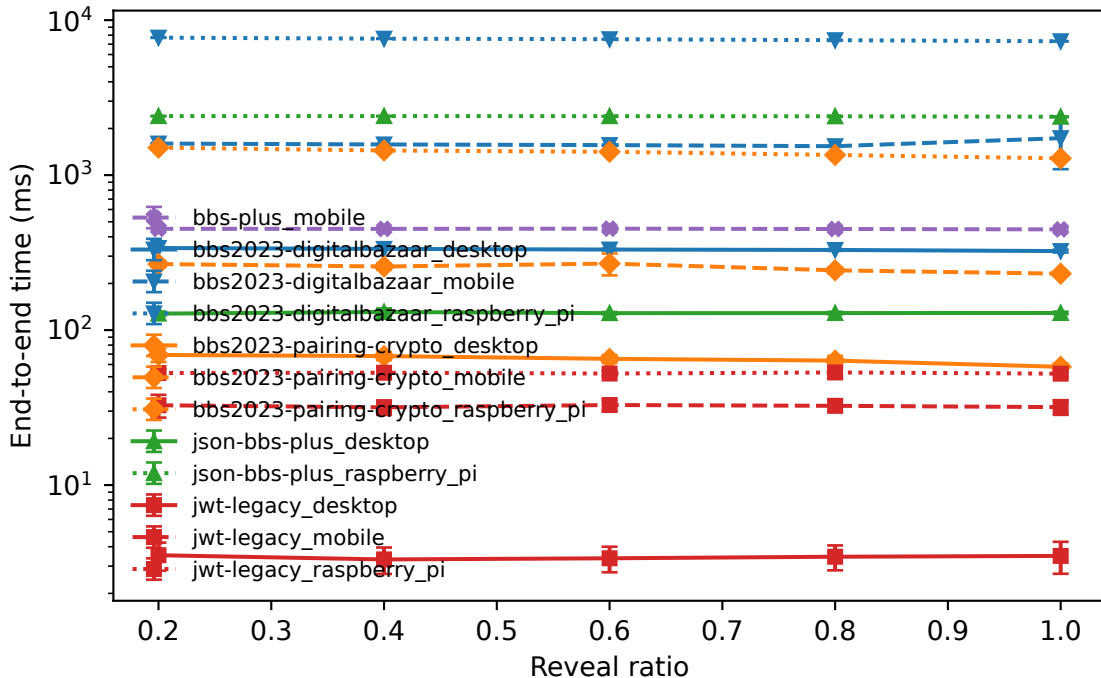
# End-to-end time (ms) vs Reveal — attrCount=6



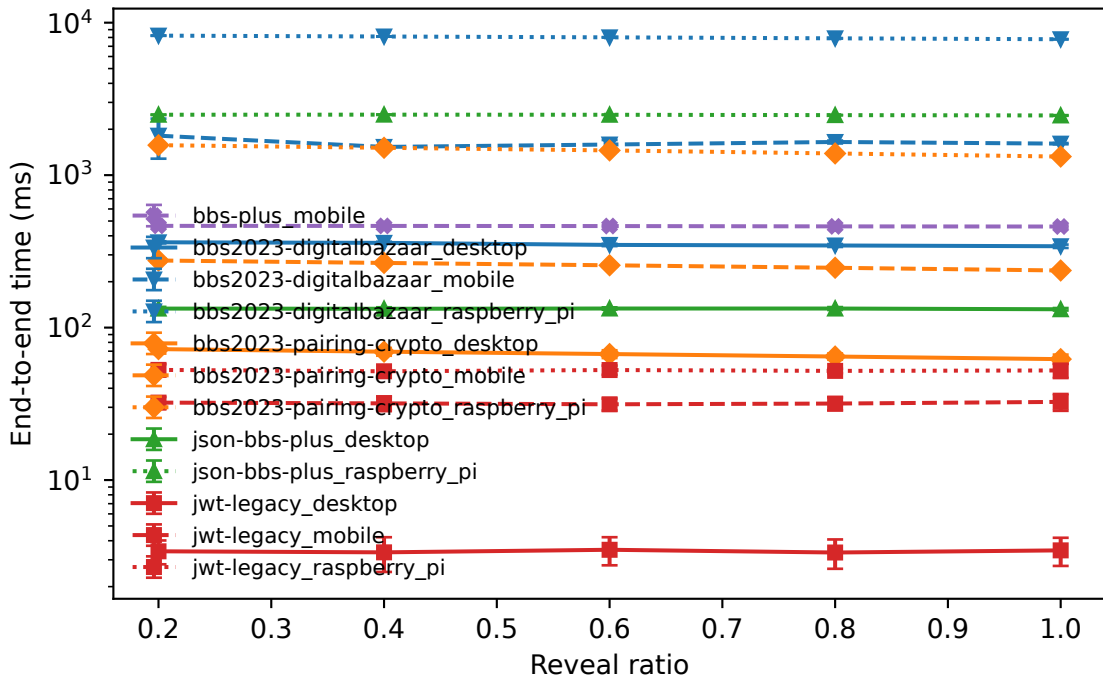
End-to-end time (ms) vs Reveal — attrCount=7



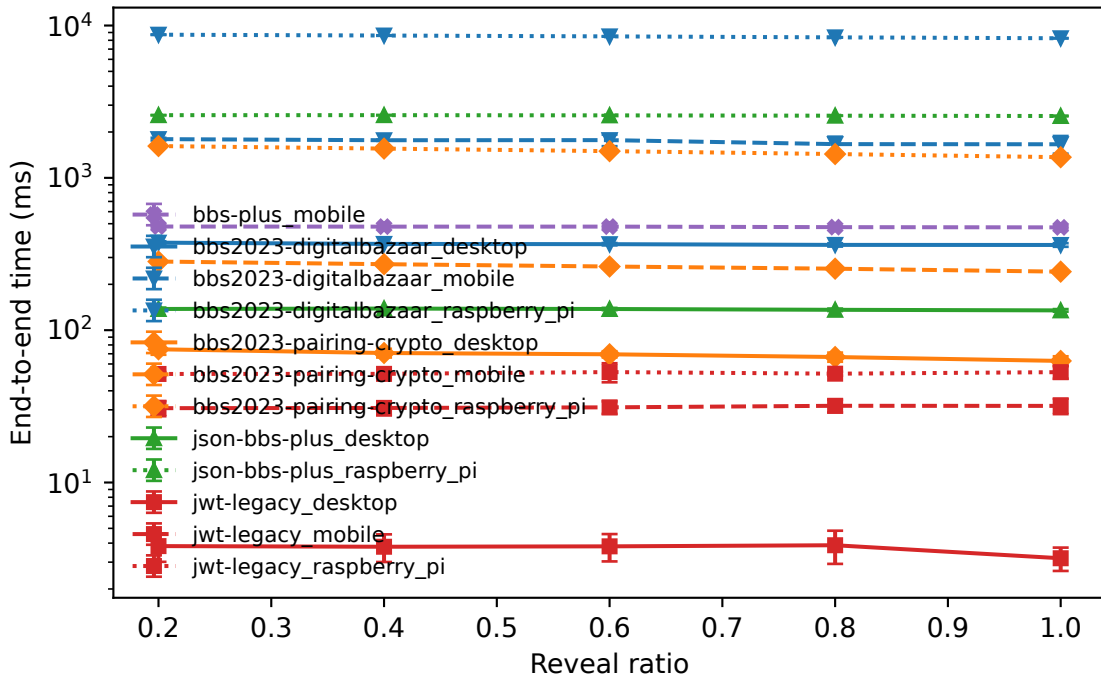
# End-to-end time (ms) vs Reveal — attrCount=8



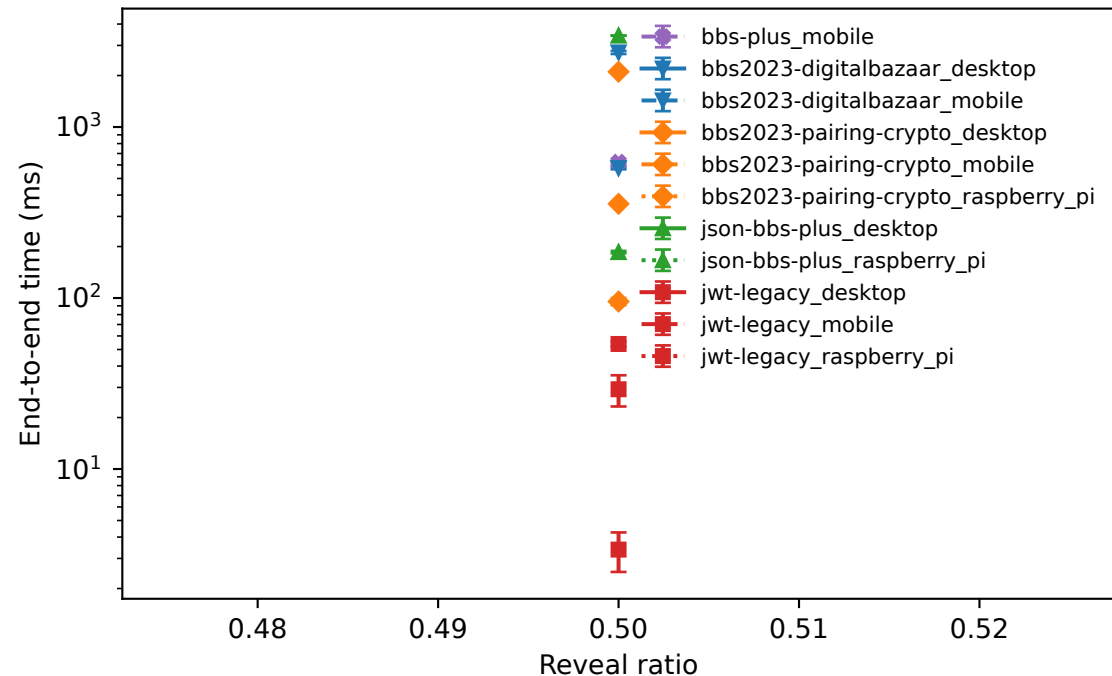
End-to-end time (ms) vs Reveal — attrCount=9



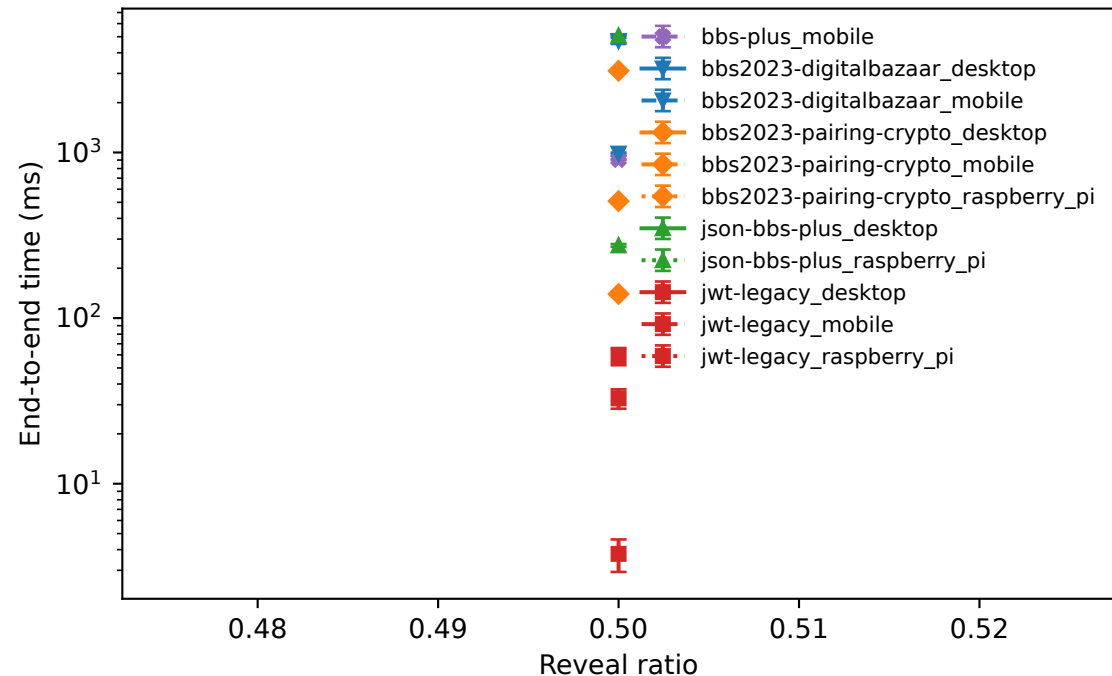
End-to-end time (ms) vs Reveal — attrCount=10



# End-to-end time (ms) vs Reveal — attrCount=20

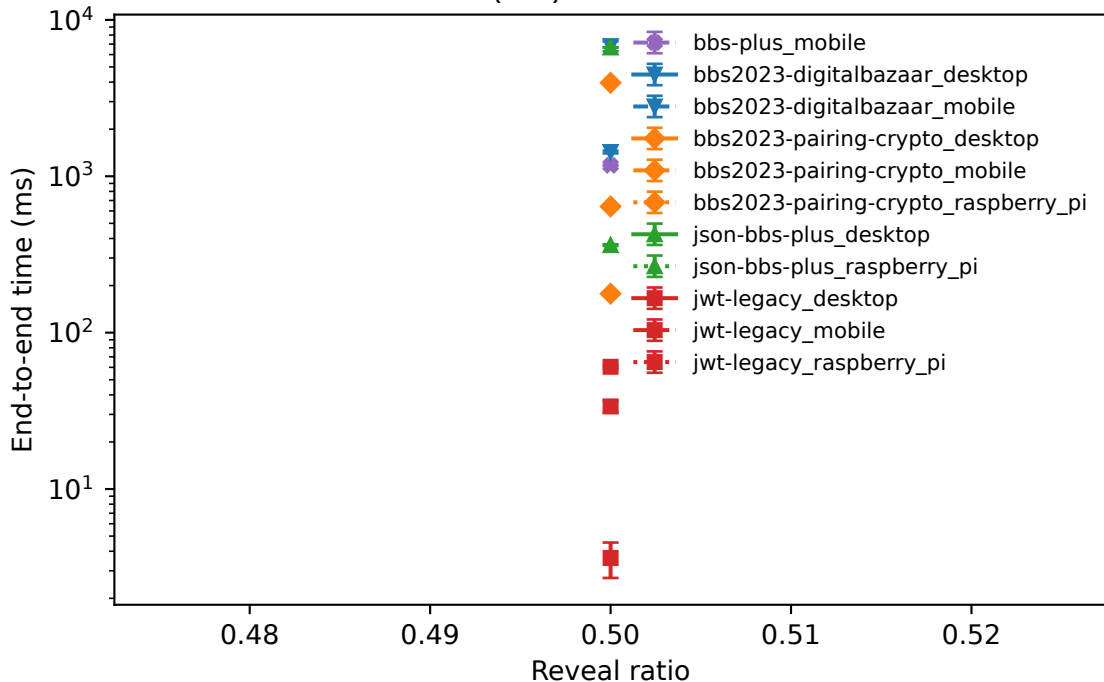


# End-to-end time (ms) vs Reveal — attrCount=40

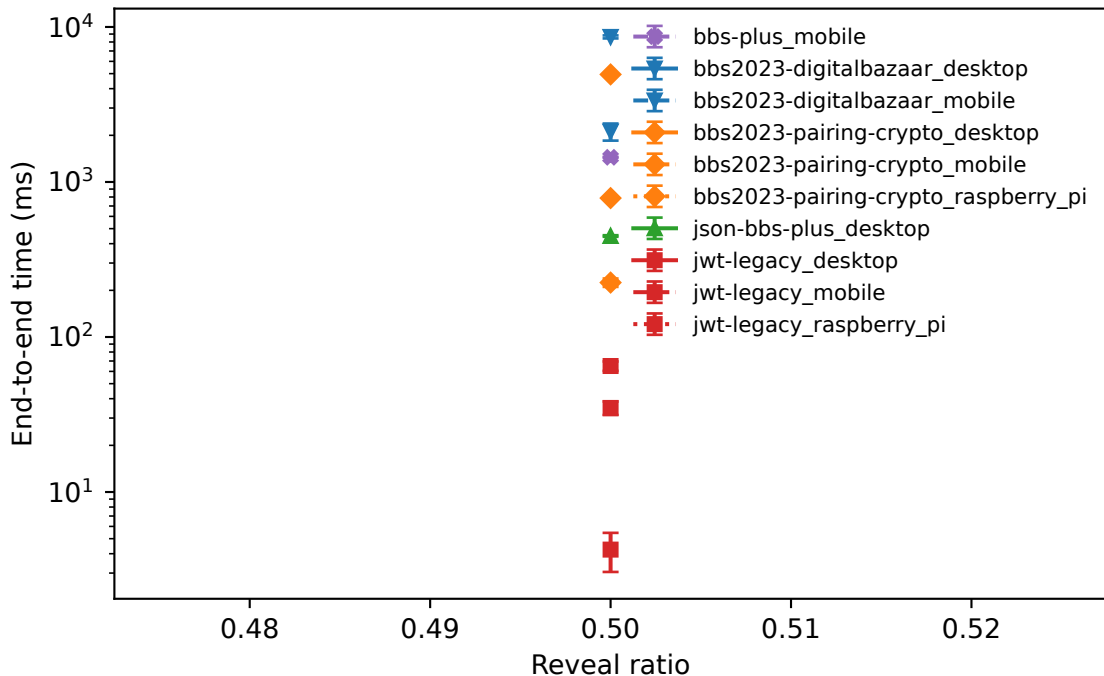




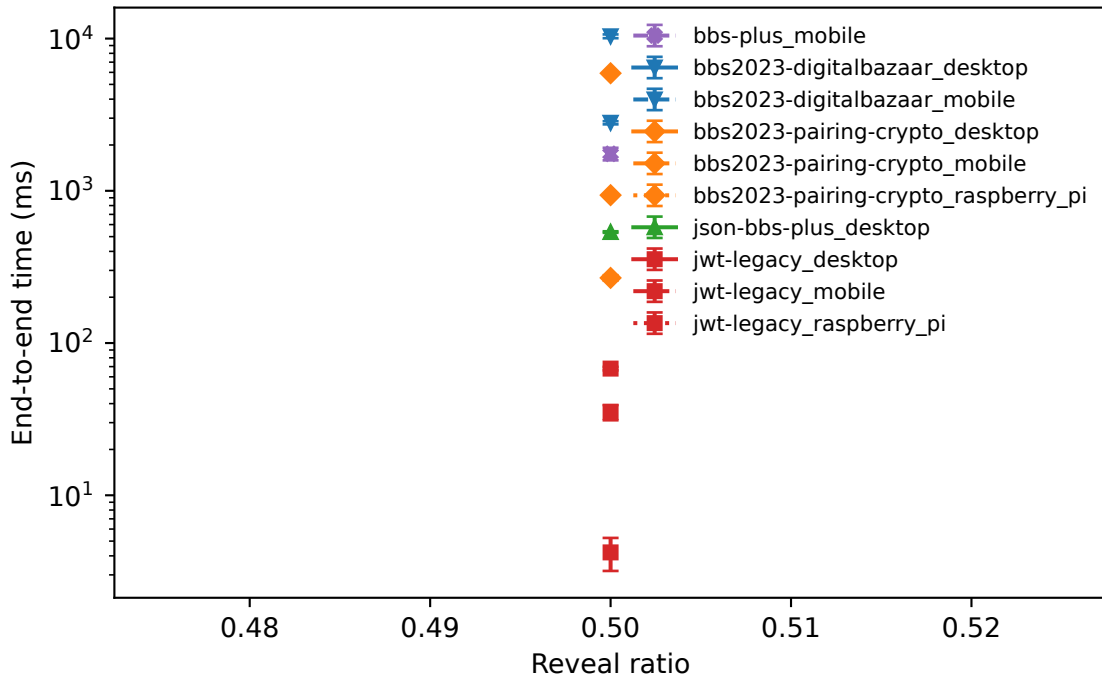
# End-to-end time (ms) vs Reveal — attrCount=60



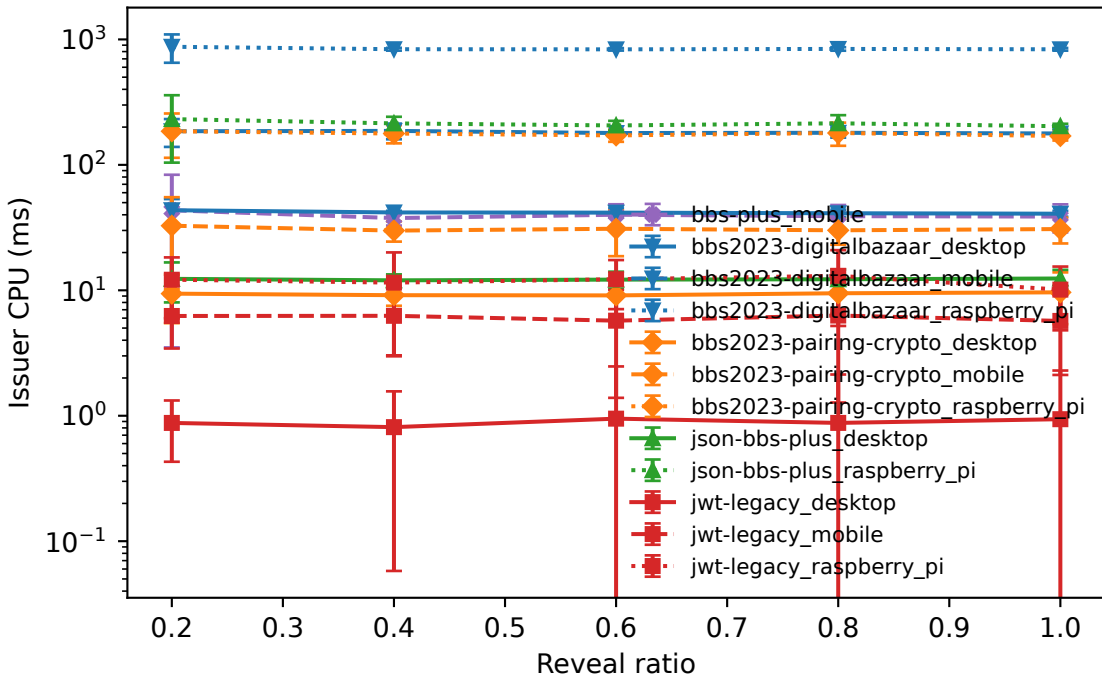
End-to-end time (ms) vs Reveal — attrCount=80



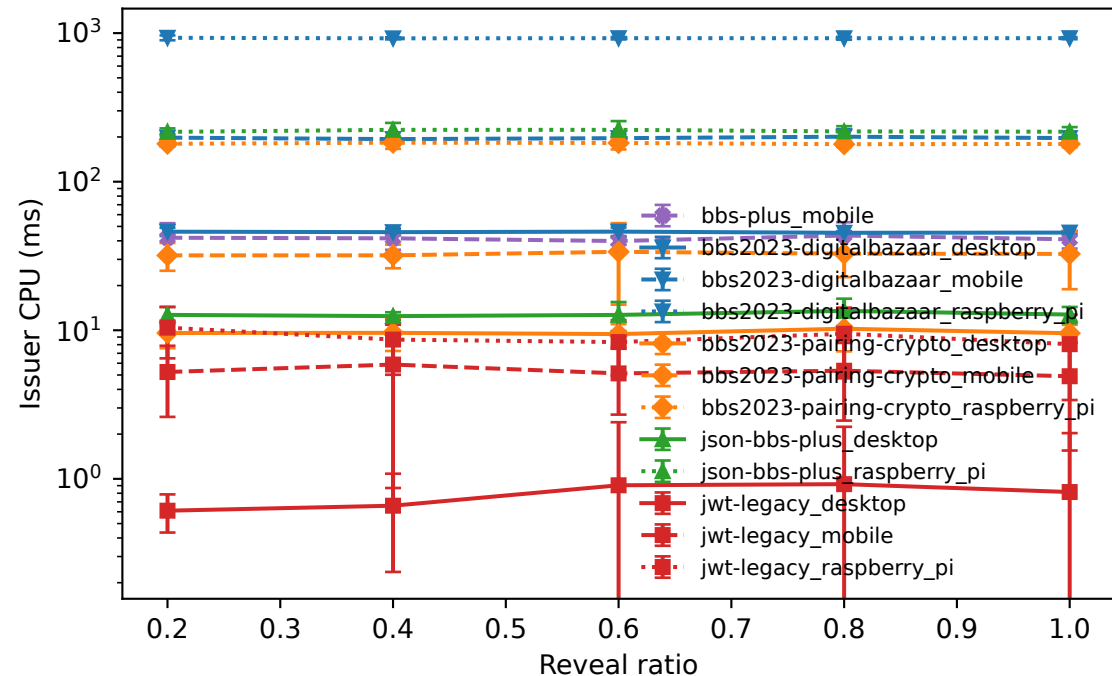
End-to-end time (ms) vs Reveal — attrCount=100



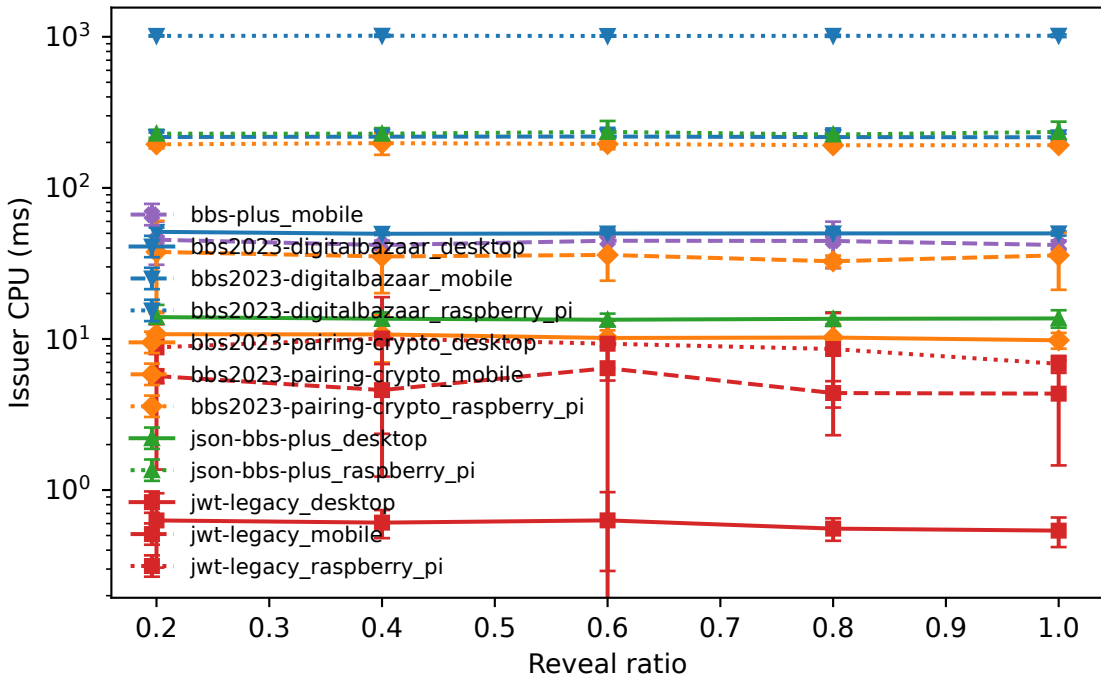
# Issuer CPU (ms) vs Reveal — attrCount=5



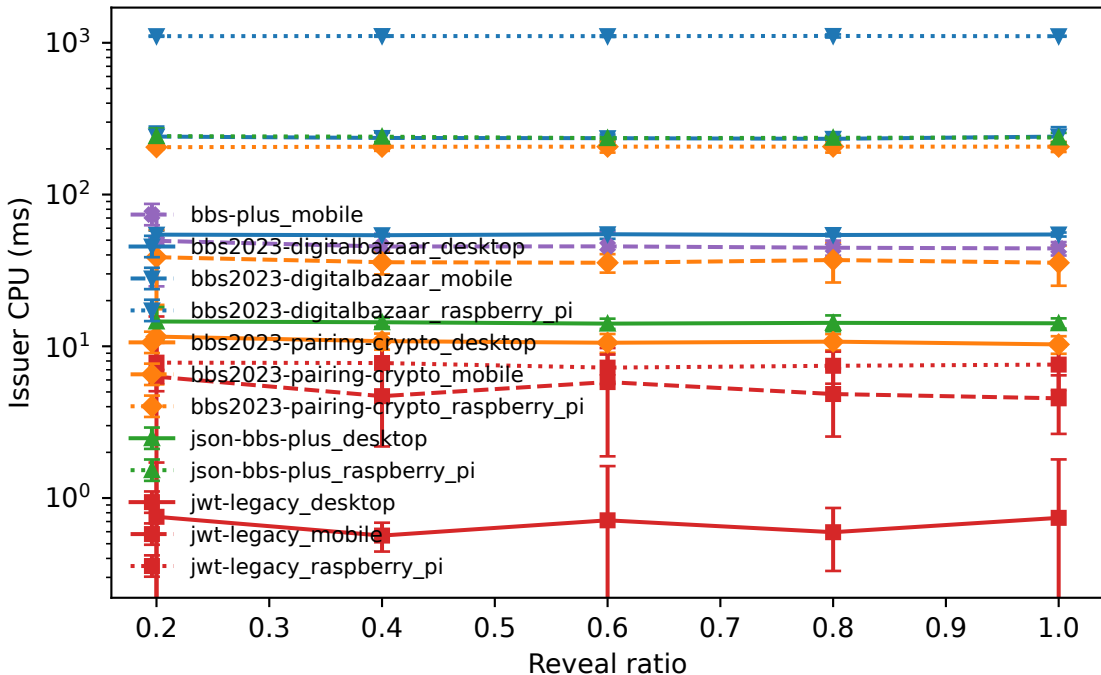
# Issuer CPU (ms) vs Reveal — attrCount=6



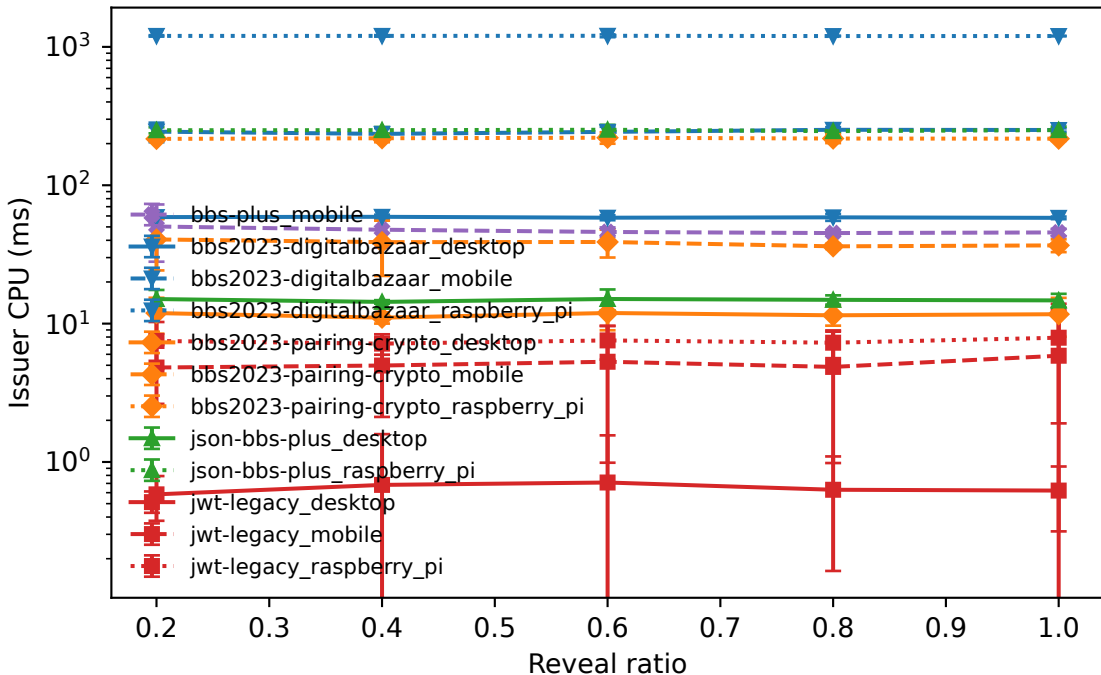
# Issuer CPU (ms) vs Reveal — attrCount=7



# Issuer CPU (ms) vs Reveal — attrCount=8

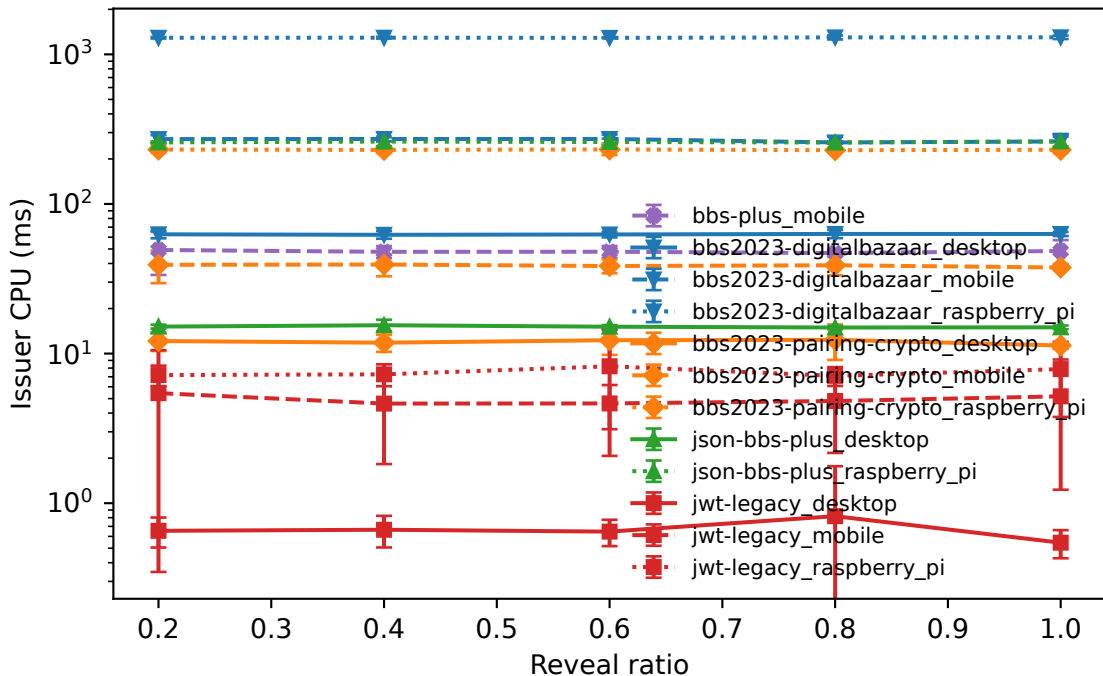


# Issuer CPU (ms) vs Reveal — attrCount=9

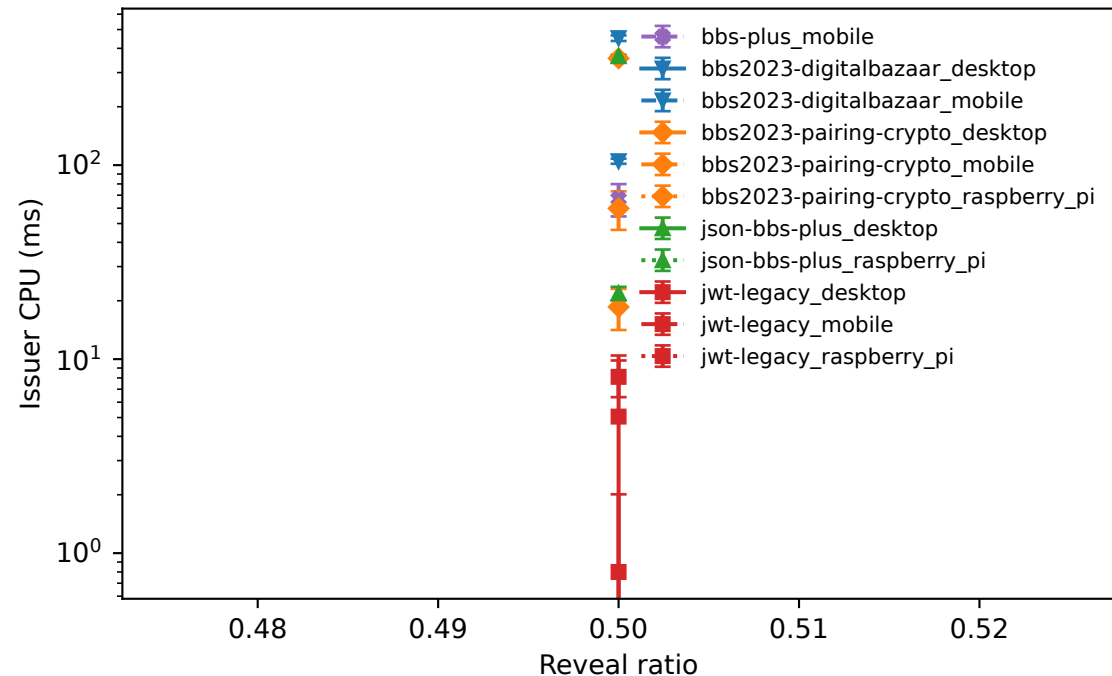




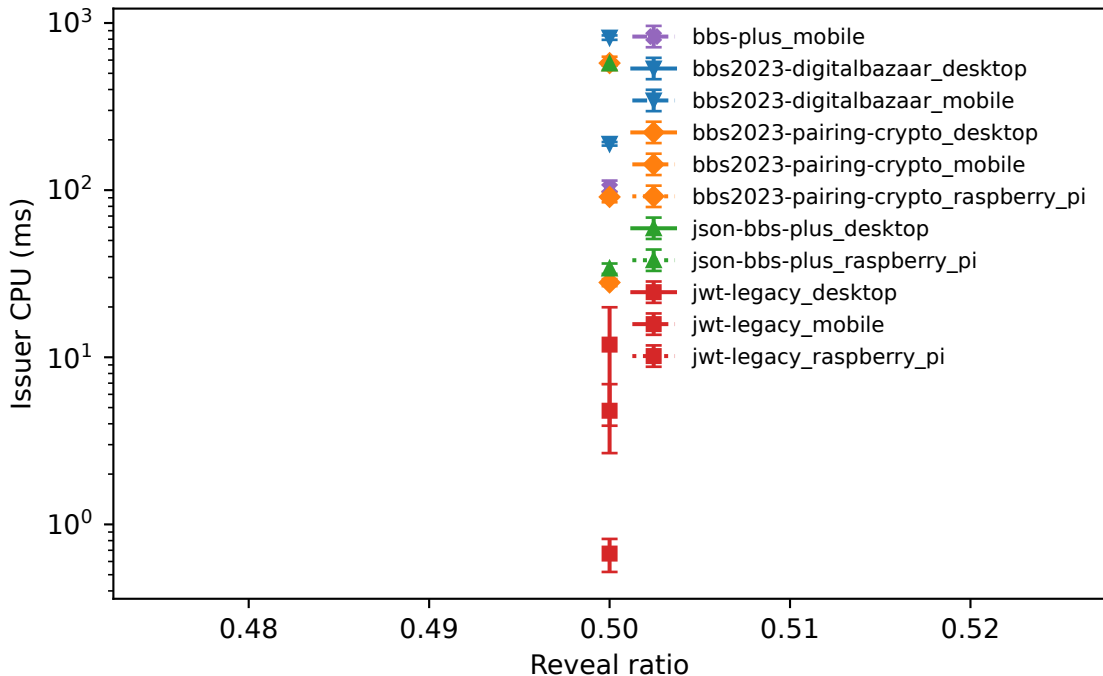
Issuer CPU (ms) vs Reveal — attrCount=10



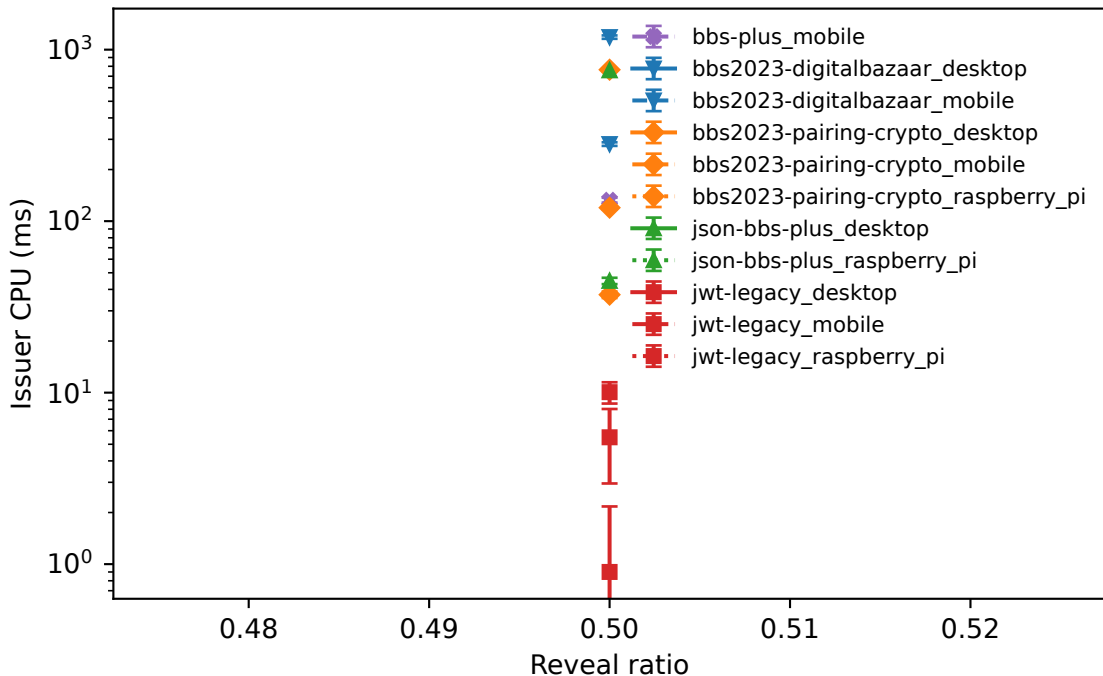
# Issuer CPU (ms) vs Reveal — attrCount=20



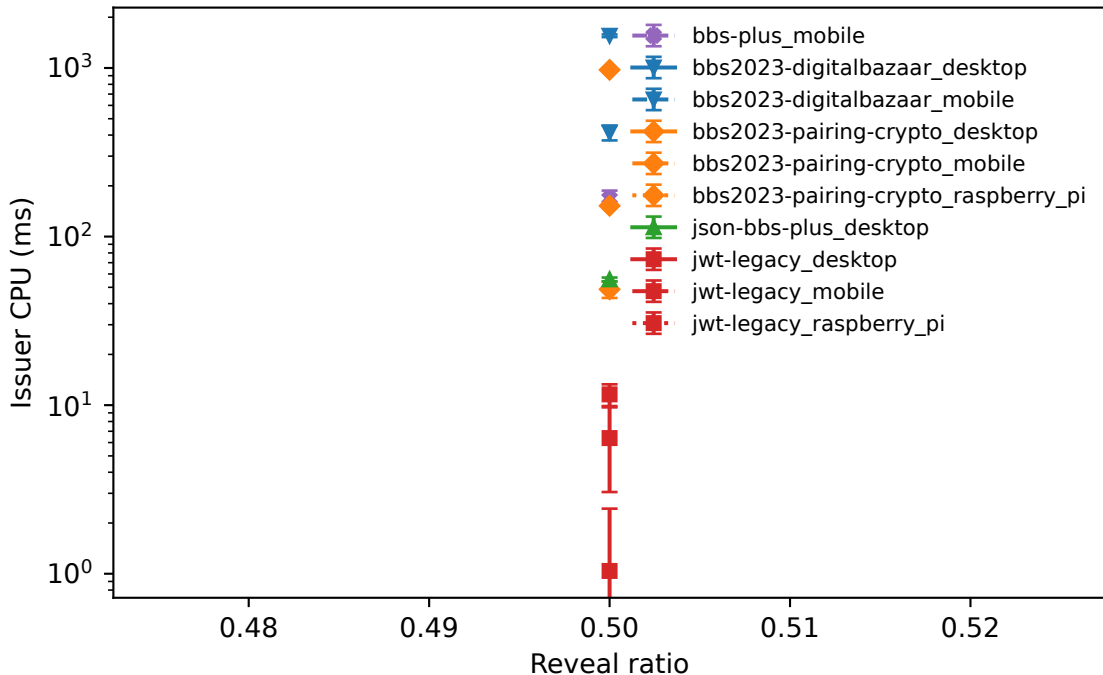
# Issuer CPU (ms) vs Reveal — attrCount=40



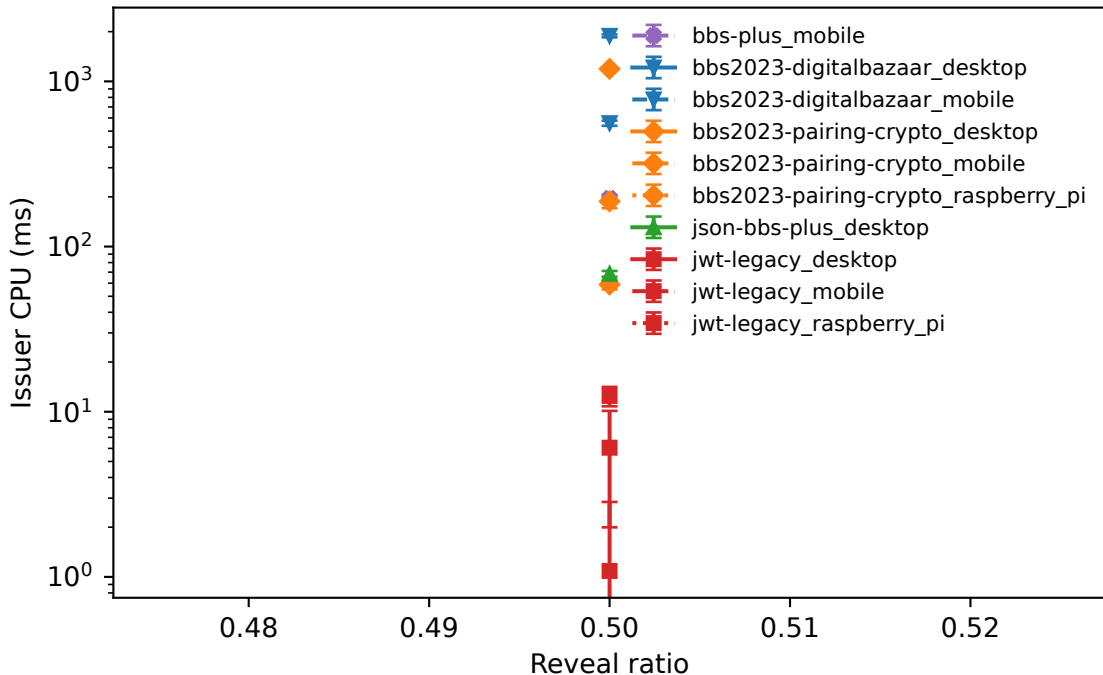
# Issuer CPU (ms) vs Reveal — attrCount=60



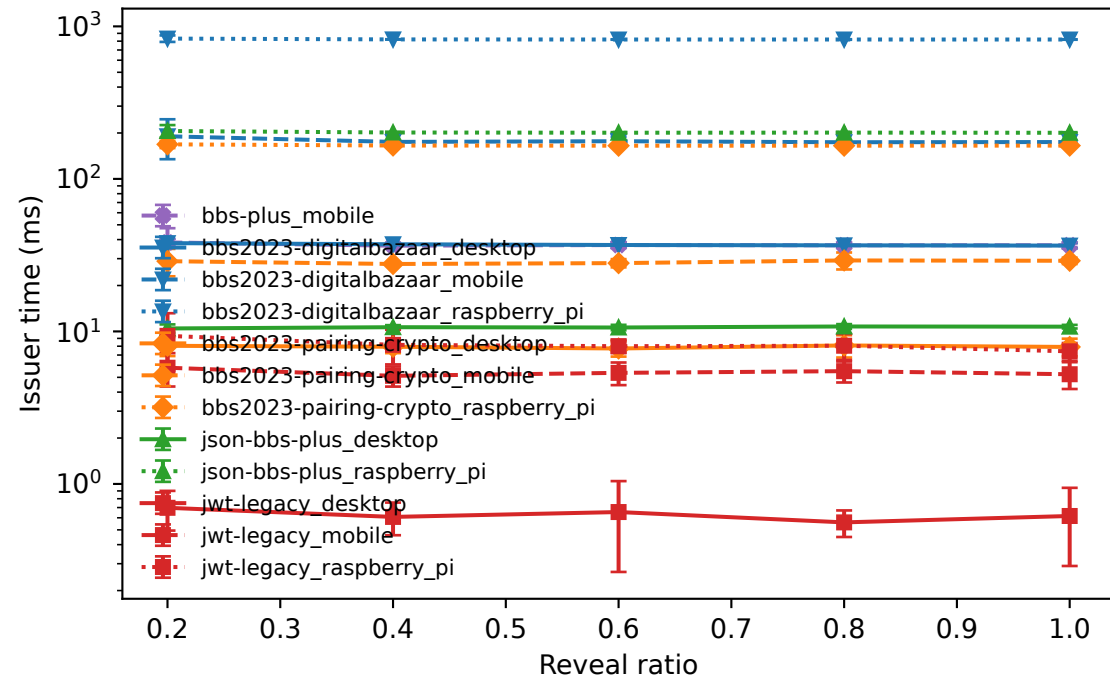
# Issuer CPU (ms) vs Reveal — attrCount=80



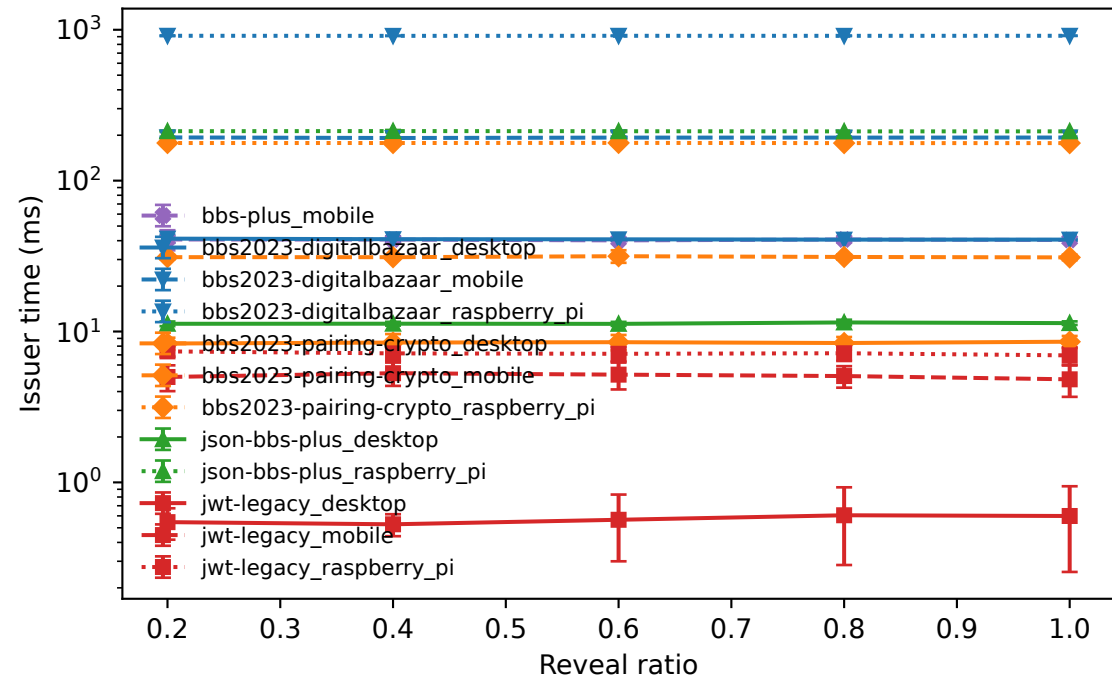
# Issuer CPU (ms) vs Reveal — attrCount=100



# Issuer time (ms) vs Reveal — attrCount=5

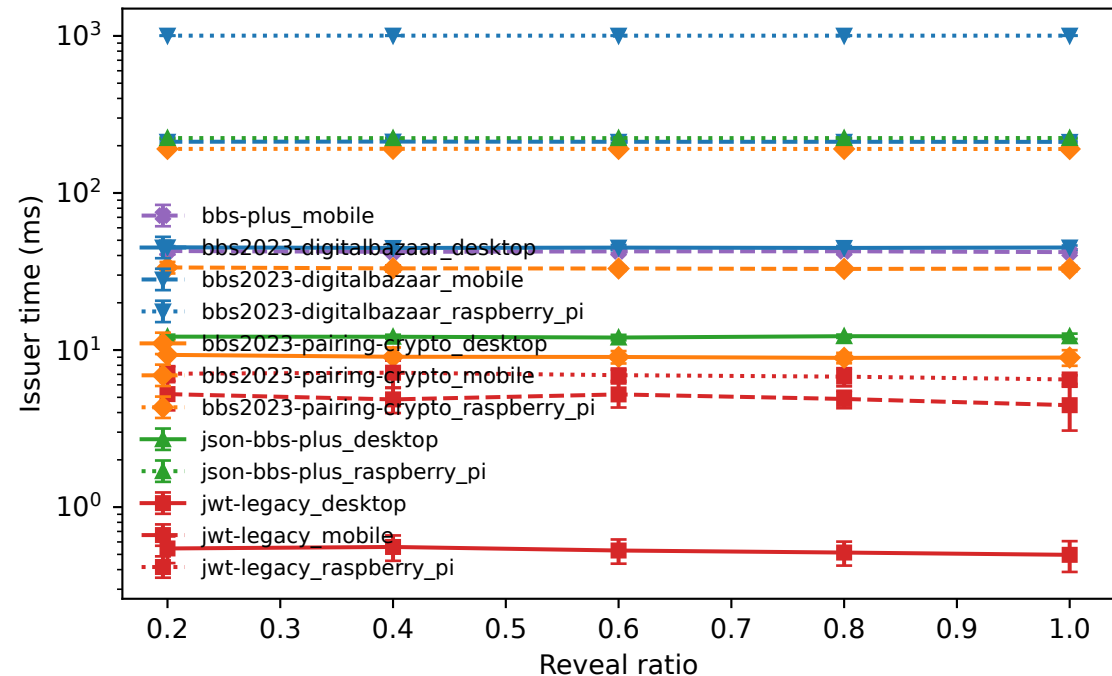


# Issuer time (ms) vs Reveal — attrCount=6

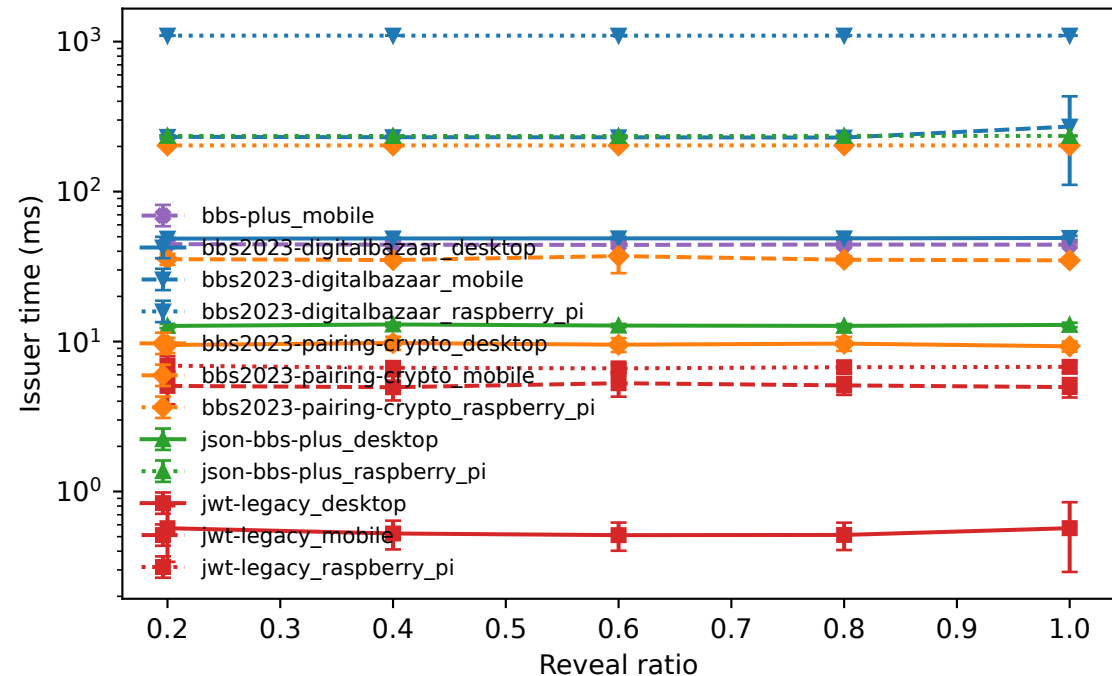




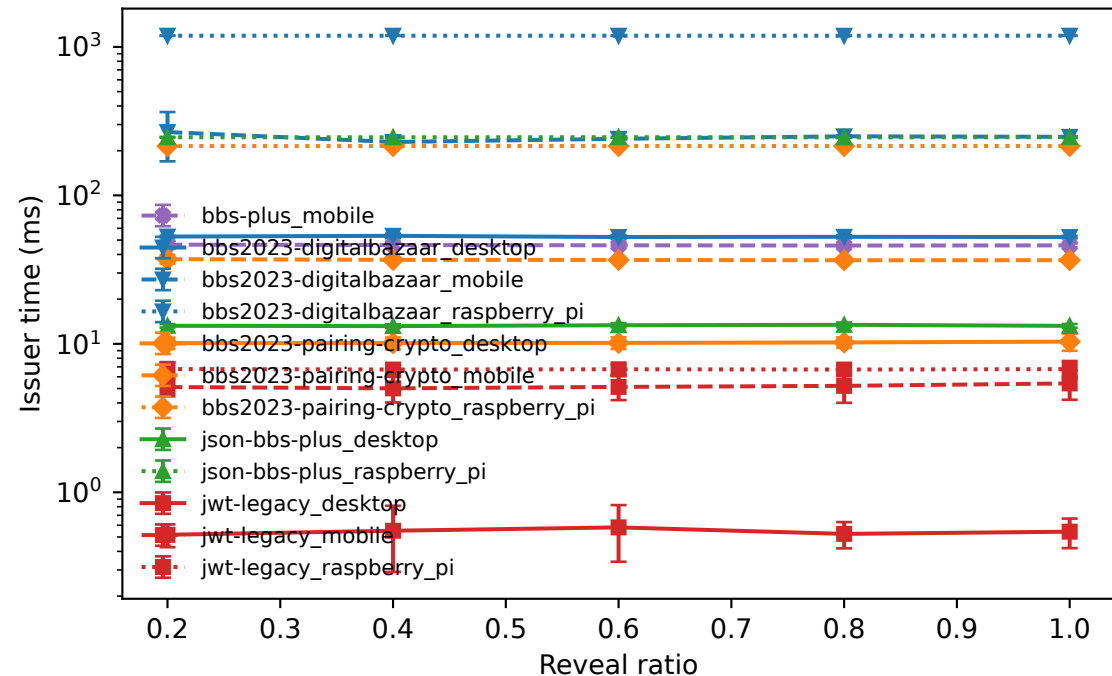
# Issuer time (ms) vs Reveal — attrCount=7



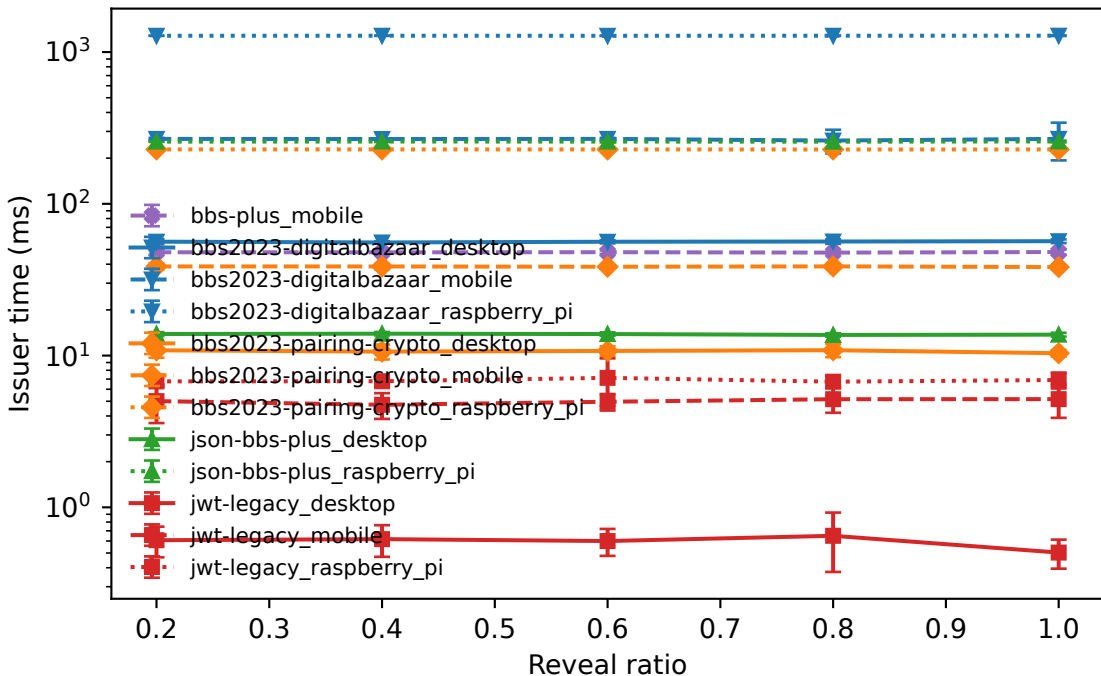
# Issuer time (ms) vs Reveal — attrCount=8



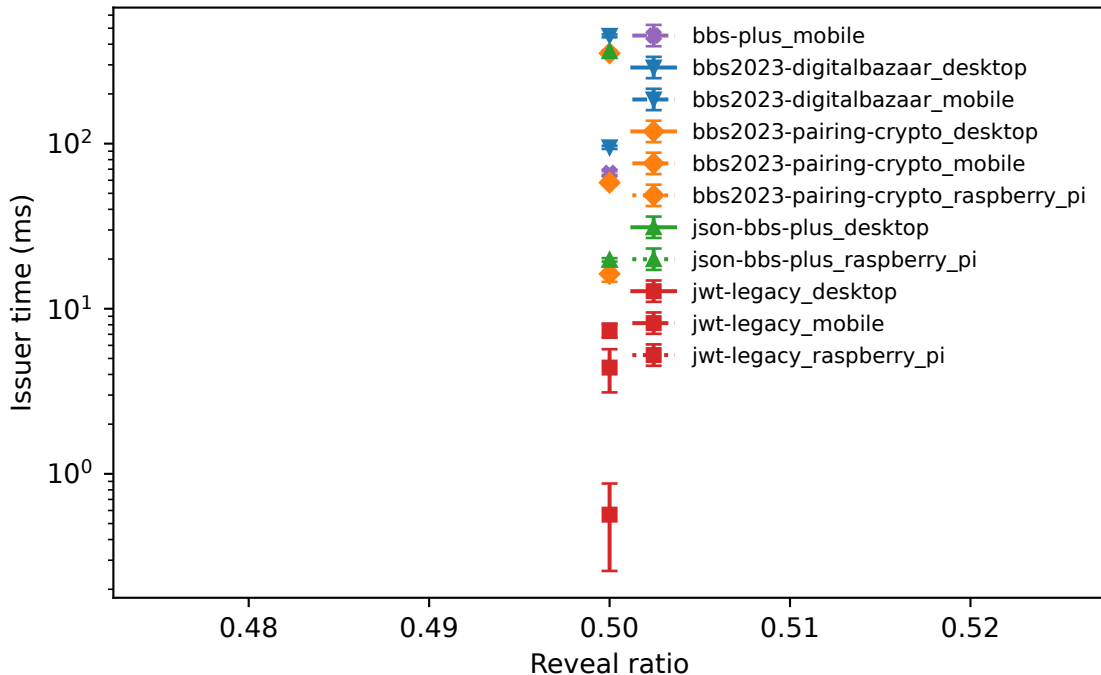
# Issuer time (ms) vs Reveal — attrCount=9



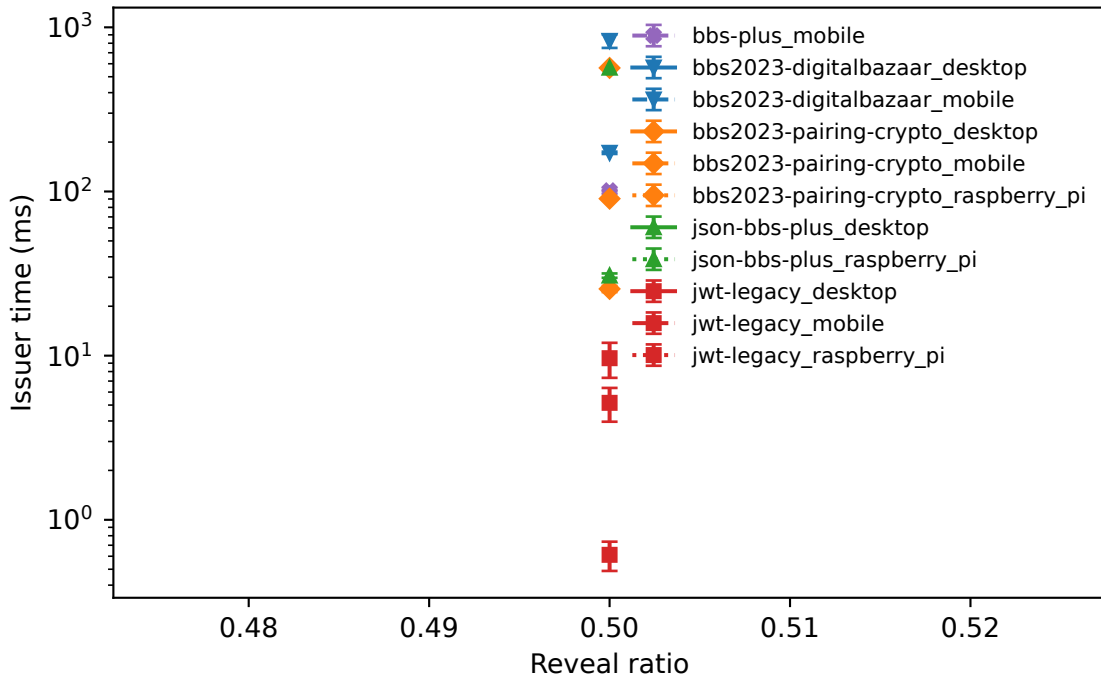
# Issuer time (ms) vs Reveal — attrCount=10



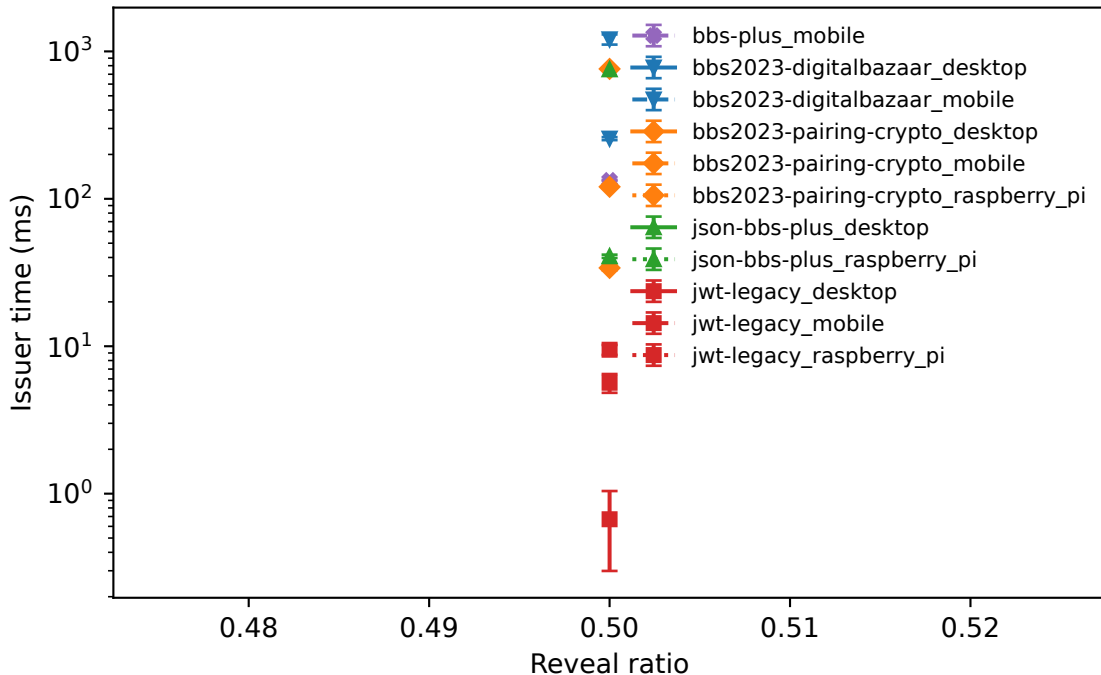
# Issuer time (ms) vs Reveal — attrCount=20



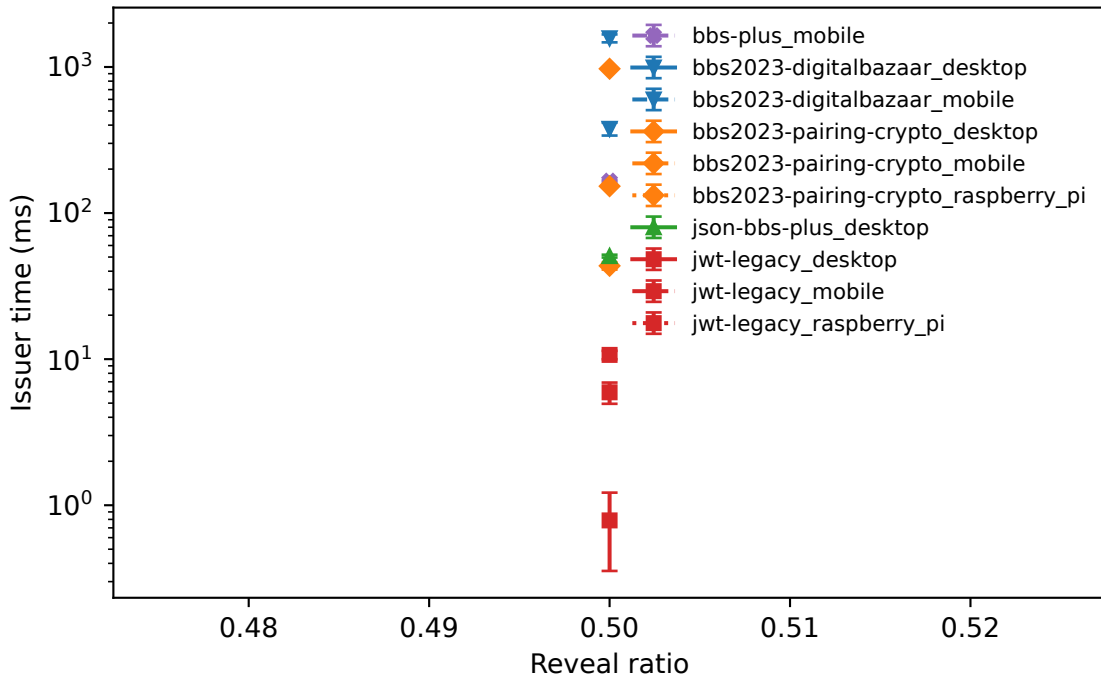
# Issuer time (ms) vs Reveal — attrCount=40



# Issuer time (ms) vs Reveal — attrCount=60

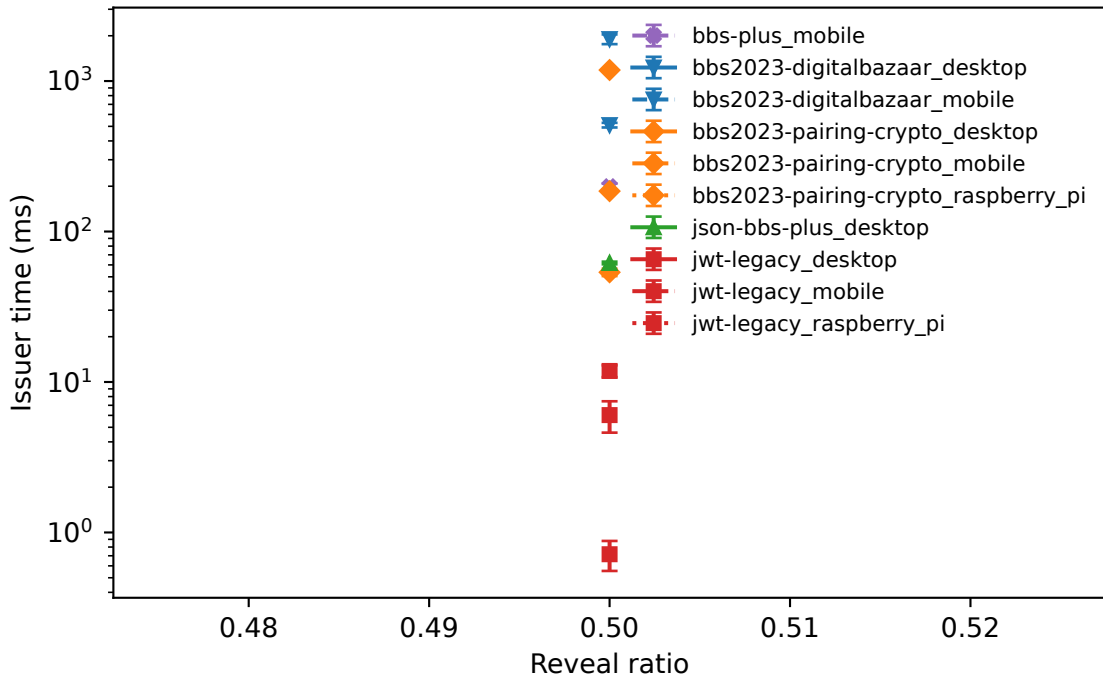


# Issuer time (ms) vs Reveal — attrCount=80

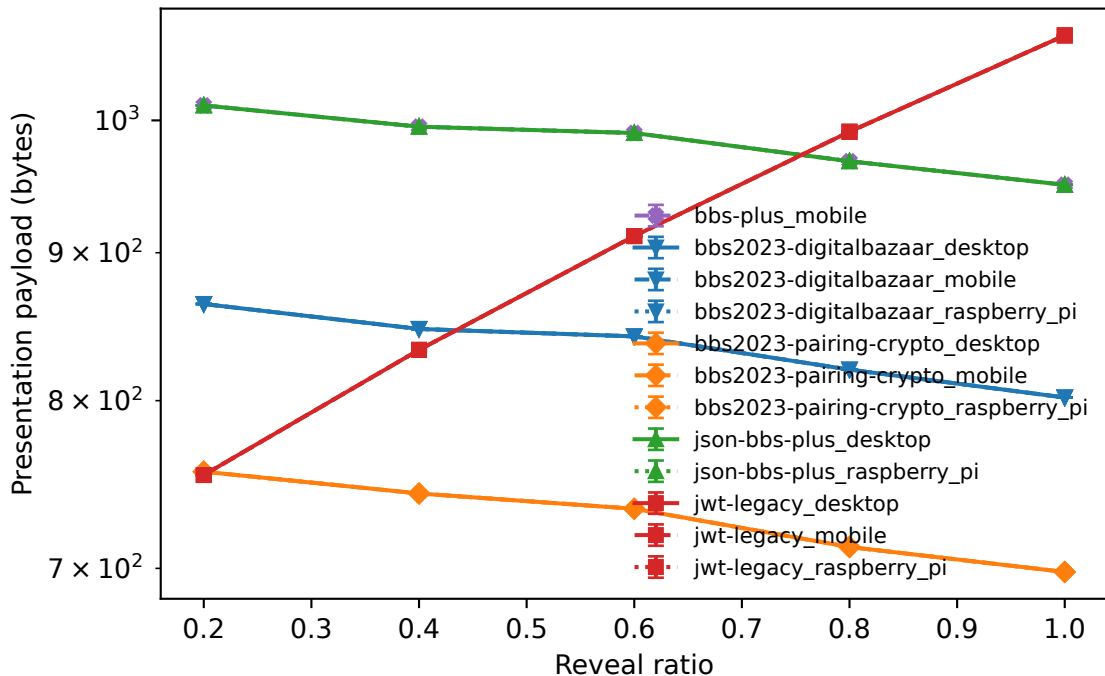




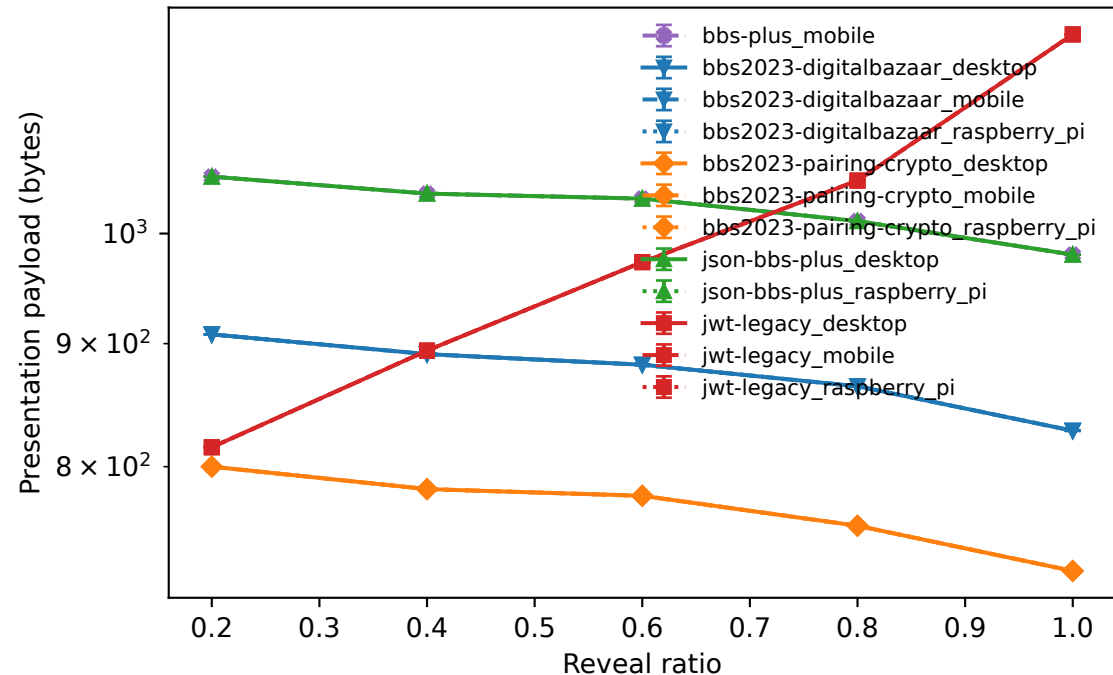
# Issuer time (ms) vs Reveal — attrCount=100



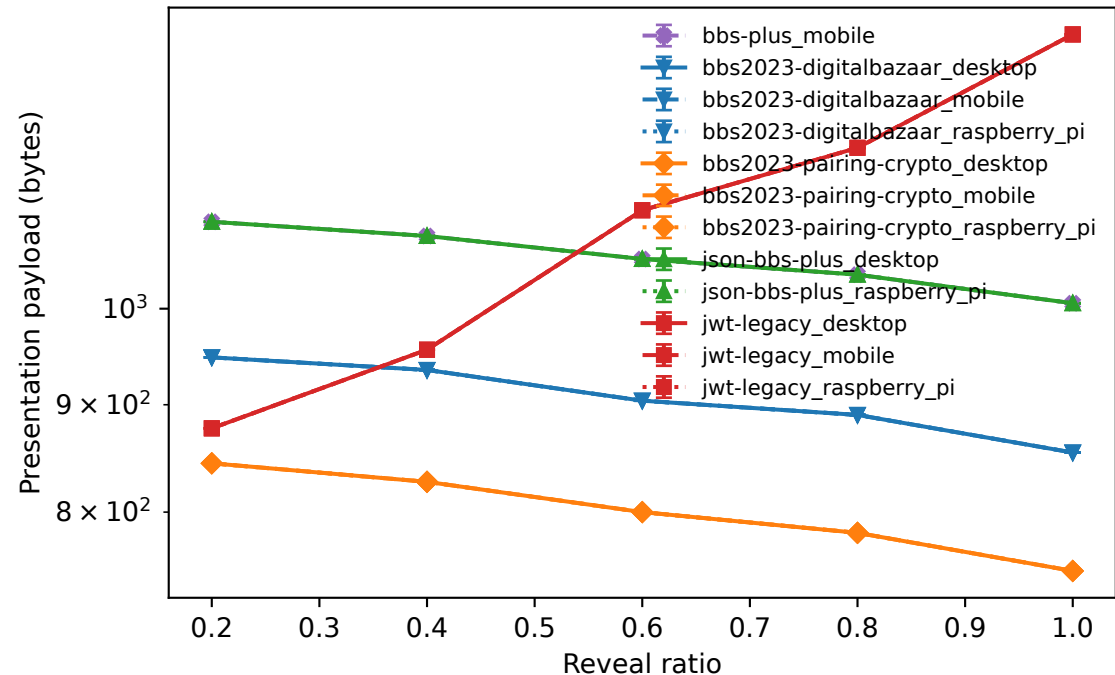
Presentation payload (bytes) vs Reveal — attrCount=5



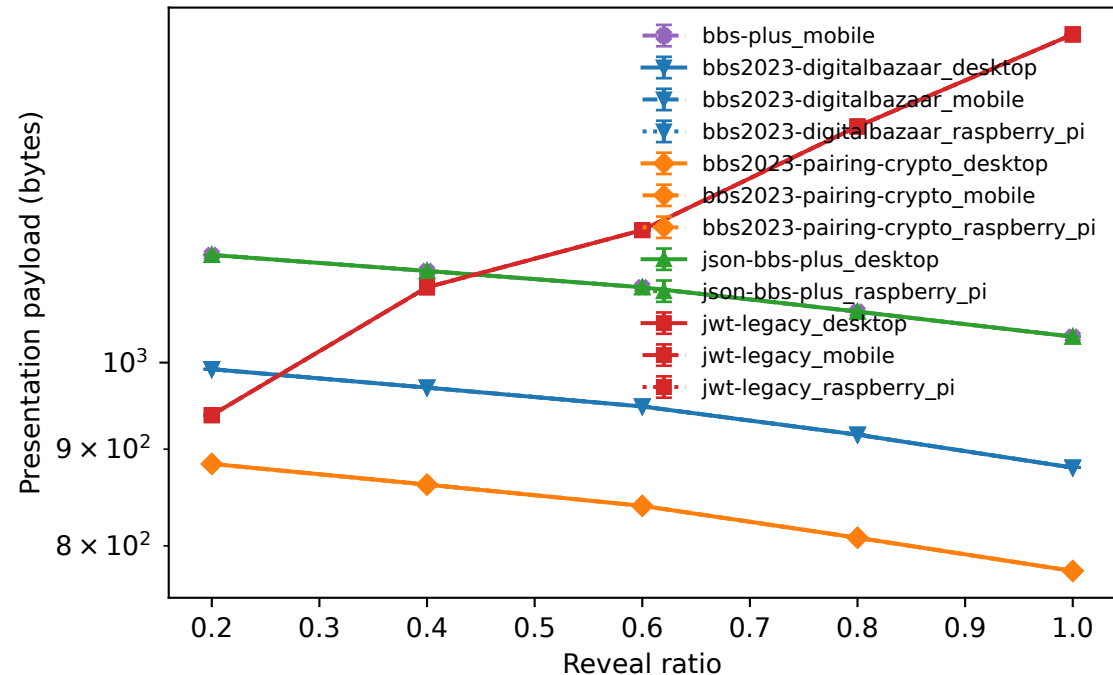
Presentation payload (bytes) vs Reveal — attrCount=6



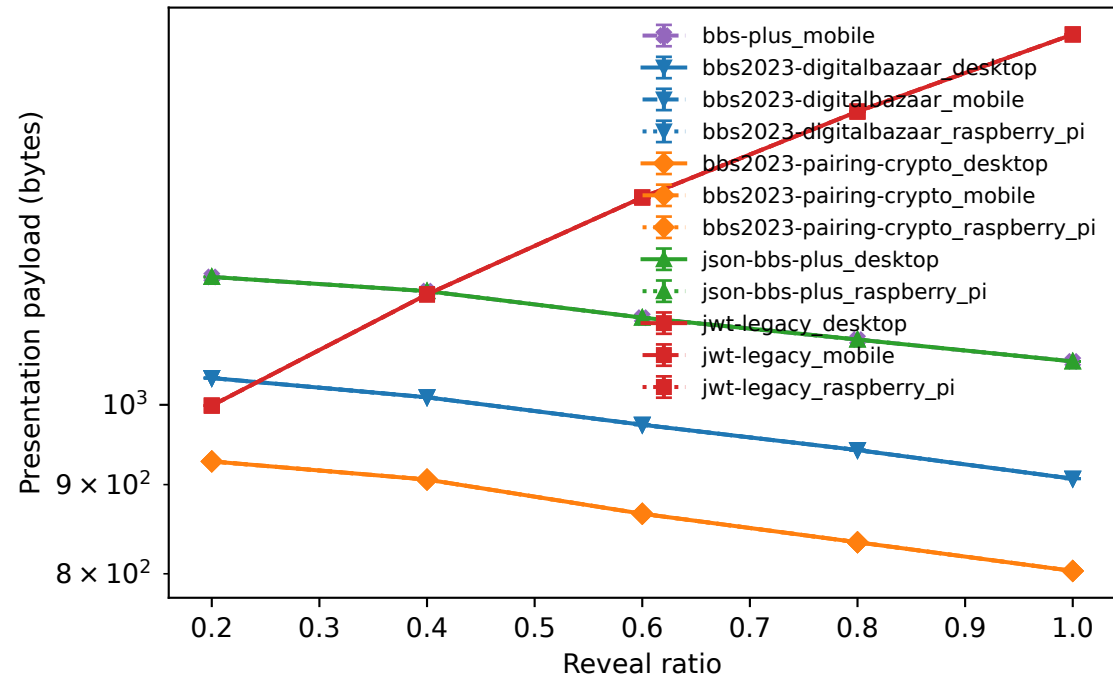
Presentation payload (bytes) vs Reveal — attrCount=7



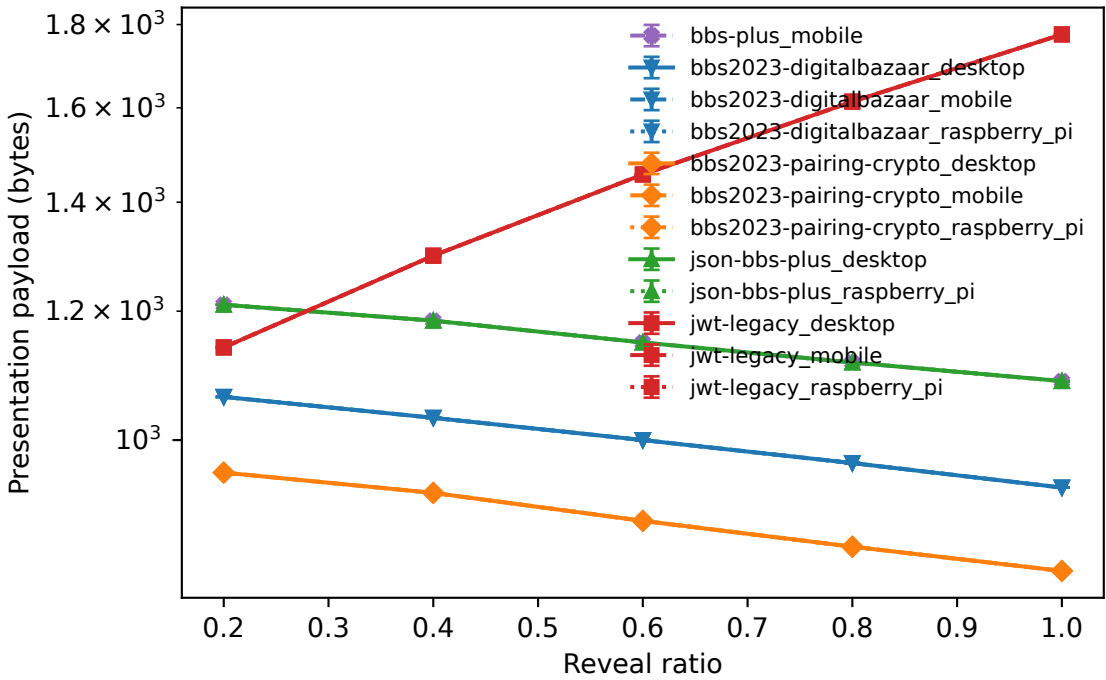
Presentation payload (bytes) vs Reveal — attrCount=8



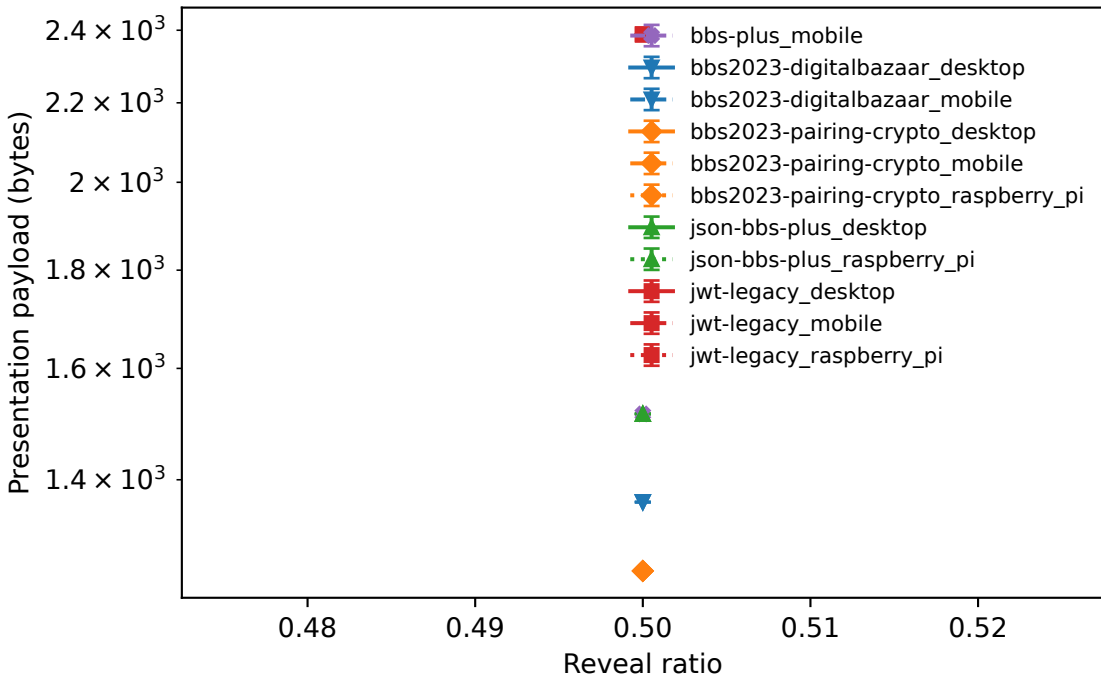
Presentation payload (bytes) vs Reveal — attrCount=9



Presentation payload (bytes) vs Reveal — attrCount=10

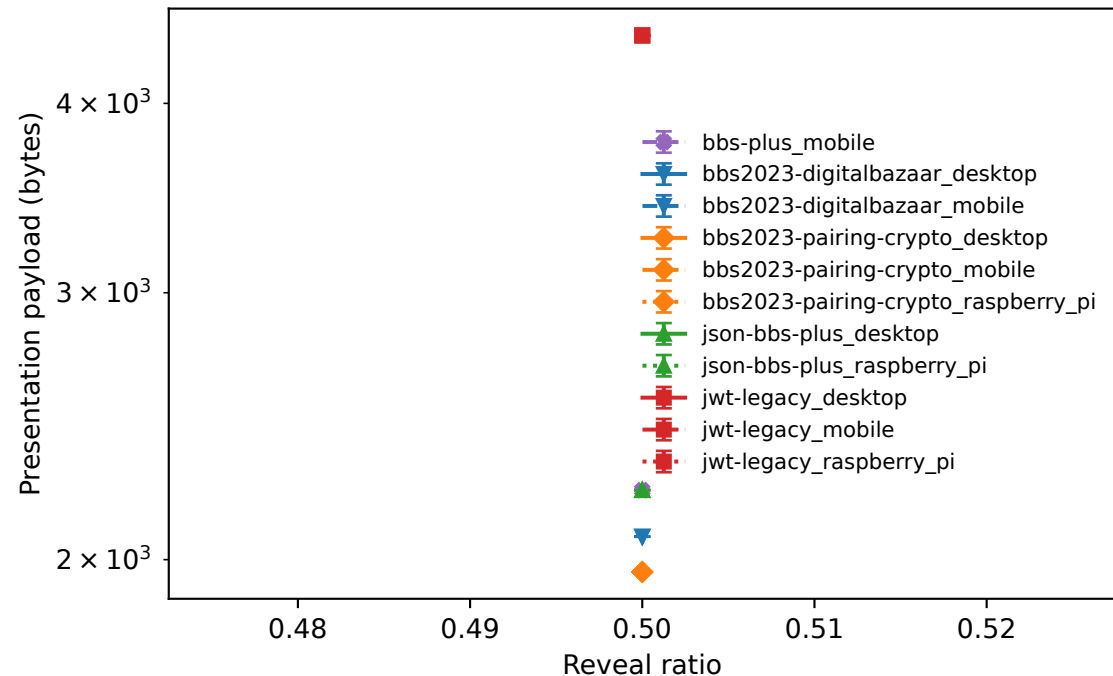


Presentation payload (bytes) vs Reveal — attrCount=20

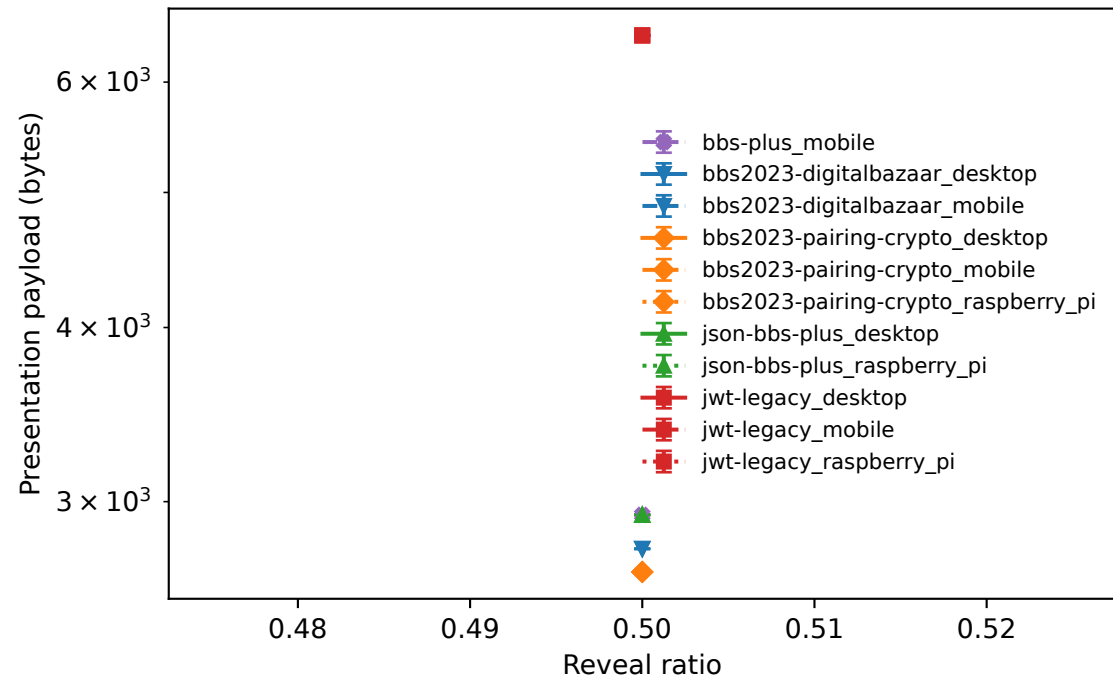




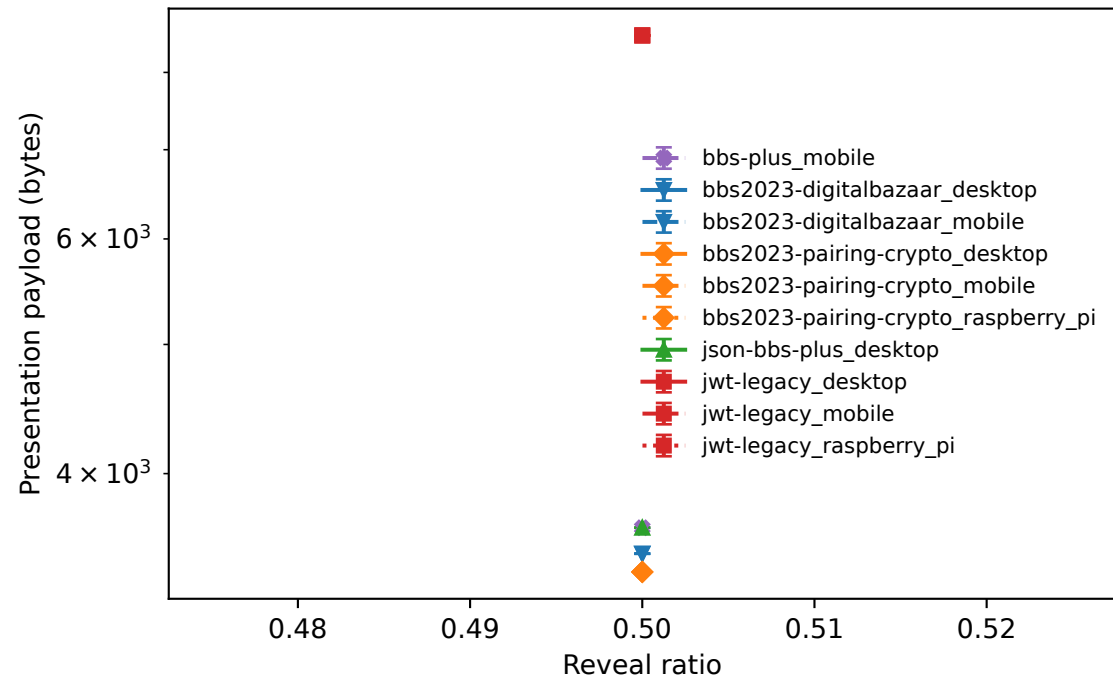
Presentation payload (bytes) vs Reveal — attrCount=40



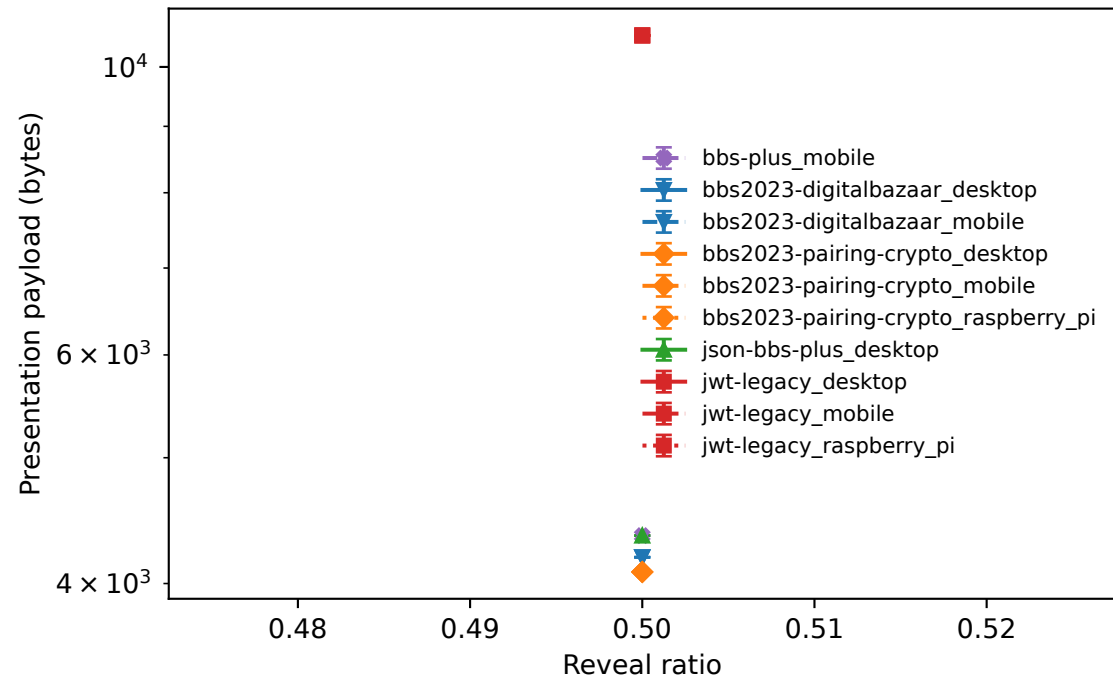
Presentation payload (bytes) vs Reveal — attrCount=60



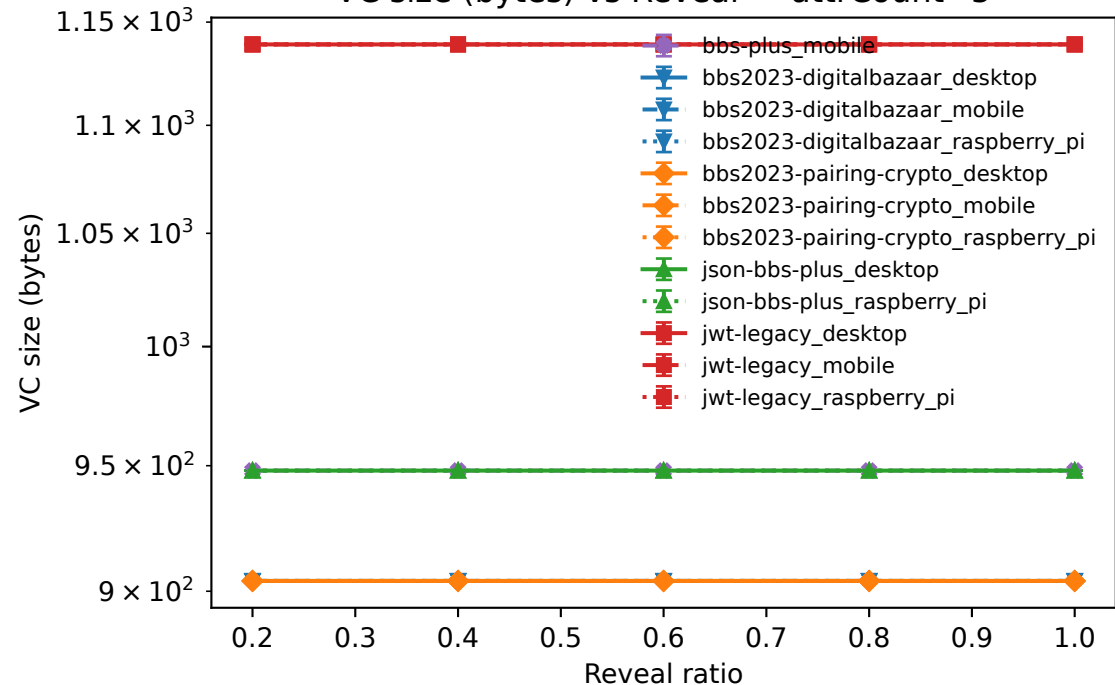
Presentation payload (bytes) vs Reveal — attrCount=80



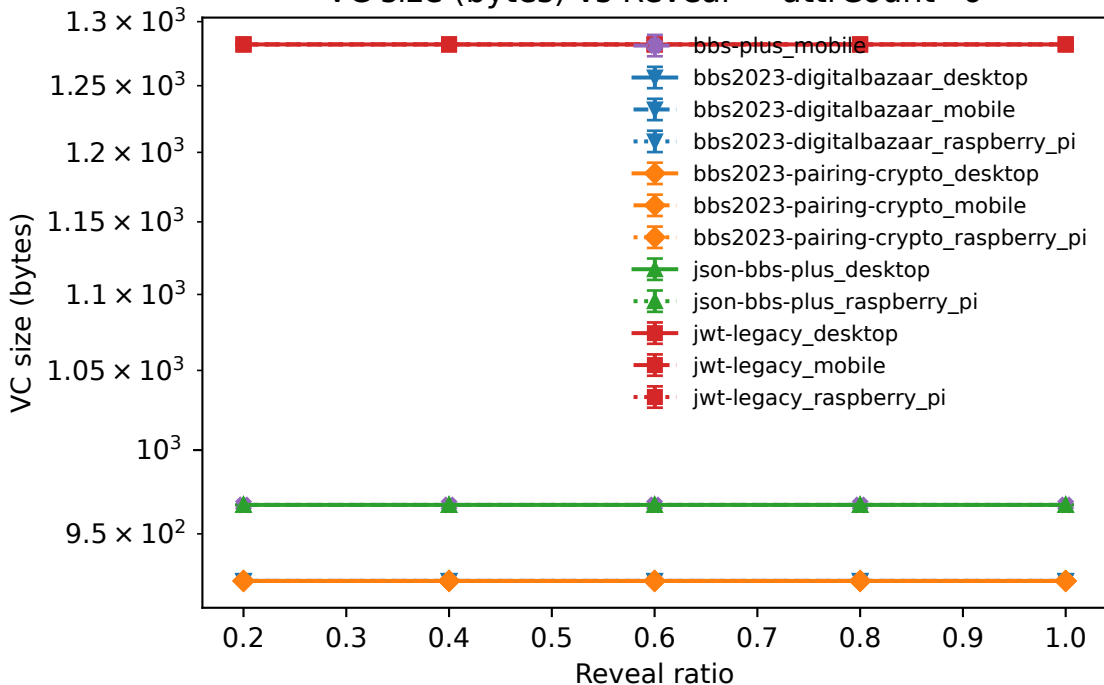
Presentation payload (bytes) vs Reveal — attrCount=100



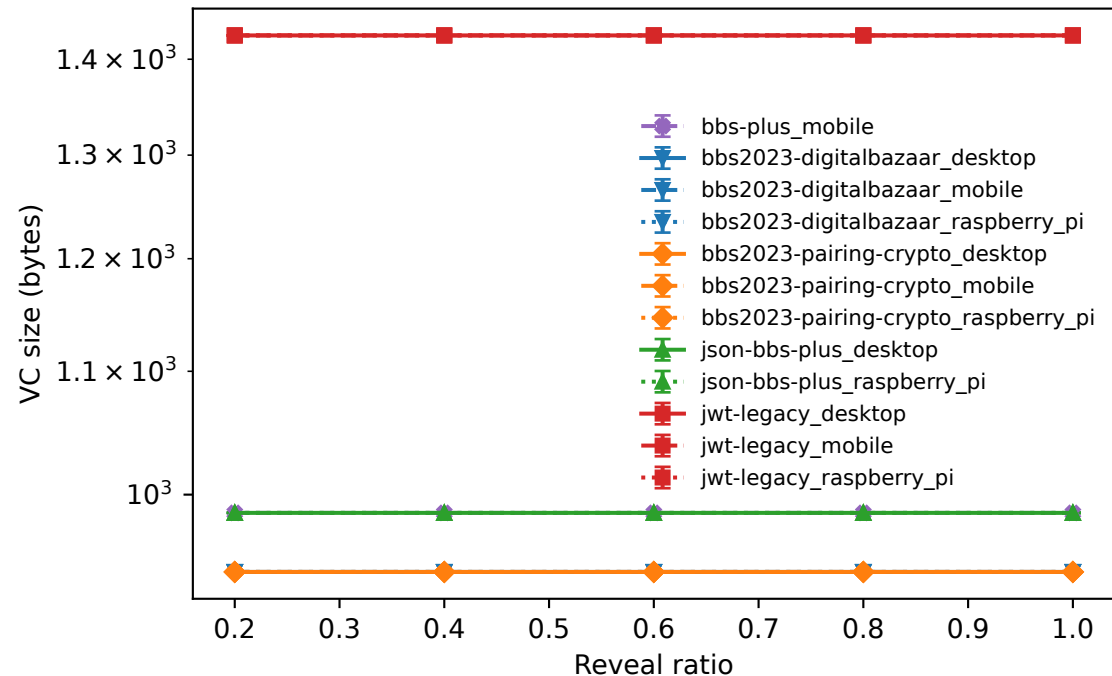
# VC size (bytes) vs Reveal — attrCount=5



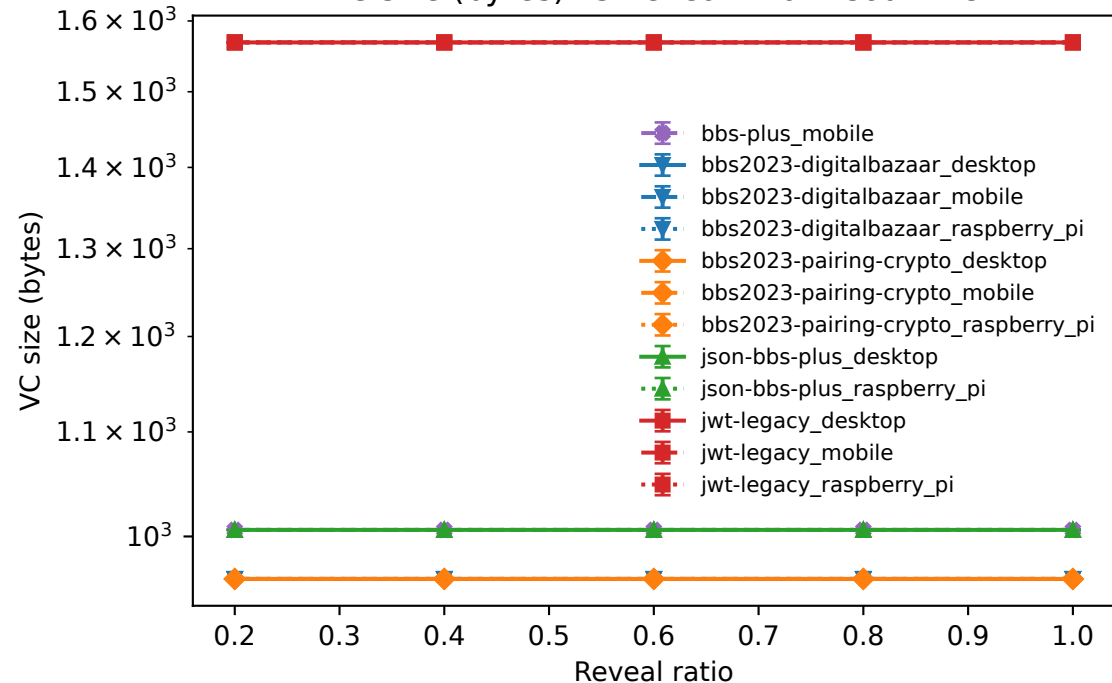
VC size (bytes) vs Reveal — attrCount=6



VC size (bytes) vs Reveal — attrCount=7

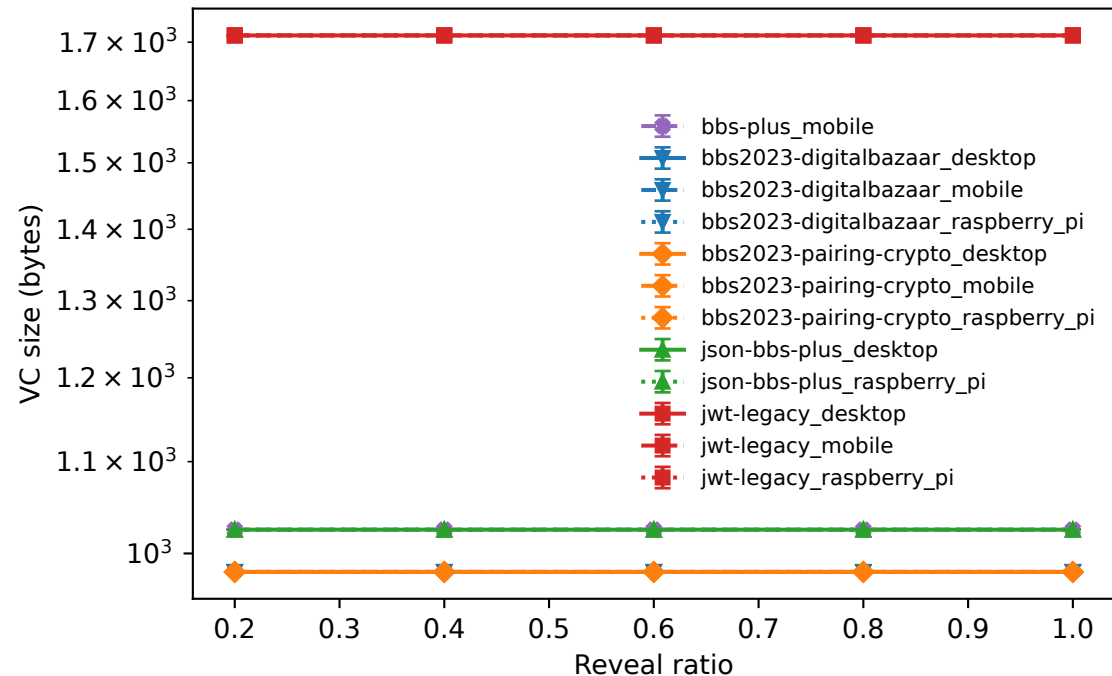


VC size (bytes) vs Reveal — attrCount=8

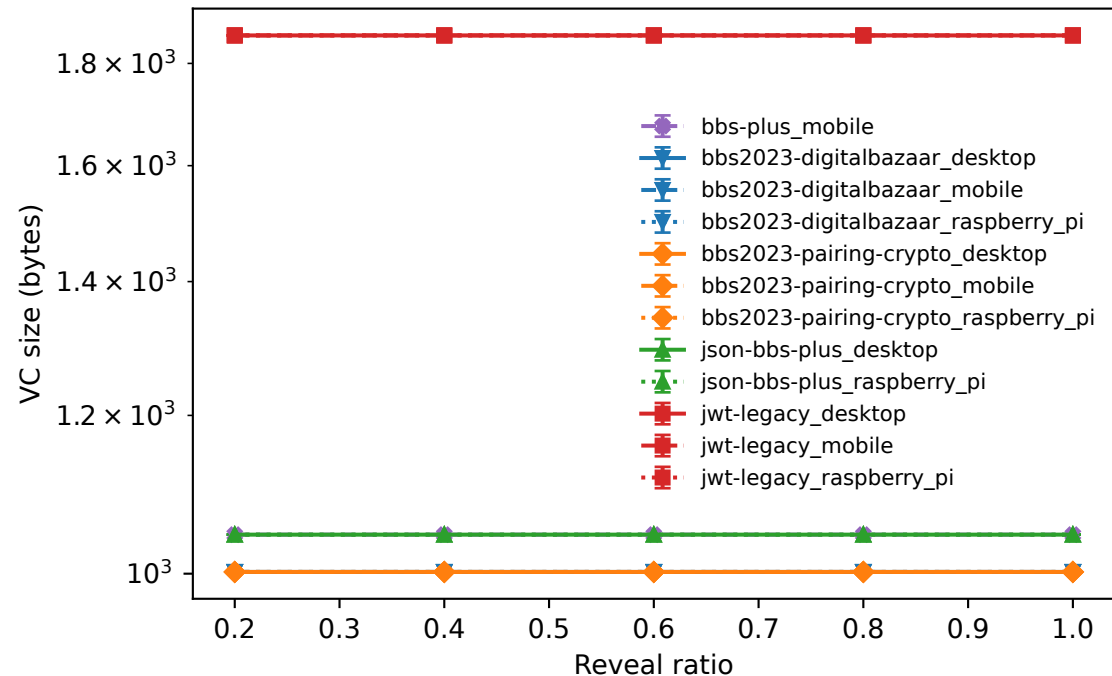




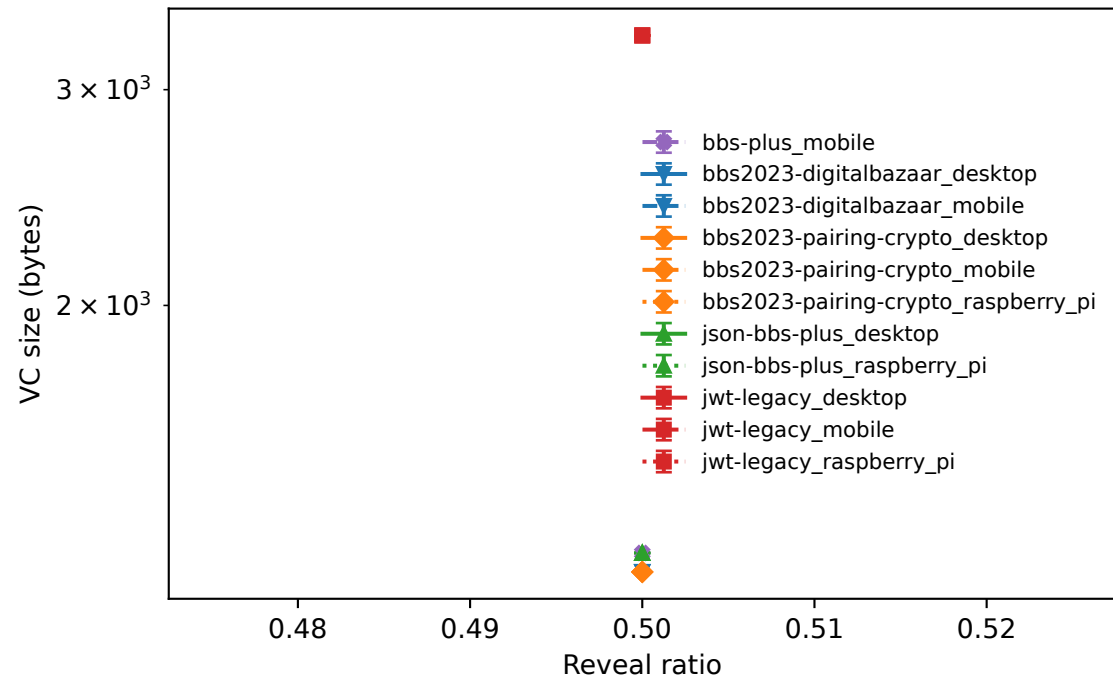
VC size (bytes) vs Reveal — attrCount=9



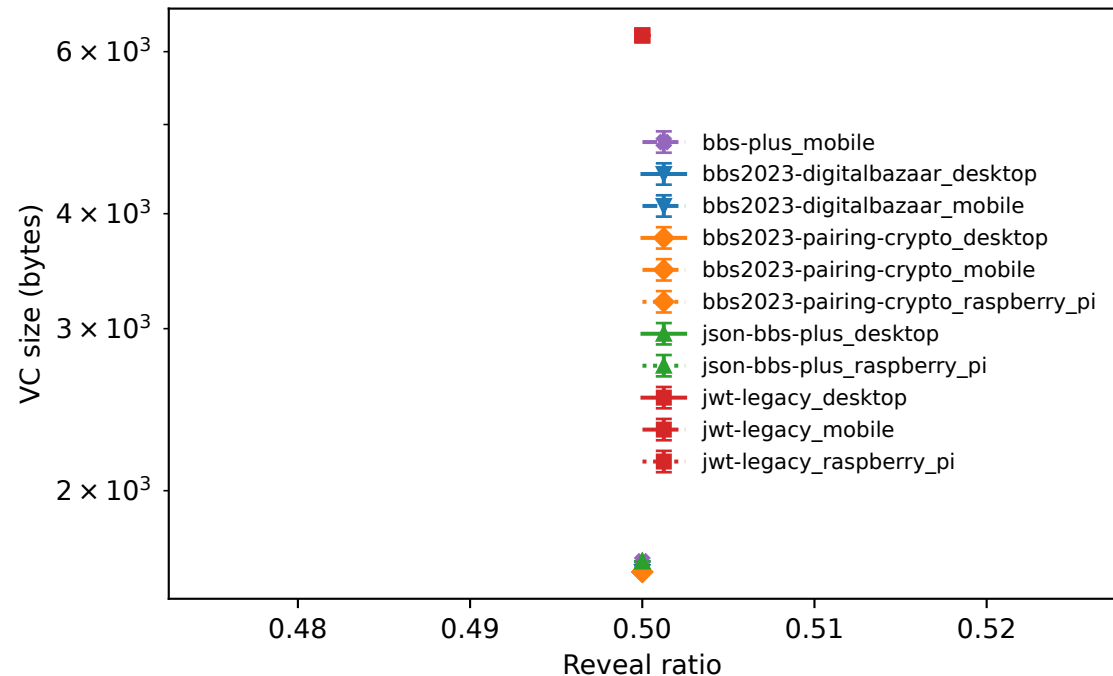
# VC size (bytes) vs Reveal — attrCount=10



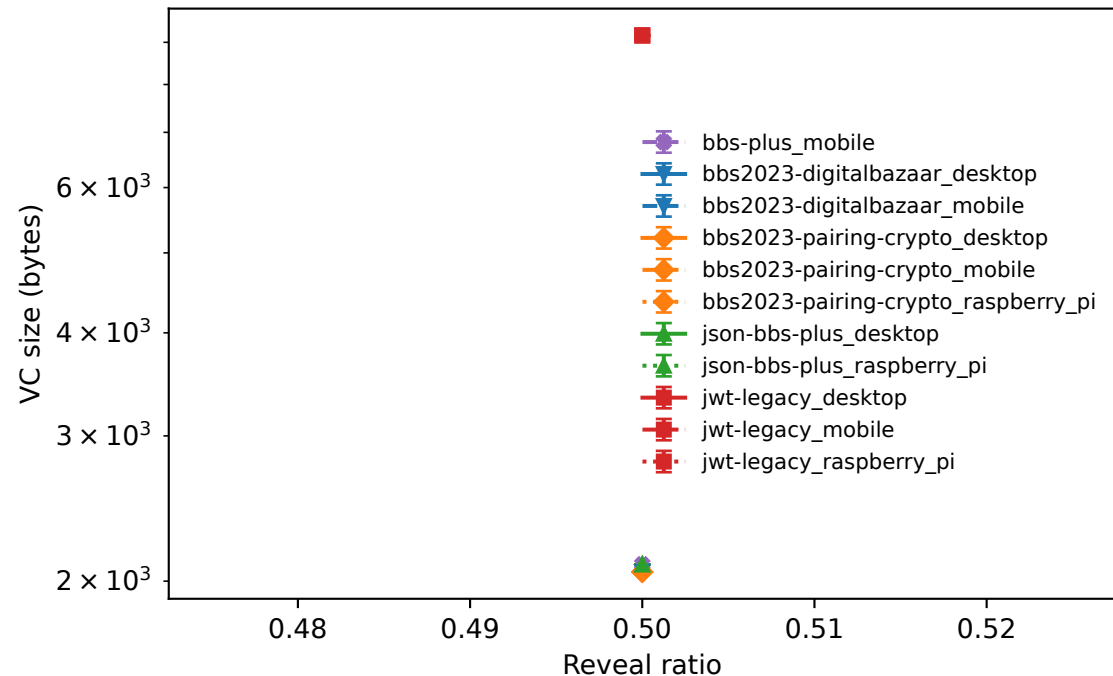
VC size (bytes) vs Reveal — attrCount=20



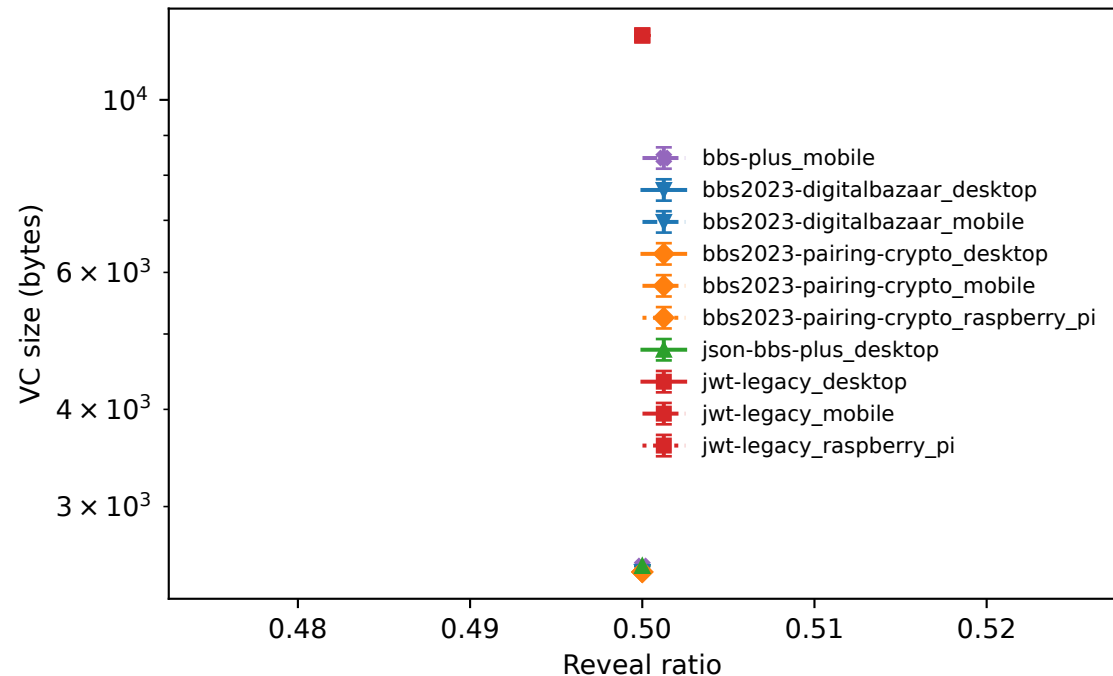
VC size (bytes) vs Reveal — attrCount=40



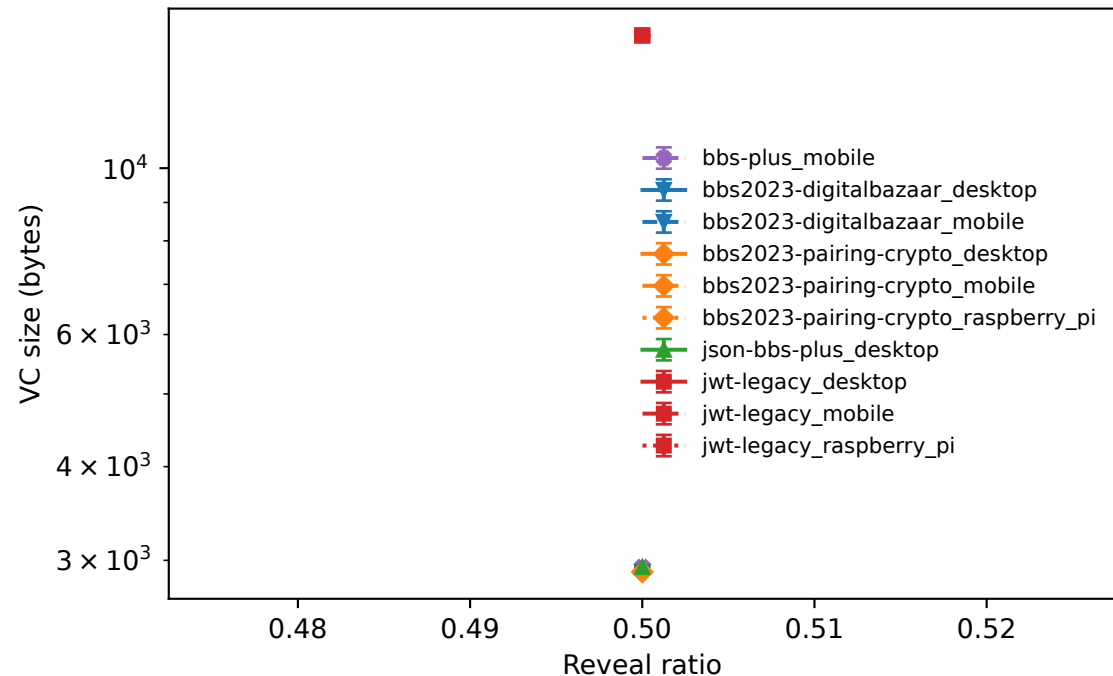
VC size (bytes) vs Reveal — attrCount=60



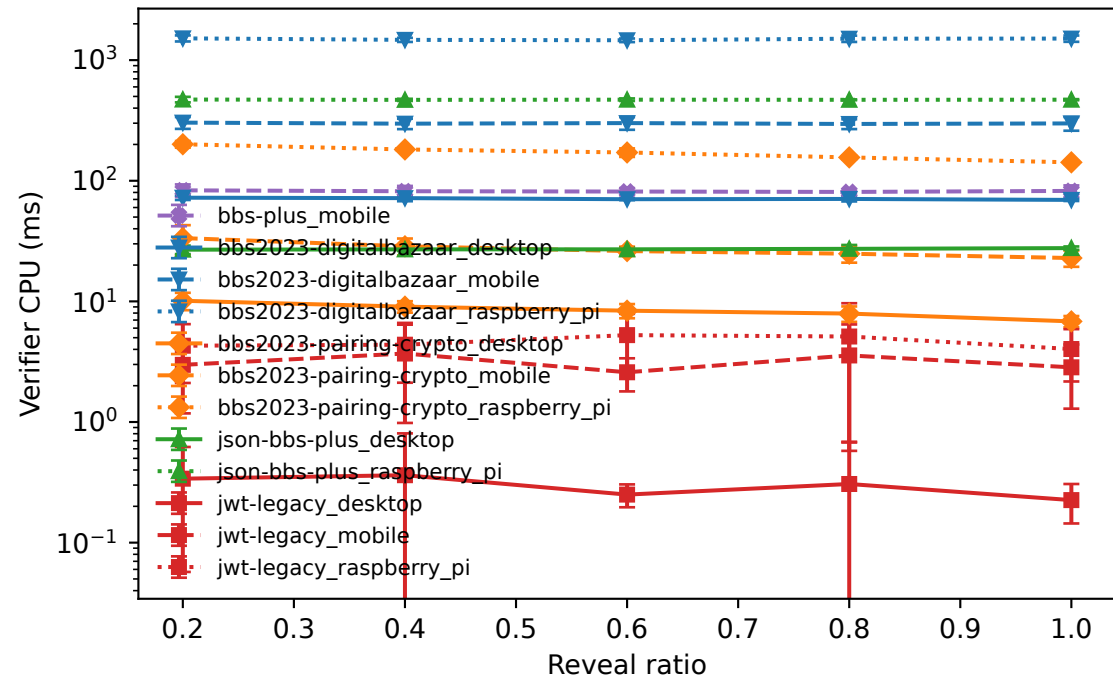
VC size (bytes) vs Reveal — attrCount=80



VC size (bytes) vs Reveal — attrCount=100

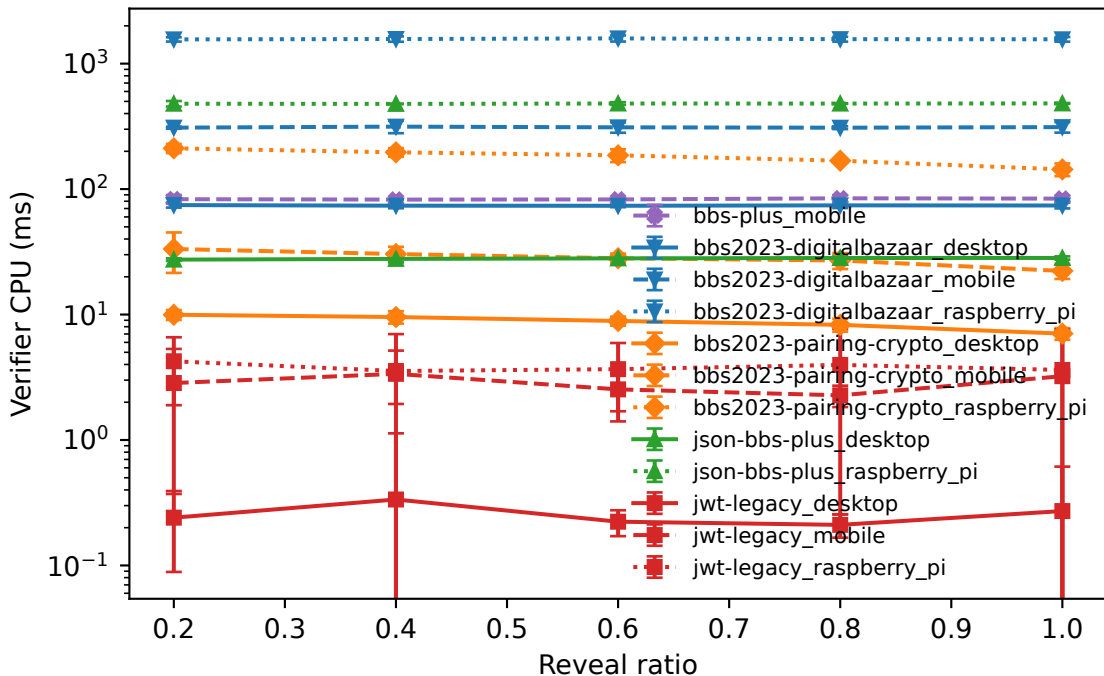


# Verifier CPU (ms) vs Reveal — attrCount=5

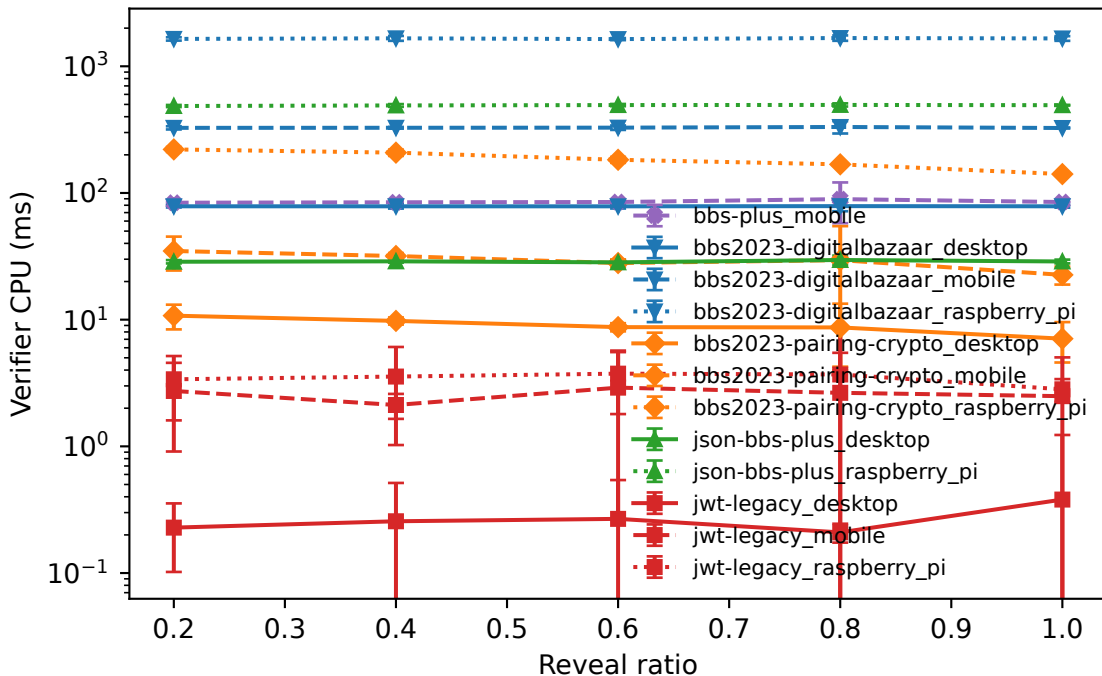




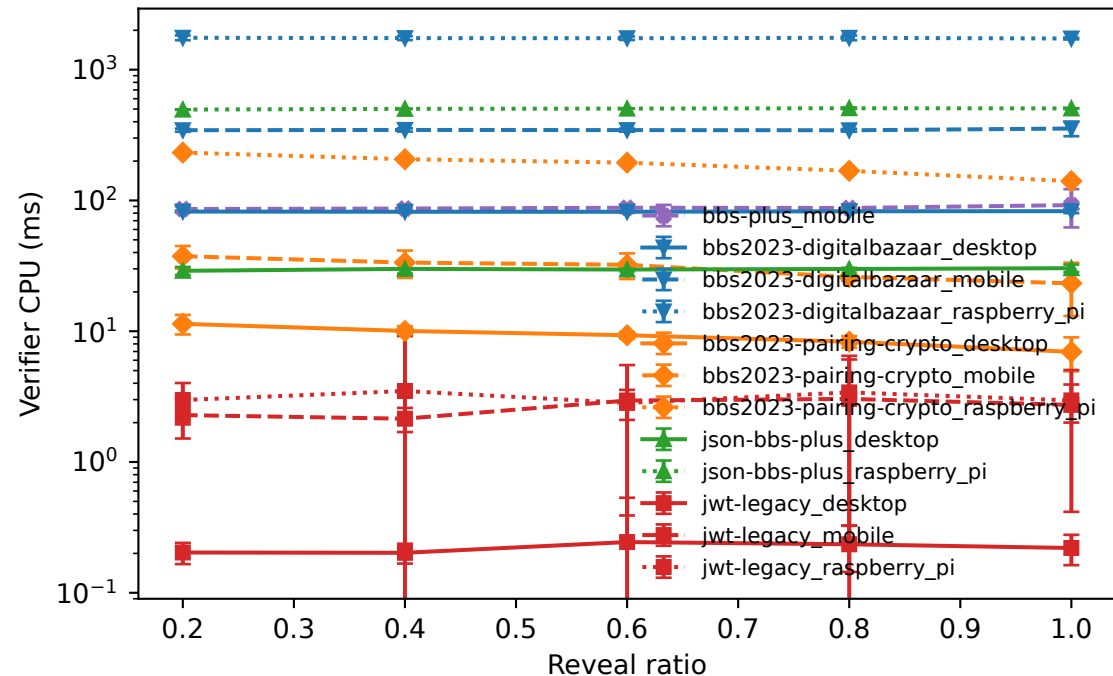
# Verifier CPU (ms) vs Reveal — attrCount=6



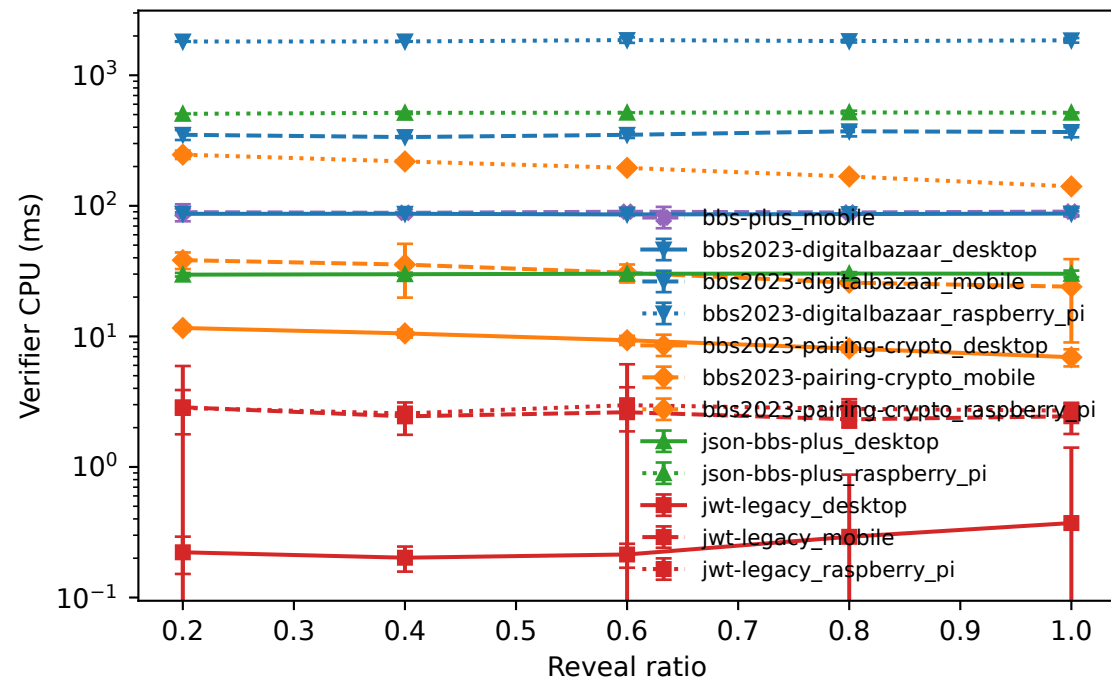
# Verifier CPU (ms) vs Reveal — attrCount=7



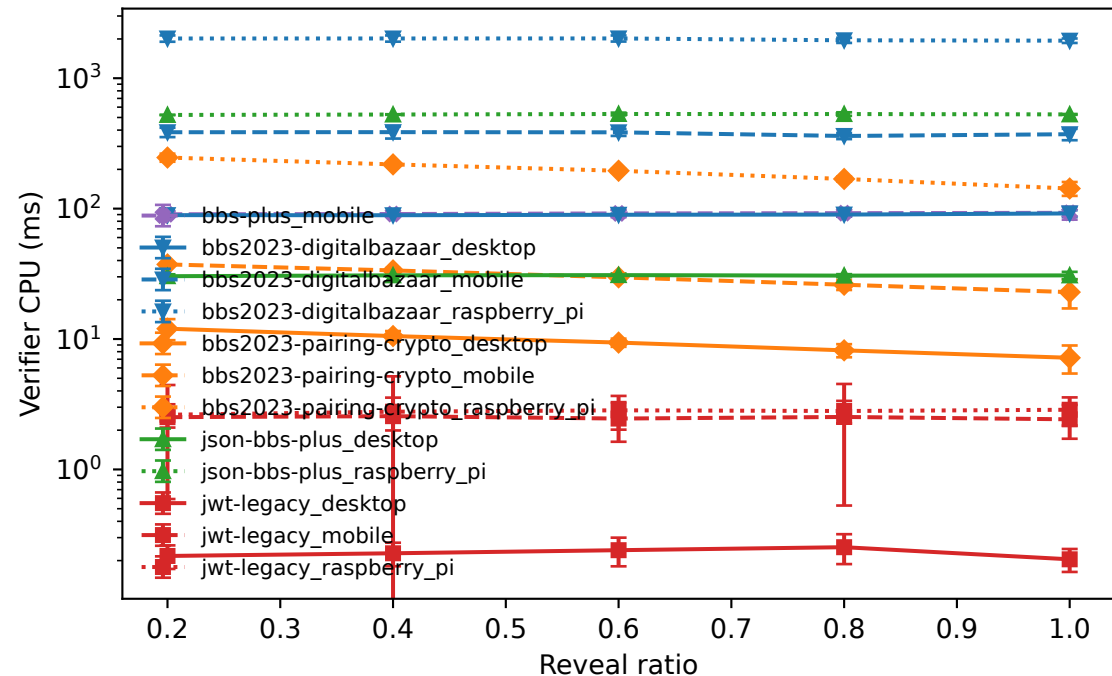
# Verifier CPU (ms) vs Reveal — attrCount=8



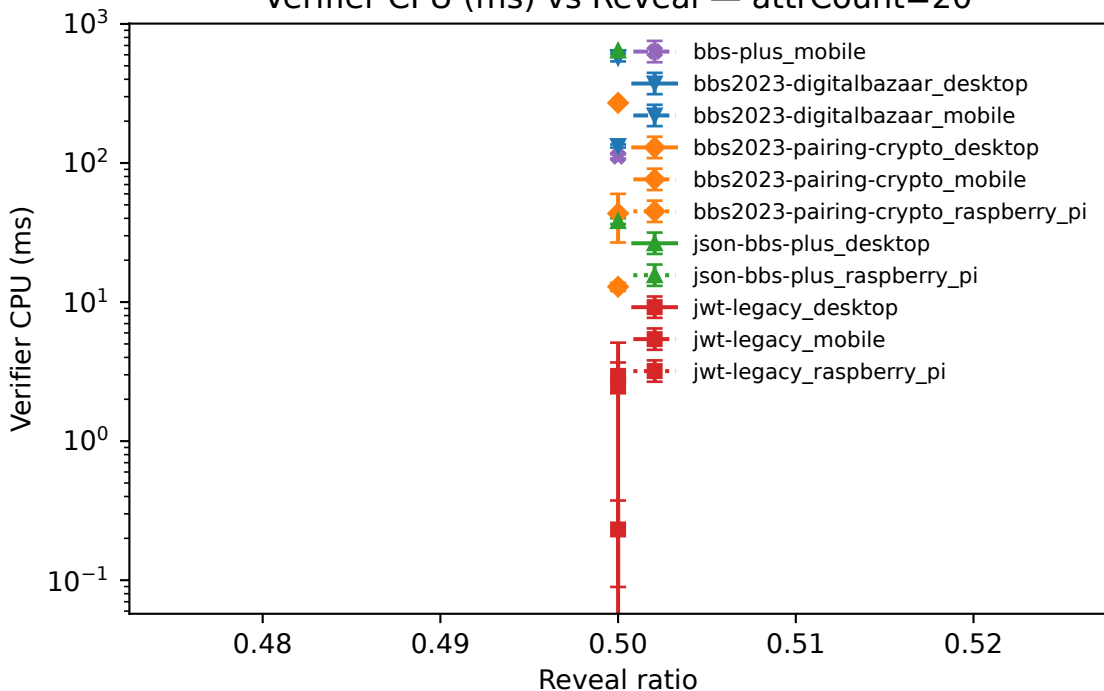
# Verifier CPU (ms) vs Reveal — attrCount=9



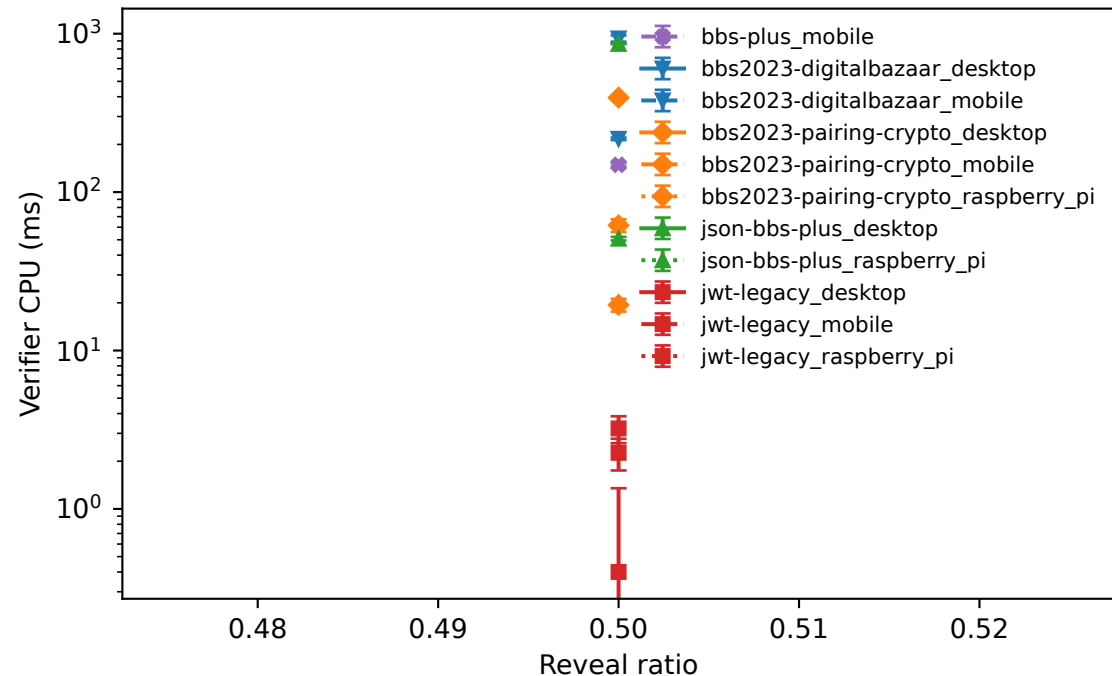
# Verifier CPU (ms) vs Reveal — attrCount=10



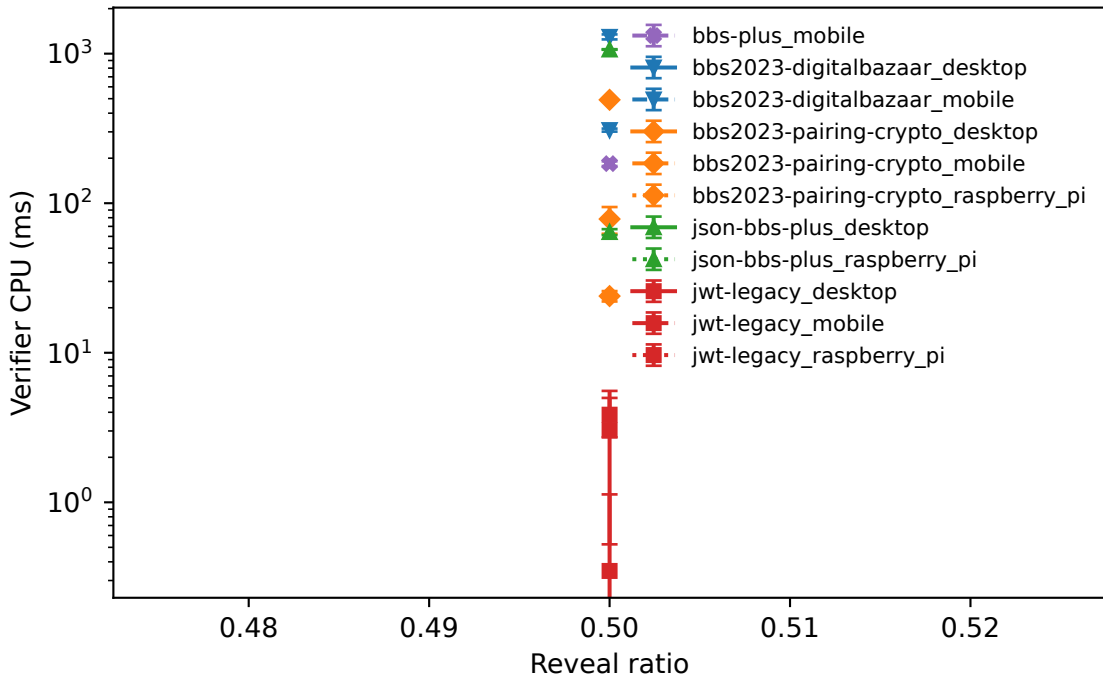
# Verifier CPU (ms) vs Reveal — attrCount=20



# Verifier CPU (ms) vs Reveal — attrCount=40

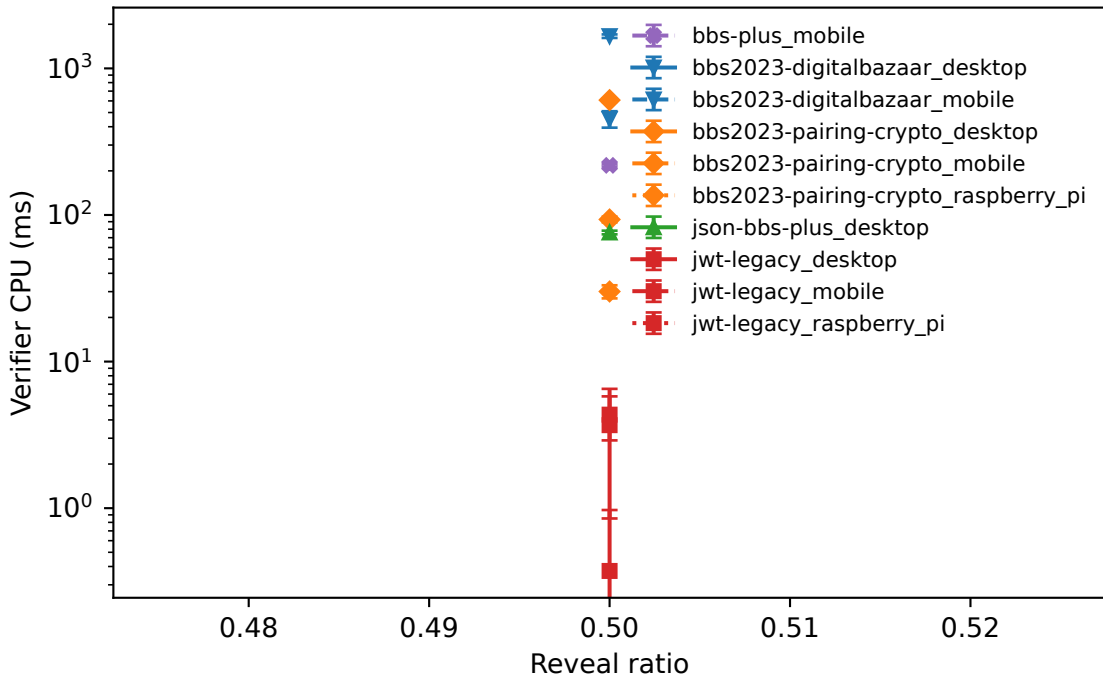


# Verifier CPU (ms) vs Reveal — attrCount=60

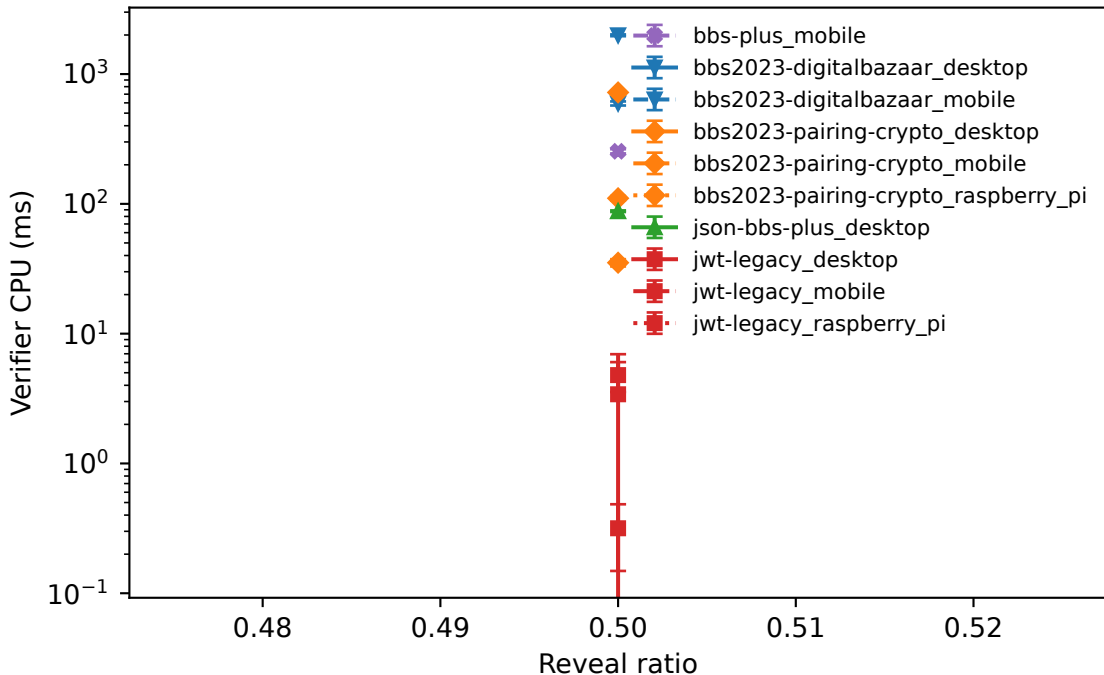




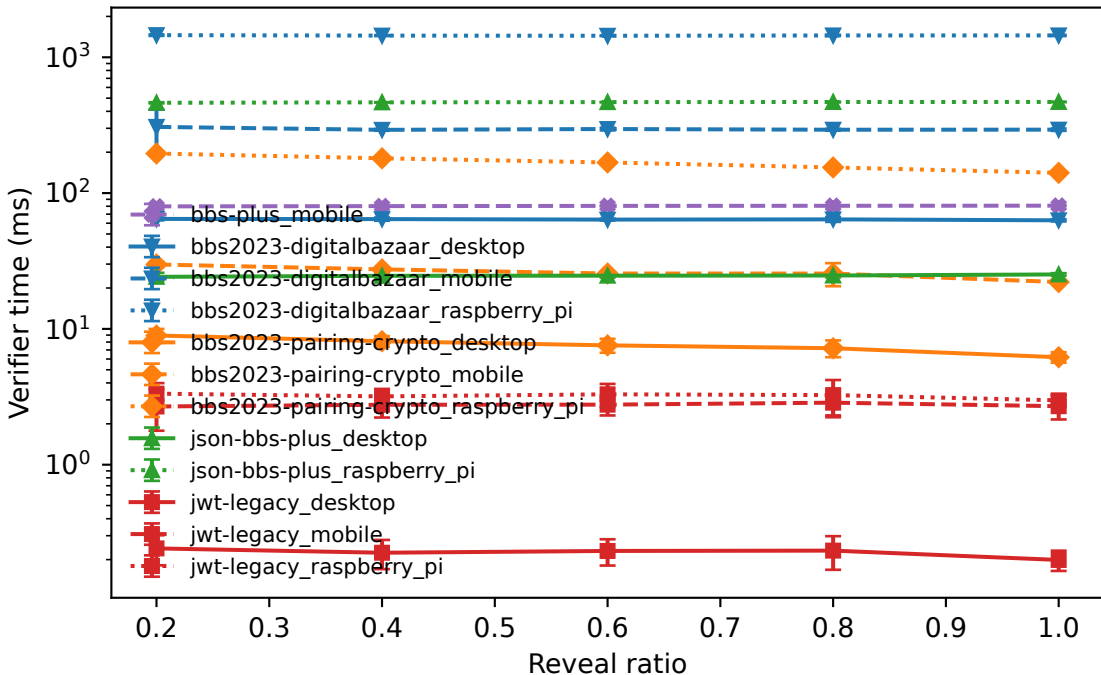
# Verifier CPU (ms) vs Reveal — attrCount=80



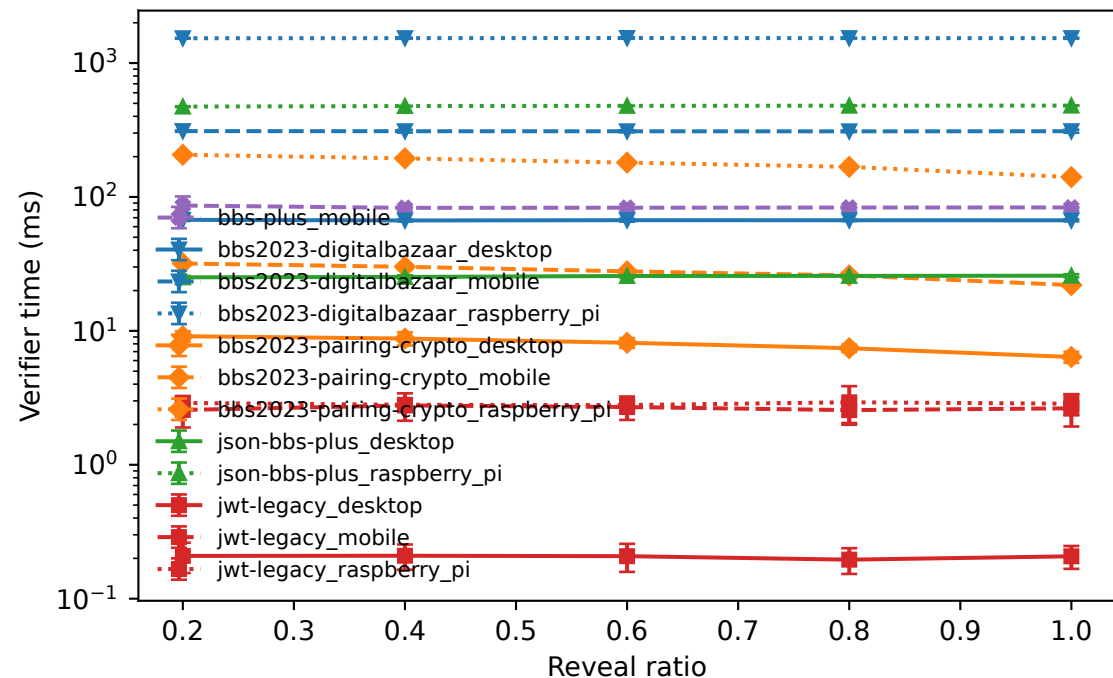
# Verifier CPU (ms) vs Reveal — attrCount=100



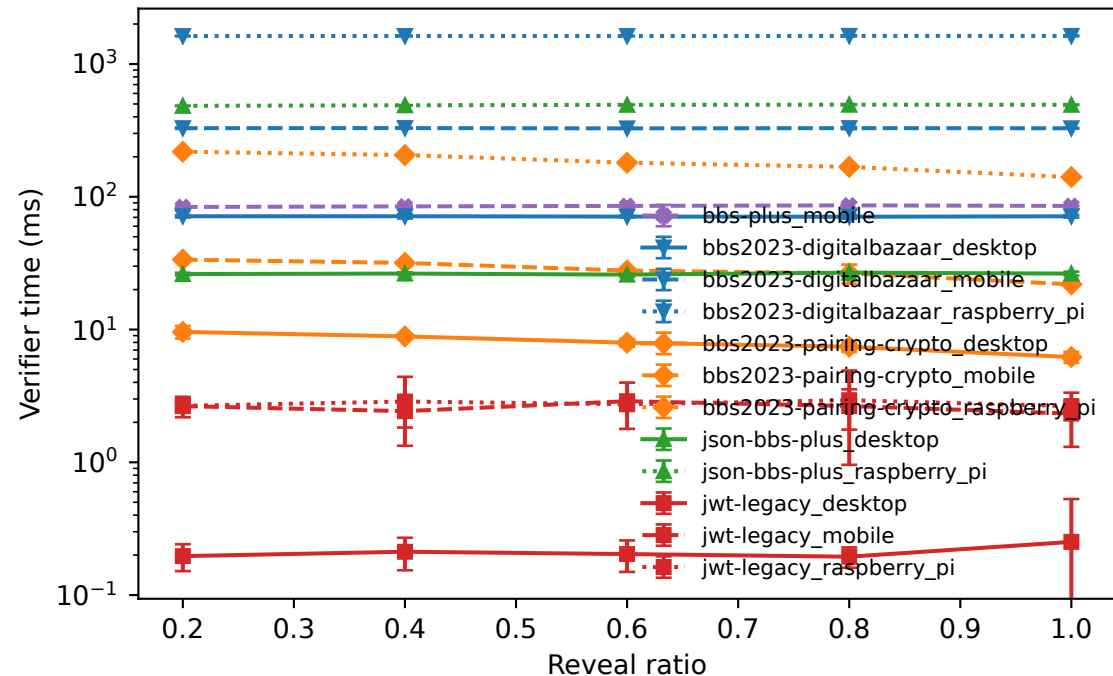
# Verifier time (ms) vs Reveal — attrCount=5



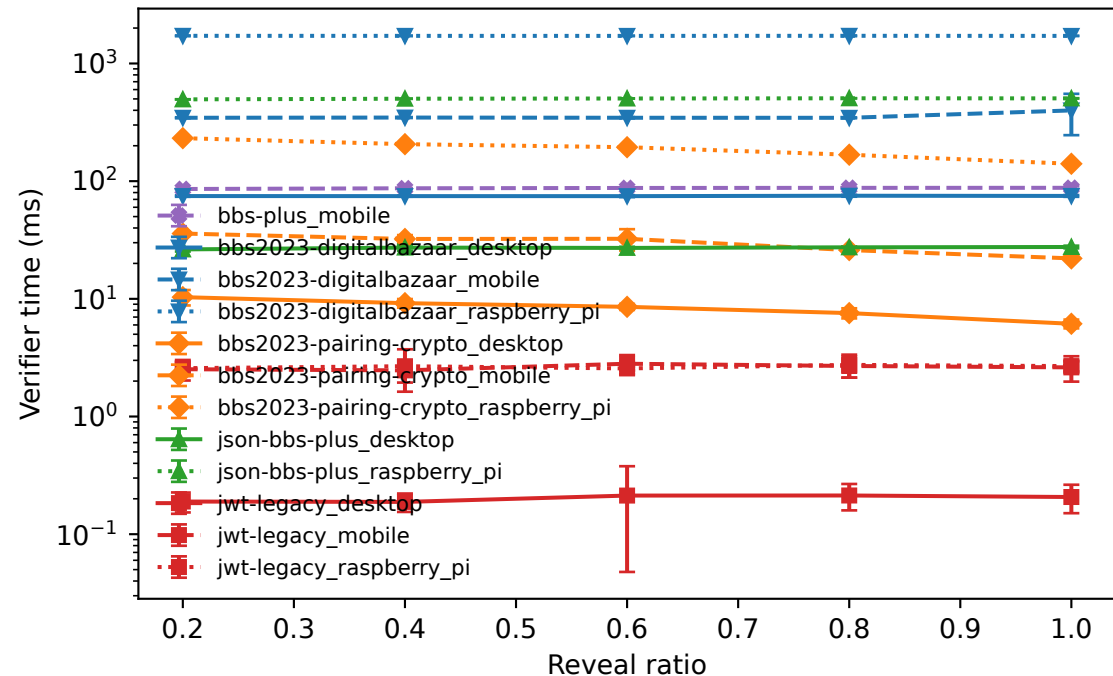
# Verifier time (ms) vs Reveal — attrCount=6



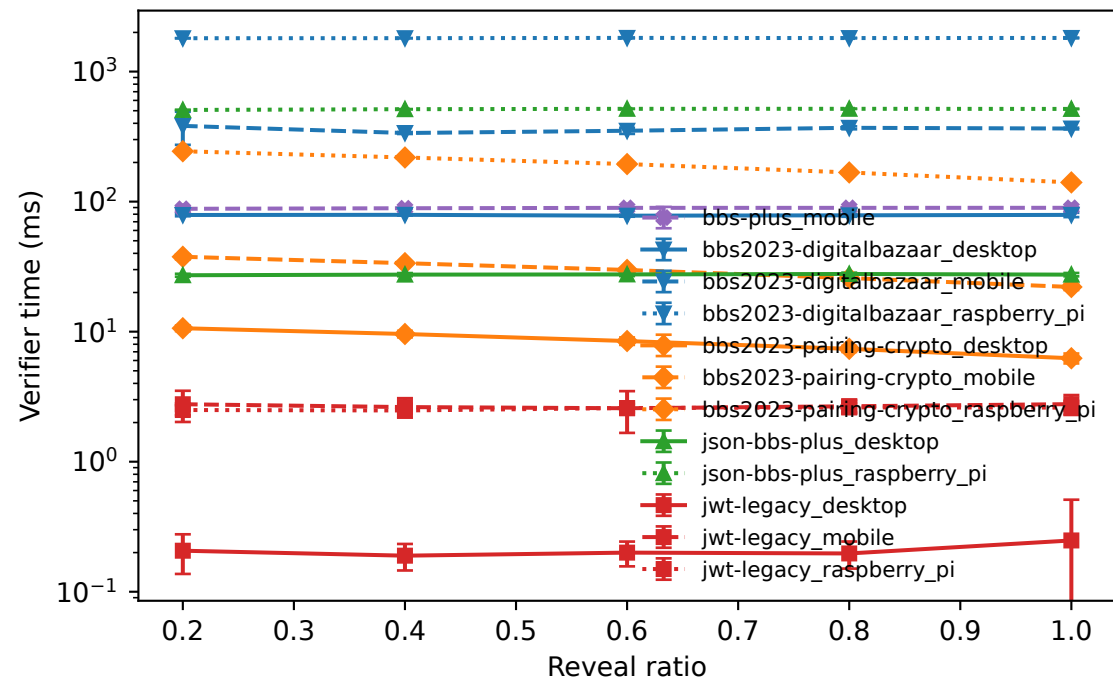
# Verifier time (ms) vs Reveal — attrCount=7



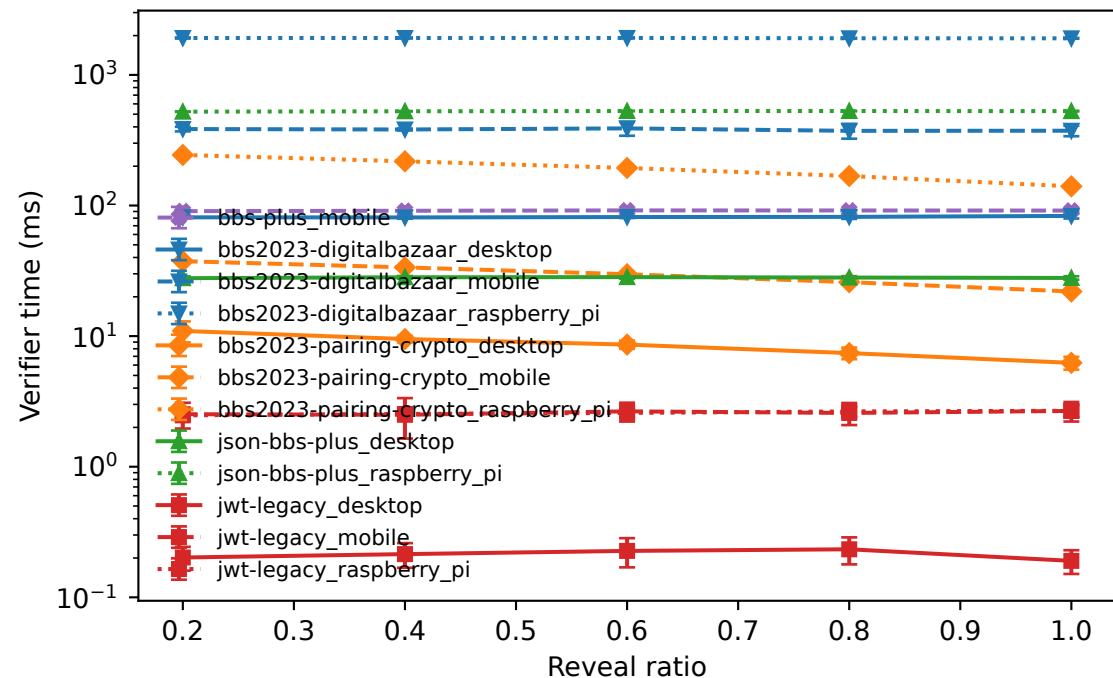
# Verifier time (ms) vs Reveal — attrCount=8



# Verifier time (ms) vs Reveal — attrCount=9

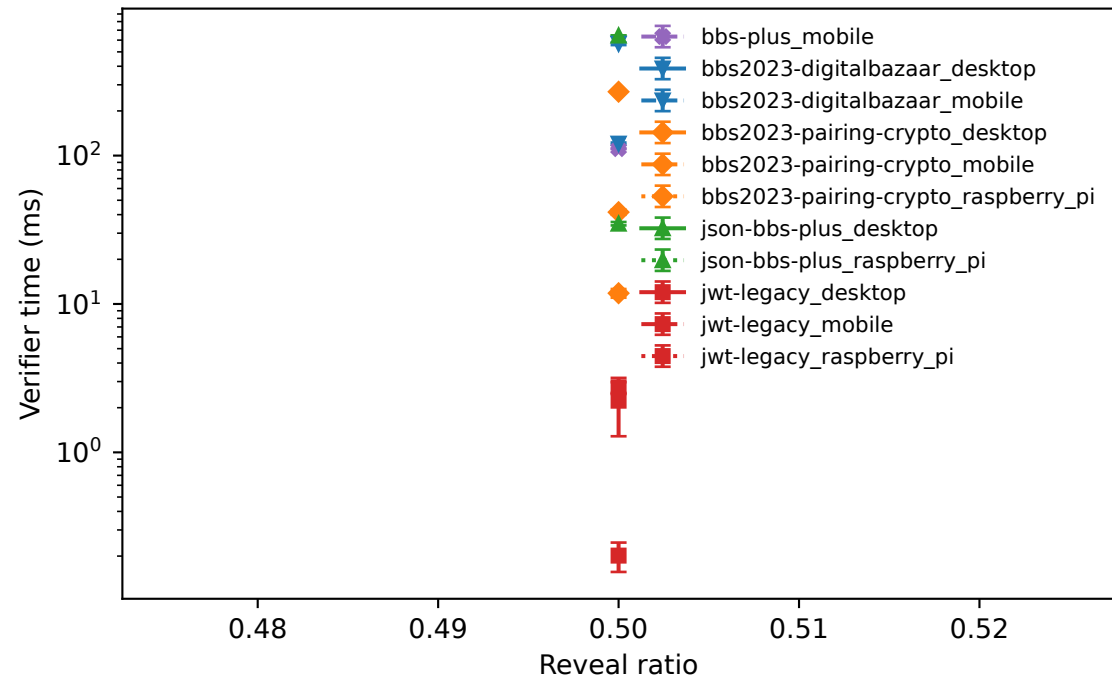


# Verifier time (ms) vs Reveal — attrCount=10

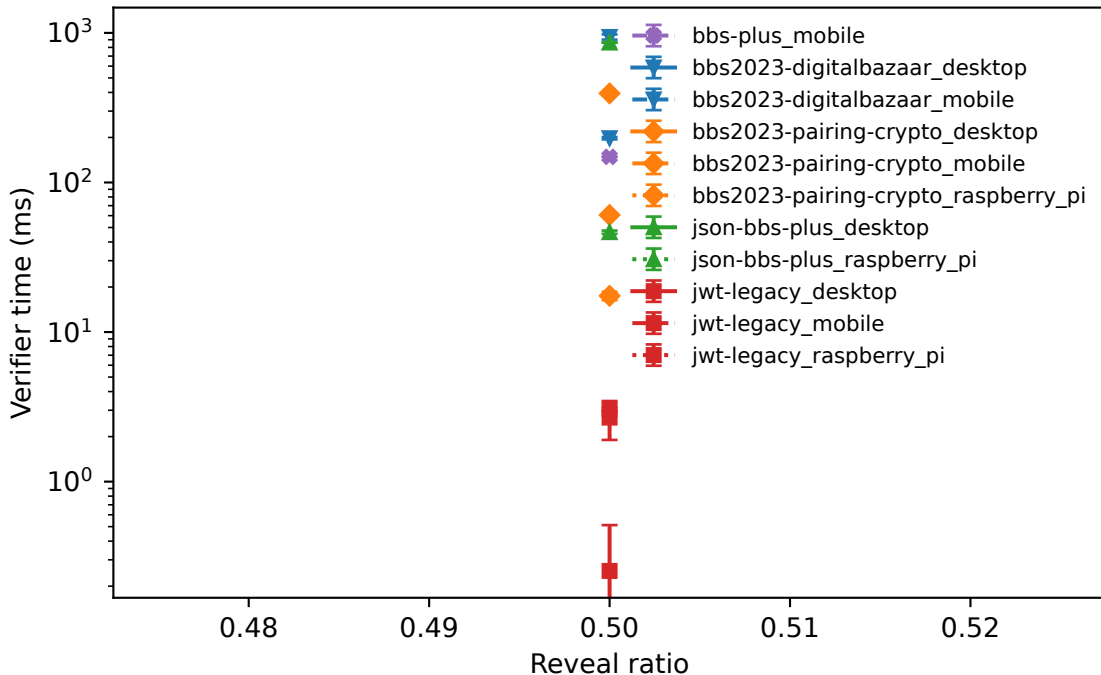




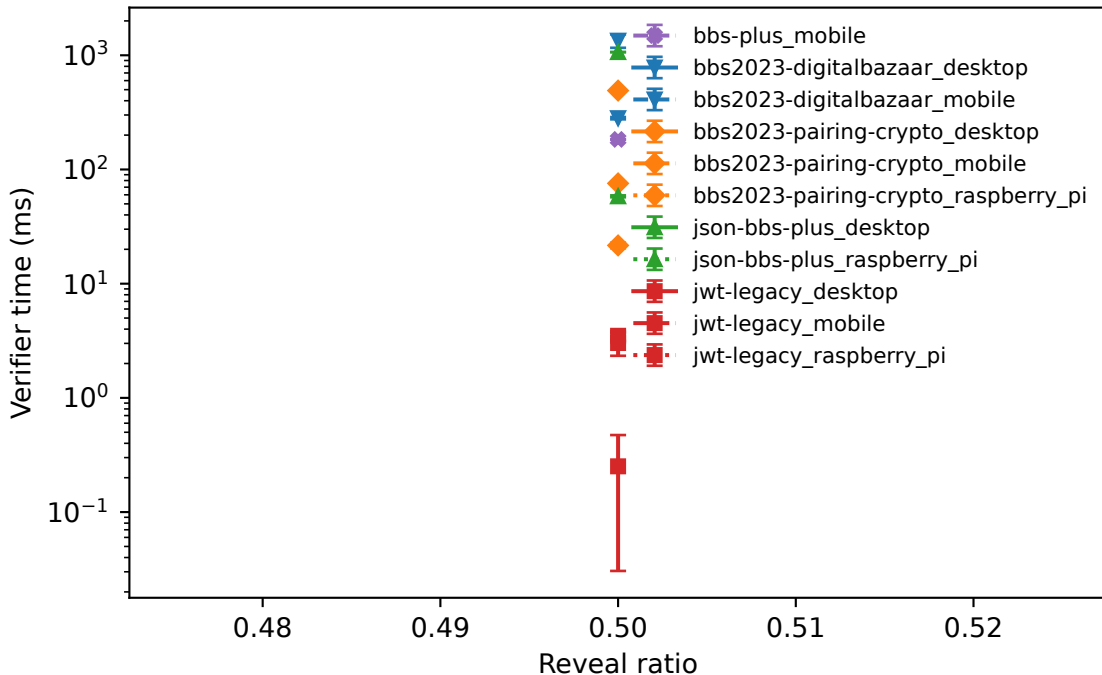
# Verifier time (ms) vs Reveal — attrCount=20



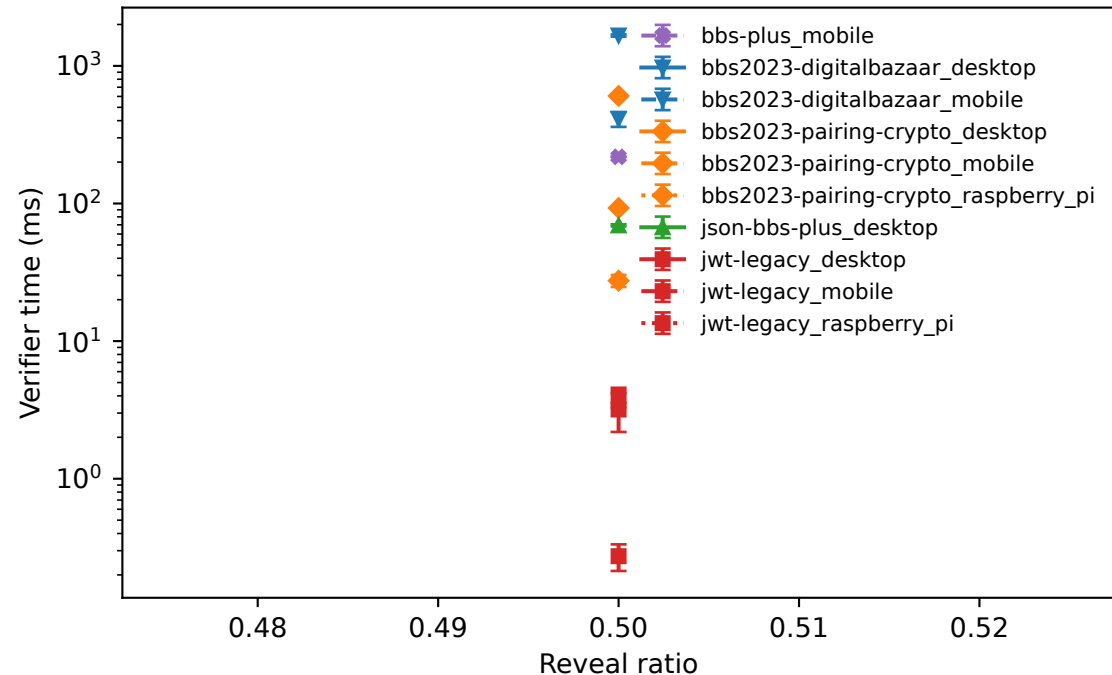
# Verifier time (ms) vs Reveal — attrCount=40



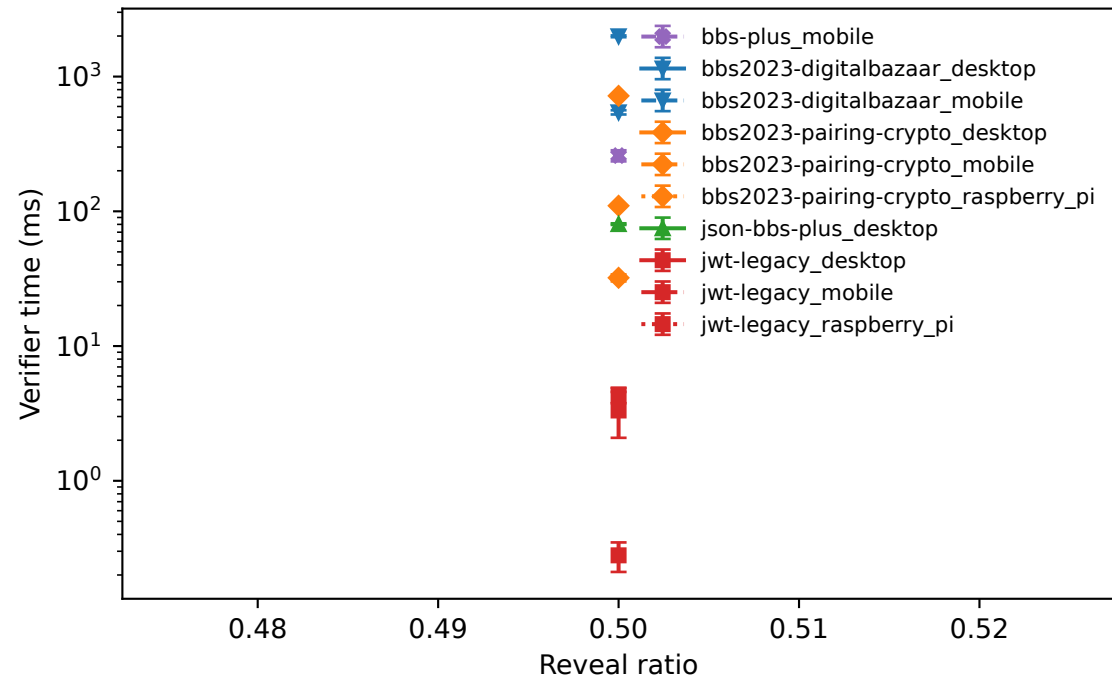
# Verifier time (ms) vs Reveal — attrCount=60



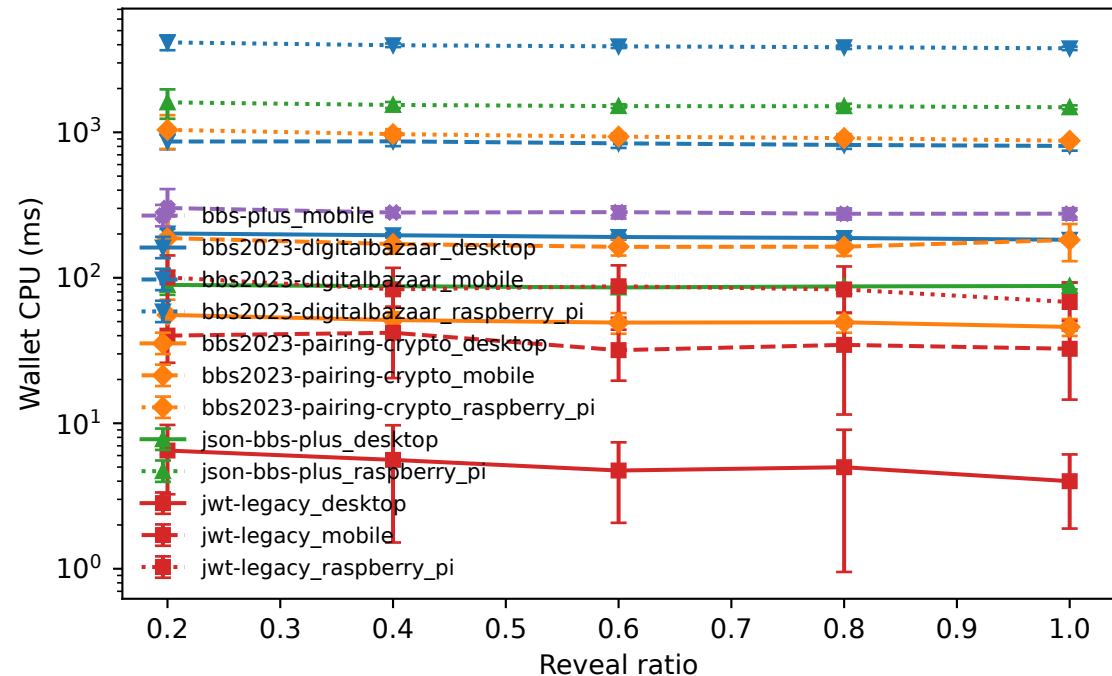
# Verifier time (ms) vs Reveal — attrCount=80



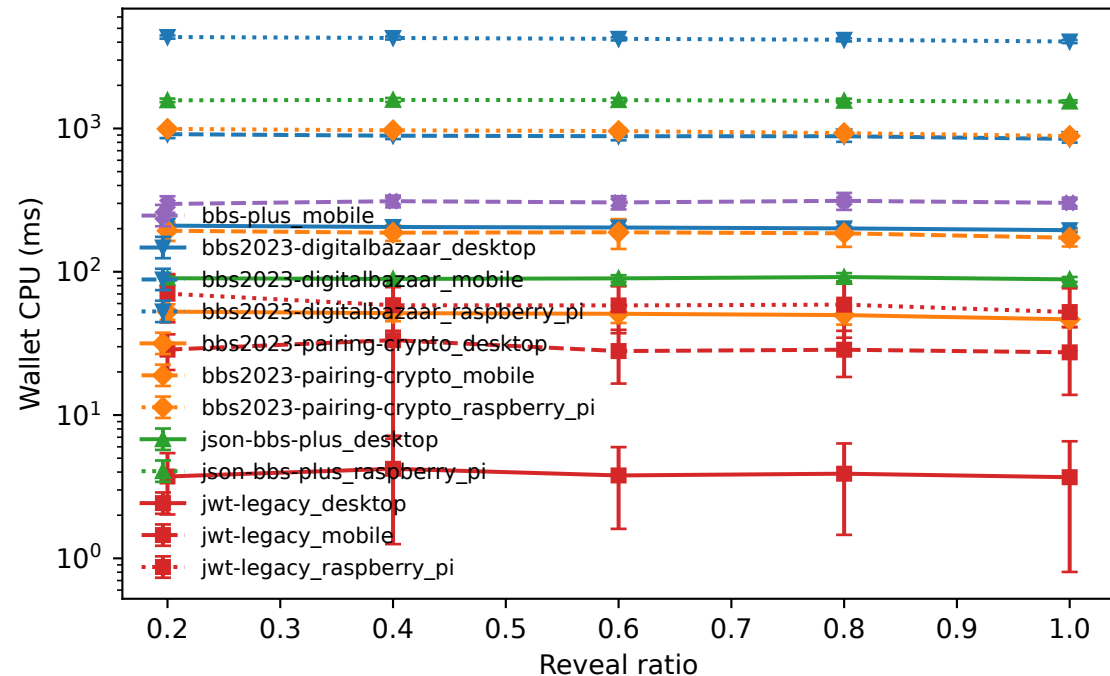
# Verifier time (ms) vs Reveal — attrCount=100



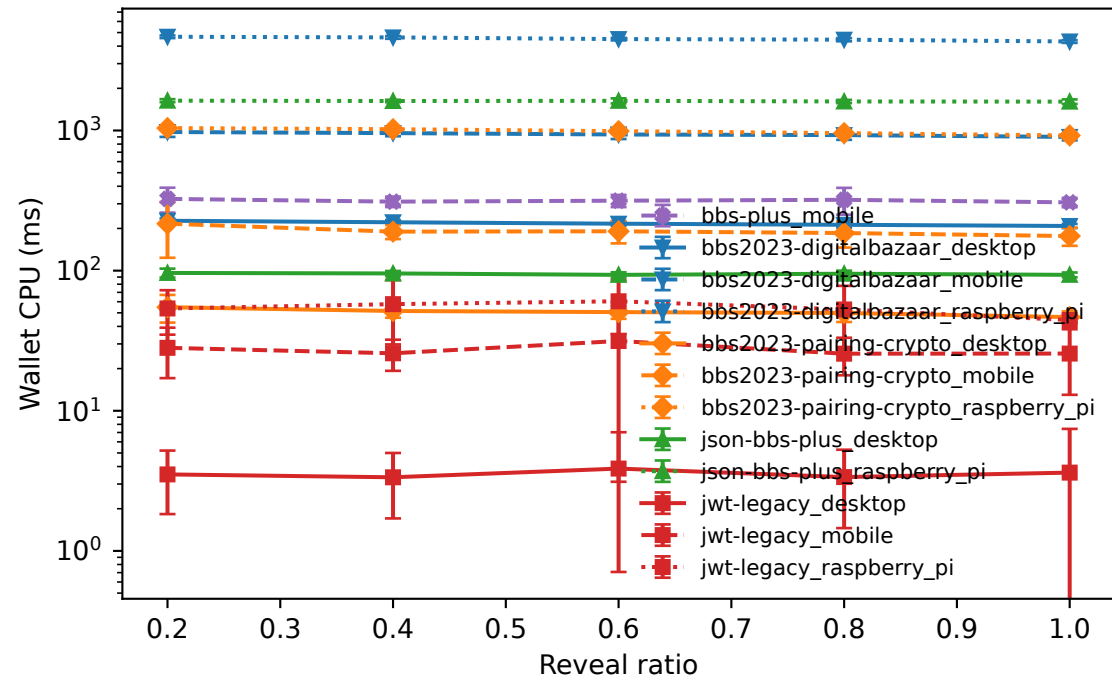
# Wallet CPU (ms) vs Reveal — attrCount=5



# Wallet CPU (ms) vs Reveal — attrCount=6

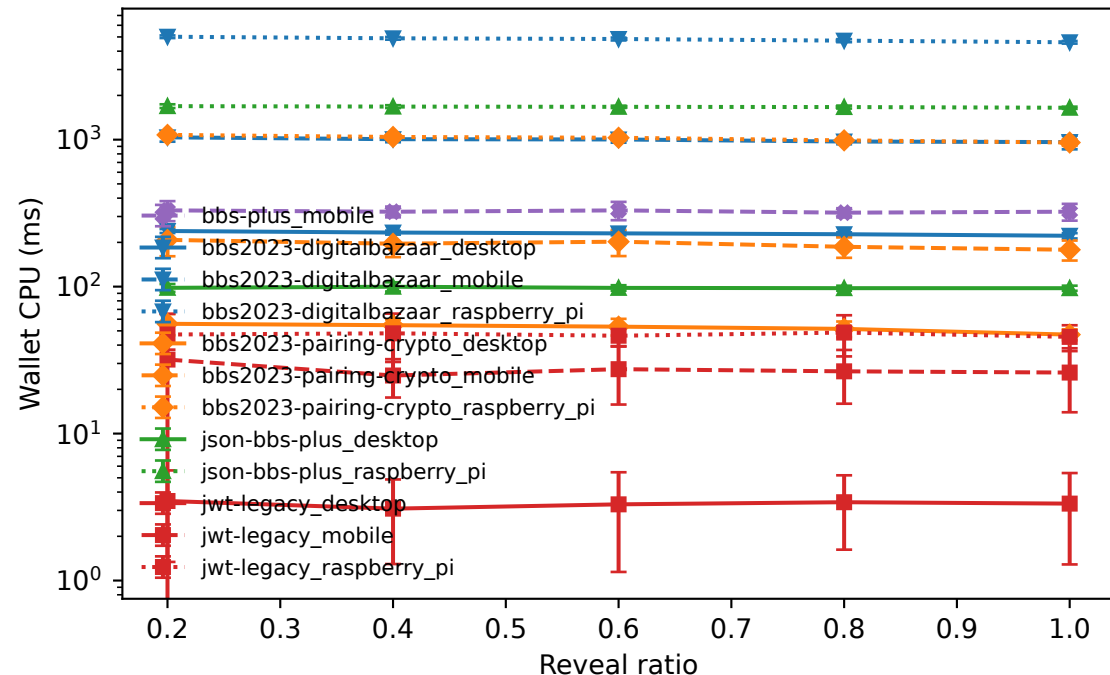


Wallet CPU (ms) vs Reveal — attrCount=7

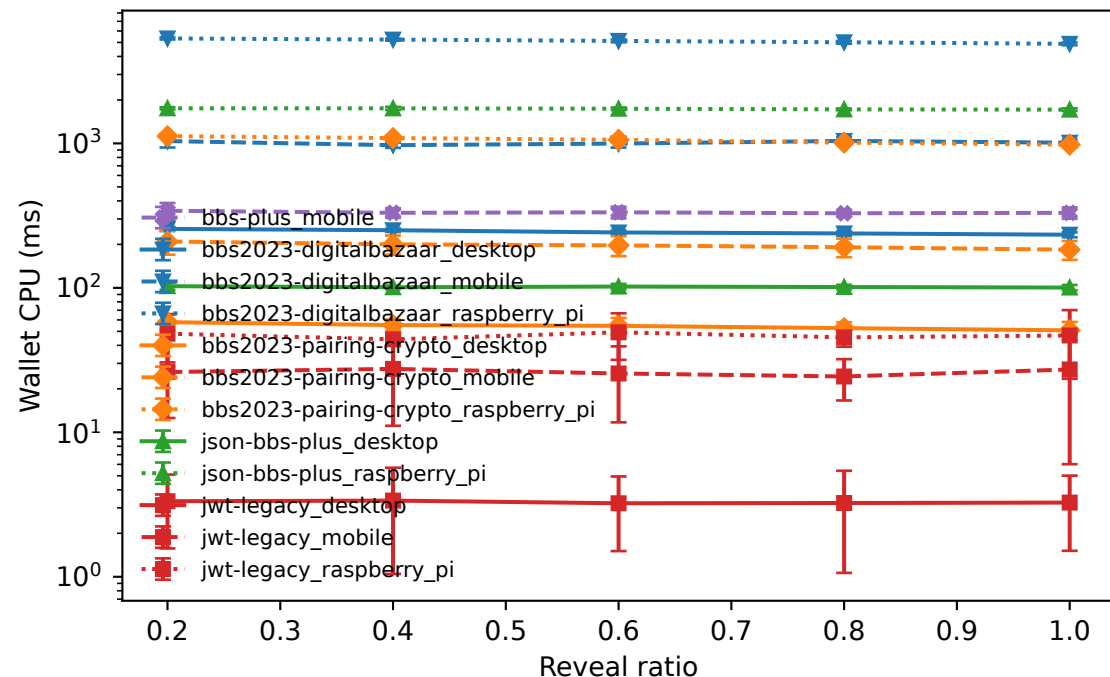




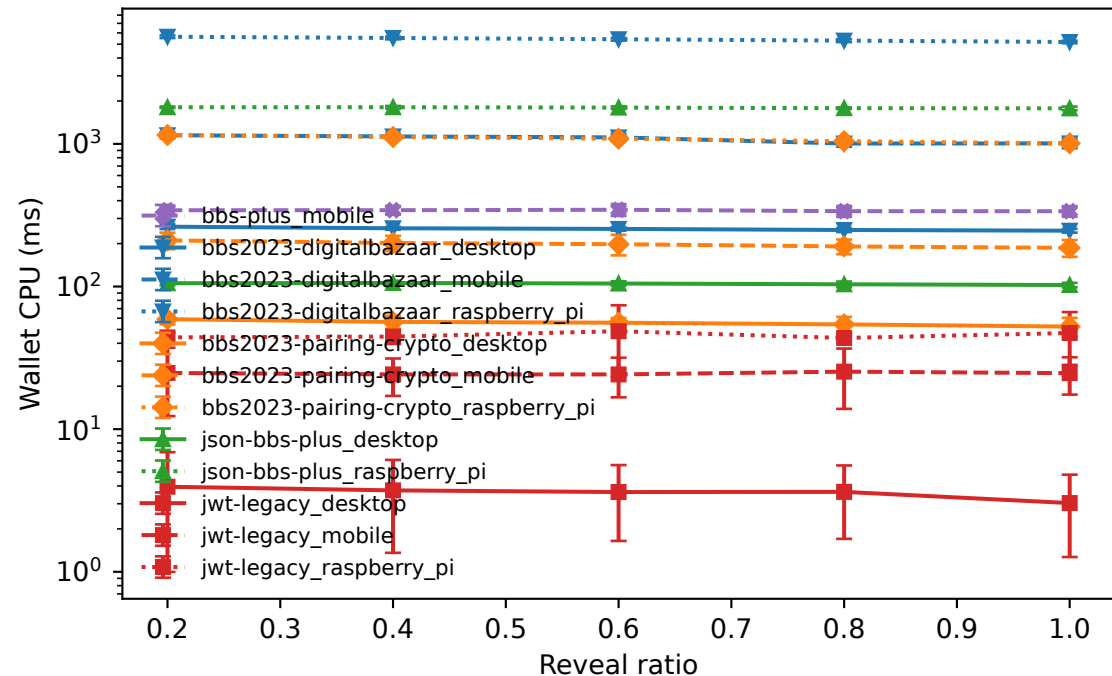
# Wallet CPU (ms) vs Reveal — attrCount=8



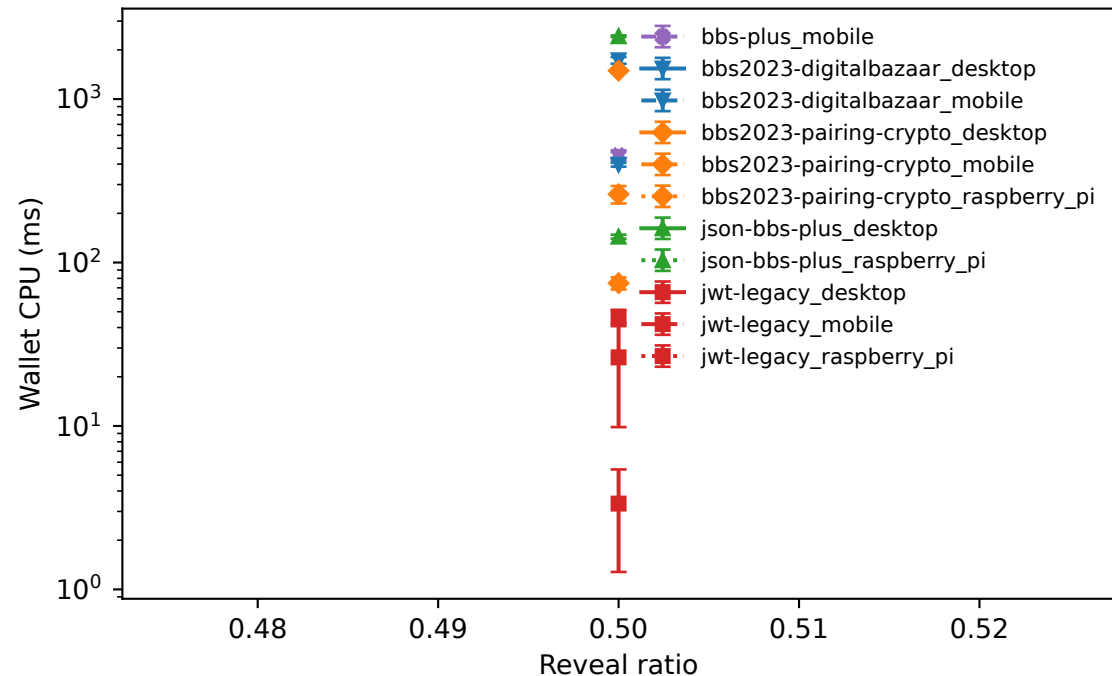
# Wallet CPU (ms) vs Reveal — attrCount=9



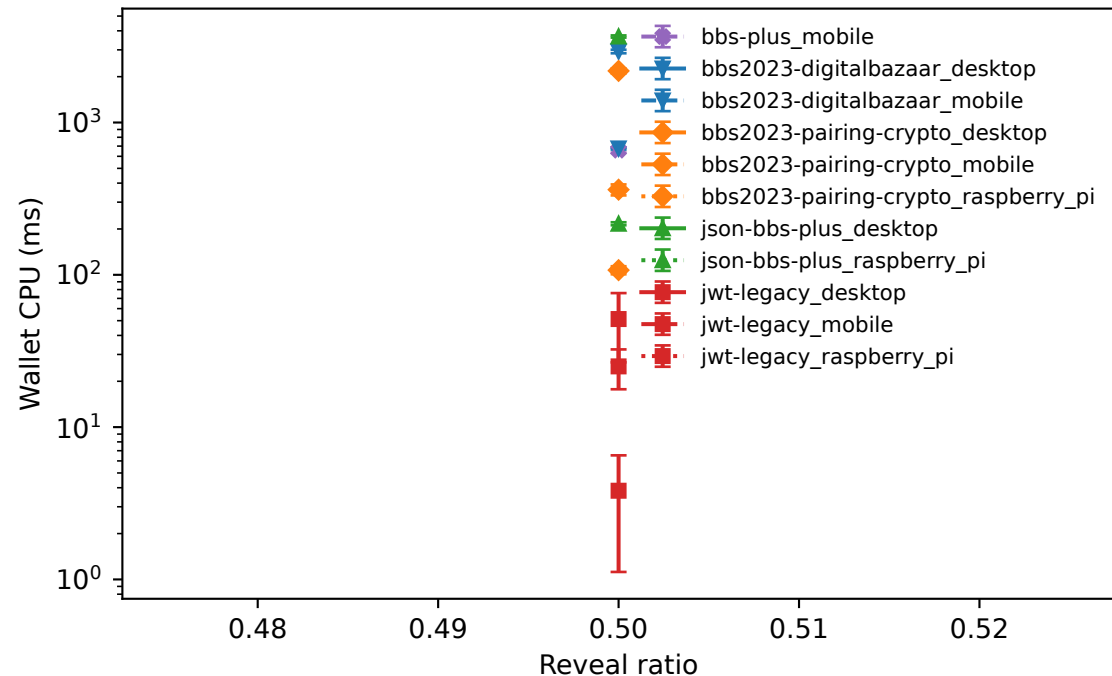
Wallet CPU (ms) vs Reveal — attrCount=10



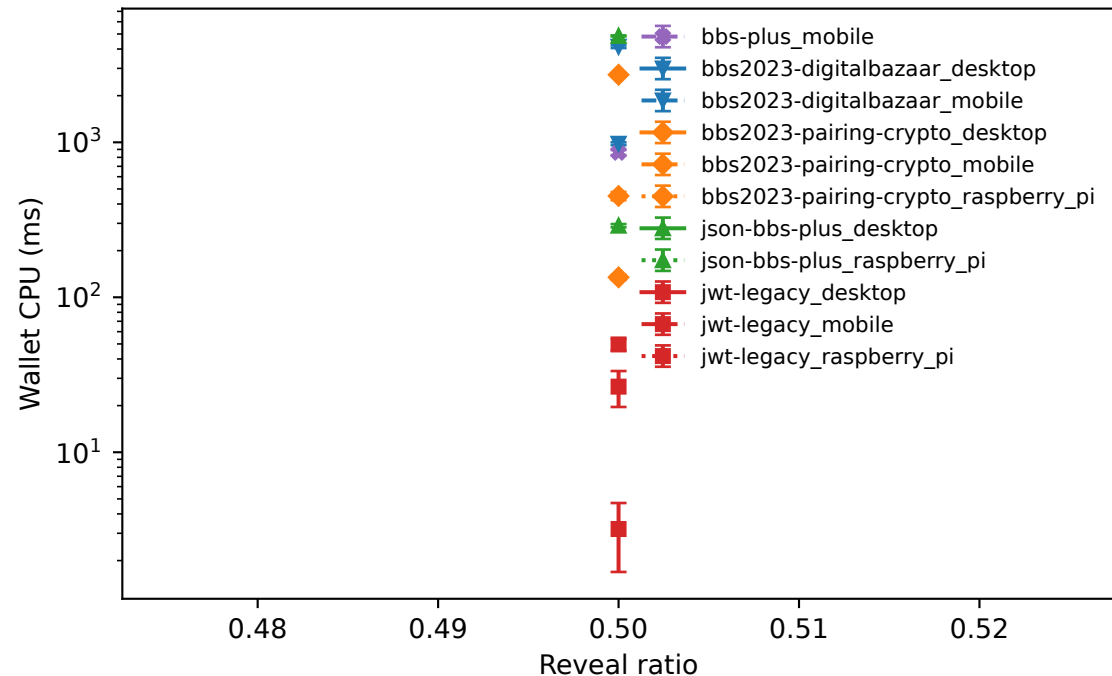
# Wallet CPU (ms) vs Reveal — attrCount=20



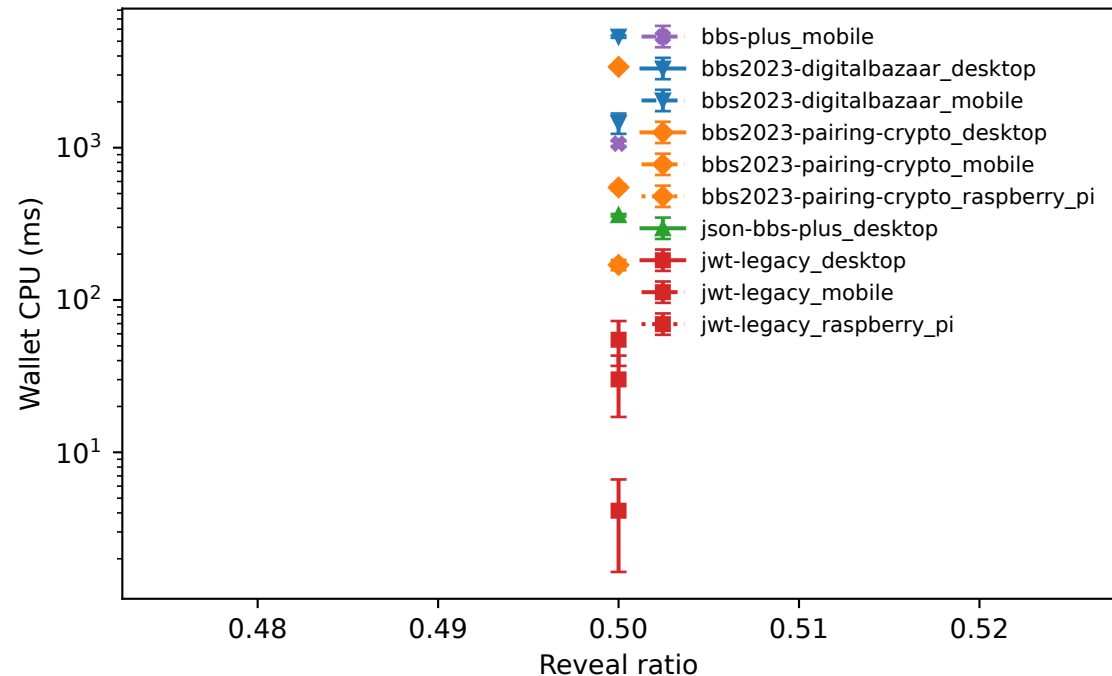
# Wallet CPU (ms) vs Reveal — attrCount=40



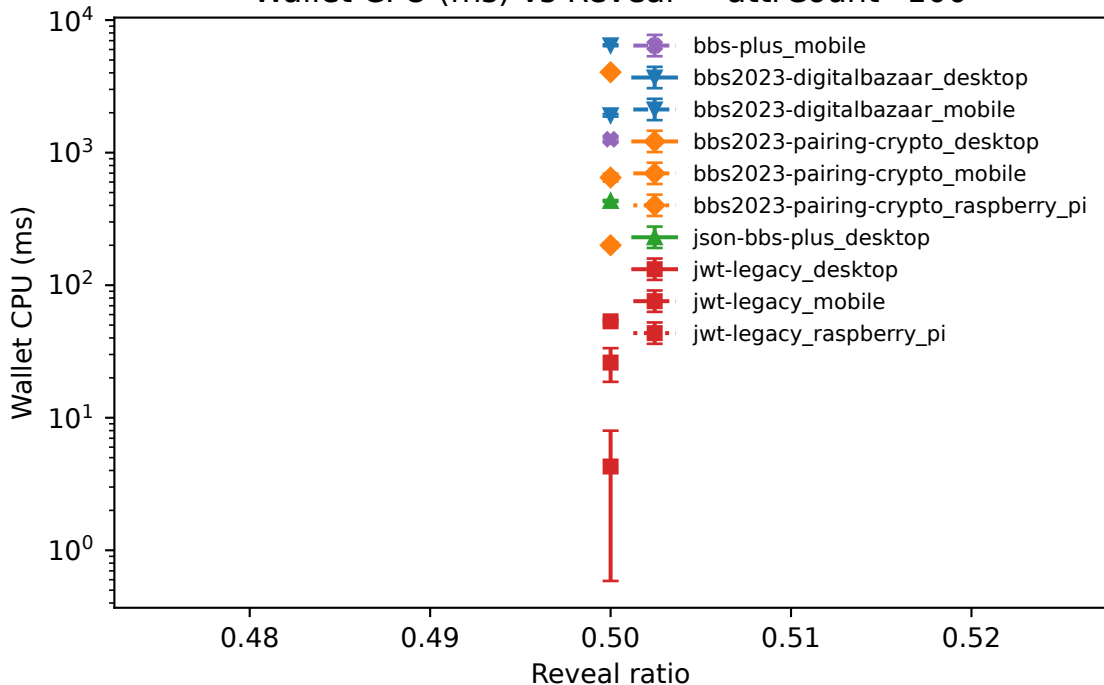
# Wallet CPU (ms) vs Reveal — attrCount=60



# Wallet CPU (ms) vs Reveal — attrCount=80

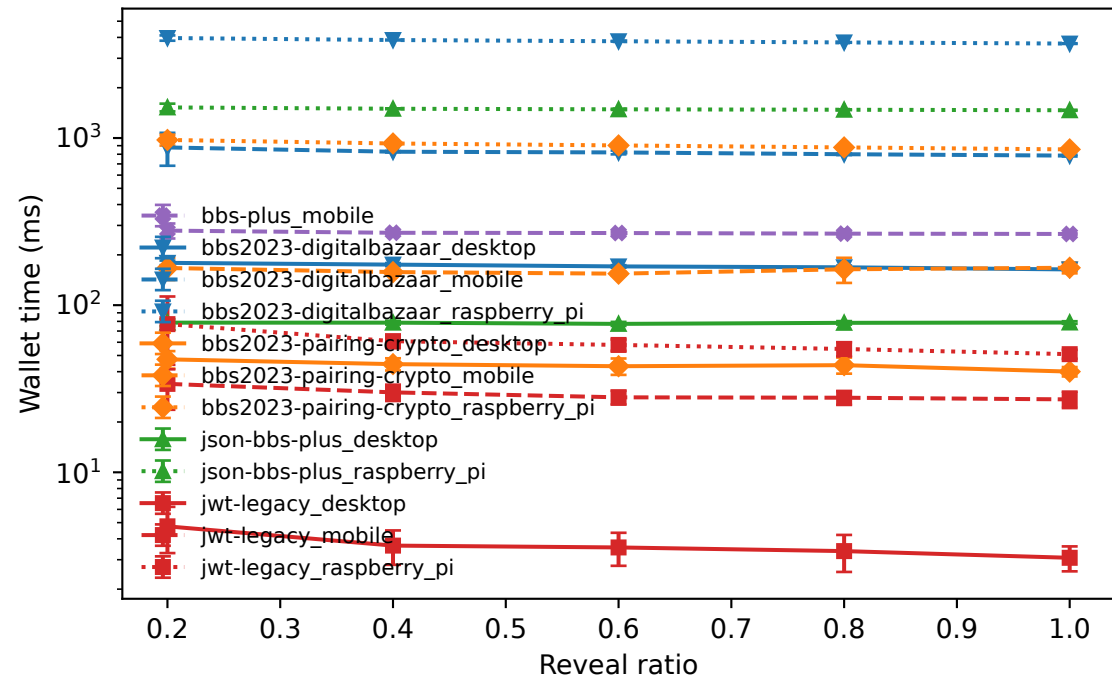


Wallet CPU (ms) vs Reveal — attrCount=100

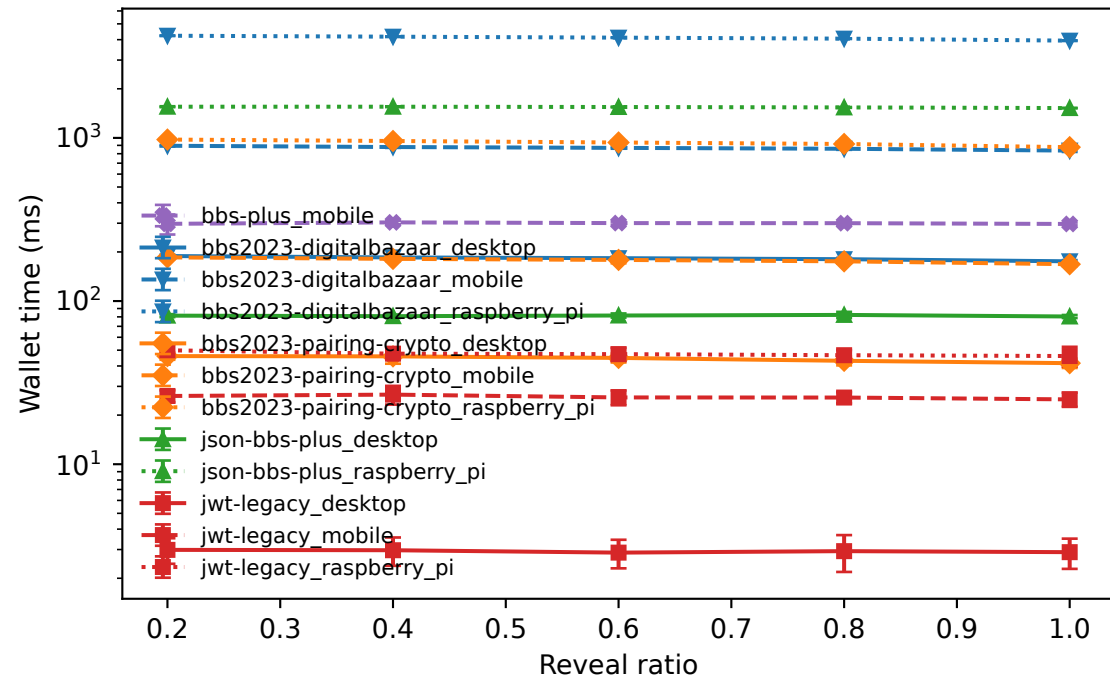




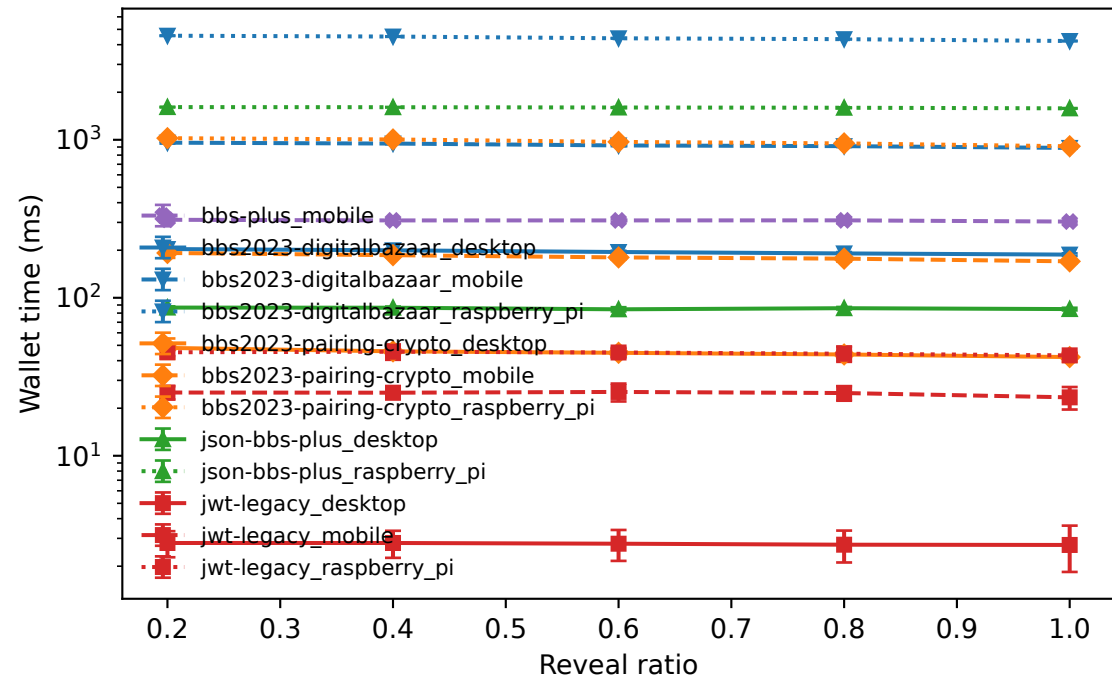
# Wallet time (ms) vs Reveal — attrCount=5



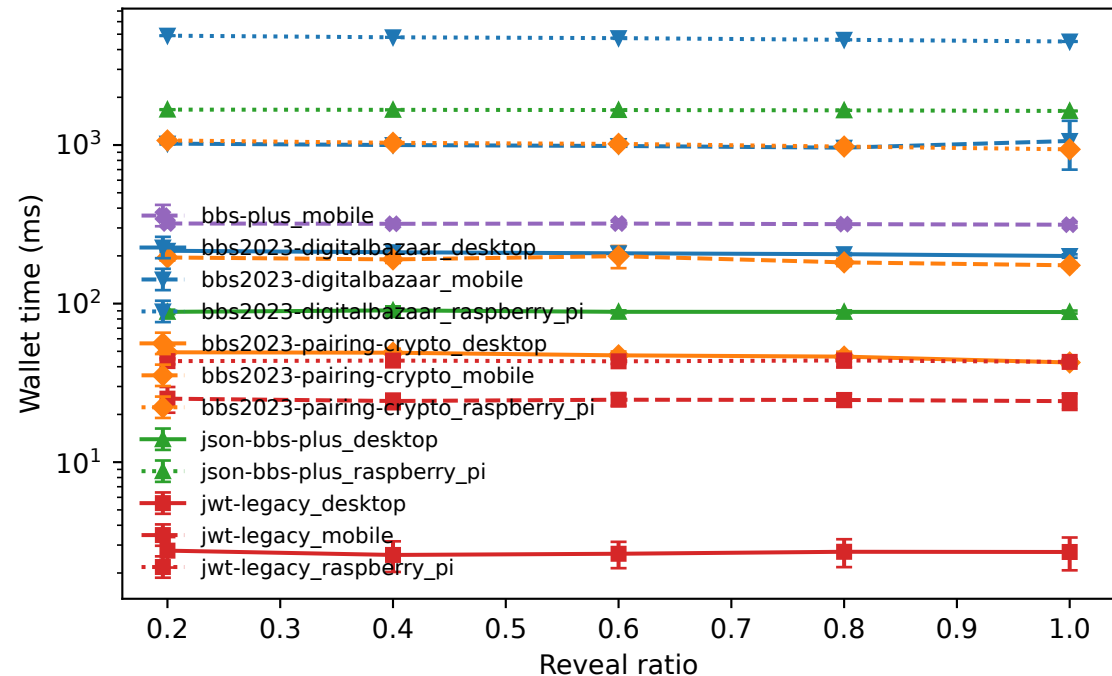
# Wallet time (ms) vs Reveal — attrCount=6



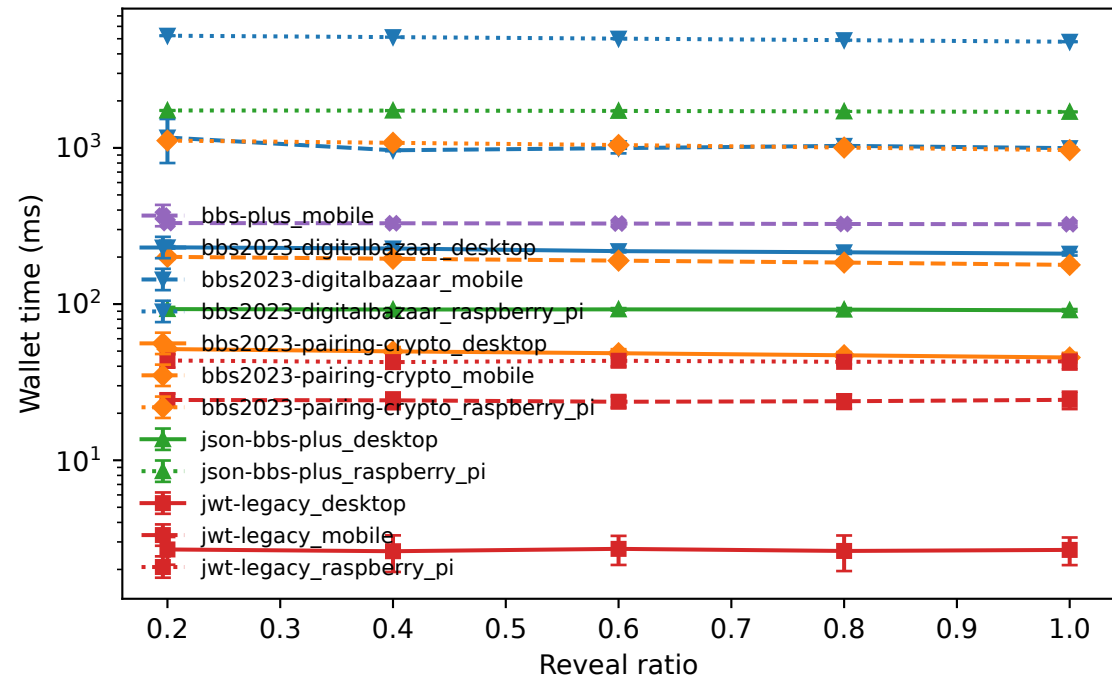
# Wallet time (ms) vs Reveal — attrCount=7



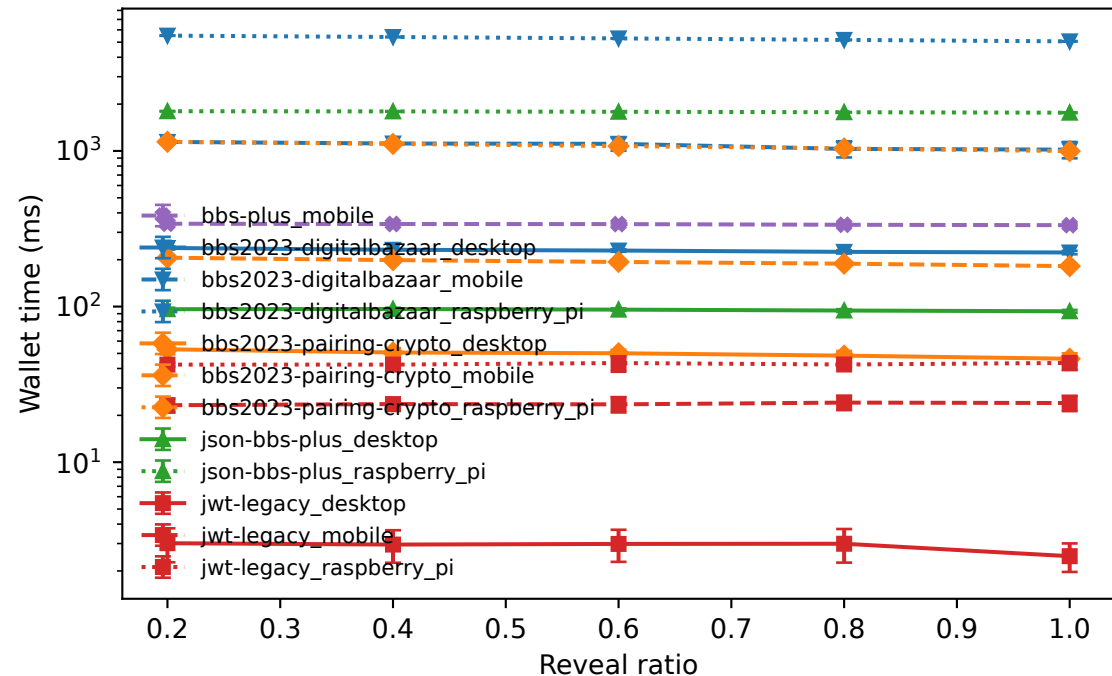
# Wallet time (ms) vs Reveal — attrCount=8



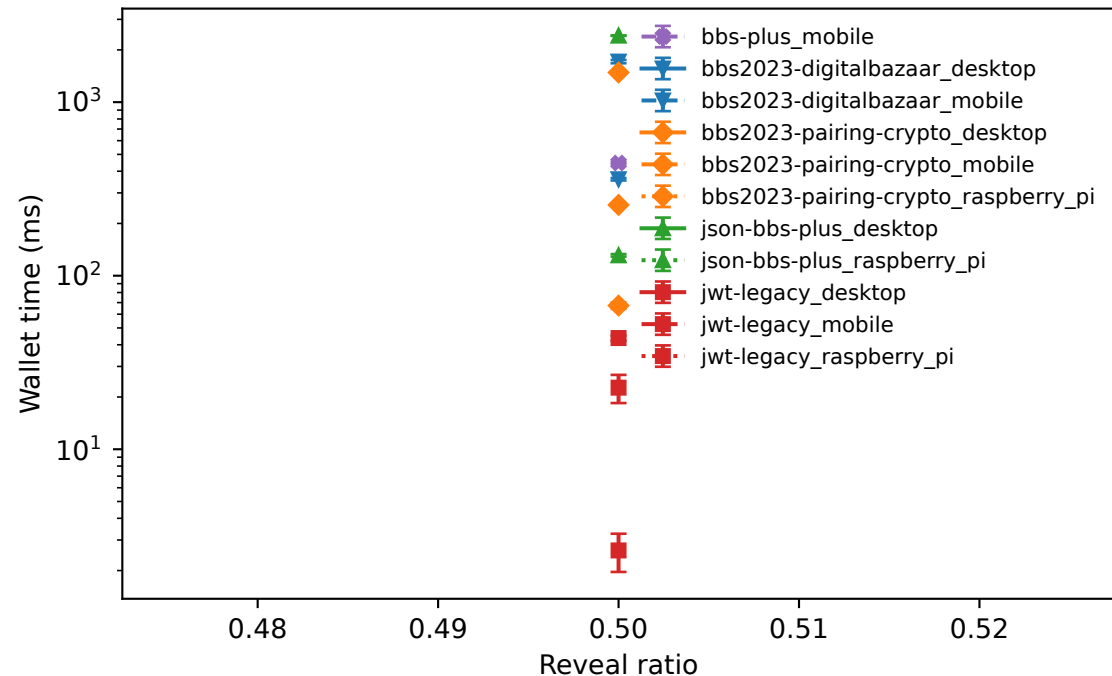
# Wallet time (ms) vs Reveal — attrCount=9



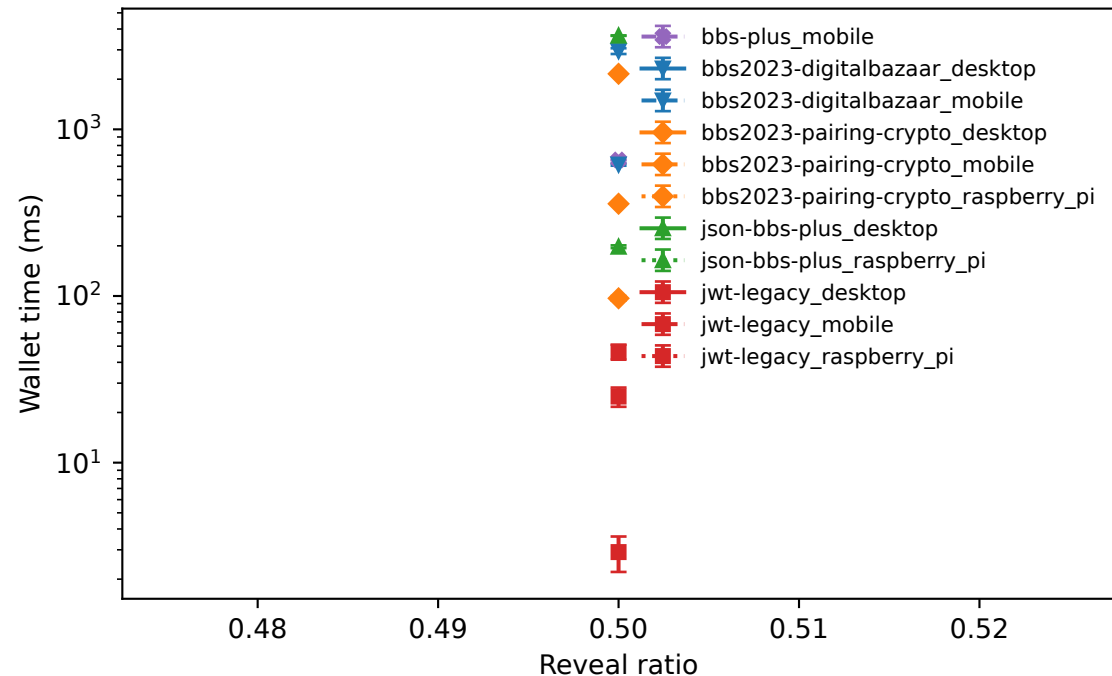
# Wallet time (ms) vs Reveal — attrCount=10



# Wallet time (ms) vs Reveal — attrCount=20

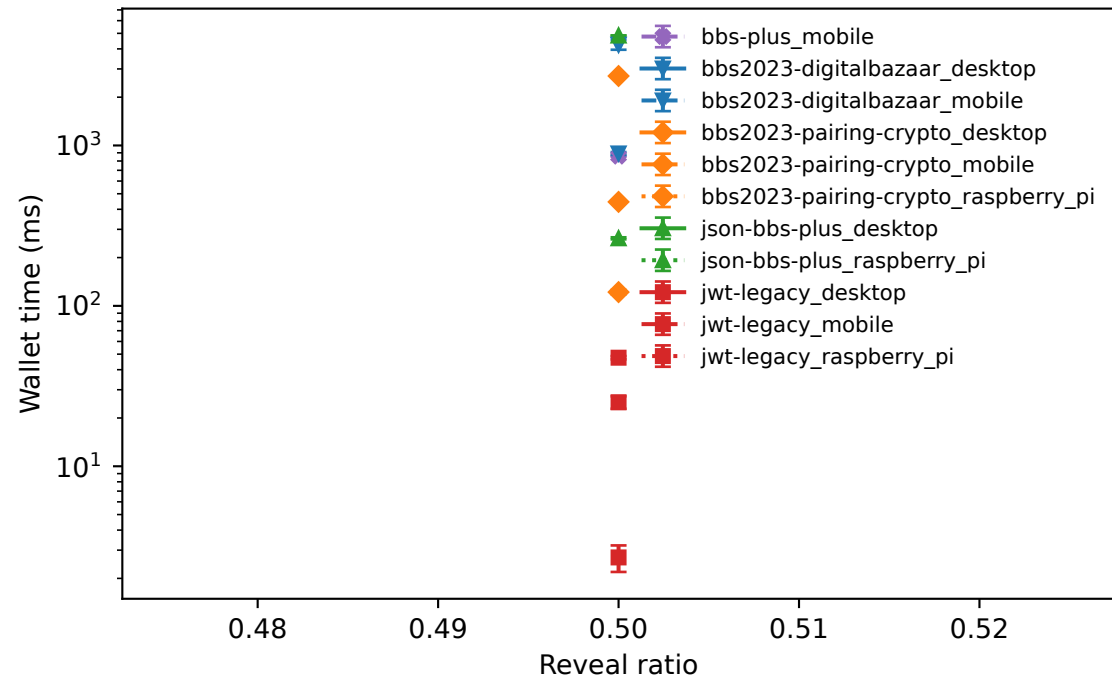


# Wallet time (ms) vs Reveal — attrCount=40





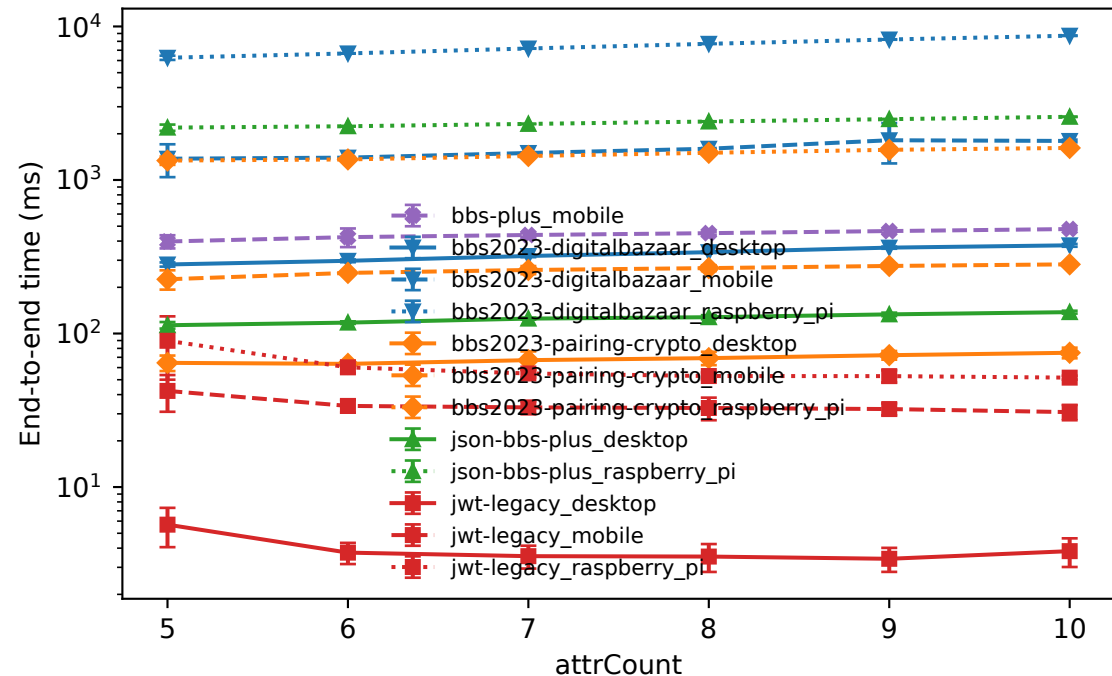
# Wallet time (ms) vs Reveal — attrCount=60



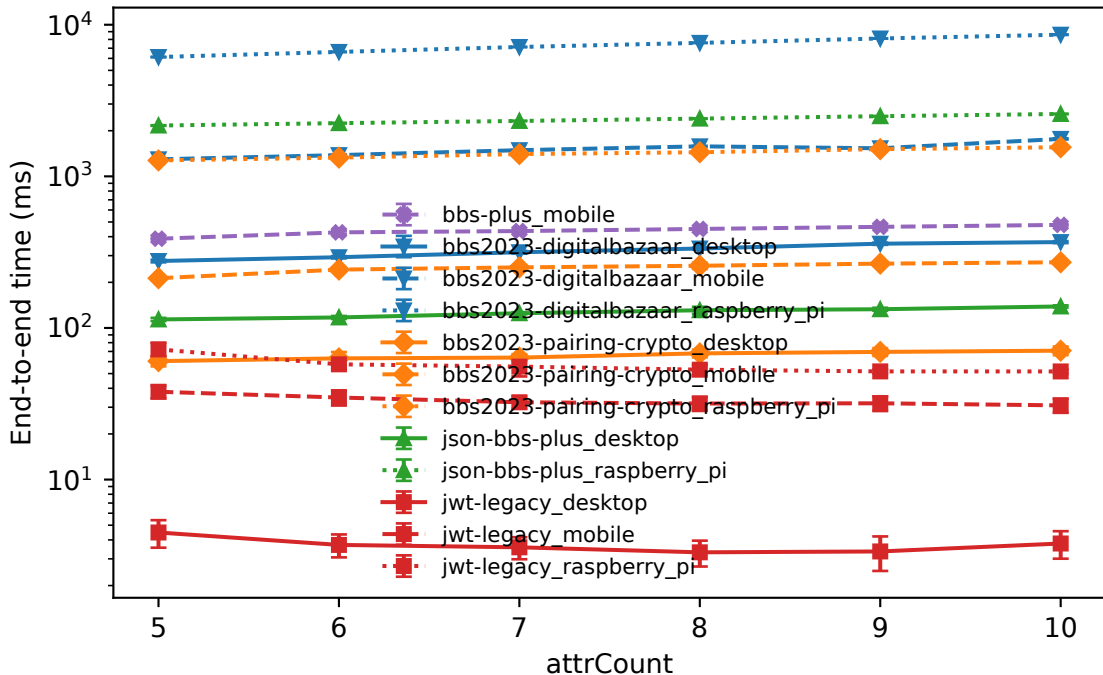




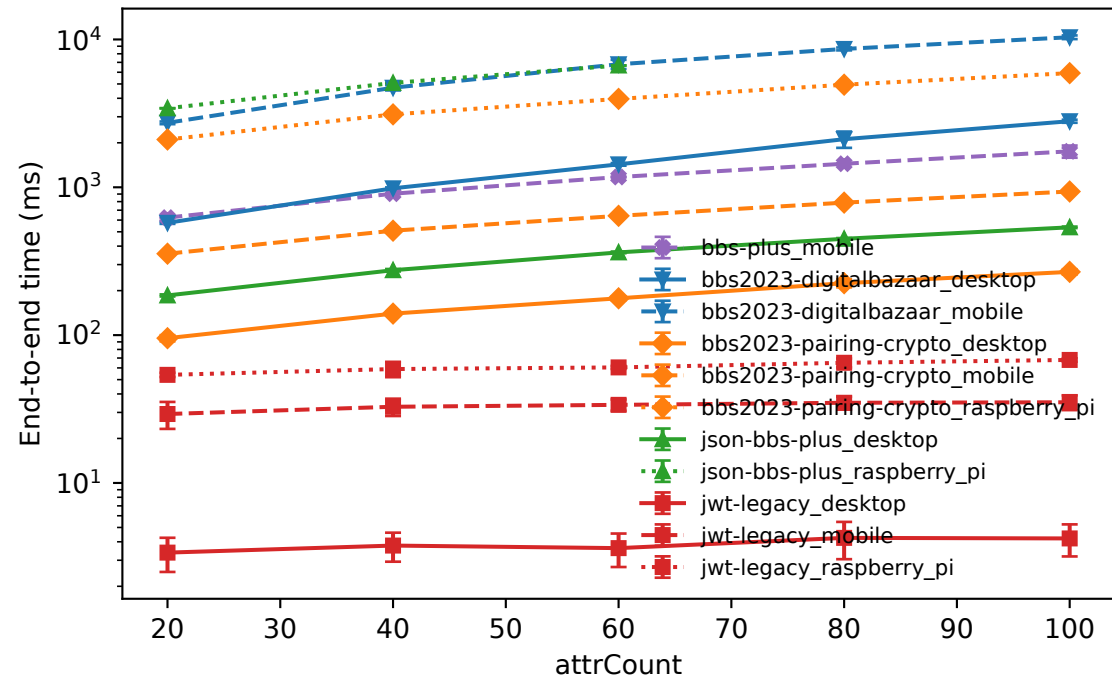
# End-to-end time (ms) vs AttrCount — reveal=0.20



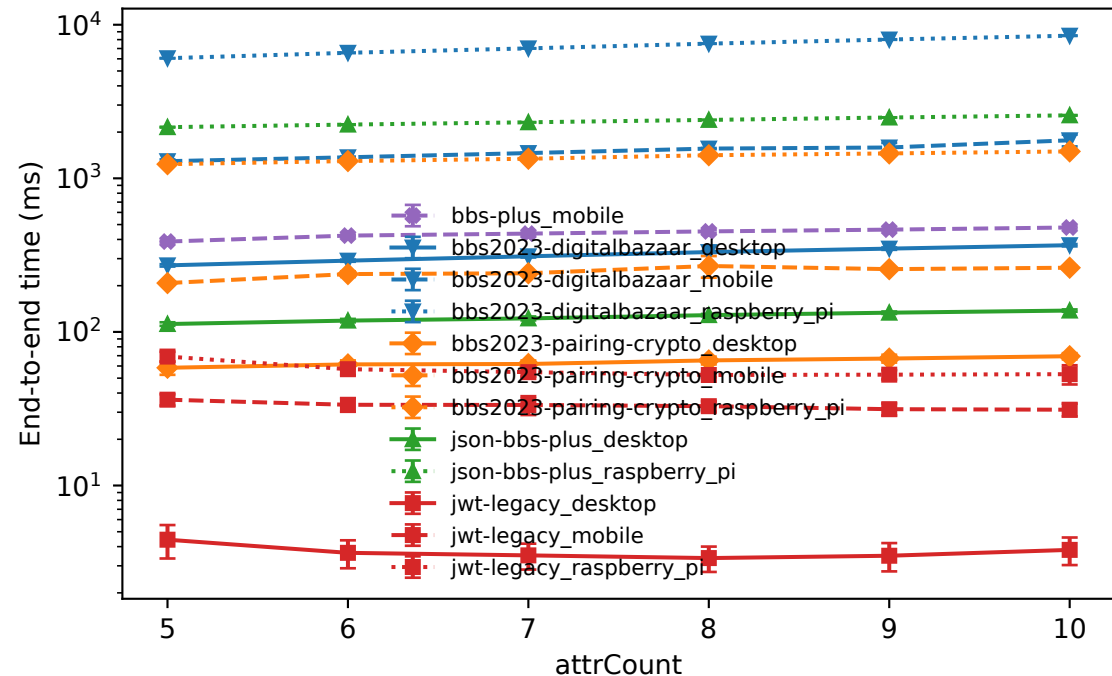
# End-to-end time (ms) vs AttrCount — reveal=0.40



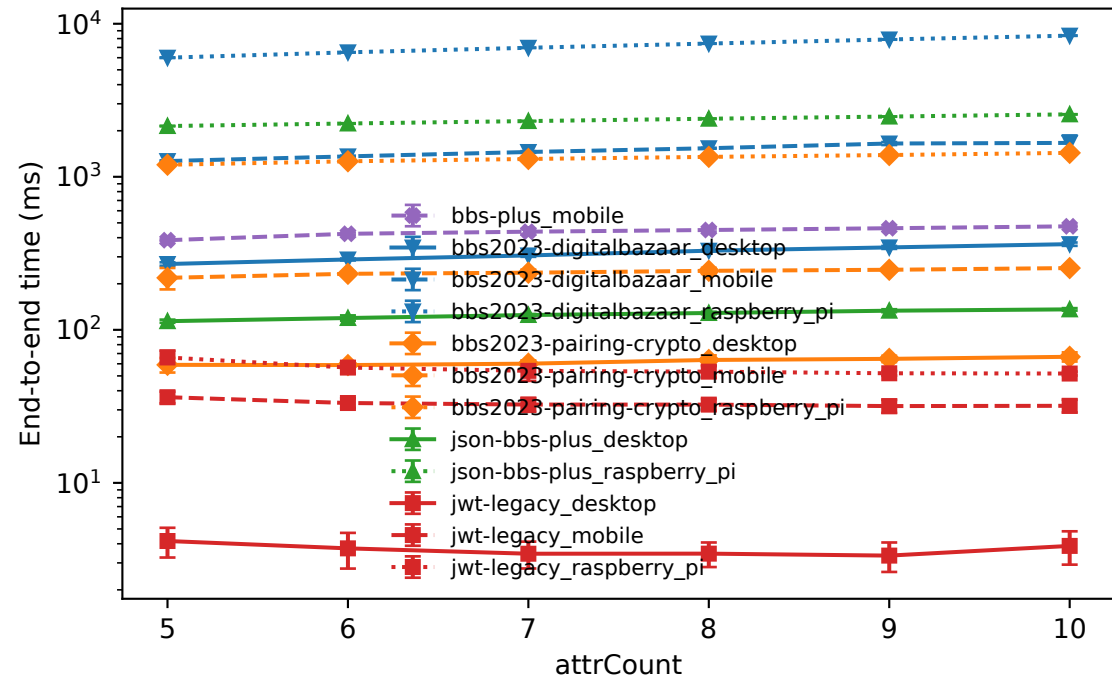
# End-to-end time (ms) vs AttrCount — reveal=0.50



# End-to-end time (ms) vs AttrCount — reveal=0.60



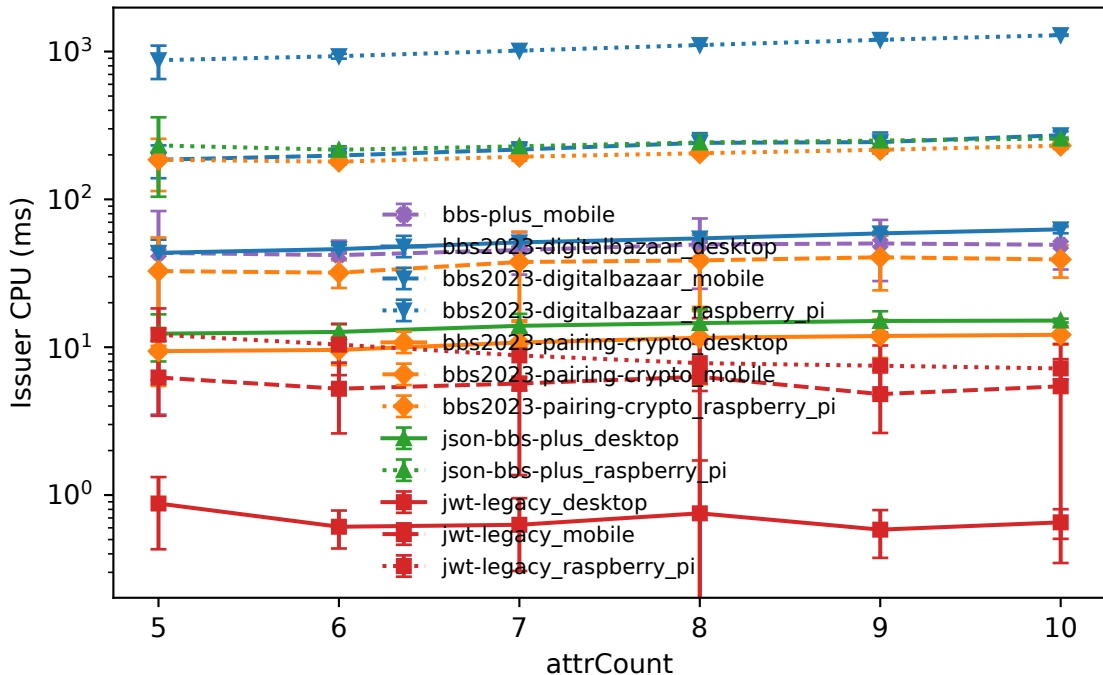
# End-to-end time (ms) vs AttrCount — reveal=0.80



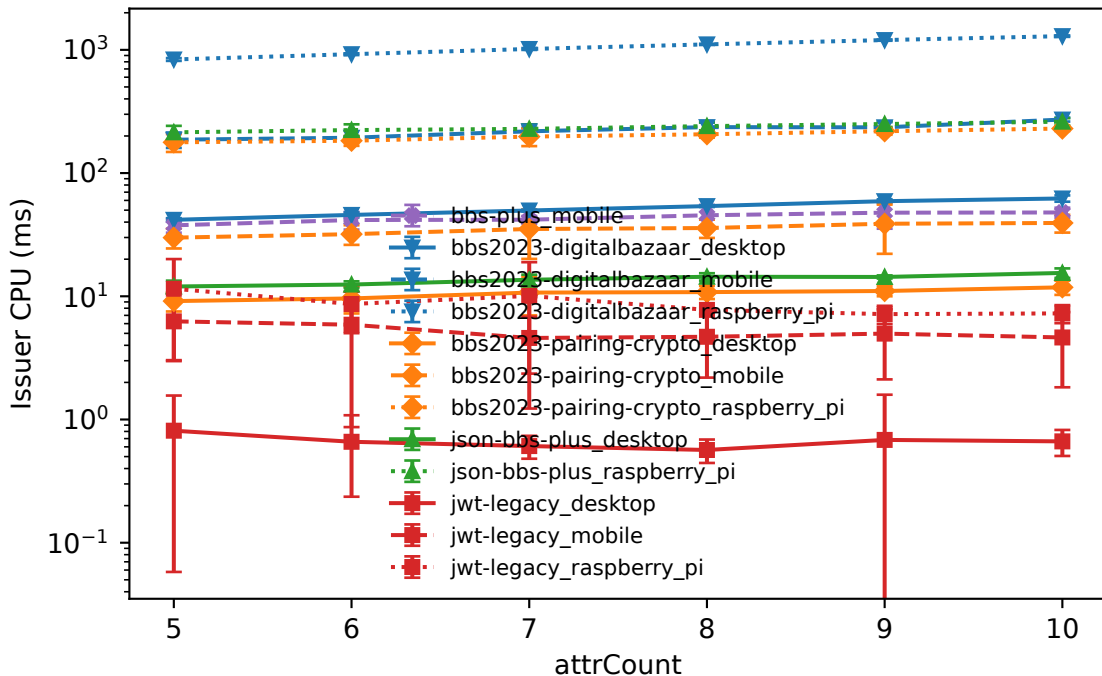




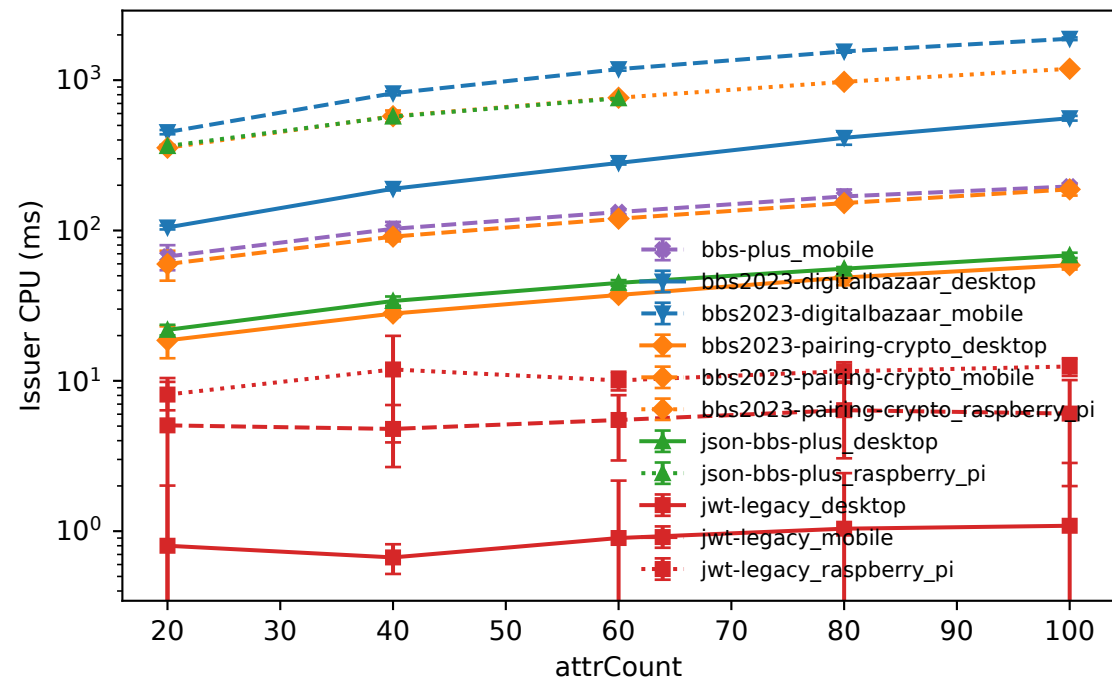
Issuer CPU (ms) vs AttrCount — reveal=0.20



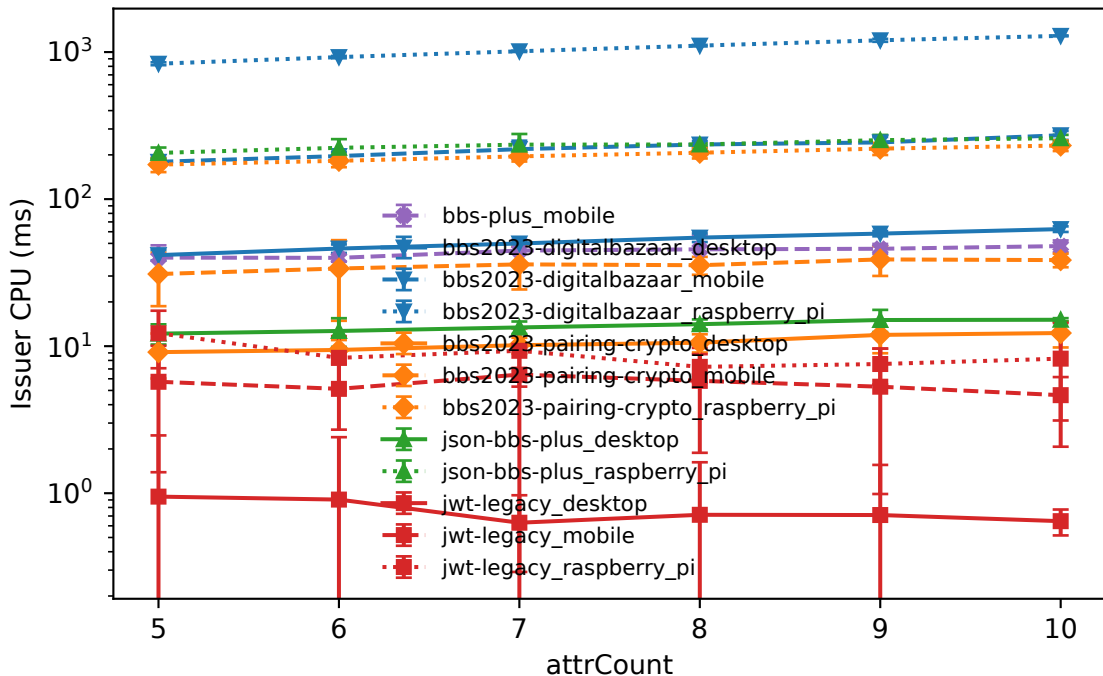
Issuer CPU (ms) vs AttrCount — reveal=0.40



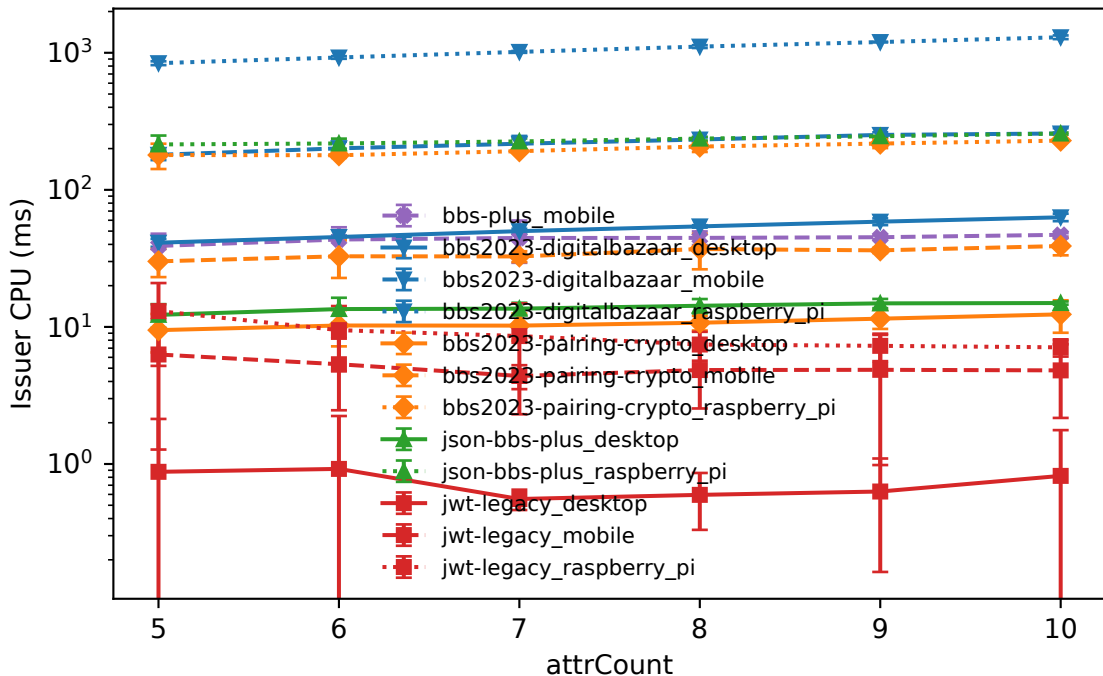
Issuer CPU (ms) vs AttrCount — reveal=0.50



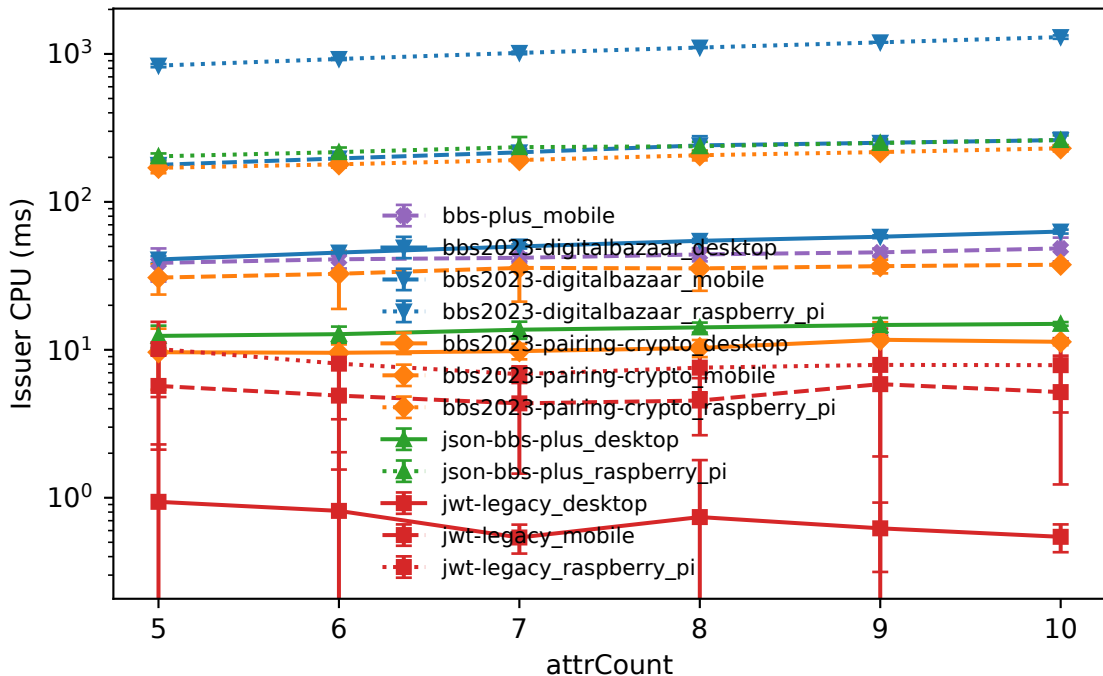
# Issuer CPU (ms) vs AttrCount — reveal=0.60



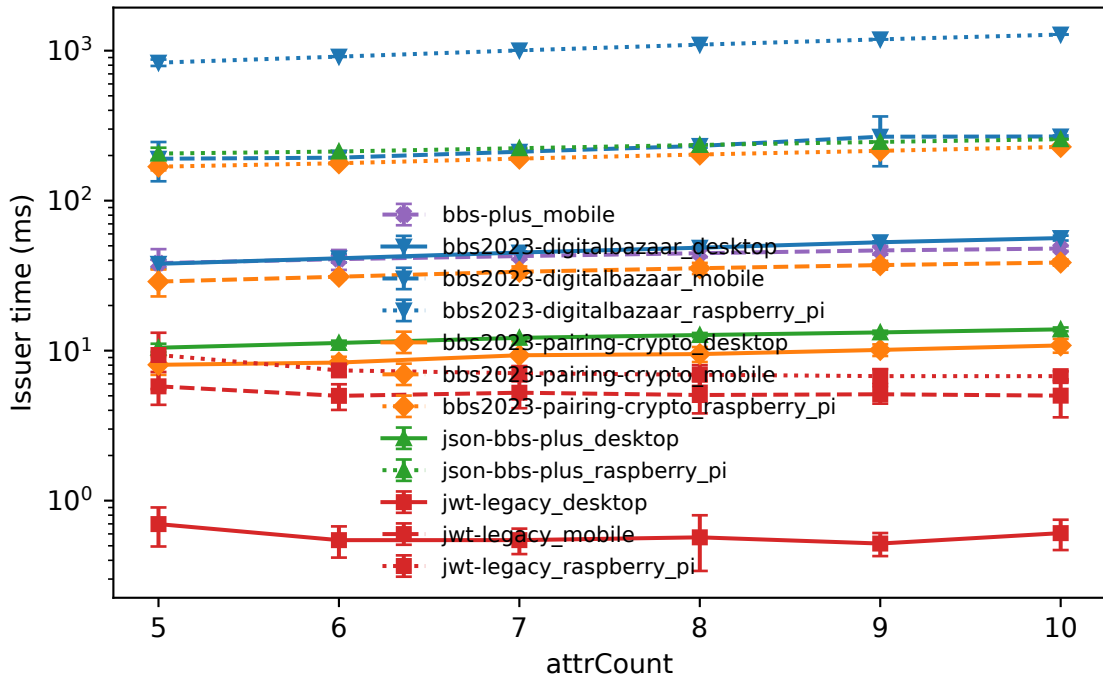
# Issuer CPU (ms) vs AttrCount — reveal=0.80



# Issuer CPU (ms) vs AttrCount — reveal=1.00

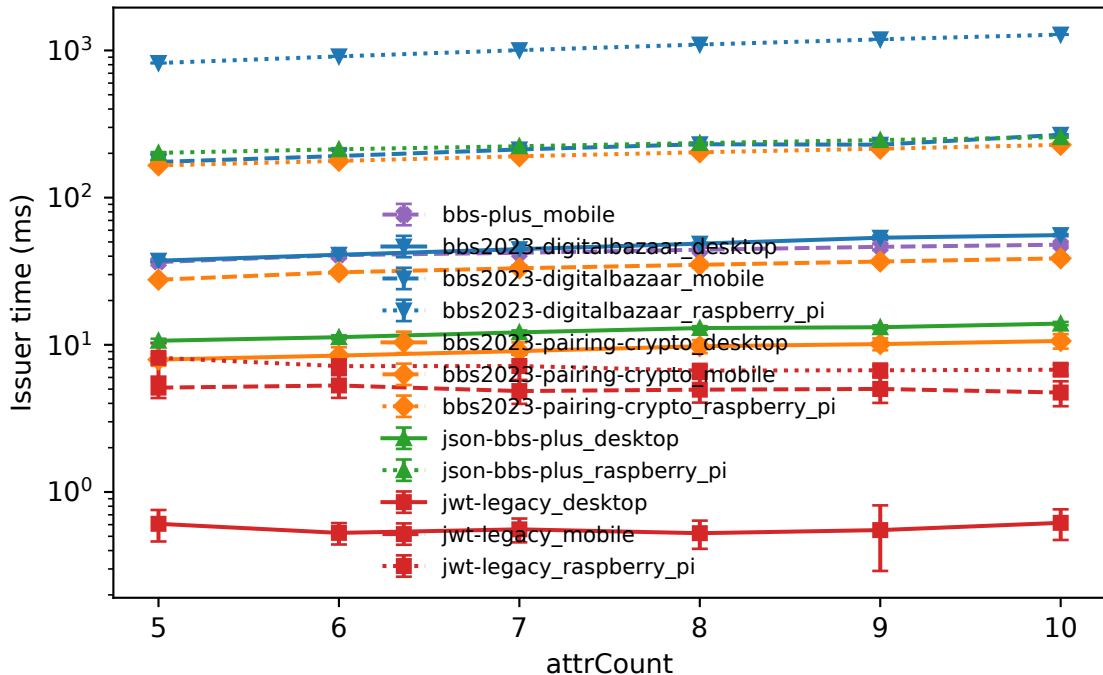


# Issuer time (ms) vs AttrCount — reveal=0.20

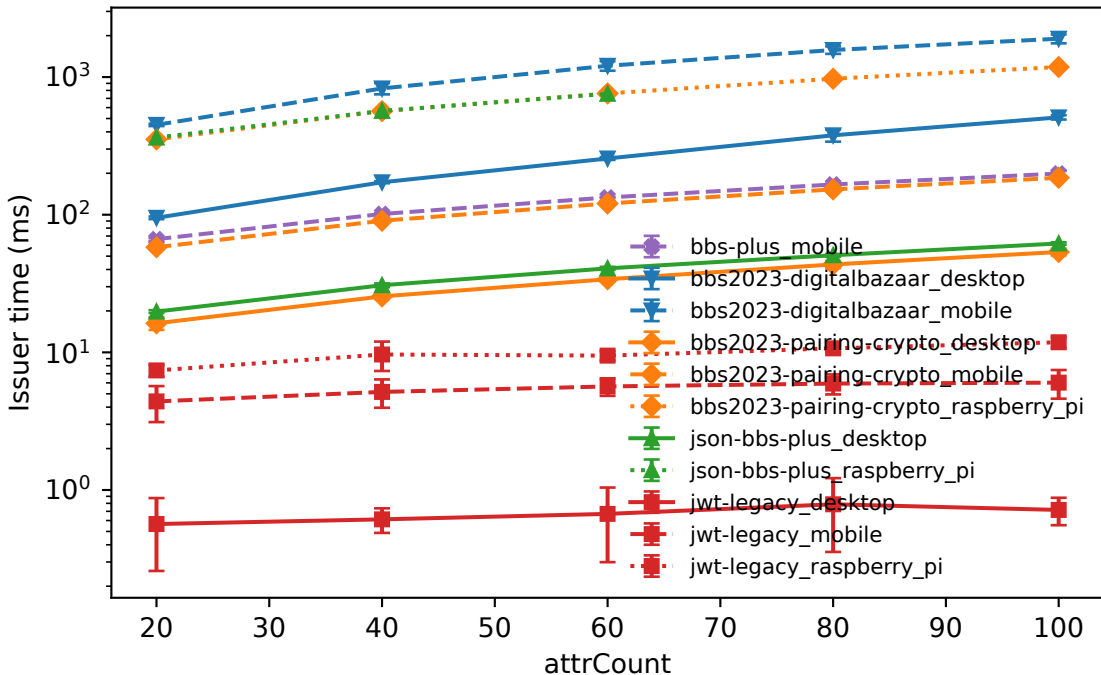




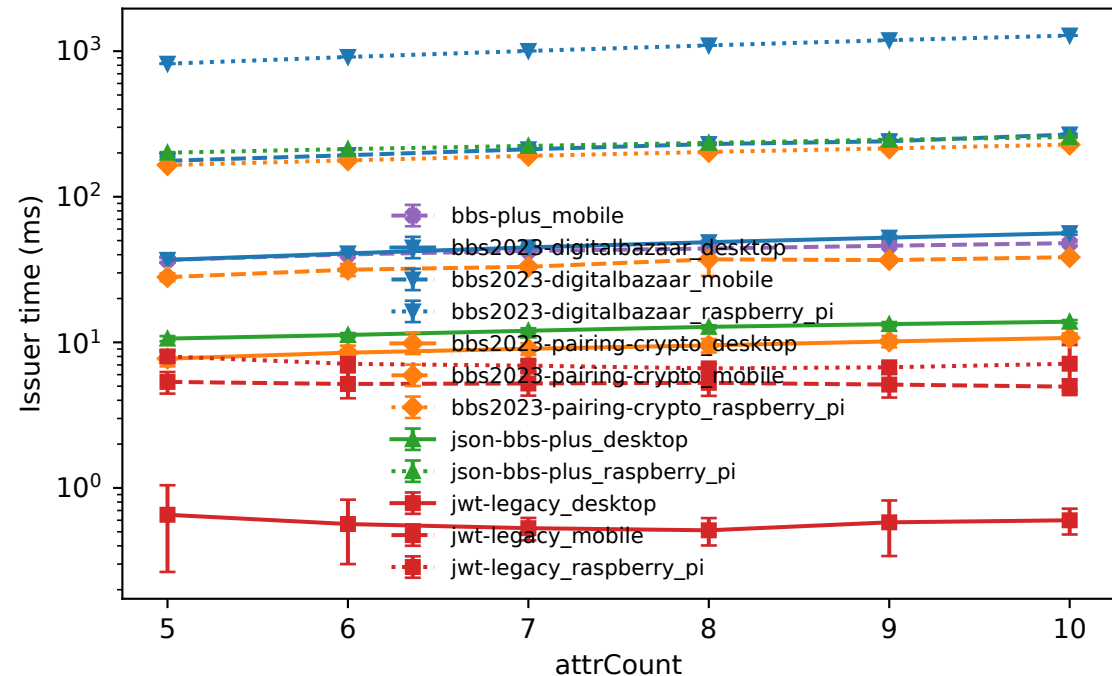
# Issuer time (ms) vs AttrCount — reveal=0.40



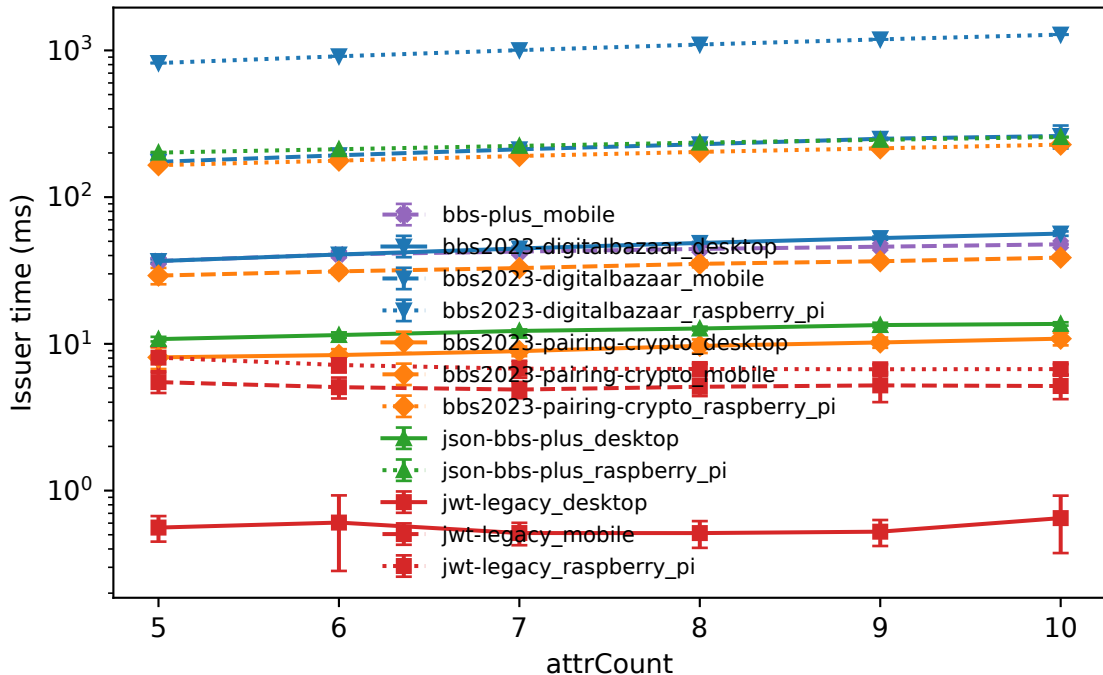
# Issuer time (ms) vs AttrCount — reveal=0.50



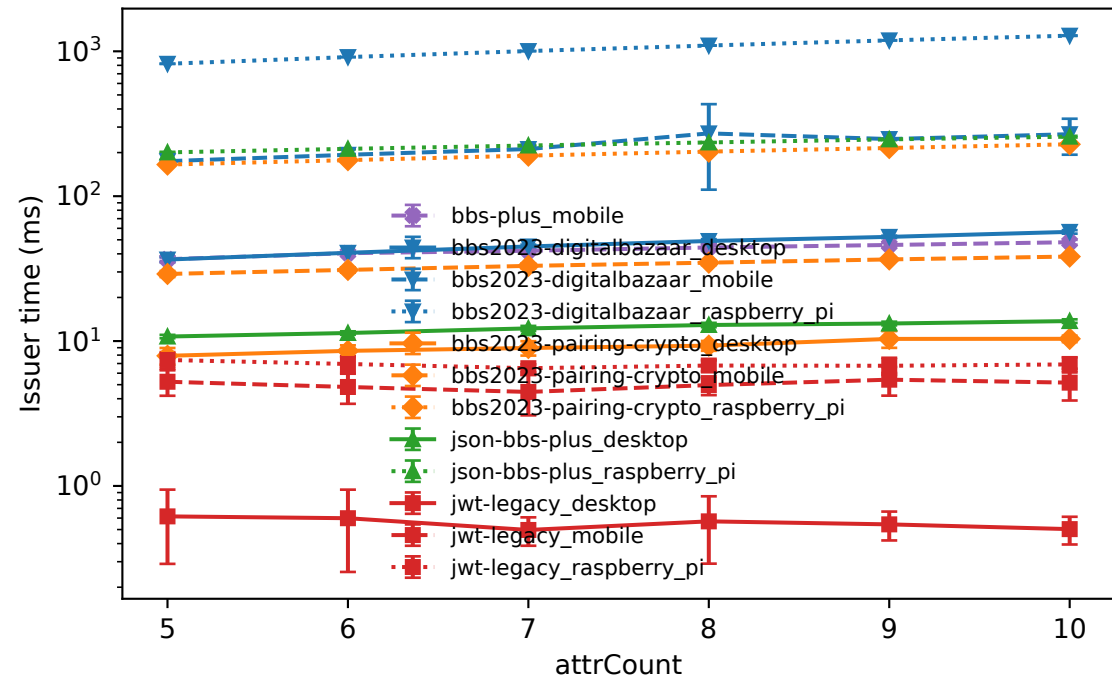
Issuer time (ms) vs AttrCount — reveal=0.60



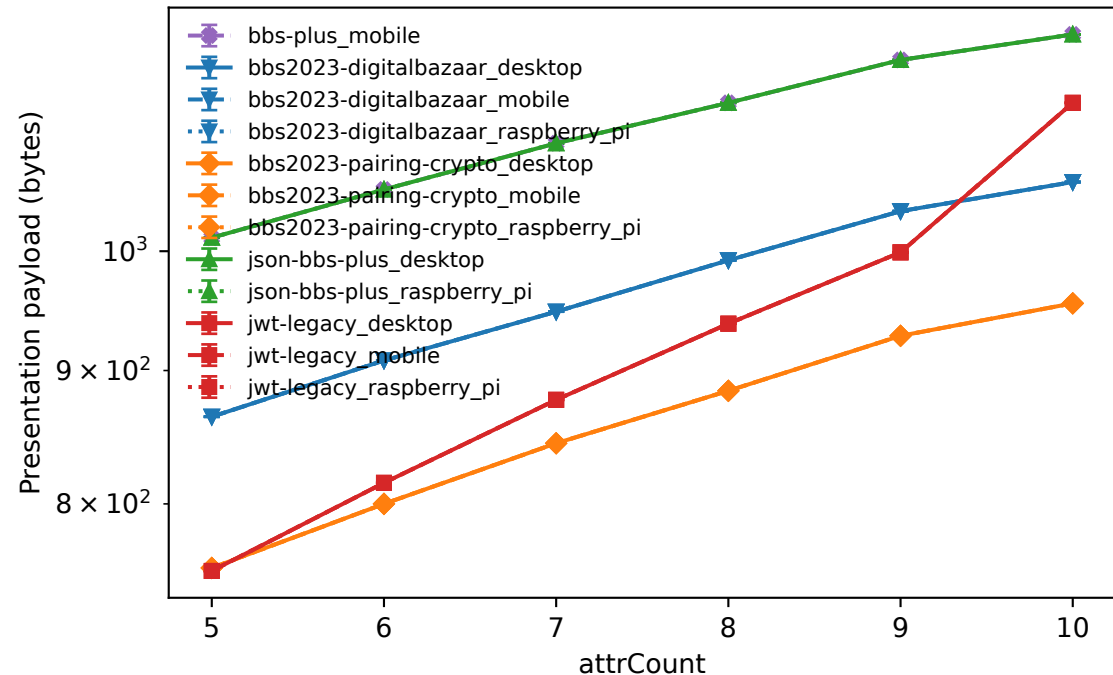
# Issuer time (ms) vs AttrCount — reveal=0.80



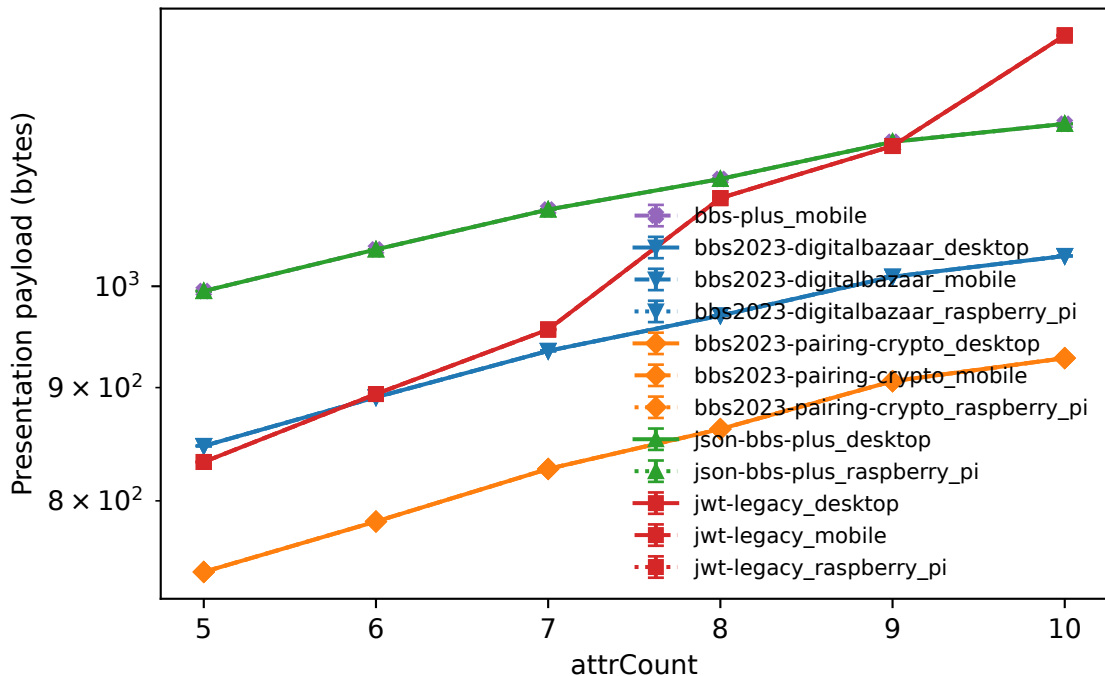
Issuer time (ms) vs AttrCount — reveal=1.00



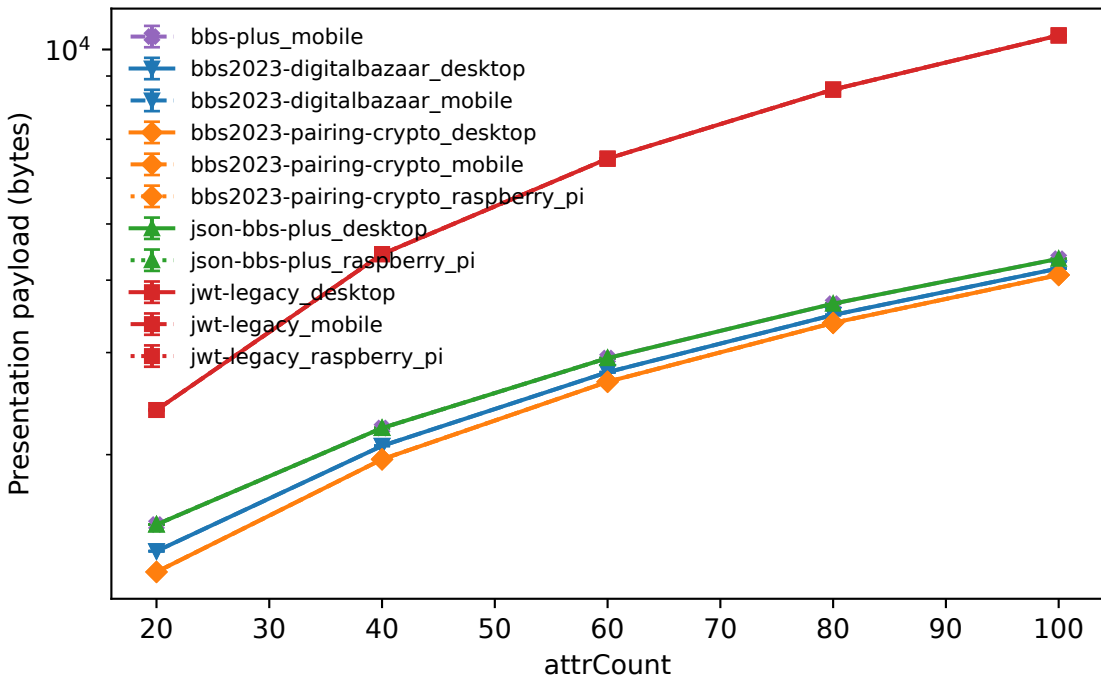
Presentation payload (bytes) vs AttrCount — reveal=0.20



Presentation payload (bytes) vs AttrCount — reveal=0.40

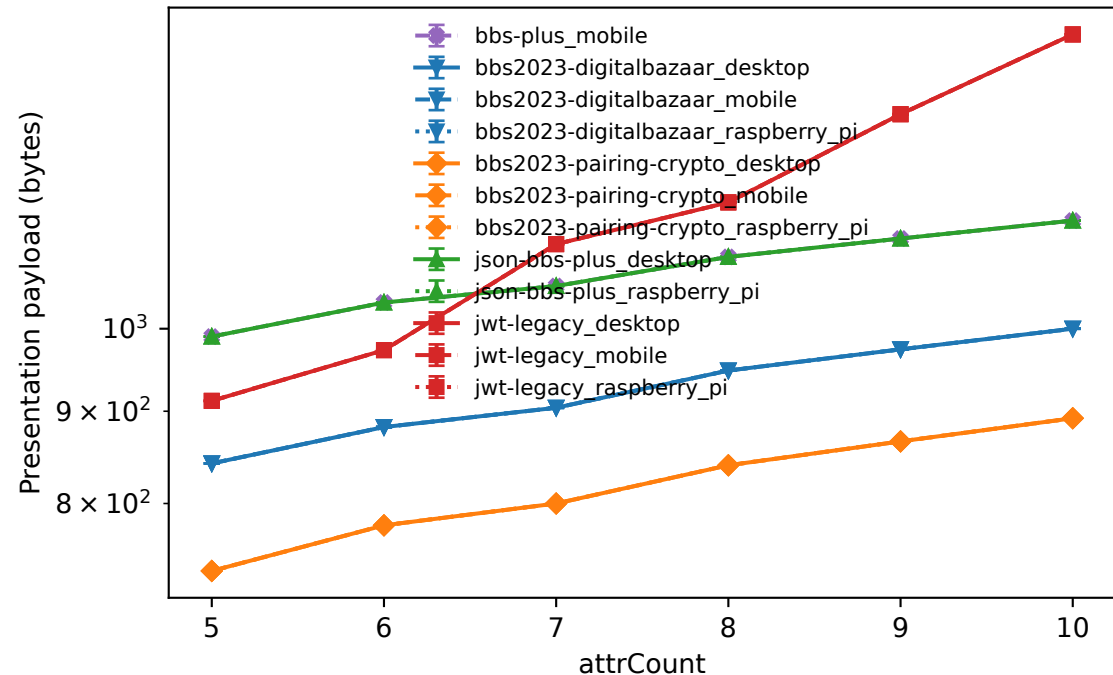


Presentation payload (bytes) vs AttrCount — reveal=0.50

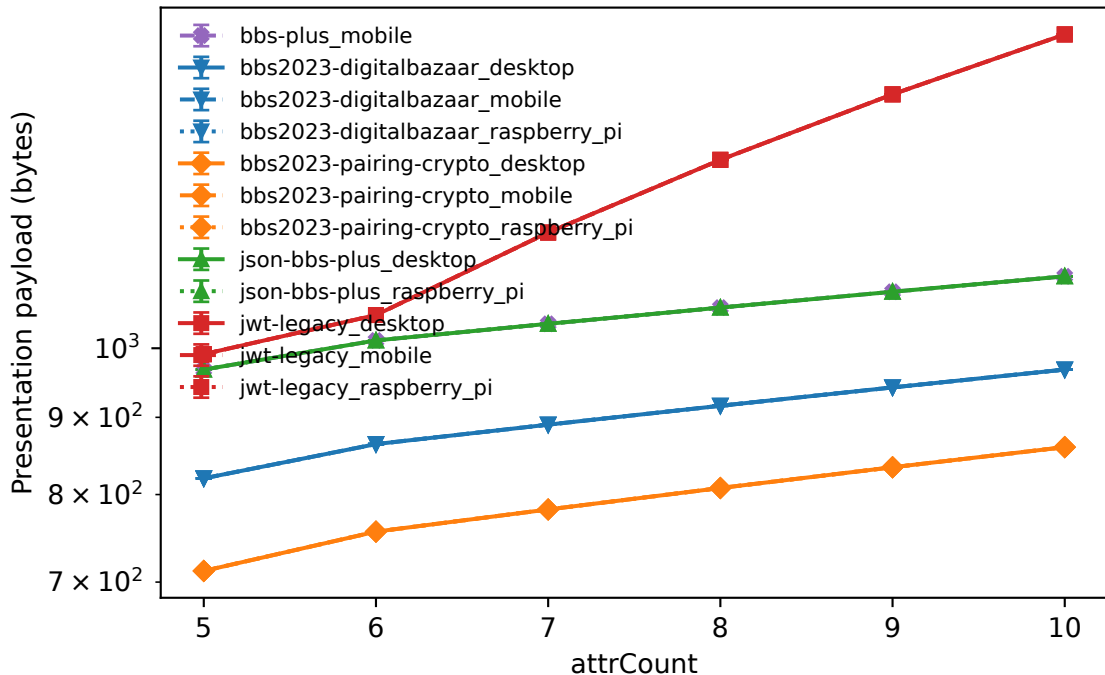




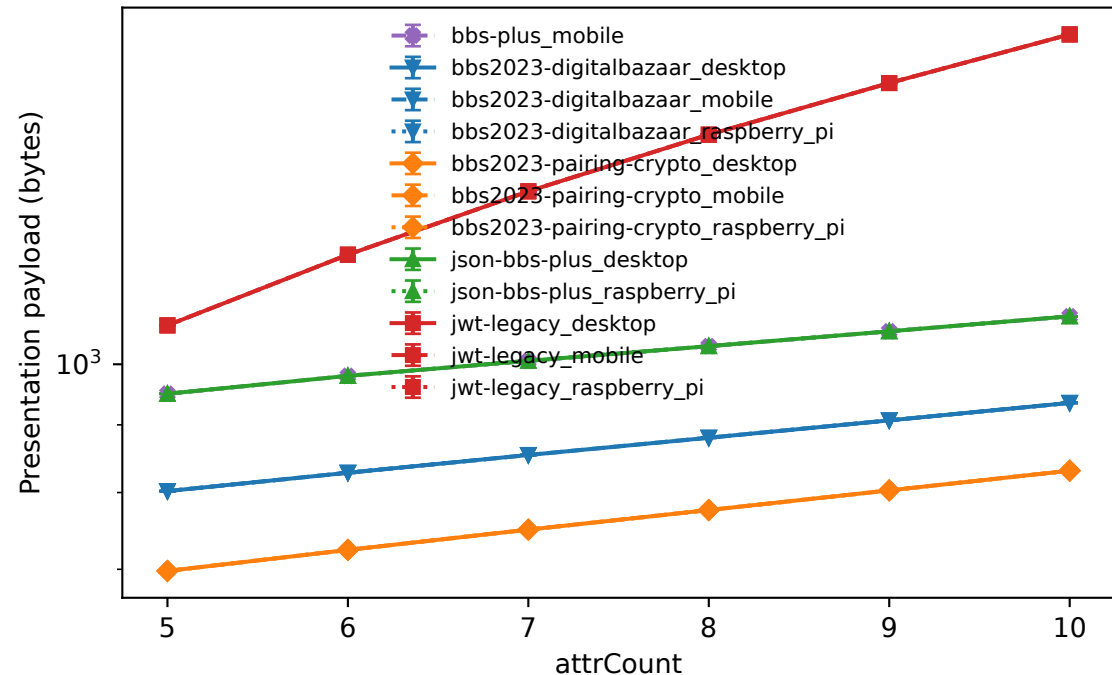
Presentation payload (bytes) vs AttrCount — reveal=0.60



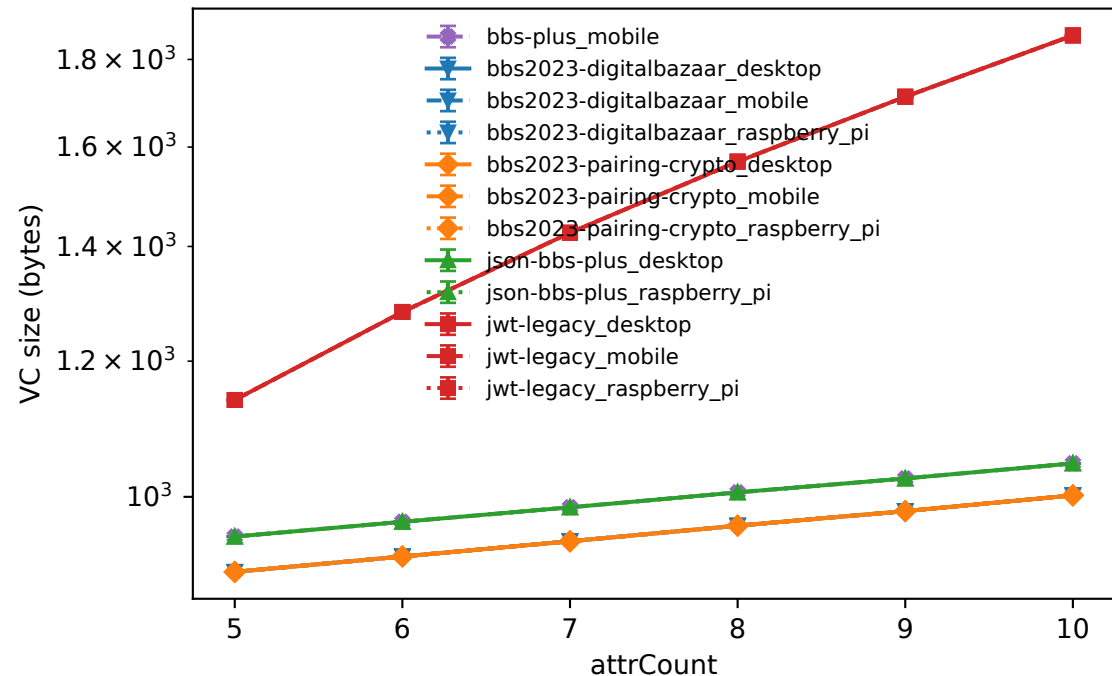
Presentation payload (bytes) vs AttrCount — reveal=0.80



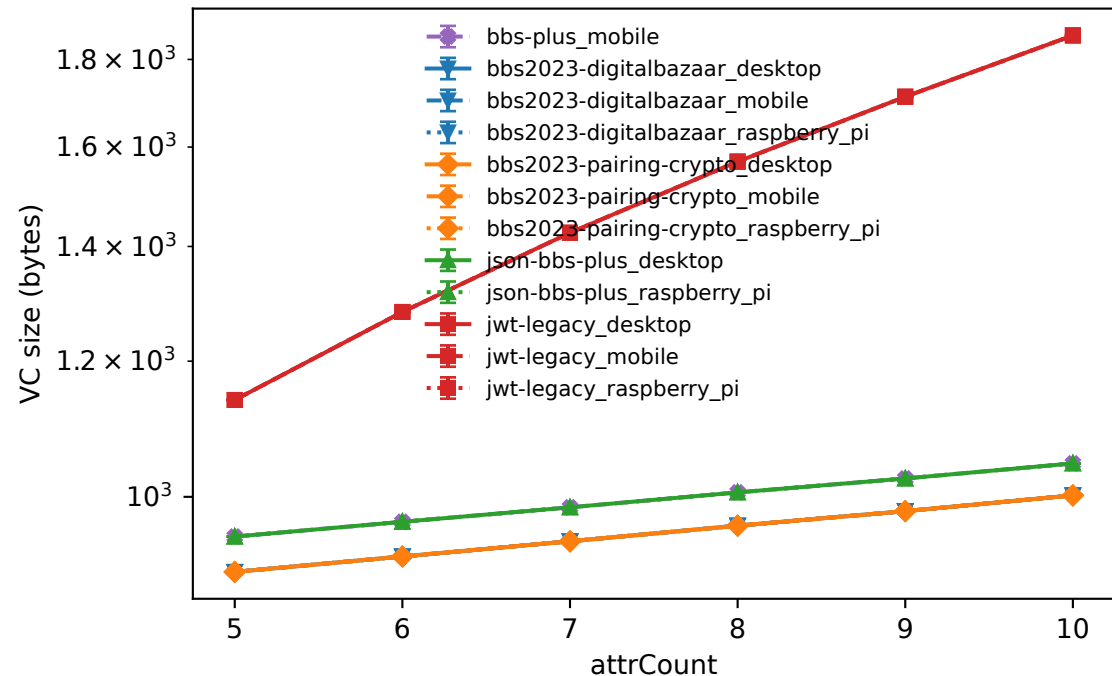
Presentation payload (bytes) vs AttrCount — reveal=1.00



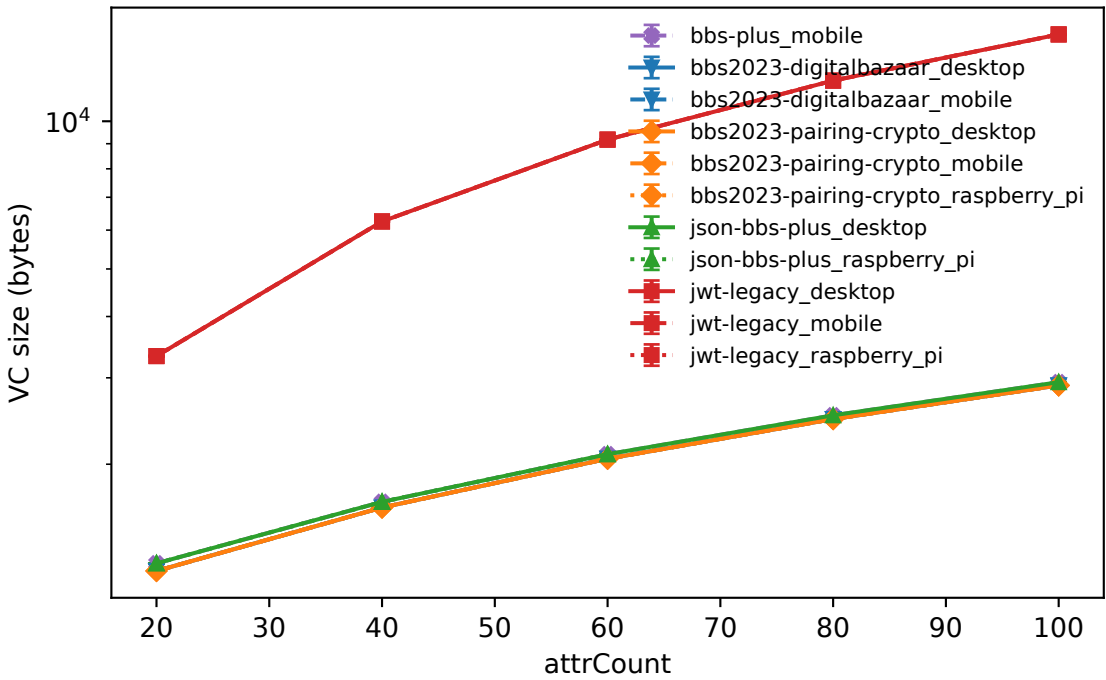
VC size (bytes) vs AttrCount — reveal=0.20



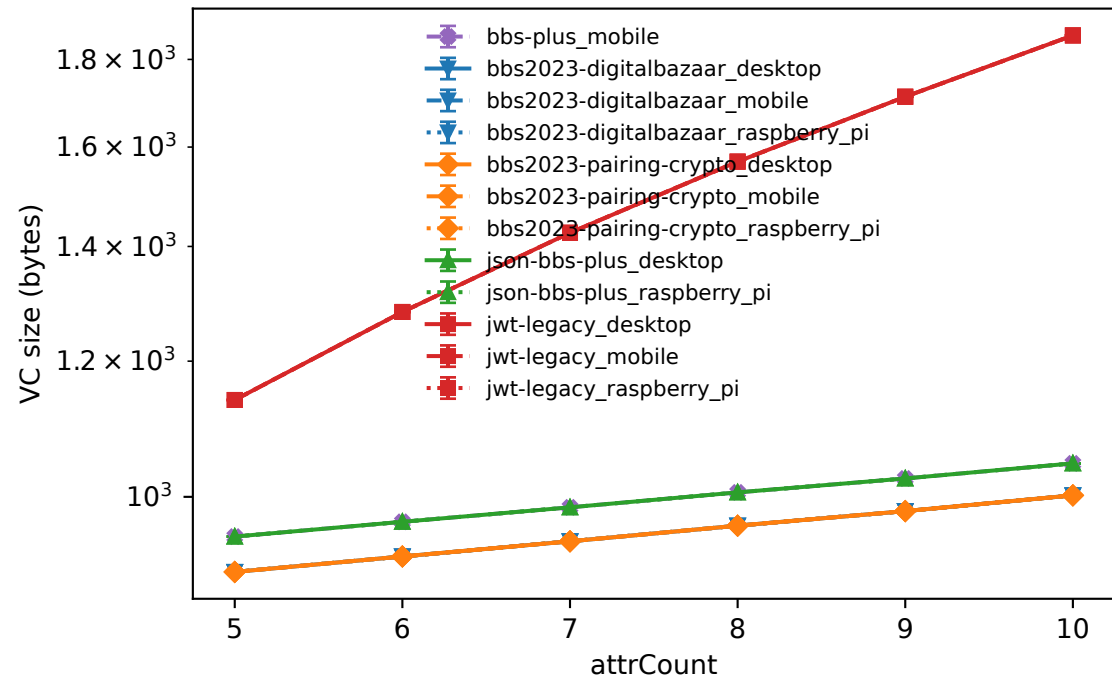
VC size (bytes) vs AttrCount — reveal=0.40



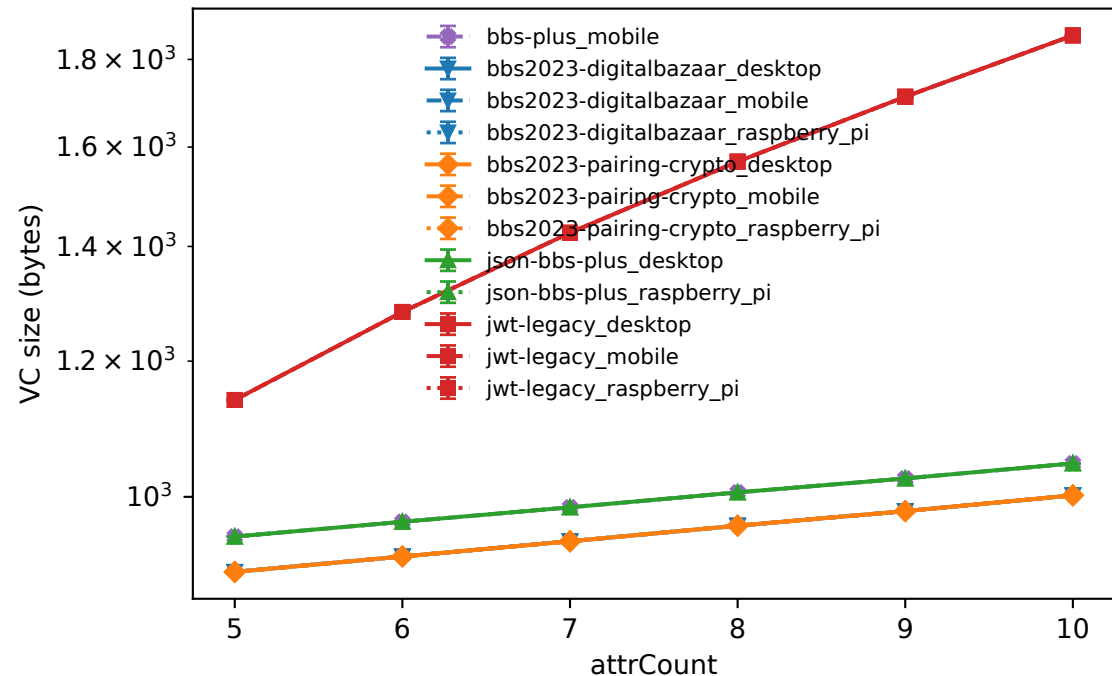
# VC size (bytes) vs AttrCount — reveal=0.50



VC size (bytes) vs AttrCount — reveal=0.60

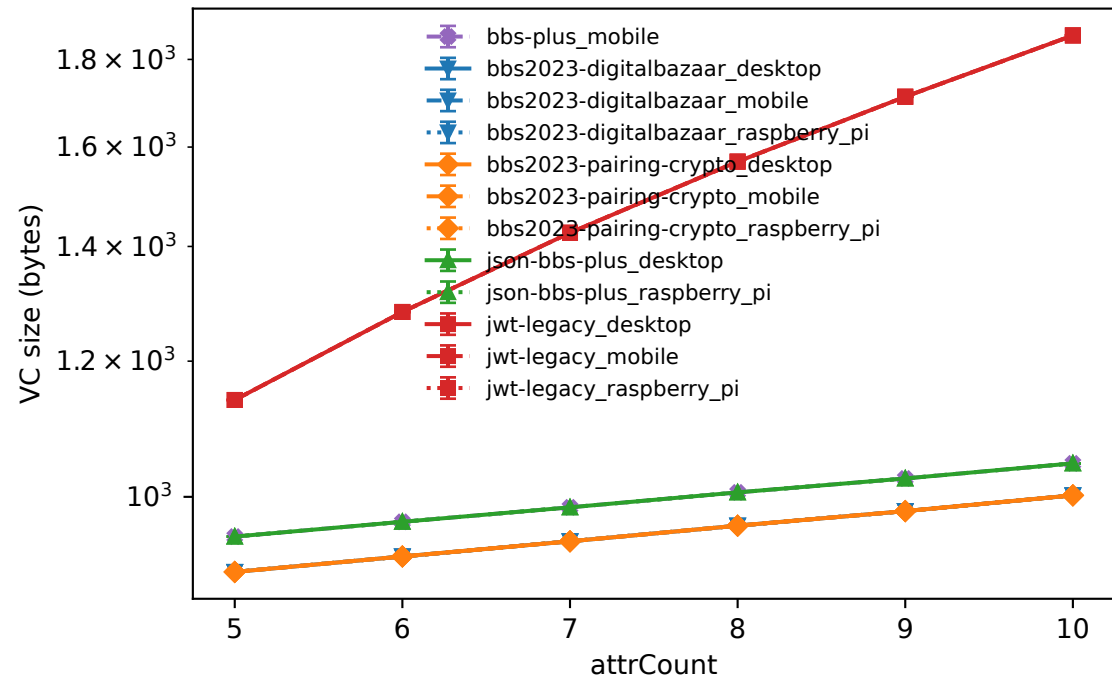


VC size (bytes) vs AttrCount — reveal=0.80

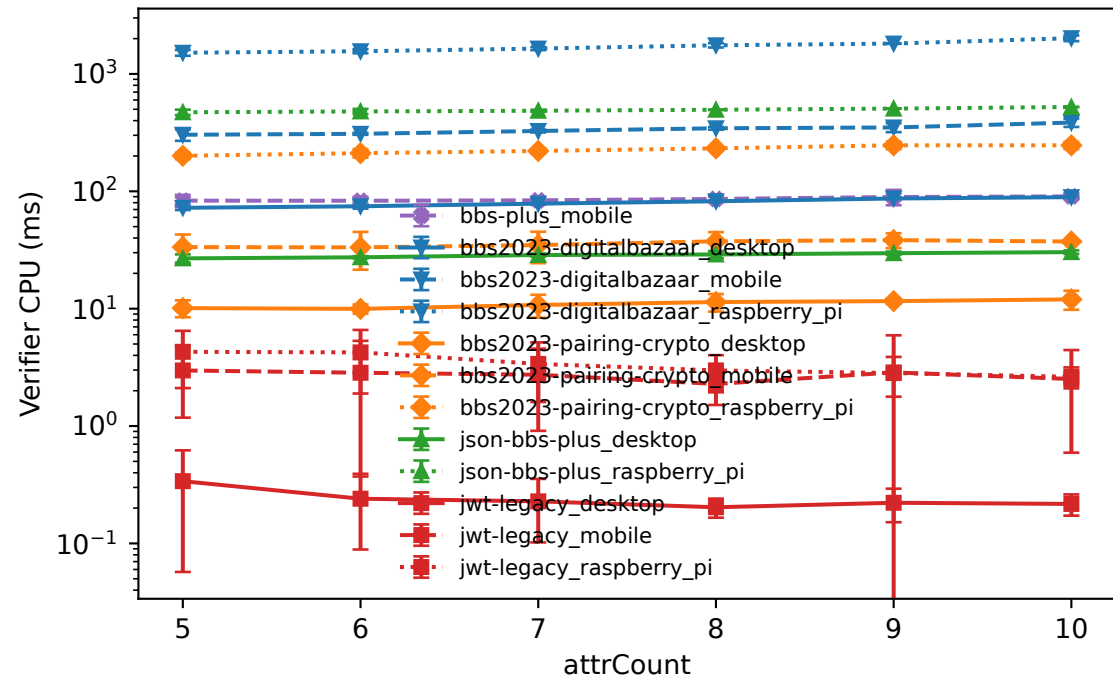




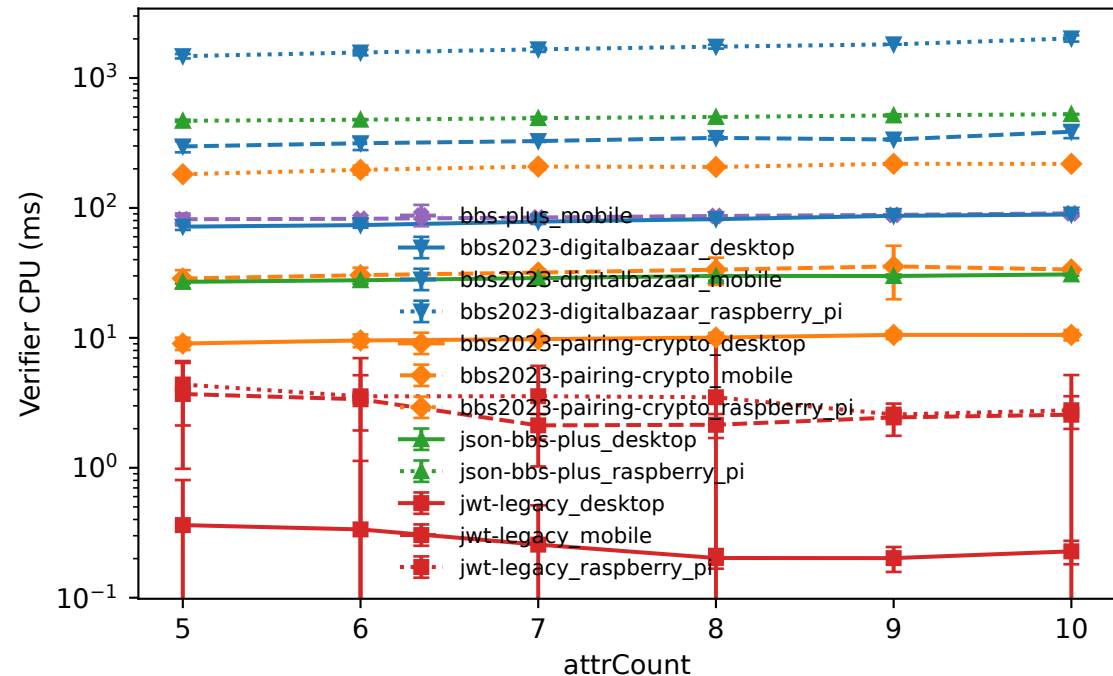
VC size (bytes) vs AttrCount — reveal=1.00



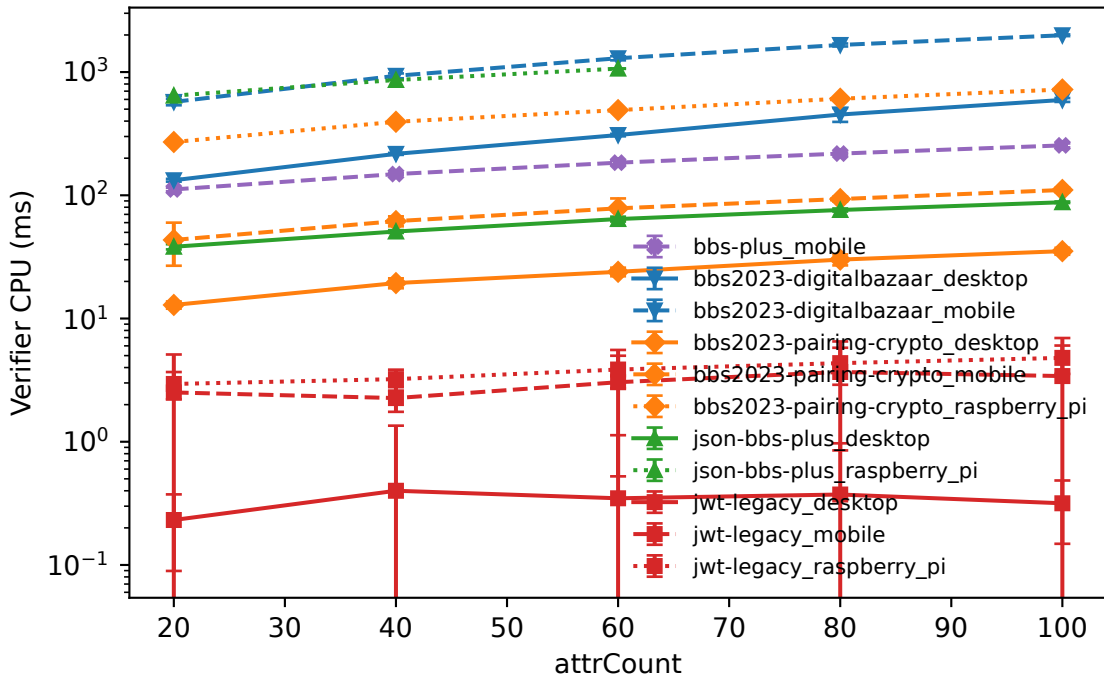
# Verifier CPU (ms) vs AttrCount — reveal=0.20



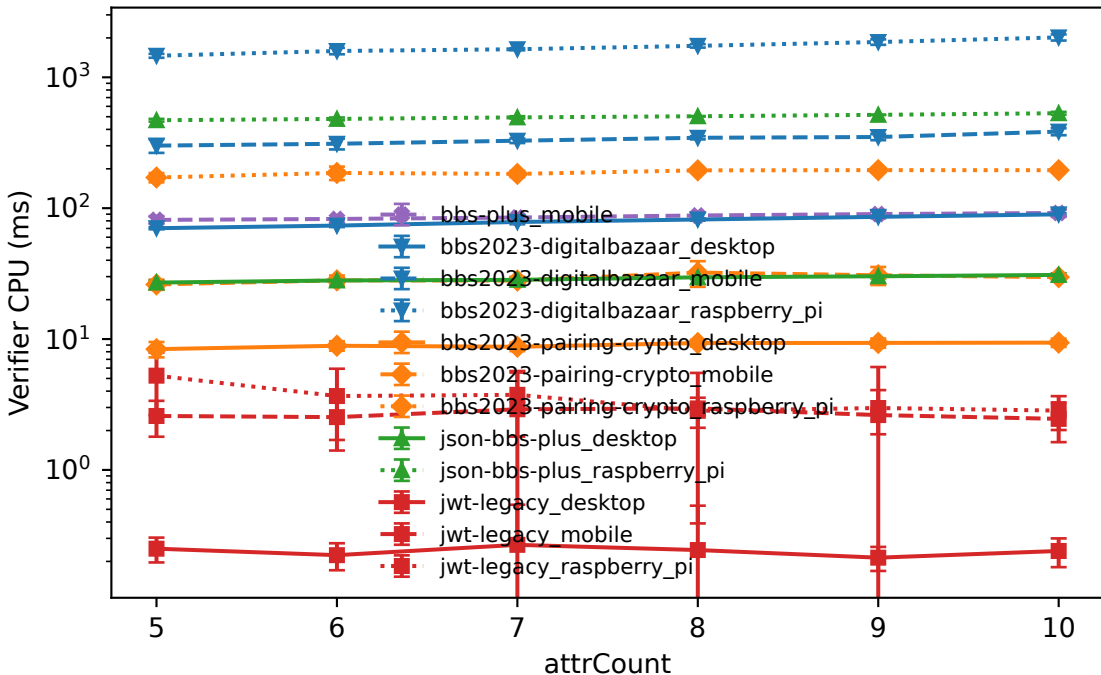
# Verifier CPU (ms) vs AttrCount — reveal=0.40



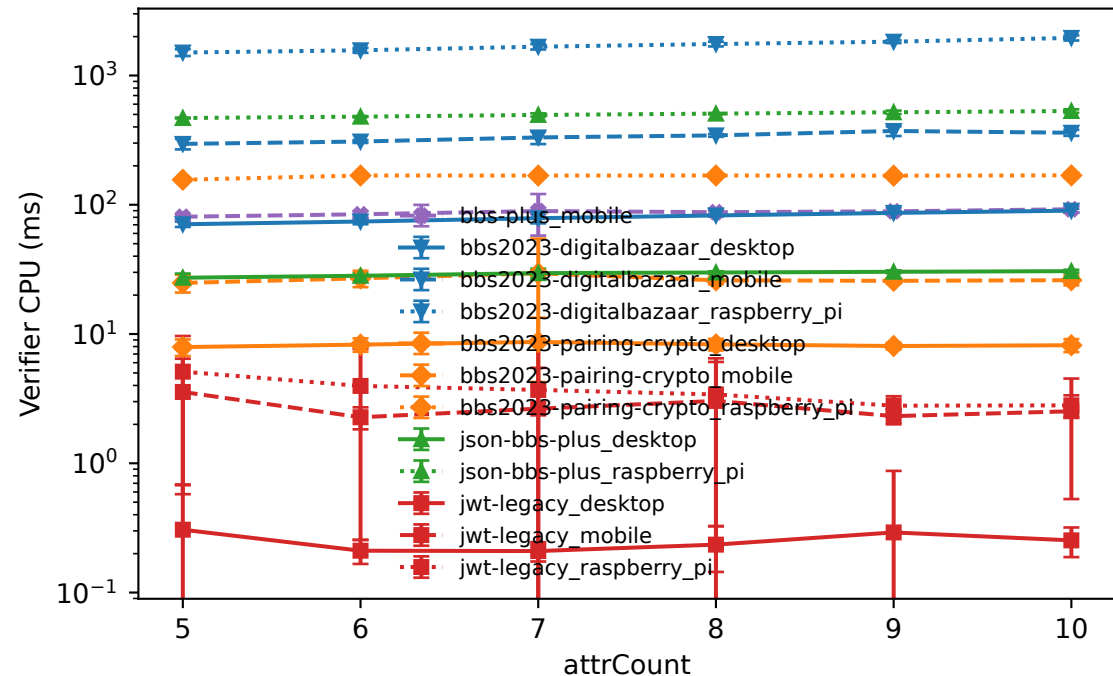
# Verifier CPU (ms) vs AttrCount — reveal=0.50



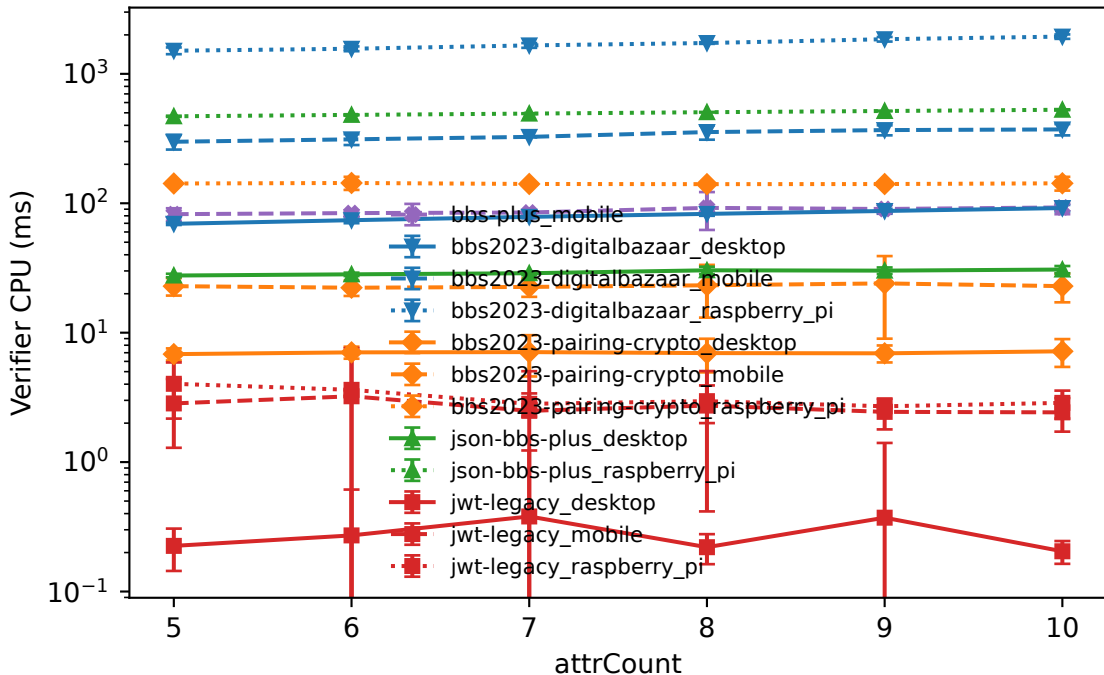
# Verifier CPU (ms) vs AttrCount — reveal=0.60



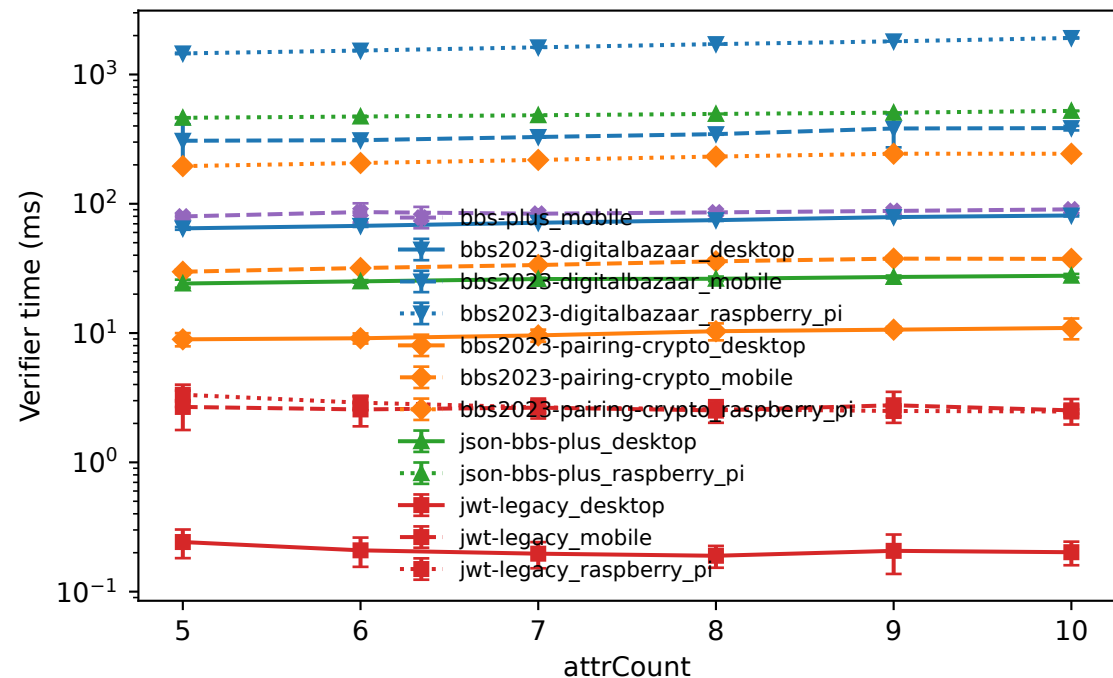
# Verifier CPU (ms) vs AttrCount — reveal=0.80



# Verifier CPU (ms) vs AttrCount — reveal=1.00

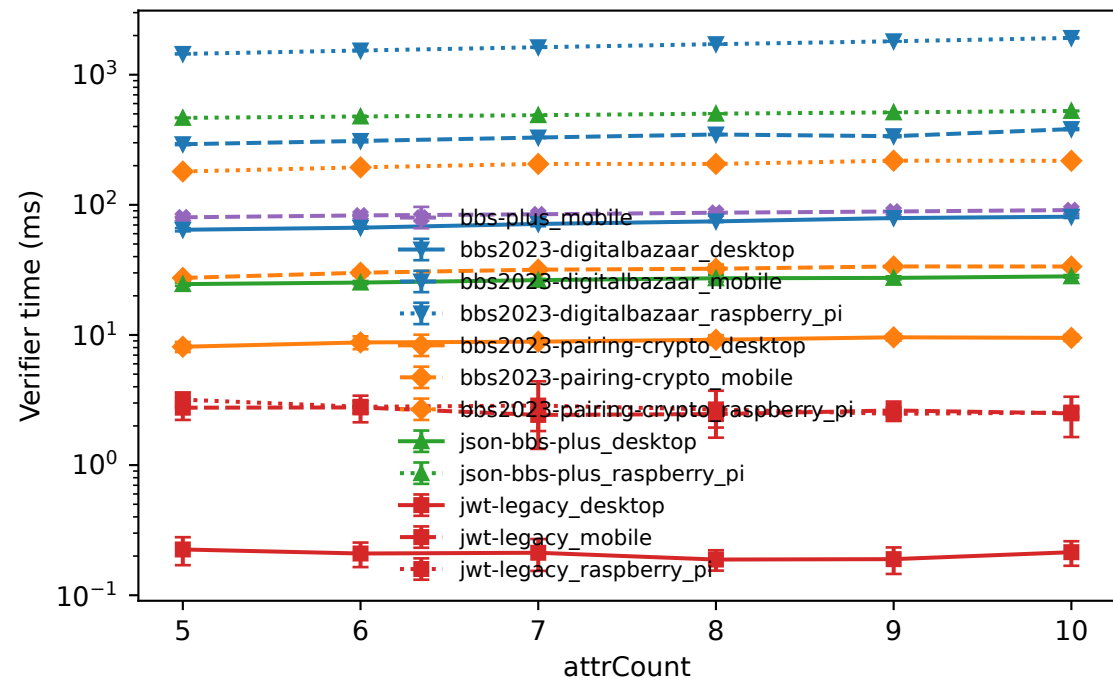


Verifier time (ms) vs AttrCount — reveal=0.20

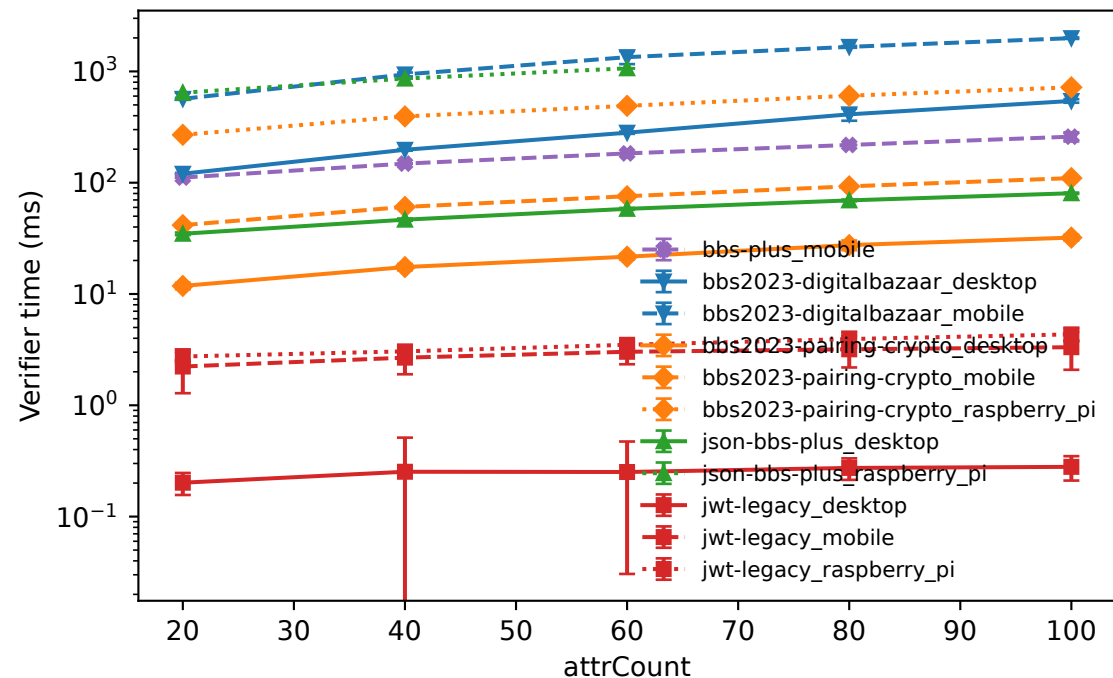




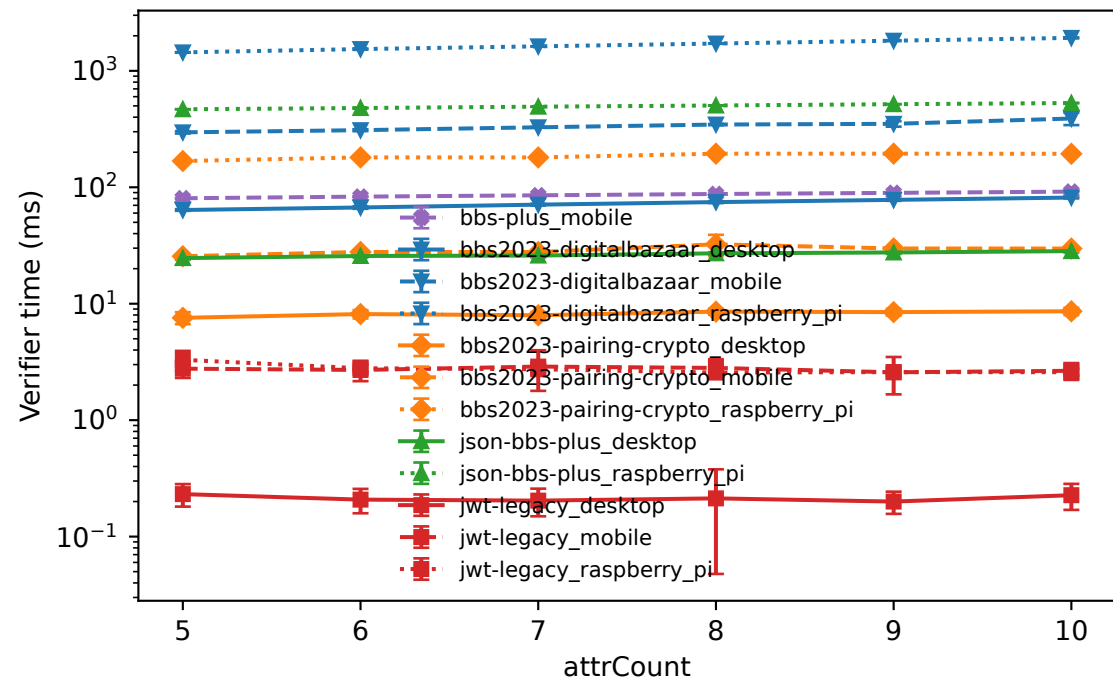
Verifier time (ms) vs AttrCount — reveal=0.40



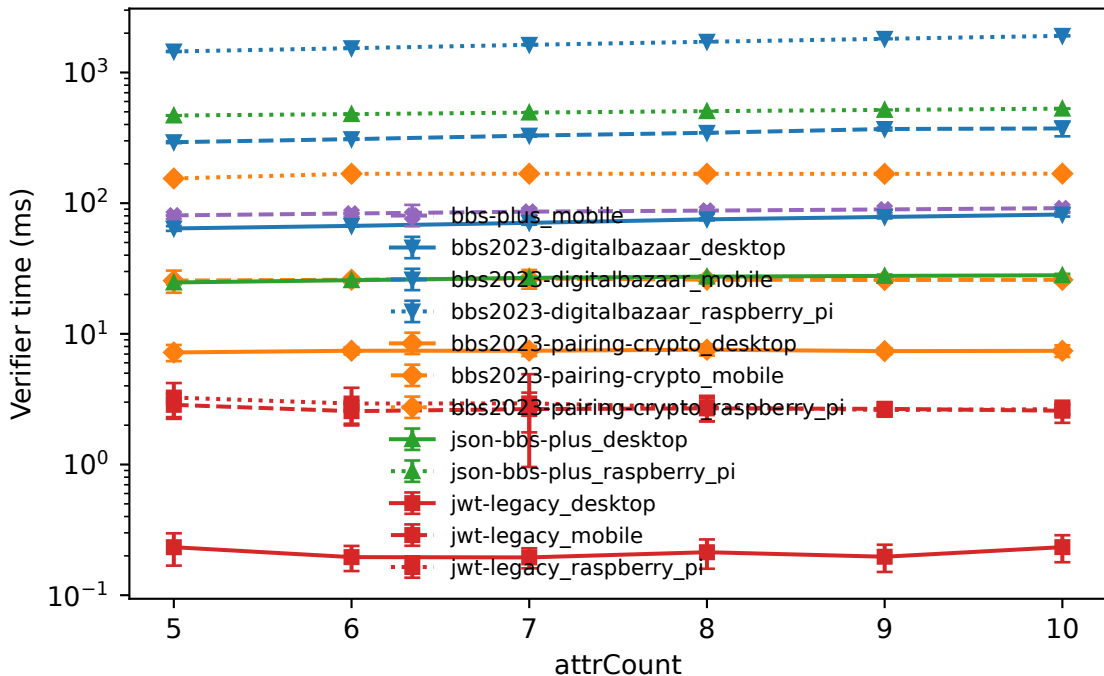
Verifier time (ms) vs AttrCount — reveal=0.50



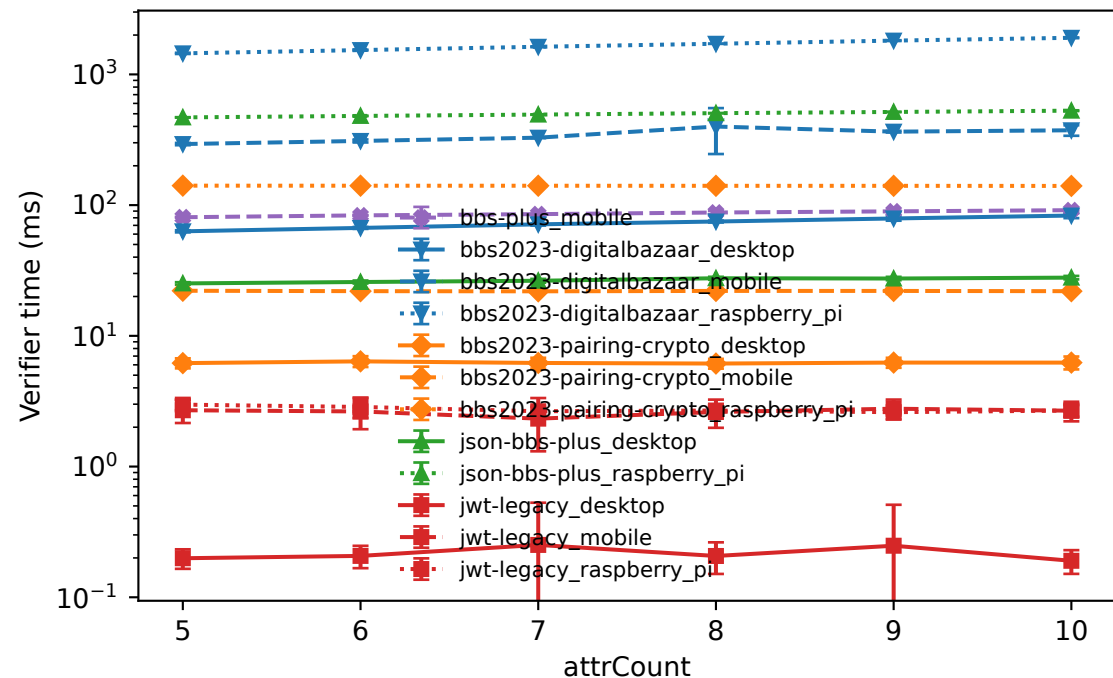
# Verifier time (ms) vs AttrCount — reveal=0.60



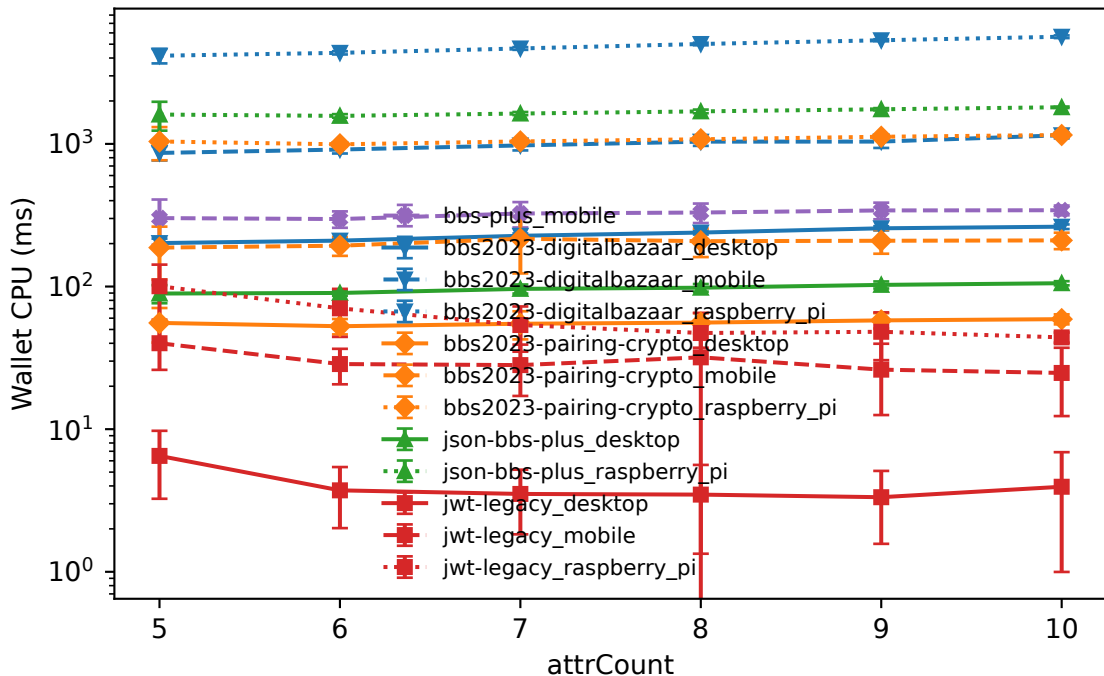
Verifier time (ms) vs AttrCount — reveal=0.80



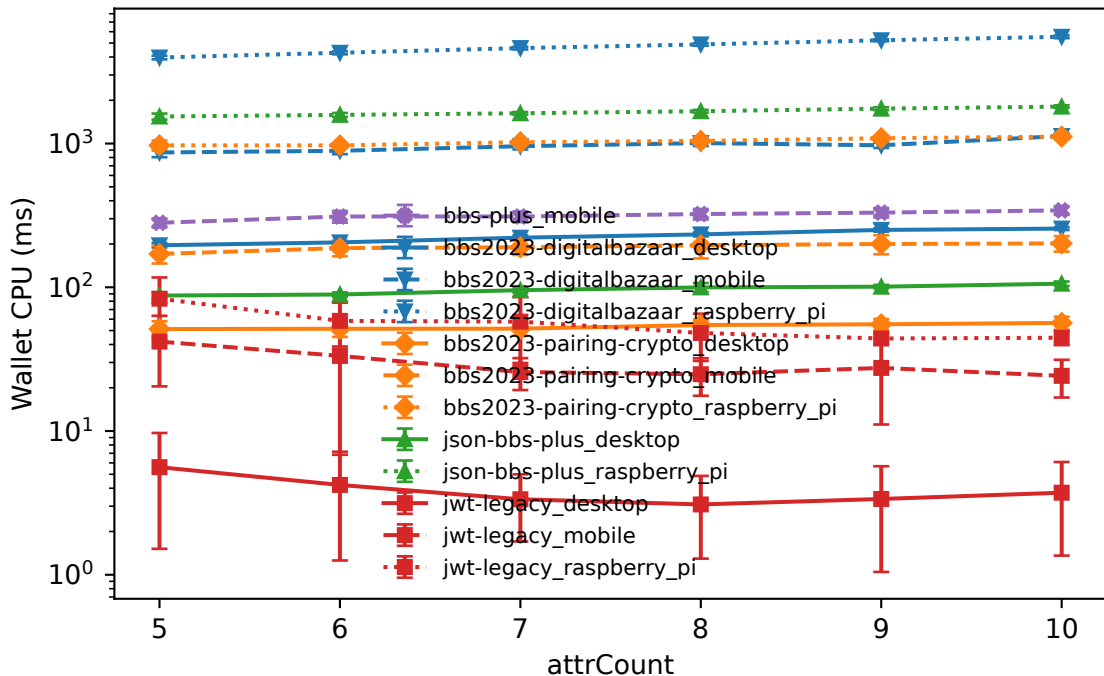
# Verifier time (ms) vs AttrCount — reveal=1.00



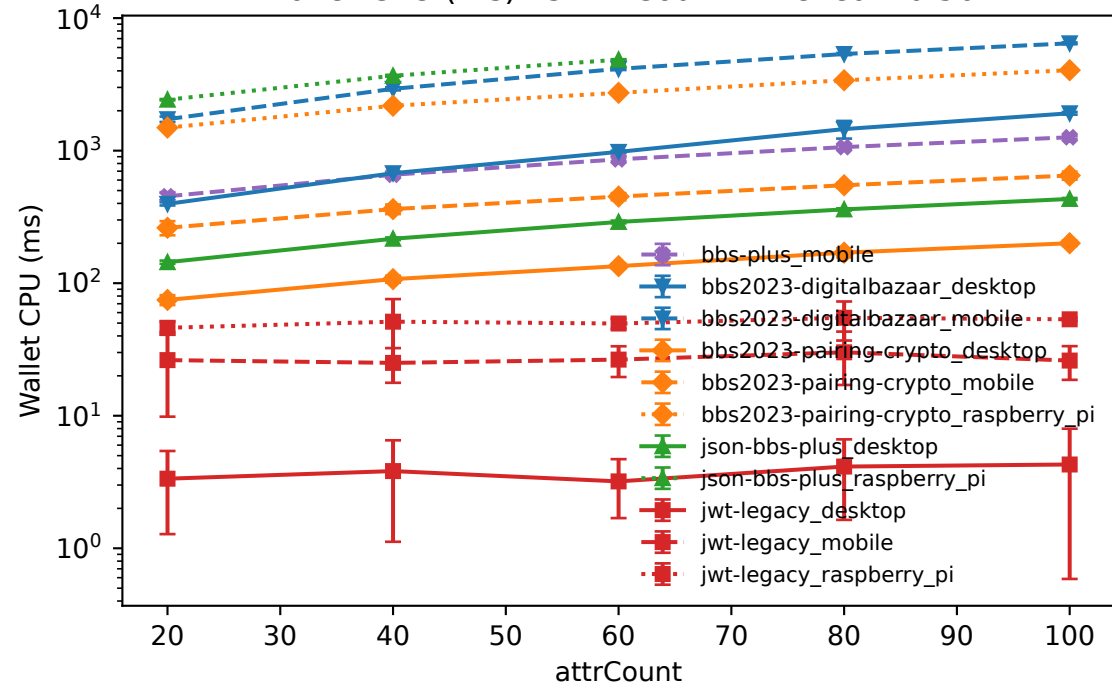
Wallet CPU (ms) vs AttrCount — reveal=0.20



Wallet CPU (ms) vs AttrCount — reveal=0.40

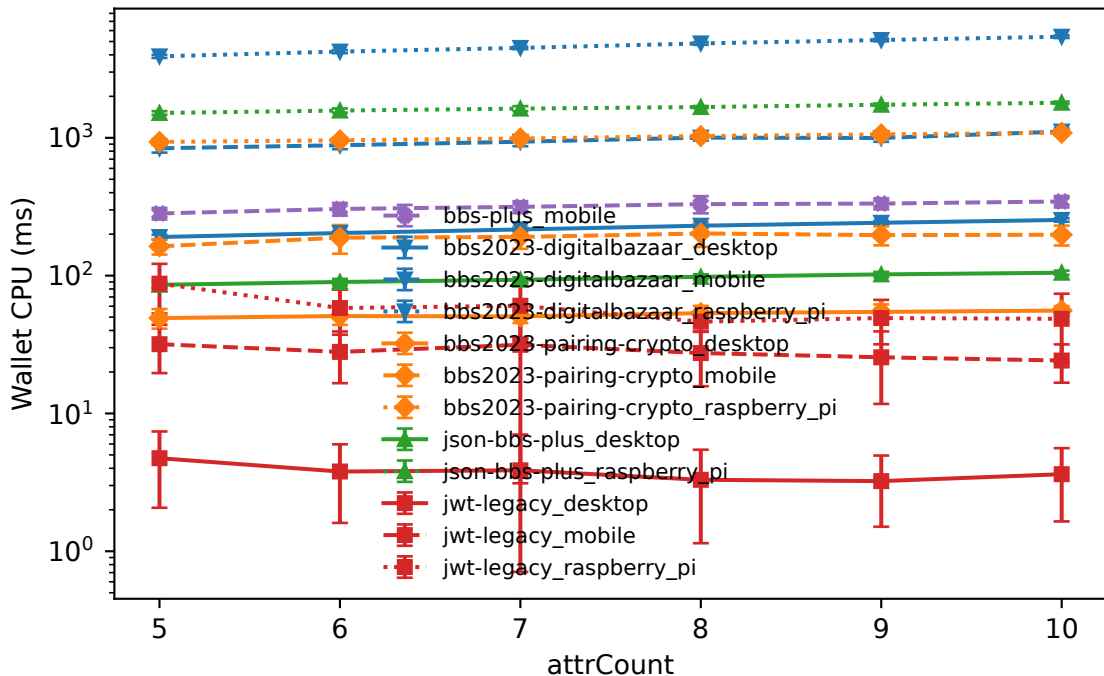


Wallet CPU (ms) vs AttrCount — reveal=0.50

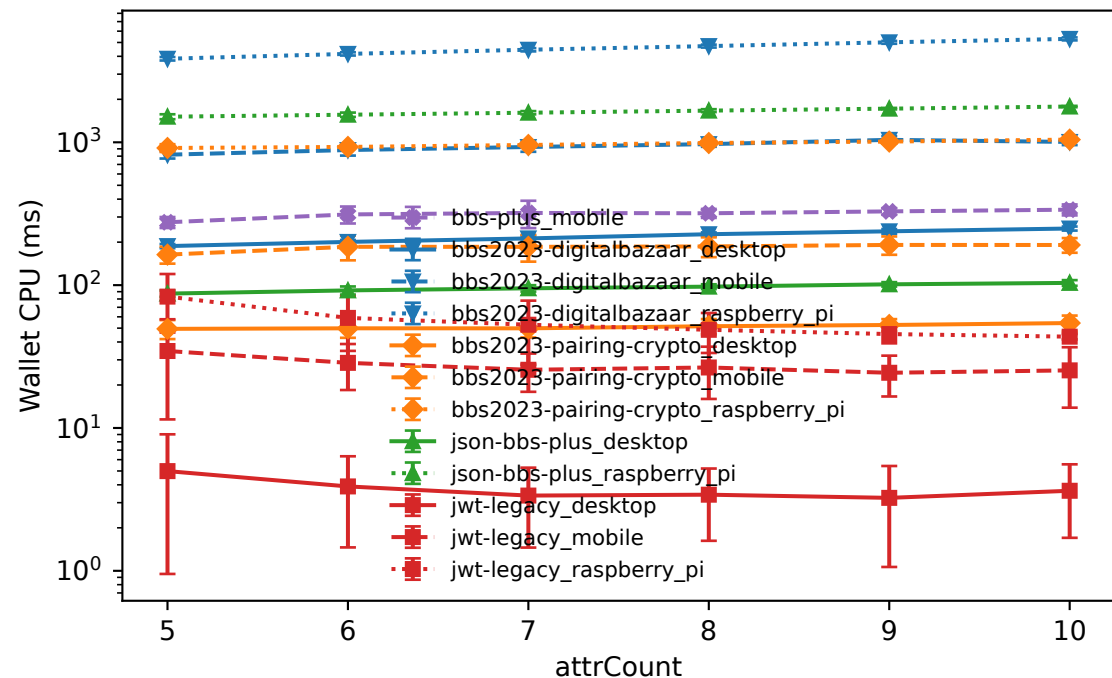




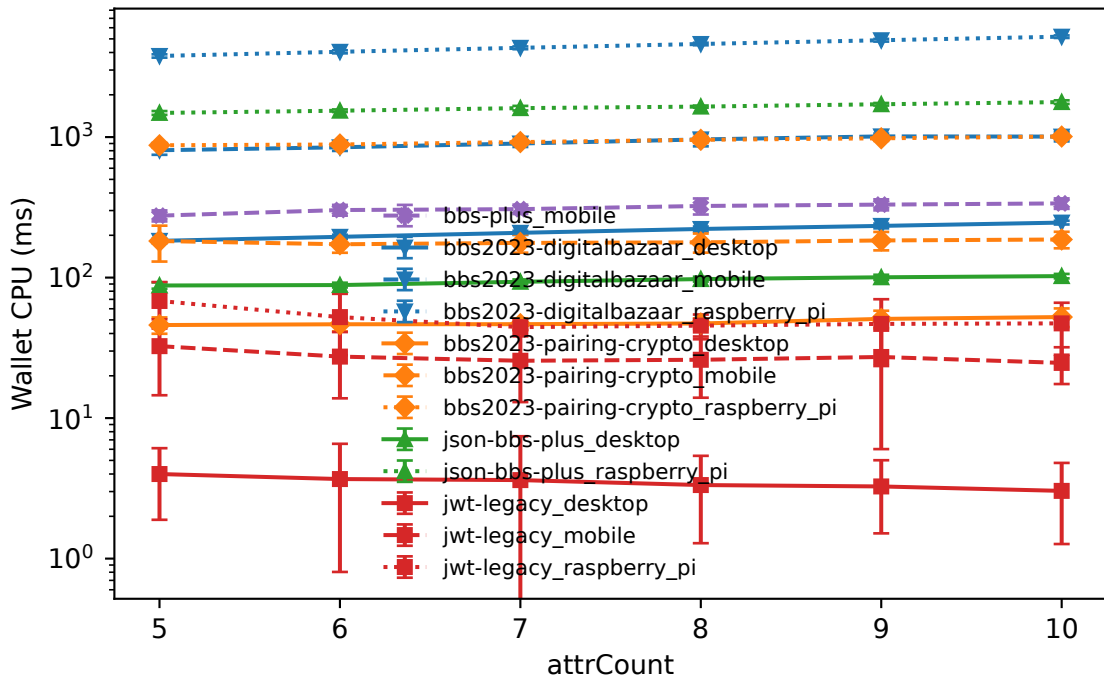
Wallet CPU (ms) vs AttrCount — reveal=0.60



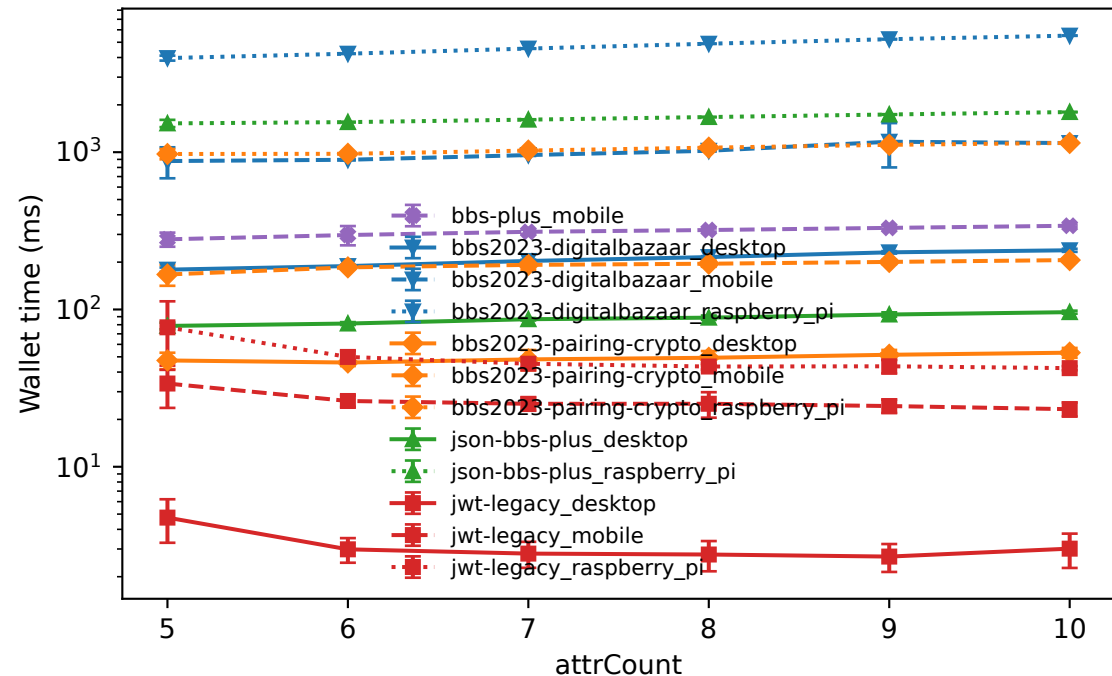
Wallet CPU (ms) vs AttrCount — reveal=0.80



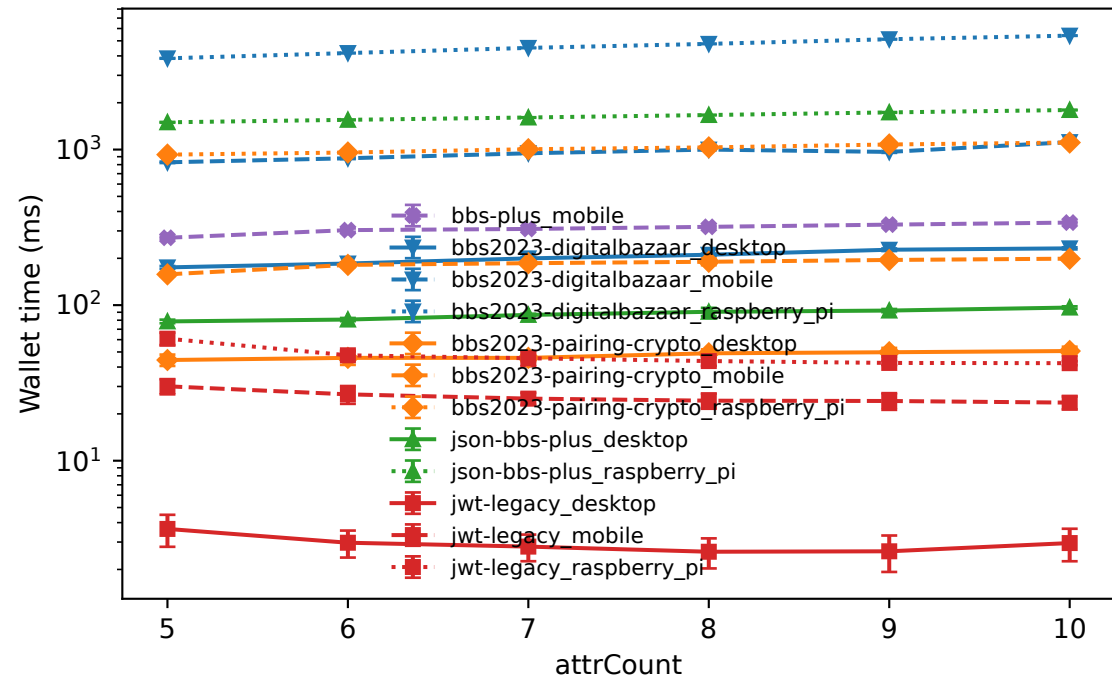
Wallet CPU (ms) vs AttrCount — reveal=1.00



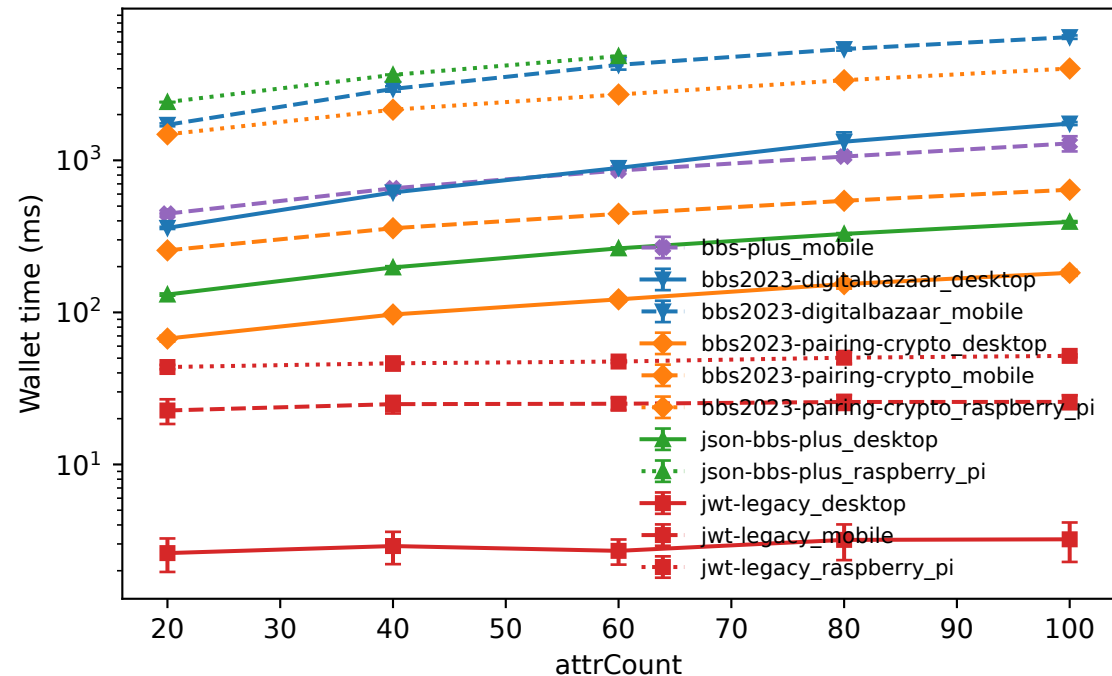
Wallet time (ms) vs AttrCount — reveal=0.20



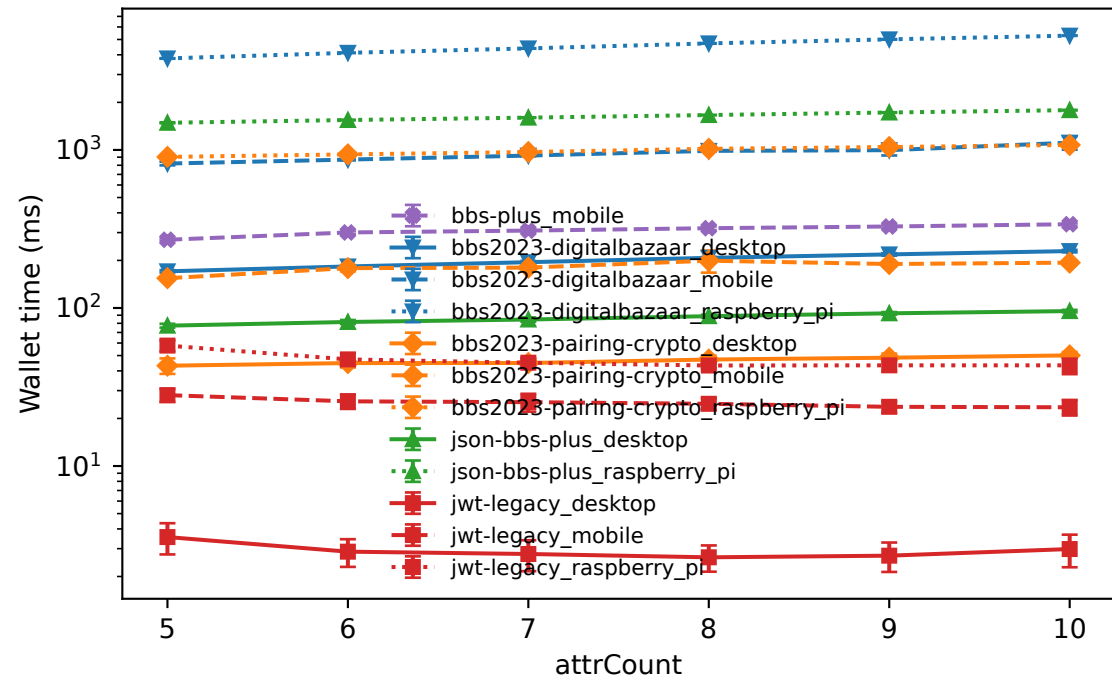
Wallet time (ms) vs AttrCount — reveal=0.40



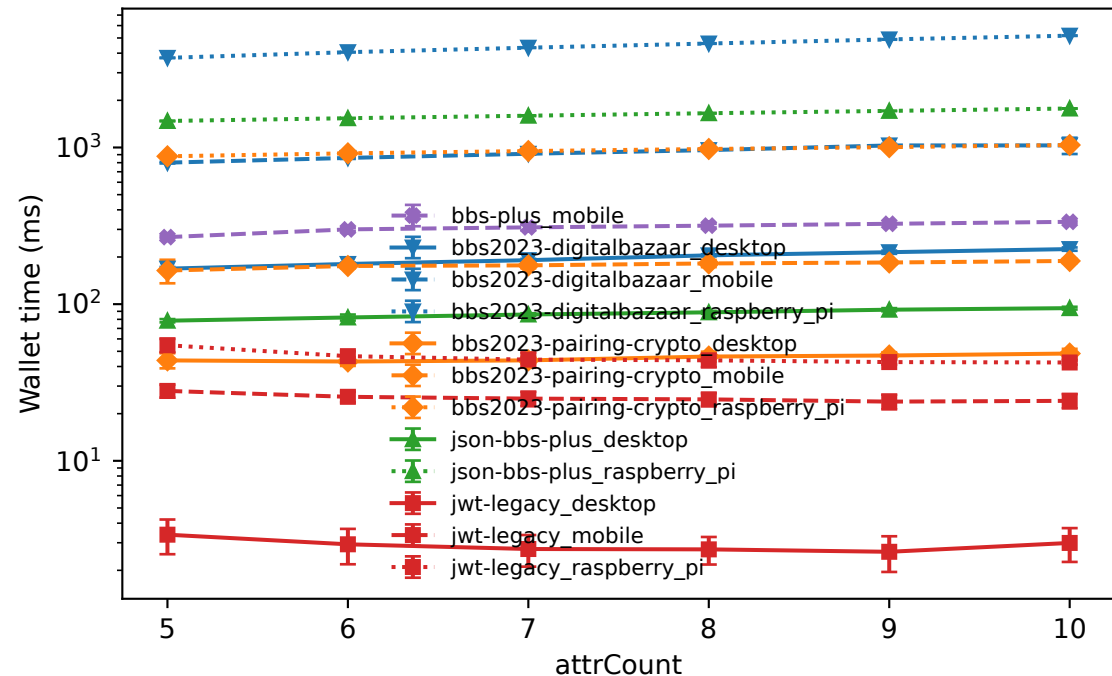
Wallet time (ms) vs AttrCount — reveal=0.50



Wallet time (ms) vs AttrCount — reveal=0.60



Wallet time (ms) vs AttrCount — reveal=0.80





Wallet time (ms) vs AttrCount — reveal=1.00

