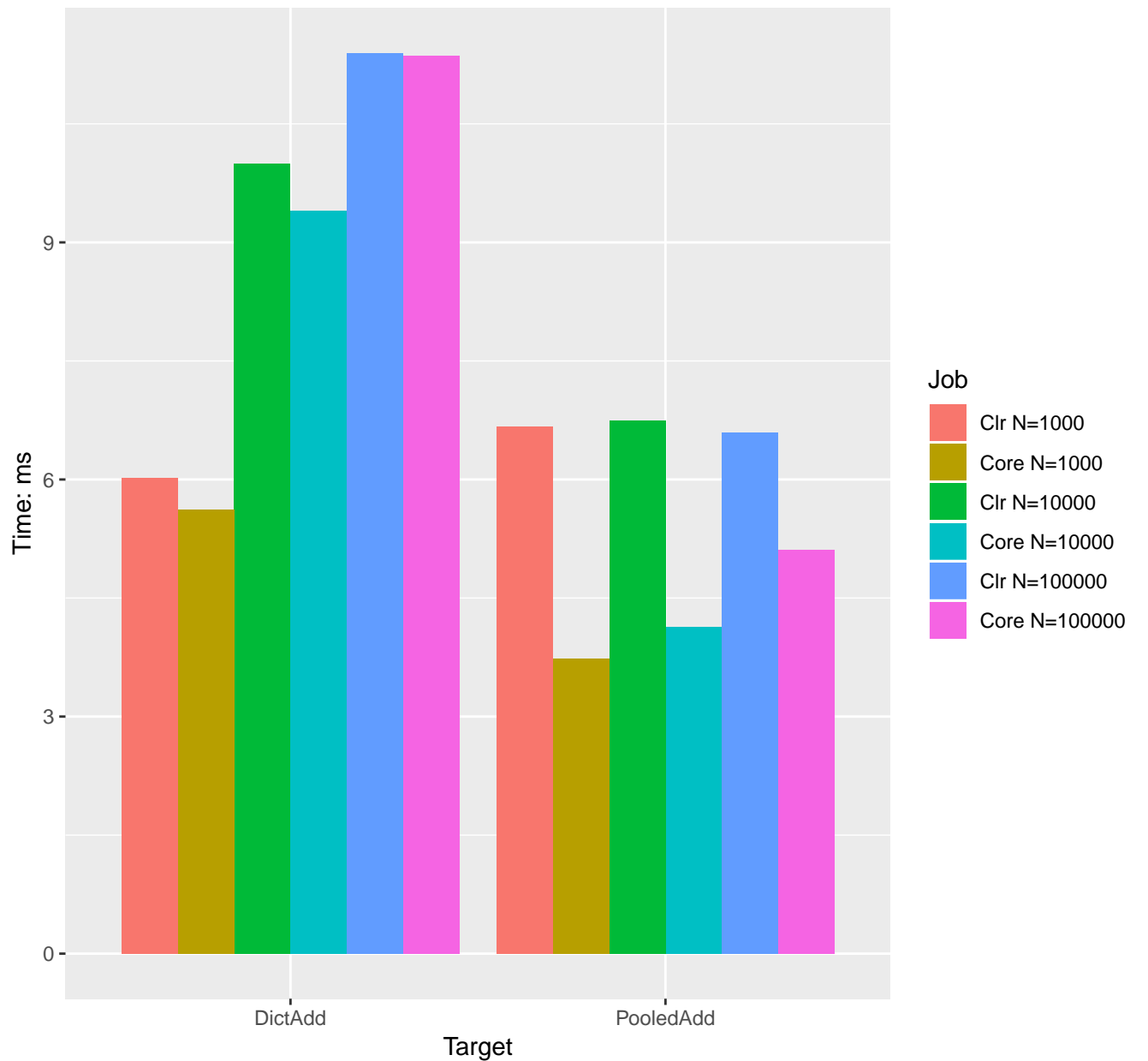
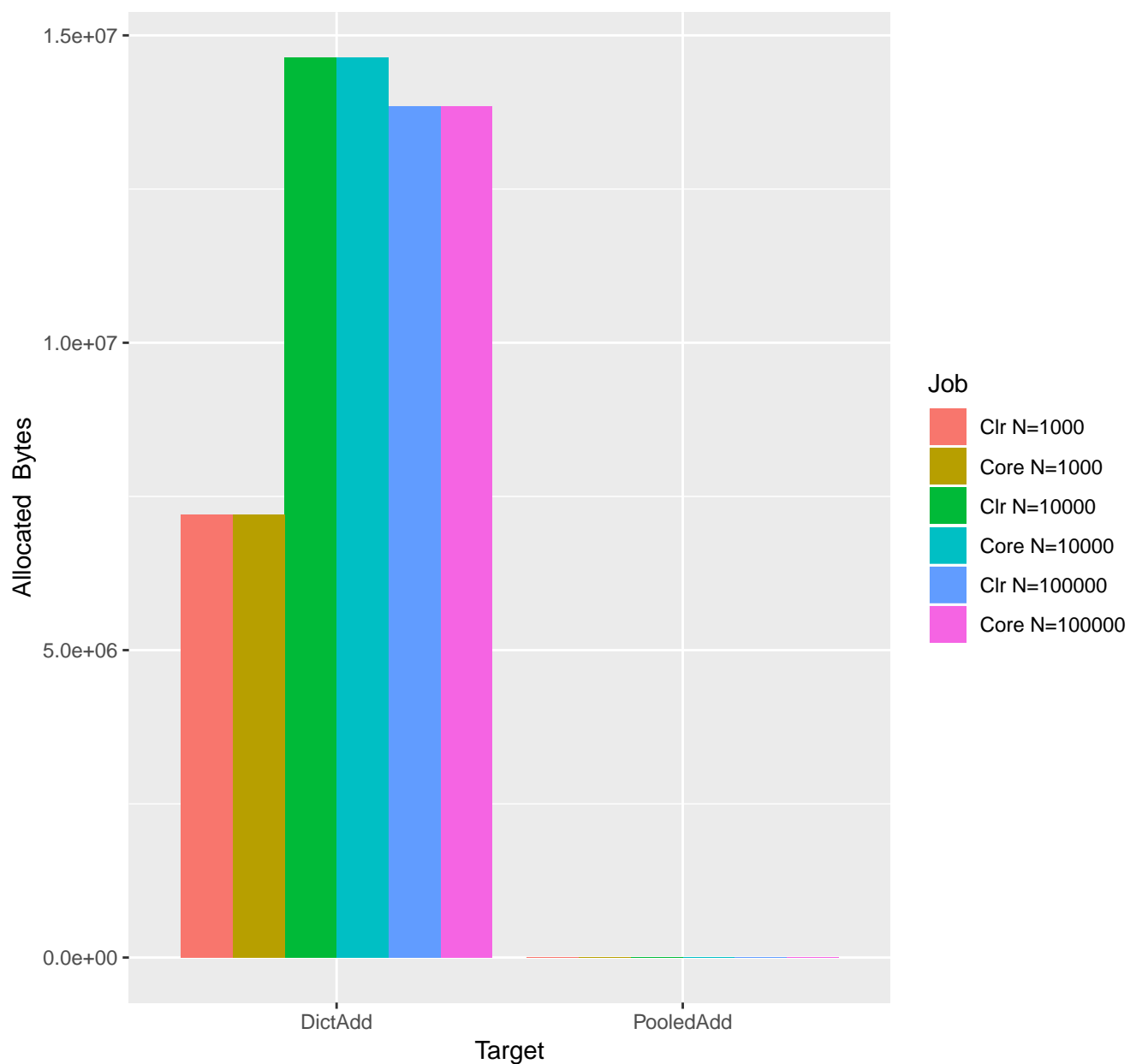


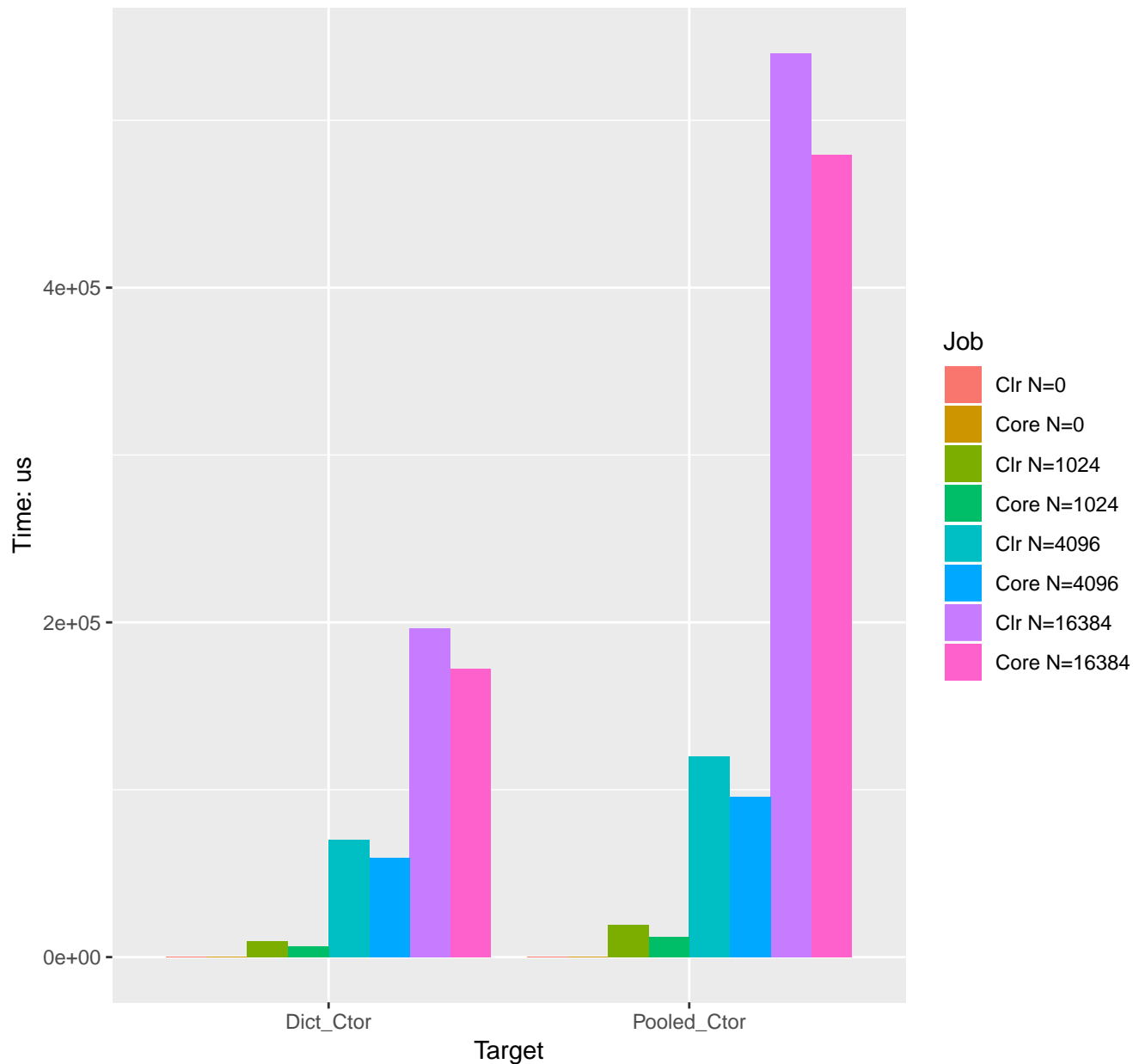
# PooledDictionary.Dict\_Add – Time



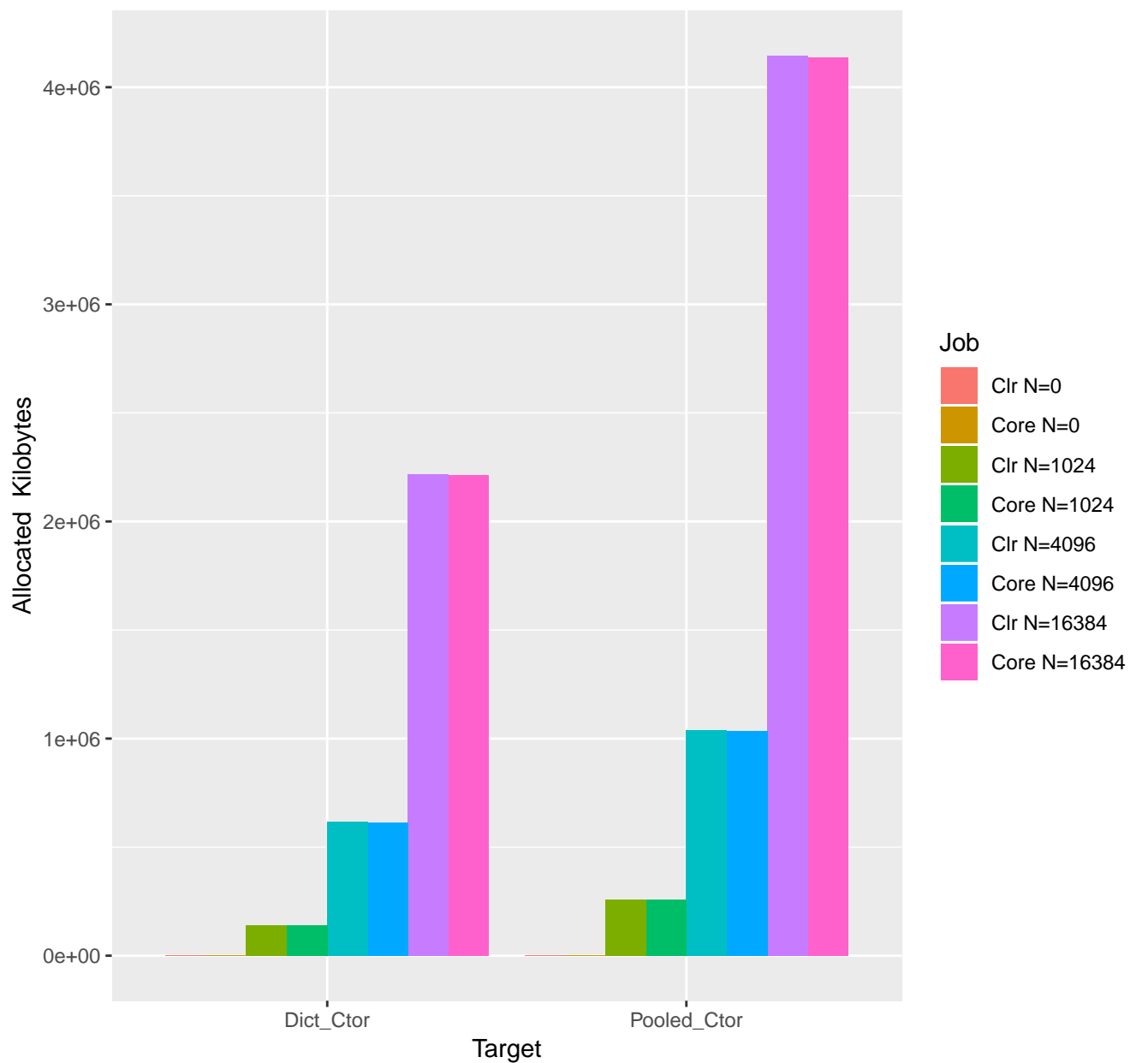
# PooledDictionary.Dict\_Add – Memory



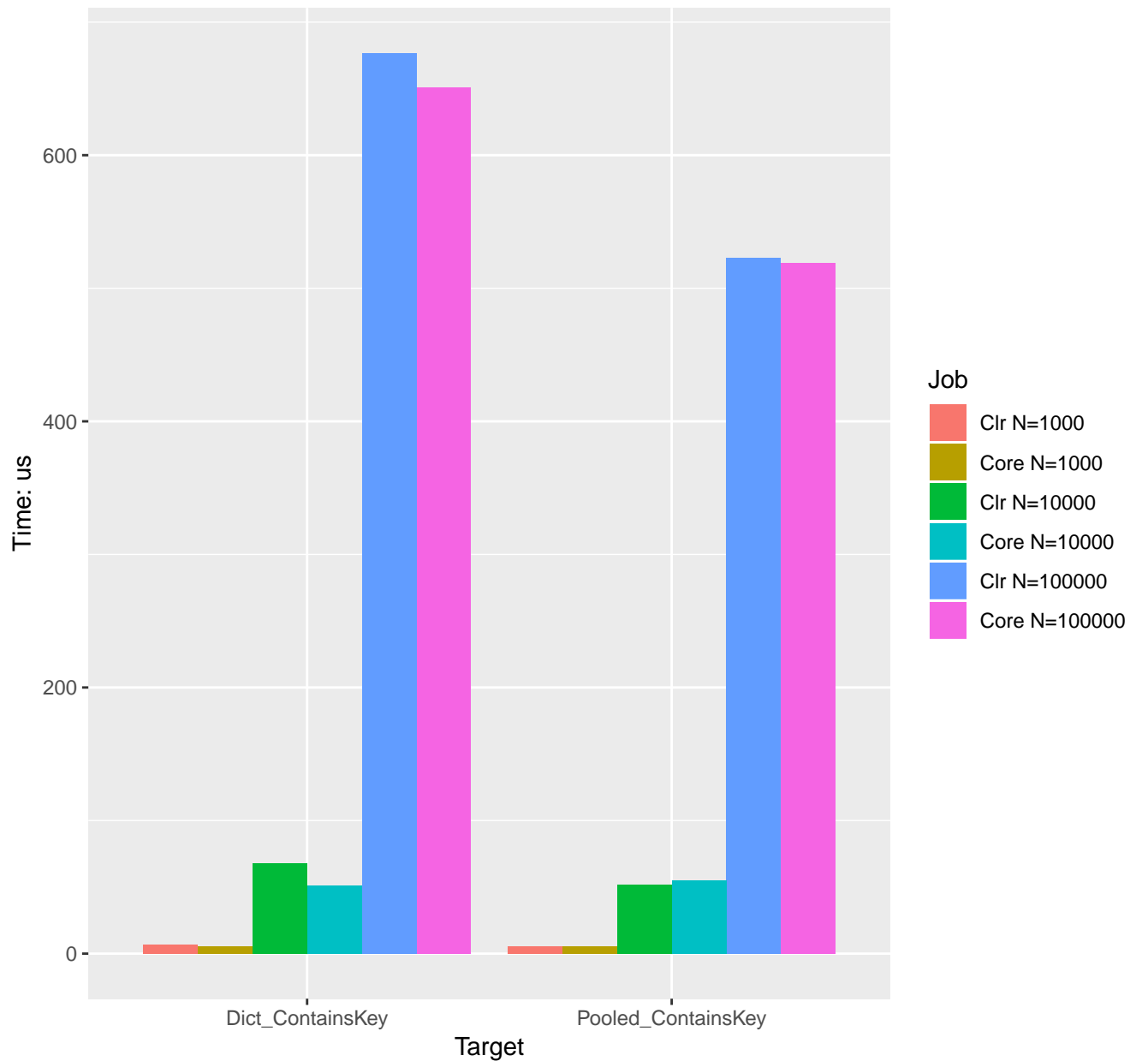
# PooledDictionary.Dict\_Constructors – Time



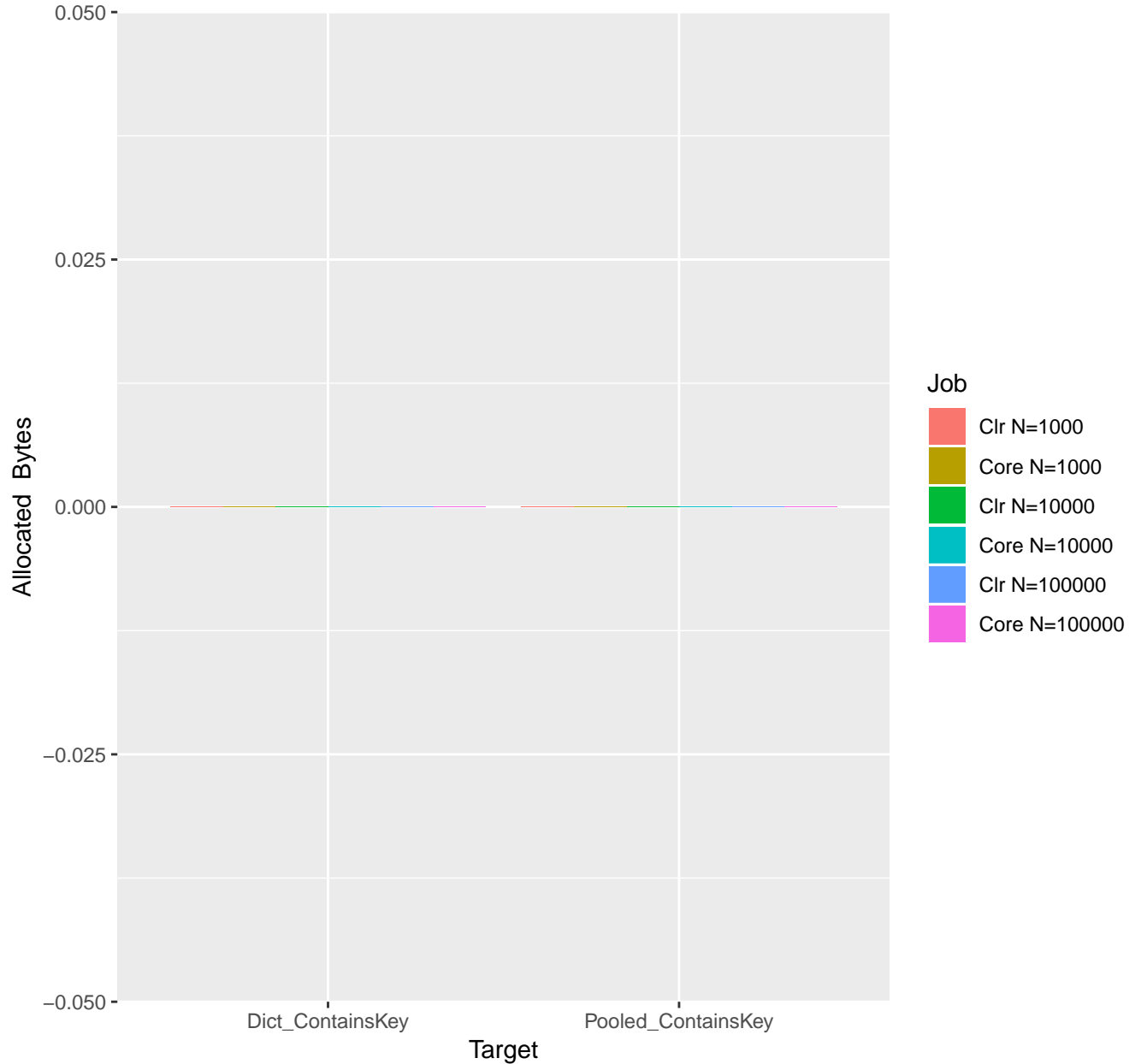
# PooledDictionary.Dict\_Constructors – Memory



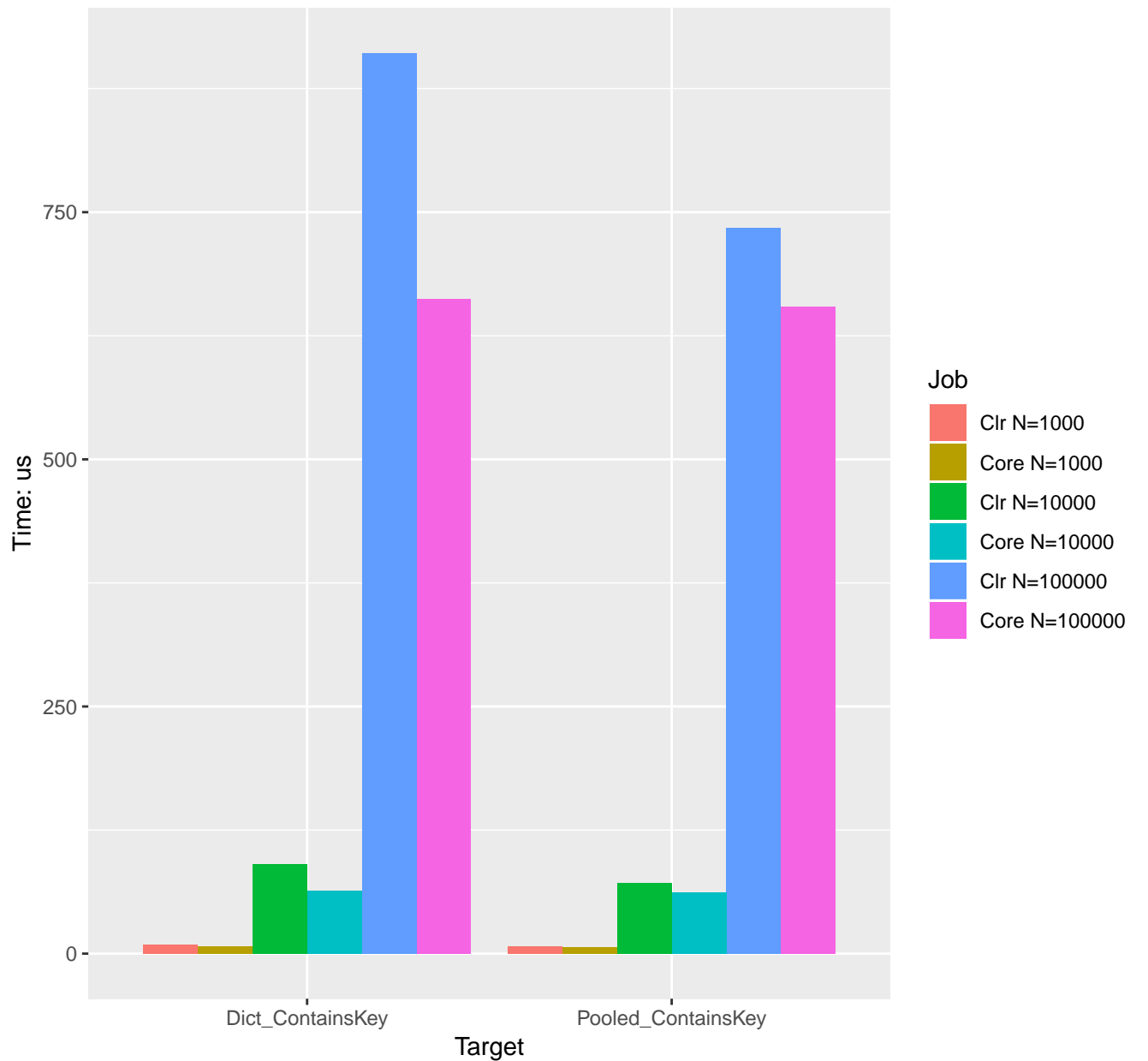
PooledDictionary.Dict\_ContainsKey\_Int\_False – Time



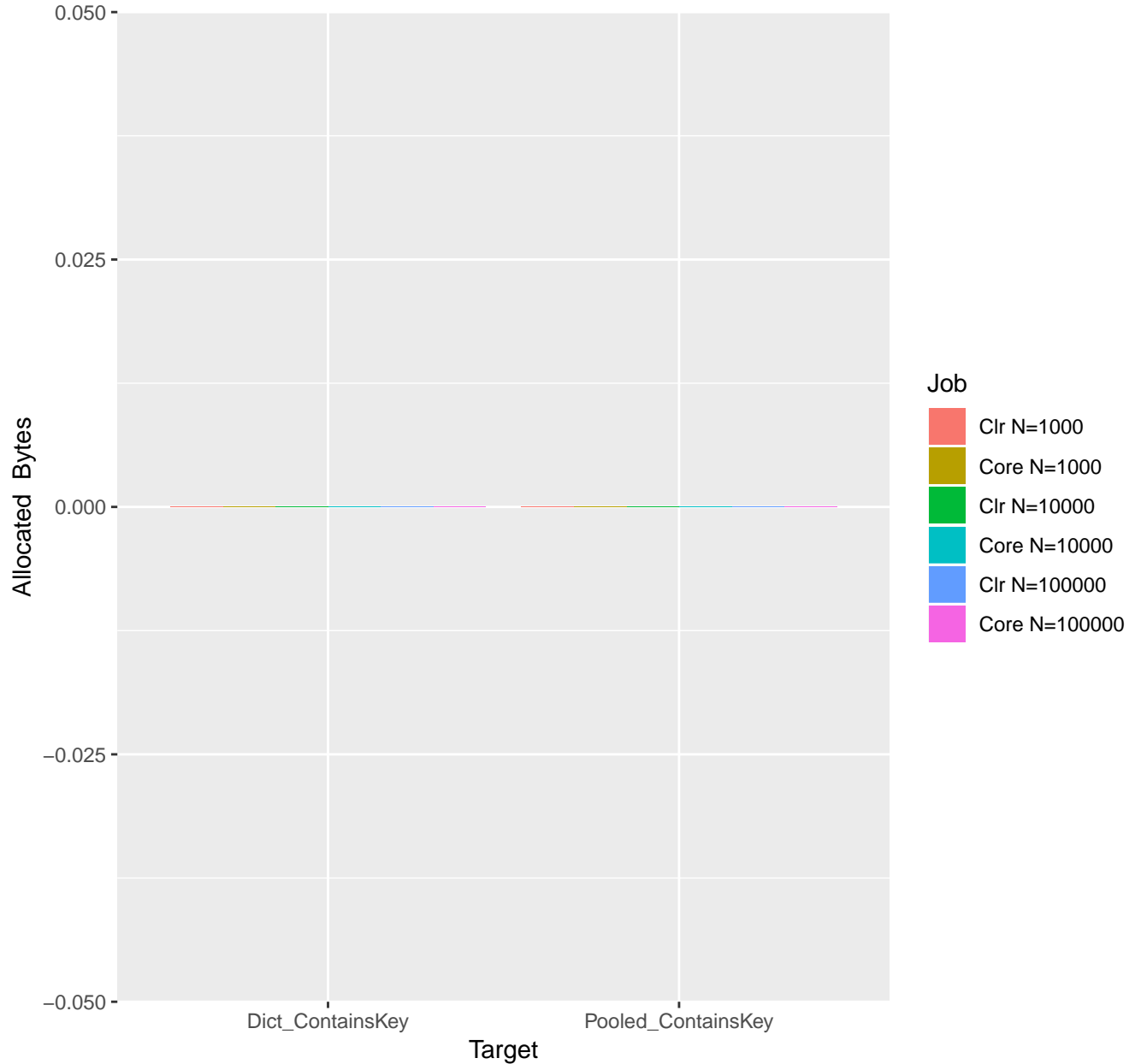
# PooledDictionary.Dict\_ContainsKey\_Int\_False – Memory



PooledDictionary.Dict\_ContainsKey\_Int\_True – Time

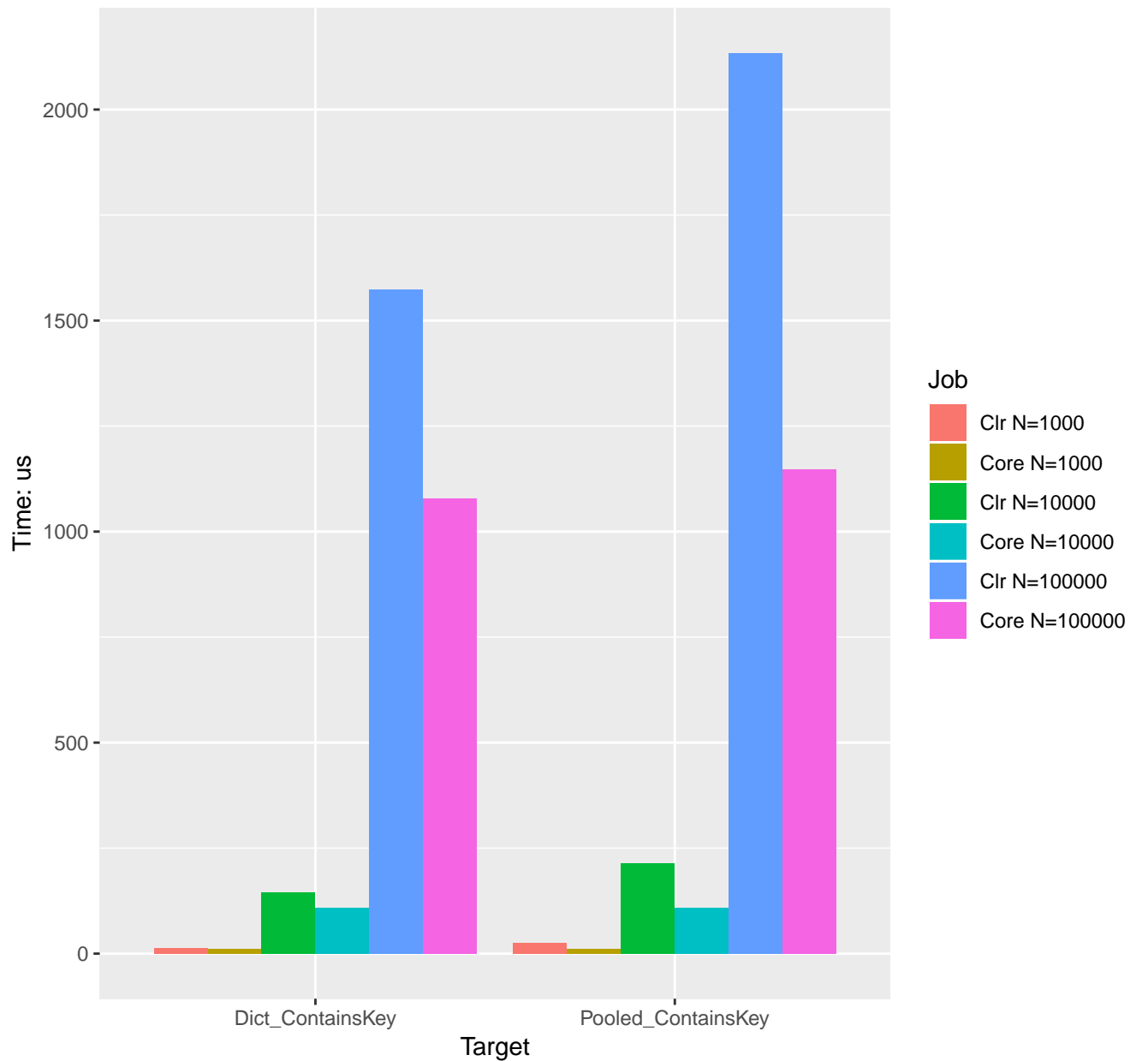


# PooledDictionary.Dict\_ContainsKey\_Int\_True – Memory

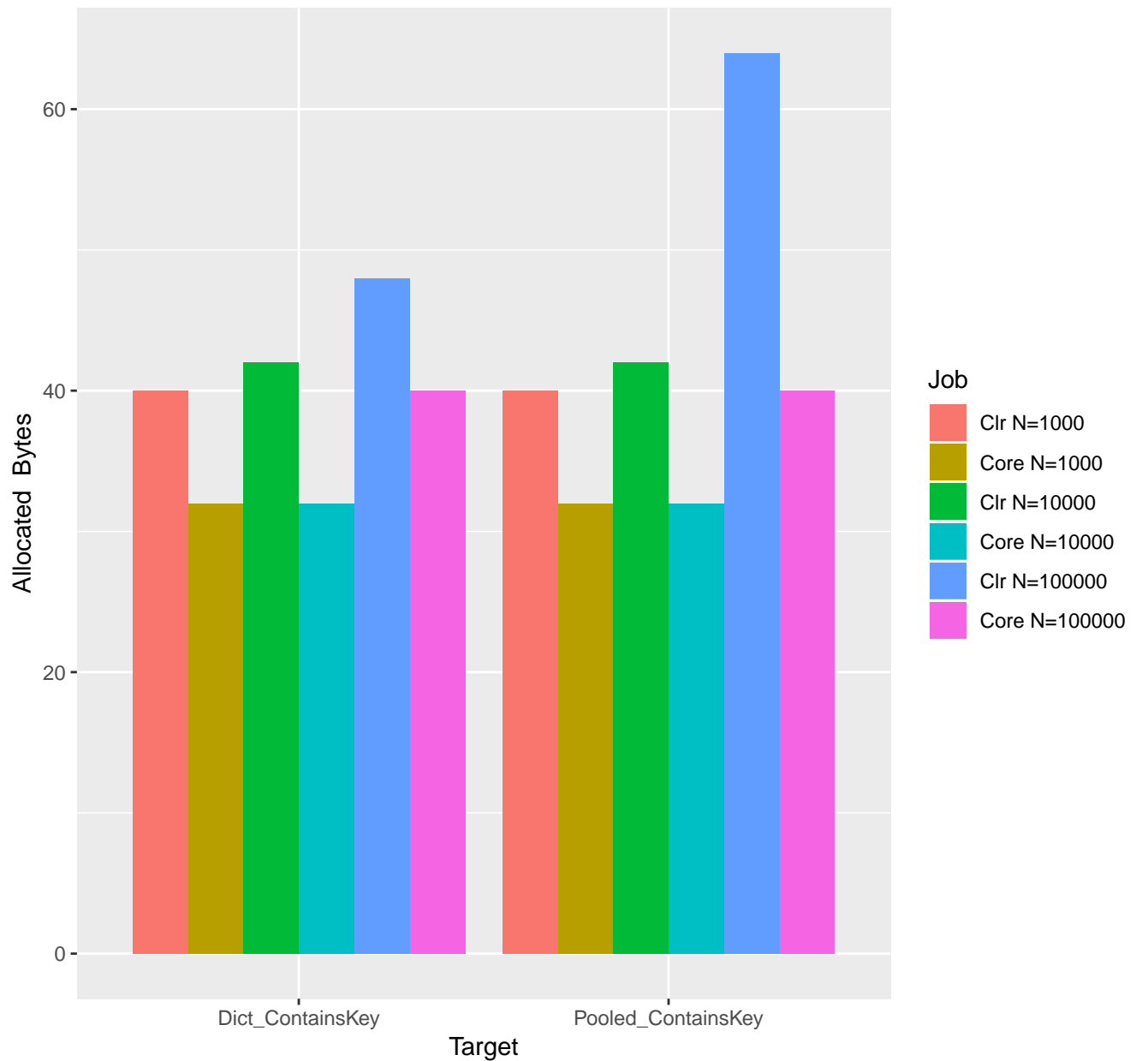




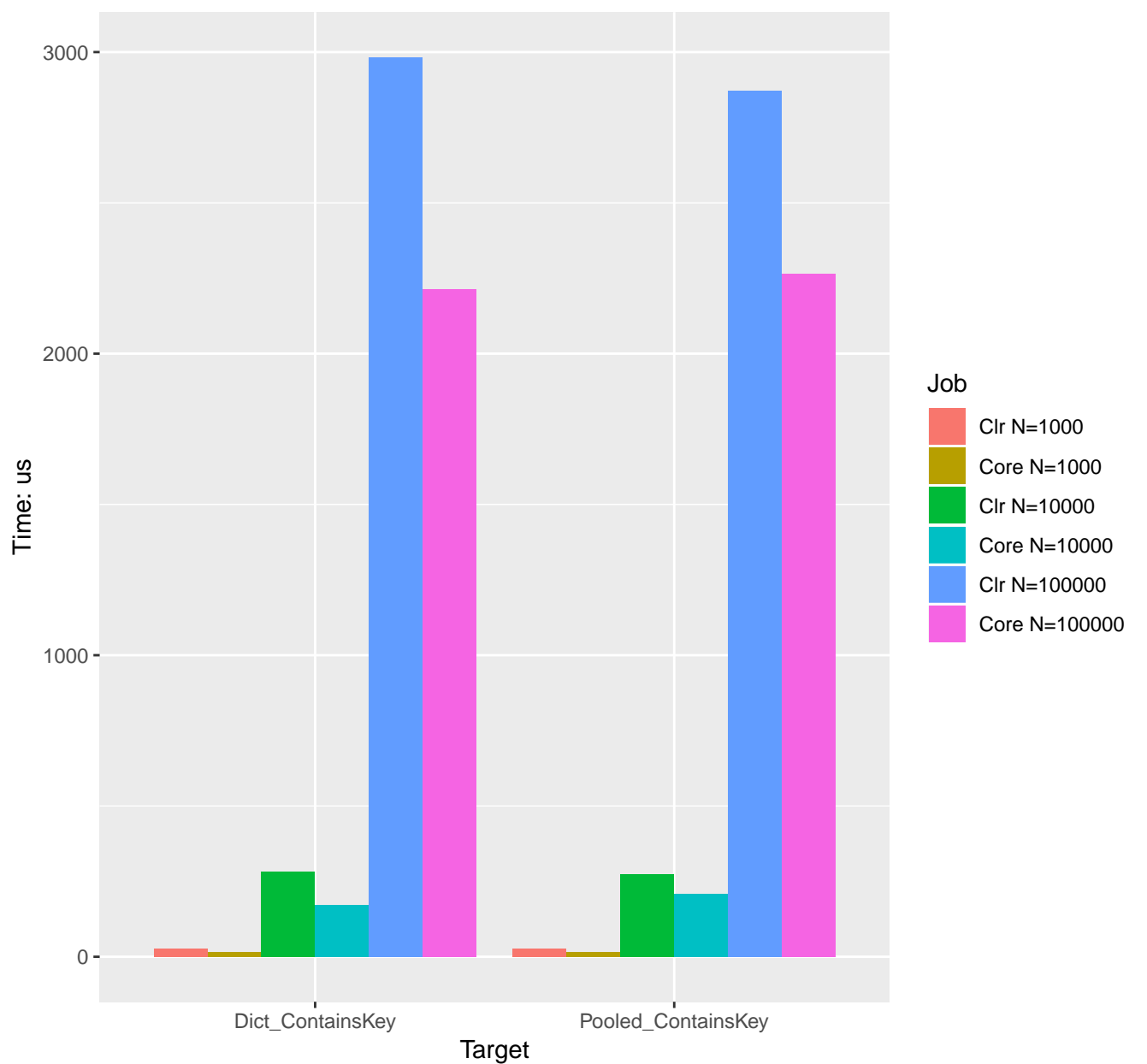
# PooledDictionary.Dict\_ContainsKey\_String\_False – Time



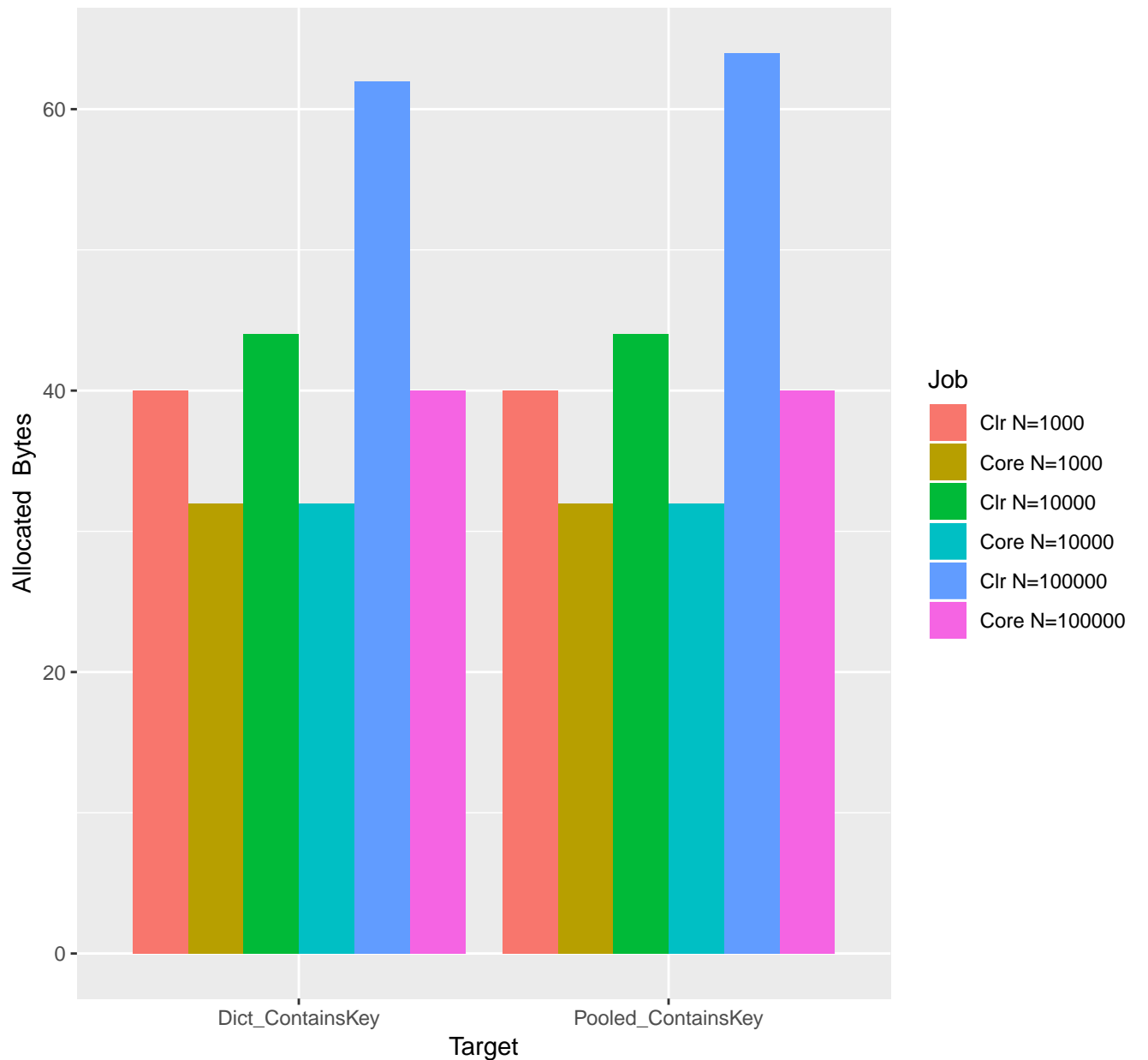
# PooledDictionary.Dict\_ContainsKey\_String\_False – Memory



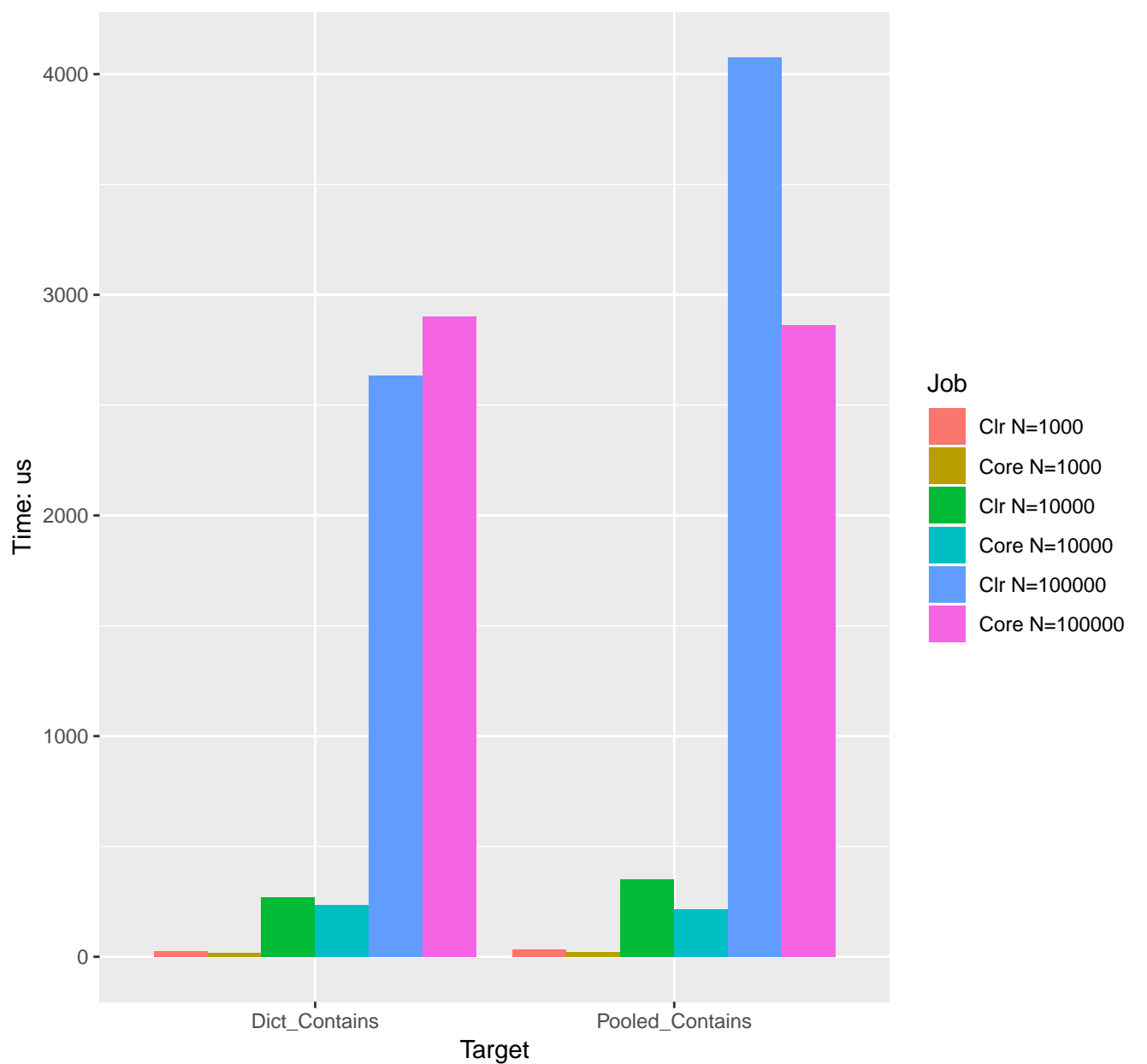
# PooledDictionary.Dict\_ContainsKey\_String\_False\_IgnoreCase – Time



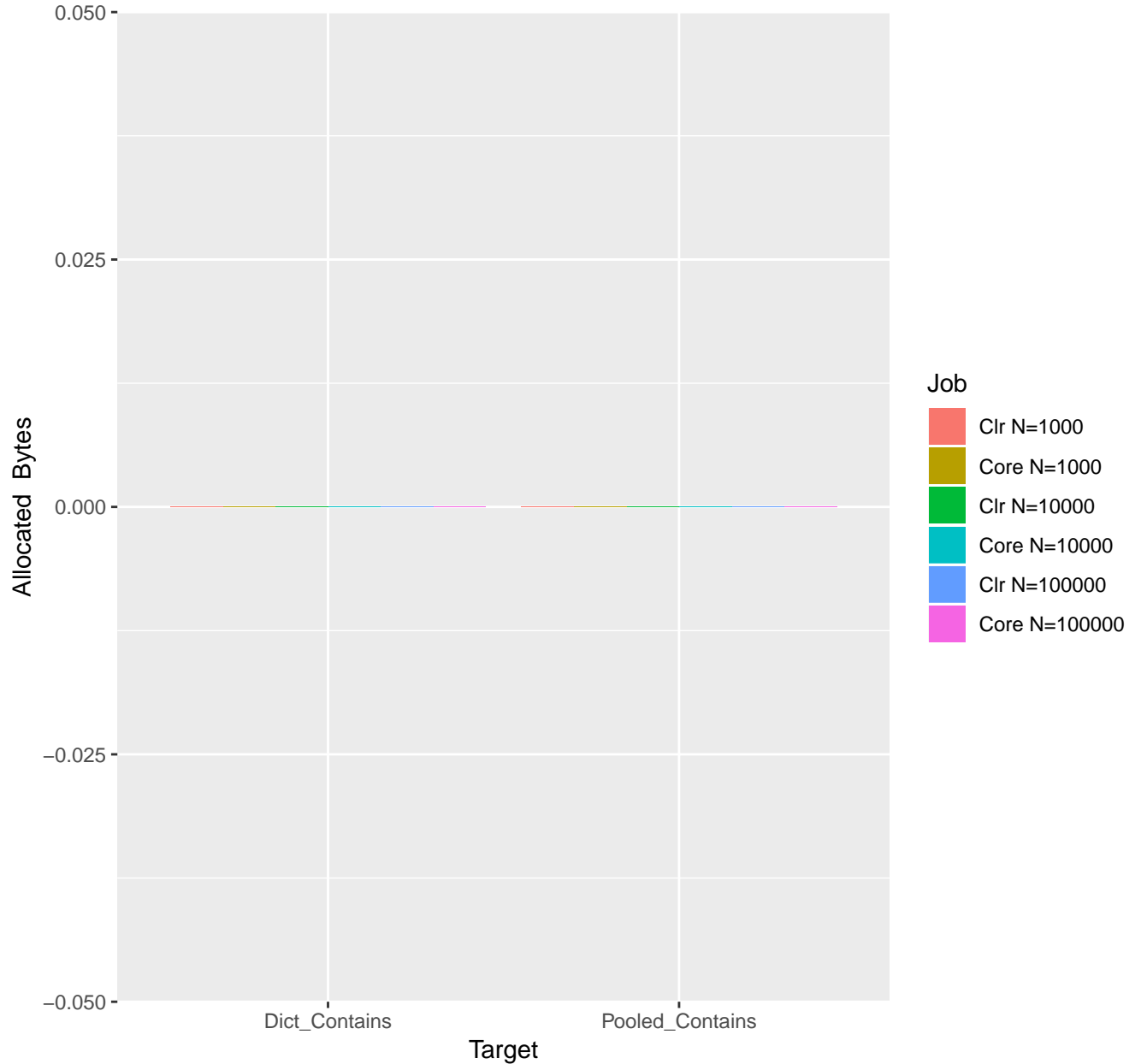
# PooledDictionary.Dict\_ContainsKey\_String\_False\_IgnoreCase – Memory



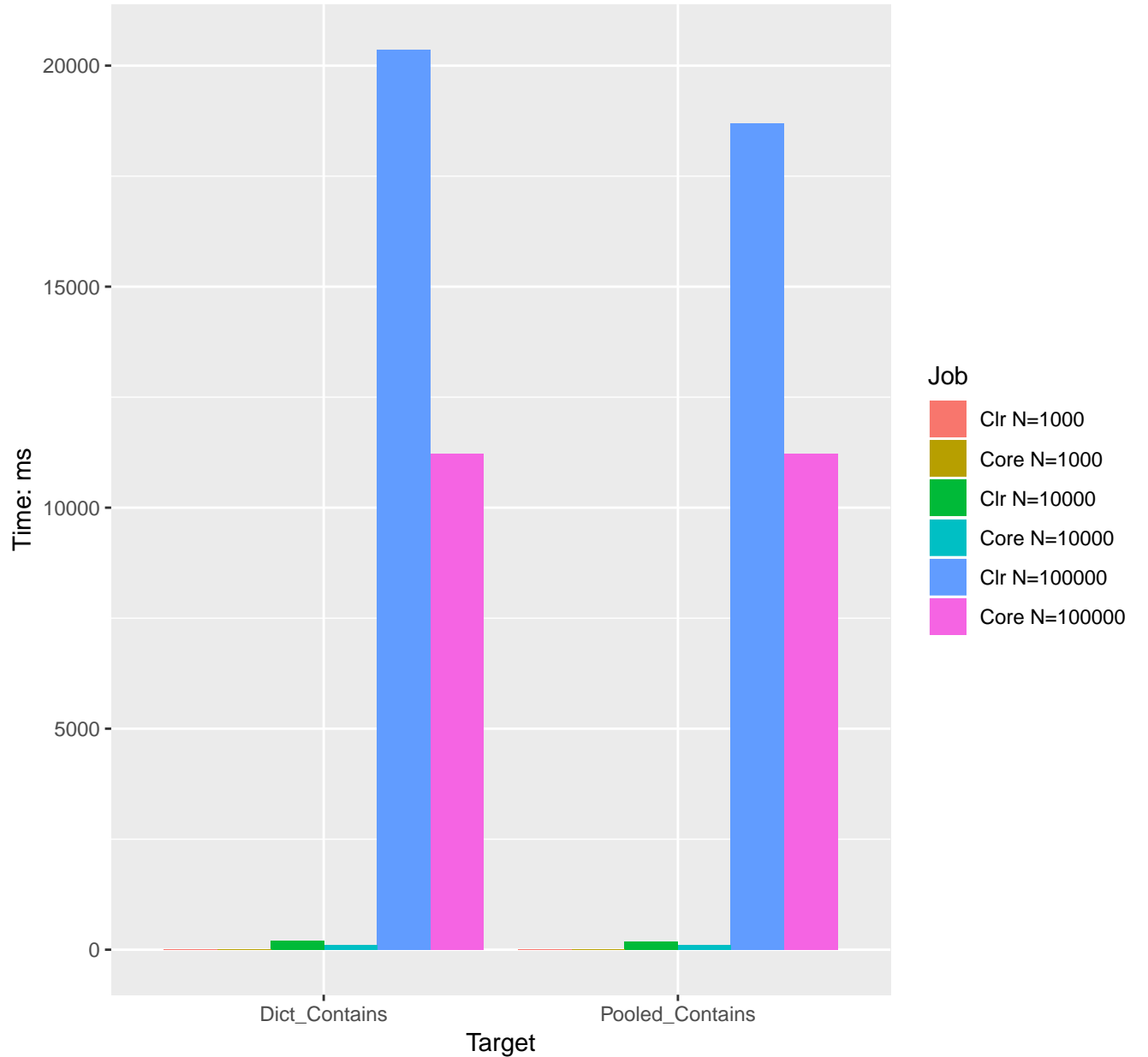
# PooledDictionary.Dict\_ContainsKey\_String\_True – Time



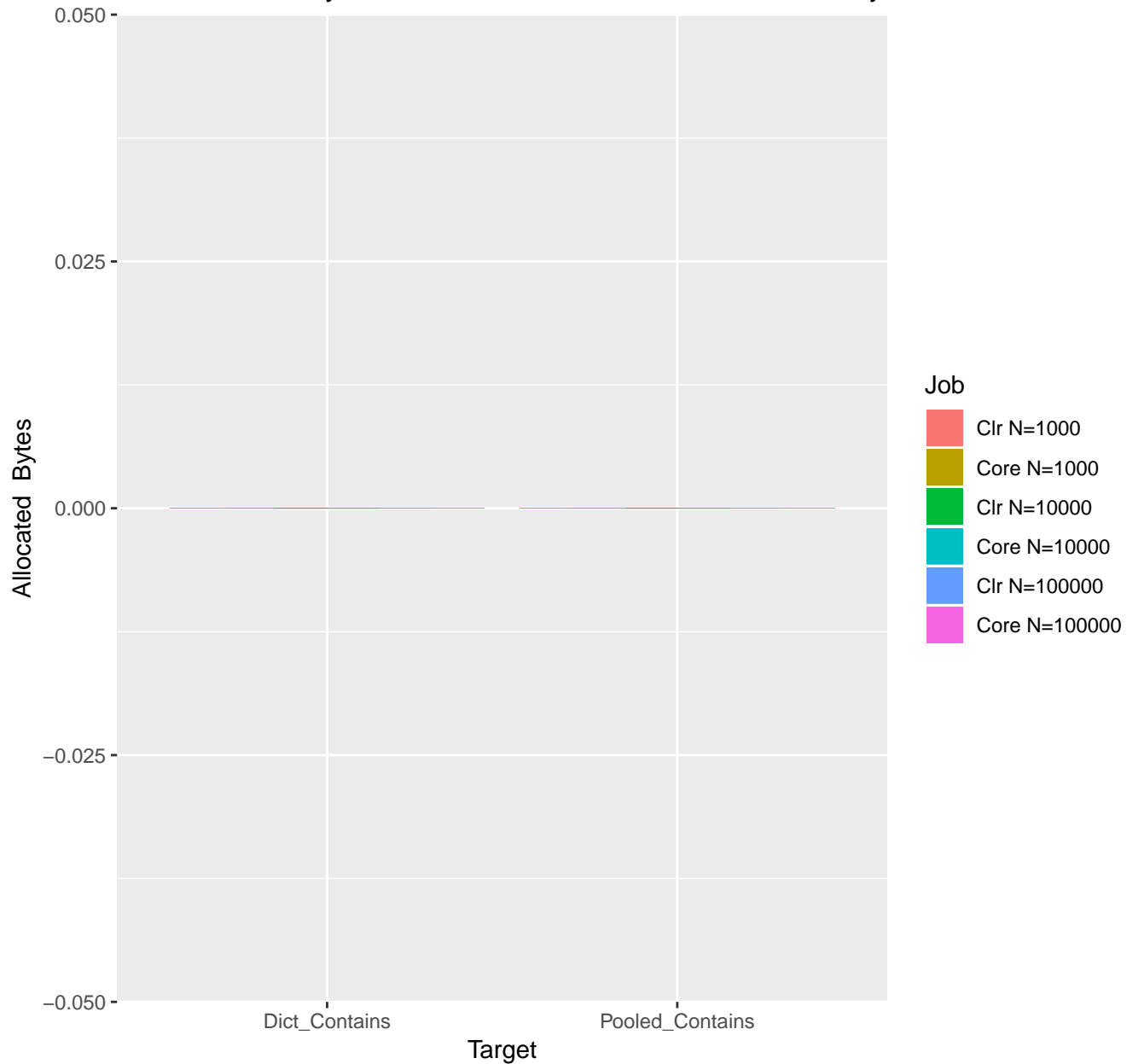
# PooledDictionary.Dict\_ContainsKey\_String\_True – Memory



PooledDictionary.Dict\_ContainsValue\_Int\_False – Time

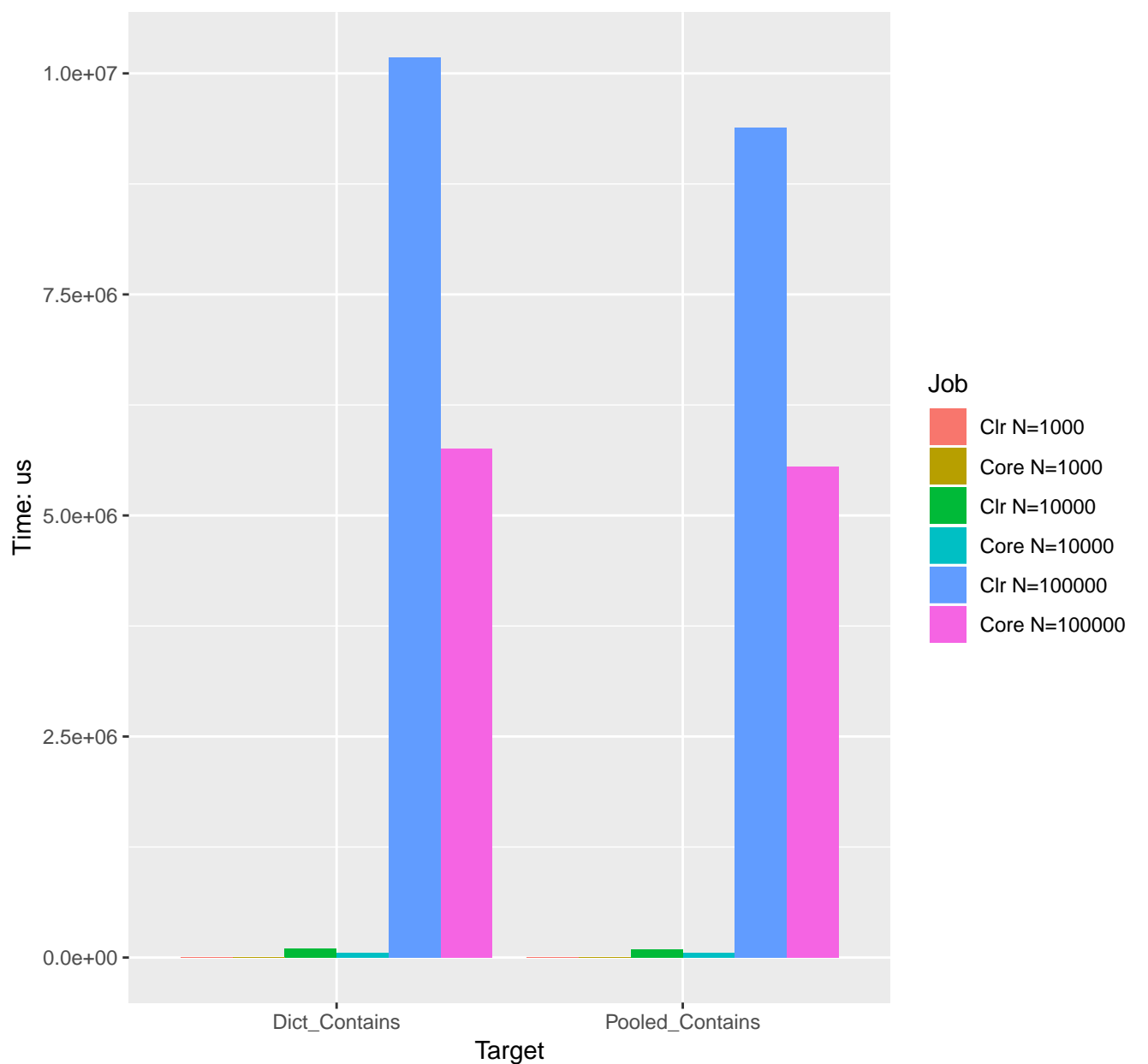


# PooledDictionary.Dict\_ContainsValue\_Int\_False – Memory

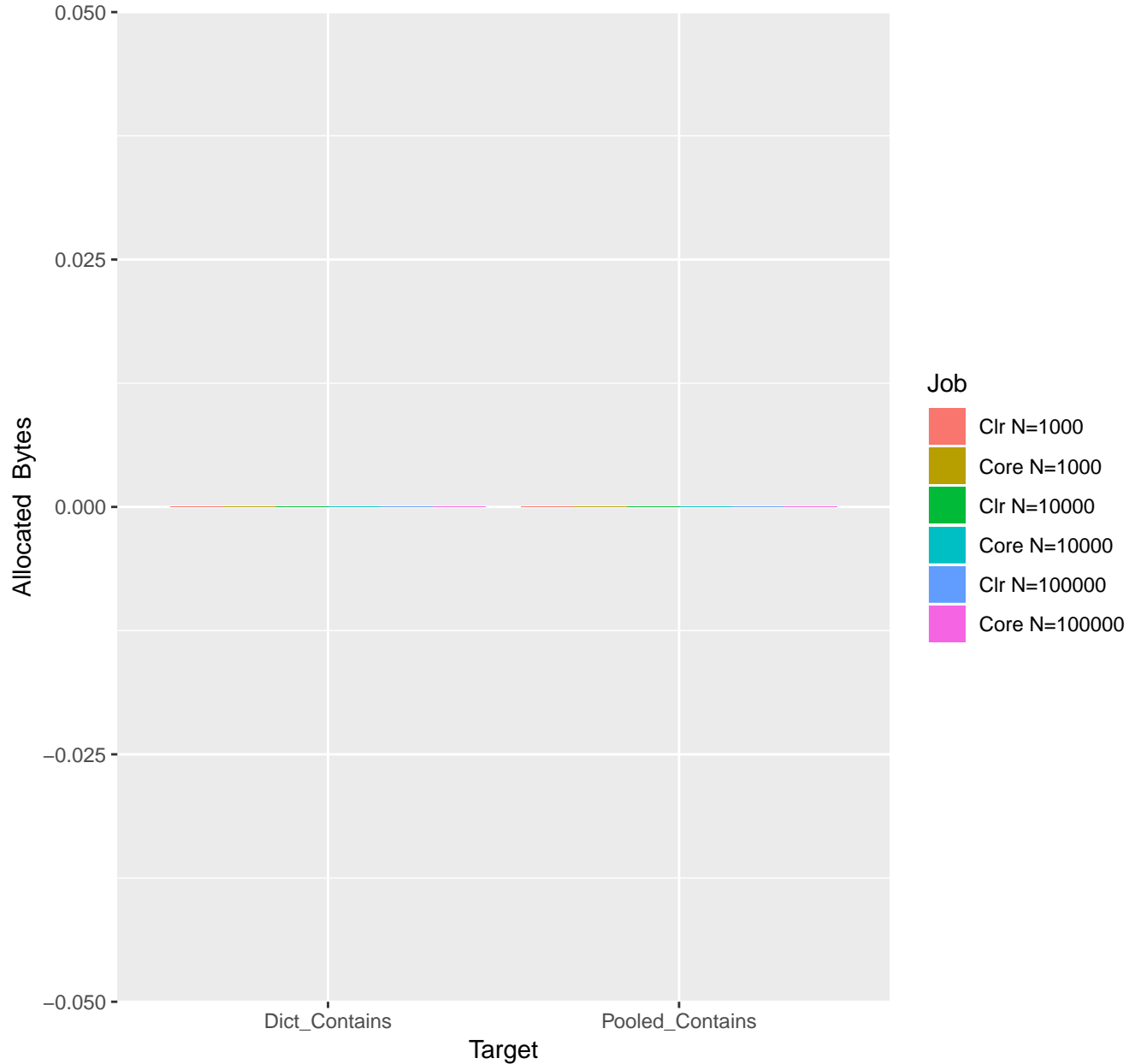




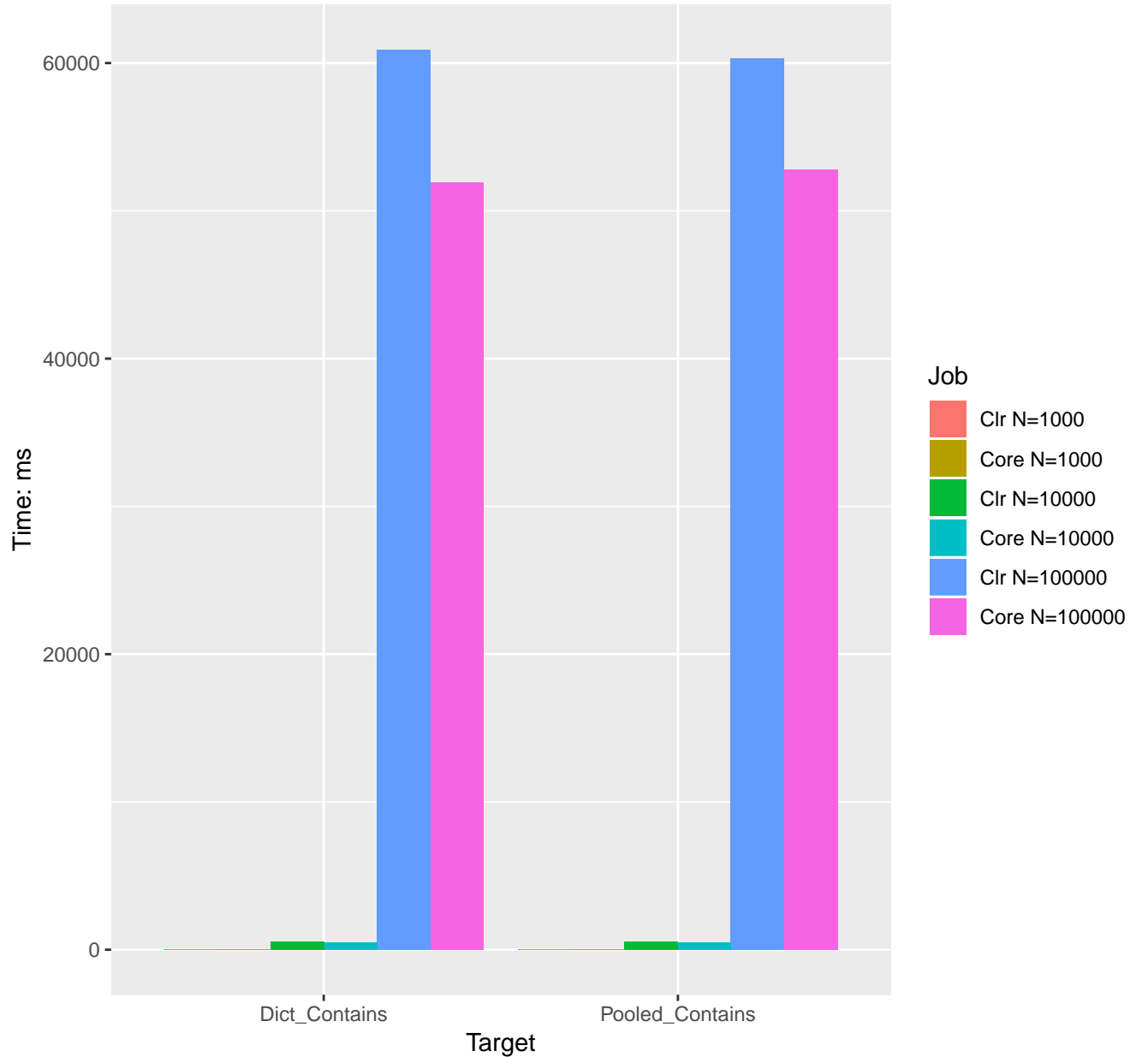
# PooledDictionary.Dict\_ContainsValue\_Int\_True – Time



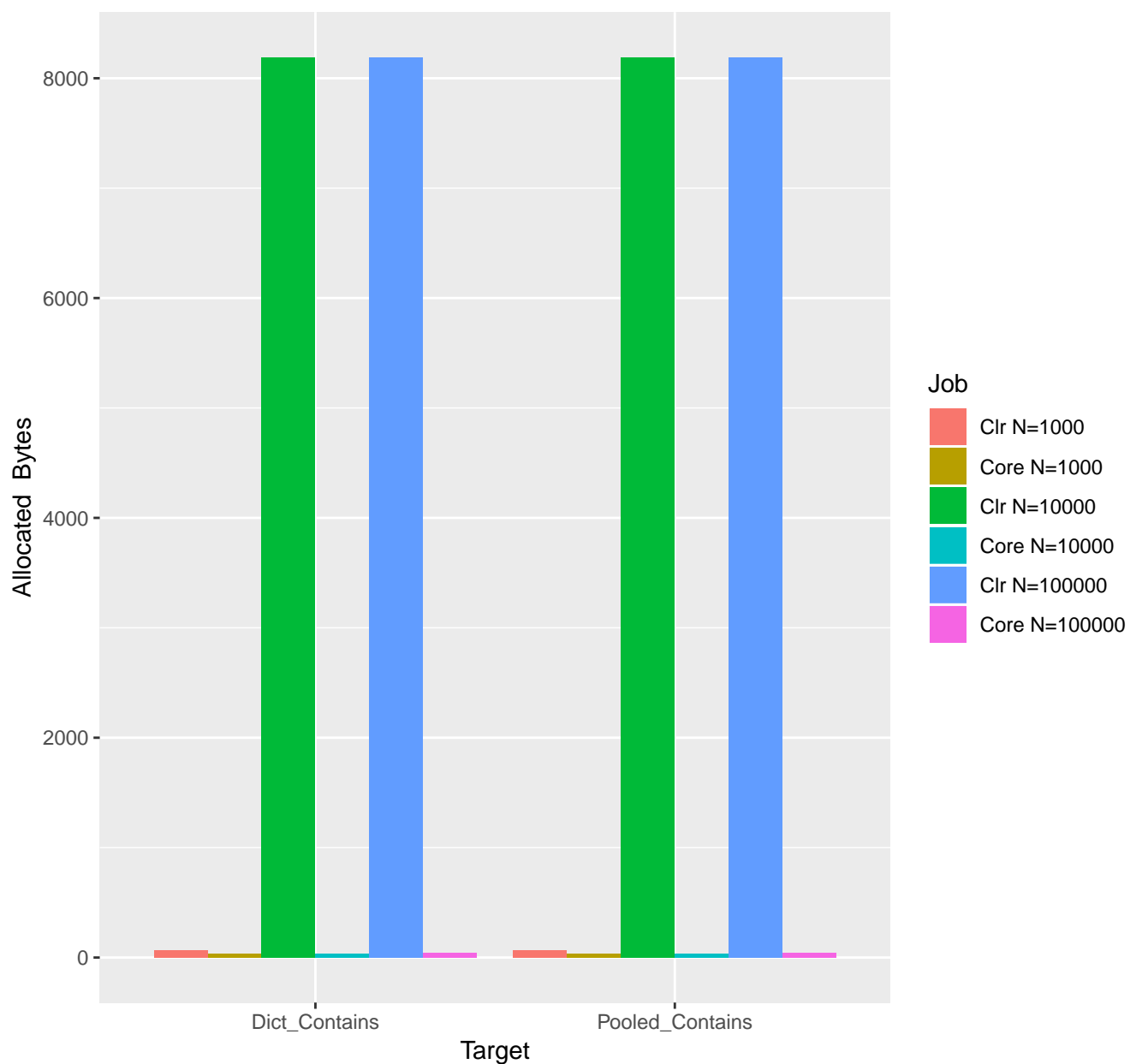
# PooledDictionary.Dict\_ContainsValue\_Int\_True – Memory



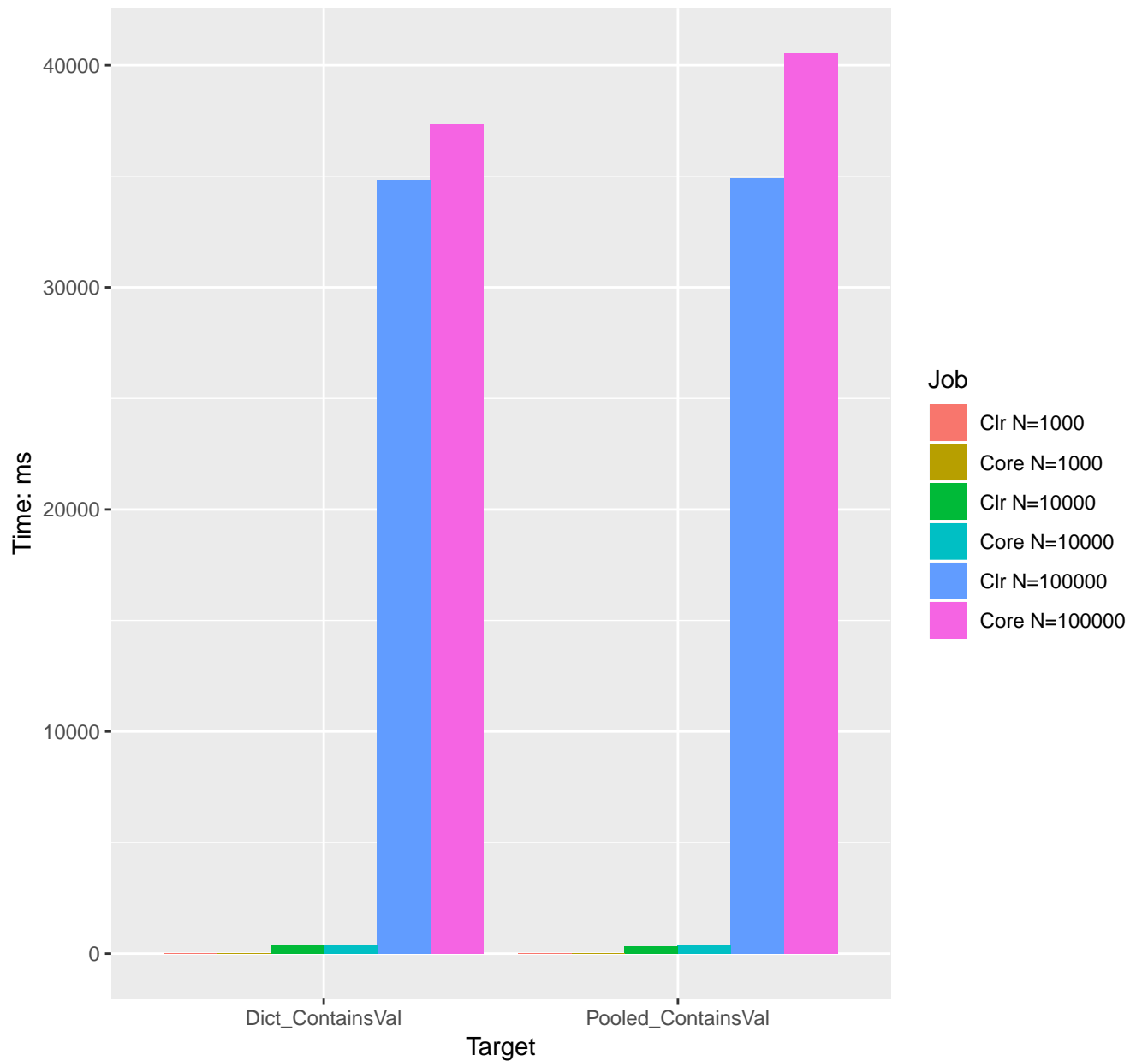
# PooledDictionary.Dict\_ContainsValue\_String\_False – Time



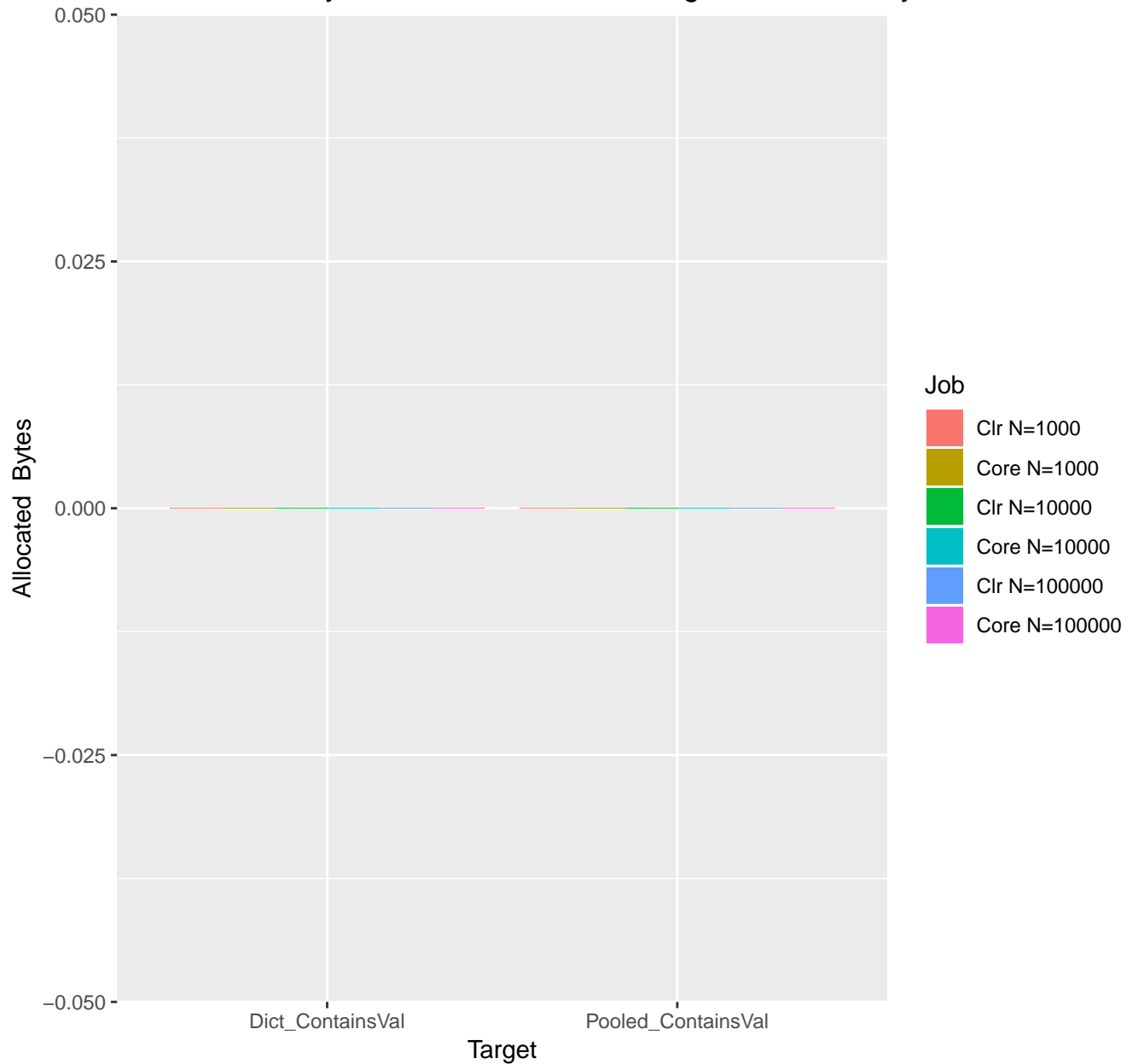
# PooledDictionary.Dict\_ContainsValue\_String\_False – Memory



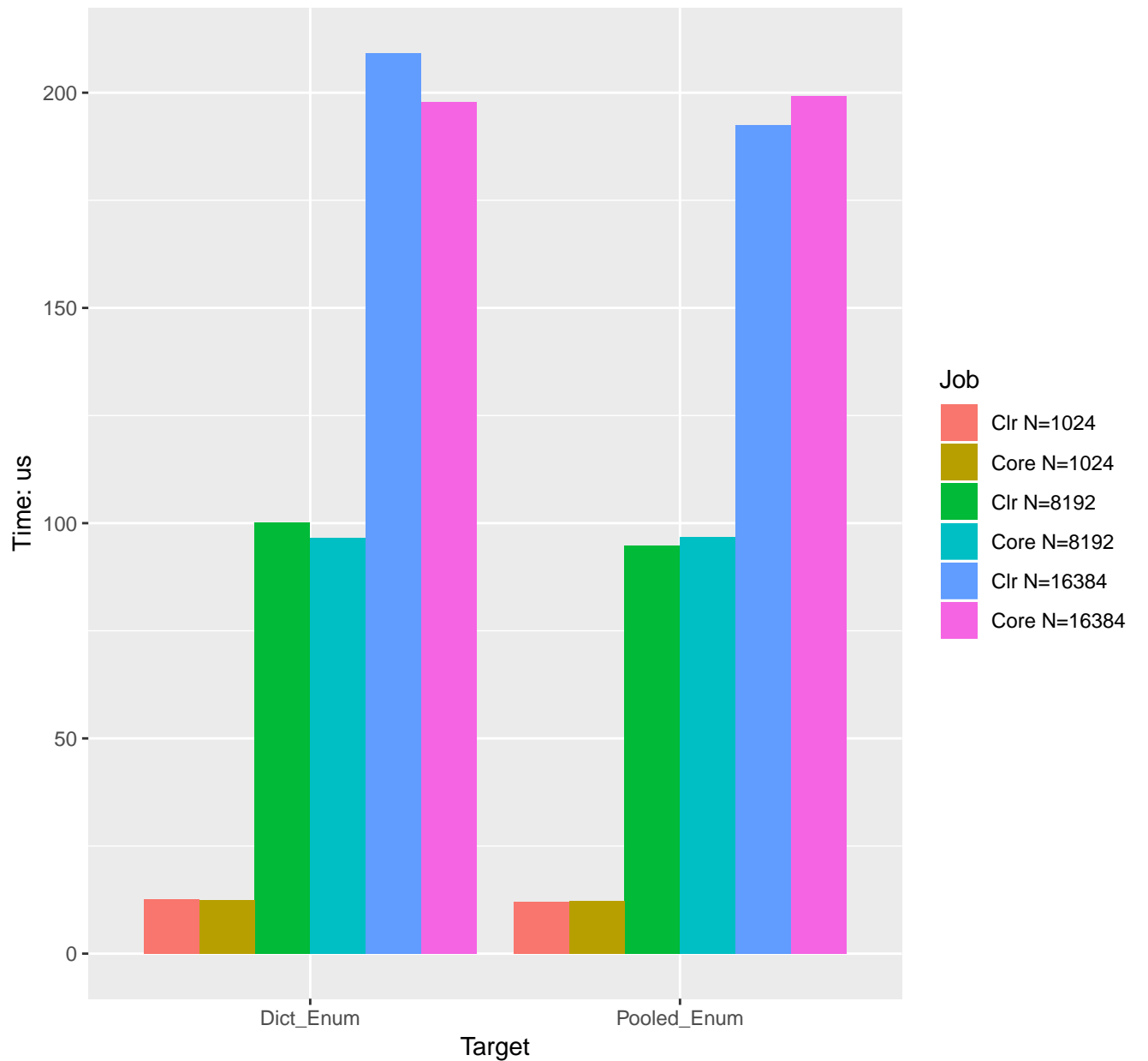
# PooledDictionary.Dict\_ContainsValue\_String\_True – Time



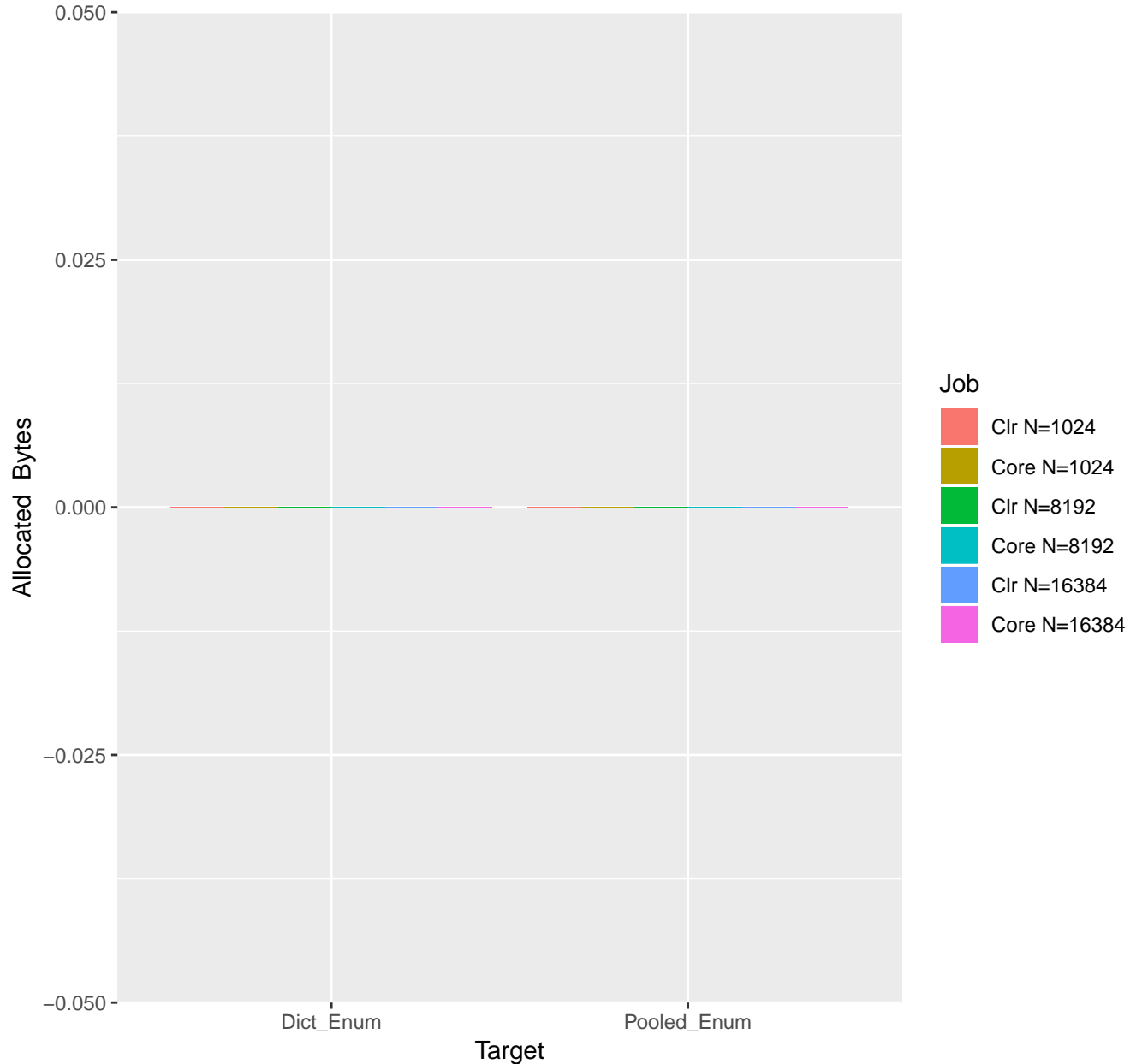
# PooledDictionary.Dict\_ContainsValue\_String\_True – Memory



# PooledDictionary.Dict\_Enumeration\_ValueType – Time

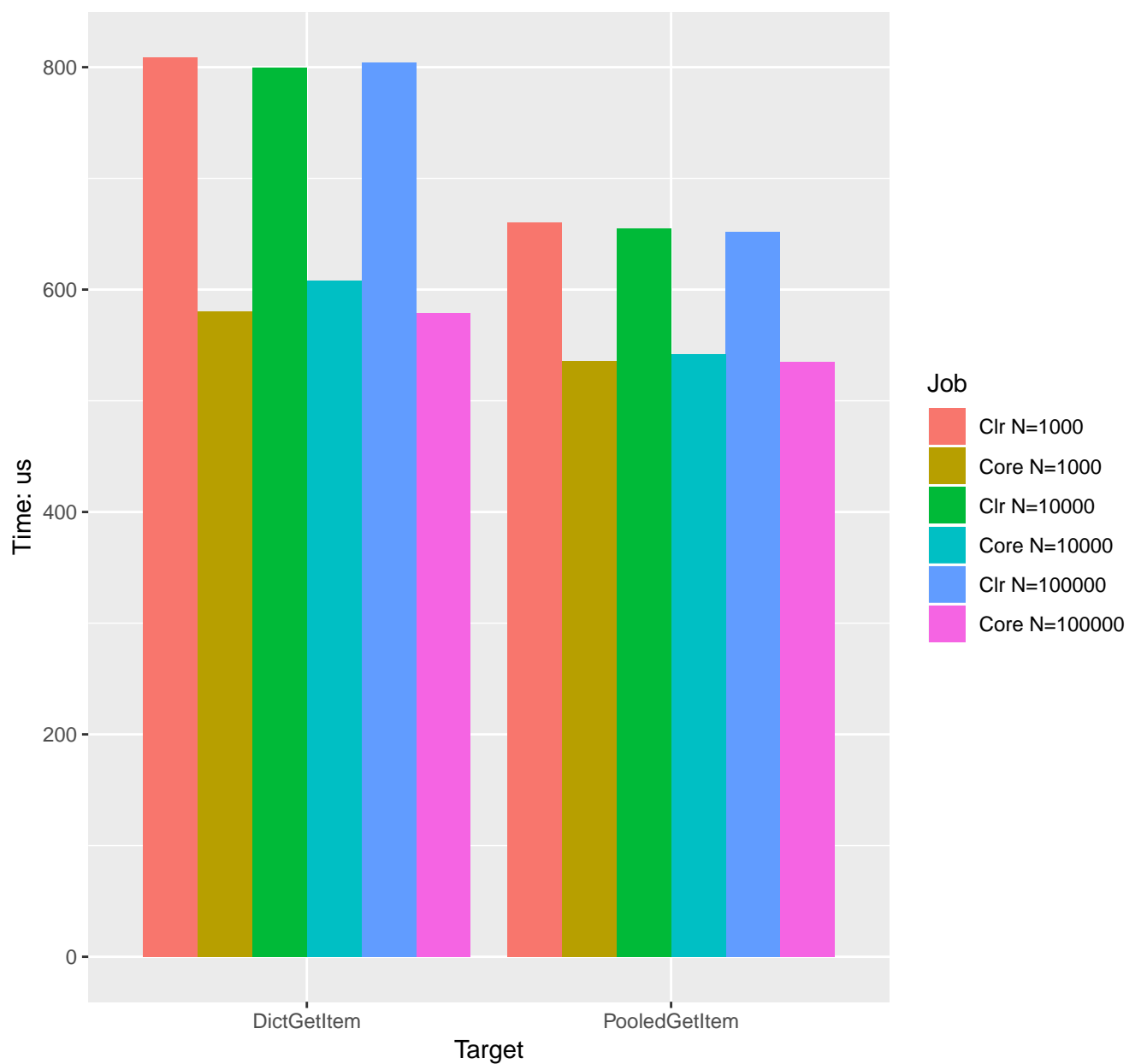


# PooledDictionary.Dict\_Enumeration\_ValueType – Memory

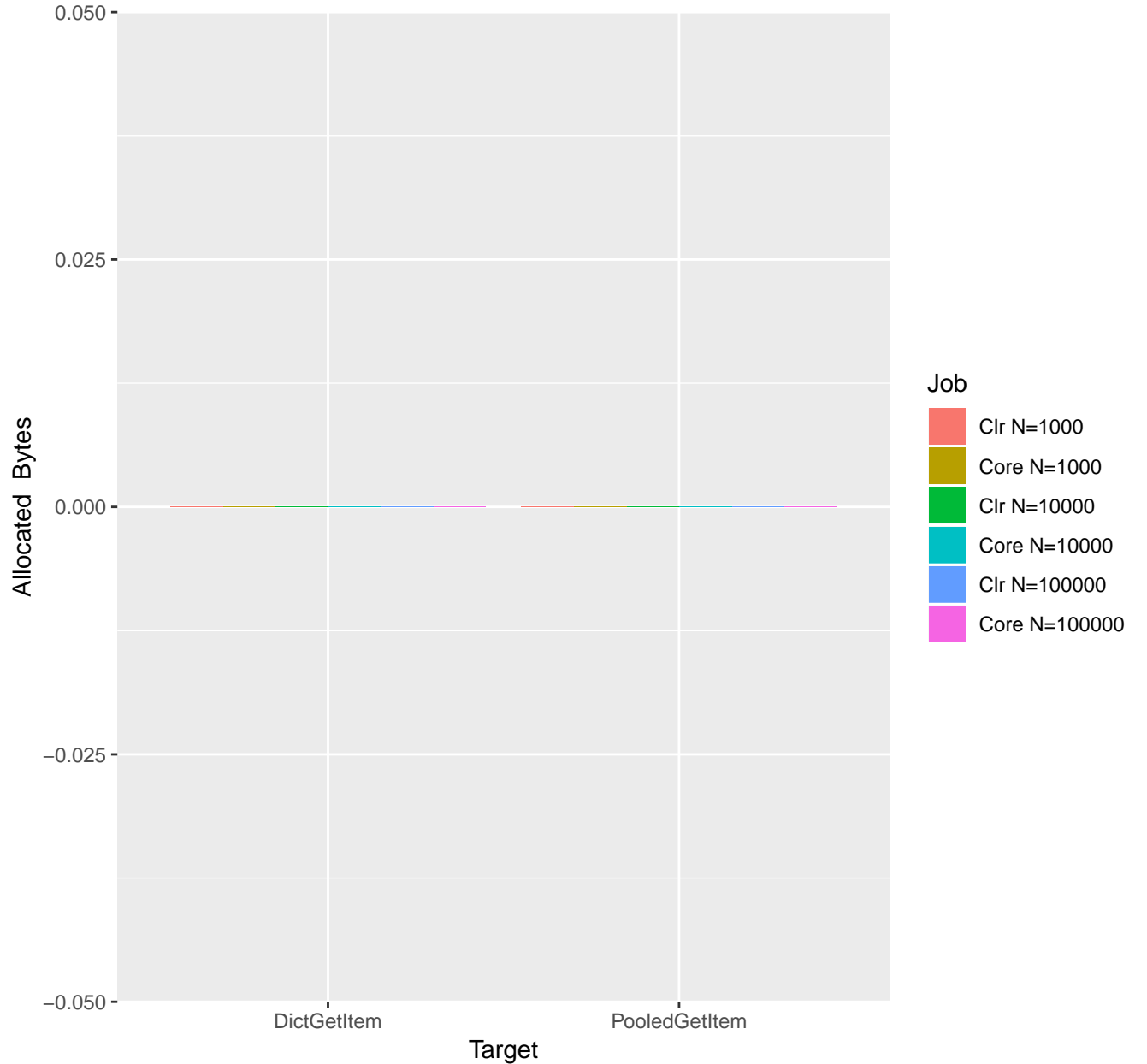




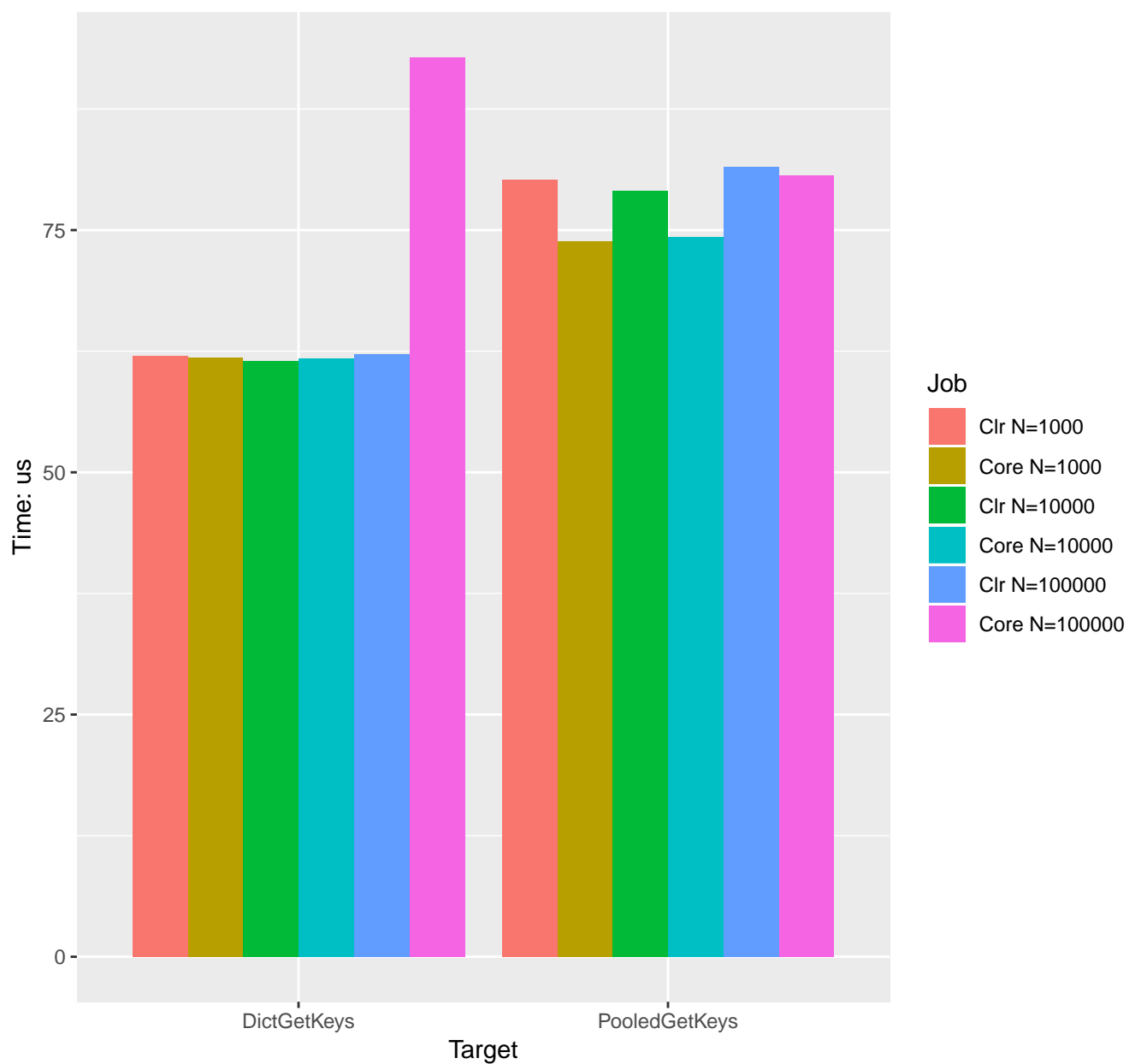
# PooledDictionary.Dict\_GetItem – Time



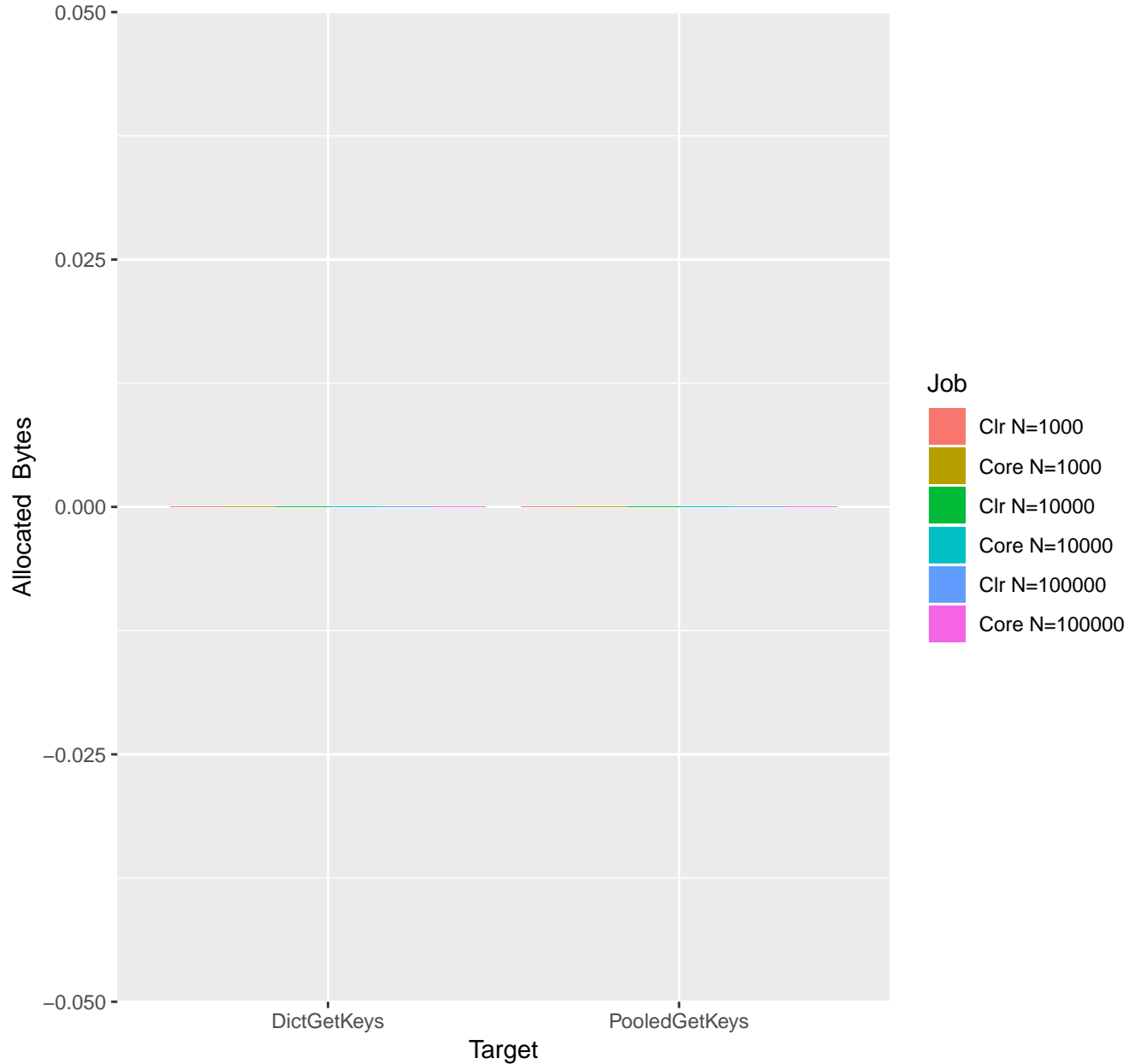
# PooledDictionary.Dict\_GetItem – Memory



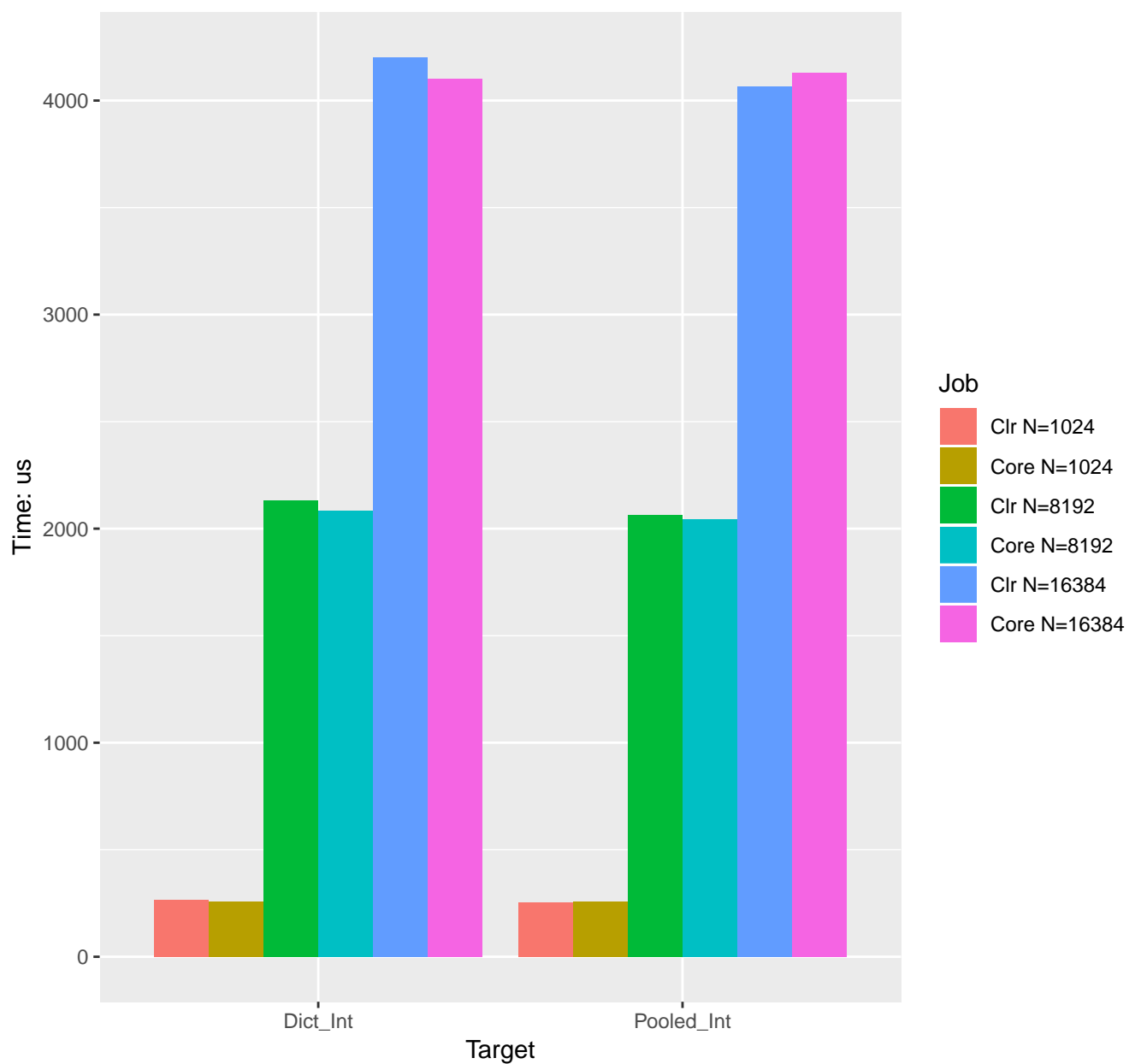
# PooledDictionary.Dict\_GetKeys – Time



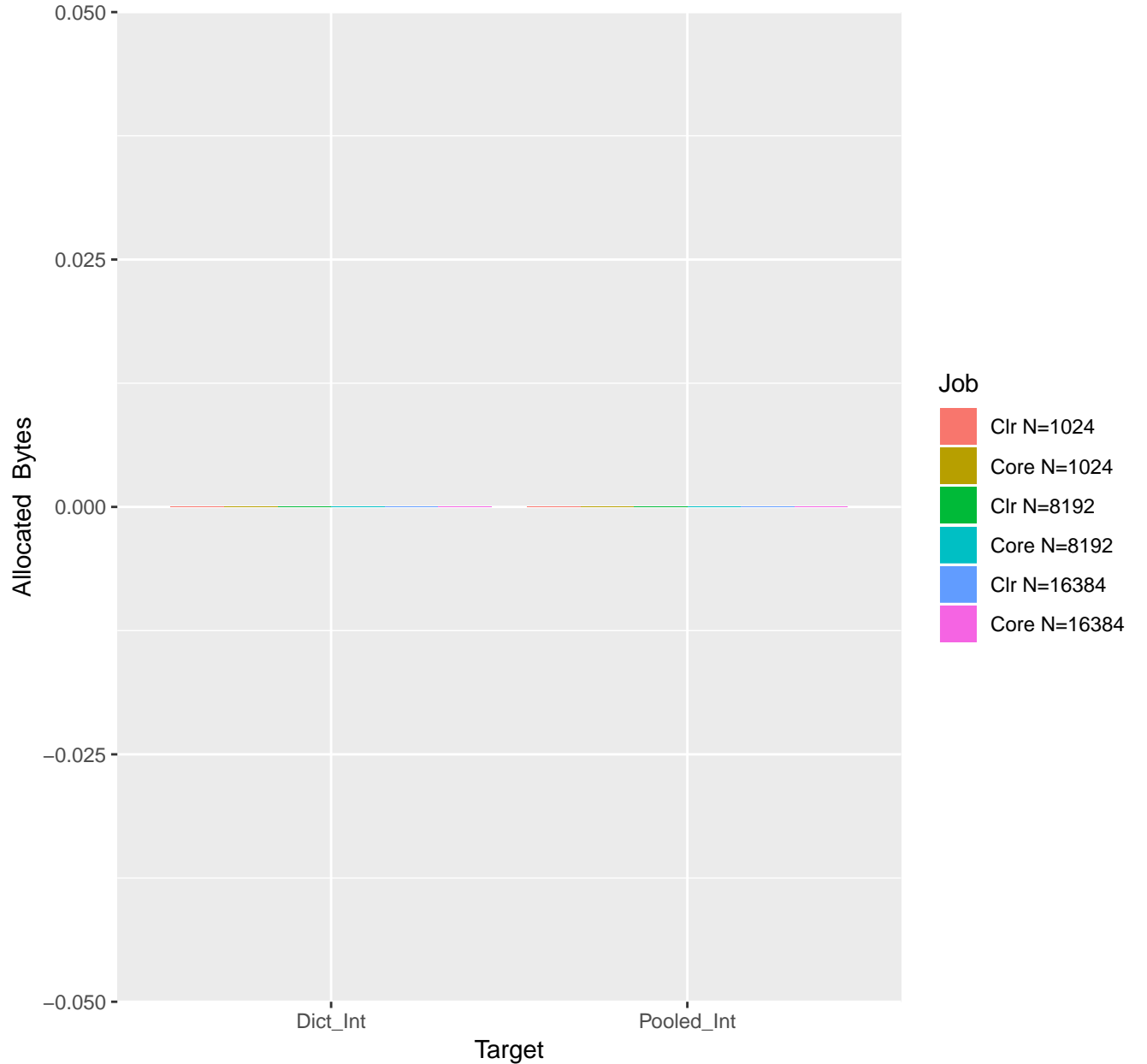
# PooledDictionary.Dict\_GetKeys – Memory



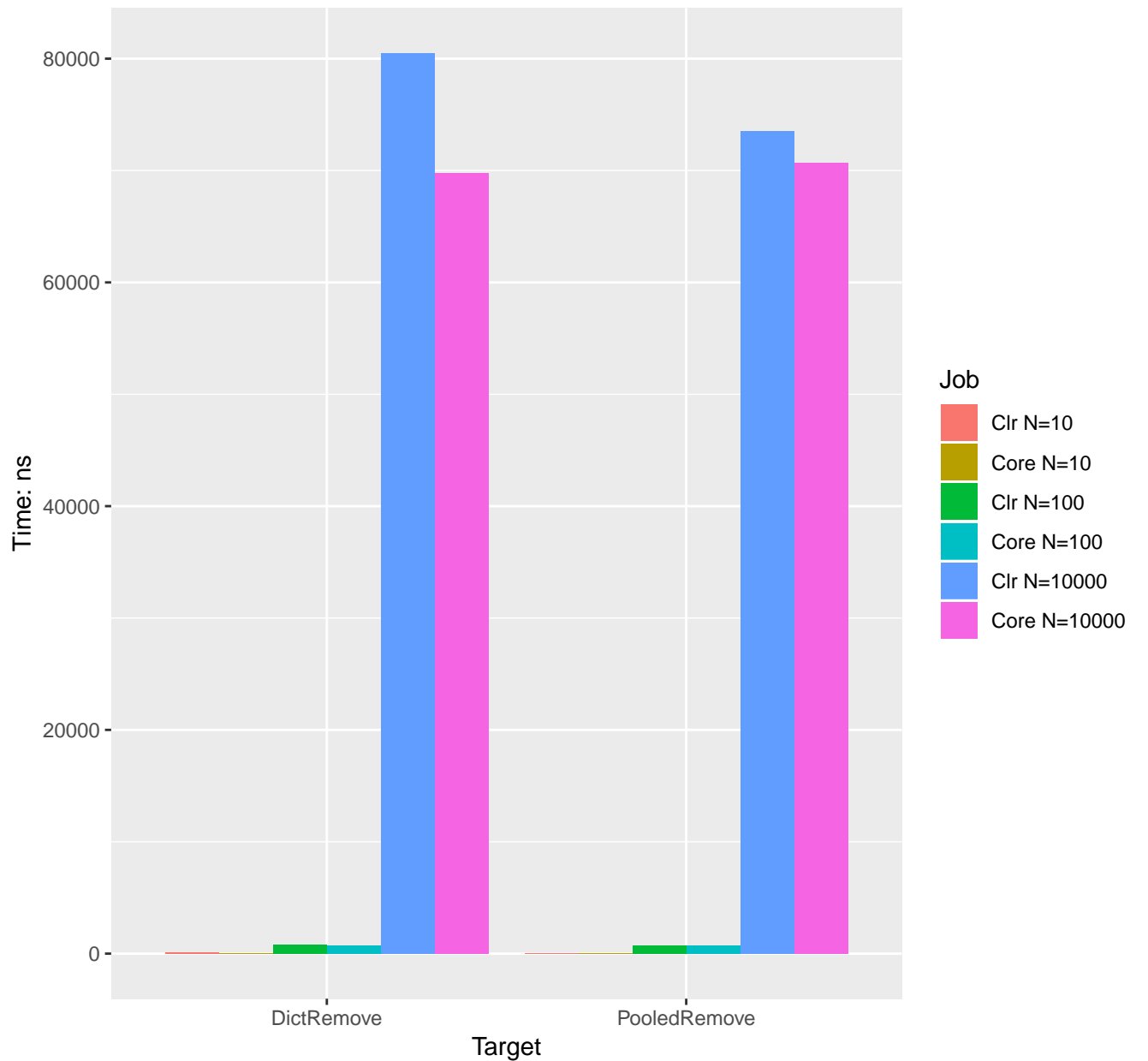
# PooledDictionary.Dict\_Indexer\_Get\_ValueType – Time



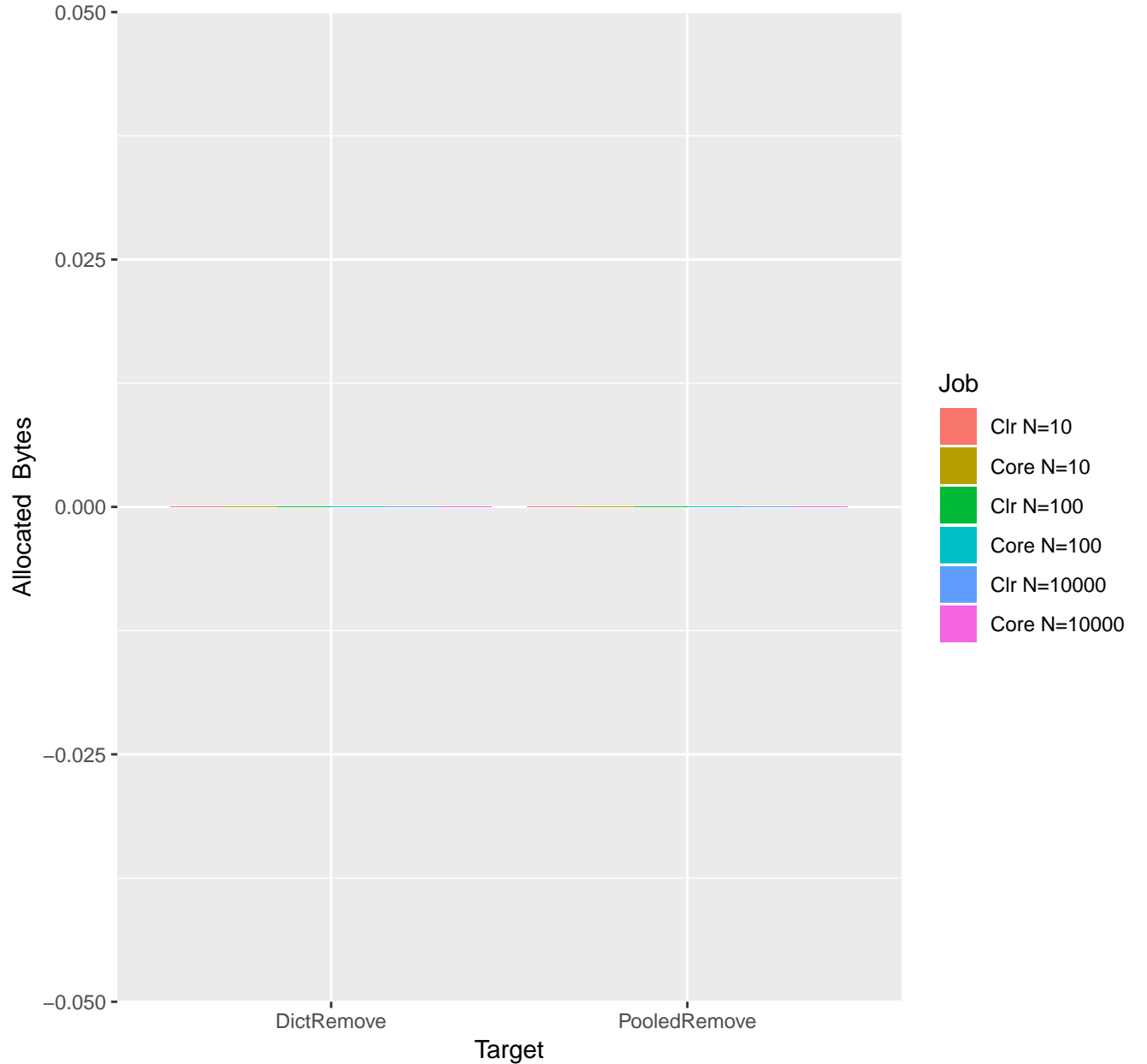
# PooledDictionary.Dict\_Indexer\_Get\_ValueType – Memory



# PooledDictionary.Dict\_Remove – Time

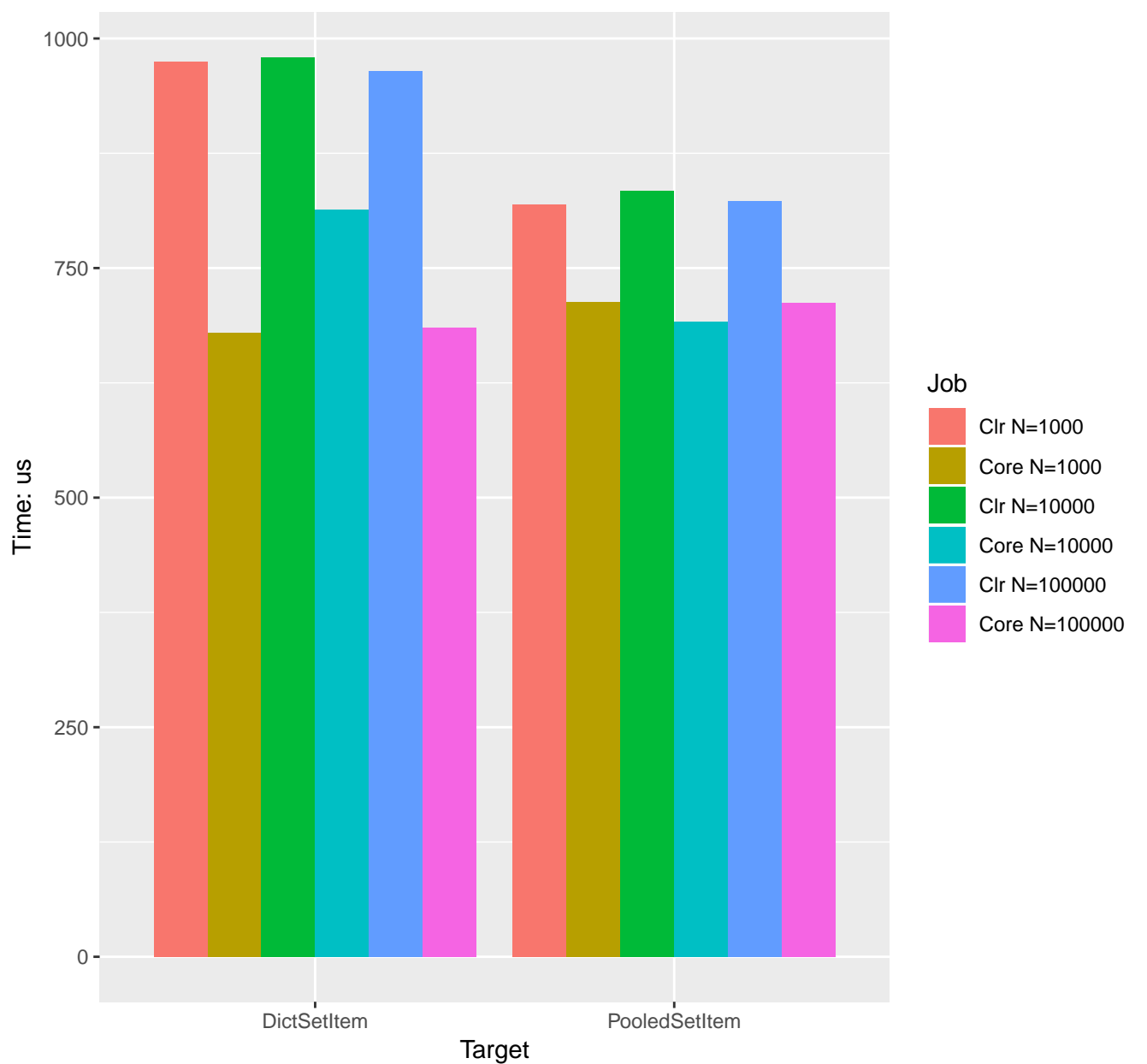


# PooledDictionary.Dict\_Remove – Memory

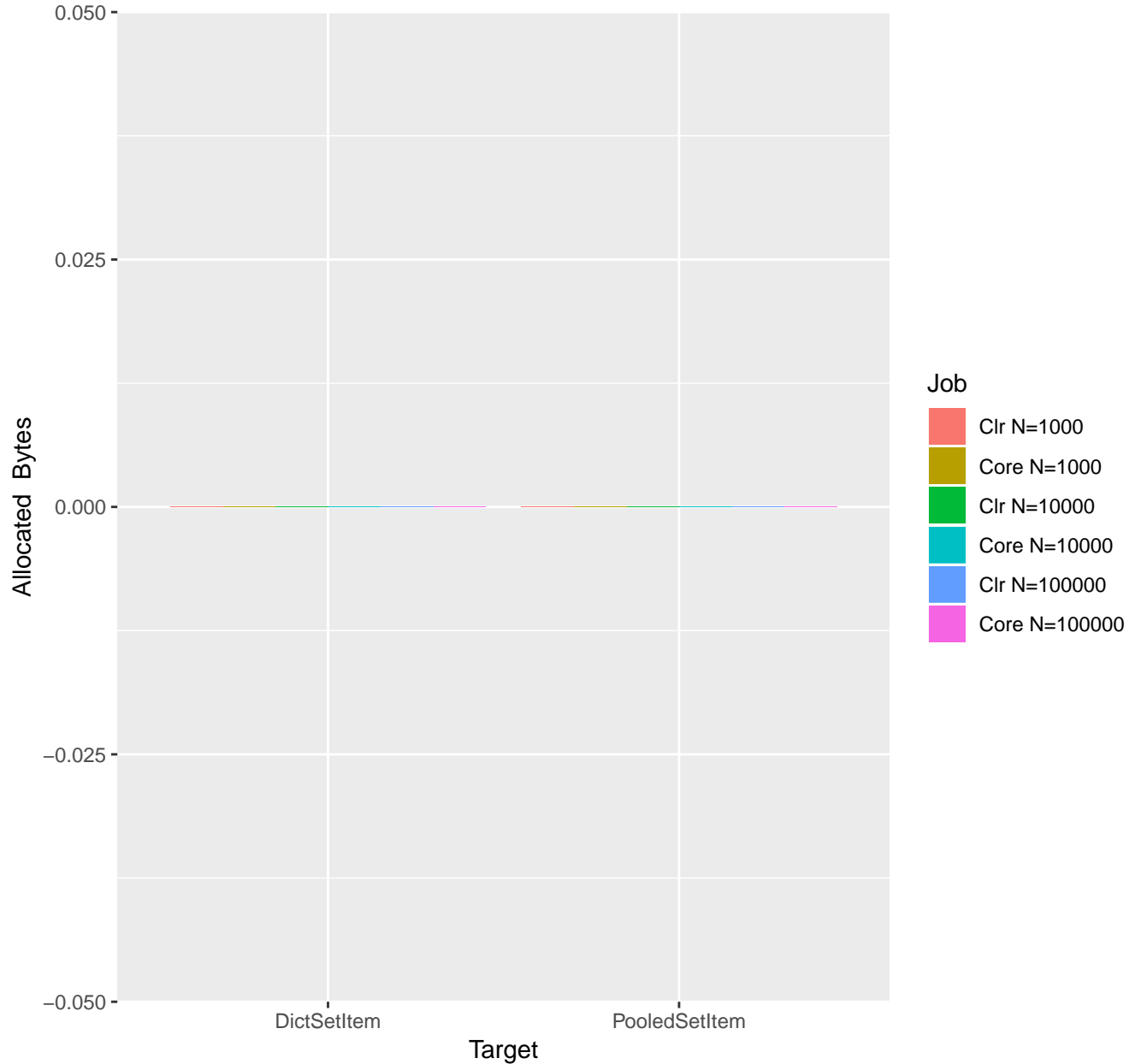




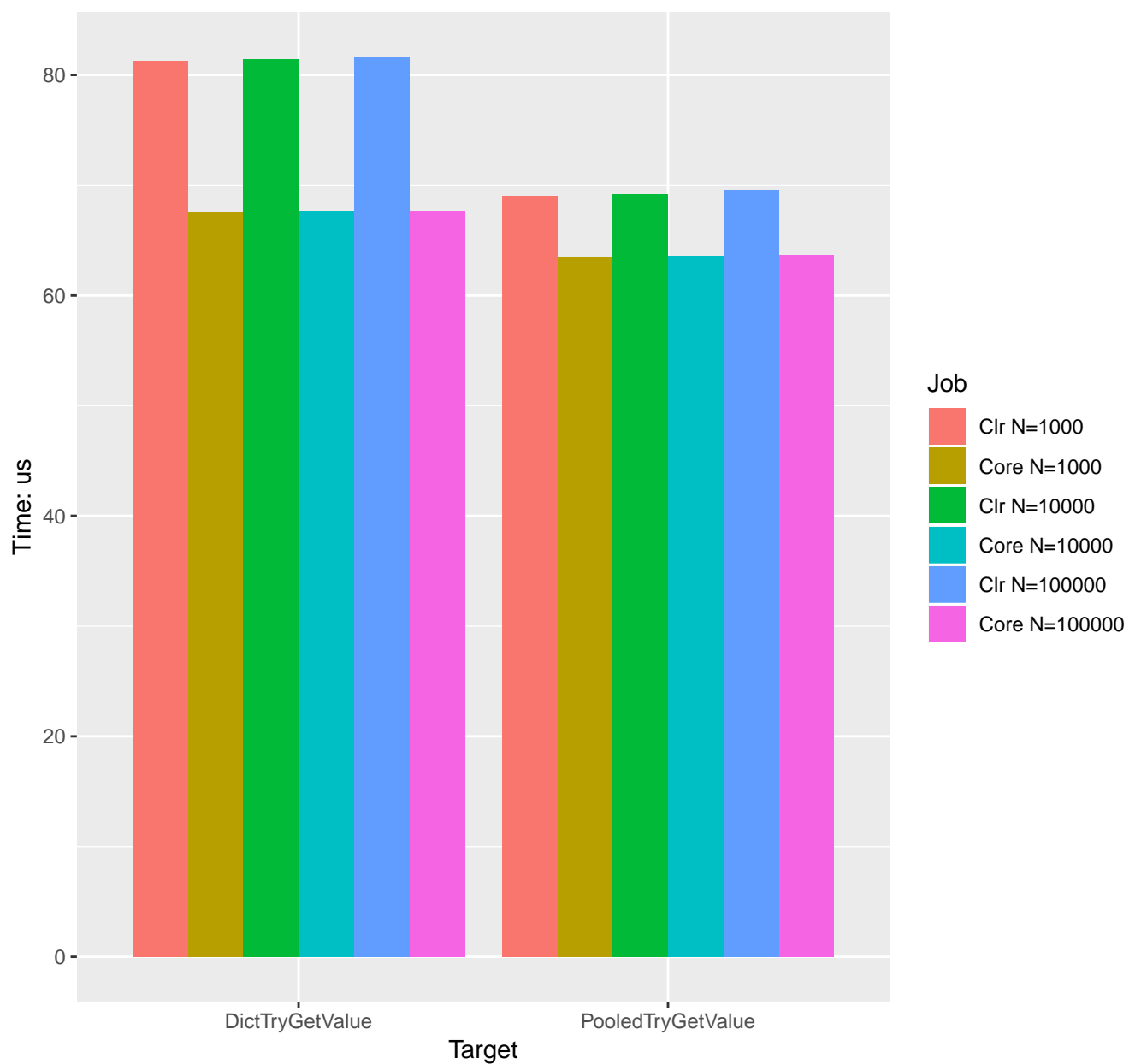
PooledDictionary.Dict\_SetItem – Time



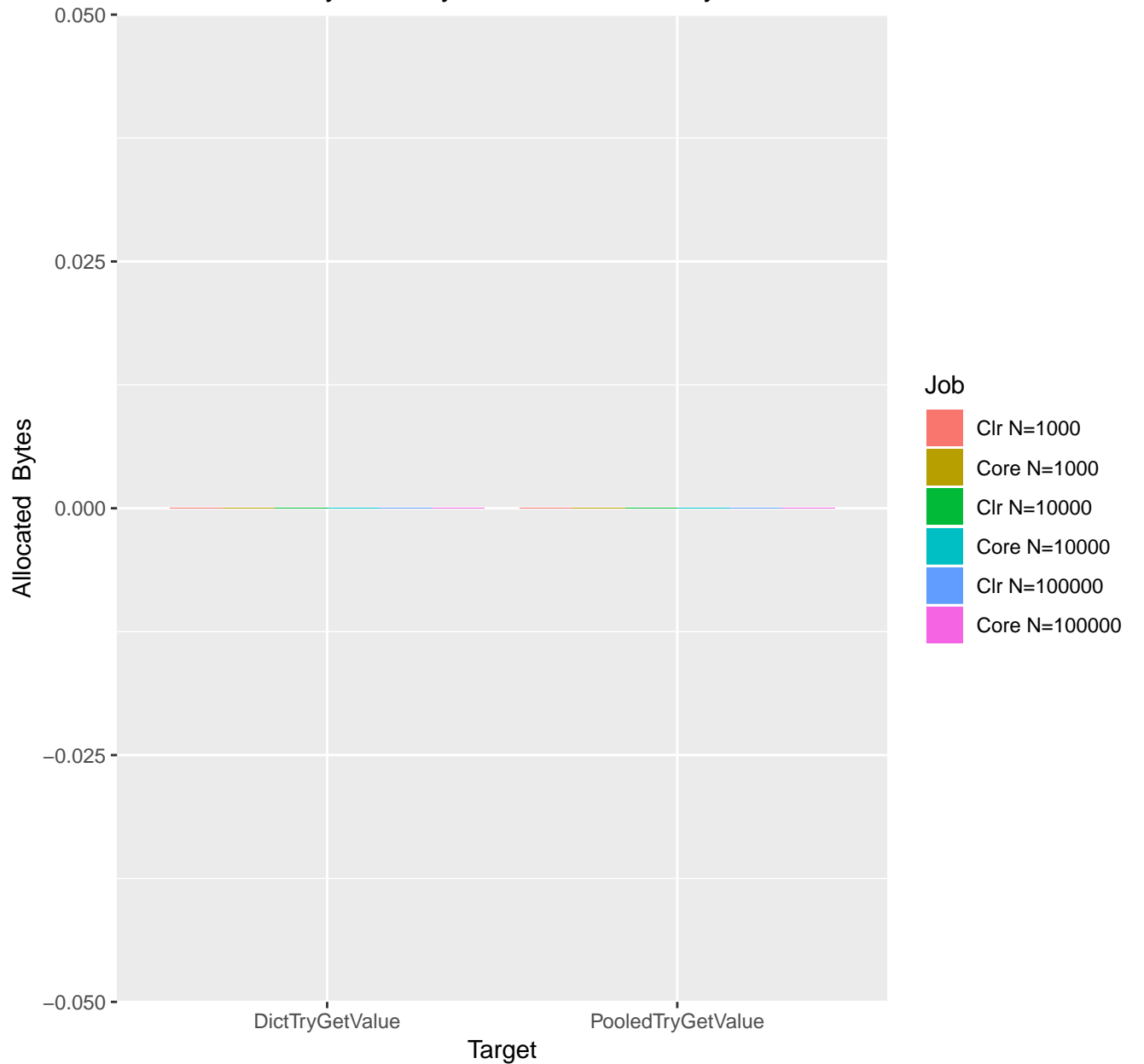
# PooledDictionary.Dict\_SetItem – Memory



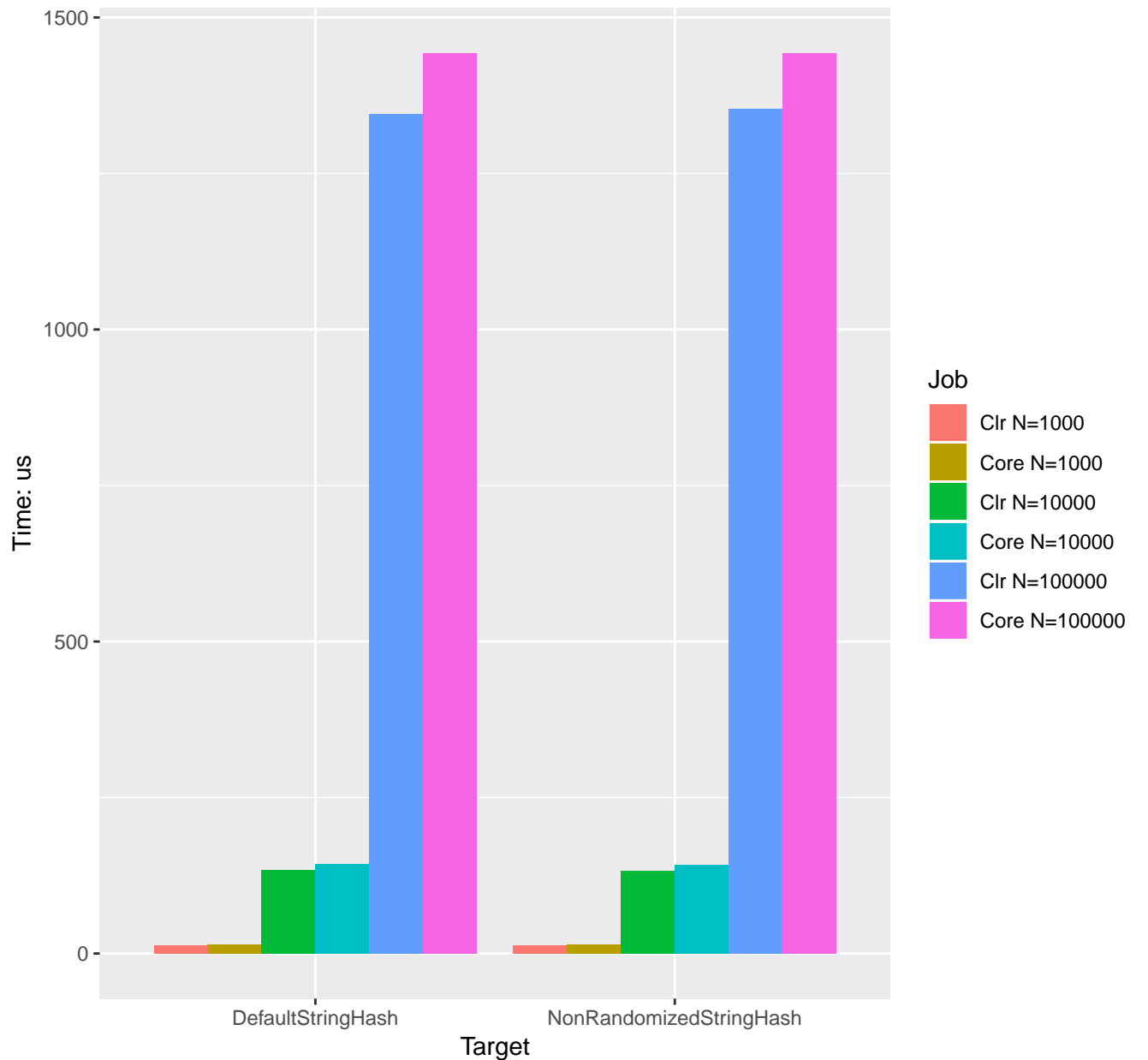
# PooledDictionary.Dict\_TryGetValue – Time



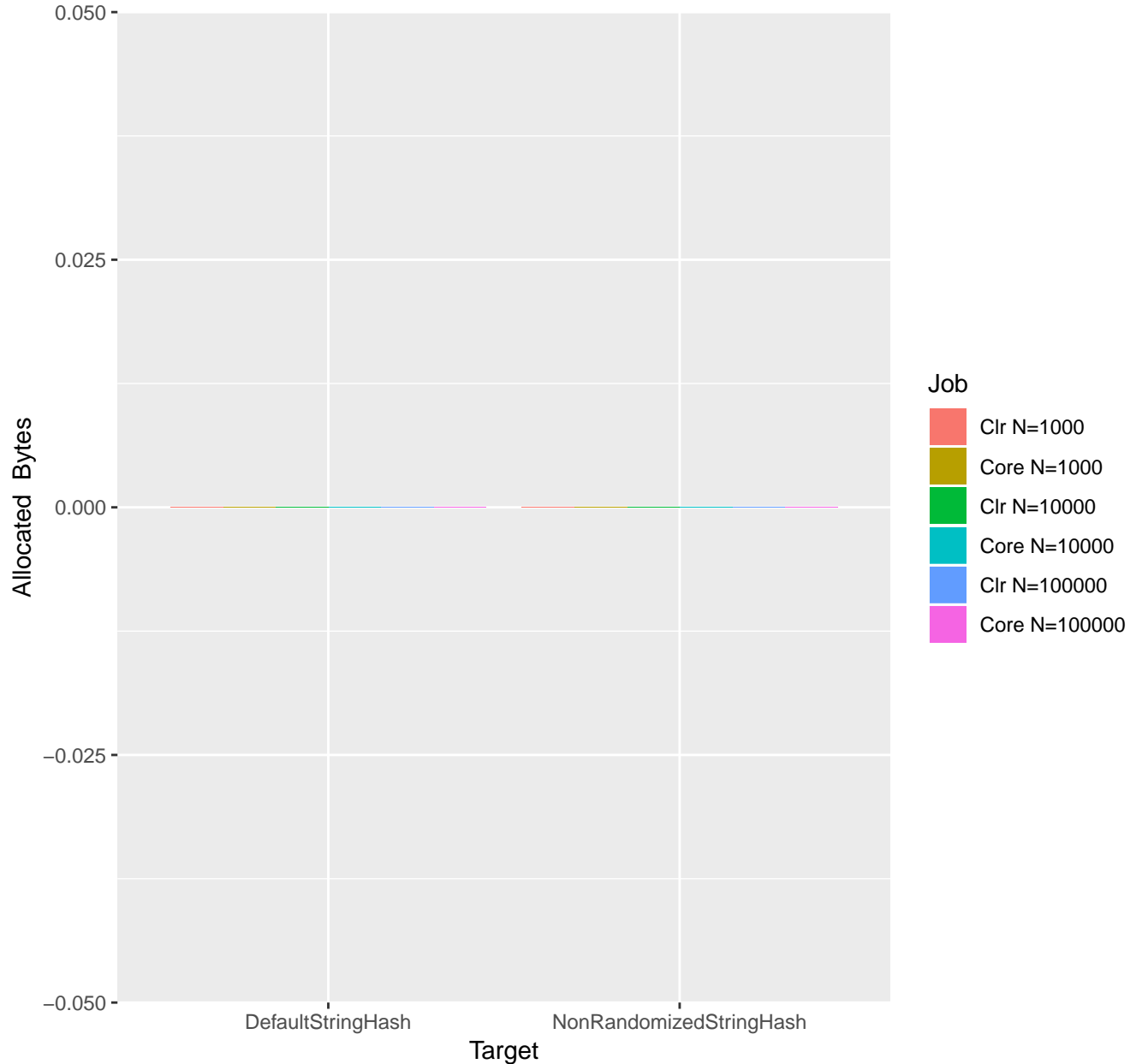
# PooledDictionary.Dict\_TryGetValue – Memory



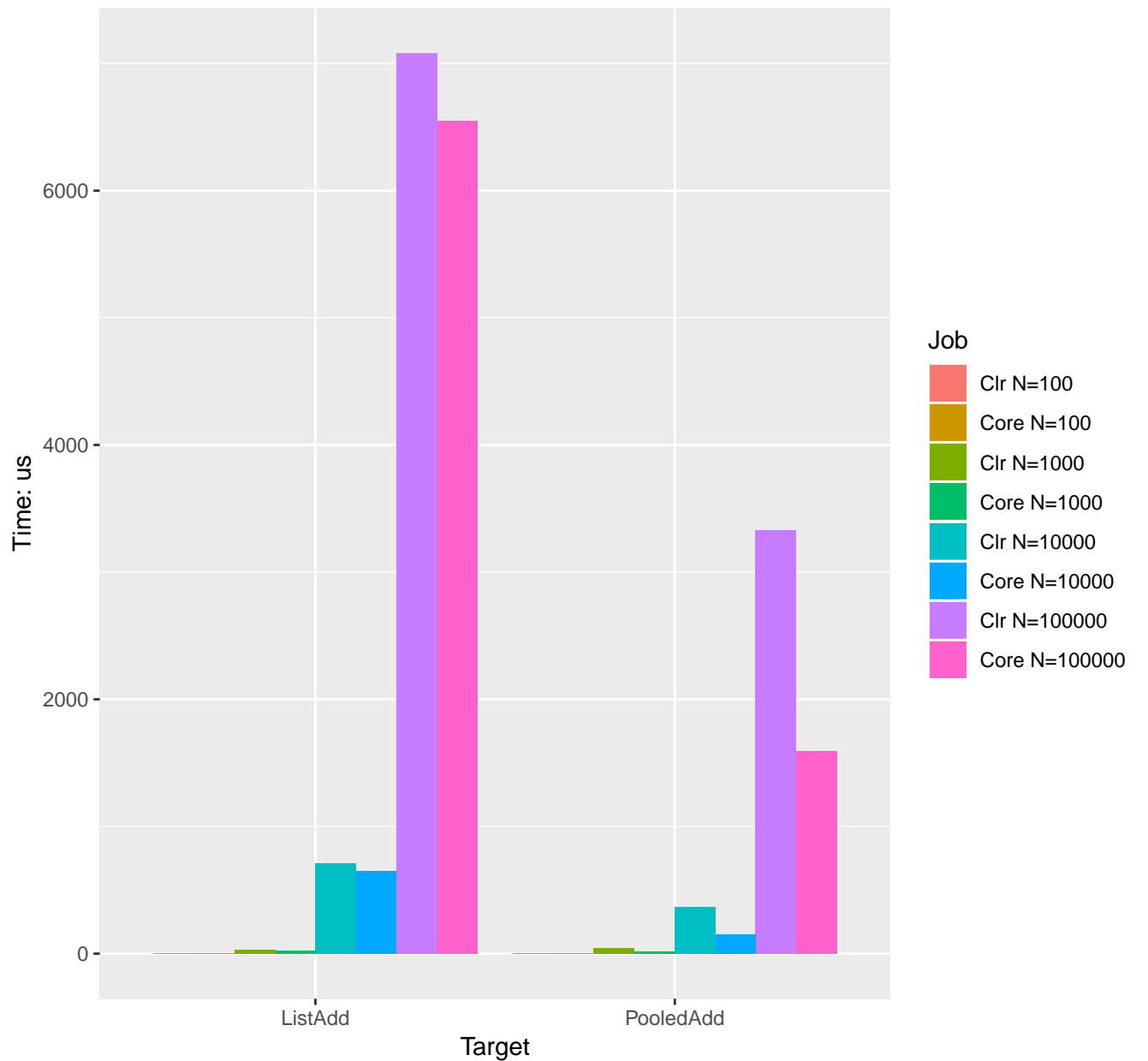
# PooledDictionary.StringHashing – Time



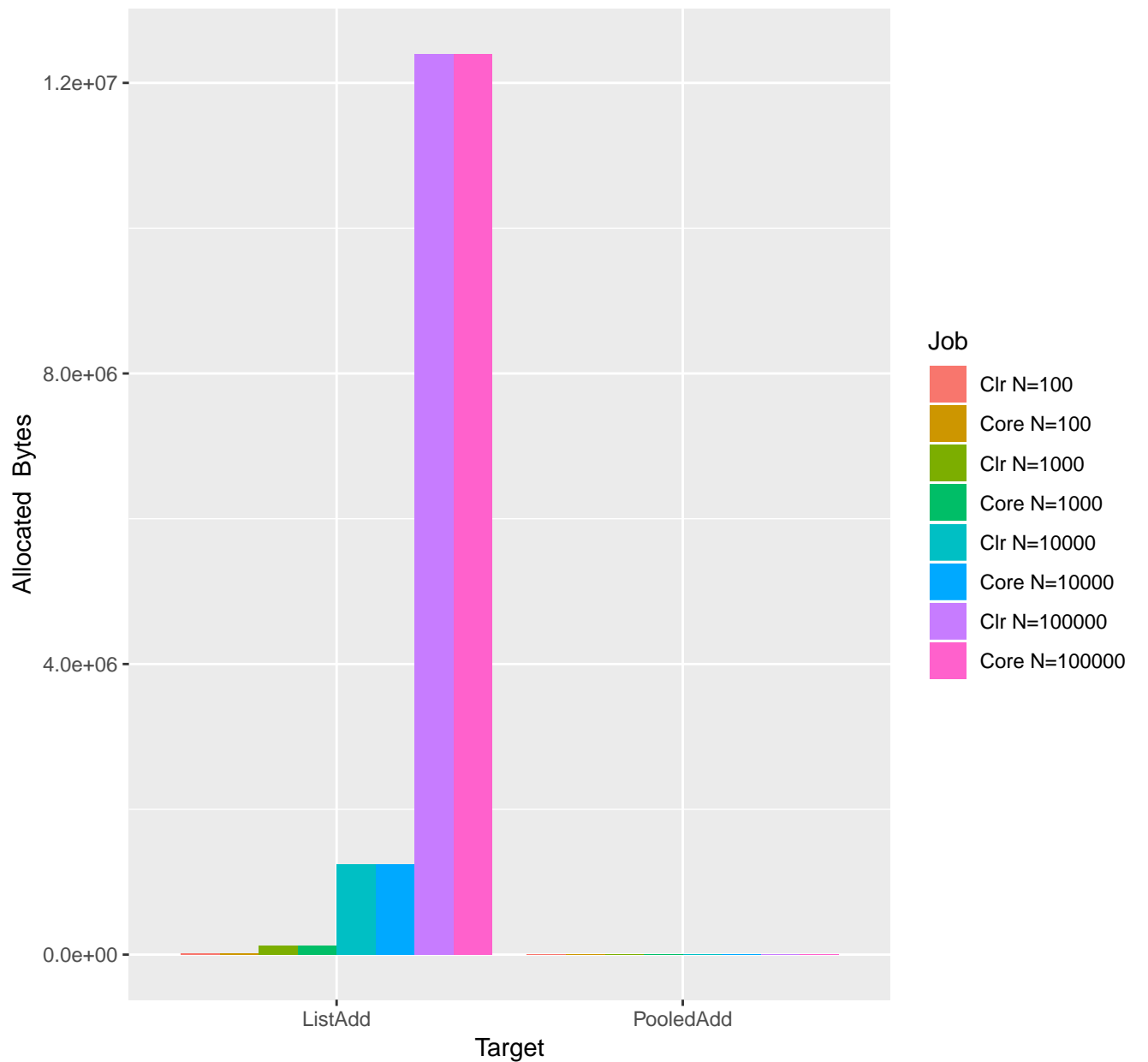
# PooledDictionary.StringHashing – Memory



# PooledList.List\_Add – Time

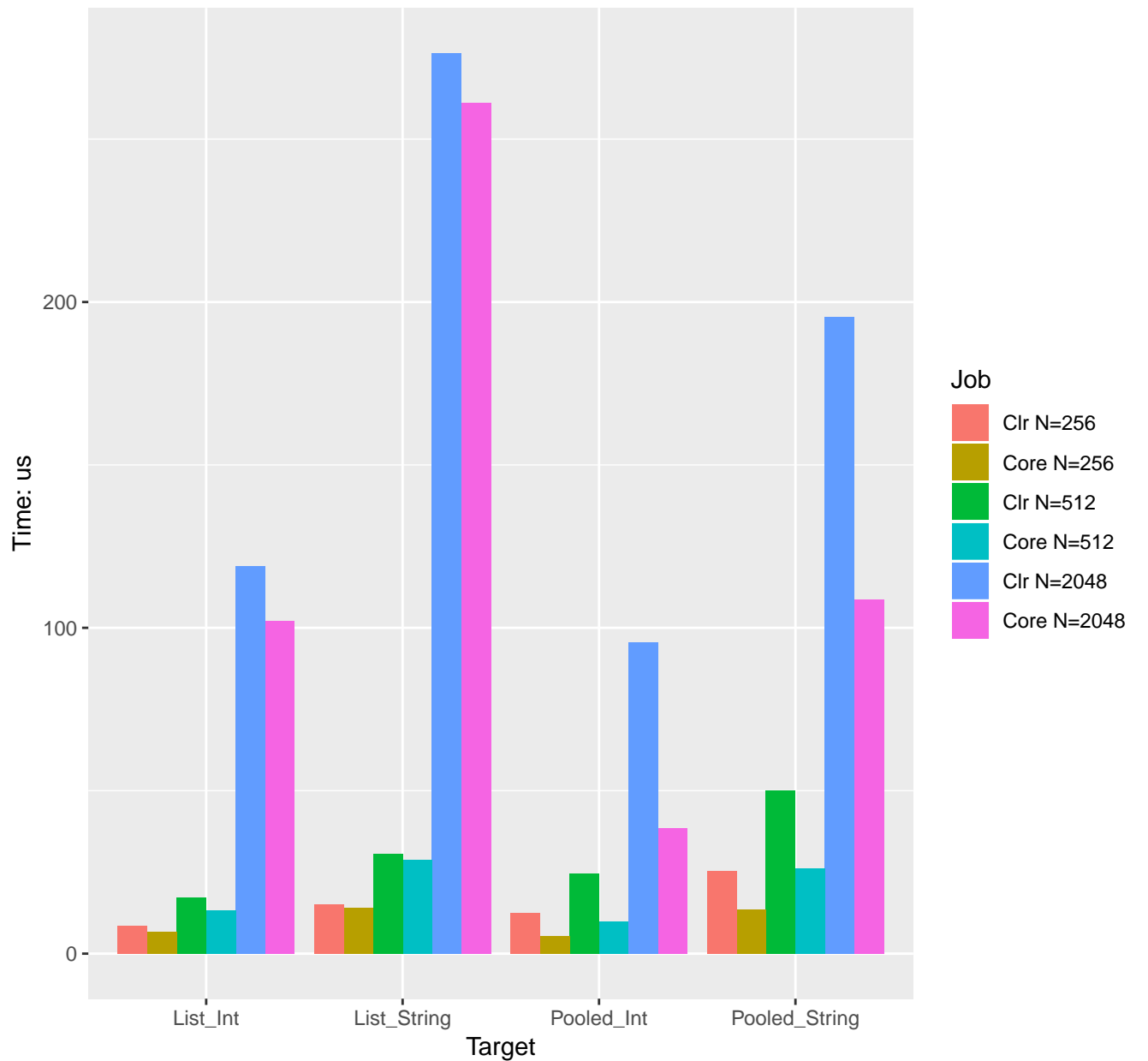


# PooledList.List\_Add – Memory

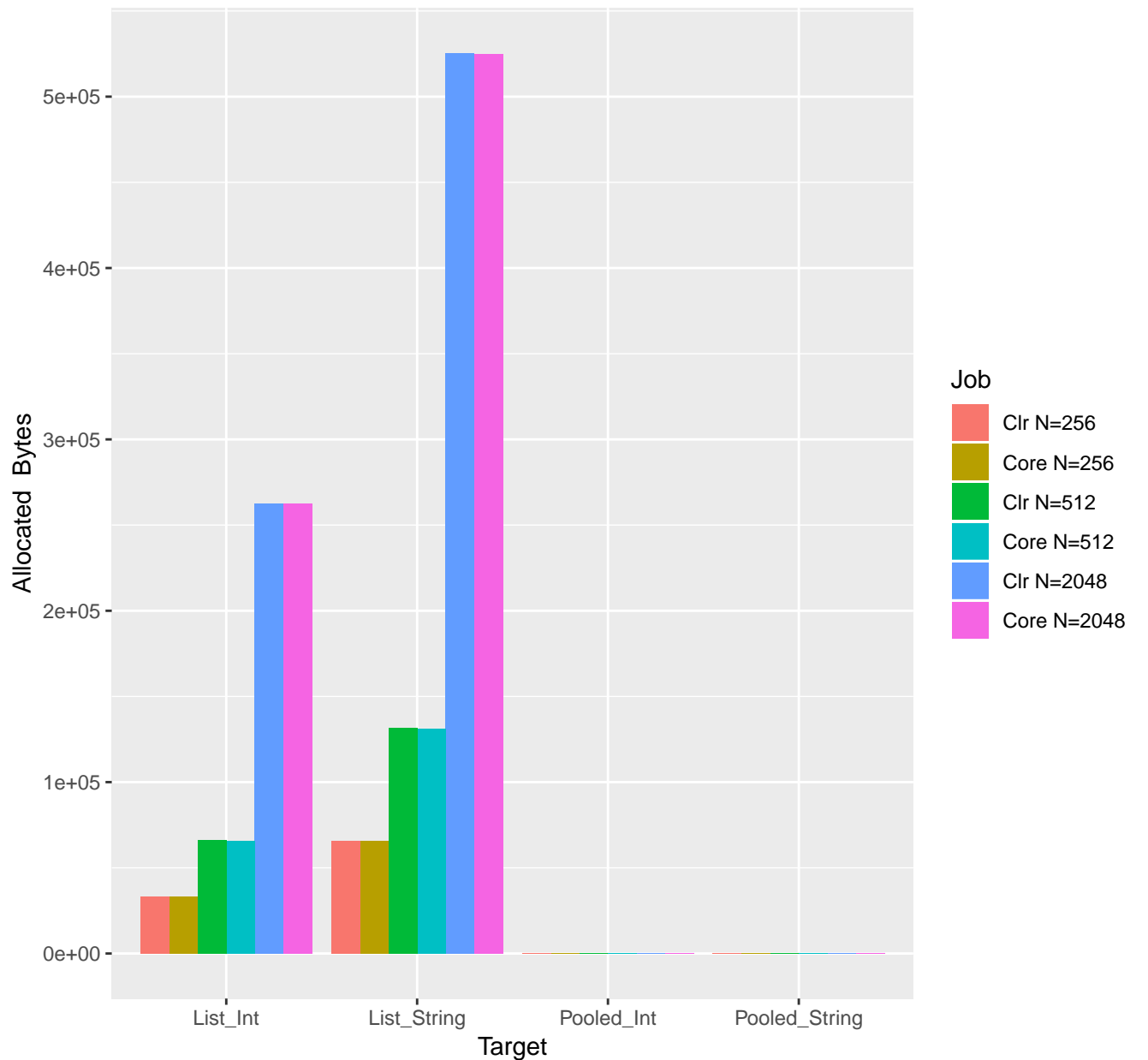




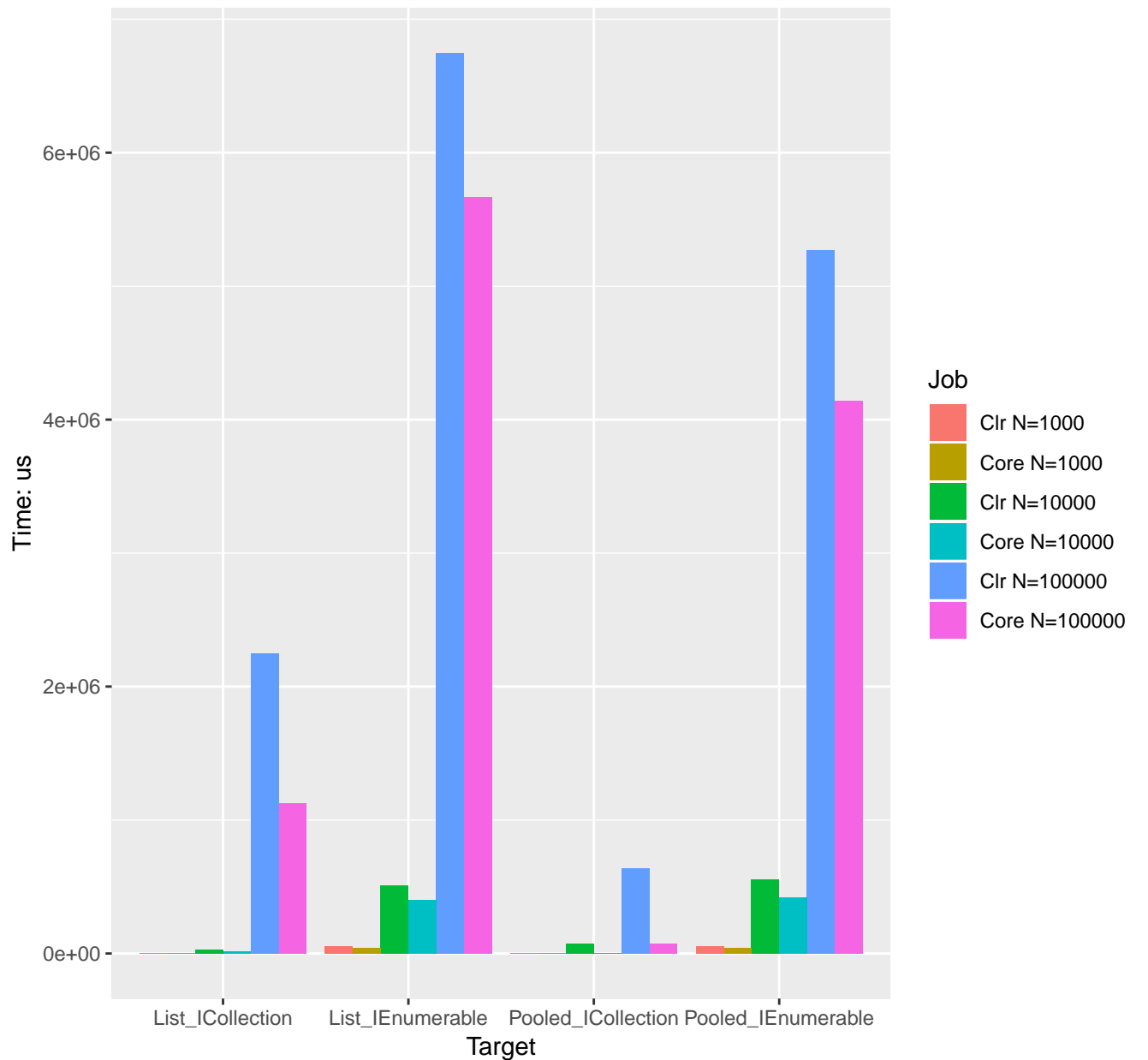
# PooledList.List\_Add\_Types – Time



# PooledList.List\_Add\_Types – Memory

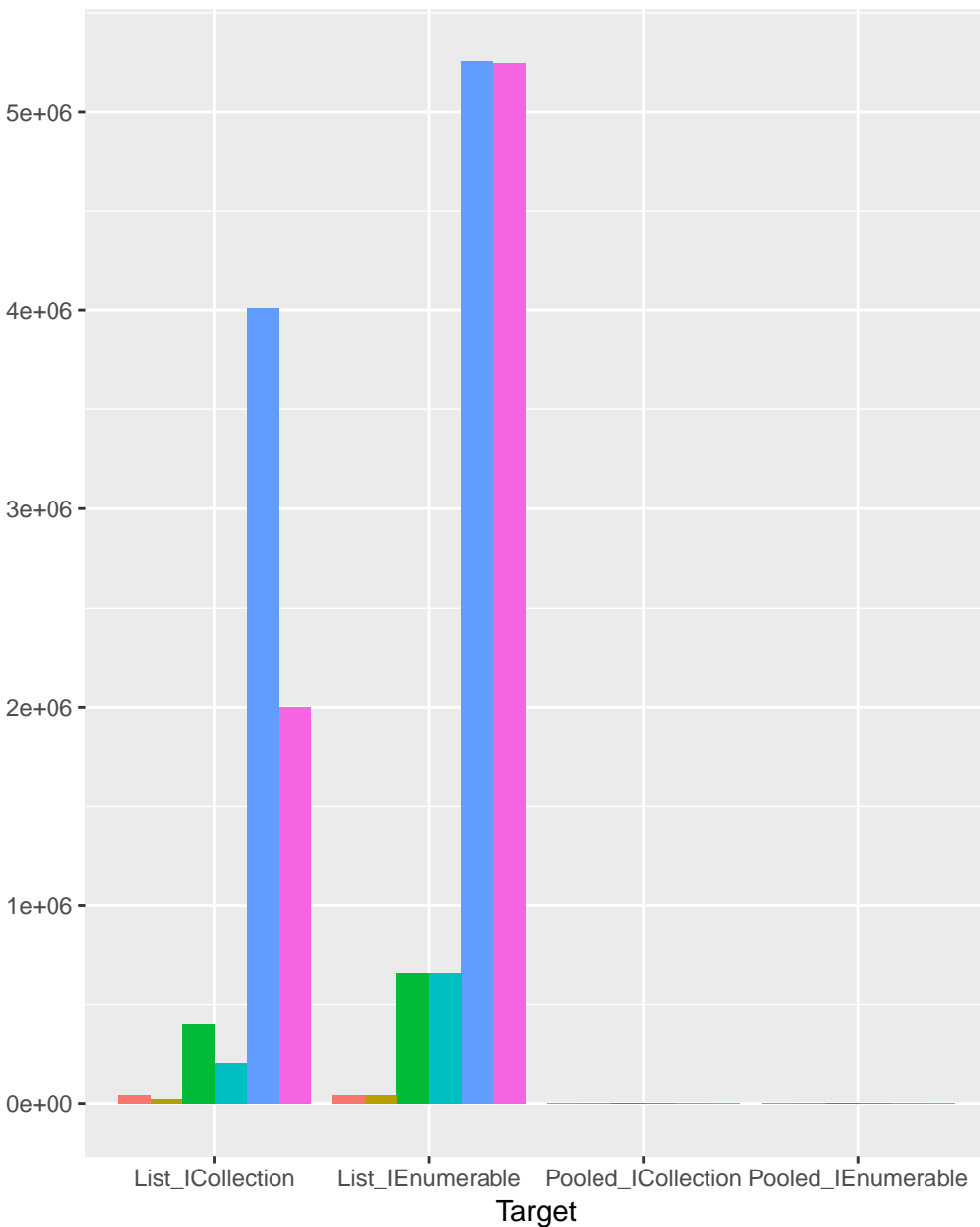


# PooledList.List\_AddRange – Time



# PooledList.List\_AddRange – Memory

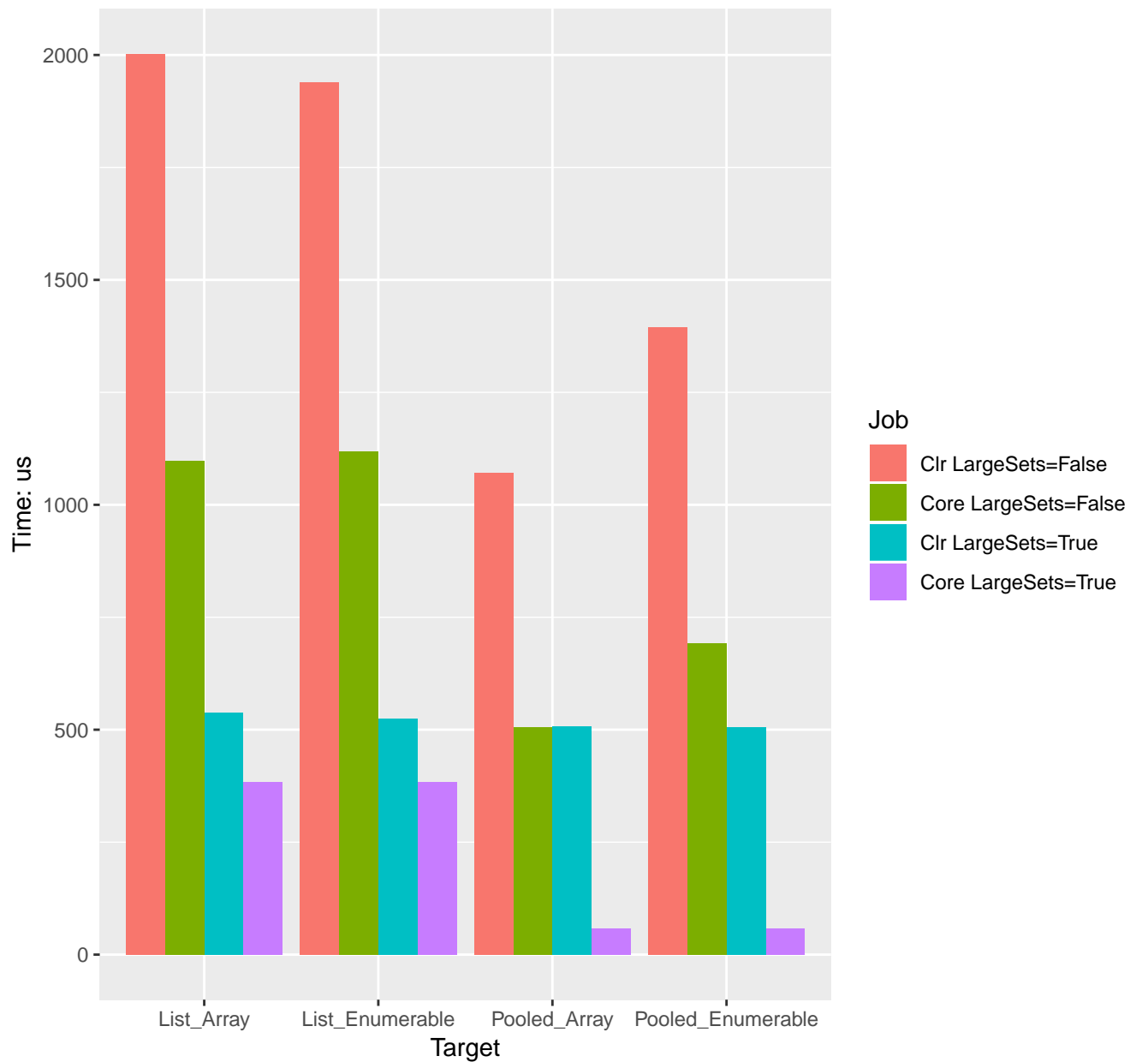
Allocated Kilobytes



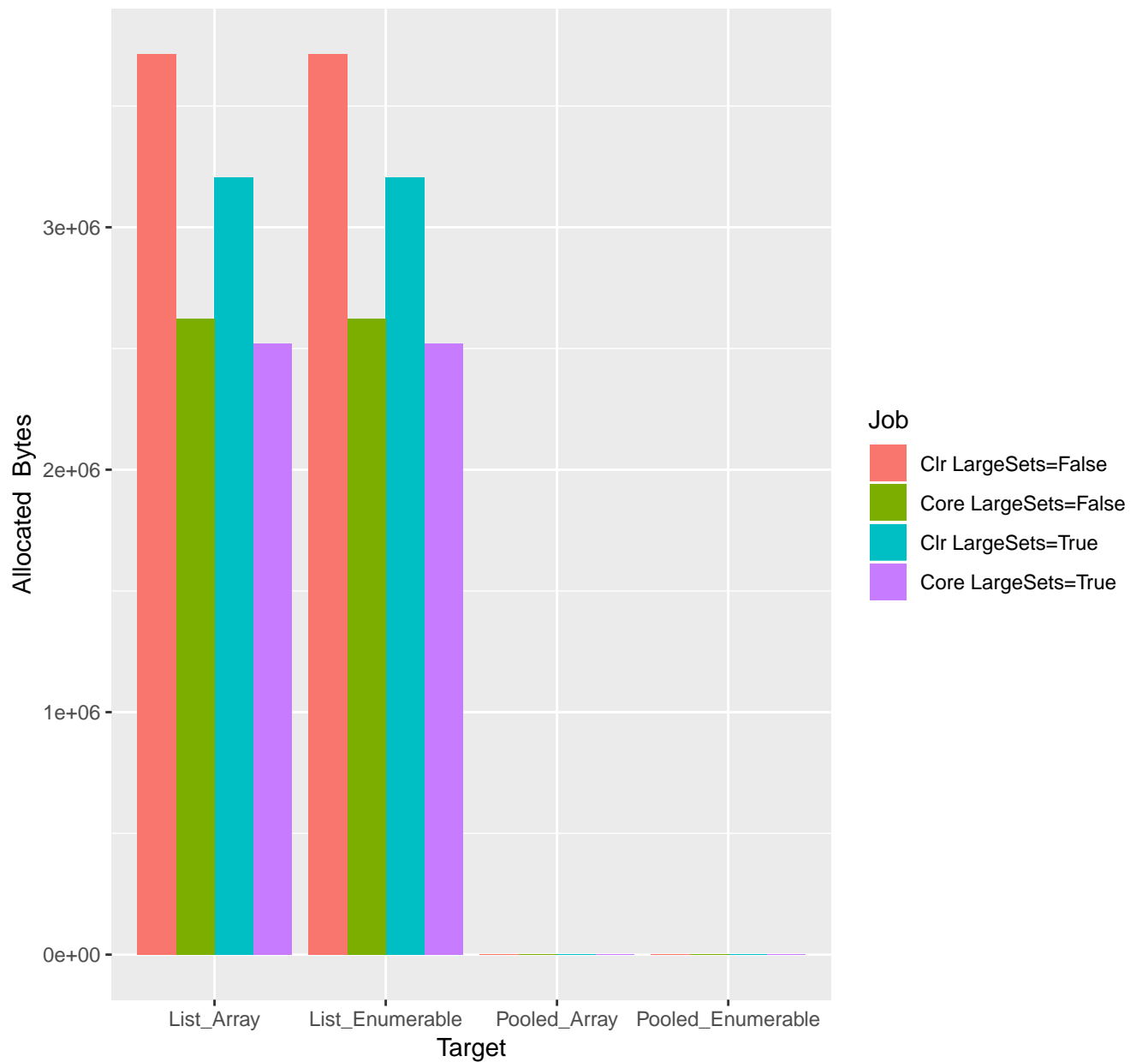
Job

- Clr N=1000
- Core N=1000
- Clr N=10000
- Core N=10000
- Clr N=100000
- Core N=100000

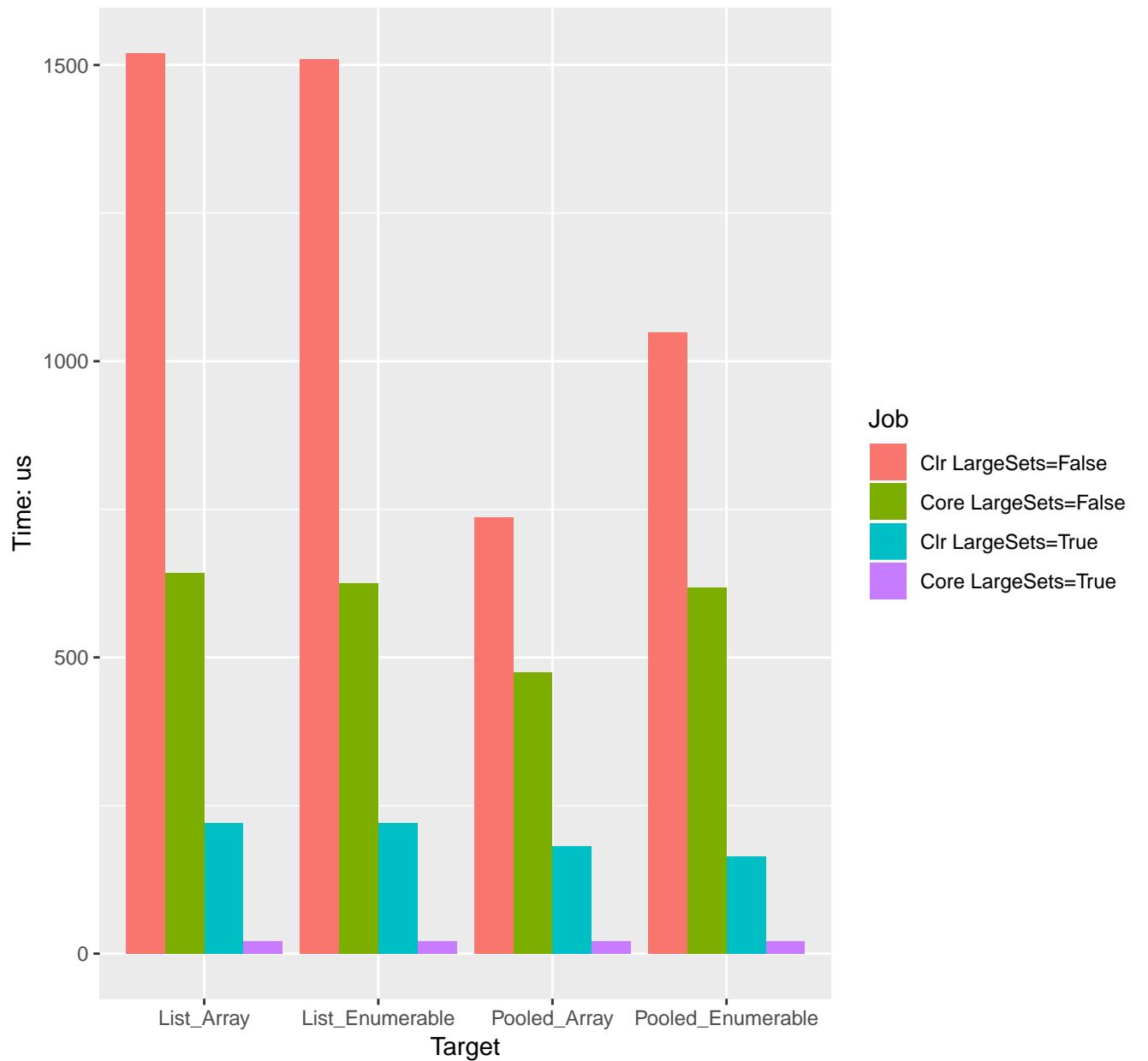
# PooledList.List\_AddRange\_Int\_CapacityIncrease – Time



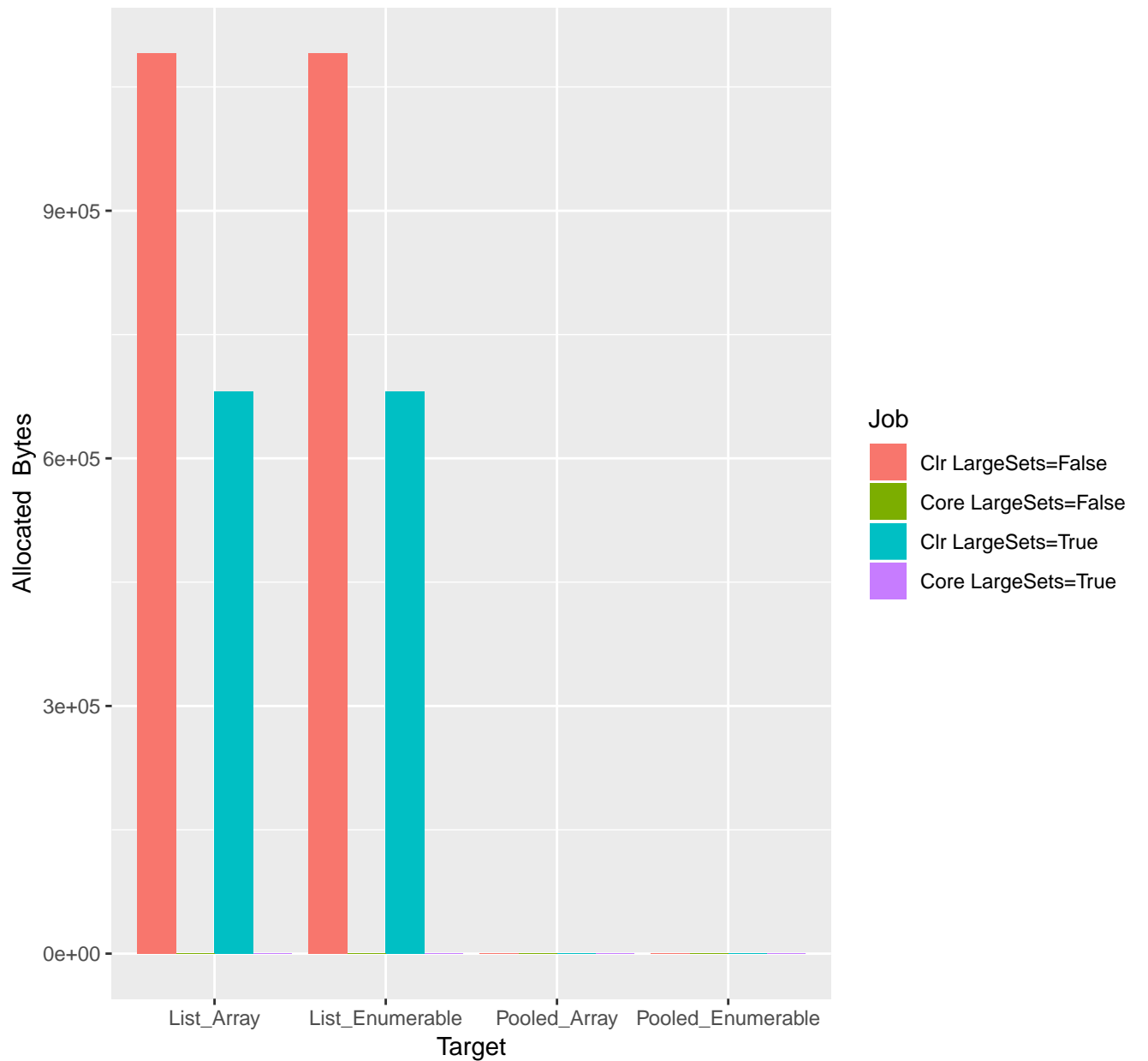
# PooledList.List\_AddRange\_Int\_CapacityIncrease – Memory



PooledList.List\_AddRange\_Int\_NoCapacityIncrease – Time

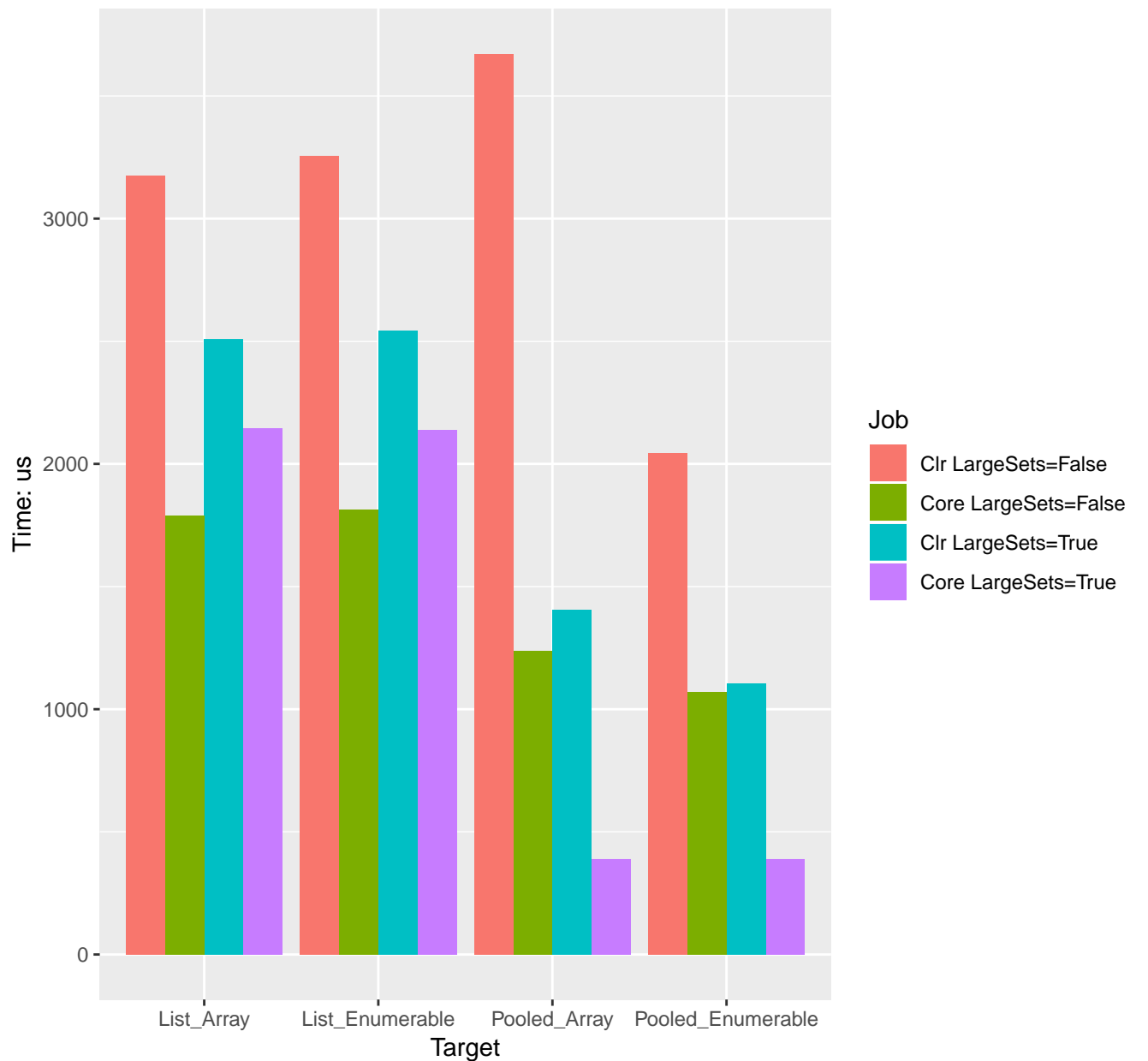


# PooledList.List\_AddRange\_Int\_NoCapacityIncrease – Memory

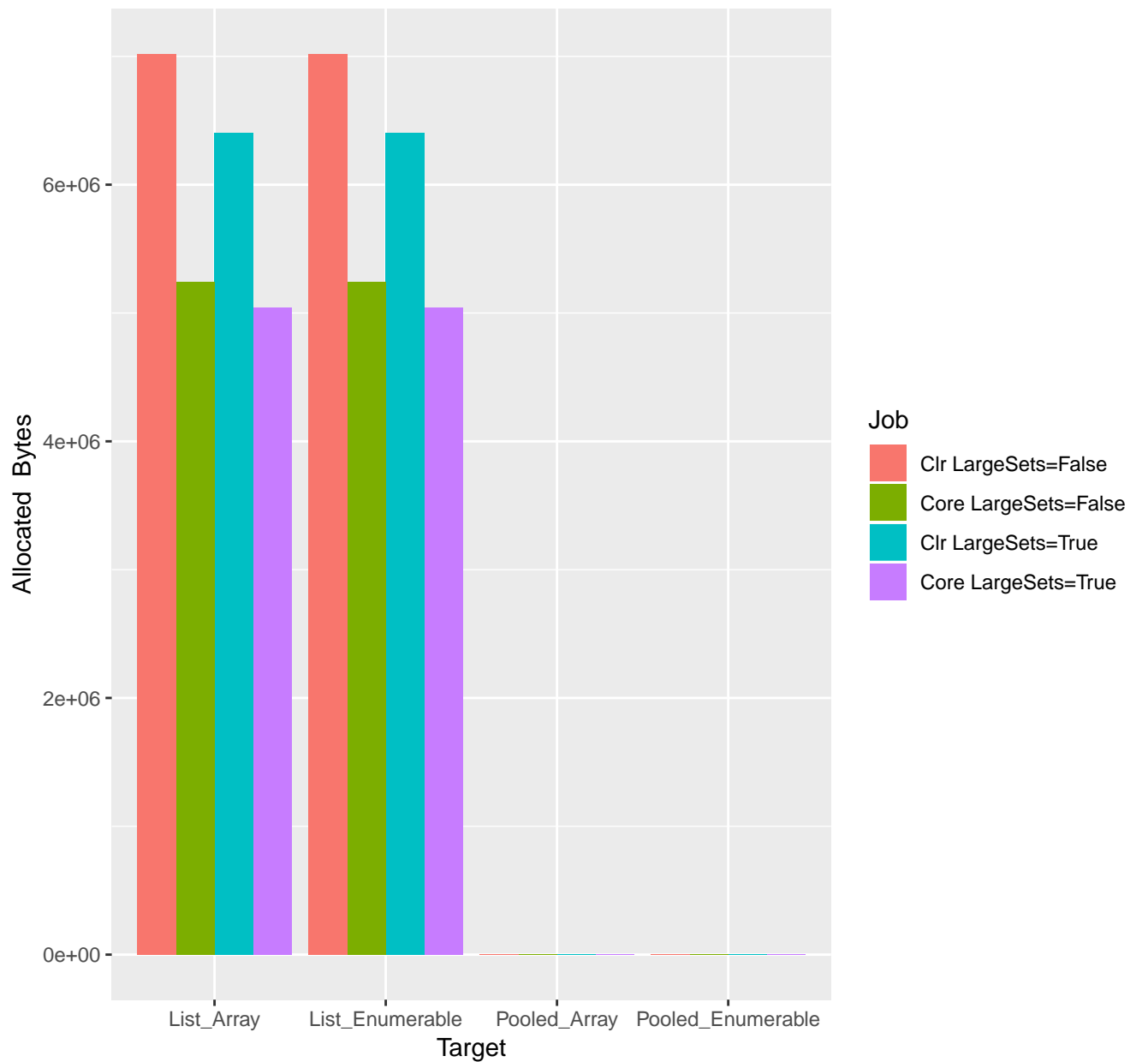




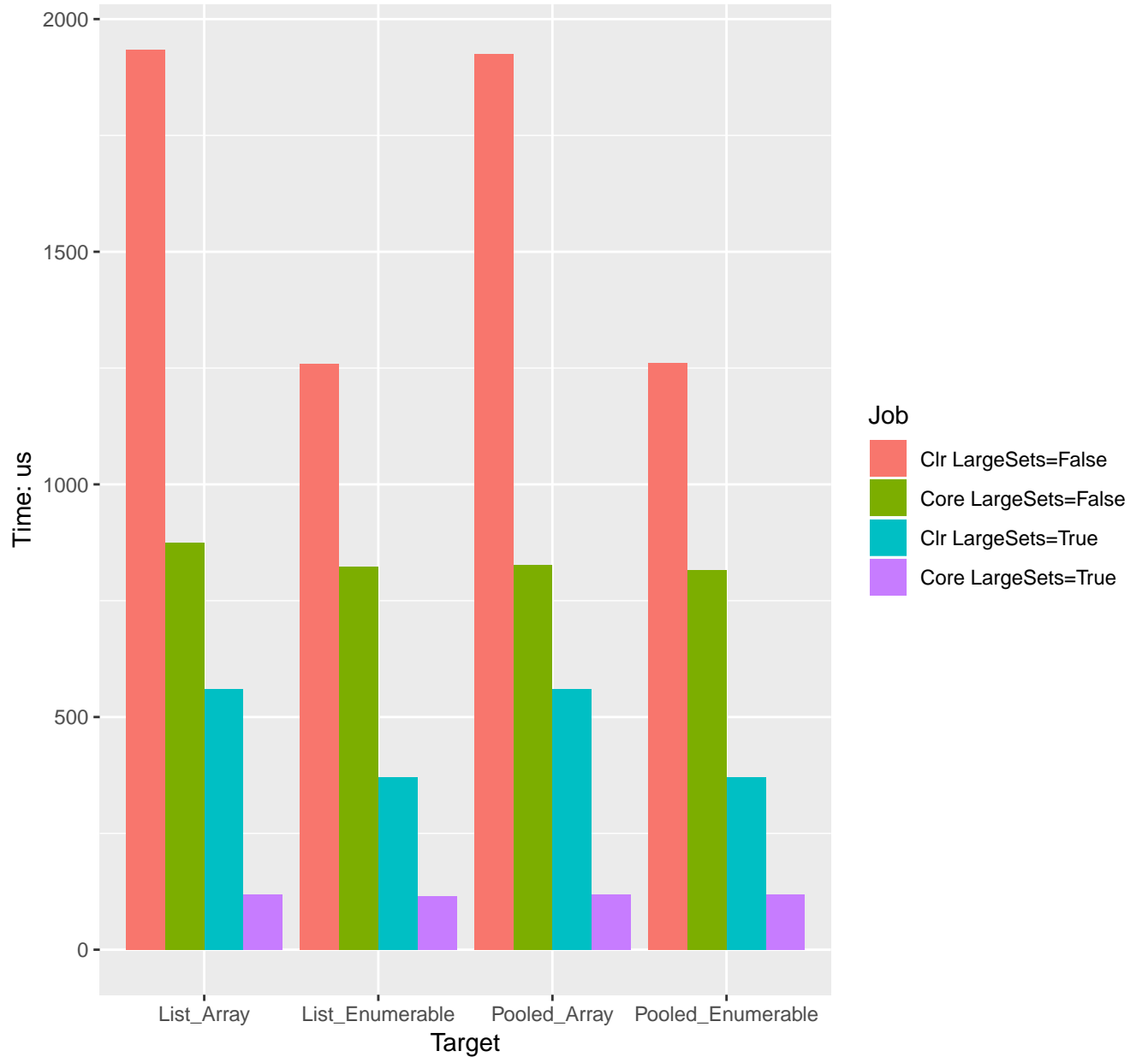
# PooledList.List\_AddRange\_String\_CapacityIncrease – Time



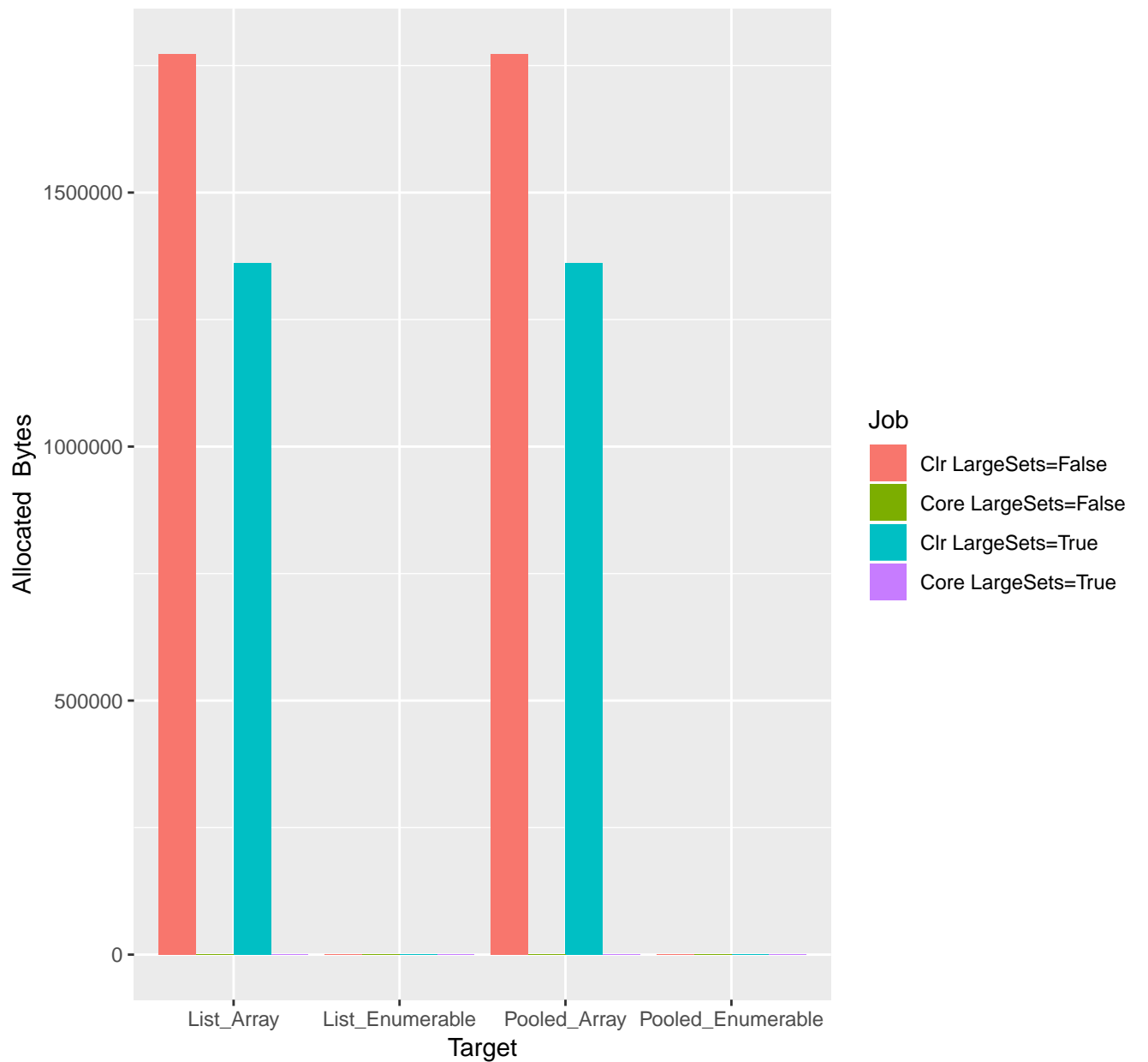
# PooledList.List\_AddRange\_String\_CapacityIncrease – Memory



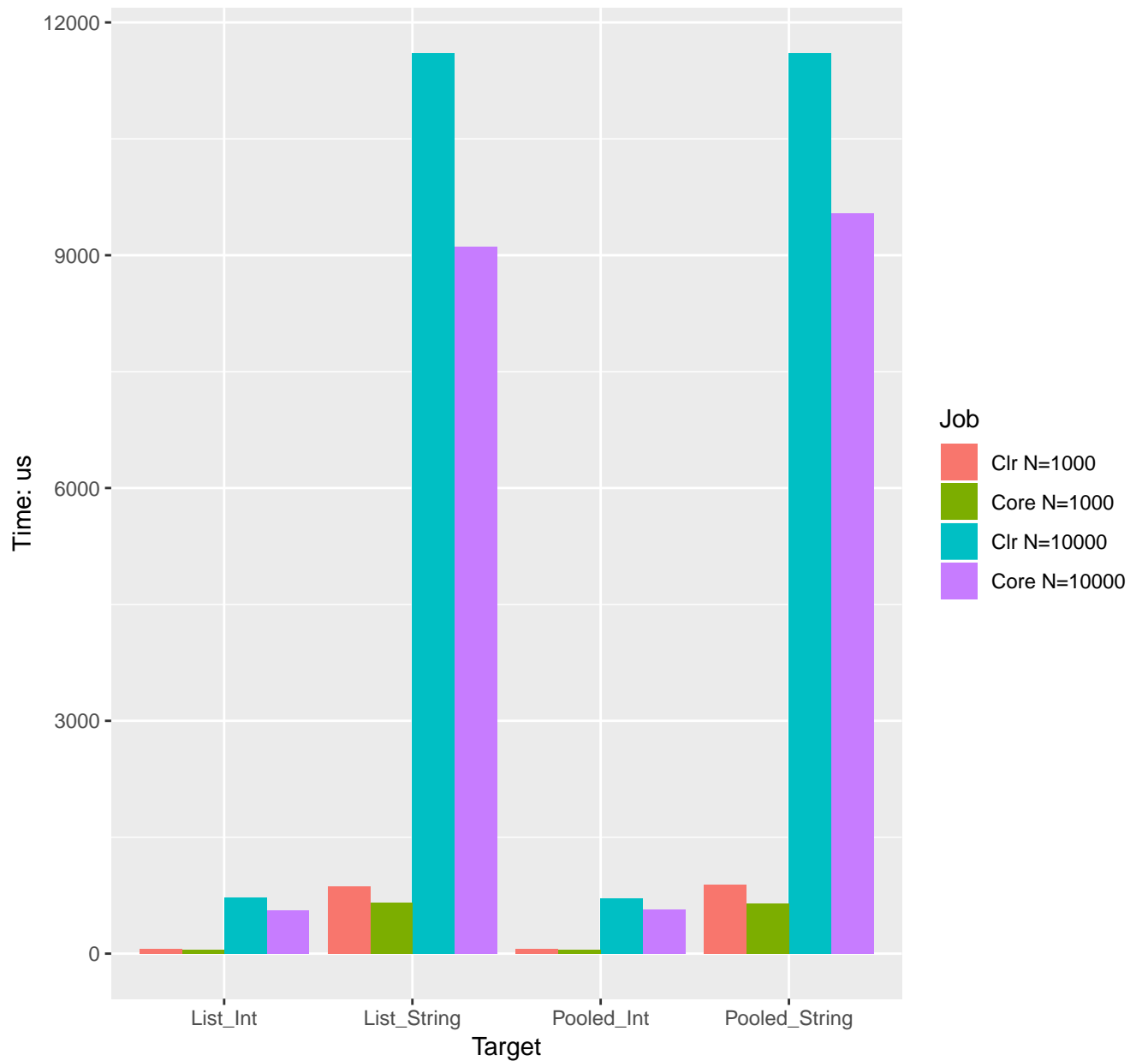
# PooledList.List\_AddRange\_String\_NoCapacityIncrease – Time



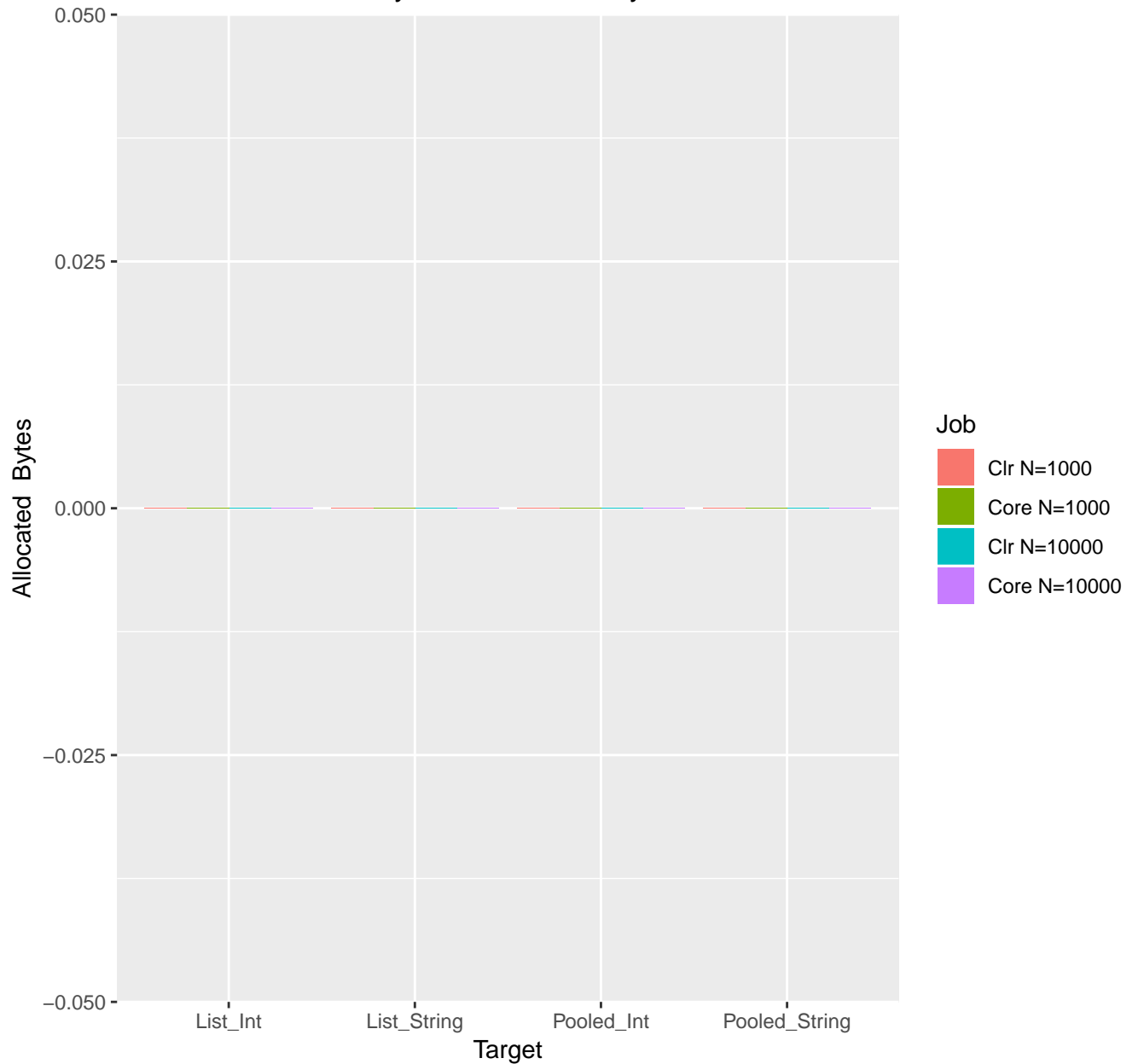
# PooledList.List\_AddRange\_String\_NoCapacityIncrease – Memory



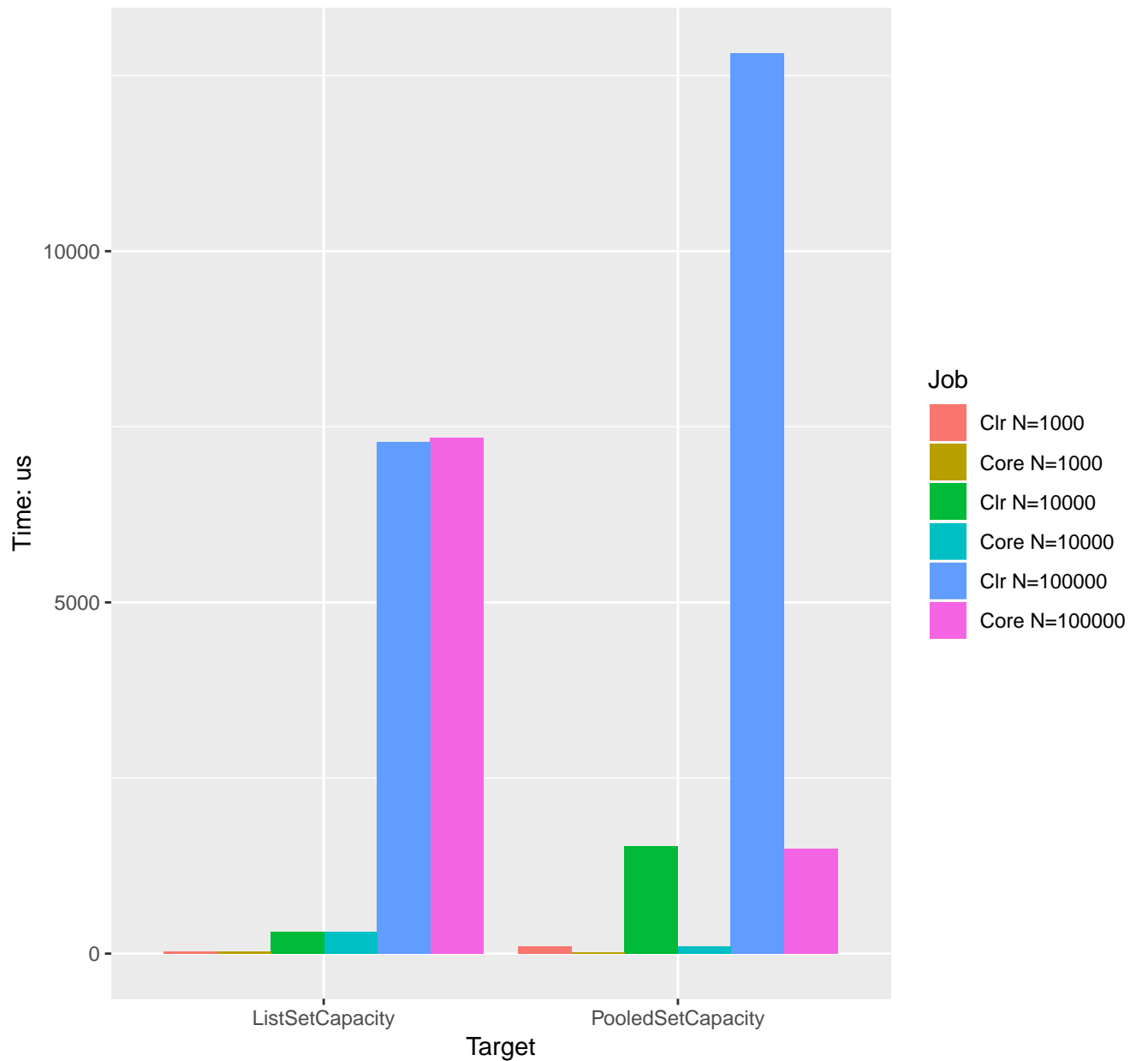
# PooledList.List\_BinarySearch – Time



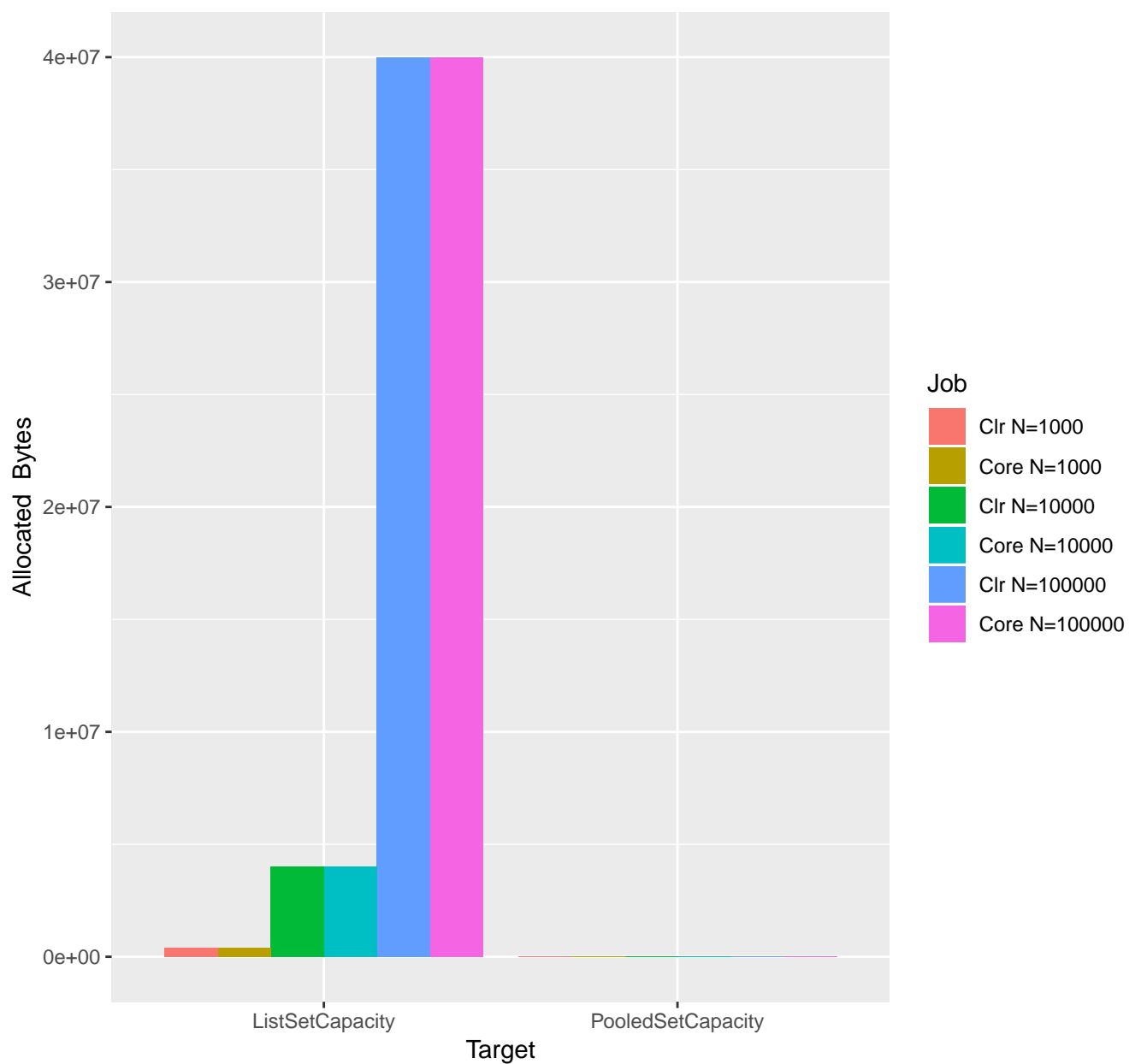
# PooledList.List\_BinarySearch – Memory



# PooledList.List\_Capacity – Time

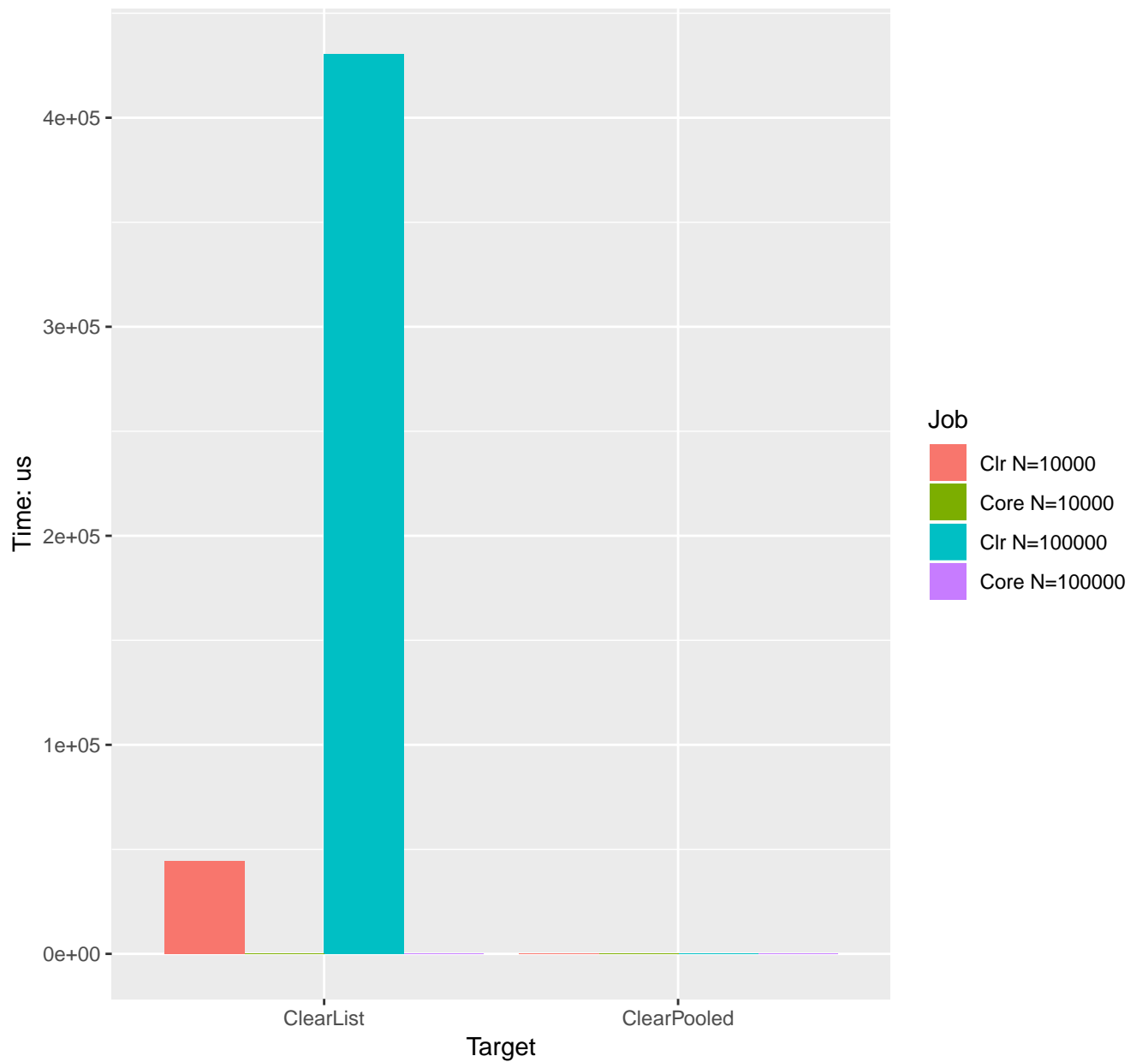


# PooledList.List\_Capacity – Memory

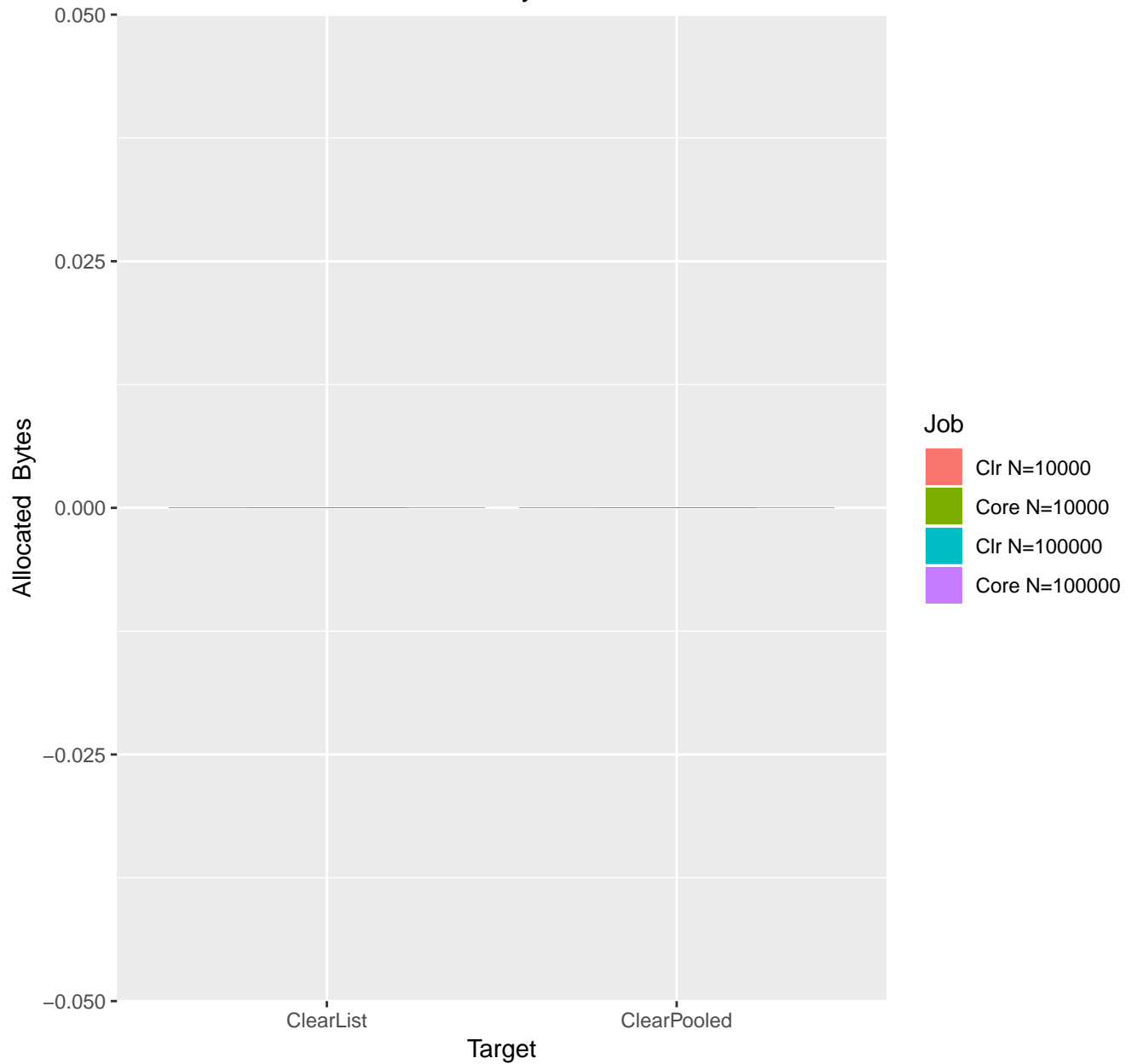




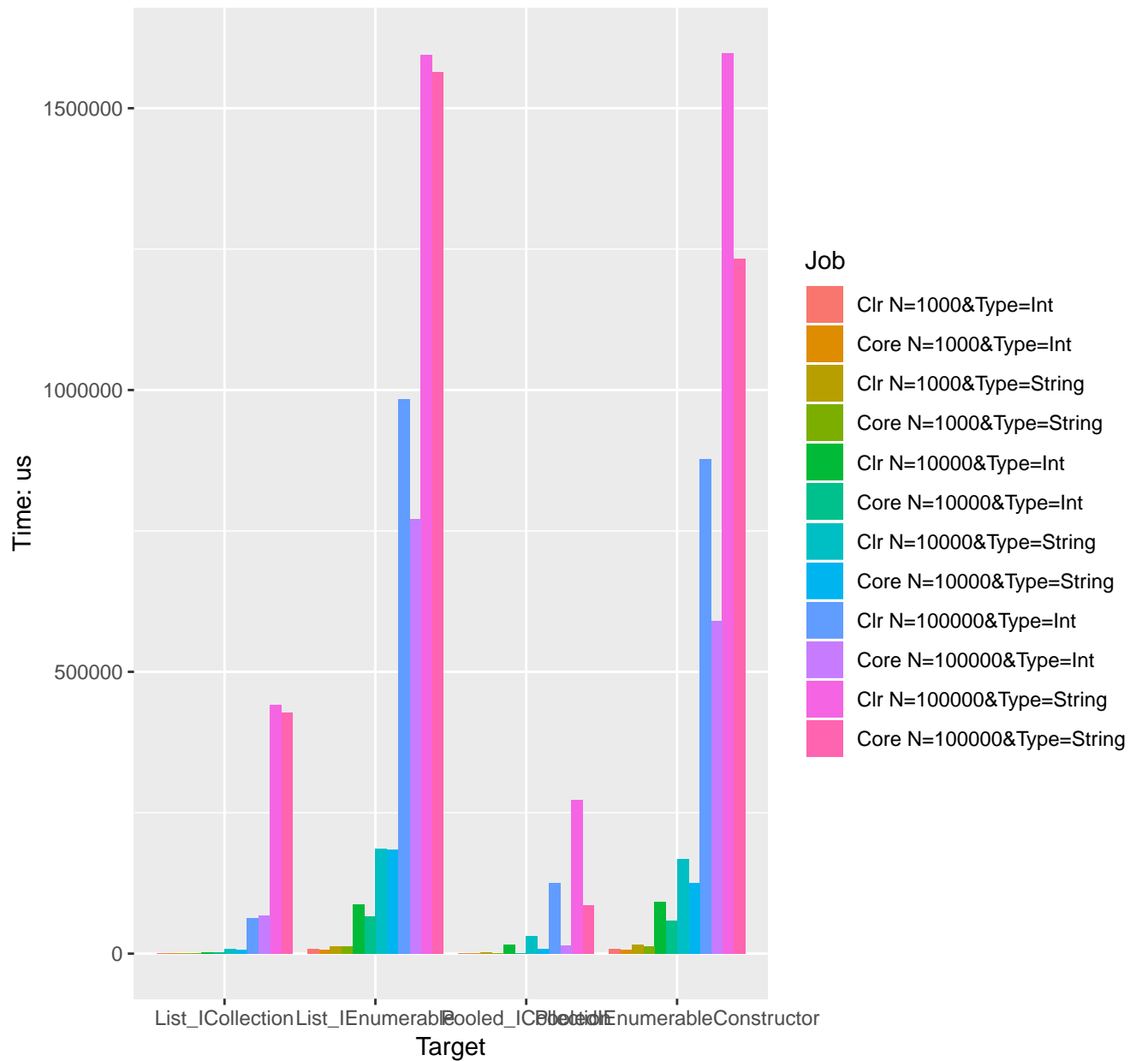
# PooledList.List\_Clear – Time



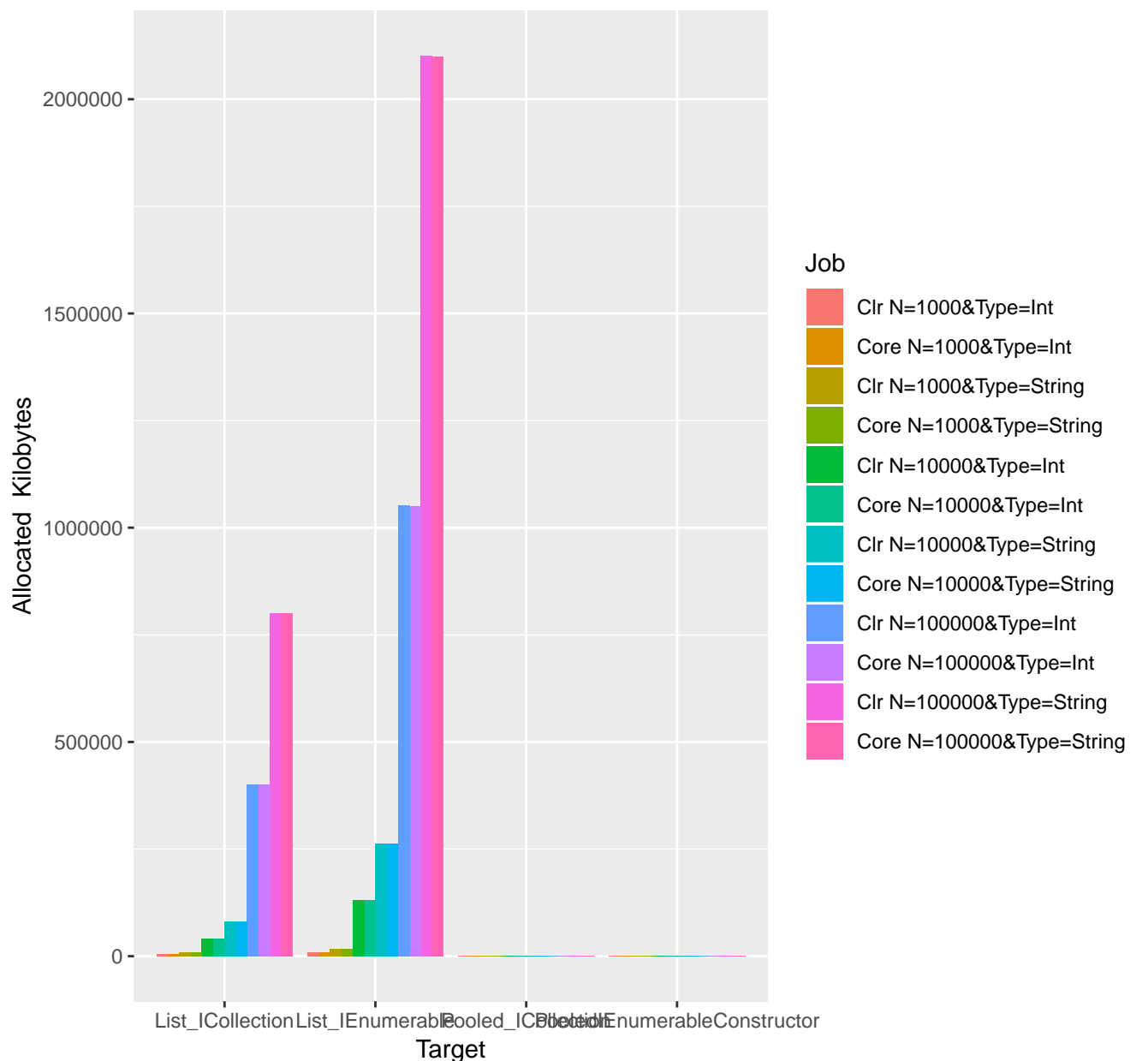
# PooledList.List\_Clear – Memory



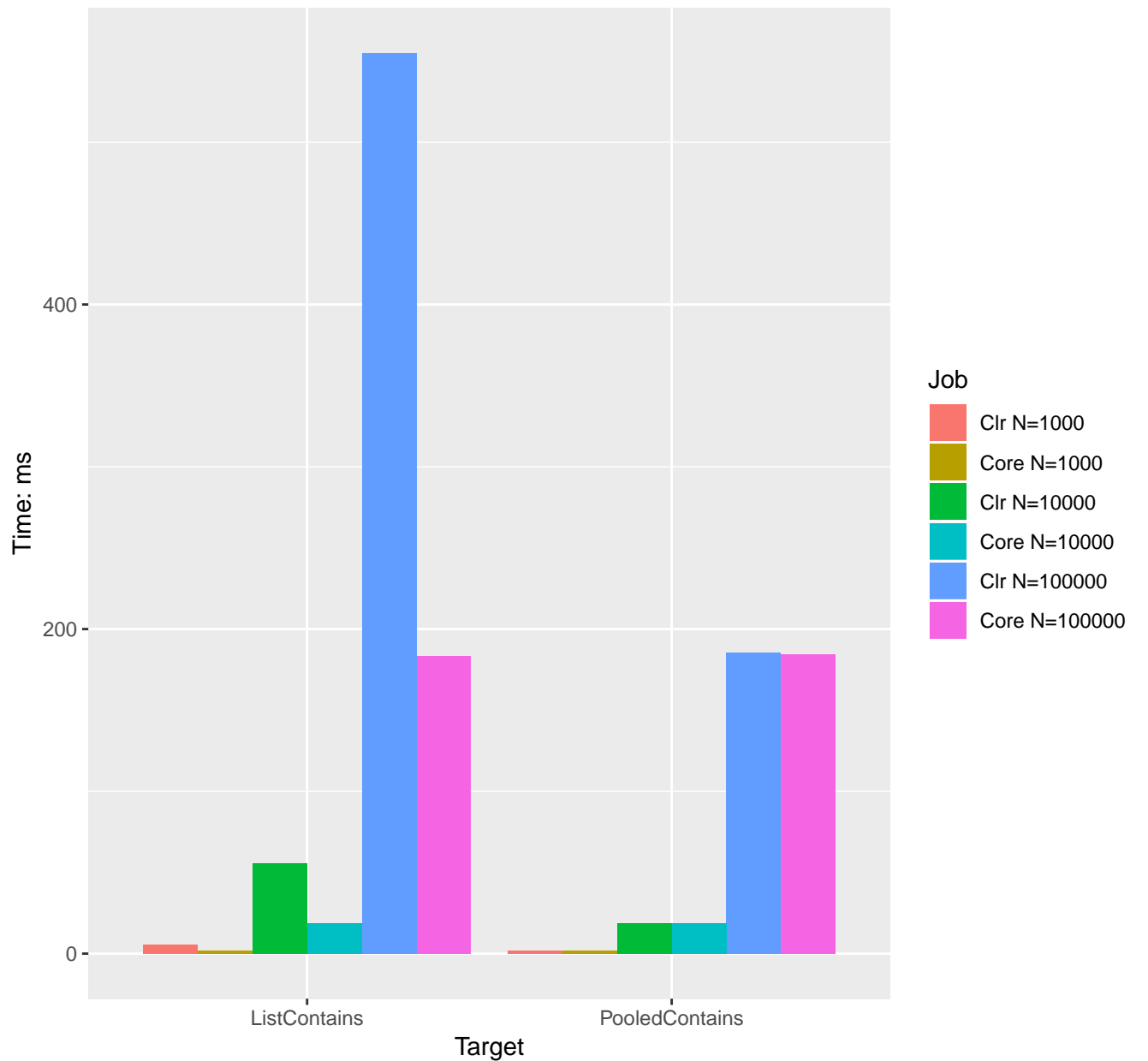
## PooledList.List\_Constructors – Time



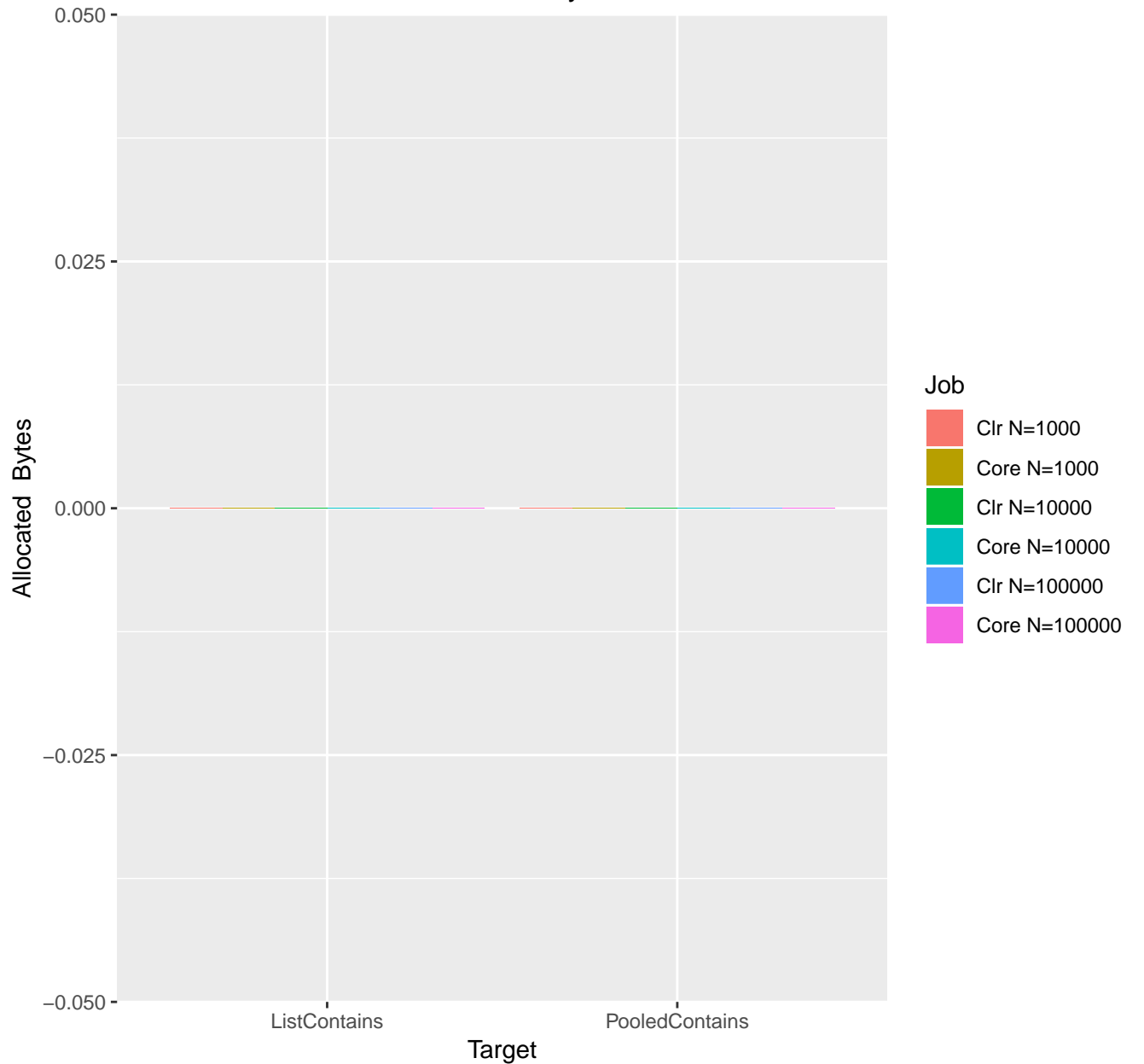
# PooledList.List\_Constructors – Memory



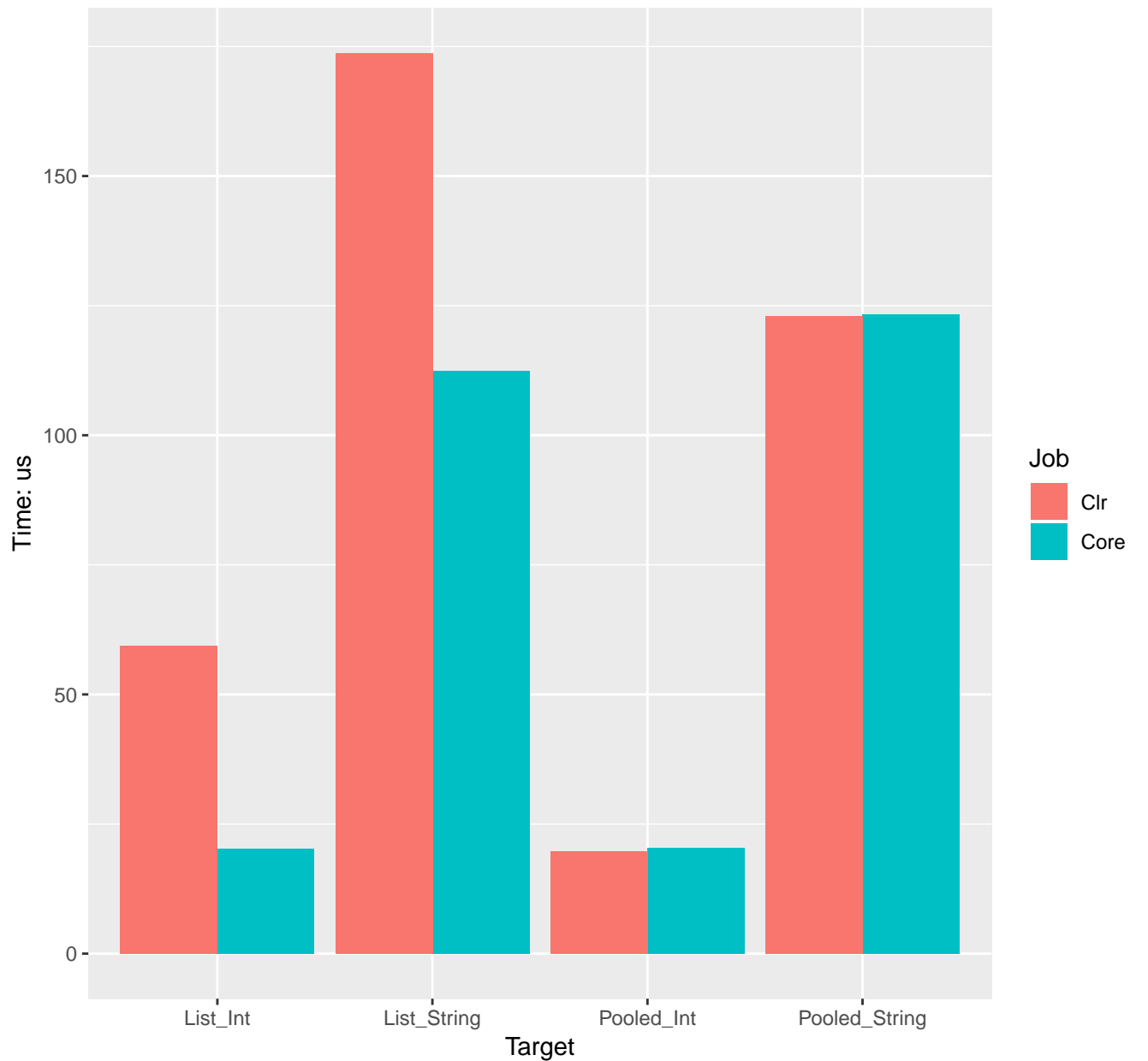
# PooledList.List\_Contains – Time



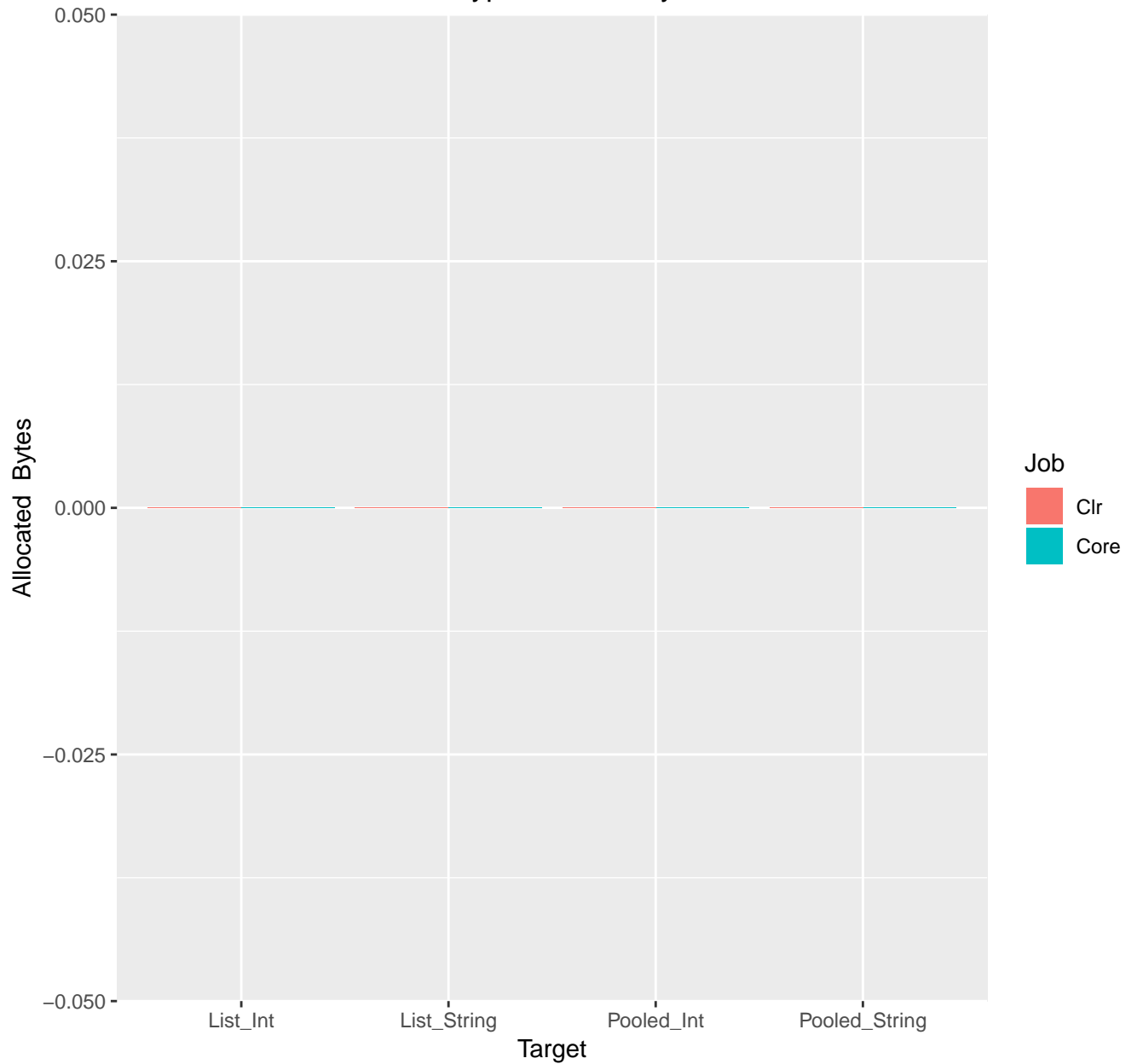
# PooledList.List\_Contains – Memory



PooledList.List\_Contains\_Types – Time

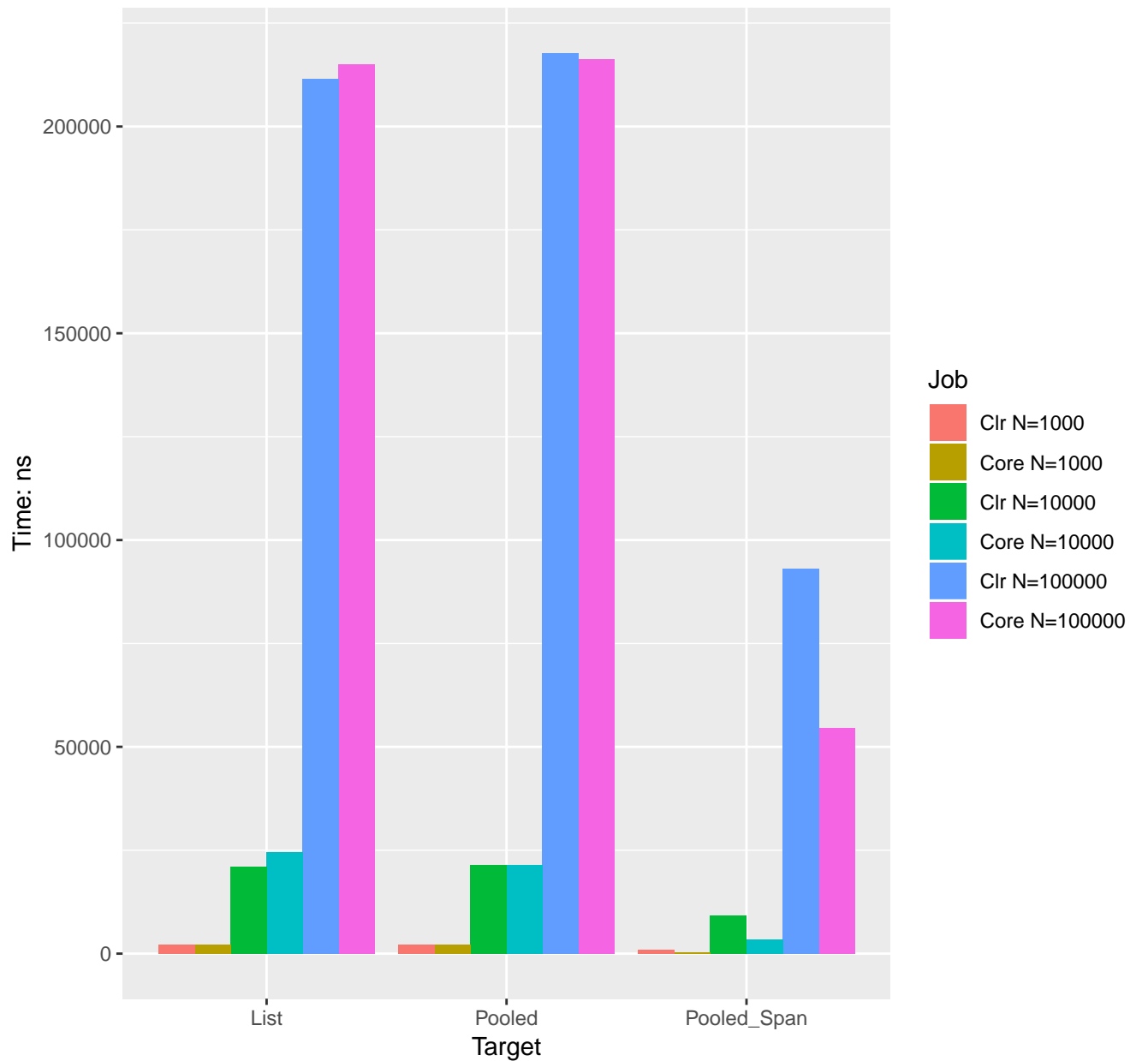


# PooledList.List\_Contains\_Types – Memory

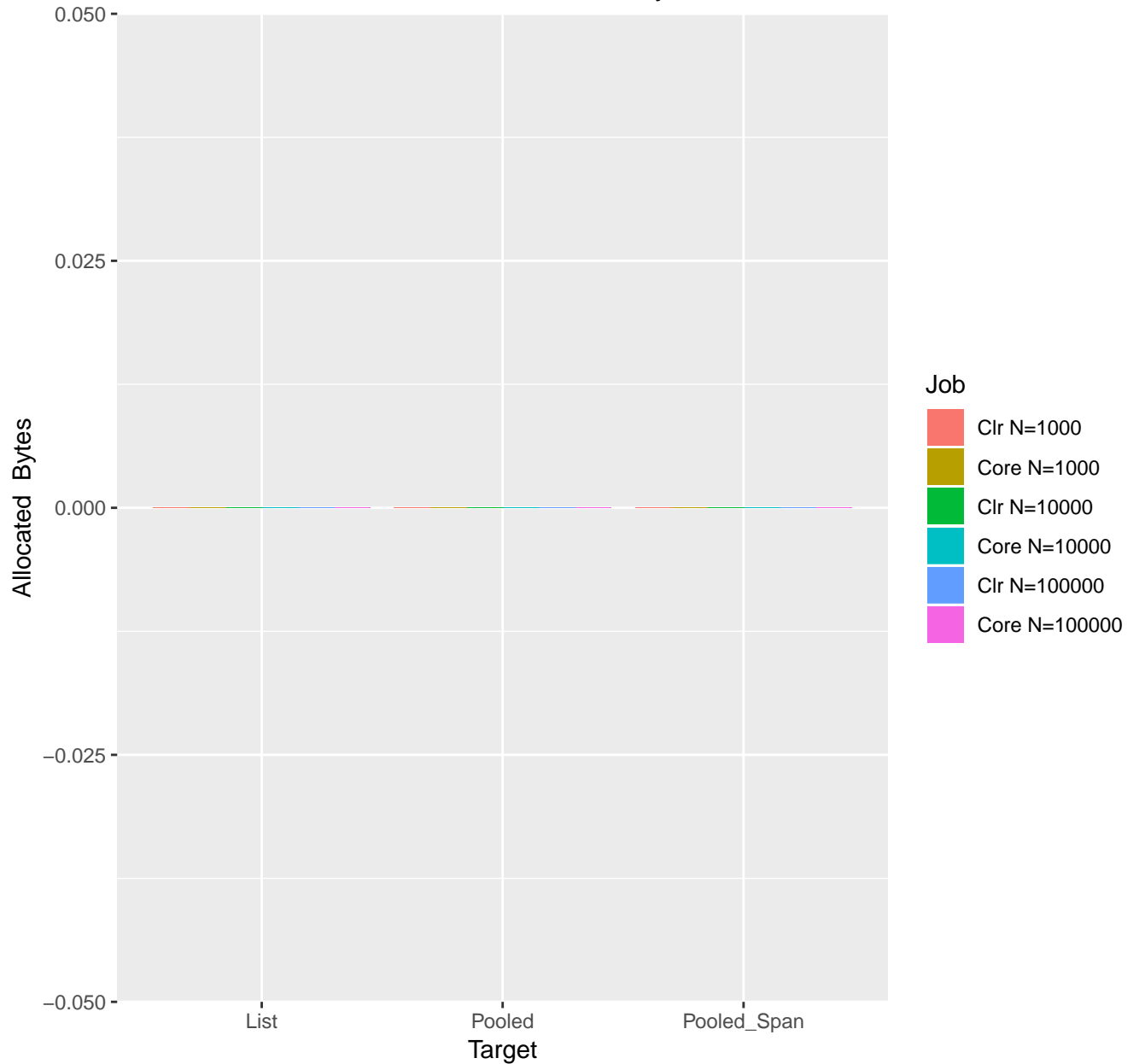




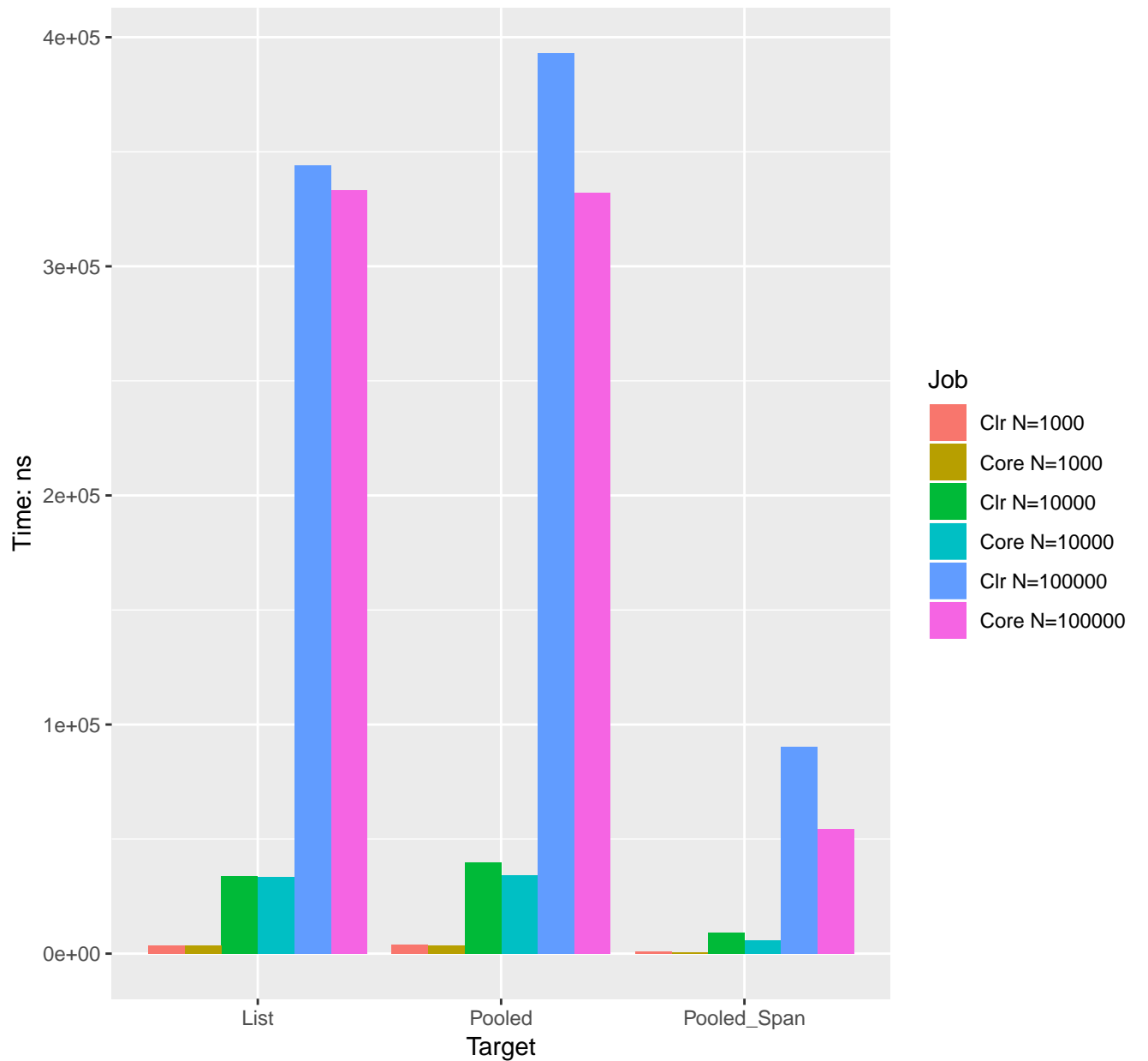
# PooledList.List\_Enumerator\_Int – Time



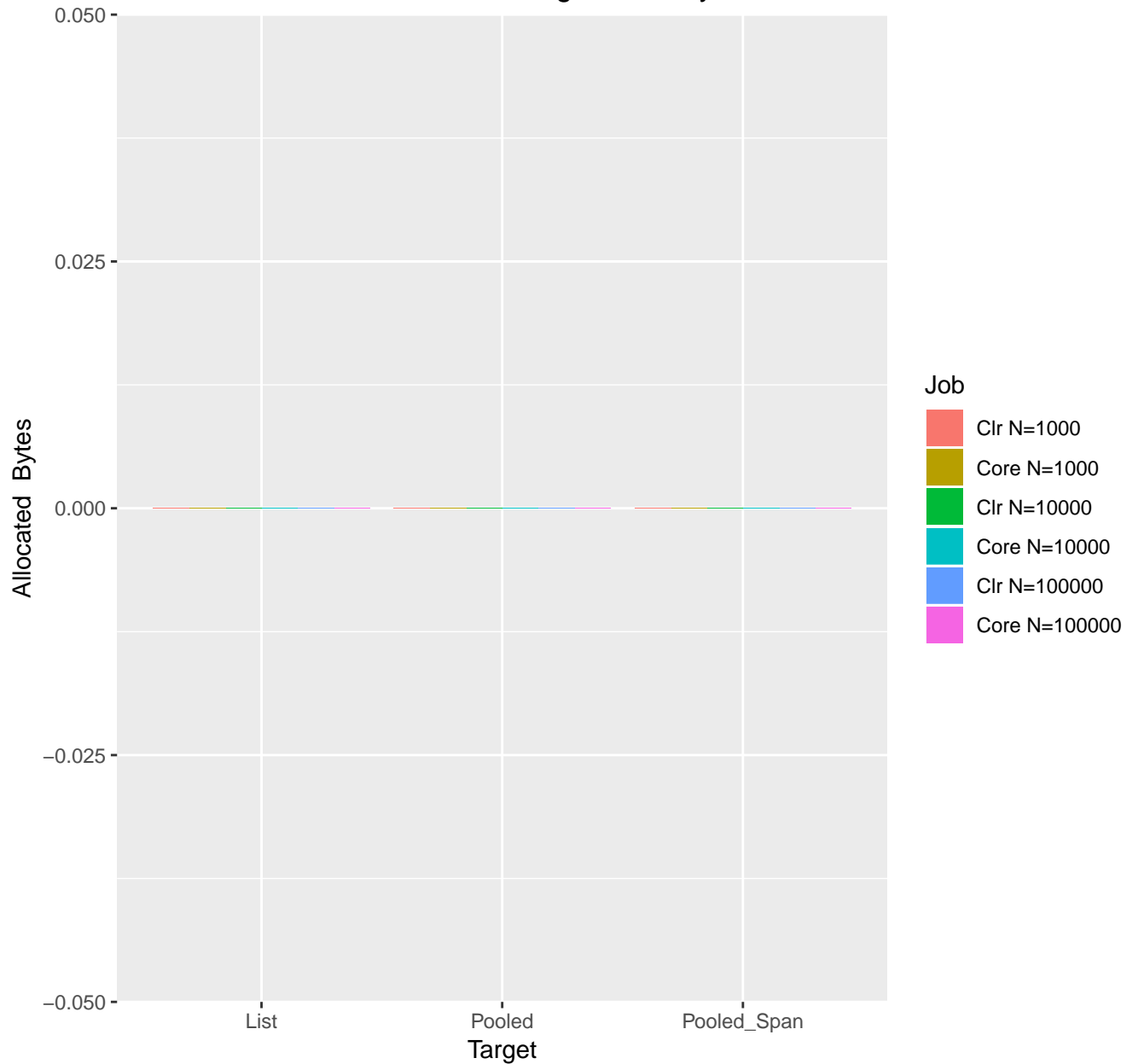
# PooledList.List\_Enumerator\_Int – Memory



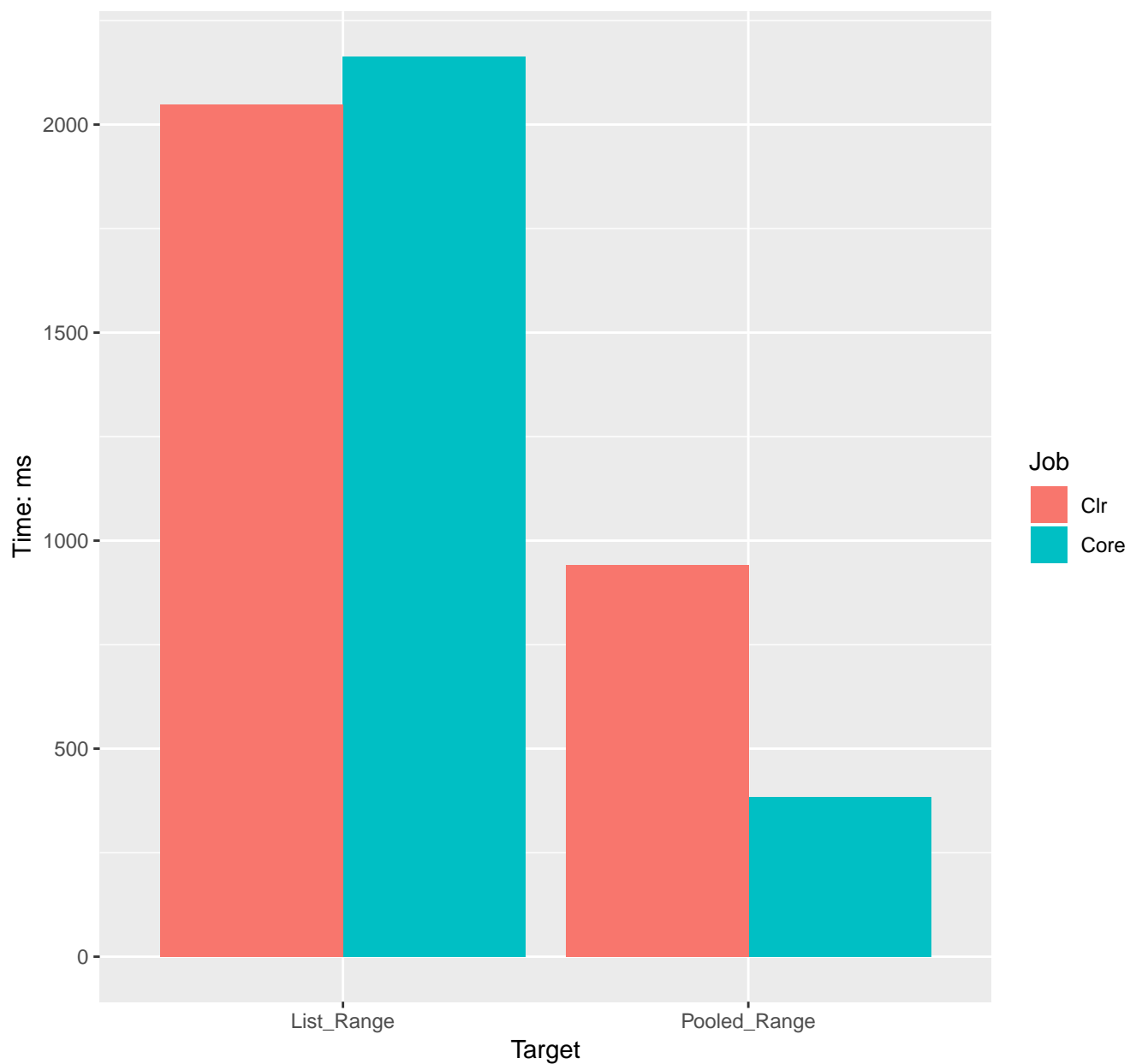
# PooledList.List\_Enumerator\_String – Time



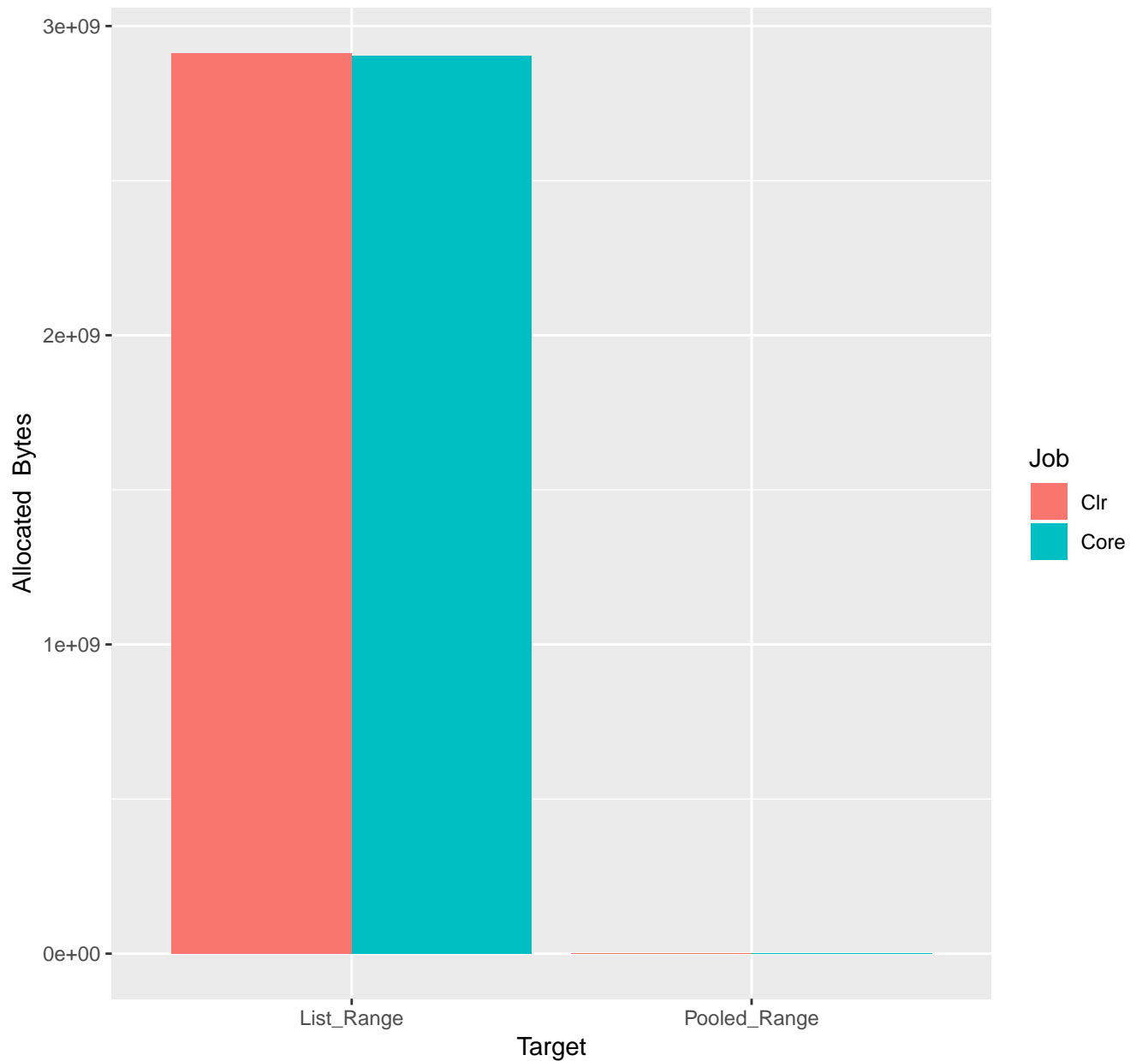
# PooledList.List\_Enumerator\_String – Memory



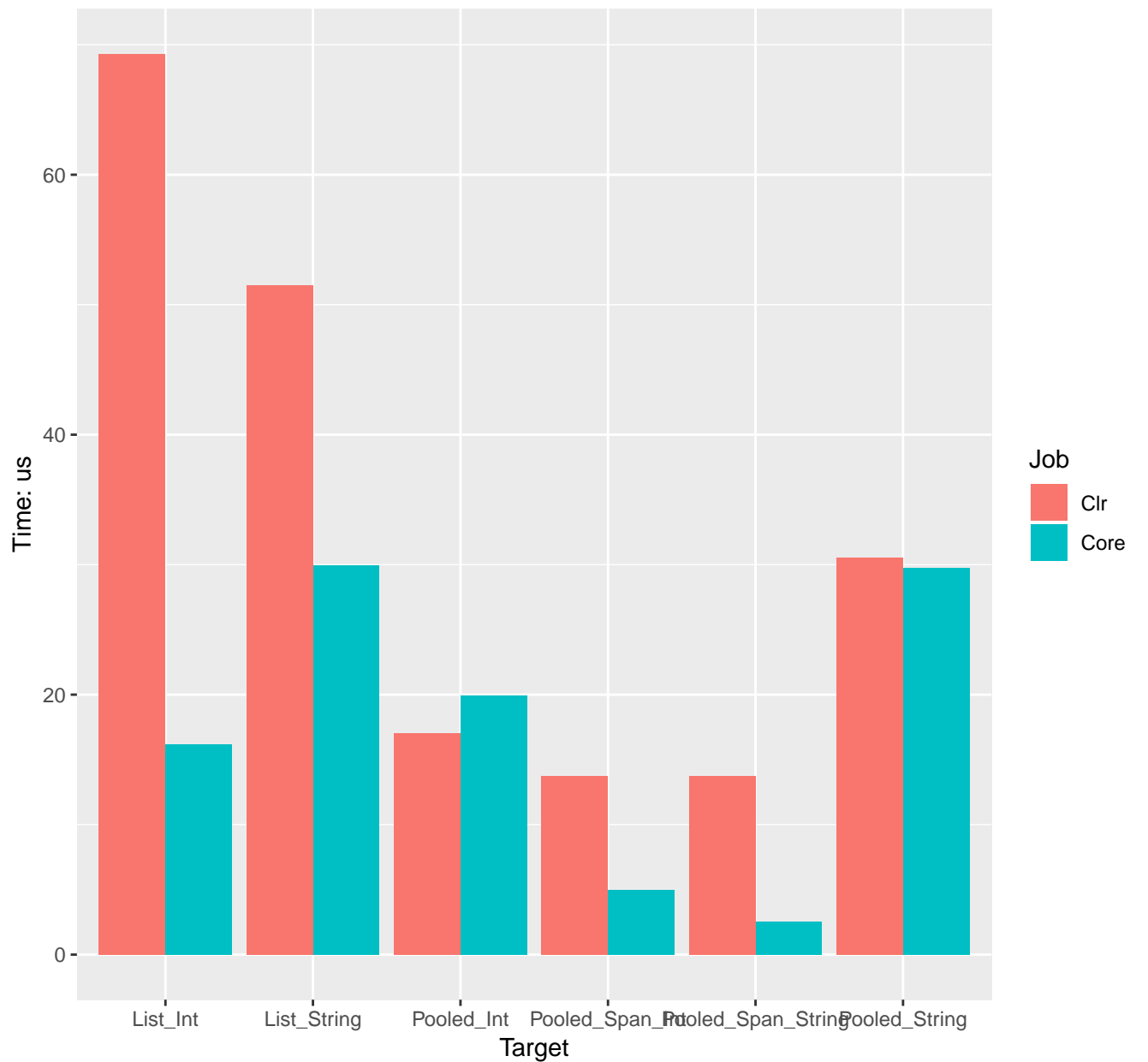
# PooledList.List\_GetRange – Time



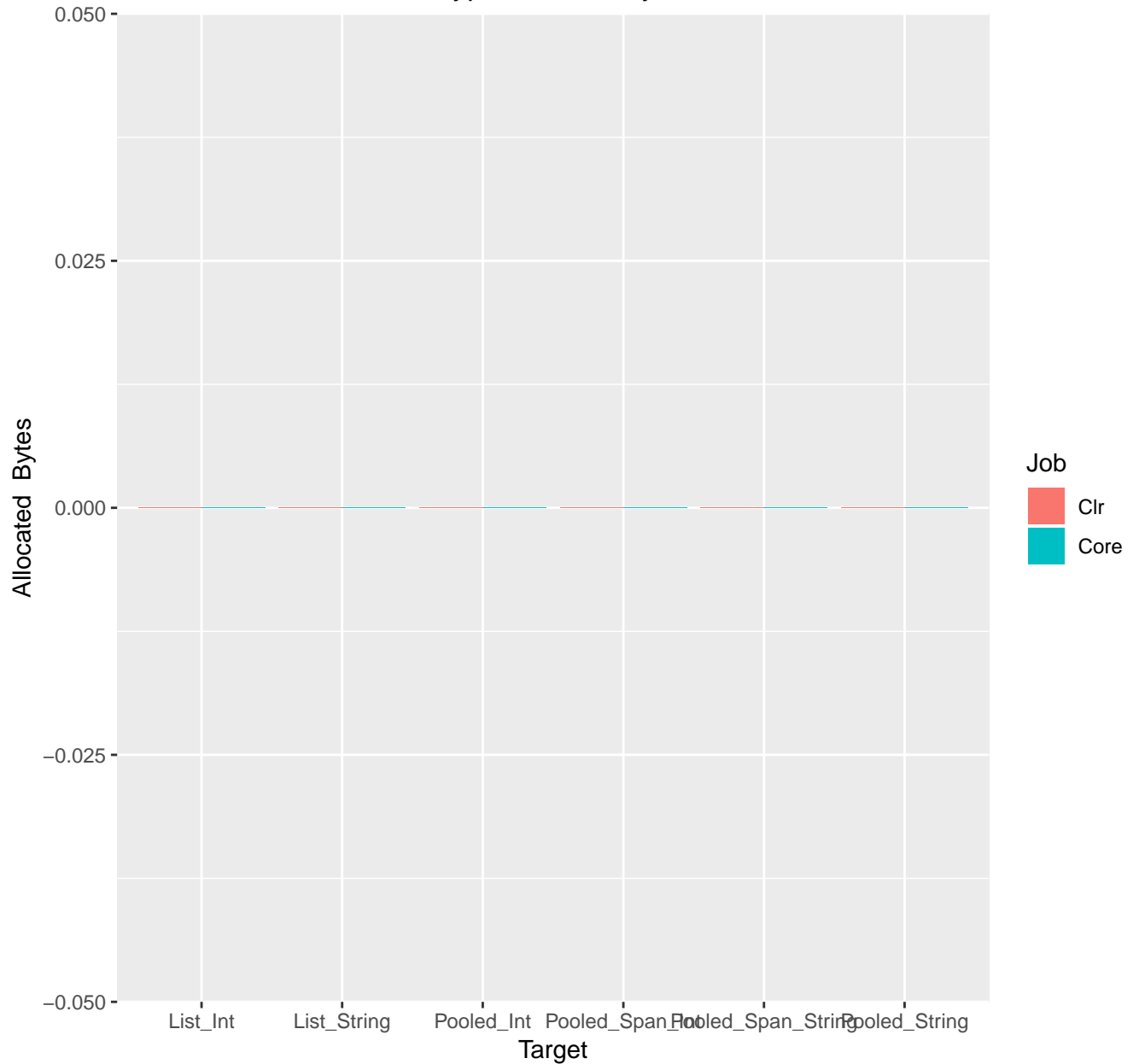
# PooledList.List\_GetRange – Memory



PooledList.List\_Indexer\_Types – Time

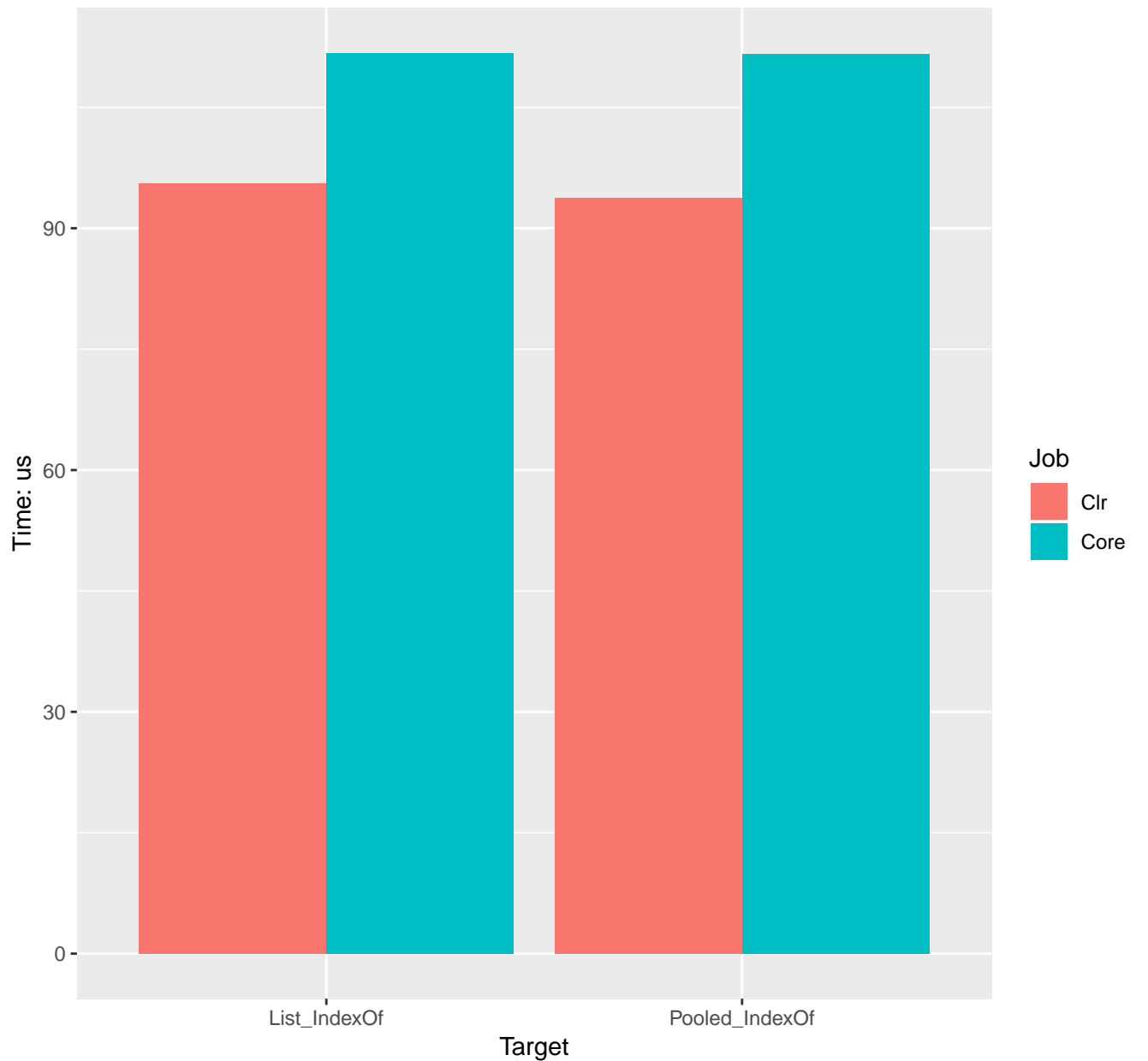


PooledList.List\_Indexer\_Types – Memory

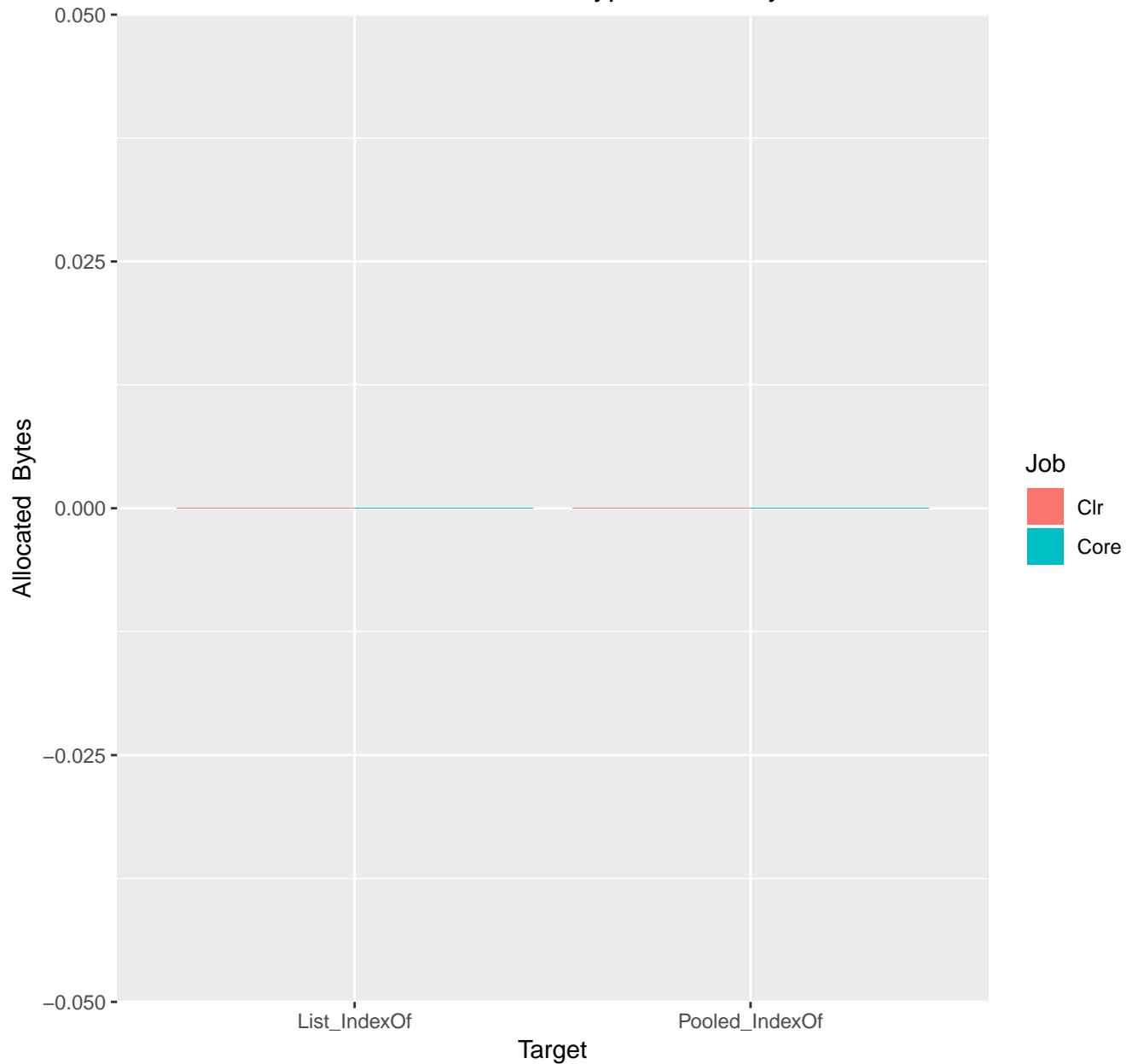




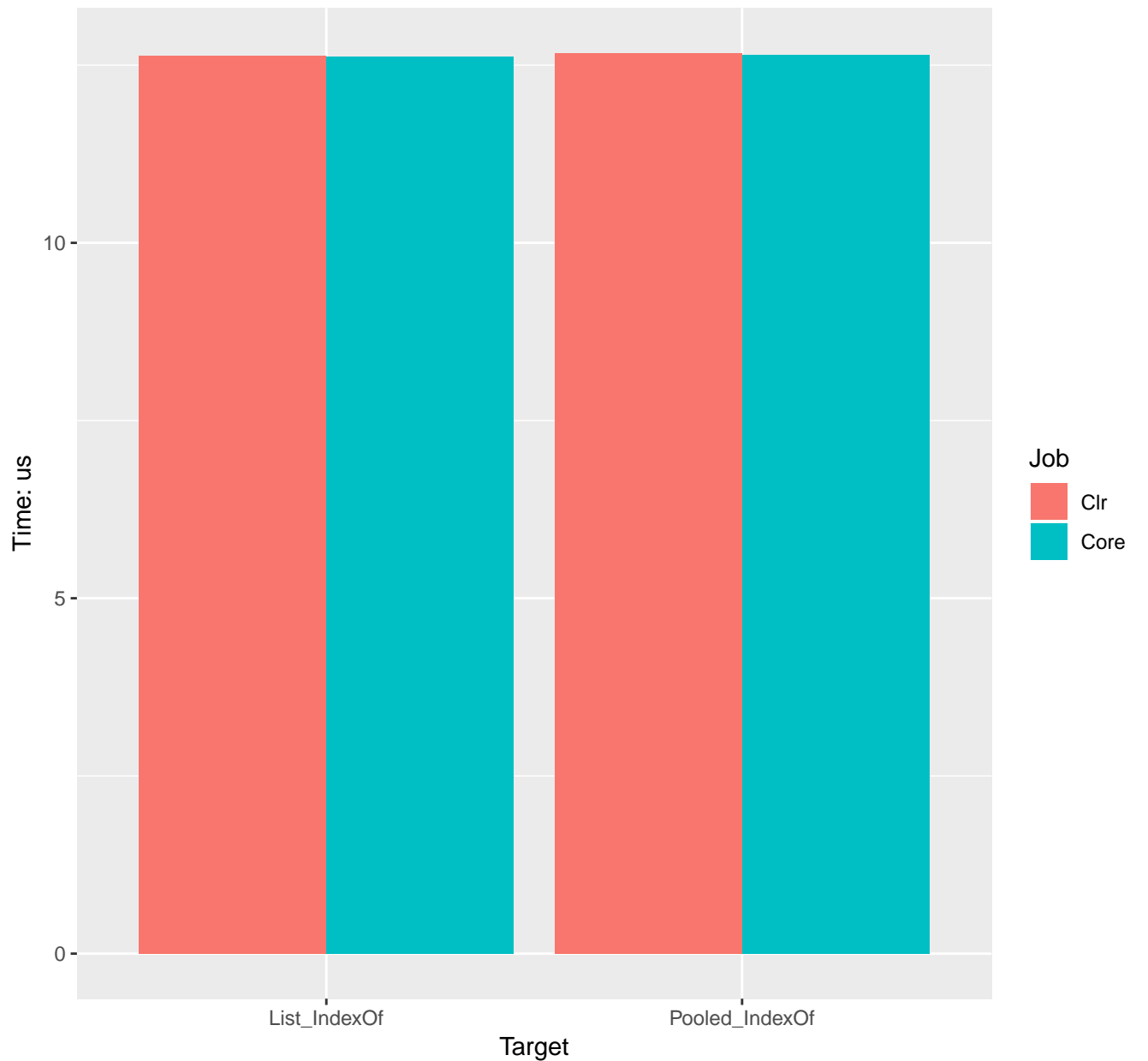
PooledList.List\_IndexOf\_ReferenceType – Time



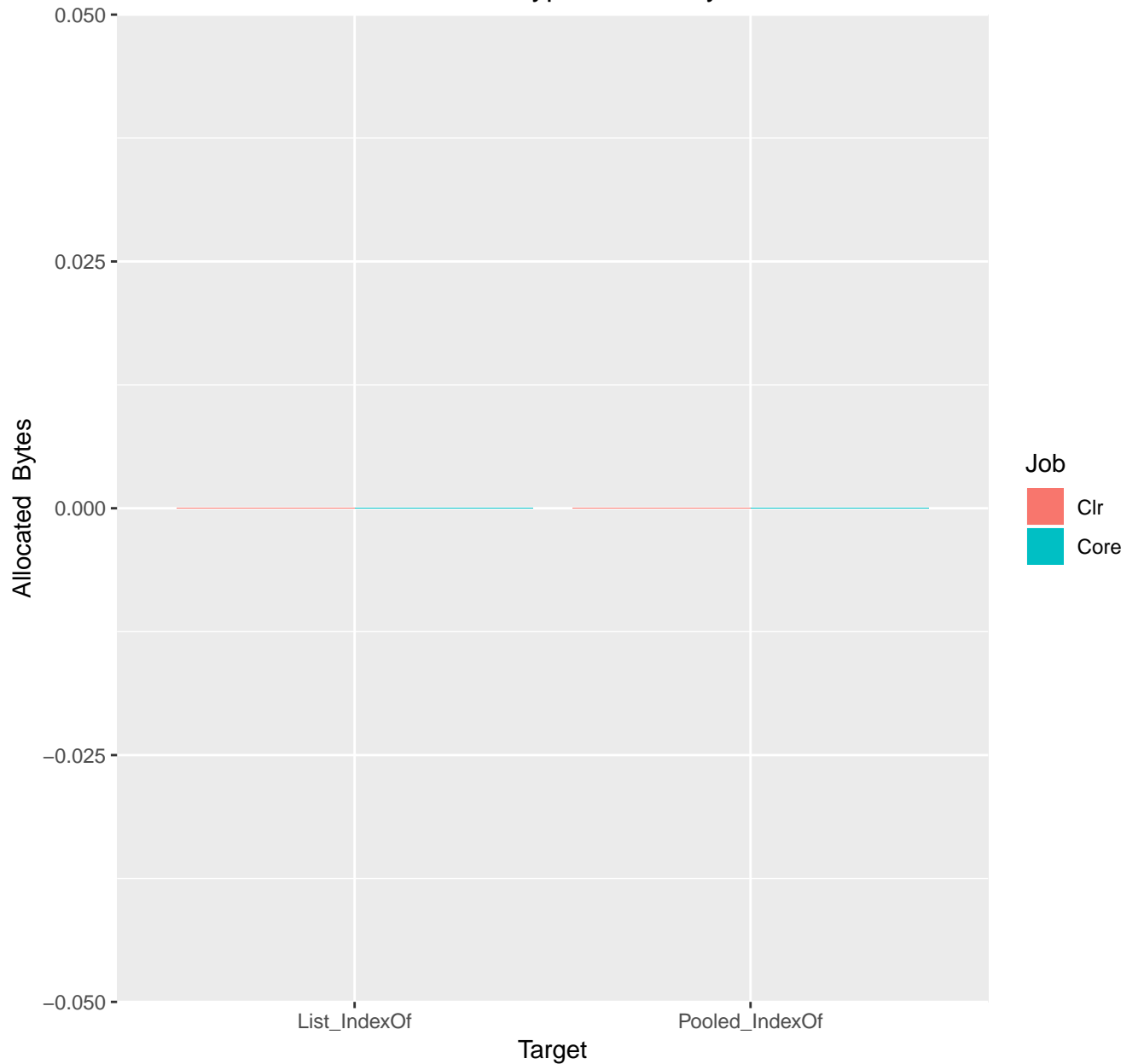
# PooledList.List\_IndexOf\_ReferenceType – Memory



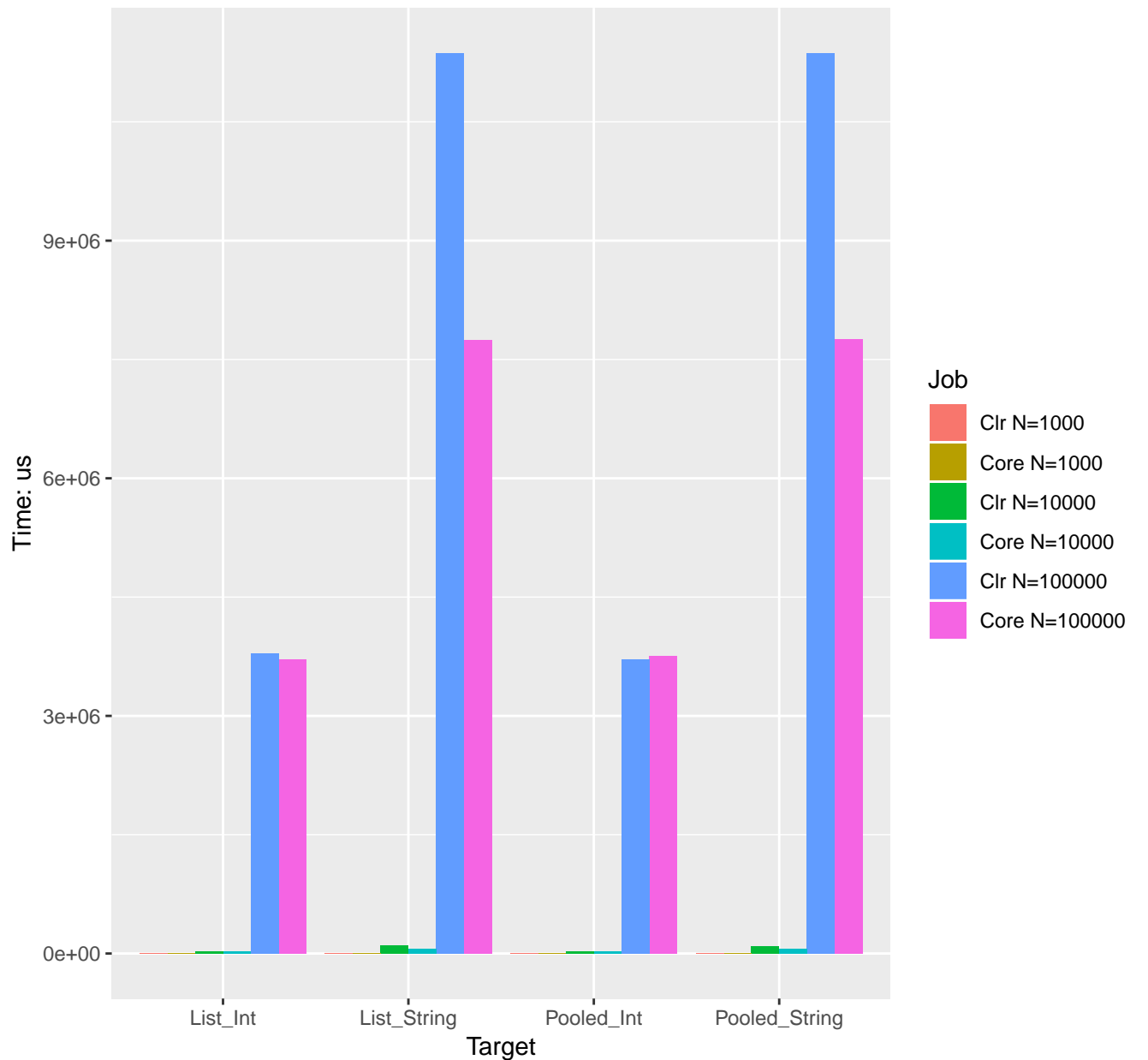
# PooledList.List\_IndexOf\_ValueType – Time



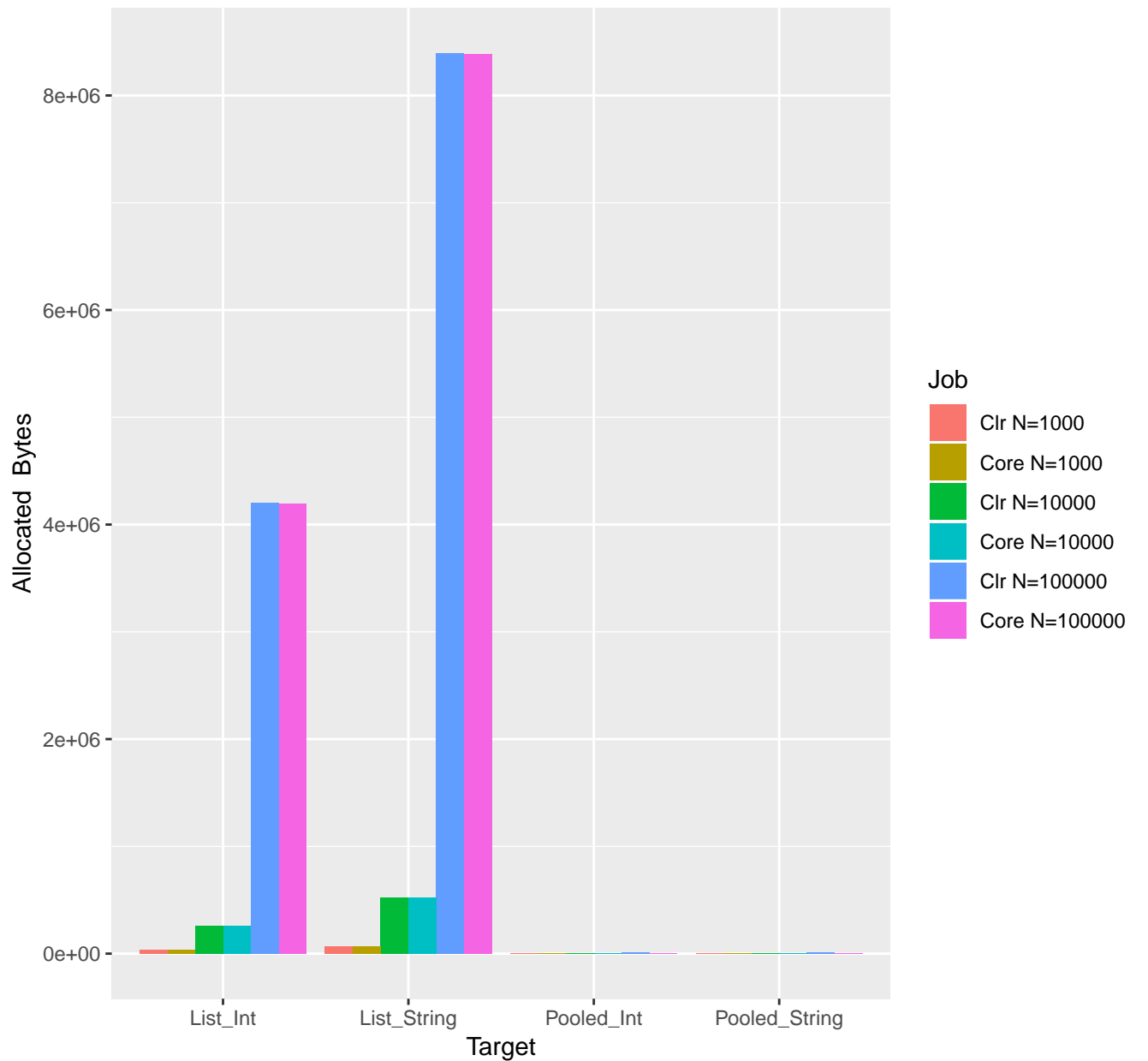
# PooledList.List\_IndexOf\_ValueType – Memory



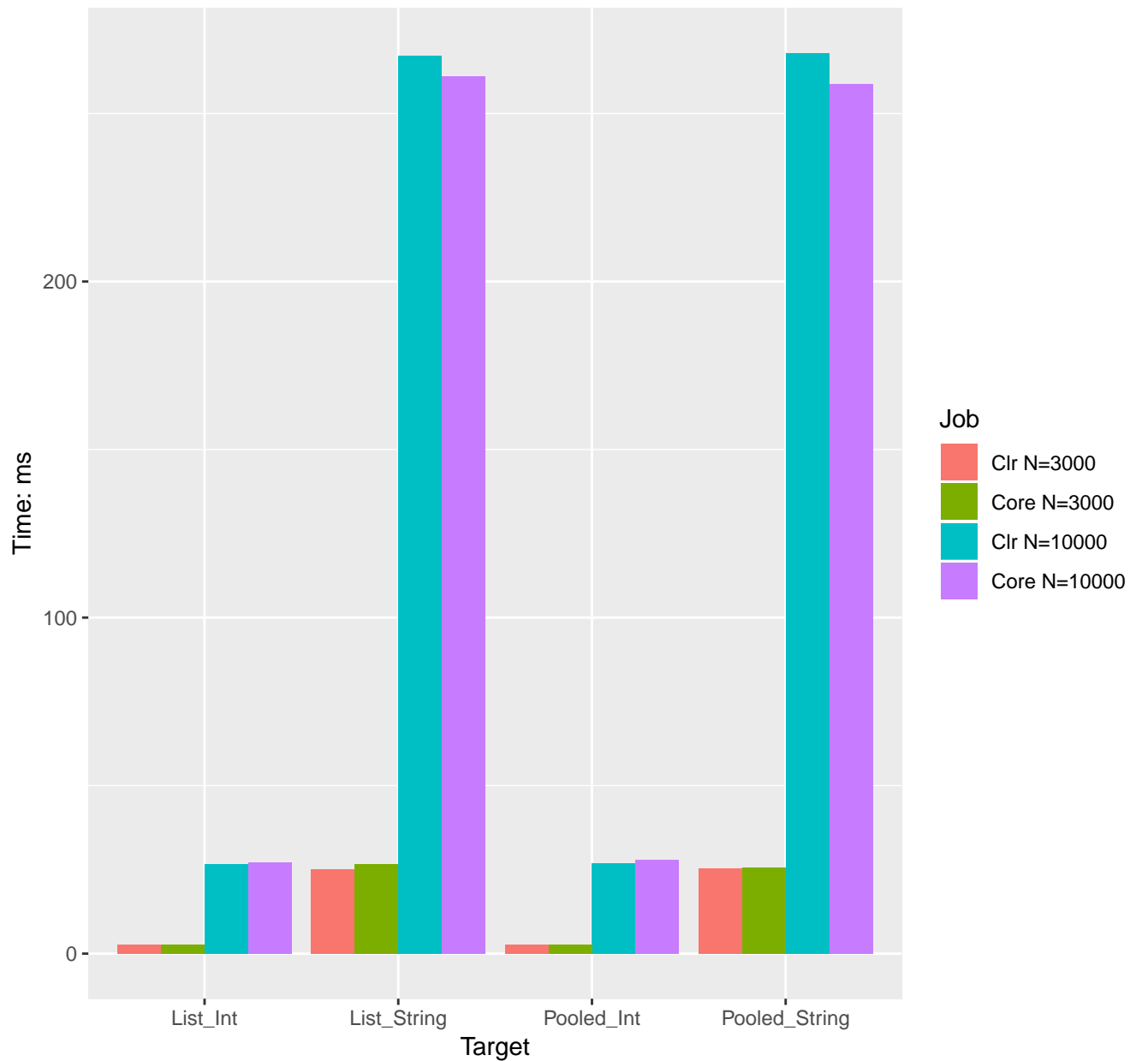
# PooledList.List\_Insert – Time



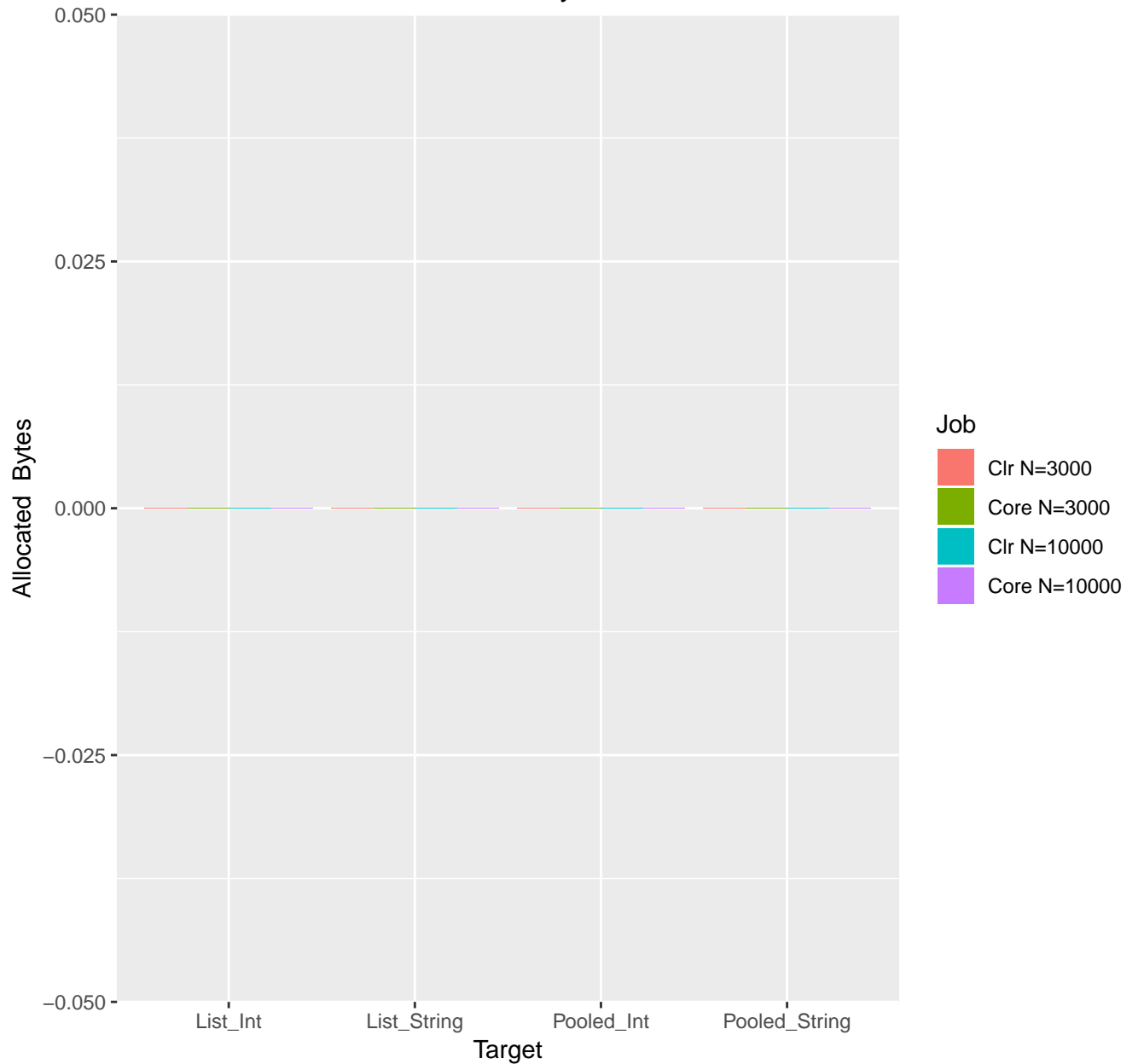
# PooledList.List\_Insert – Memory



# PooledList.List\_Remove – Time

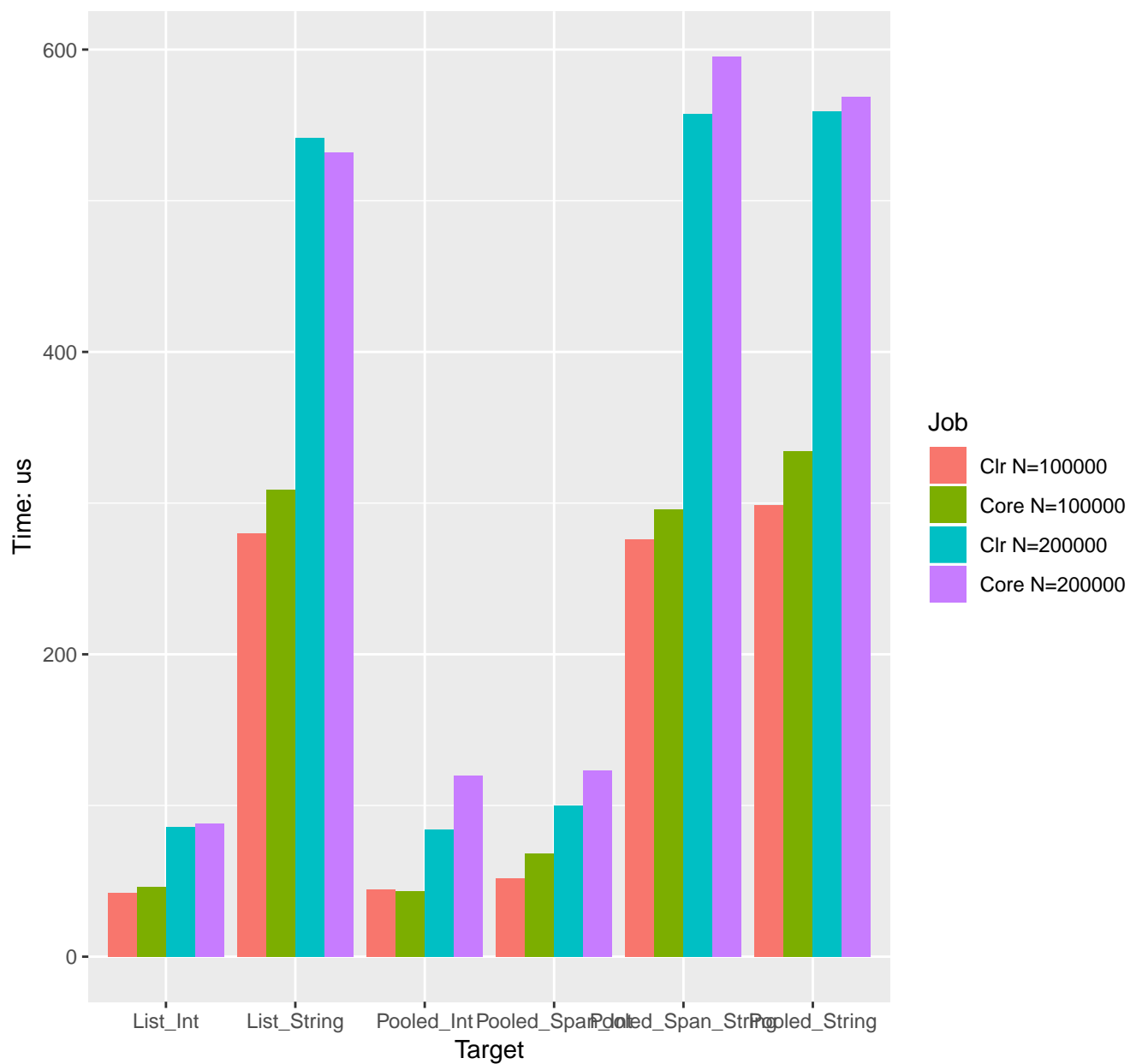


# PooledList.List\_Remove – Memory

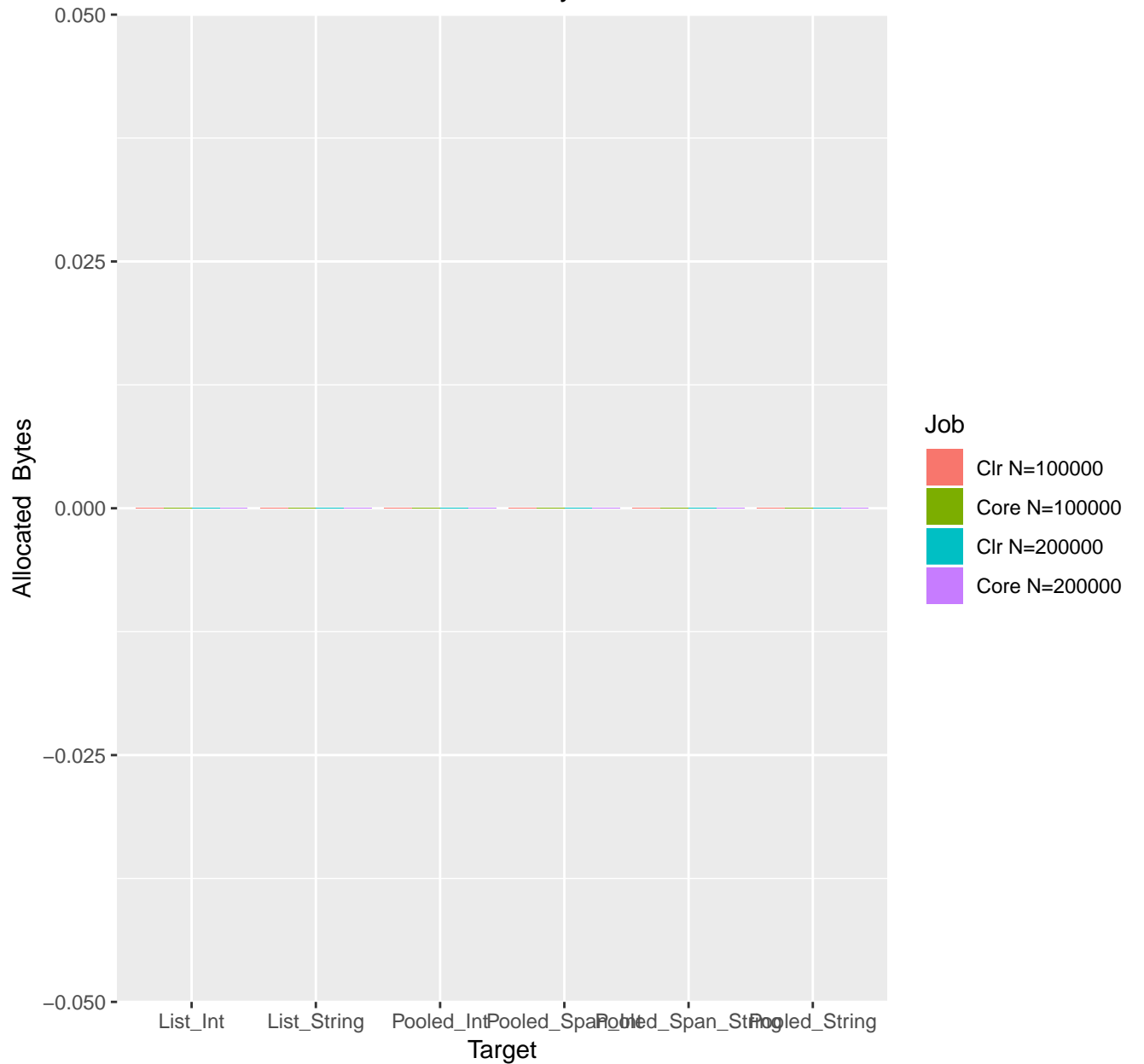




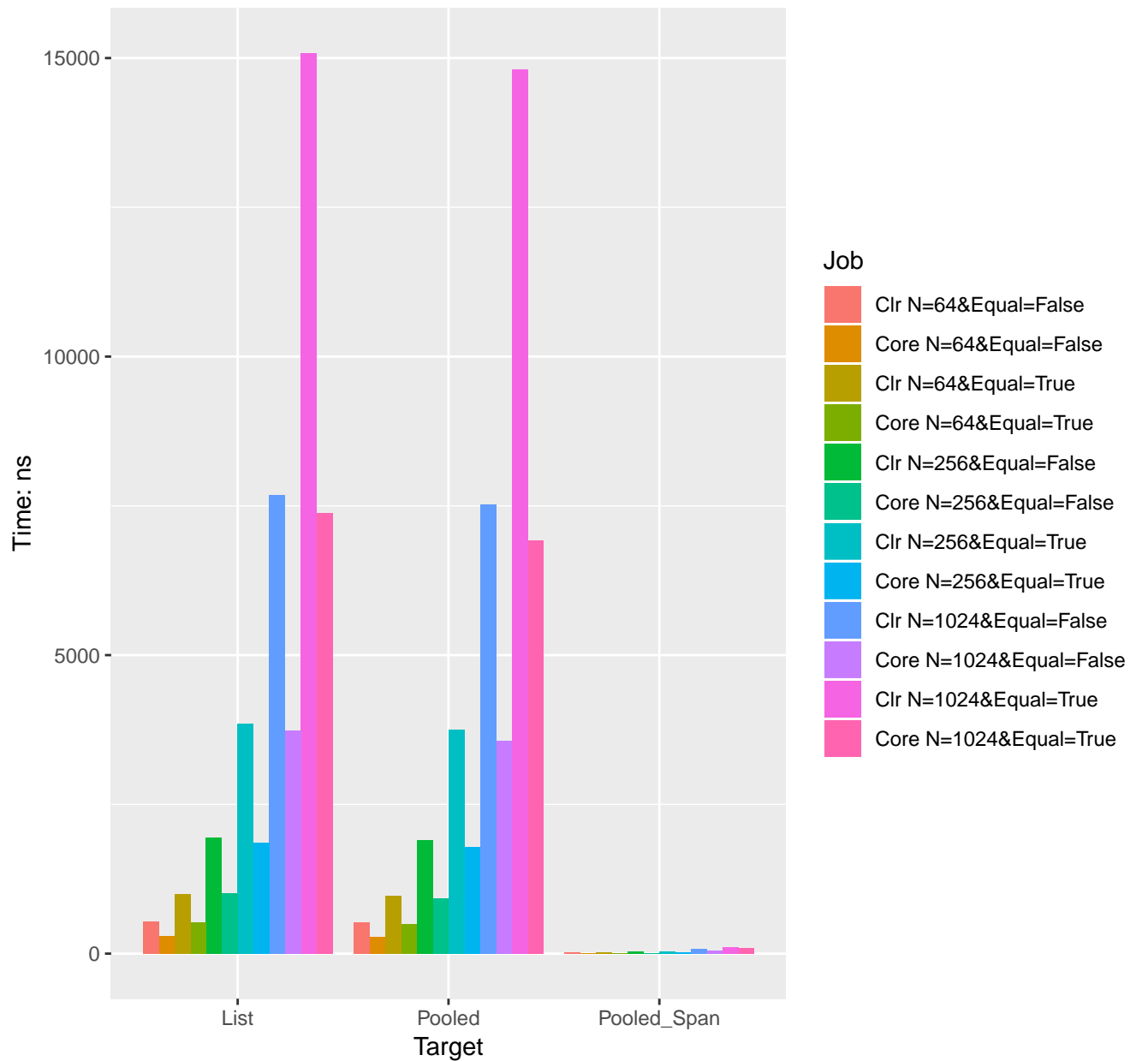
# PooledList.List\_Reverse – Time



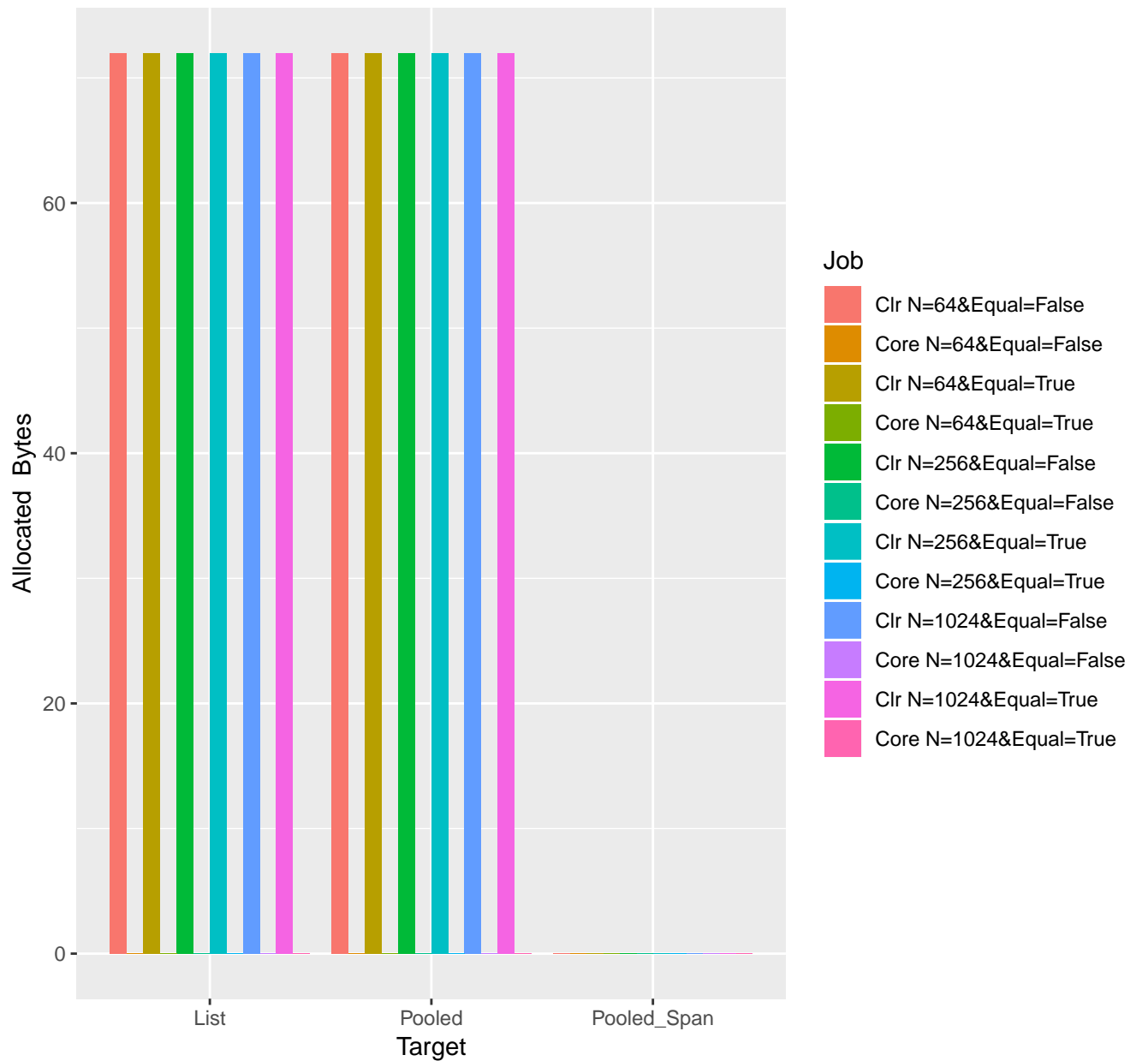
# PooledList.List\_Reverse – Memory



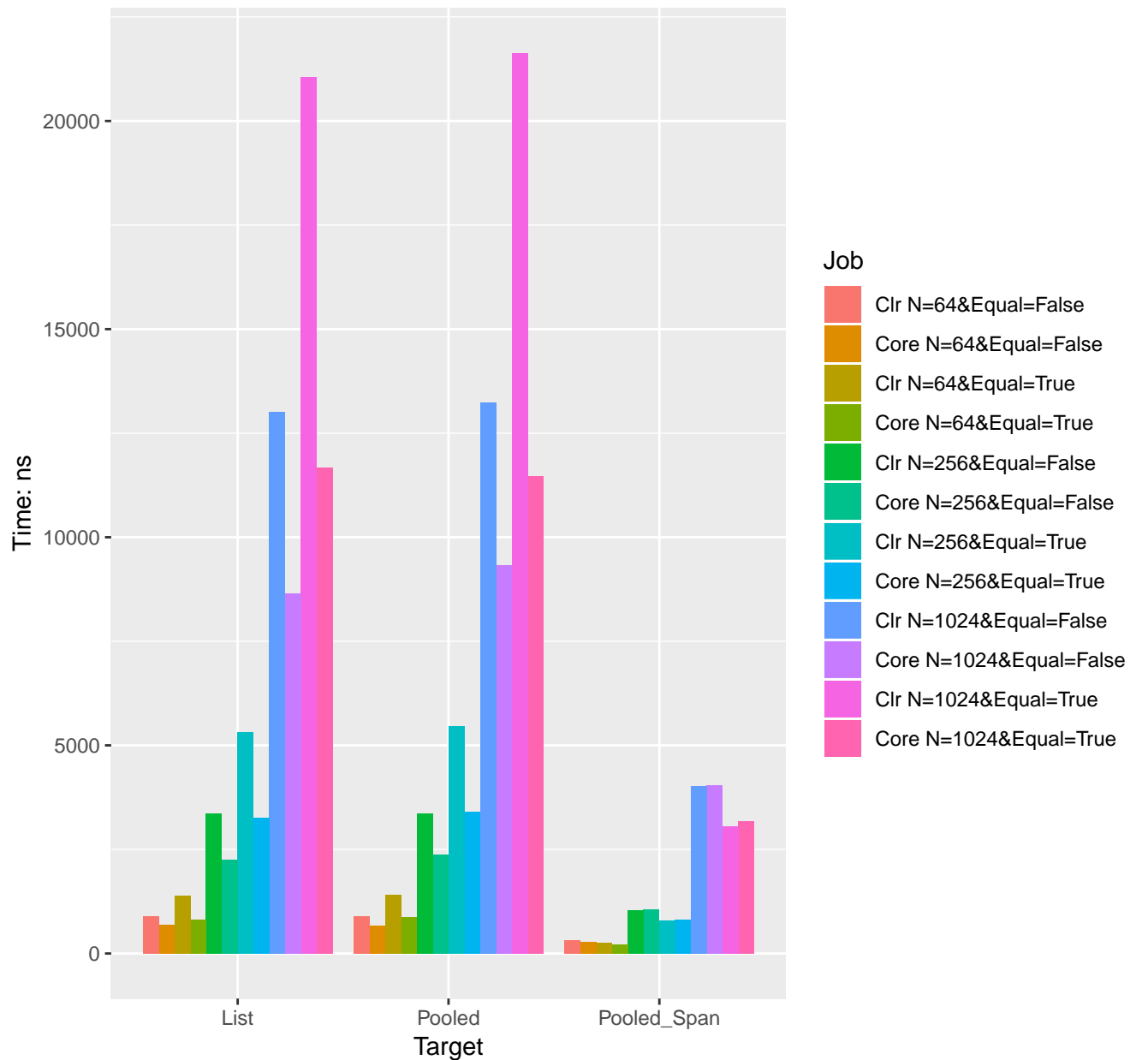
# PooledList.List\_SequenceEqual\_Int - Time



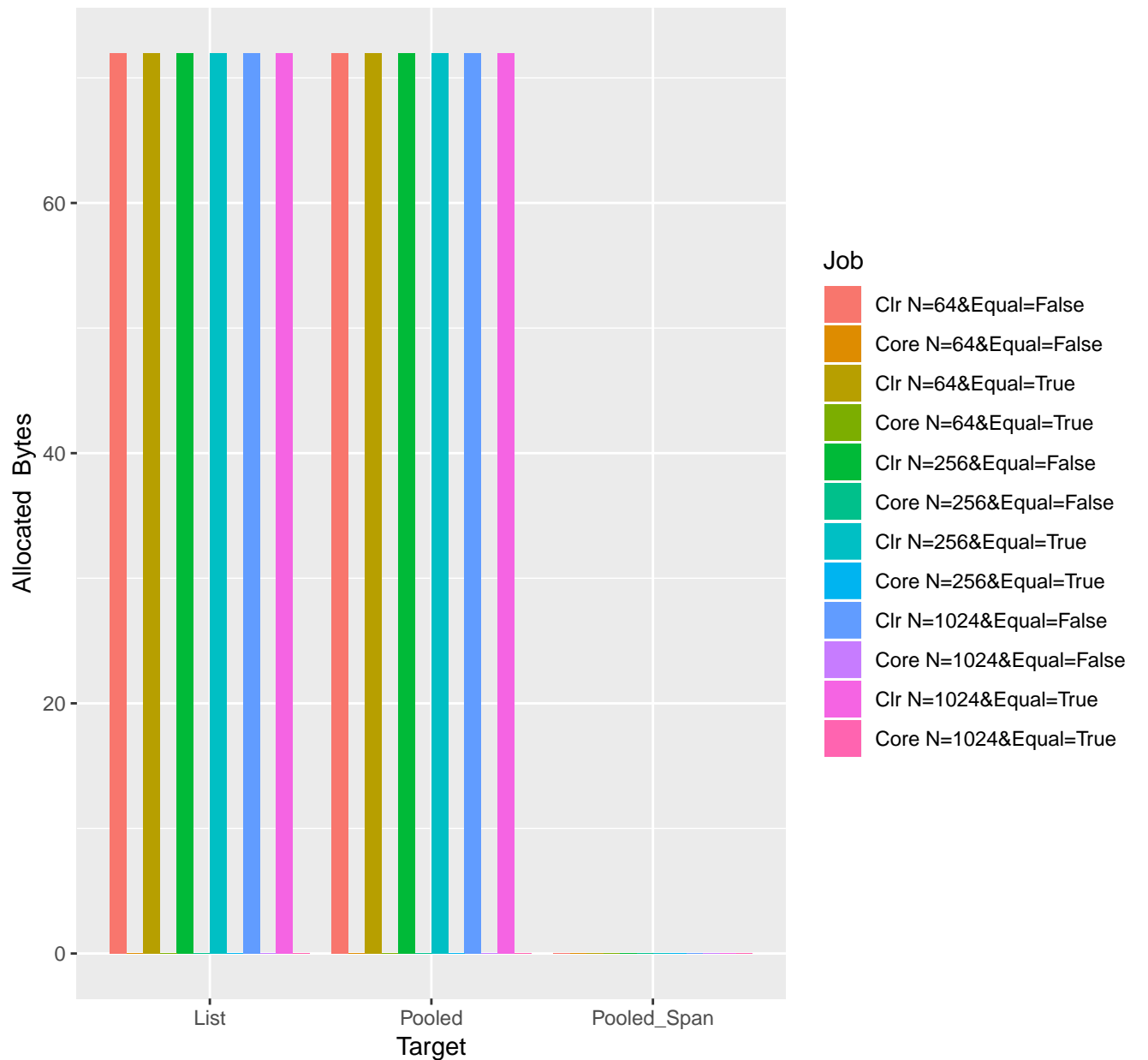
# PooledList.List\_SequenceEqual\_Int – Memory



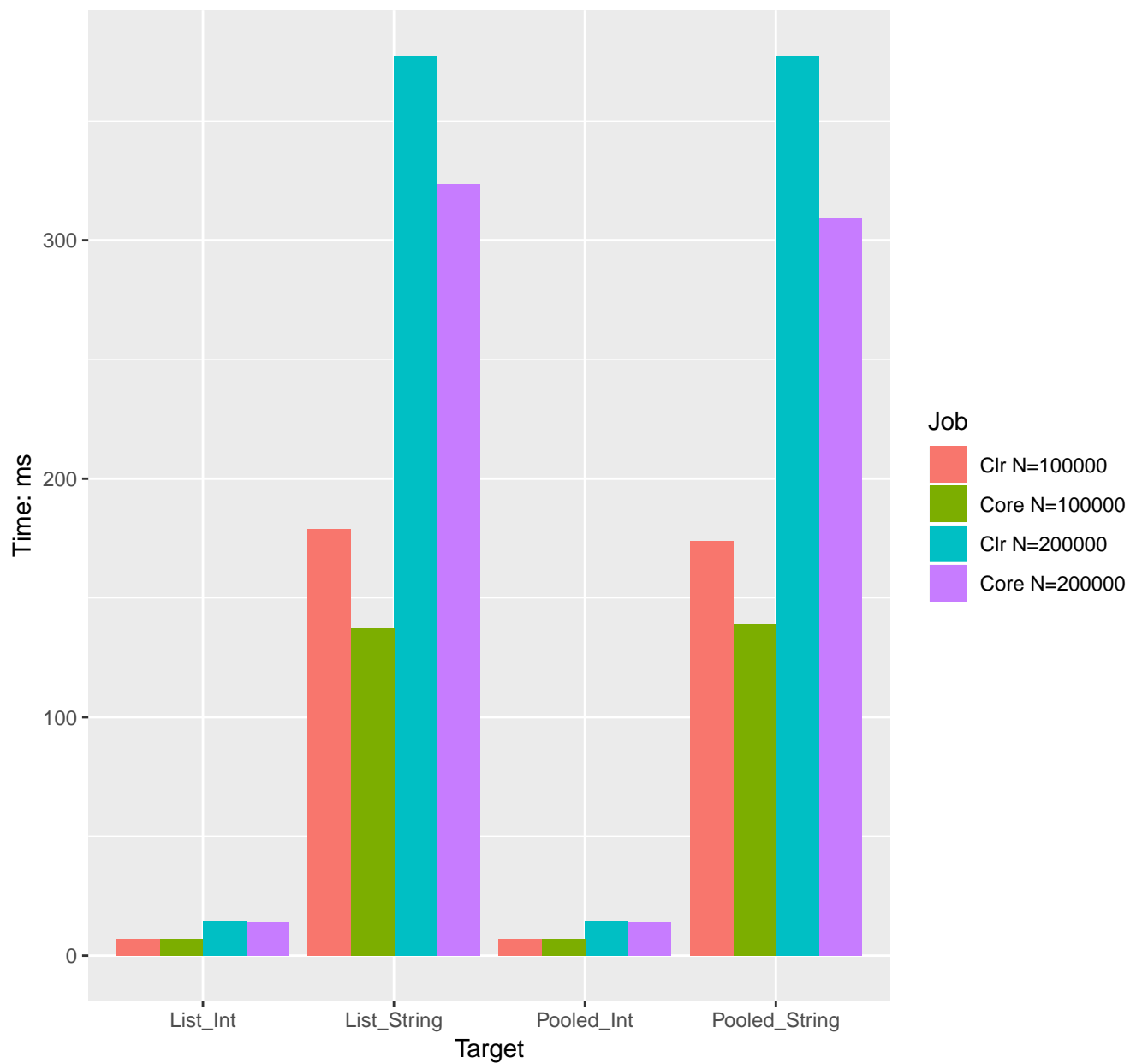
# PooledList.List\_SequenceEqual\_String – Time



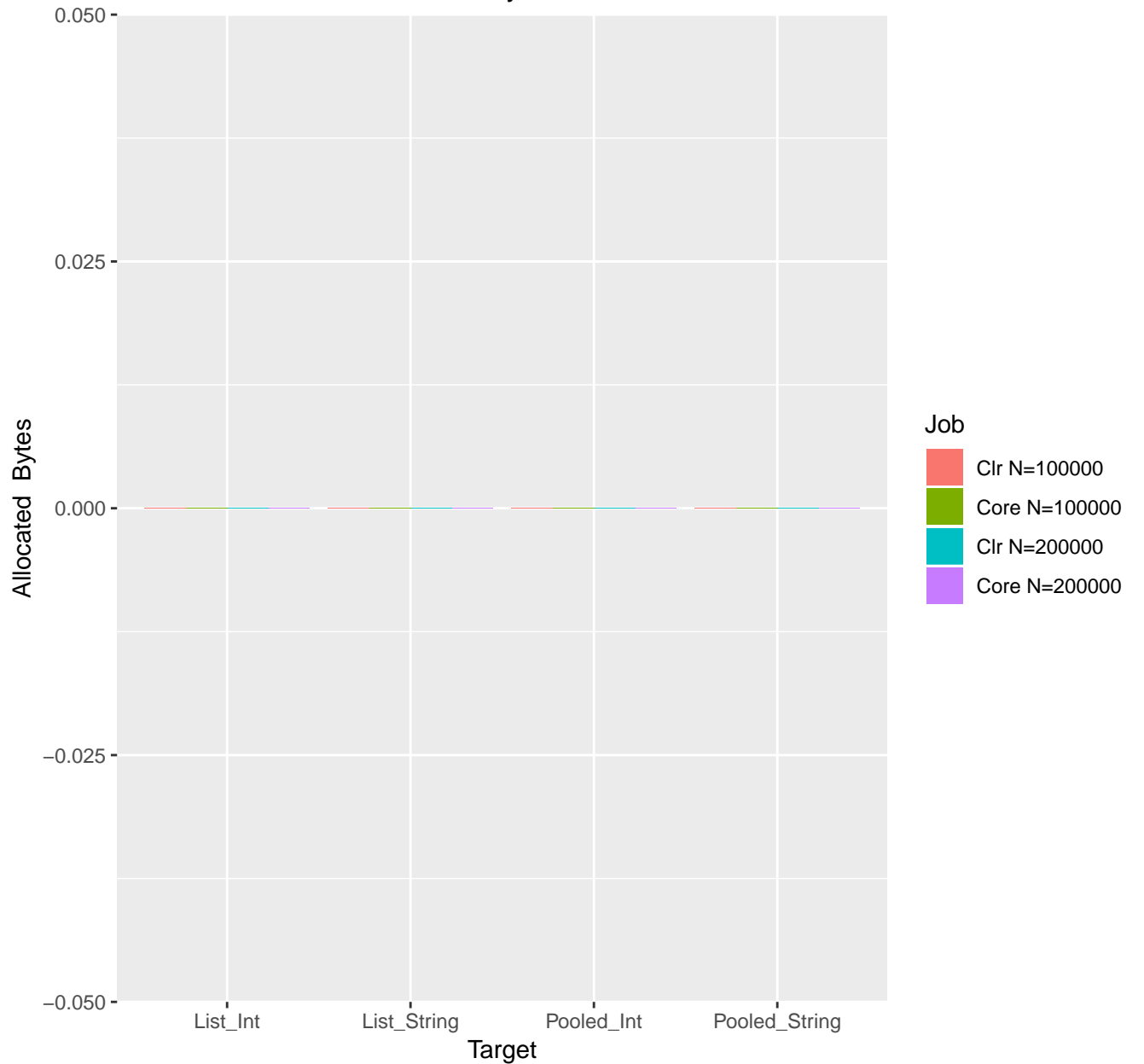
# PooledList.List\_SequenceEqual\_String – Memory



# PooledList.List\_Sort – Time

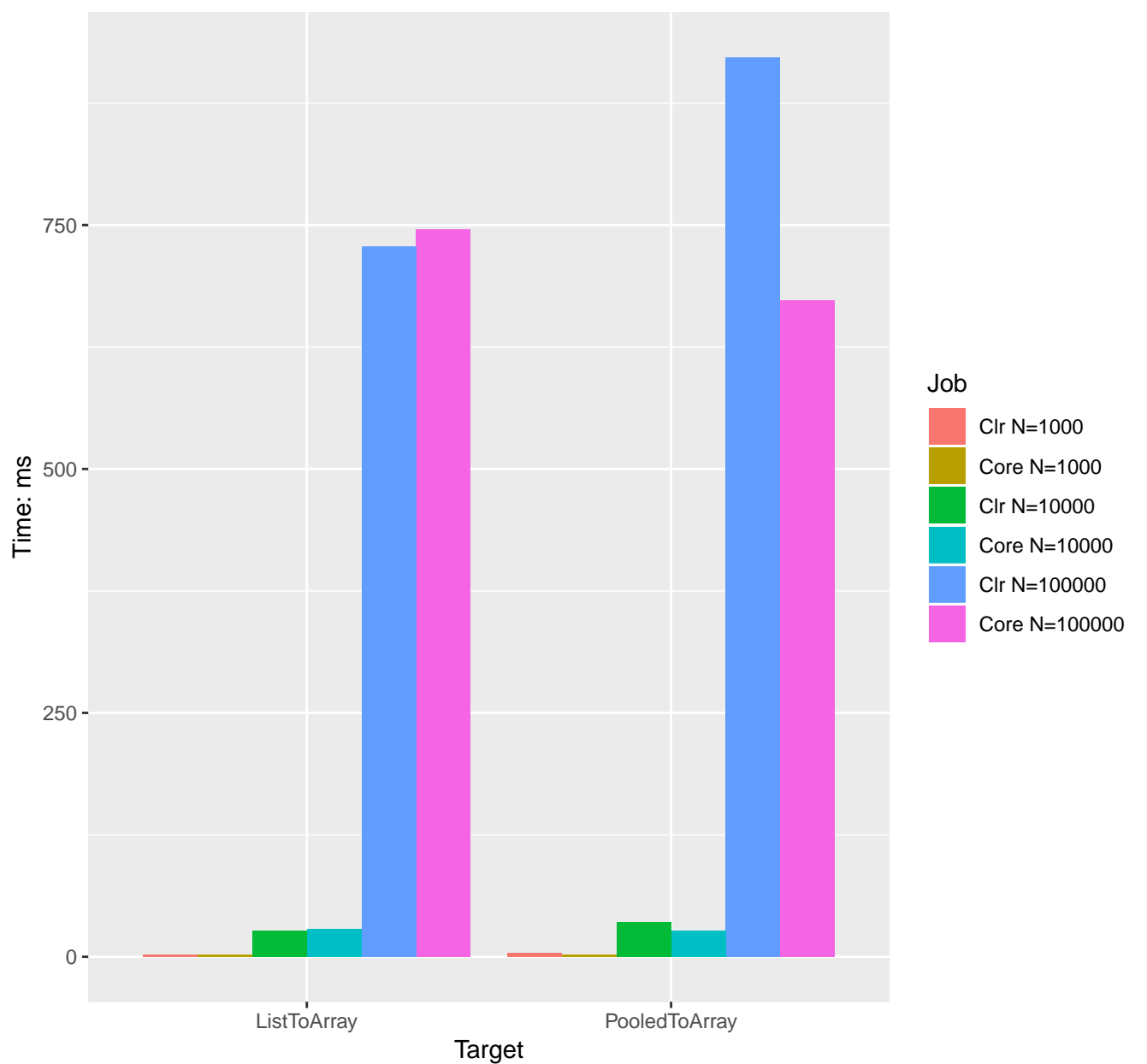


# PooledList.List\_Sort – Memory

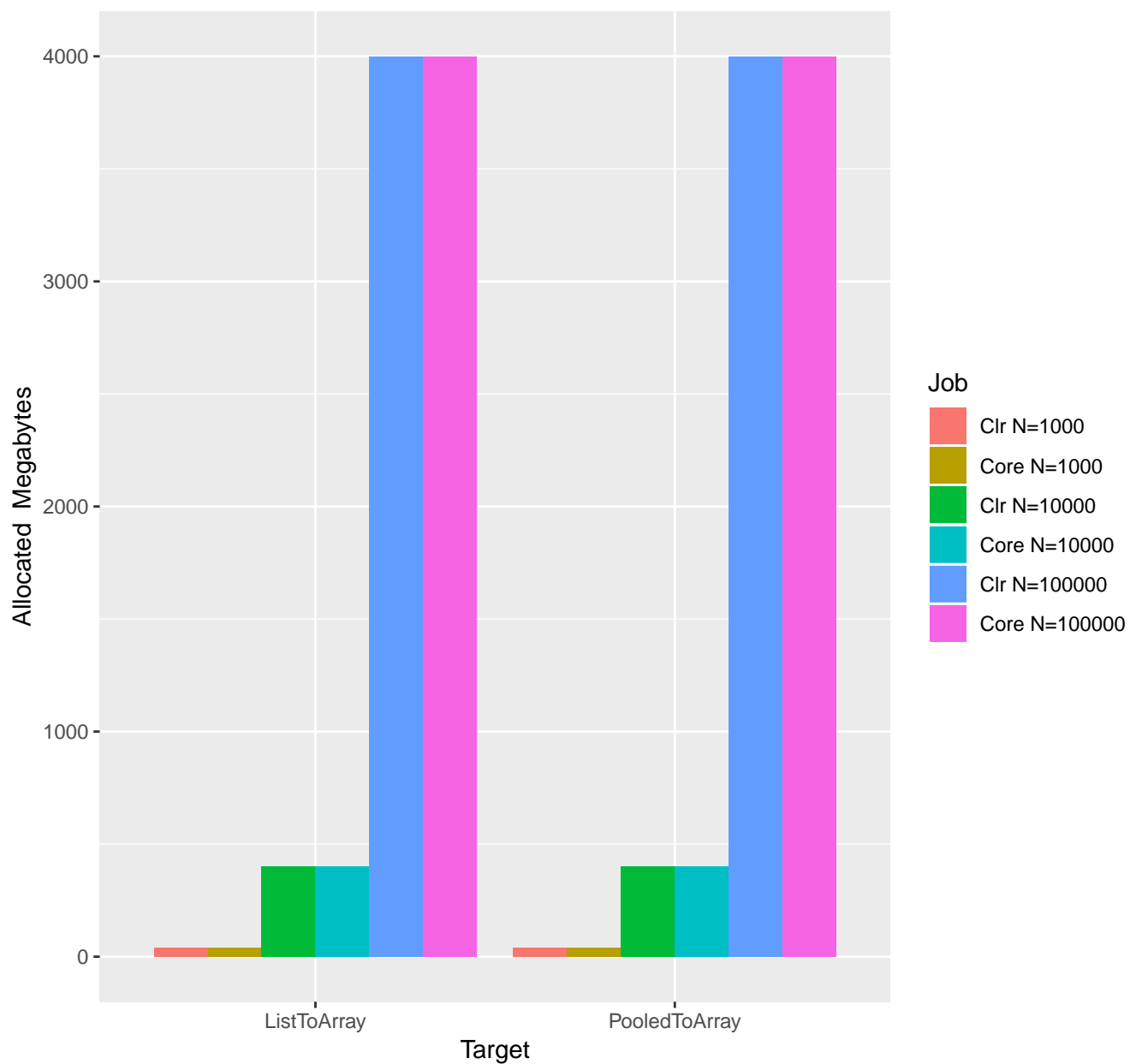




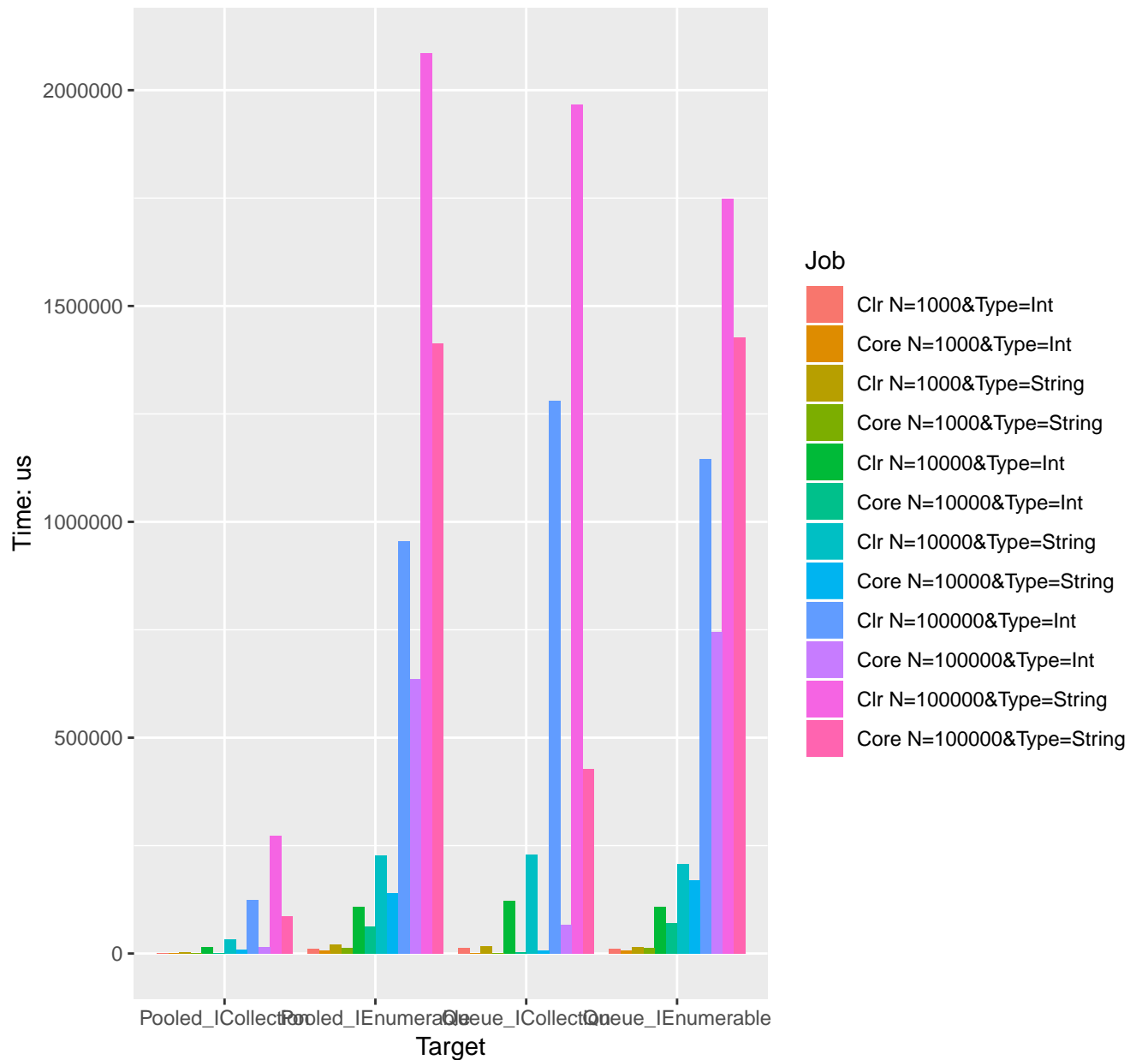
# PooledList.List\_ToArray – Time



# PooledList.List\_ToArray – Memory



# PooledQueue.Queue\_Constructors – Time



# PooledQueue.Queue\_Constructors – Memory

Allocated Kilobytes

2000000

1500000

1000000

500000

0

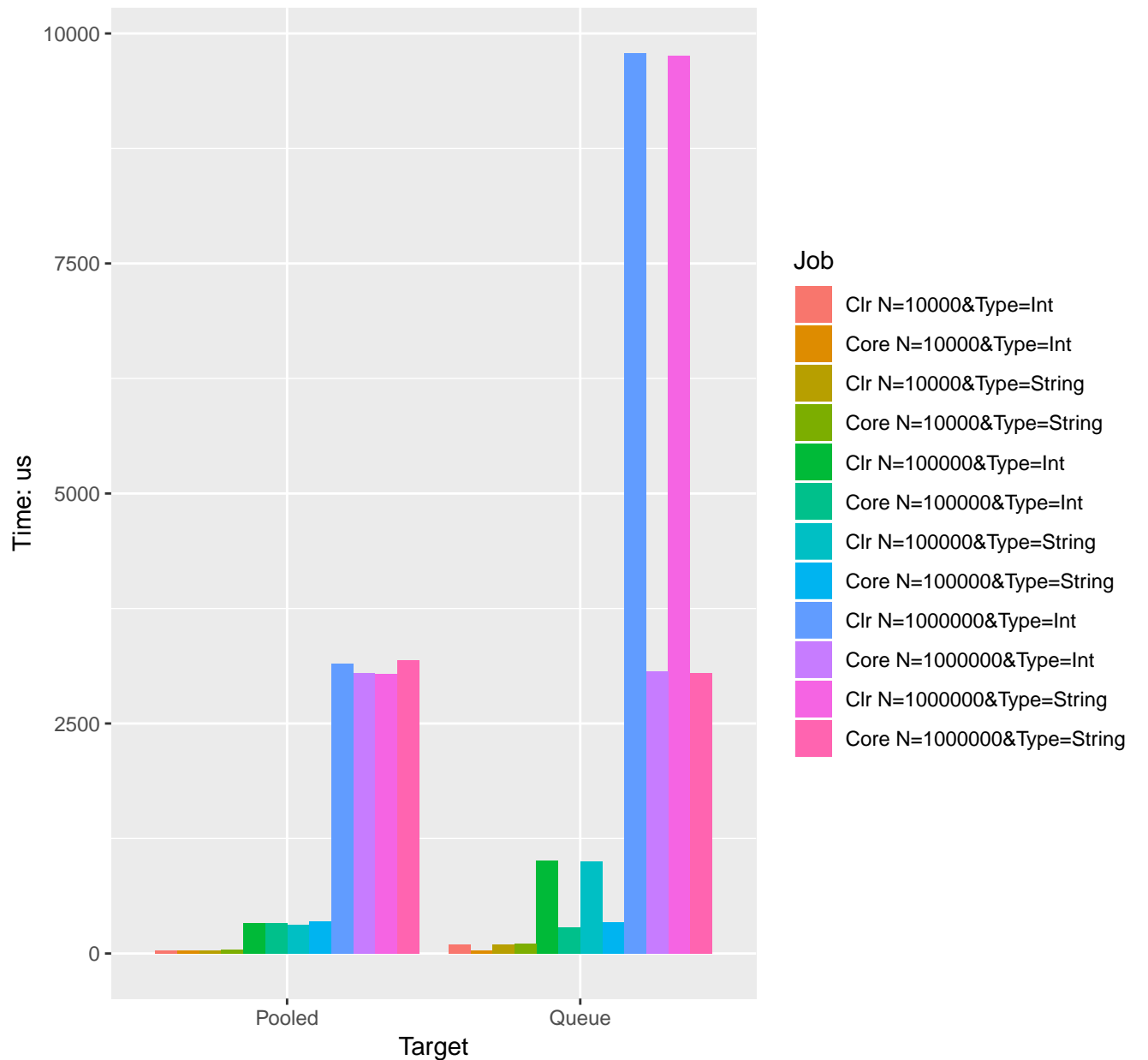
Pooled\_ICollection Pooled\_IEnumerable Queue\_ICollection Queue\_IEnumerable

Target

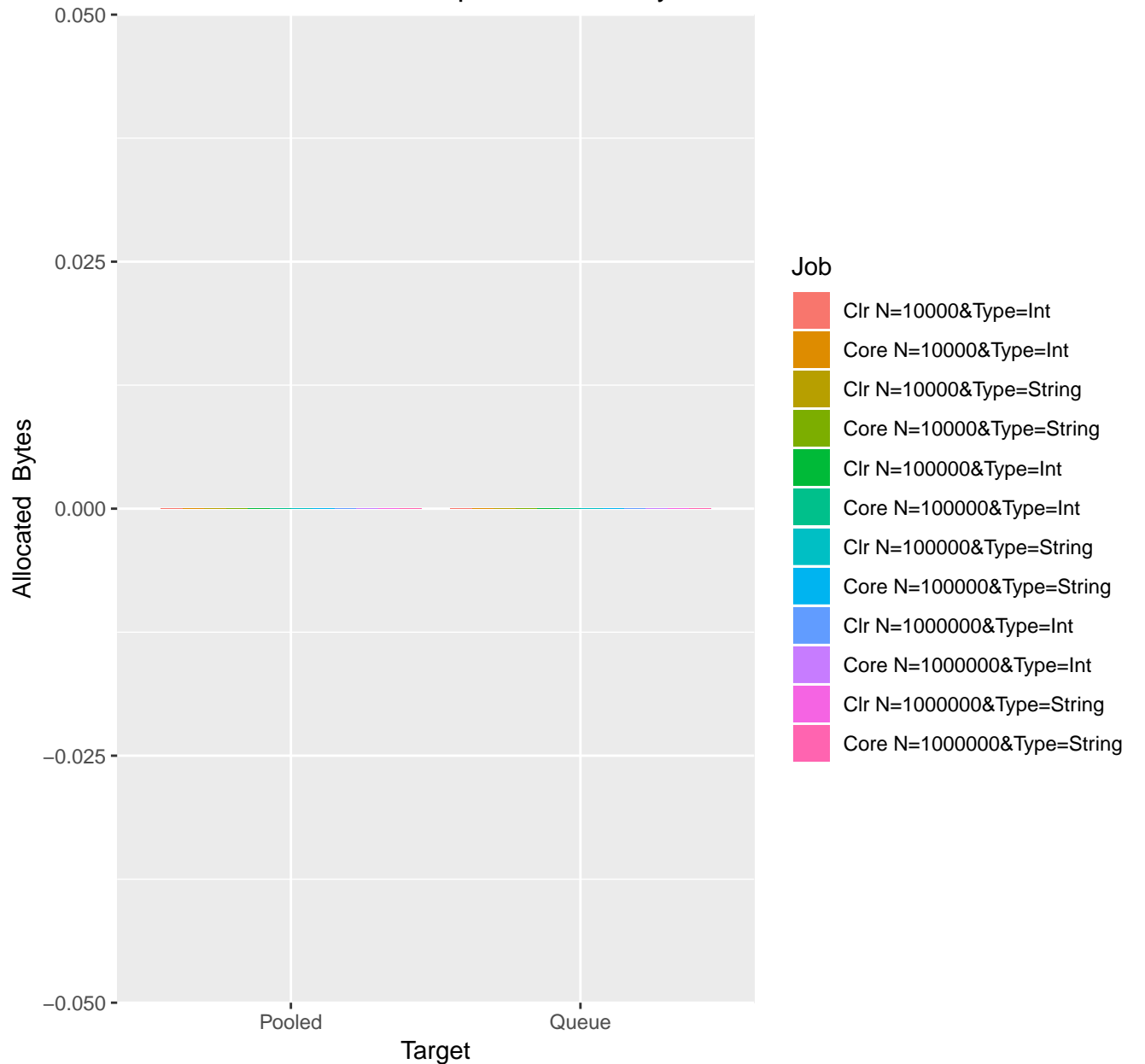
Job

- Clr N=1000&Type=Int
- Core N=1000&Type=Int
- Clr N=1000&Type=String
- Core N=1000&Type=String
- Clr N=10000&Type=Int
- Core N=10000&Type=Int
- Clr N=10000&Type=String
- Core N=10000&Type=String
- Clr N=100000&Type=Int
- Core N=100000&Type=Int
- Clr N=100000&Type=String
- Core N=100000&Type=String

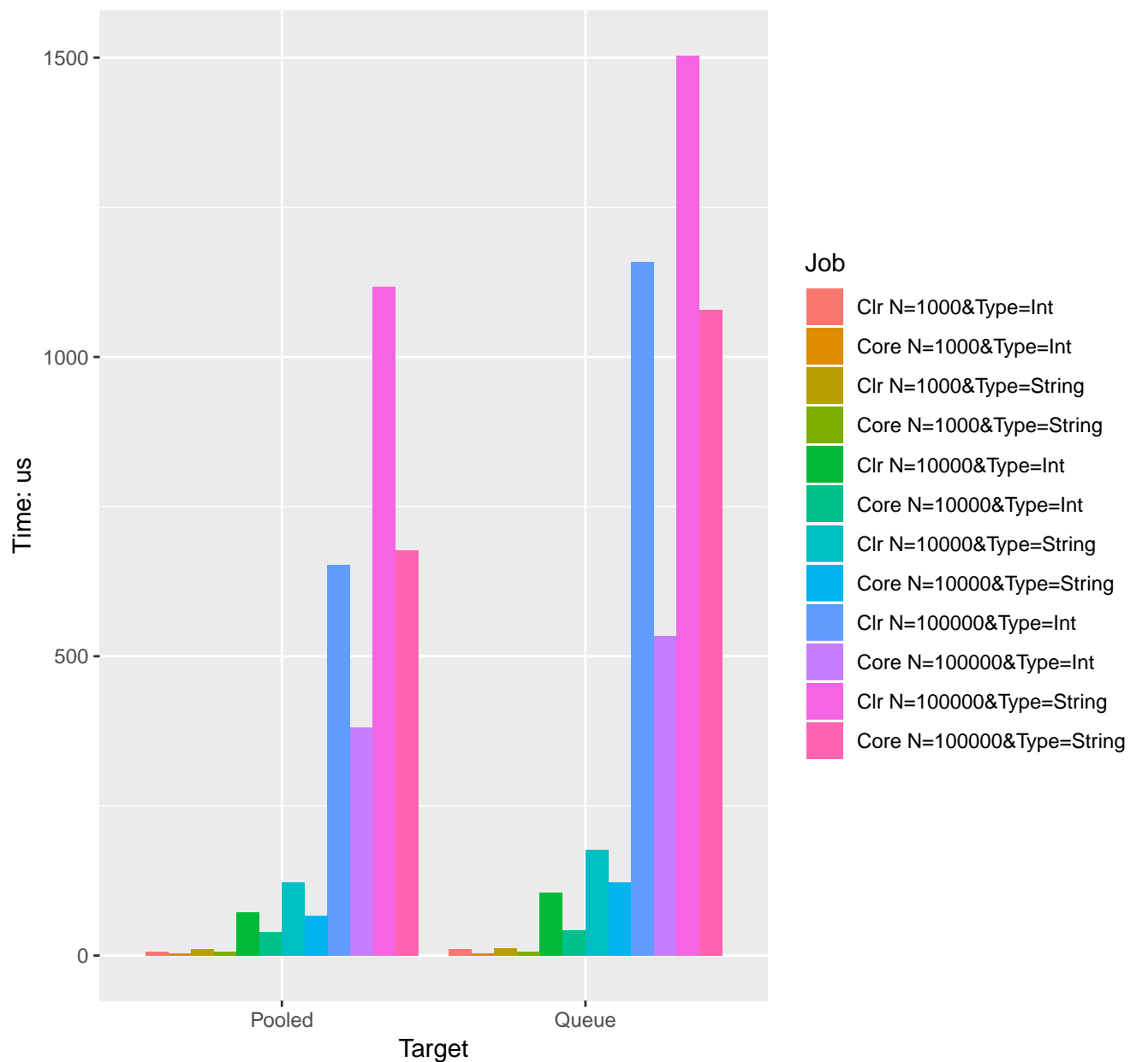
# PooledQueue.Queue\_Dequeue – Time



# PooledQueue.Queue\_Dequeue – Memory



# PooledQueue.Queue\_Enqueue – Time



# PooledQueue.Queue\_Enqueue – Memory

Allocated Bytes

2000000

1500000

1000000

500000

0

Pooled

Queue

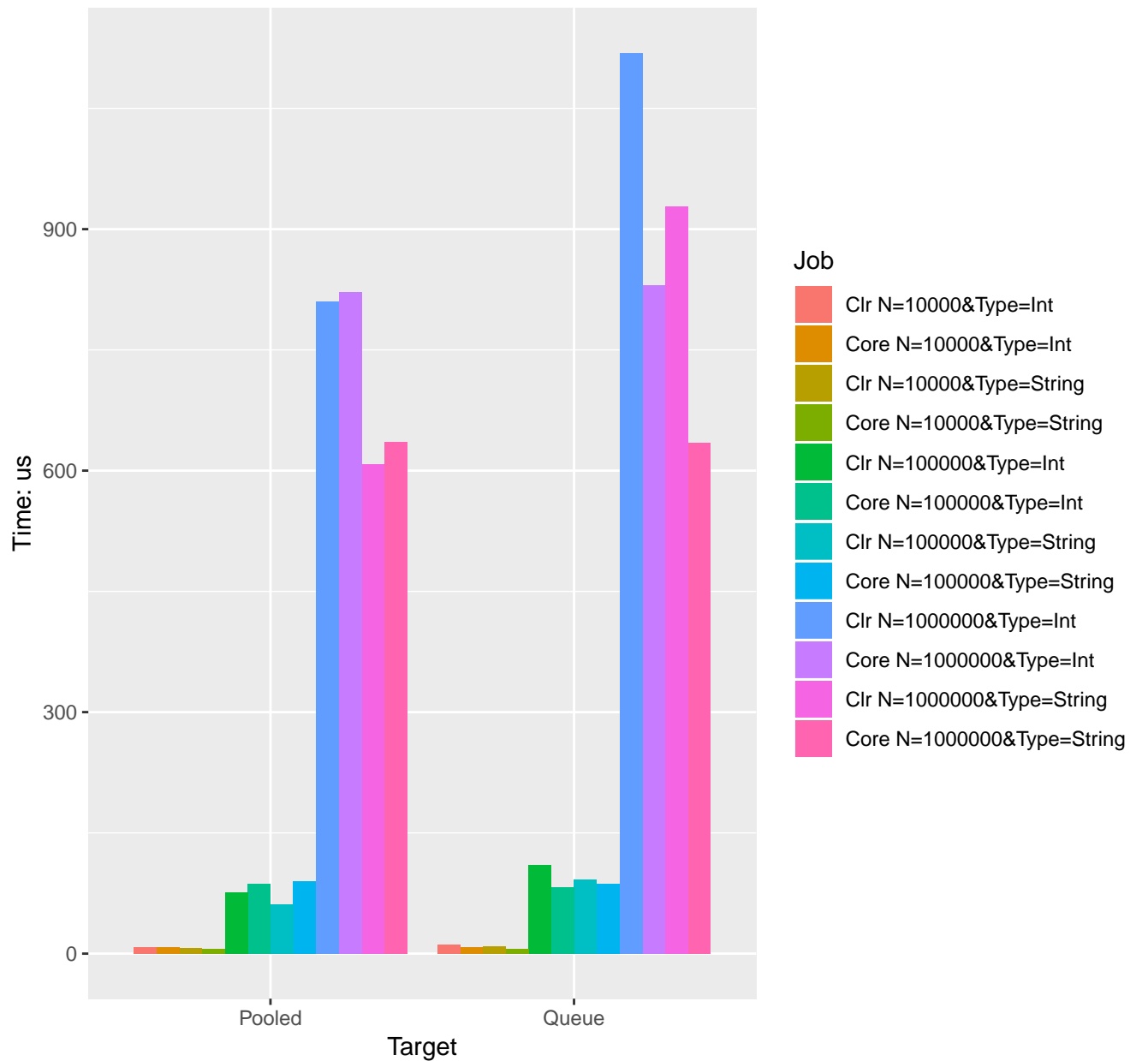
Target

Job

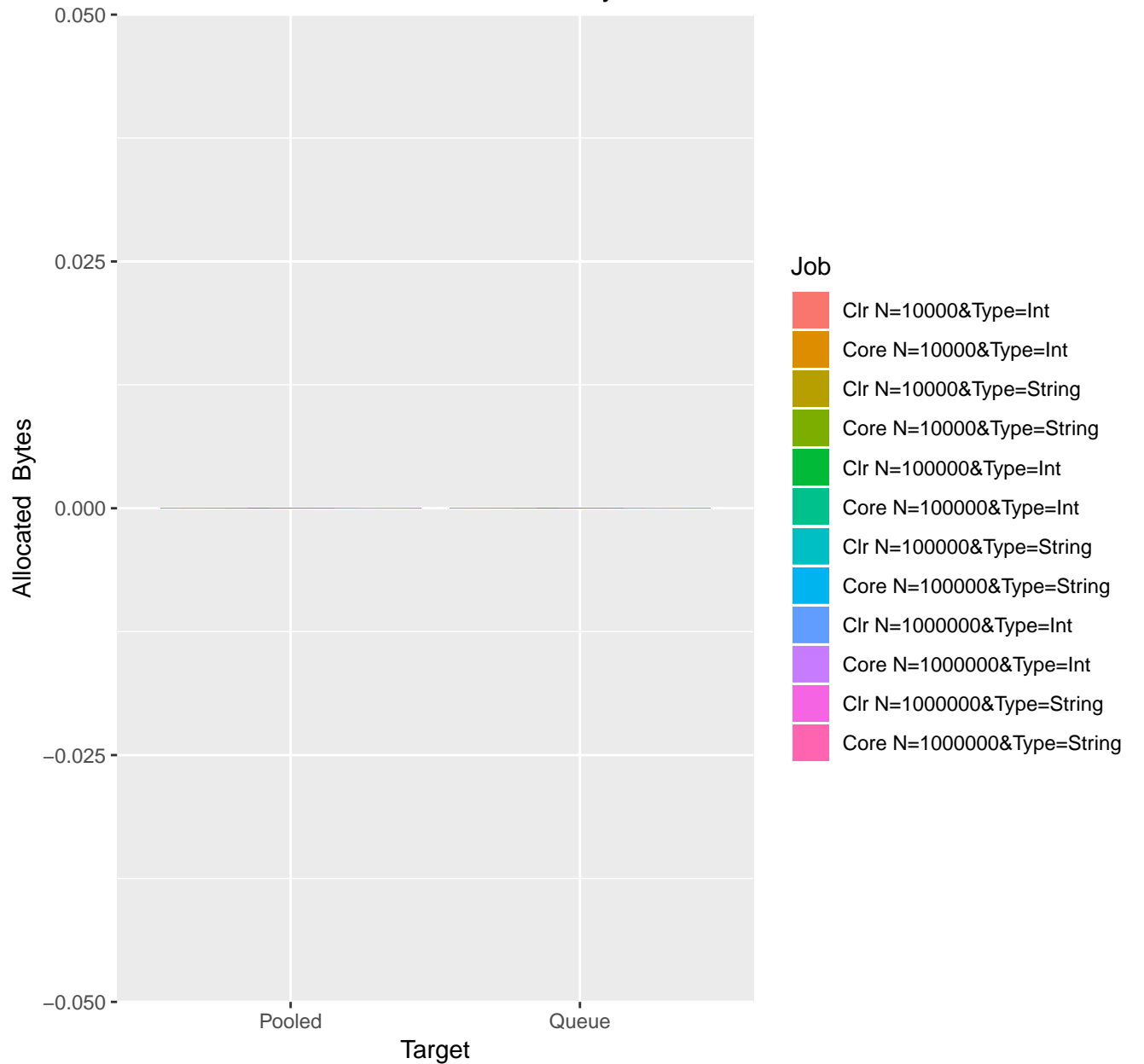
- Clr N=1000&Type=Int
- Core N=1000&Type=Int
- Clr N=1000&Type=String
- Core N=1000&Type=String
- Clr N=10000&Type=Int
- Core N=10000&Type=Int
- Clr N=10000&Type=String
- Core N=10000&Type=String
- Clr N=100000&Type=Int
- Core N=100000&Type=Int
- Clr N=100000&Type=String
- Core N=100000&Type=String



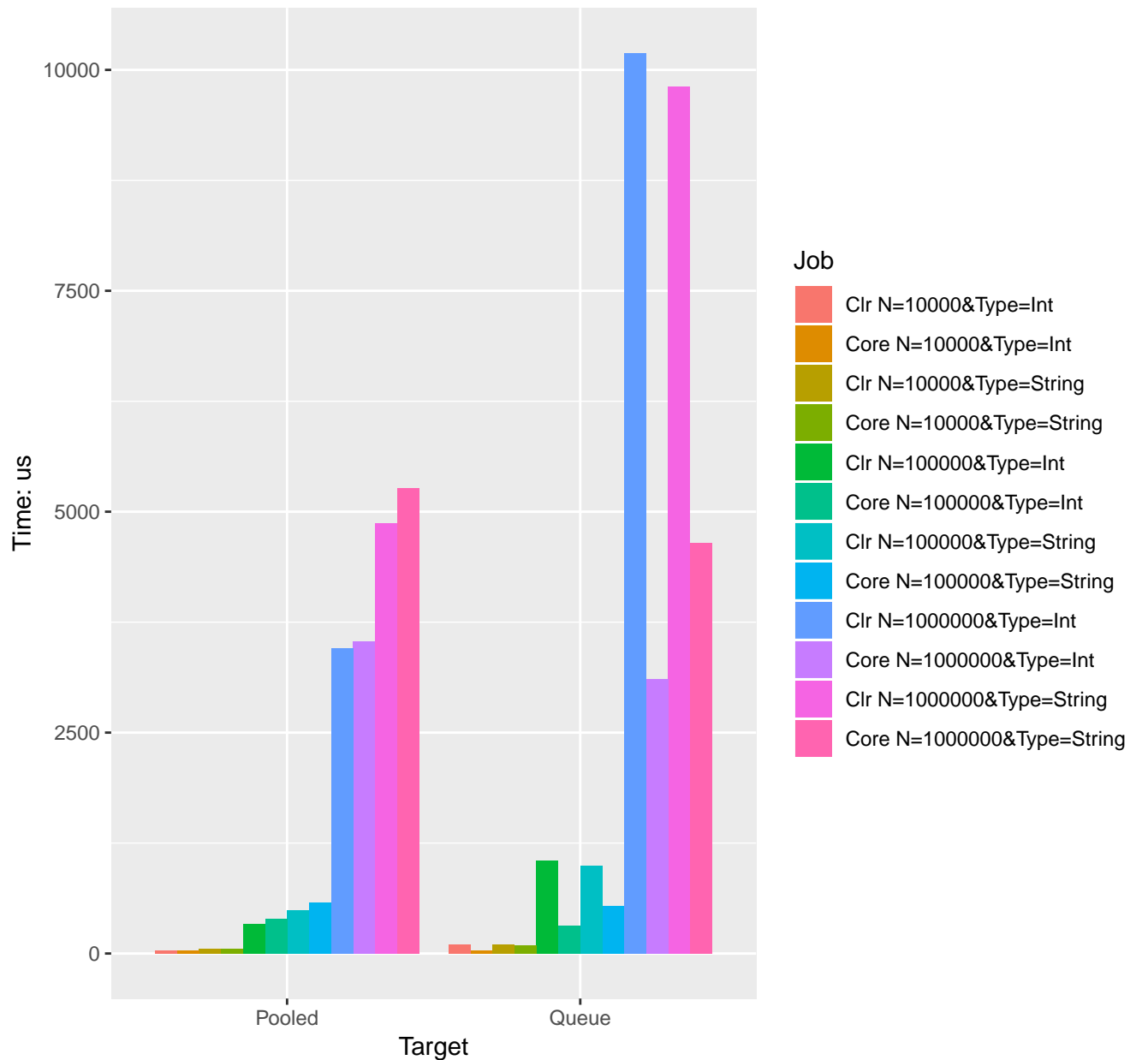
# PooledQueue.Queue\_Peek – Time



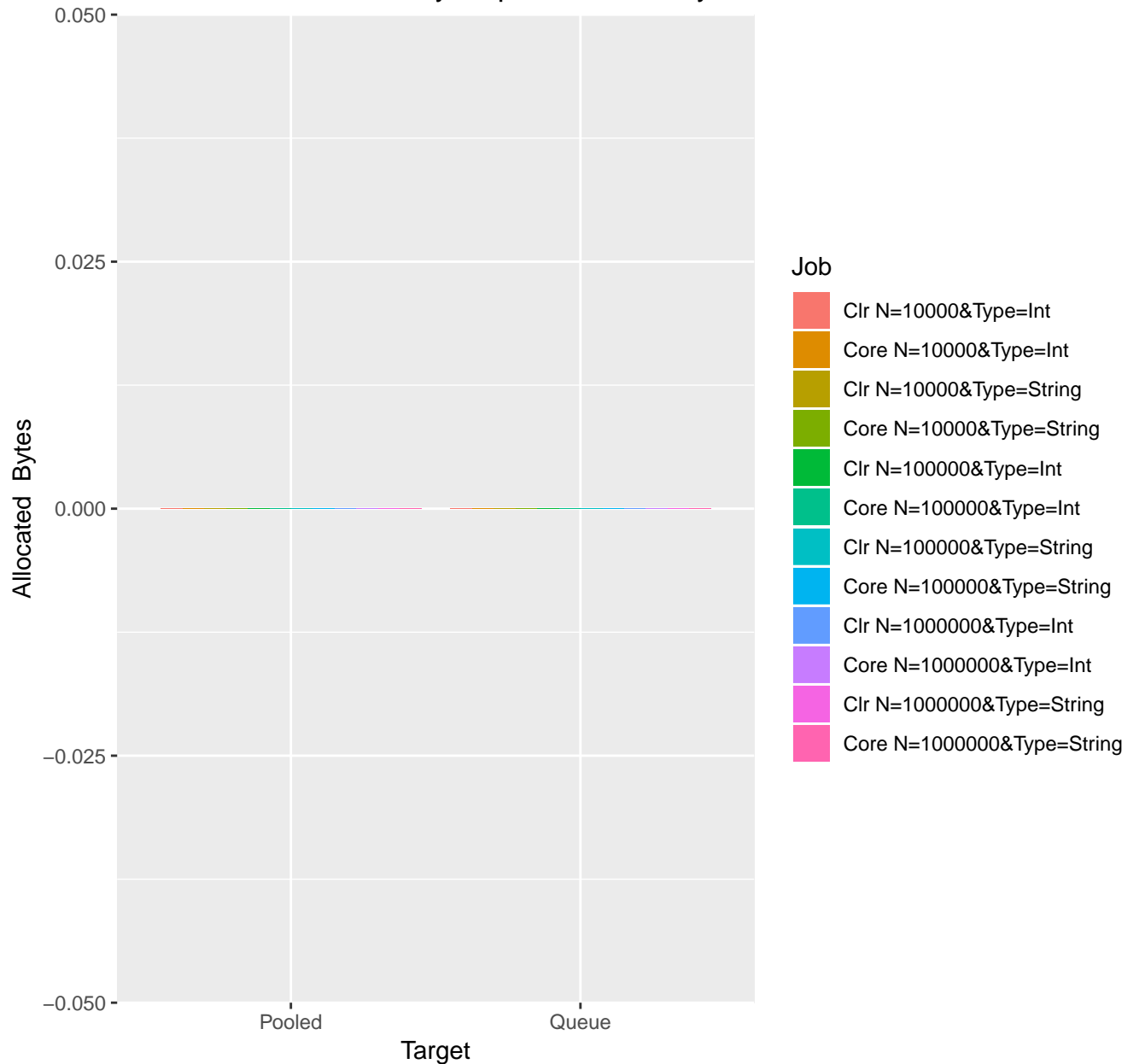
# PooledQueue.Queue\_Peek – Memory



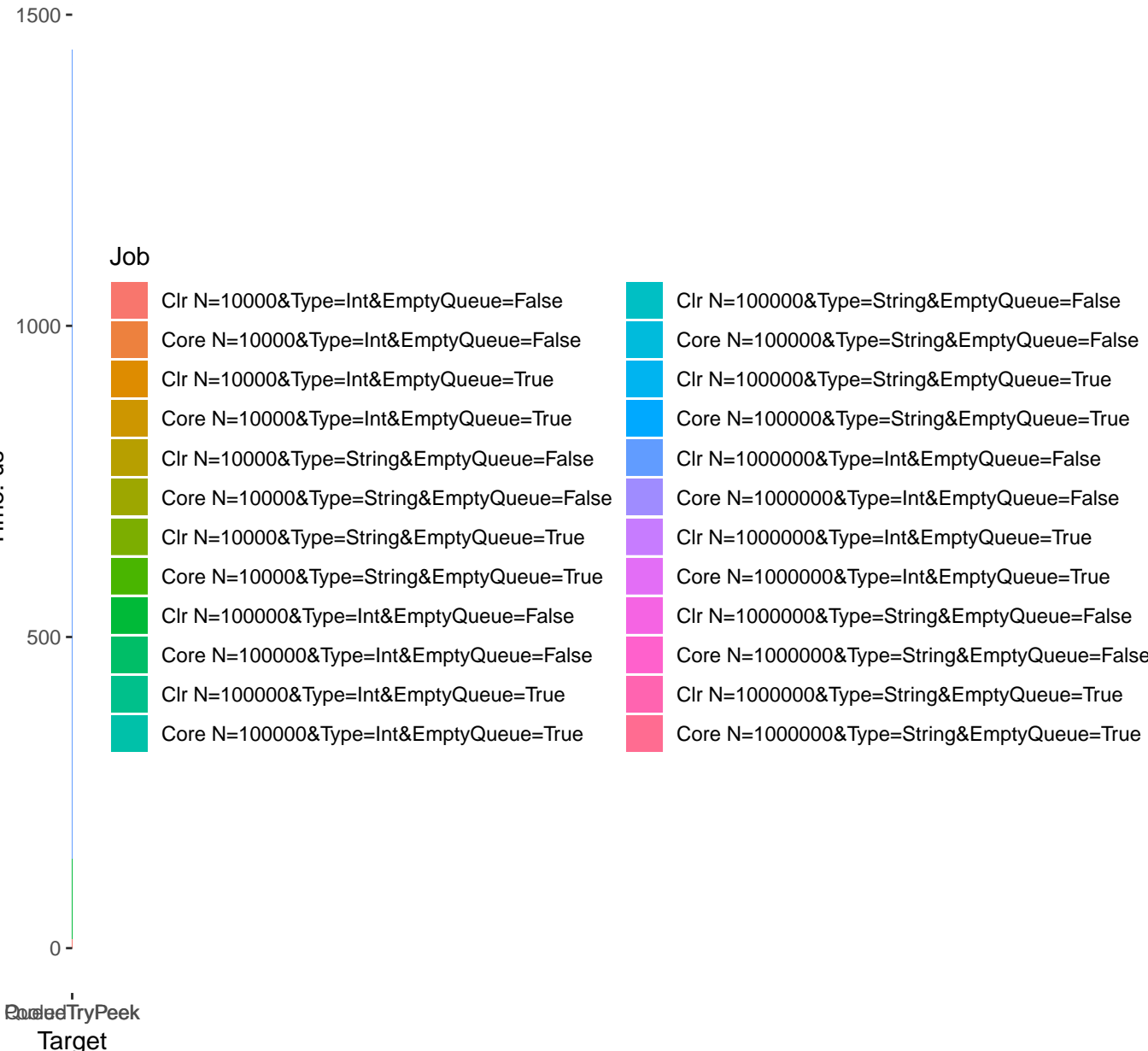
# PooledQueue.Queue\_TryDequeue - Time



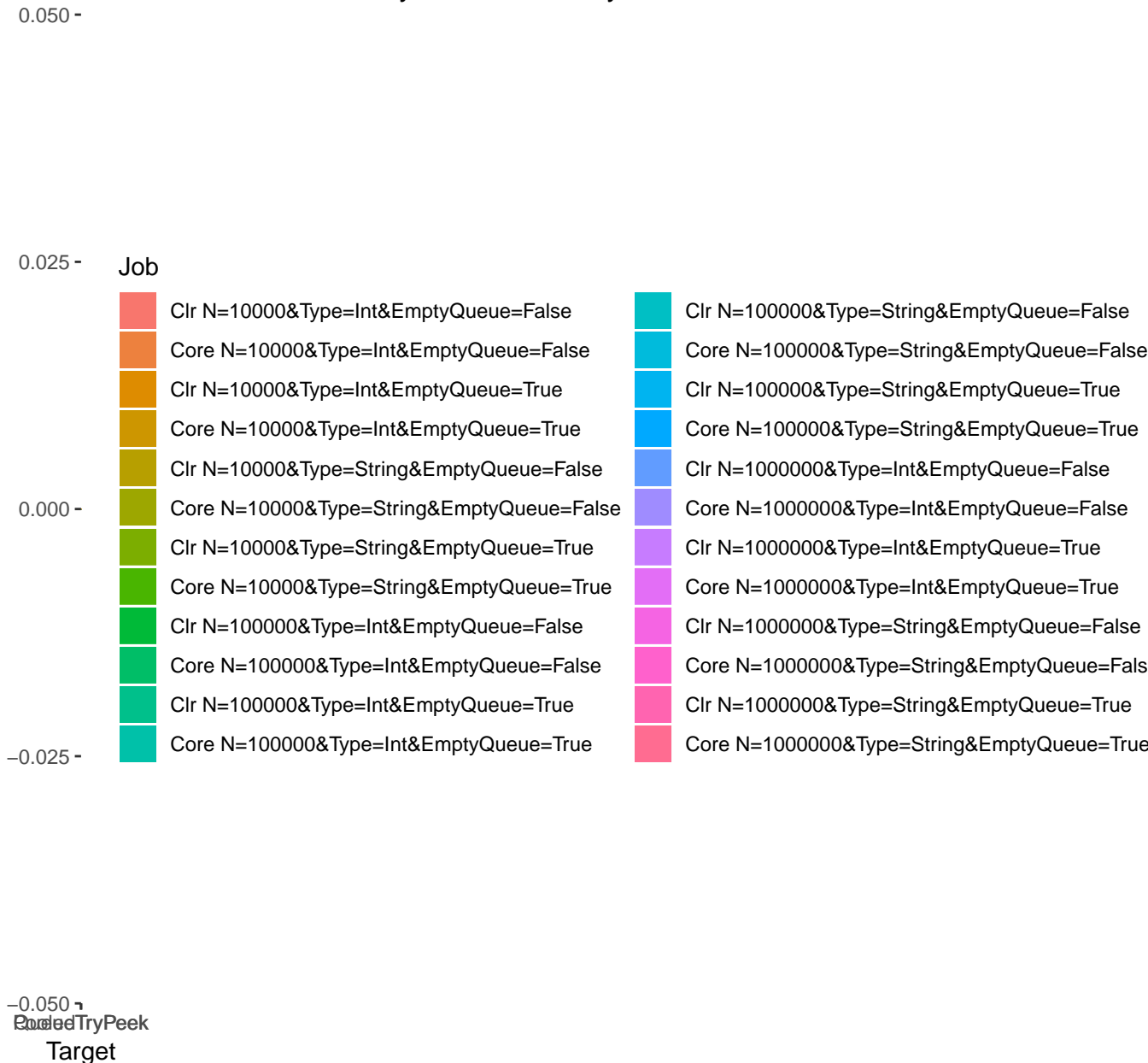
# PooledQueue.Queue\_TryDequeue – Memory



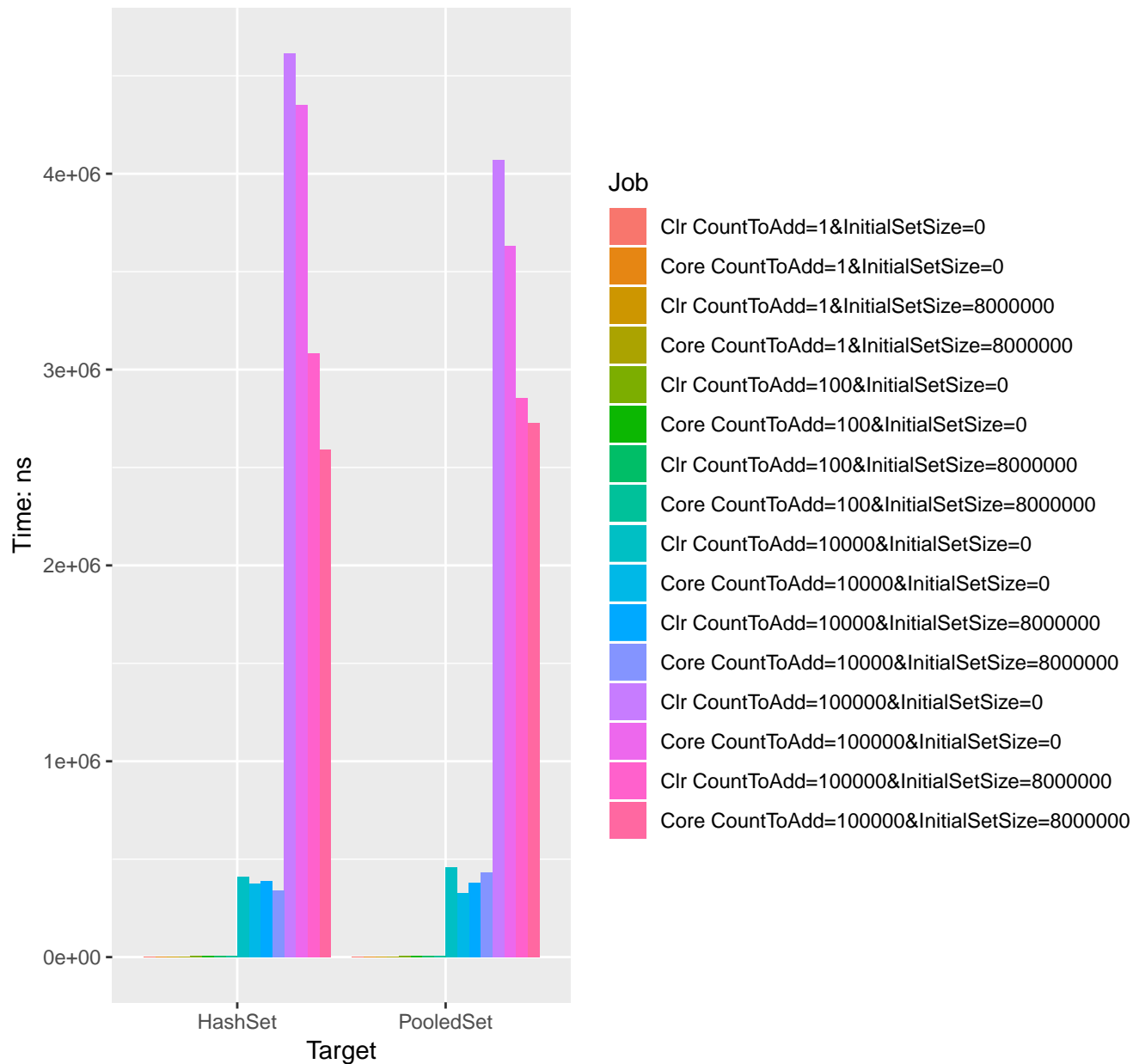
# PooledQueue.Queue\_TryPeek – Time



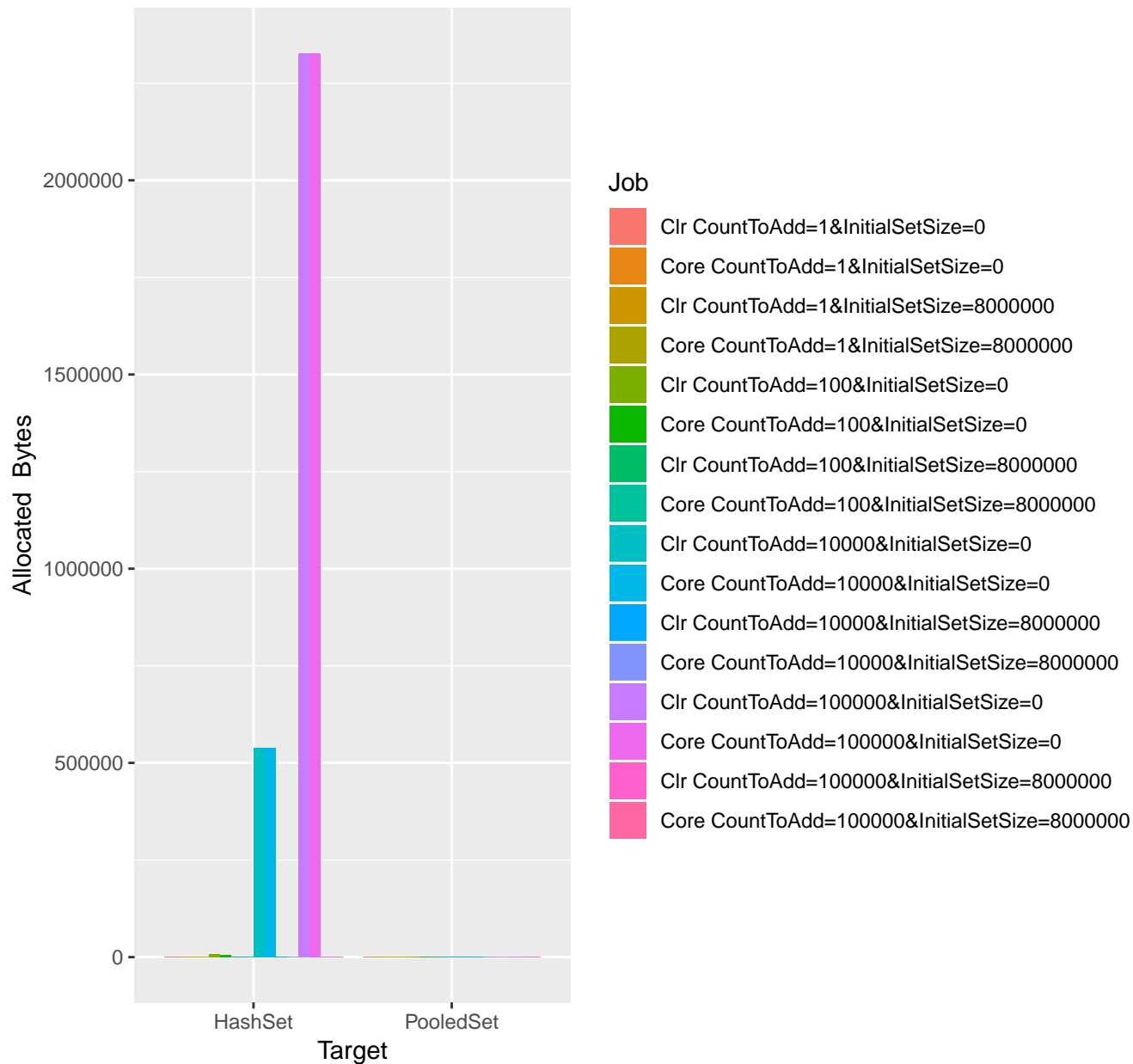
# PooledQueue.Queue\_TryPeek – Memory



# PooledSet.Set\_Add – Time

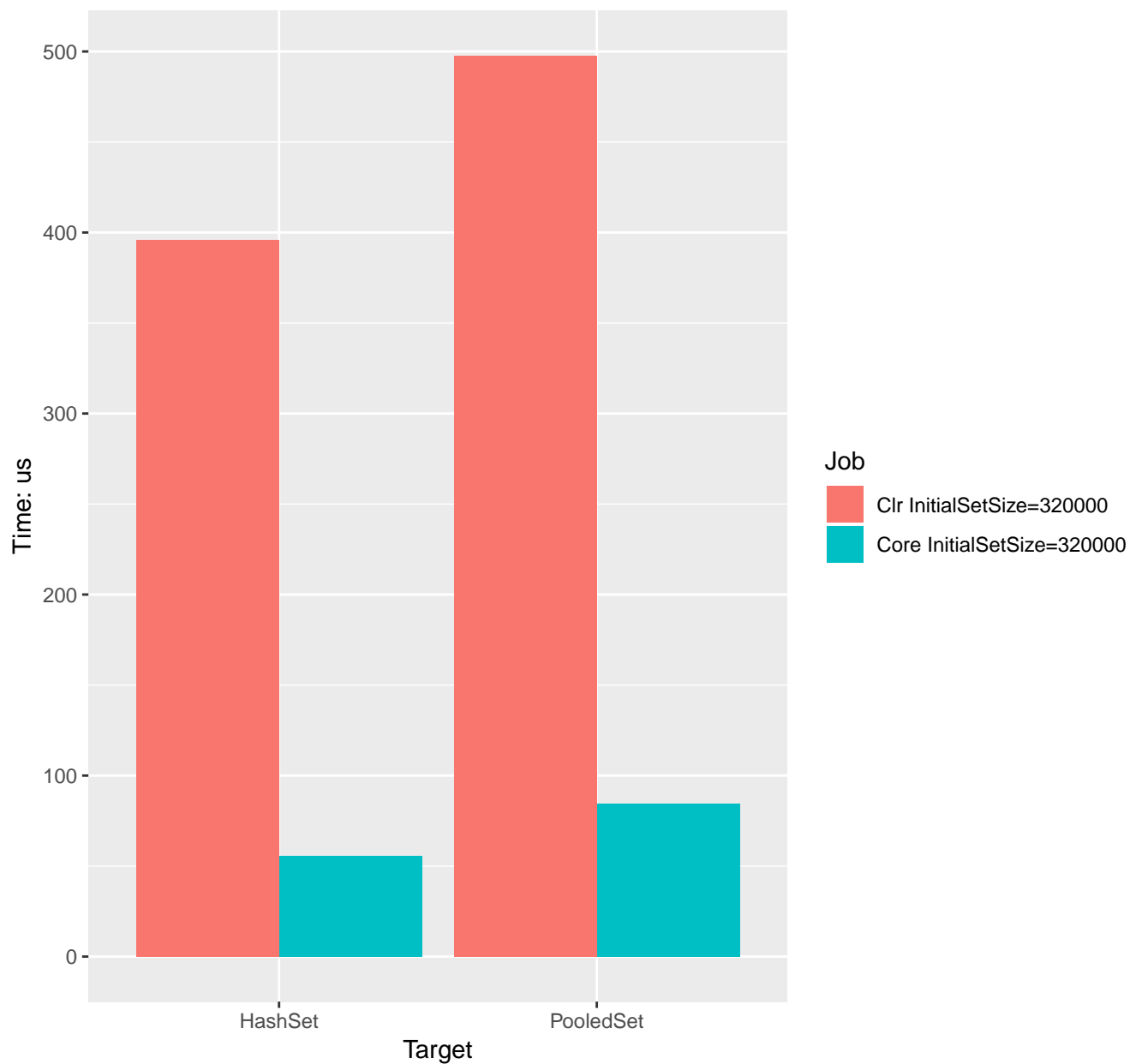


# PooledSet.Set\_Add – Memory

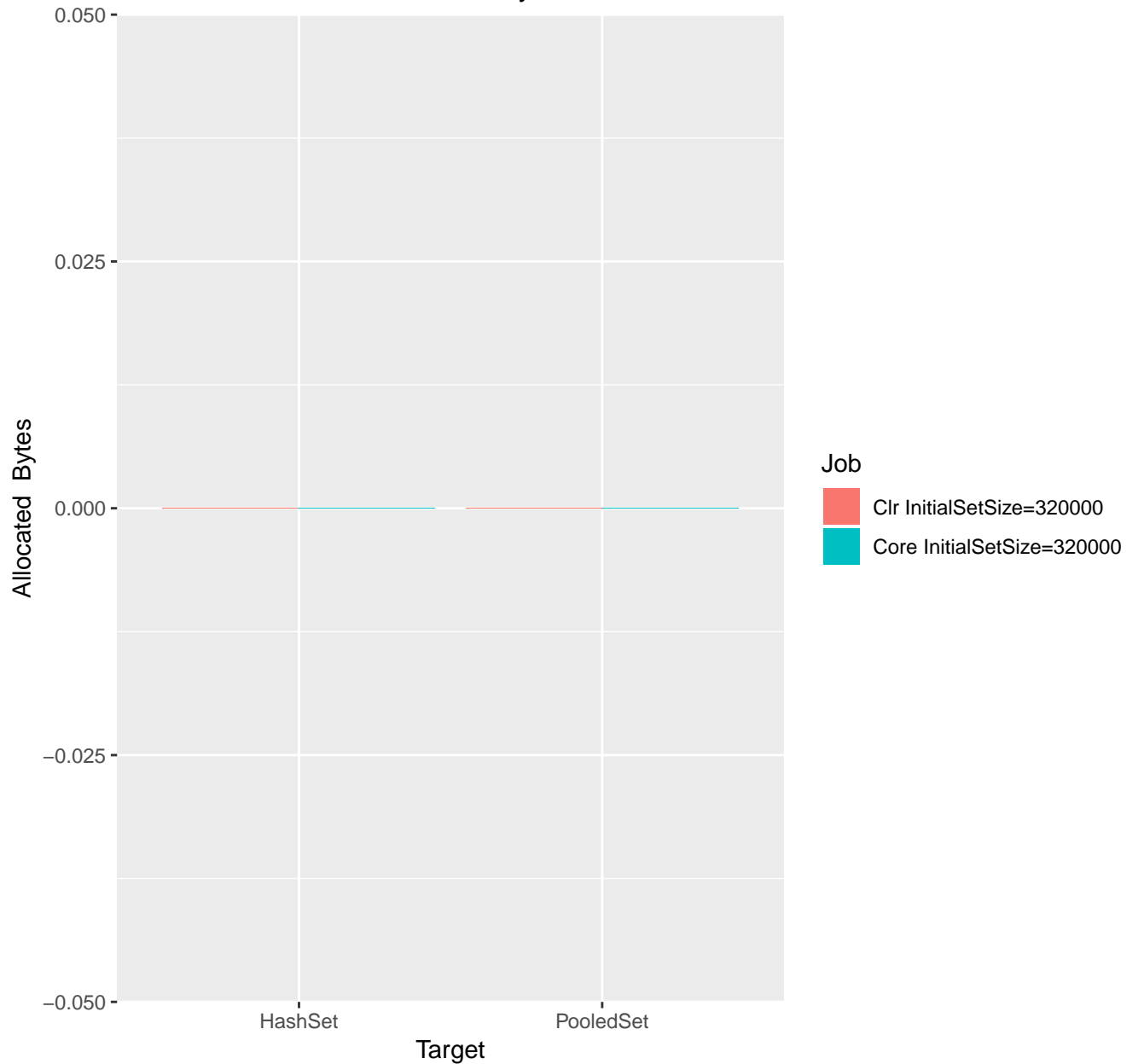




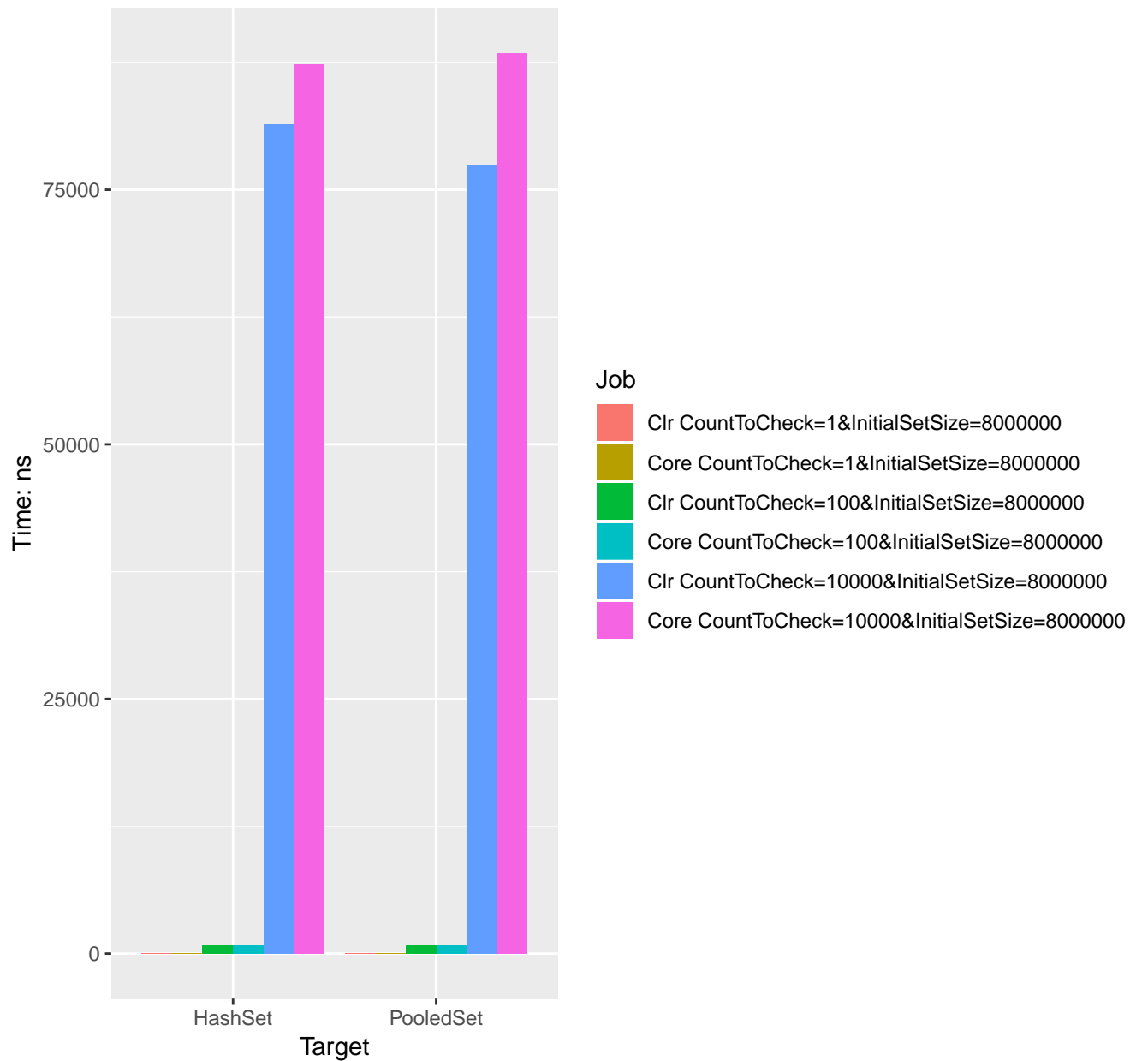
# PooledSet.Set\_Clear – Time



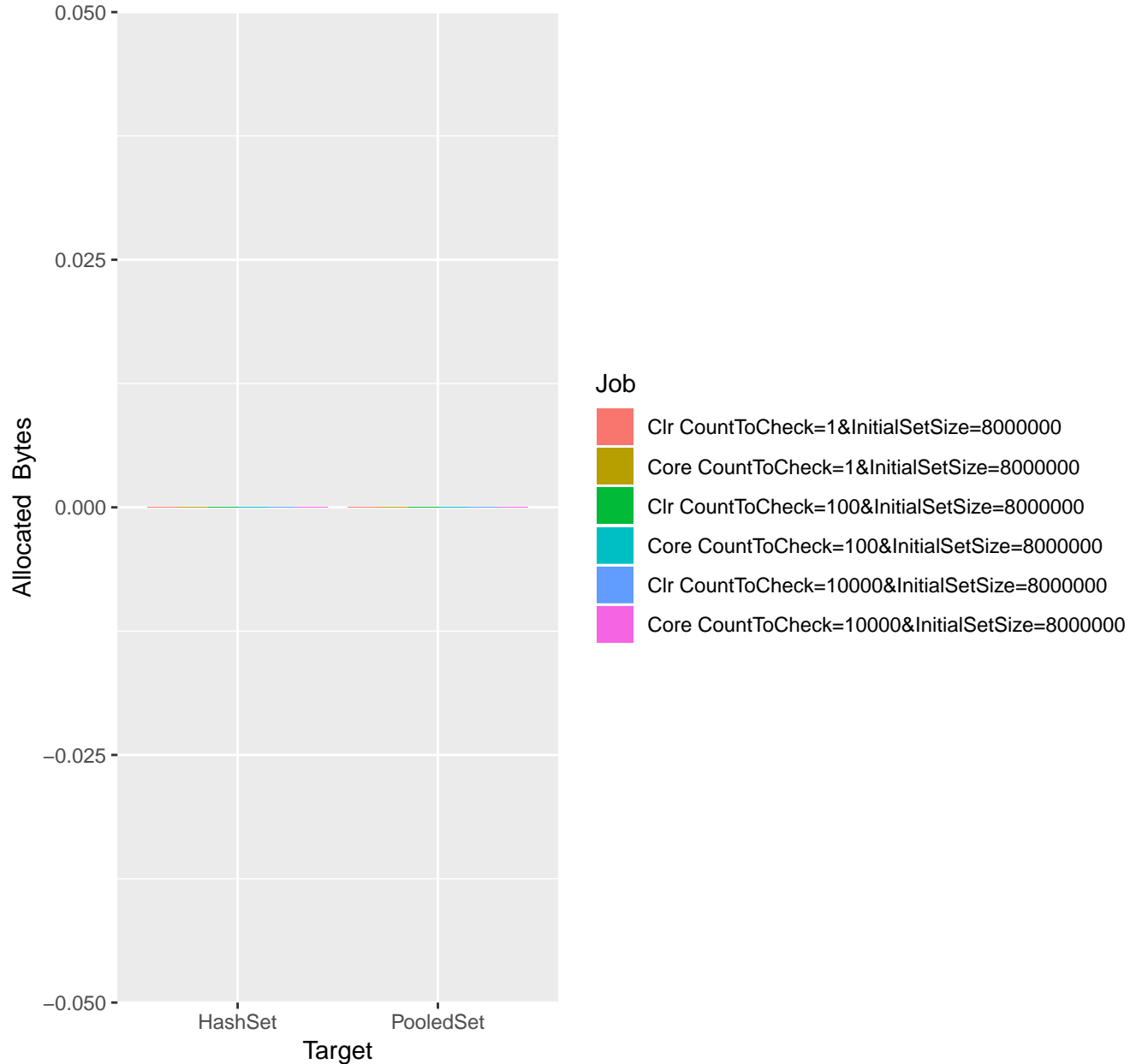
# PooledSet.Set\_Clear – Memory



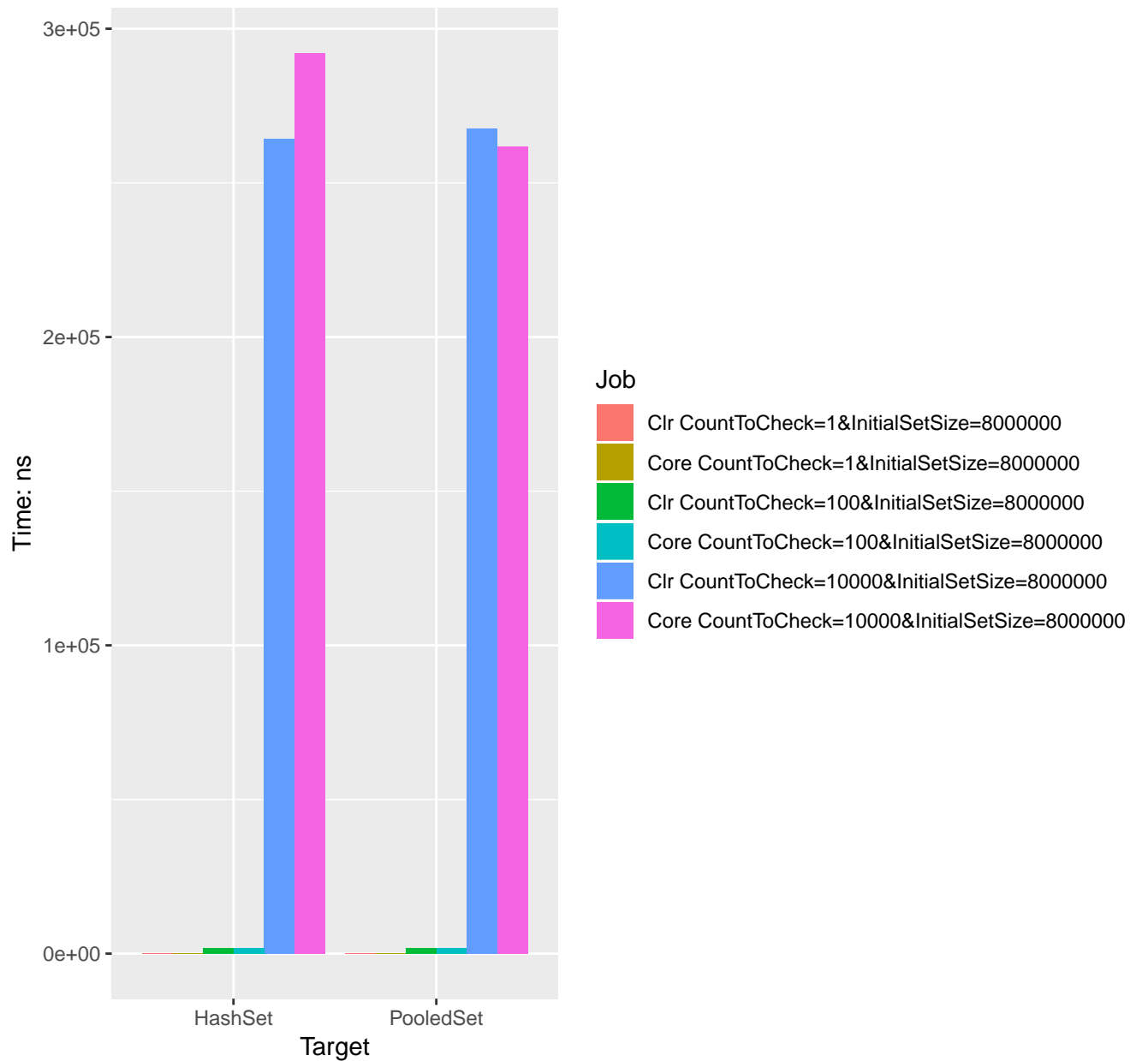
# PooledSet.Set\_Contains\_False – Time



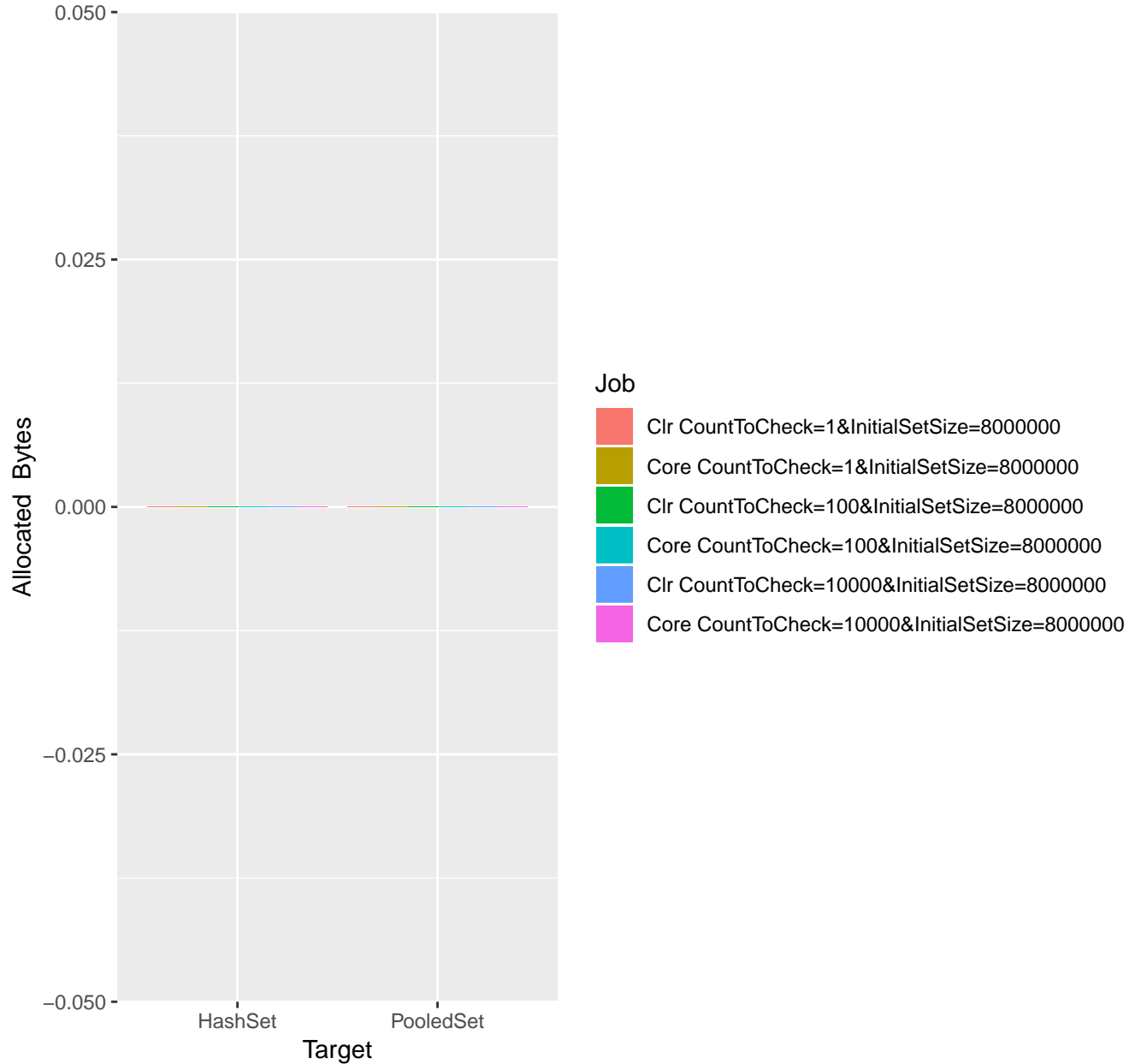
# PooledSet.Set\_Contains\_False – Memory



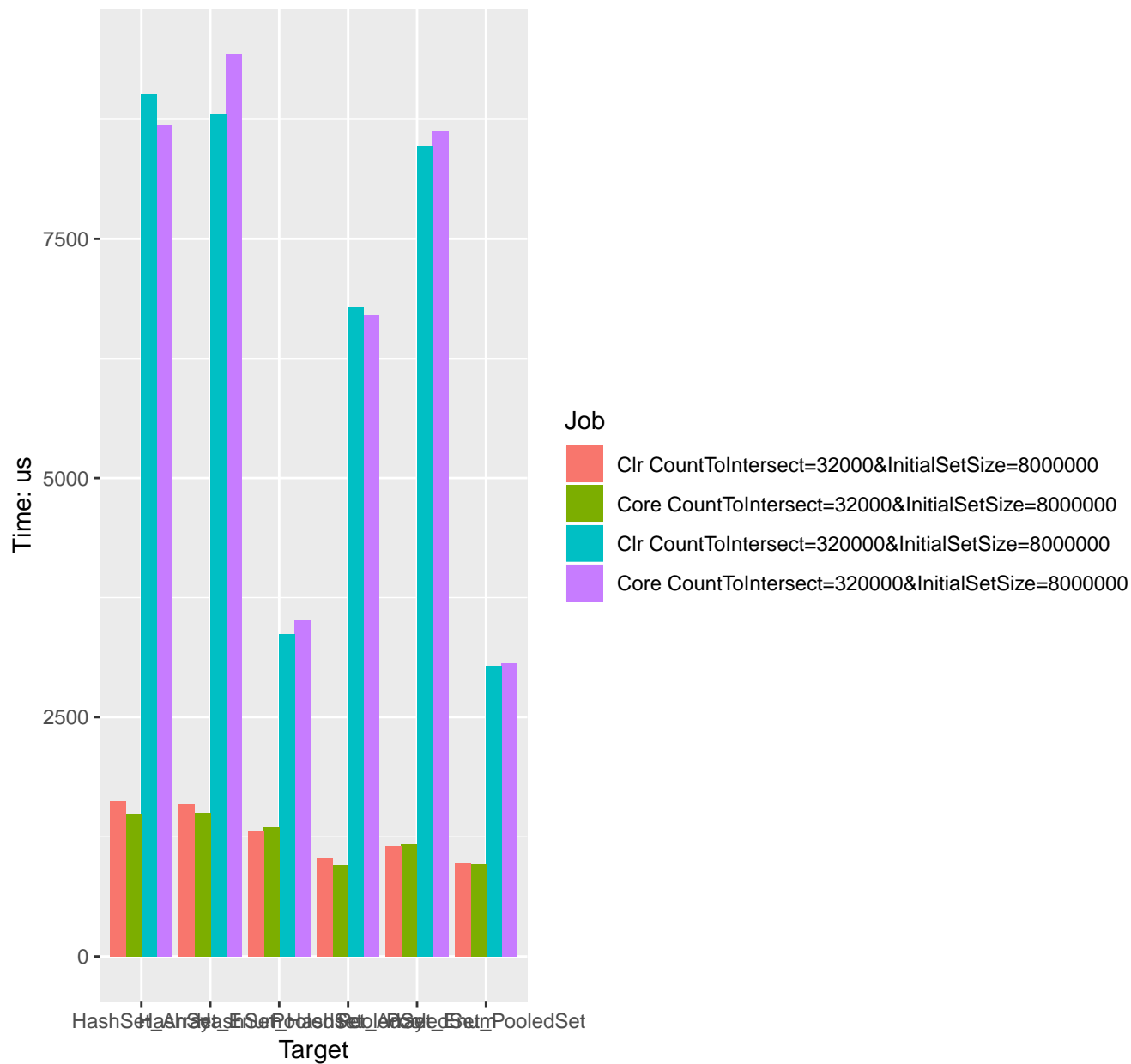
# PooledSet.Set\_Contains\_True – Time



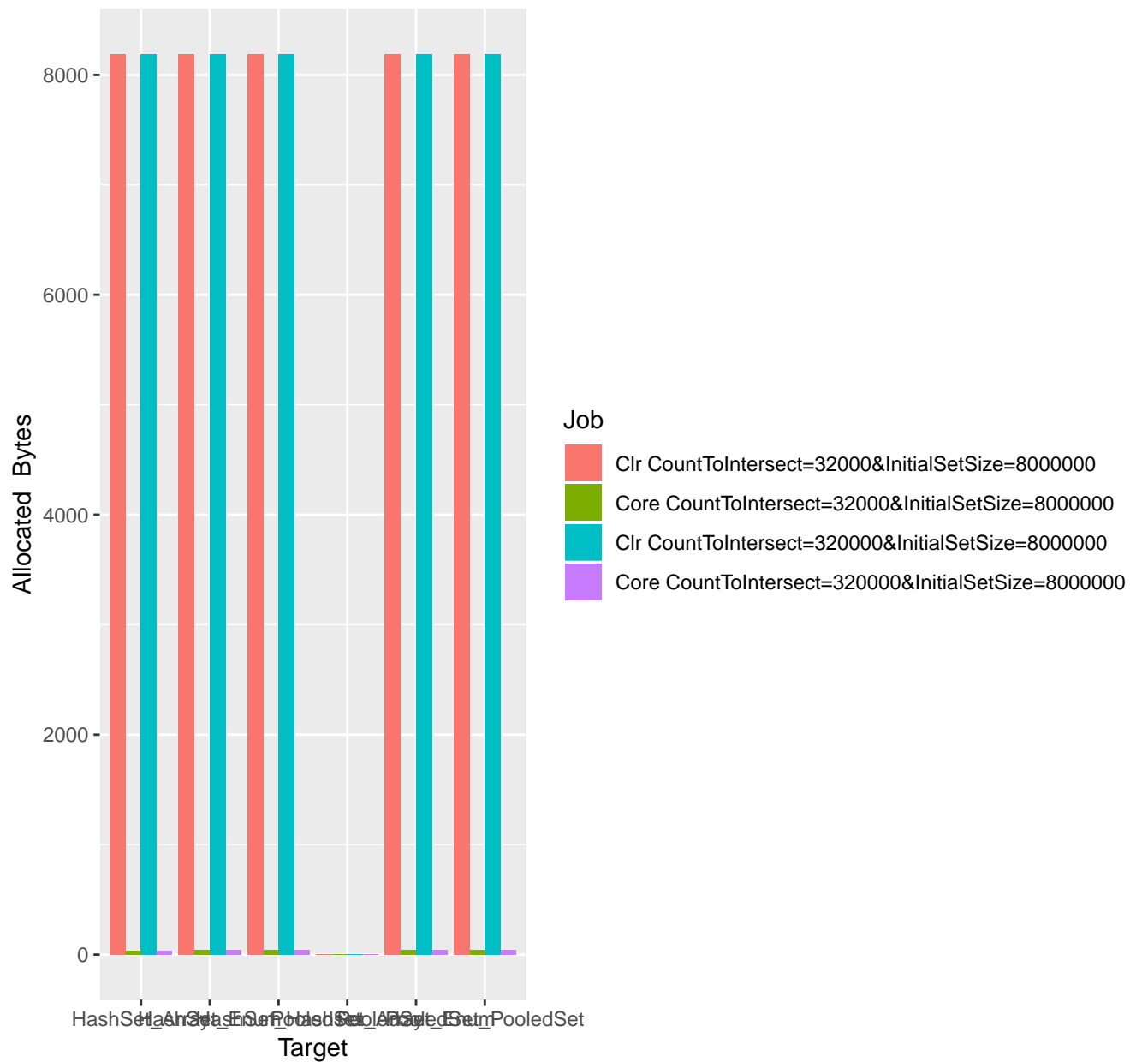
# PooledSet.Set\_Contains\_True – Memory



## PooledSet.Set\_Except – Time

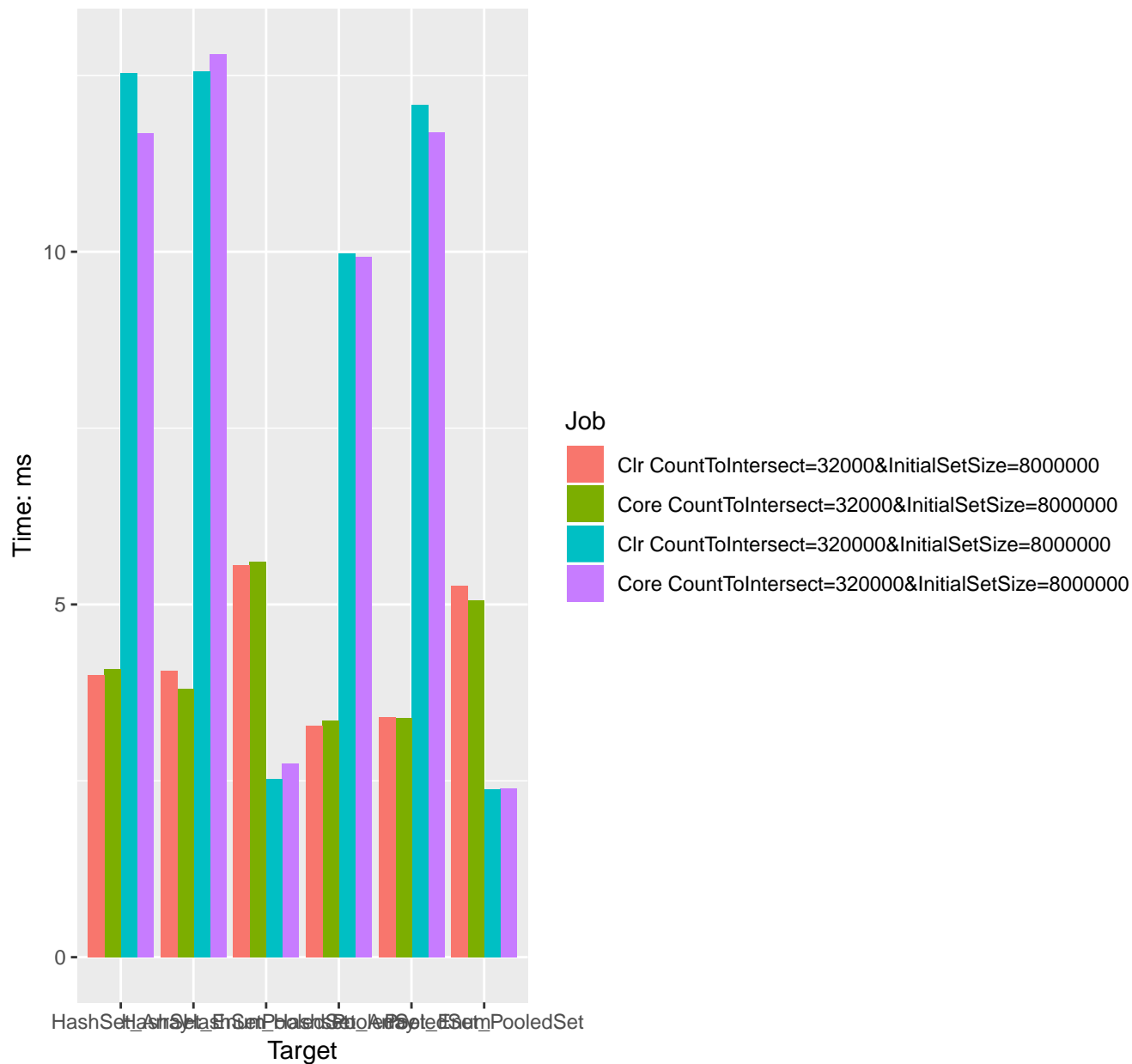


# PooledSet.Set\_Except – Memory

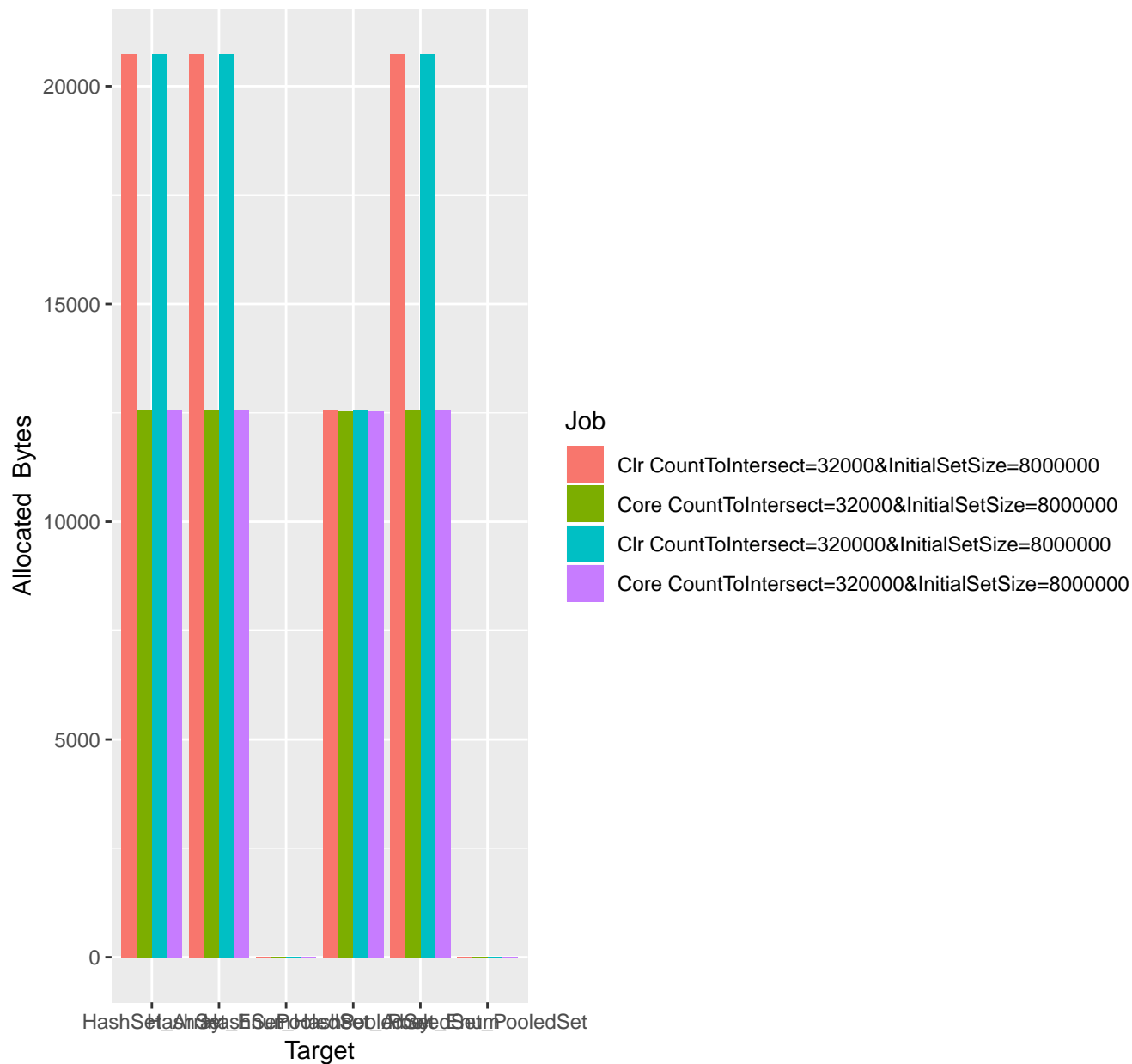




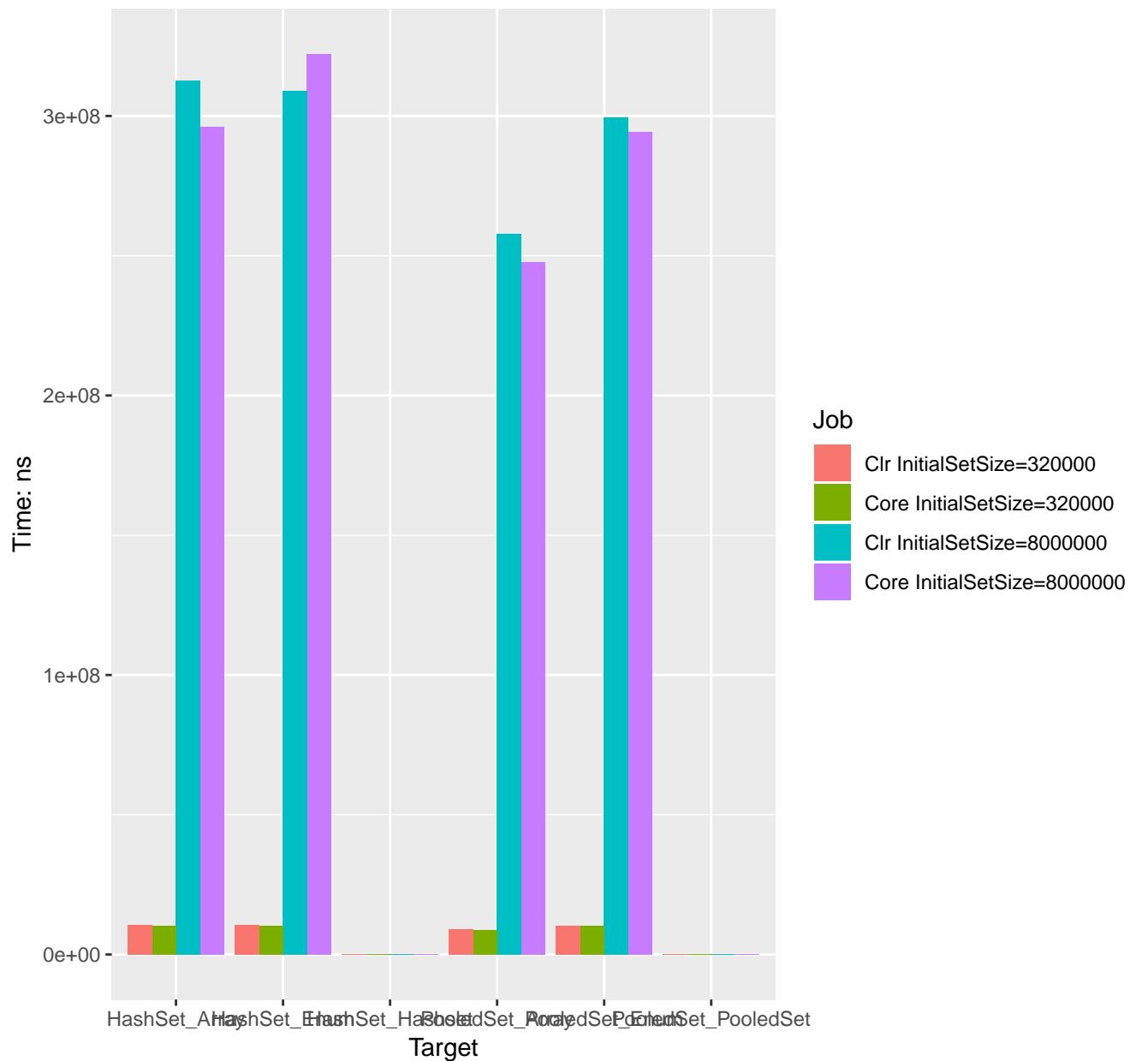
## PooledSet.Set\_Intersect – Time



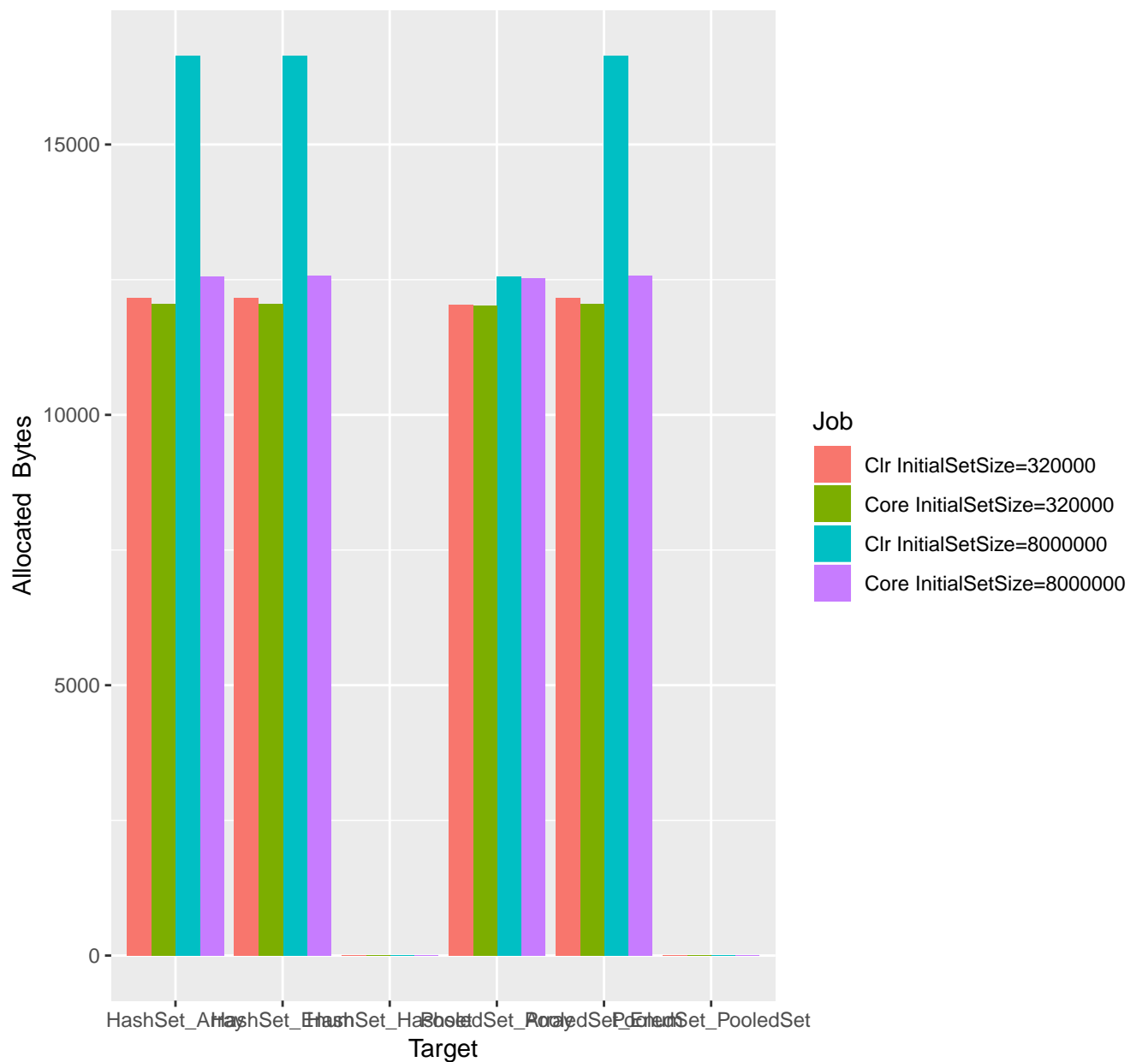
## PooledSet.Set\_Intersect – Memory



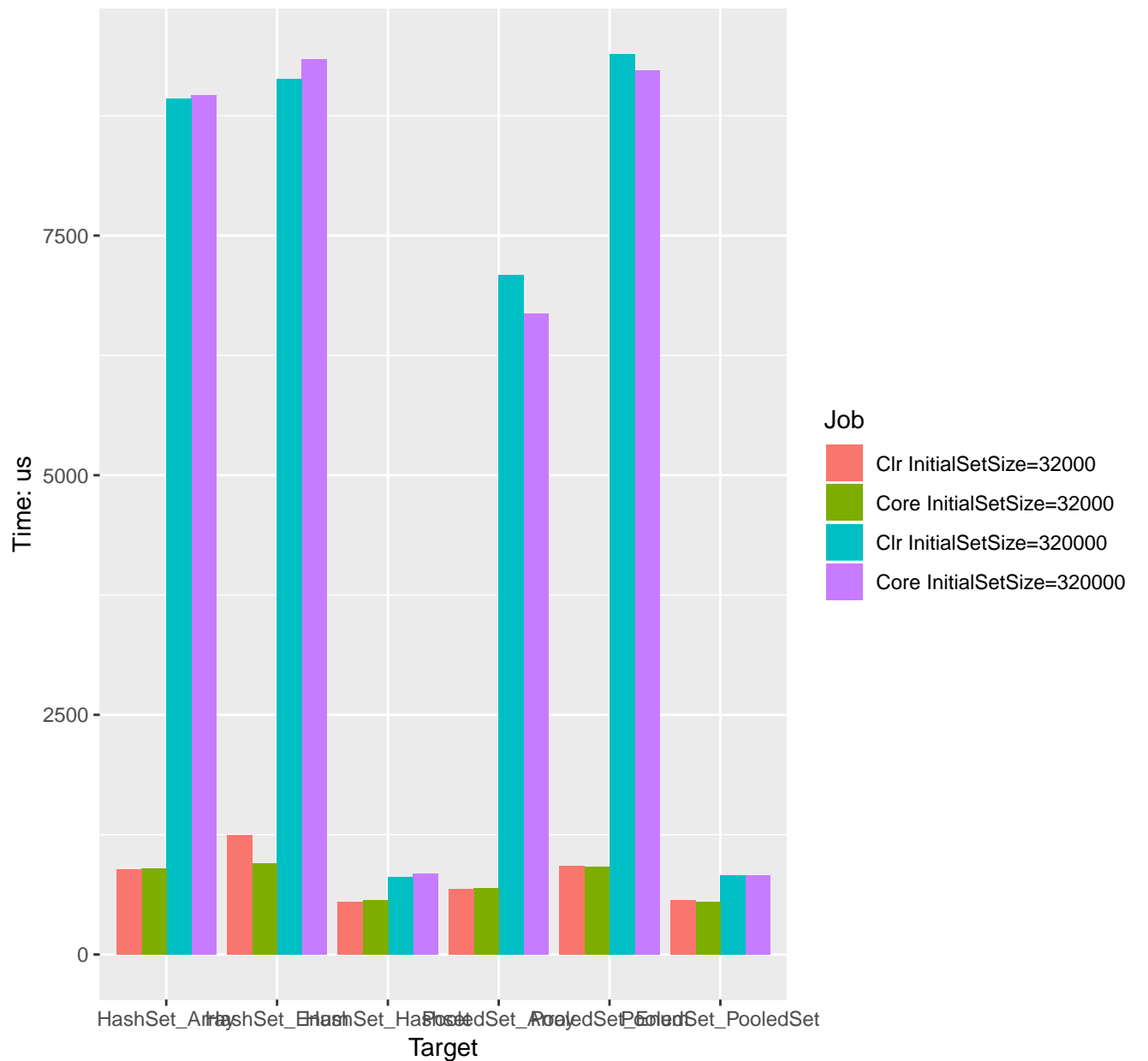
# PooledSet.Set\_IsProperSubset – Time



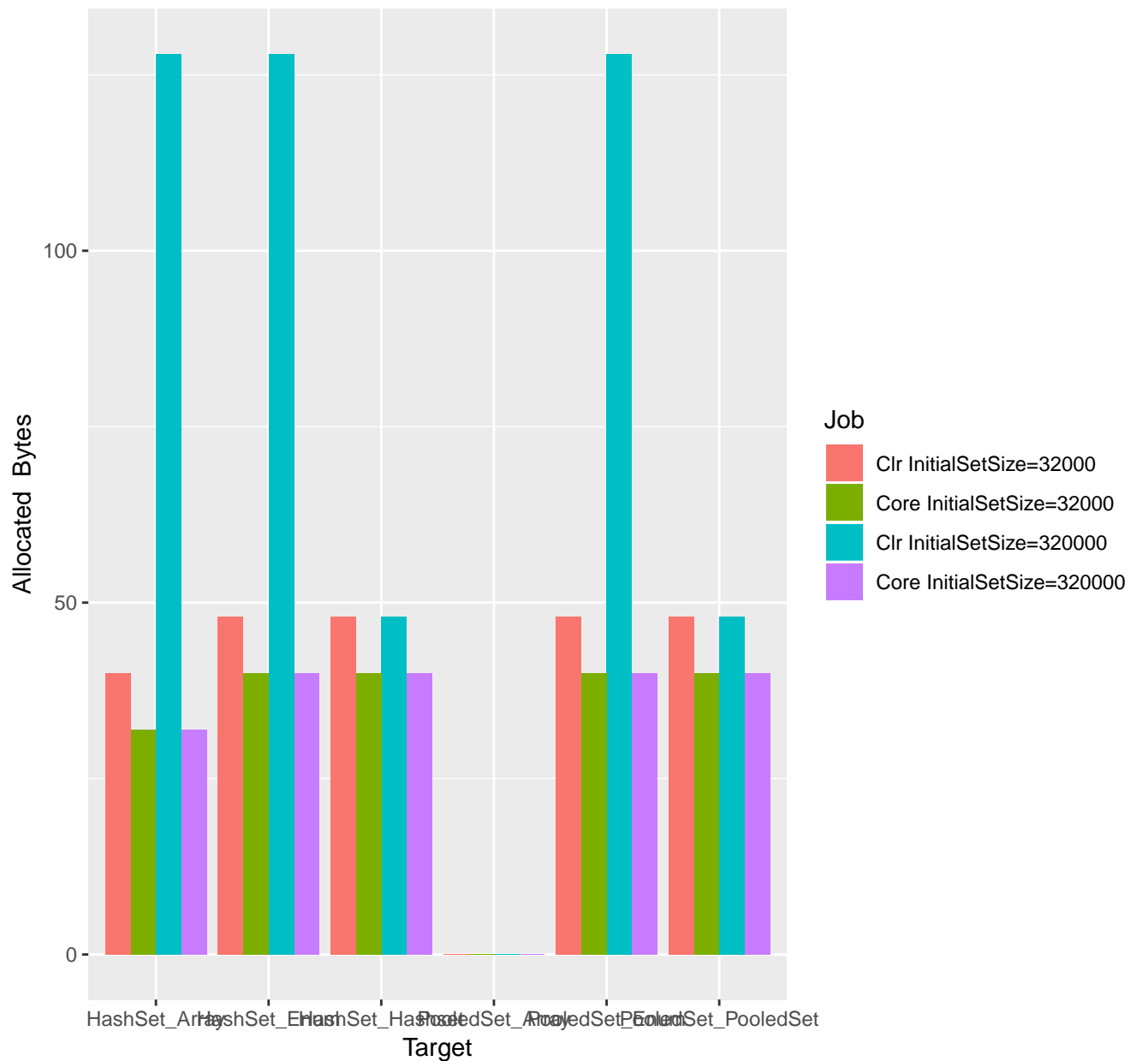
# PooledSet.Set\_IsProperSubset – Memory



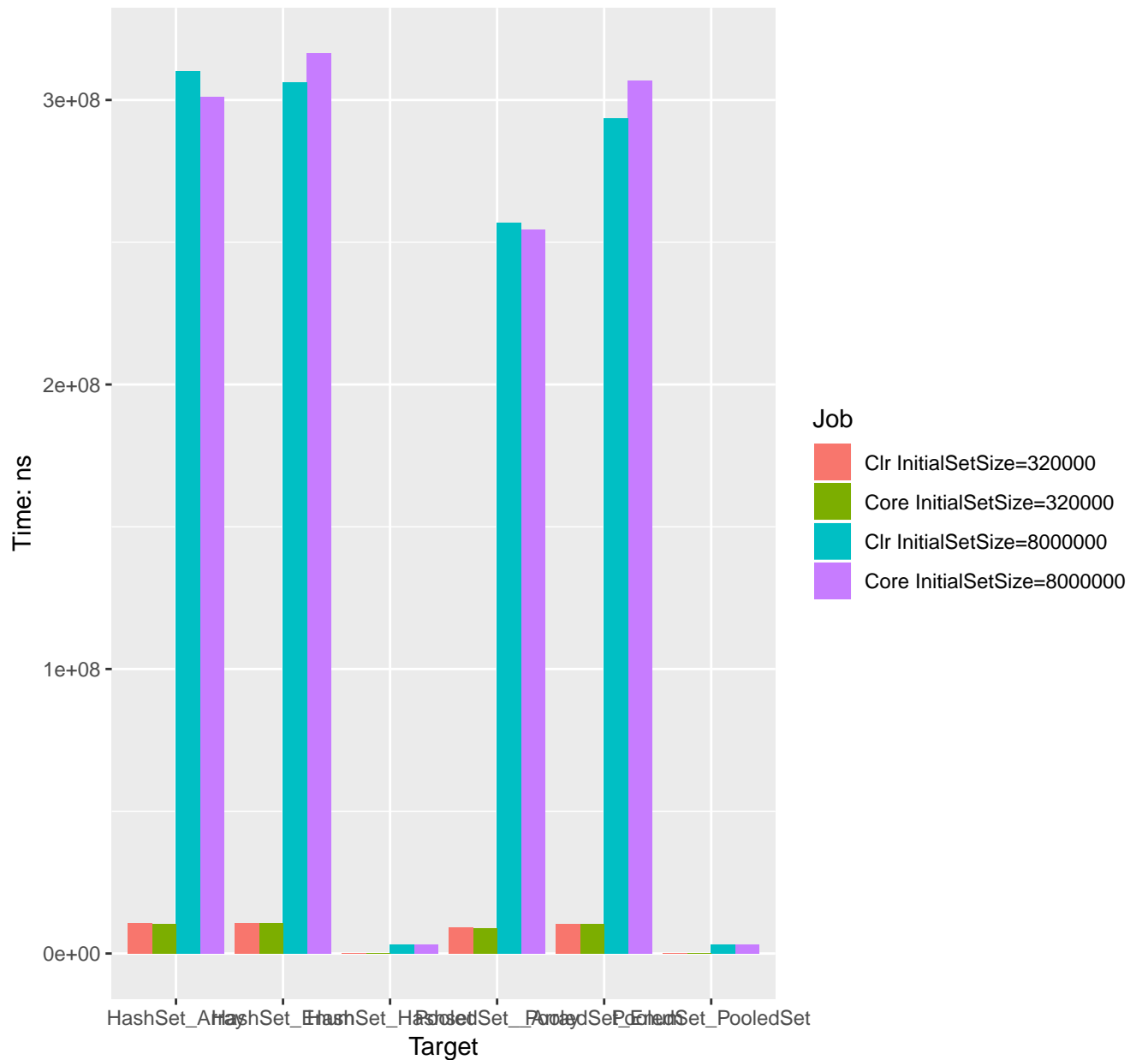
# PooledSet.Set\_IsProperSuperset – Time



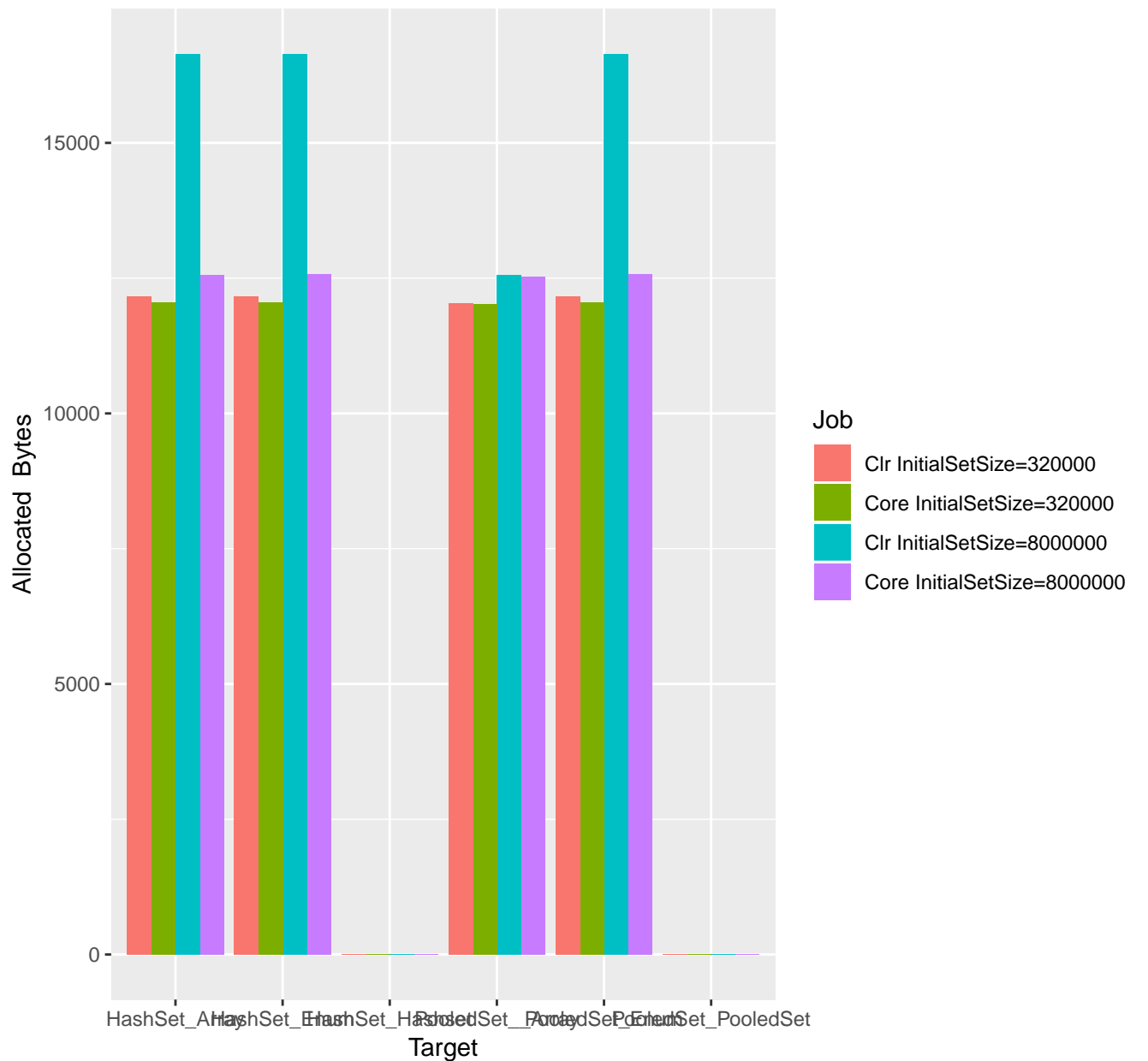
# PooledSet.Set\_IsProperSuperset – Memory



# PooledSet.Set\_IsSubset – Time

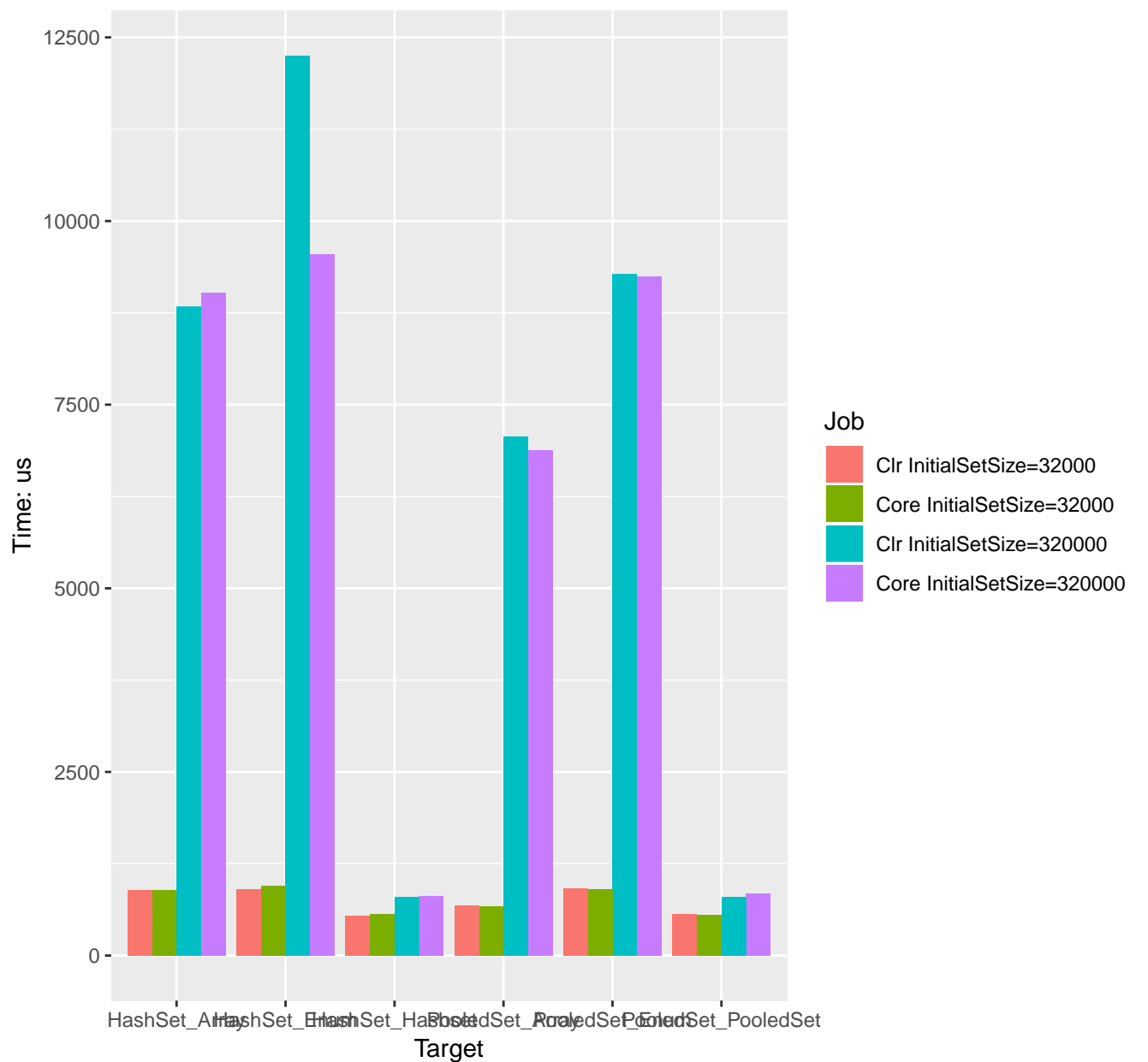


# PooledSet.Set\_IsSubset – Memory

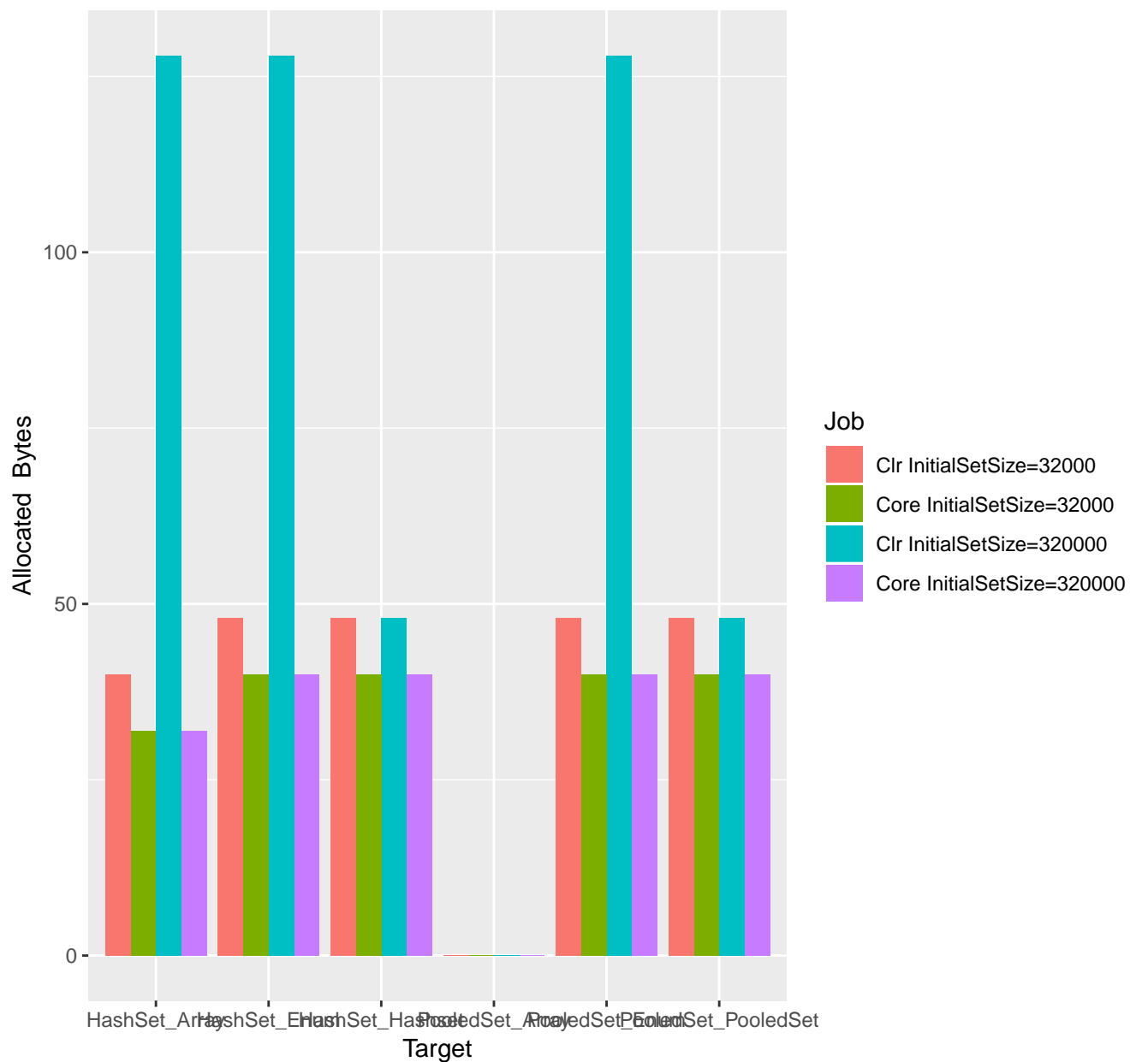




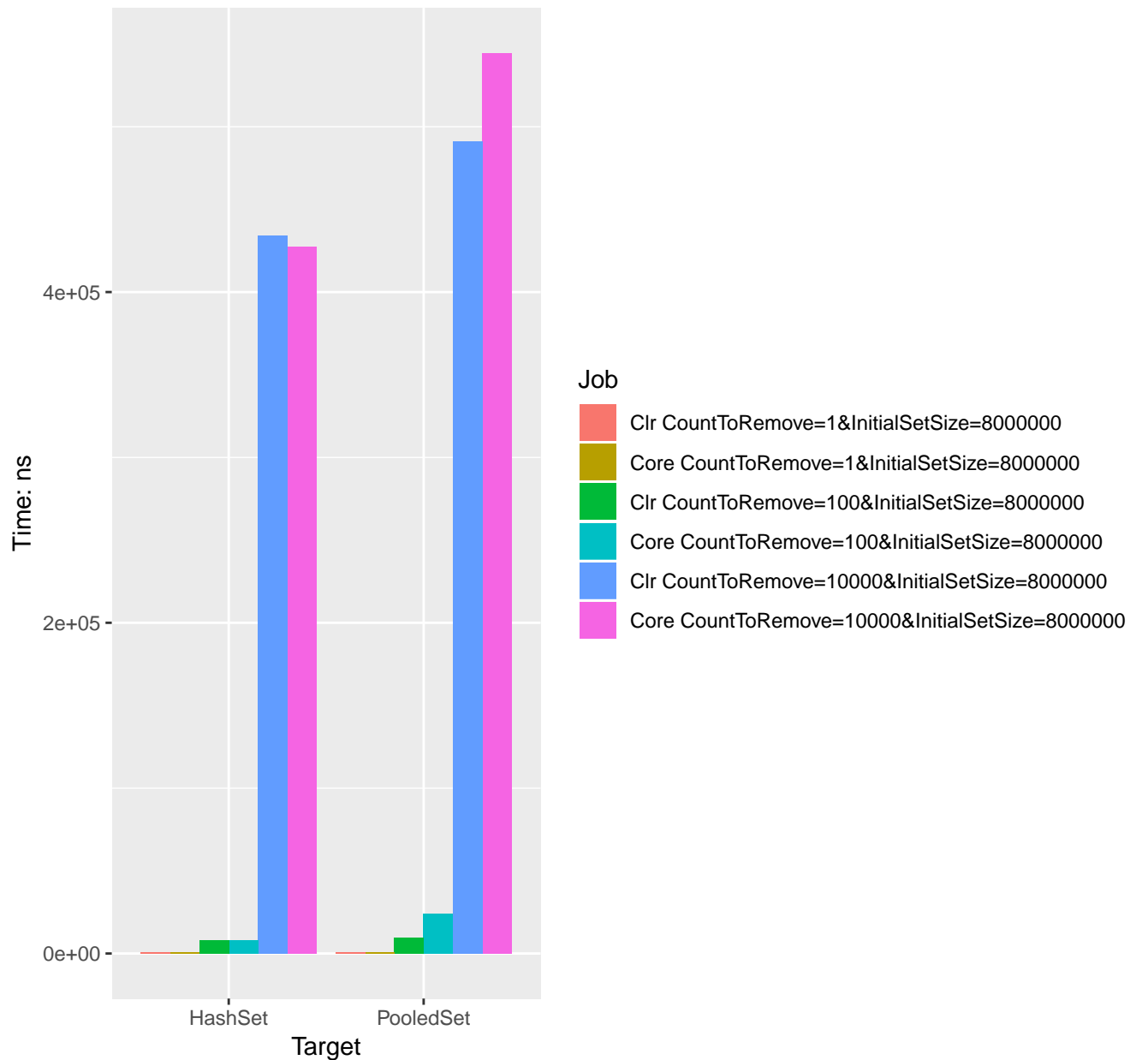
# PooledSet.Set\_IsSuperset – Time



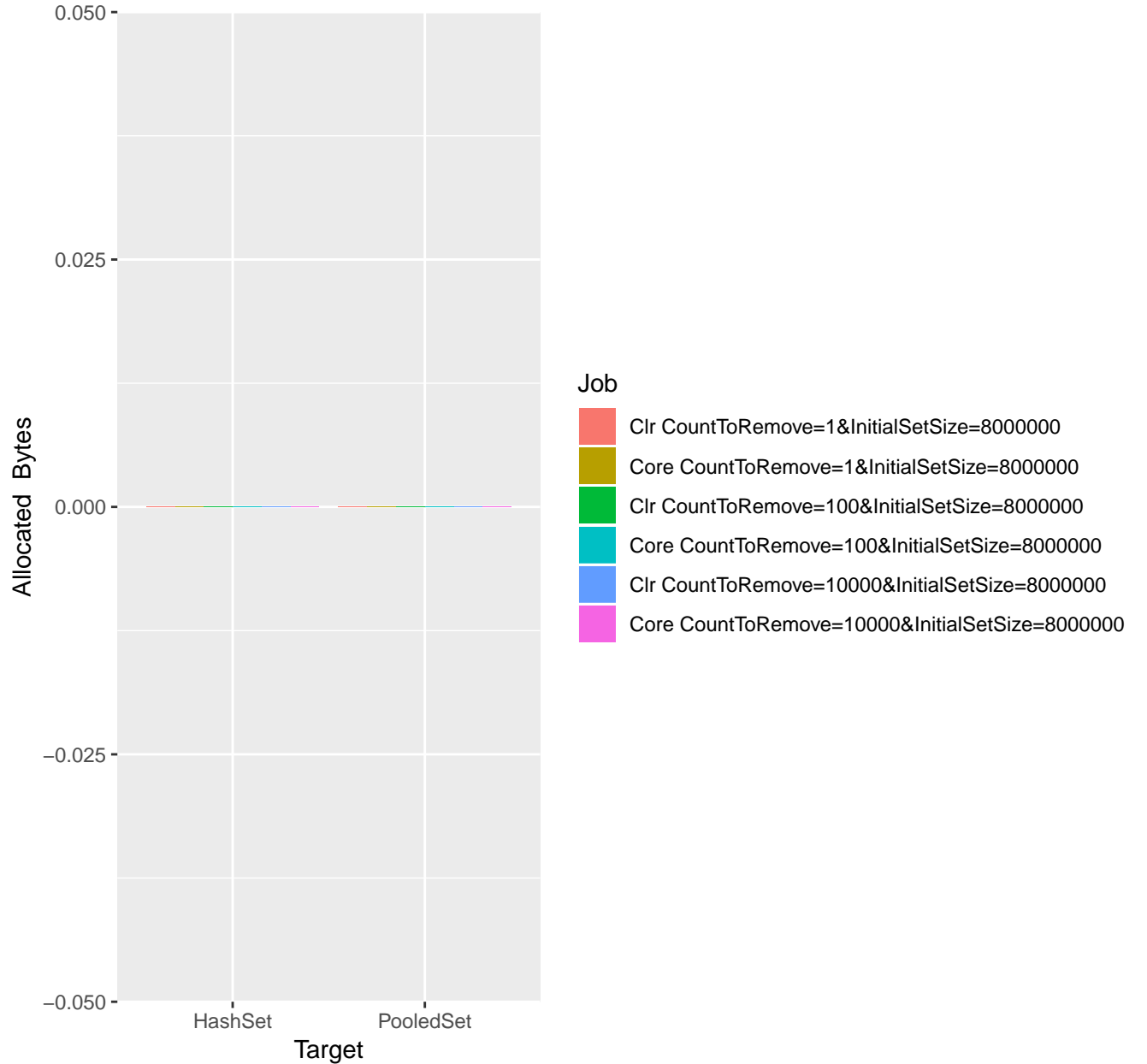
# PooledSet.Set\_IsSuperset – Memory



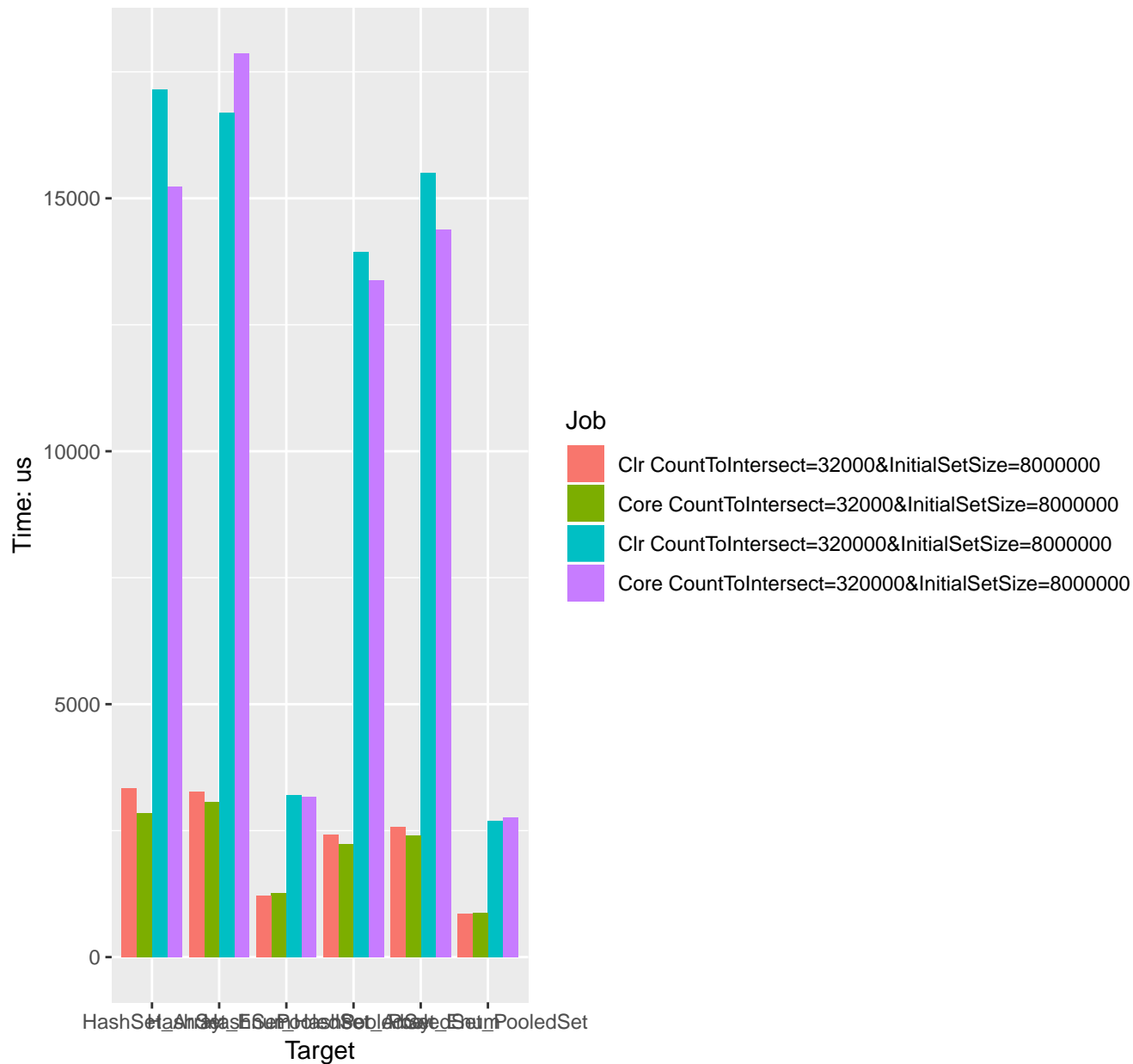
# PooledSet.Set\_Remove – Time



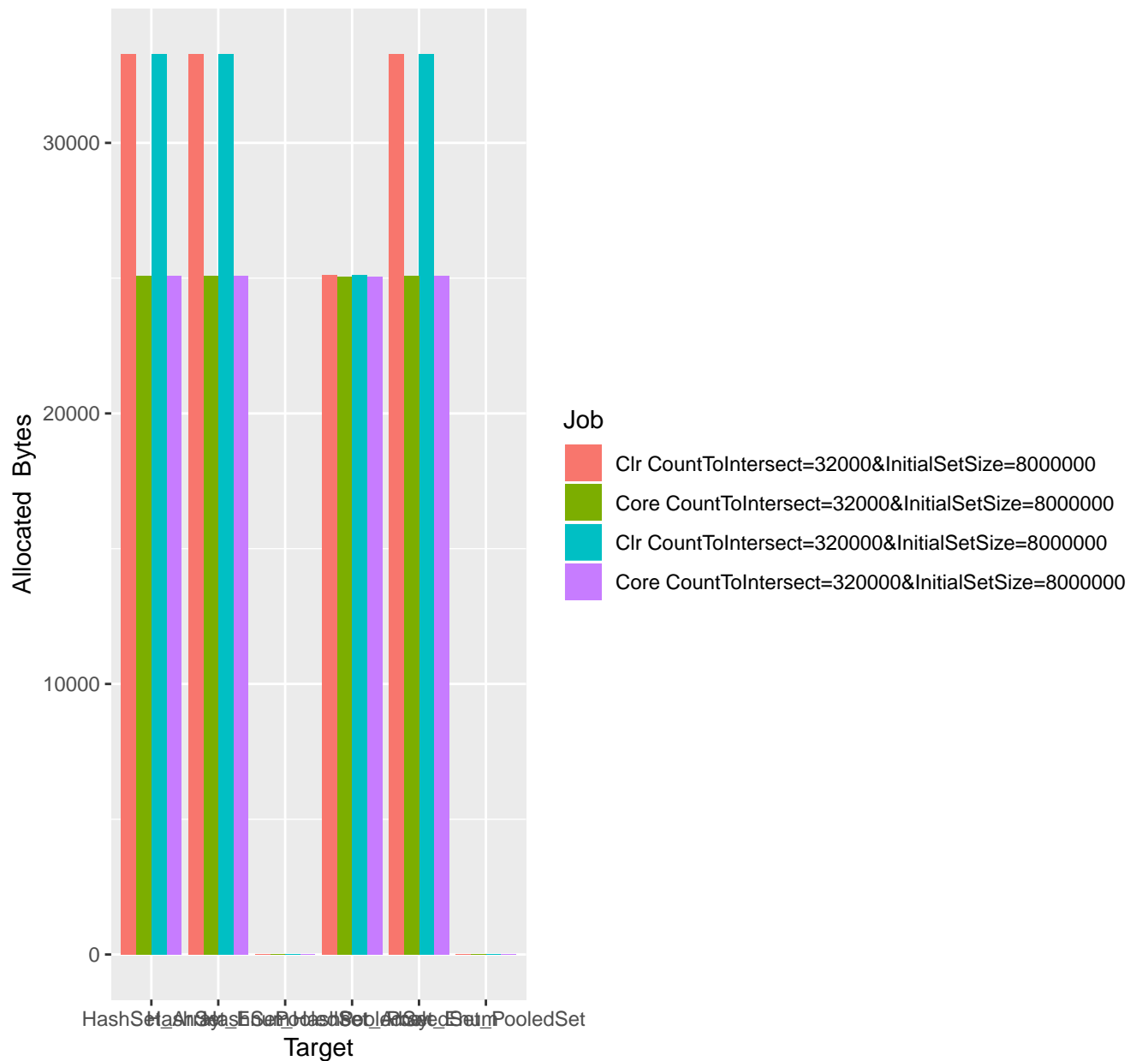
# PooledSet.Set\_Remove – Memory



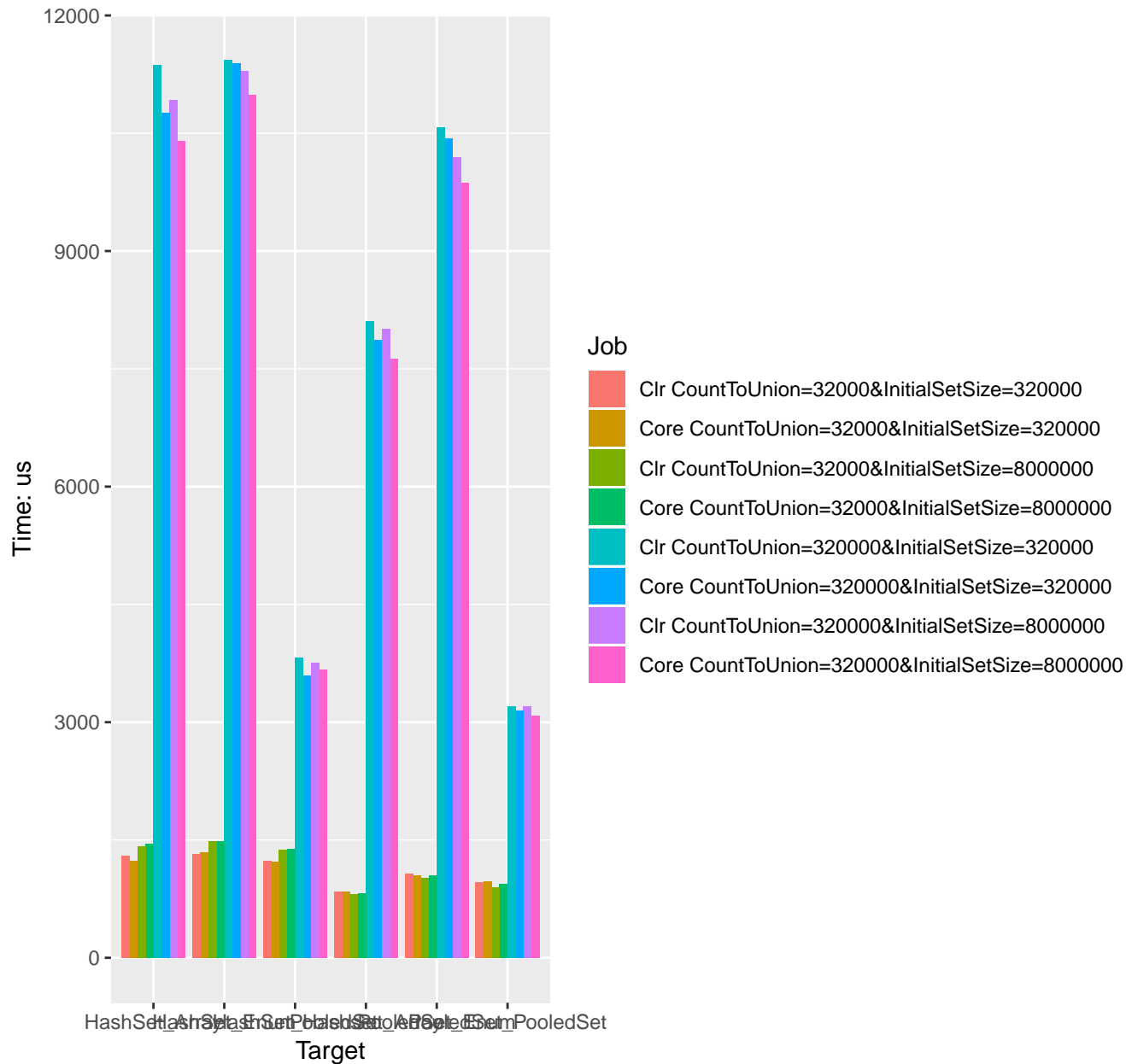
## PooledSet.Set\_SymmetricExcept – Time



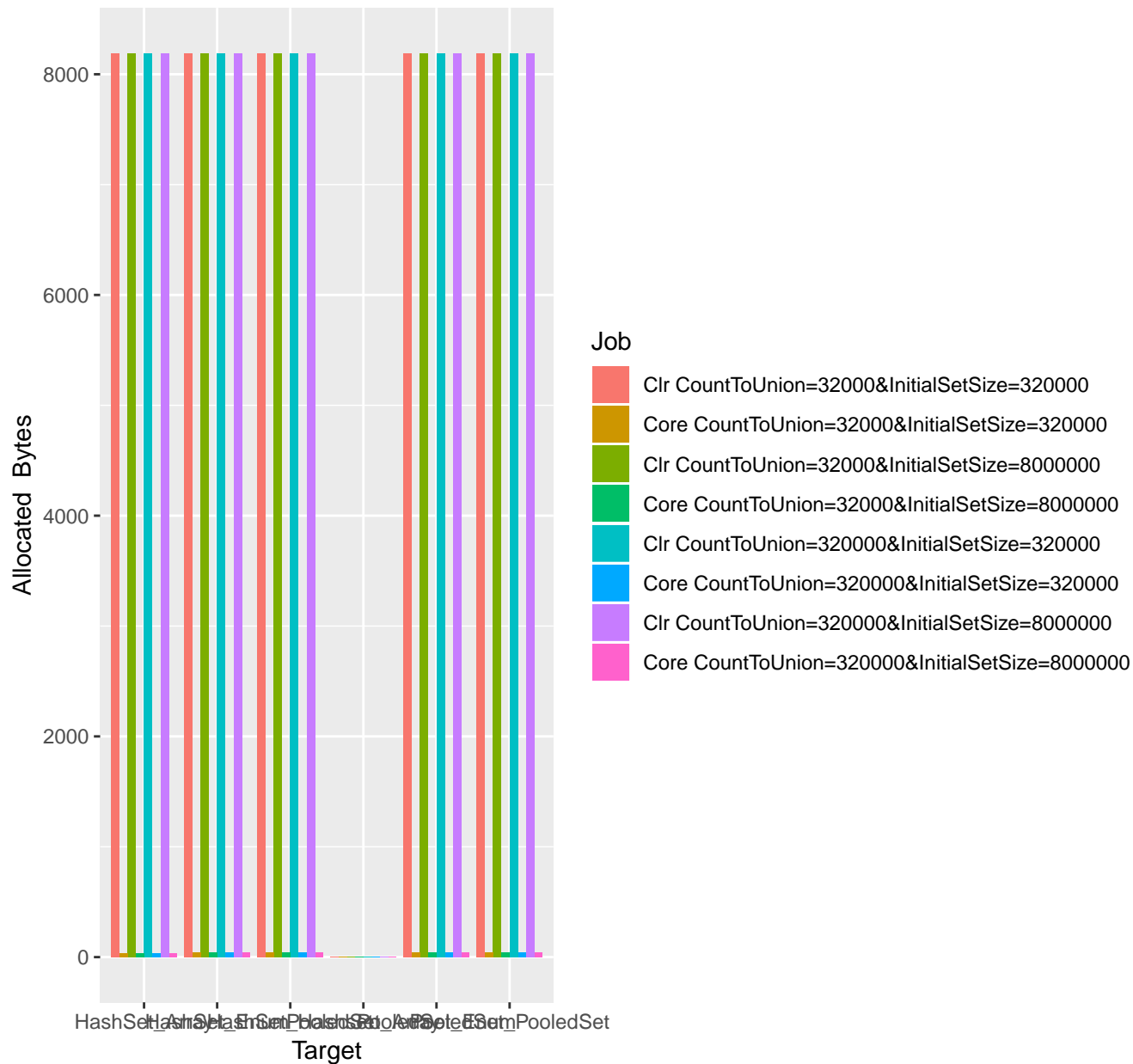
## PooledSet.Set\_SymmetricExcept – Memory



## PooledSet.Set\_Union – Time

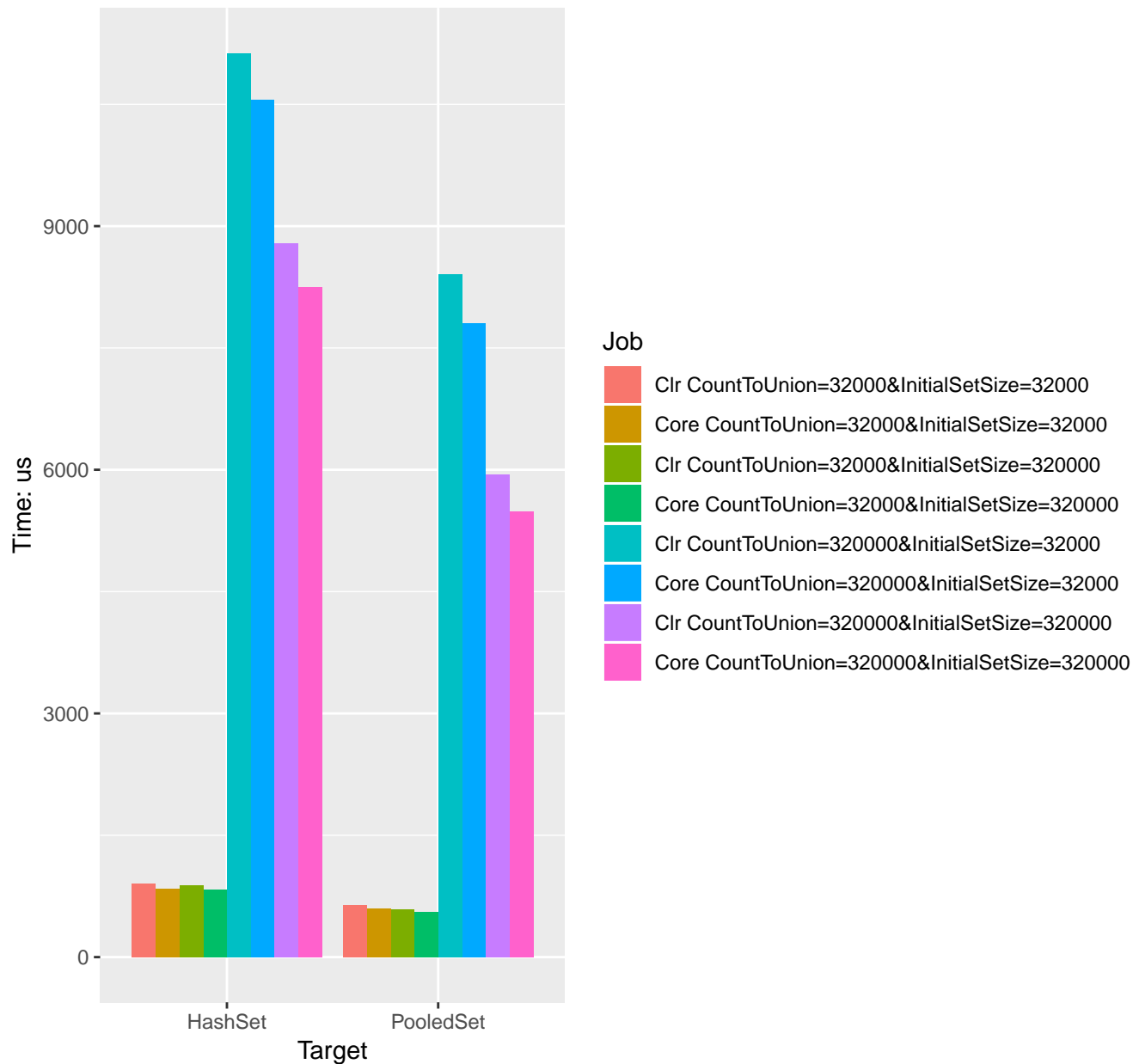


## PooledSet.Set\_Union – Memory

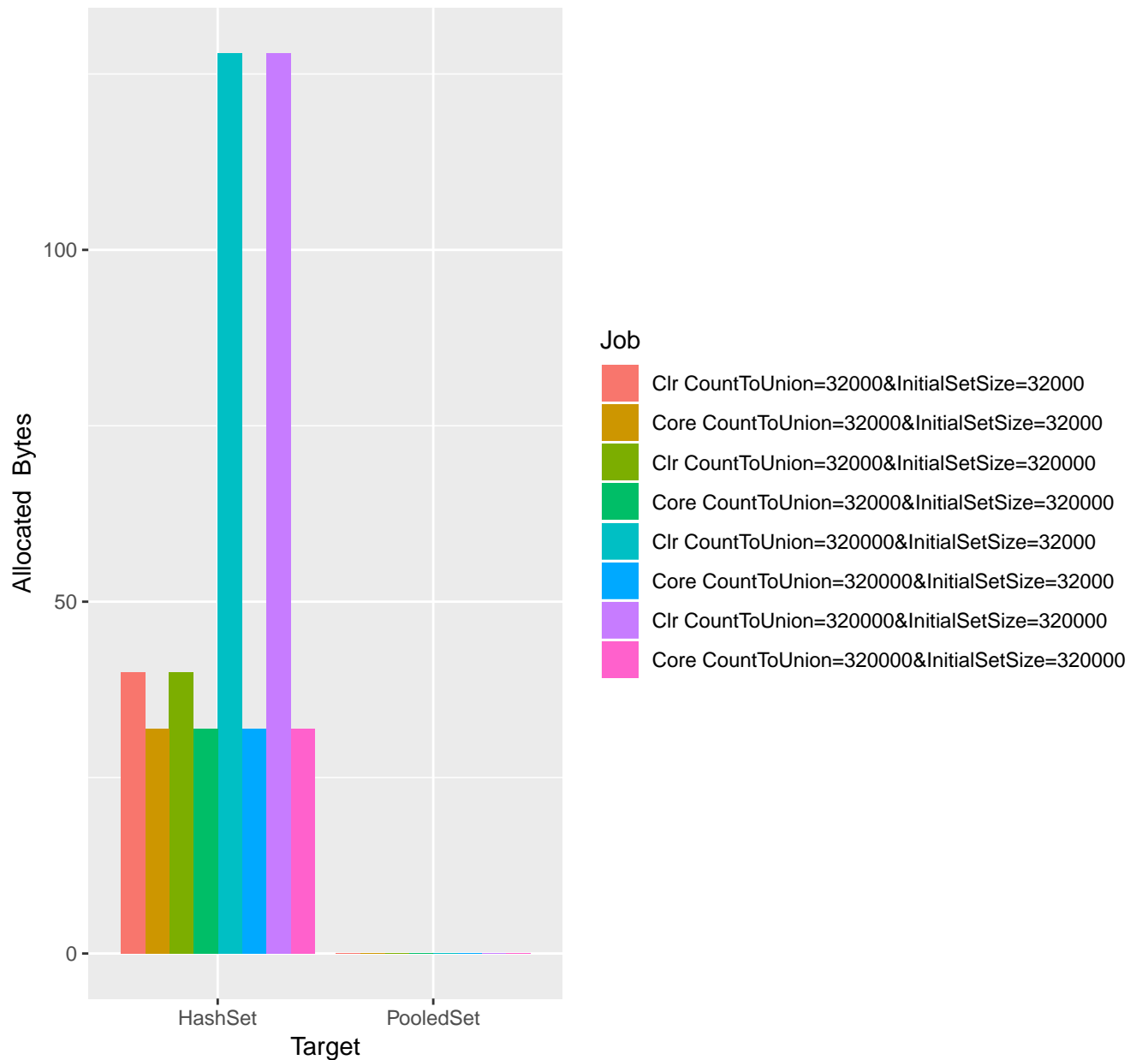




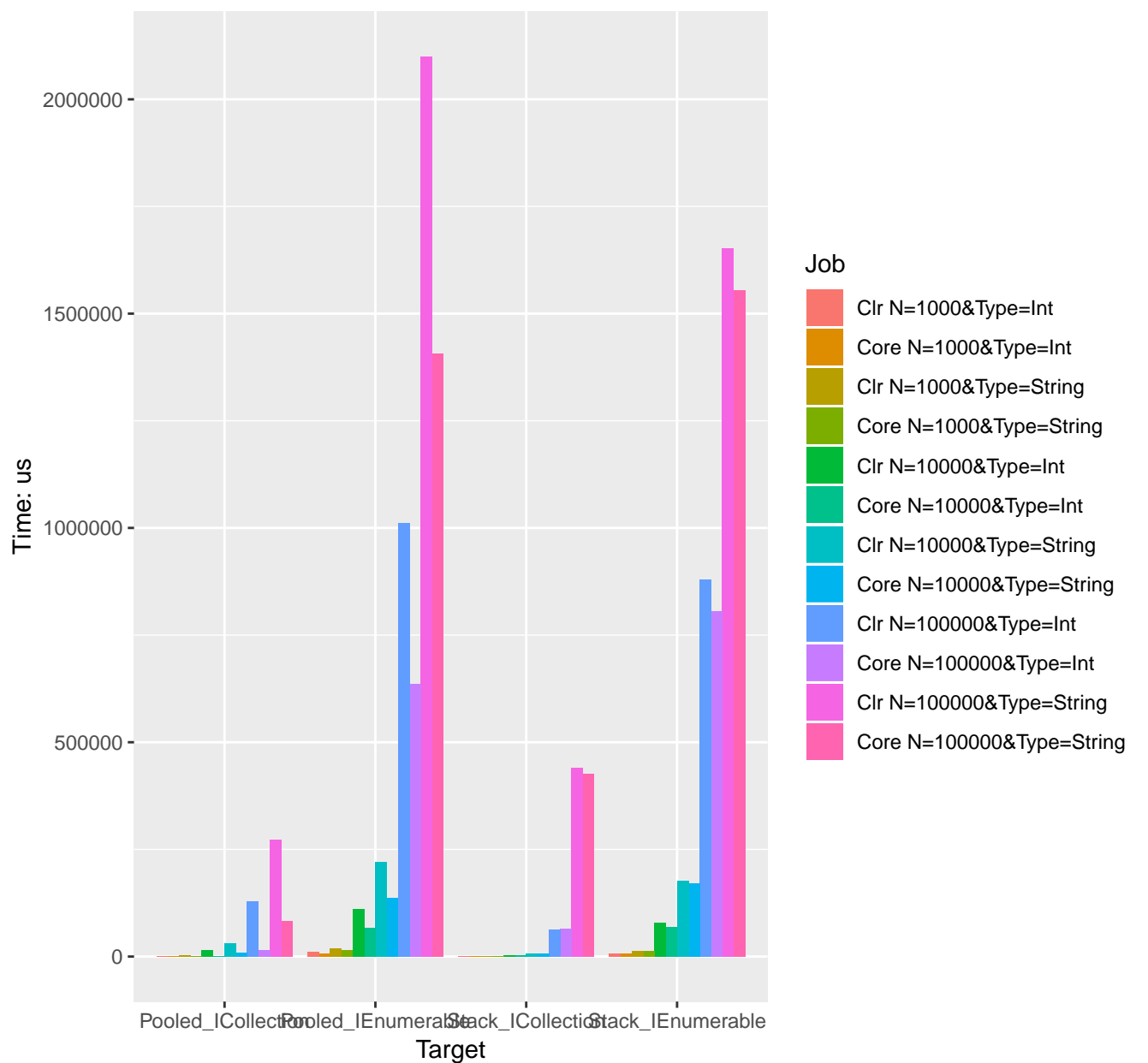
# PooledSet.Set\_Union\_NoOp – Time



# PooledSet.Set\_Union\_NoOp – Memory



# PooledStack.Stack\_Constructors – Time



# PooledStack.Stack\_Constructors – Memory

Allocated Kilobytes

2000000

1500000

1000000

500000

0

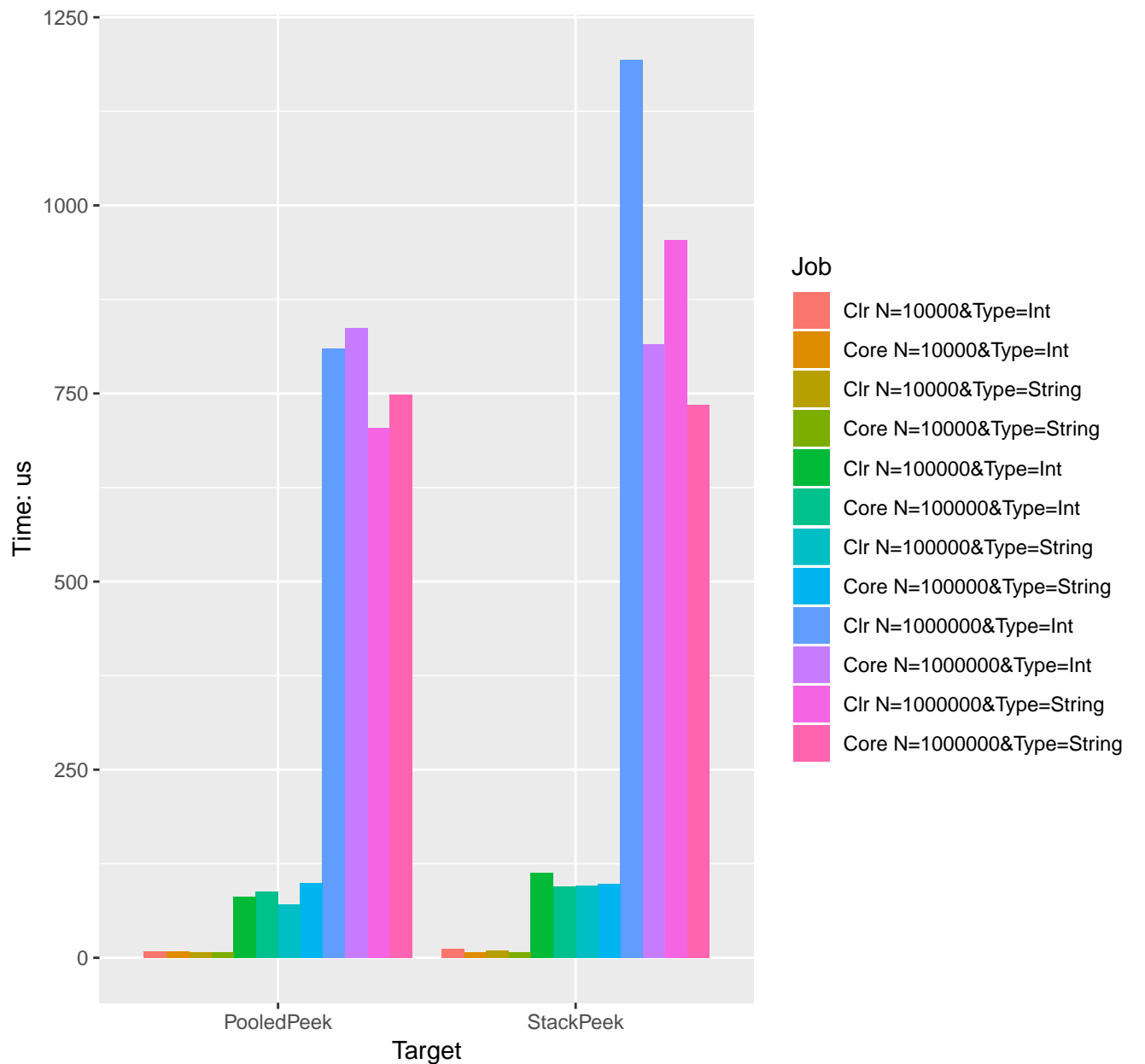
Pooled\_IEnumerable Stack\_IEnumerable

Target

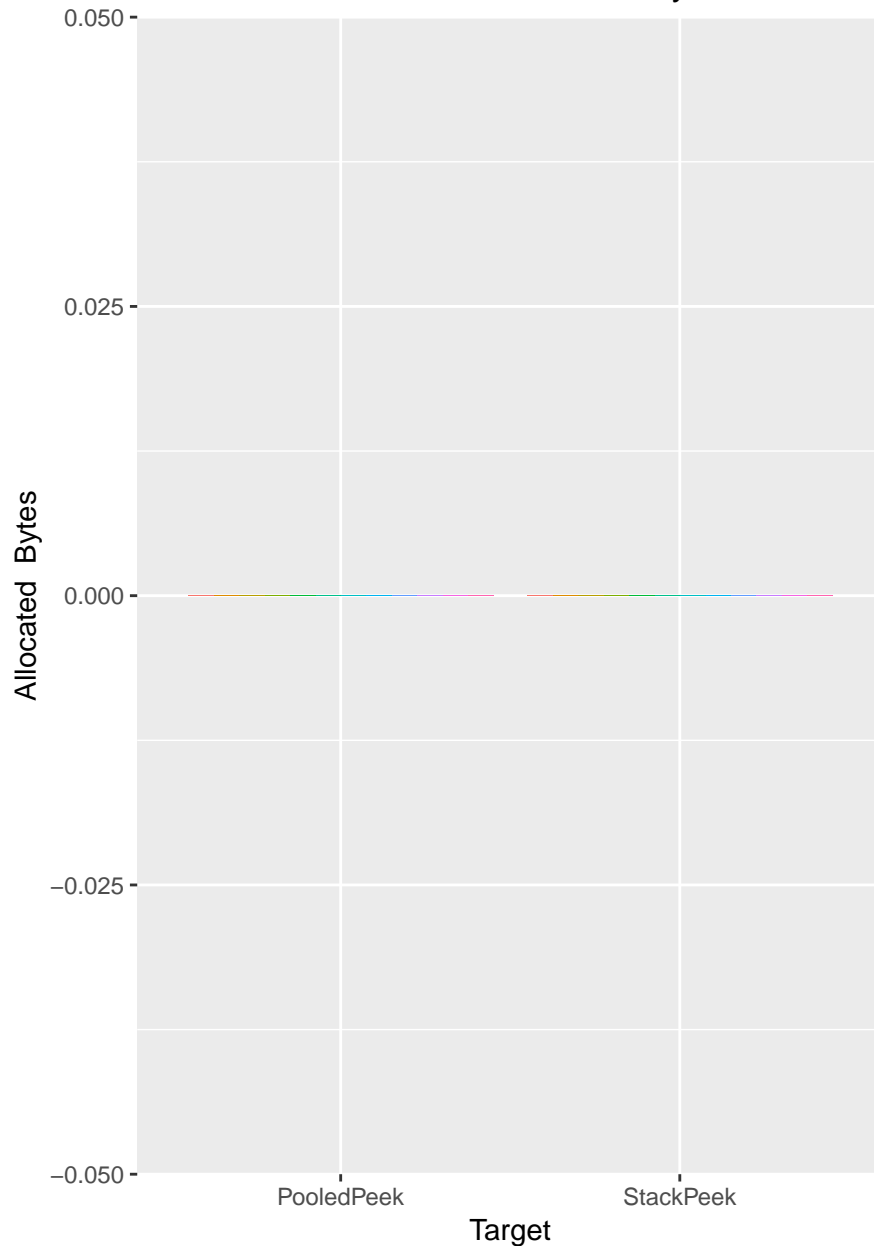
Job

- Clr N=1000&Type=Int
- Core N=1000&Type=Int
- Clr N=1000&Type=String
- Core N=1000&Type=String
- Clr N=10000&Type=Int
- Core N=10000&Type=Int
- Clr N=10000&Type=String
- Core N=10000&Type=String
- Clr N=100000&Type=Int
- Core N=100000&Type=Int
- Clr N=100000&Type=String
- Core N=100000&Type=String

# PooledStack.Stack\_Peek – Time



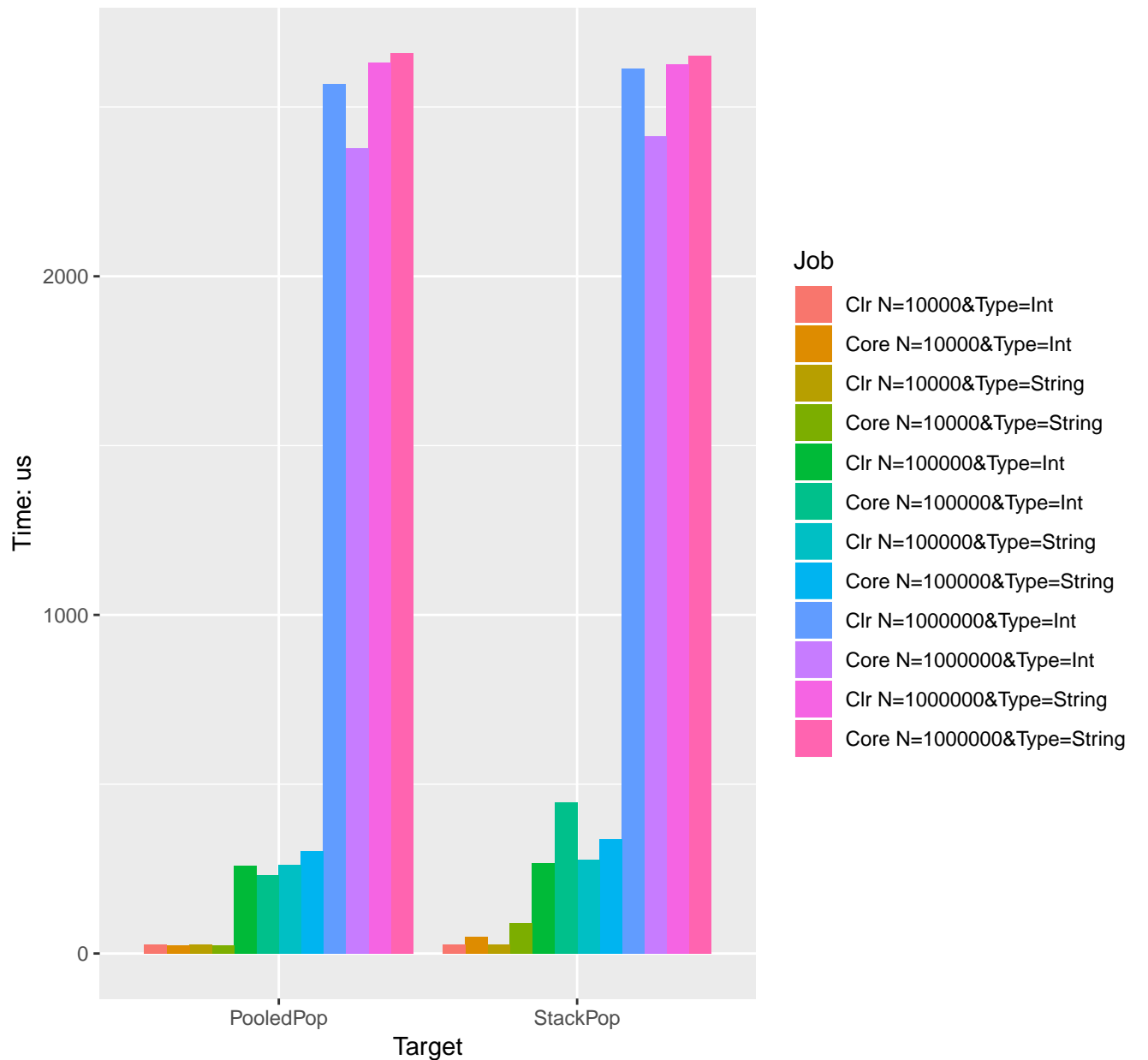
# PooledStack.Stack\_Peek – Memory



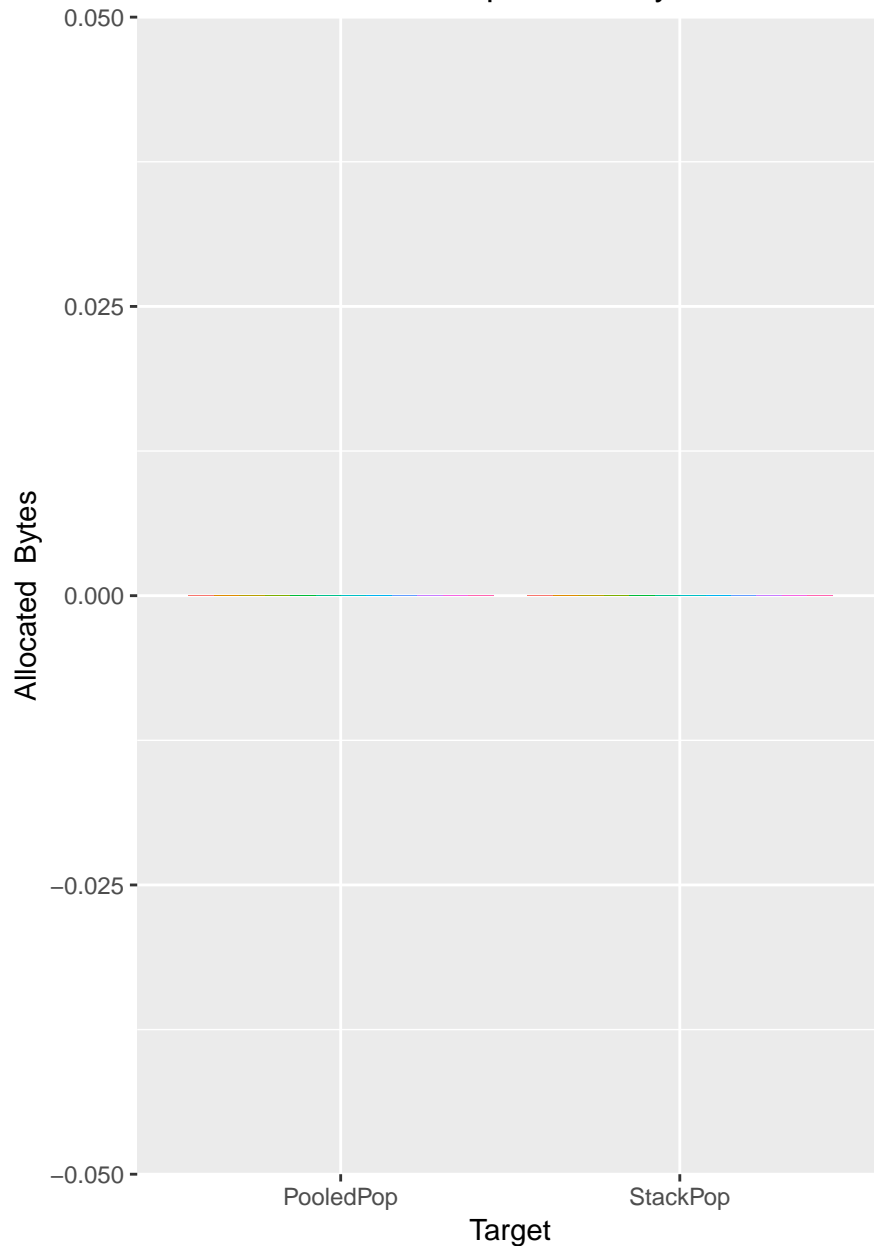
## Job

- Clr N=10000&Type=Int
- Core N=10000&Type=Int
- Clr N=10000&Type=String
- Core N=10000&Type=String
- Clr N=100000&Type=Int
- Core N=100000&Type=Int
- Clr N=100000&Type=String
- Core N=100000&Type=String
- Clr N=1000000&Type=Int
- Core N=1000000&Type=Int
- Clr N=1000000&Type=String
- Core N=1000000&Type=String

# PooledStack.Stack\_Pop – Time



# PooledStack.Stack\_Pop – Memory

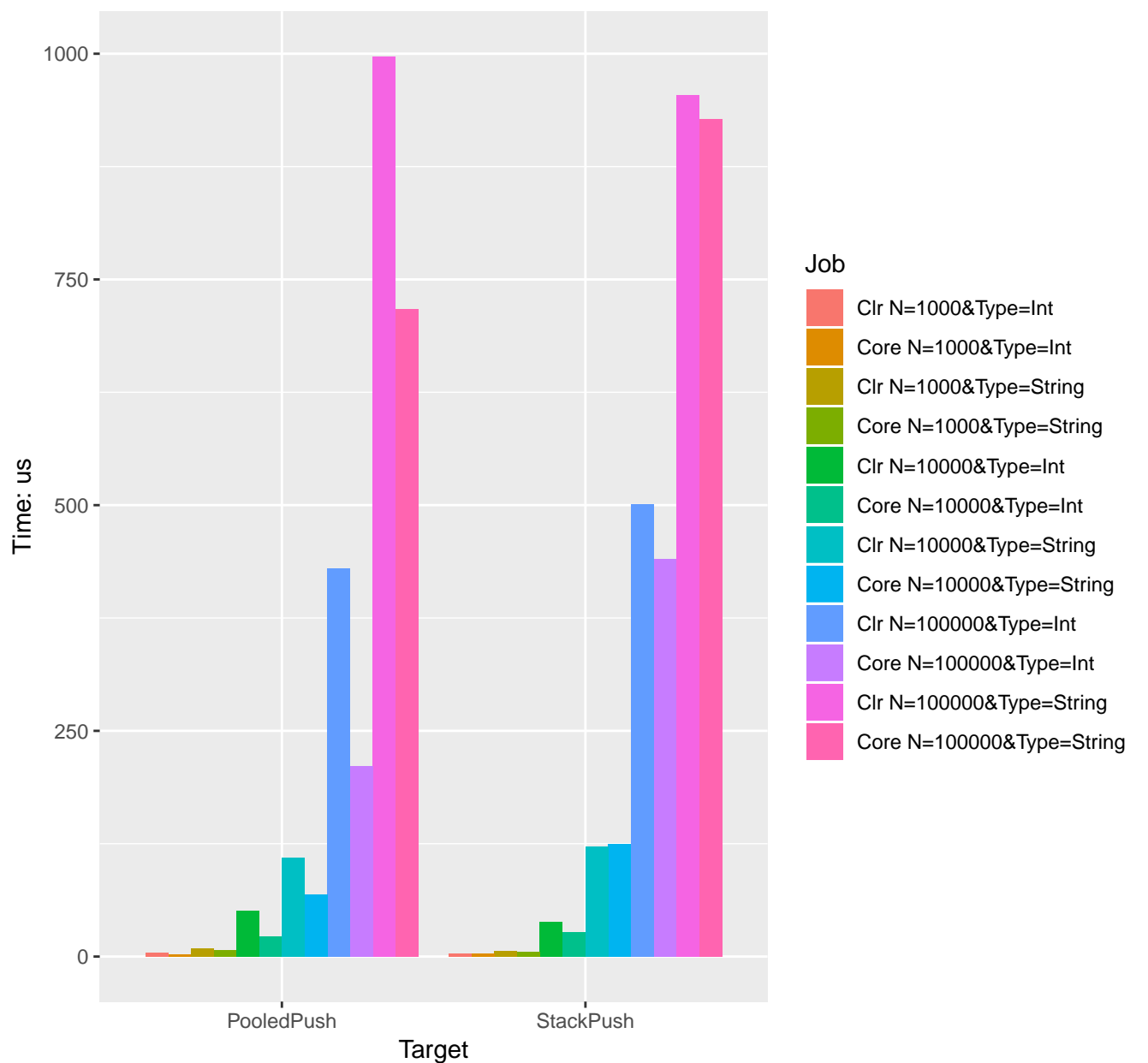


## Job

- Clr N=10000&Type=Int
- Core N=10000&Type=Int
- Clr N=10000&Type=String
- Core N=10000&Type=String
- Clr N=100000&Type=Int
- Core N=100000&Type=Int
- Clr N=100000&Type=String
- Core N=100000&Type=String
- Clr N=1000000&Type=Int
- Core N=1000000&Type=Int
- Clr N=1000000&Type=String
- Core N=1000000&Type=String



# PooledStack.Stack\_Push – Time



# PooledStack.Stack\_Push – Memory

Allocated Bytes

2000000

1500000

1000000

500000

0

PooledPush

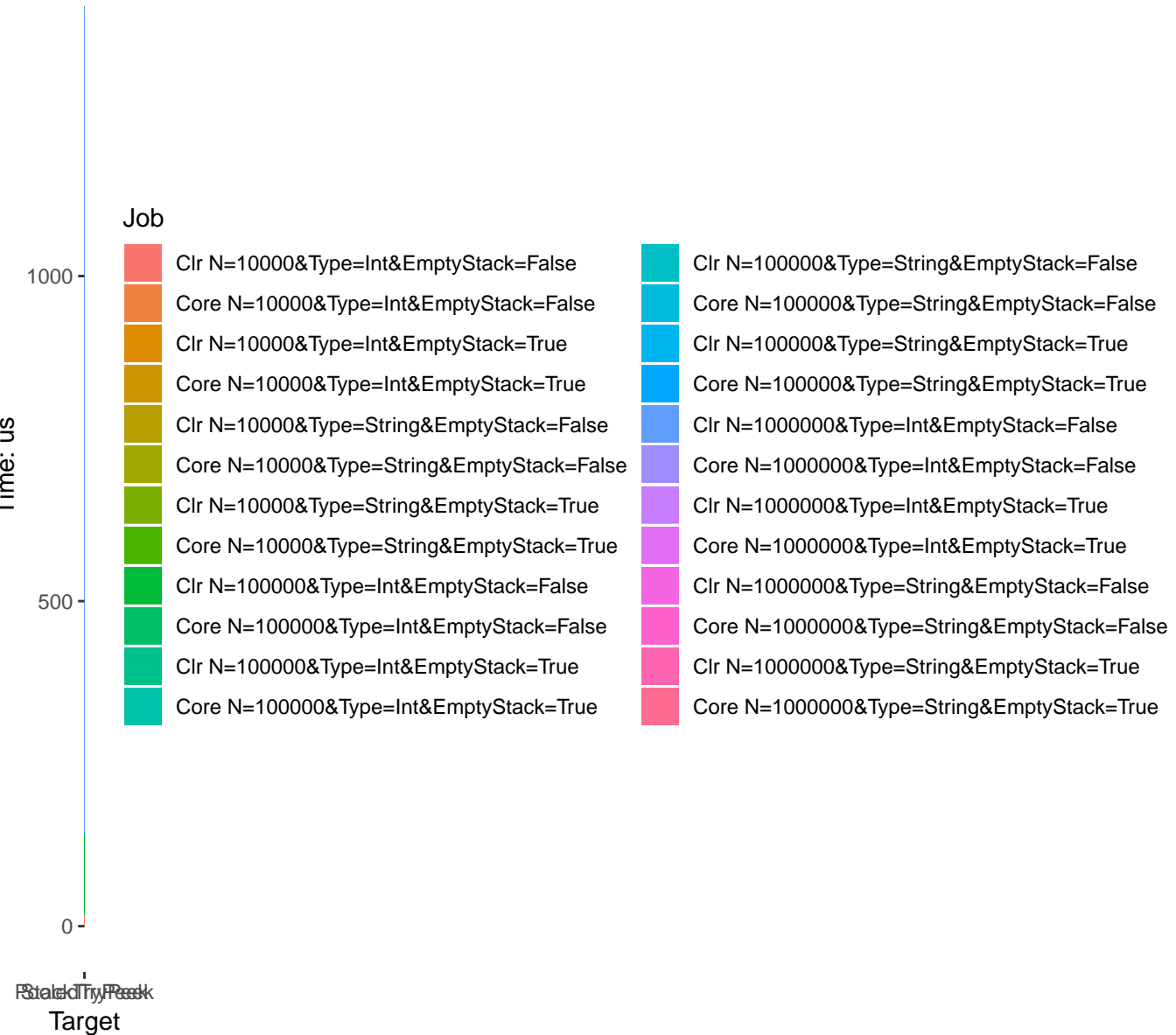
StackPush

Target

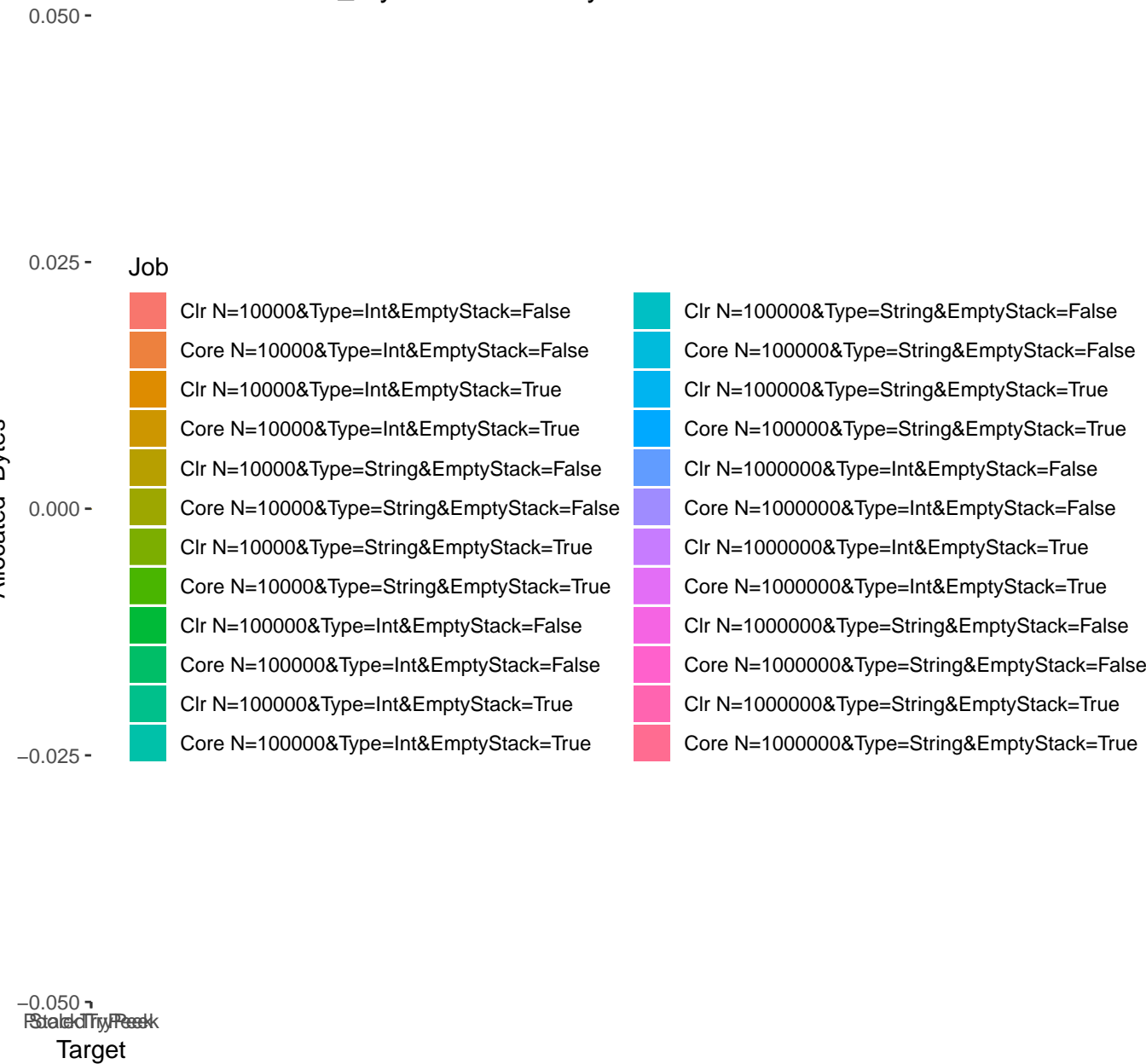
Job

- Clr N=1000&Type=Int
- Core N=1000&Type=Int
- Clr N=1000&Type=String
- Core N=1000&Type=String
- Clr N=10000&Type=Int
- Core N=10000&Type=Int
- Clr N=10000&Type=String
- Core N=10000&Type=String
- Clr N=100000&Type=Int
- Core N=100000&Type=Int
- Clr N=100000&Type=String
- Core N=100000&Type=String

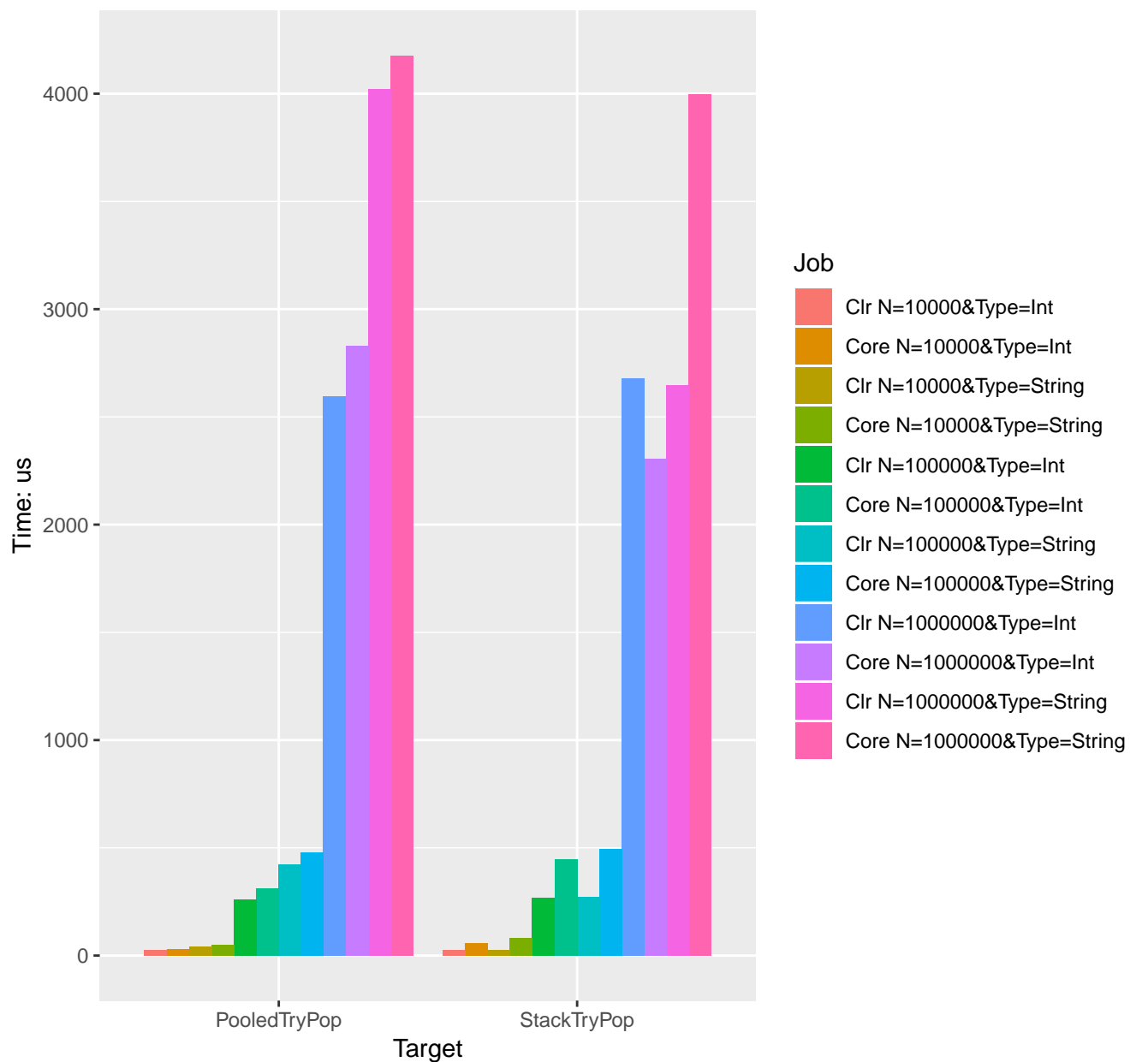
# PooledStack.Stack\_TryPeek – Time



# PooledStack.Stack\_TryPeek – Memory



# PooledStack.Stack\_TryPop – Time



# PooledStack.Stack\_TryPop – Memory

