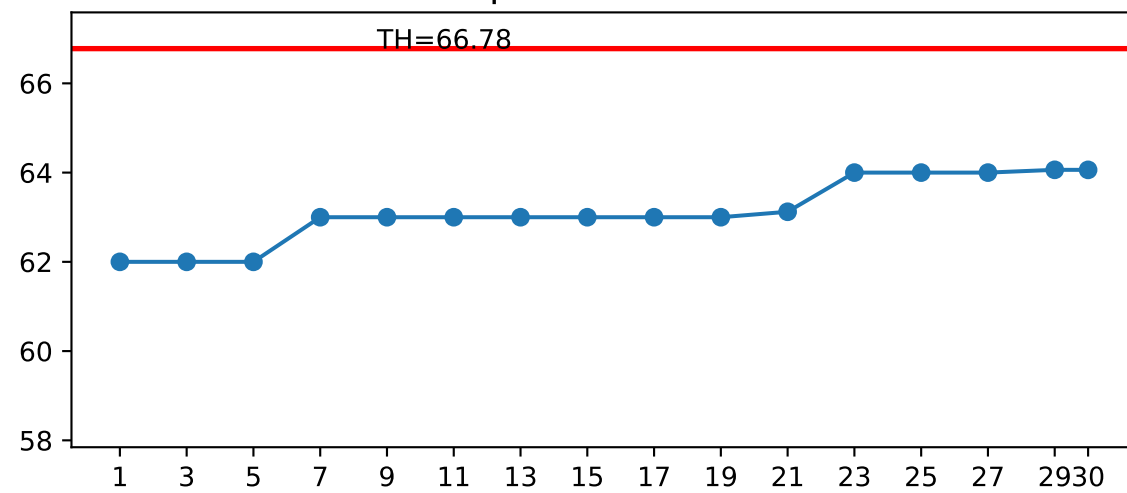
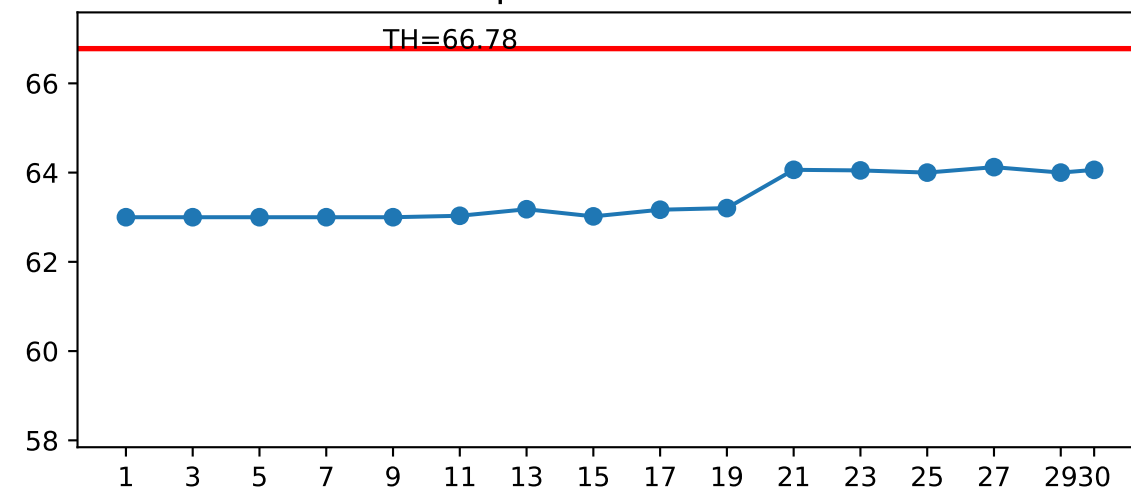


Memory[bytes]

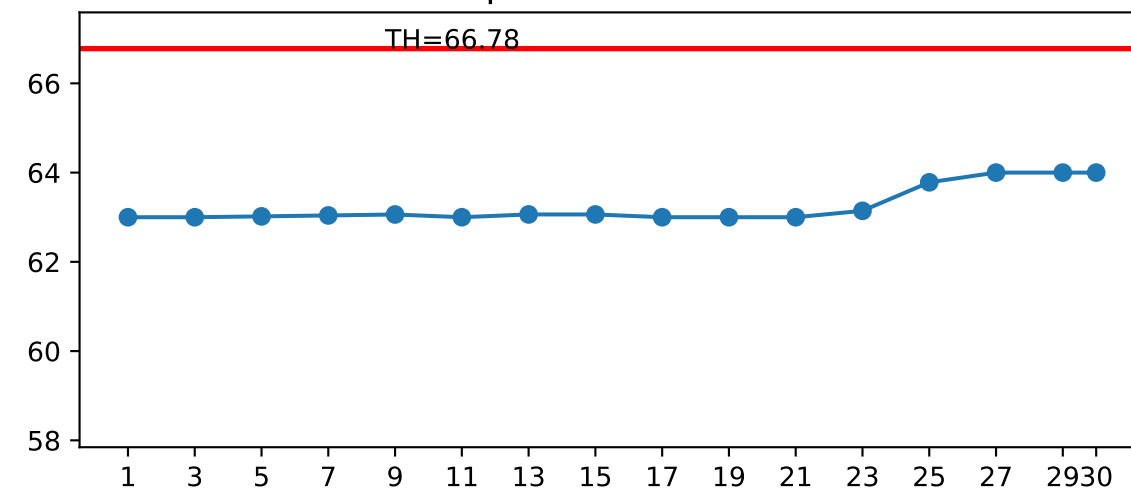
Spawn Rate=1



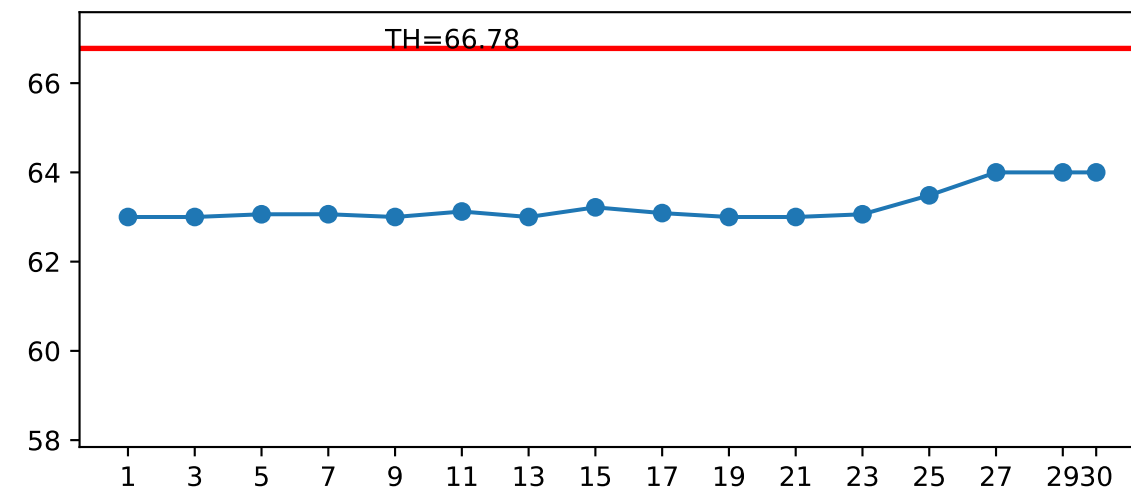
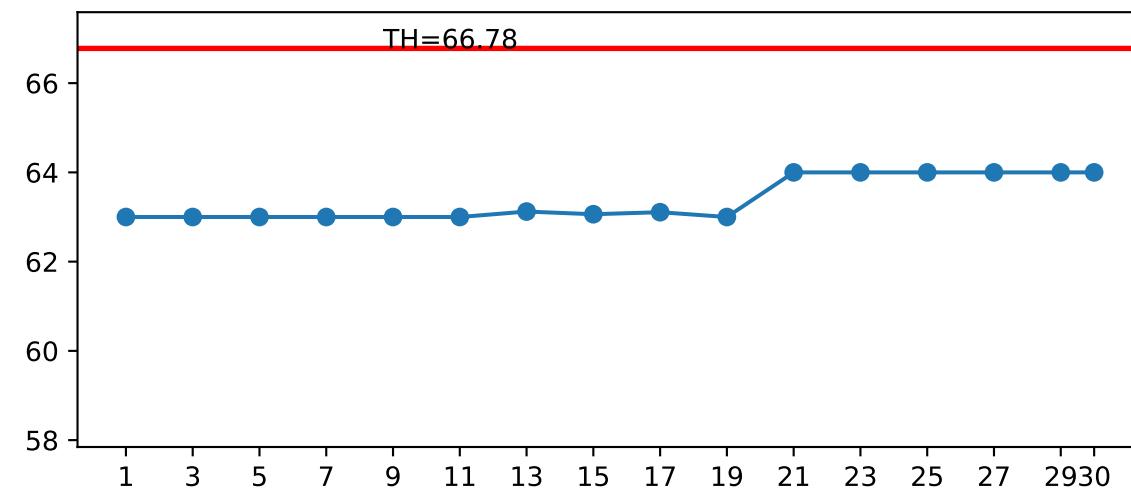
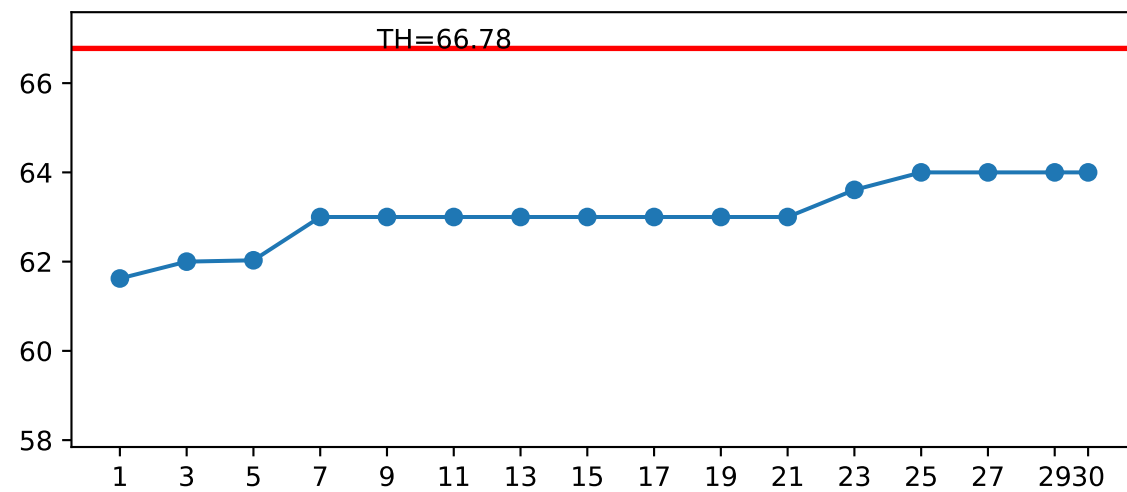
Spawn Rate=5



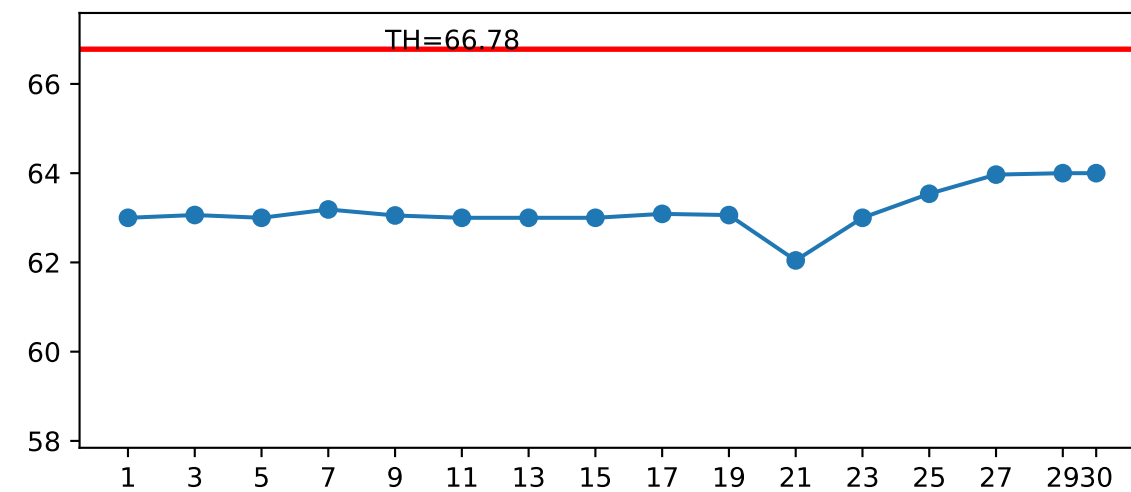
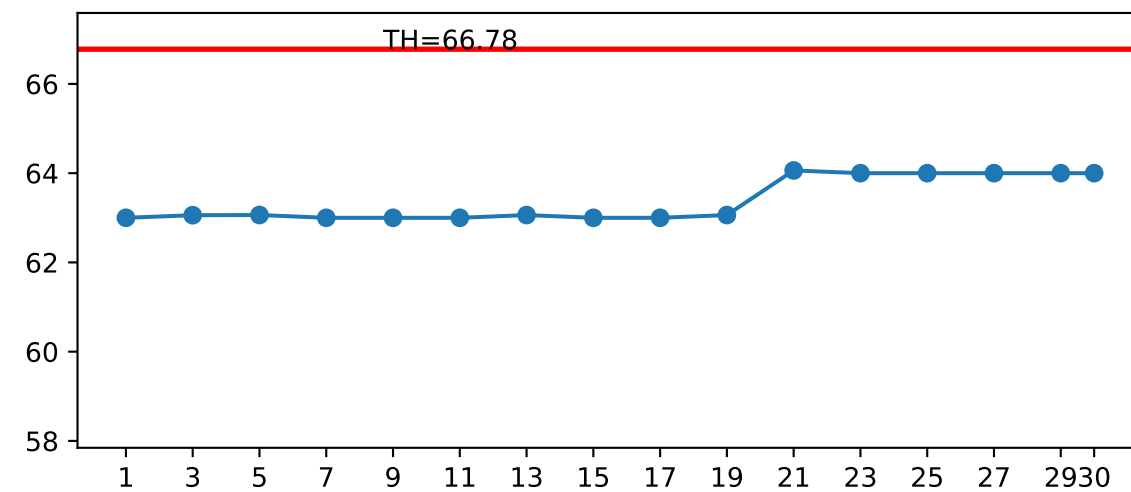
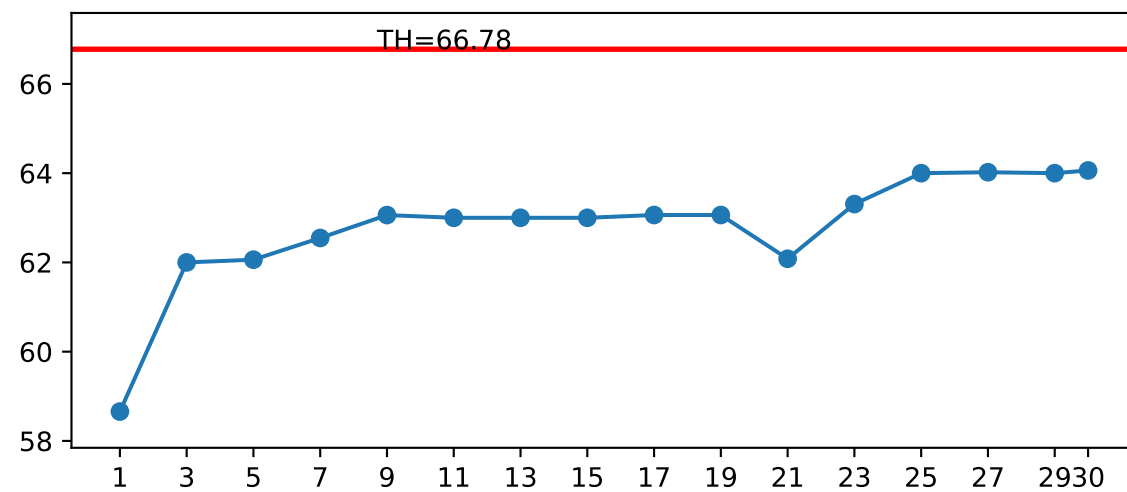
Spawn Rate=10



LOAD=randomly balanced



LOAD=unbalanced one



LOAD=uniform

Users Size