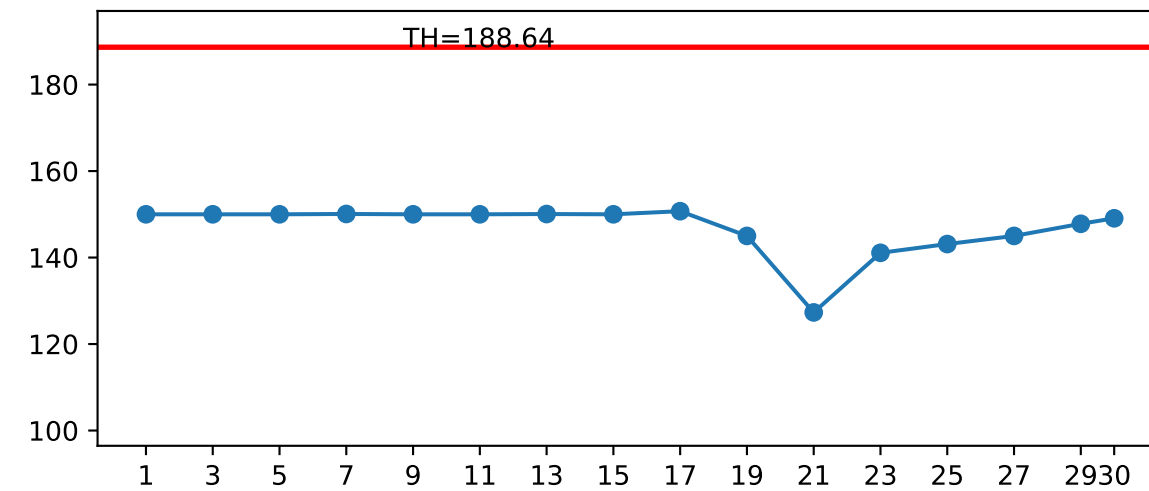
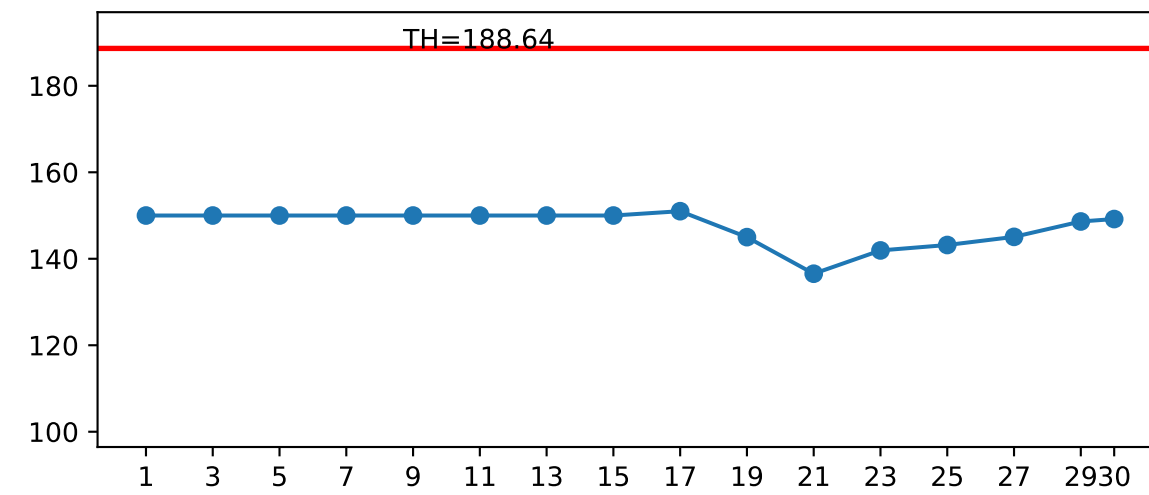
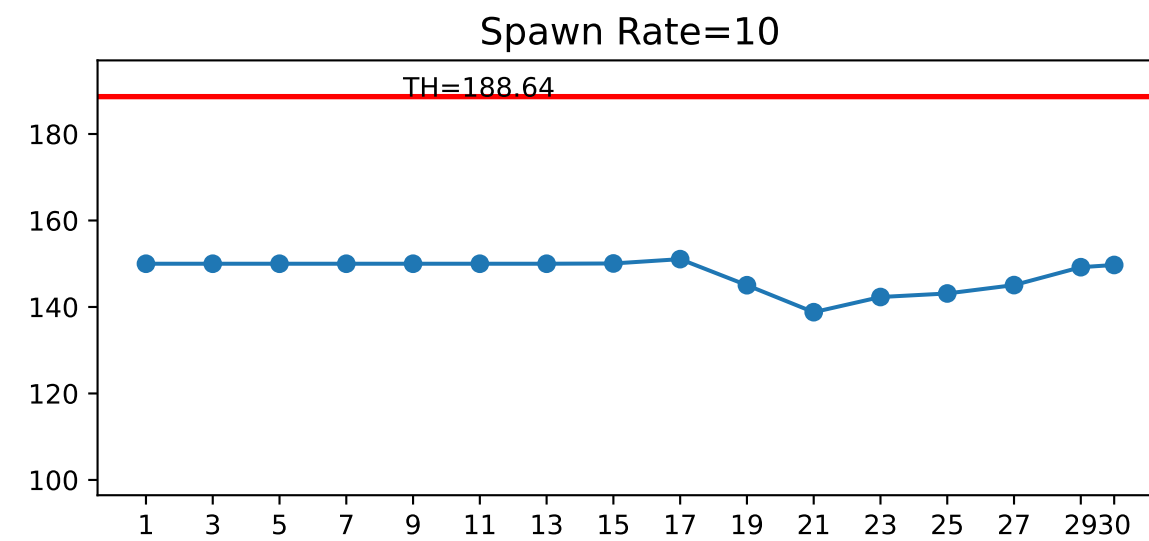
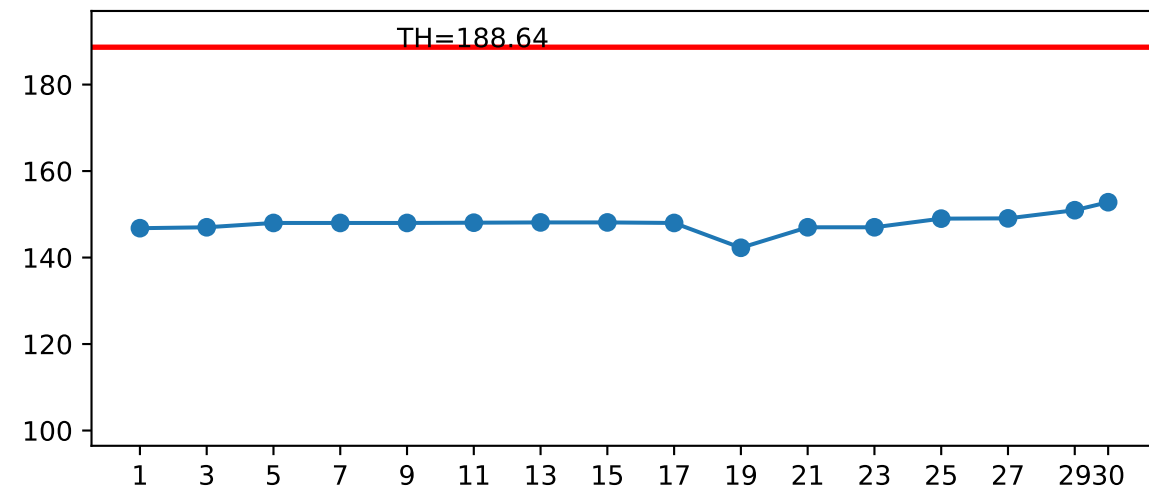
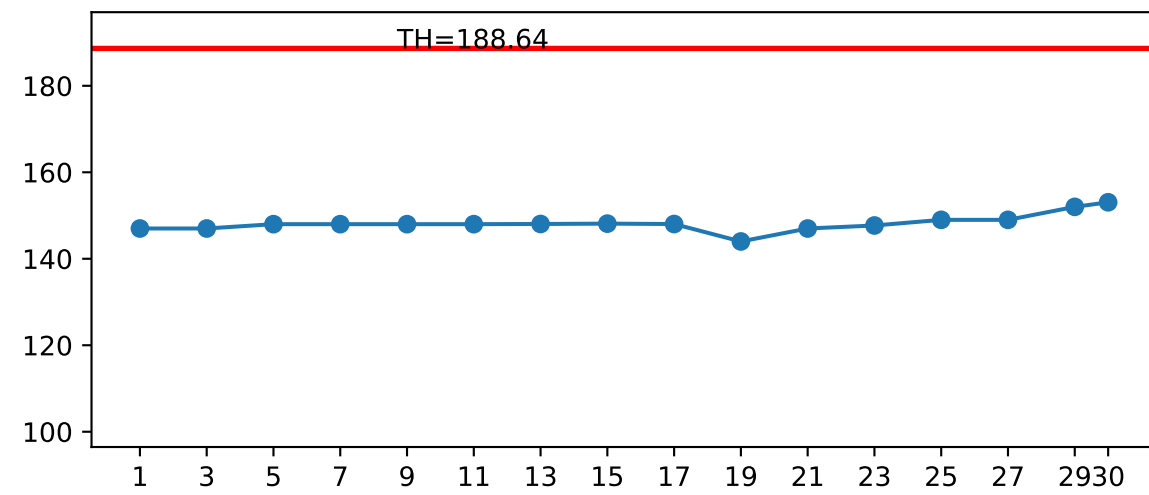
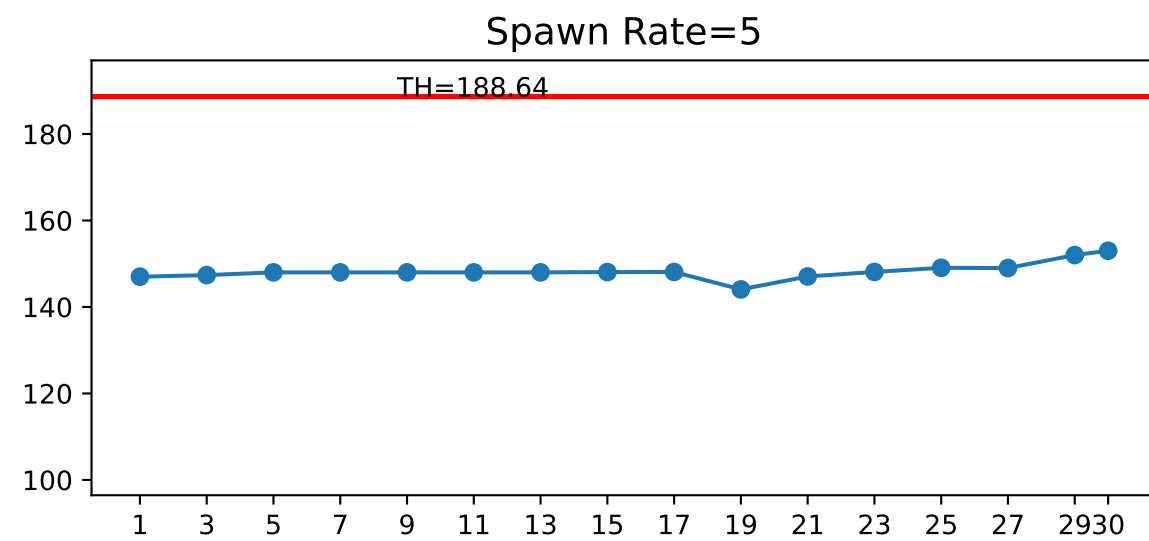
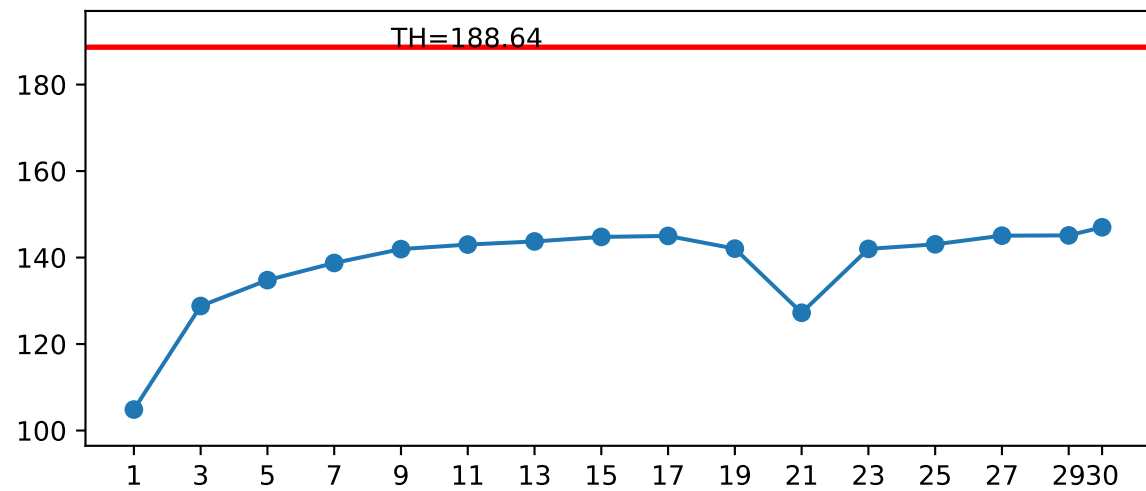
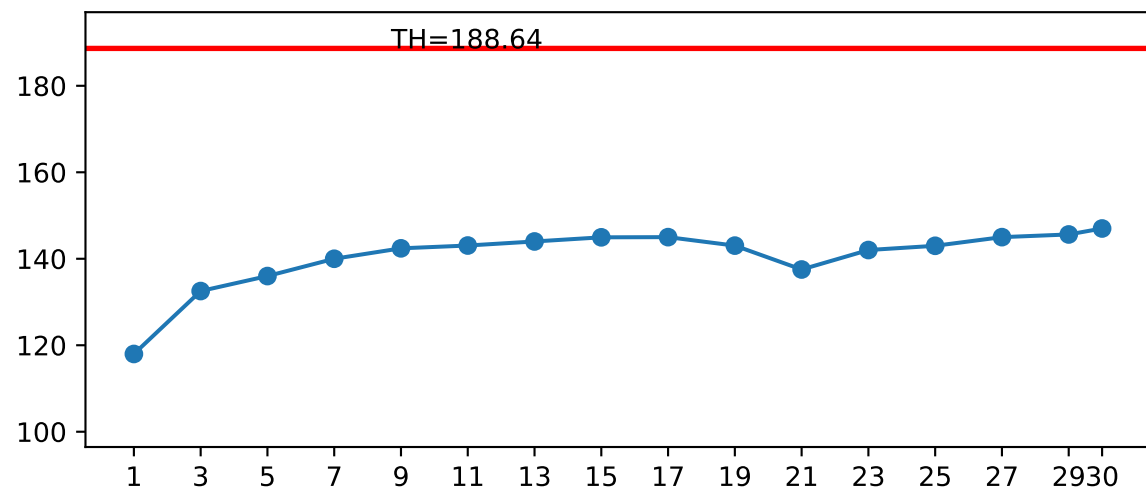
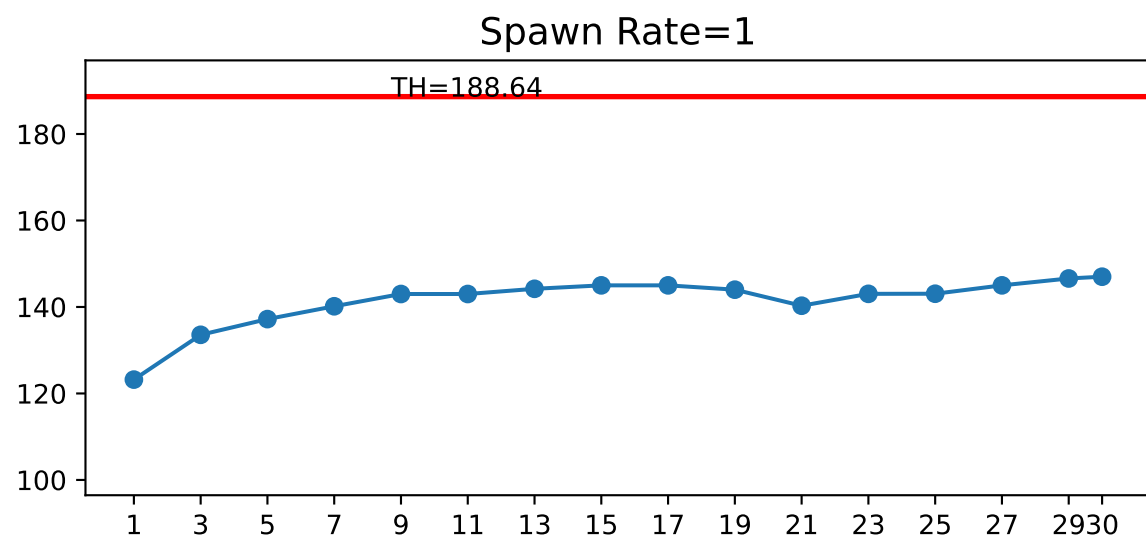


Memory[bytes]



LOAD=randomly balanced

LOAD=unbalanced one

LOAD=uniform

Users Size