

Materialization CPU usage (% of total use over 24c/48t) (SQL database + RMLMapper and RMLStreamer mapping jobs) (Avg. across all tests)

Number of materials libraries

- 704
- 1000
- 2000
- 3000
- 4000
- 5000
- 6000
- 7000
- 8000
- 9000
- 10000

