## Memory usage by implementations 10<sup>10</sup> 10<sup>9</sup> 10<sup>8</sup> space (bytes) 10<sup>7</sup> 10<sup>6</sup> 10<sup>5</sup> 10<sup>4</sup> 100000 10000000 10000 1000000 1000 count

rollback/sequential

rollback/random

node copying/sequential

node copying/random