## access: duration (ms) vs count 10<sup>4</sup> 10<sup>3</sup> 10<sup>2</sup> duration (ms) 10<sup>1</sup> 10<sup>0</sup> $10^{-1}$ $10^{-2}$ $10^{-3}$ 1000000 100000 10000 1000 100 count node copying/sequential rollback/sequential node copying/randomized rollback/randomized