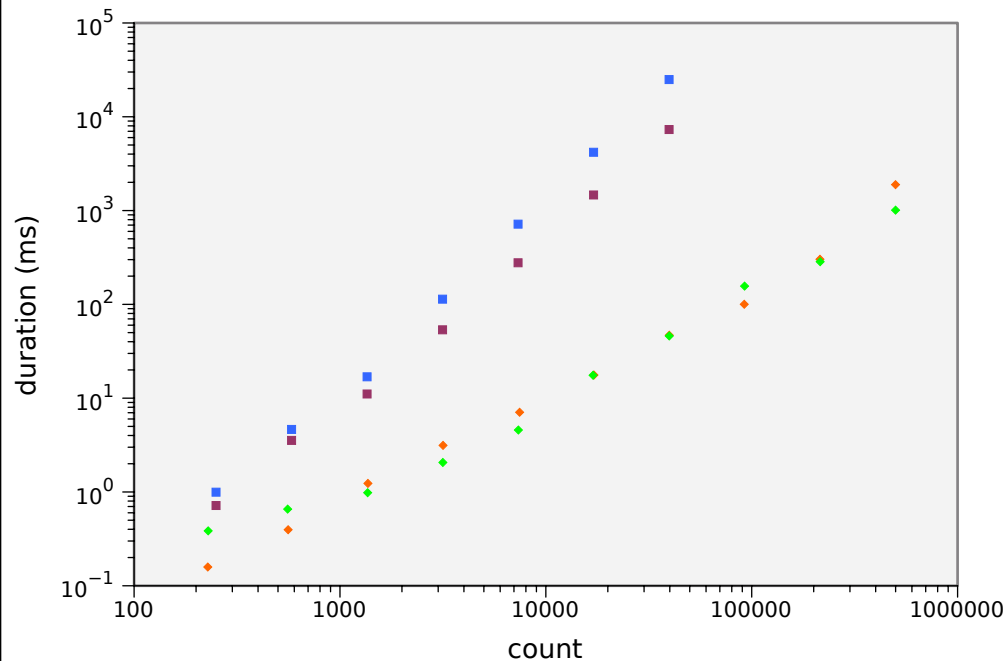


modify: duration (ms) vs count



■	node copying/sequential	■	rollback/sequential
◆	node copying/randomized	◆	rollback/randomized