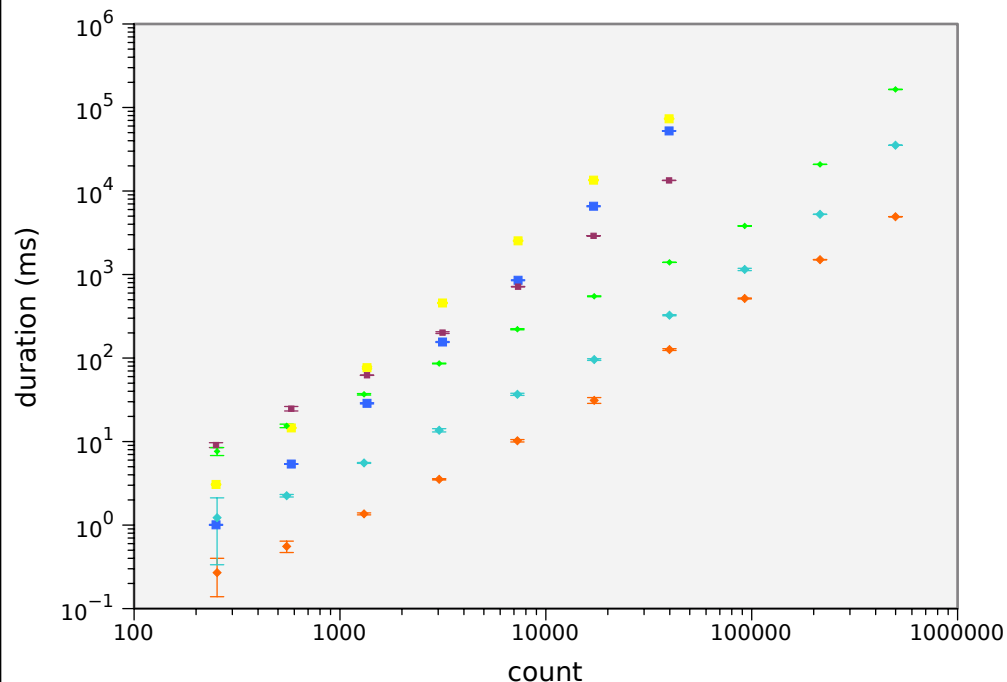


access: duration (ms) vs count



■ node_copying/sequential
■ blackbox/sequential
■ eliminate_reorder/sequential

◆ node_copying/randomized
◆ blackbox/randomized
◆ eliminate_reorder/randomized