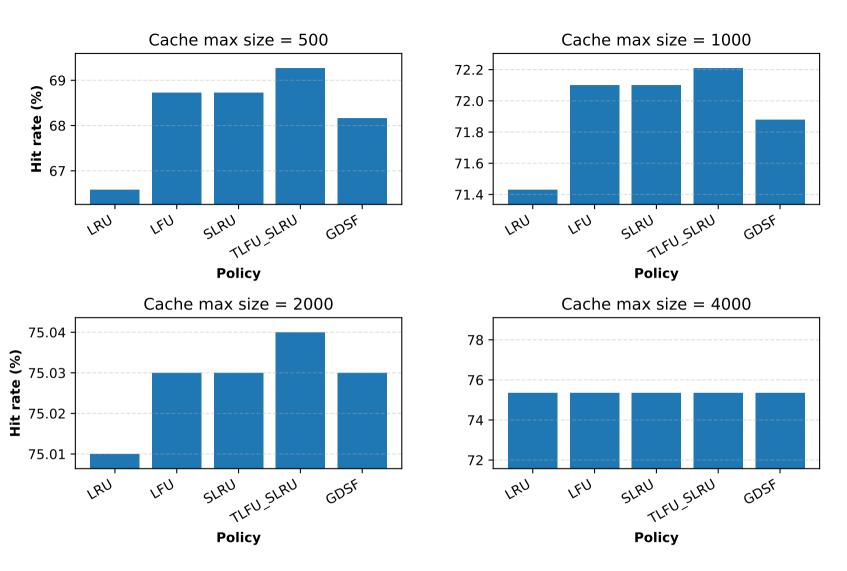
Hit-rate vs Cache Max Size — short workload



Benchmark parameters