Round 1: 3 Remote Components

Monolith   Strong Dist.   Weak Dist.
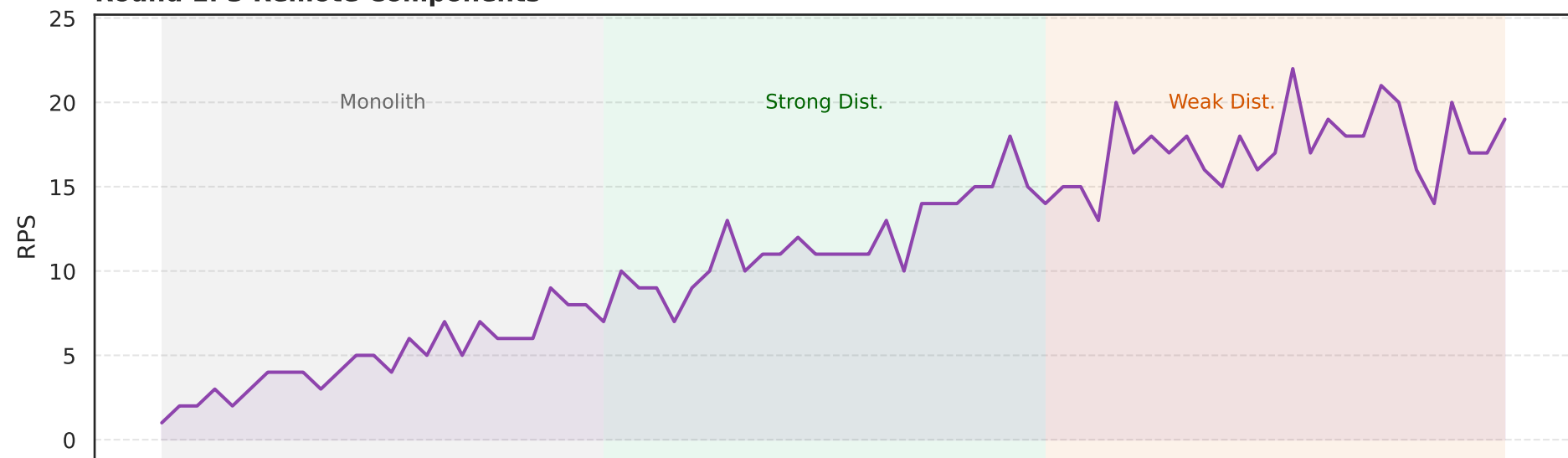
Round 2: 4 Remote Components

Round 3: 5 Remote Components

Test Time (seconds)