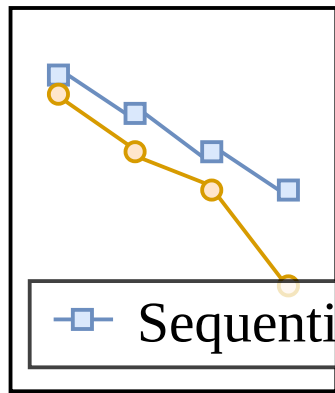
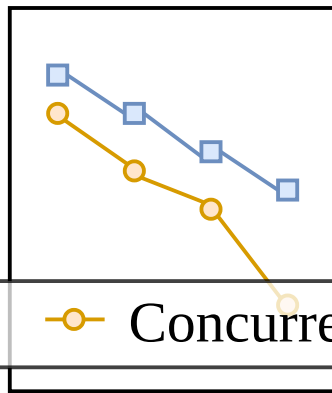
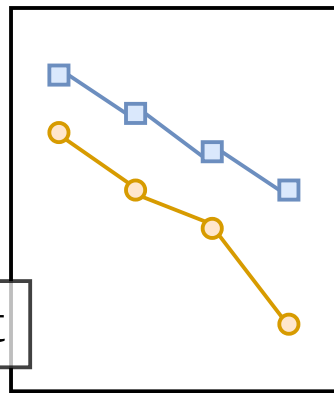
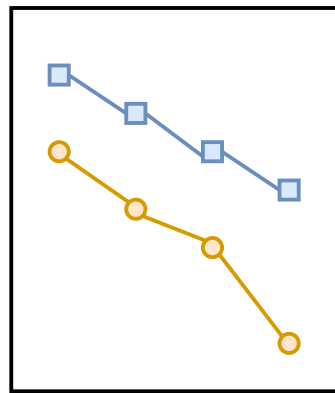


$i = 1$ $i = 10$ $i = 100$ $i = 1000$ Throughput
(rounds/s)Gap g (ms)Gap g (ms)Gap g (ms)Gap g (ms)

Sequential



Concurrent