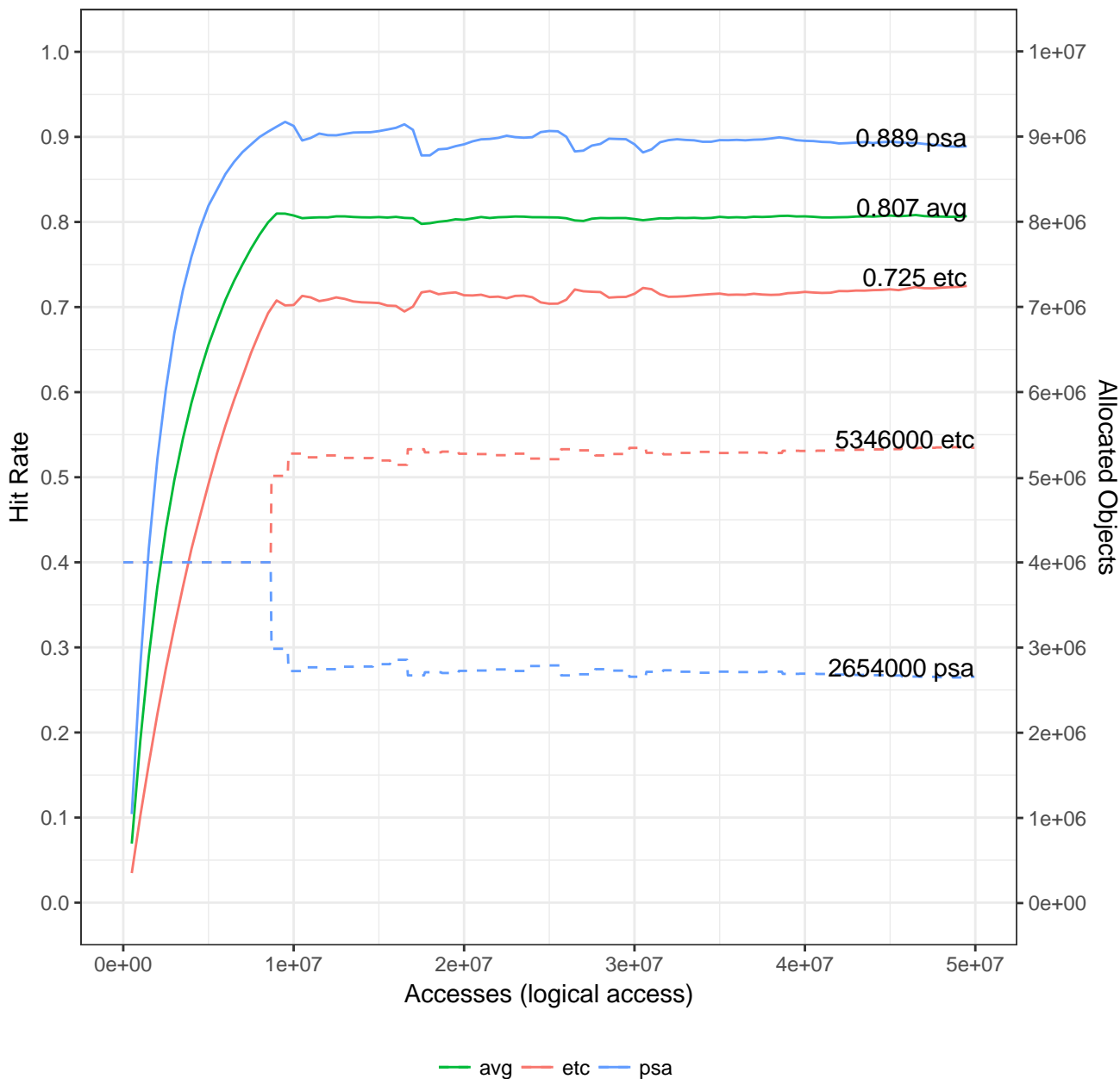
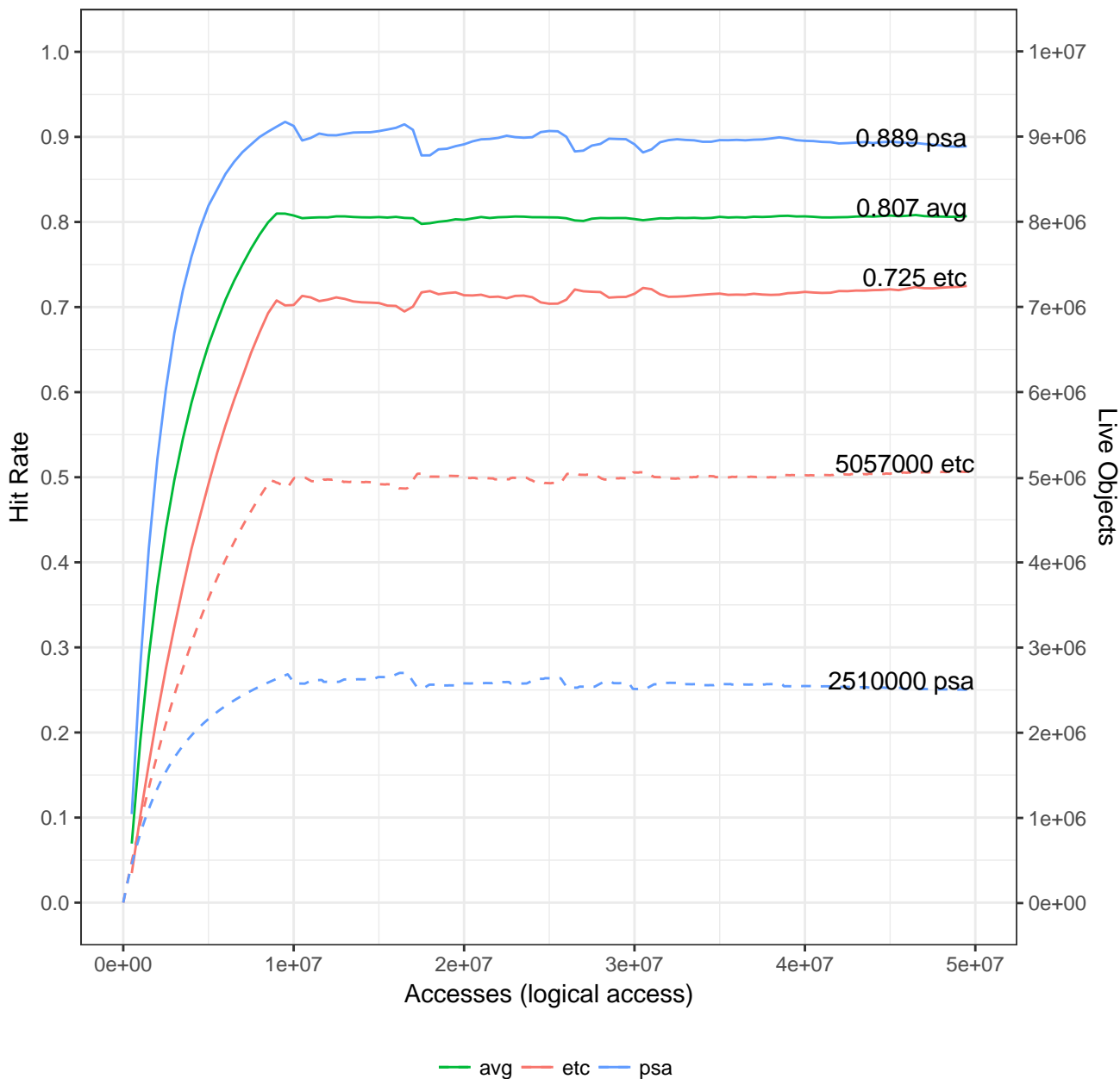


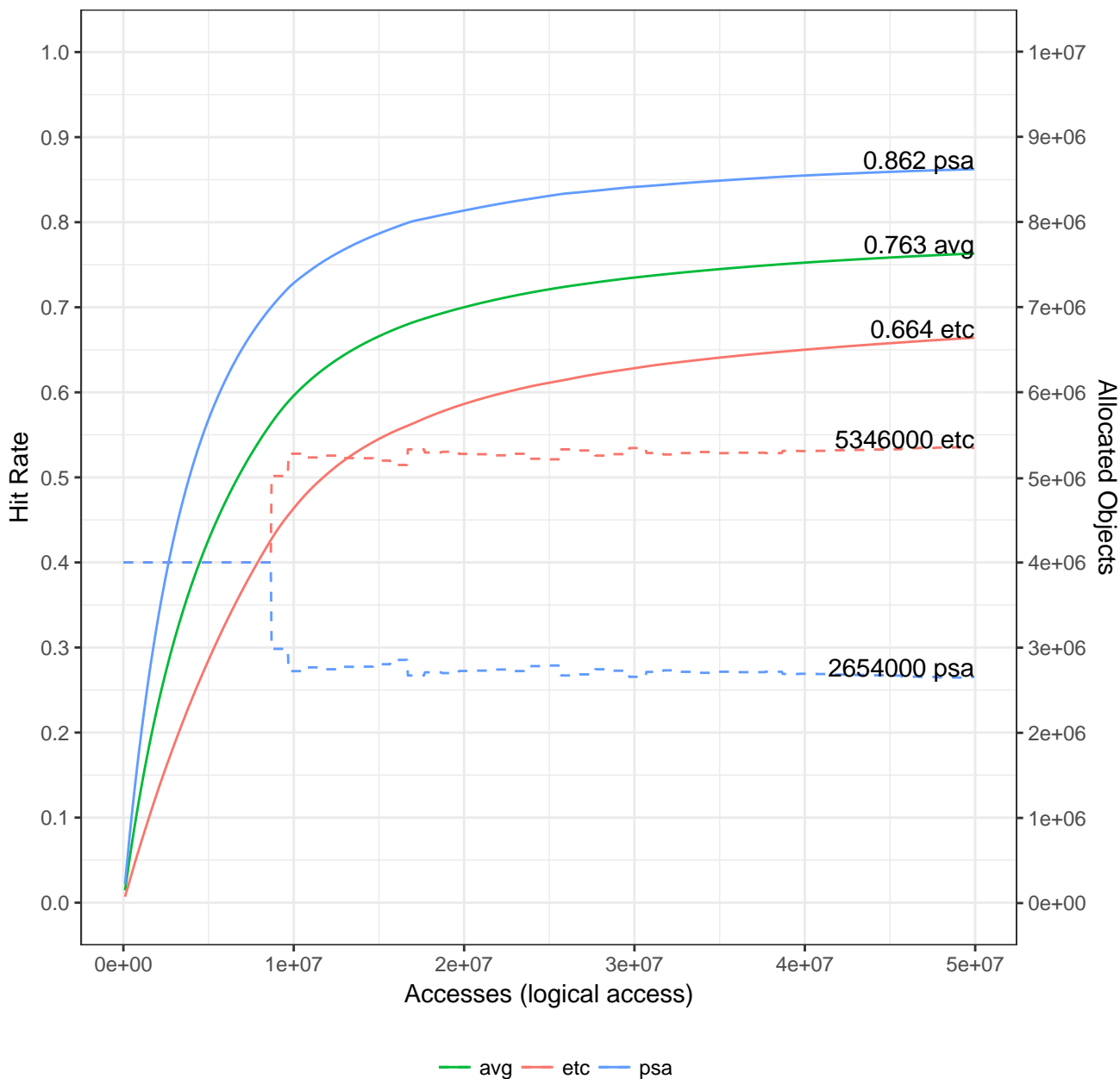
AET: Current Hit Rate and Allocated Objects vs. Accesses



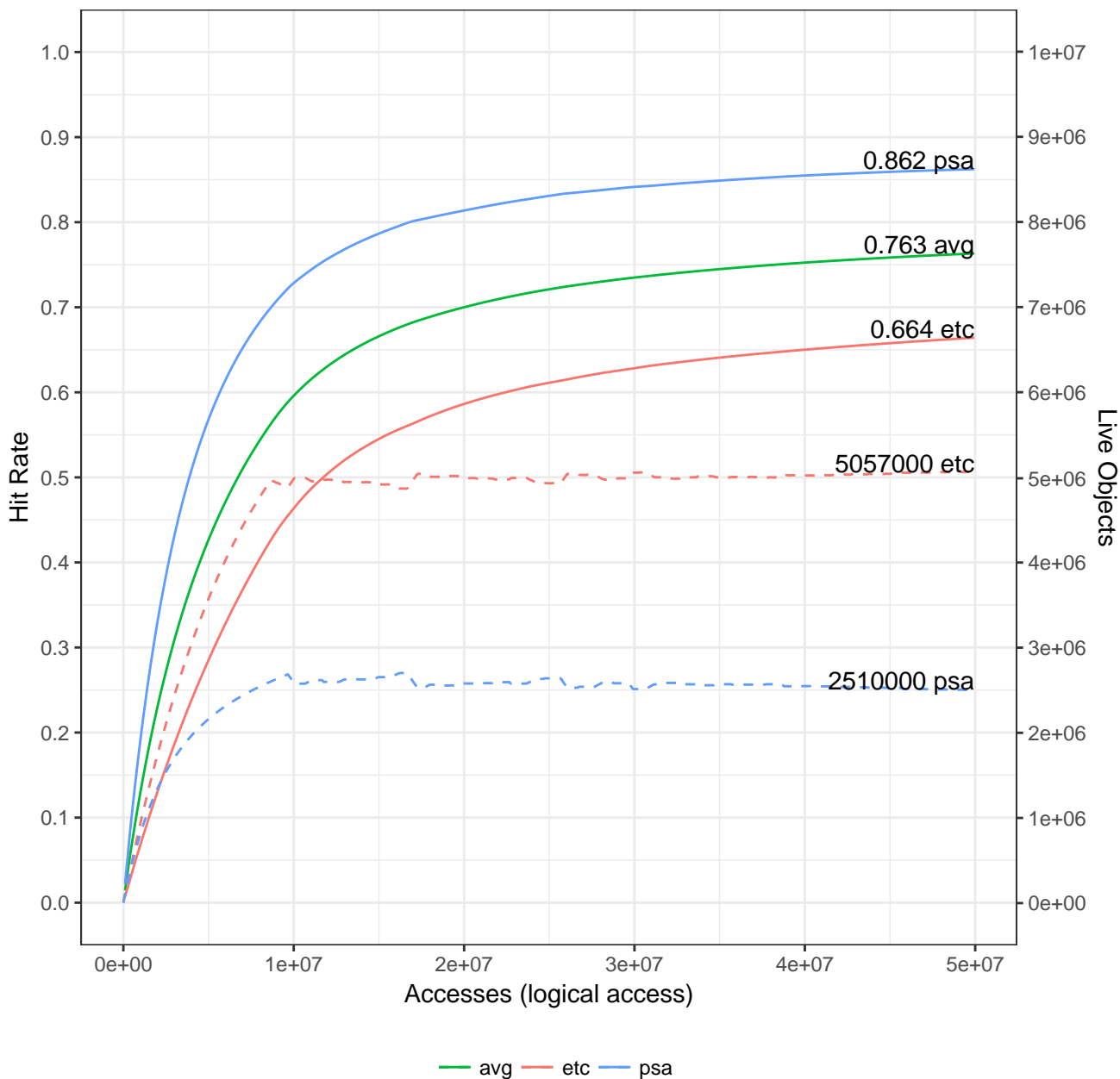
AET: Current Hit Rate and Live Objects vs. Accesses



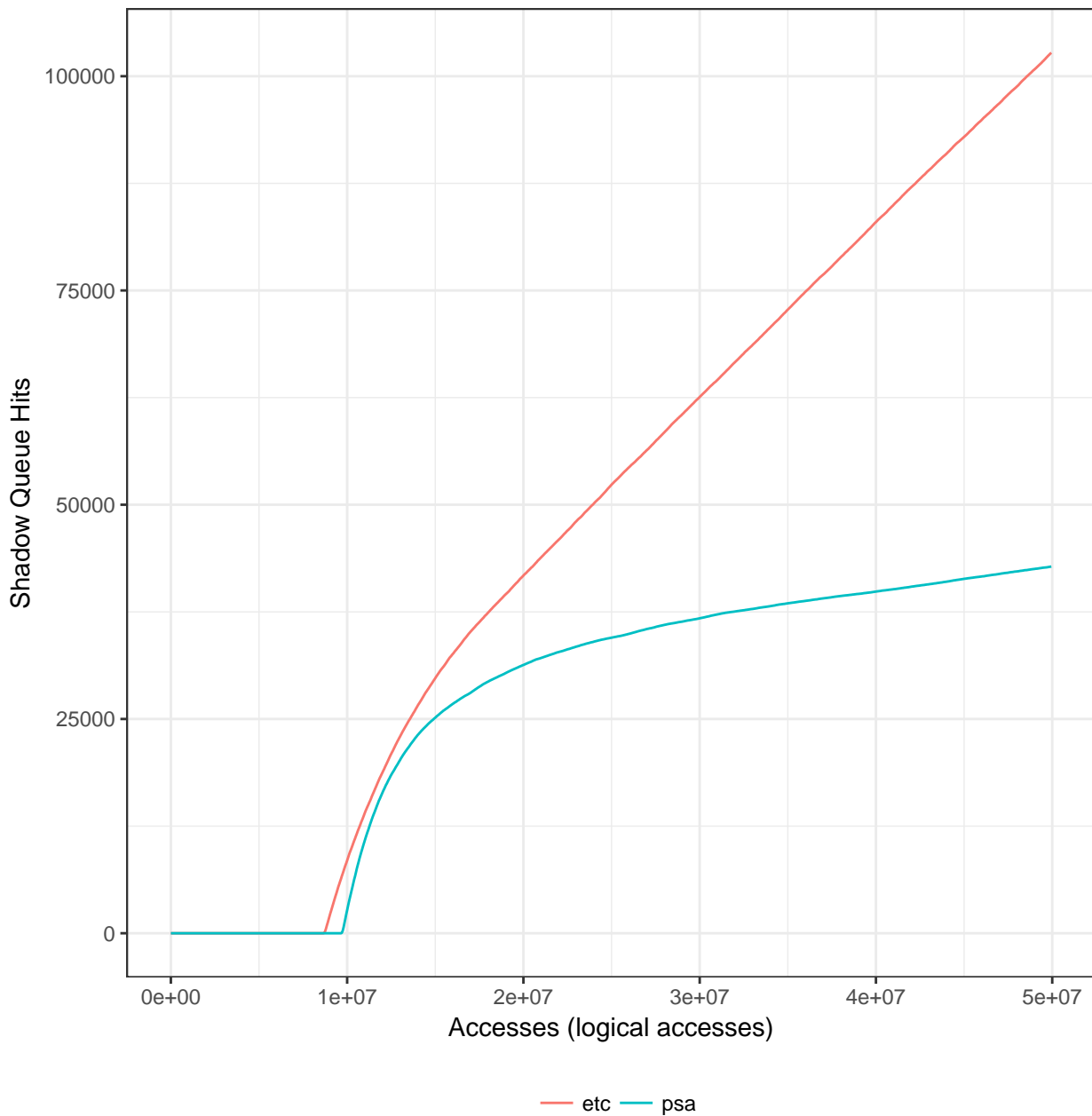
AET: Average Hit Rate and Allocated Objects vs. Accesses



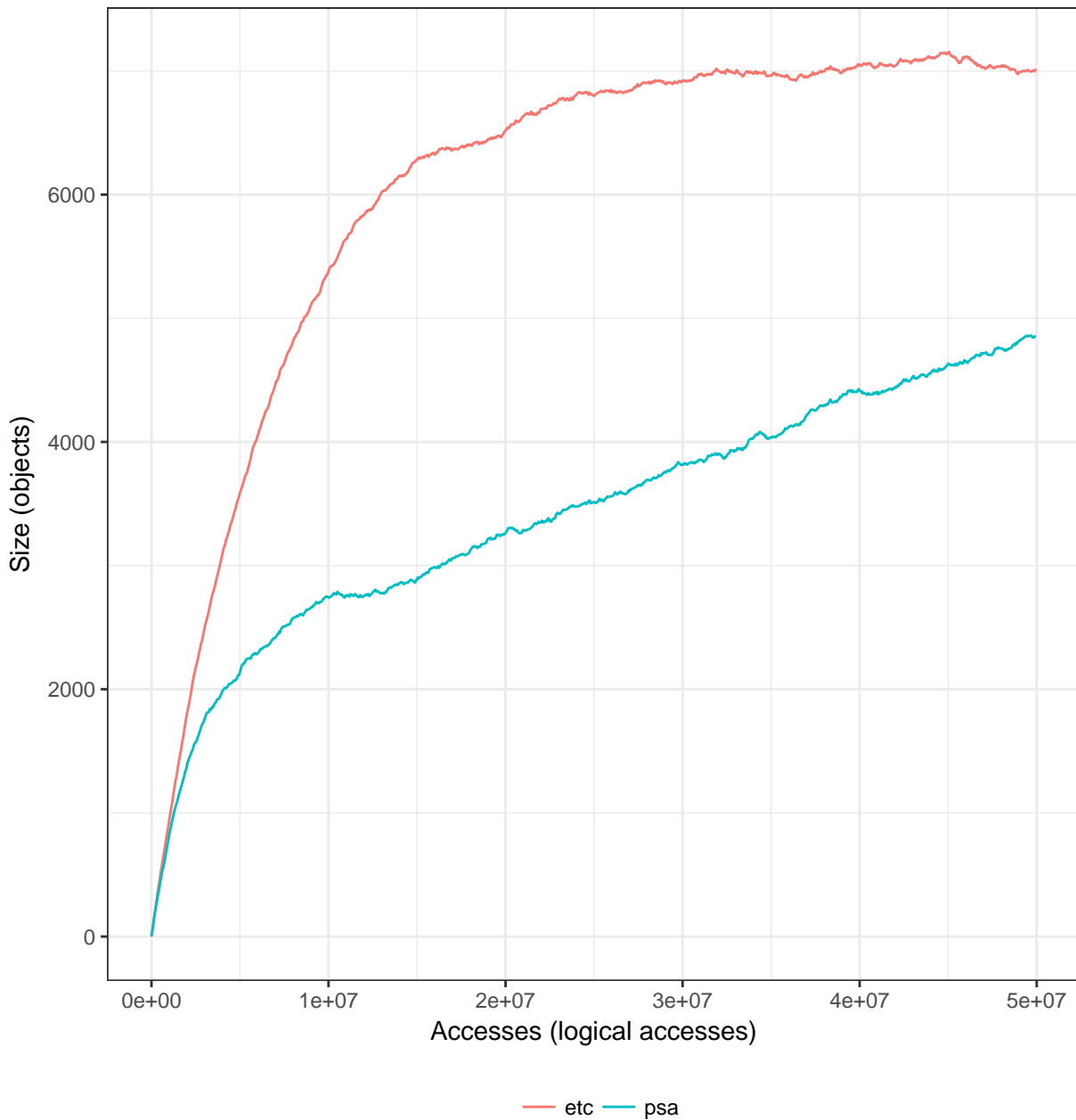
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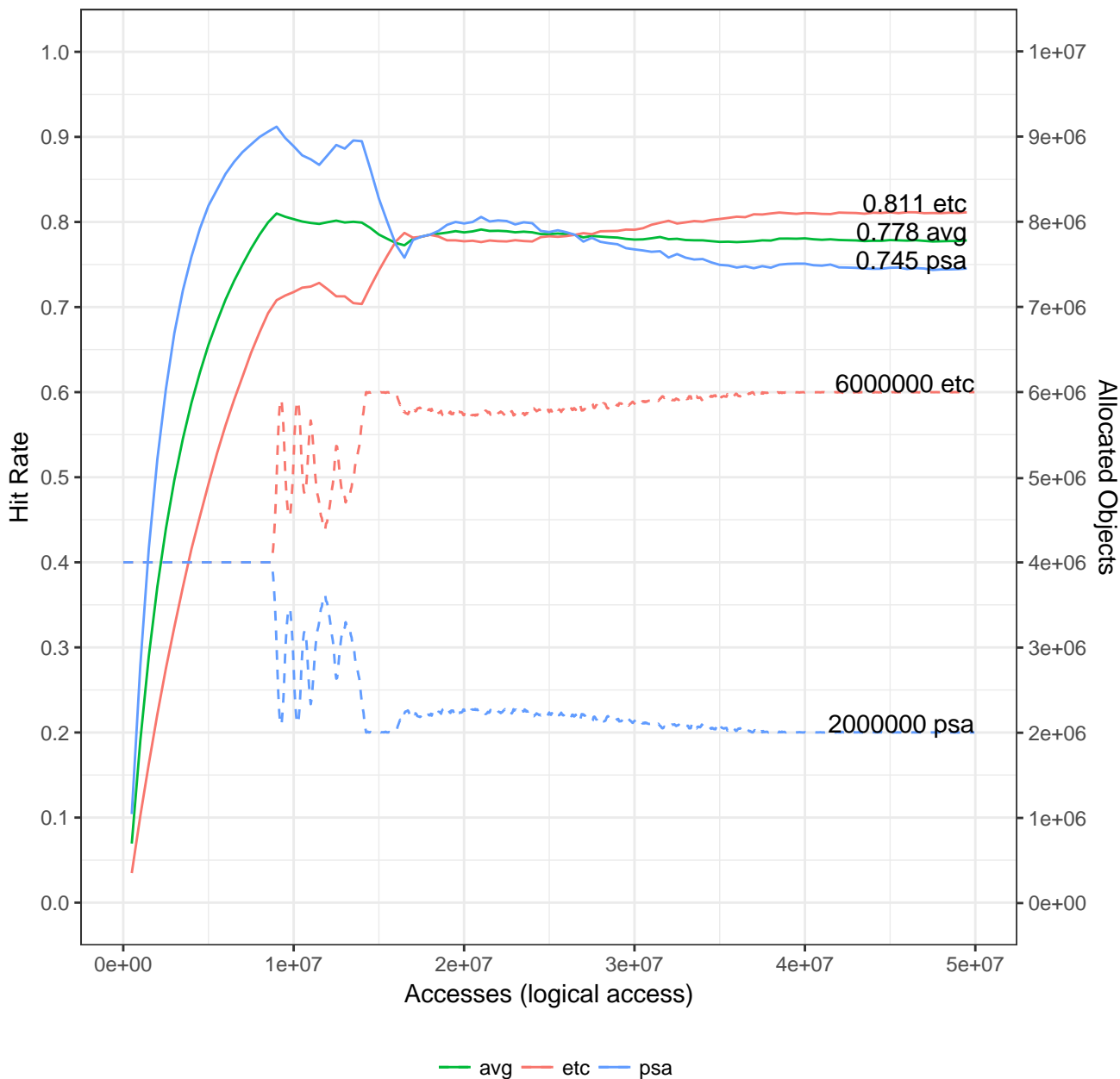
AET: Shadow Queue Hits vs. Accesses



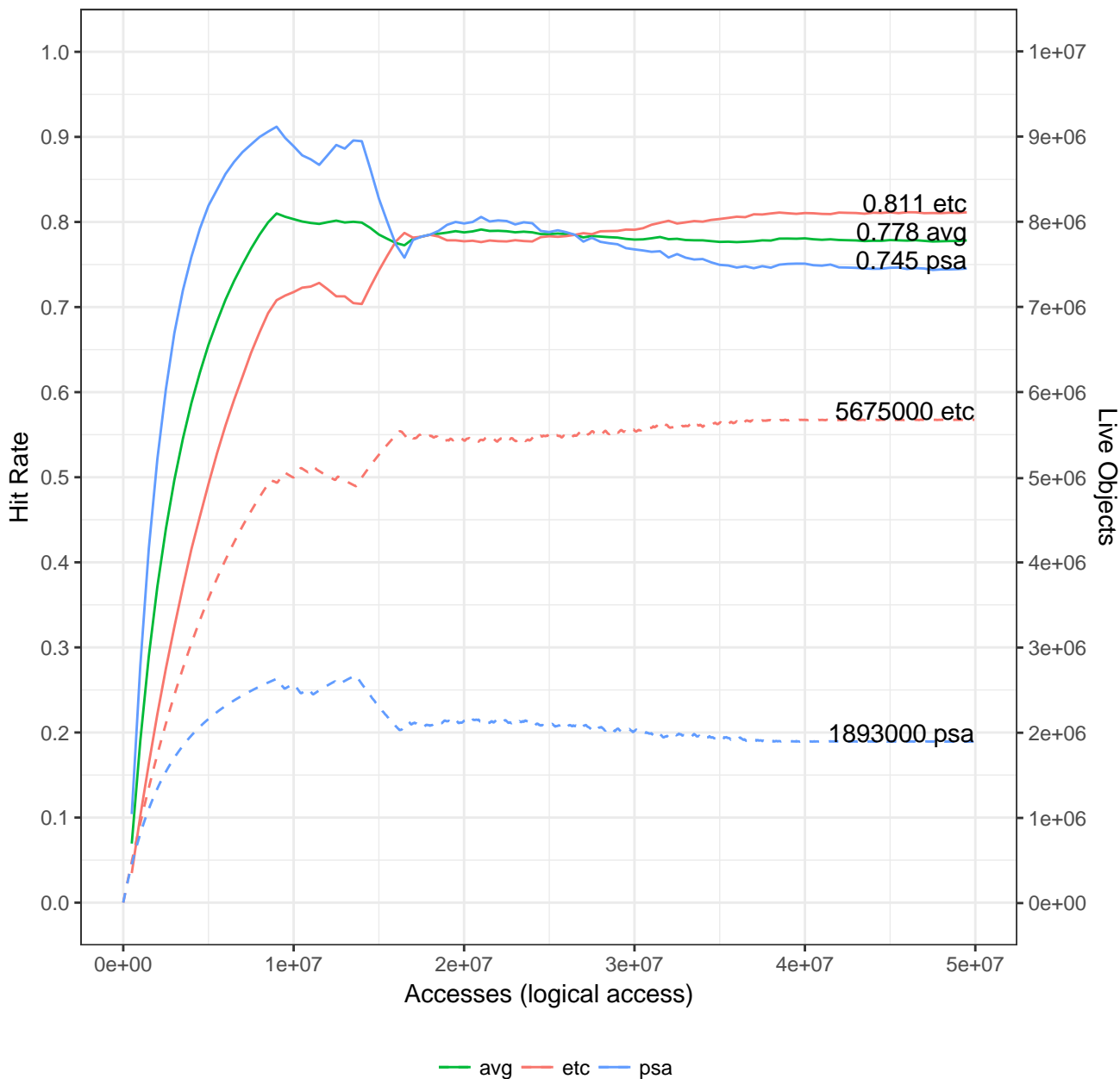
AET: Hash Table Size vs. Accesses



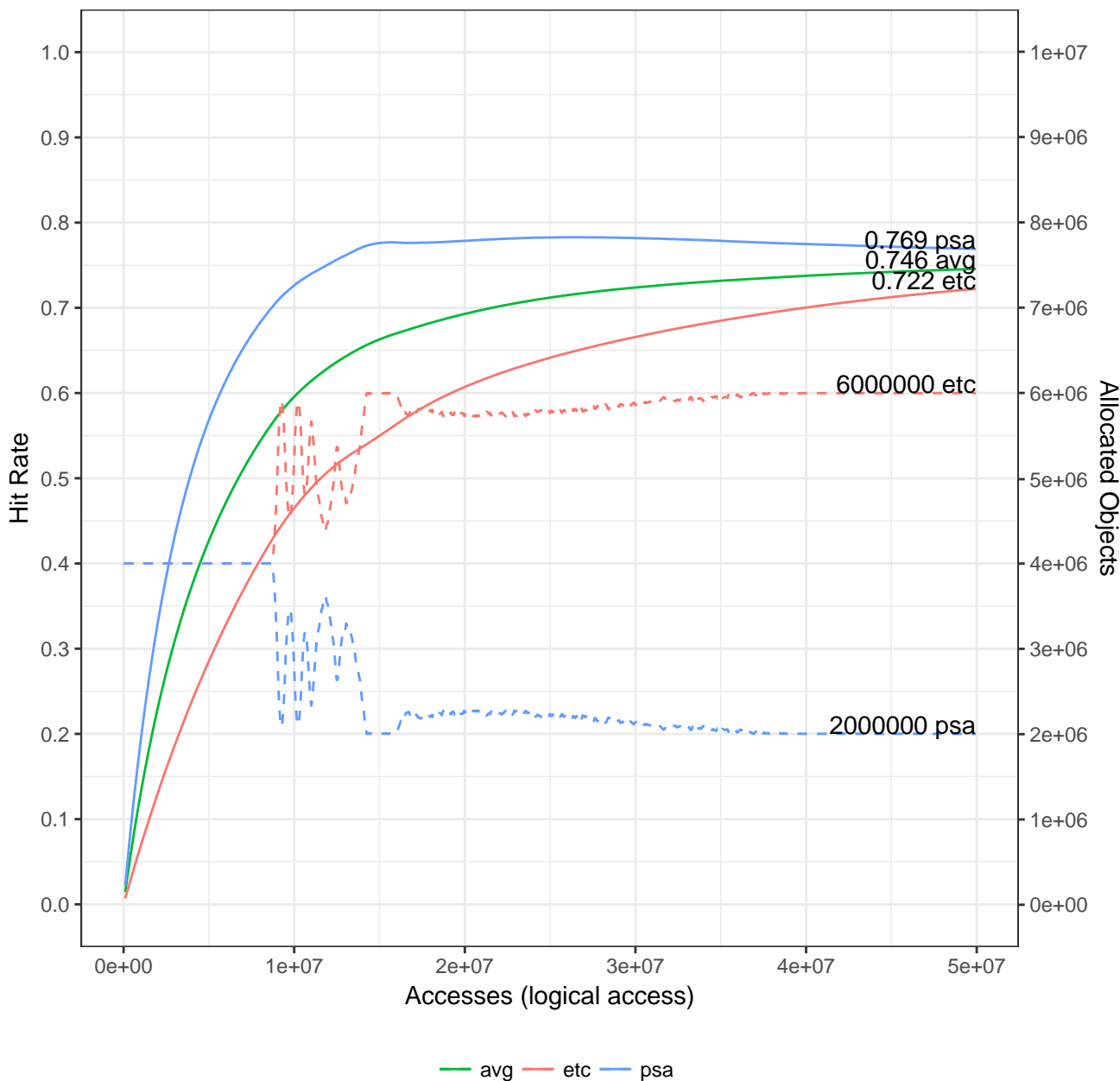
CLIFFHANGER: Current Hit Rate and Allocated Objects vs. Accesses



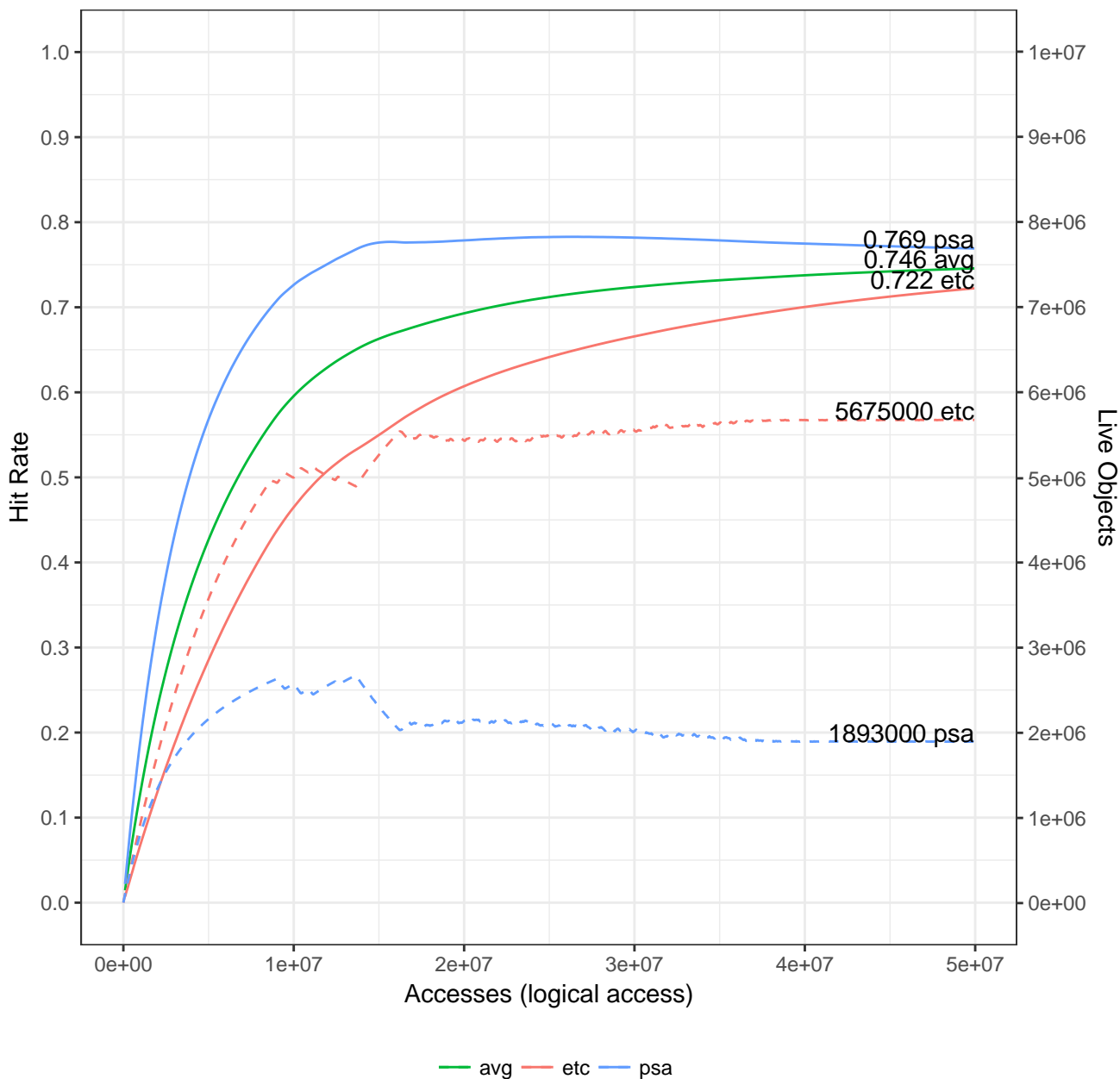
CLIFFHANGER: Current Hit Rate and Live Objects vs. Accesses



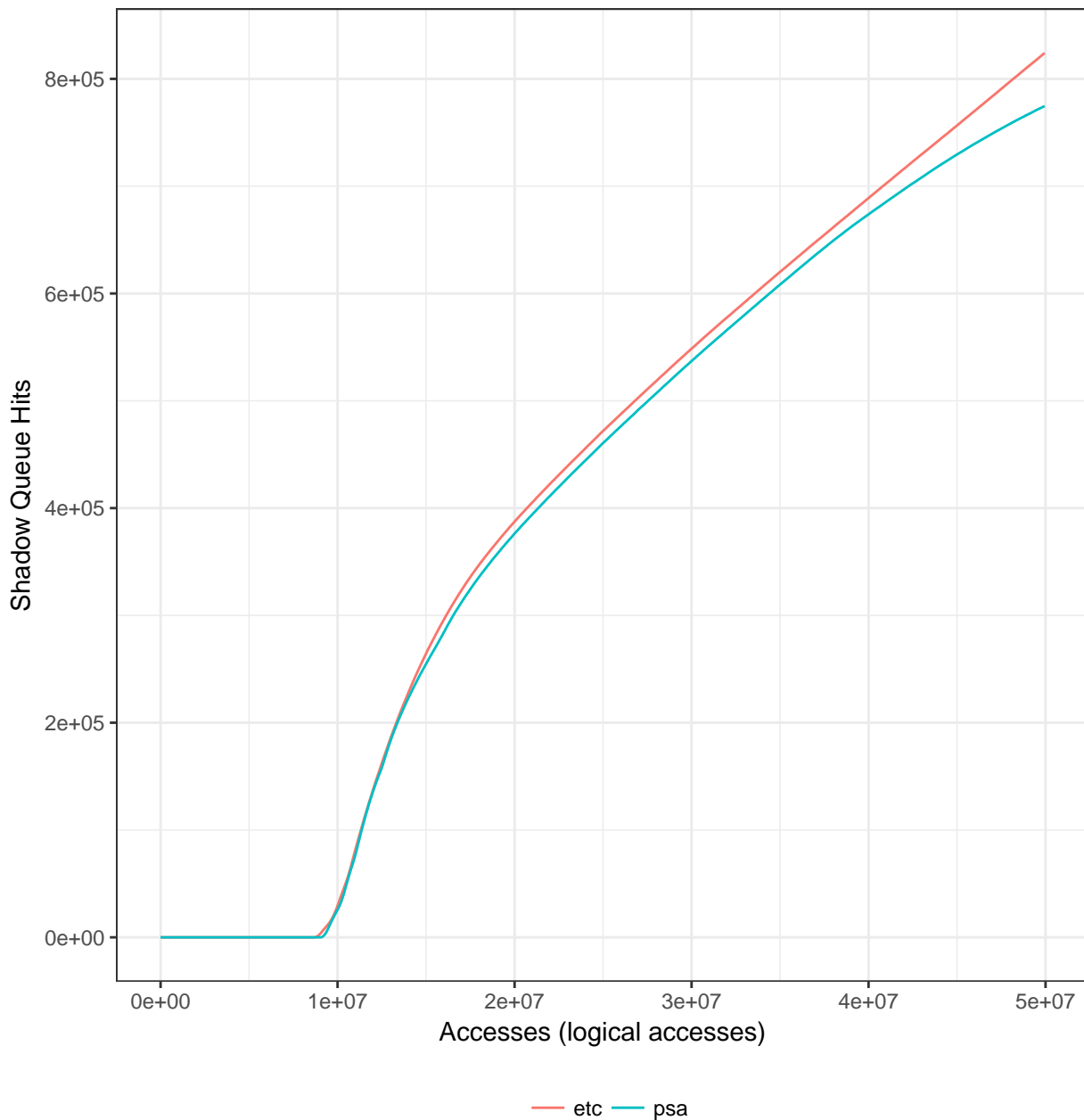
CLIFFHANGER: Average Hit Rate and Allocated Objects vs. Accesses



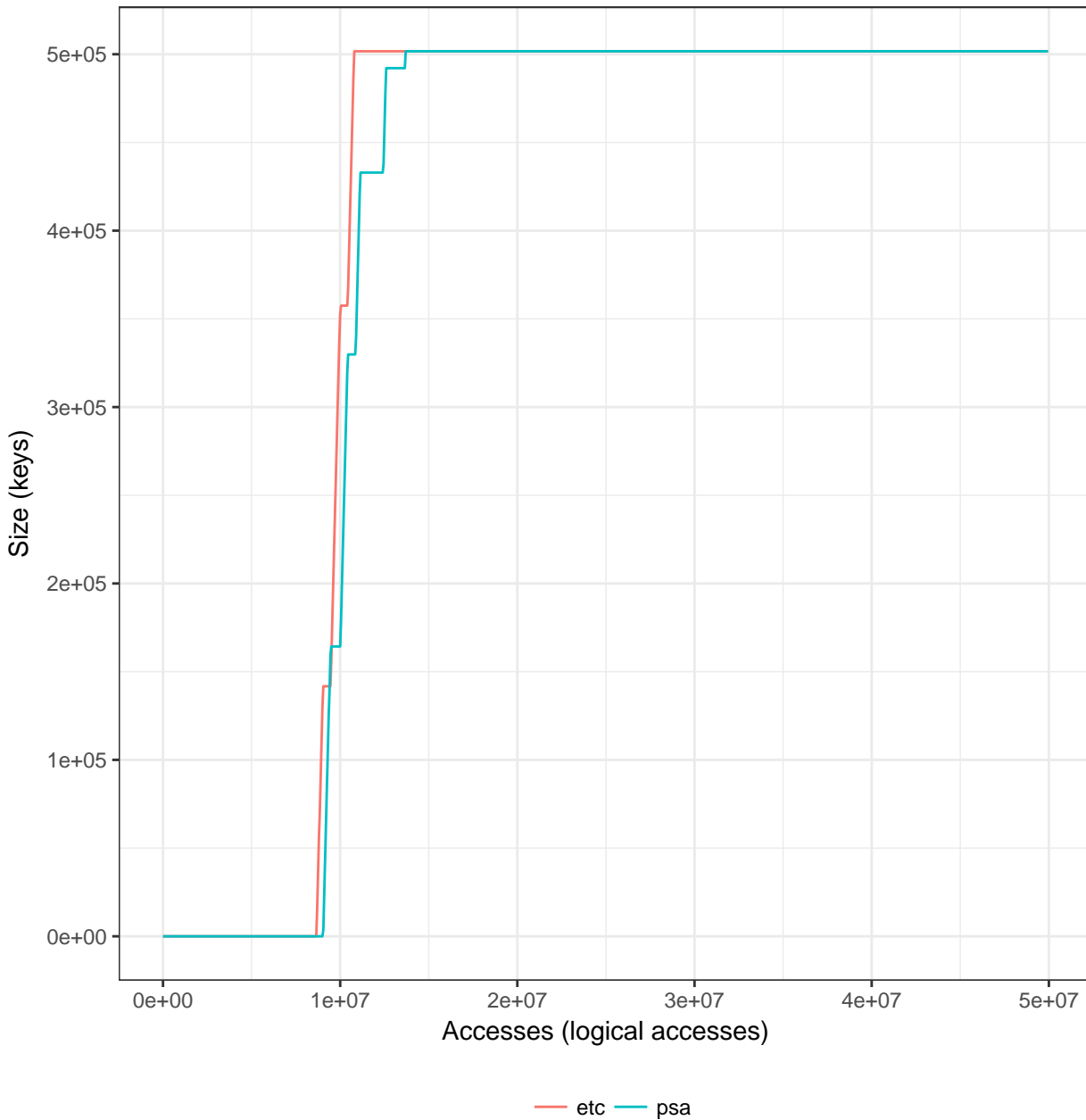
CLIFFHANGER: Average Hit Rate and Live Objects vs. Accesses



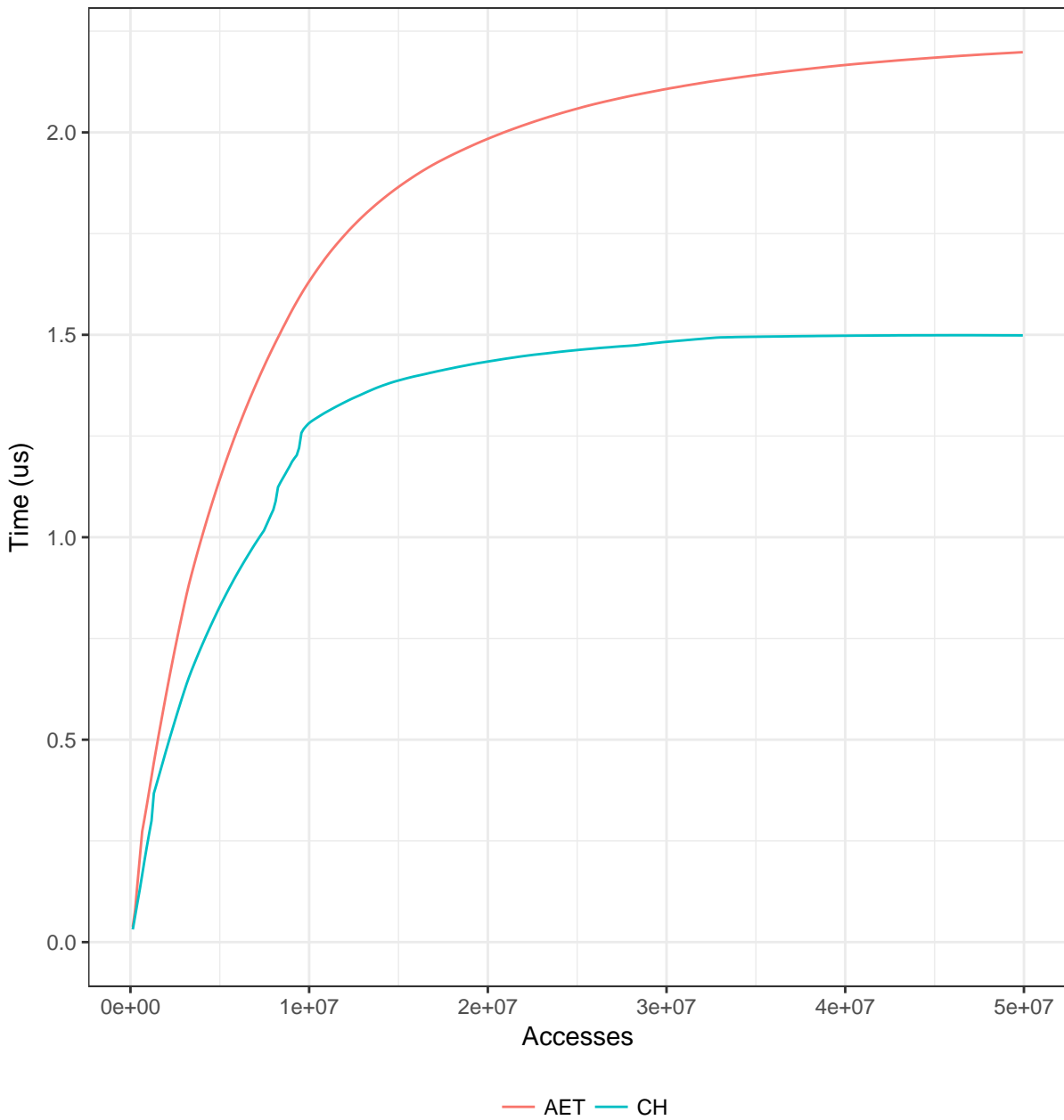
CLIFFHANGER: Shadow Queue Hits vs. Accesses



CLIFFHANGER: Shadow Queue Size vs. Accesses



GET Access Latencies



SET Access Latencies

