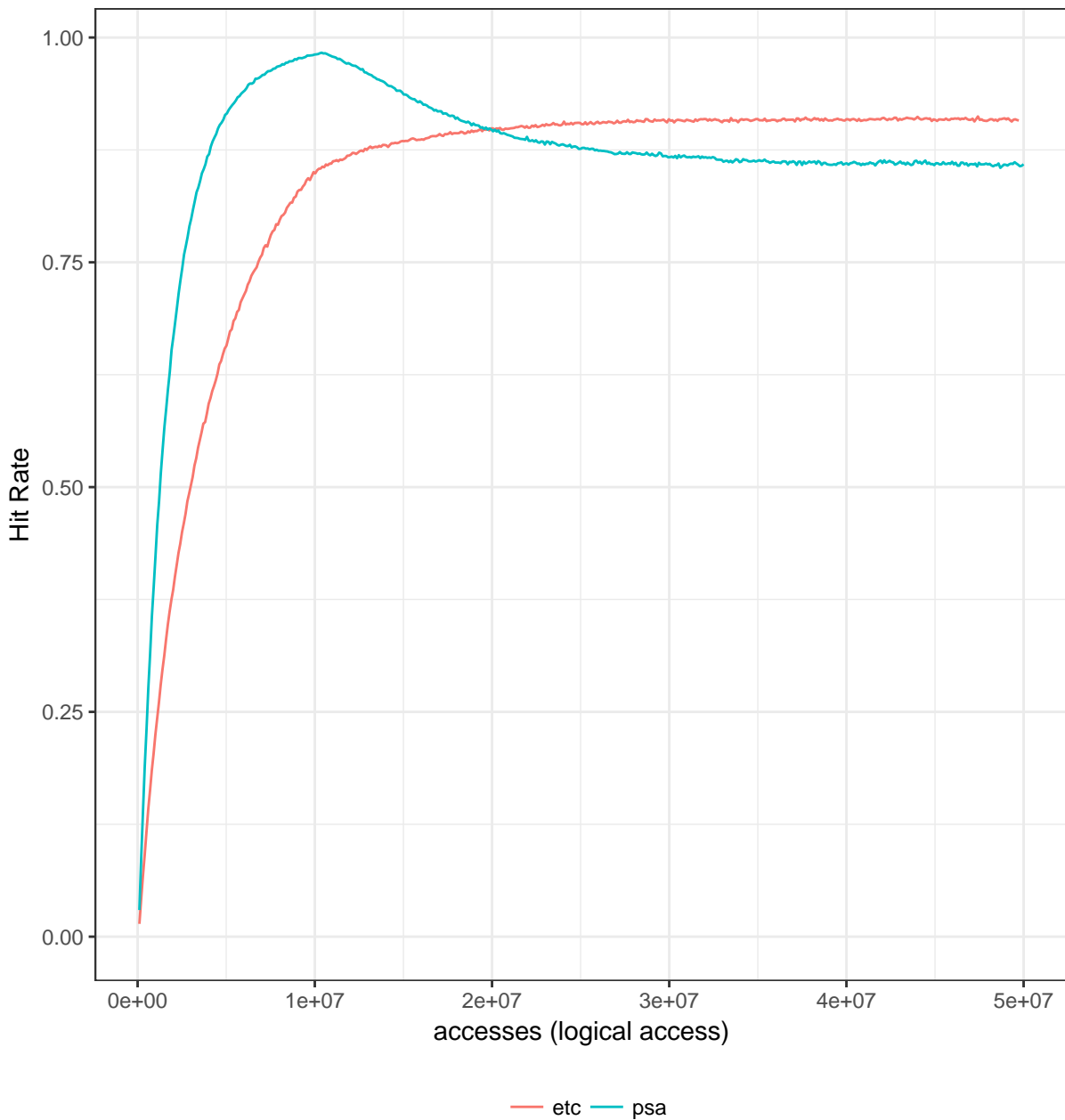
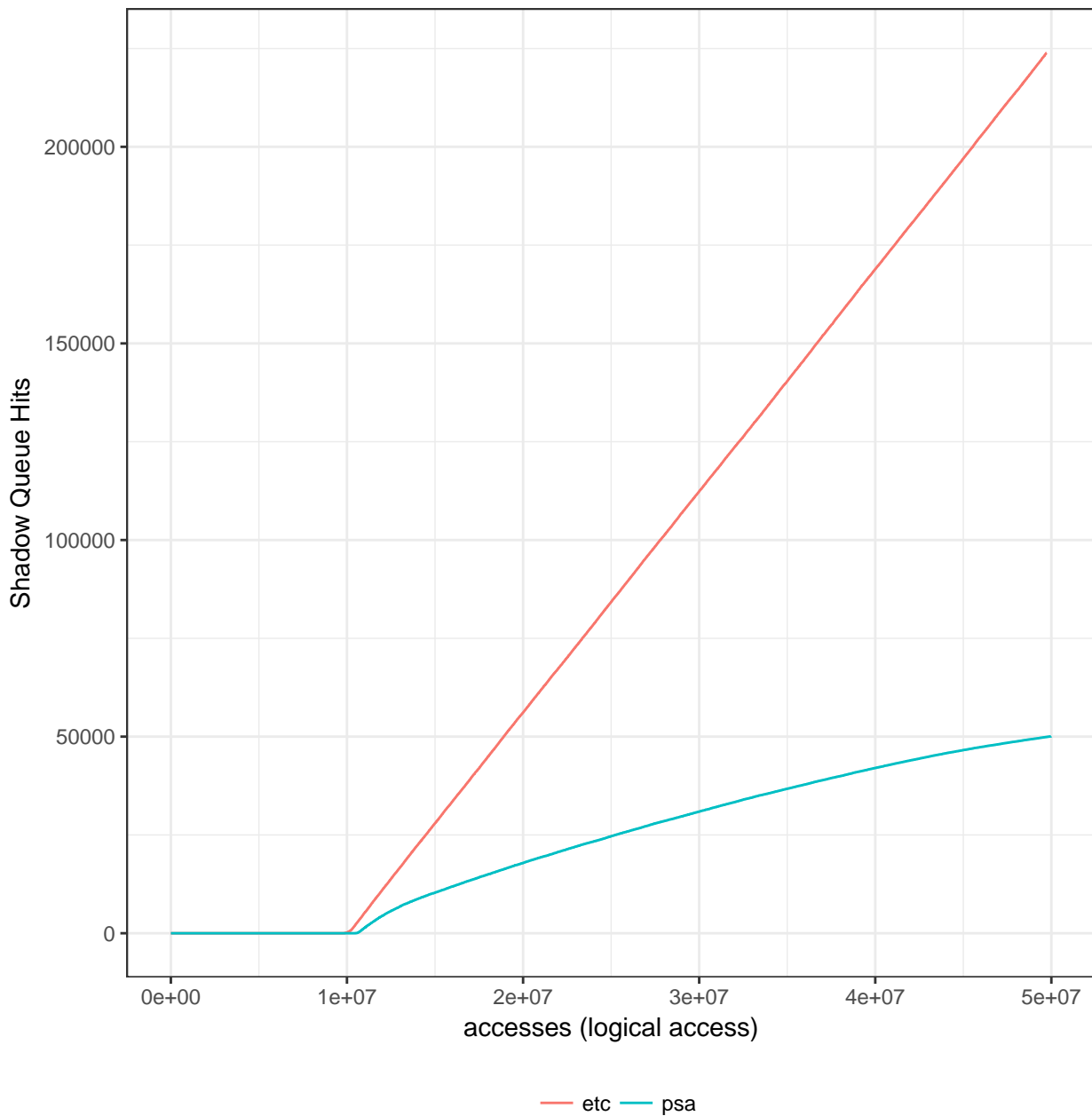


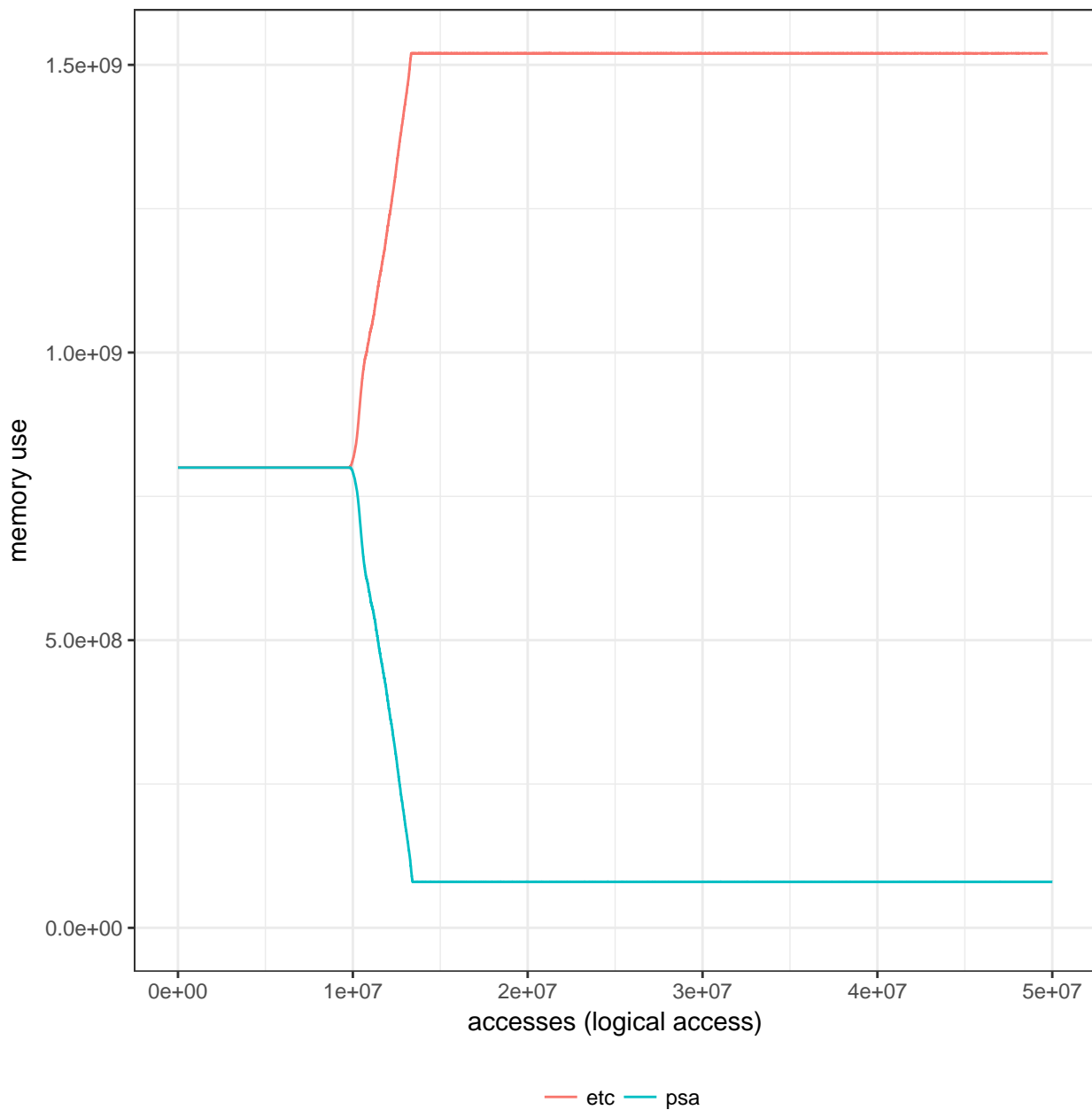
Hit Rate vs. accesses



Shadow Queue Hits vs. accesses



memory use vs. accesses



Hit Rate vs. items

