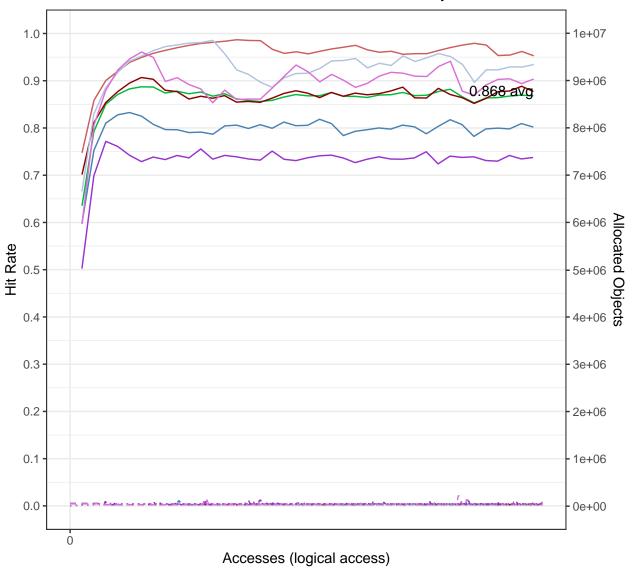
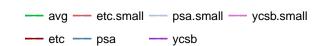
## CLIFFHANGER: Current Hit Rate and Allocated Objects vs. Accesses





AET: Current Hit Rate and Allocated Objects vs. Accesses

