Replication (payload = 0 bytes)

Latency at client (us) vs Throughput (Mops/sec)
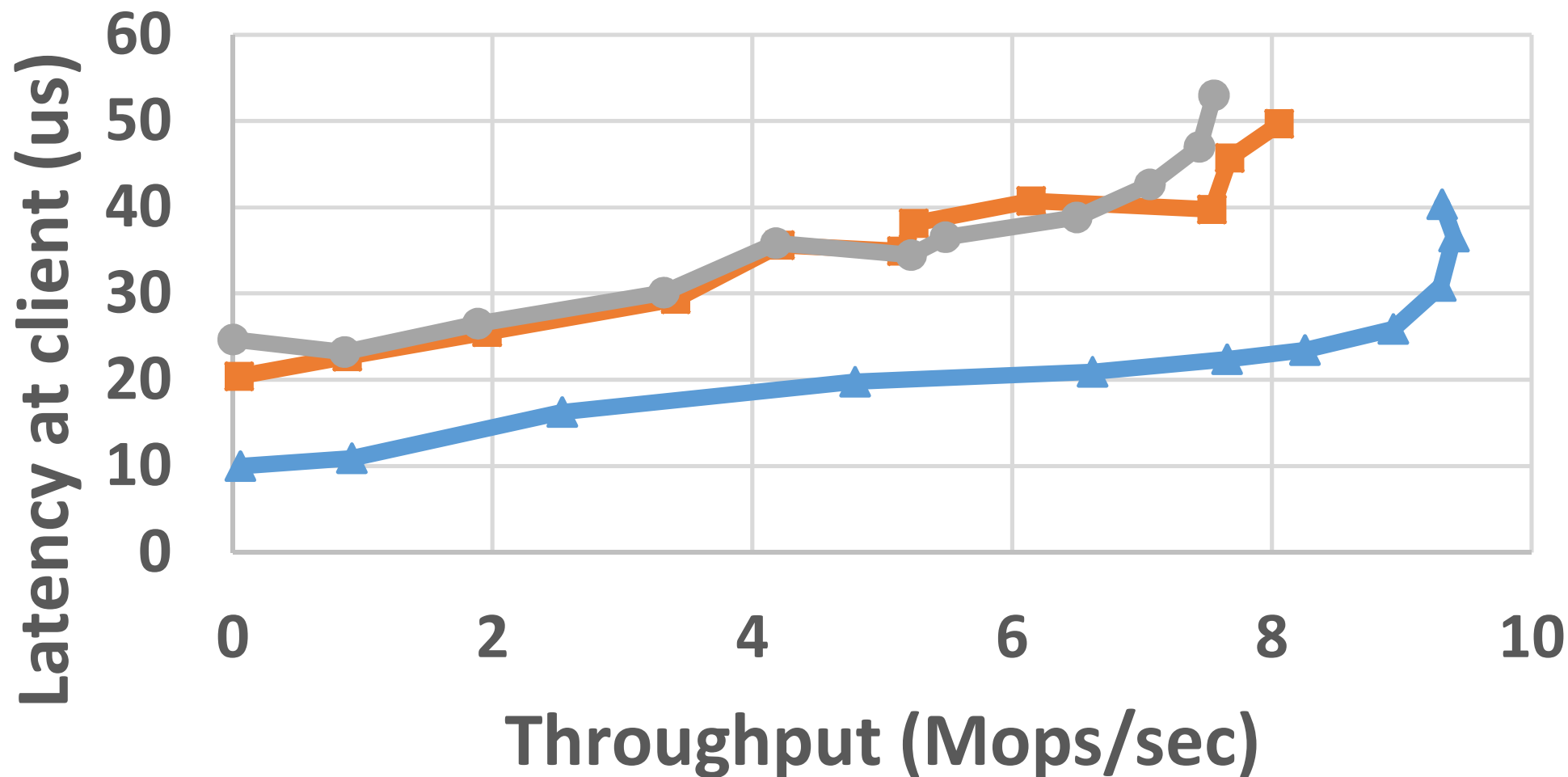
Replicas=1　　Replicas=2　　Replicas=3