

Throughput (MOP/s)

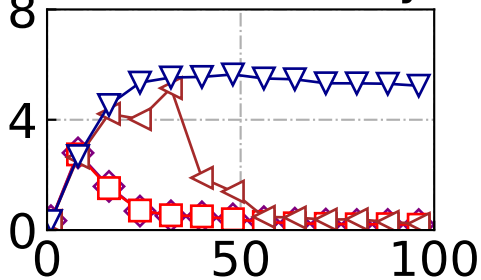
—◇— RACE

—◁— O2: O1+WorkReqThrot

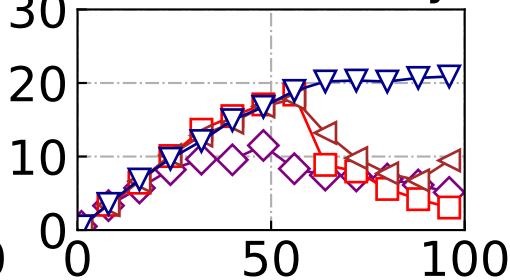
—□— O1: +ThdResAlloc

—▽— O3: O2+ConflictAvoid

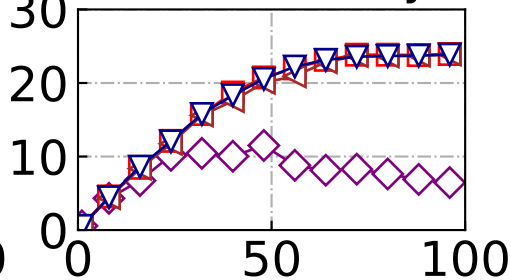
(a) Write-heavy



(b) Read-heavy



(c) Read-only



Thread Count