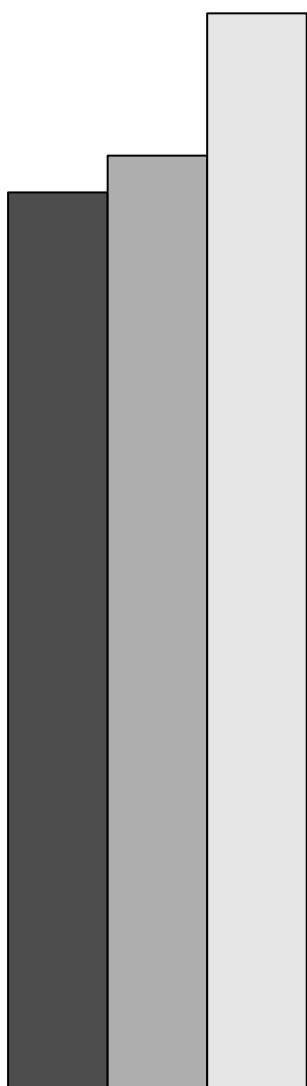


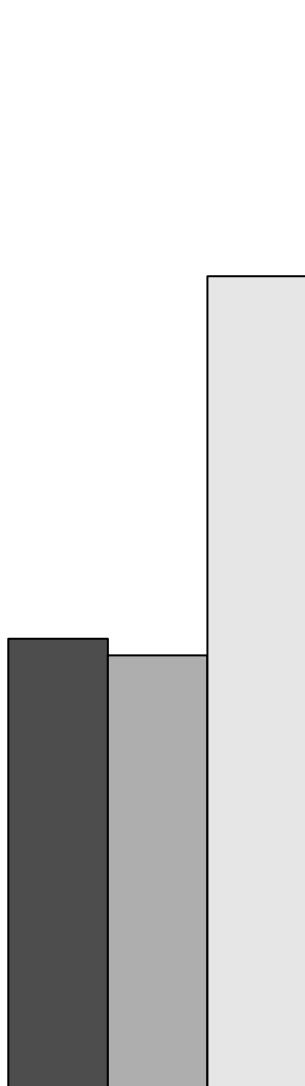
Entities per millisecond

3.0  
2.5  
2.0  
1.5  
1.0  
0.5  
0.0

s c e  
insert



s c e  
update



s c e  
delete

