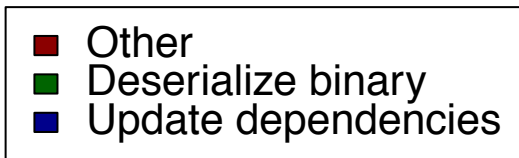
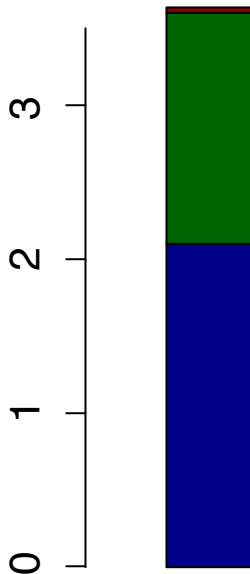


Time (ms)



Eager instantiation  
+ broadcast

Lazy instantiation  
+ cache

