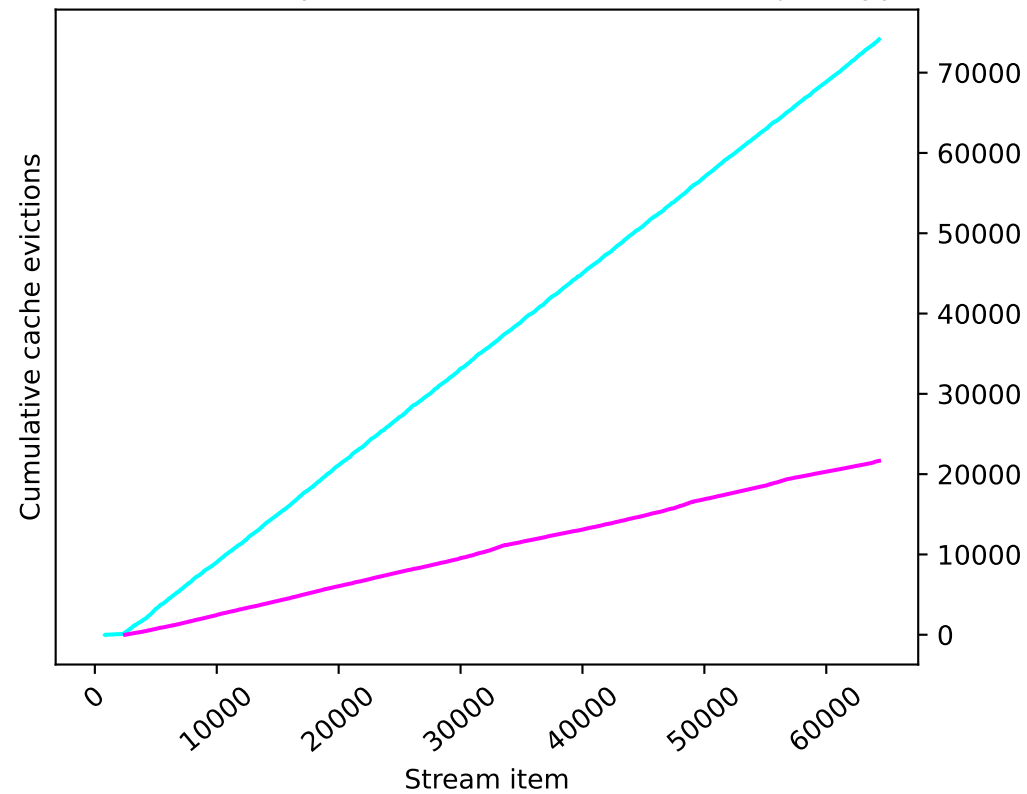
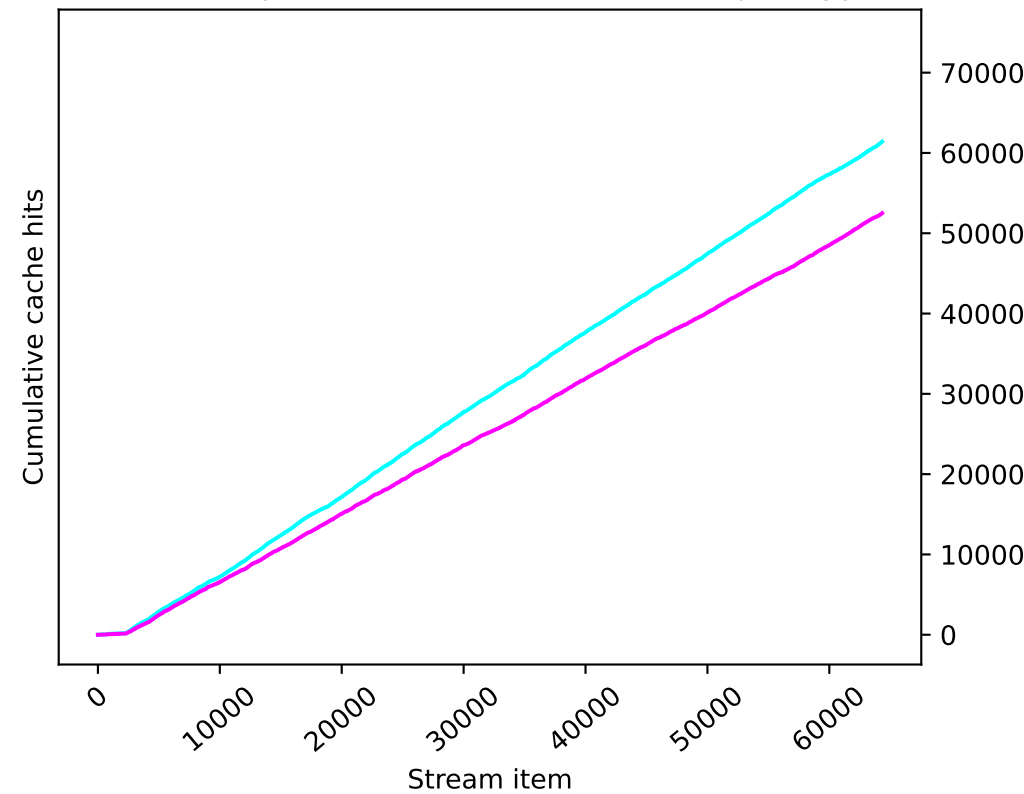


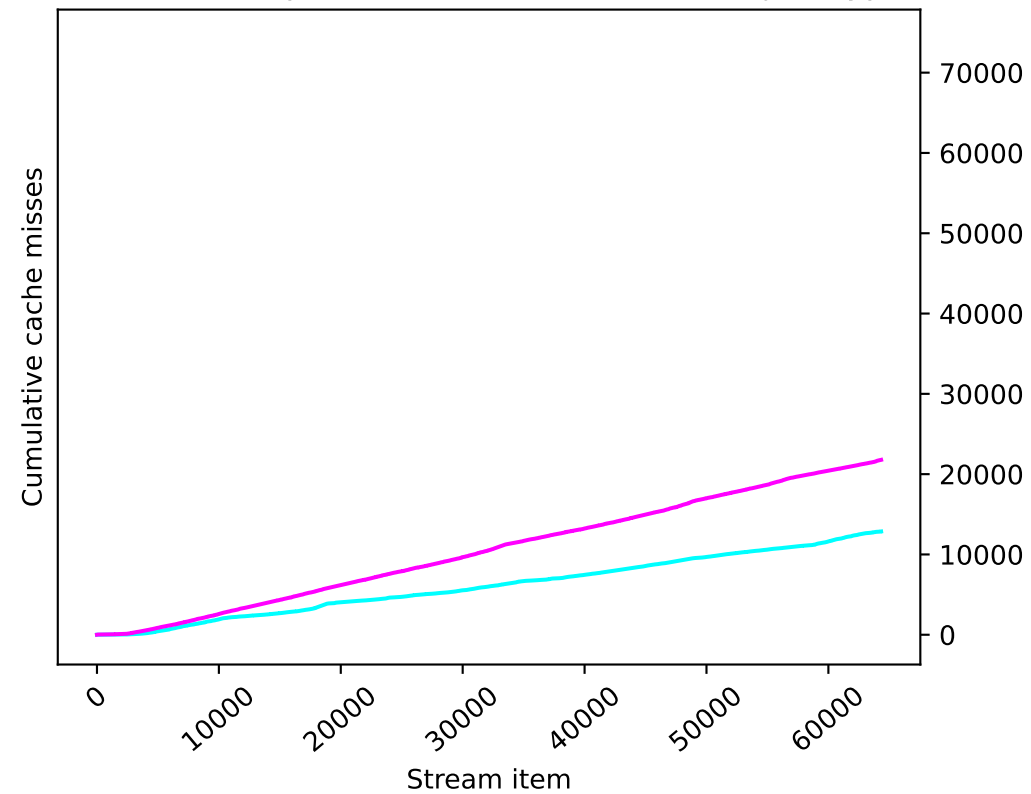
Cache evictions per model buffer across all object types



Cache hits per model buffer across all object types



Cache misses per model buffer across all object types



OC-DFG arc buffer OC-DFG node buffer