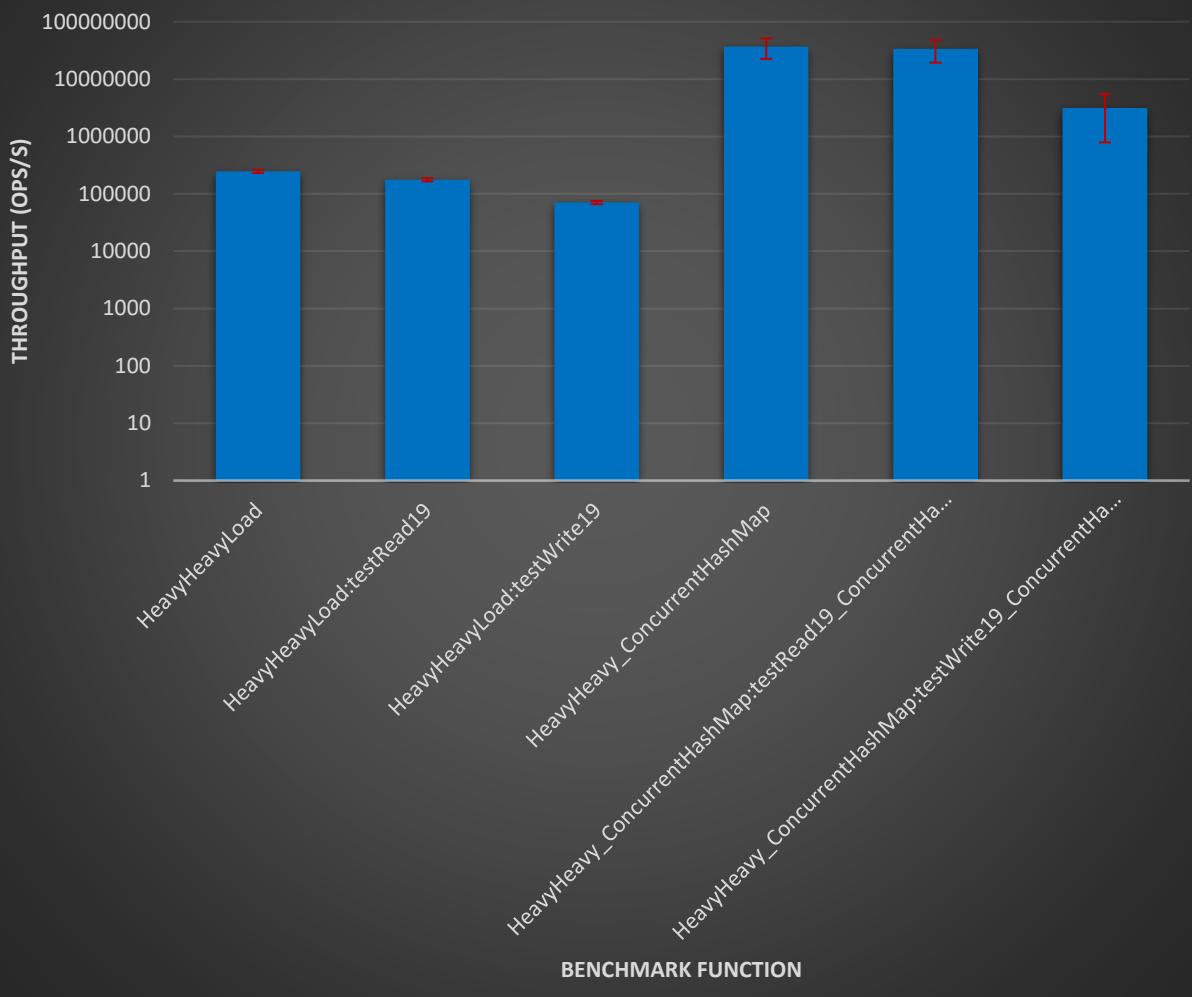
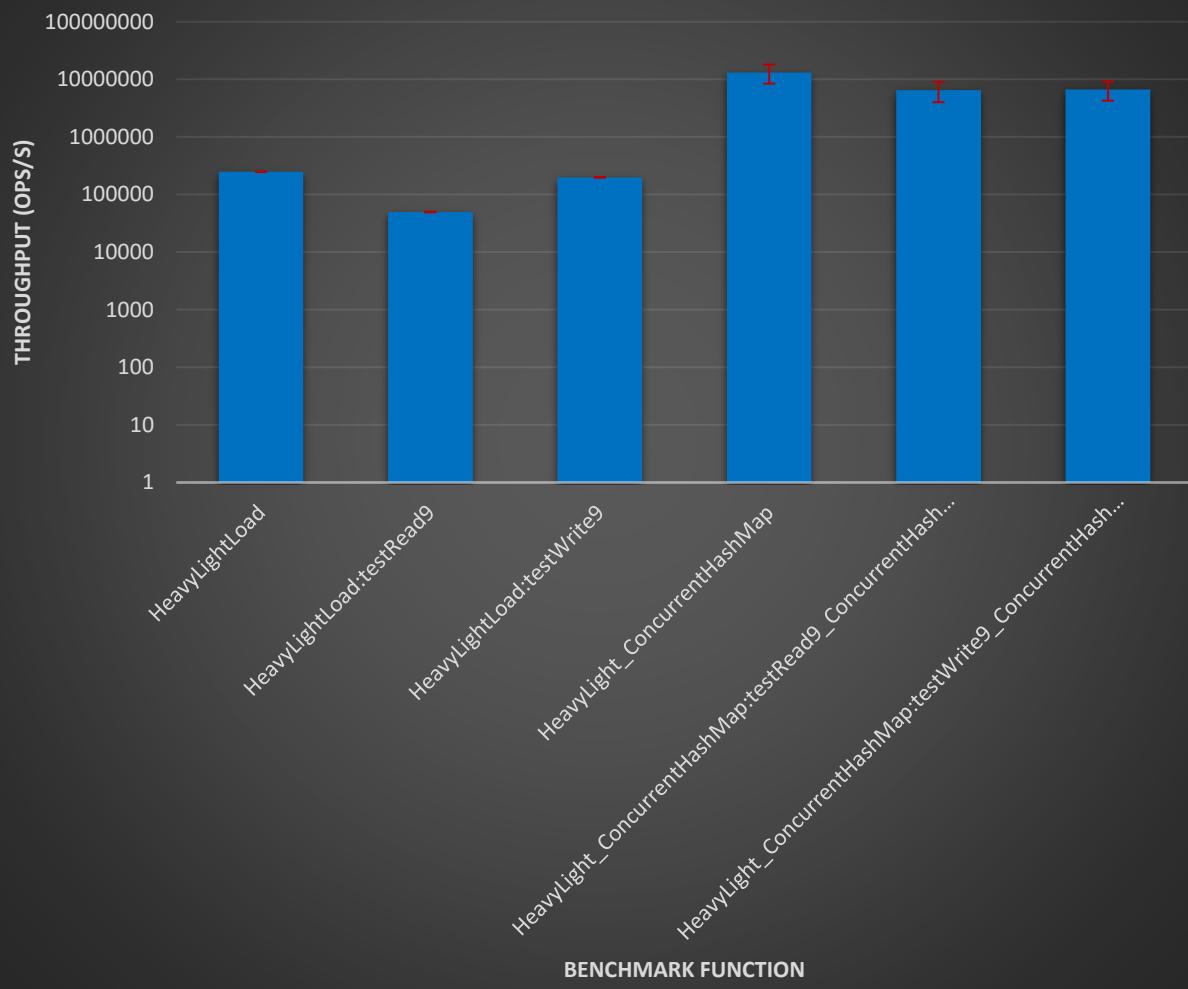


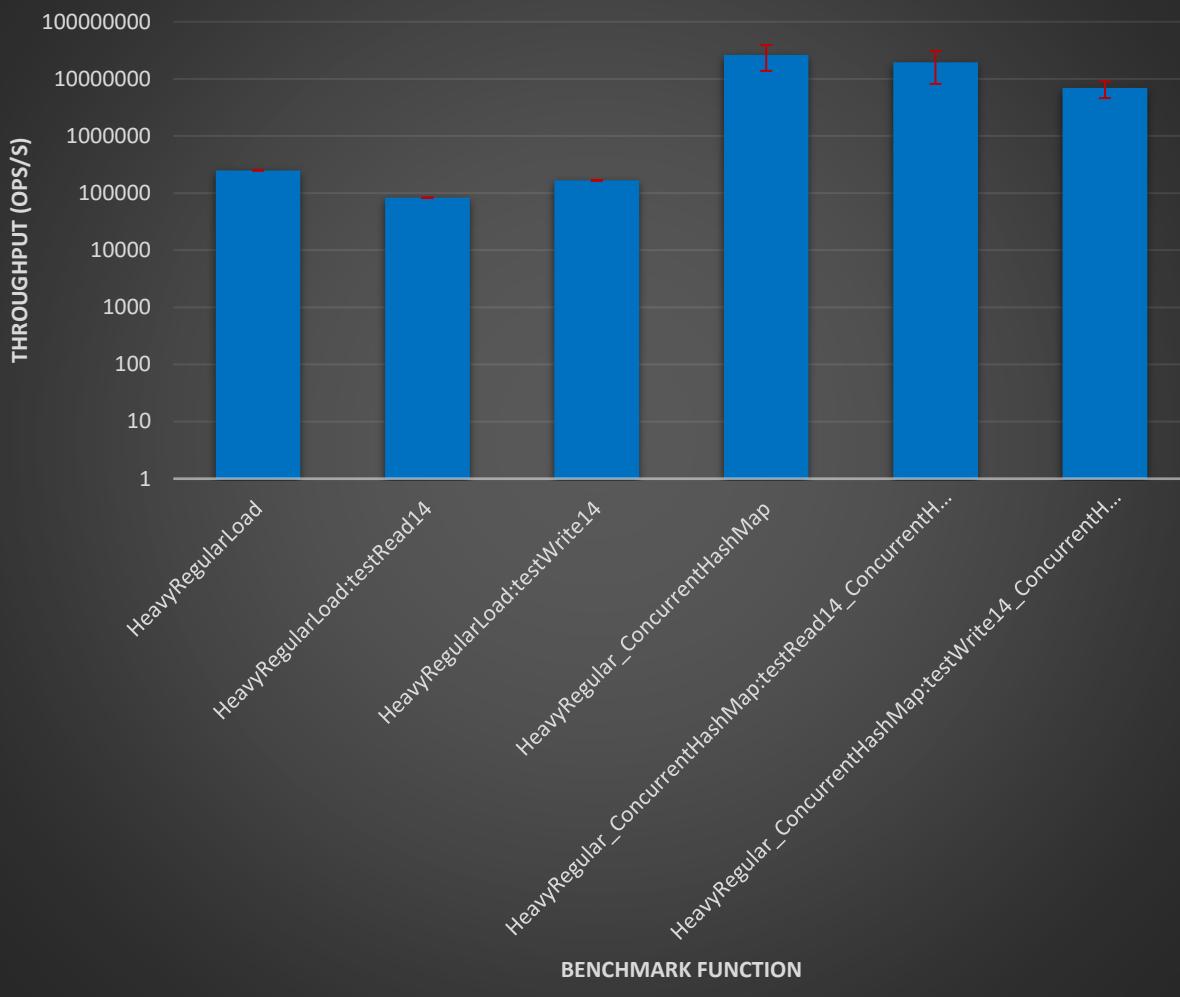
Throughput of "Heavy" (50) Read and "Heavy" (20) Write Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap, on My System



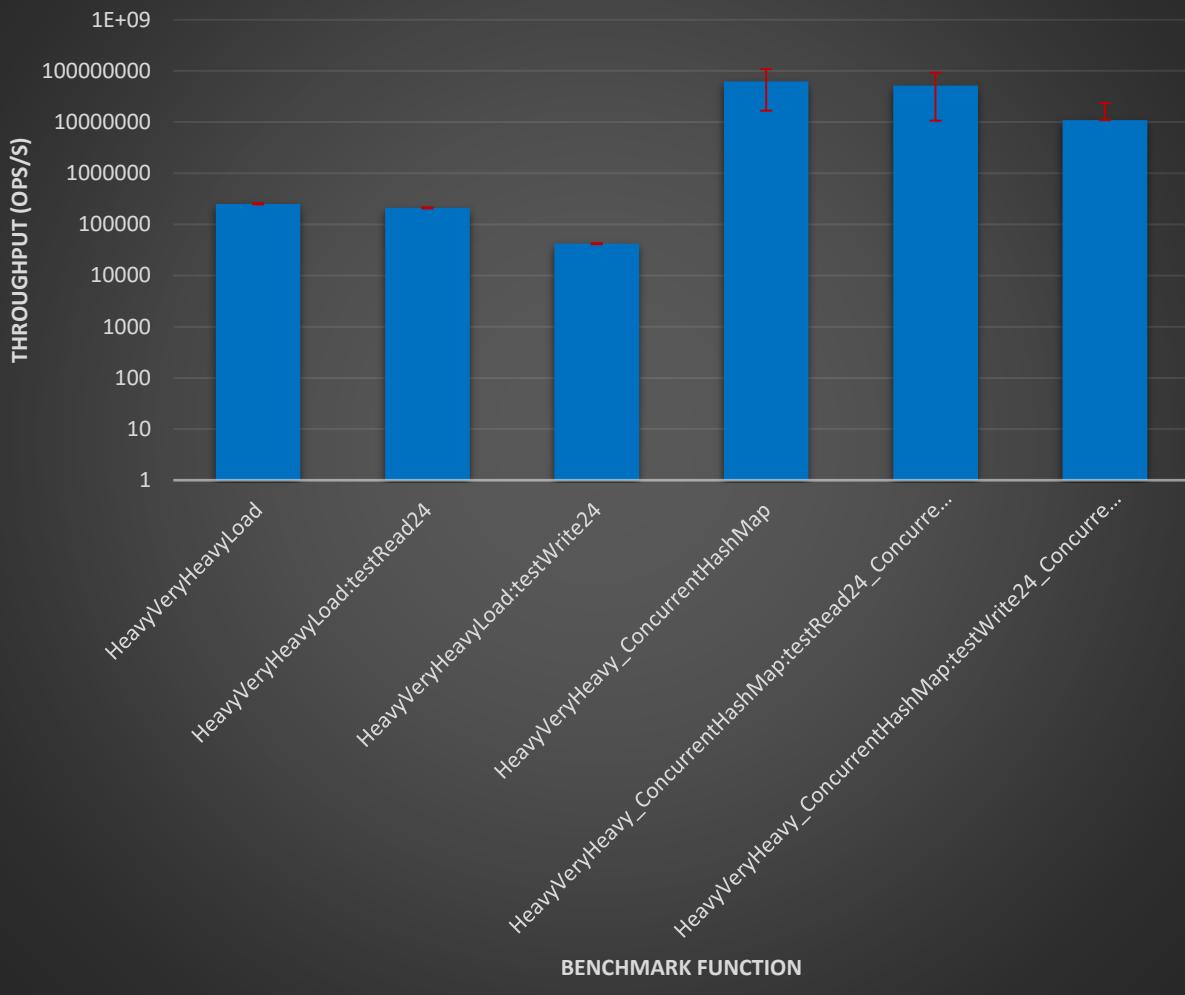
**Throughput of "Heavy" (20) Write and "Light" (5) Read Scenario,
Utilizing ArrayList and ReentrantReadWrite Lock vs.
ConcurrentHashMap, on My System**



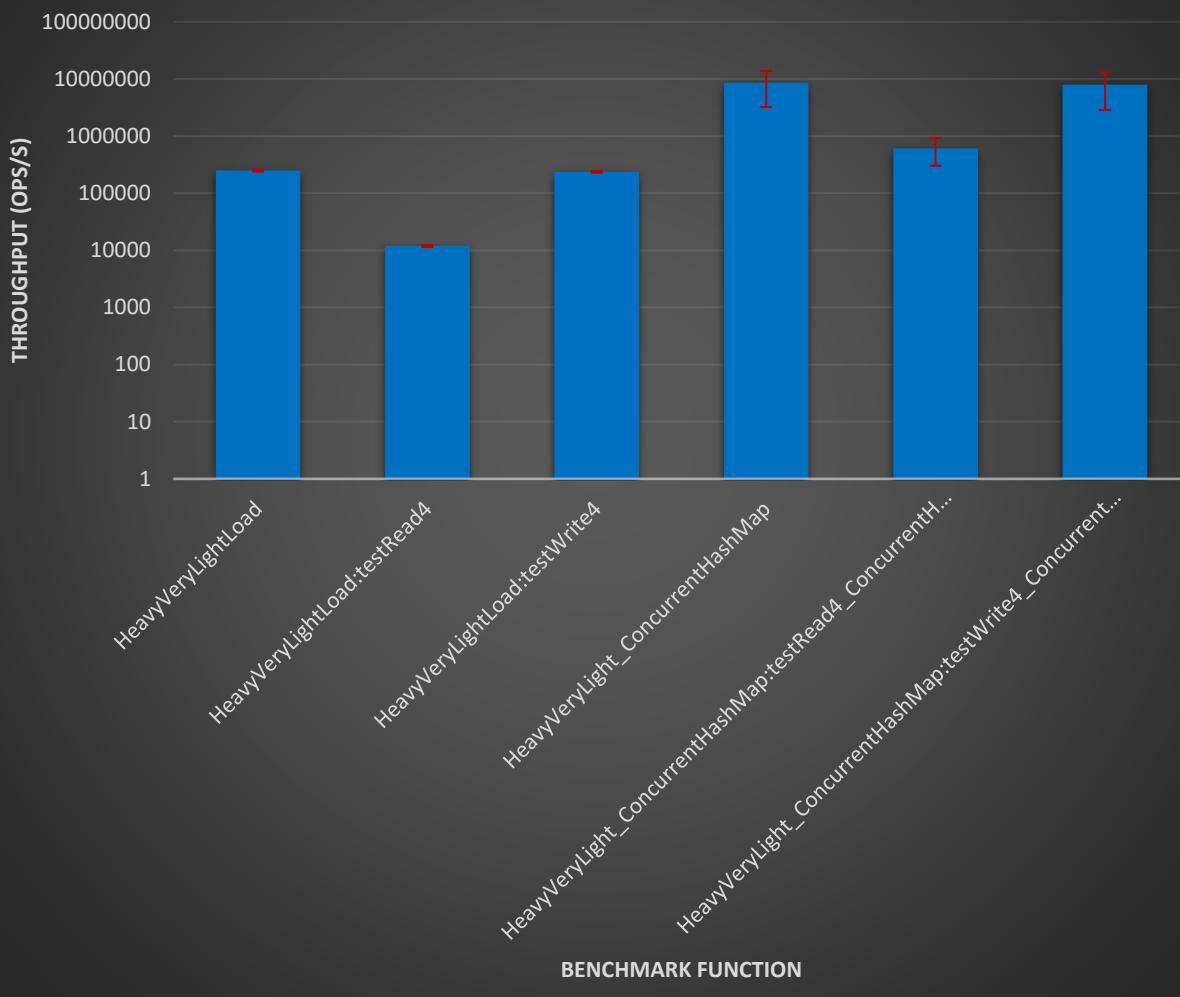
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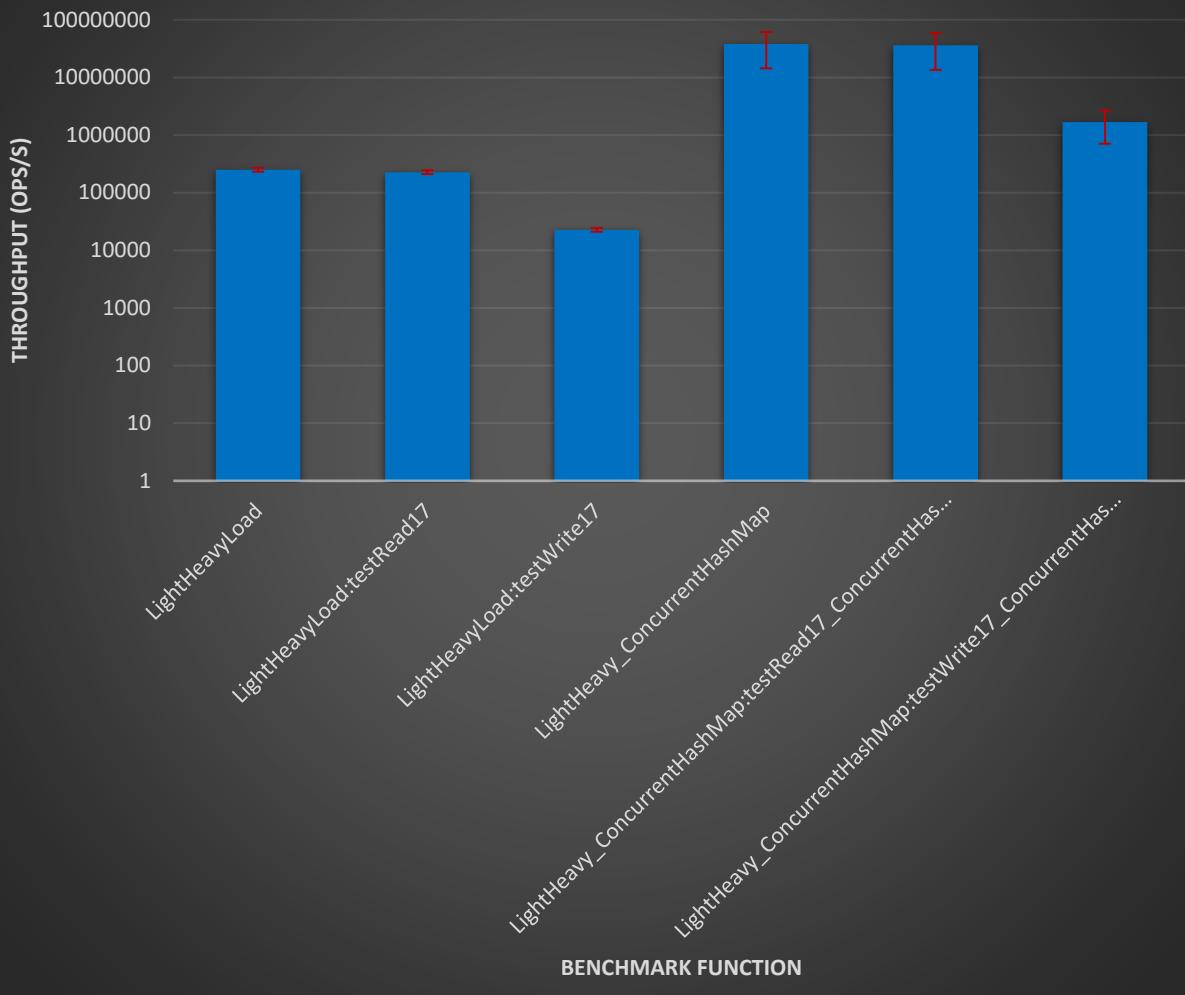
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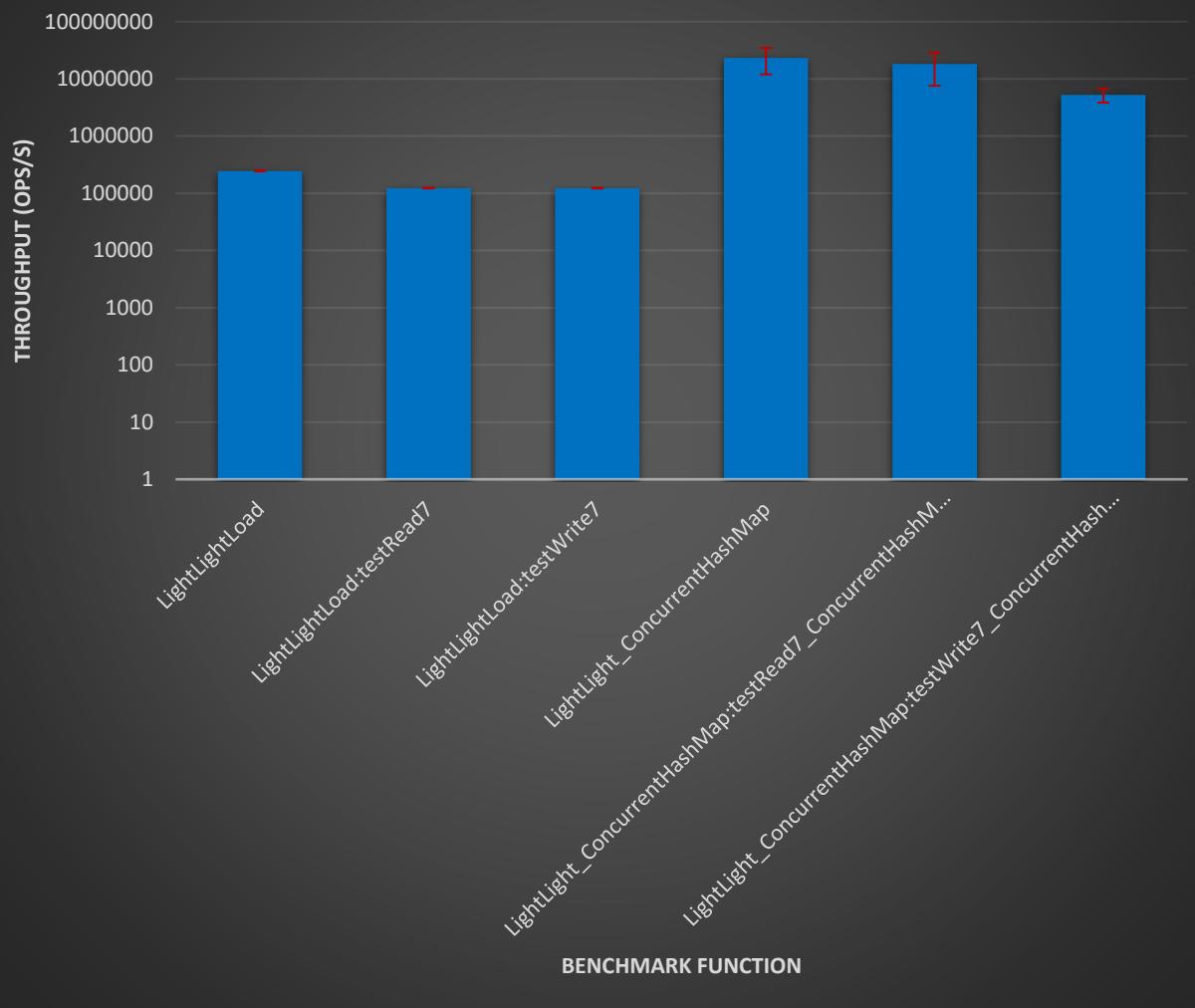
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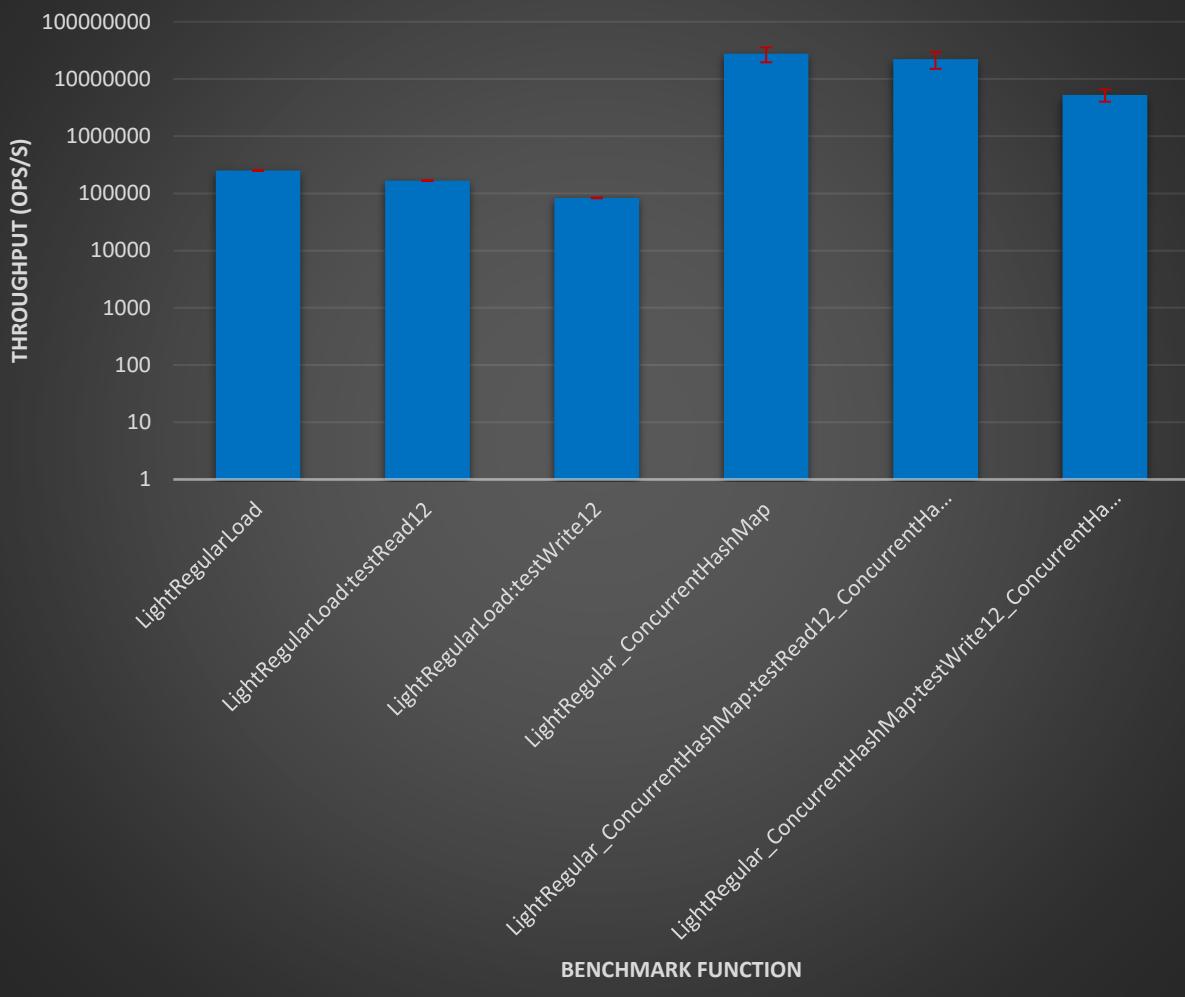
**Throughput of "Light" (5) Write and "Heavy" (50) Read Scenario,
Utilizing ArrayList and ReentrantReadWrite Lock vs.
ConcurrentHashMap on My System**



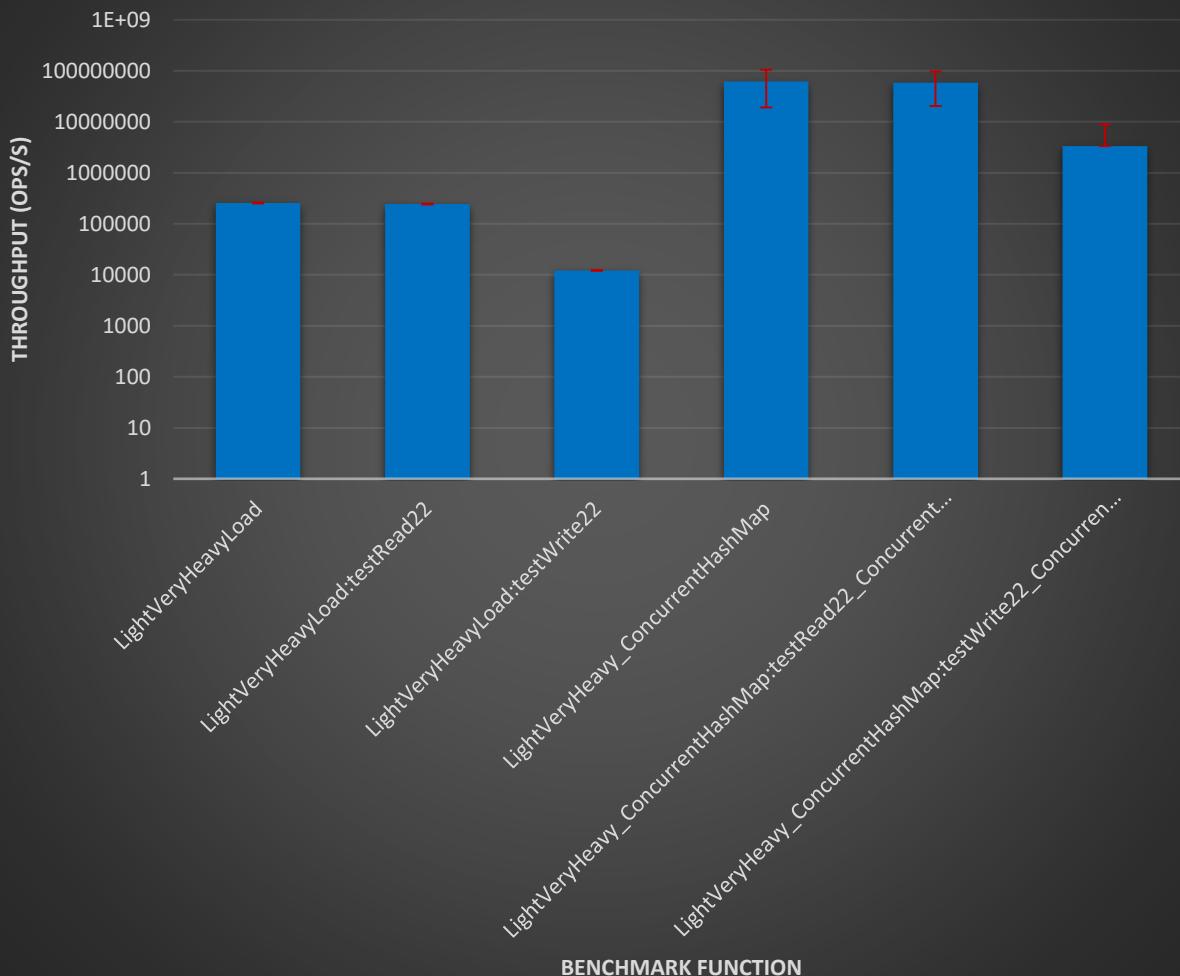
**Throughput of "Light" (5) Write and "Light" (5) Read Scenario,
Utilizing ArrayList and ReentrantReadWrite Lock vs.
ConcurrentHashMap on My System**



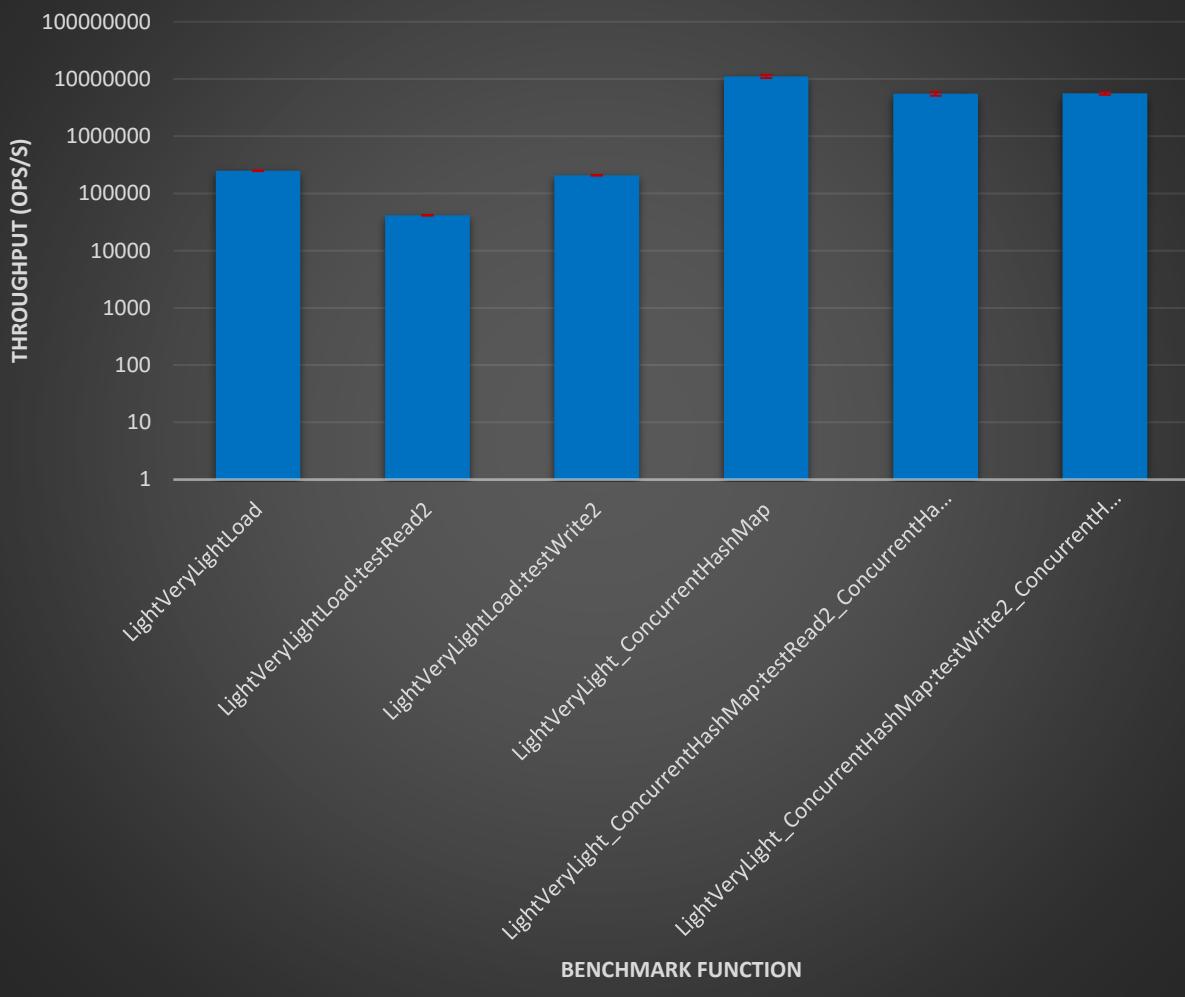
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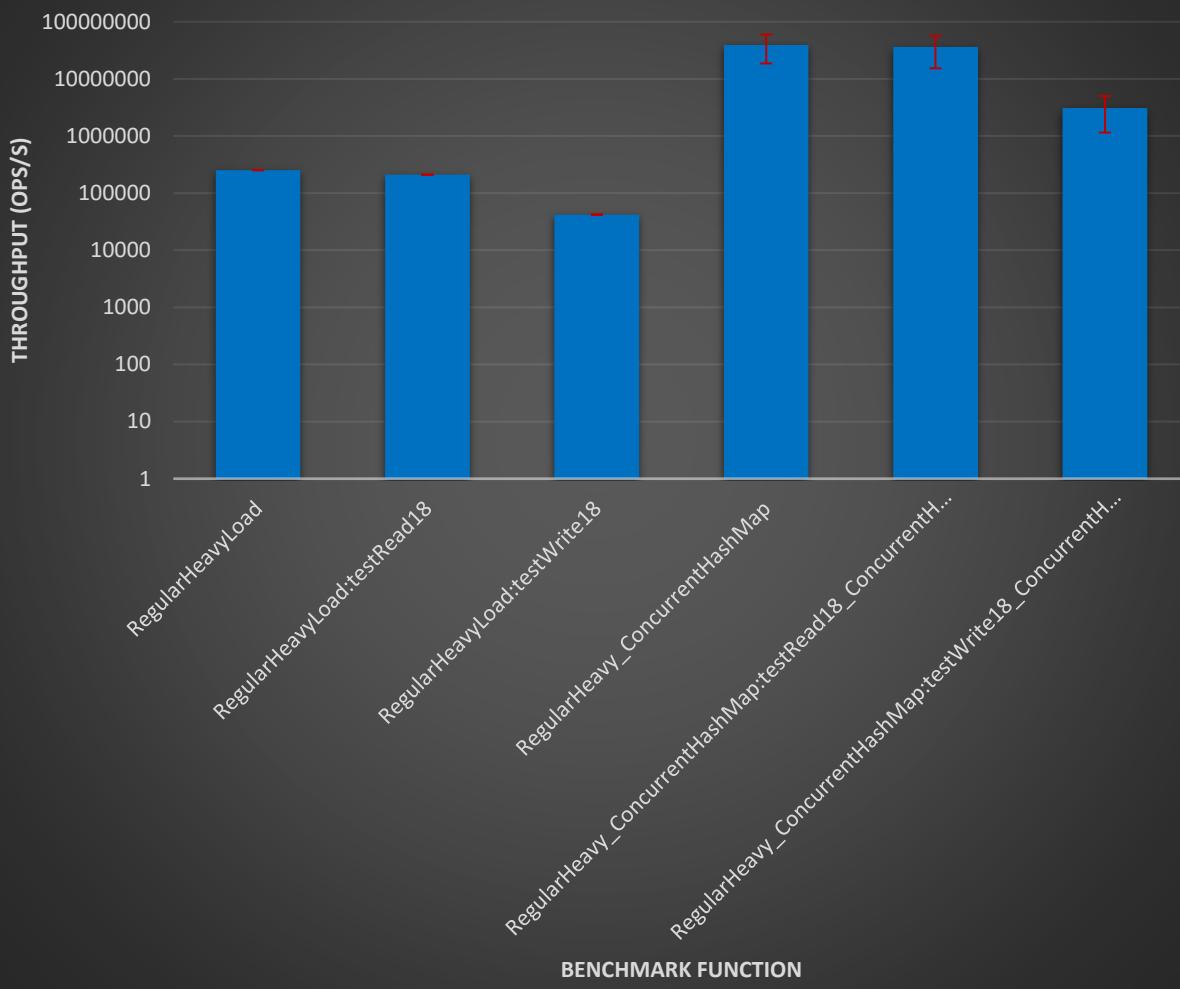
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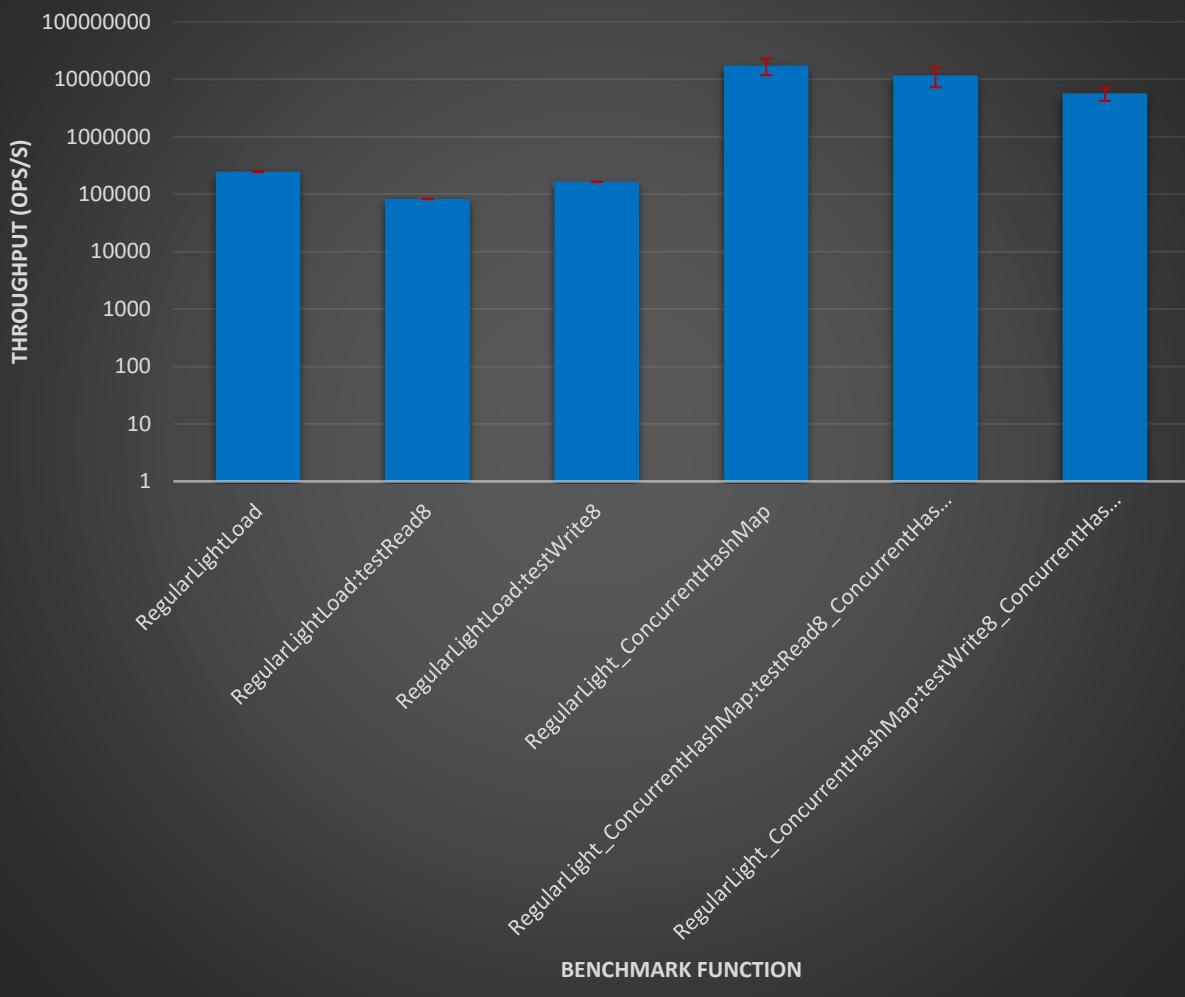
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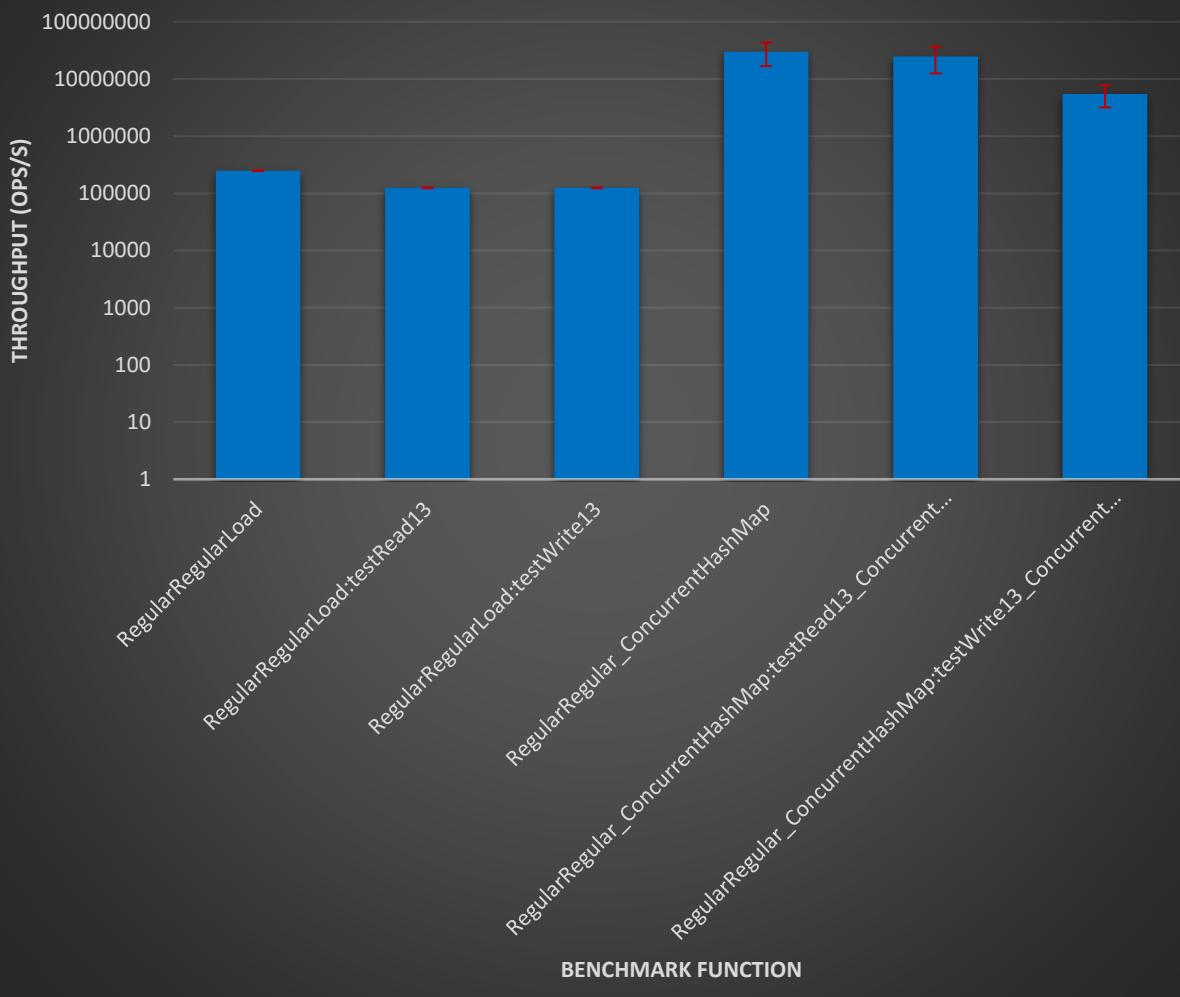
Throughput of "Regular" (10) Write and "Heavy" (50) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on My System



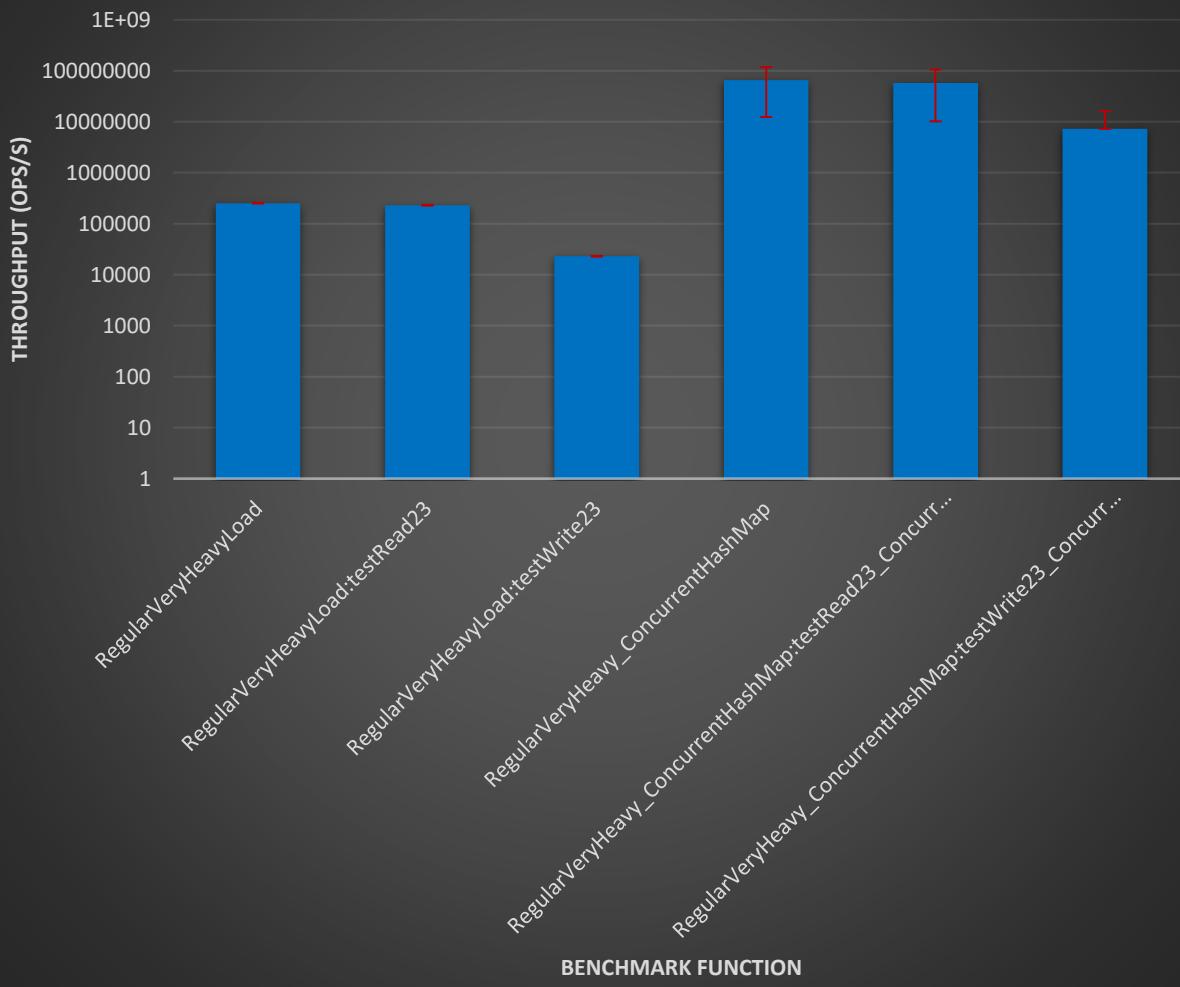
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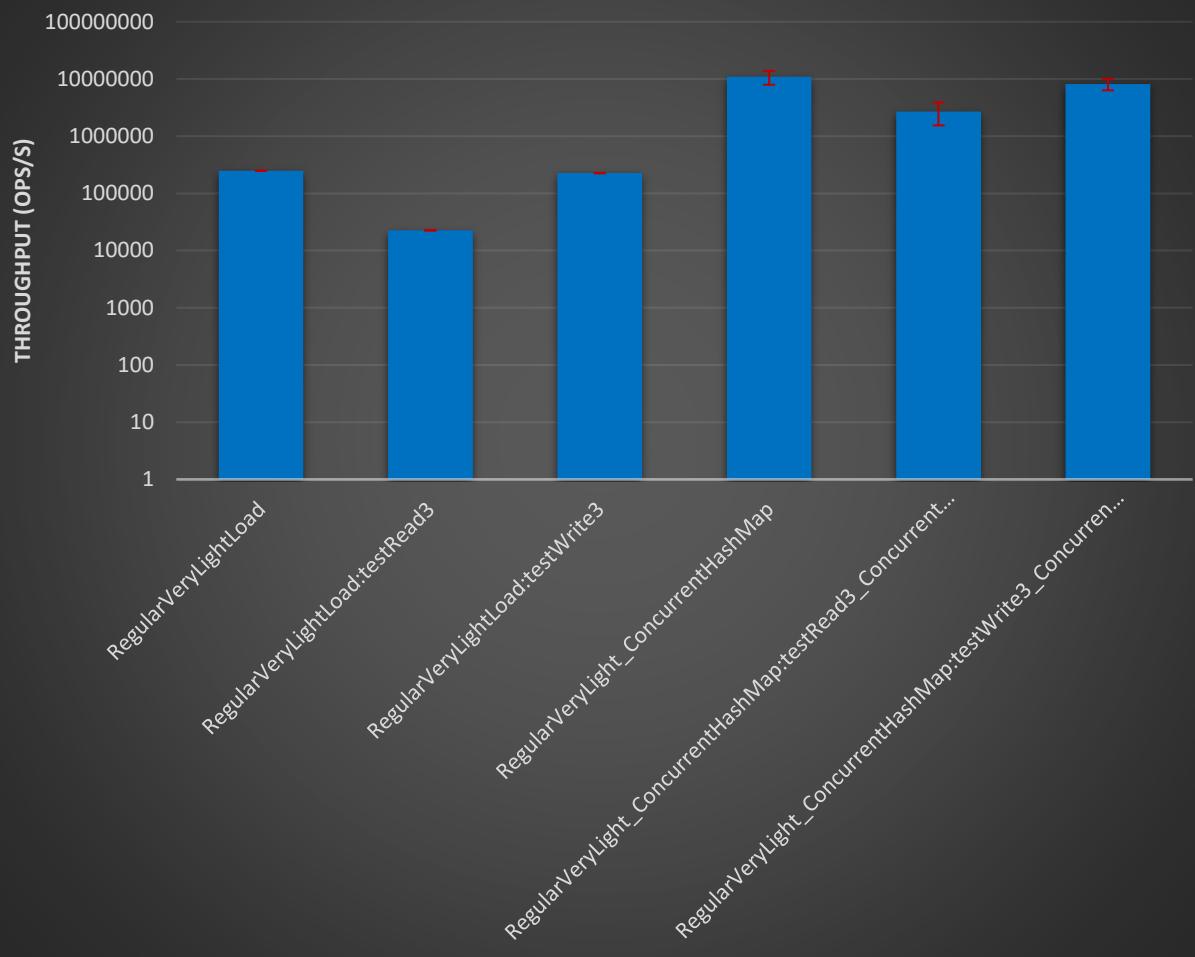
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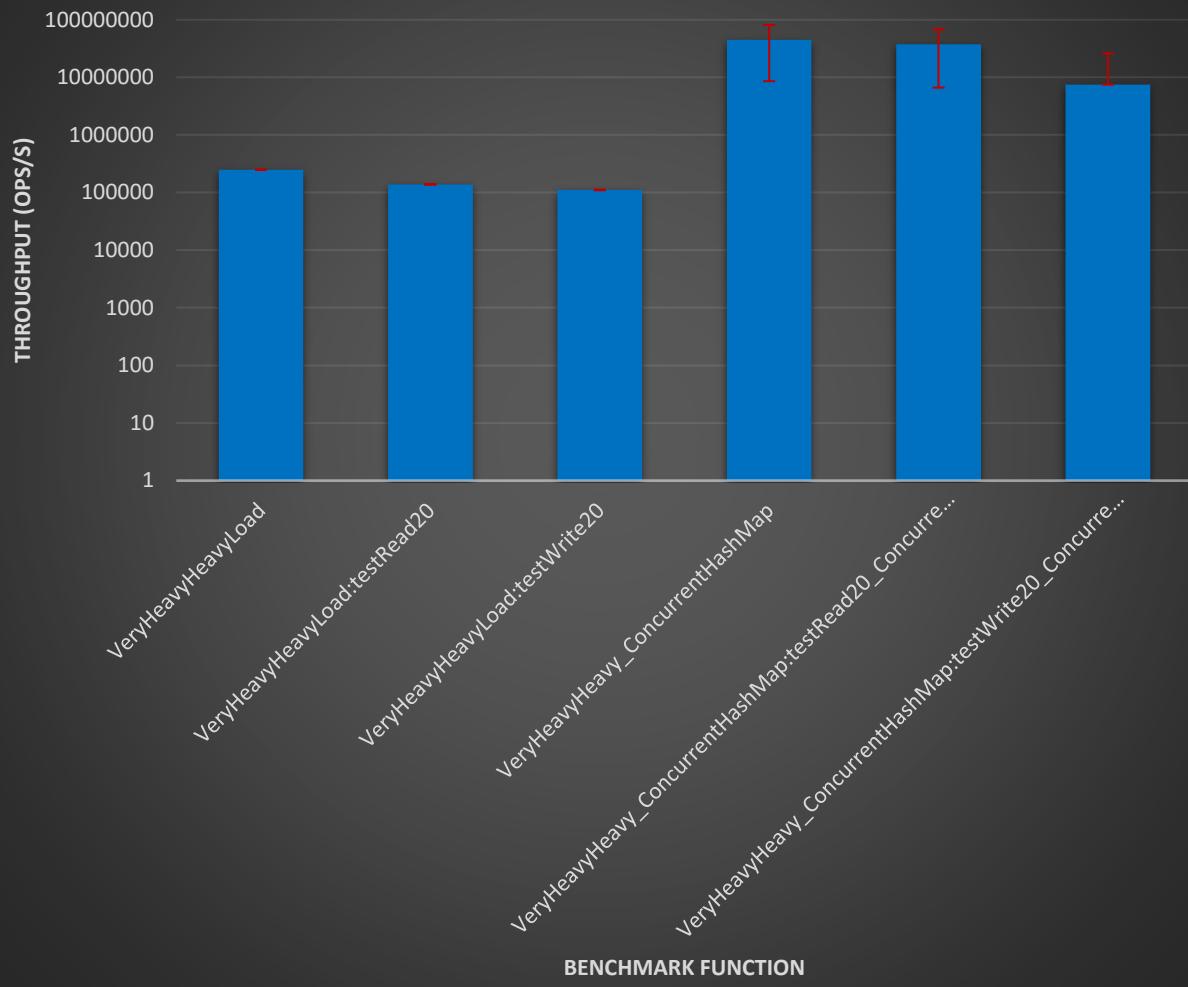
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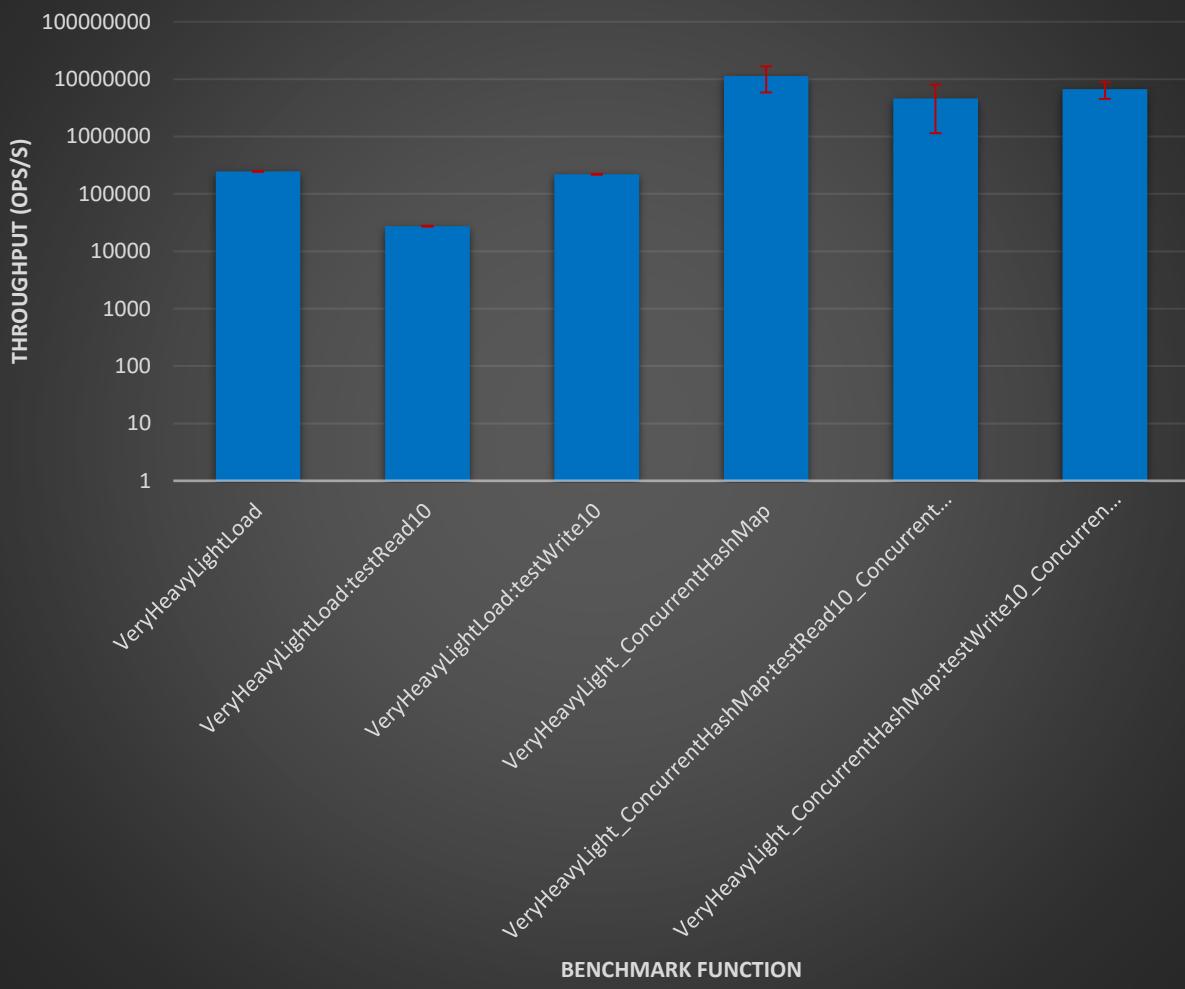
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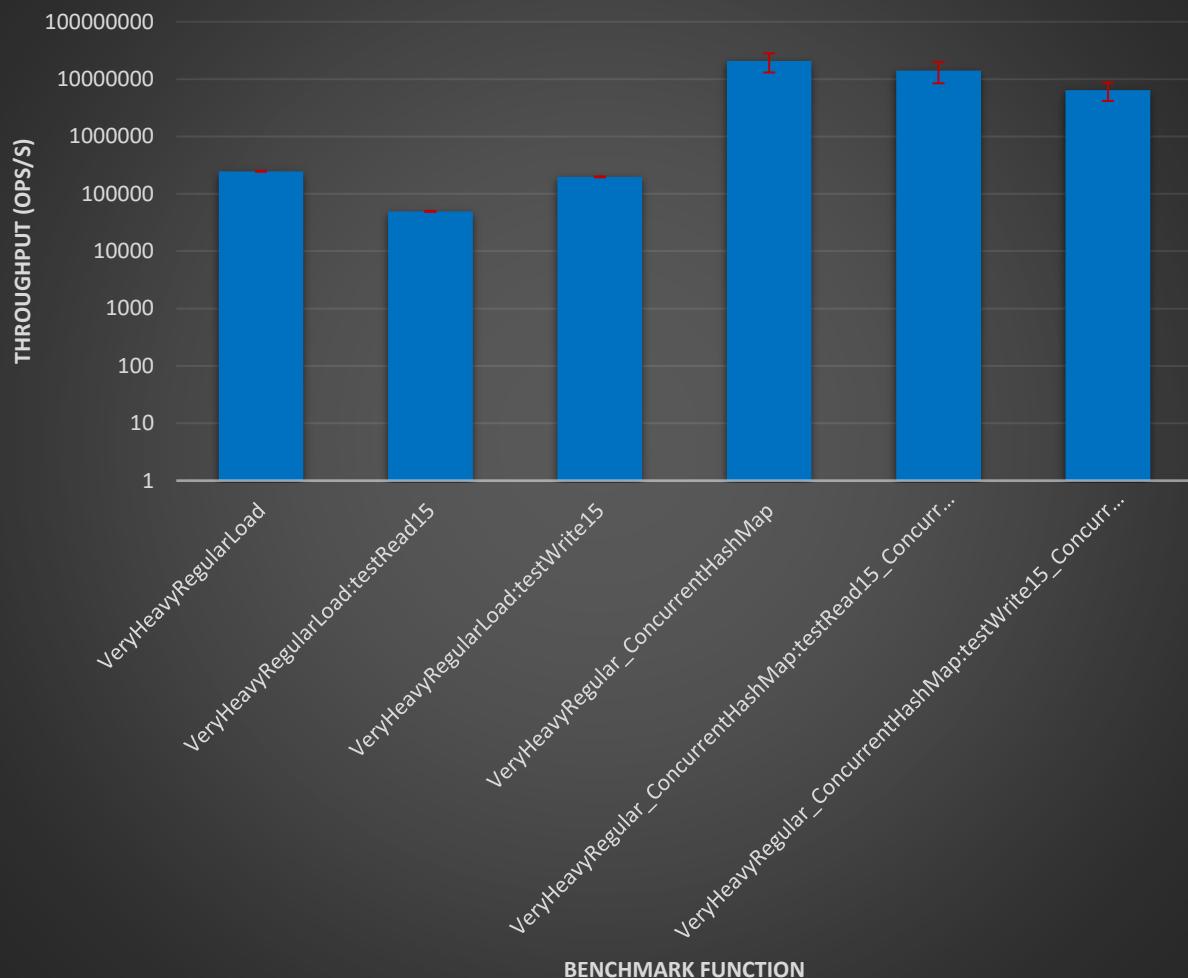
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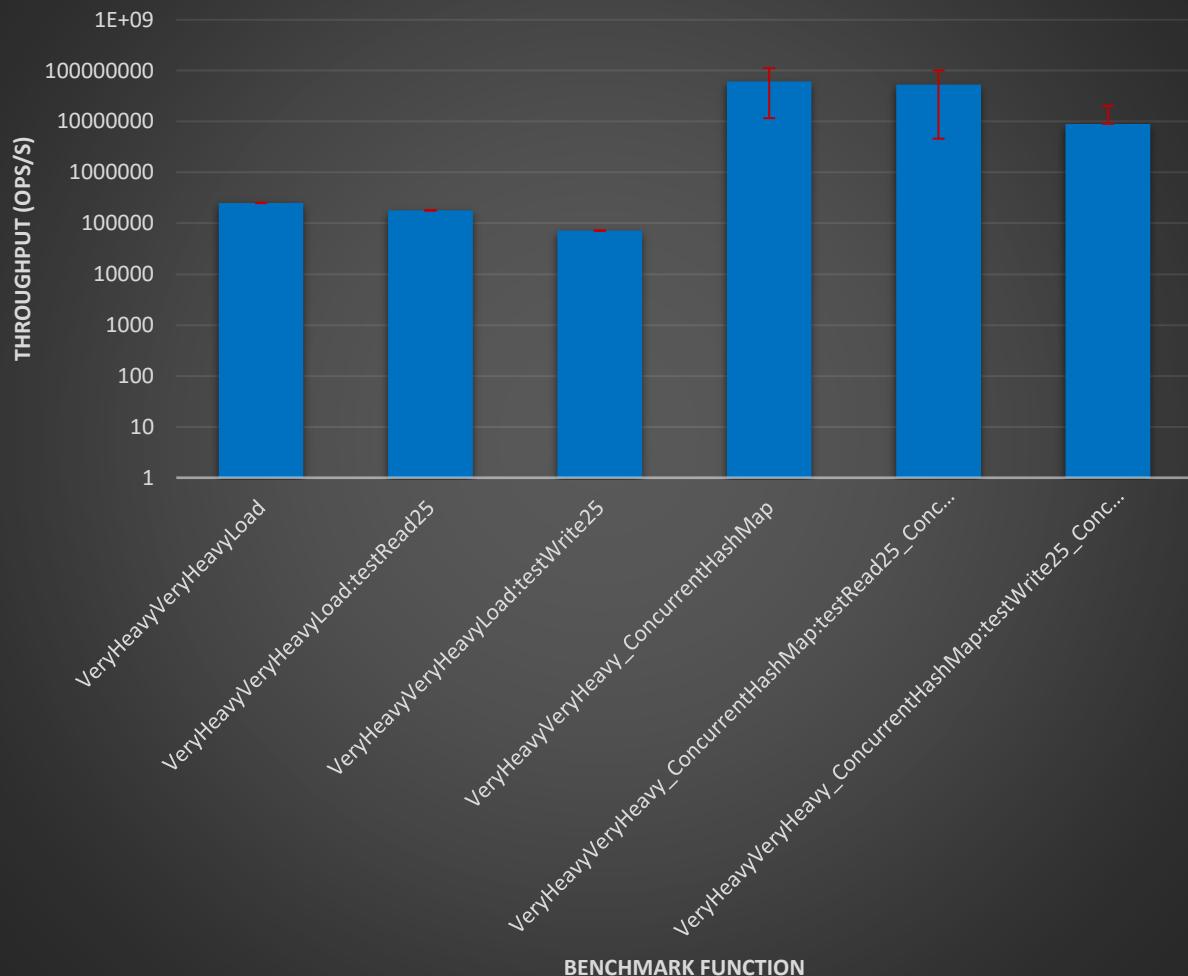
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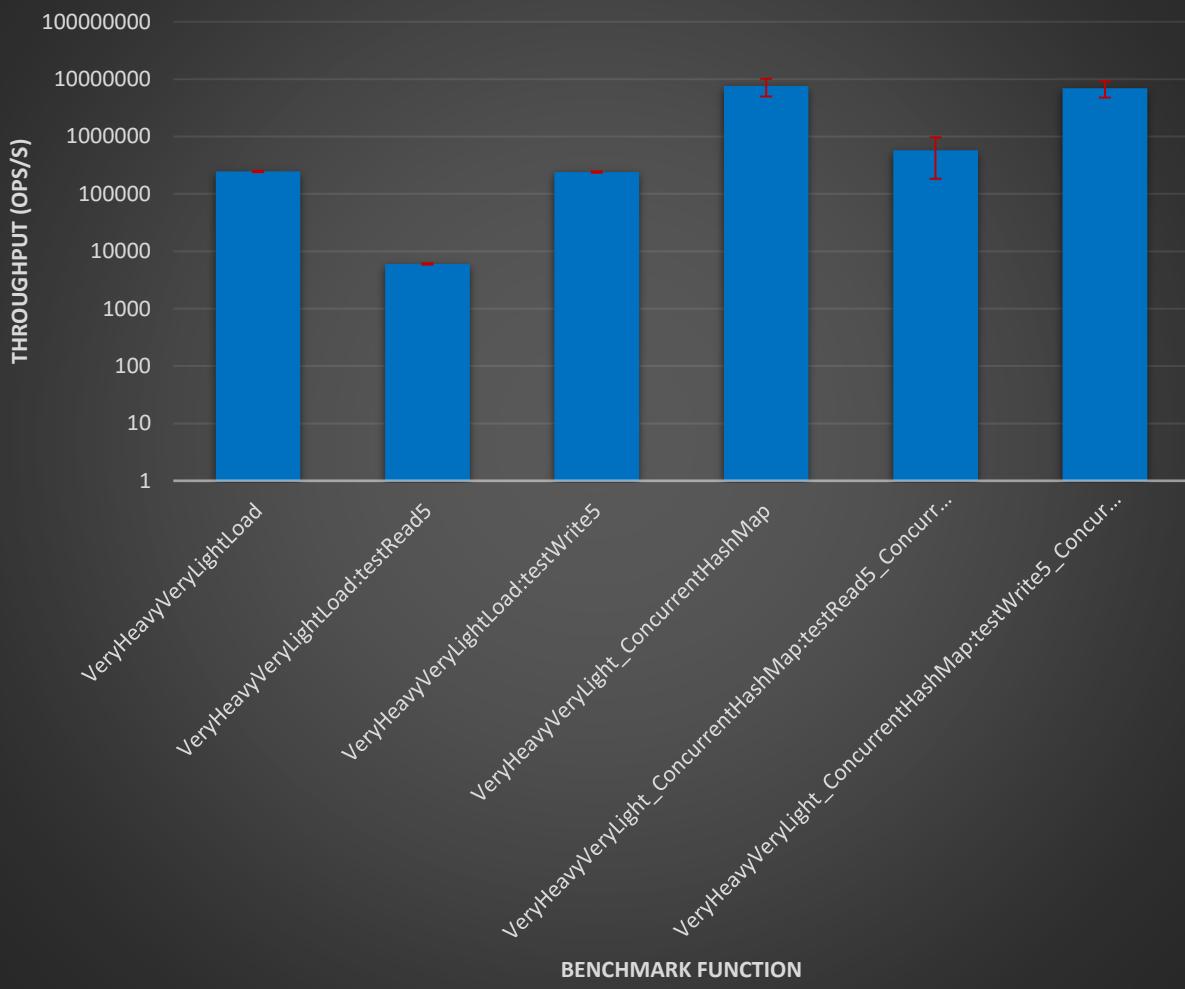
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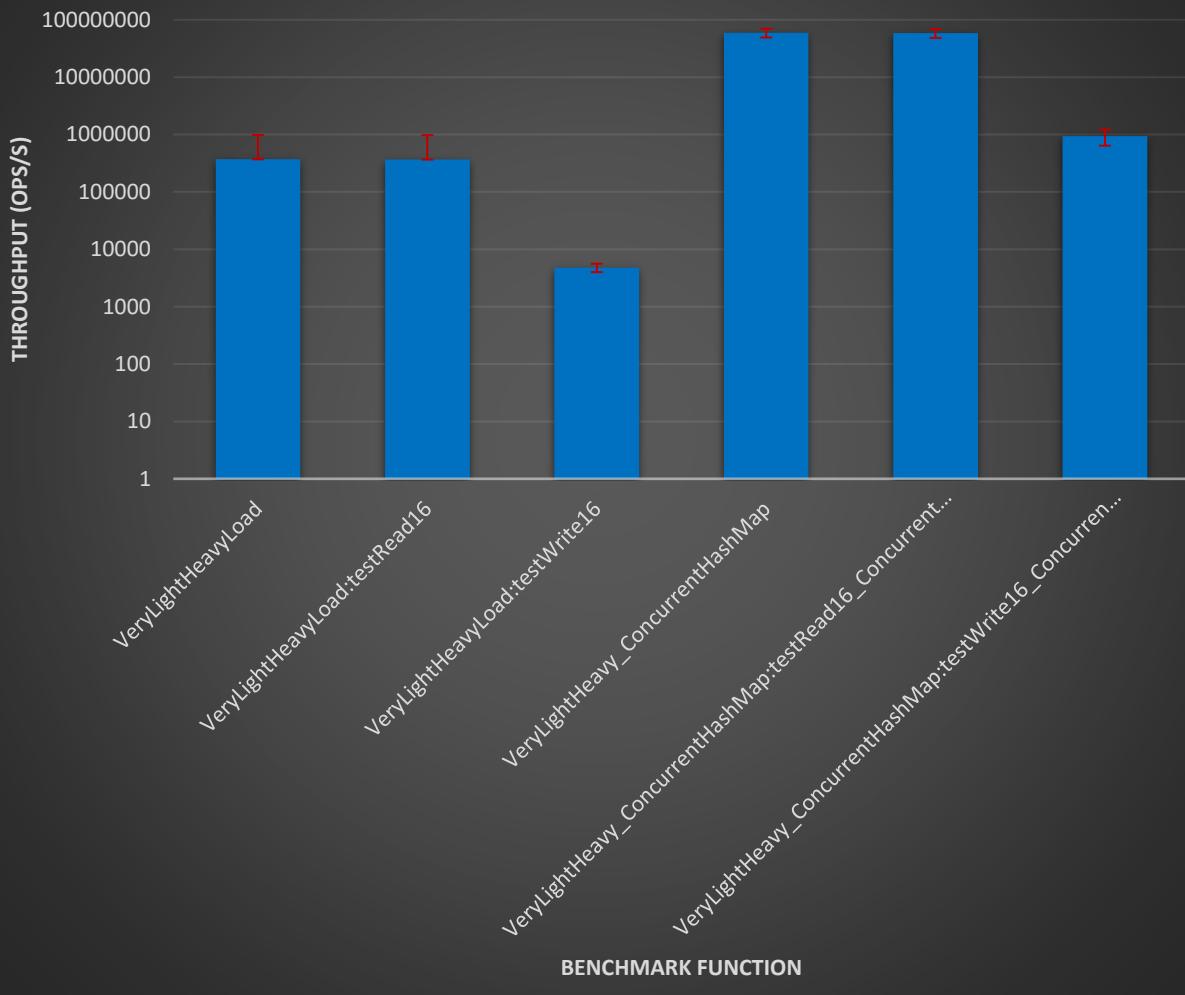
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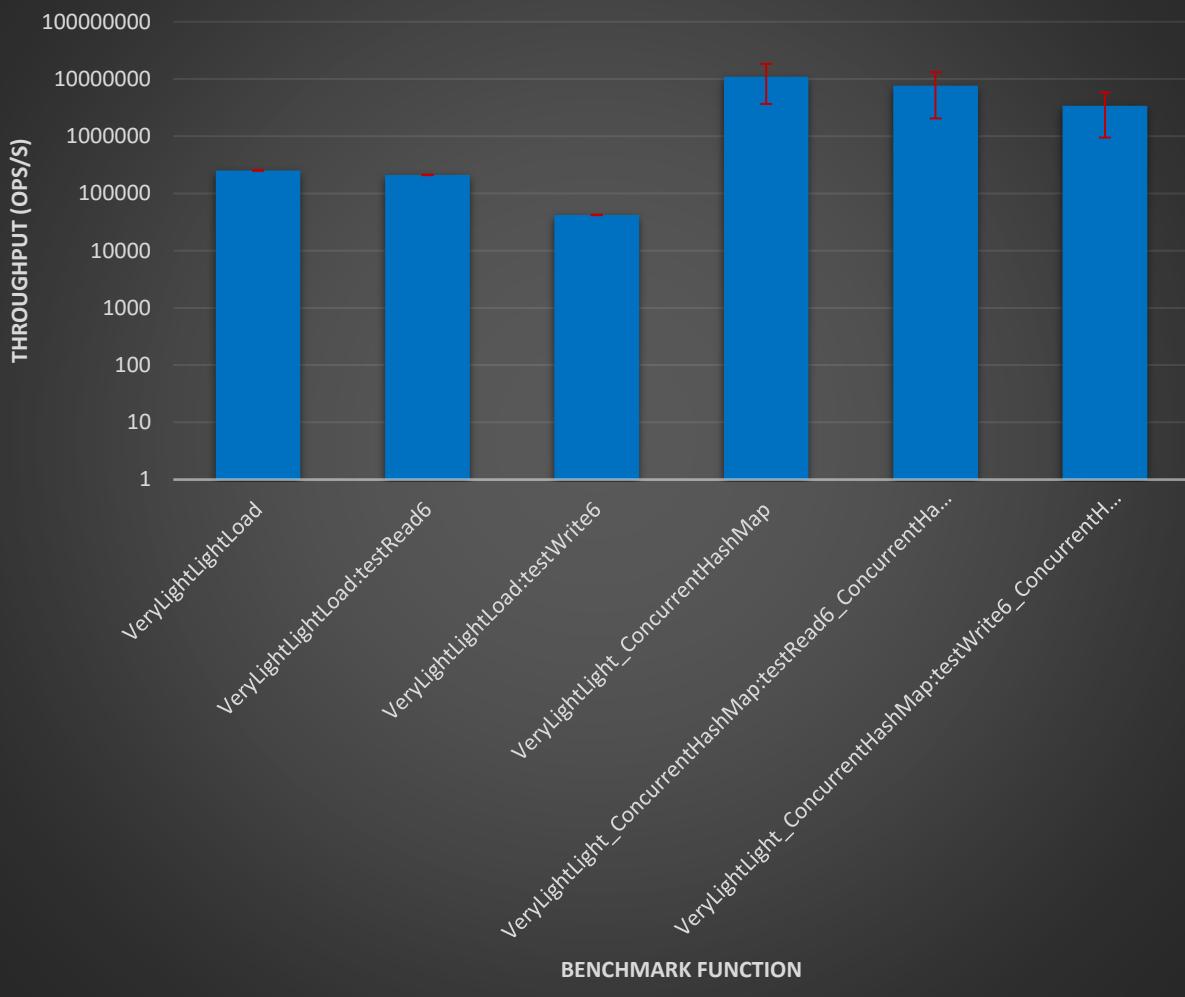
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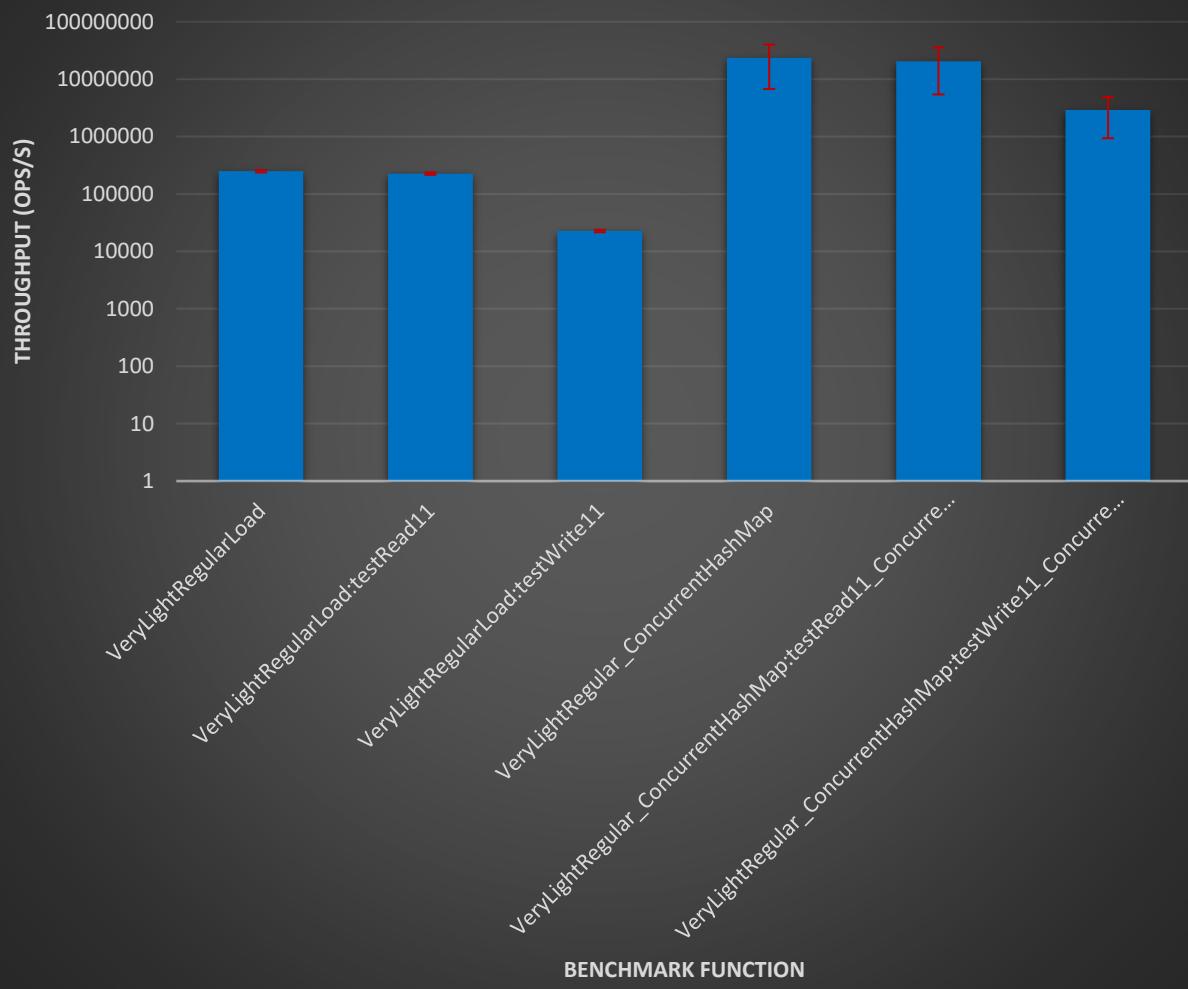
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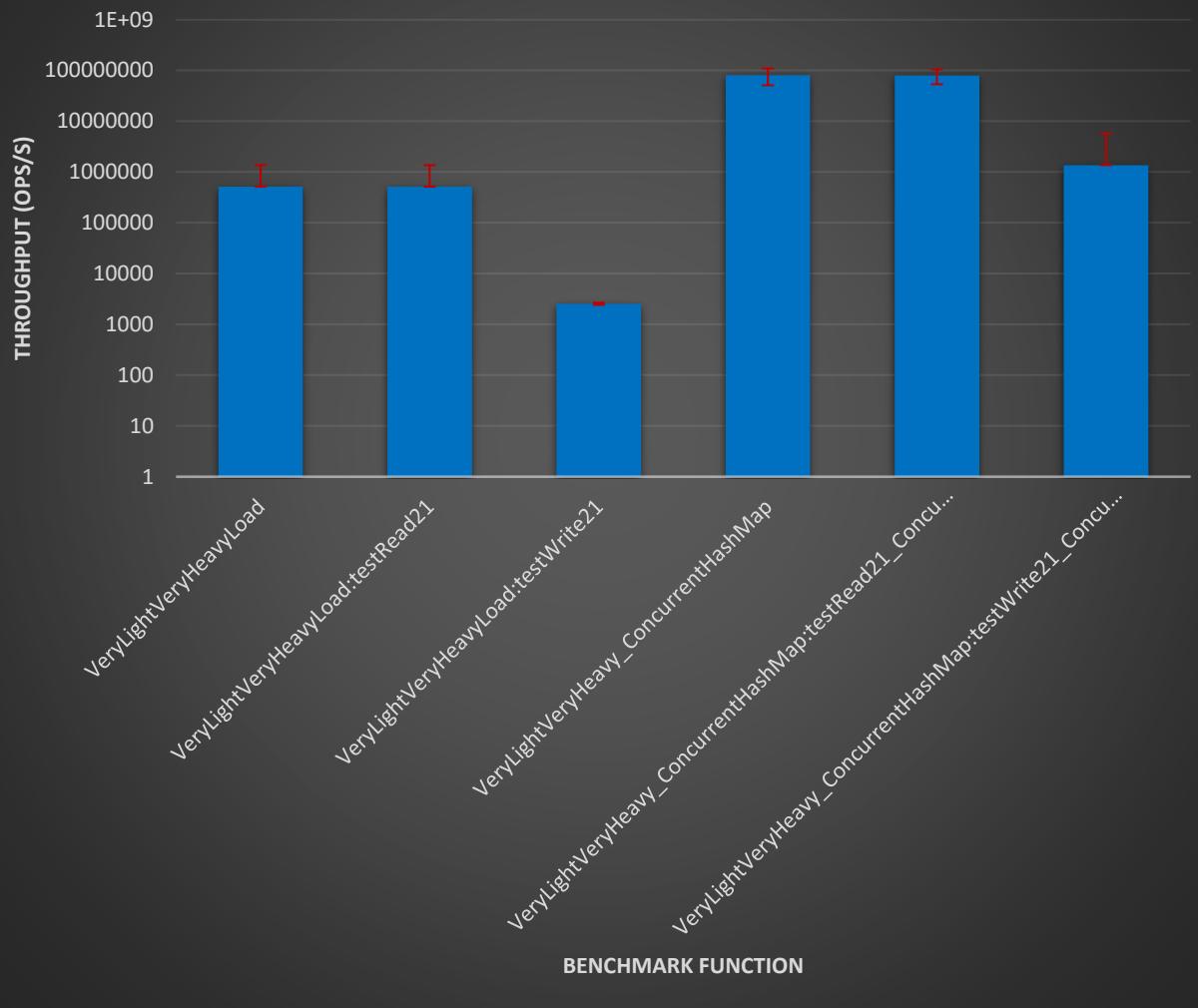
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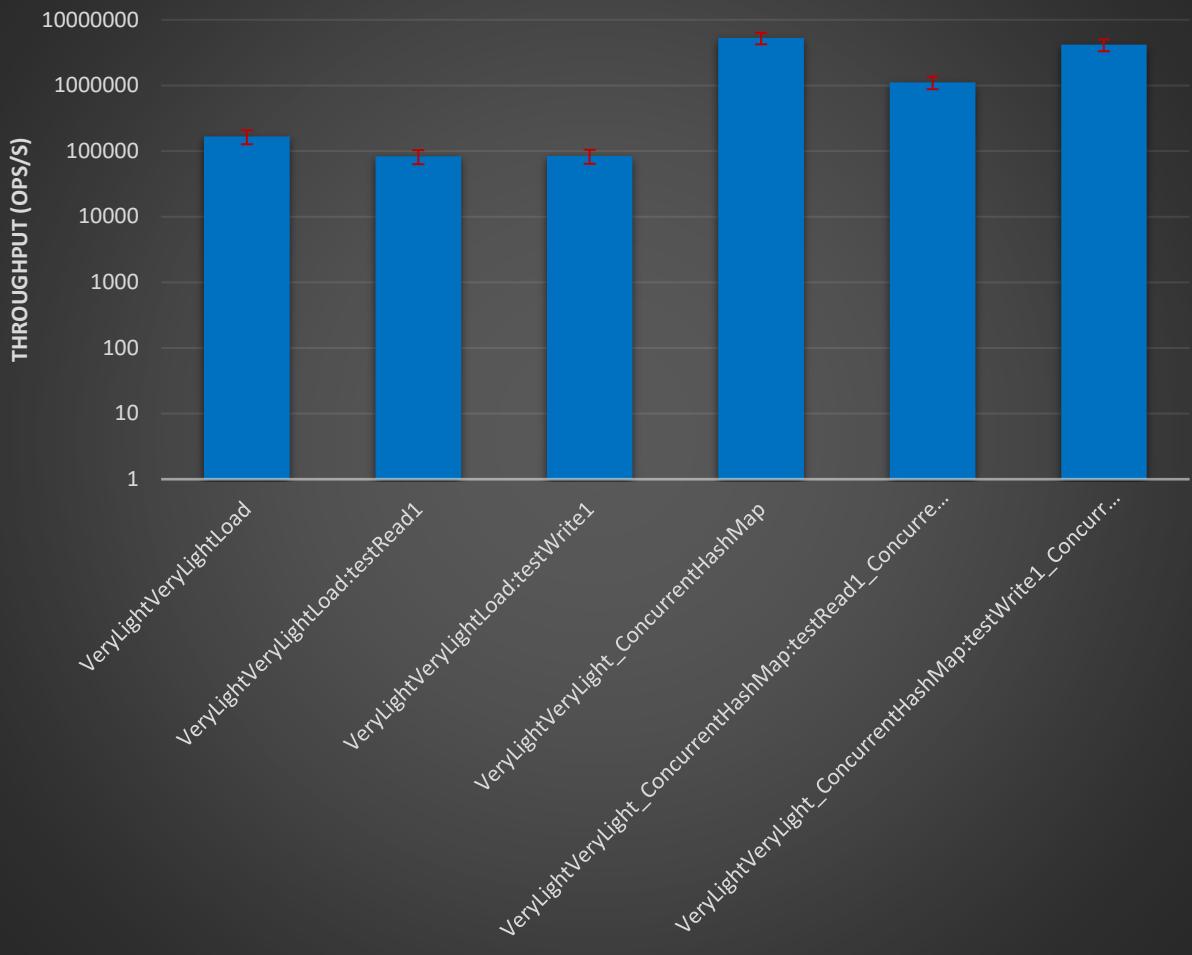
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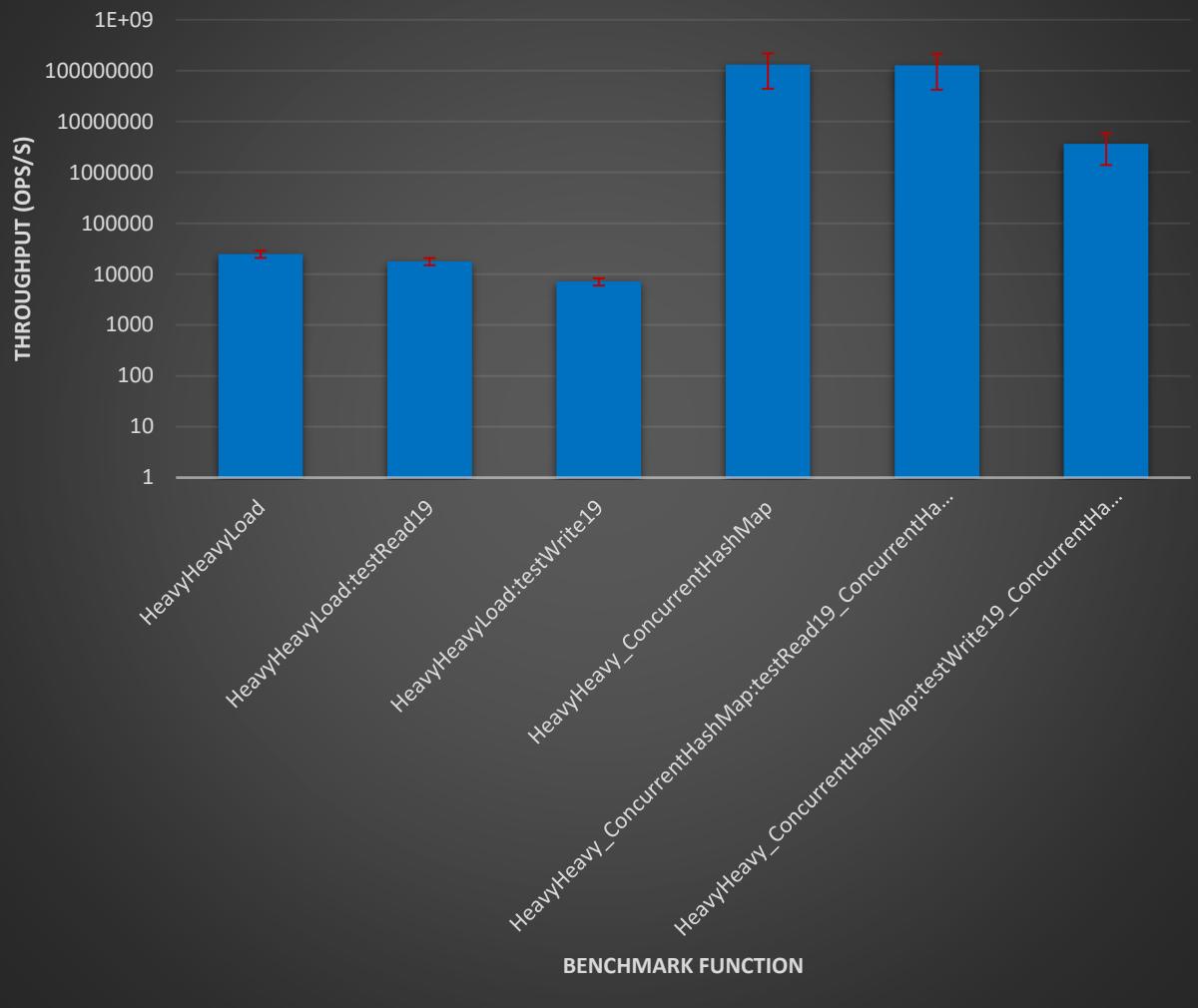
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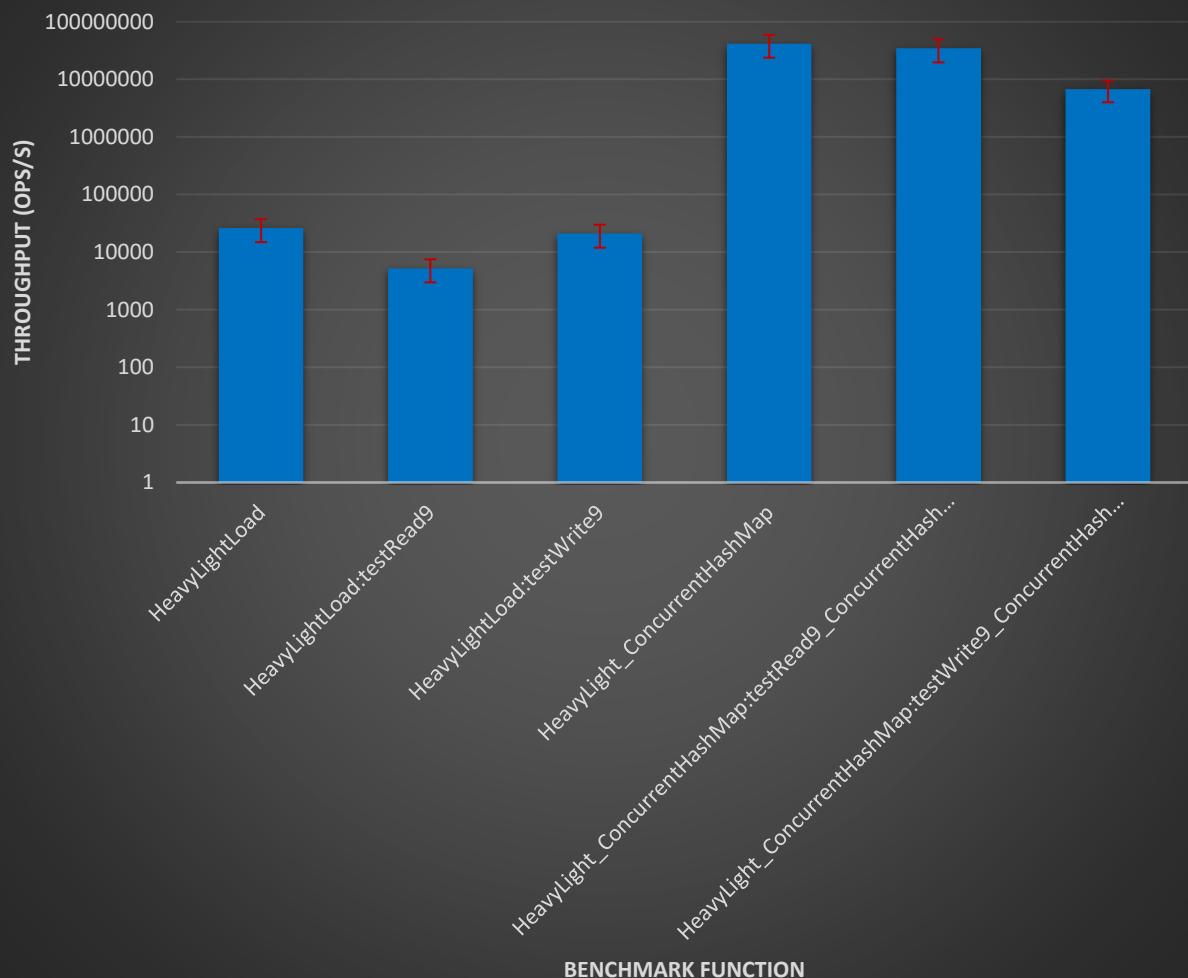
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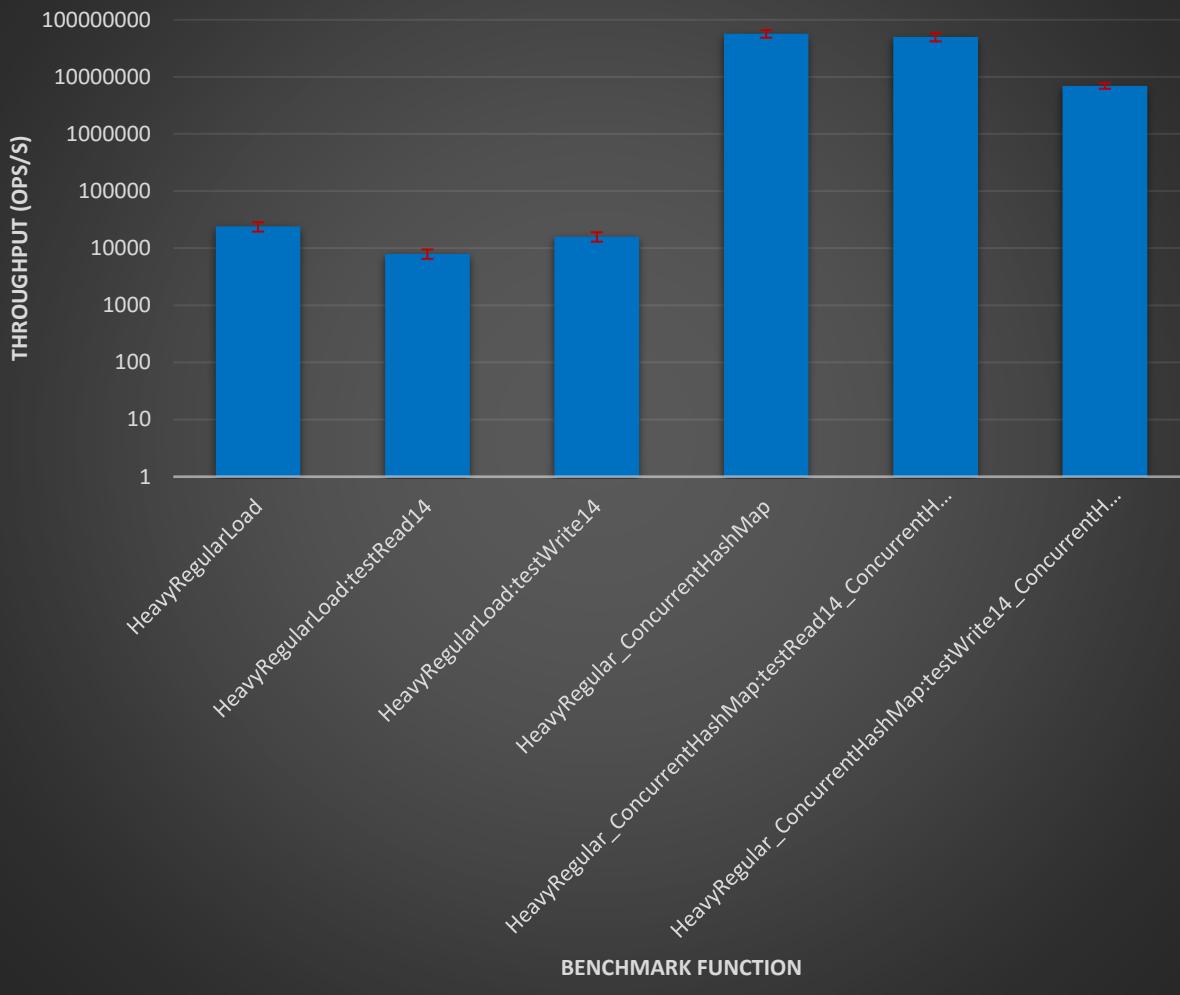
Throughput of "Heavy" (50) Read and "Heavy" (20) Write Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap, on Rho Server



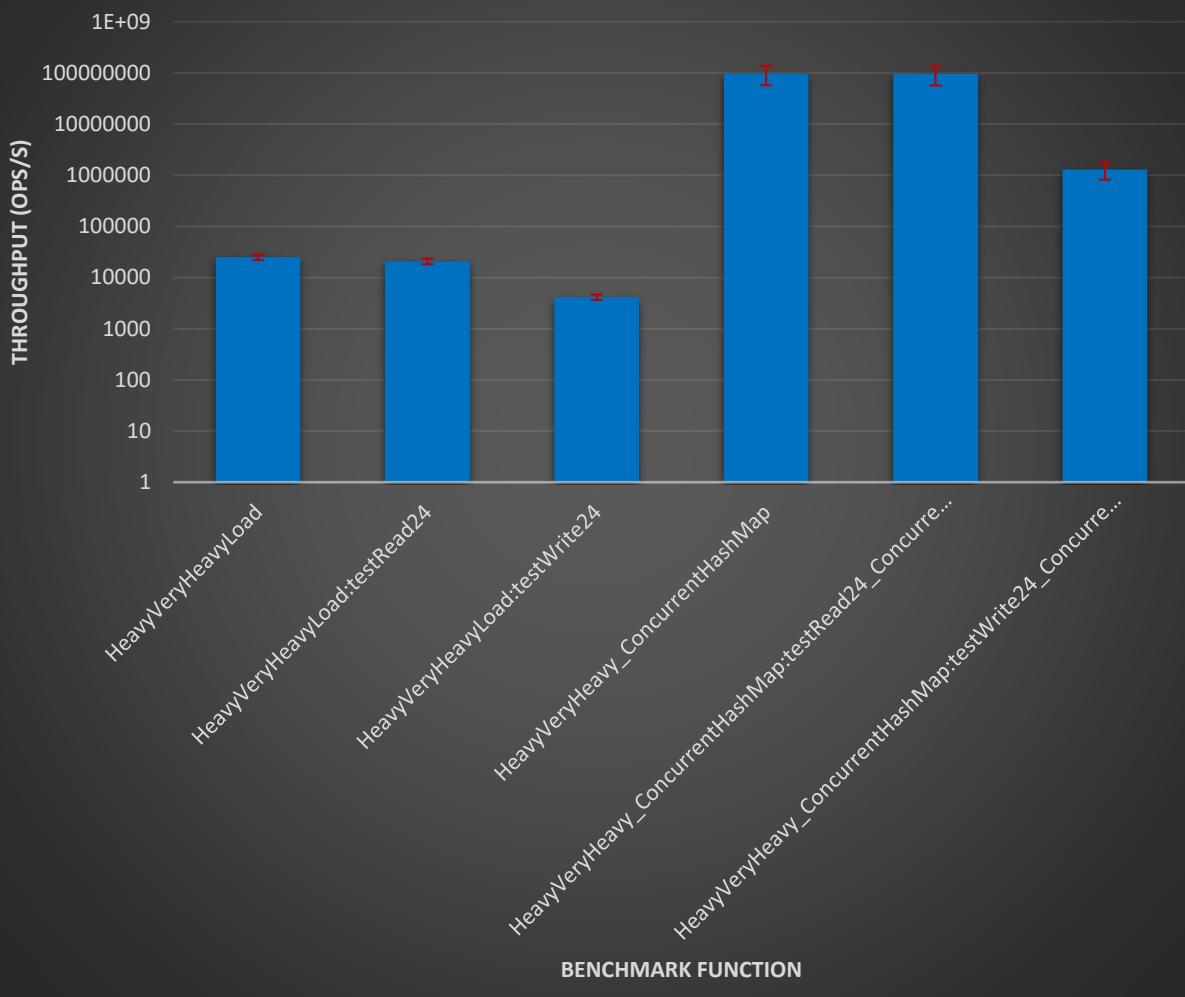
**Throughput of "Heavy" (20) Write and "Light" (5) Read Scenario,
Utilizing ArrayList and ReentrantReadWrite Lock vs.
ConcurrentHashMap, on Rho Server**



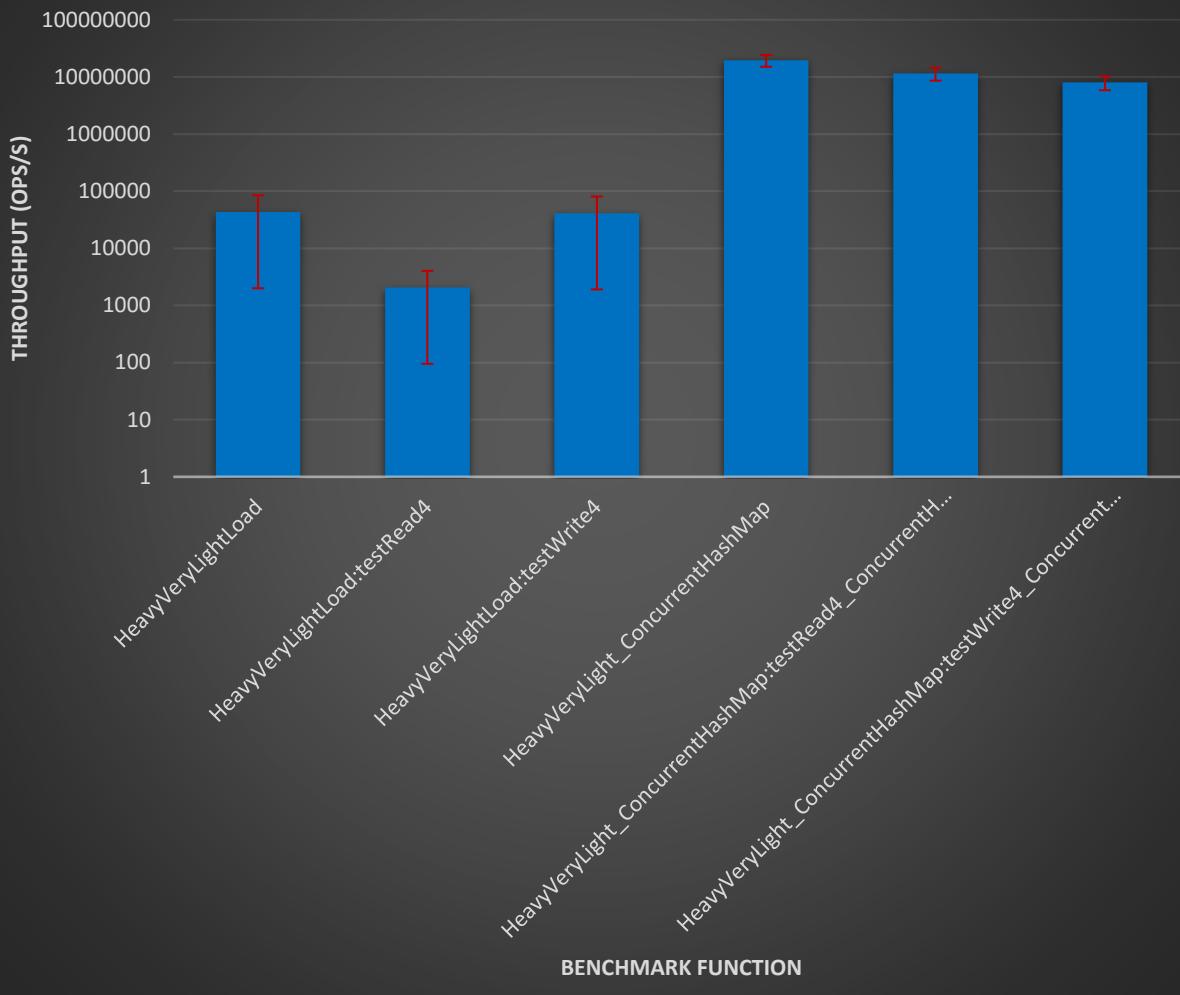
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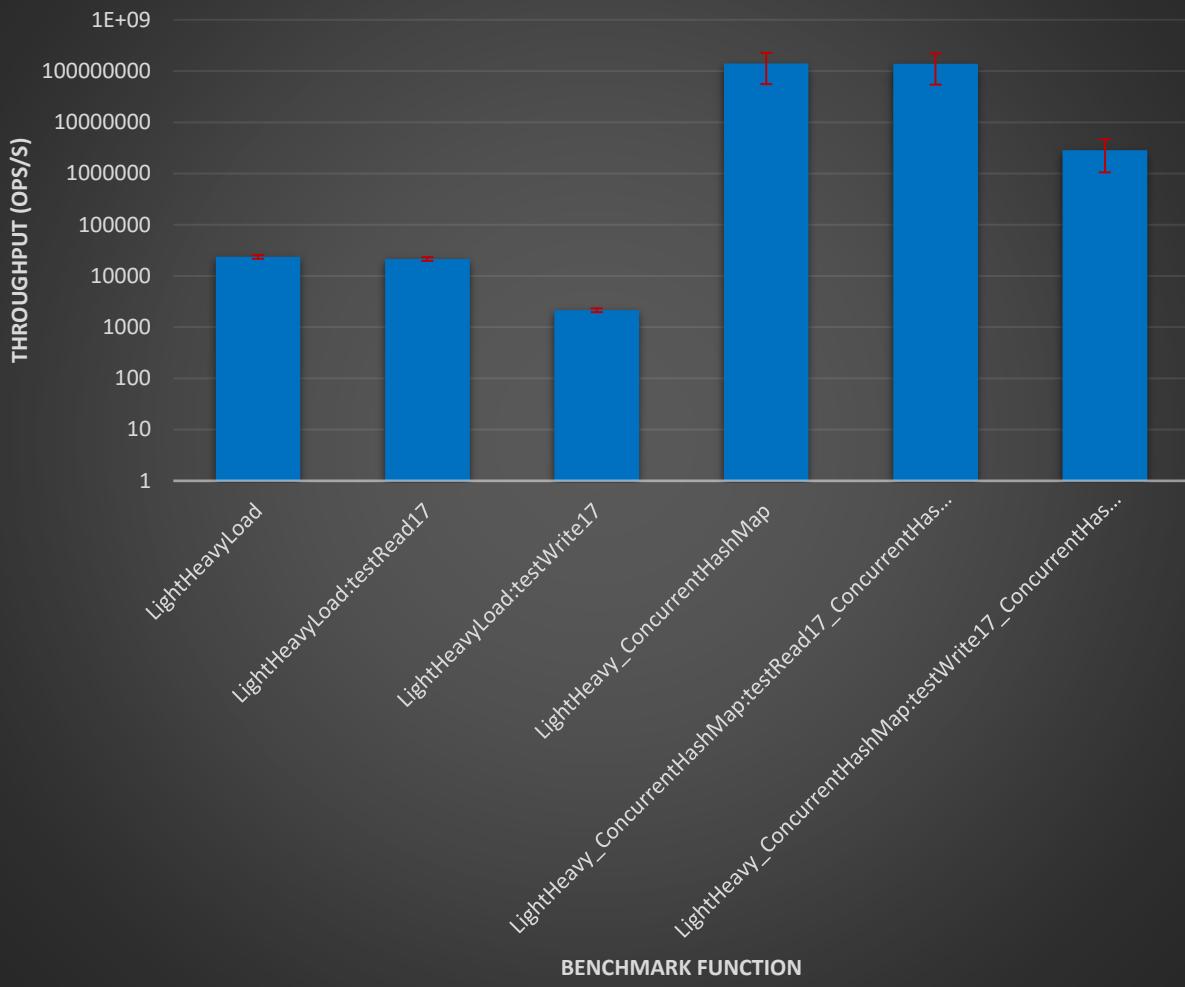
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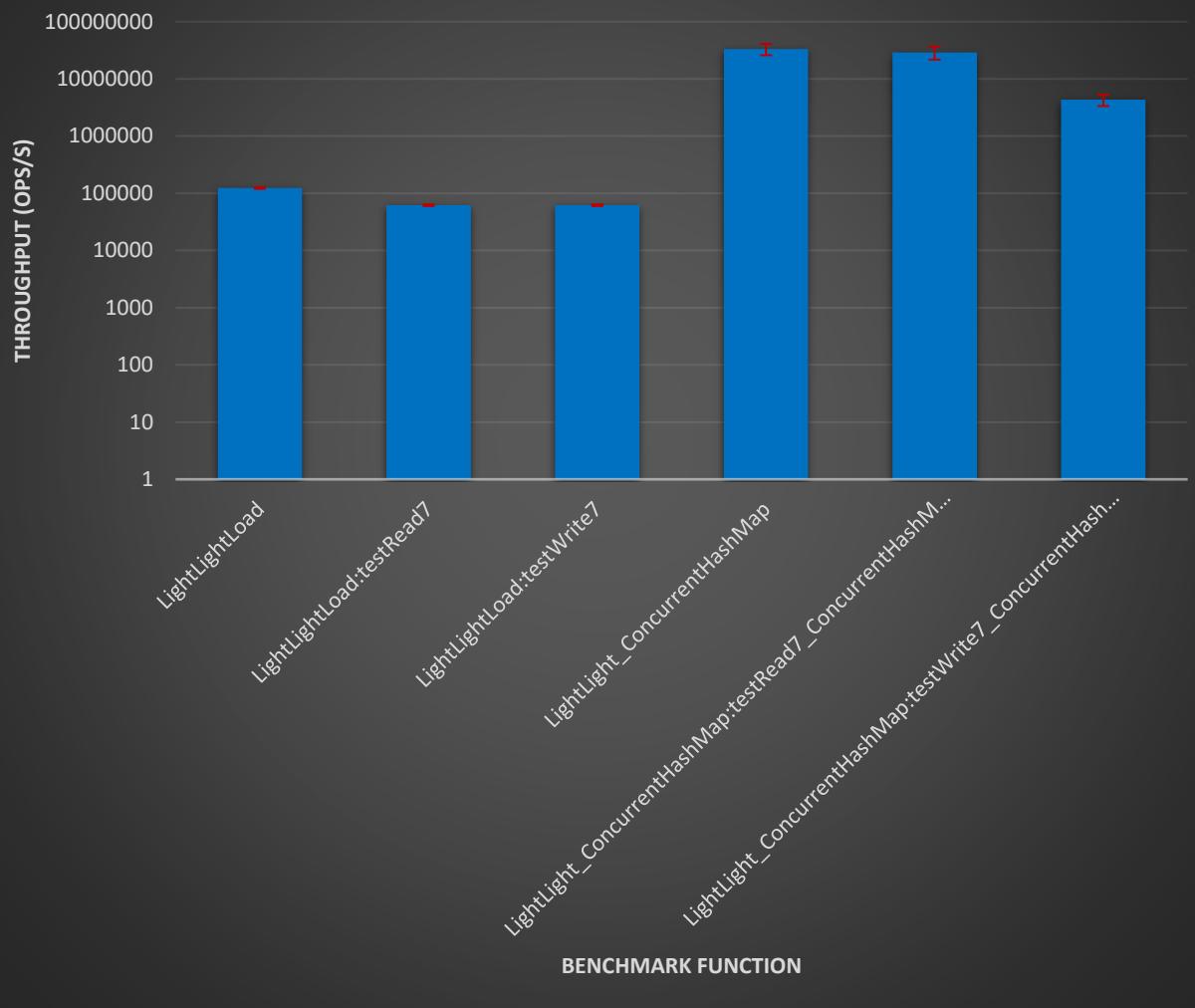
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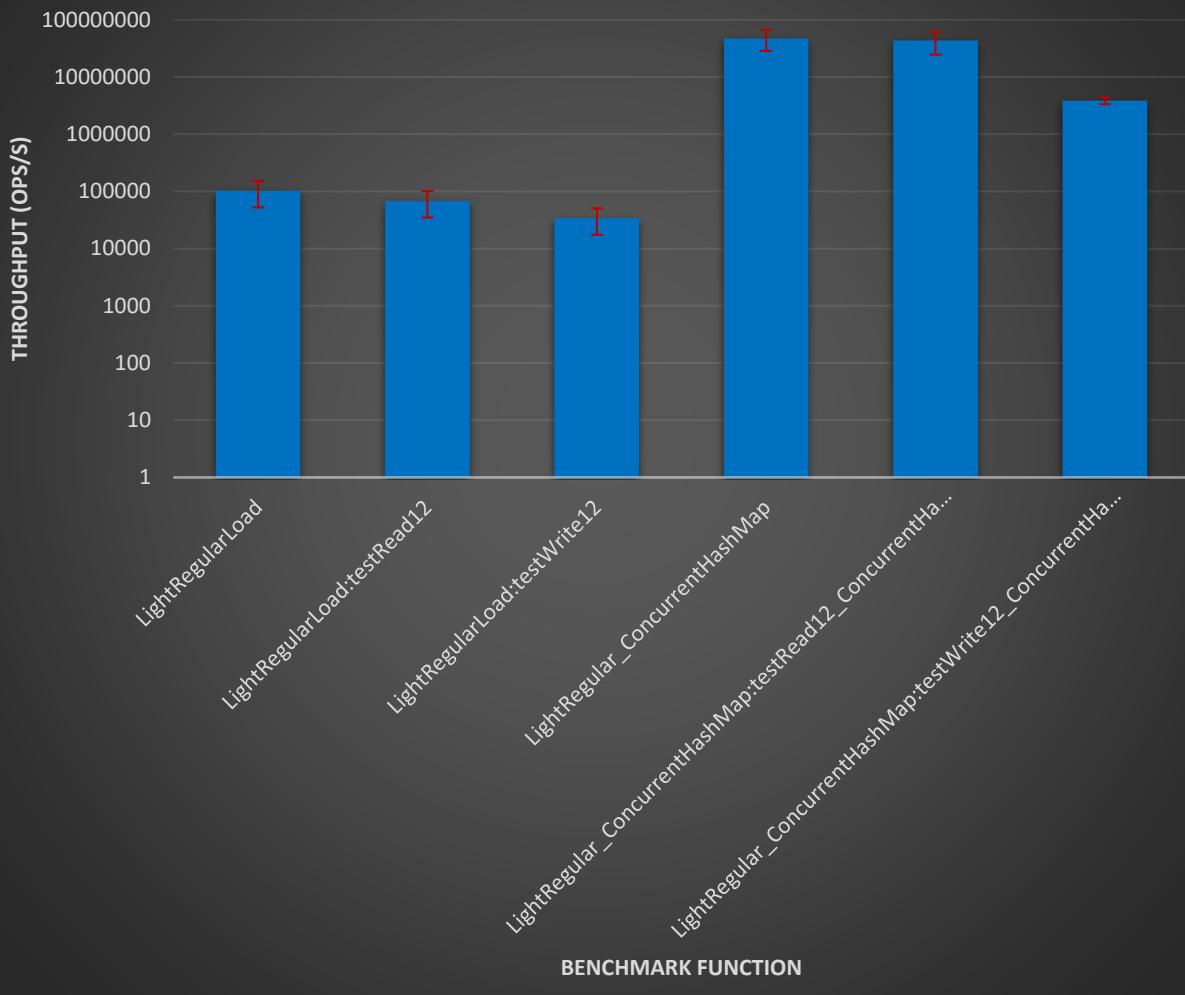
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Utilizing ArrayList and ReentrantReadWrite Lock vs.
ConcurrentHashMap on Rho Server**



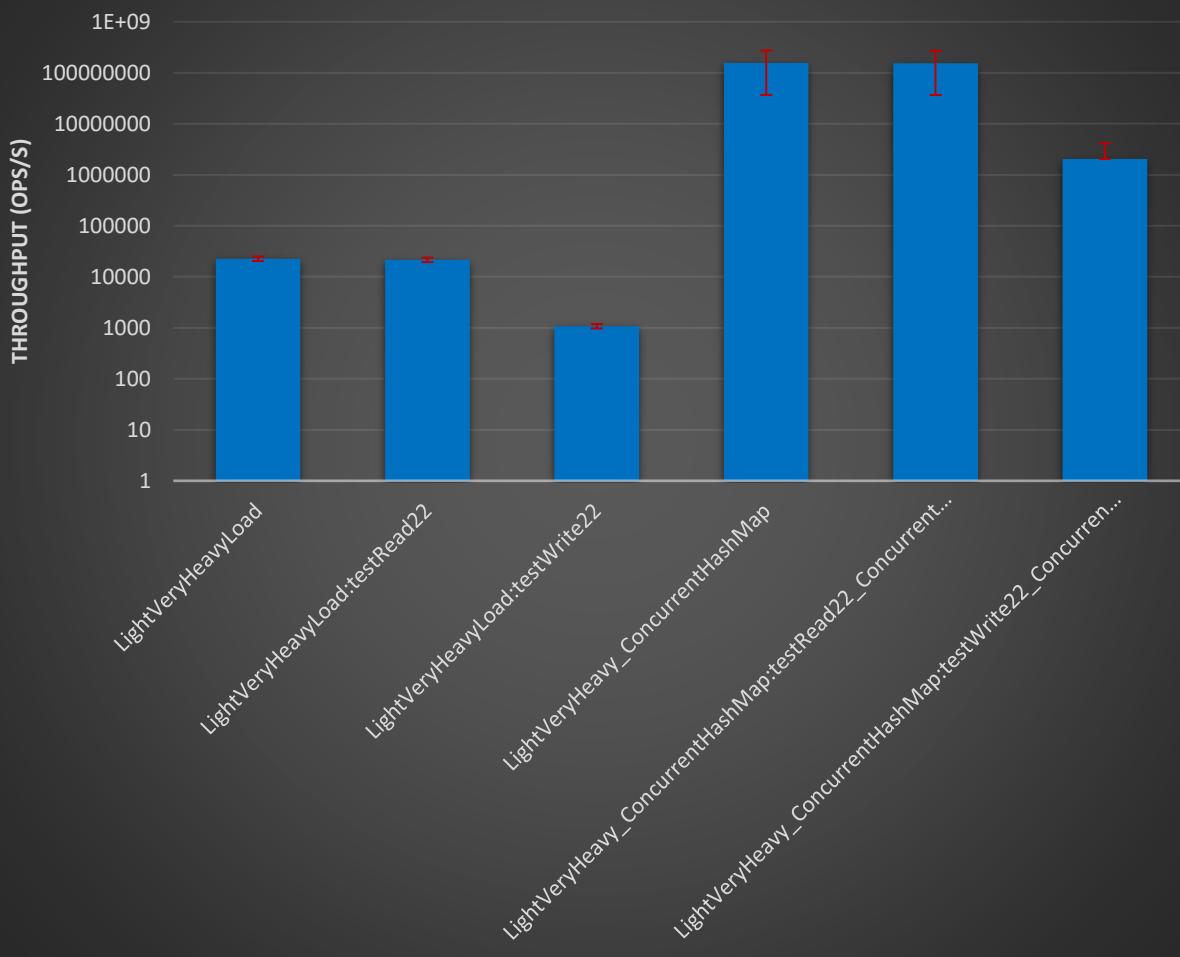
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ConcurrentHashMap on Rho Server**



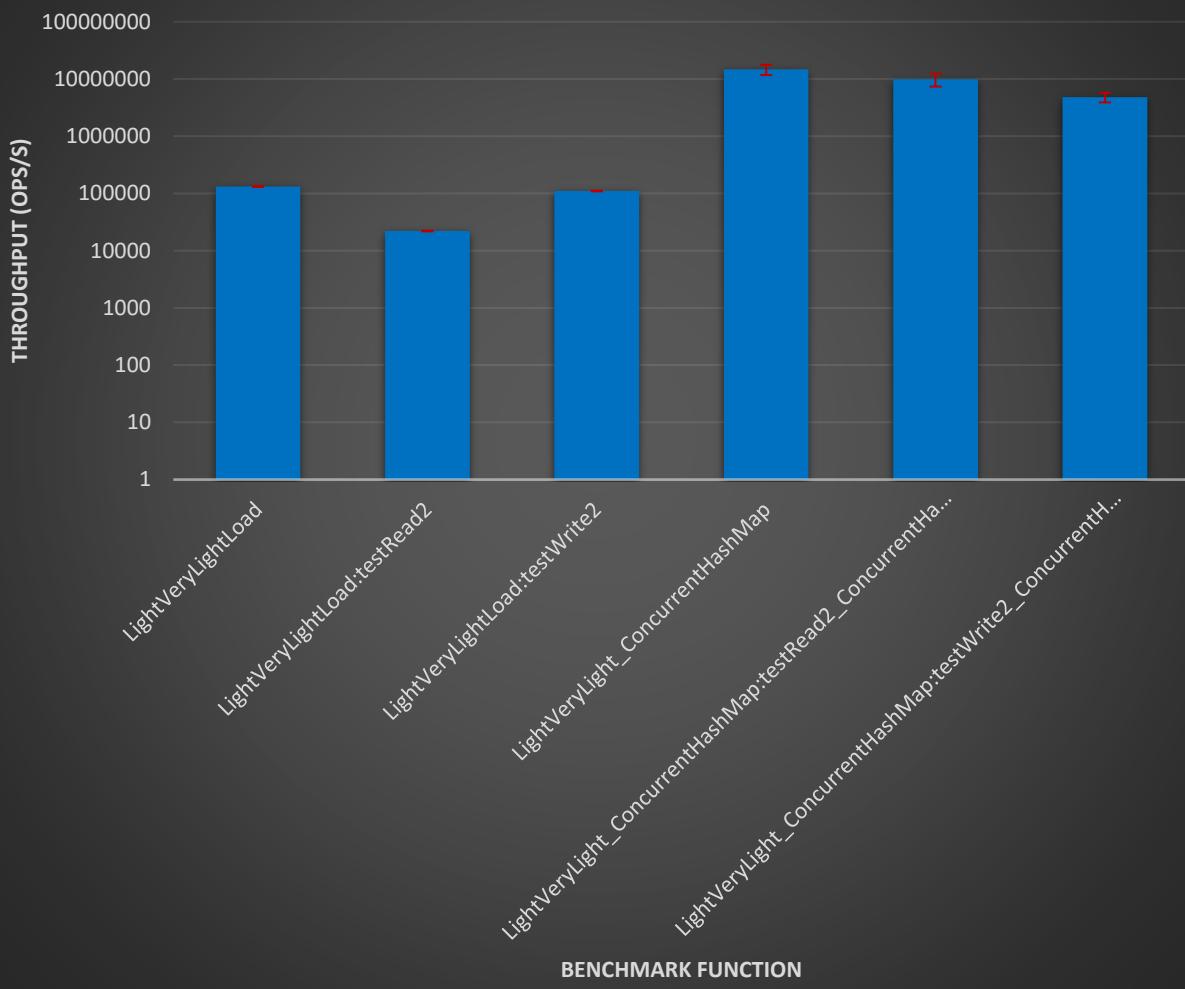
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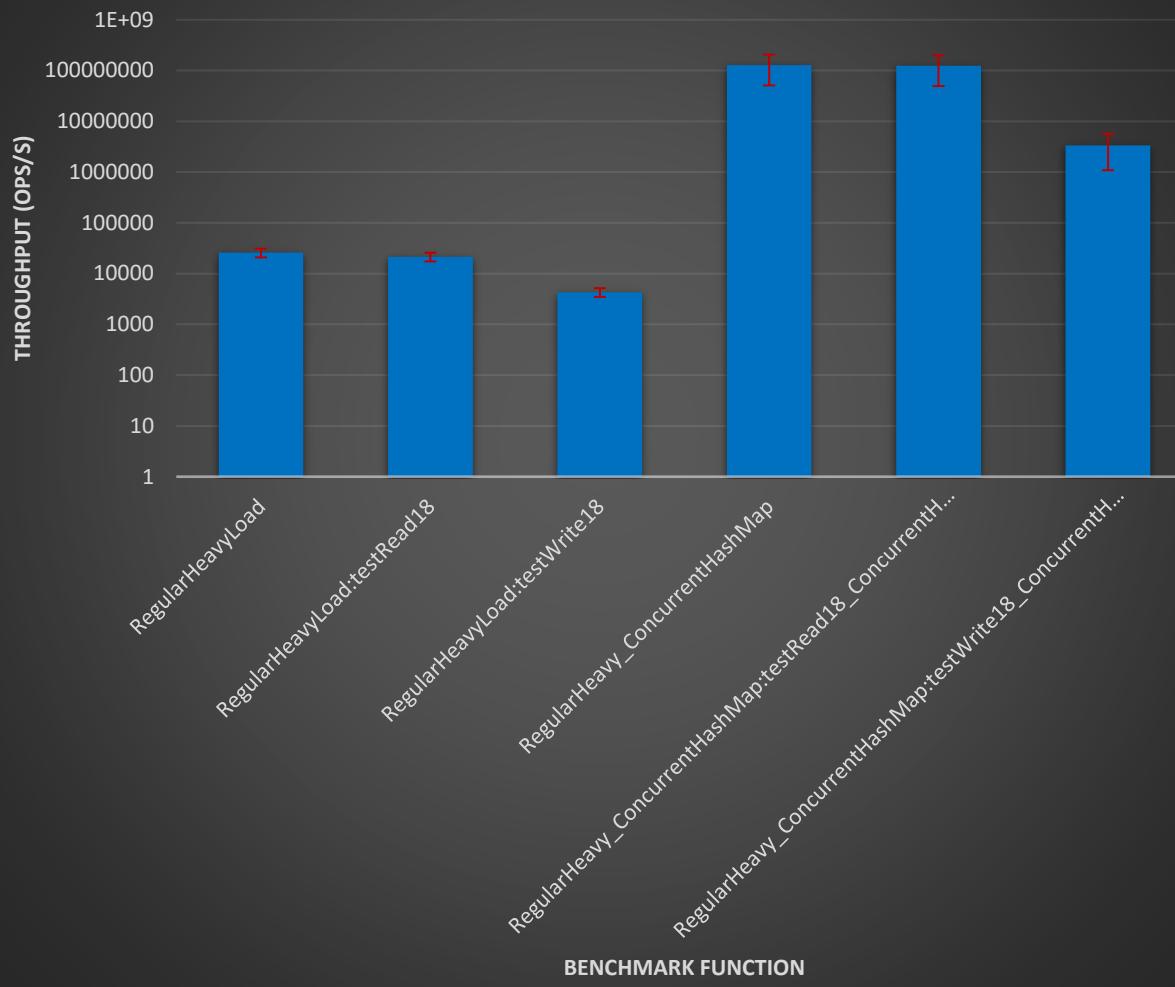
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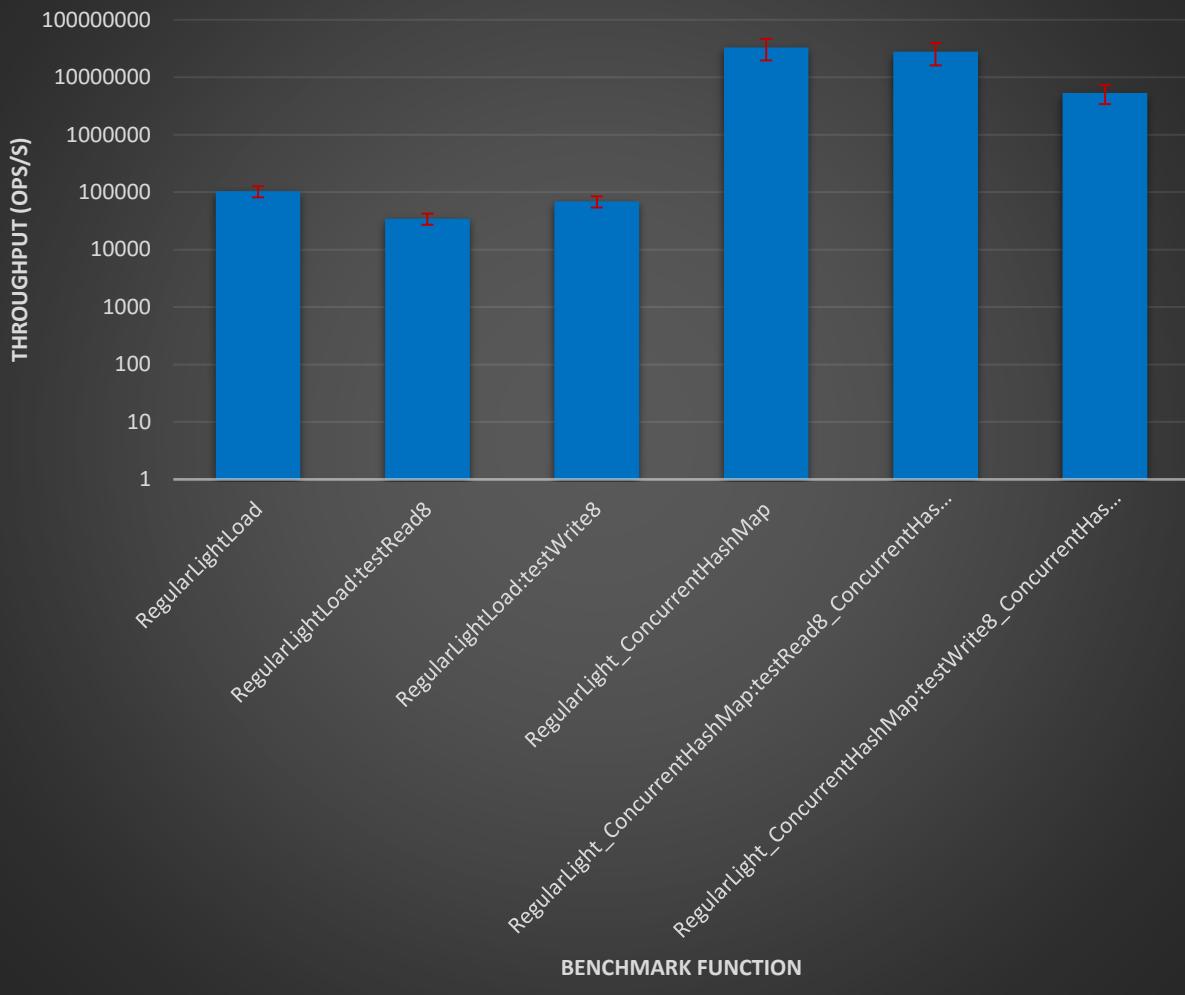
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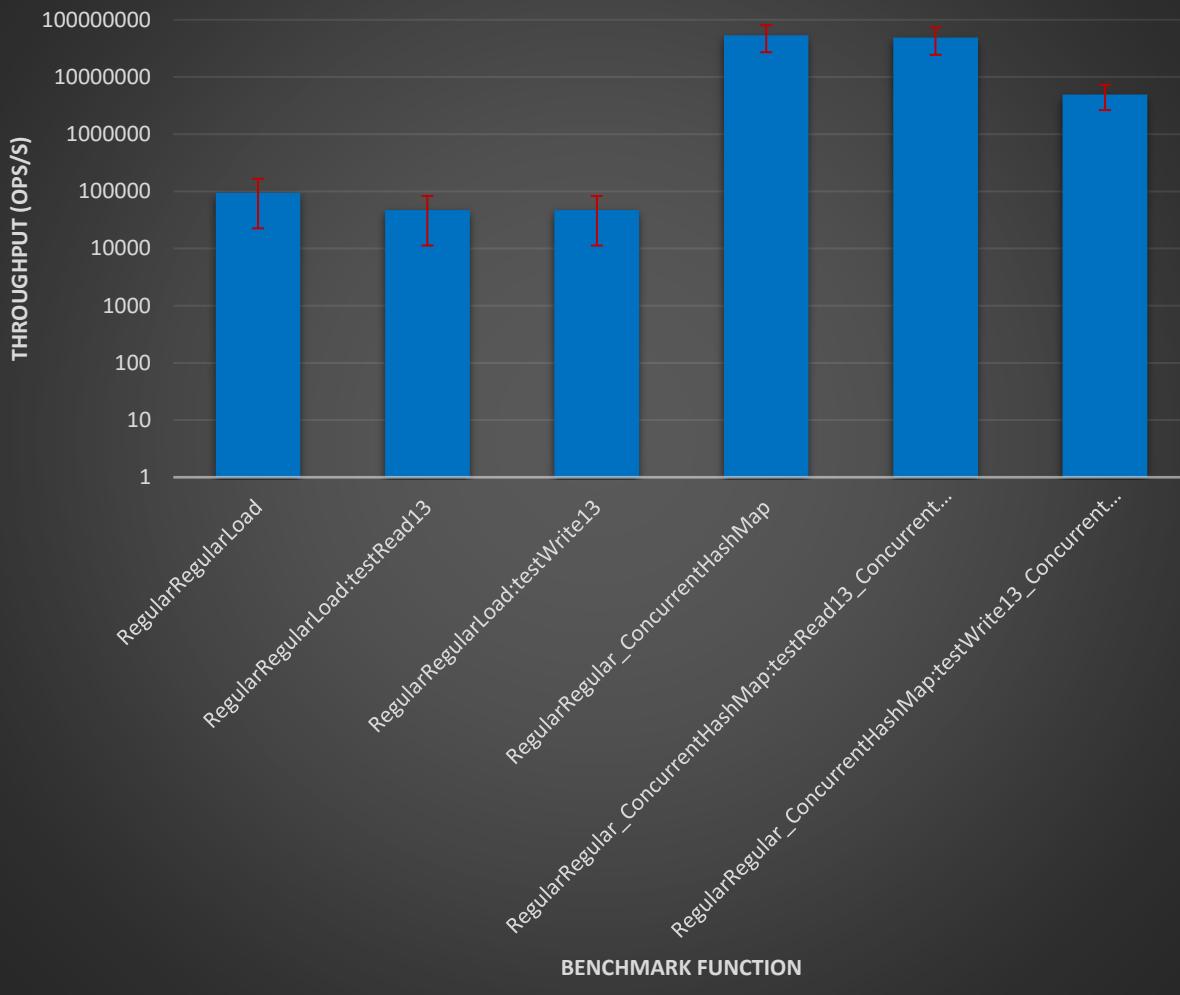
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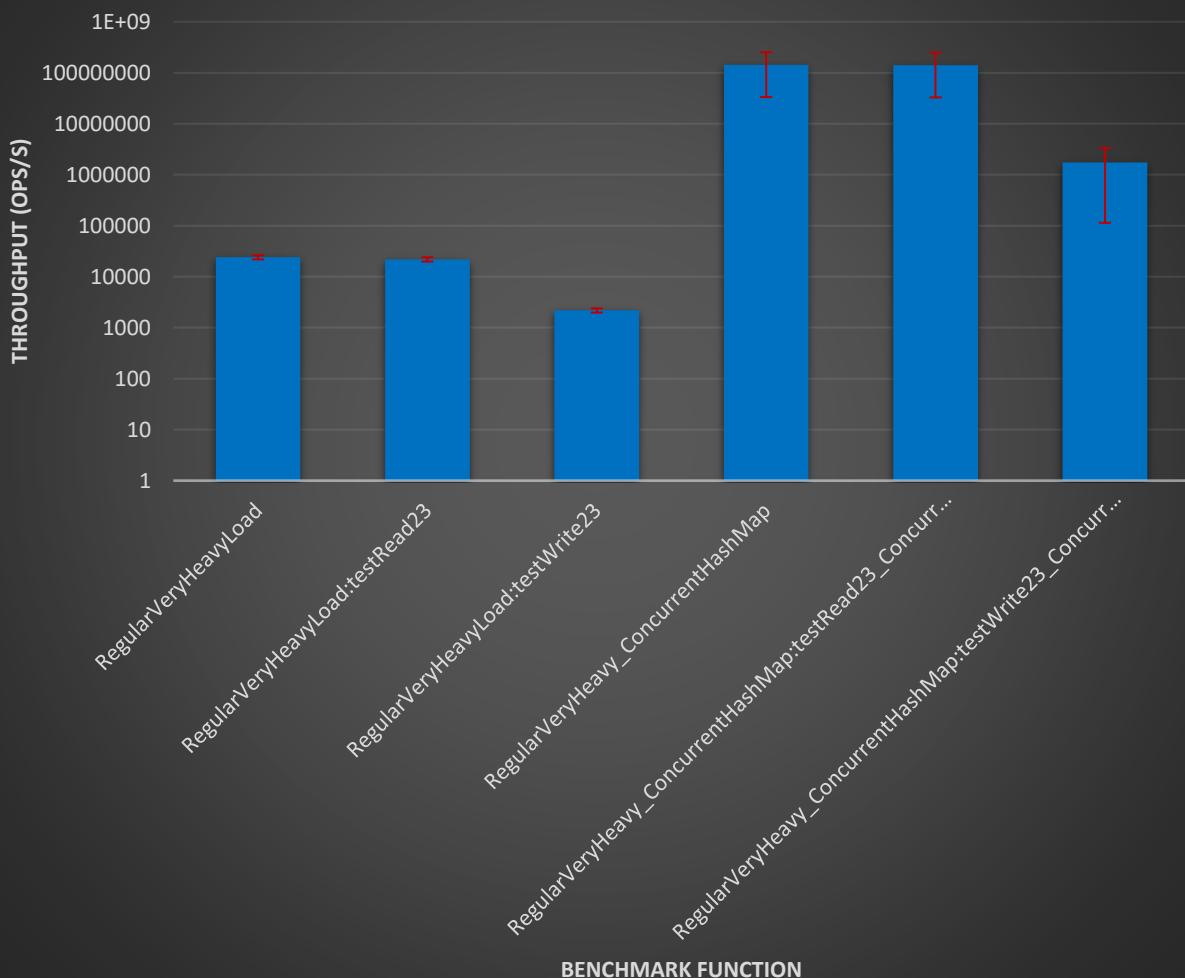
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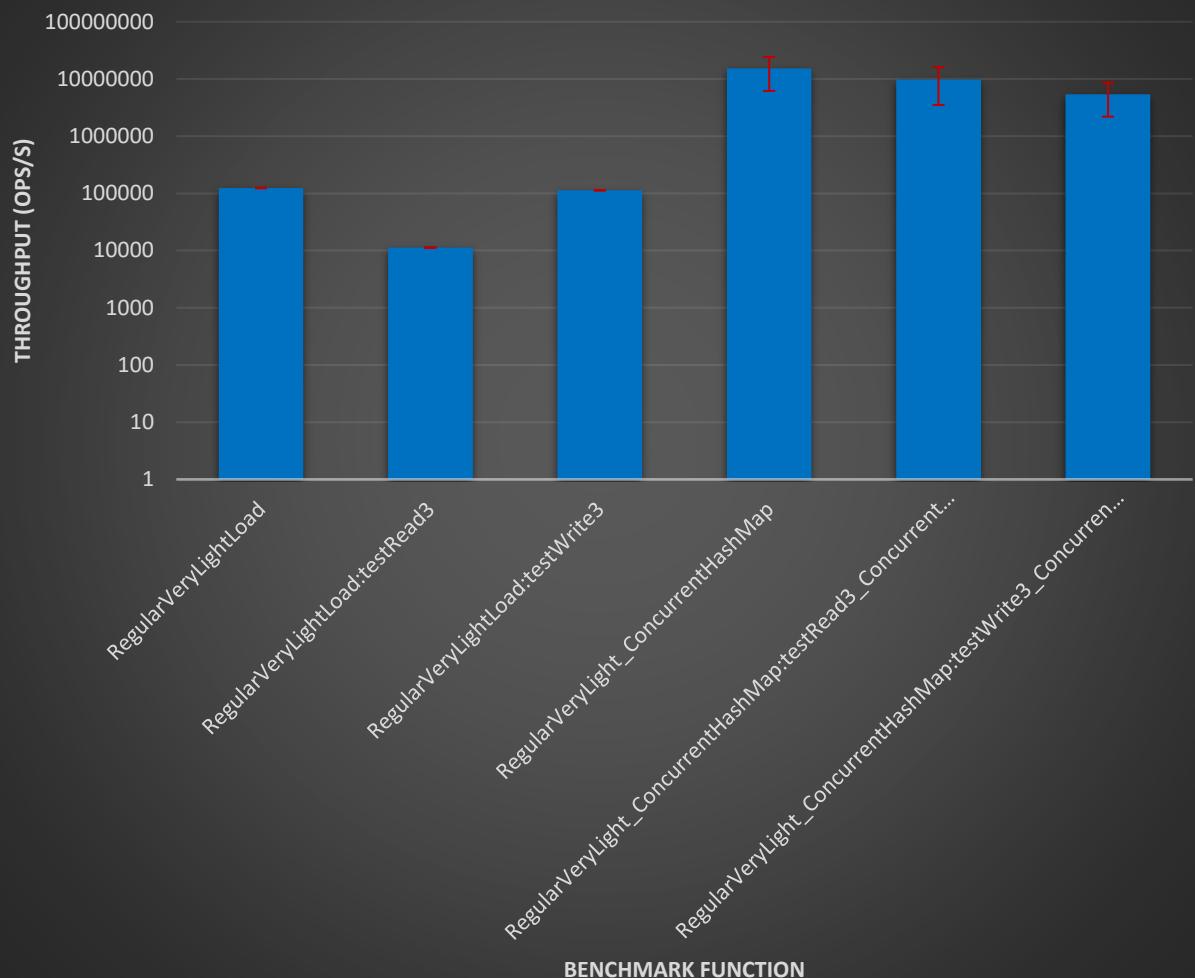
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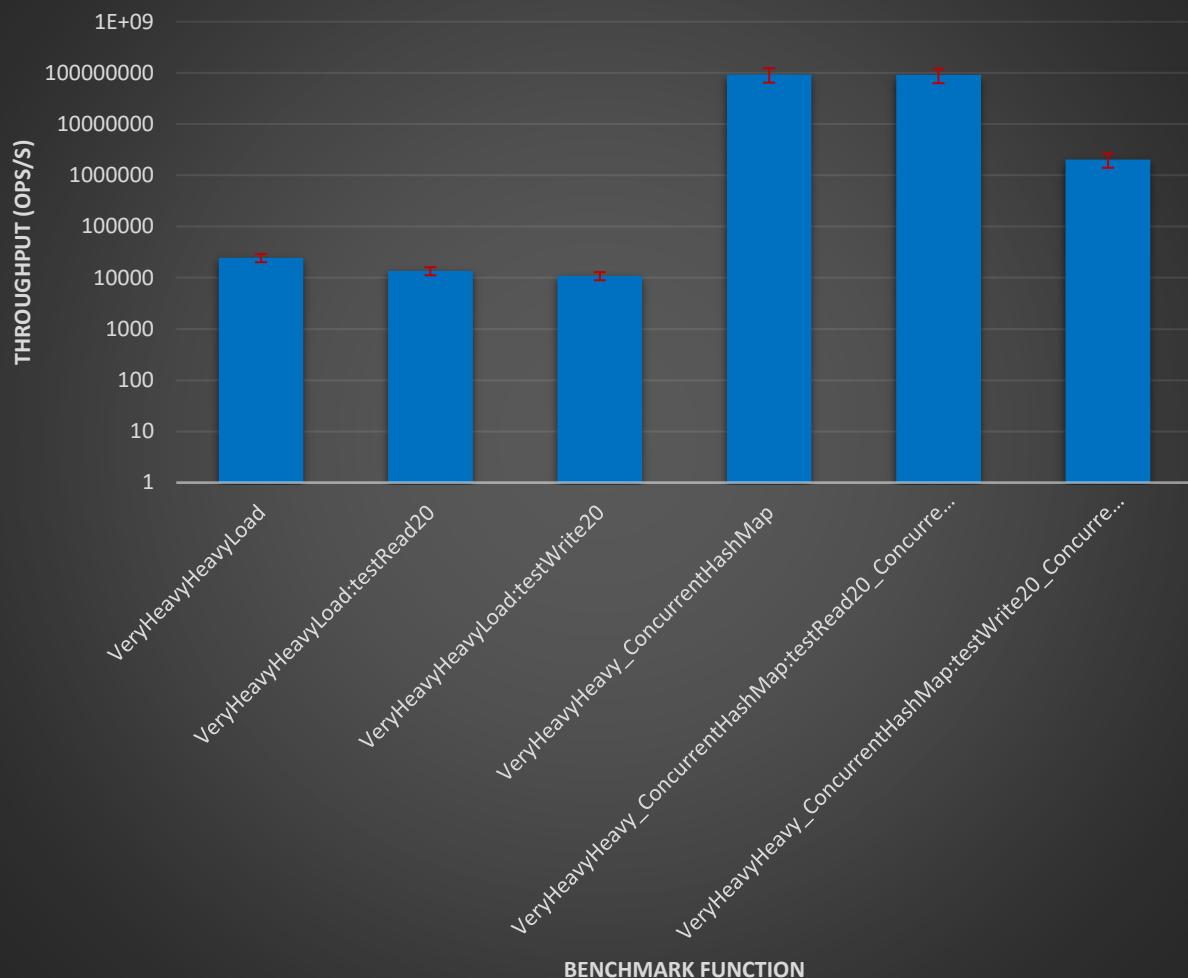
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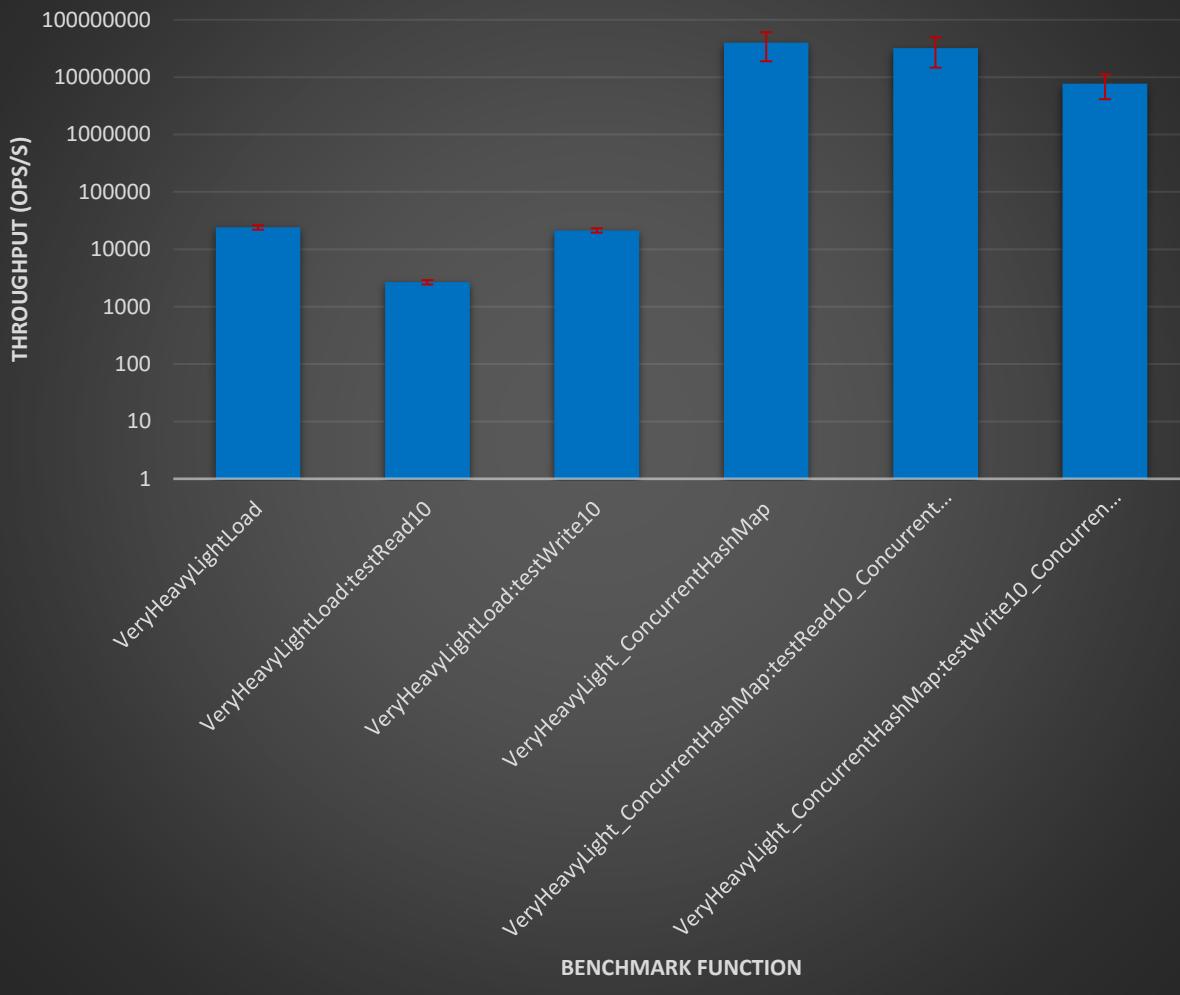
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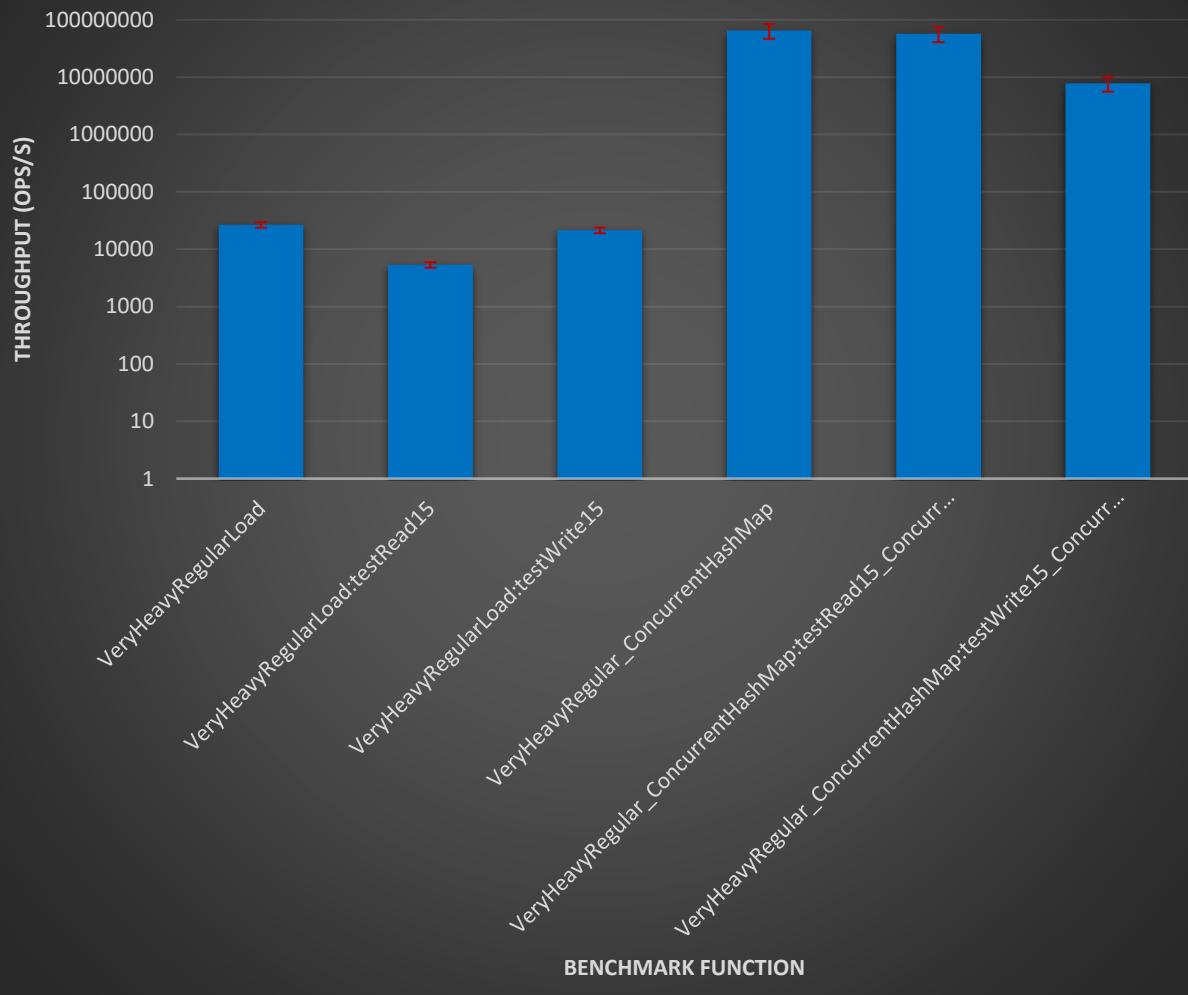
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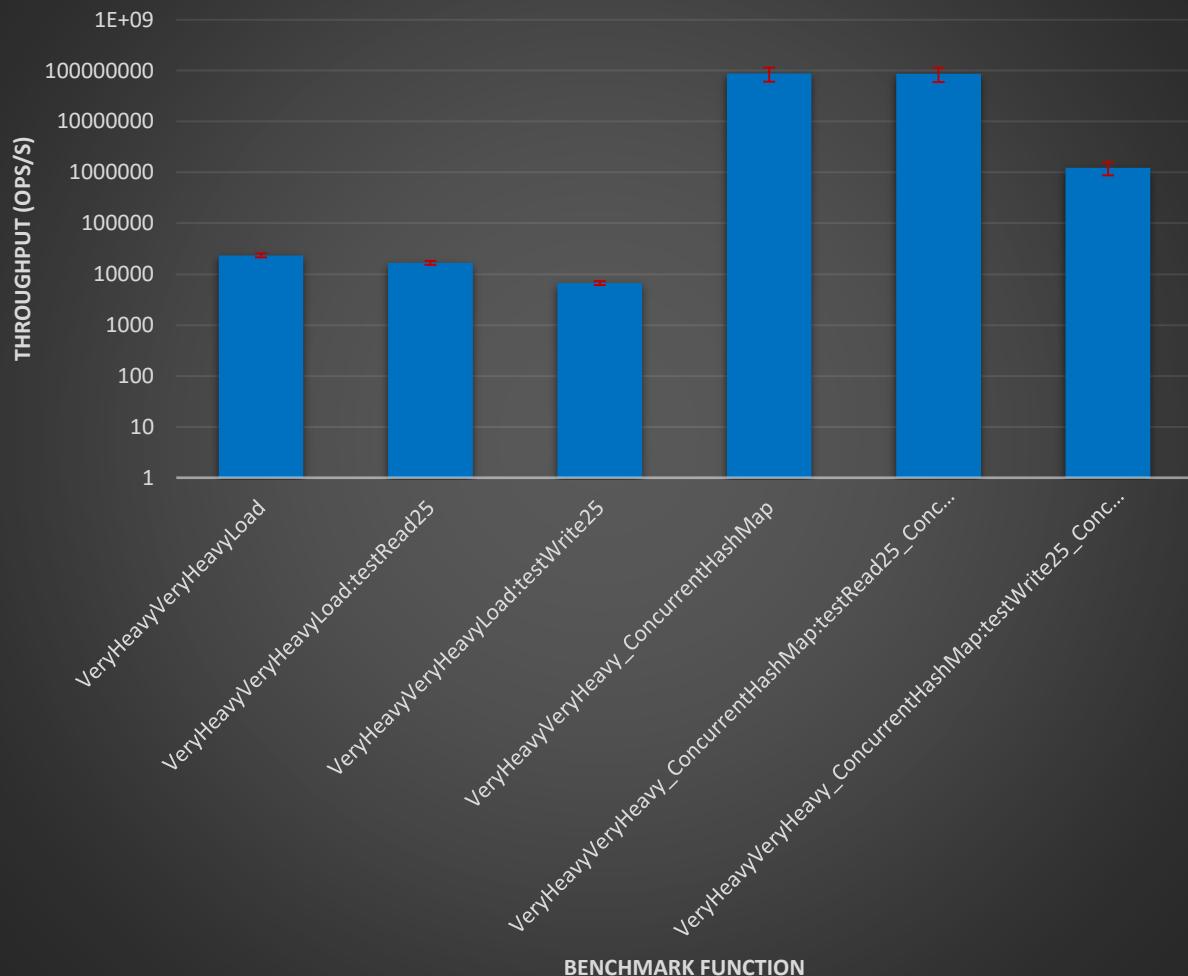
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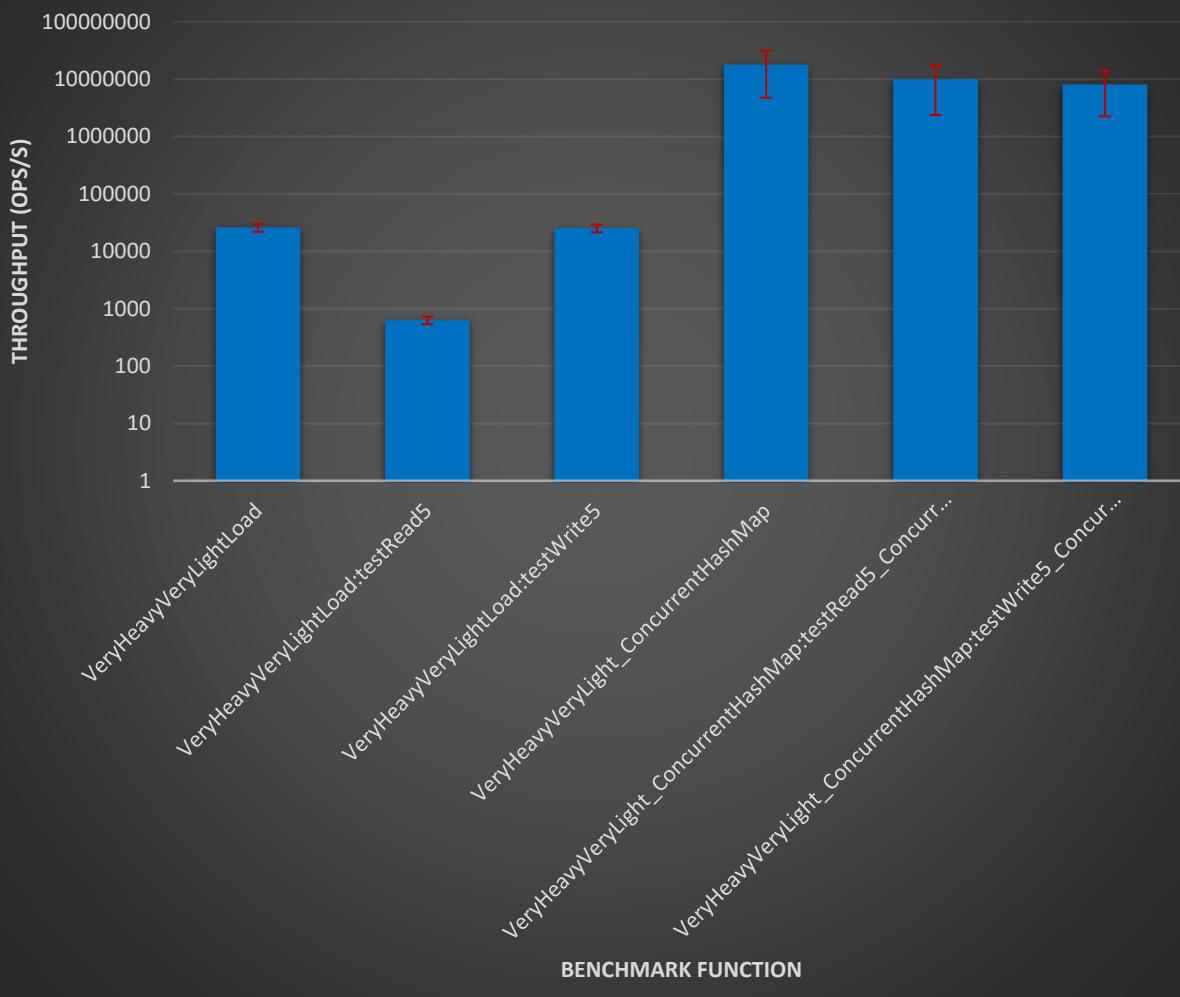
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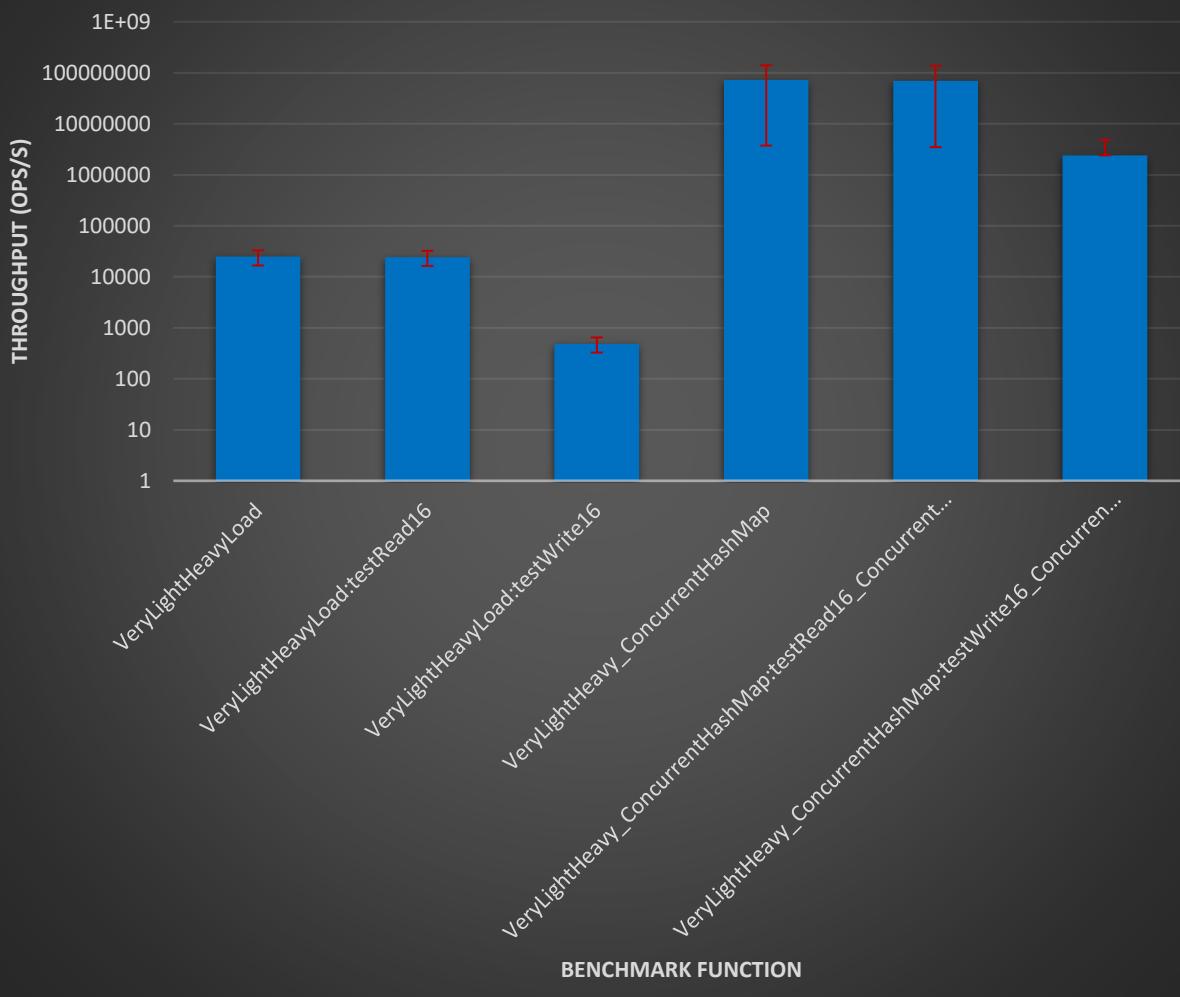
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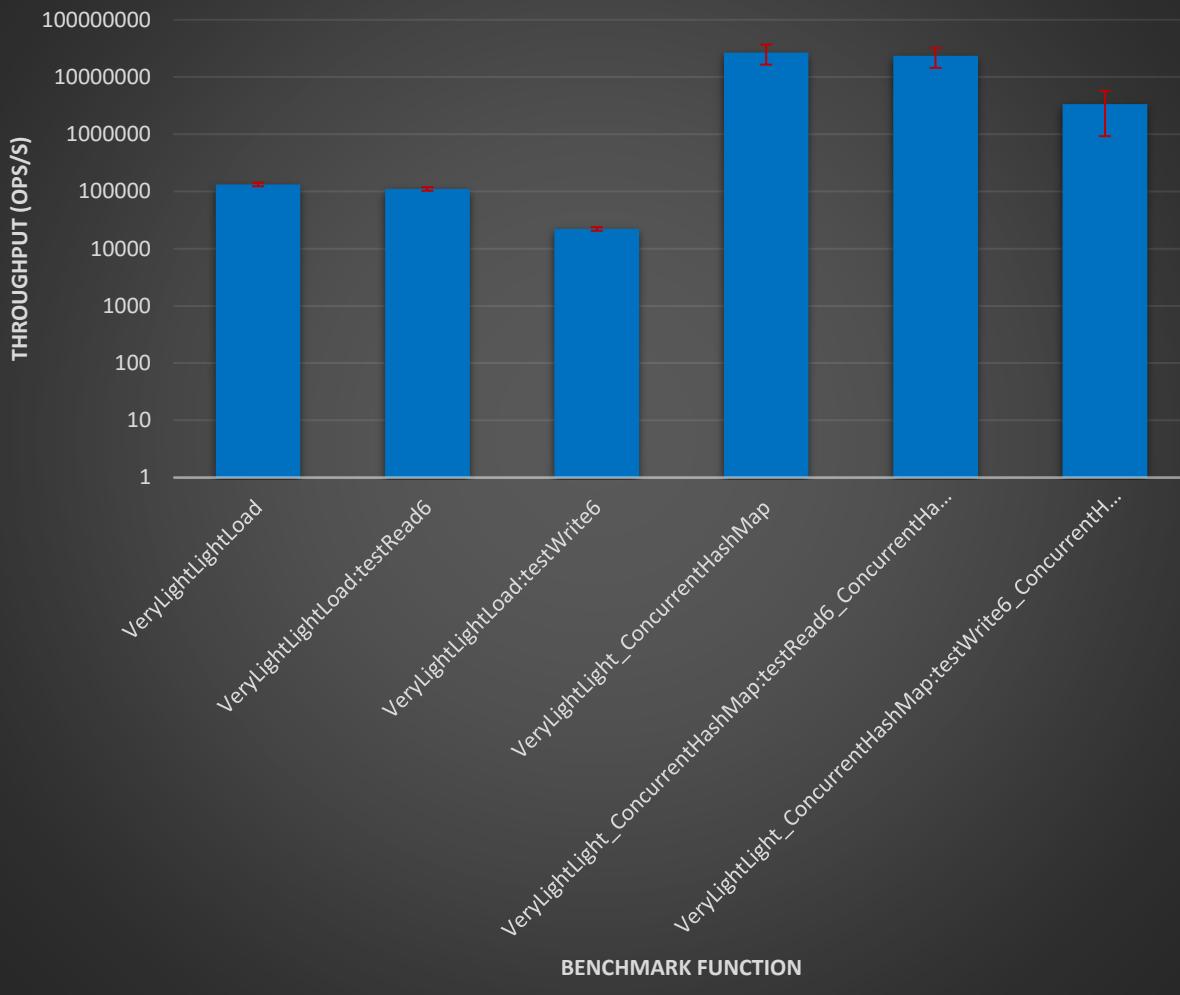
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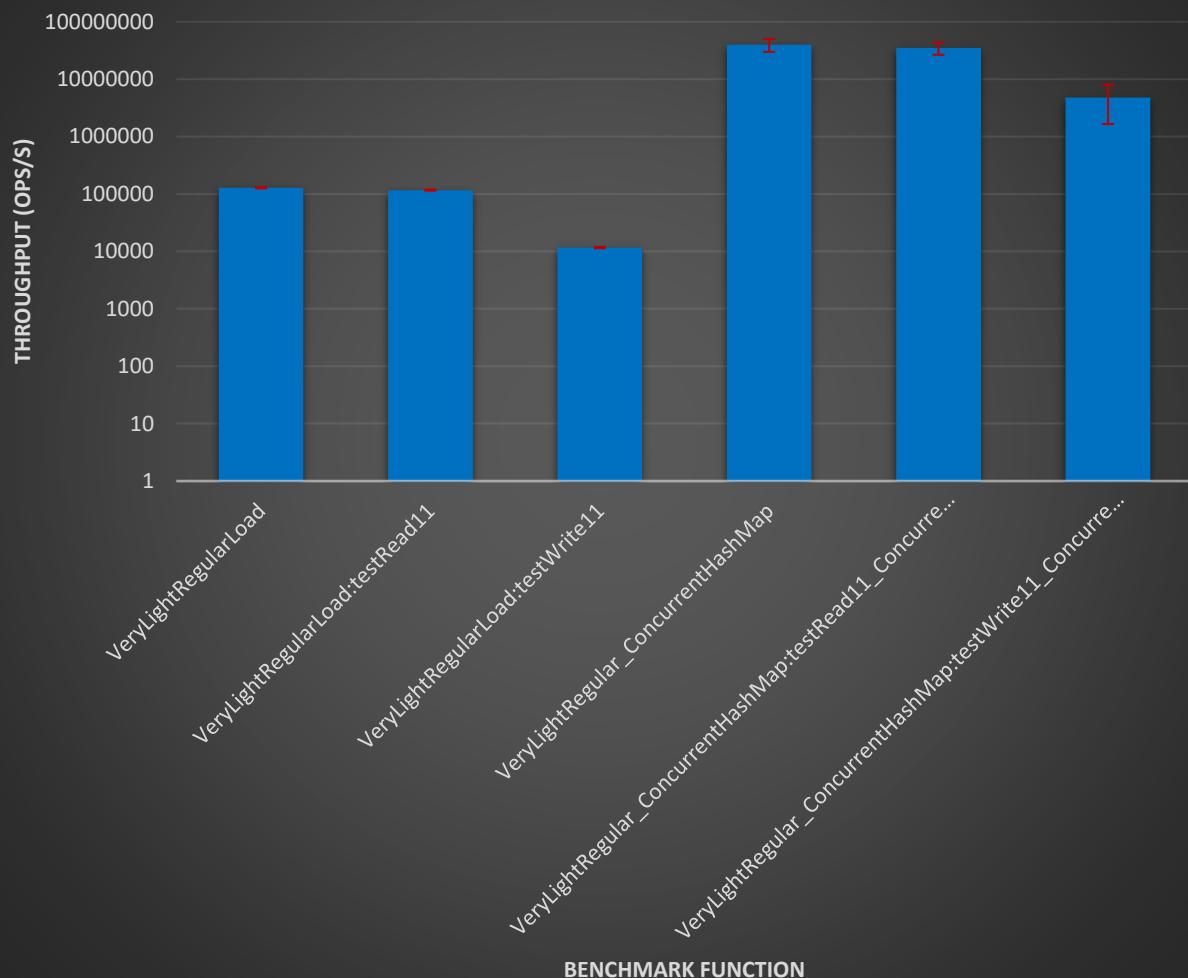
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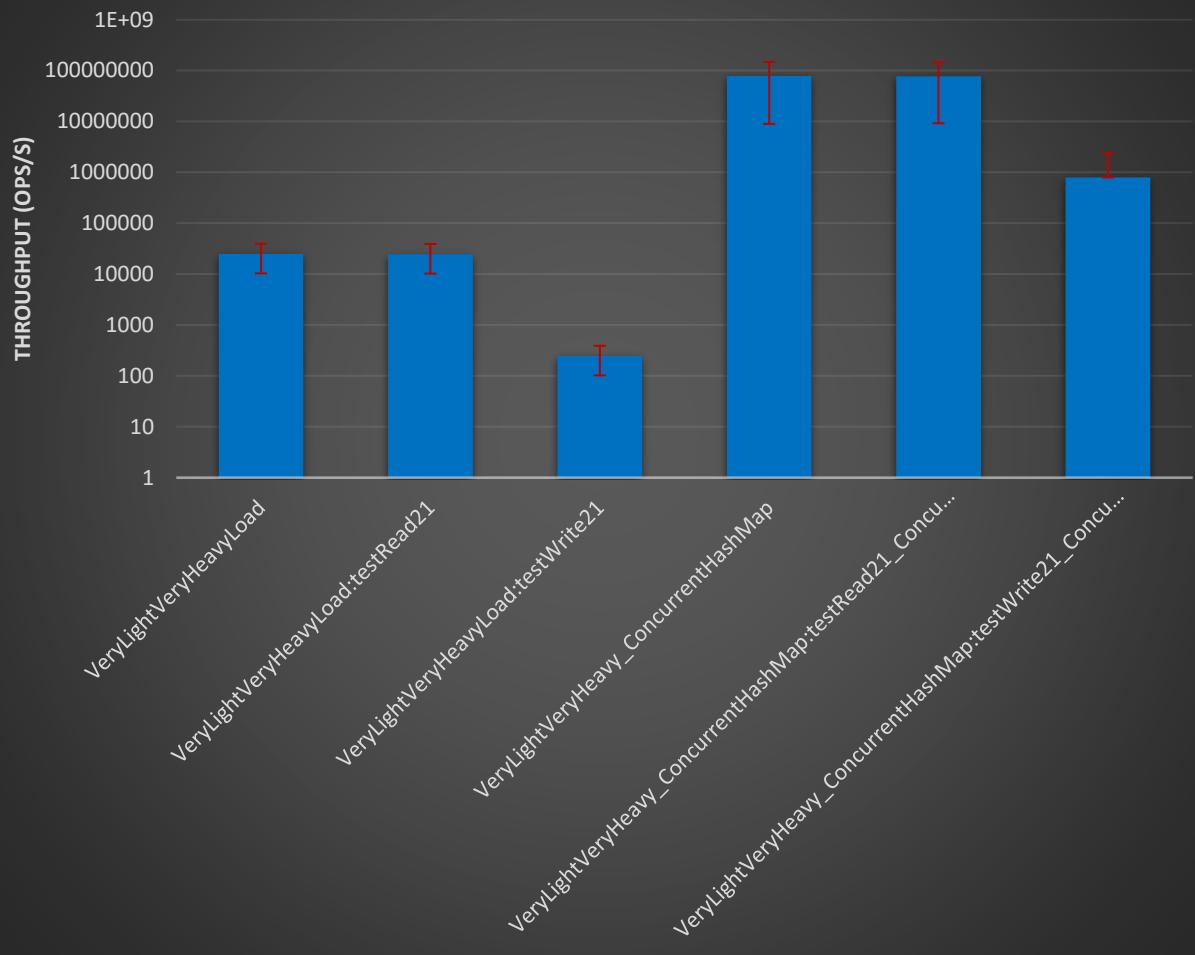
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Throughput of "Very Light" (1) Write and "Regular" (10) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on Rho Server



Throughput of "Very Light" (1) Write and "Very Heavy" (100) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on Rho Server



Throughput of "Very Light" (1) Write and "Very Light" (1) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on Rho Server

