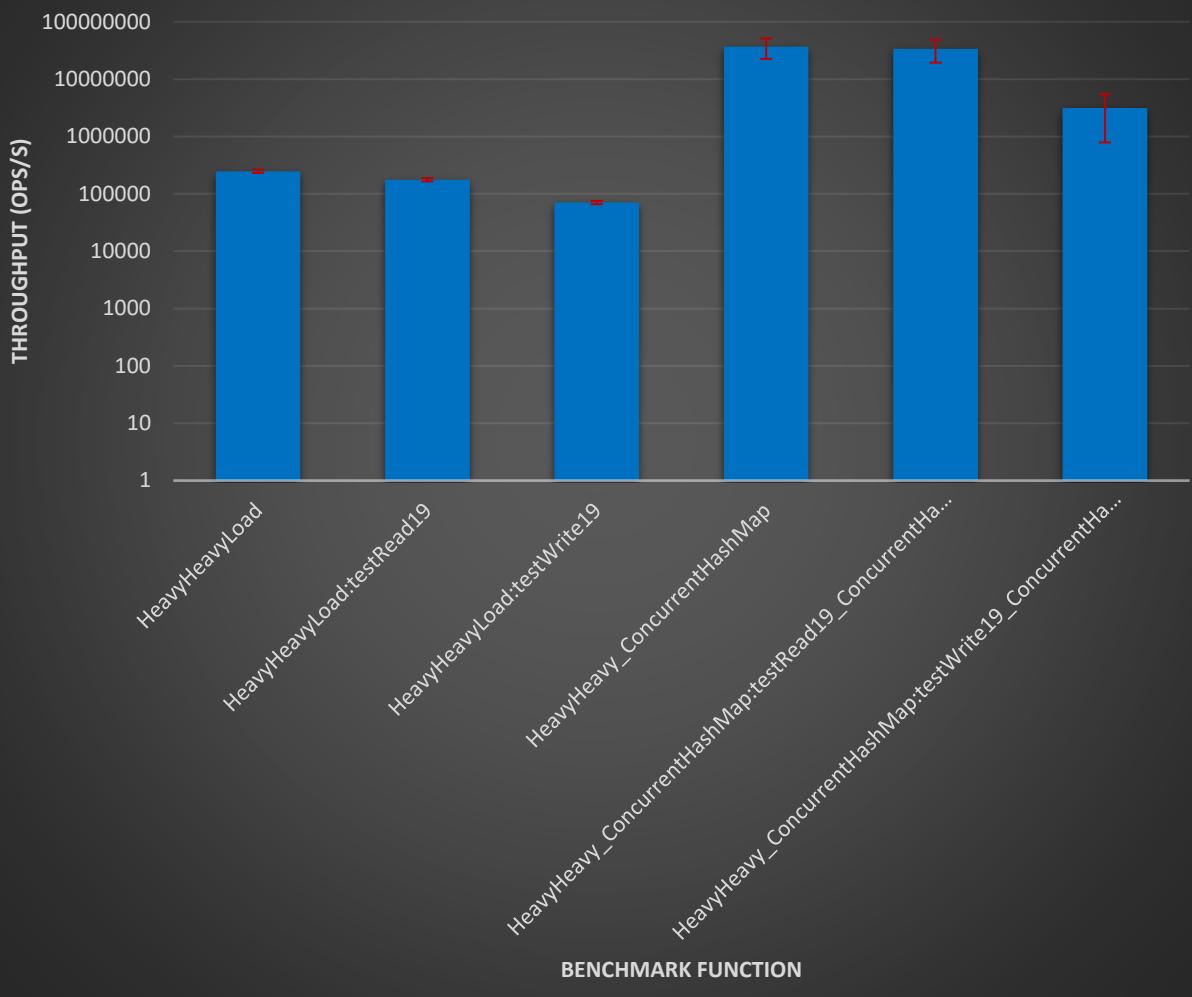


In the charts that follow, the indicated load sizes refer to the number of threads assigned to a particular method for a given group in running benchmarks for a multiple readers/writers scenario. Load sizes are denoted as being either “Very Light”, “Light”, “Regular”, “Heavy”, or “Very Heavy”, with the explicit thread assignment based on the chart below.

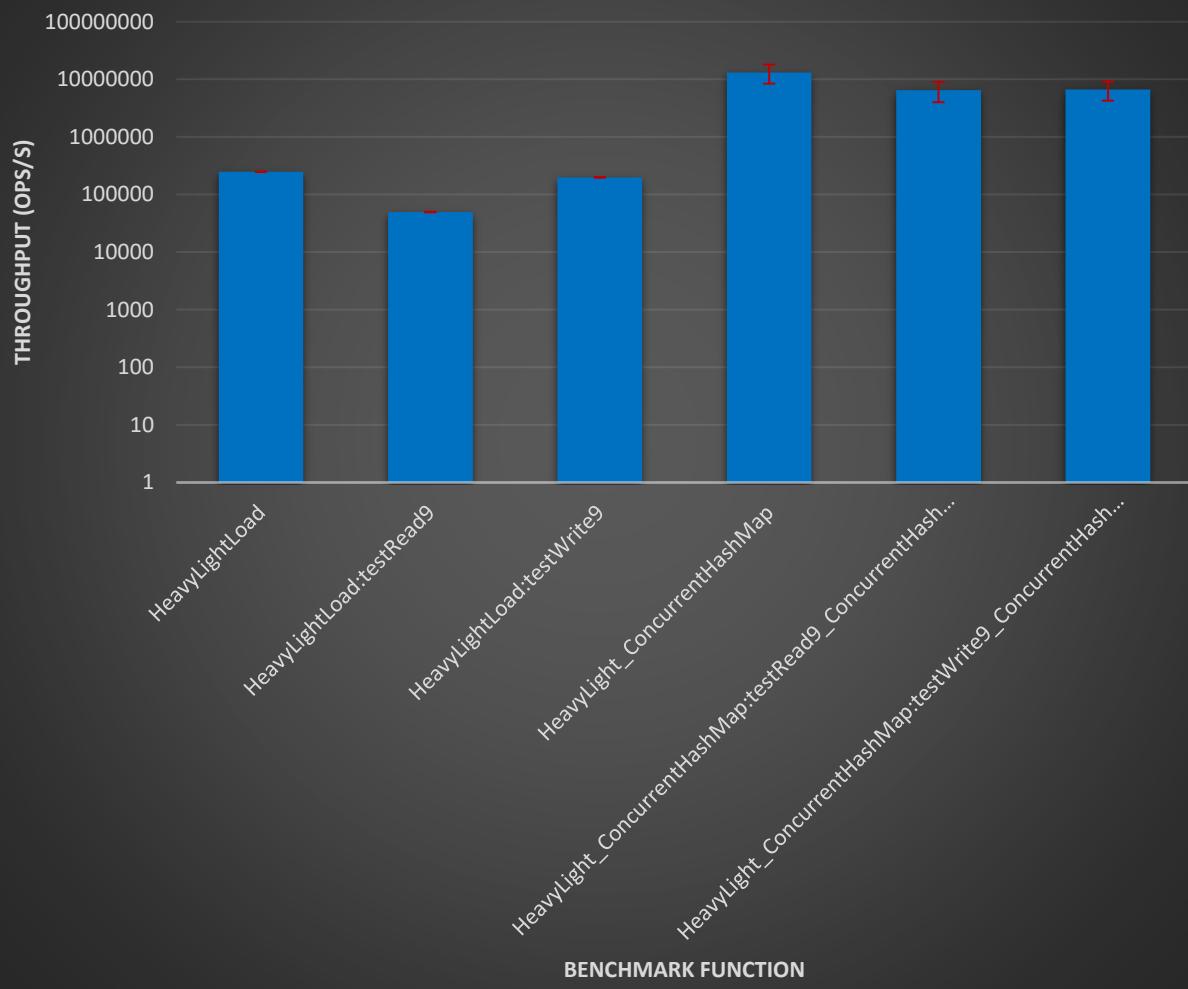
Load Denotation	Writer Threads	Reader Threads
“Very Light”	1	1
“Light”	5	5
“Regular”	10	10
“Heavy”	20	50
“Very Heavy”	40	100

The load size for each is specified in both the titles of the graphs, and in the method names, with the load size of Writers being given first and the load sizes of Readers being given second. For example, HeavyRegularLoad refers to a group of threads in a given group with a “Heavy” load being assigned to writers (20 Threads) and a “Regular” load being assigned to readers (10 Threads).

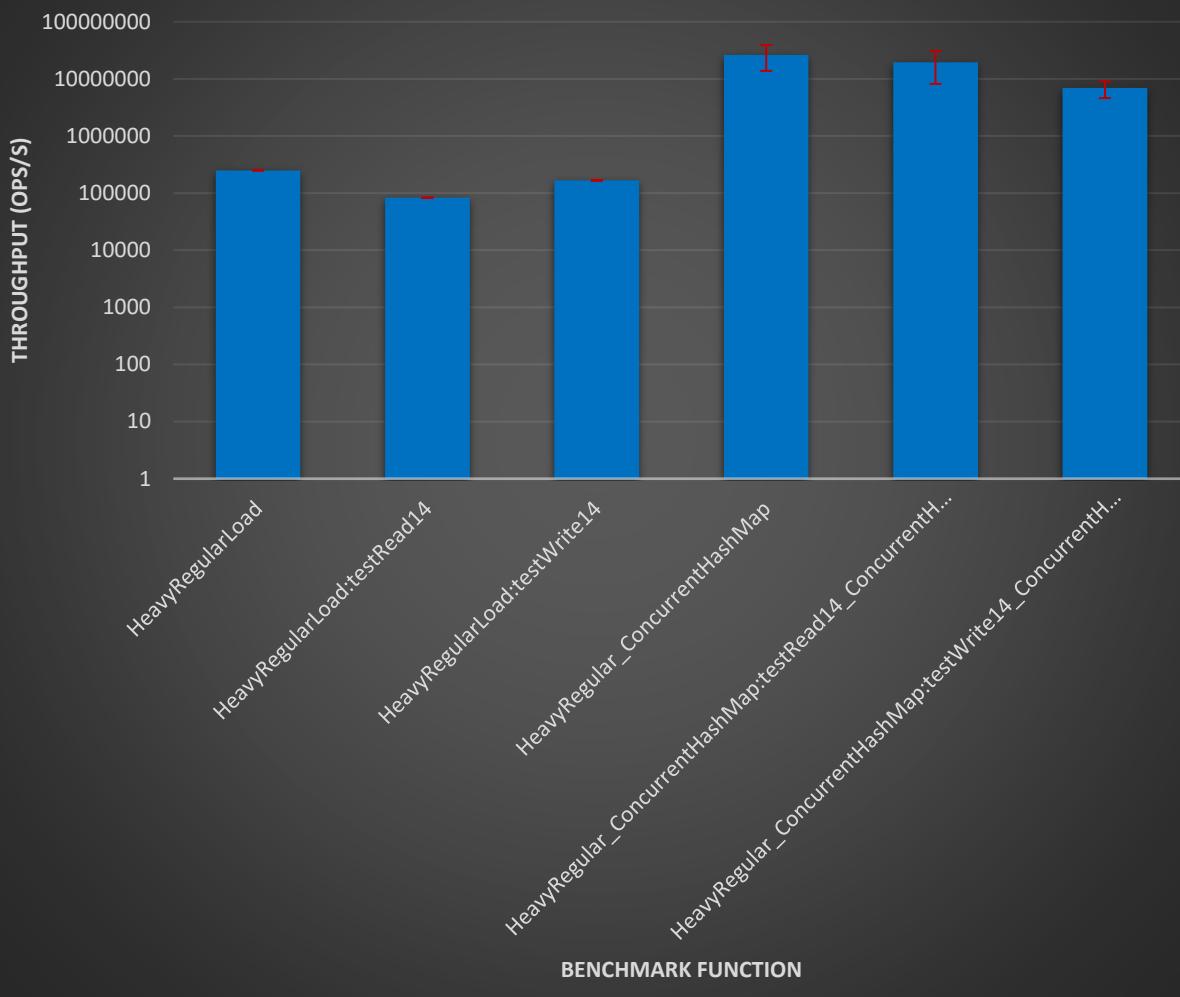
Throughput of "Heavy" (50) Read and "Heavy" (20) Write Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap, on My System



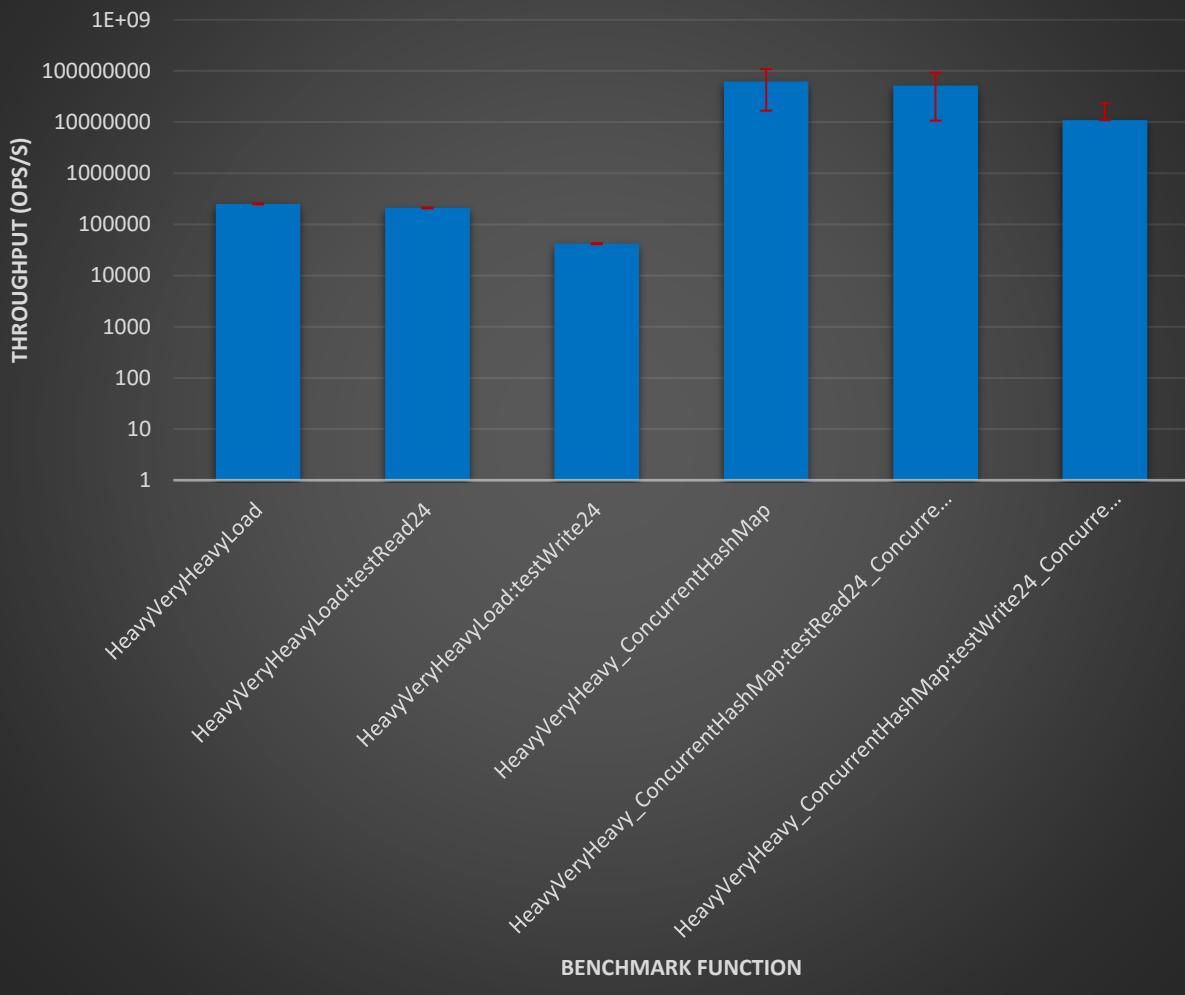
**Throughput of "Heavy" (20) Write and "Light" (5) Read Scenario,
Utilizing ArrayList and ReentrantReadWrite Lock vs.
ConcurrentHashMap, on My System**



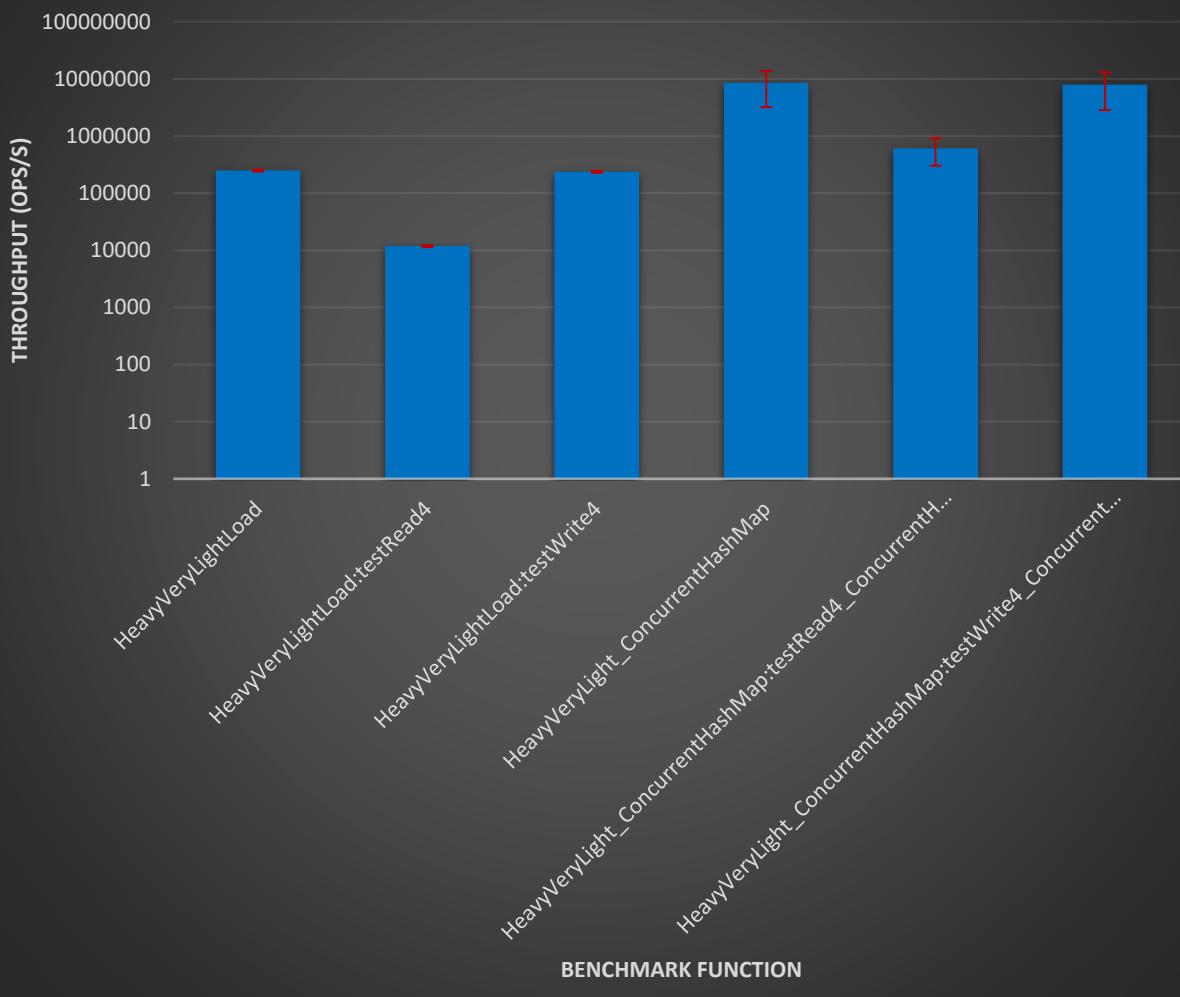
Throughput of "Heavy" (20) Write and "Regular" (10) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap, on My System



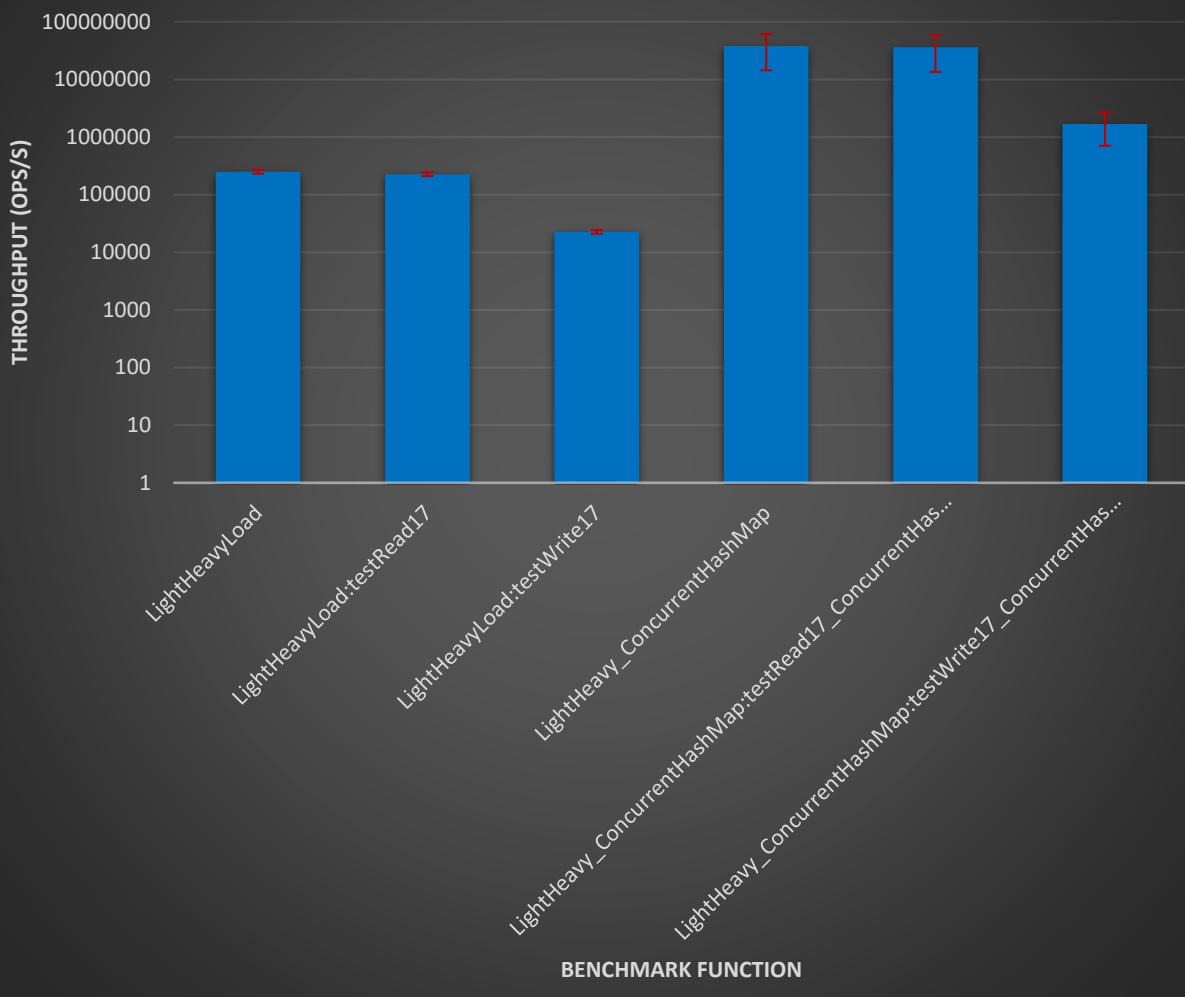
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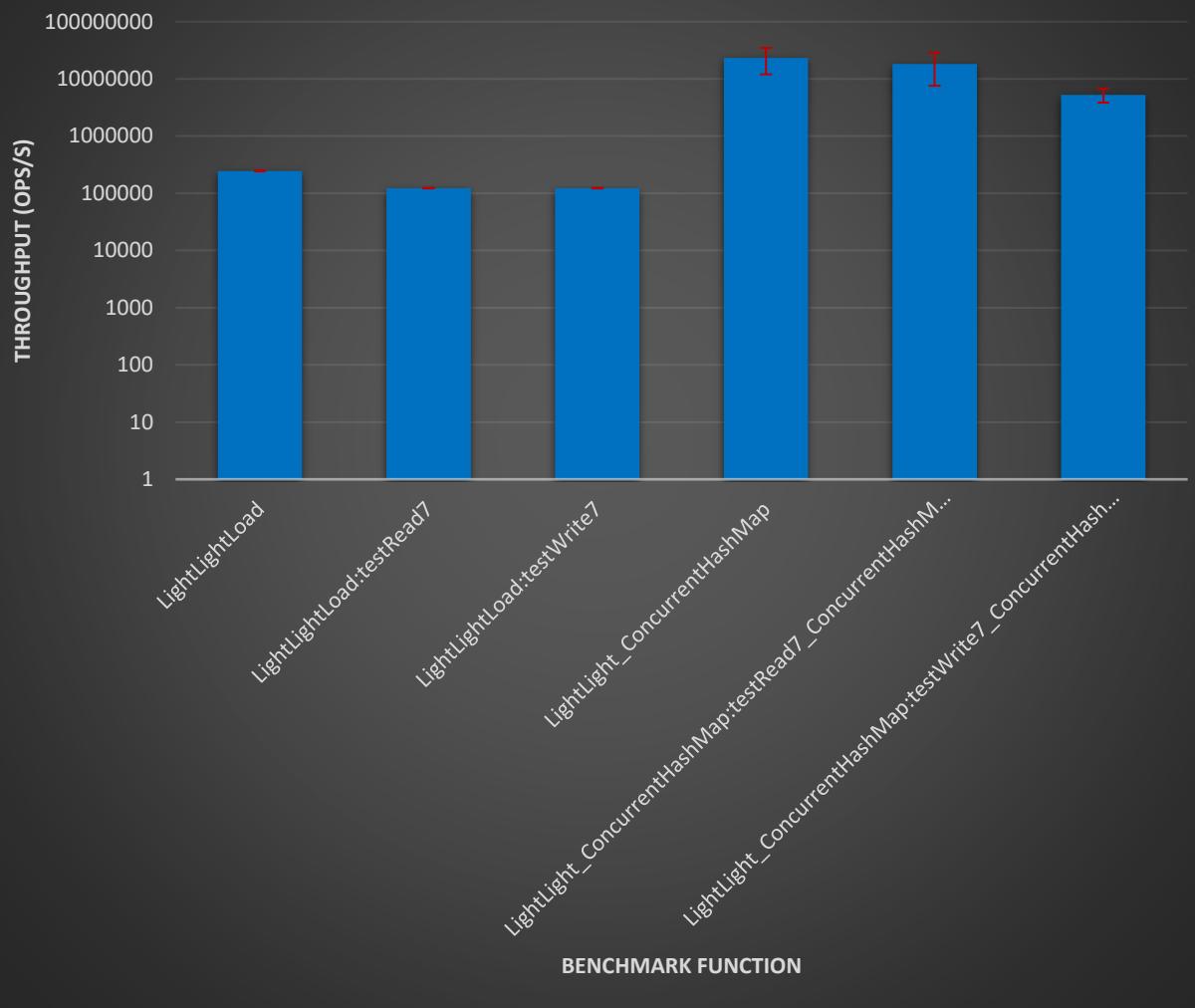
Throughput of "Heavy" (20) Write and "Very Light" (1) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on My System



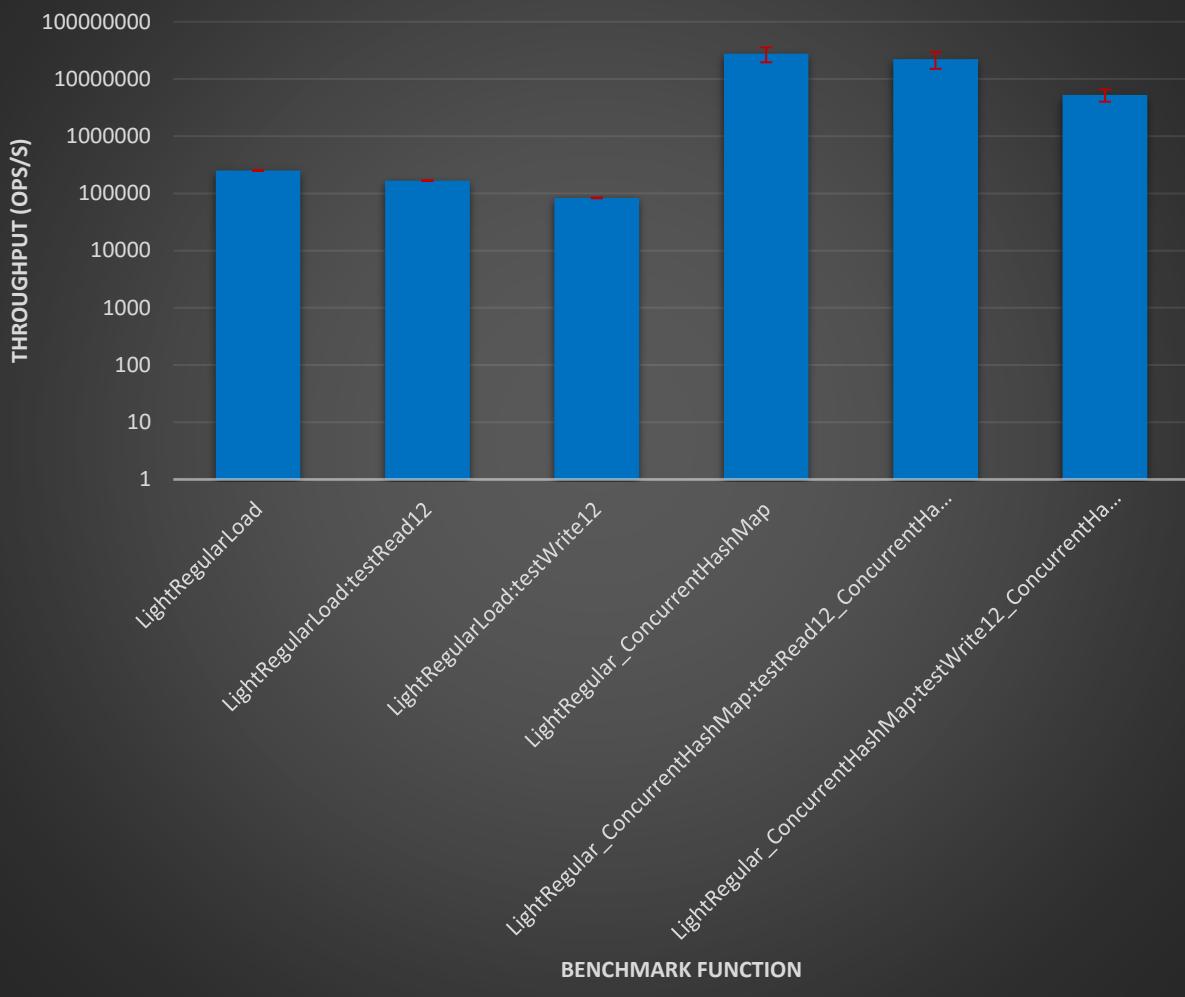
**Throughput of "Light" (5) Write and "Heavy" (50) Read Scenario,
Utilizing ArrayList and ReentrantReadWrite Lock vs.
ConcurrentHashMap on My System**



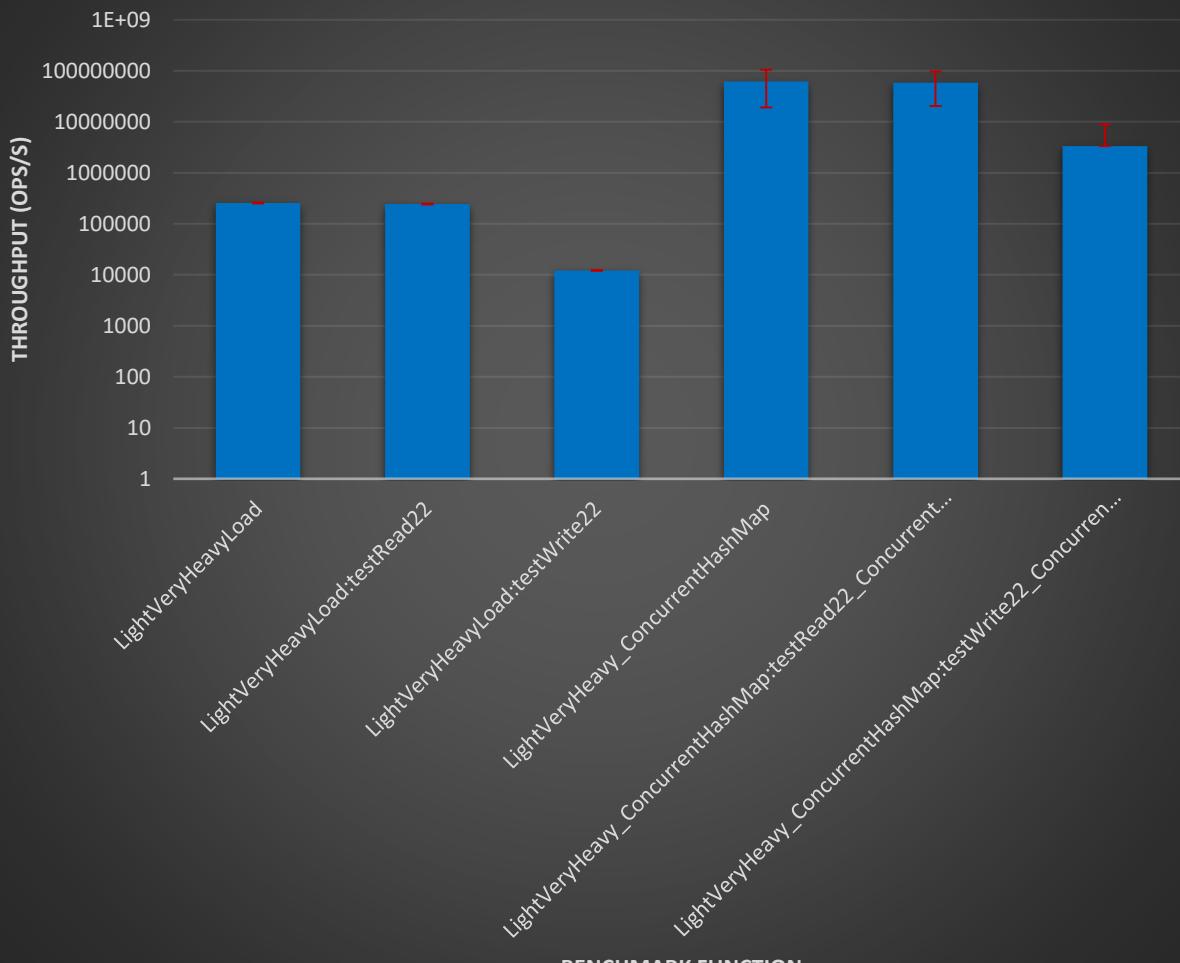
**Throughput of "Light" (5) Write and "Light" (5) Read Scenario,
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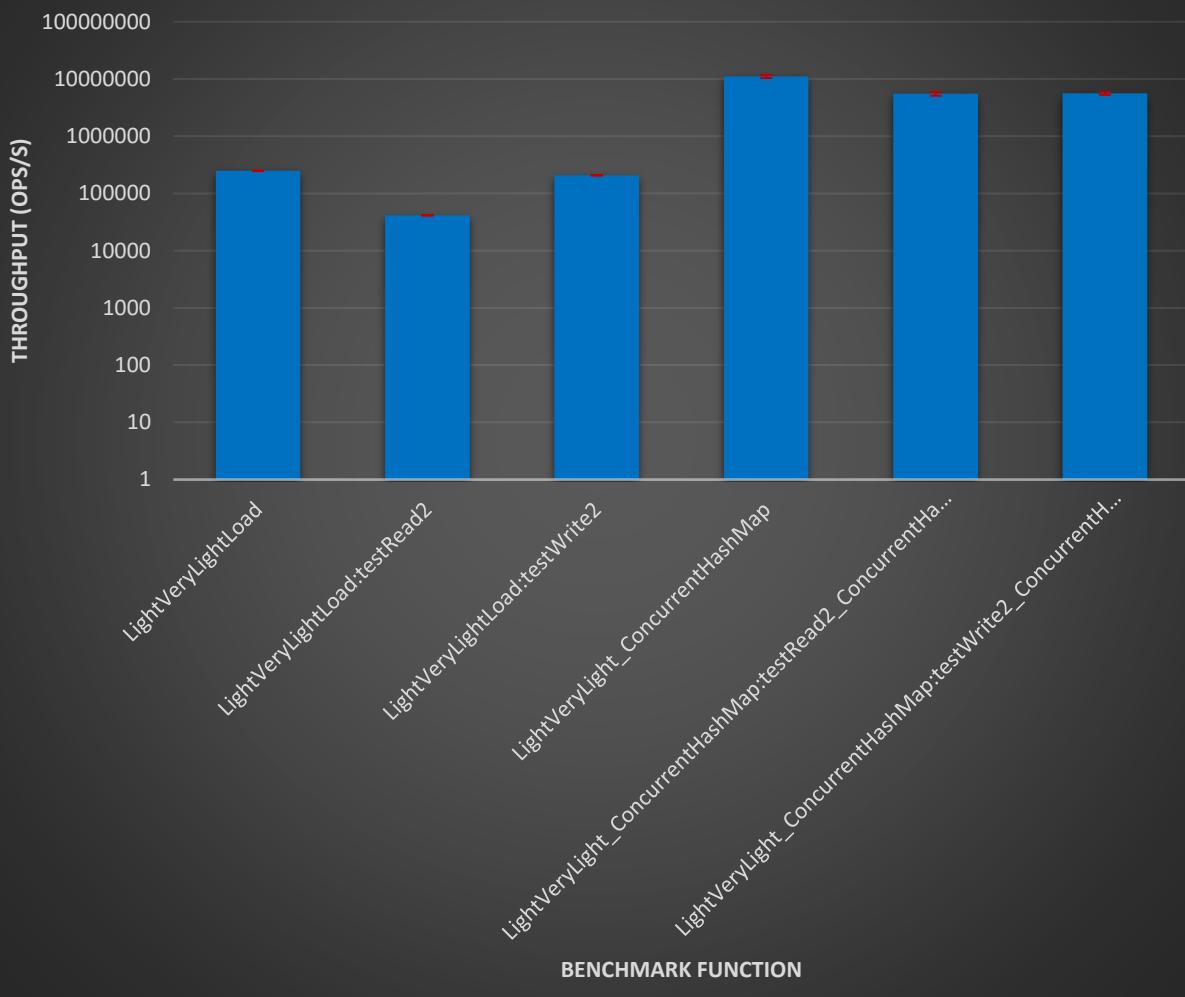
Throughput of "Light" (5) Write and "Reguler" (10) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on My System



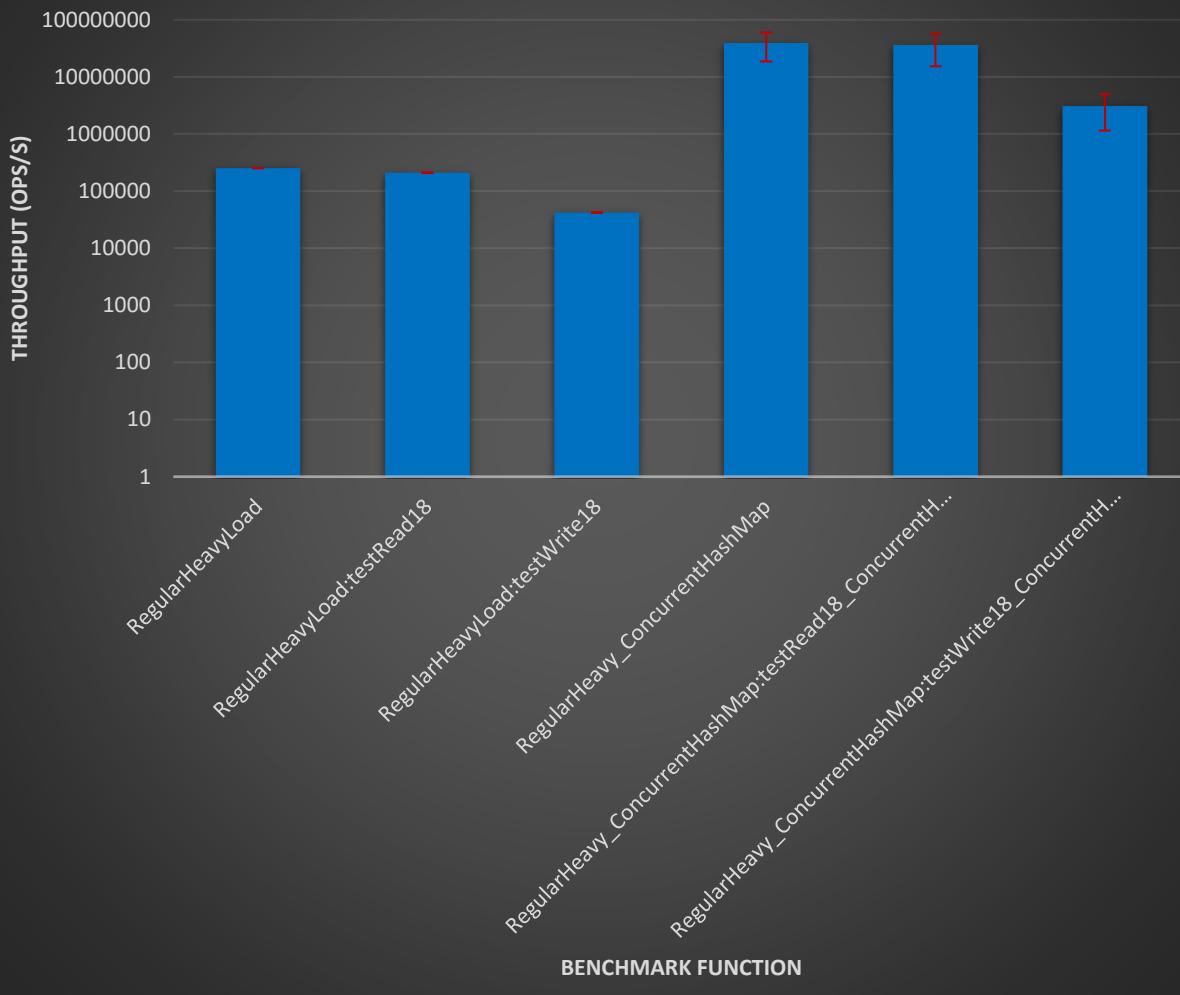
Throughput of "Light" (5) Write and "Very Heavy" (100) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on My System



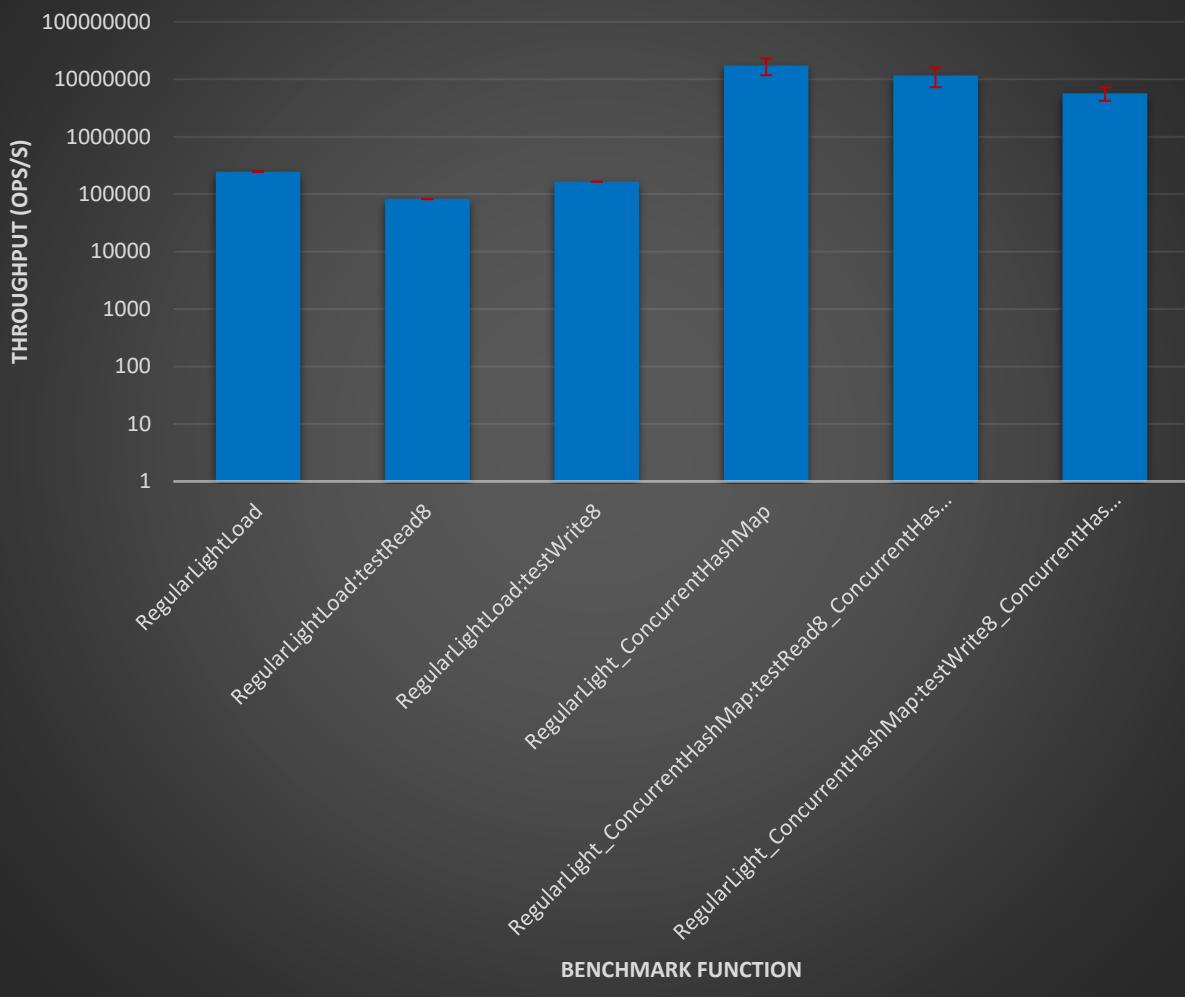
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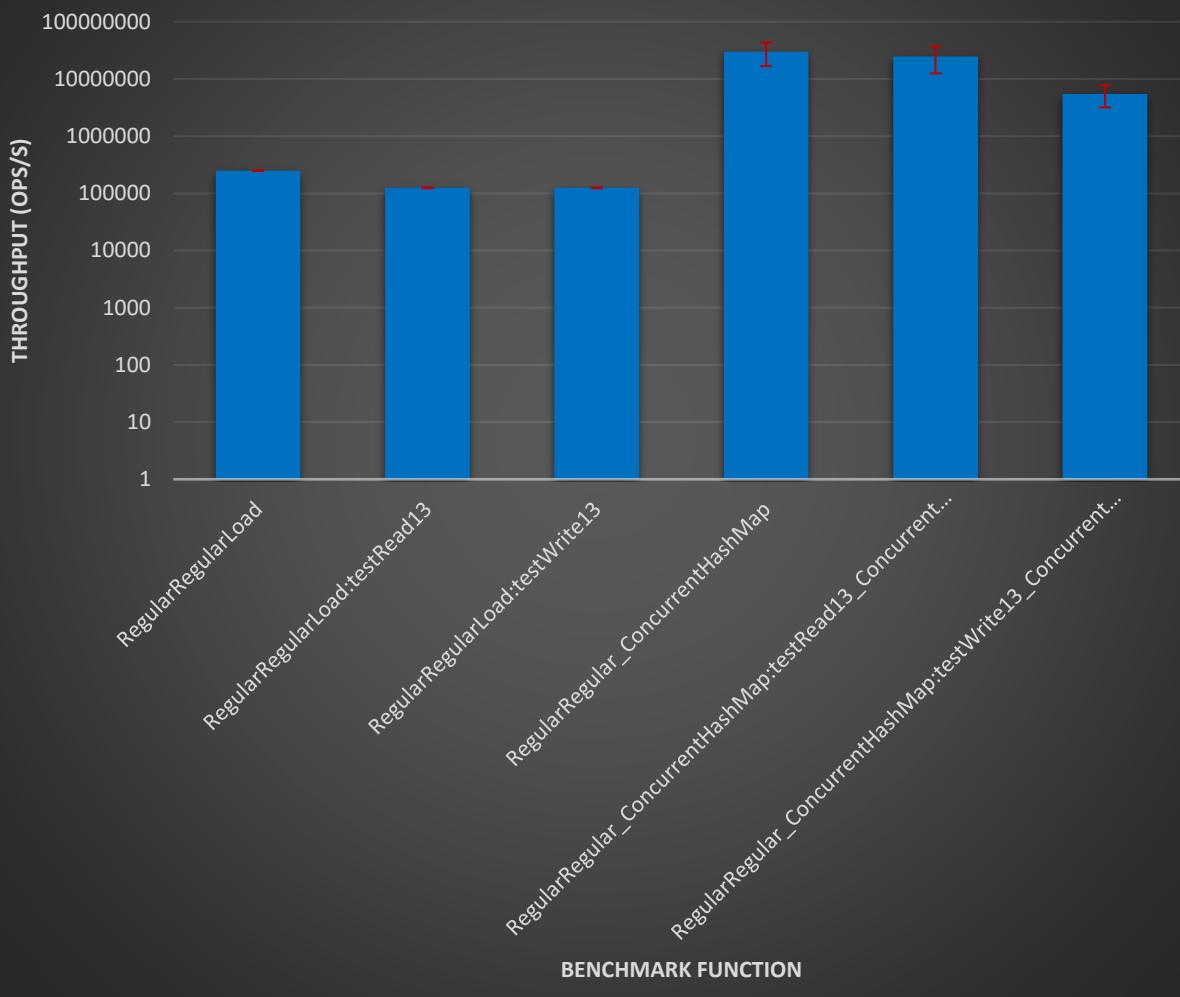
Throughput of "Regular" (10) Write and "Heavy" (50) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on My System



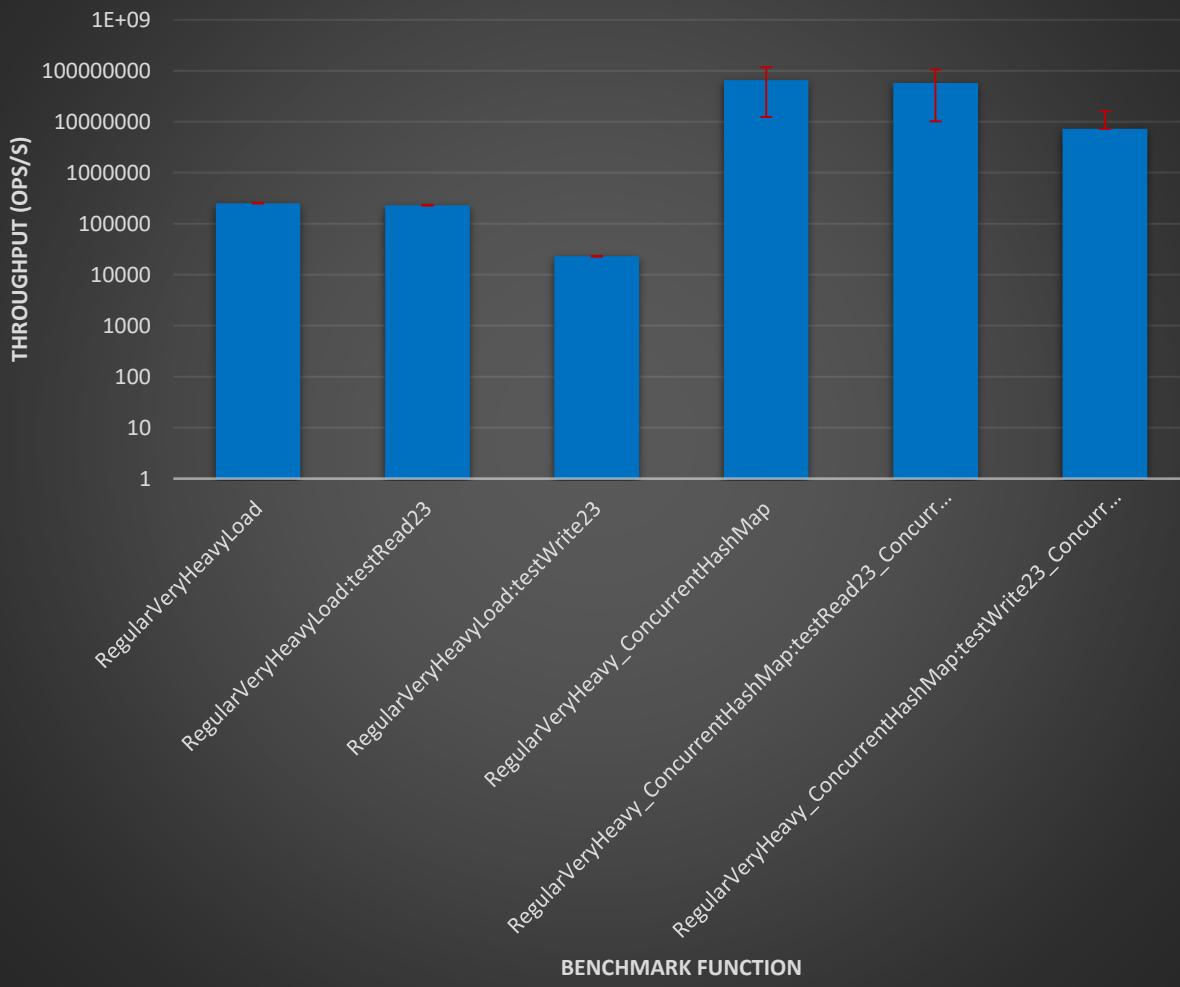
Throughput of "Regular" (10) Write and "Light" (5) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on My System



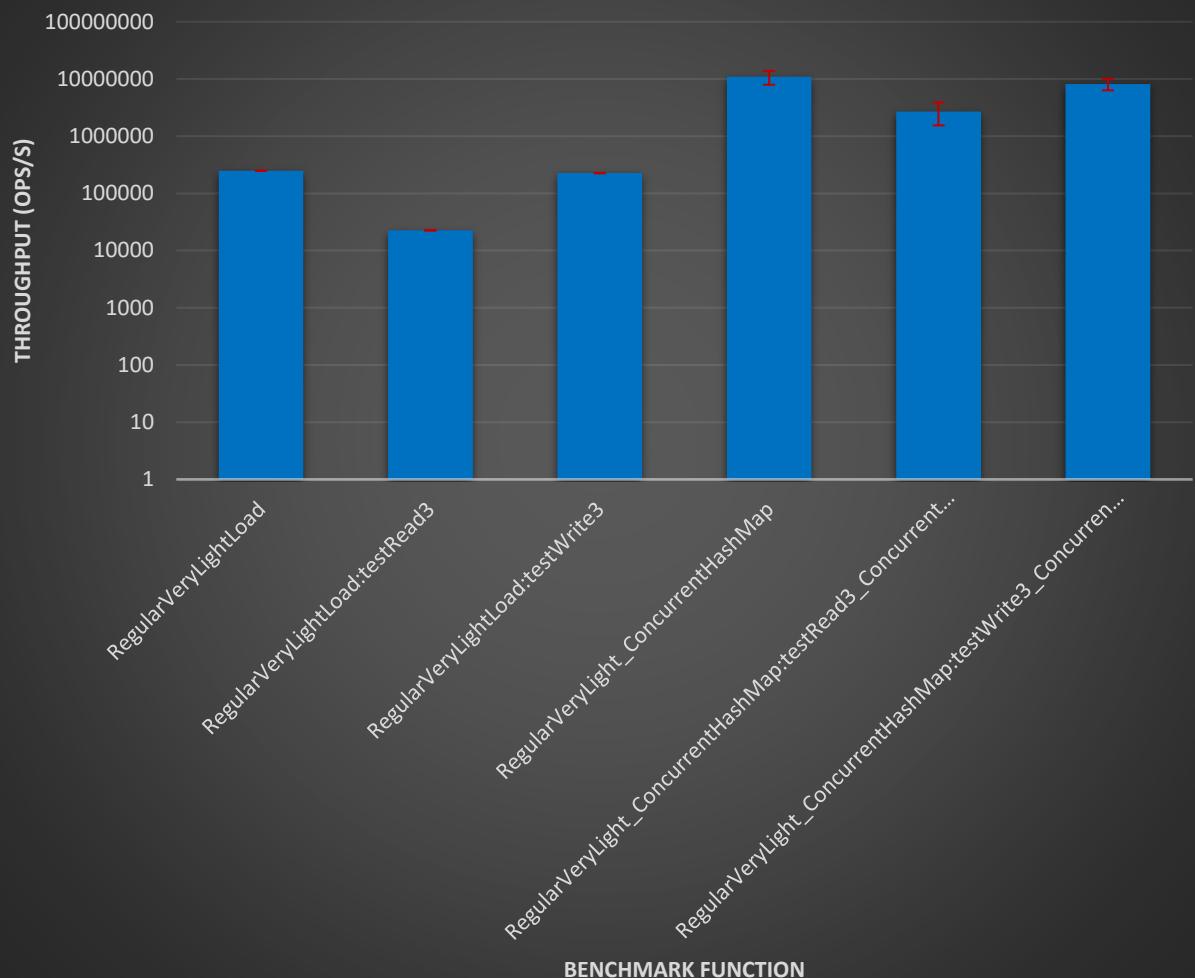
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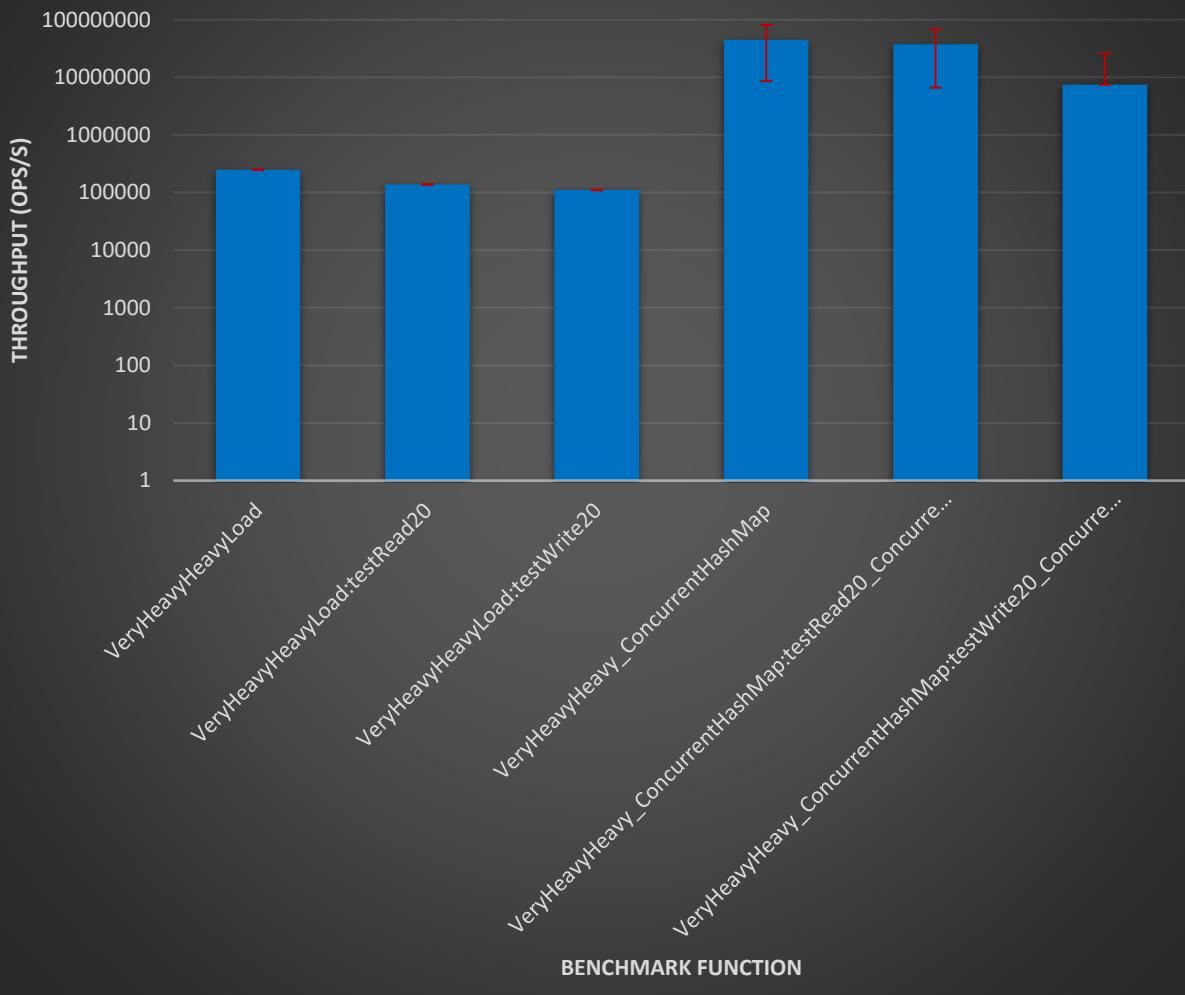
Throughput of "Regular" (10) Write and "Very Heavy" (100) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on My System



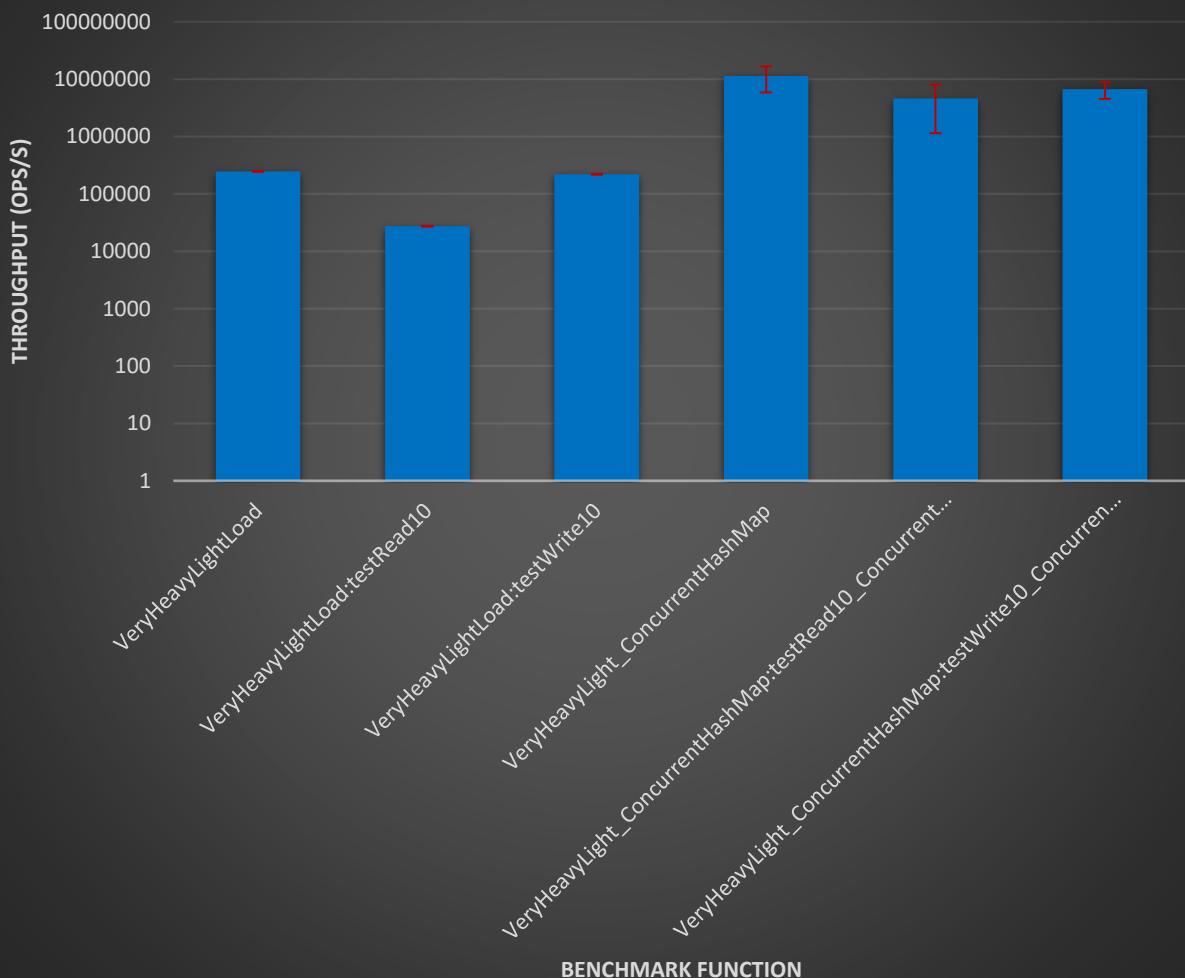
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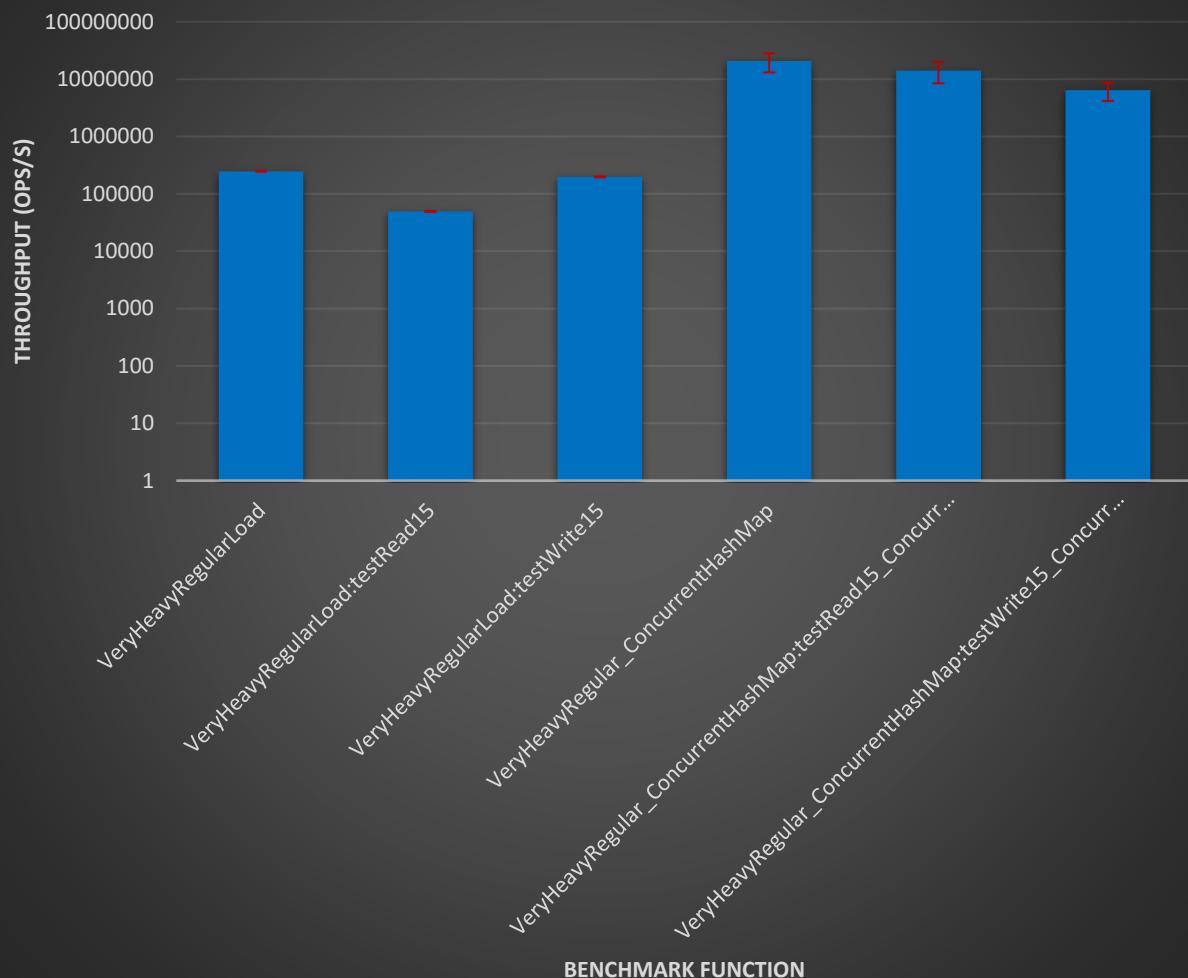
Throughput of "Very Heavy" (40) Write and "Heavy" (50) Read Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap on My System



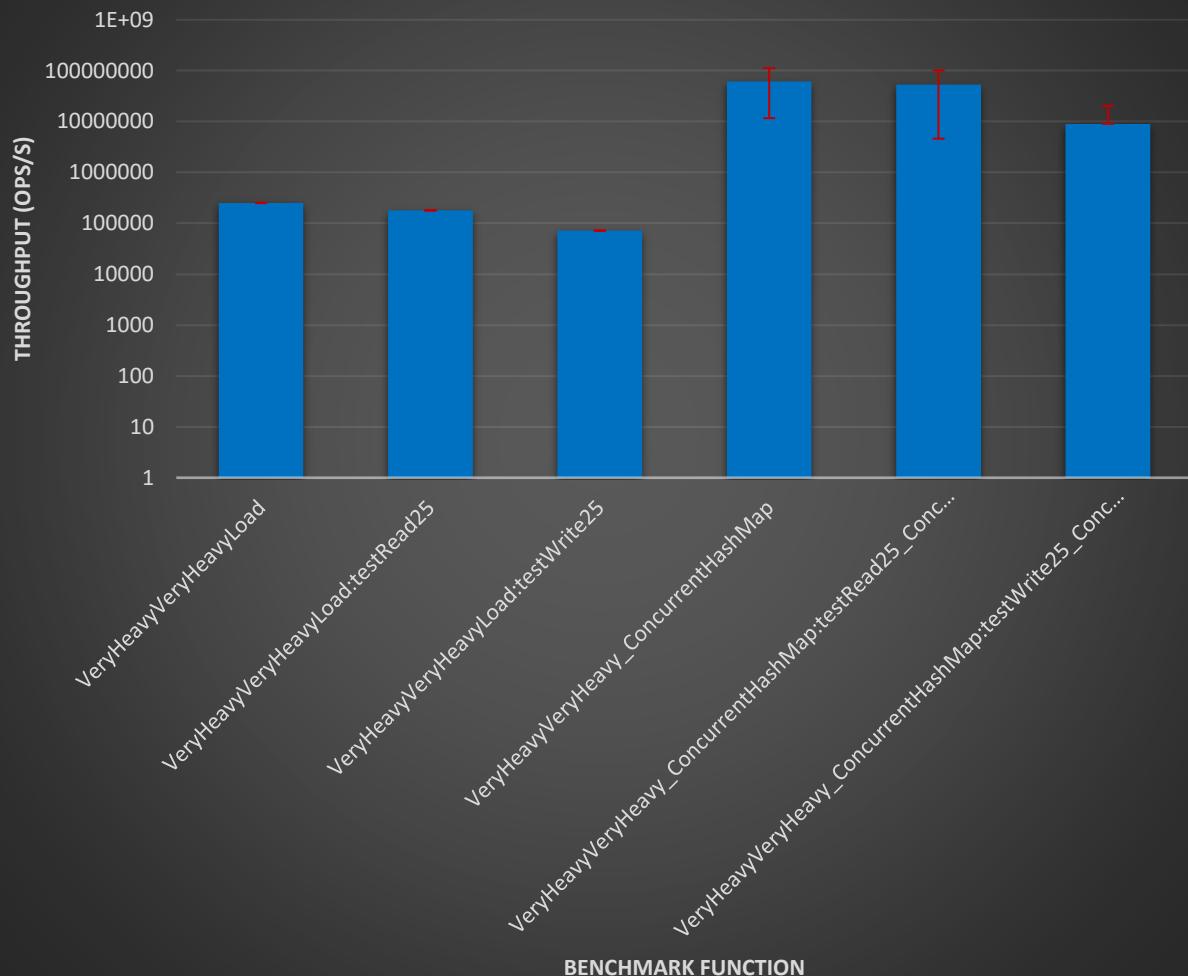
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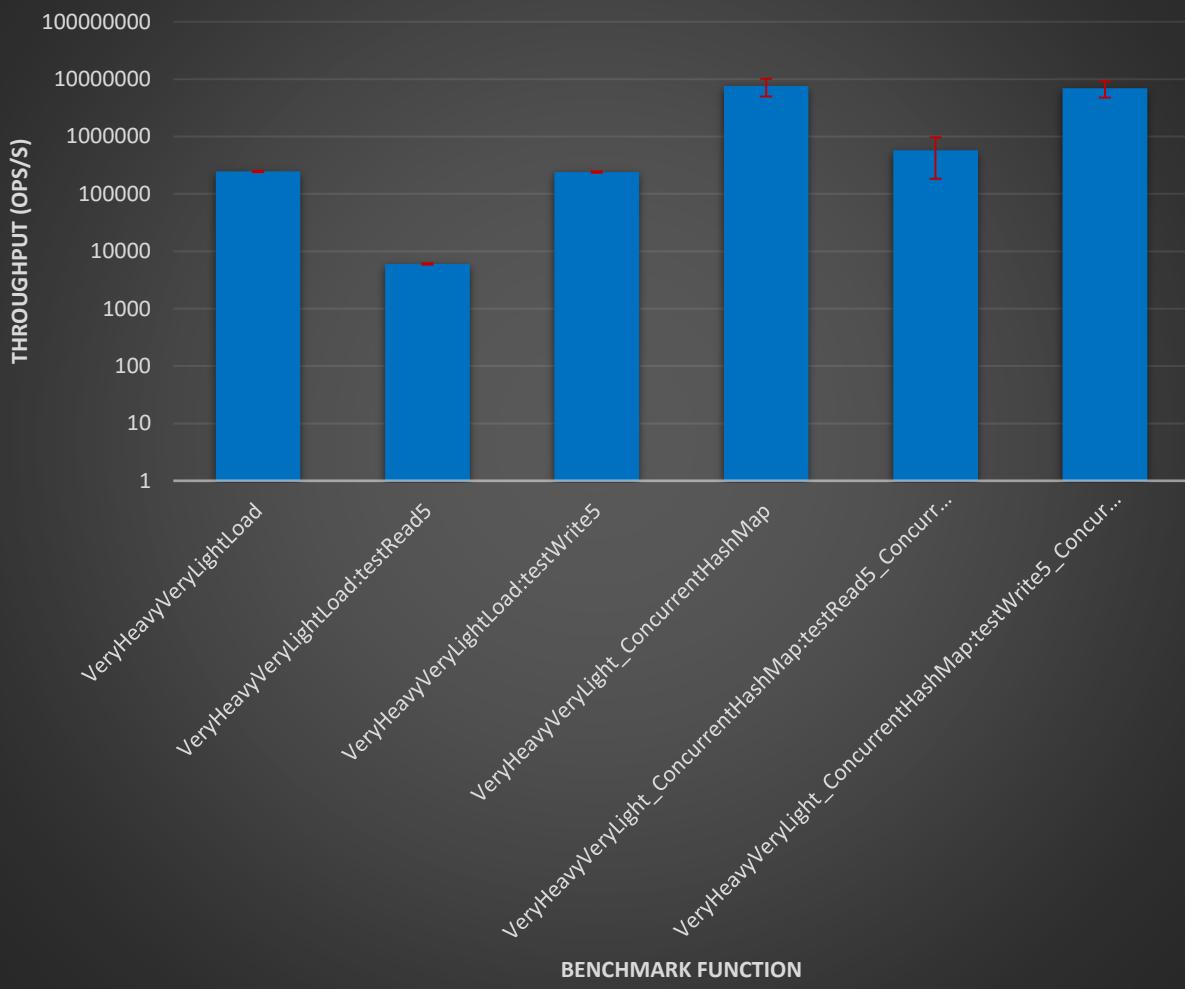
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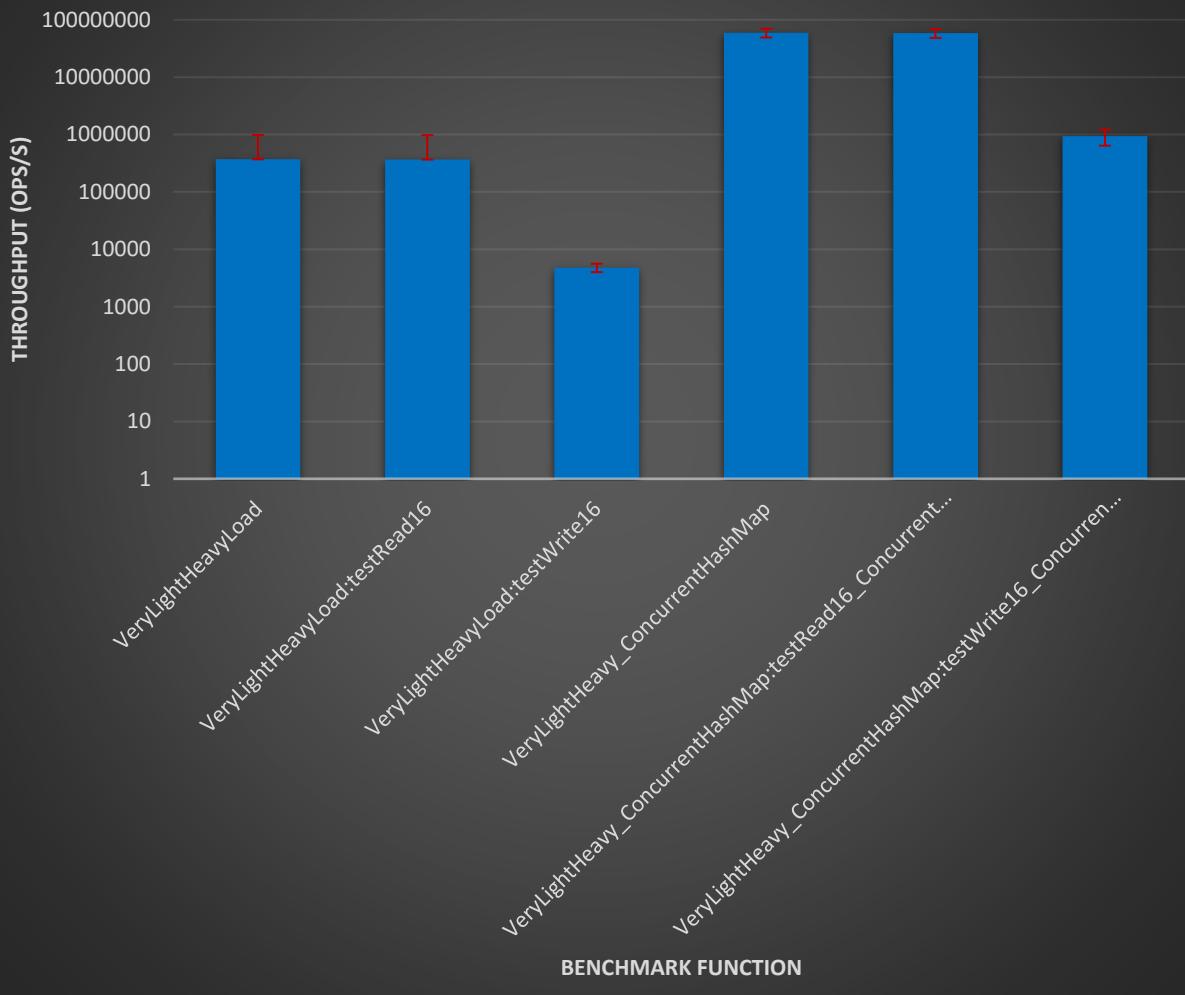
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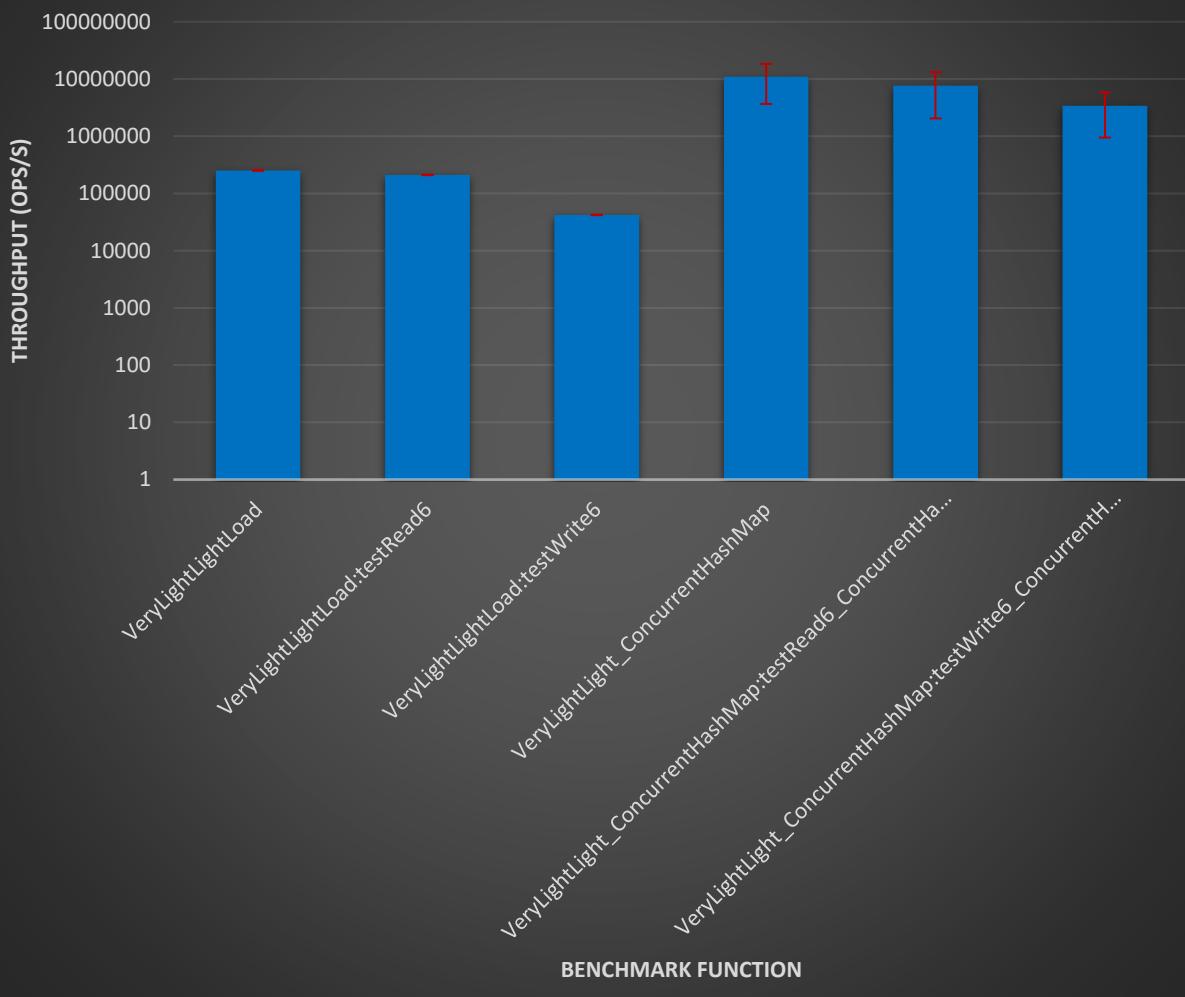
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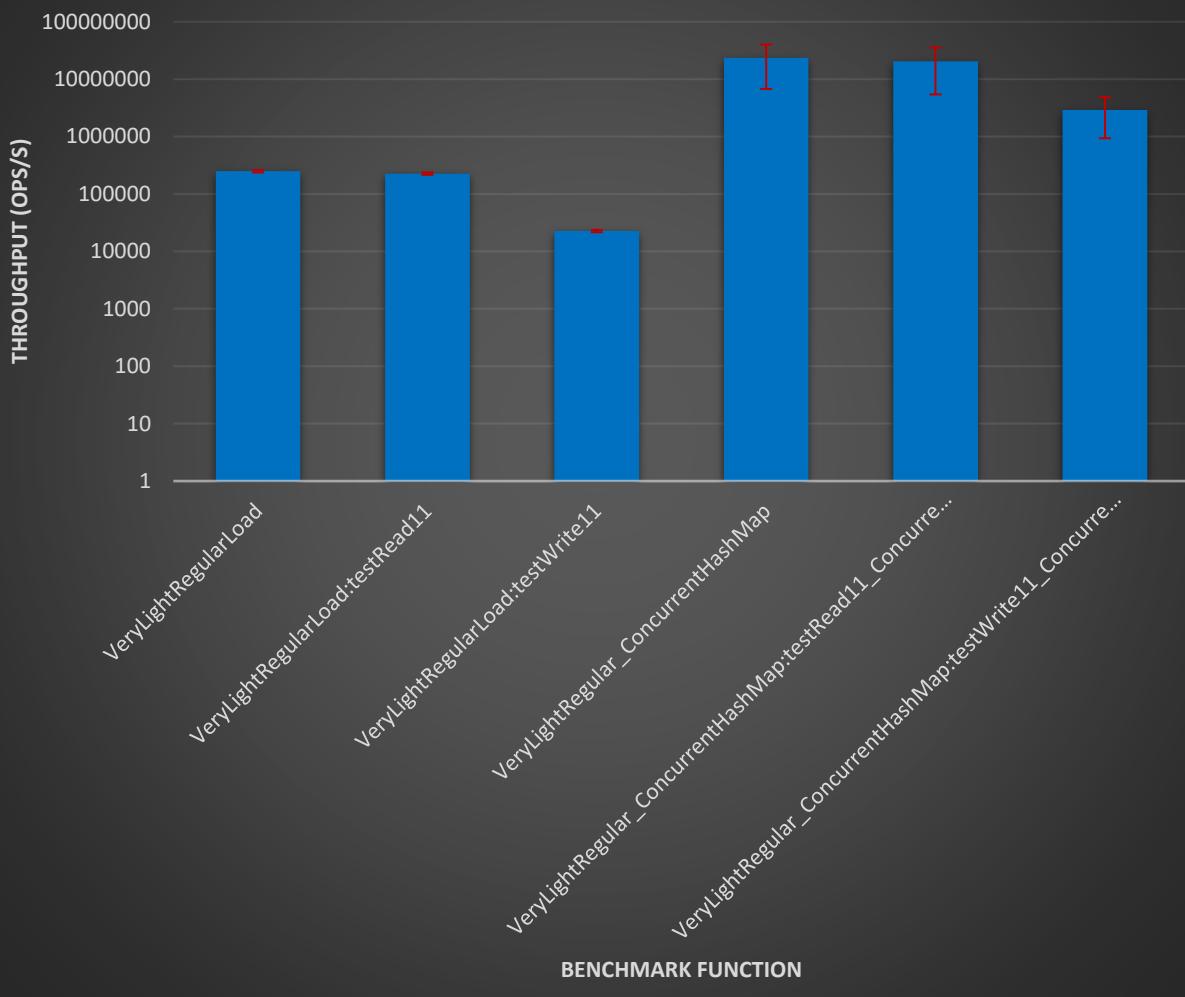
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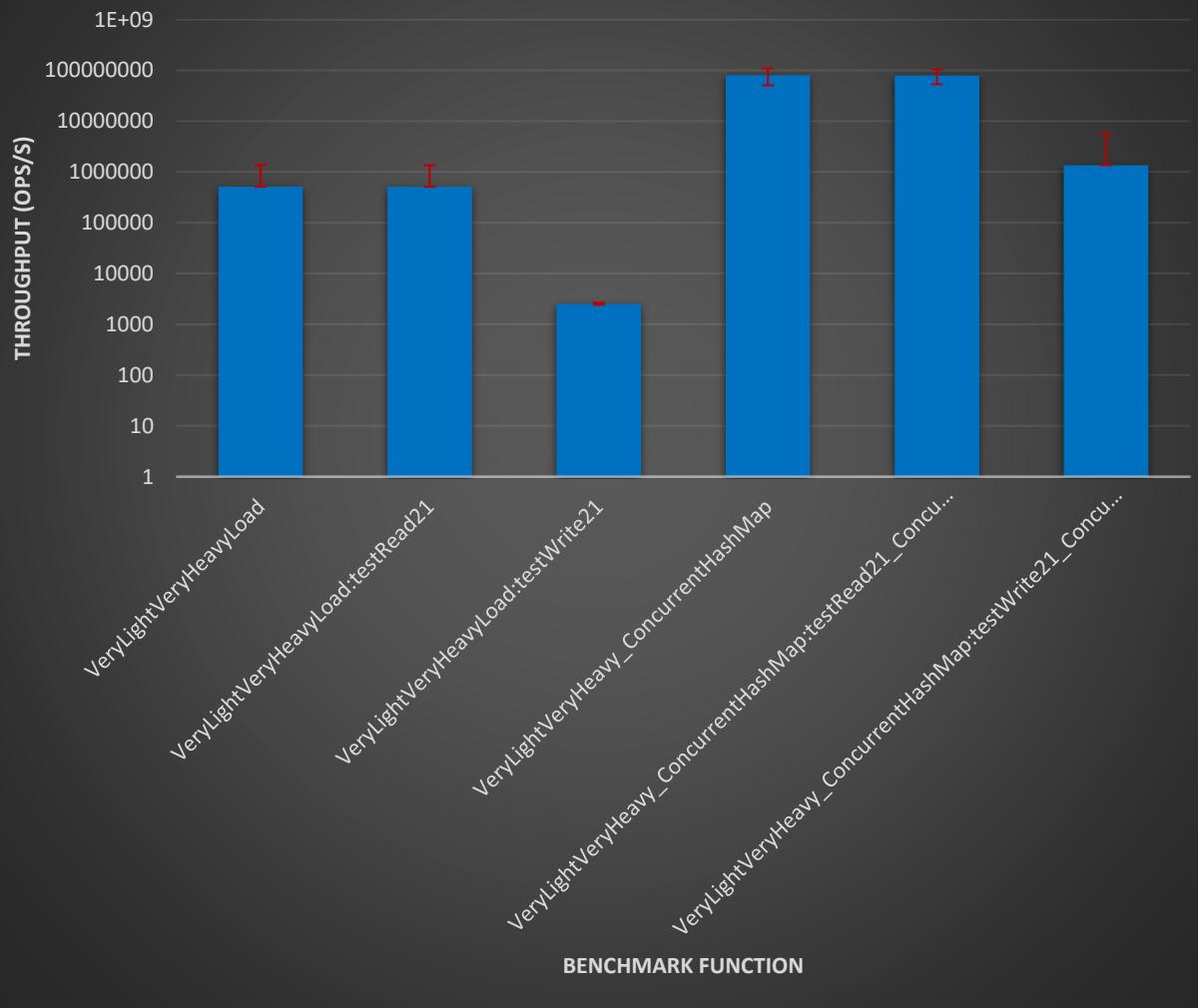
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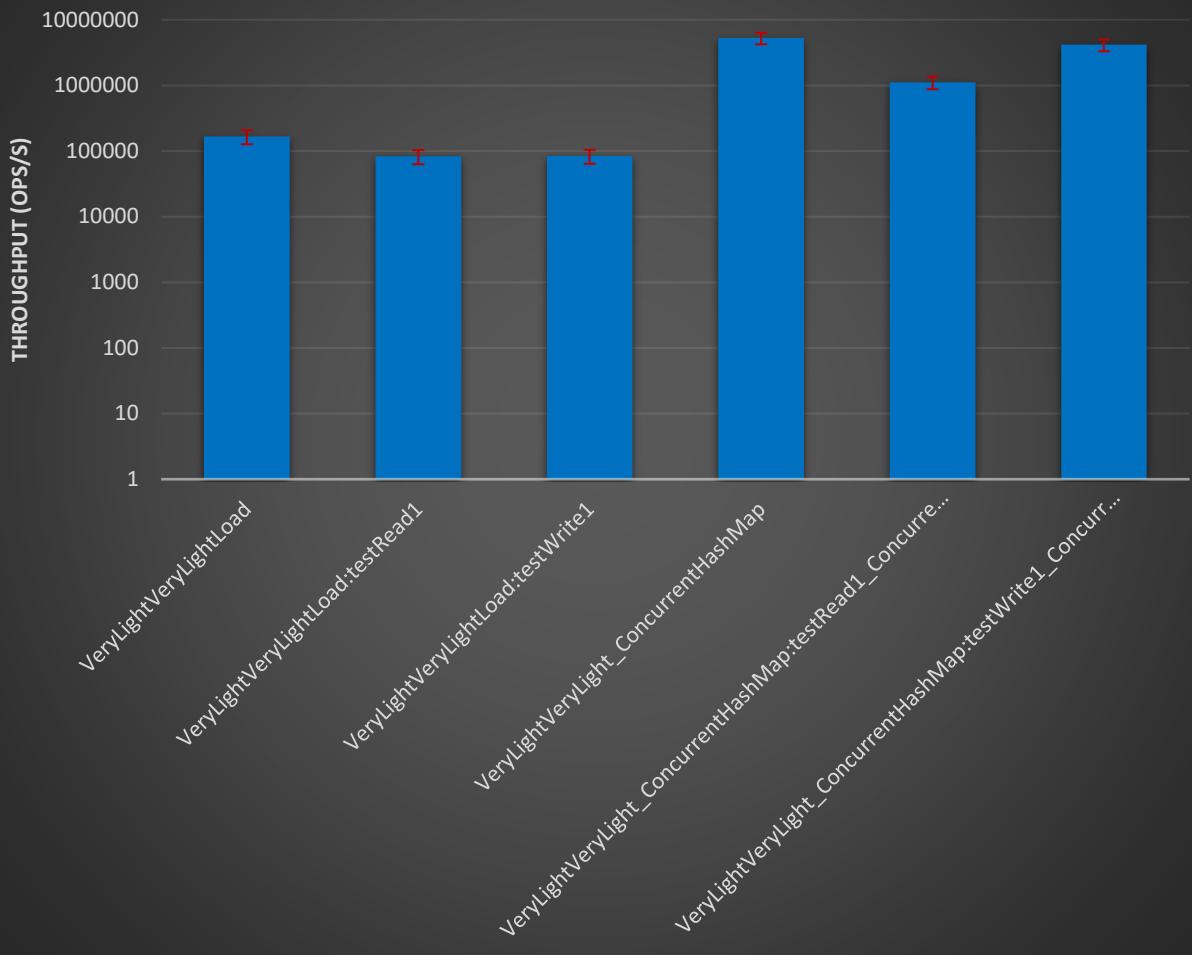
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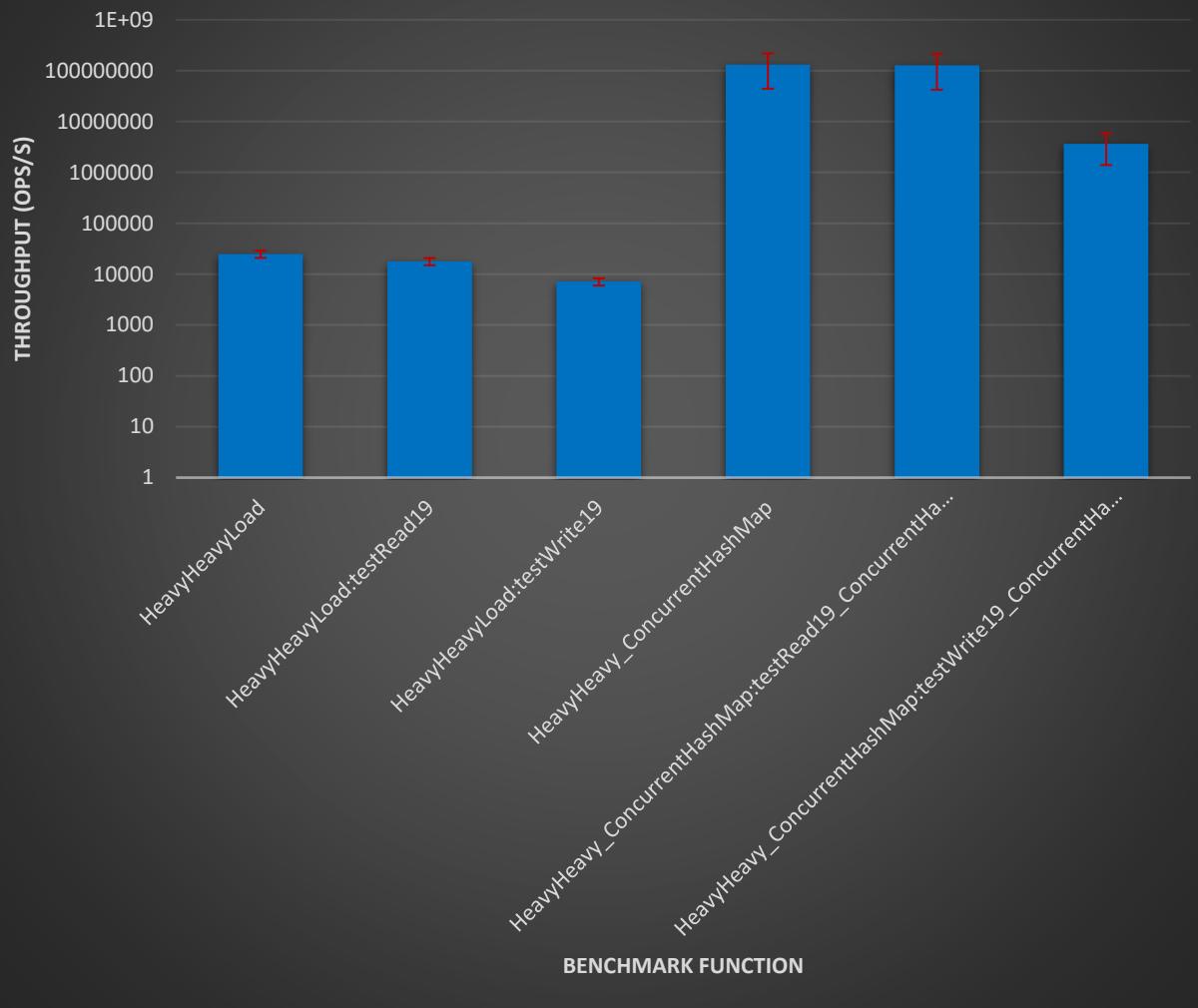
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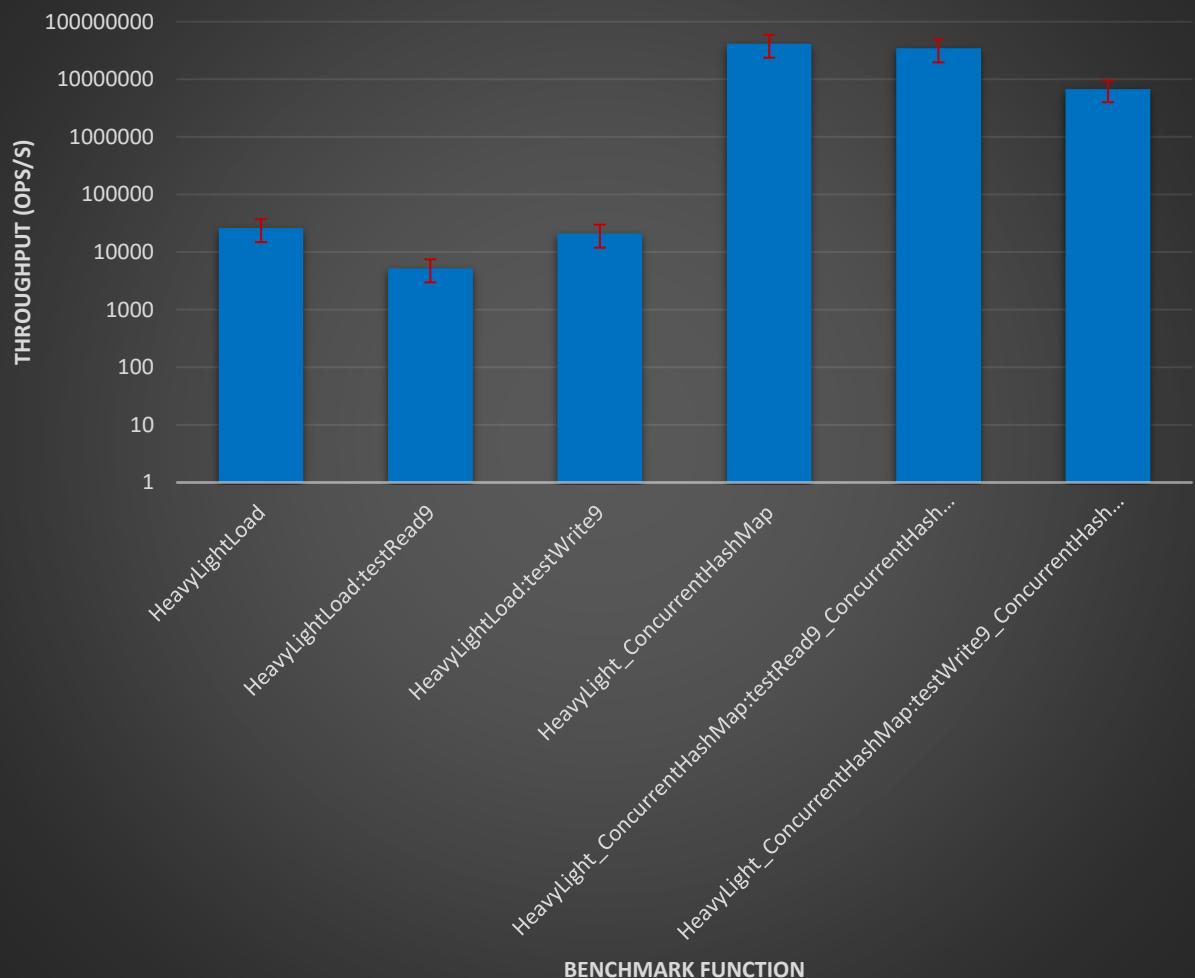
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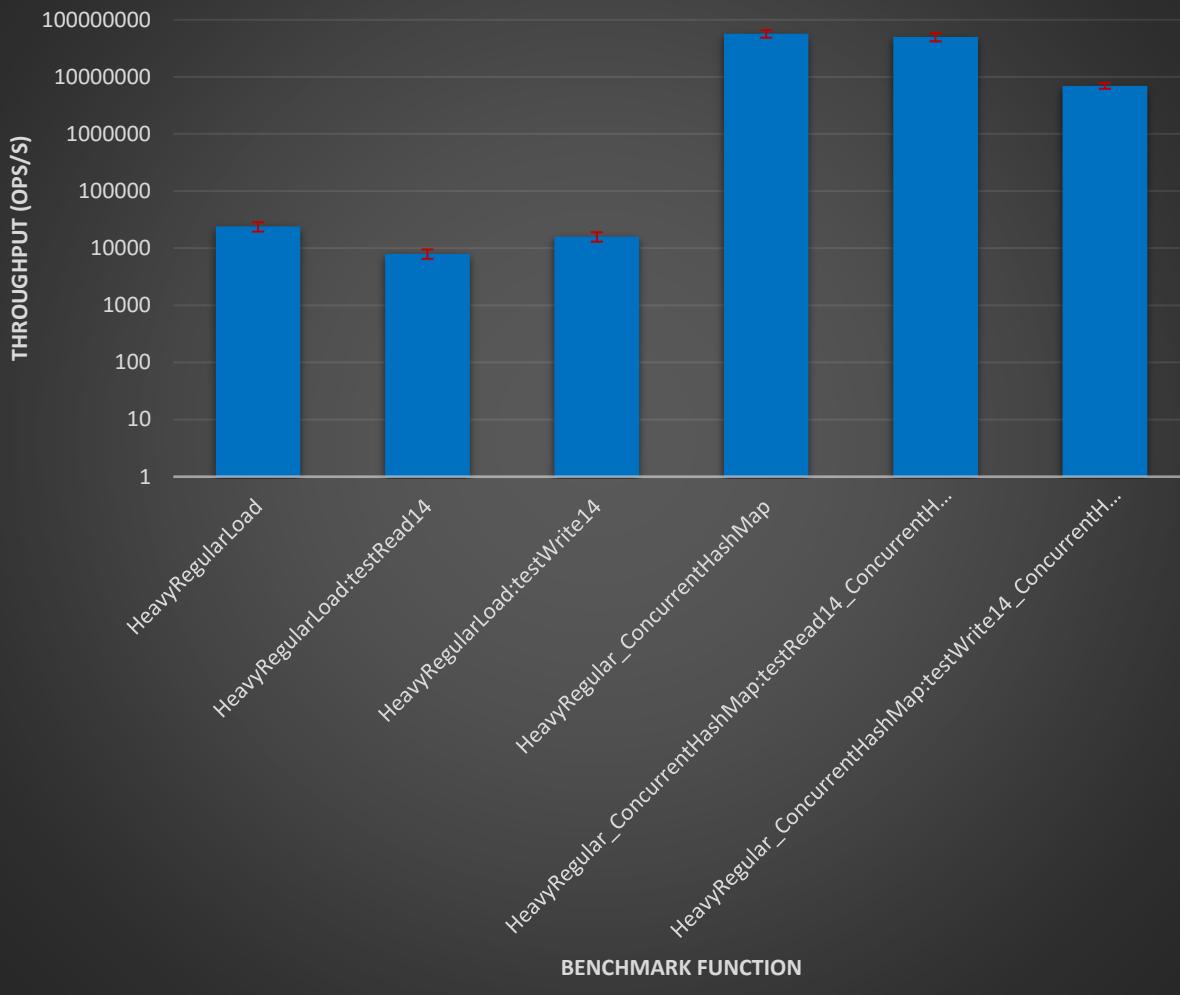
Throughput of "Heavy" (50) Read and "Heavy" (20) Write Scenario, Utilizing ArrayList and ReentrantReadWrite Lock vs. ConcurrentHashMap, on Rho Server



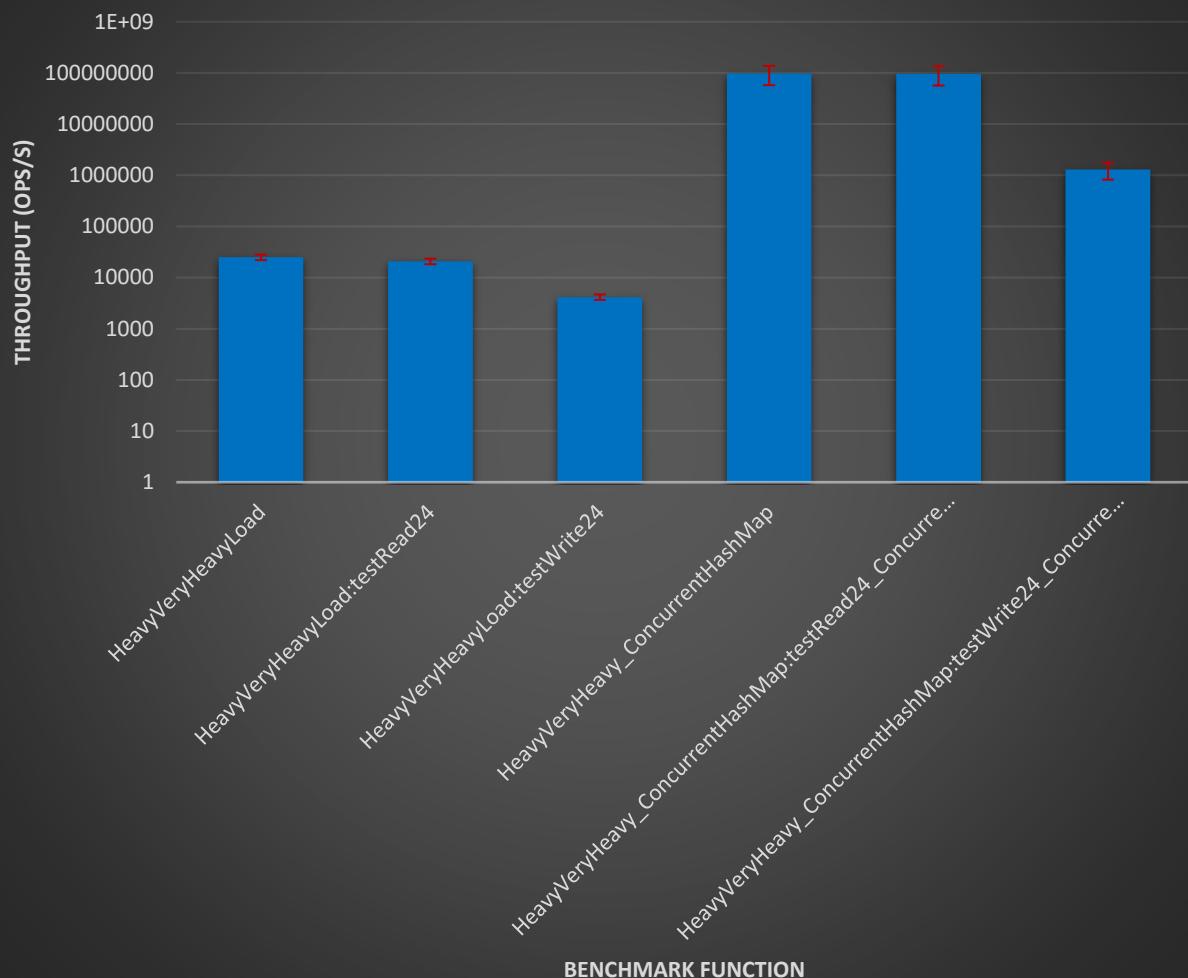
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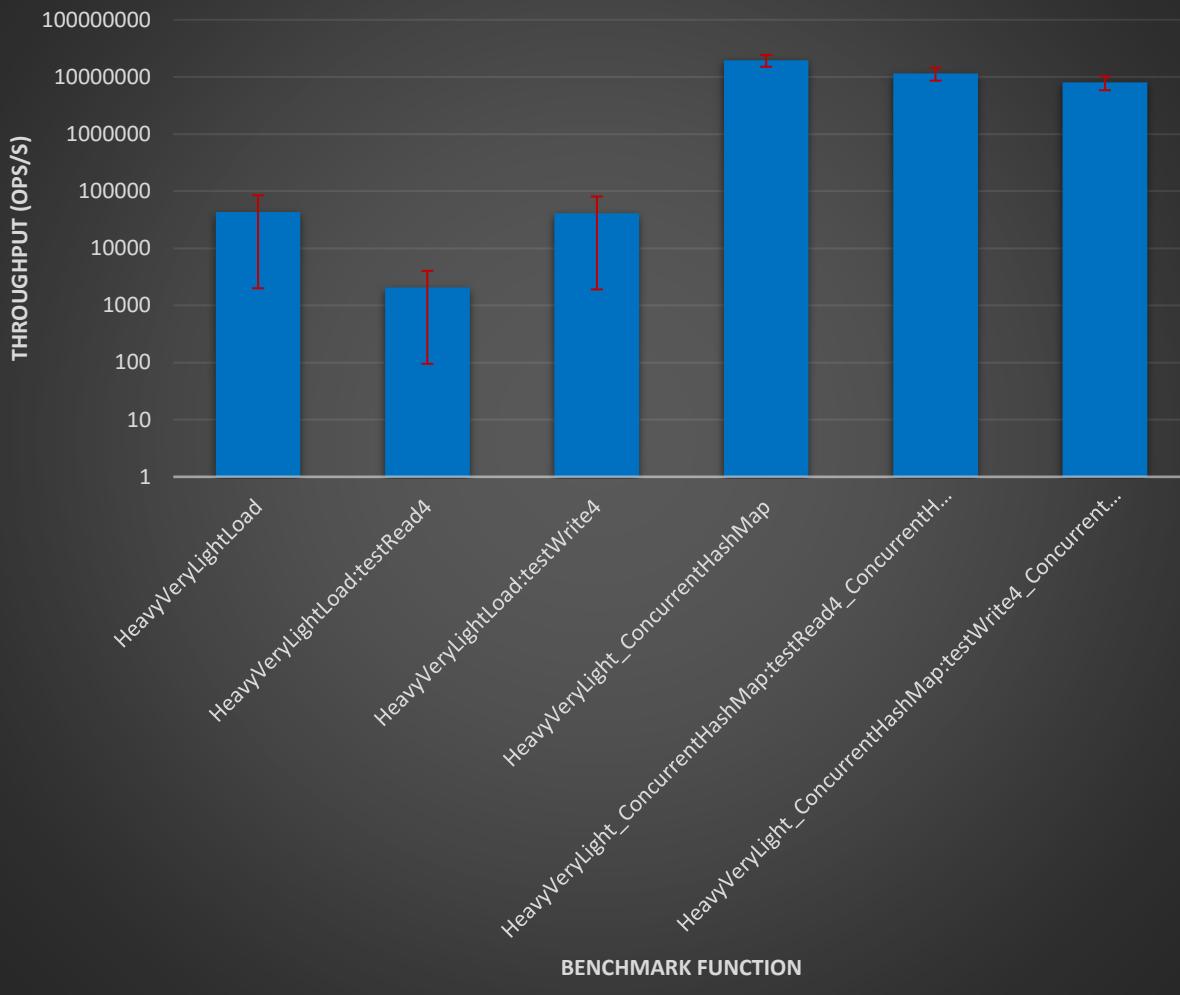
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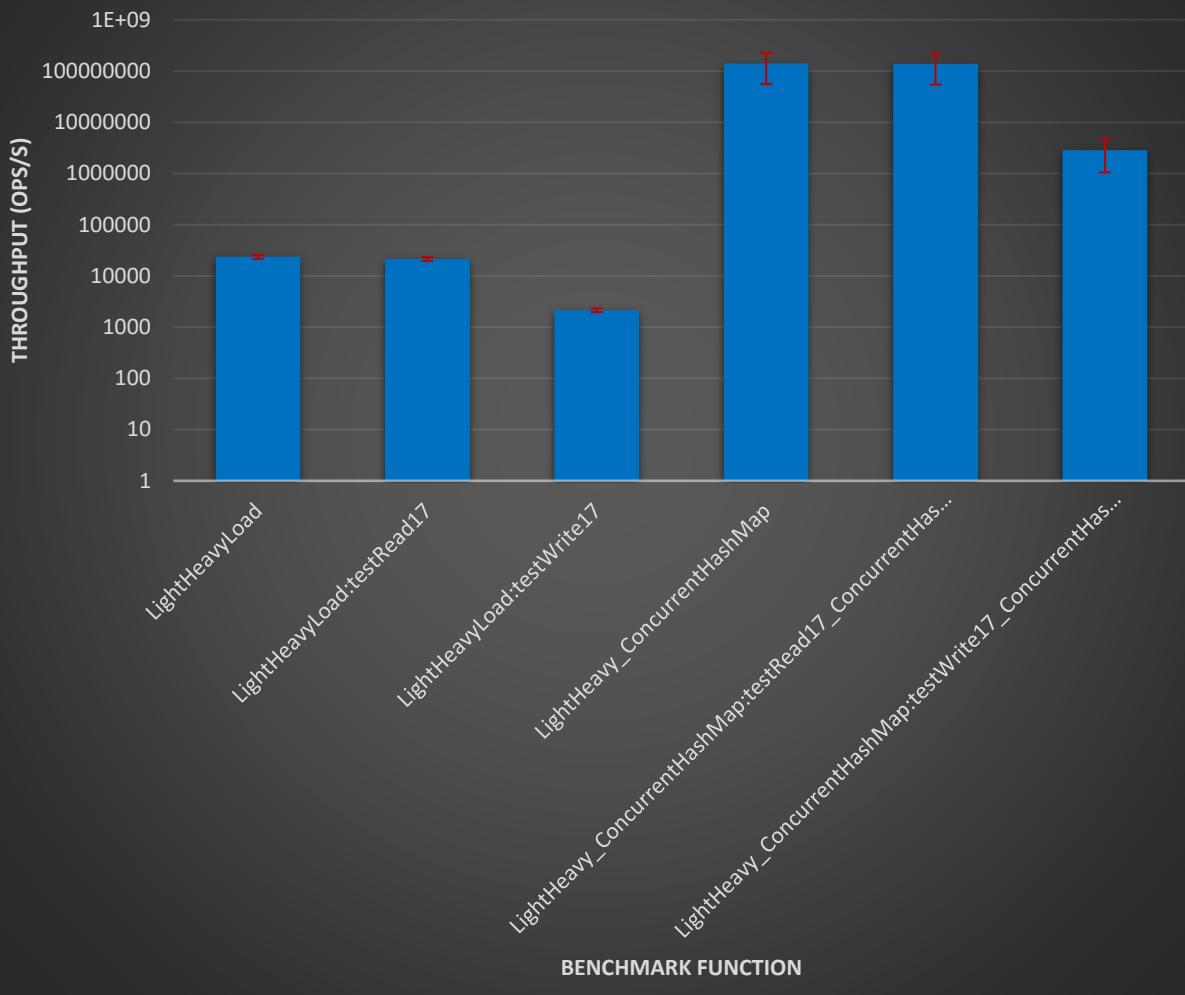
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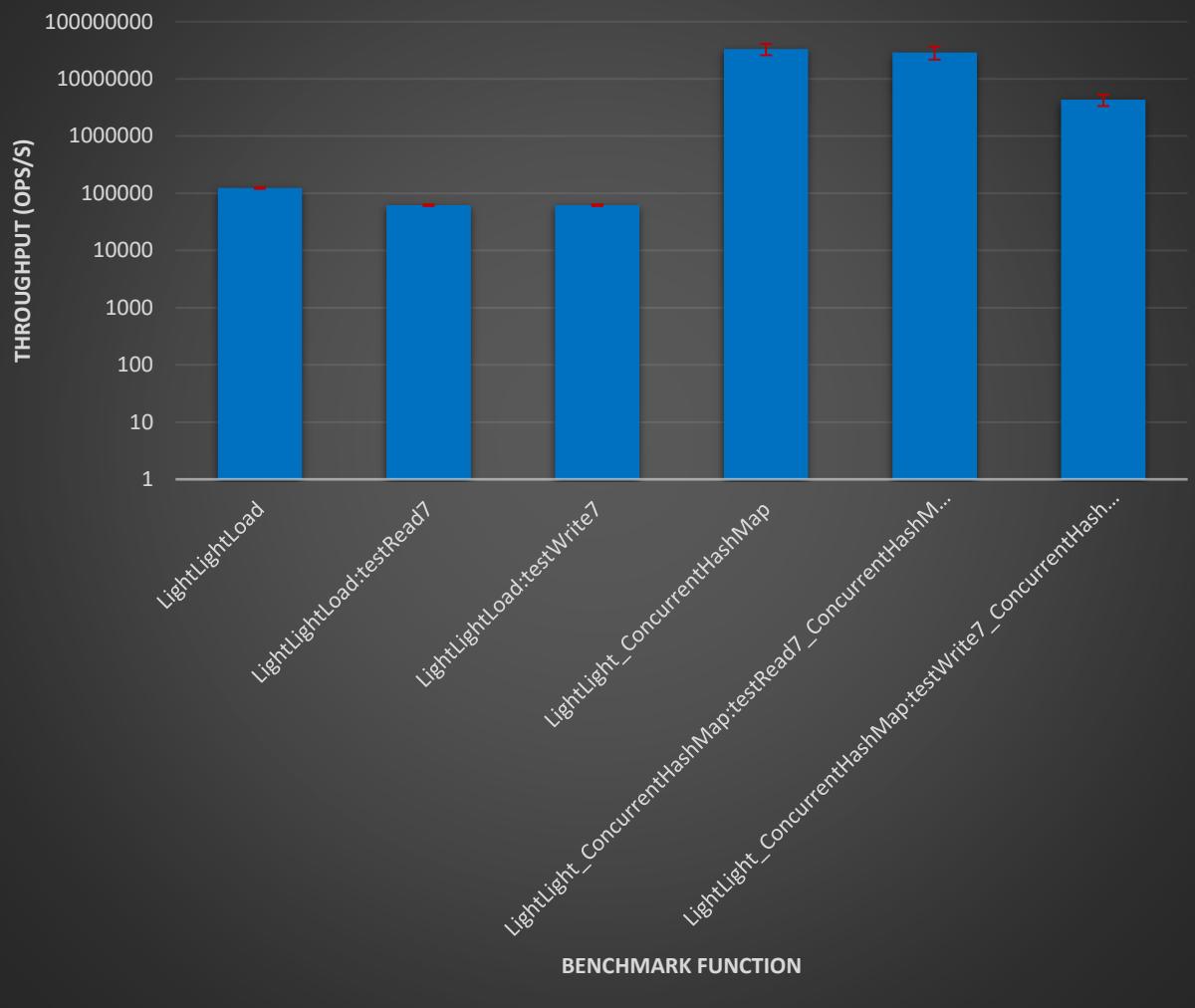
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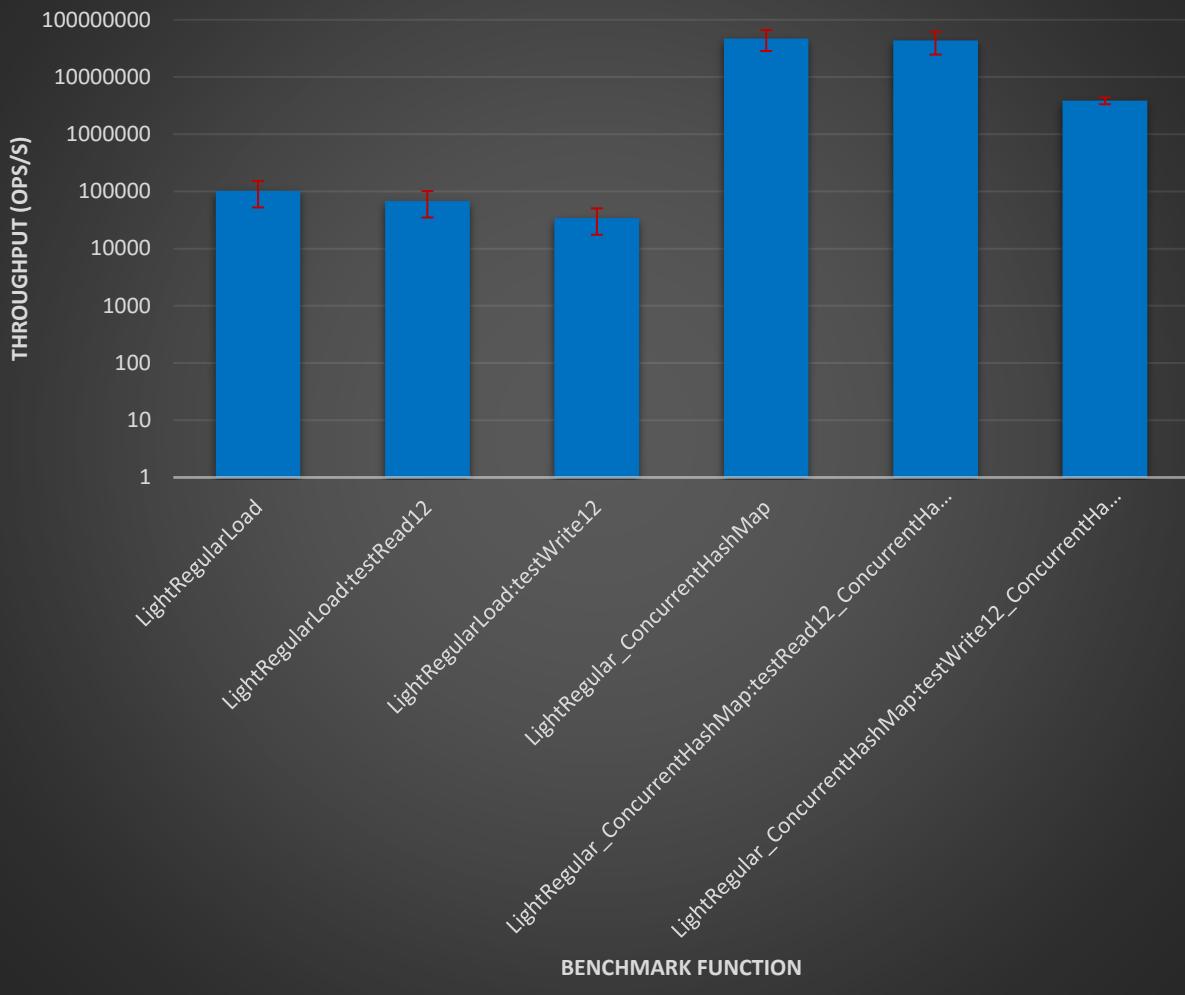
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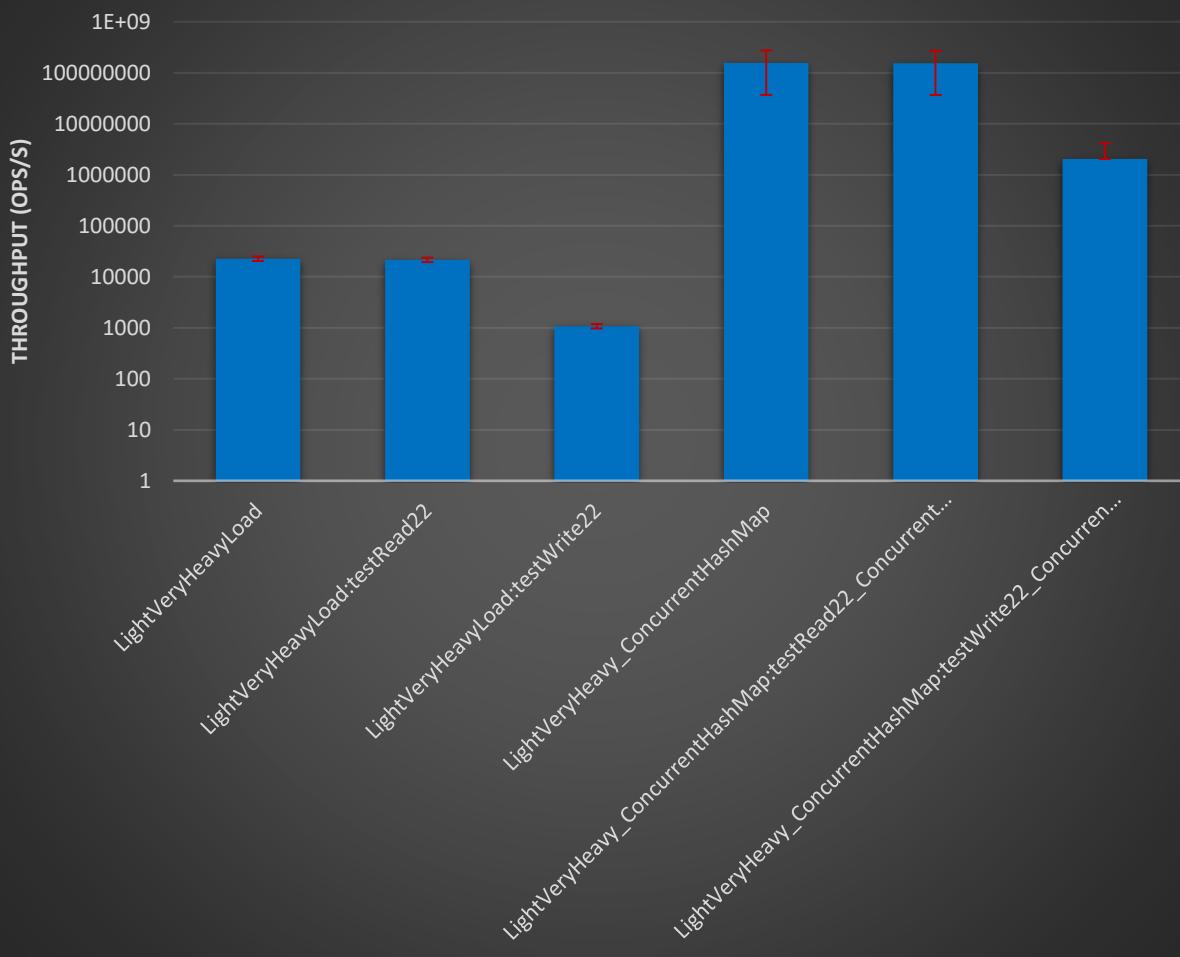
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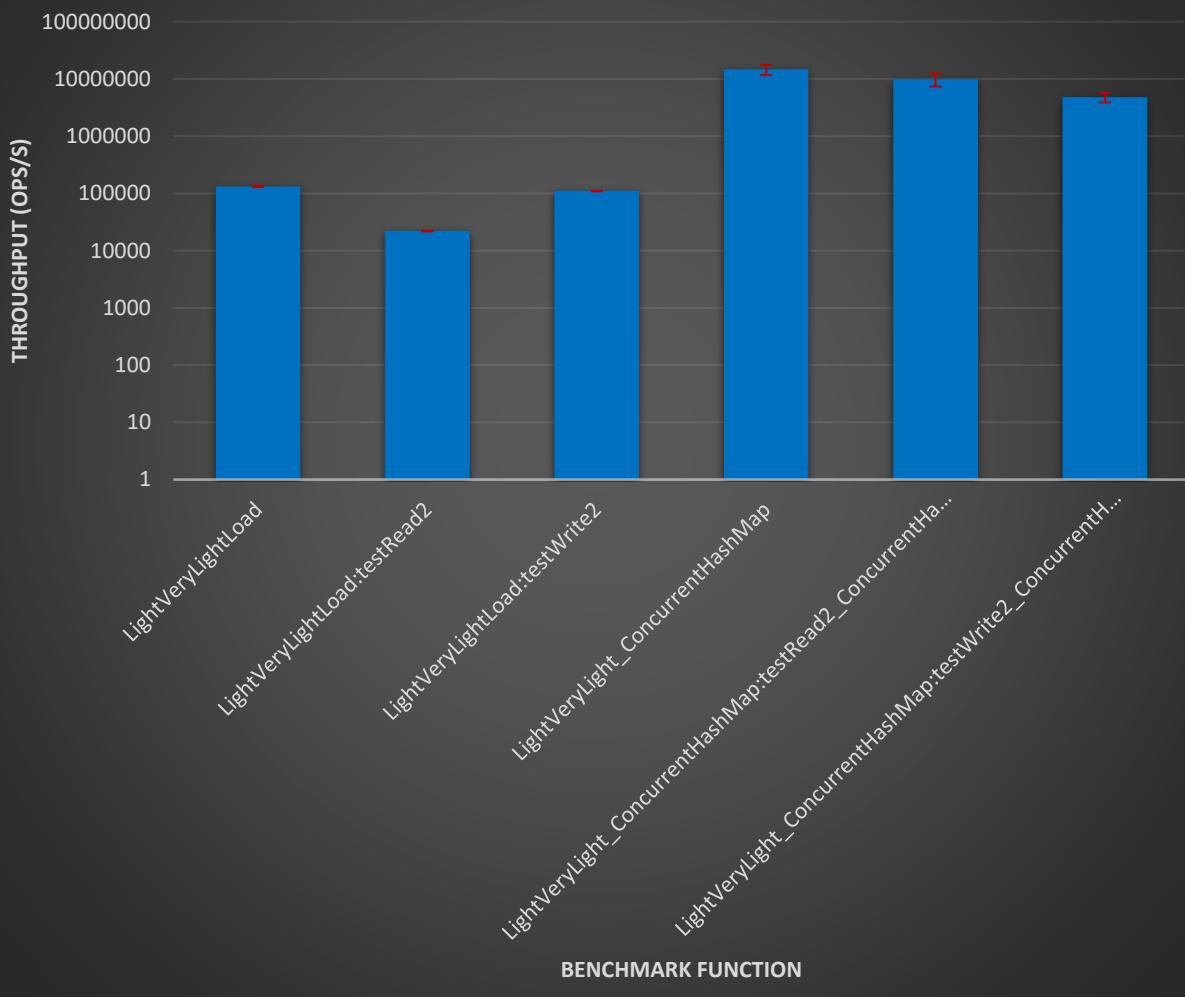
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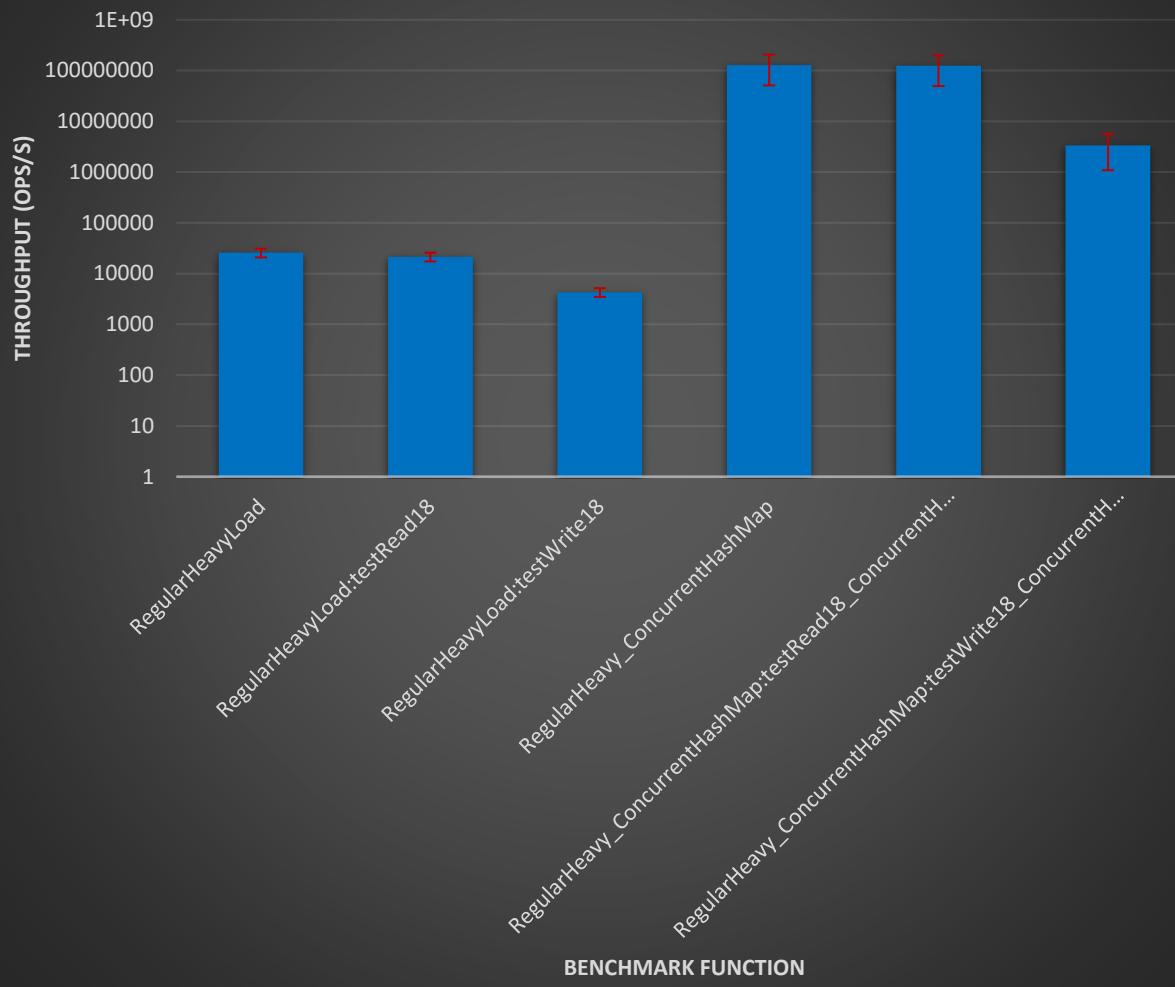
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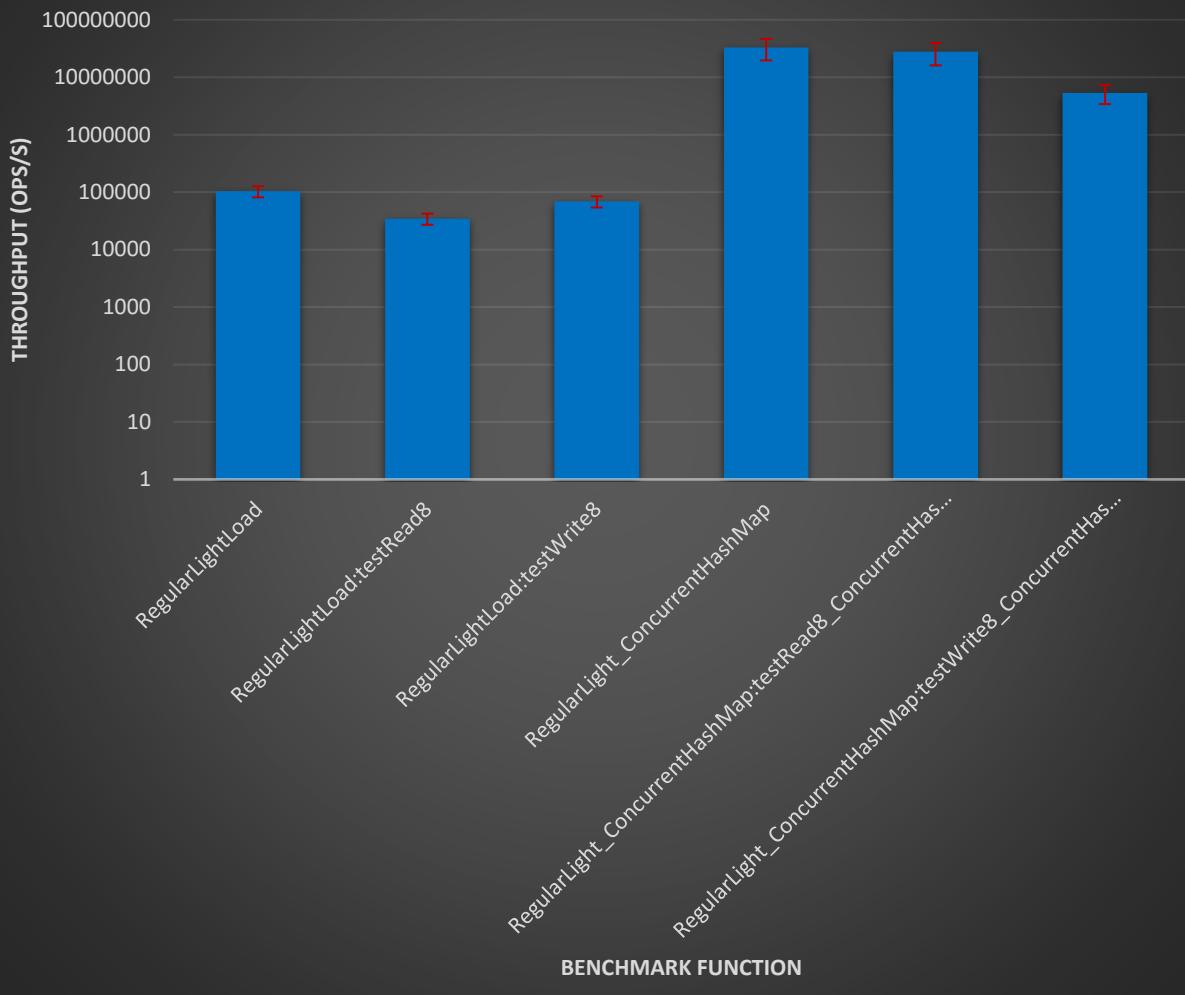
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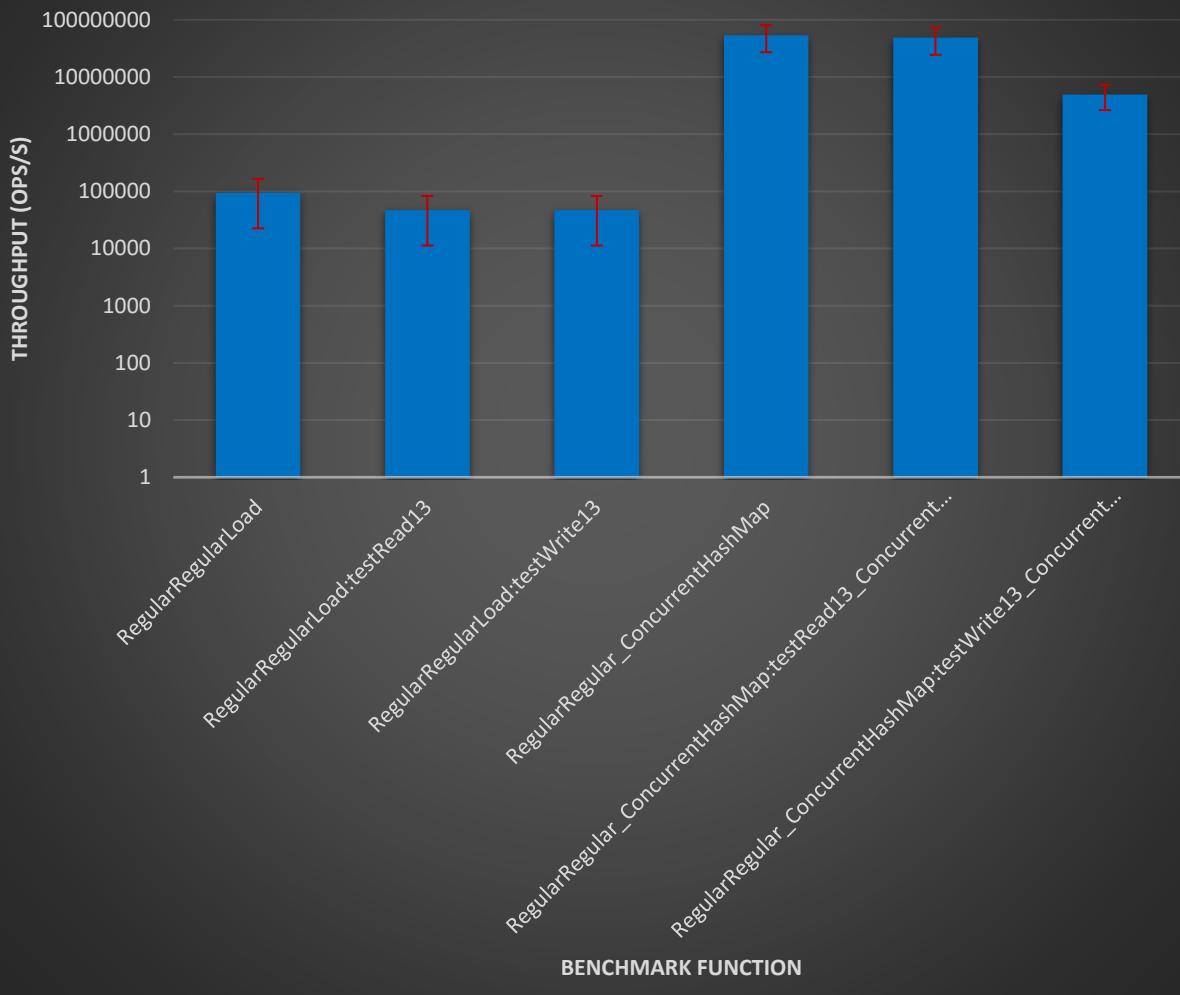
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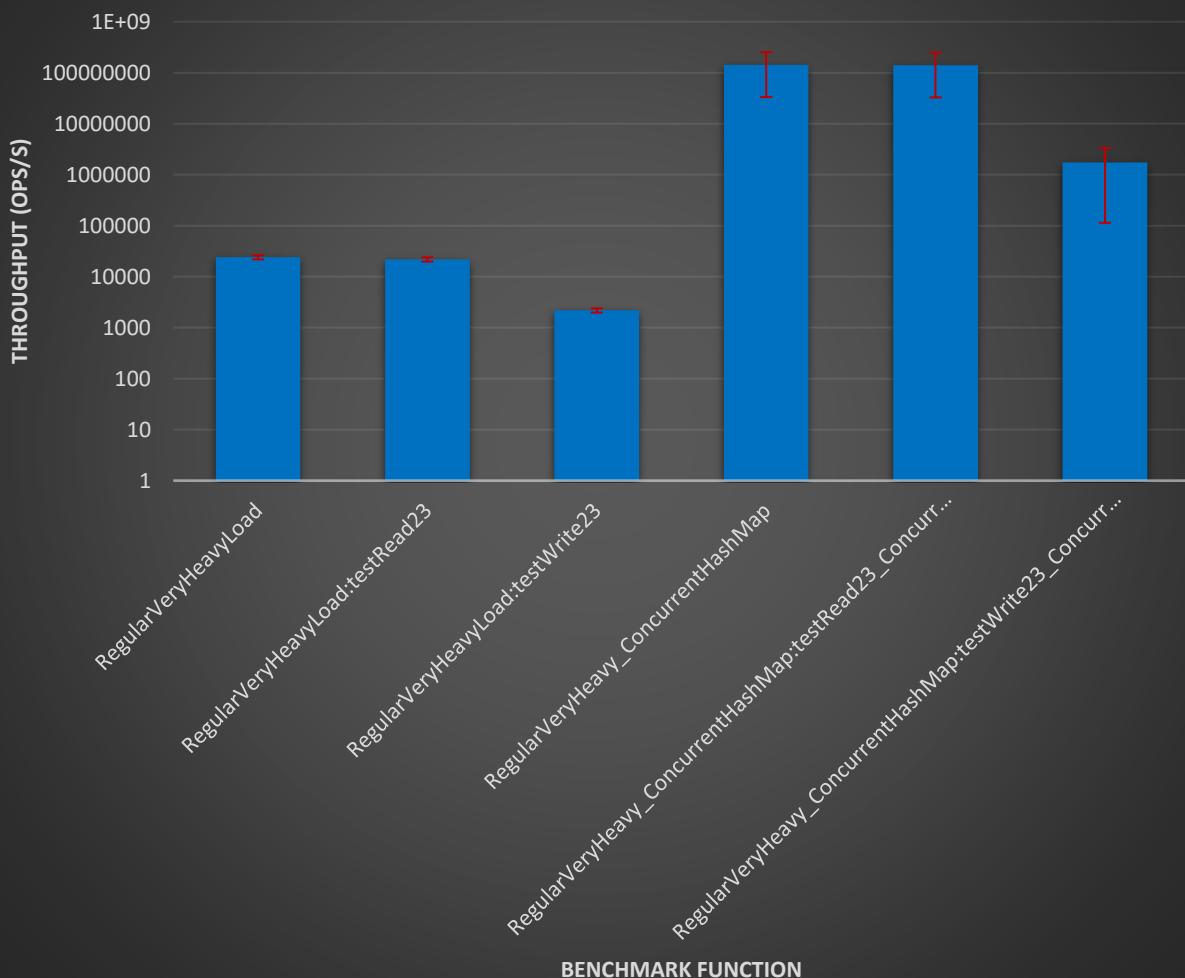
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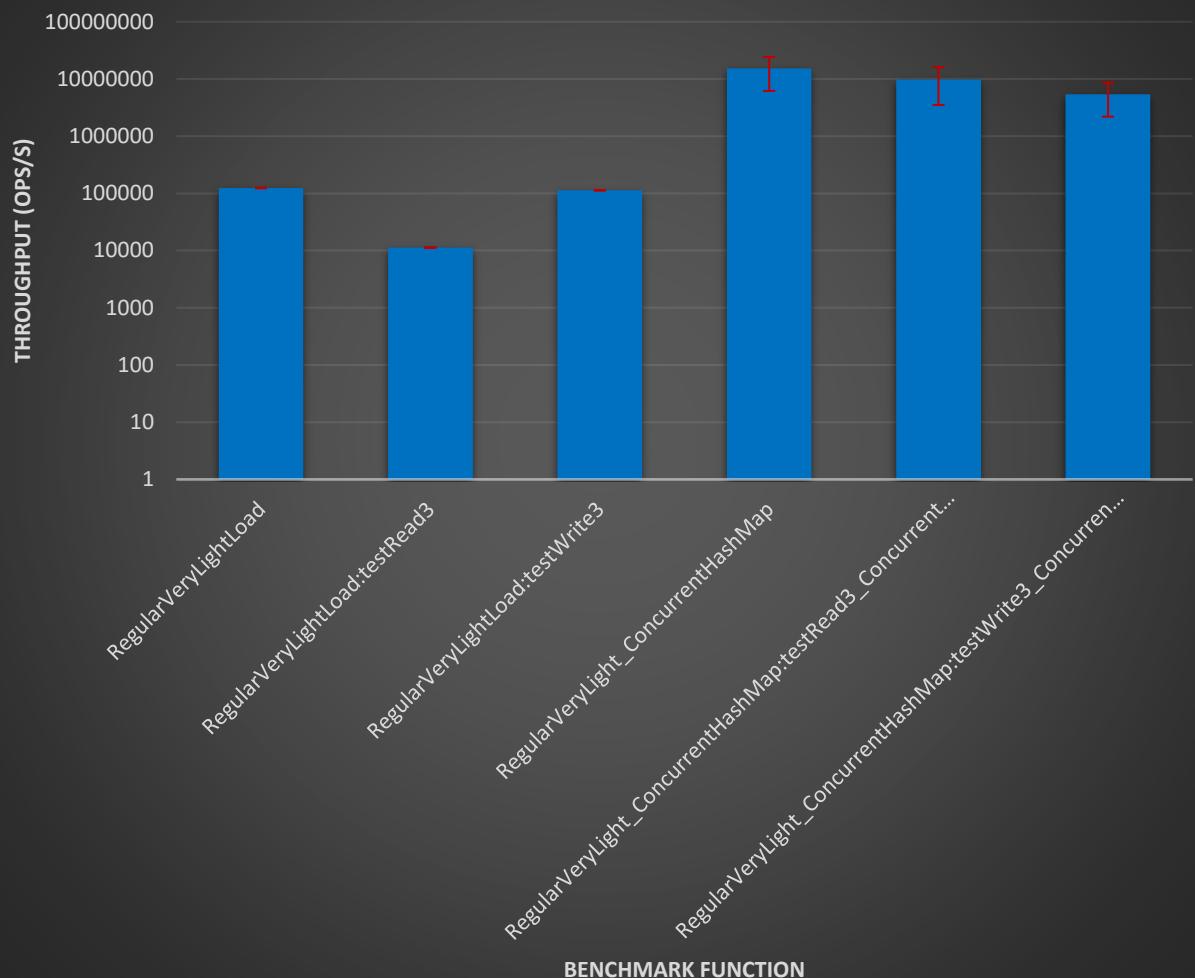
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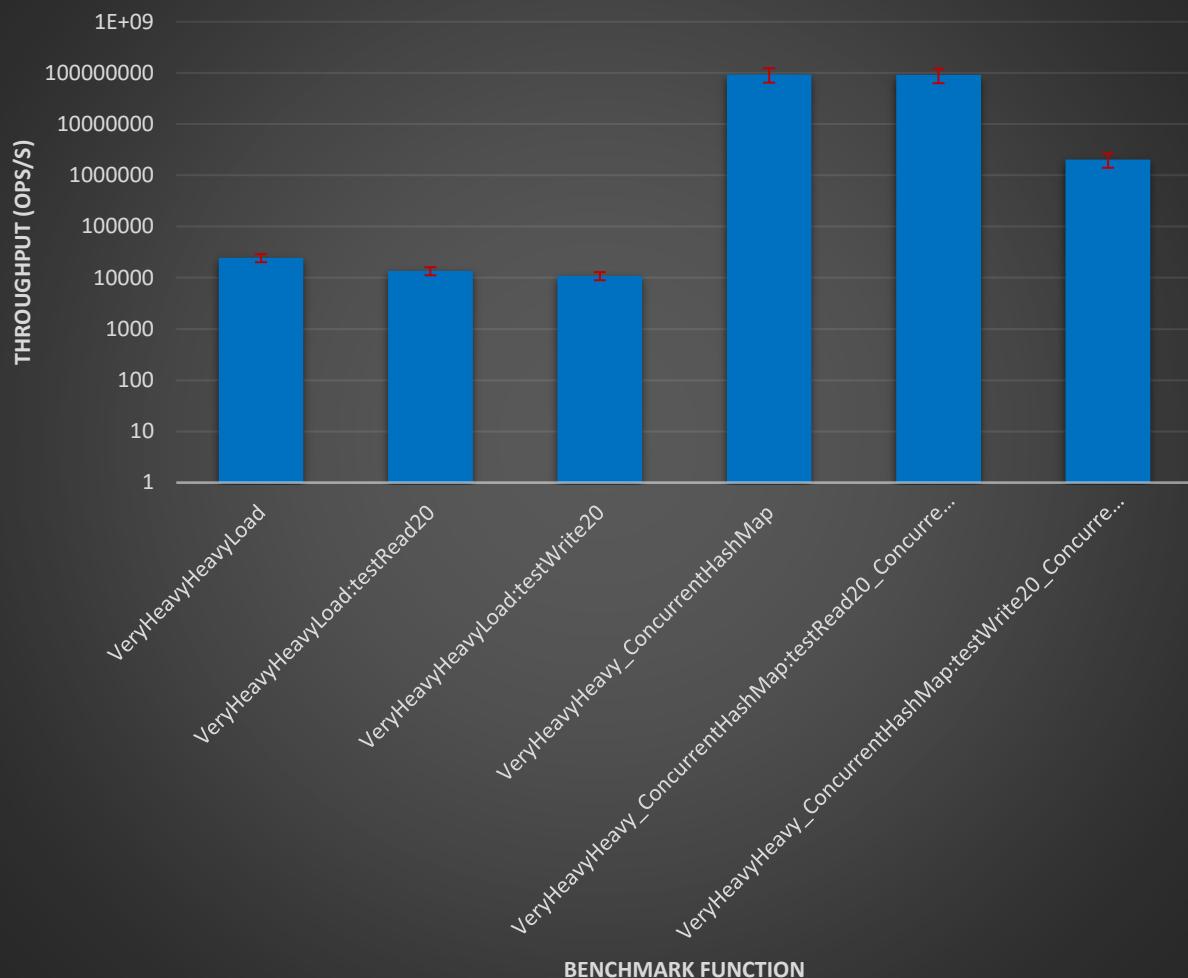
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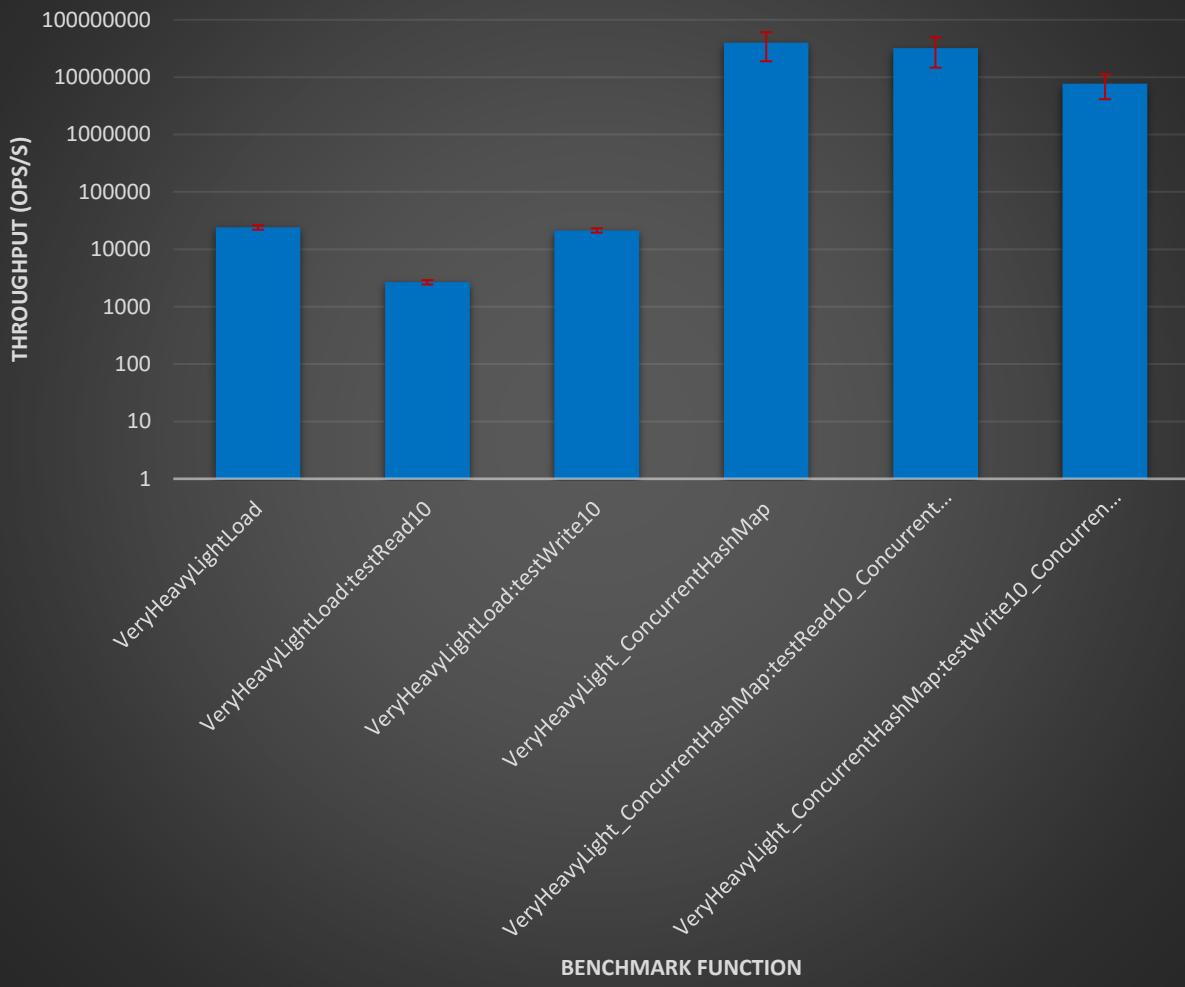
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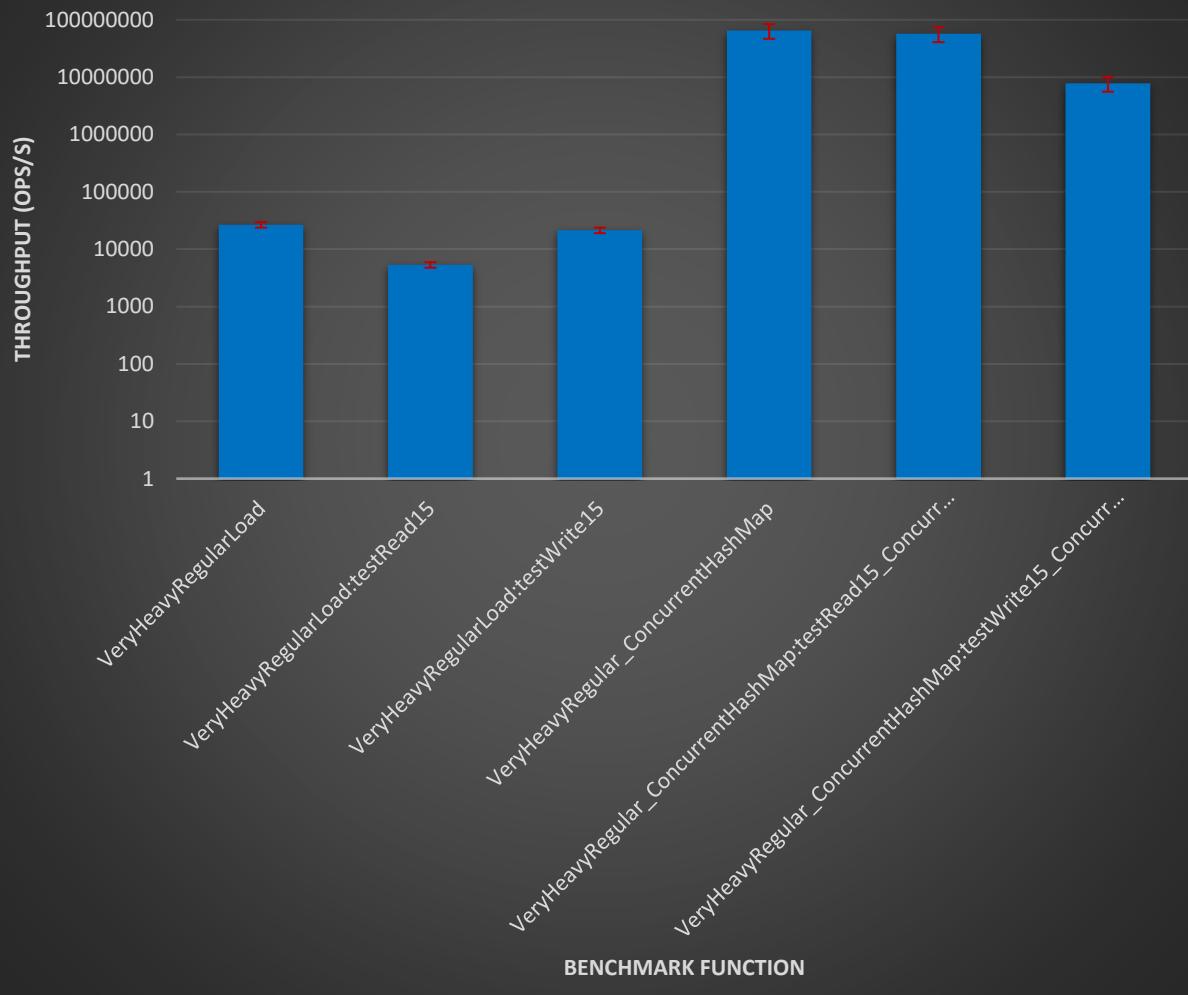
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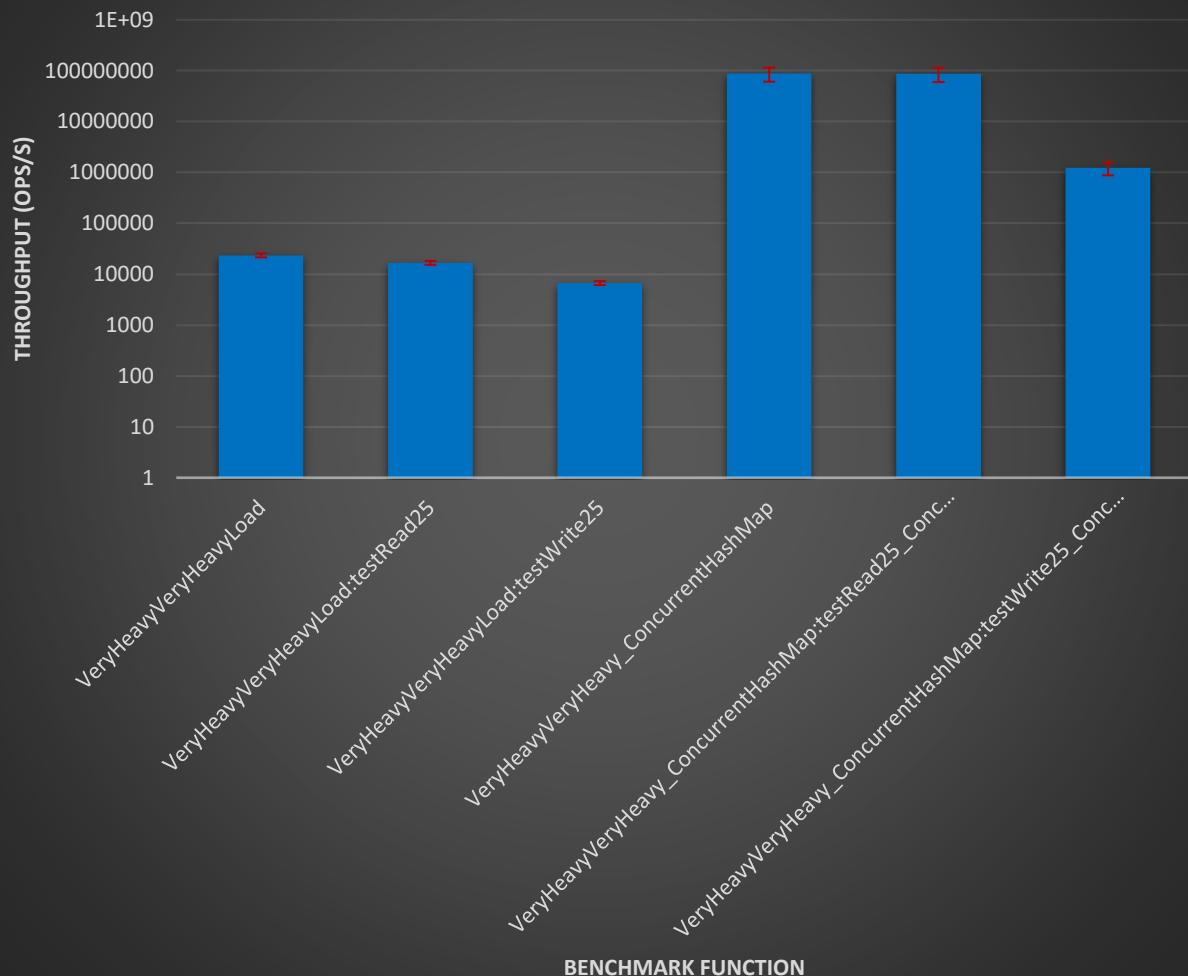
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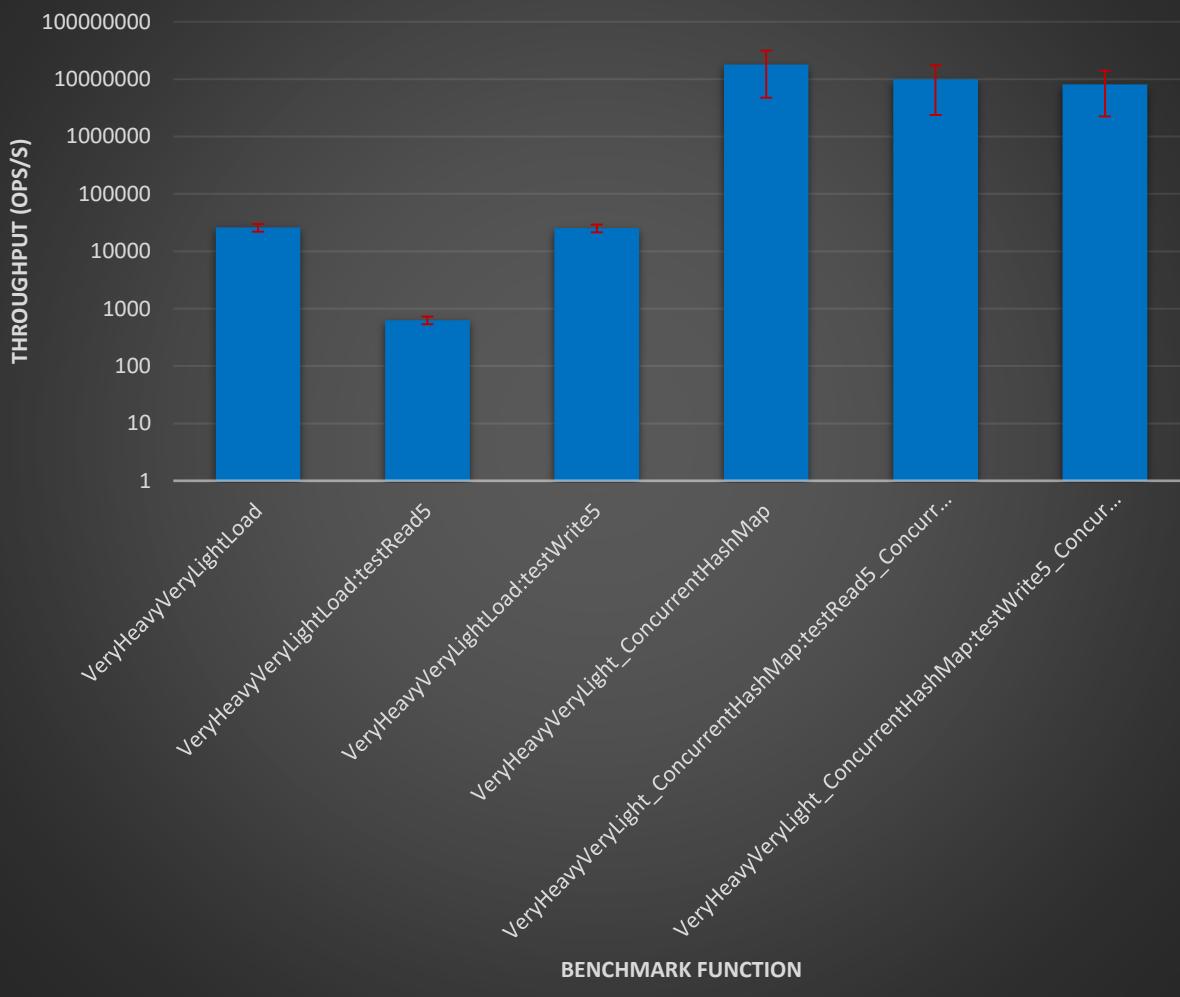
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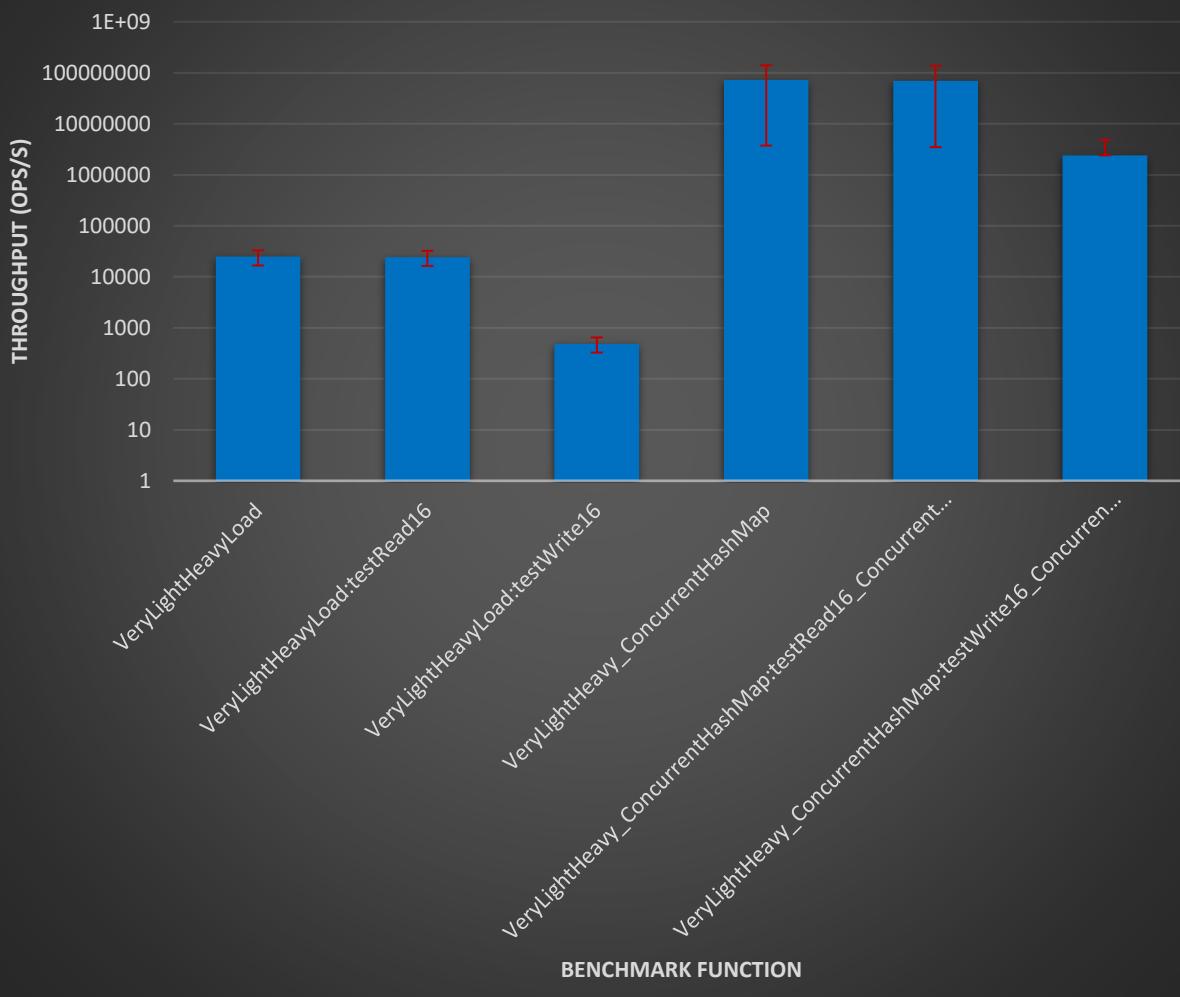
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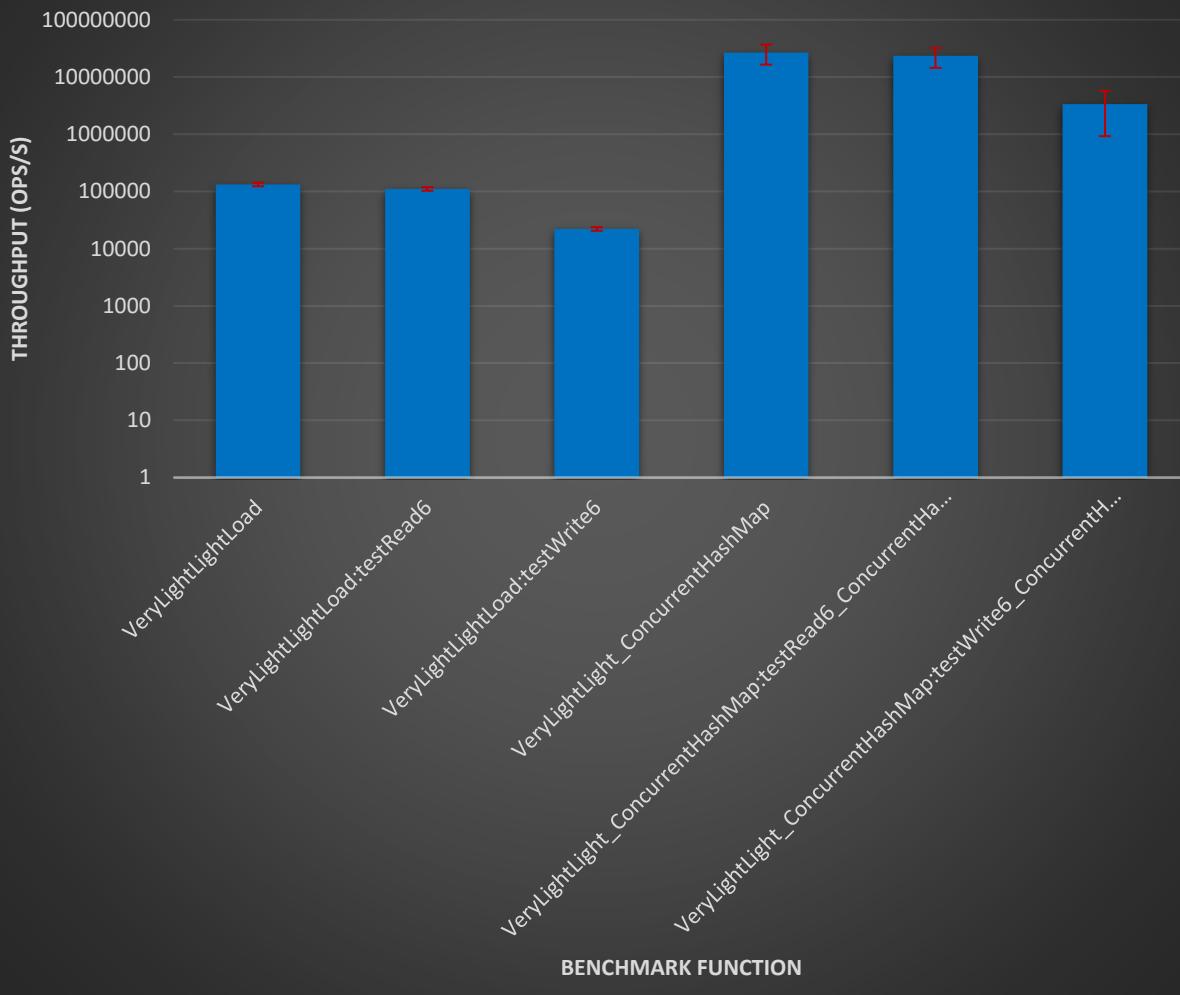
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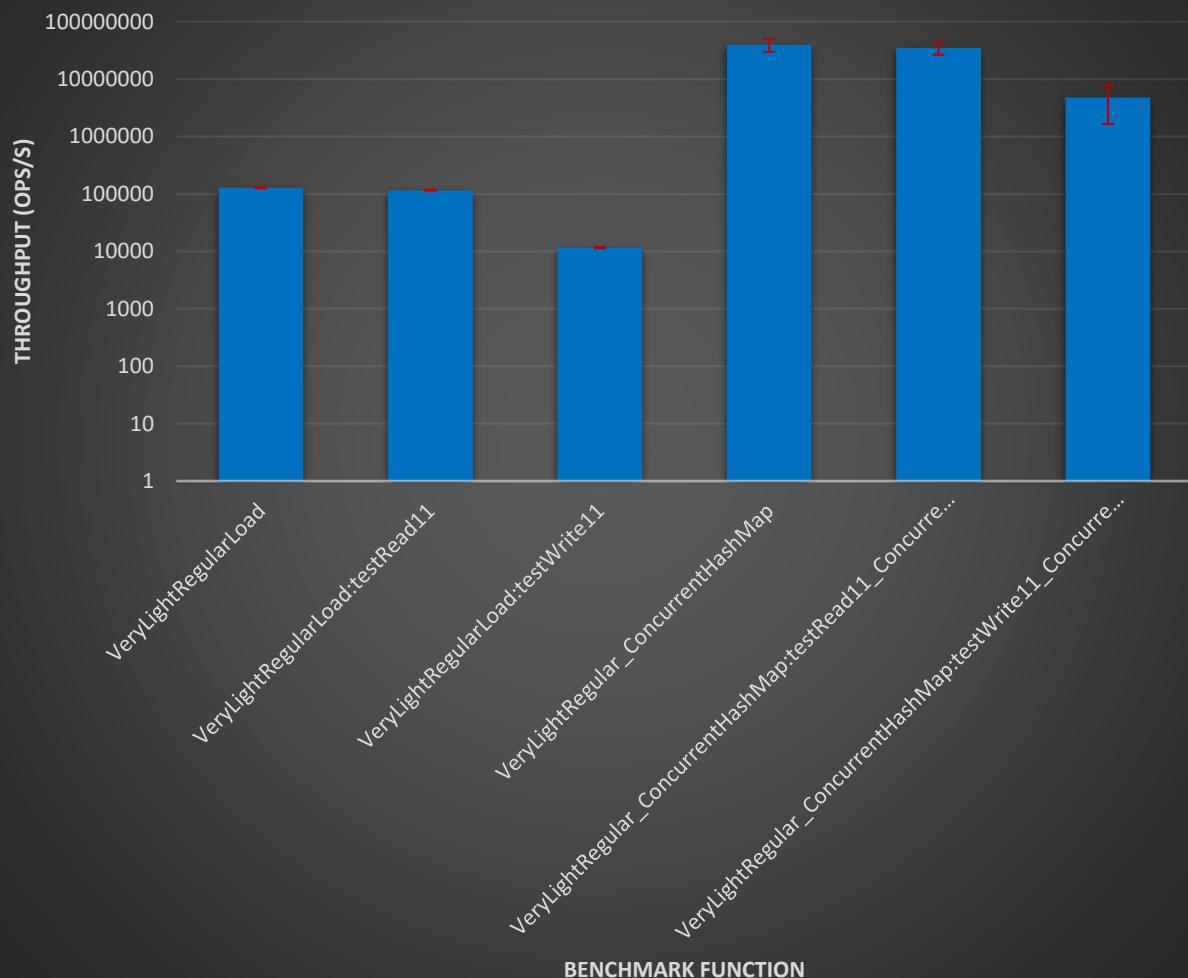
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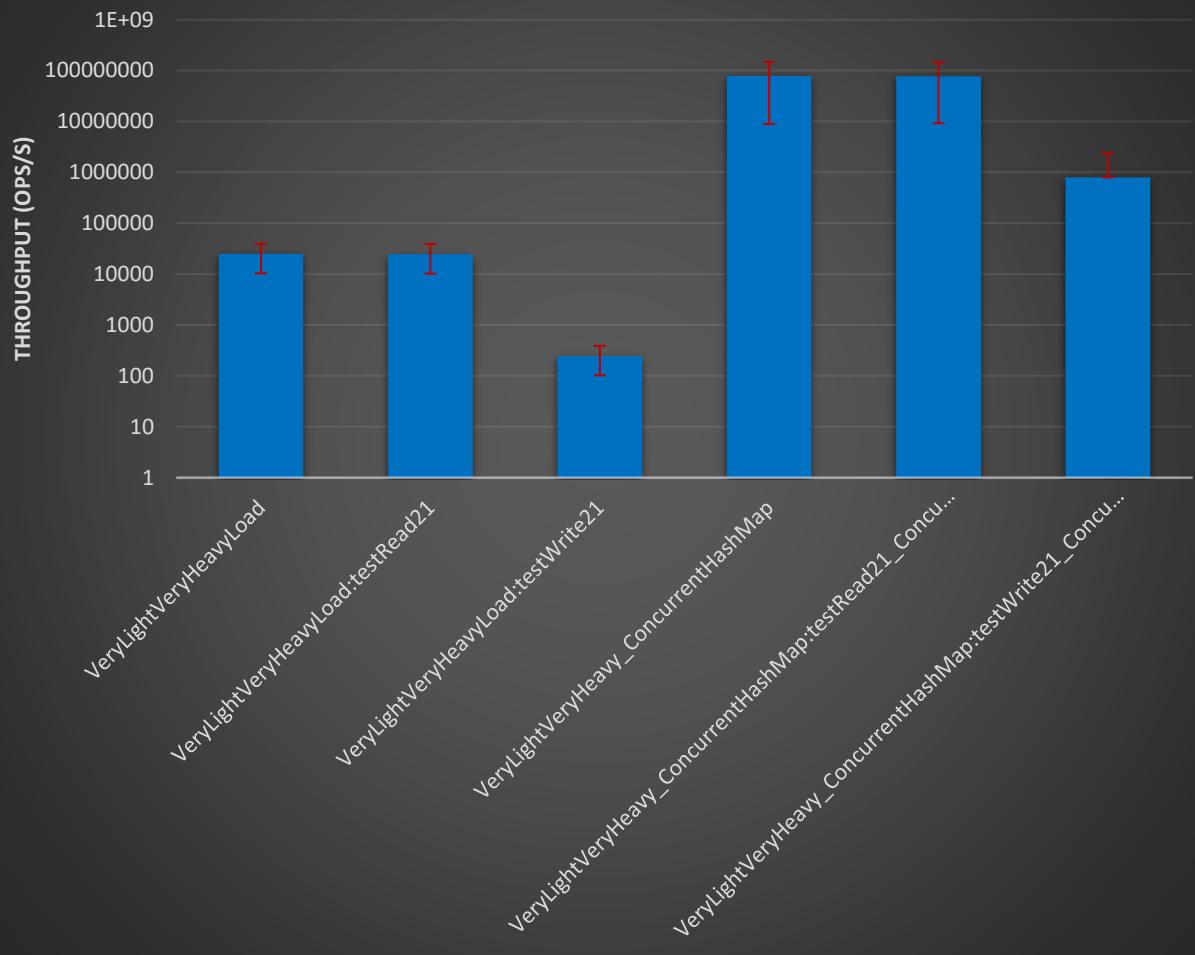
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