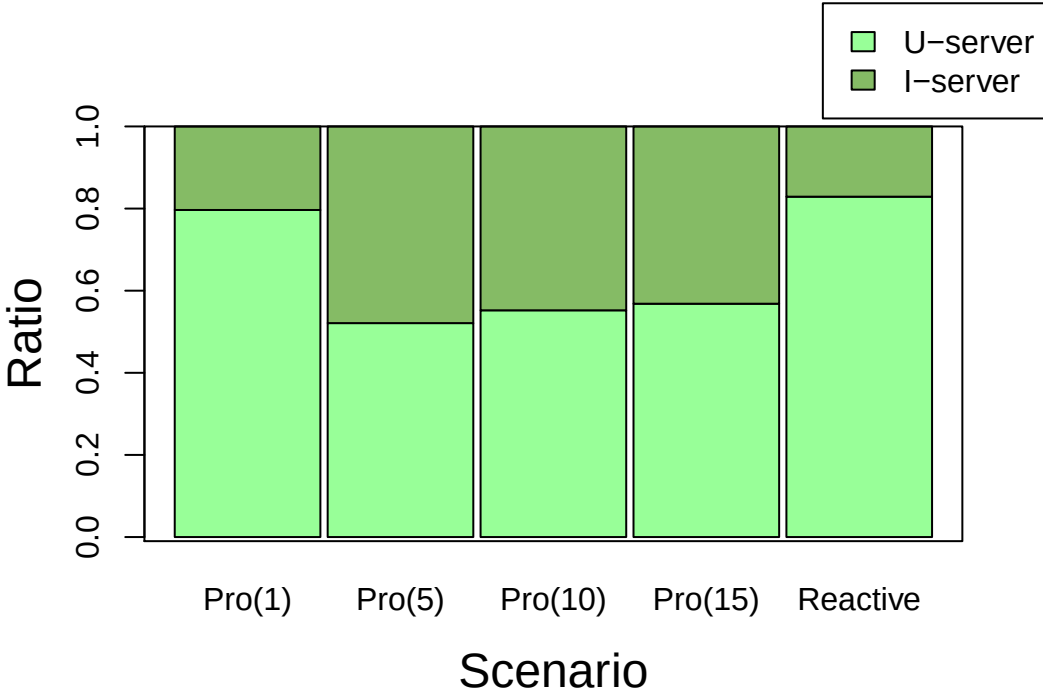
U−server
I−server
Ratio
0.0
0.2
0.4
0.6
0.8
1.0
Pro(1)
Pro(5)
Pro(10)
Pro(15)
Reactive
Scenario