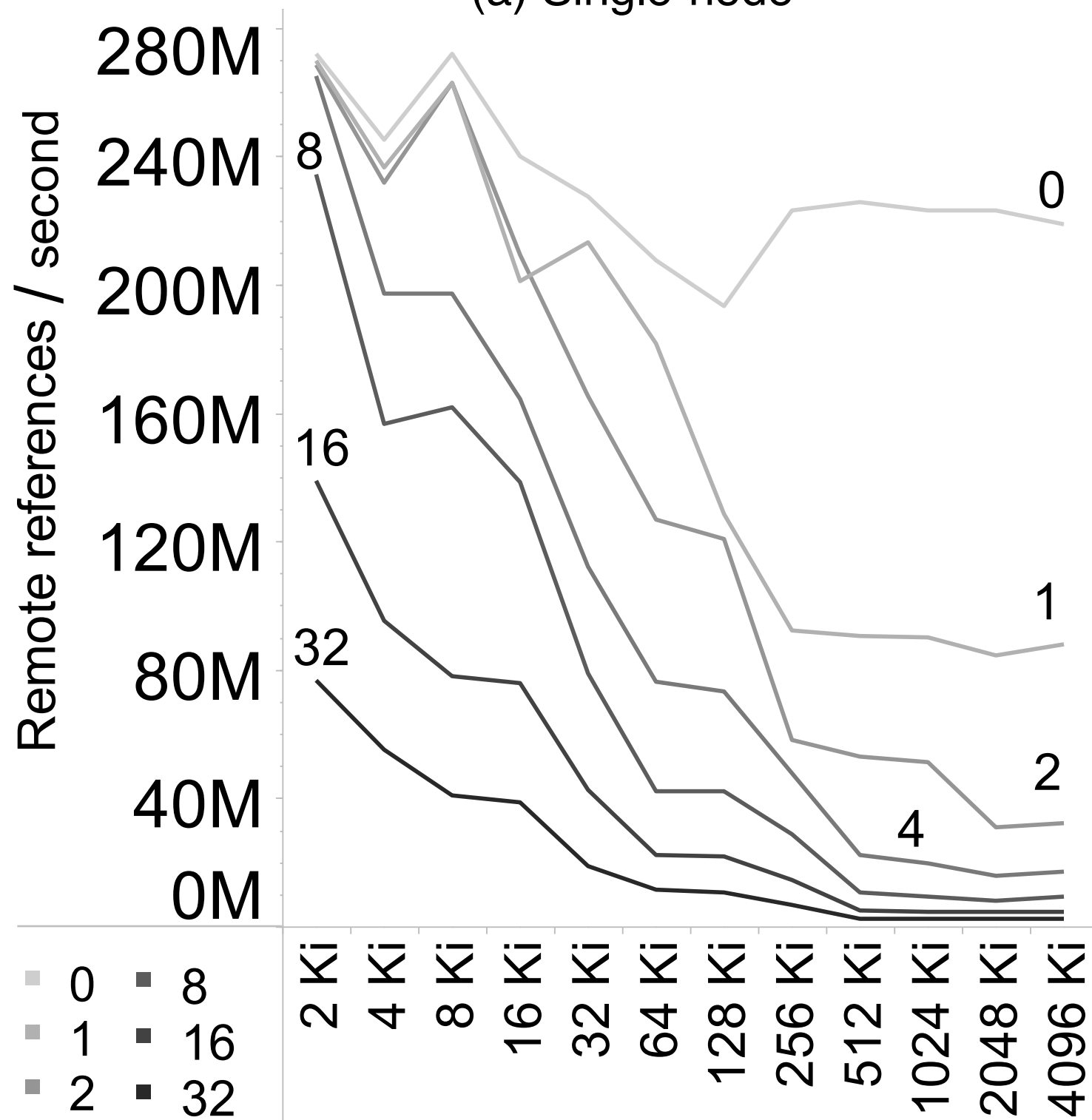
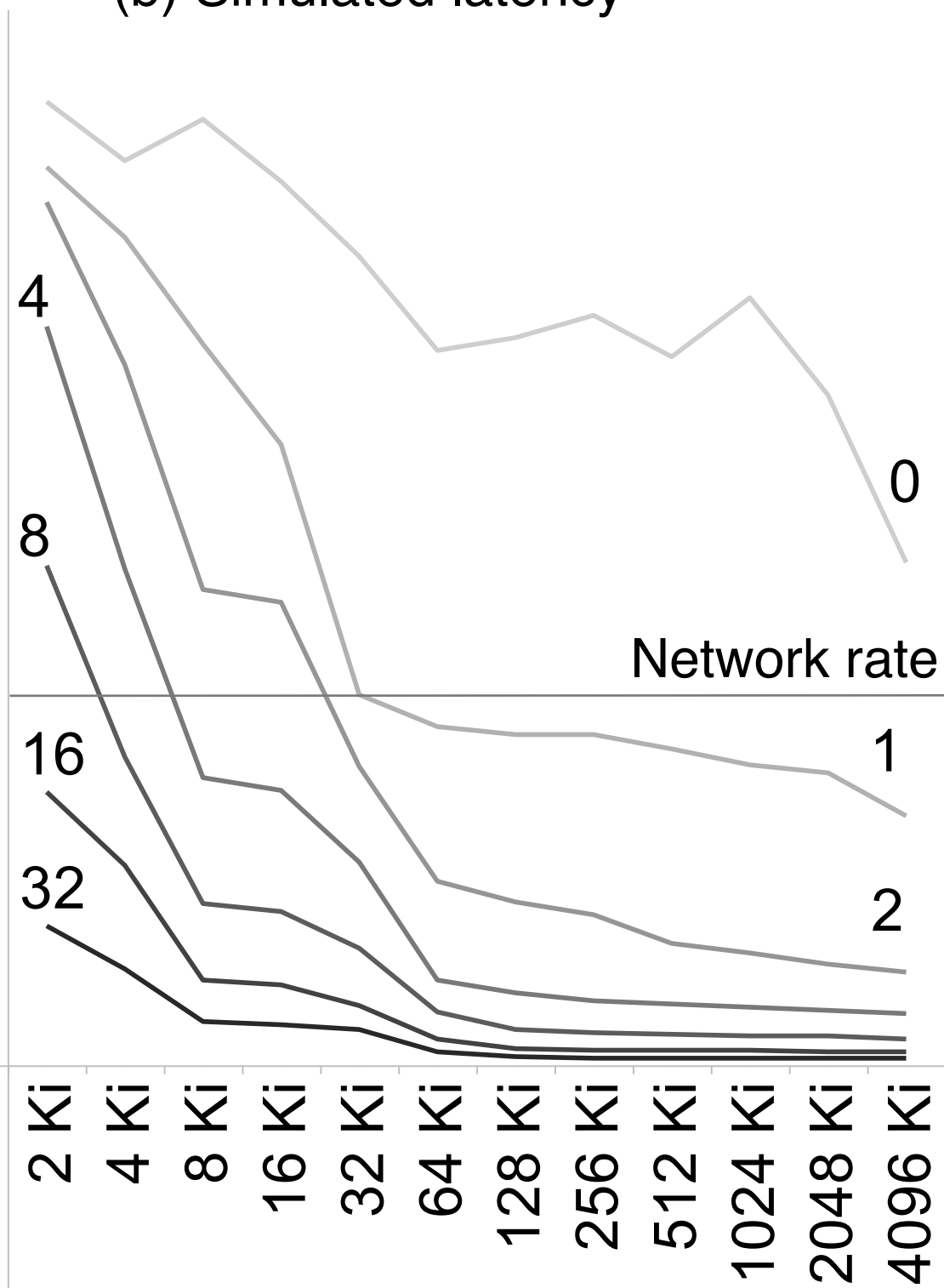


(a) Single-node



(b) Simulated latency



Working set size per thread (bytes)

updates per
remote access