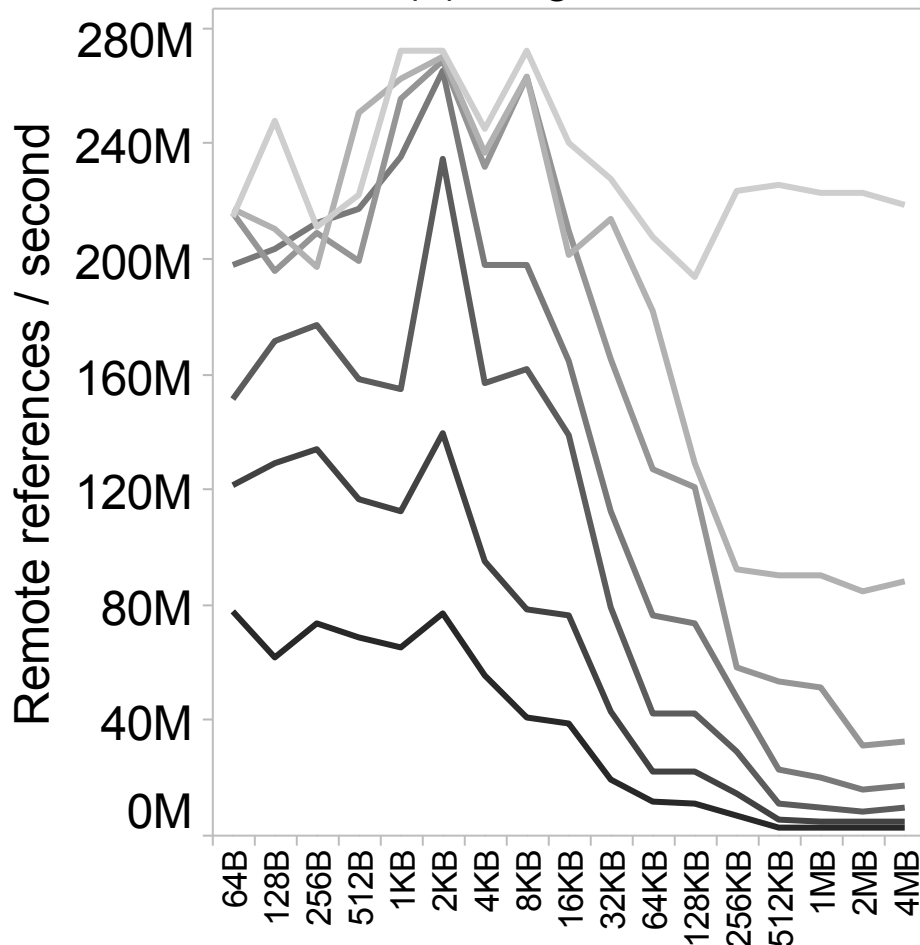
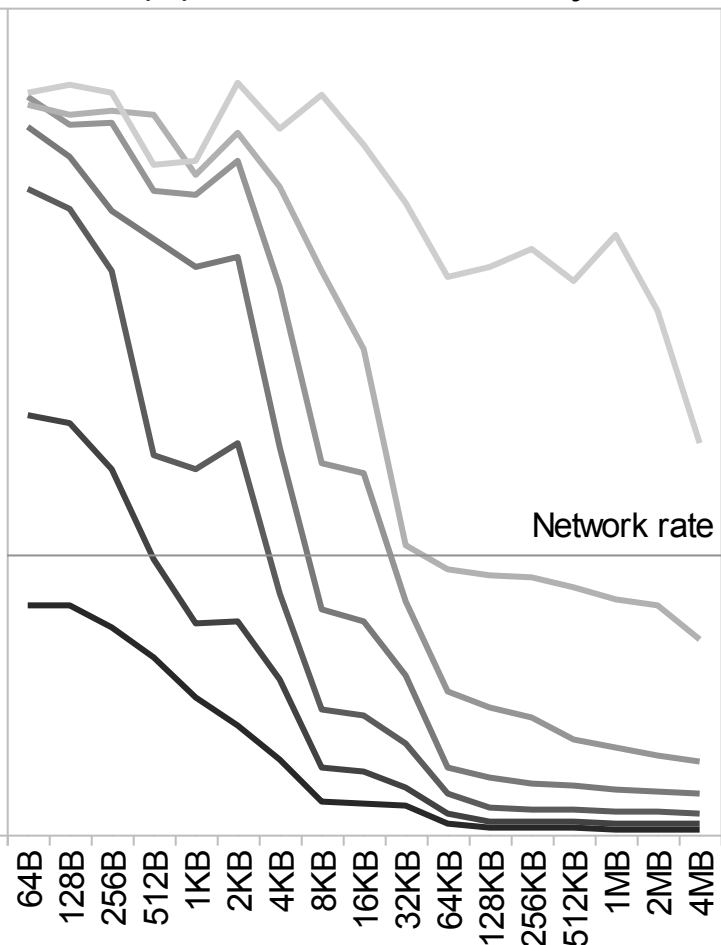


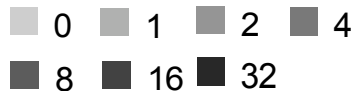
(a) Single-node



(b) Simulated latency



Updates per remote access



Working set size per thread (bytes)