- scalable database (thread-safe)
- varying threads 1-16 (powers of 2)
- fixed 10000000 NumAccesses
- fixed 1000 NumKeys
- fixed CheckSumFailures = 0
- Note: evidently implementation using C++17 and shared_mutex doesn't work very well

Processor Used: i9 9980hk 8 core/16 threads 5Ghz
Operating System: MacOS Ventura 13.0