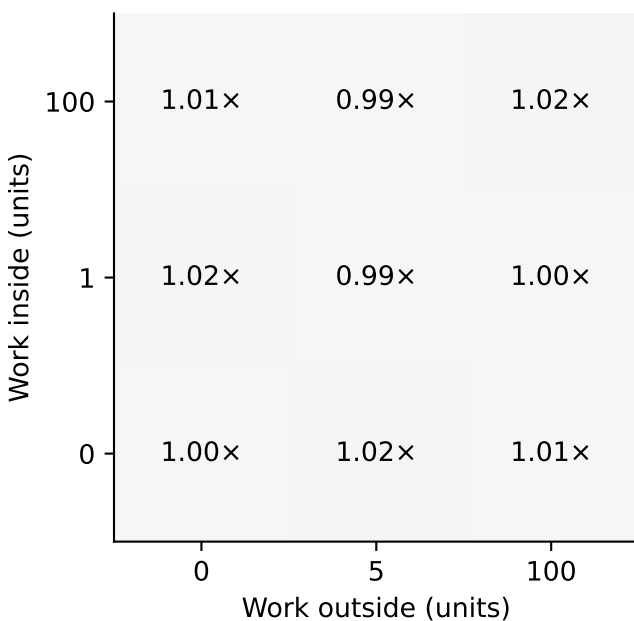
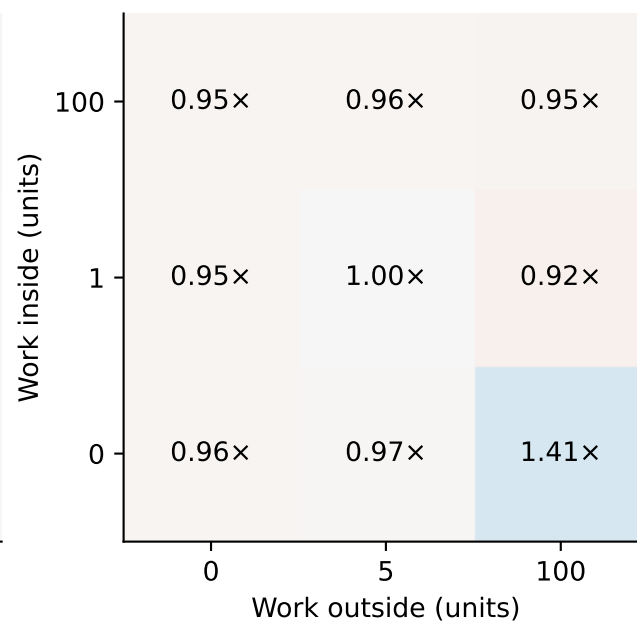


Timed · 1 second · 1 locks · fixed assignment · batch 1

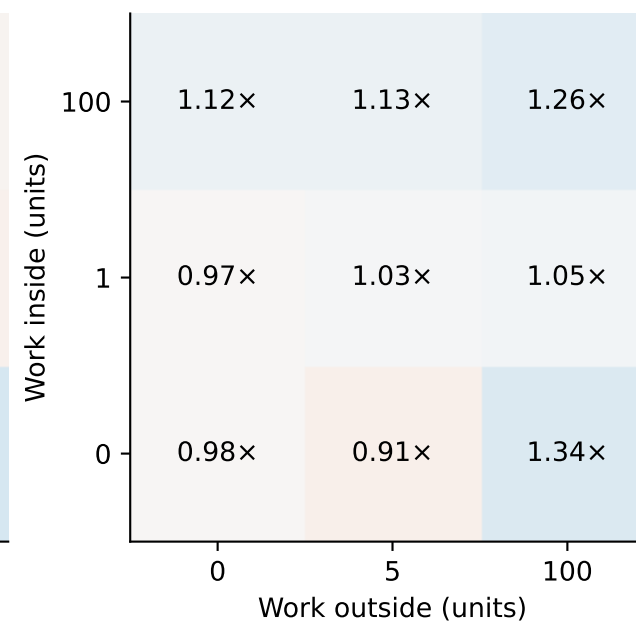
1 thread



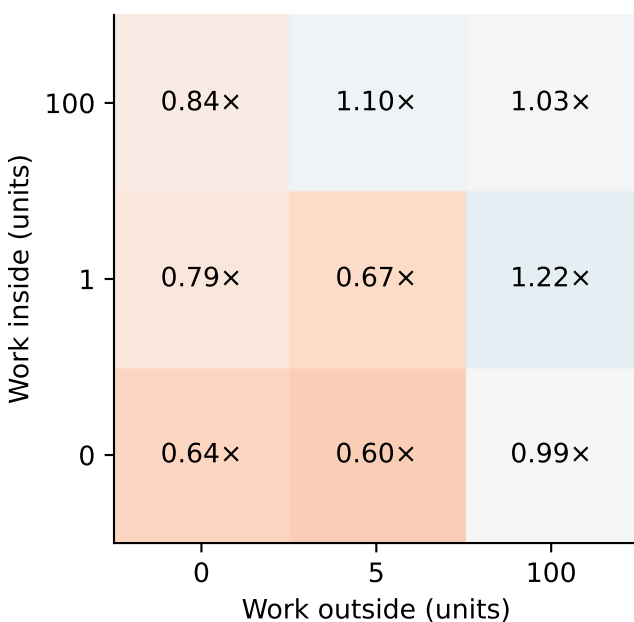
2 threads



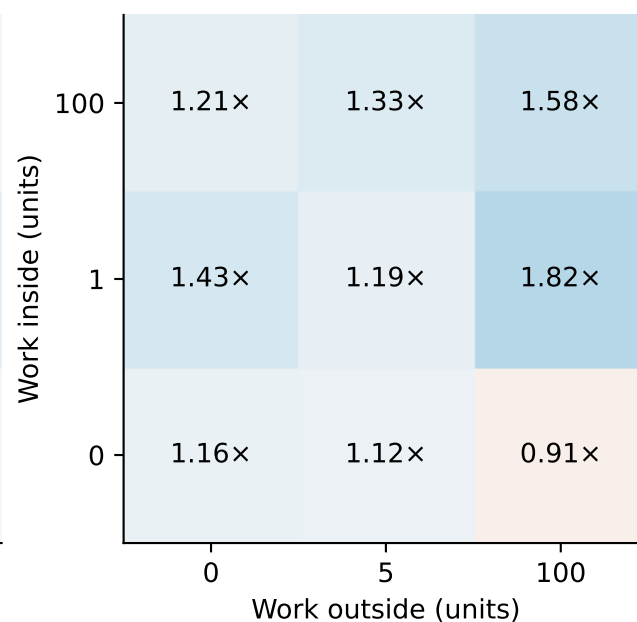
4 threads



8 threads



16 threads

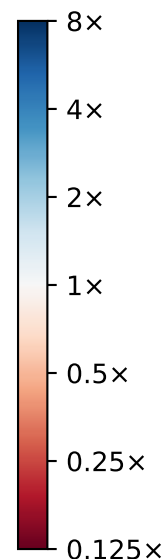


Reload / reverted throughput

>1: reload is faster

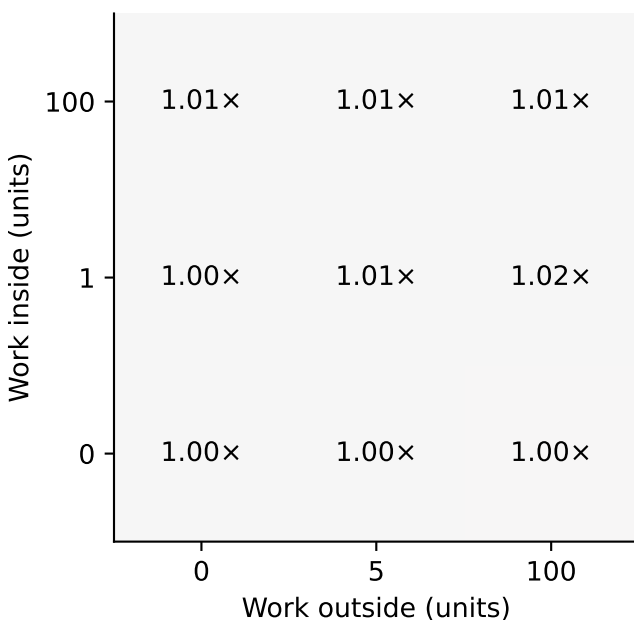
<1: reverted is faster

Median of 3 observations/build



Timed · 1 second · 1 locks · fixed assignment · batch 16

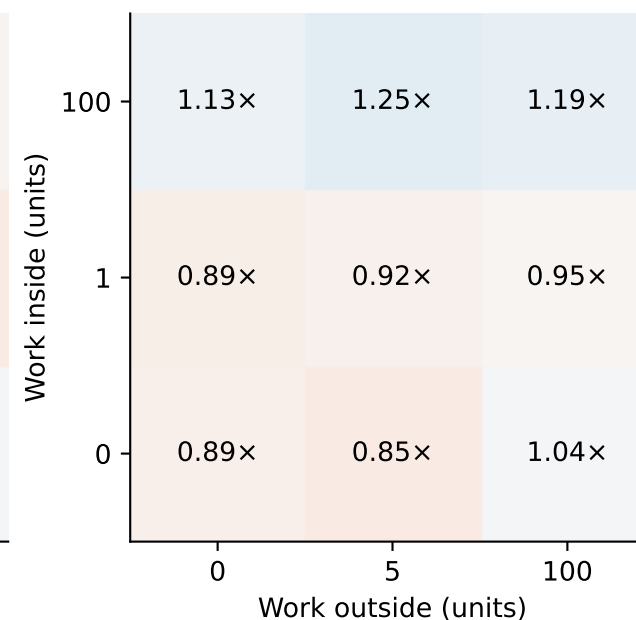
1 thread



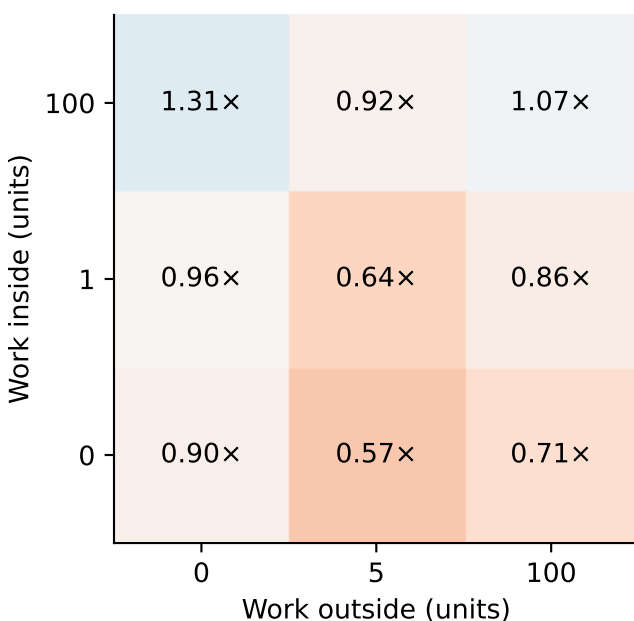
2 threads



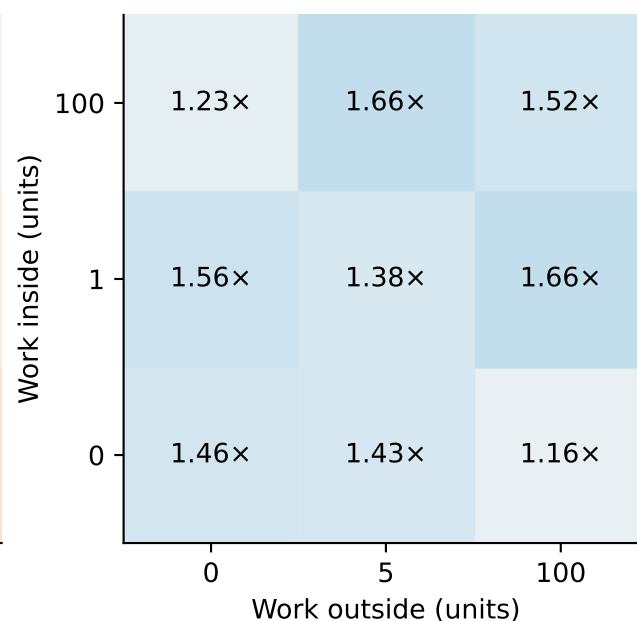
4 threads



8 threads



16 threads

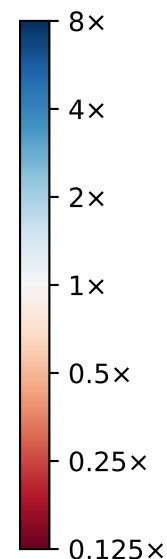


Reload / reverted throughput

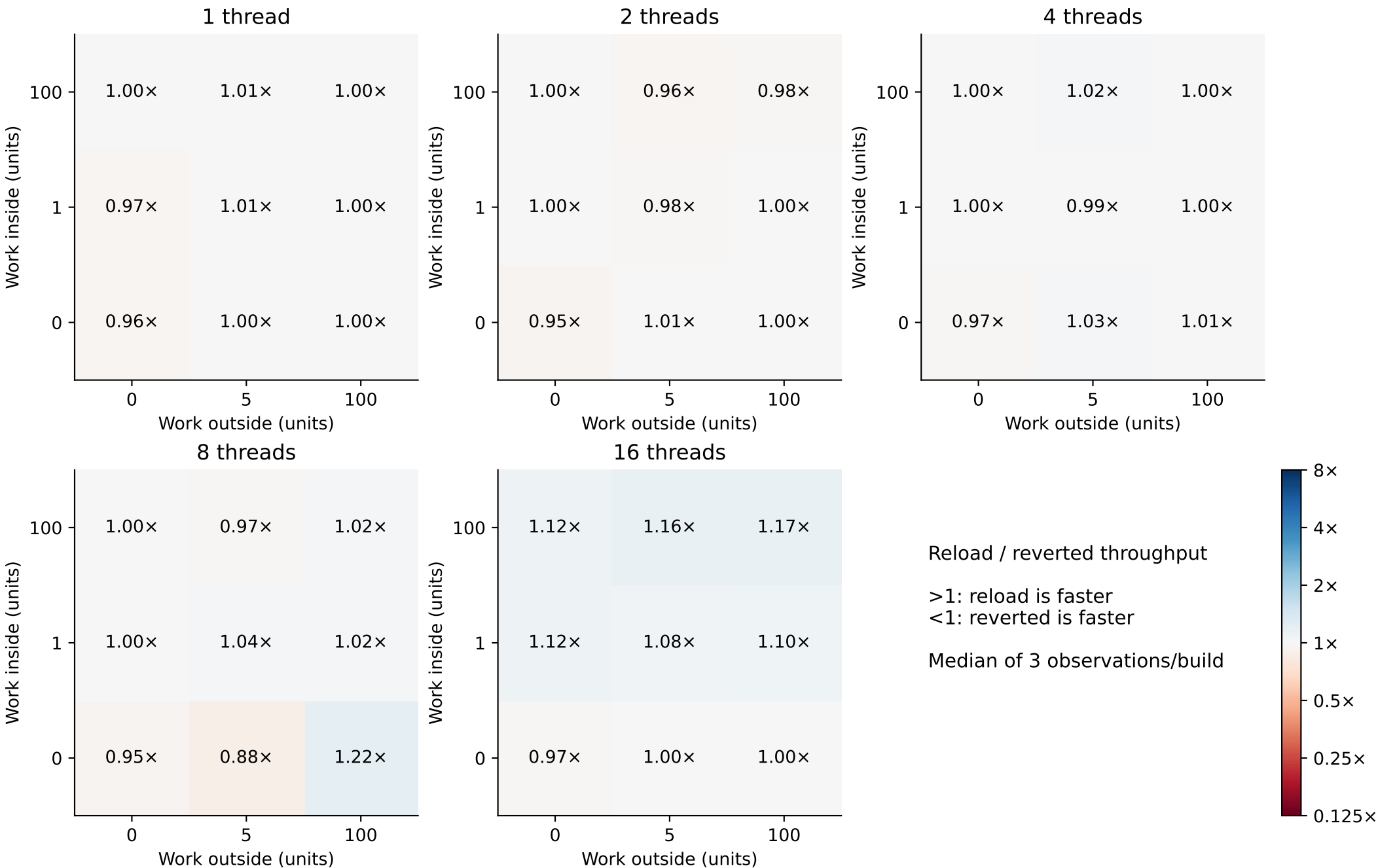
>1: reload is faster

<1: reverted is faster

Median of 3 observations/build

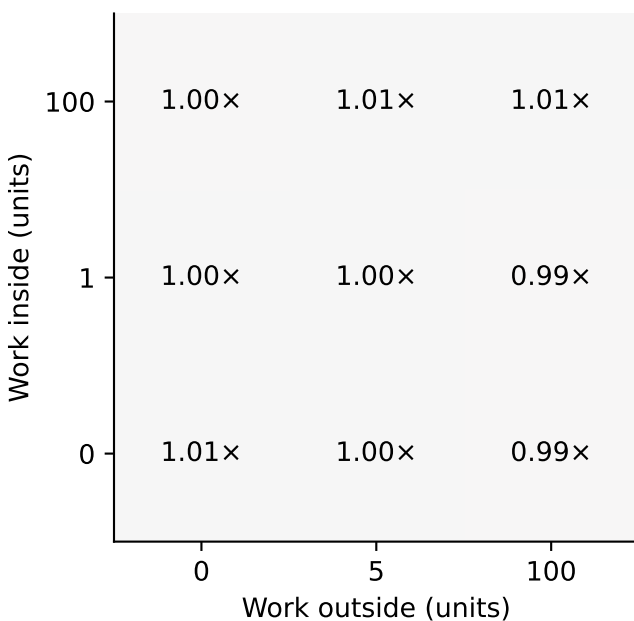


Timed · 1 second · 4 locks · fixed assignment · batch 1

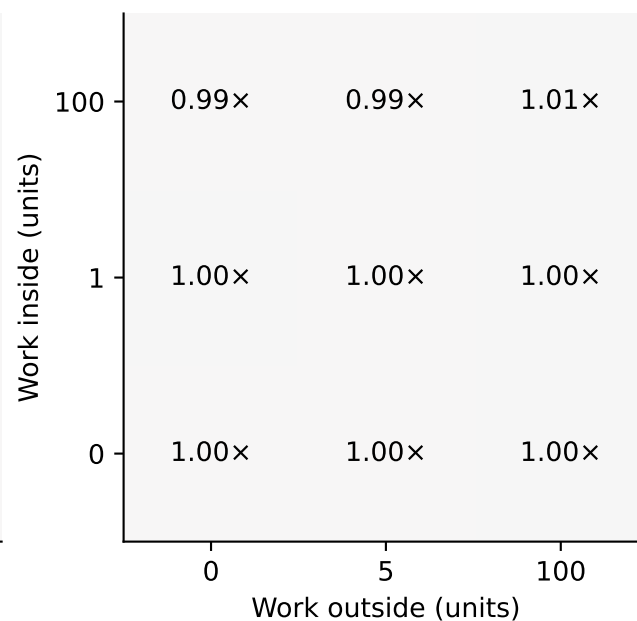


Timed · 1 second · 4 locks · fixed assignment · batch 16

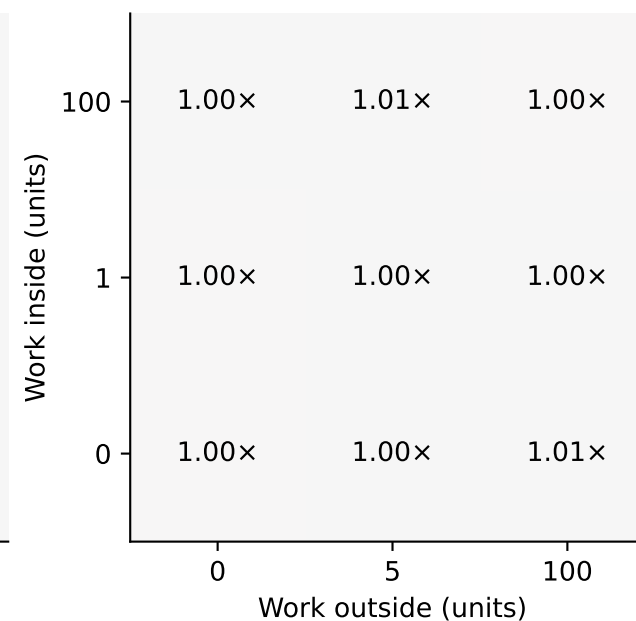
1 thread



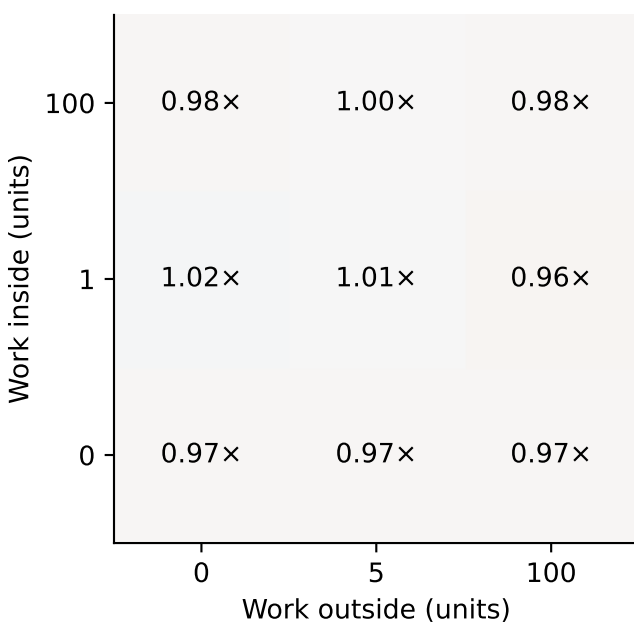
2 threads



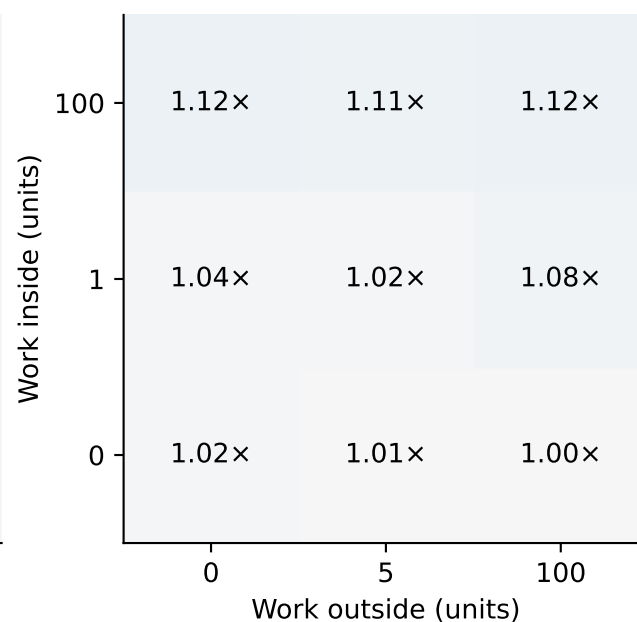
4 threads



8 threads



16 threads

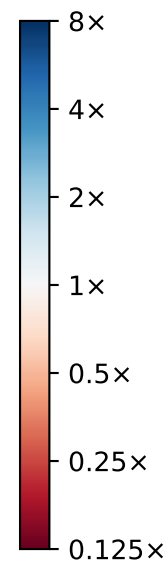


Reload / reverted throughput

>1: reload is faster

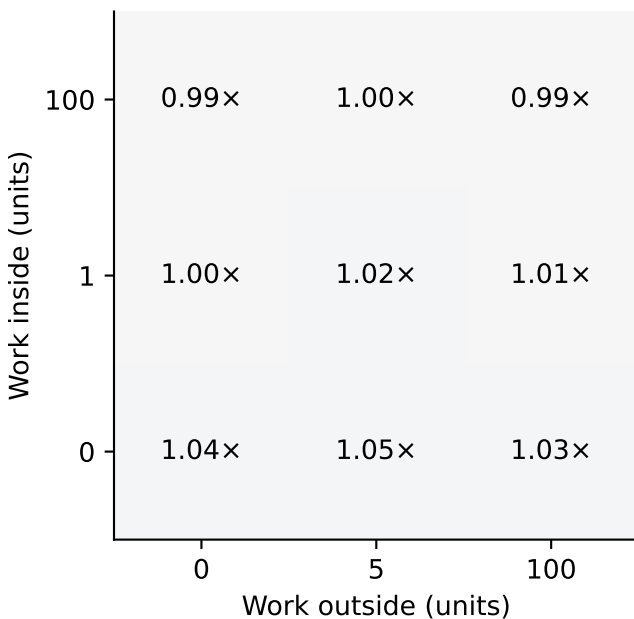
<1: reverted is faster

Median of 3 observations/build

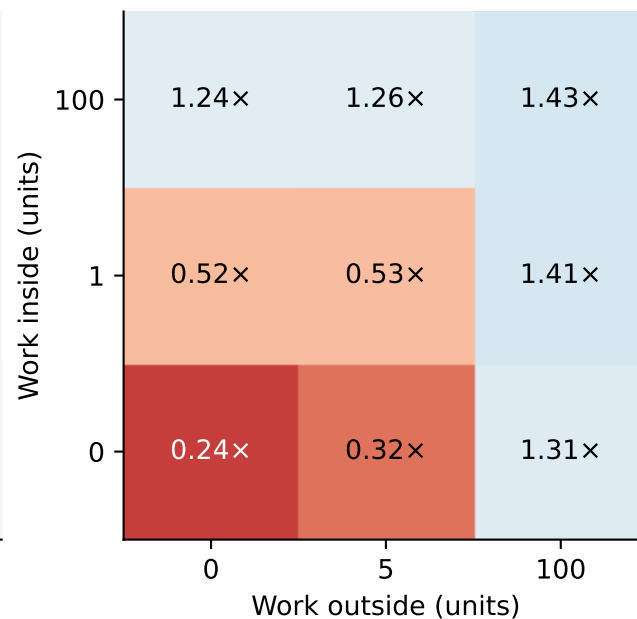


Timed · 1 second · 4 locks · random selection · batch 1

1 thread



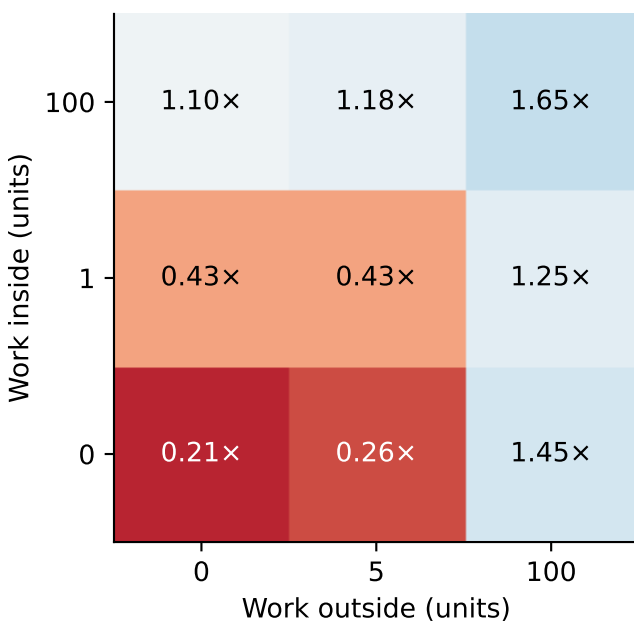
2 threads



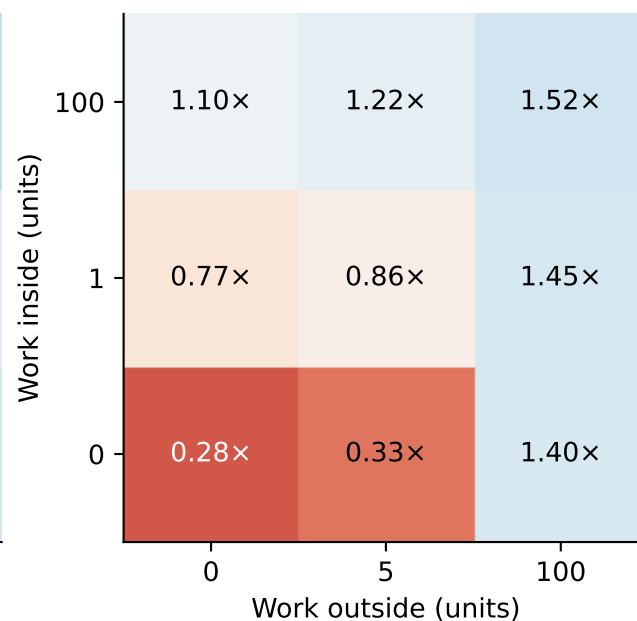
4 threads



8 threads



16 threads

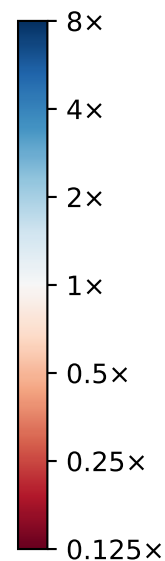


Reload / reverted throughput

>1: reload is faster

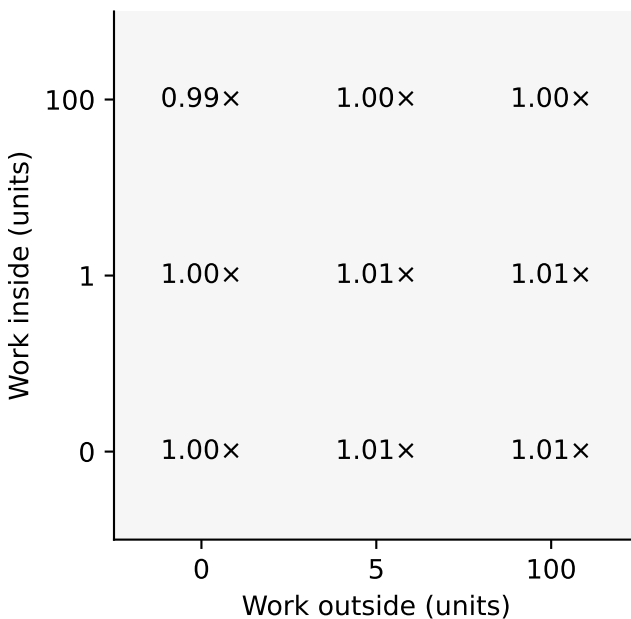
<1: reverted is faster

Median of 3 observations/build

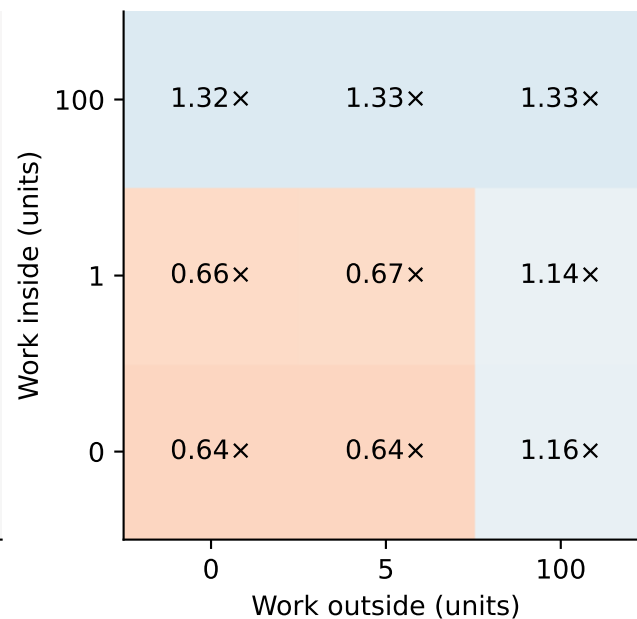


Timed · 1 second · 4 locks · random selection · batch 16

1 thread



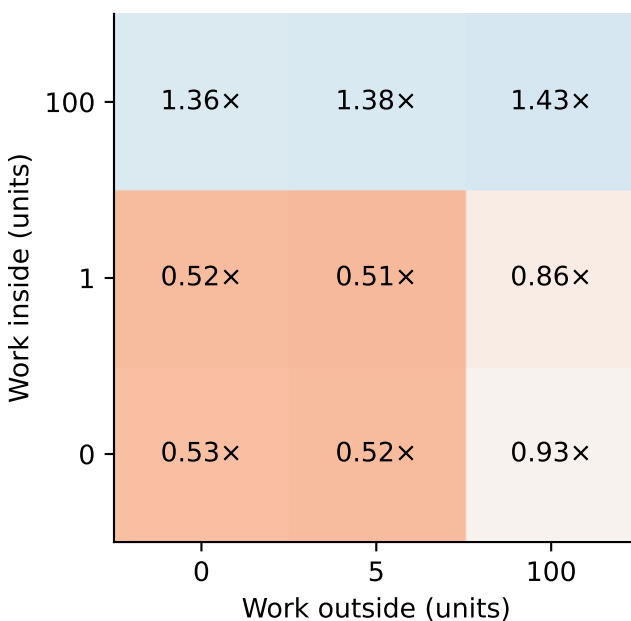
2 threads



4 threads



8 threads



16 threads

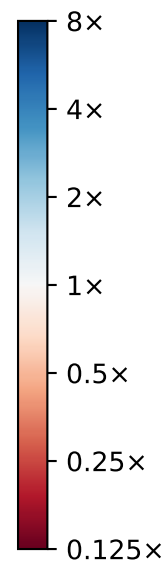


Reload / reverted throughput

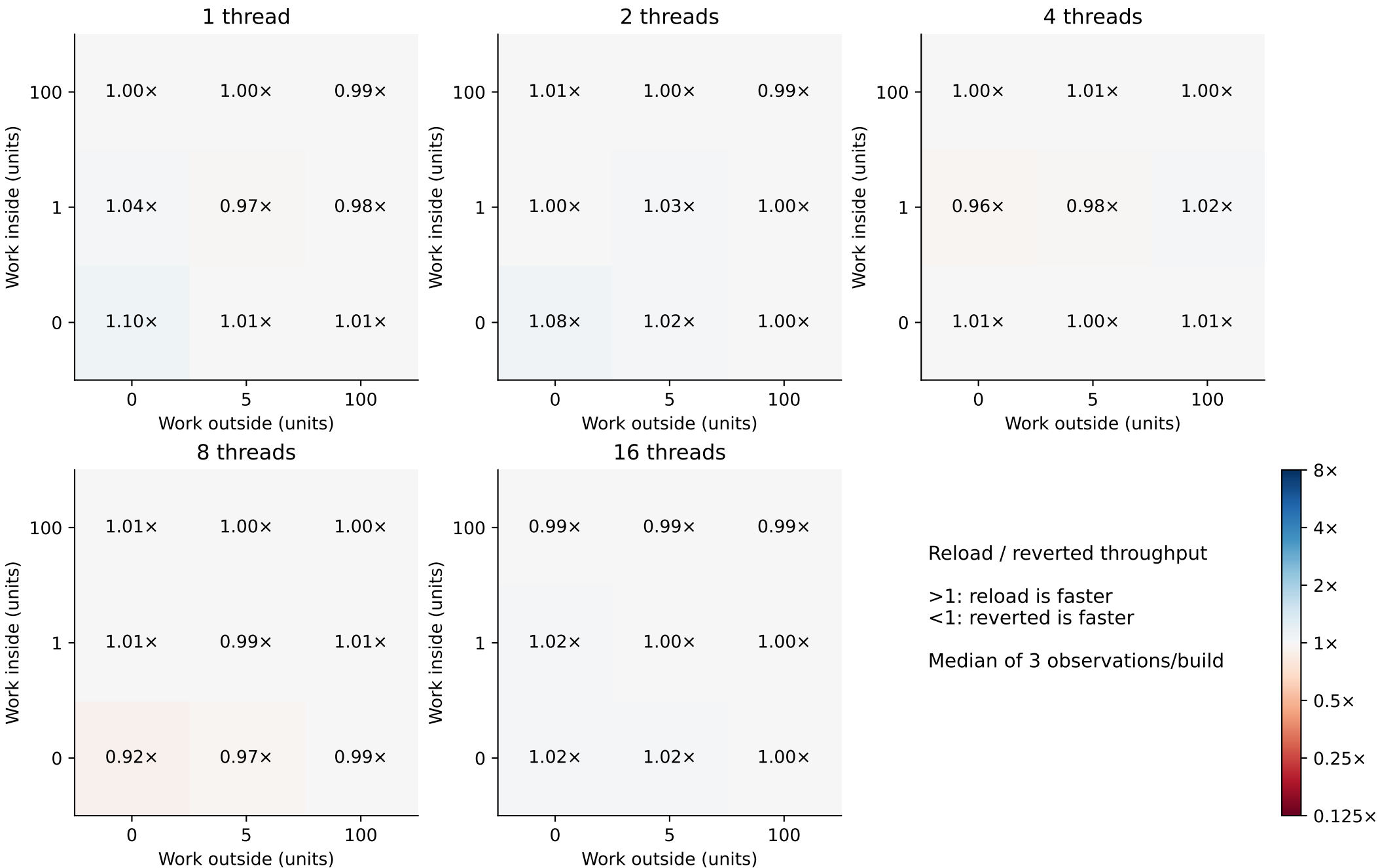
>1: reload is faster

<1: reverted is faster

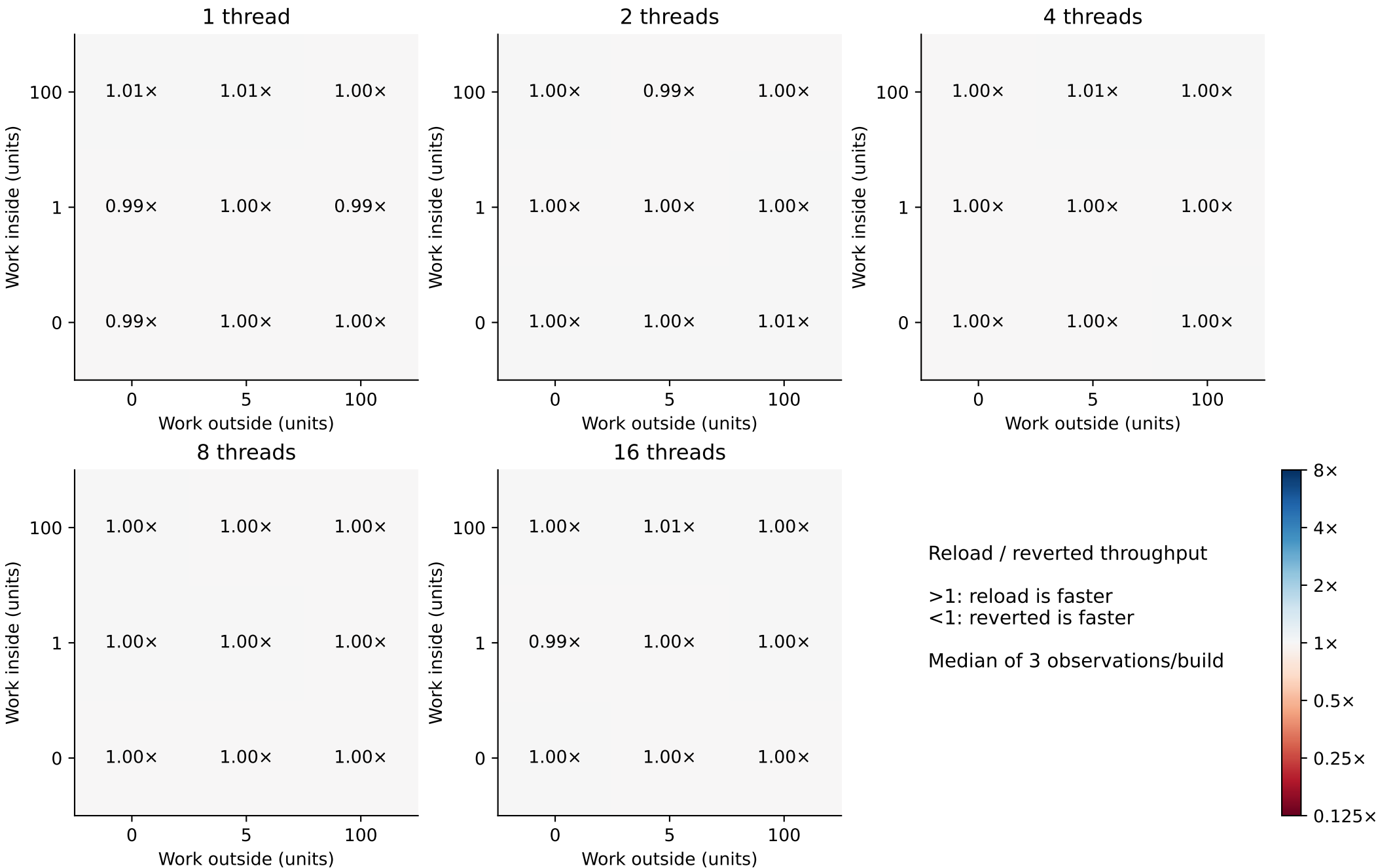
Median of 3 observations/build



Timed · 1 second · 16 locks · fixed assignment · batch 1

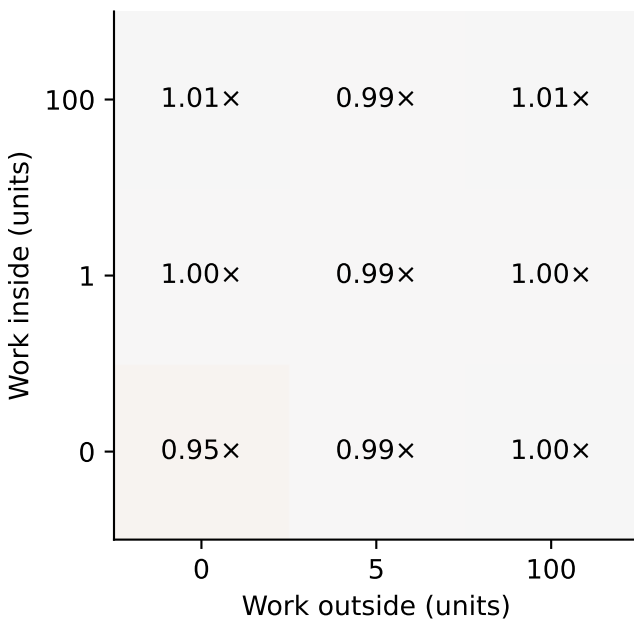


Timed · 1 second · 16 locks · fixed assignment · batch 16

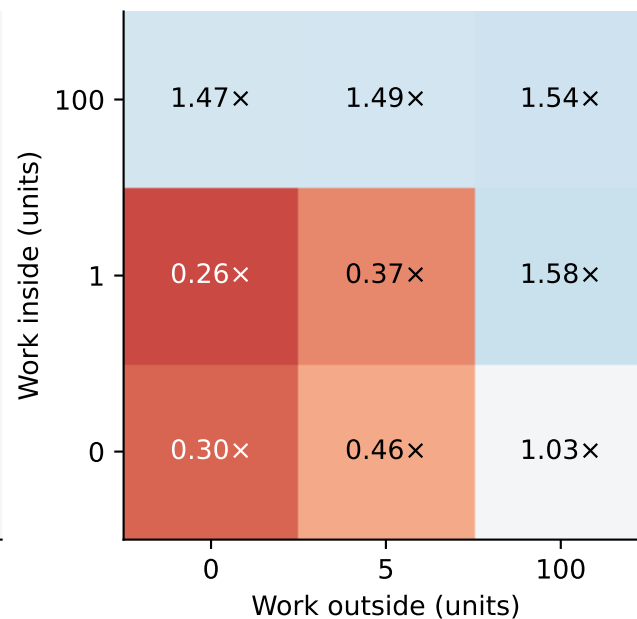


Timed · 1 second · 16 locks · random selection · batch 1

1 thread



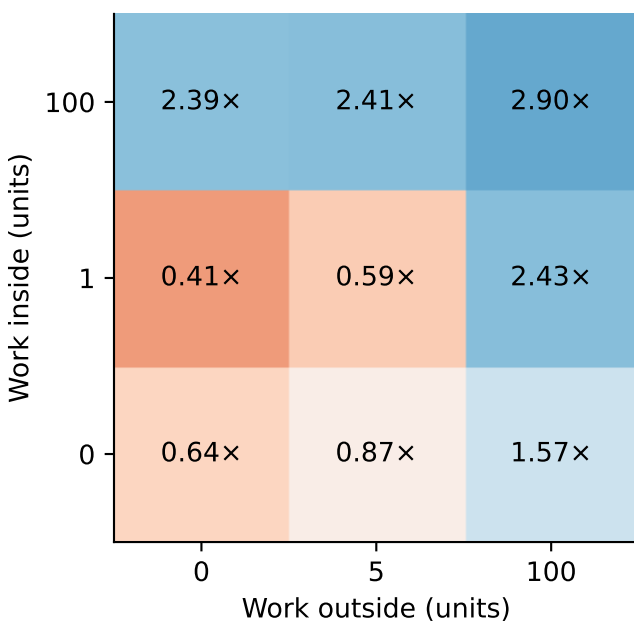
2 threads



4 threads



8 threads



16 threads

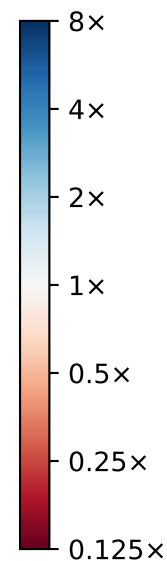


Reload / reverted throughput

>1: reload is faster

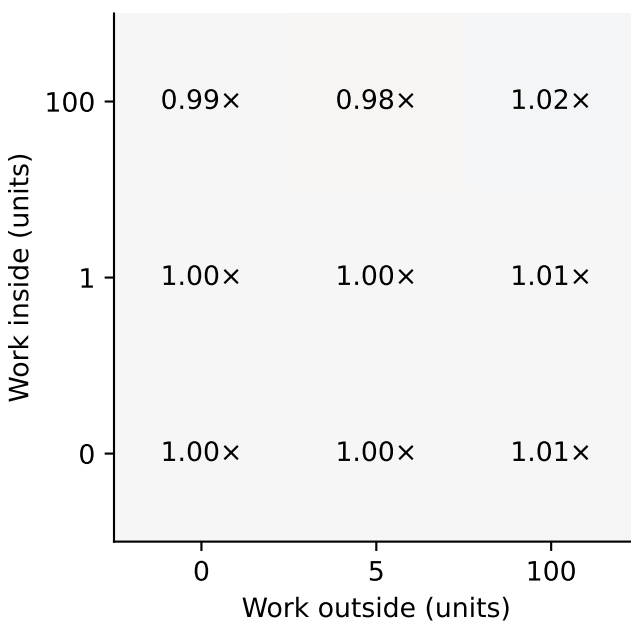
<1: reverted is faster

Median of 3 observations/build

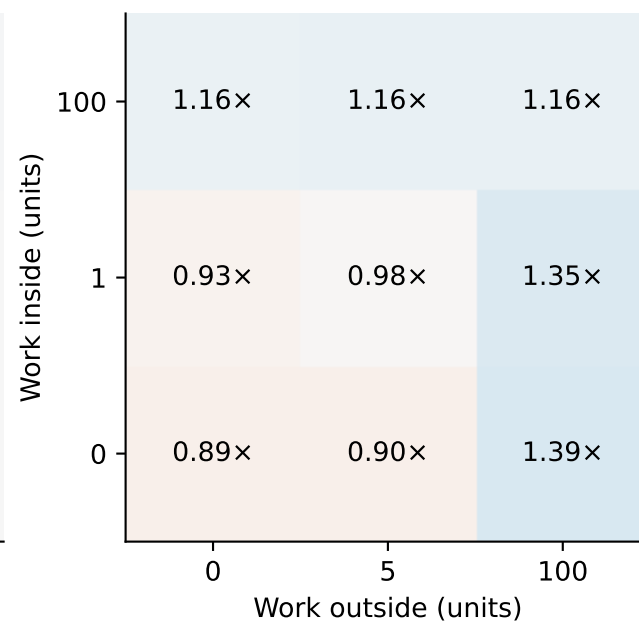


Timed · 1 second · 16 locks · random selection · batch 16

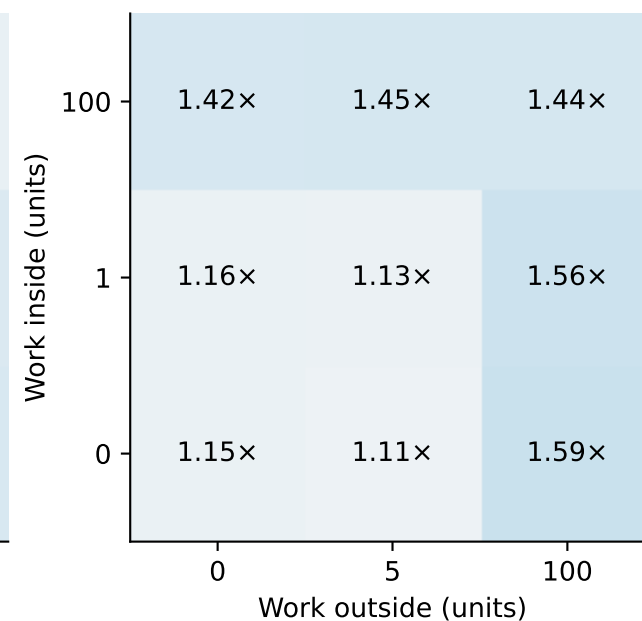
1 thread



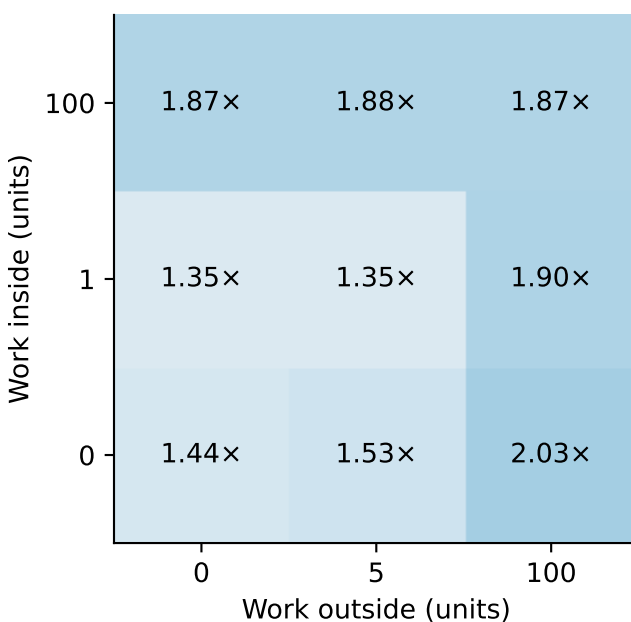
2 threads



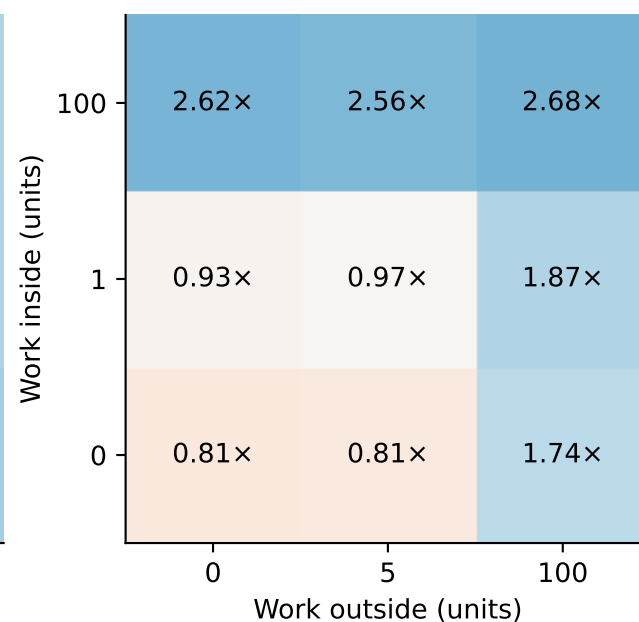
4 threads



8 threads



16 threads

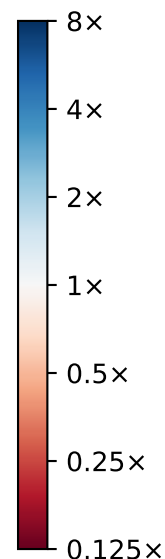


Reload / reverted throughput

>1: reload is faster

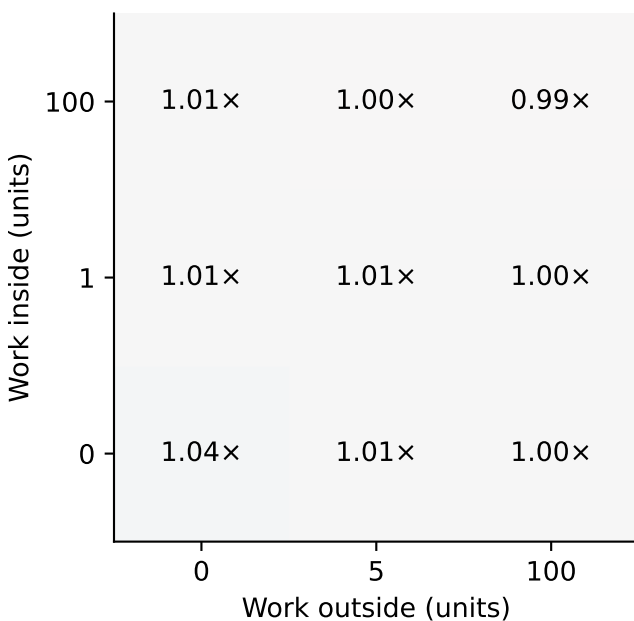
<1: reverted is faster

Median of 3 observations/build

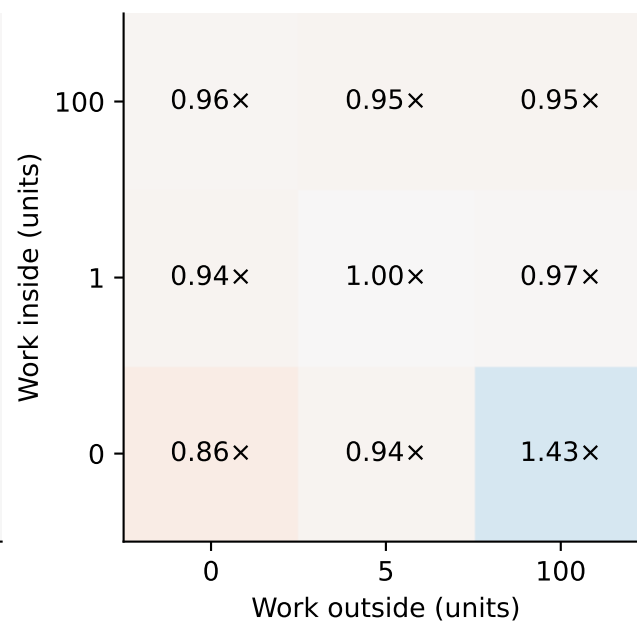


Fixed · 1,000,000 acquisitions/thread · 1 locks · fixed assignment · batch 1

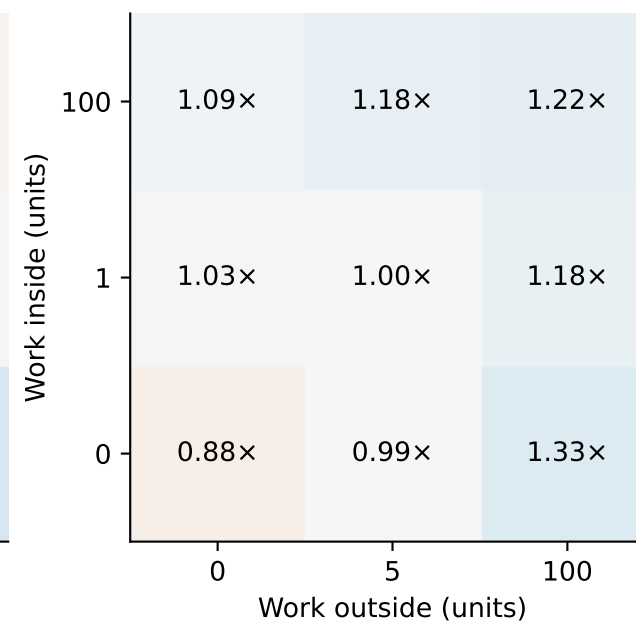
1 thread



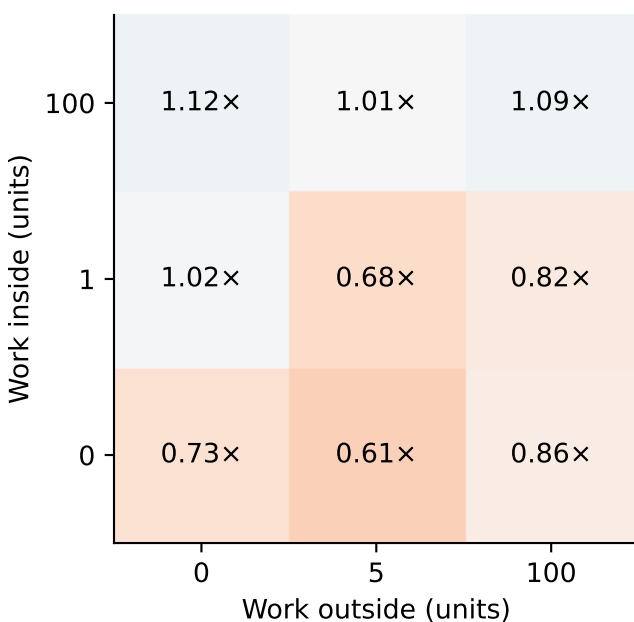
2 threads



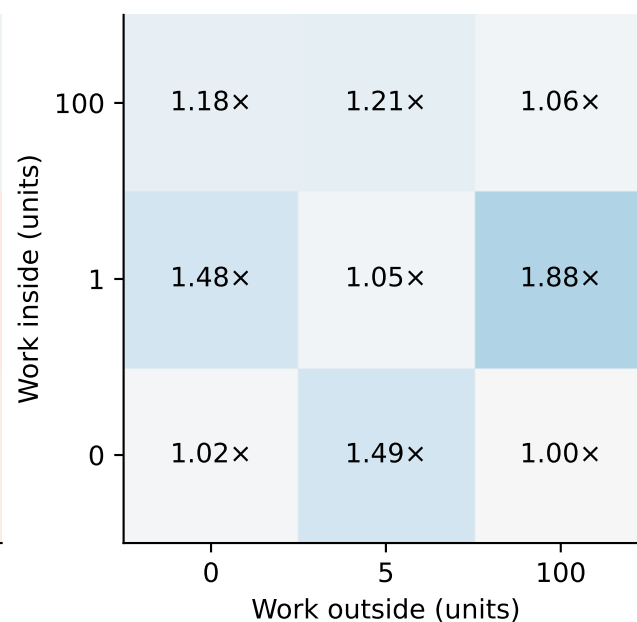
4 threads



8 threads



16 threads

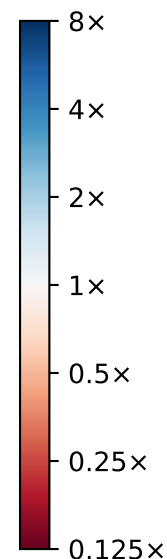


Reload / reverted throughput

>1: reload is faster

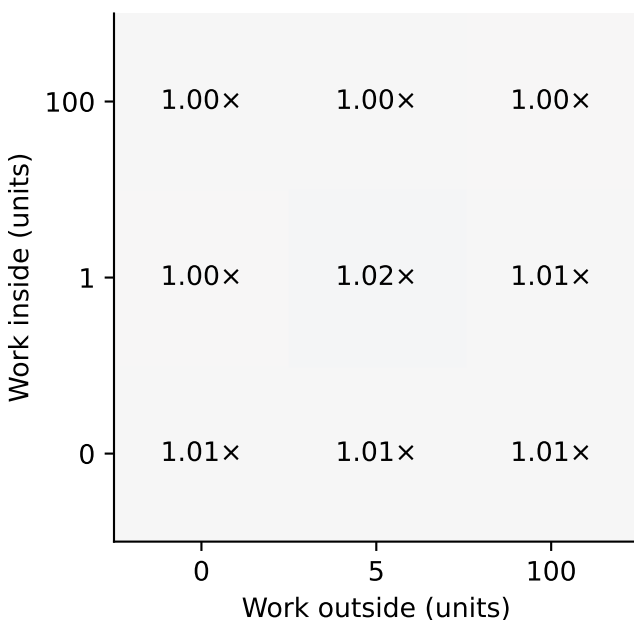
<1: reverted is faster

Median of 3 observations/build



Fixed · 1,000,000 acquisitions/thread · 1 locks · fixed assignment · batch 16

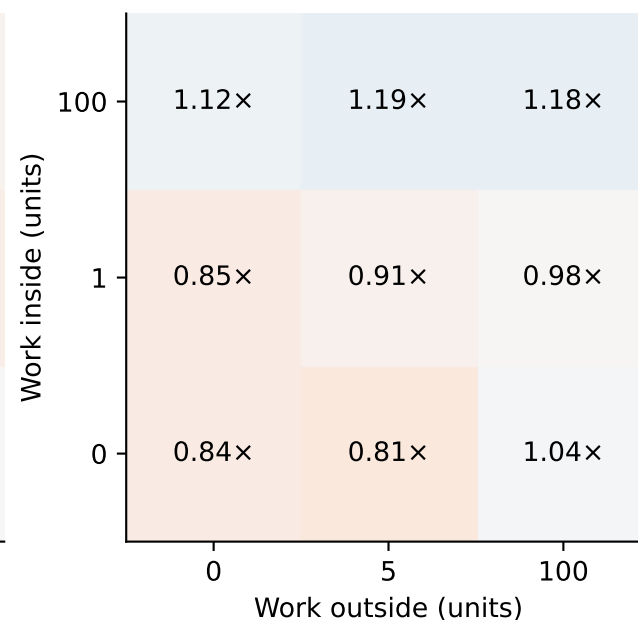
1 thread



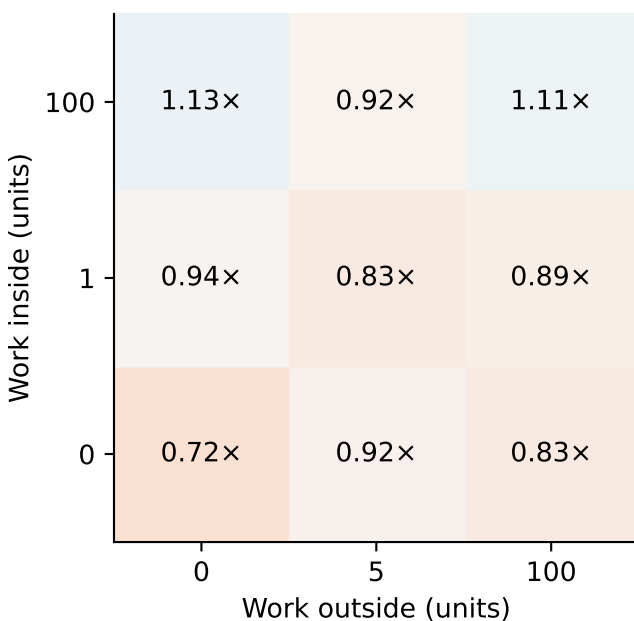
2 threads



4 threads



8 threads



16 threads

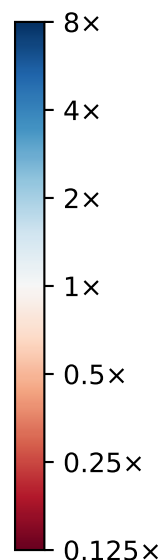


Reload / reverted throughput

>1: reload is faster

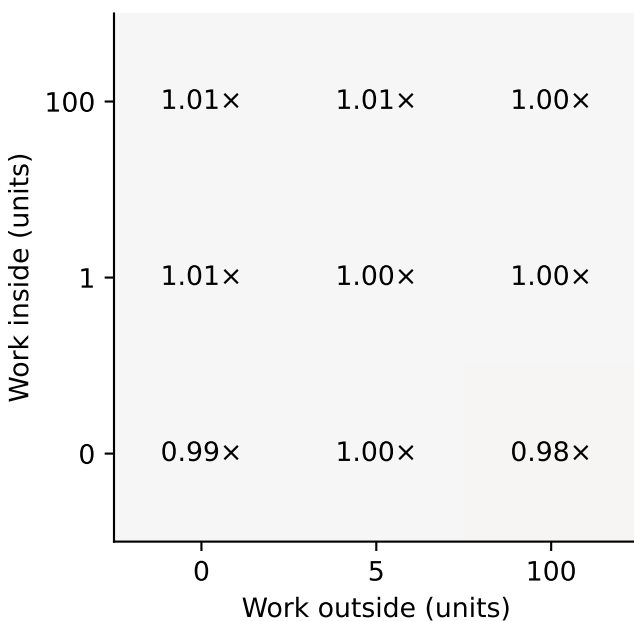
<1: reverted is faster

Median of 3 observations/build

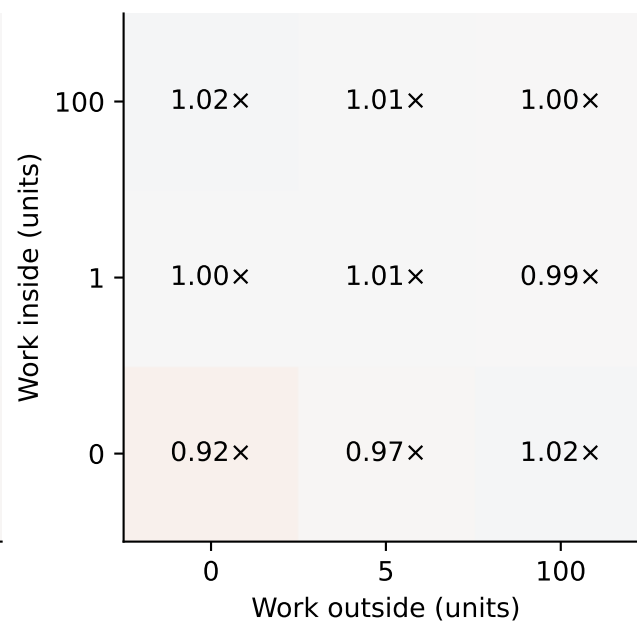


Fixed · 1,000,000 acquisitions/thread · 4 locks · fixed assignment · batch 1

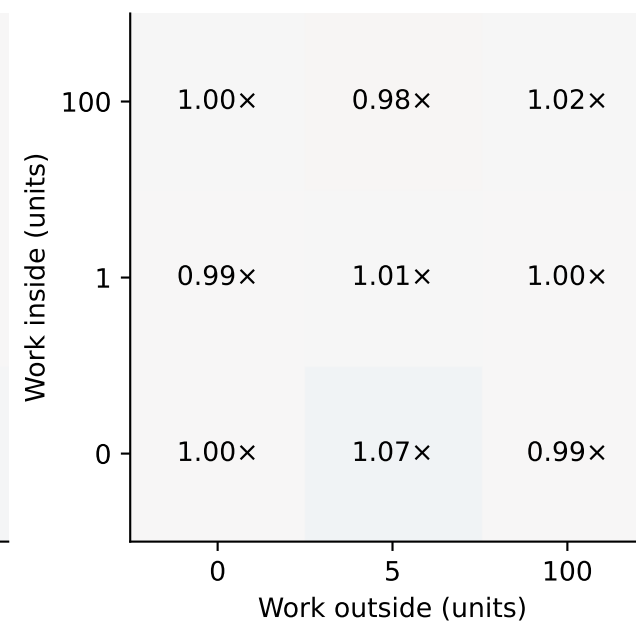
1 thread



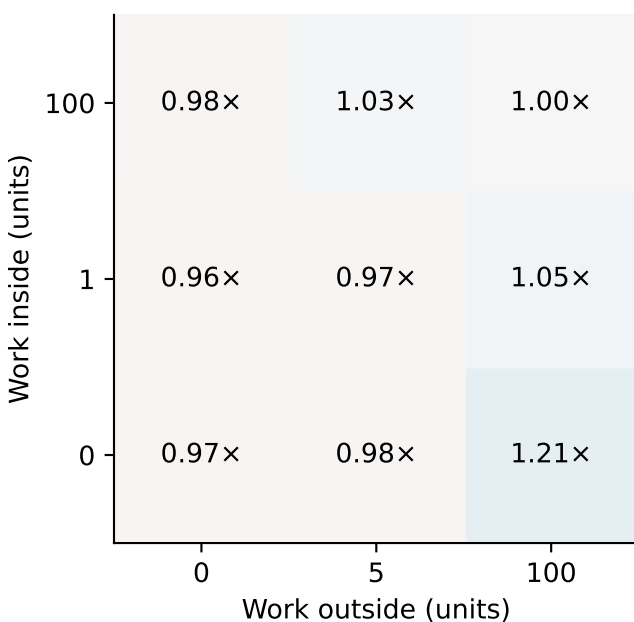
2 threads



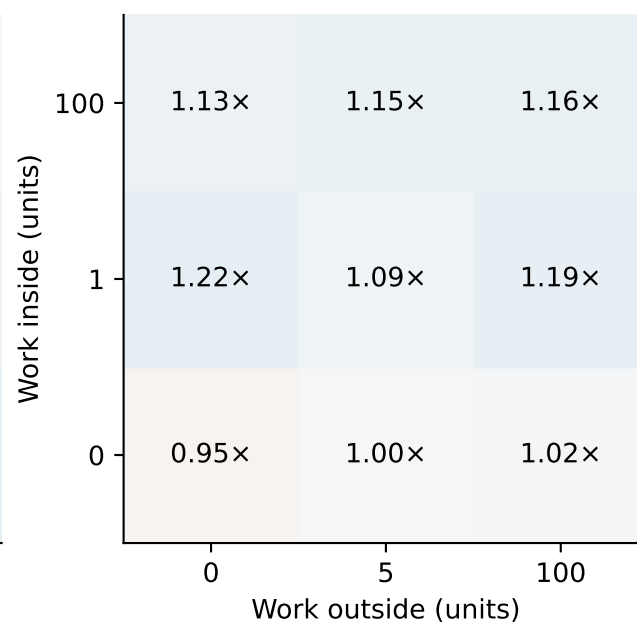
4 threads



8 threads



16 threads

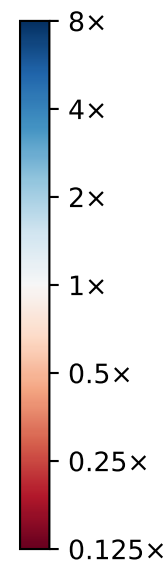


Reload / reverted throughput

>1: reload is faster

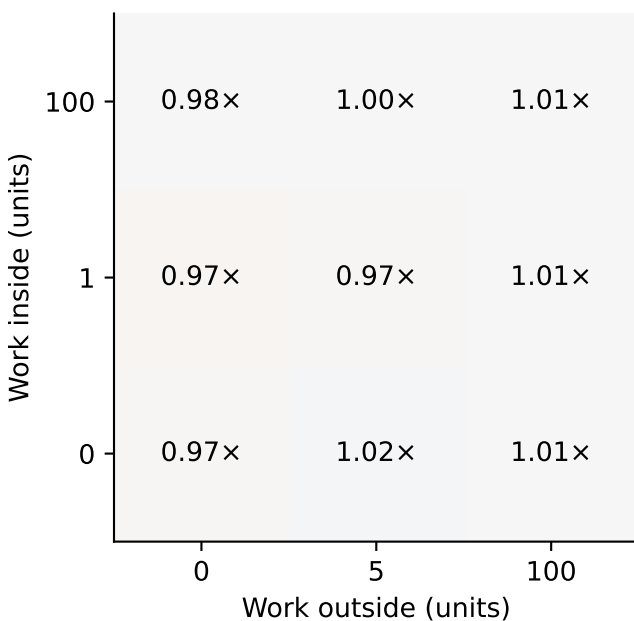
<1: reverted is faster

Median of 3 observations/build

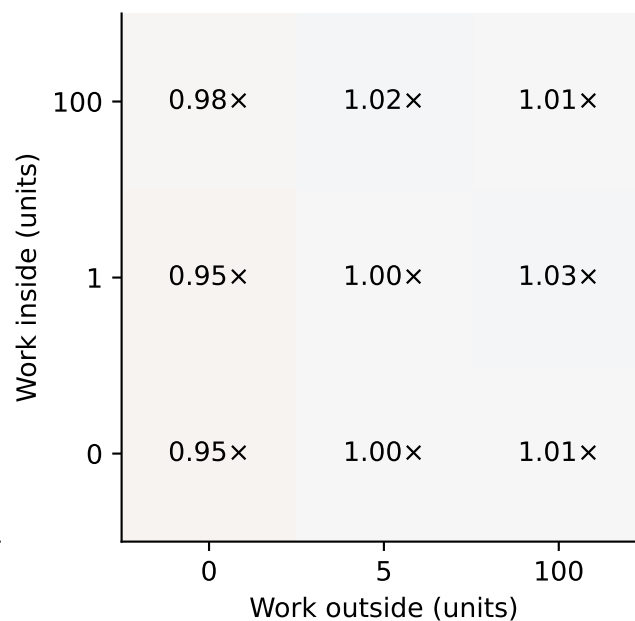


Fixed · 1,000,000 acquisitions/thread · 4 locks · fixed assignment · batch 16

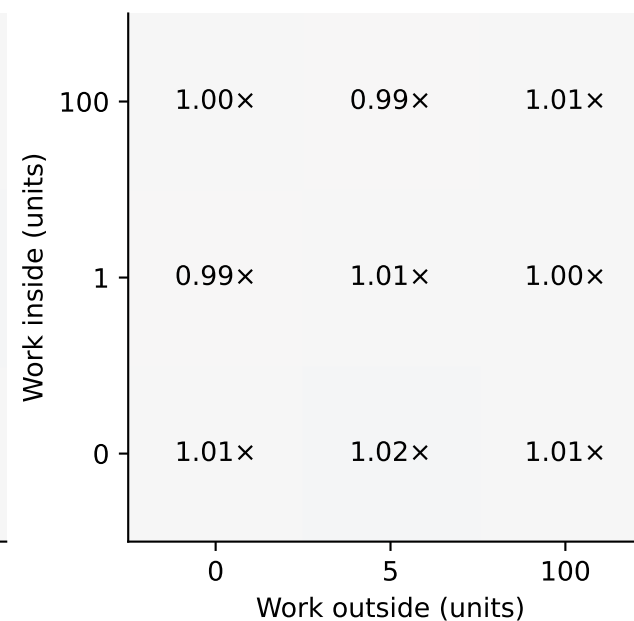
1 thread



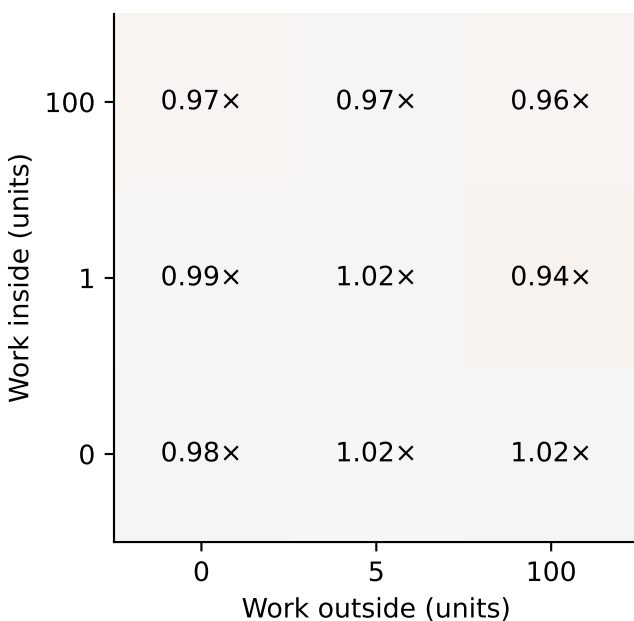
2 threads



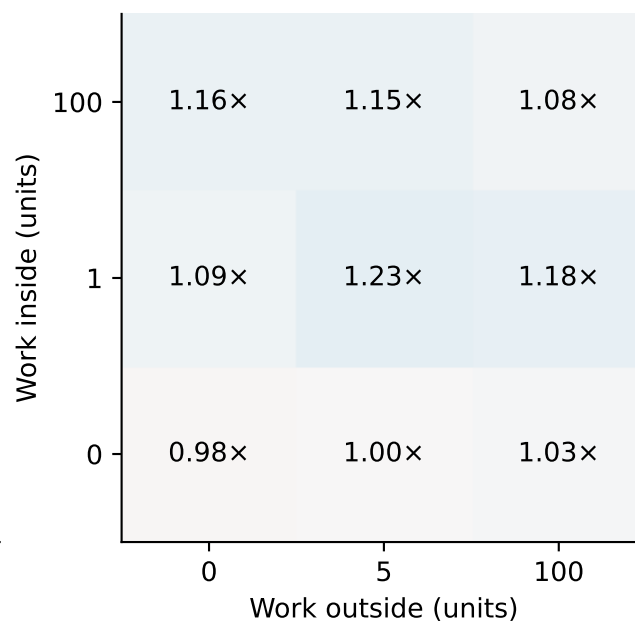
4 threads



8 threads



16 threads

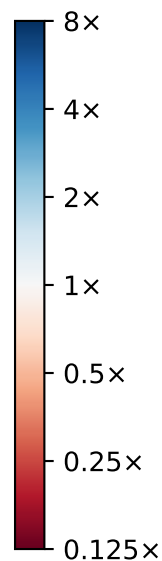


Reload / reverted throughput

>1: reload is faster

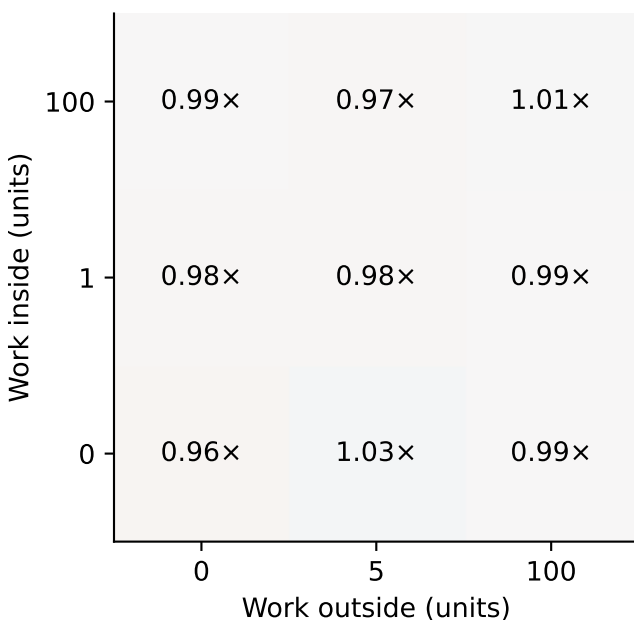
<1: reverted is faster

Median of 3 observations/build

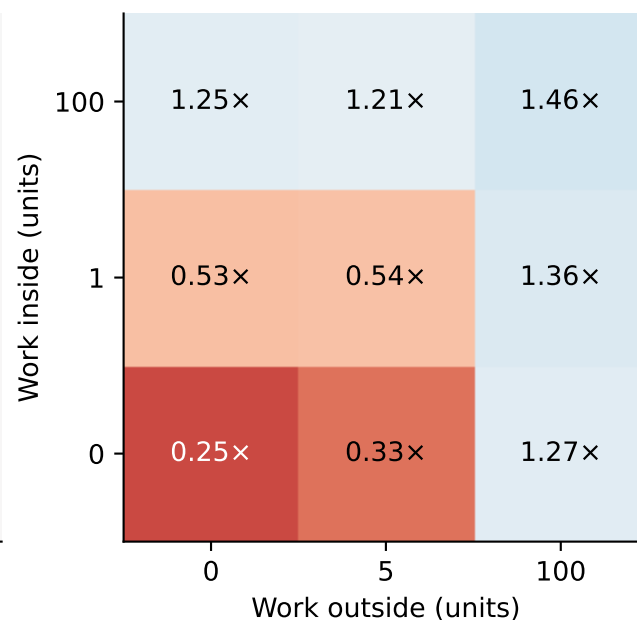


Fixed · 1,000,000 acquisitions/thread · 4 locks · random selection · batch 1

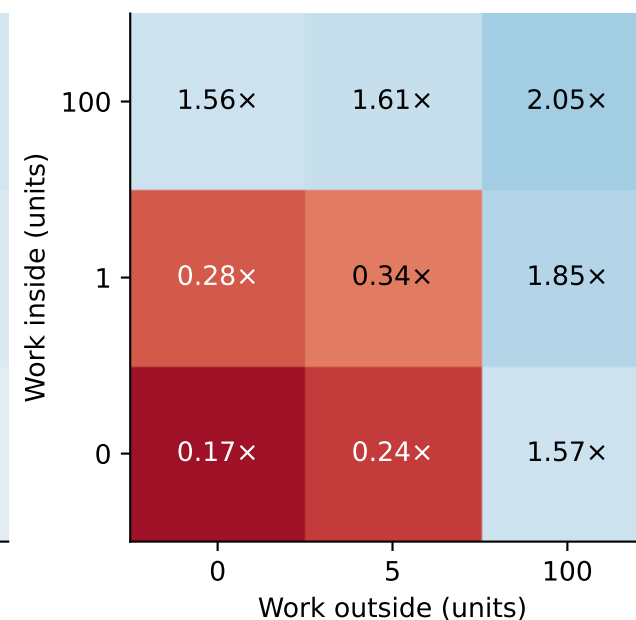
1 thread



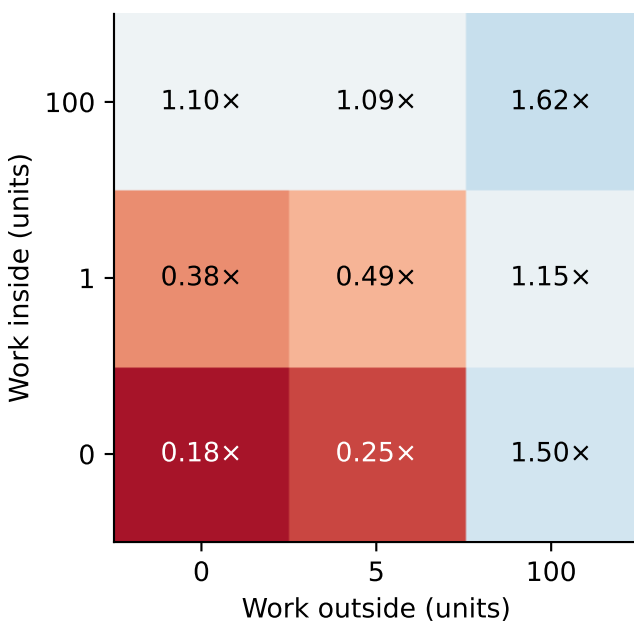
2 threads



4 threads



8 threads



16 threads

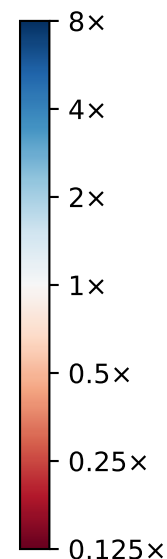


Reload / reverted throughput

>1: reload is faster

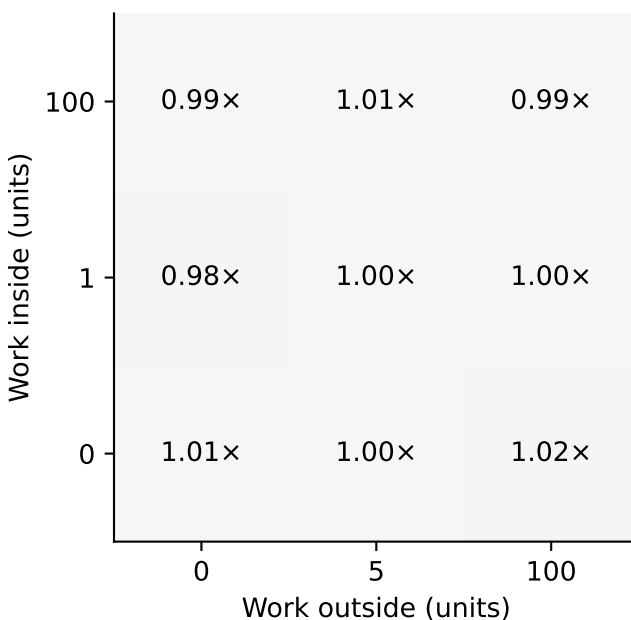
<1: reverted is faster

Median of 3 observations/build

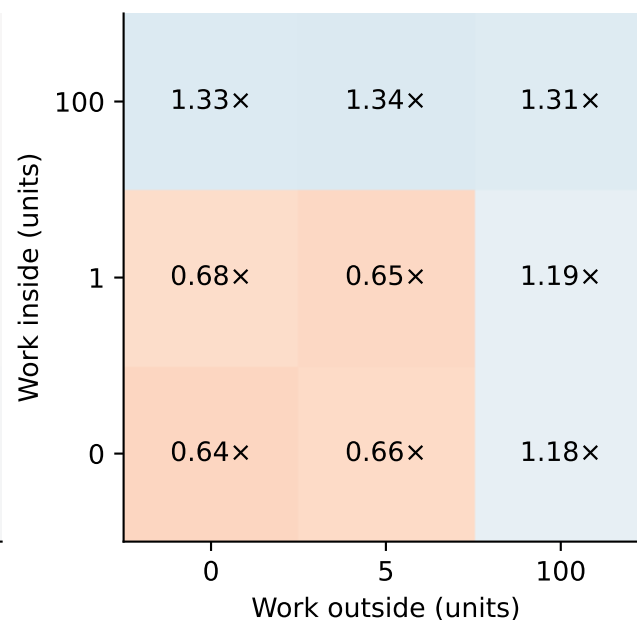


Fixed · 1,000,000 acquisitions/thread · 4 locks · random selection · batch 16

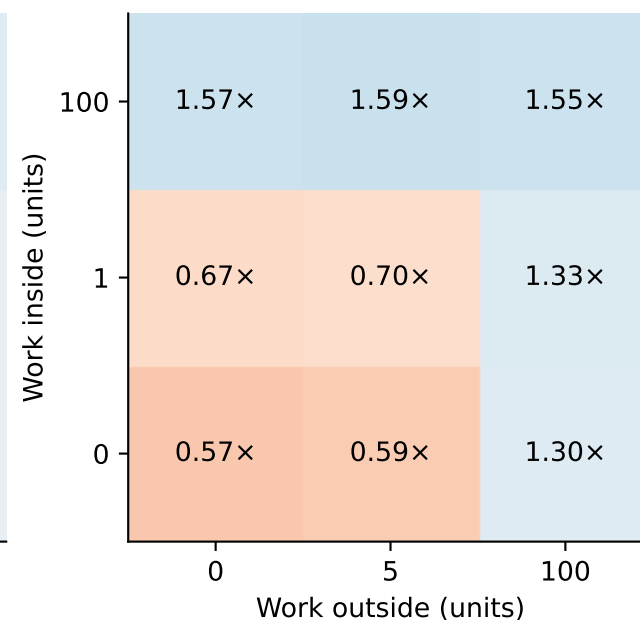
1 thread



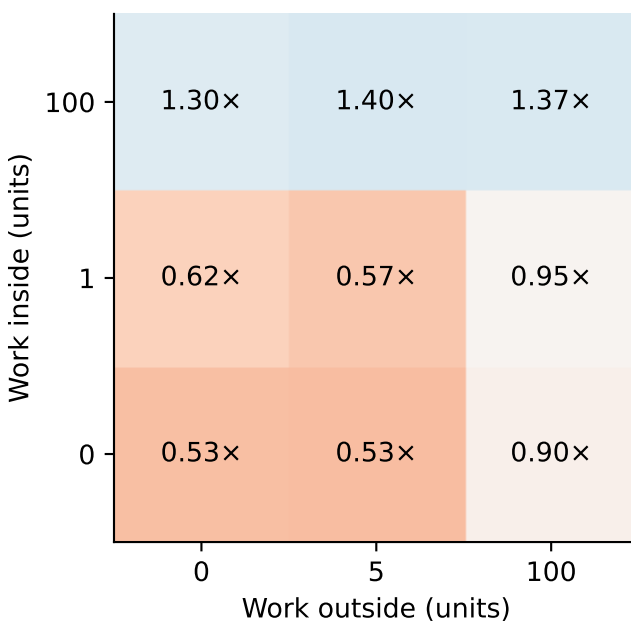
2 threads



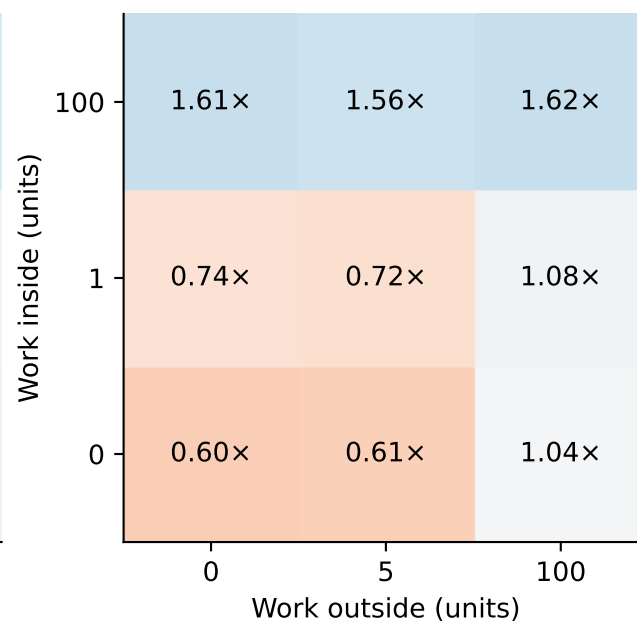
4 threads



8 threads



16 threads

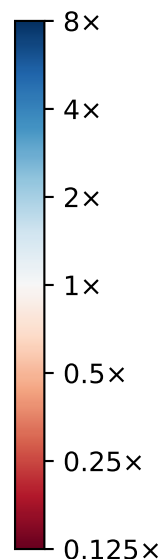


Reload / reverted throughput

>1: reload is faster

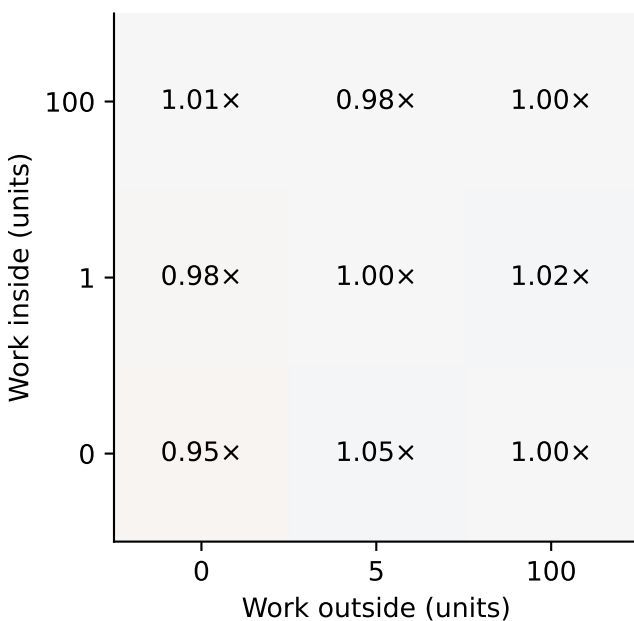
<1: reverted is faster

Median of 3 observations/build

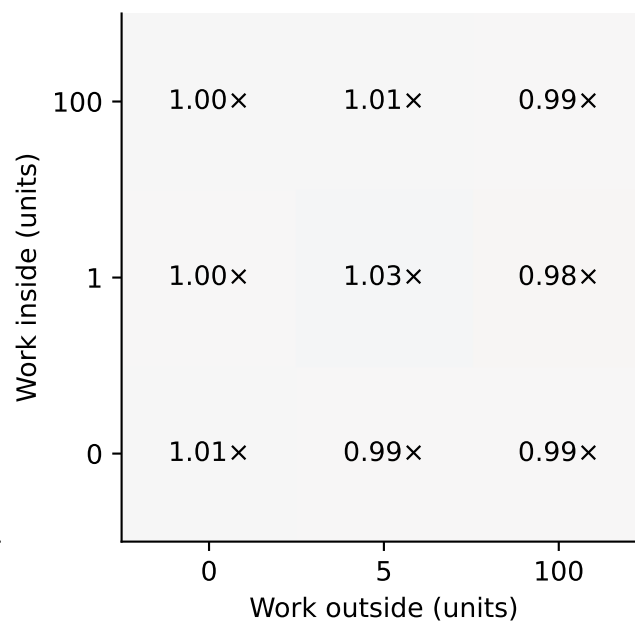


Fixed · 1,000,000 acquisitions/thread · 16 locks · fixed assignment · batch 1

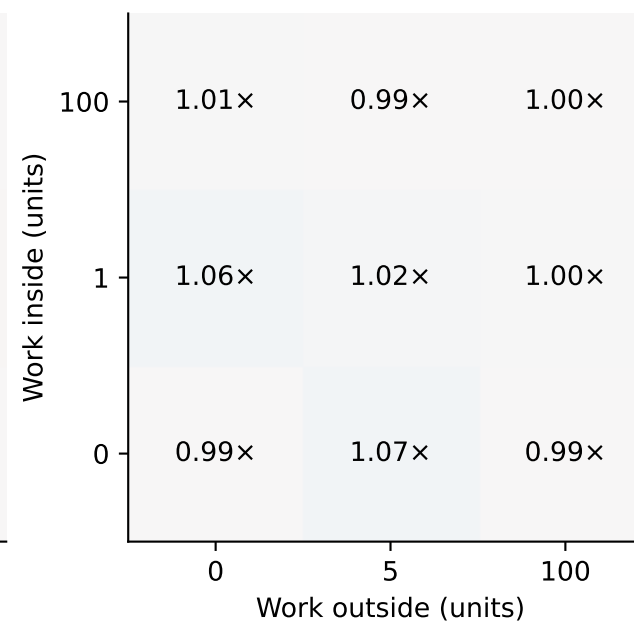
1 thread



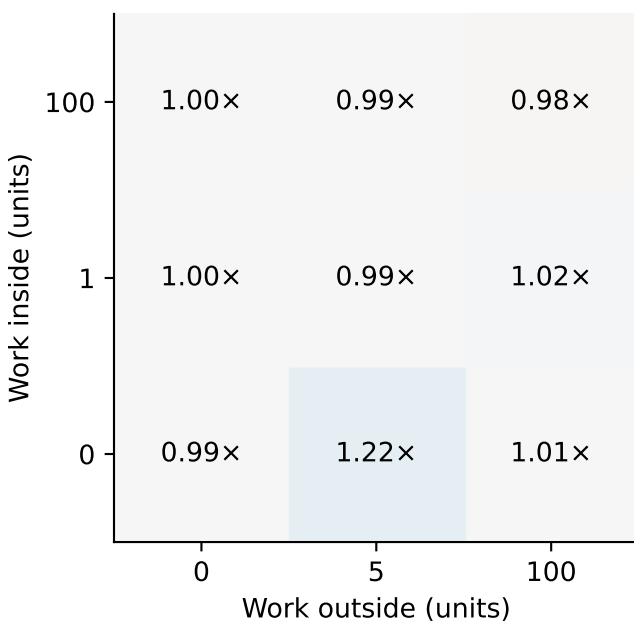
2 threads



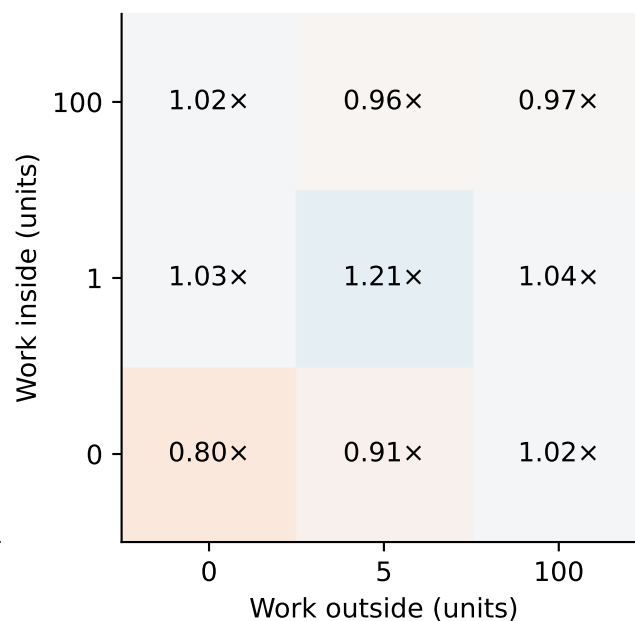
4 threads



8 threads



16 threads

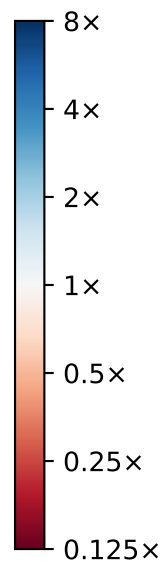


Reload / reverted throughput

>1: reload is faster

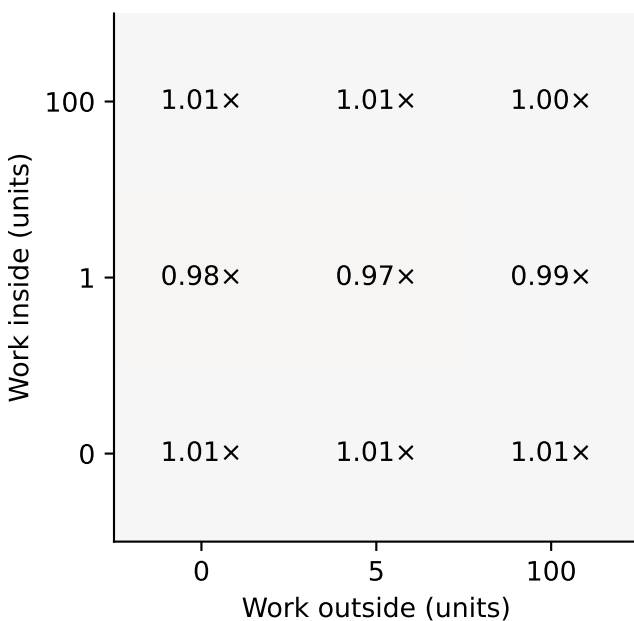
<1: reverted is faster

Median of 3 observations/build

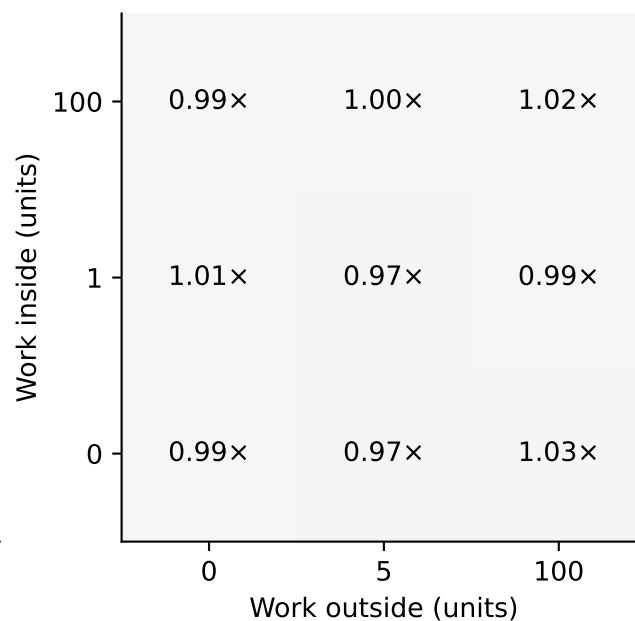


Fixed · 1,000,000 acquisitions/thread · 16 locks · fixed assignment · batch 16

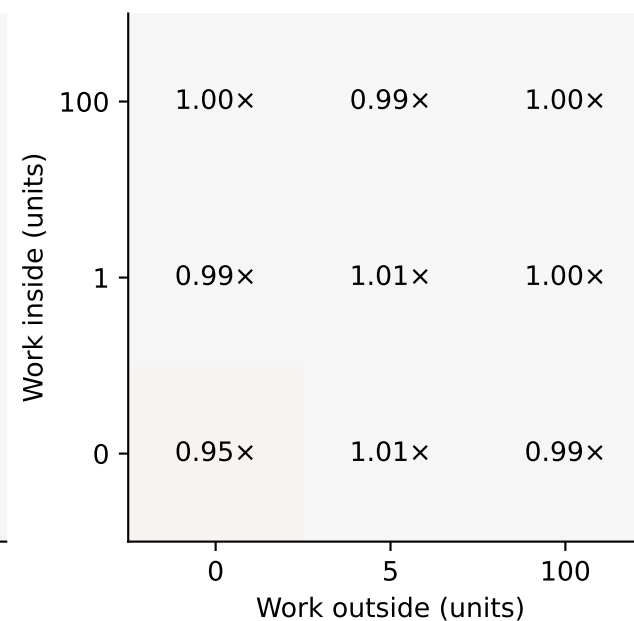
1 thread



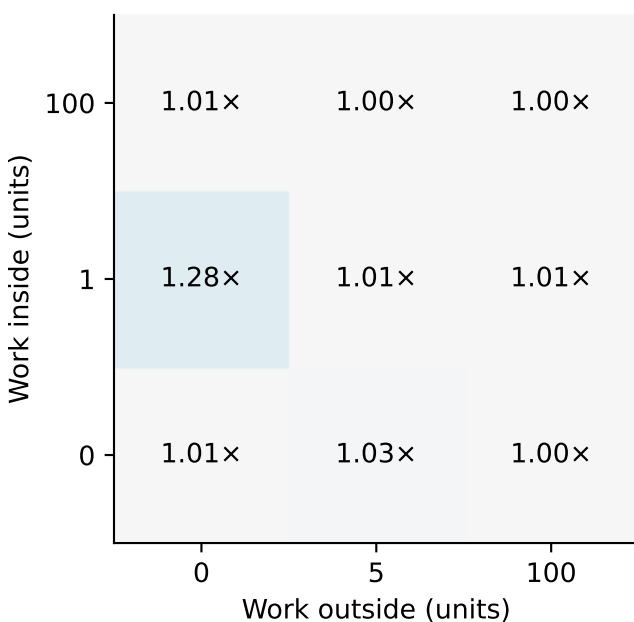
2 threads



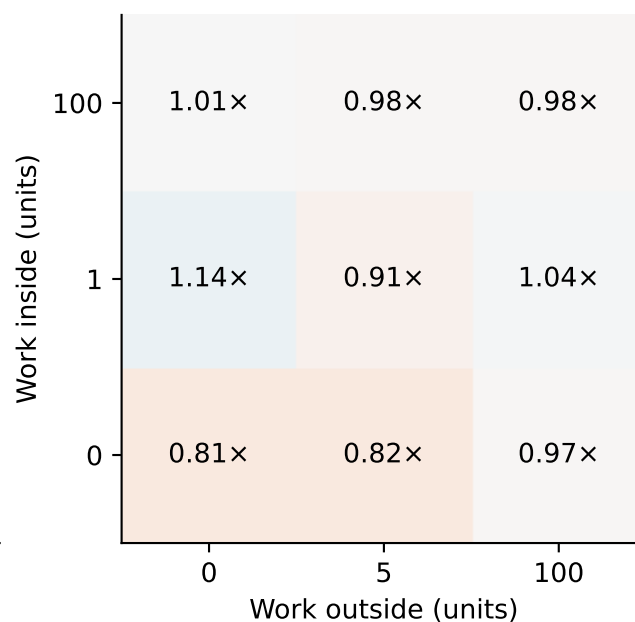
4 threads



8 threads



16 threads

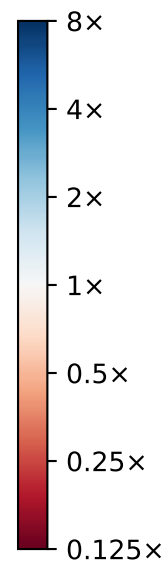


Reload / reverted throughput

>1: reload is faster

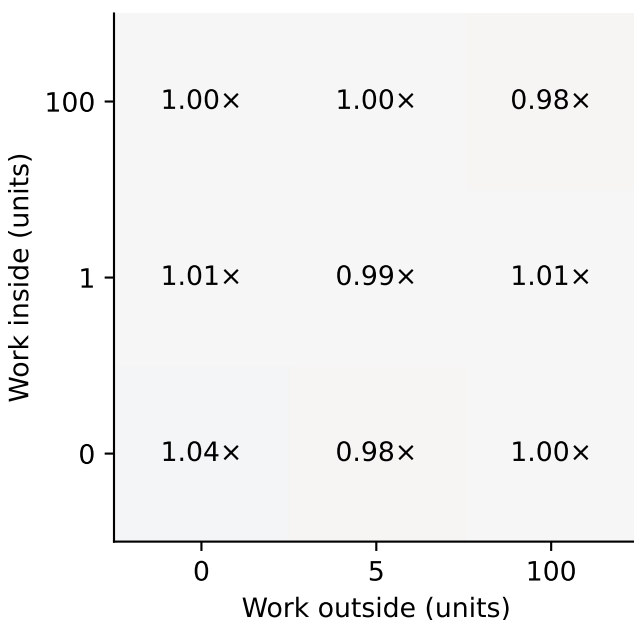
<1: reverted is faster

Median of 3 observations/build

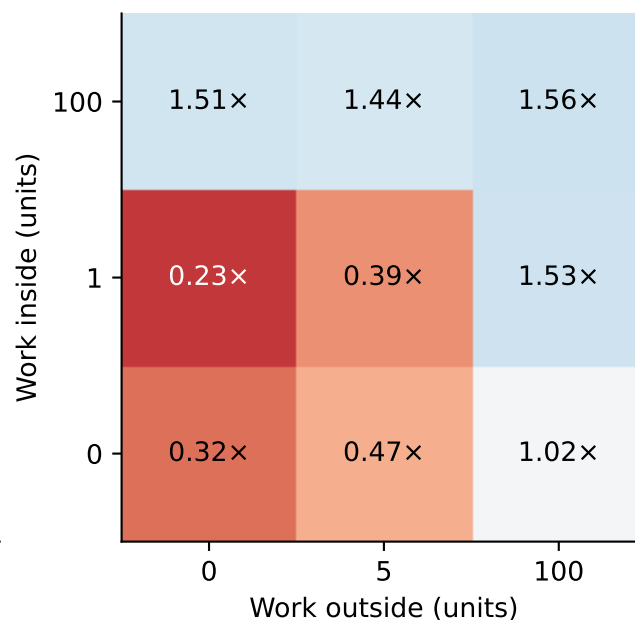


Fixed · 1,000,000 acquisitions/thread · 16 locks · random selection · batch 1

1 thread



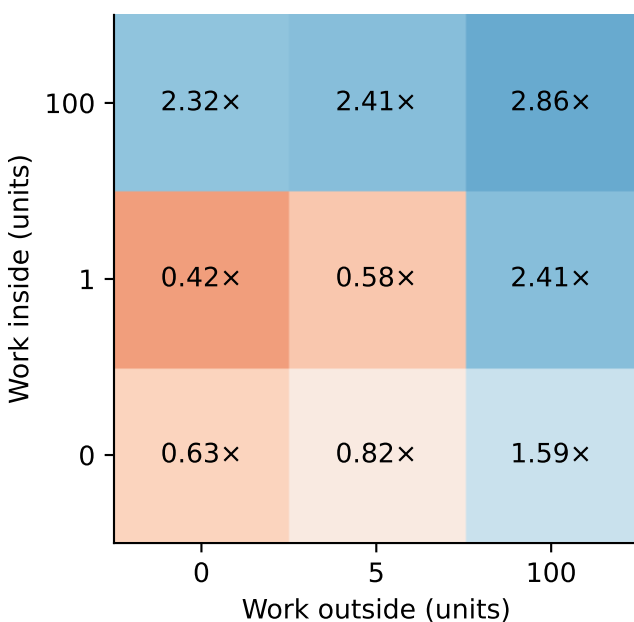
2 threads



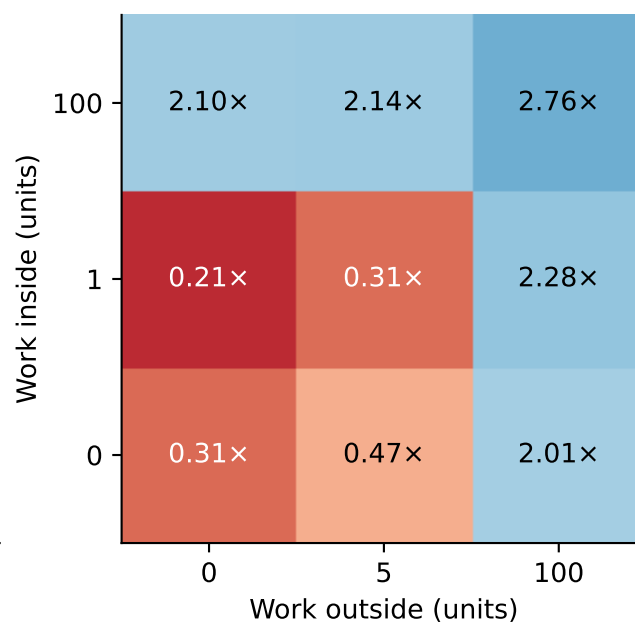
4 threads



8 threads



16 threads

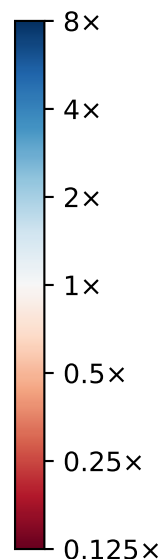


Reload / reverted throughput

>1: reload is faster

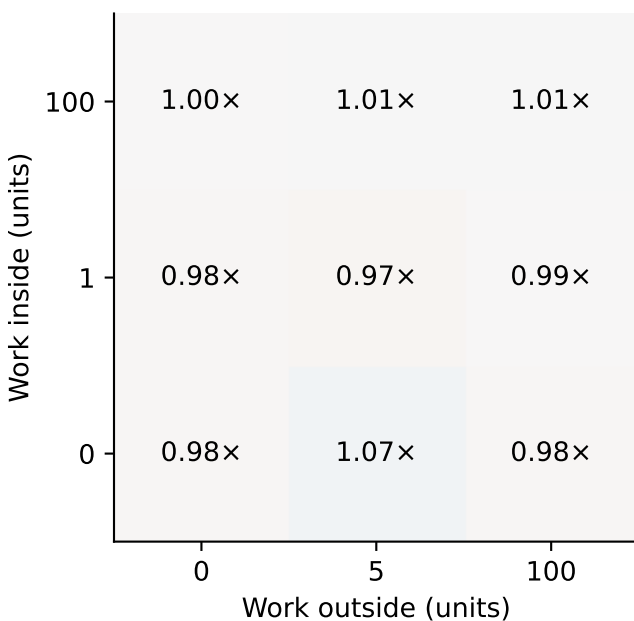
<1: reverted is faster

Median of 3 observations/build



Fixed · 1,000,000 acquisitions/thread · 16 locks · random selection · batch 16

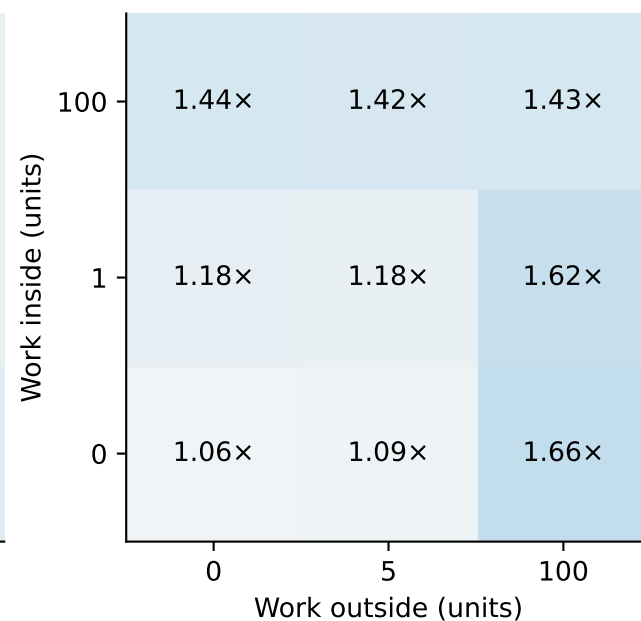
1 thread



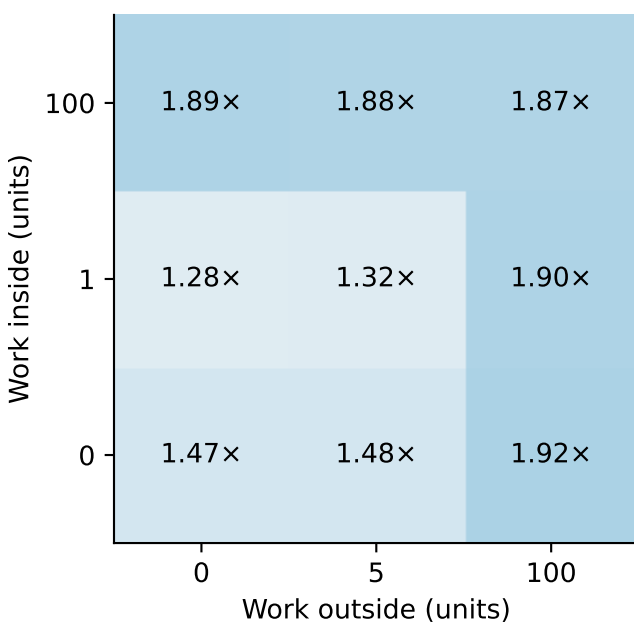
2 threads



4 threads



8 threads



16 threads



Reload / reverted throughput

>1: reload is faster

<1: reverted is faster

Median of 3 observations/build

