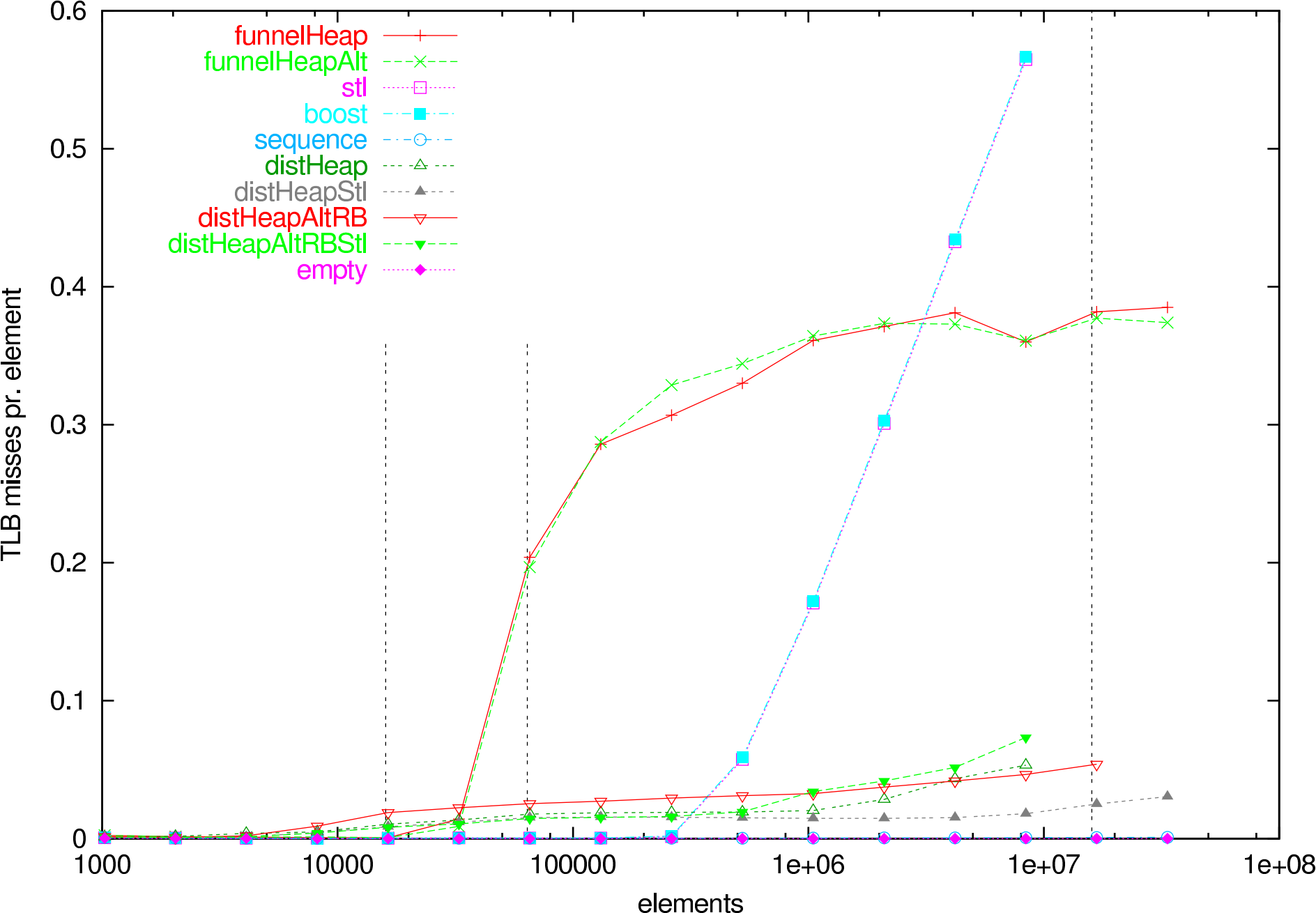
funnelHeap
funnelHeapAlt
stl
boost
sequence
distHeap
distHeapStl
distHeapAltRB
distHeapAltRBStl
empty
TLB misses pr. element
elements
0
0.1
0.2
0.3
0.4
0.5
0.6
1000
10000
100000
1e+06
1e+07
1e+08