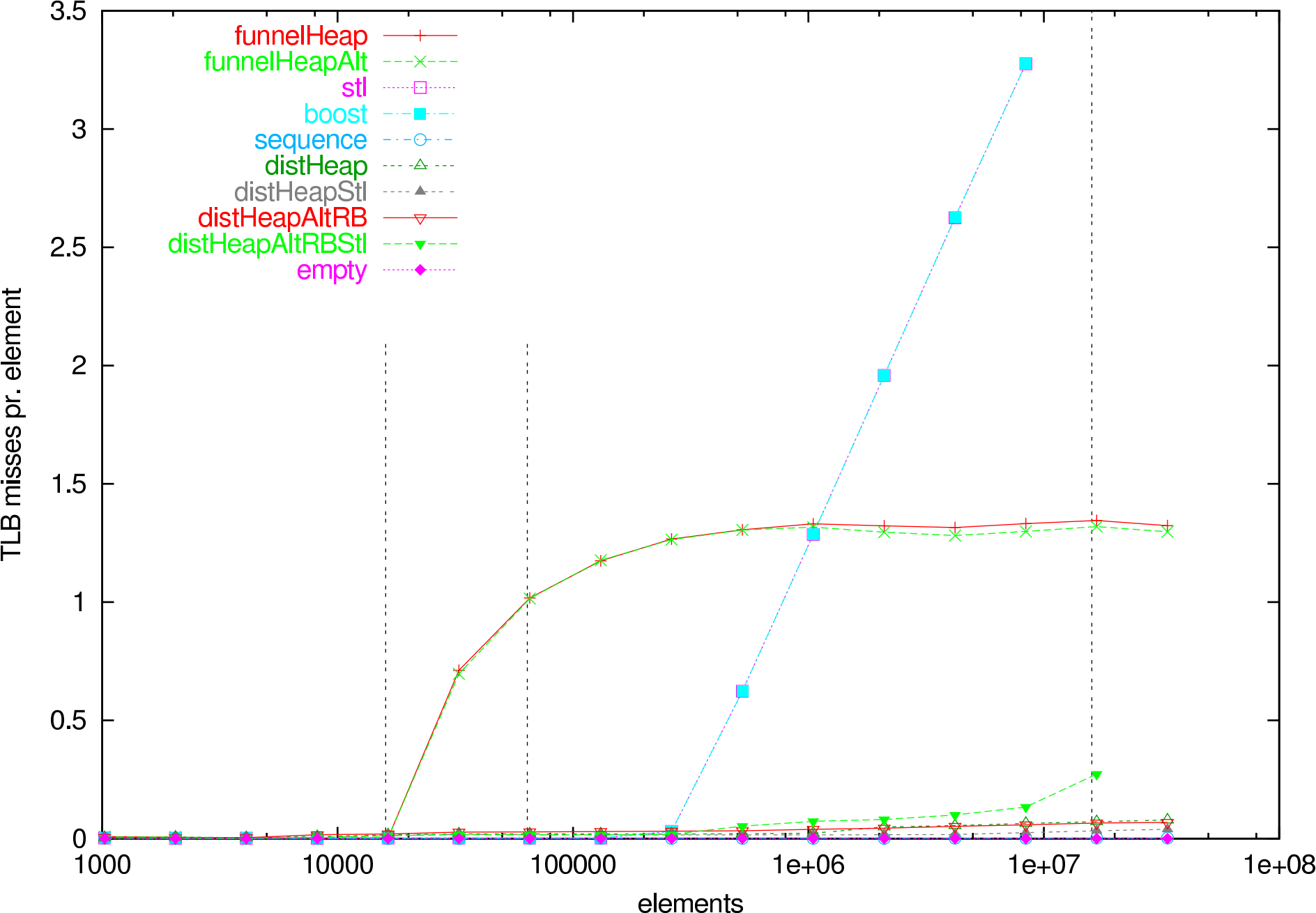
funnelHeap
funnelHeapAlt
stl
boost
sequence
distHeap
distHeapStl
distHeapAltRB
distHeapAltRBStl
empty
TLB misses pr. element
elements
3.5
3
2.5
2
1.5
1
0.5
0
1000
10000
100000
1e+06
1e+07
1e+08