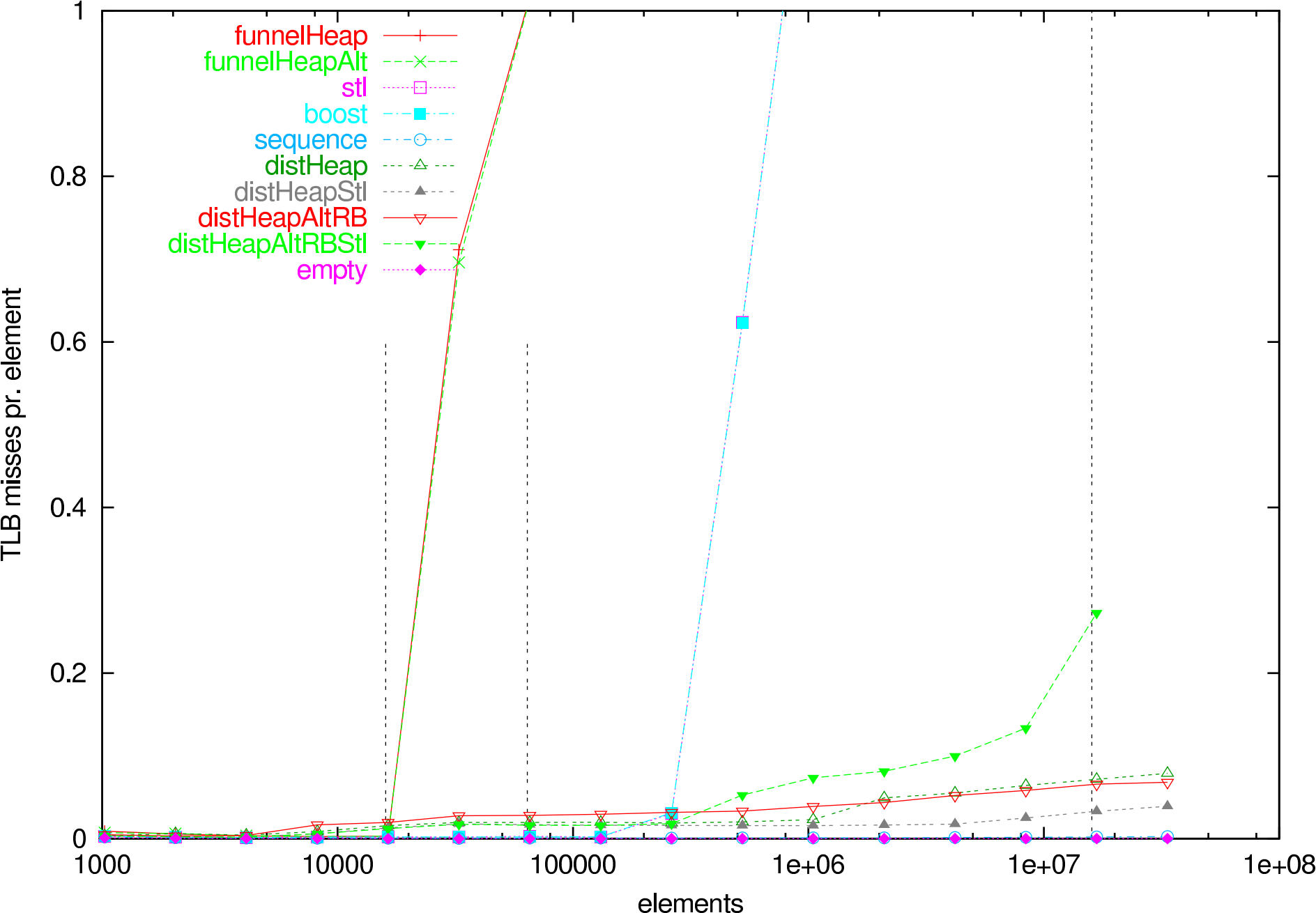
funnelHeap
funnelHeapAlt
stl
boost
sequence
distHeap
distHeapStl
distHeapAltRB
distHeapAltRBStl
empty
TLB misses pr. element
elements
0
0.2
0.4
0.6
0.8
1
1000
10000
100000
1e+06
1e+07
1e+08