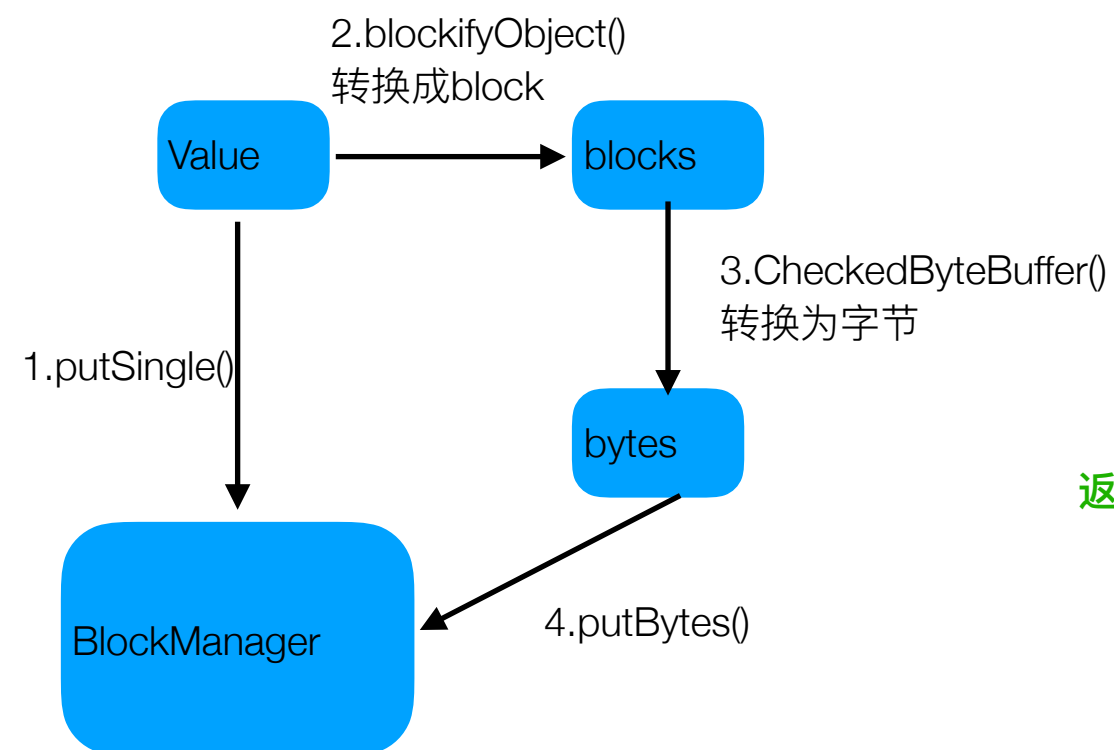


# Broadcast读写原理剖析

## Broadcast write



## Broadcast Read

