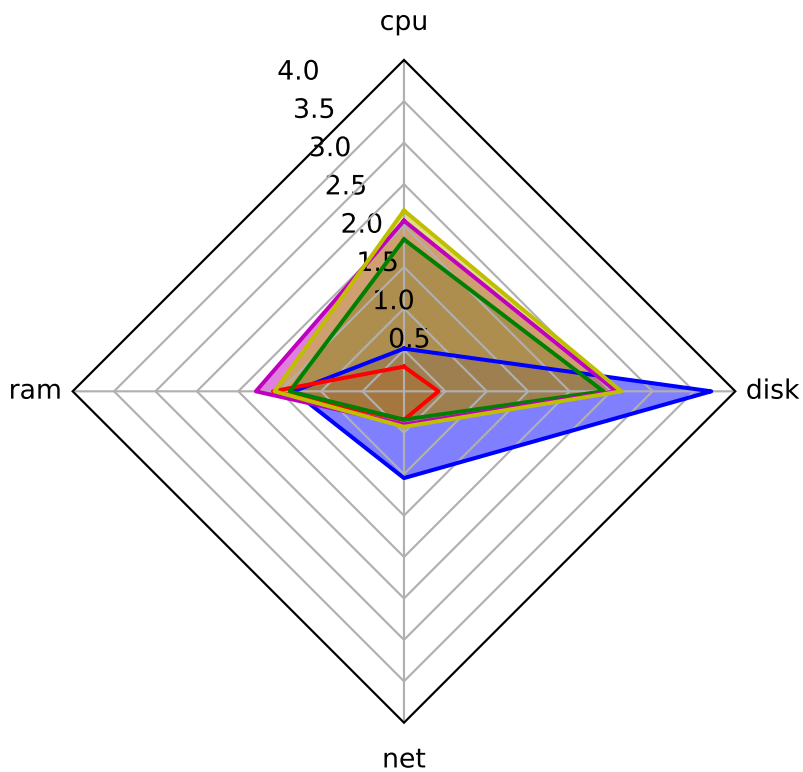
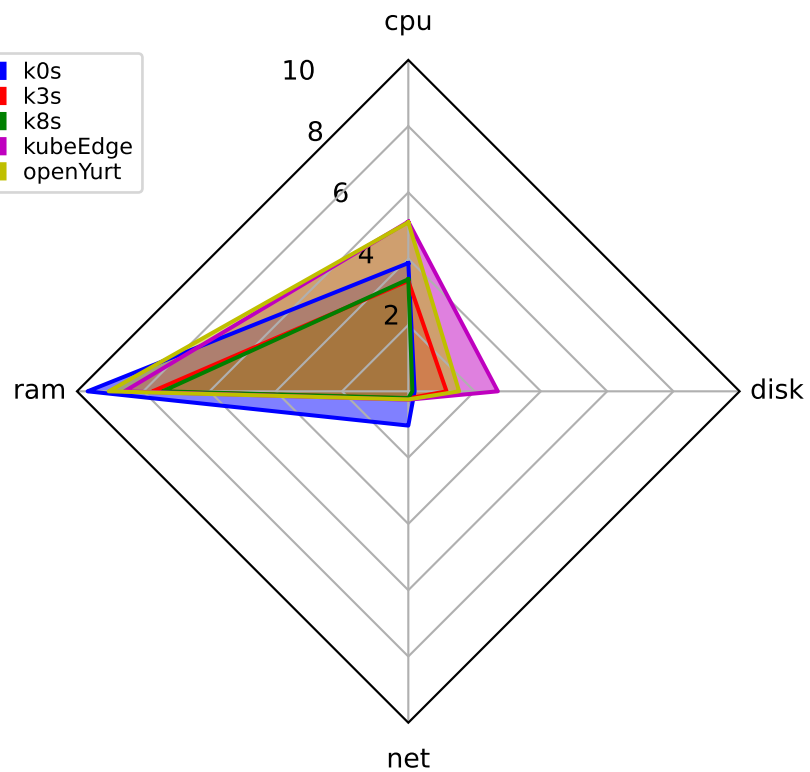


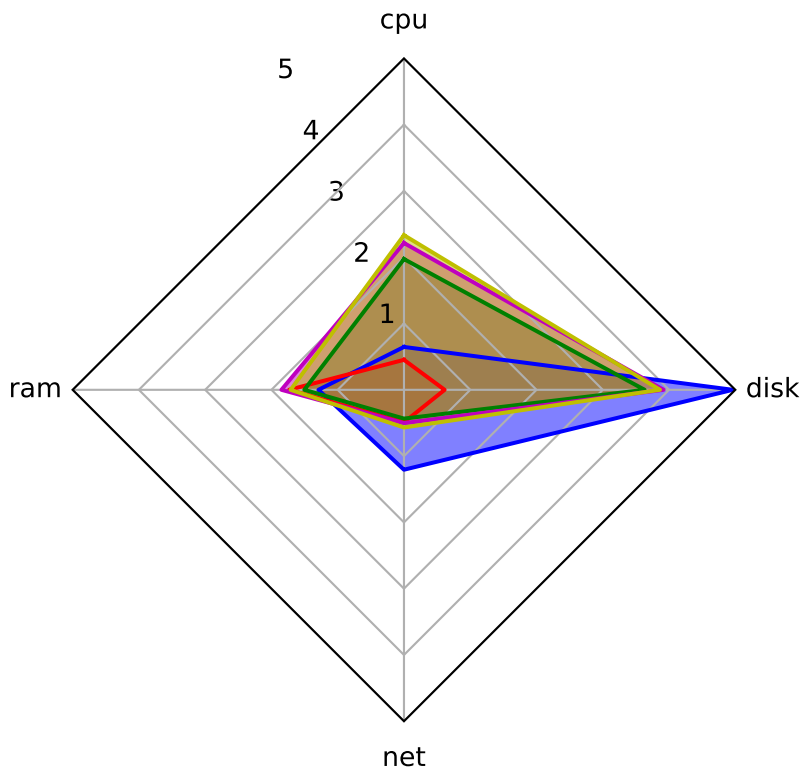
idle for Master (%)



idle for Worker (%)



cp_light_1client for Master (%)



cp_light_1client for Worker (%)

