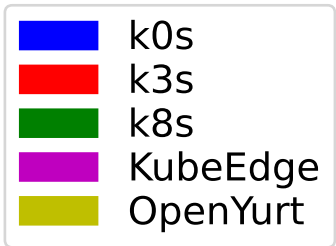
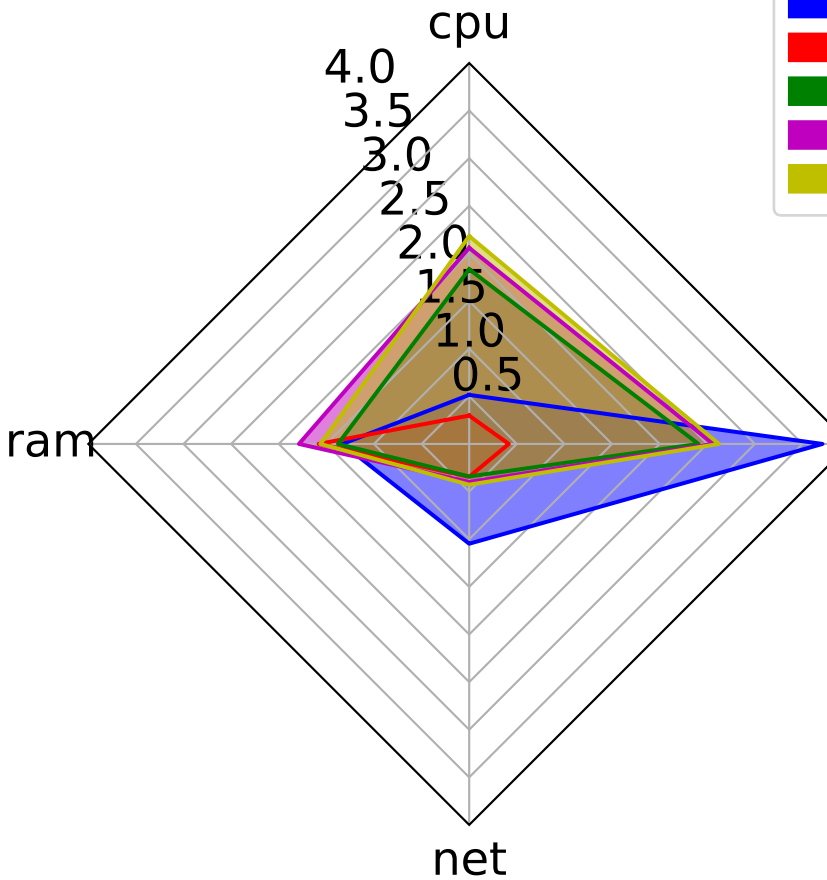


idle for Master (%)



idle for Worker (%)

