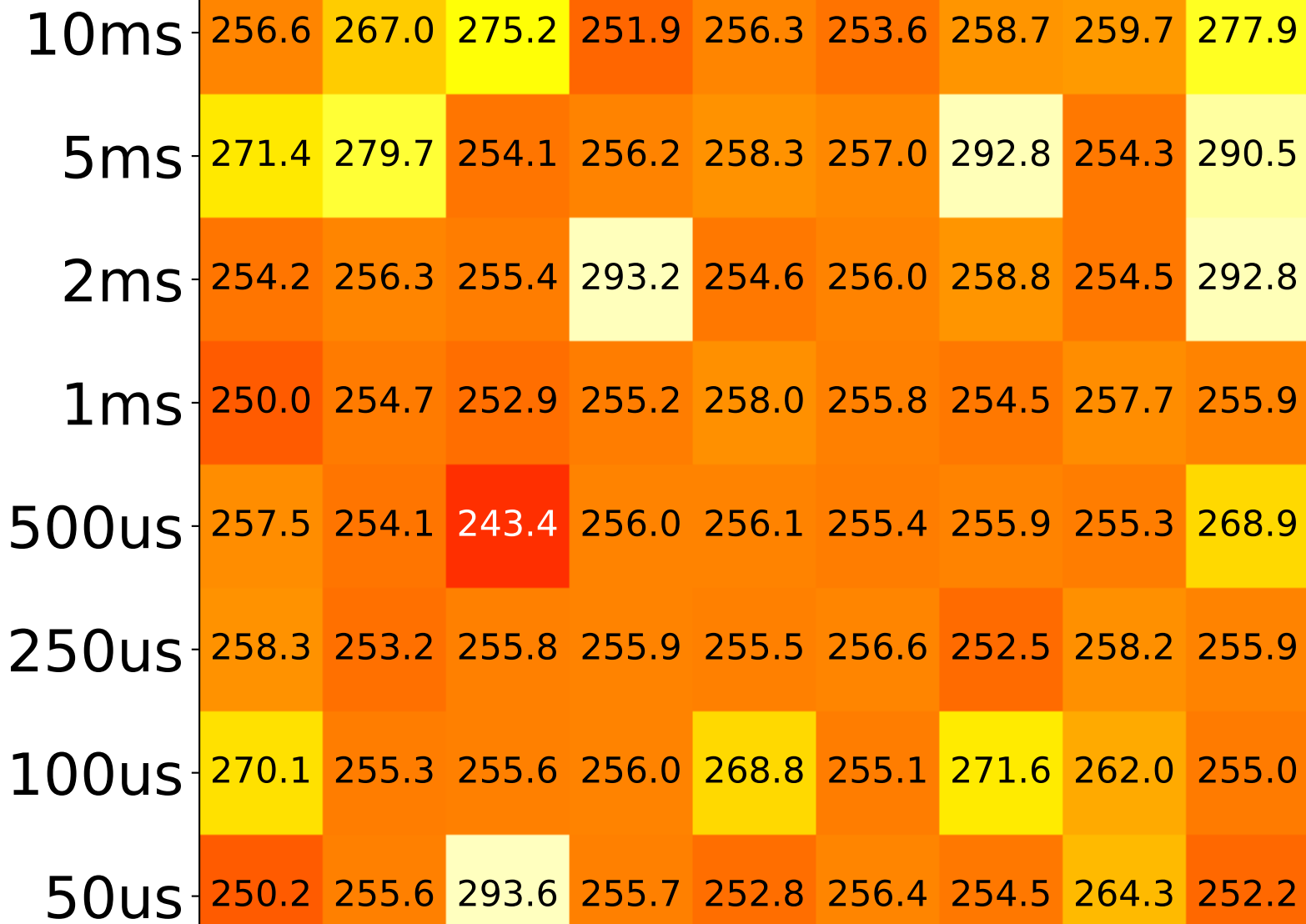


Read target latency



Write target latency