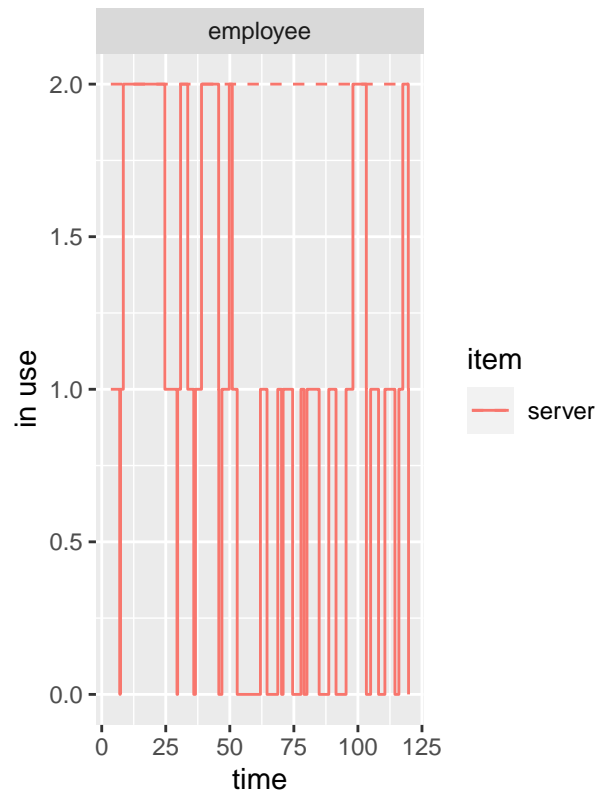


# Resource usage



# Waiting time evolution

