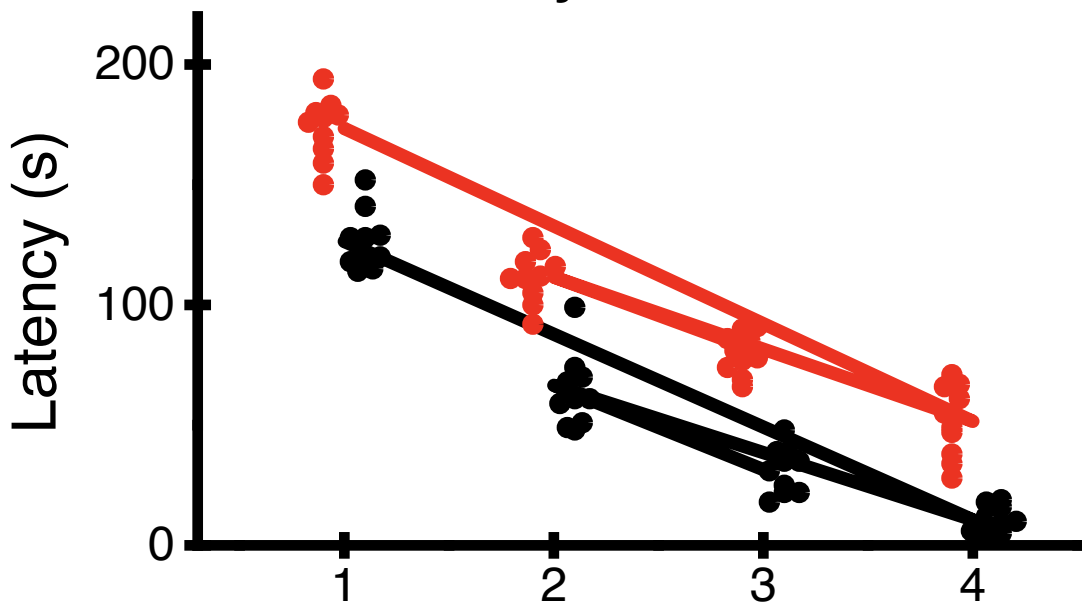


# Latency to Reward



# Percent Latency to Reward

