

Image Volume Reading

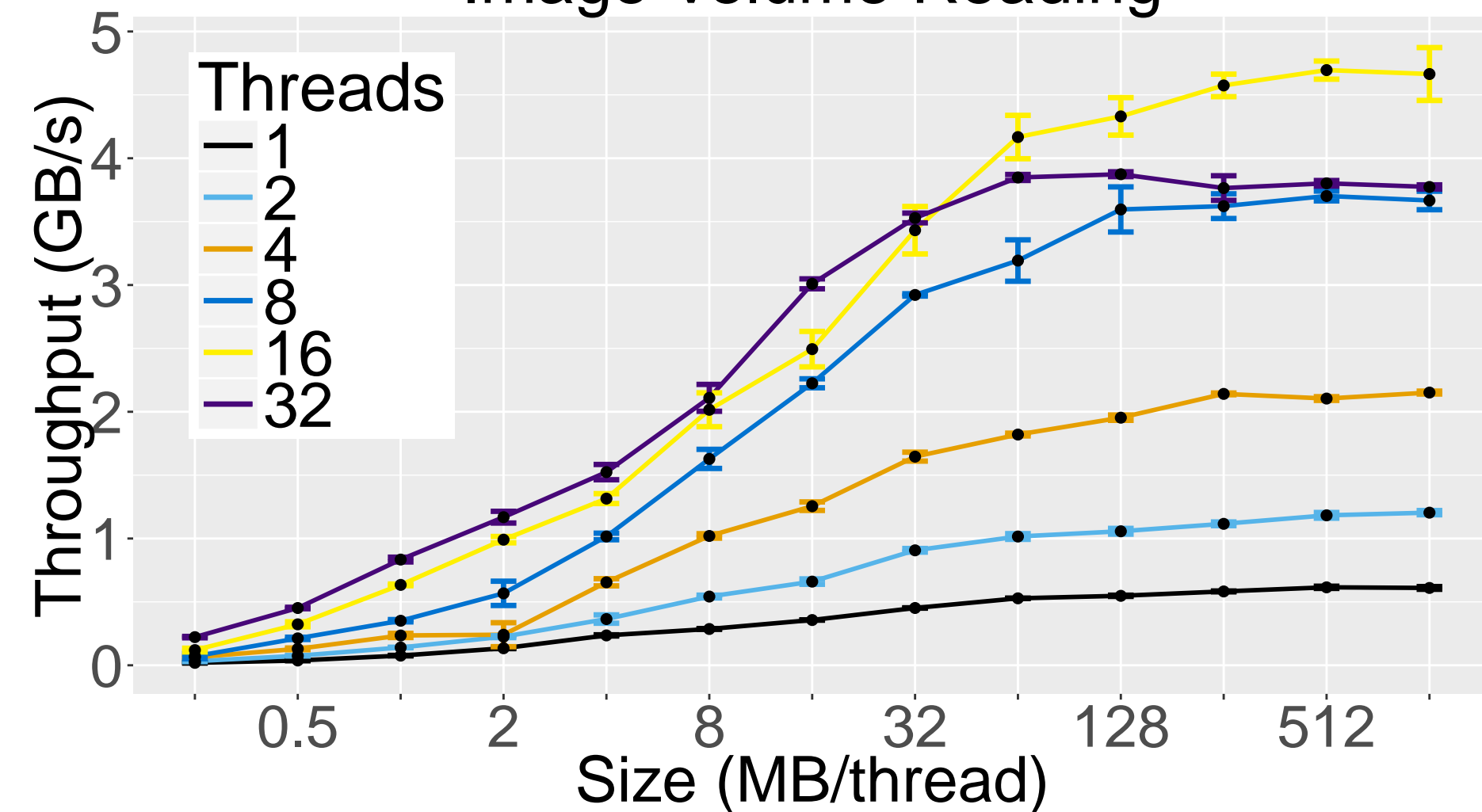


Image Tile Reading (1024 x 1024 tiles)

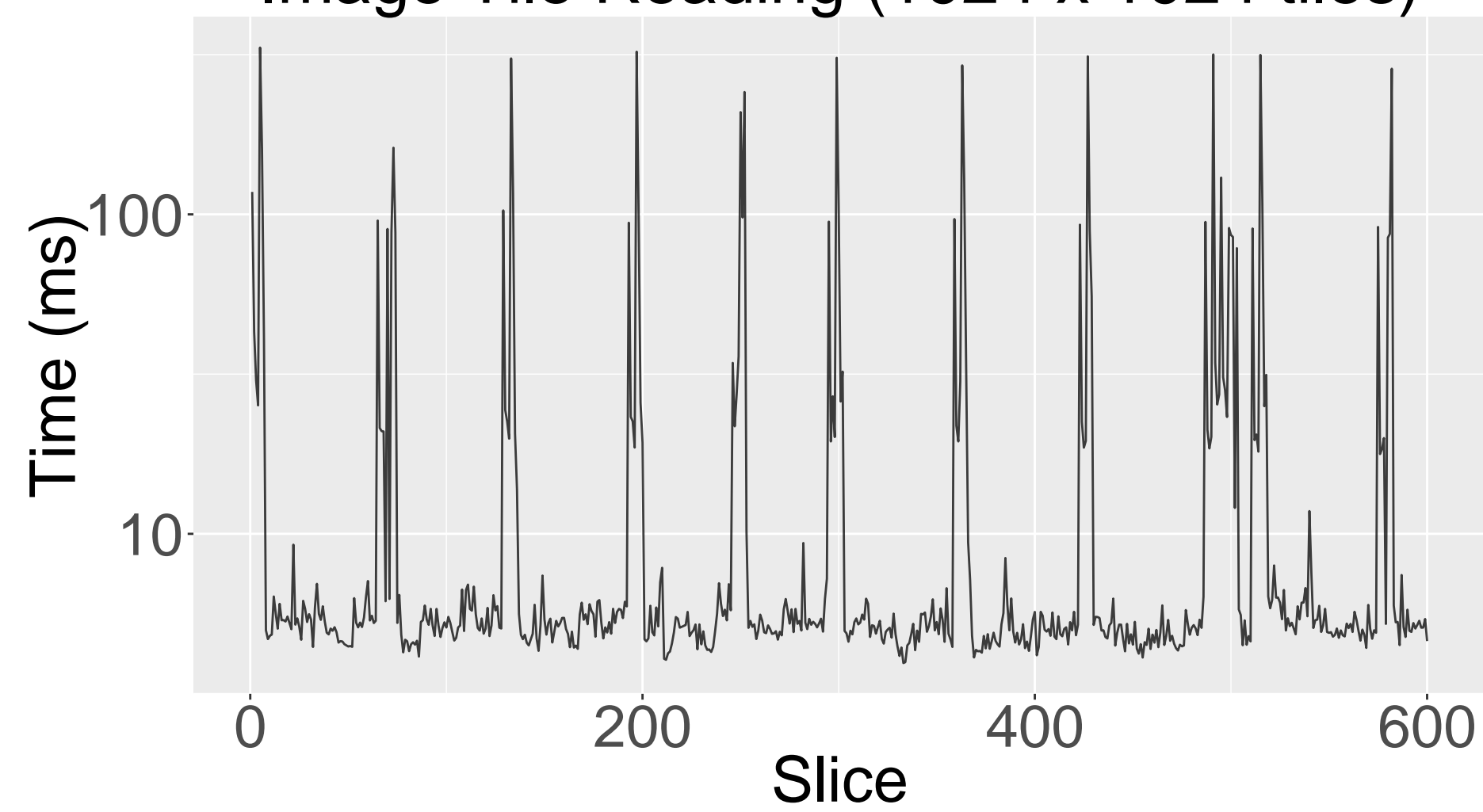
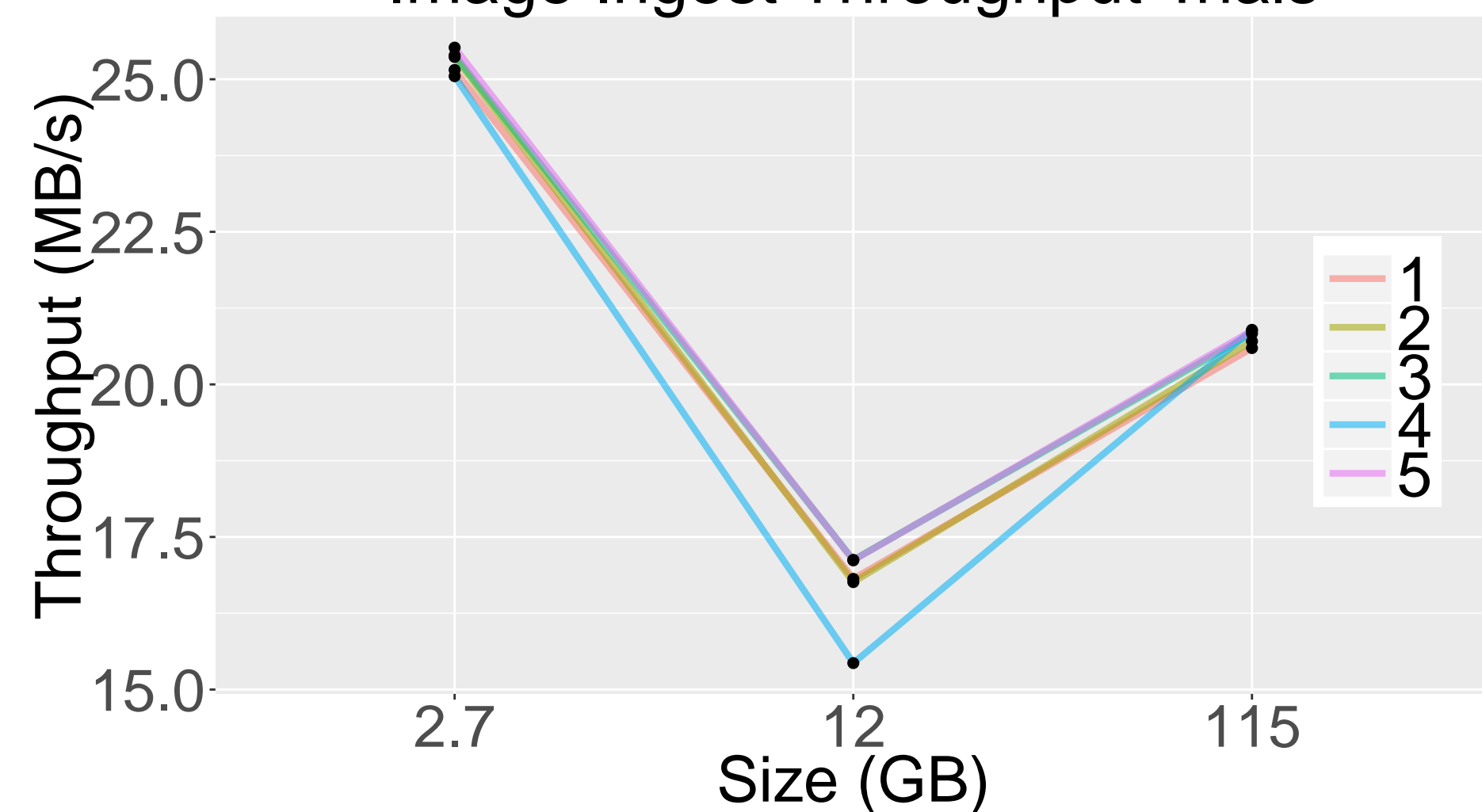


Image Ingest Throughput Trials



Annotation Volume Writing

