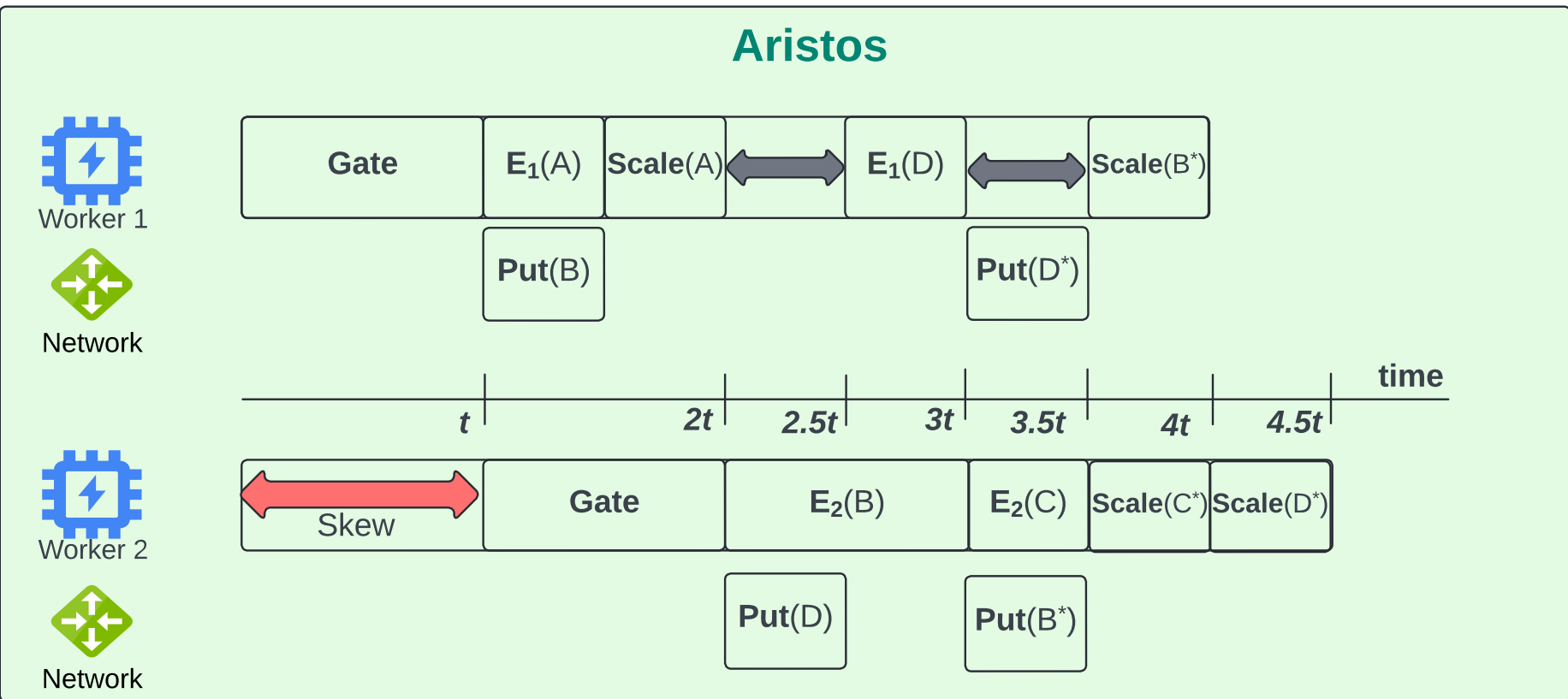
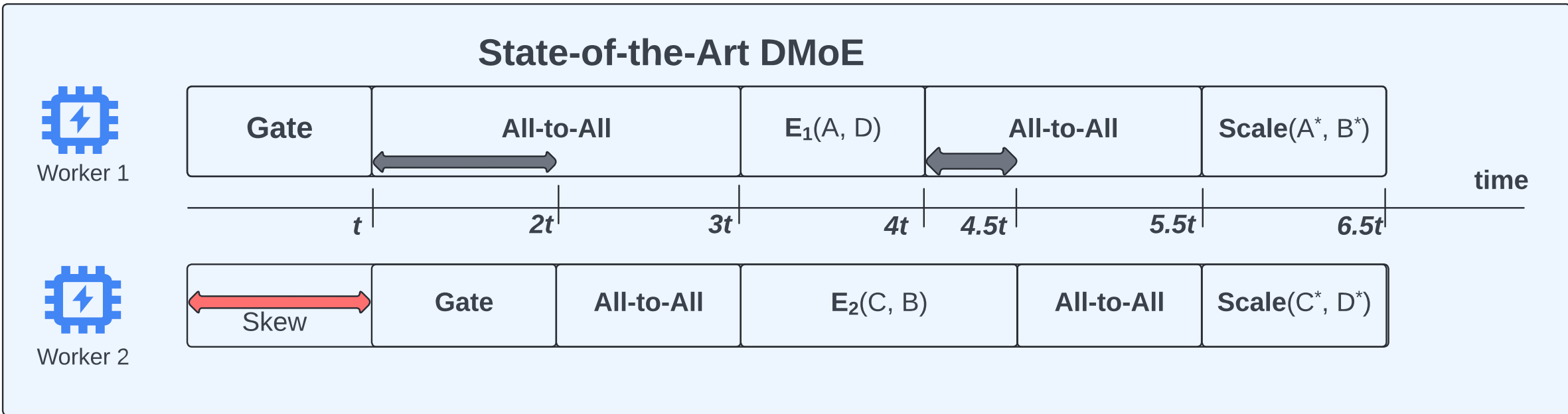


↔ Idle Time



**1.5X** less idle time!  
**1.6X** reduced latency!