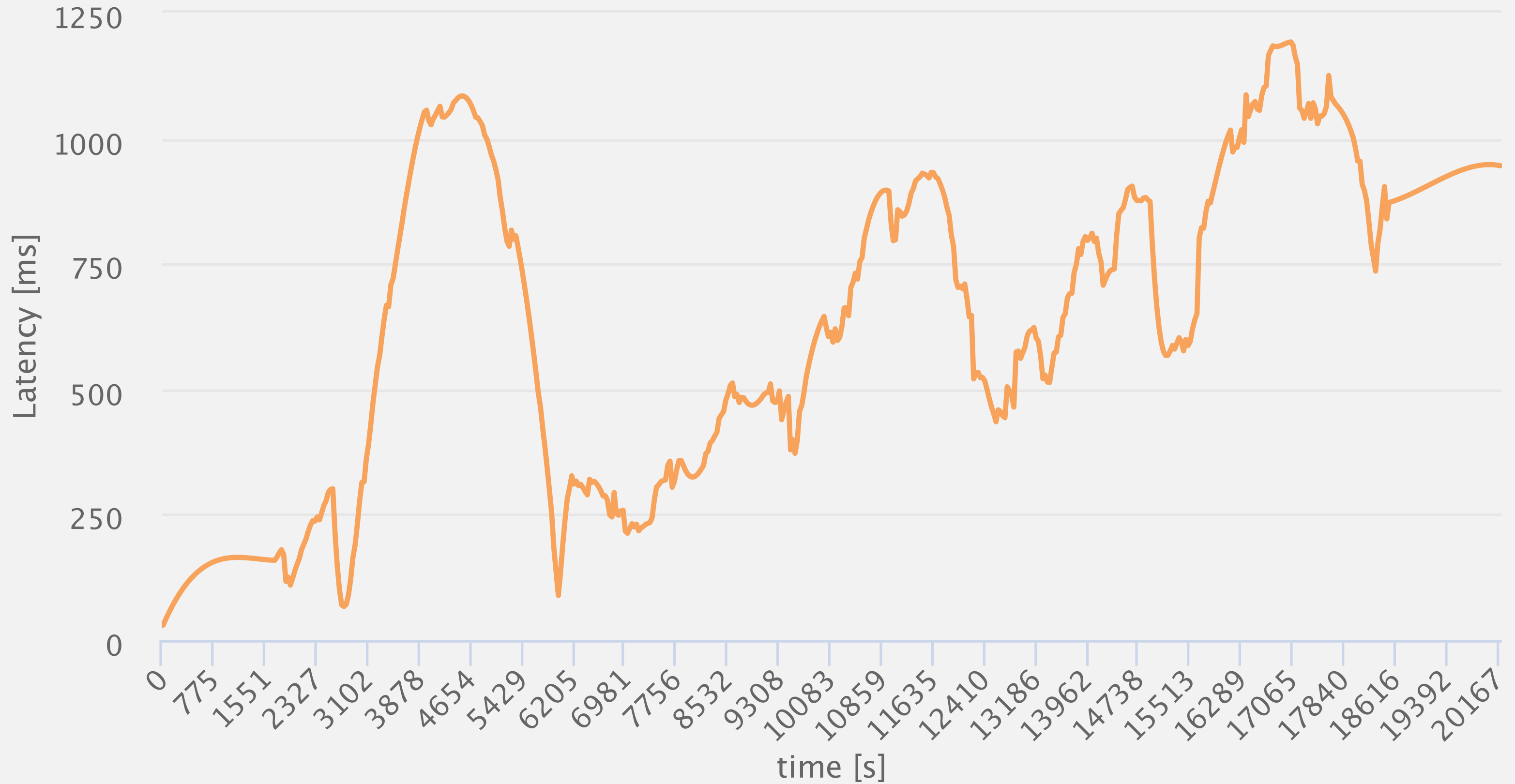


# Evolution of latency



random\_write truncate read **create** random\_read append delete