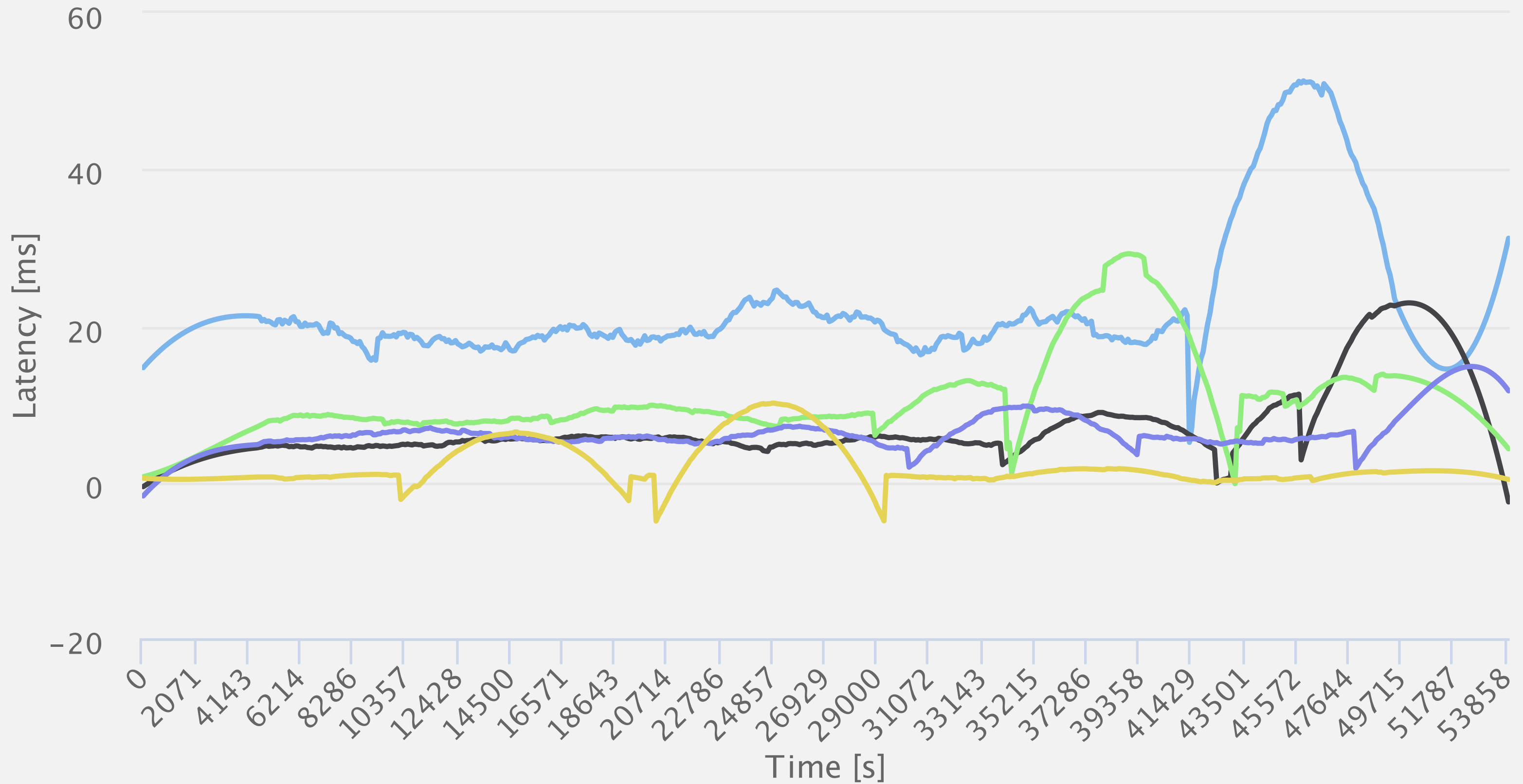


# Evolution of latency



random\_write truncate read create random\_read append delete