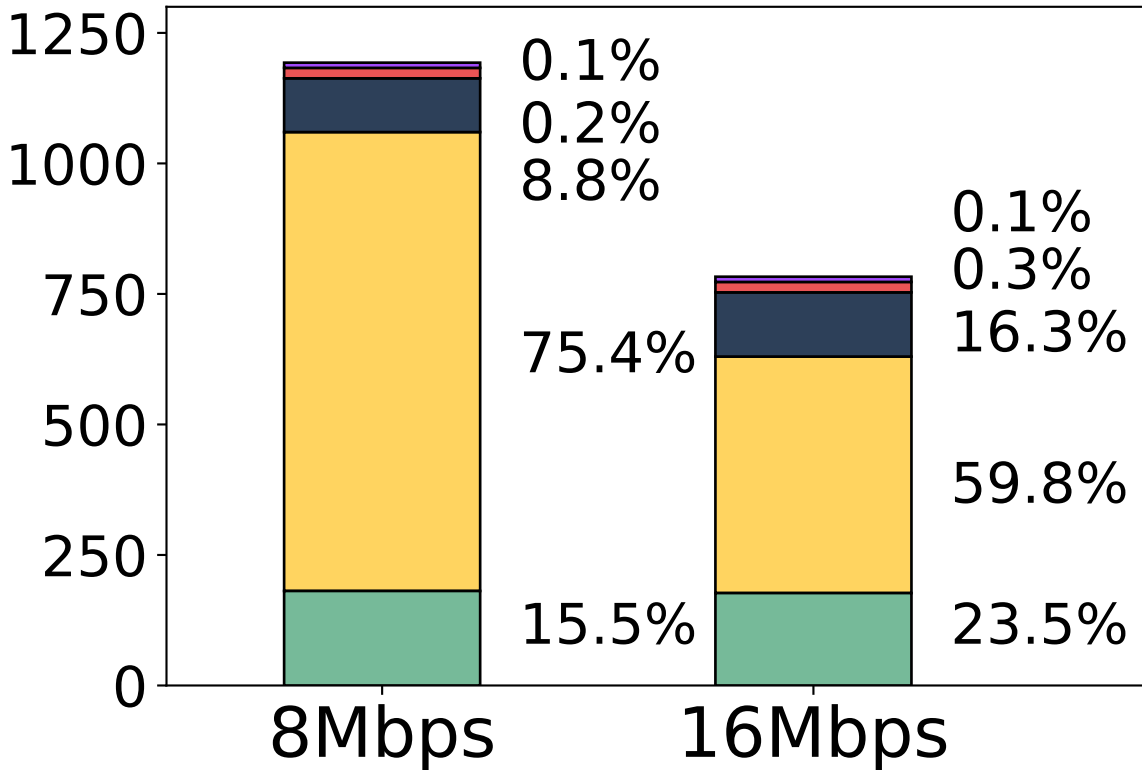


Latency(ms)



DRL_high Infer Reuse
DRL_low Transmit