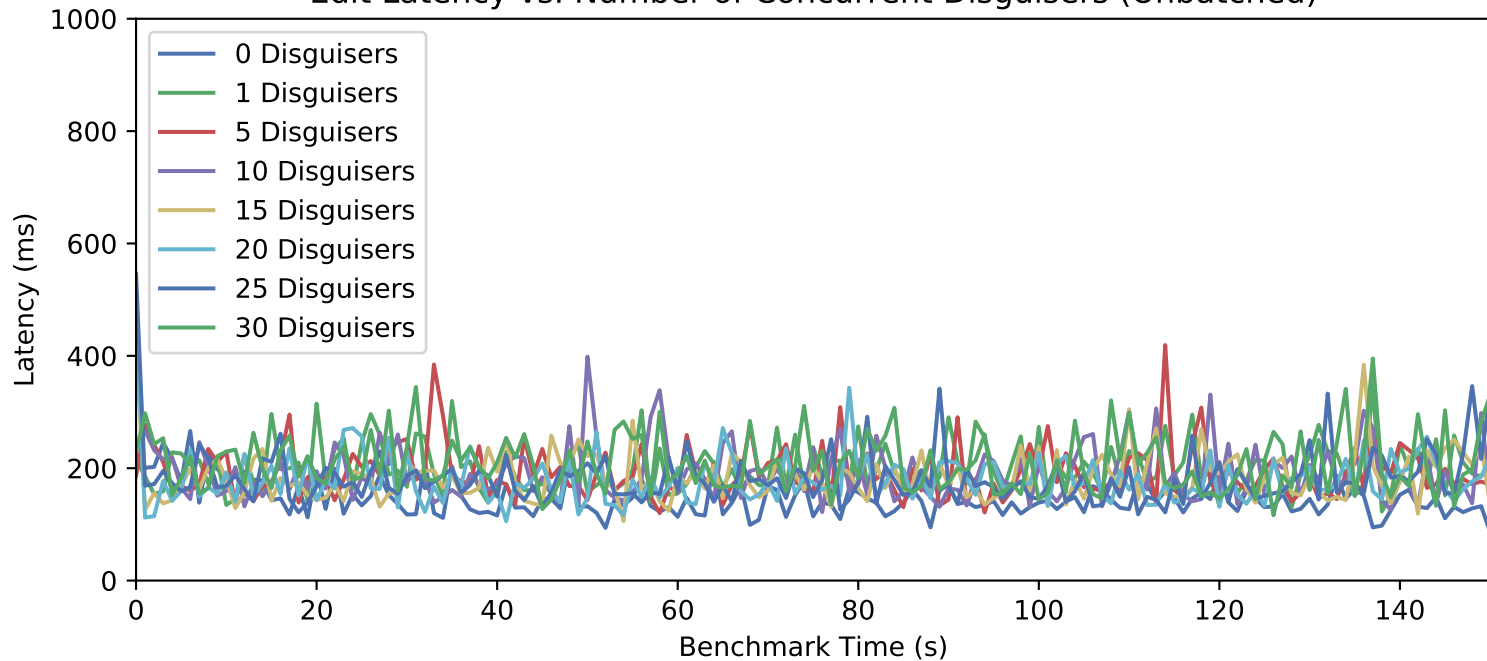


Edit Latency vs. Number of Concurrent Disguisers (Unbatched)



Edit Latency vs. Number of Concurrent Disguisers (Batched)

