

The graph illustrates the relationship between buffer size and optimal stride for minimizing read+write time. The y-axis represents 'Time Read+Write (nanoseconds)' from 0 to 70. The x-axis represents 'Stride (bytes)' on a logarithmic scale with major ticks at 4, 16, 64, 256, 1K, 4K, 16K, 64K, 256K, 1M, and 10M. The legend lists 24 buffer sizes: 0.5 KB, 1 KB, 2 KB, 4 KB, 8 KB, 16 KB, 32 KB, 64 KB, 128 KB, 256 KB, 512 KB, 1 MB, 2 MB, 4 MB, 8 MB, 16 MB, 32 MB, and 64 MB. Each buffer size is represented by a unique color and marker. The data shows that for a buffer of size B, the time is minimized when the stride is approximately B. For example, the 64 MB buffer (dark blue circles) has its lowest time at a 64K stride, while the 0.5 KB buffer (purple pluses) has its lowest time at a 4-byte stride.

