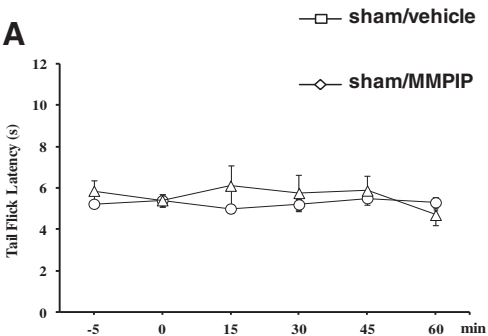
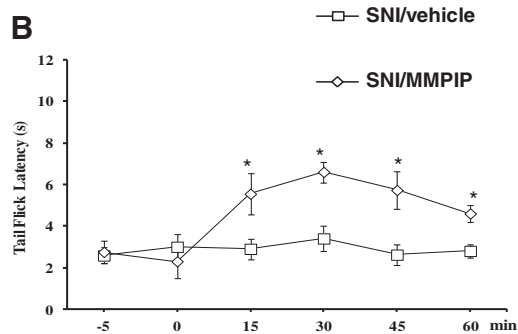


Tail flick latency

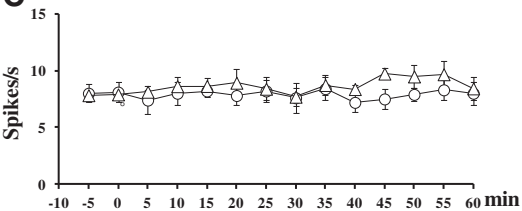
A



B

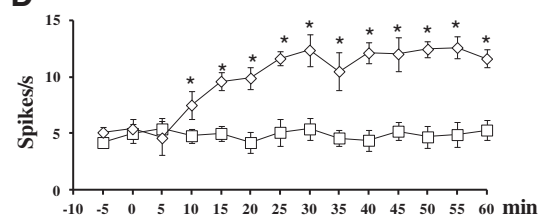


C



OFF

D



ON

E

