The diagram shows normalized runtime comparisons for different graph data structures and operations. The x-axis represents different stages or operations, while the y-axis represents normalized runtime.

- **Edge List**
- **Reverse Edge List**
- **Vertex Pull**
- **Vertex Push**
- **Vertex Push Warp**

The chart indicates that the **Vertex Push Warp** operation generally has the highest runtime, followed by **Edge List** and **Reverse Edge List**. The **Vertex Pull** operation has the lowest runtime in most cases.