The diagram shows a graph of normalized runtime against different operations.

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

The data indicates that **Vertex Push Warps** have the highest normalized runtime, followed by **Edge List** and then **Vertex Push** and **Reverse Edge List**. **Vertex Pull** has the lowest normalized runtime among the listed operations.