The diagram shows a comparison of different methods for handling graph data, specifically focusing on the normalized runtime. The x-axis represents the different methods: Edge List, Reverse Edge List, Vertex Pull, Vertex Push, and Vertex Push Warp. The y-axis represents the normalized runtime.

- **Edge List**: Represents the runtime for the Edge List method. It shows a relatively lower runtime compared to other methods, indicating efficiency.
- **Reverse Edge List**: Shows a similar runtime profile to Edge List but slightly higher, indicating a moderate increase in runtime.
- **Vertex Pull**: Displays a runtime that is higher than Edge List and Reverse Edge List, suggesting less efficiency.
- **Vertex Push**: Exhibits a runtime higher than Edge List and Reverse Edge List, with a significant increase compared to Vertex Pull, indicating the least efficient method.
- **Vertex Push Warp**: Shows the highest runtime, indicating the least efficient method among the compared methods.

Each method's runtime is normalized to provide a fair comparison among them. The diagram helps in understanding the performance implications of using different methods for graph traversal and data handling.