The diagram shows a comparison of different graph processing methods labeled as 'Normalised runtime.' The x-axis represents different stages (labeled 0, 1, and 2), and the y-axis represents the normalized runtime. The methods compared include:

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

Each method is represented by a different color: red, cyan, blue, green, and brown. The bars indicate the performance of each method at each stage.