The graph shows the runtime (in nanoseconds) for various operations across different iterations labeled from 0 to 9.

The operations and their associated runtime are as follows:

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

Each iteration has a distinct pattern of runtime for these operations, with the **Vertex Pull** and **Vertex Push** operations generally being the fastest, followed by **Vertex Push Warp**, and **Reverse Edge List** being the slowest. **Edge List** shows intermediate runtime values.

The x-axis represents the iteration number, while the y-axis represents the runtime in nanoseconds.