

```
program graph
get_bitmap 0x12f708000 680x100
(metal context 1 frame 2 tile 1)
deviceName=Apple iOS simulator GPU
cacheIntermediates=true
intermediatesLimit=256MB
workingFormat=RGBA8
format=RGBA8
roi=[0 0 680 100]
passCount=1
pixelsProcessed=68000
pixelsOverdrawn=0
peakNonVolatile=0MB
completionTime=0.018s
compileTime=3.325ms
compileWaitTime=0.000ms
kernelExecutionTime=11.175ms
rate=6.085MP/s
```

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```
affine [1 0 0 1 0 0]
clamp_to_alpha
premultiply
linear_to_srgb
unpremultiply
colorkernel _src0ver src dst
├premultiply
│   srgb_to_linear
│   unpremultiply
│   (17) // stopped concat because child is a raster leaf
└fill [1 1 1 1 ExtendedSRGB]
```

```
type=metallibV2
rois=[0 0 680 100]
pixels=68000
extent=[infinite]
digest=EE5D770AD9481D0C
kernelDigest=8EEADE284E4C621D
compileTime=3.325ms (waited=0.000ms) cache:miss
renderTime=11.17488ms
```

```
CGImageRef RGBA8 edge_clamp
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100] shallow
digest=394E3F3E07A2894A
```