

```
program graph
get_bitmap 0x12f74c000 680x100
(metal context 1 frame 4 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=0.002s
compileTime=0.539ms
compileWaitTime=0.000ms
kernelExecutionTime=0.065ms
rate=1044.814MP/s
```

77



```
affine [1 0 0 1 0 0]
clamp_to_alpha
  colorkernel _src0ver src dst
  |—premultiply
  |   srgb_to_linear
  |   unpremarkultiply
  |   (68) // 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=491C606EDCC2AB98
kernelDigest=028E99A557DD0790
compileTime=0.539ms (waited=0.000ms) cache:miss
renderTime=0.06508ms
```

```
CGImageRef RGBA8 edge_clamp
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100] shallow
digest=274FC1E7CC69FFAC
```