

```
program graph
get_bitmap 0x107240000 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=0.037s
compileTime=2.628ms
compileWaitTime=0.000ms
kernelExecutionTime=31.297ms
rate=2.173MP/s
```

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```
affine [1 0 0 1 0 0]
clamp_to_alpha
  colorkernel _srcOver src dst
  |—premultiply
  |   srgb_to_linear
  |   unpmultiply
  |   (14) // 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=B38725DCC644656E
kernelDigest=028E99A557DD0790
compileTime=2.628ms (waited=0.000ms) cache:miss
renderTime=31.29688ms
```

```
CGImageRef RGBA8 edge_clamp
rois=[0 0 680 100]
pixels=68000
extent=[infinite][0 0 680 100] shallow
digest=99B3DDCA2115320C
```