

```
program graph
get_bitmap 0x10501c000 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=0.016s
compileTime=1.862ms
compileWaitTime=0.000ms
kernelExecutionTime=11.936ms
rate=5.697MP/s
```

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```
affine [1 0 0 1 0 0]
clamp_to_alpha
premultiply
  linear_to_srgb
  unpremultiply
    colorkernel _srcOver 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=BC55D2A588970993
kernelDigest=8EEADE284E4C621D
compileTime=1.862ms (waited=0.000ms) cache:miss
renderTime=11.93571ms
```

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