```
optimized graph
create_cgimage
(metal context 1 frame 0)
workingFormat=RGBAh
format=RGBA8
roi=[0 0 720 360]
```

```
affine
1  0  -0
0  1  -0
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=2B2EC6ECD113E185
```

```
clamp_to_alpha
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=4F4B2D1374345000
```

```
premultiply
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=70413006A818B828
```

```
linear_to_srgb
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=7DE78692A0202C5E
```

```
unpremultiply
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=EC0C65B6D2639CAA
```

```
colorkernel colorFilterKernel
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=ABD432F8C8AA0F5E
```

```
srgb_noop
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
opaque shallow
digest=F7F2CFFE2D8AB177
```

```
swizzle_bgr1
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
opaque shallow
digest=510968BB1CD05D58
```

```
IOSurface 0x600000565dc0(619) seed:1 sRGBA8 alpha_one edge_clamp
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
opaque shallow
digest=480FFA9010E18A54
```