

```
program graph
get_bitmap 0x12e510000
(metal context 1 frame 1 tile 1)
deviceName=Apple iOS simulator GPU
cacheIntermediates=true
intermediatesLimit=256MB
workingFormat=RGBA8
format=RGBA8
roi=[0 0 720 360]
```

```
affine [1 0 0 1 0 0]
clamp_to_alpha
premultiply
linear_to_srgb
unpremultiply
colorkernel colorFilterKernel
srgb_noop
swizzle_bgr1
// stopped concat because child is raster leaf

type=metallibV1
rois=[0 0 720 360]
pixels=259200
extent=[infinite][0 0 720 360]
digest=E00D755500C6FE86
```

```
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
```