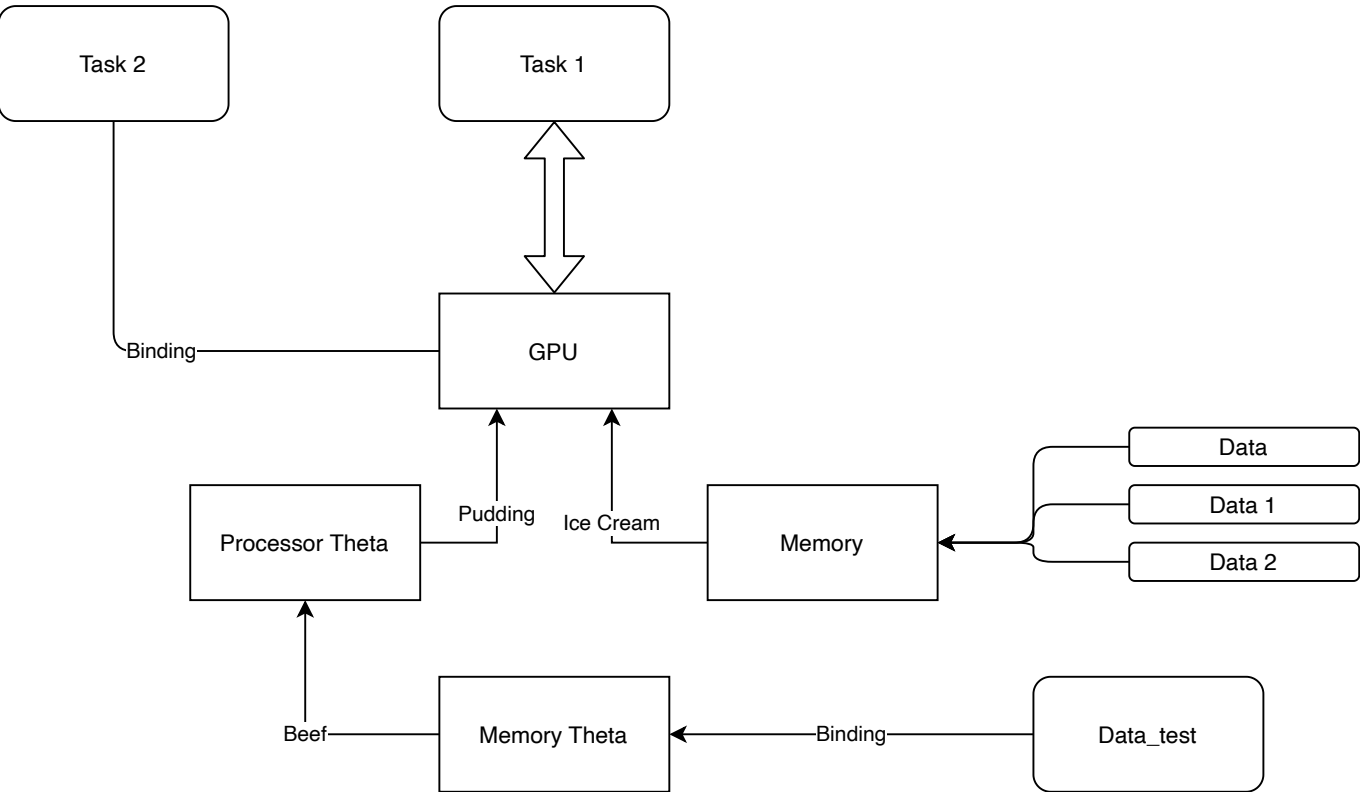
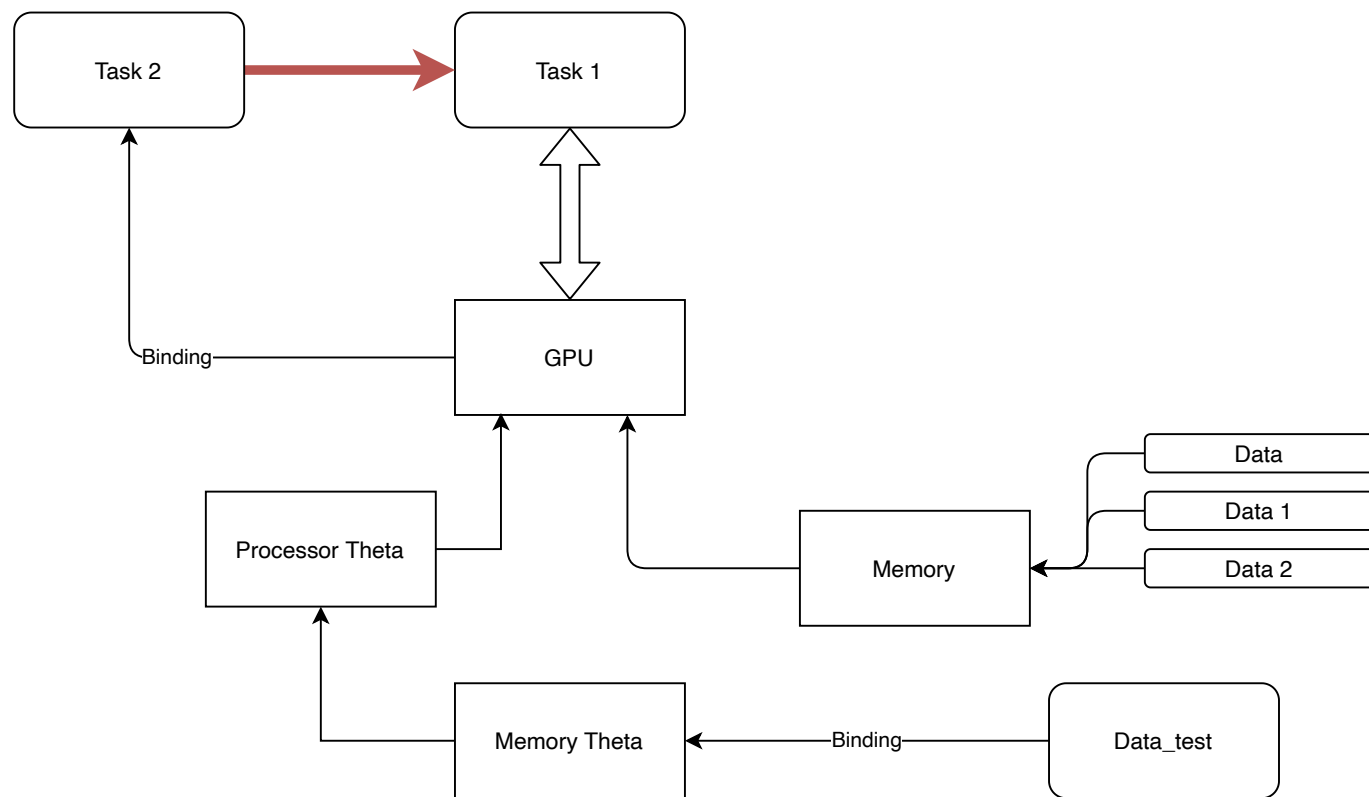


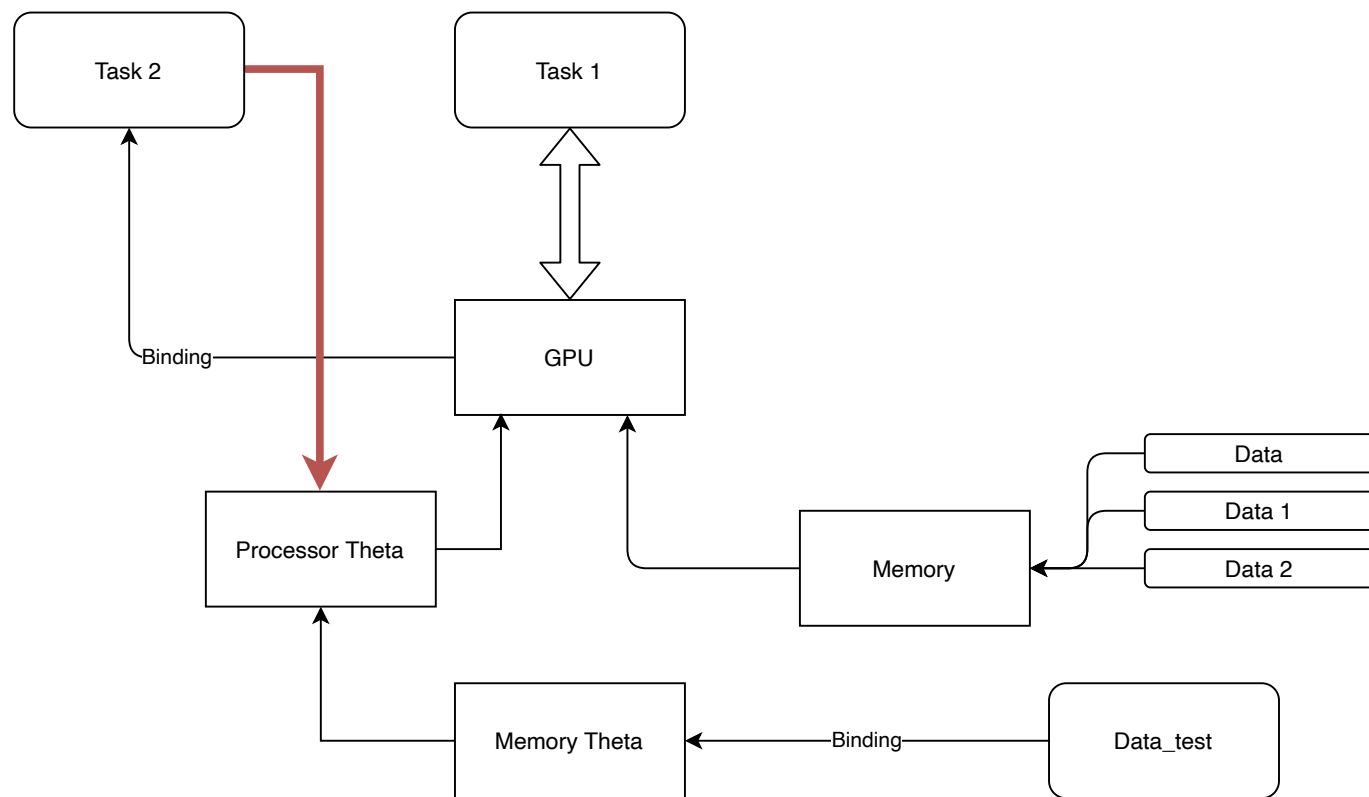
B4Time - Draw.io/Diagram.net test diagrams. Install the b4time.js plugin by going to Extras->Plugins.

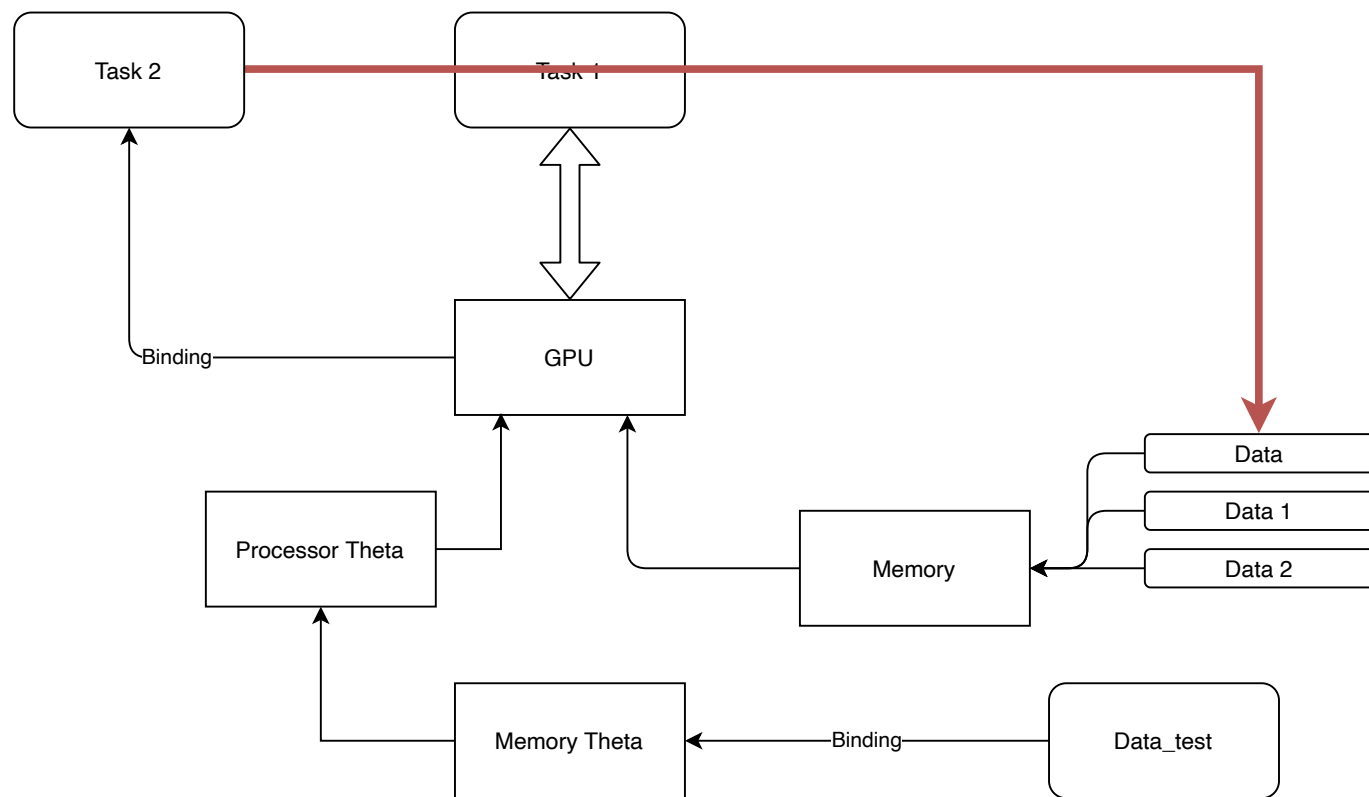


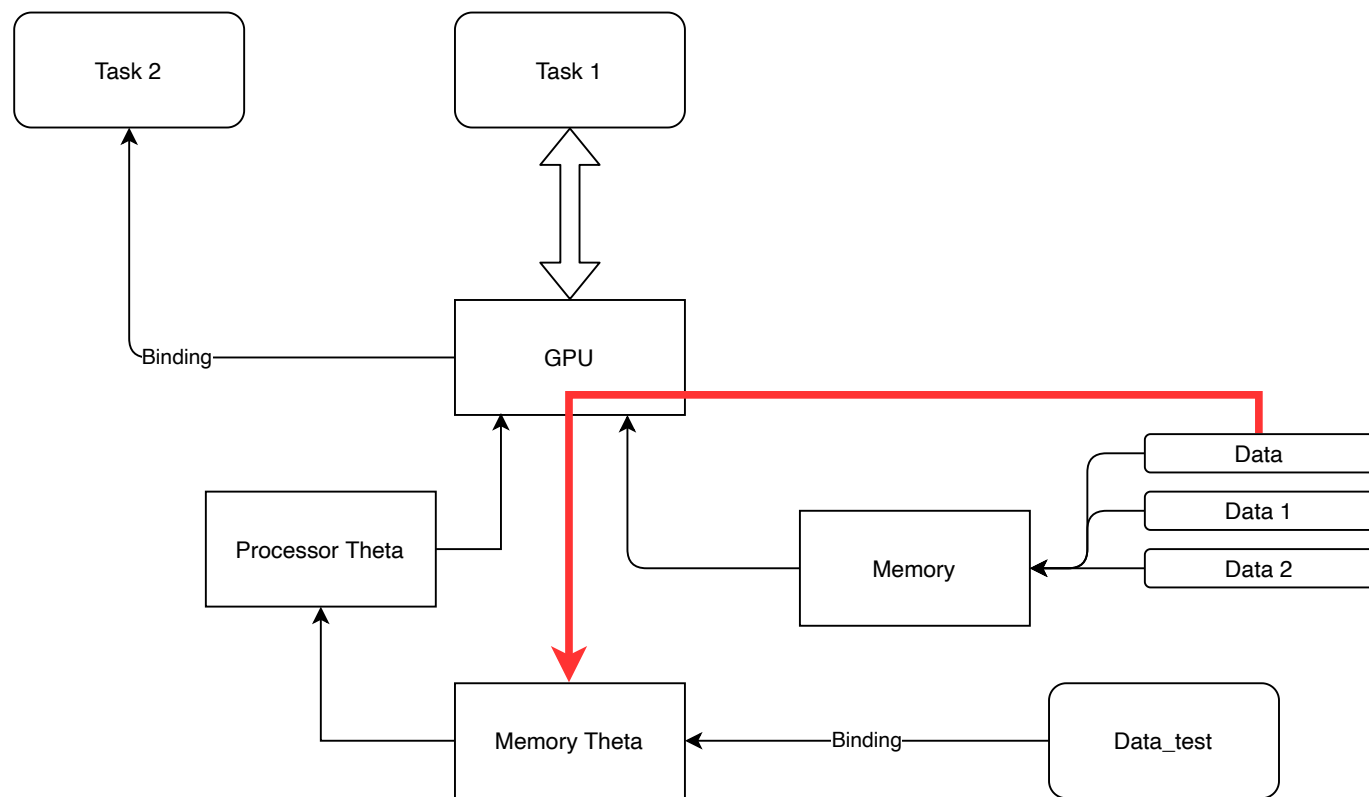
```
{
  "GPU": {
    "name": "GPU",
    "type": "processor",
    "speed": "100",
    "links": [
      "Ice Cream",
      "Pudding"
    ]
  },
  "Data 1": {
    "name": "Data 1",
    "type": "data",
    "bound": "Memory"
  },
  "Ice Cream": {
    "name": "Ice Cream",
    "type": "link",
    "speed": "10000"
  },
  "Memory": {
    "name": "Memory",
    "type": "memory",
    "size": "10000",
    "link": "Ice Cream"
  },
  "Task 1": {
    "name": "Task 1",
    "type": "task",
    "callback": "Jump_the_shark",
    "bound": "GPU"
  },
  "Task 2": {
    "name": "Task 2",
    "type": "task",
    "callback": "Tall_jump",
    "bound": "GPU"
  },
  "Pudding": {
    "name": "Pudding",
    "type": "link",
    "speed": "10000"
  },
  "Processor Theta": {
    "name": "Processor Theta",
    "type": "processor",
    "speed": "100",
    "links": [
      "Pudding",
      "Beef"
    ]
  },
  "Beef": {
    "name": "Beef",
    "type": "link",
    "speed": "10000"
  },
  "Memory Theta": {
    "name": "Memory Theta".
```

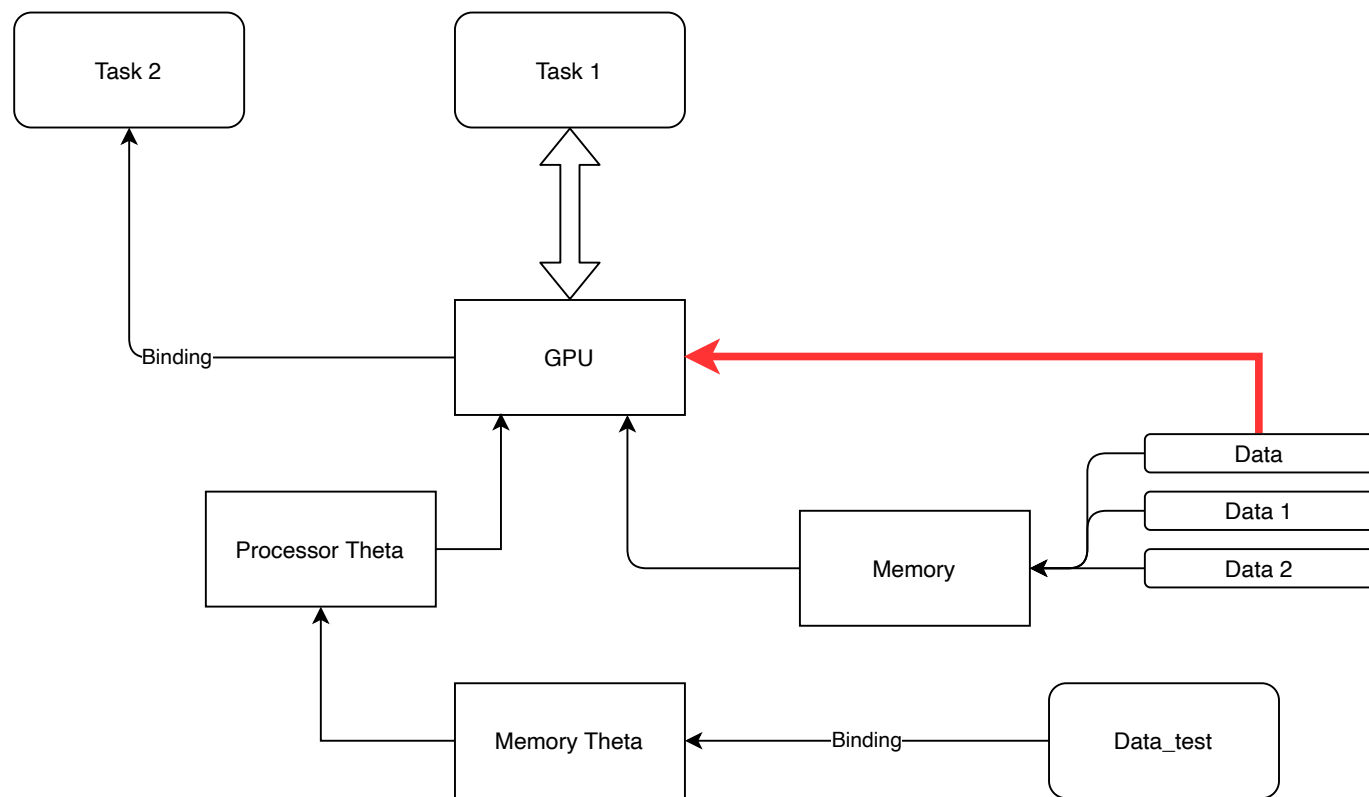
```
    "type": "memory",
    "size": "10000",
    "link": "Beef"
  },
  "Data_test": {
    "name": "Data_test",
    "type": "data",
    "bound": "Memory Theta"
  },
  "Data 2": {
    "name": "Data 2",
    "type": "data",
    "bound": "Memory"
  },
  "Data": {
    "name": "Data",
    "type": "data",
    "bound": "Memory"
  }
}
```

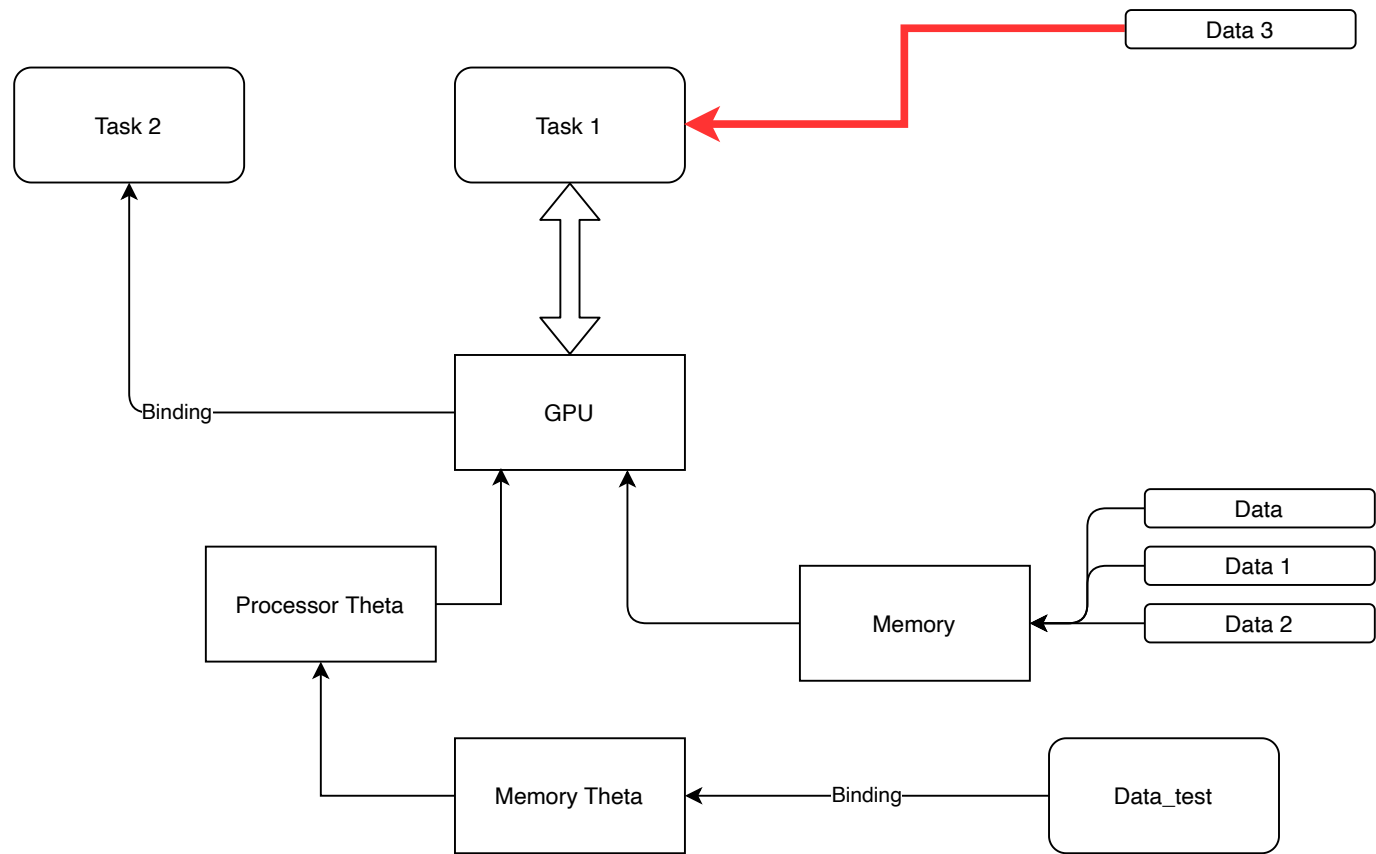


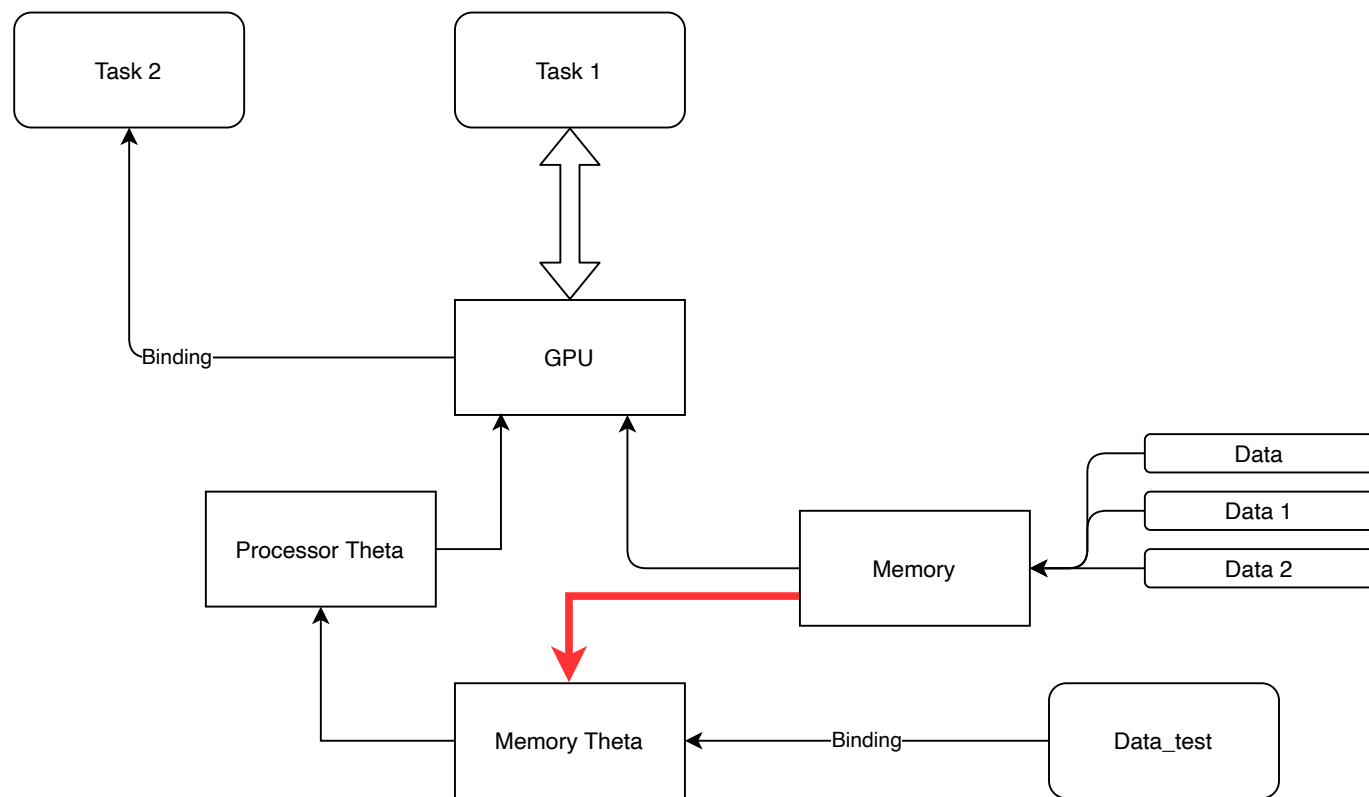


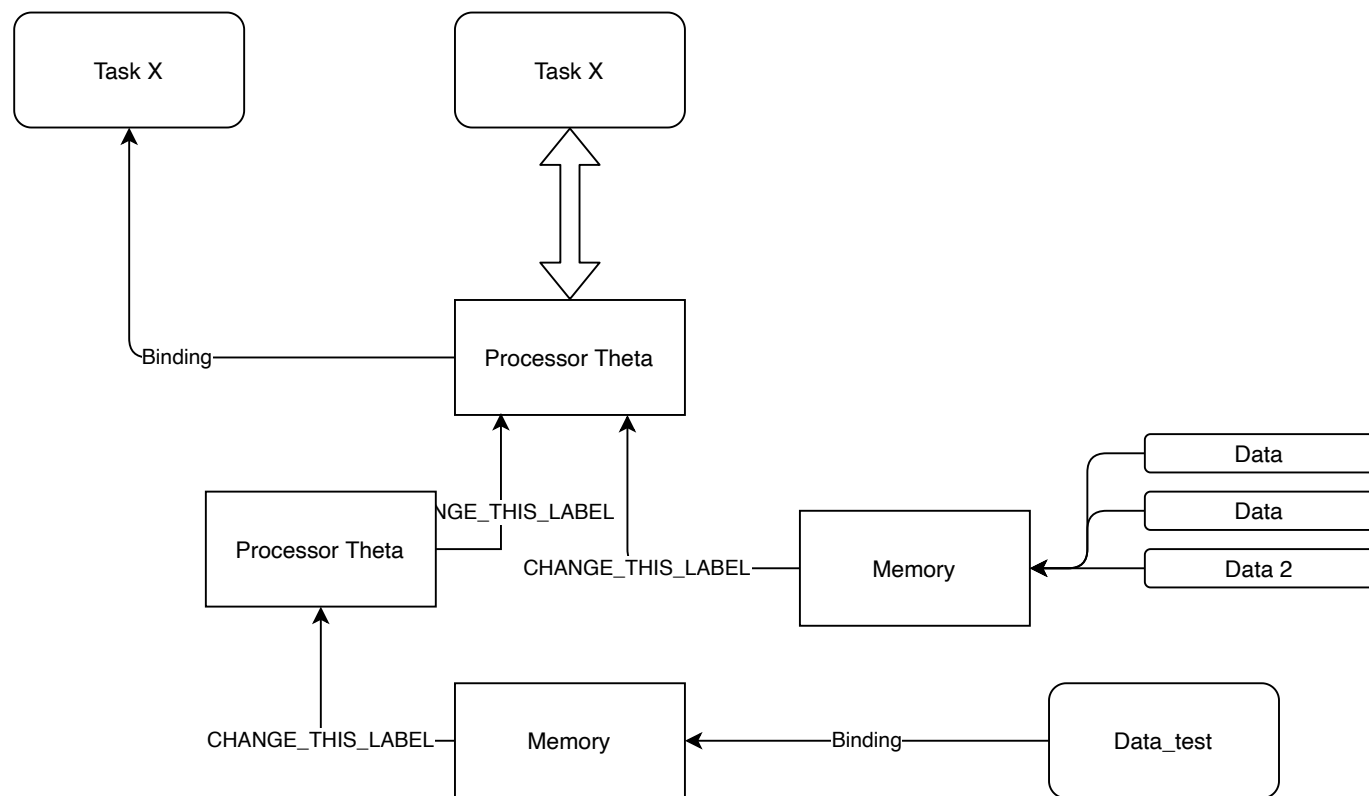




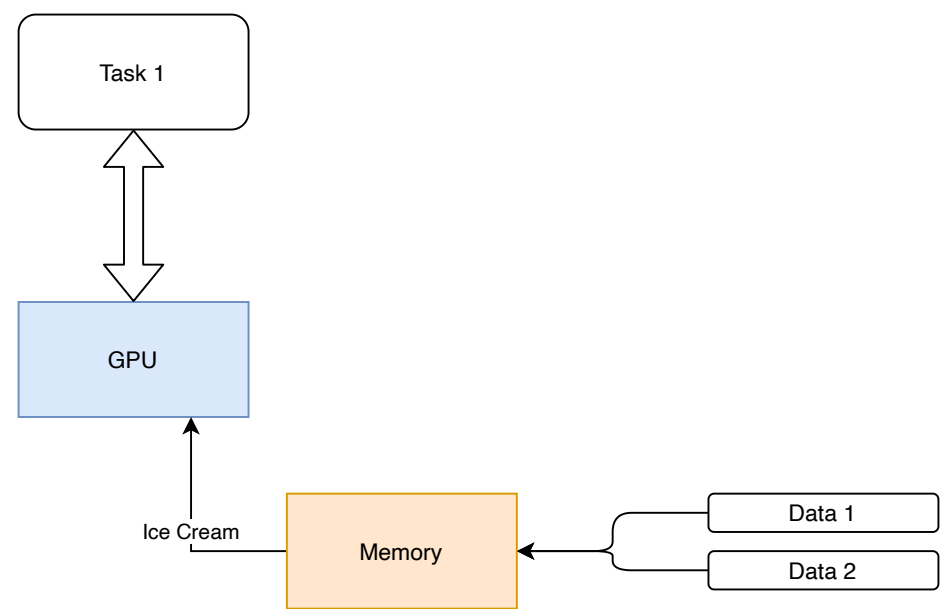








B4Time - Draw.io/Diagram.net test diagrams. Install the b4time.js plugin by going to Extras->Plugins.



```
{
  "GPU": {
    "name": "GPU",
    "type": "processor",
    "speed": "100",
    "links": [
      "Ice Cream"
    ]
  },
  "Data 1": {
    "name": "Data 1",
    "type": "data",
    "bound": "Memory"
  },
  "Ice Cream": {
    "name": "Ice Cream",
    "type": "link",
    "speed": "10000"
  },
  "Memory": {
    "name": "Memory",
    "type": "memory",
    "size": "10000",
    "link": "Ice Cream"
  },
  "Task 1": {
    "name": "Task 1",
    "type": "task",
    "callback": "Jump_the_shark",
    "bound": "GPU"
  },
  "Data 2": {
    "name": "Data 2",
    "type": "data",
    "bound": "Memory"
  }
}
```