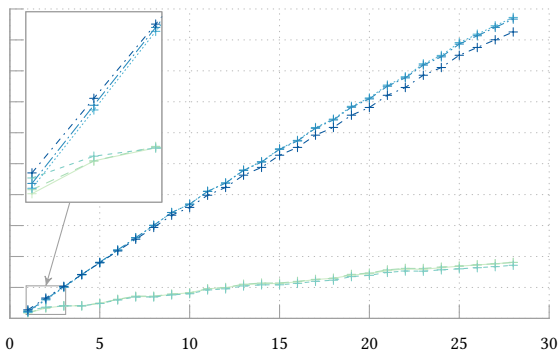


State-Action Latency (μs)

CoOp (8 bit) *CoOp* (32 bit) *Ind* (16 bit) *Ind* (8 bit) *Ind* (32 bit)

CoOp (16 bit) *Ind* (8 bit) *Ind* (32 bit)



Dimensions in Tiling