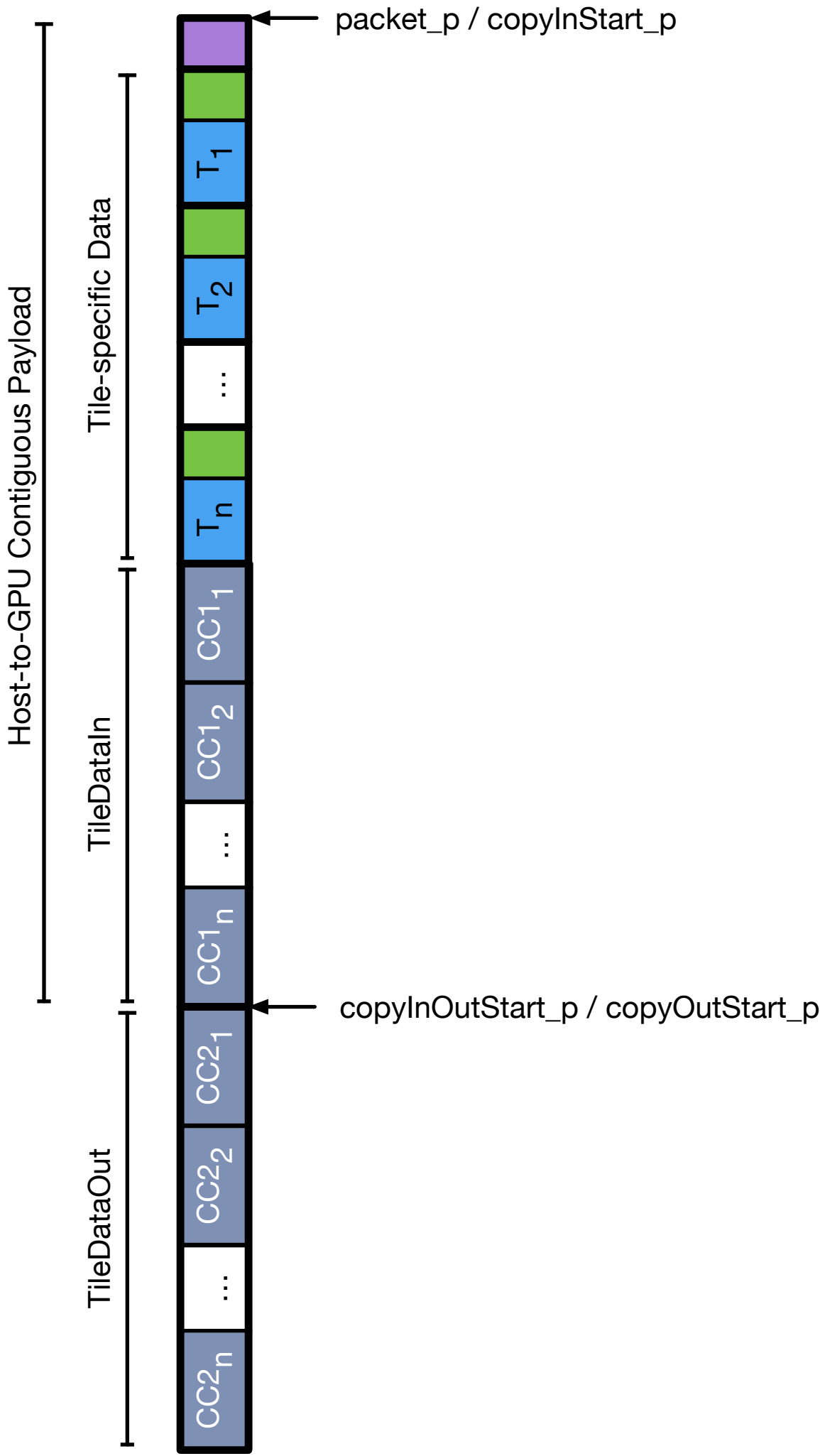
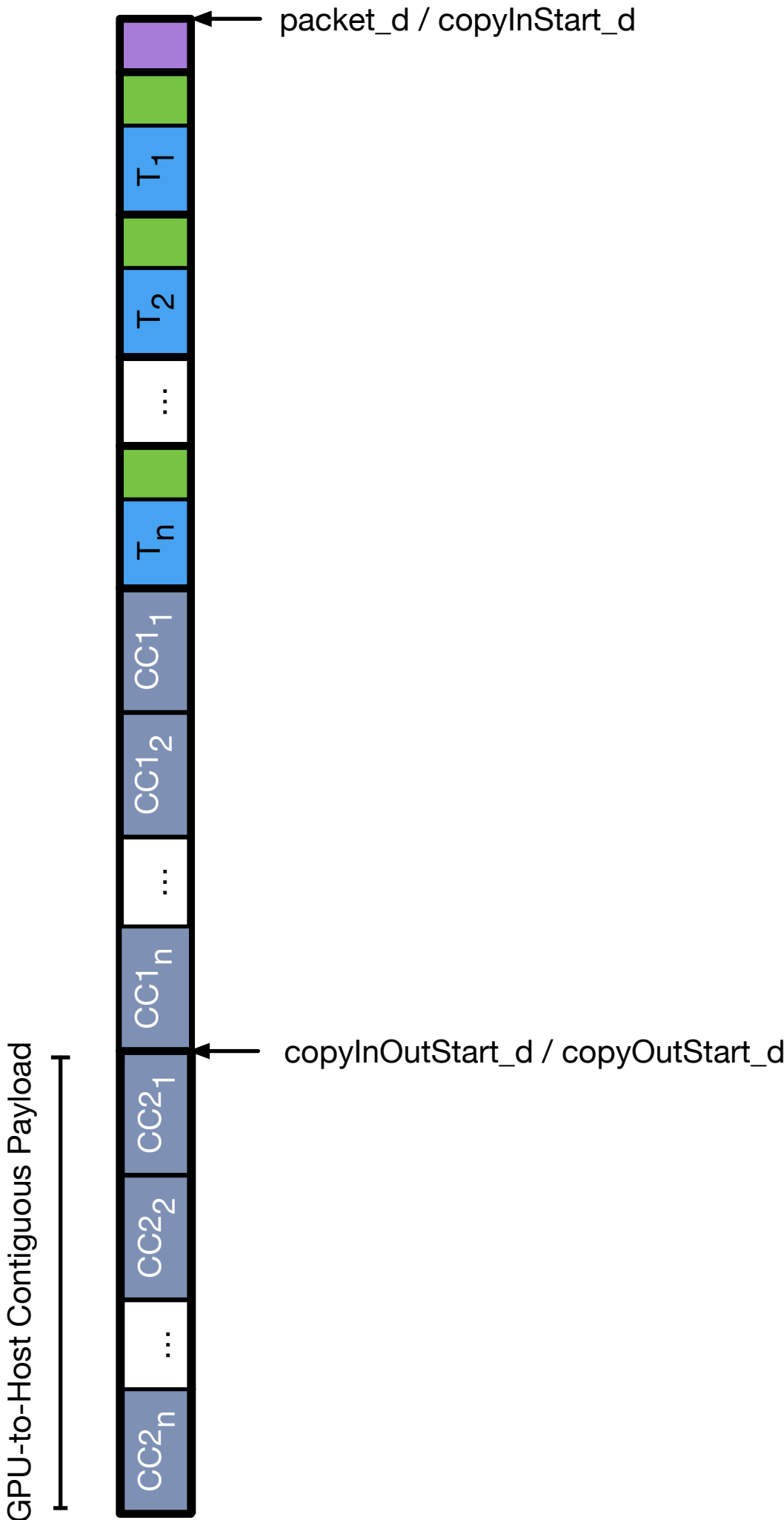


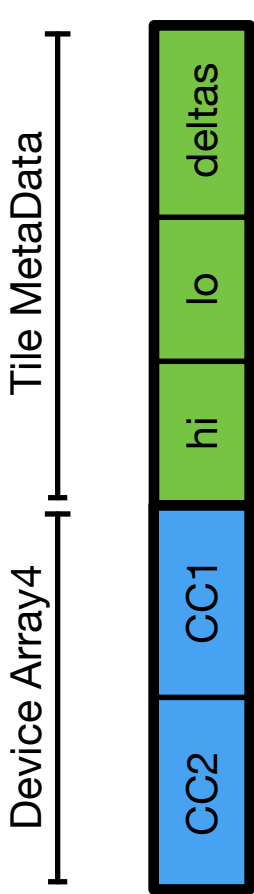
Host Data Packet Structure



GPU Data Packet Structure



Tile-Specific Data for Tile  $T_i$



General Copy-in Data

