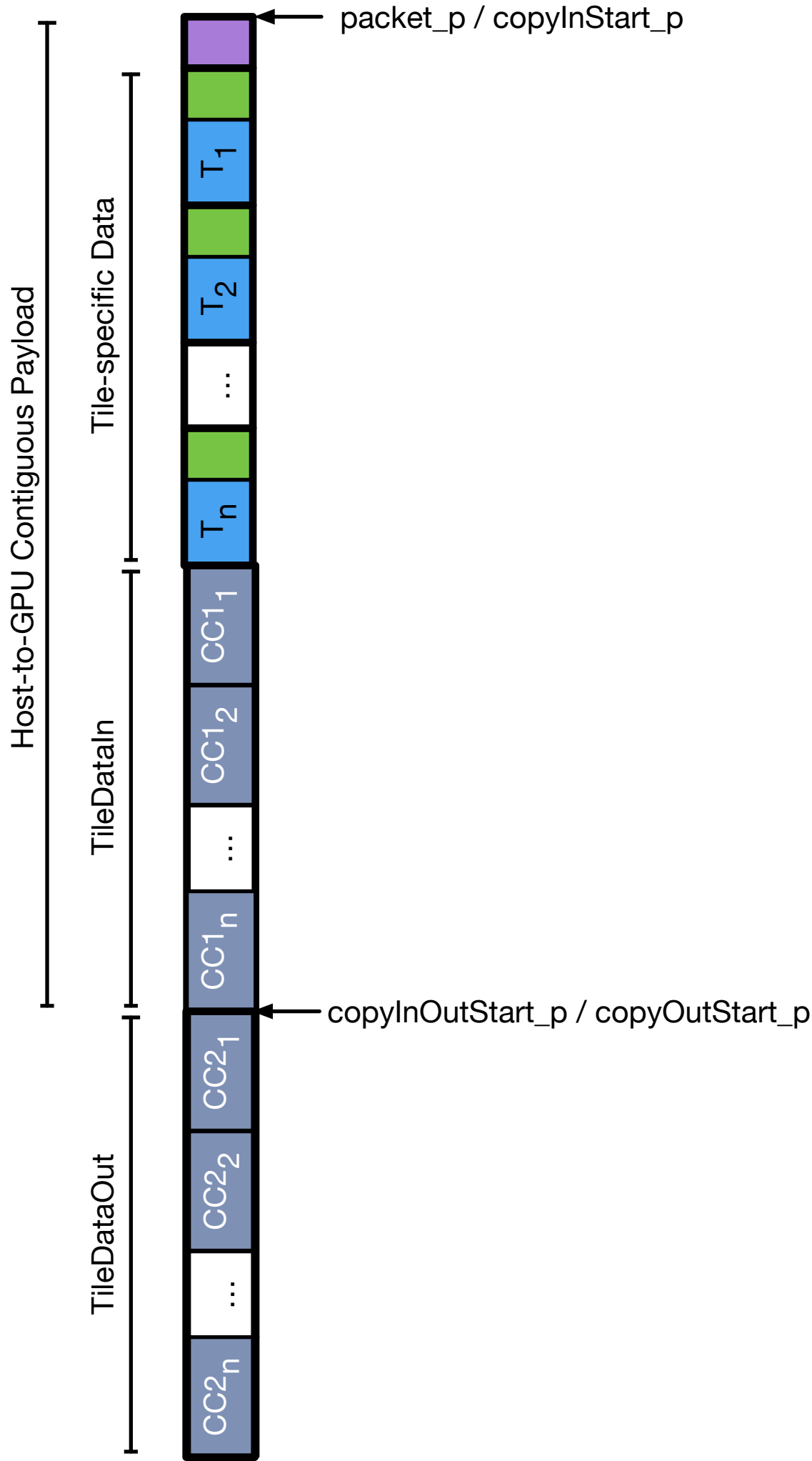
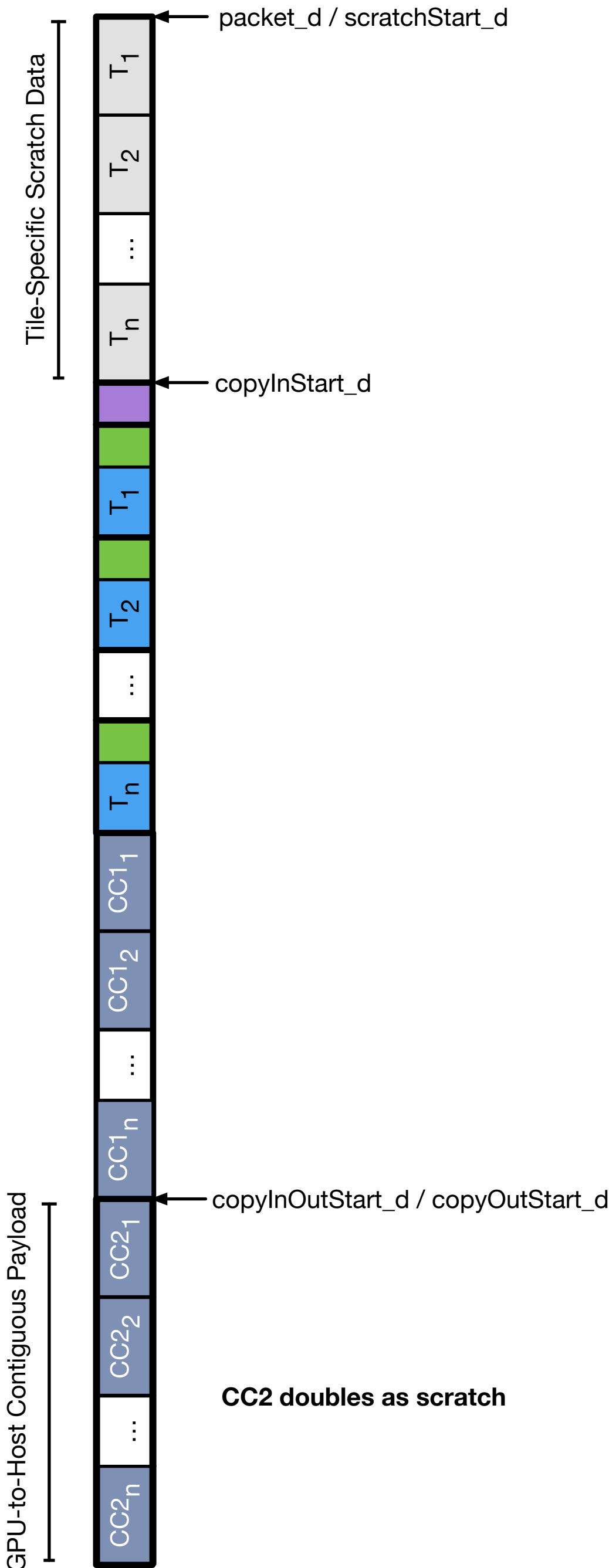


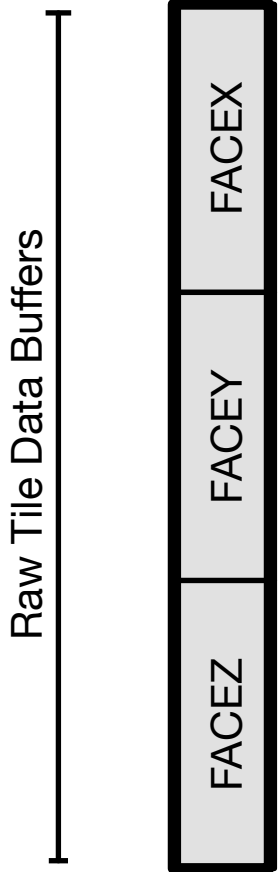
Host Data Packet Structure



GPU Data Packet Structure



Tile-Specific Scratch Data for Tile T_i



General Copy-in Data



Tile-Specific Data for Tile T_i

