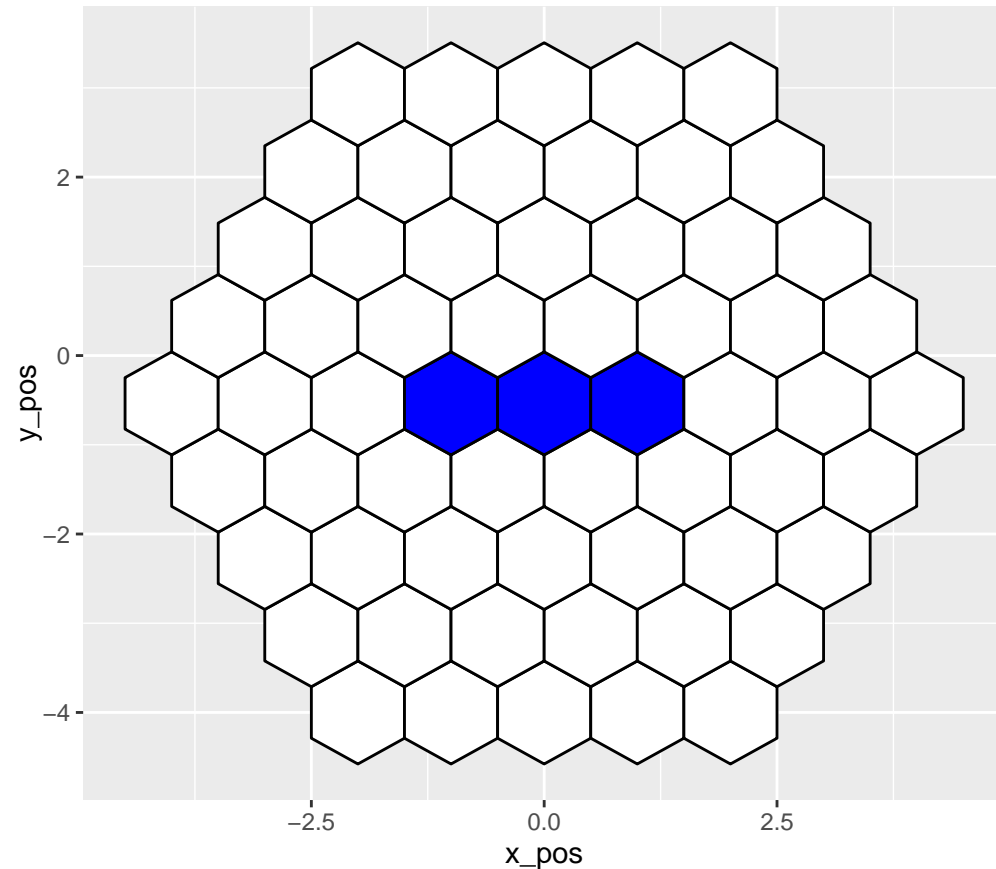


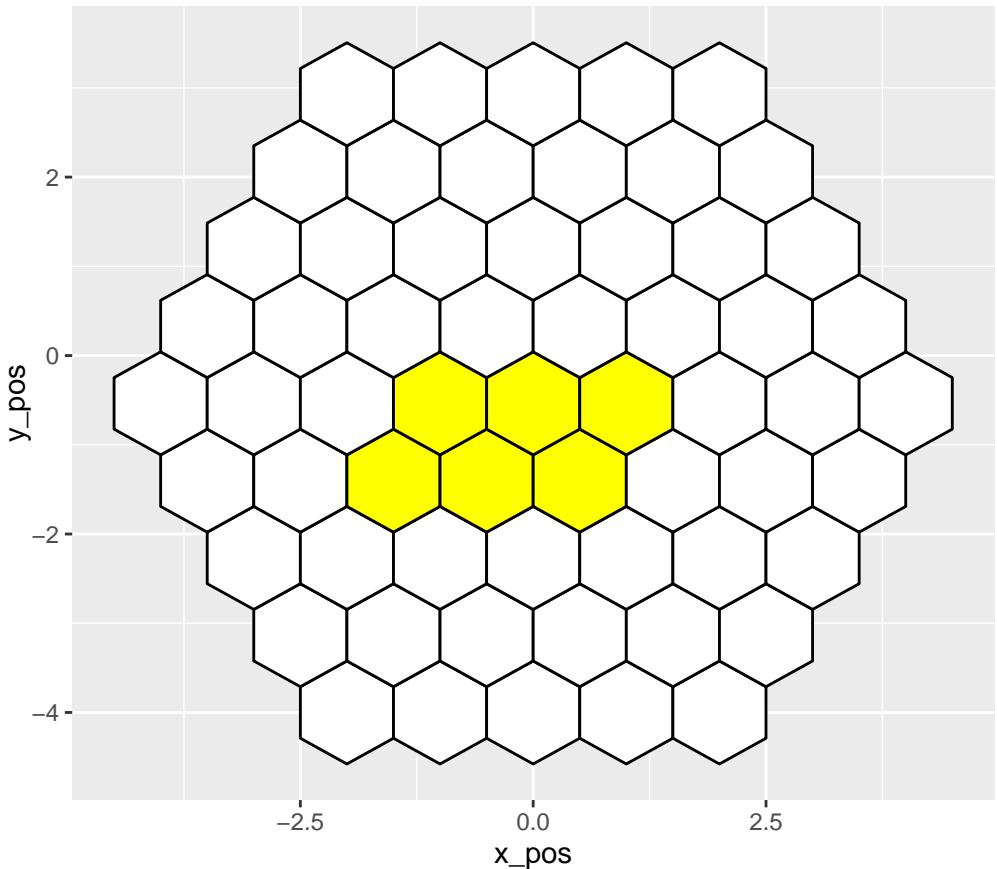
Cache sequence: AddUnit ShiftW AddBar

Cached primitive



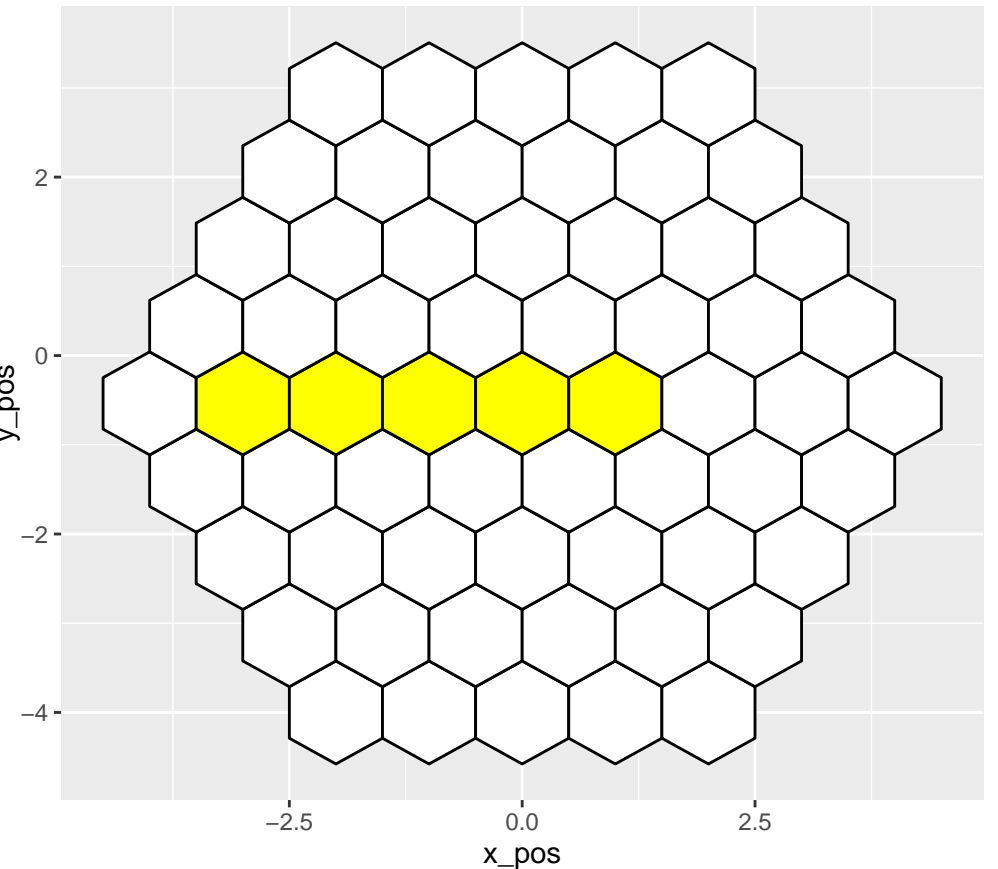
state
0
1

AddBar ShiftNE Cache



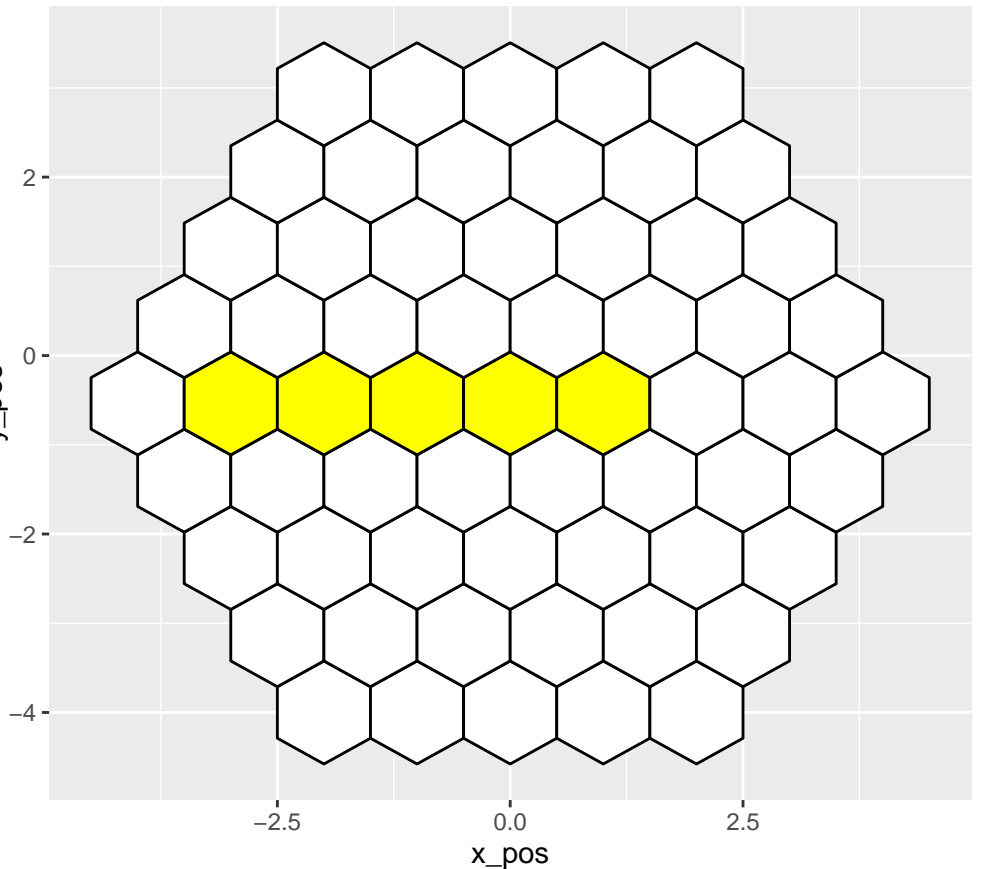
state
0
1

Cache Cache Cache



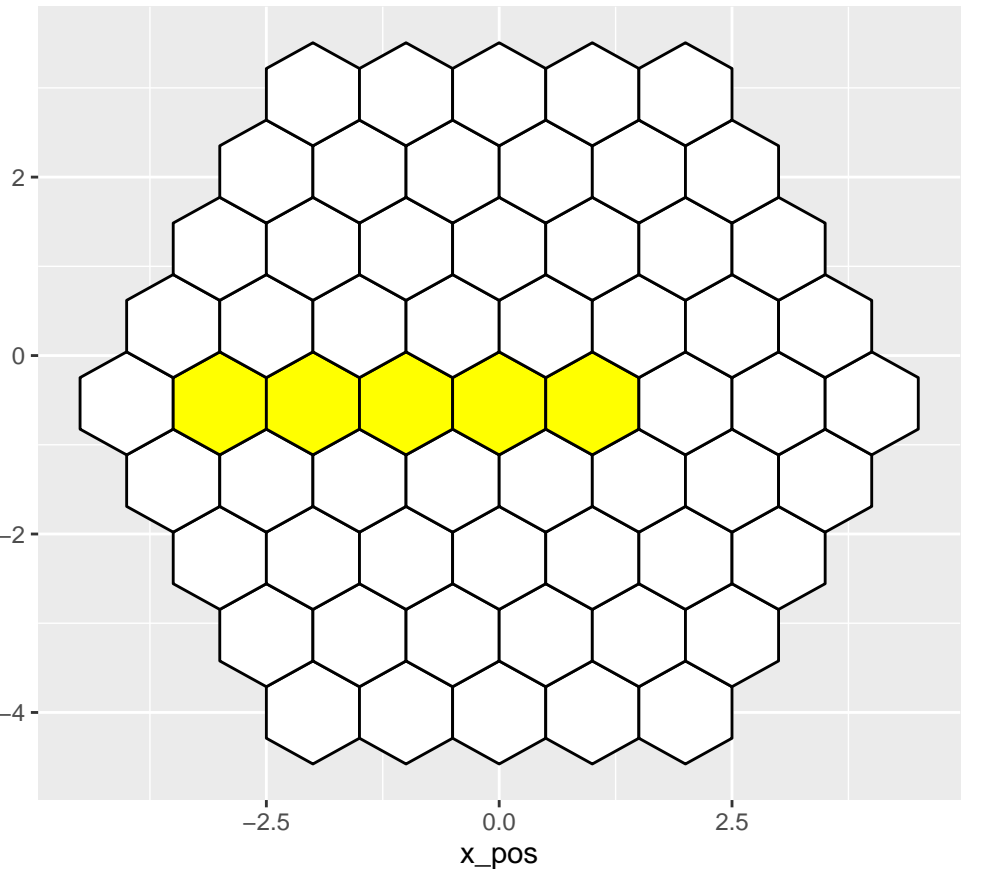
state
0
1

Cache Cache Cache



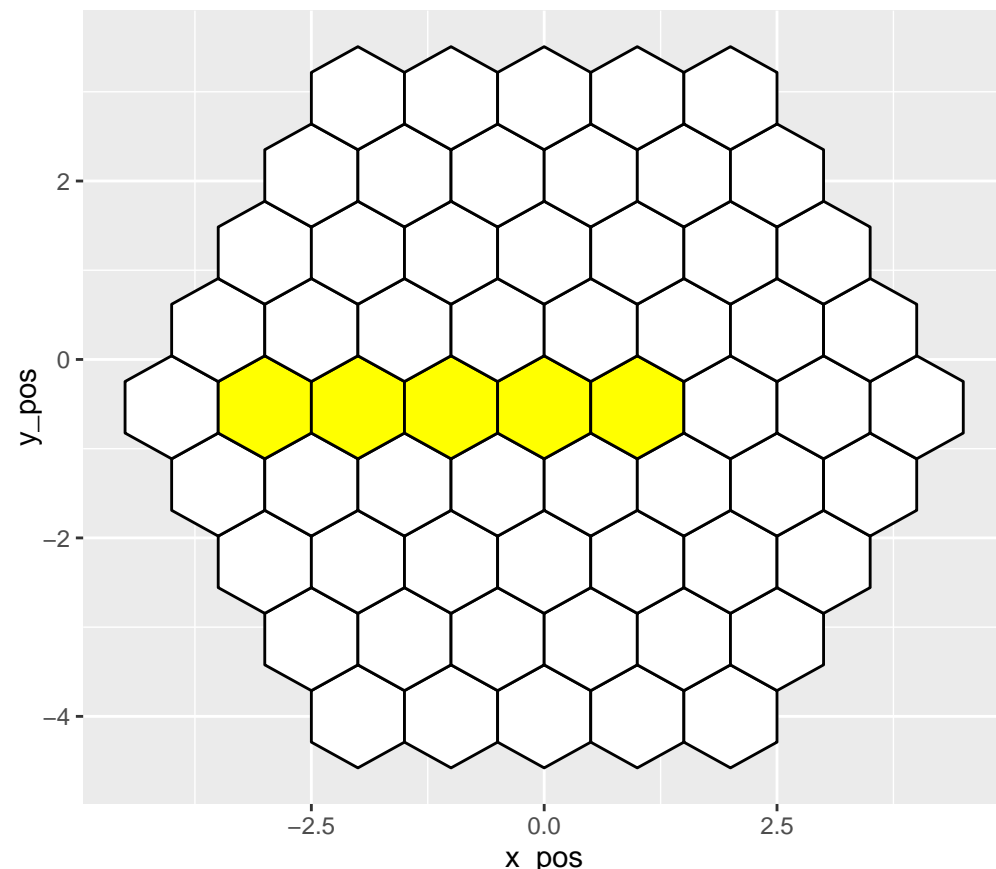
state
0
1

Cache Cache Cache



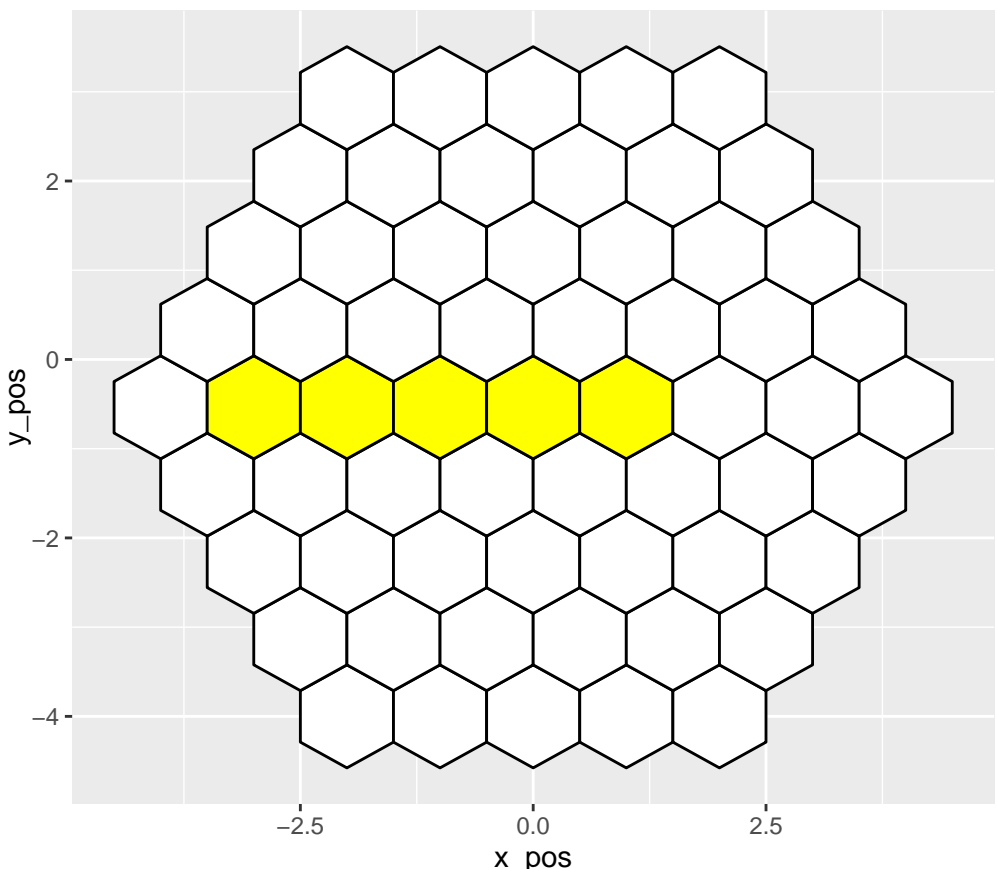
state
0
1

Cache Cache Cache



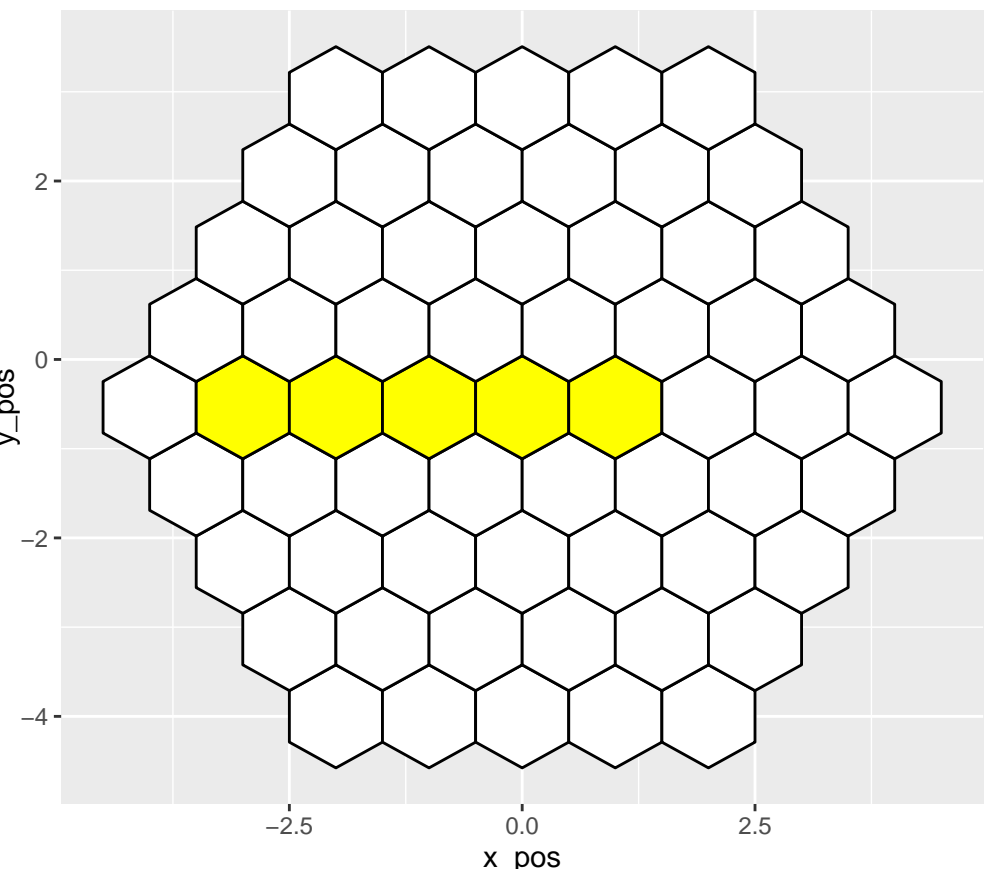
state
0
1

Cache Cache Cache



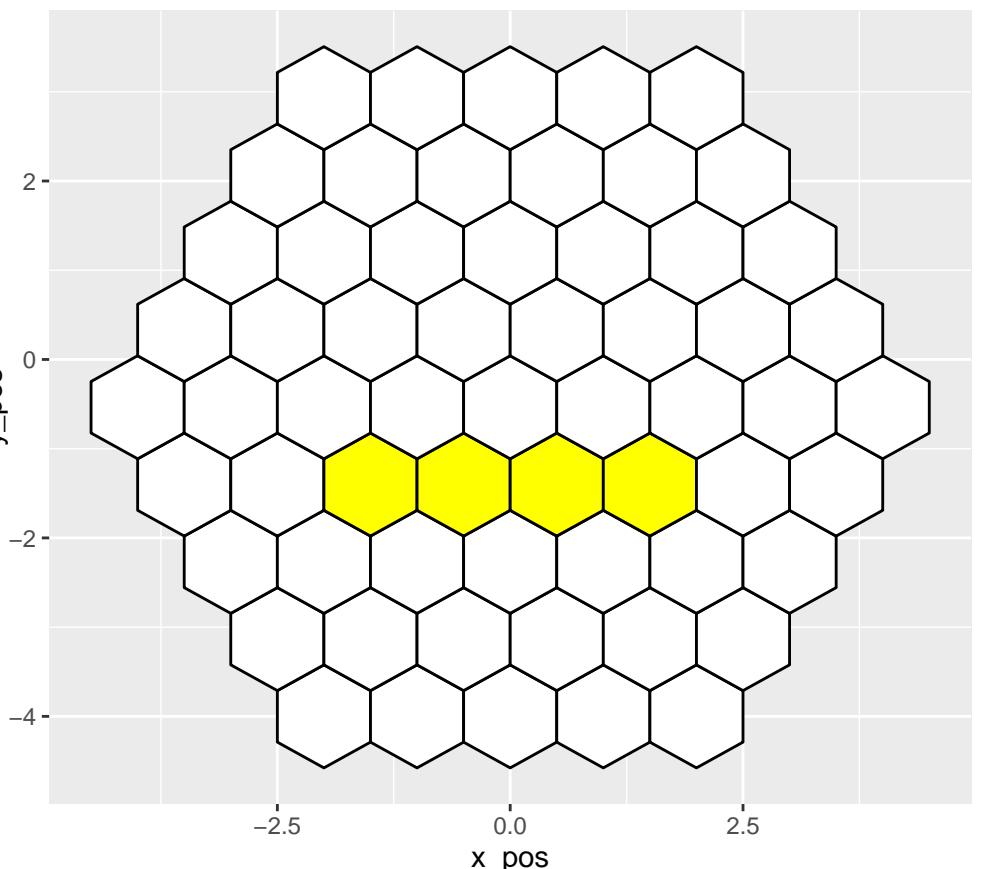
state
0
1

Cache Cache Cache



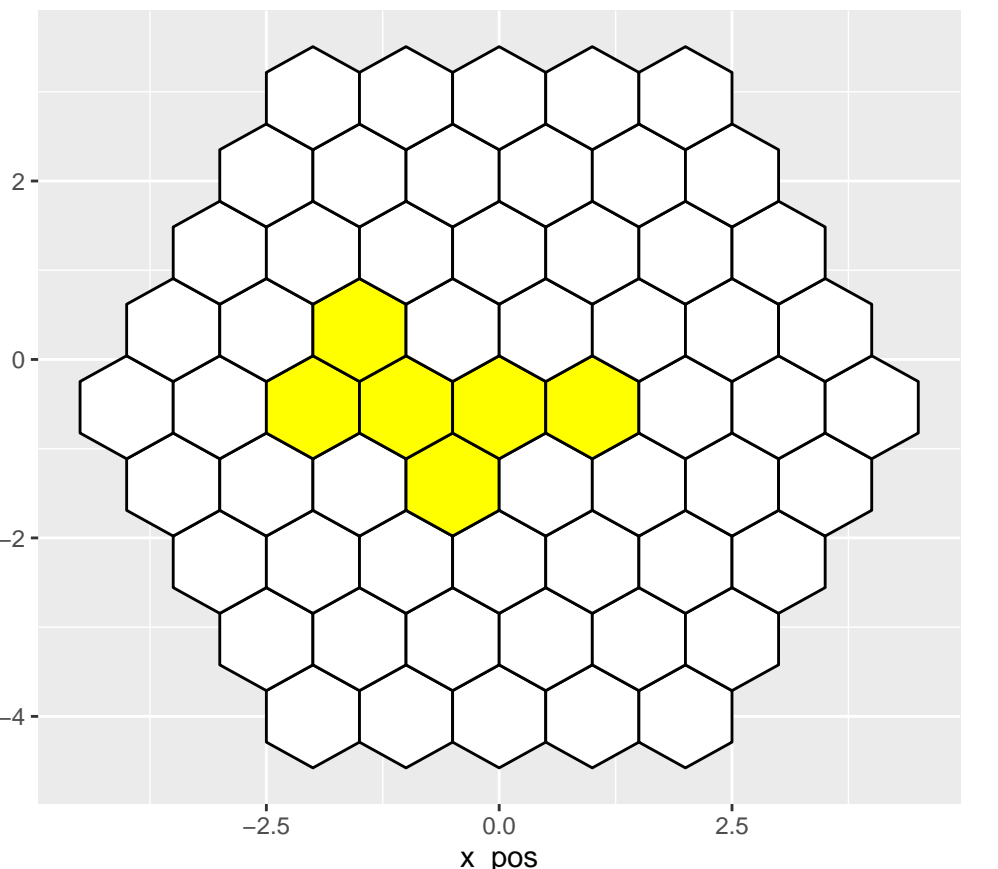
state
0
1

Cache Cache ShiftNE



state
0
1

Cache Reflect Cache



state
0
1