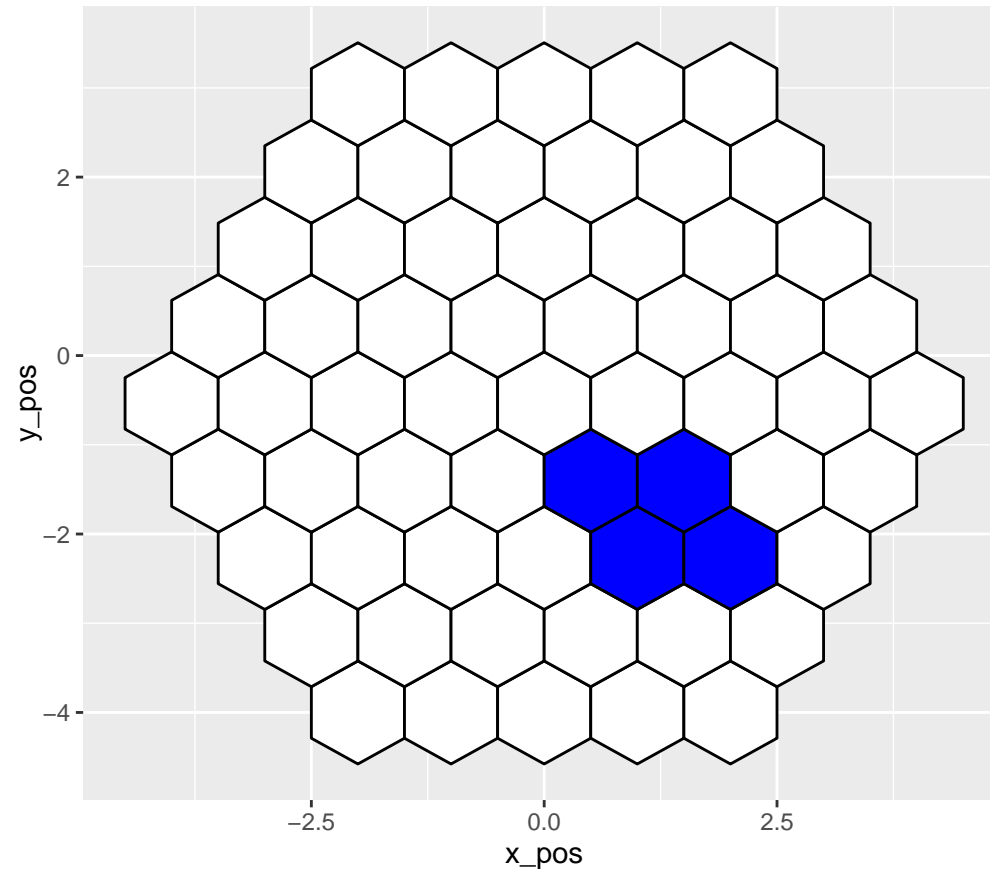
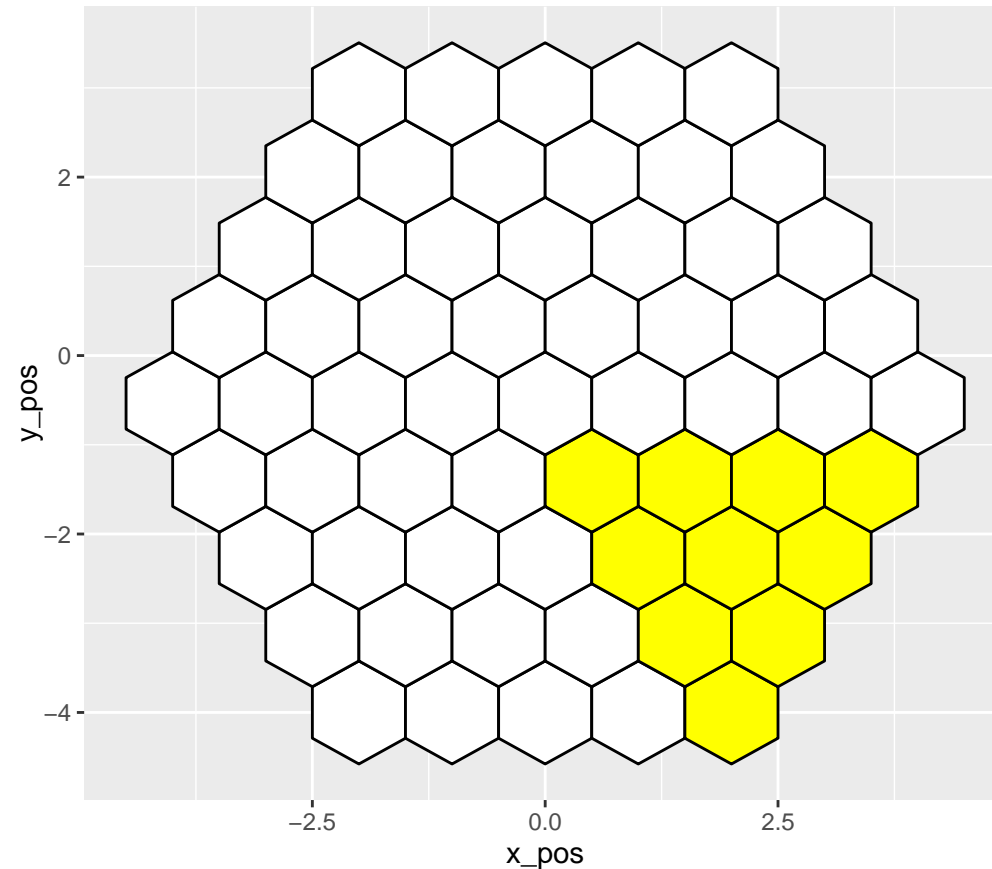


Cached primitive



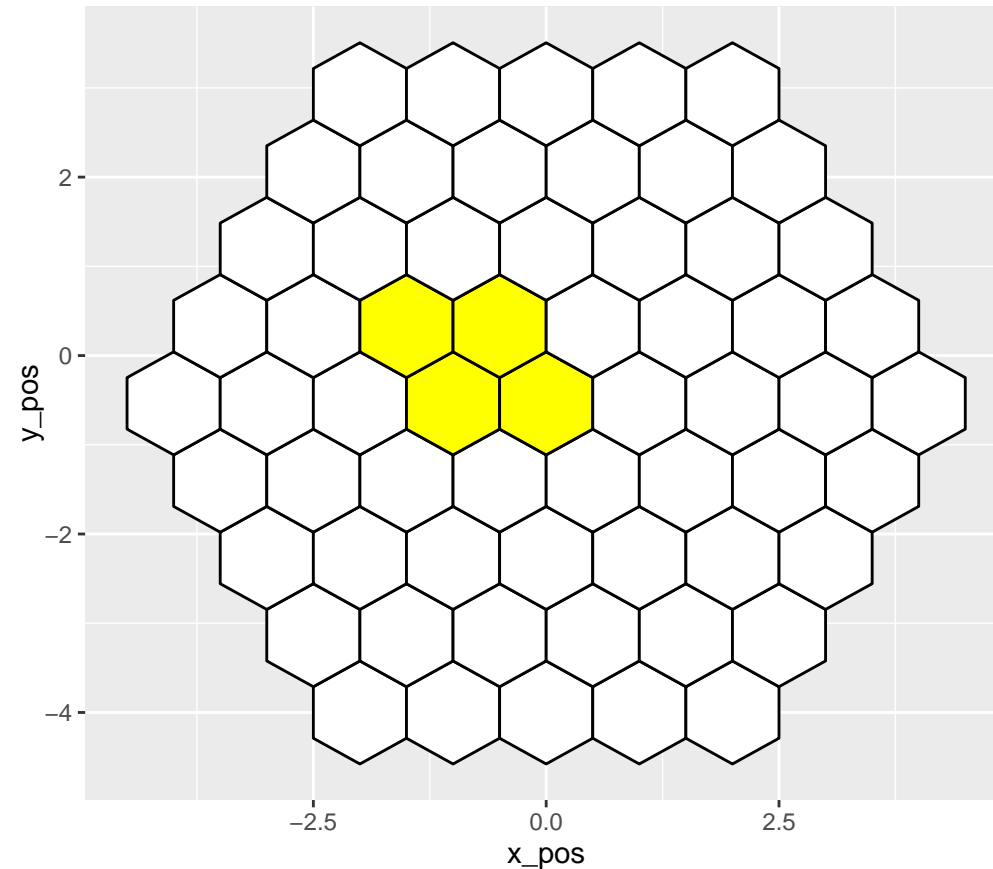
state  
0  
1

Cache Cache Cache



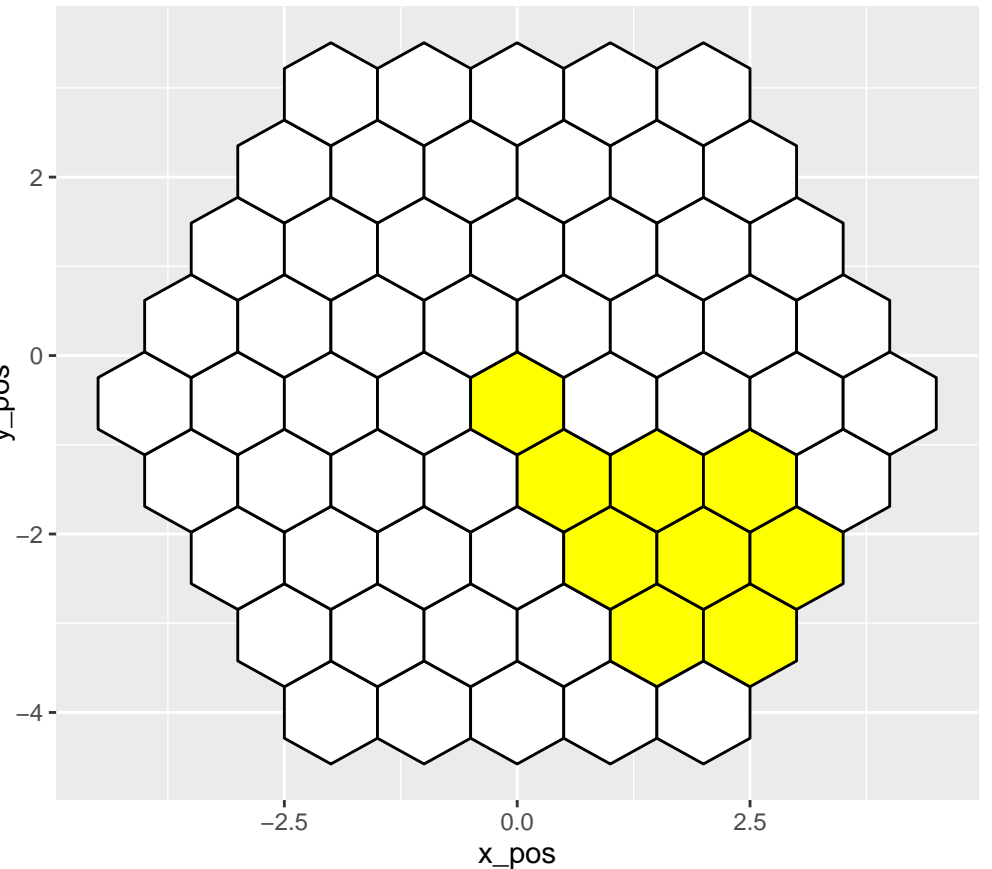
state  
0  
1

Cache RotateClockwise ShiftNE



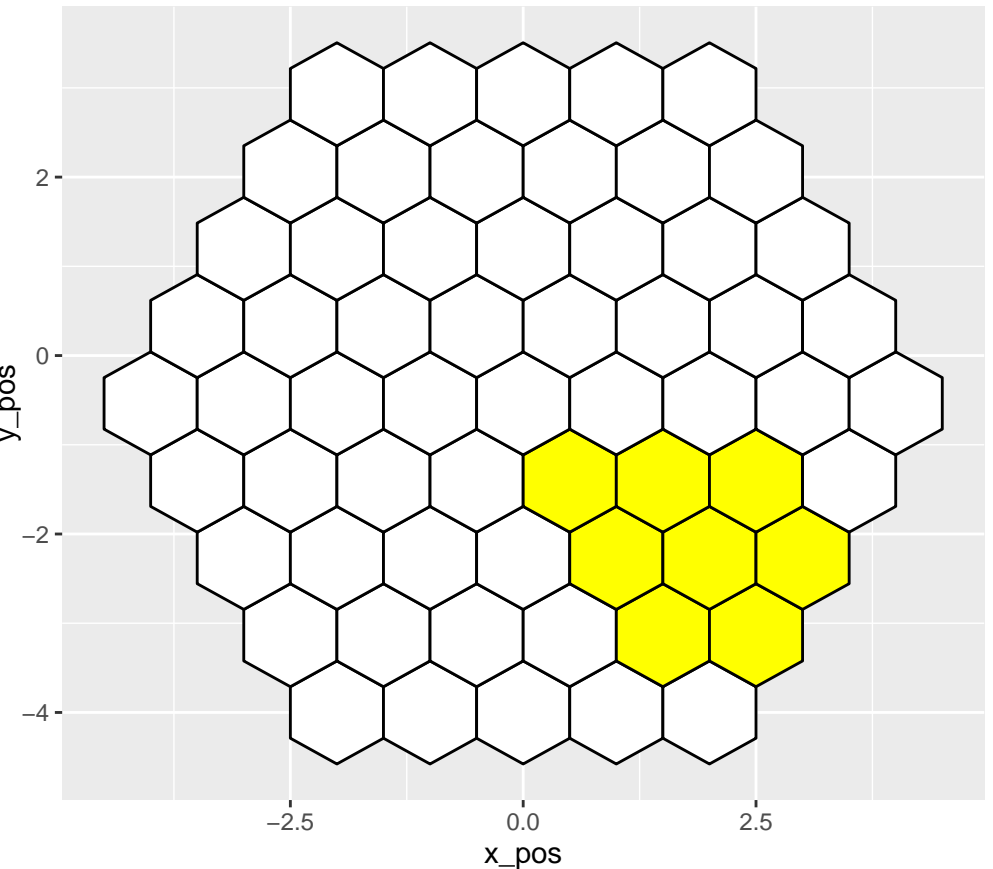
state  
0  
1

Cache Cache AddUnit



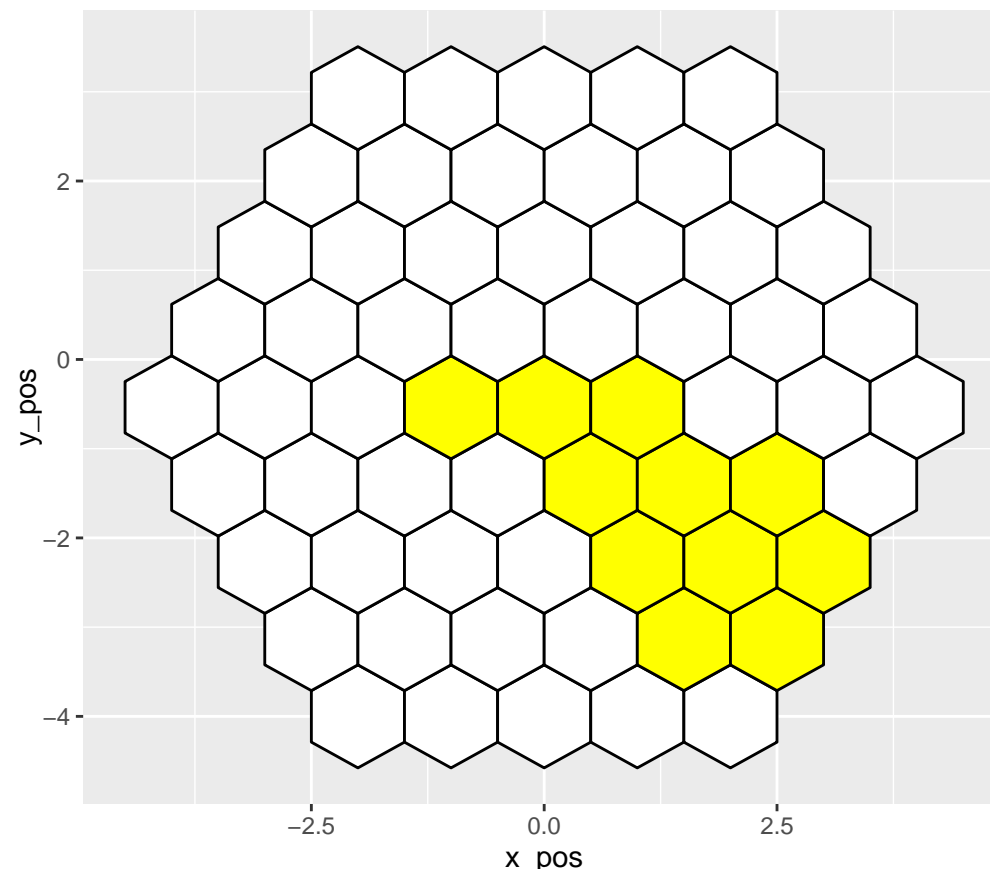
state  
0  
1

Cache AddUnit Cache



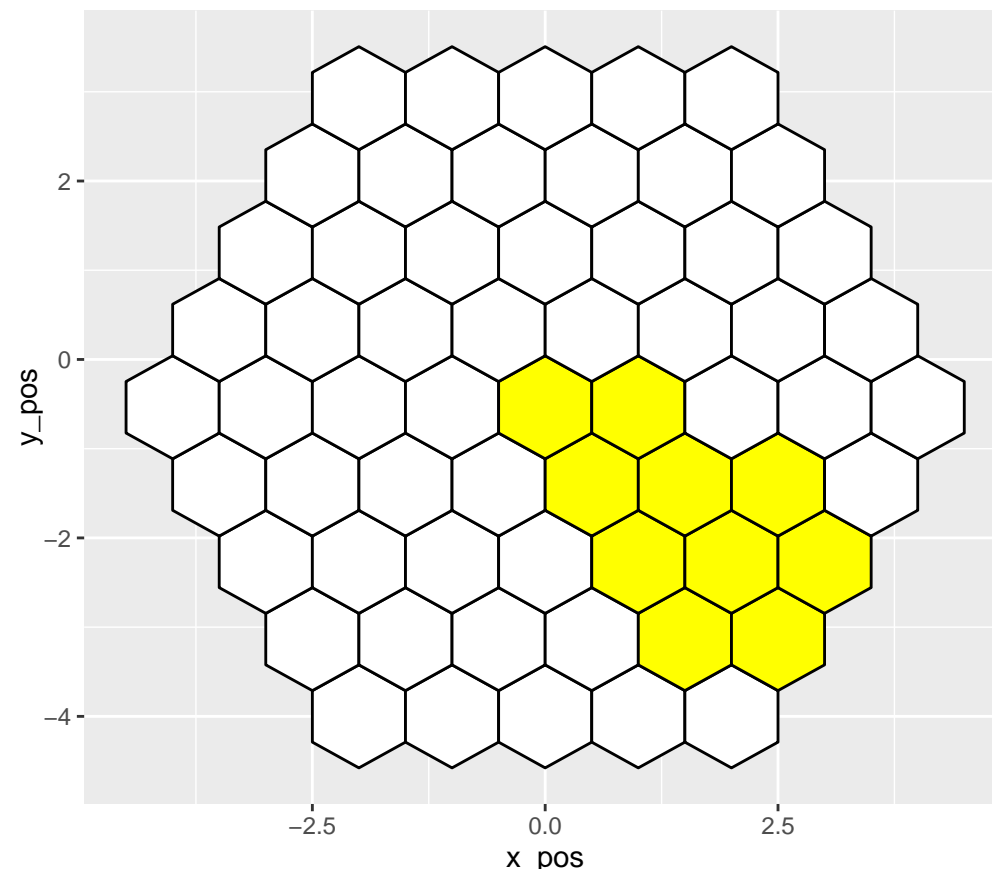
state  
0  
1

Cache Cache AddBar



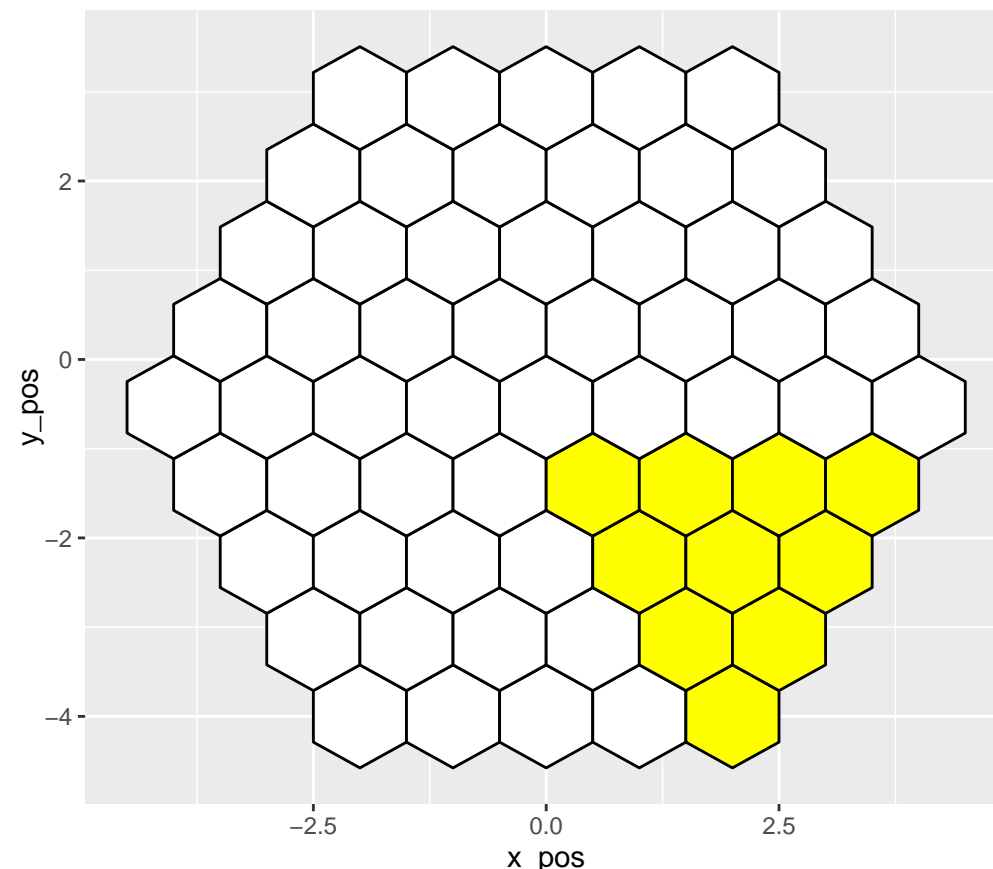
state  
0  
1

Cache Cache AddCorner



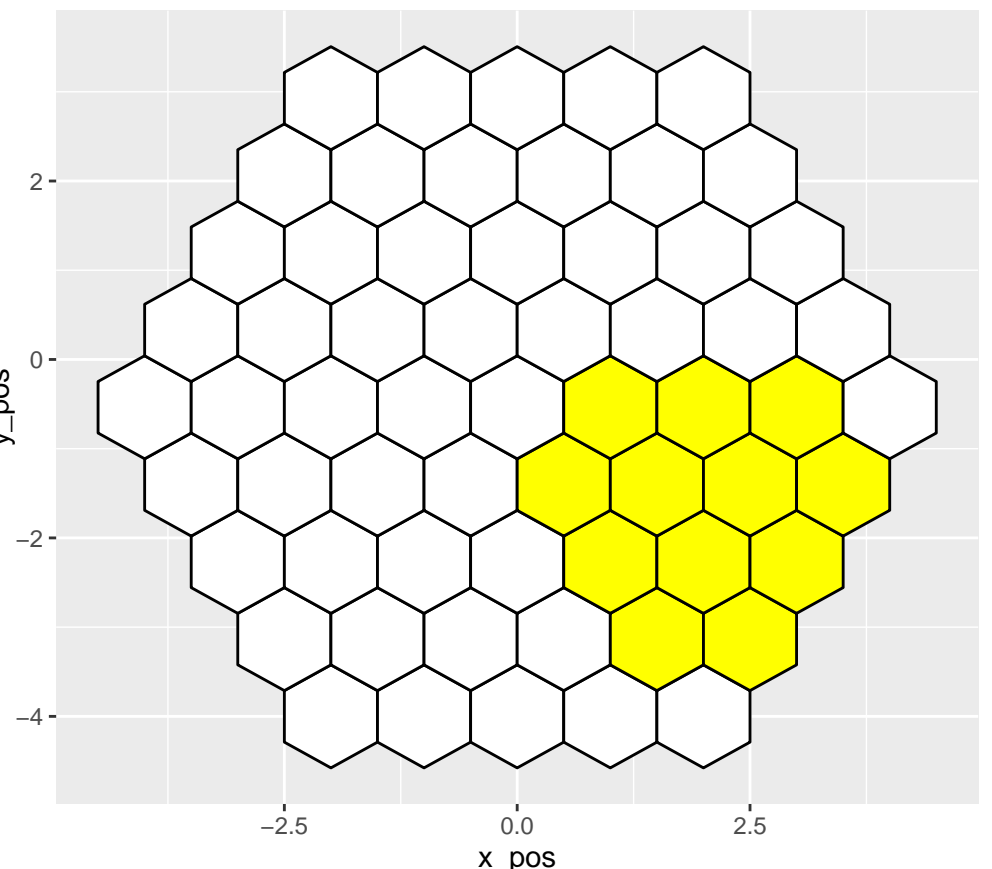
state  
0  
1

Cache Cache Cache



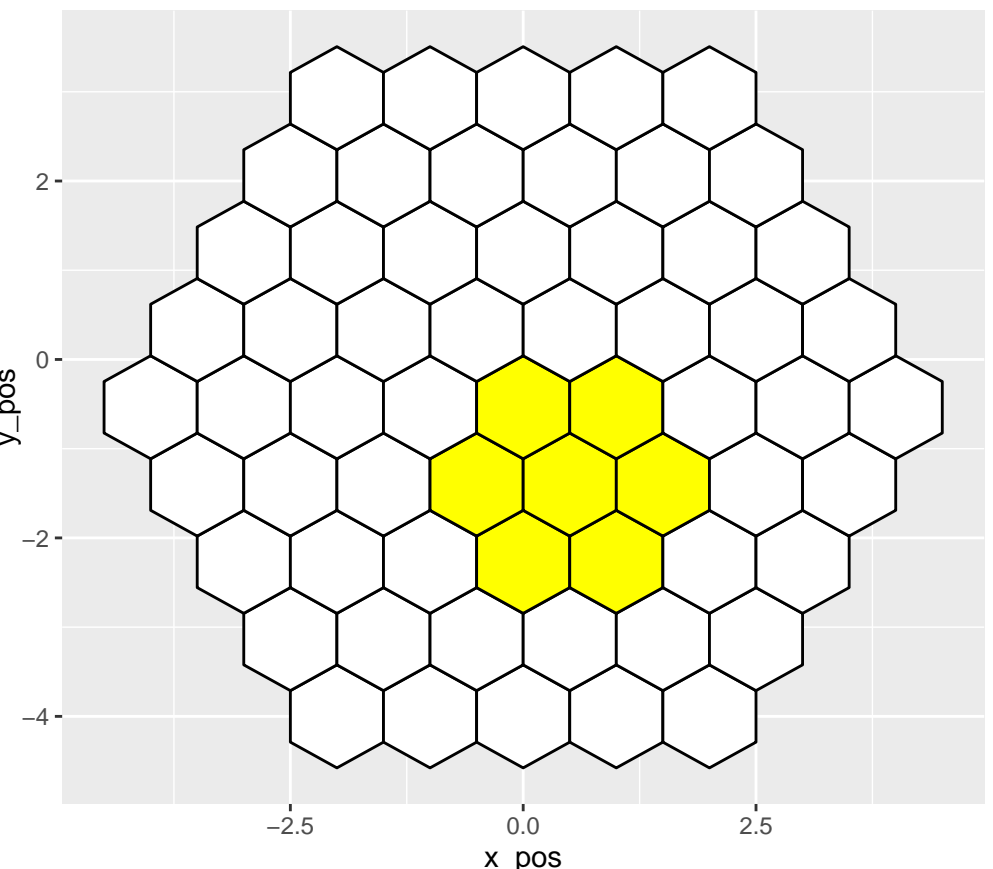
state  
0  
1

Cache Cache Reflect



state  
0  
1

Cache ShiftW AddCorner



state  
0  
1