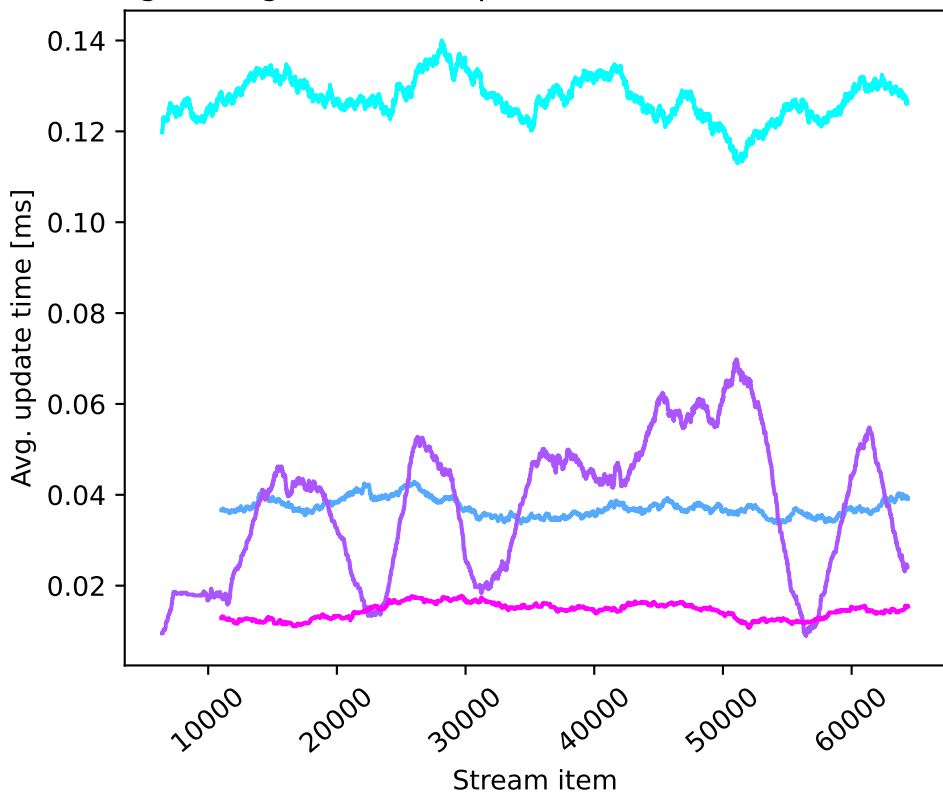


Moving average of buffer-update runtime (window size 5000)



OC-DFG arc buffer

OC-DFG node buffer

OC-DFG buffer clean-up

max stride per OT