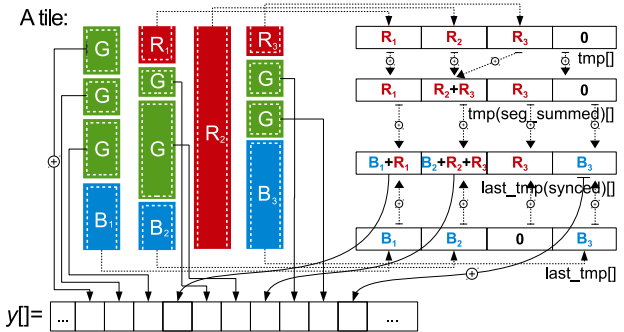


A tile:



← on-chip write    ← on-chip add    ← off-chip write    ← off-chip atomic add