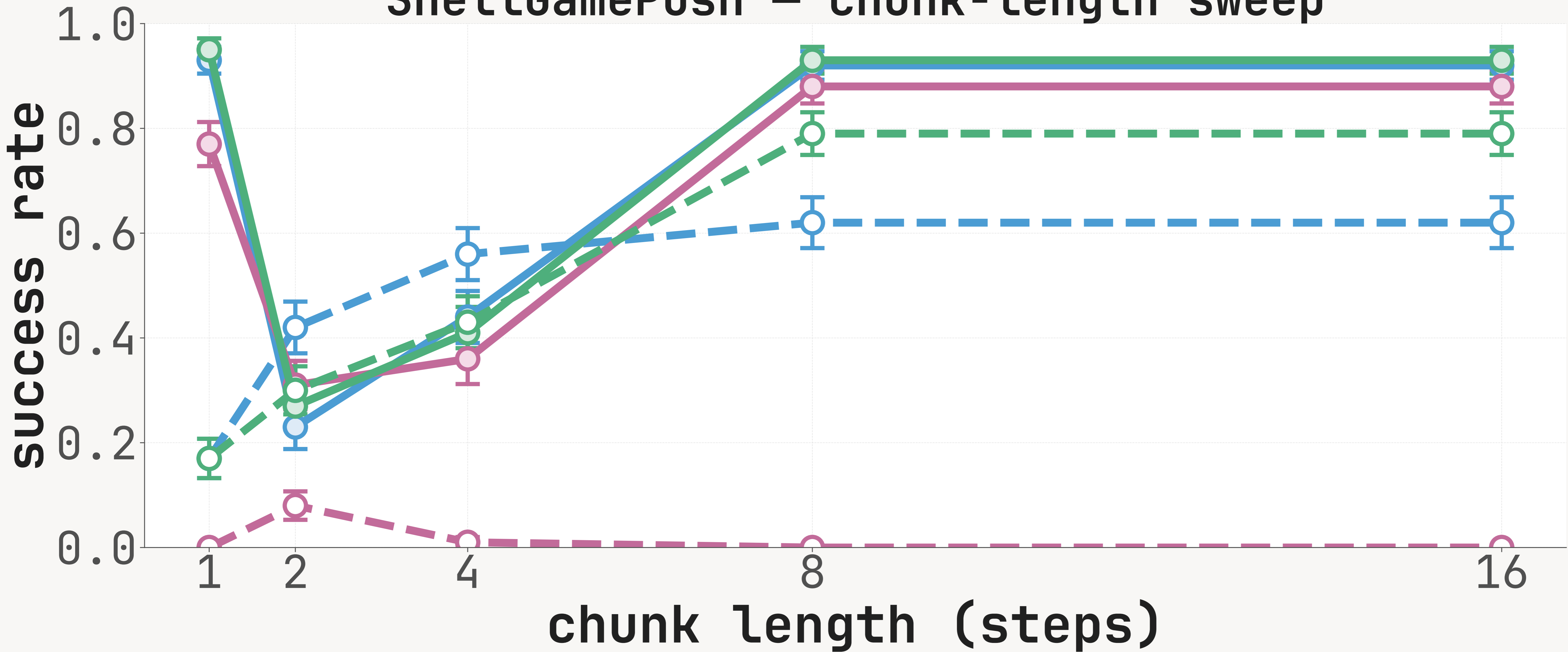


ShellGamePush – chunk-length sweep



- μVLA (TBPTT=8)
- μVLA (EMA)
- μVLA (TBPTT=2)
- μVLA (TBPTT=8) (no mem)
- μVLA (EMA) (no mem)
- μVLA (TBPTT=2) (no mem)