tide gdn

Lucy Score = Throughput x Availability x Acc / 10,000. LPD condenses live-fit vs Acc-champ RAM.
[T]=Tween [S]=Split [FP]=FastProxy [L]=Linear [HP]=HeadProxy
done - epoch 1/1 (1 left, 100% overall) - lr unset - 2026-08-23 13:32:57 -
This epoch 2346 / 2346 cells. Recorded 2346 results. Learning rate unset.
Score 0 usually means the cell finished before a Lucy pulse (Acc never sampled). Score is live-fit: Throughput x Availability x Acc.
SGD that blocks serve dies on Availability. SoftAcc is serve-confidence only.
pi_collection - gdn - offline report

Lucy champions (this tide)

Axis	Cell	Score	Soft	Acc	Thru	Avail
hard acc	float32|none|tween_chain|single|simd	20.98	25.0	22.8	379.0	22.1
throughput	float32|none|sgd|single|simd	17.27	19.1	17.0	523.4	17.3
availability	float32|none|[T][S]Sparse|bicameral|simd	9.07	25.0	22.9	108.9	33.3
lucy score	float32|none|tween_chain|single|simd	20.98	25.0	22.8	379.0	22.1
mobile score (trap)	float32|none|tween_chain|single|simd	20.98	25.0	22.8	379.0	22.1
t->50%	float32|none|sgd|bicameral|simd	9.03	20.8	21.0	266.5	16.3
acc/sec	float32|none|step_tween|bicameral|simd	4.67	25.0	24.0	181.4	10.3

Lucy axis champions (this tide)

Axis	Mode	DType	Arch	Value
hard_acc	[T][S][HP]	float32	bicameralx2	43.75
throughput	sgd	float32	singlex1	523.45
availability	[T][S]Sparse	float32	bicameralx2	33.31
score	tween_chain	float32	singlex1	20.98
soft_acc	tween_chain	float32	singlex1	25.00
acc_thru	[T][S]	float32	singlex1	120.33
realtime	sgd	float32	singlex1	90.54
adapt	sgd	float32	bicameralx2	25.00
keep_learn	sgd	float32	bicameralx2	12.50
acc_per_sec	step_tween	float32	bicameralx2	12.32
time_to_50	sgd	float32	bicameralx2	0.76
consistency	tween_chain	float32	singlex1	100.00
stability	tween_chain	float32	singlex1	100.00
mobile_score	tween_chain	float32	singlex1	21486.28
lpd	[T][S][FP]	float32	singlex1	26.82
mspeed	[T][S][FP]	float32	singlex1	1.00
mavail	Mesh[T][S][FP]	float32	singlex1	1.00
mix	[T][S][FP]	float32	singlex1	0.84

Best settings per train mode

Mode	DType	Format	Score	Soft	Acc	Avail	n
tween_chain	float32	none	21.0	25.0	22.8	22.1	3
[T][S]	float32	none	19.3	25.0	27.1	17.4	3
sgd	float32	none	17.3	19.1	17.0	17.3	3
[T][S][L]	float32	none	14.9	25.0	22.9	26.7	3
tween	float32	none	12.0	20.3	19.1	14.6	3
Mesh[T]Chain	float32	none	11.3	25.0	23.8	16.1	3
[T][S][FP]	float32	none	9.9	25.0	33.3	19.4	3
[T][S]Sparse	float32	none	9.1	25.0	22.9	33.3	3
Step[T][S]	float32	none	8.6	25.0	10.4	13.0	3
[T][S][HP]Async	float32	none	7.3	25.0	26.6	20.3	3

Mesh[T]	float32	none	6.9	25.0	25.3	12.0	3
[T]Alt	float32	none	6.8	25.0	16.7	12.5	3
[T][S][HP]	float32	none	6.2	25.0	43.8	16.5	3
[T][S][L]Cache	float32	none	6.1	25.0	12.5	17.0	3
step_sgd	float32	none	5.2	14.7	12.5	10.8	3
Mesh[T][S][FP]	float32	none	5.2	25.0	33.9	25.1	3
step_tween	float32	none	4.7	25.0	24.0	10.3	3
step_tween_chain	float32	none	4.6	25.0	27.8	10.7	3
Mesh[T][S]Sparse	float32	none	3.3	25.0	25.9	16.3	3
MeshBP	float32	none	3.3	25.0	19.7	9.9	3
Mesh[T][S]	float32	none	2.4	25.0	21.9	15.8	3
Step[T]Alt	float32	none	1.3	25.0	28.1	7.3	3
Mesh[T]Alt	float32	none	0.8	25.0	25.0	13.5	3

Best dtype per mode

Mode	Winner dtype	Score	Soft	Acc
tween_chain	float32	21.0	25.0	22.8
[T][S]	float32	19.3	25.0	27.1
sgd	float32	17.3	19.1	17.0
[T][S][L]	float32	14.9	25.0	22.9
tween	float32	12.0	20.3	19.1
Mesh[T]Chain	float32	11.3	25.0	23.8
[T][S][FP]	float32	9.9	25.0	33.3
[T][S]Sparse	float32	9.1	25.0	22.9
Step[T][S]	float32	8.6	25.0	10.4
[T][S][HP]Async	float32	7.3	25.0	26.6
Mesh[T]	float32	6.9	25.0	25.3
[T]Alt	float32	6.8	25.0	16.7
[T][S][HP]	float32	6.2	25.0	43.8
[T][S][L]Cache	float32	6.1	25.0	12.5
step_sgd	float32	5.2	14.7	12.5
Mesh[T][S][FP]	float32	5.2	25.0	33.9
step_tween	float32	4.7	25.0	24.0
step_tween_chain	float32	4.6	25.0	27.8
Mesh[T][S]Sparse	float32	3.3	25.0	25.9
MeshBP	float32	3.3	25.0	19.7
Mesh[T][S]	float32	2.4	25.0	21.9
Step[T]Alt	float32	1.3	25.0	28.1
Mesh[T]Alt	float32	0.8	25.0	25.0

Best mode per dtype

DType	Winner mode	Score	Soft	Acc
float32	tween_chain	21.0	25.0	22.8

Leaderboard (Lucy Score)

#	Cell	Score	Soft	Acc	Thru	Avail
1	float32|none|tween_chain|single|simd	21.0	25.0	22.8	379.0	22.1
2	float32|none|[T][S]|single|simd	19.3	25.0	27.1	444.3	17.4
3	float32|none|[T][S]|bicameral|simd	17.4	25.0	27.1	348.2	20.0
4	float32|none|sgd|single|simd	17.3	19.1	17.0	523.4	17.3
5	float32|none|[T][S][L]|single|simd	14.9	25.0	22.9	223.2	26.7
6	float32|none|tween|single|simd	12.0	20.3	19.1	405.8	14.6

7	float32|none|Mesh[T]Chain|single|simd	11.3	25.0	23.8	279.6	16.1
8	float32|none|[T][S][FP]|single|simd	9.9	25.0	33.3	204.9	19.4
9	float32|none|[T][S]Sparse|bicameral|simd	9.1	25.0	22.9	108.9	33.3
10	float32|none|sgd|bicameral|simd	9.0	20.8	21.0	266.5	16.3
11	float32|none|Step[T][S]|single|simd	8.6	25.0	10.4	263.7	13.0
12	float32|none|[T][S]|tricameral|simd	8.5	25.0	18.8	207.5	16.4
13	float32|none|[T][S]Sparse|single|simd	7.8	25.0	30.0	122.5	25.5
14	float32|none|tween_chain|bicameral|simd	7.4	25.0	28.8	199.4	14.9
15	float32|none|[T][S][HP]Async|single|simd	7.3	25.0	26.6	143.5	20.3
16	float32|none|Mesh[T]|single|simd	6.9	25.0	25.3	230.5	12.0
17	float32|none|[T]Alt|single|simd	6.8	25.0	16.7	216.5	12.5
18	float32|none|[T][S]Sparse|tricameral|simd	6.6	25.0	27.1	97.3	27.3
19	float32|none|[T][S][HP]|bicameral|simd	6.2	25.0	43.8	151.1	16.5
20	float32|none|[T][S][L]Cache|single|simd	6.1	25.0	12.5	143.2	17.0

Leaderboard (SoftAcc)

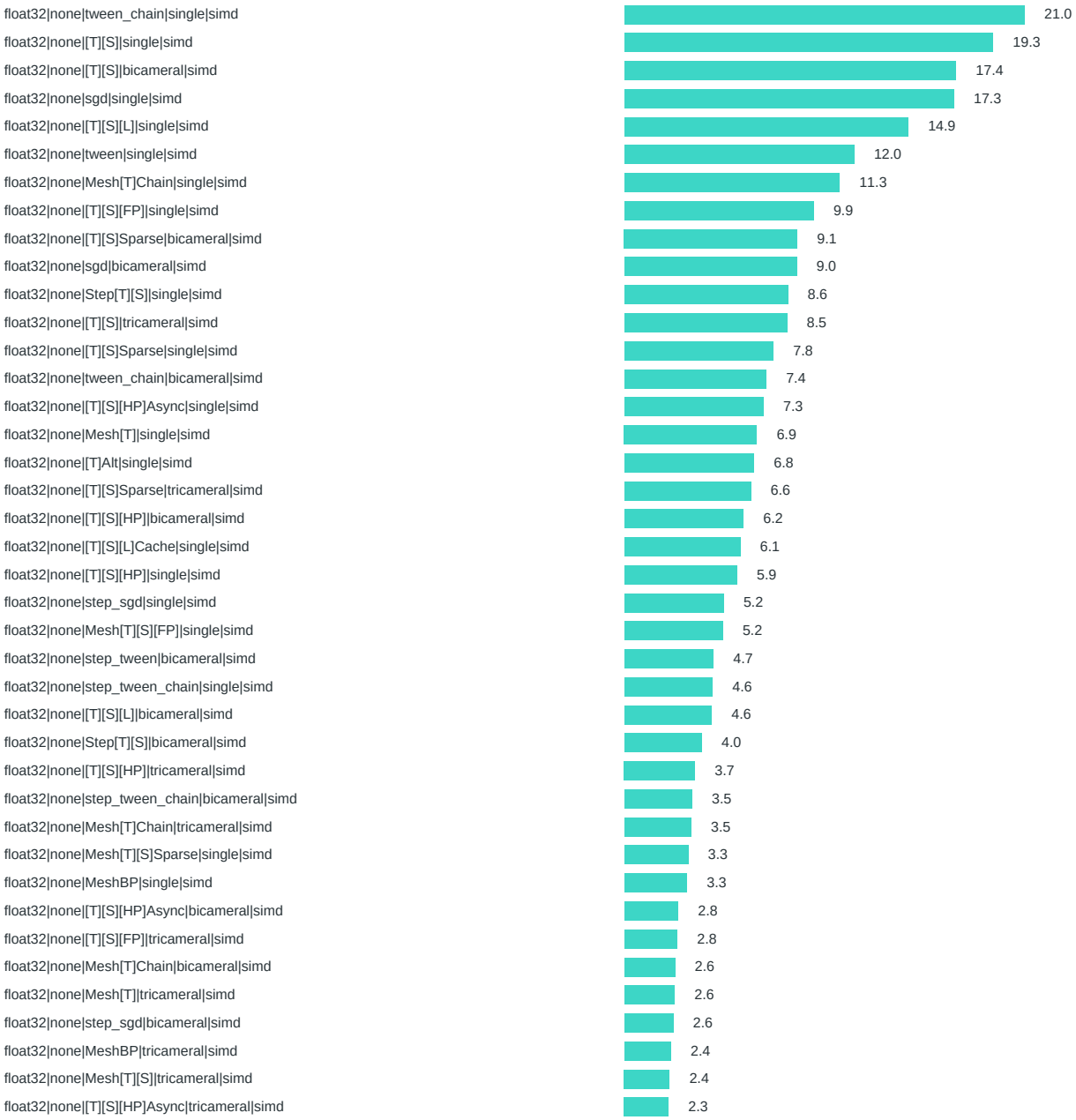
#	Cell	Score	Soft	Acc	Thru	Avail
1	float32|none|tween_chain|single|simd	21.0	25.0	22.8	379.0	22.1
2	float32|none|[T][S]|single|simd	19.3	25.0	27.1	444.3	17.4
3	float32|none|[T][S]|bicameral|simd	17.4	25.0	27.1	348.2	20.0
4	float32|none|[T][S][L]|single|simd	14.9	25.0	22.9	223.2	26.7
5	float32|none|Mesh[T]Chain|single|simd	11.3	25.0	23.8	279.6	16.1
6	float32|none|[T][S][FP]|single|simd	9.9	25.0	33.3	204.9	19.4
7	float32|none|[T][S]Sparse|bicameral|simd	9.1	25.0	22.9	108.9	33.3
8	float32|none|Step[T][S]|single|simd	8.6	25.0	10.4	263.7	13.0
9	float32|none|[T][S]|tricameral|simd	8.5	25.0	18.8	207.5	16.4
10	float32|none|[T][S]Sparse|single|simd	7.8	25.0	30.0	122.5	25.5
11	float32|none|tween_chain|bicameral|simd	7.4	25.0	28.8	199.4	14.9
12	float32|none|[T][S][HP]Async|single|simd	7.3	25.0	26.6	143.5	20.3
13	float32|none|Mesh[T]|single|simd	6.9	25.0	25.3	230.5	12.0
14	float32|none|[T]Alt|single|simd	6.8	25.0	16.7	216.5	12.5
15	float32|none|[T][S]Sparse|tricameral|simd	6.6	25.0	27.1	97.3	27.3
16	float32|none|[T][S][HP]|bicameral|simd	6.2	25.0	43.8	151.1	16.5
17	float32|none|[T][S][L]Cache|single|simd	6.1	25.0	12.5	143.2	17.0
18	float32|none|[T][S][HP]|single|simd	5.9	25.0	25.0	174.9	13.5
19	float32|none|Mesh[T][S][FP]|single|simd	5.2	25.0	33.9	82.3	25.1
20	float32|none|step_tween|bicameral|simd	4.7	25.0	24.0	181.4	10.3

Leaderboard (hard Acc)

#	Cell	Score	Soft	Acc	Thru	Avail
1	float32|none|[T][S][HP]|bicameral|simd	6.2	25.0	43.8	151.1	16.5
2	float32|none|[T][S][HP]Async|bicameral|simd	2.8	25.0	34.4	79.2	14.2
3	float32|none|Mesh[T][S][FP]|single|simd	5.2	25.0	33.9	82.3	25.1
4	float32|none|[T][S][FP]|single|simd	9.9	25.0	33.3	204.9	19.4
5	float32|none|Mesh[T]Chain|bicameral|simd	2.6	25.0	30.8	114.9	9.2
6	float32|none|[T][S]Sparse|single|simd	7.8	25.0	30.0	122.5	25.5
7	float32|none|tween_chain|bicameral|simd	7.4	25.0	28.8	199.4	14.9
8	float32|none|step_tween_chain|single|simd	4.6	25.0	27.8	172.0	10.7
9	float32|none|[T][S]|single|simd	19.3	25.0	27.1	444.3	17.4
10	float32|none|[T][S]|bicameral|simd	17.4	25.0	27.1	348.2	20.0
11	float32|none|[T][S]Sparse|tricameral|simd	6.6	25.0	27.1	97.3	27.3
12	float32|none|Mesh[T]Chain|tricameral|simd	3.5	25.0	26.8	133.1	10.5

13	float32|none|[T][S][HP]Async|single|simd	7.3	25.0	26.6	143.5	20.3
14	float32|none|Mesh[T][S]Sparse|single|simd	3.3	25.0	25.9	81.9	16.3
15	float32|none|Mesh[T]|single|simd	6.9	25.0	25.3	230.5	12.0
16	float32|none|[T][S][HP]|single|simd	5.9	25.0	25.0	174.9	13.5
17	float32|none|Step[T][S]|bicameral|simd	4.0	25.0	25.0	134.7	12.0
18	float32|none|step_tween|bicameral|simd	4.7	25.0	24.0	181.4	10.3
19	float32|none|MeshBP|tricameral|simd	2.4	25.0	23.9	119.6	8.1
20	float32|none|Mesh[T]Chain|single|simd	11.3	25.0	23.8	279.6	16.1

Top scores



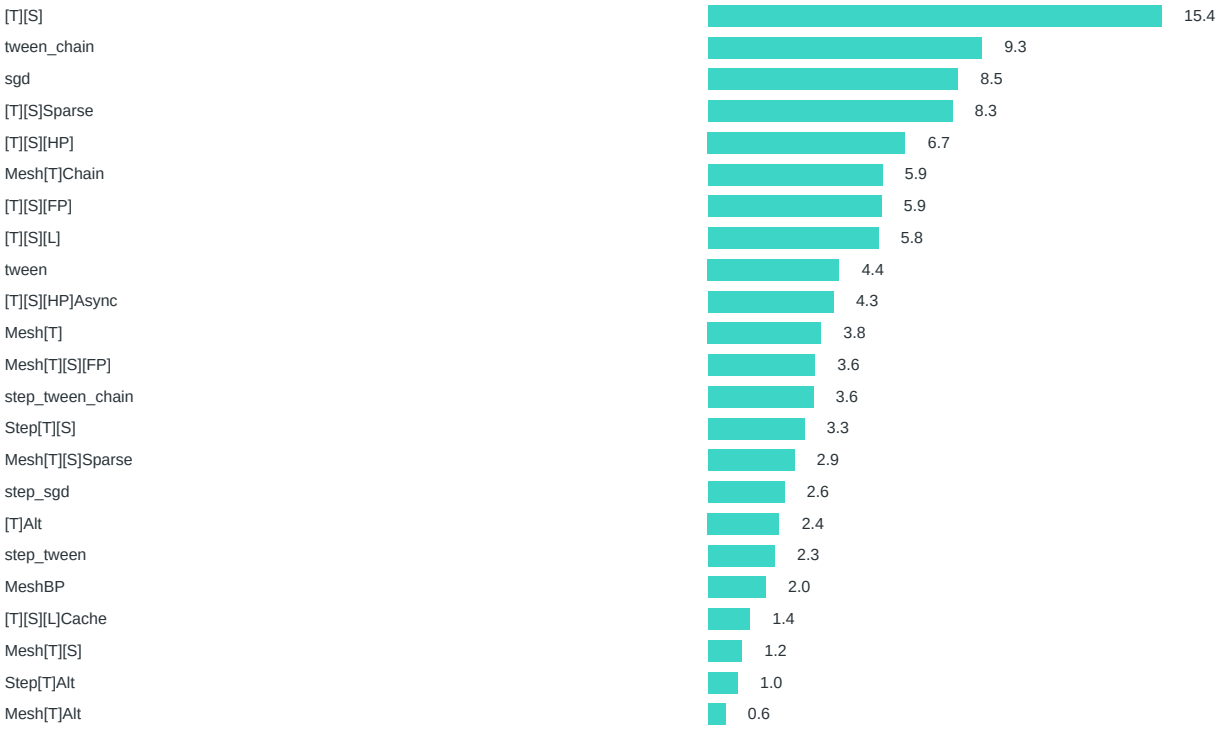
Best settings per mode



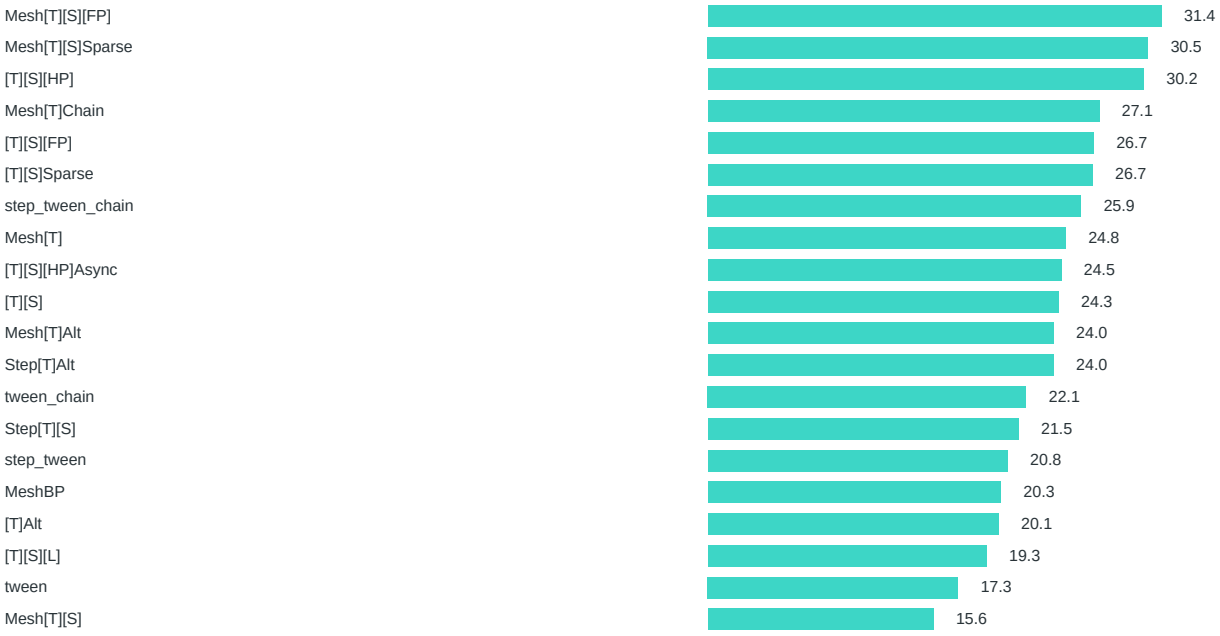
Best settings per mode



Mean Score by train mode



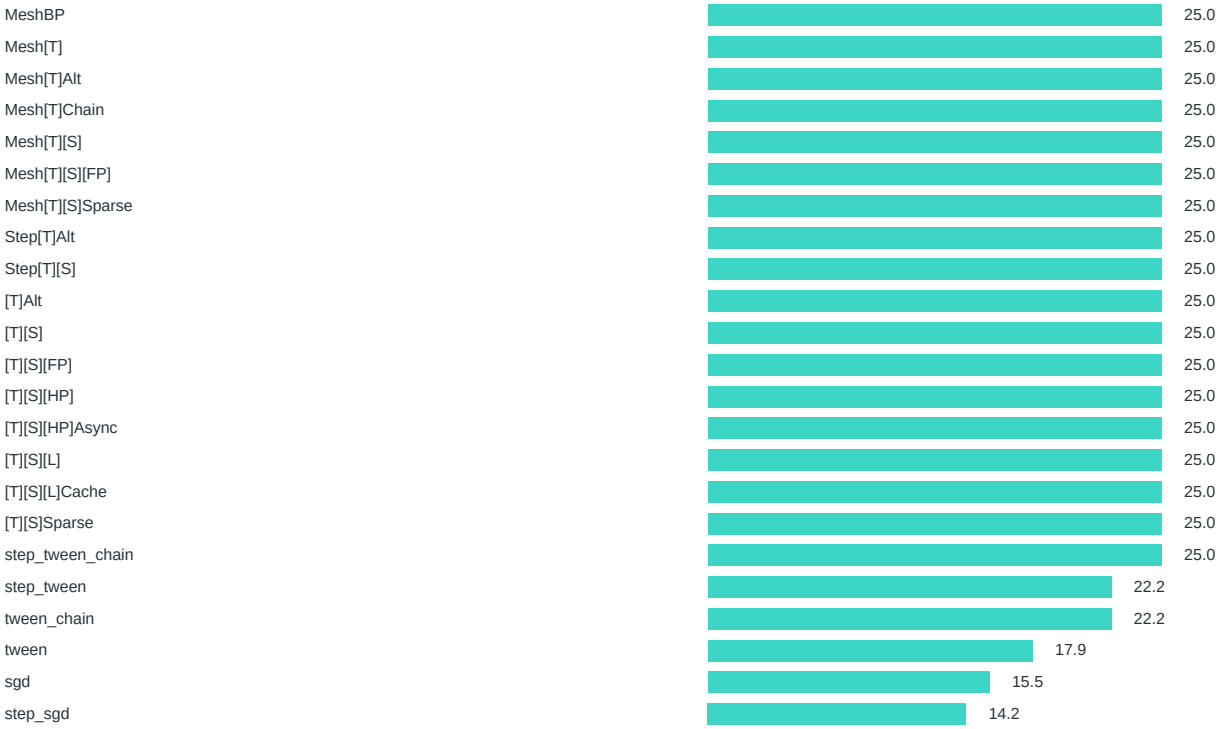
Mean hard Acc by train mode



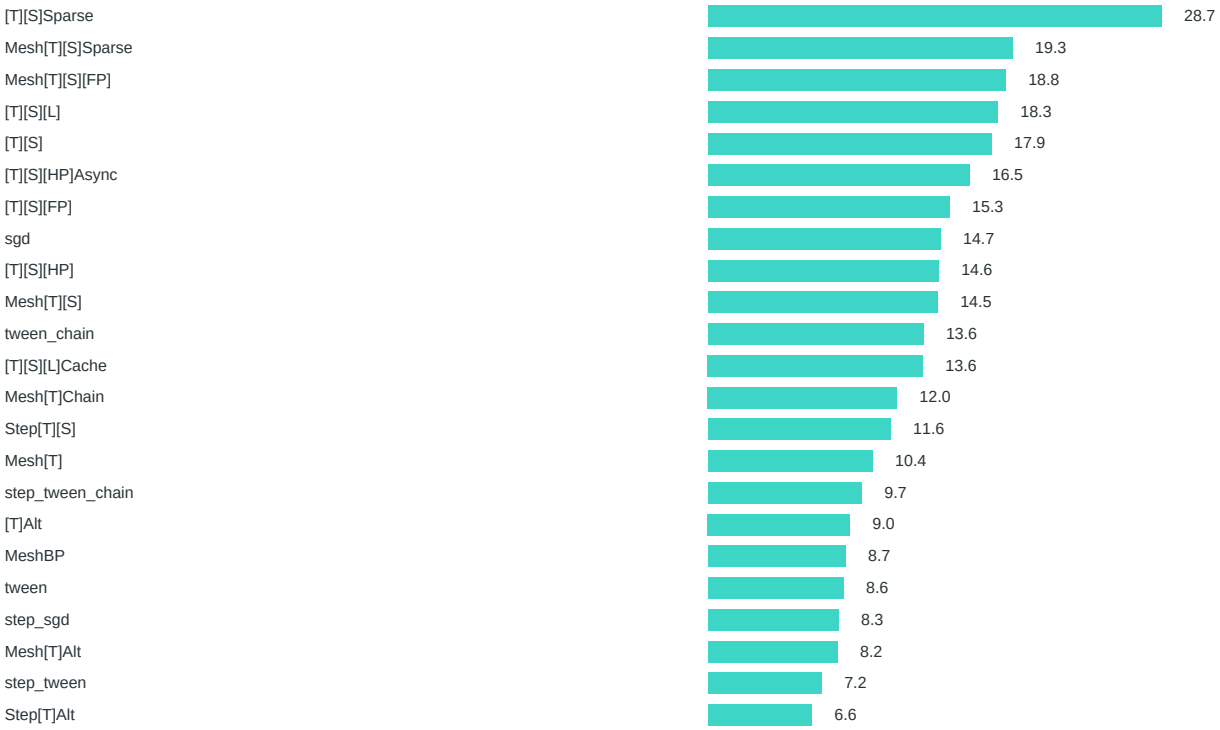
Mean hard Acc by train mode



Mean SoftAcc by train mode



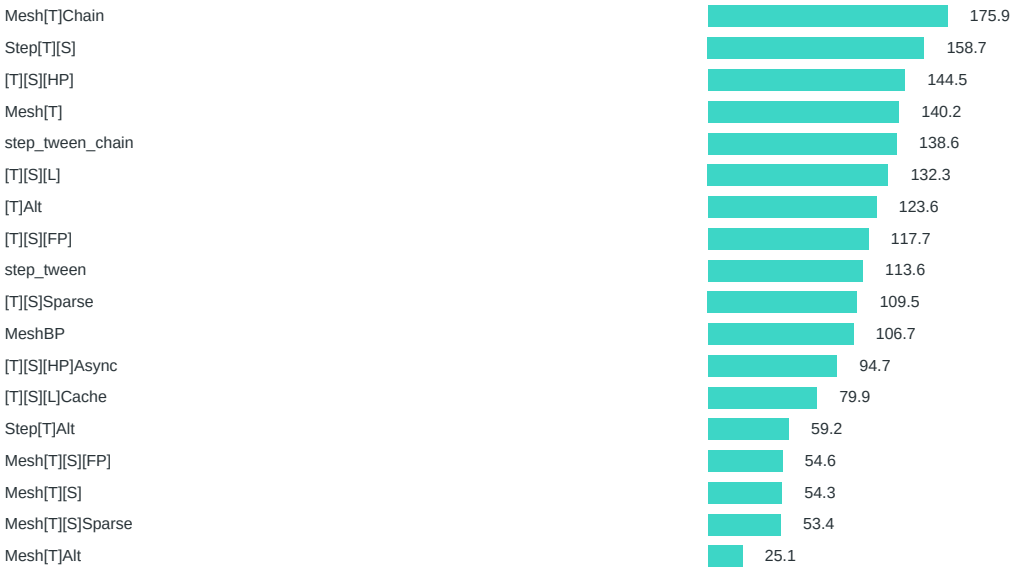
Mean Availability by train mode



Mean Throughput by train mode



Mean Throughput by train mode



Mean Score by dtype



Mean hard Acc by dtype

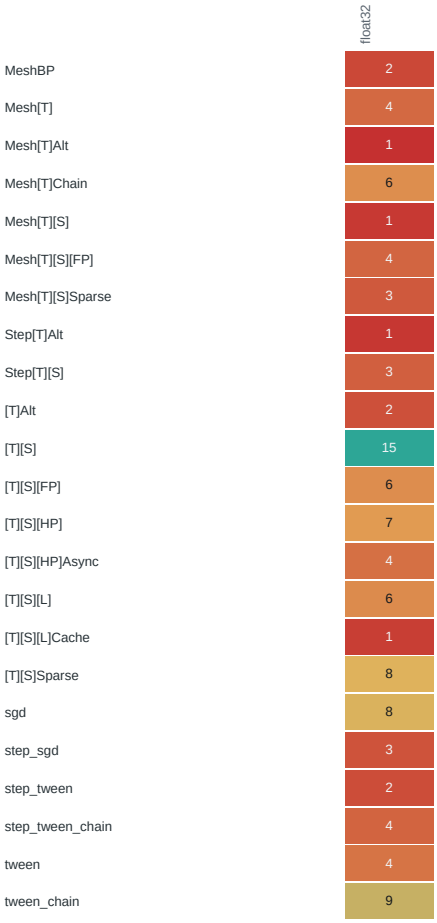


Mean Score by arch



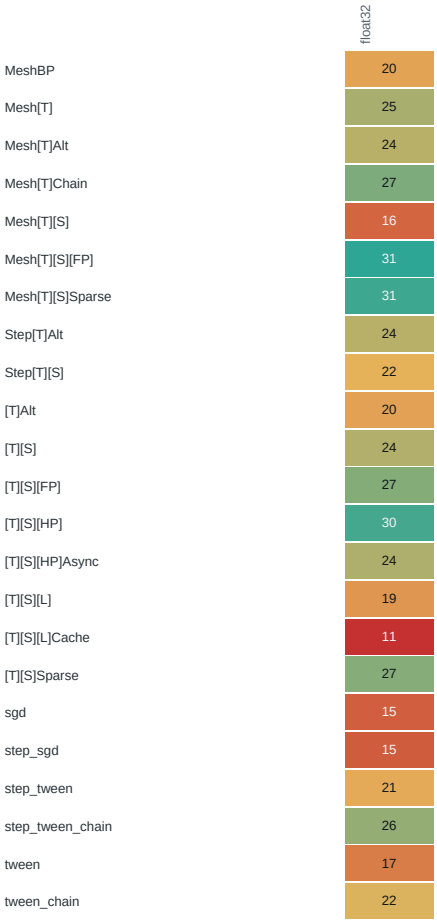
Honesty - mean Score, every mode x dtype

Honesty - mean Score, every mode x dtype



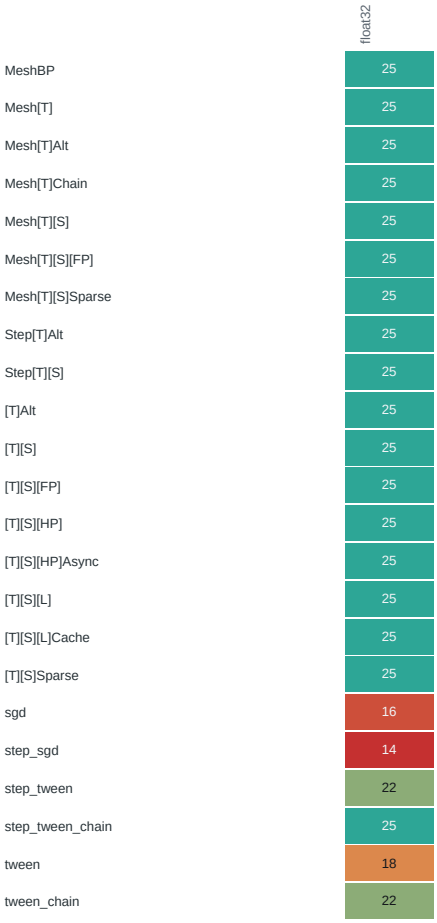
Honesty - mean hard Acc, every mode x dtype

Honesty - mean hard Acc, every mode x dtype



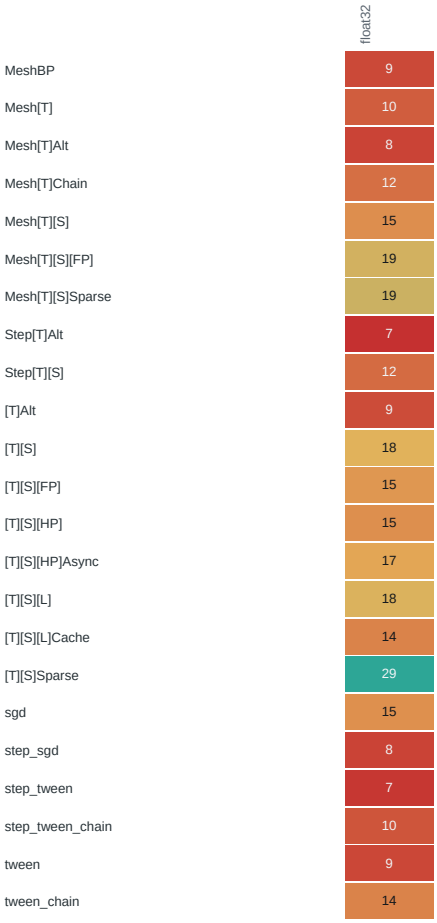
Honesty - mean SoftAcc, every mode x dtype

Honesty - mean SoftAcc, every mode x dtype



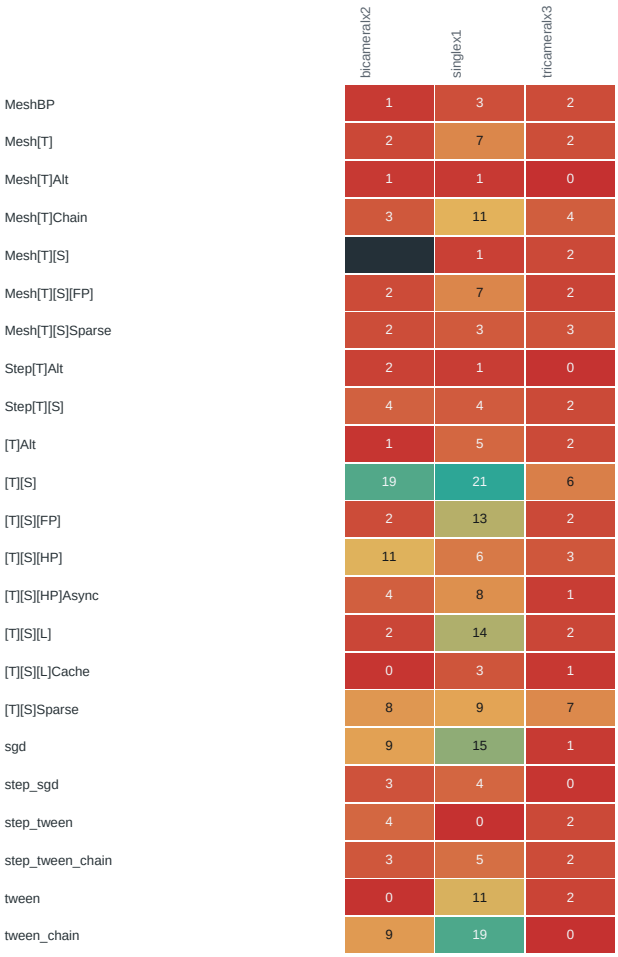
Honesty - mean Avail, every mode x dtype

Honesty - mean Avail, every mode x dtype



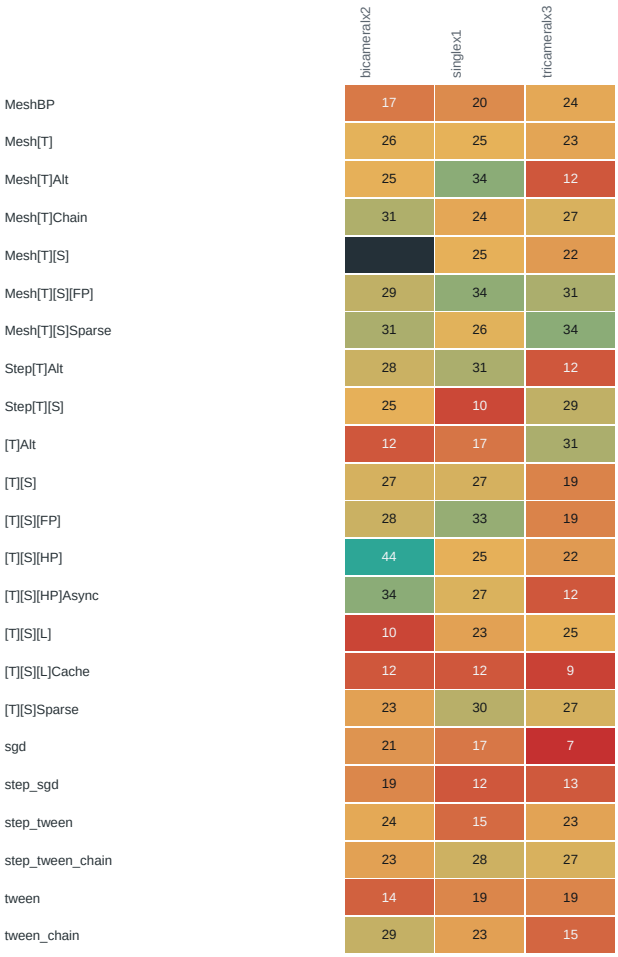
Mean Score, every mode x arch

Mean Score, every mode x arch



Mean hard Acc, every mode x arch

Mean hard Acc, every mode x arch

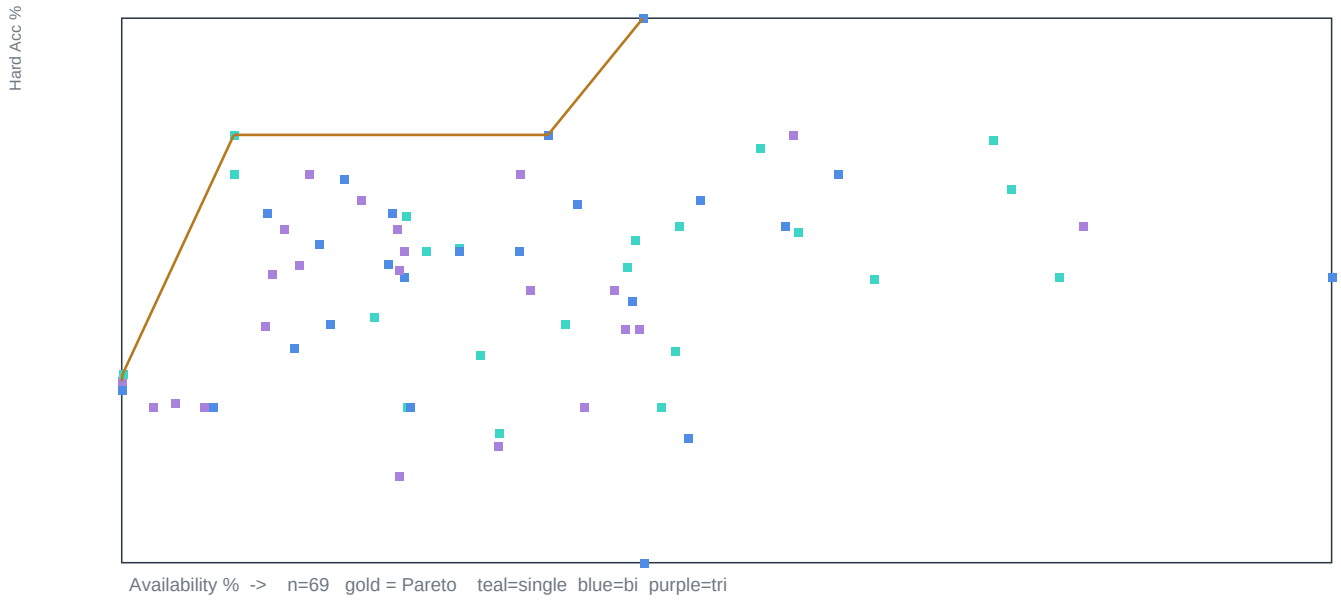


Mean Avail, every mode x arch

Mean Avail, every mode x arch

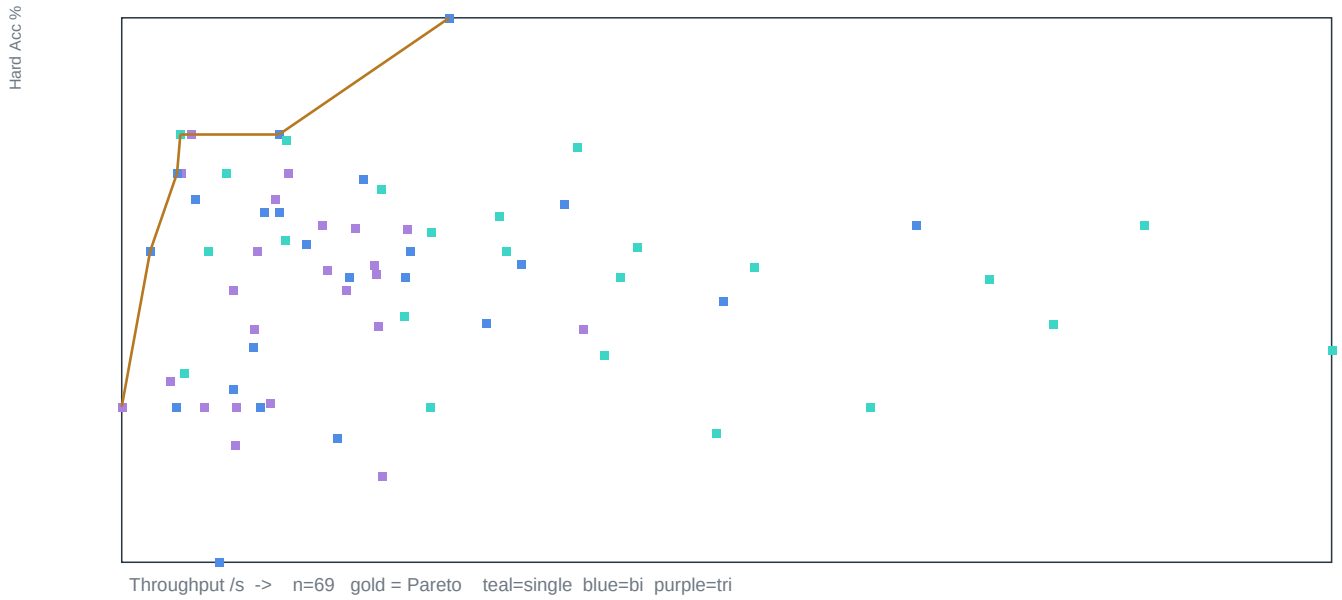
	bicameralx2	singlex1	tricameralx3
MeshBP	8	10	8
Mesh[T]	9	12	11
Mesh[T]Alt	13	7	5
Mesh[T]Chain	9	16	11
Mesh[T][S]	17	11	16
Mesh[T][S][FP]	18	25	14
Mesh[T][S]Sparse	21	16	20
Step[T]Alt	7	7	6
Step[T][S]	12	13	10
[T]Alt	6	13	8
[T][S]	20	17	16
[T][S][FP]	10	19	16
[T][S][HP]	17	13	14
[T][S][HP]Async	14	20	15
[T][S][L]	18	27	11
[T][S][L]Cache	11	17	13
[T][S]Sparse	33	26	27
sgd	16	17	11
step_sgd	9	11	5
step_tween	10	4	7
step_tween_chain	11	11	8
tween	4	15	7
tween_chain	15	22	4

Pillars - Availability vs hard Acc

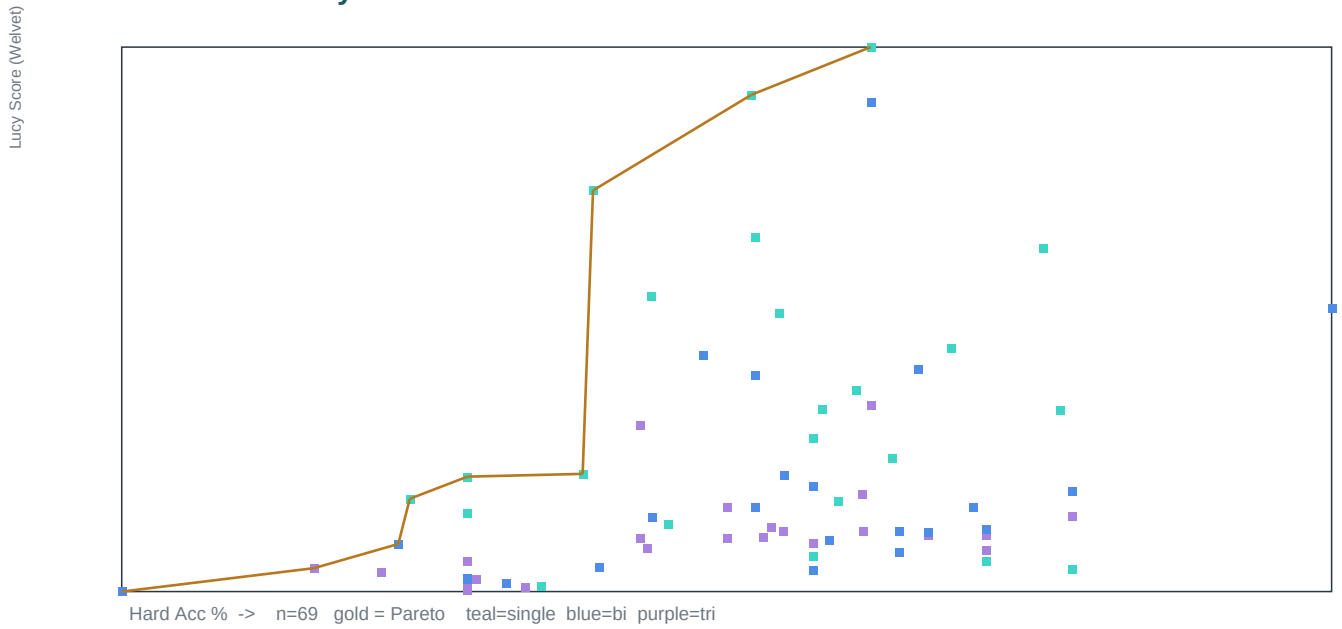


Pillars - Throughput vs hard Acc

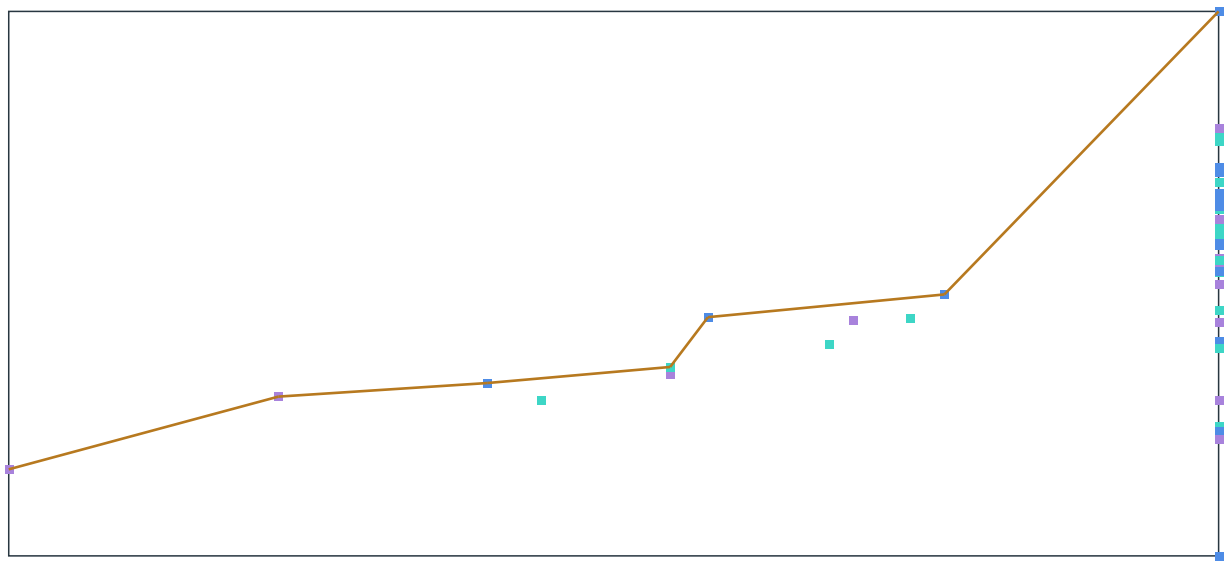
Pillars - Throughput vs hard Acc



Pareto - hard Acc vs Lucy Score

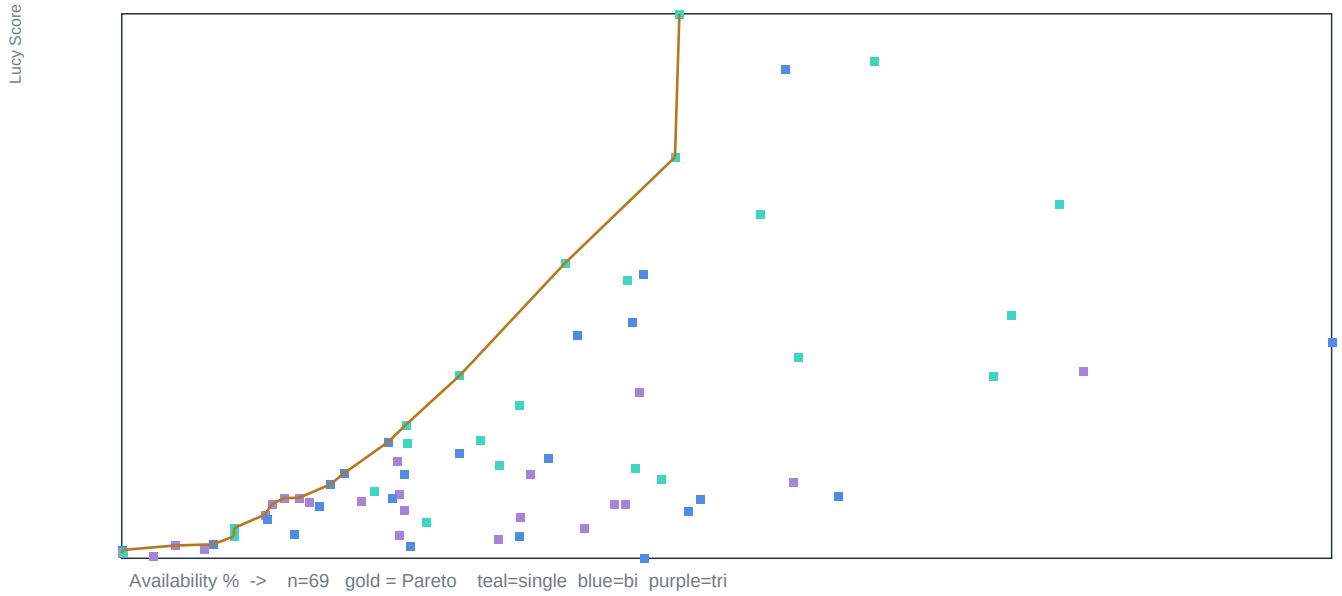


SoftAcc (serve-confidence) vs hard Acc

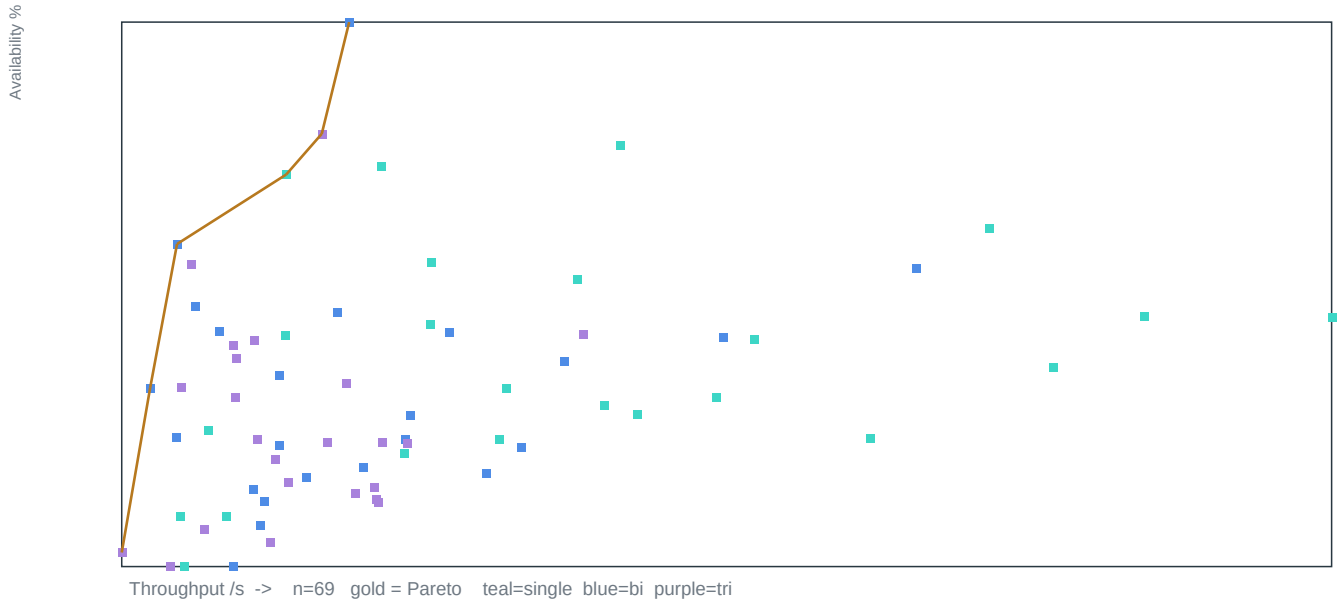



SoftAcc % -> n=69 gold = Pareto teal=single blue=bi purple=tri
Hard Acc %

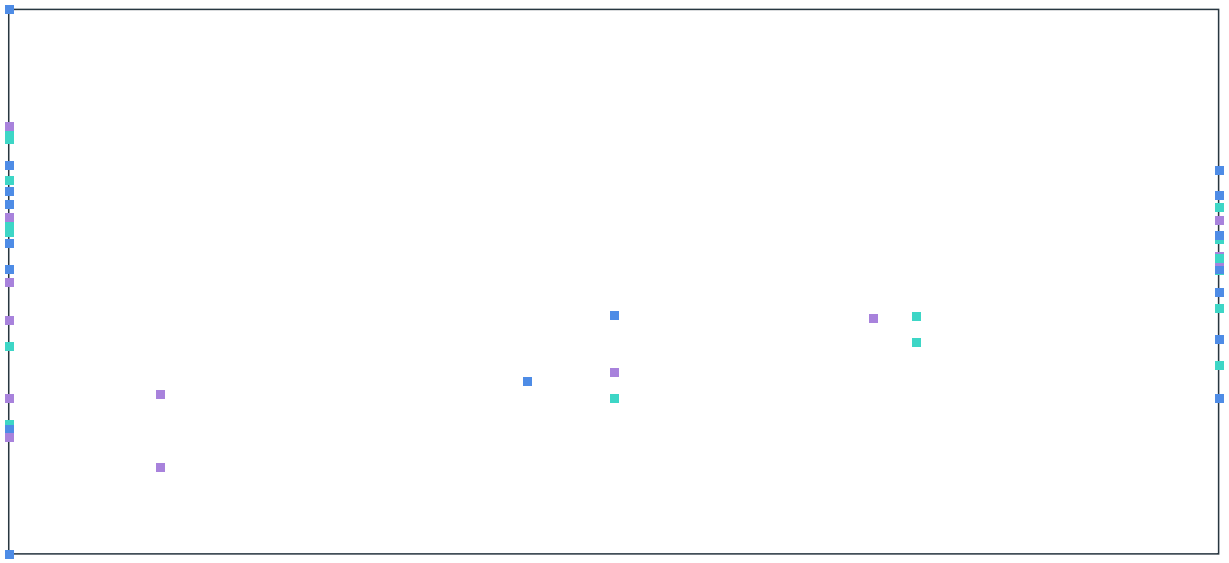
Avail vs Lucy Score (duty clock)



Pillars - Throughput vs Availability



AdaptPct vs hard Acc



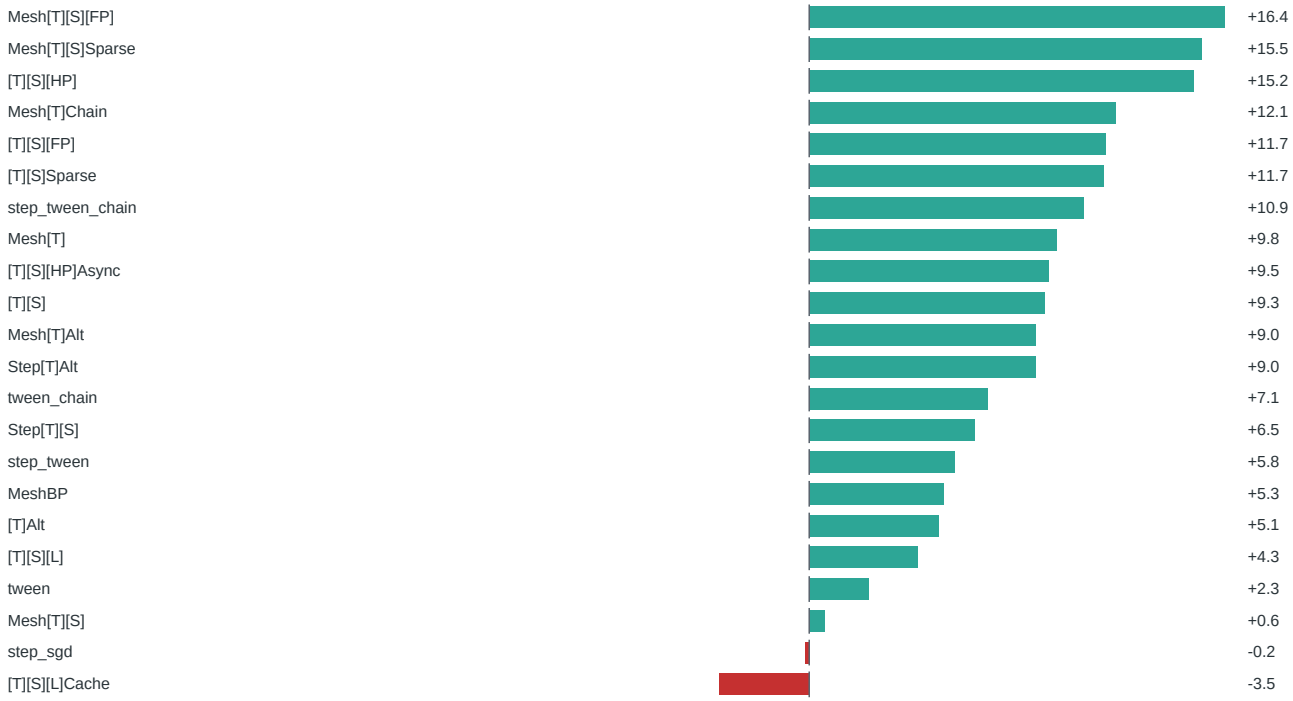

AdaptPct % -> n=69 gold = Pareto teal=single blue=bi purple=tri
Hard Acc %

vs sgd - matched dtype x format x arch

AccDelta is the honest column. ScoreDelta is usually Availability (duty clock), not a better chain rule. Acc win = AccDelta > 0.5. Score win = ScoreDelta > 1. Baseline is discovered from the board, not a frozen StepBP list.

mode	n	AccD	Acc win%	SoftD	AvailD	ThruD	ScoreD	Score win%
Mesh[T][S][FP]	3	+16.4	100	+9.5	+4.1	-250	-4.9	0
Mesh[T][S]Sparse	3	+15.5	100	+9.5	+4.6	-251	-5.5	33
[T][S][HP]	3	+15.2	100	+9.5	-0.1	-160	-1.8	67
Mesh[T]Chain	3	+12.1	100	+9.5	-2.8	-128	-2.6	33
[T][S][FP]	3	+11.7	100	+9.5	+0.6	-187	-2.6	33
[T][S]Sparse	3	+11.7	100	+9.5	+14.0	-195	-0.2	33
step_tween_chain	3	+10.9	100	+9.5	-5.0	-166	-4.9	33
Mesh[T]	3	+9.8	100	+9.5	-4.3	-164	-4.6	33
[T][S][HP]Async	3	+9.5	100	+9.5	+1.8	-210	-4.2	0
[T][S]	3	+9.3	100	+9.5	+3.2	+29	+6.9	100
Mesh[T]Alt	3	+9.0	100	+9.5	-6.5	-279	-7.9	0
Step[T]Alt	3	+9.0	100	+9.5	-8.1	-245	-7.5	0
tween_chain	3	+7.1	100	+6.7	-1.1	-100	+0.8	33
Step[T][S]	3	+6.5	67	+9.5	-3.2	-146	-5.2	33
step_tween	3	+5.8	67	+6.7	-7.5	-191	-6.2	33
MeshBP	3	+5.3	67	+9.5	-6.0	-198	-6.5	33
[T]Alt	3	+5.1	33	+9.5	-5.7	-181	-6.1	33
[T][S][L]	3	+4.3	67	+9.5	+3.6	-172	-2.7	0
tween	3	+2.3	67	+2.4	-6.1	-109	-4.0	0
Mesh[T][S]	3	+0.6	67	+9.5	-0.2	-250	-7.3	33
step_sgd	3	-0.2	33	-1.3	-6.5	-114	-5.9	0
[T][S][L]Cache	3	-3.5	33	+9.5	-1.1	-224	-7.1	0

mean AccD vs sgd



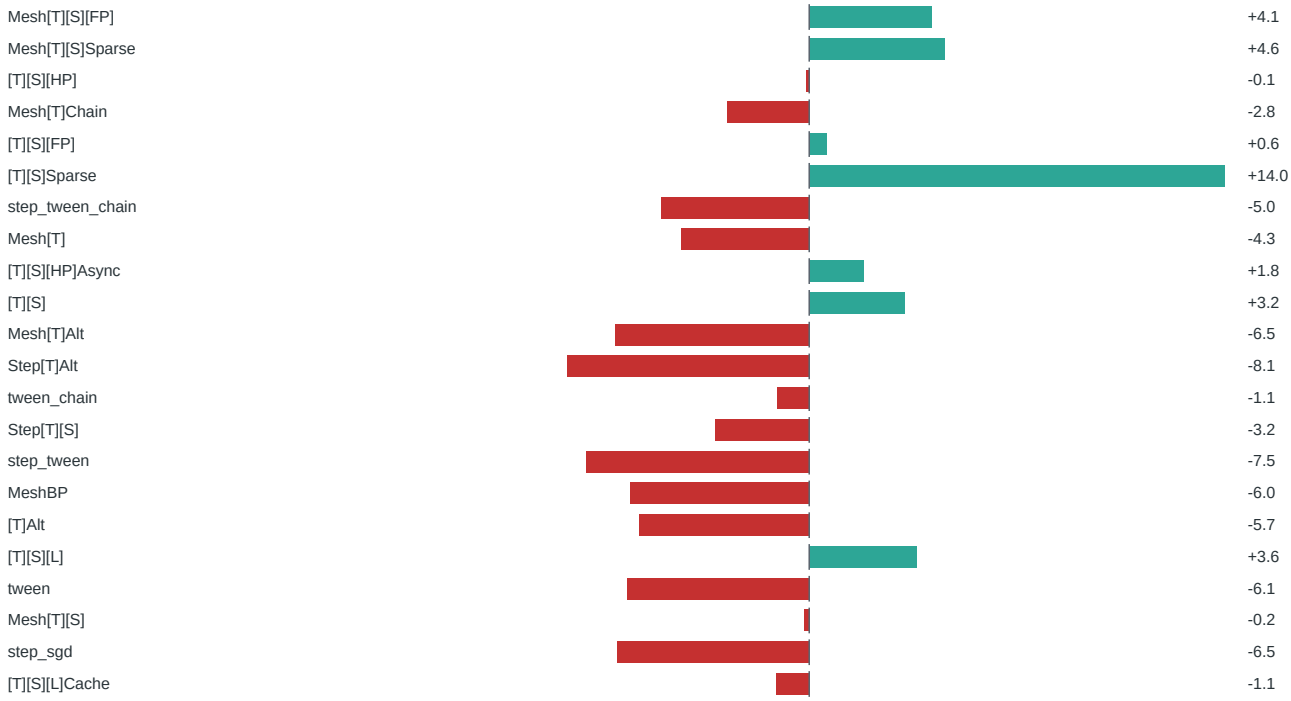
mean ScoreD vs sgd (duty clock)



mean ScoreD vs sgd (duty clock)

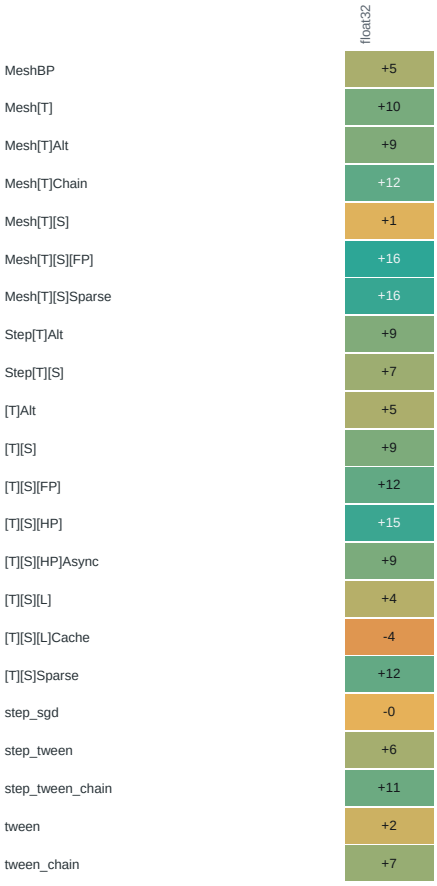


mean AvailD vs sgd



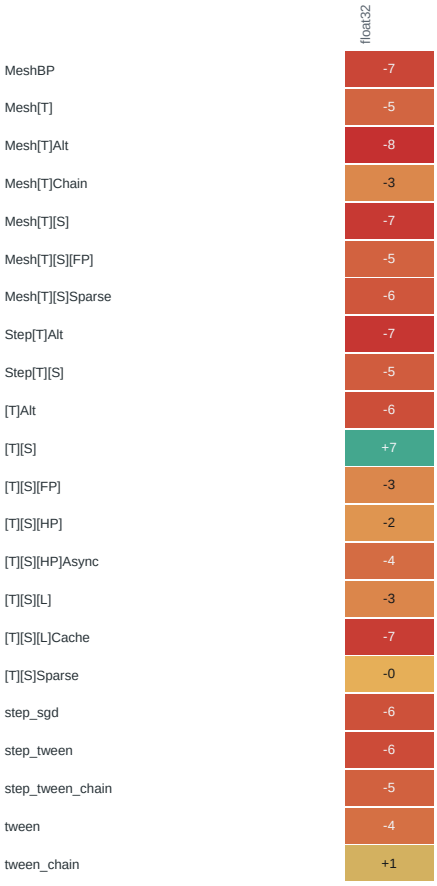
AccD vs sgd, every mode x dtype

AccD vs sgd, every mode x dtype



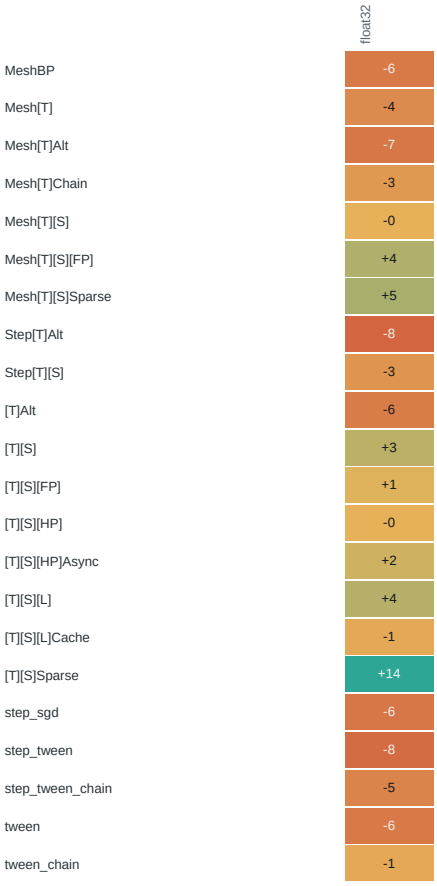
ScoreD vs sgd, every mode x dtype

ScoreD vs sgd, every mode x dtype



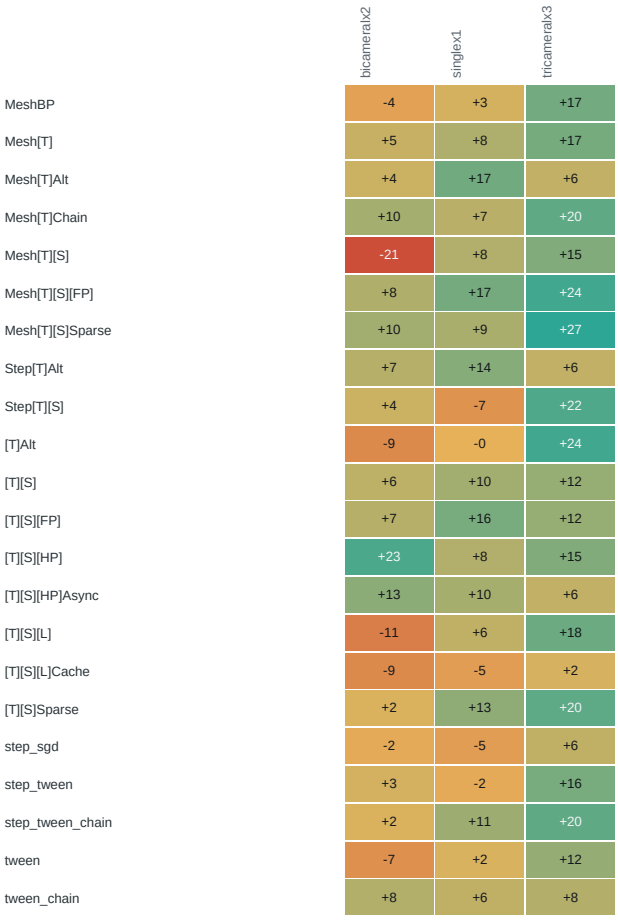
AvailD vs sgd, every mode x dtype

AvailD vs sgd, every mode x dtype



AccD vs sgd, every mode x arch

AccD vs sgd, every mode x arch



Family collapse - Step* vs non-Step

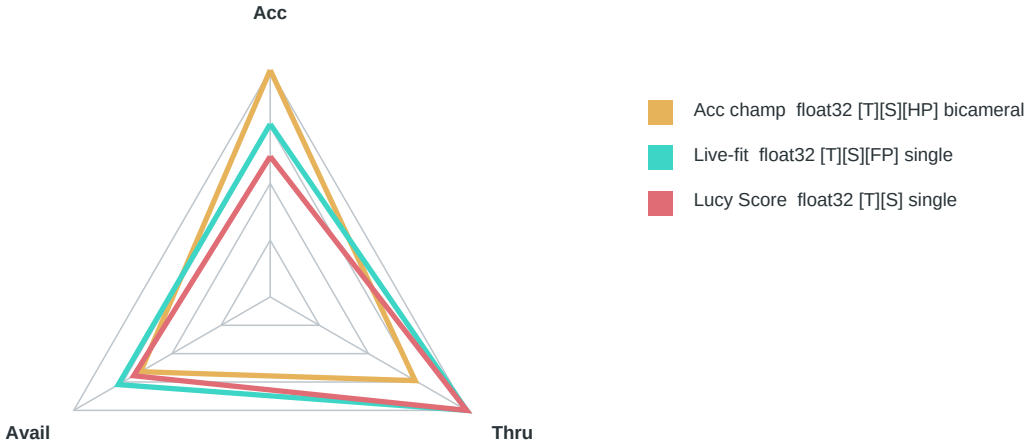
Step* is a 1D pipe (one sample enters layer 0 per tick; output is the sample that entered depth ticks ago). Non-Step of the same family is a full-chain update. AccD is a real scheduler split, not leftover warm-up forwards.

step	plain	n	mean |AccD|
Step[T]Alt	[T]Alt	3	16.32
Step[T][S]	[T][S]	3	9.72
step_sgd	sgd	3	4.07
step_tween	tween	3	6.07
step_tween_chain	tween_chain	3	7.74

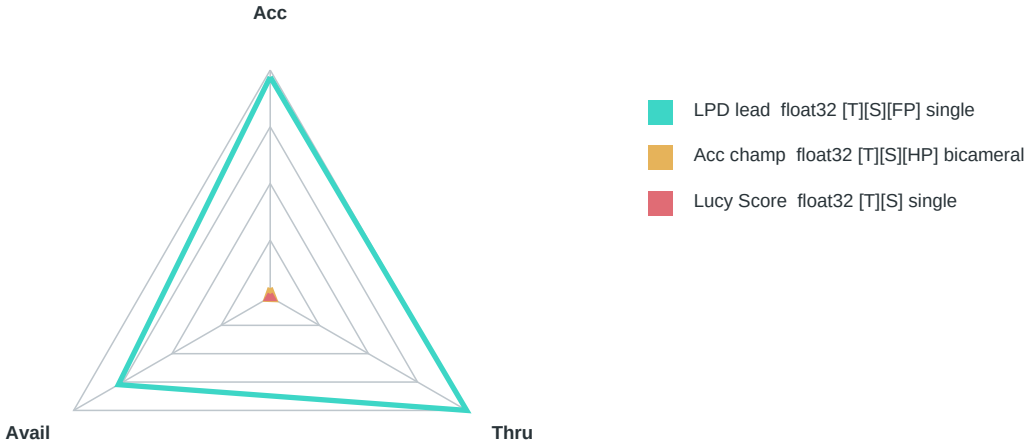
Consciousness - Acc, Throughput, Availability

Synthetic organism / Lucy density: can the net run and train at the same time in a small box. Lucy Score = Throughput x Availability x Acc / 10,000 (hard Acc; SoftAcc is serve-confidence only). SGD that blocks serve dies on Availability. Q = geomean Acc/Thru/Avail vs learner peaks (traps do not set Thru/Avail). LPD = Q x shrink vs Acc-champ RAM; 0 unless Acc keep >=70%. Gold = all 3 pillars >=80% at <=20% Acc-champ RAM. Gold-std = Acc >=80% plus Thru or Avail, then smallest then fastest. Score/MiB is the binary trap.
Acc champ float32|none|[T][S][HP]|bicameral|simd Acc 43.8 Thru 151 Avail 16.5% 49.0 KiB (RAM reference)
Lucy Score champ (T x Avail x Acc) float32|none|[T][S]|single|simd Score 20.9 Acc 27.1 Soft 25 1.0 KiB
Live-fit champ (best Q) float32|none|[T][S][FP]|single|simd Acc 33.3 Thru 205 Avail 19.4% 1.0 KiB
Board fastest float32|none|sgd|single|simd Thru 523 (traps may own this) Best availability float32|none|[T][S]Sparse|bicameral|simd 33.3%
Learner Thru peak 205 learner Avail peak 25.1%

Consciousness radar - Acc / Thru / Avail vs learner peaks



Memory density radar - same pillars x shrink vs Acc champ (traps sit at origin)



No gold cell yet. Need all three pillars at 80% of learner peaks in one fifth of Acc-champ RAM.

Lucy density (LPD) - Q x shrink vs Acc-champ RAM; 0 if Acc keep < 70%

Band	Cell	Acc%	Thru%	Avail%	Q%	RAM%	xSmall	LPD	Acc	Thru	KiB
-	float32 [T][S][FP] single	76	100	77	84	2	32.0	26.82	33.3	205	1.0
-	float32 Mesh[T][S][FP] single	78	40	100	68	2	32.0	21.69	33.9	82	1.0
-	float32 Step[T]Alt single	71	28	26	37	2	32.0	11.94	31.2	57	1.0
-	float32 Mesh[T]Alt single	79	18	26	34	2	32.0	10.72	34.4	38	1.0
acc	float32 [T][S][HP] bicameral	100	74	66	79	100	1.0	0.79	43.8	151	49.0
-	float32 [T][S][HP]Async bicameral	79	39	57	56	100	1.0	0.56	34.4	79	49.0
-	float32 Mesh[T]Chain bicameral	70	56	37	53	100	1.0	0.53	30.8	115	49.0
-	float32 Mesh[T][S]Sparse bicameral	71	18	85	48	100	1.0	0.48	31.2	36	49.0
-	float32 Mesh[T][S]Sparse tricameral	79	21	81	51	133	0.8	0.38	34.4	42	65.0
-	float32 [T]Alt tricameral	71	41	33	46	133	0.8	0.35	31.2	83	65.0
-	float32 Mesh[T][S][FP] tricameral	71	18	54	41	133	0.8	0.31	31.2	38	65.0
trap	float32 [T][S][L] single	52	100	100	81	2	32.0	0.00	22.9	223	1.0
-	float32 [T][S] bicameral	62	100	80	79	100	1.0	0.00	27.1	348	49.0
trap	float32 tween_chain single	52	100	88	77	2	32.0	0.00	22.8	379	1.0

Band	Cell	Acc%	Thru%	Avail%	Q%	RAM%	xSmall	LPD	Acc	Thru	KiB
trap	float32 [T][S] single	62	100	69	75	2	32.0	0.00	27.1	444	1.0
trap	float32 [T][S]Sparse single	69	60	100	74	2	32.0	0.00	30.0	122	1.0
-	float32 tween_chain bicameral	66	97	60	73	100	1.0	0.00	28.8	199	49.0
trap	float32 Mesh[T]Chain single	54	100	64	70	2	32.0	0.00	23.8	280	1.0
trap	float32 [T][S][HP]Async single	61	70	81	70	2	32.0	0.00	26.6	143	1.0
-	float32 sgd bicameral	48	100	65	68	100	1.0	0.00	21.0	267	49.0

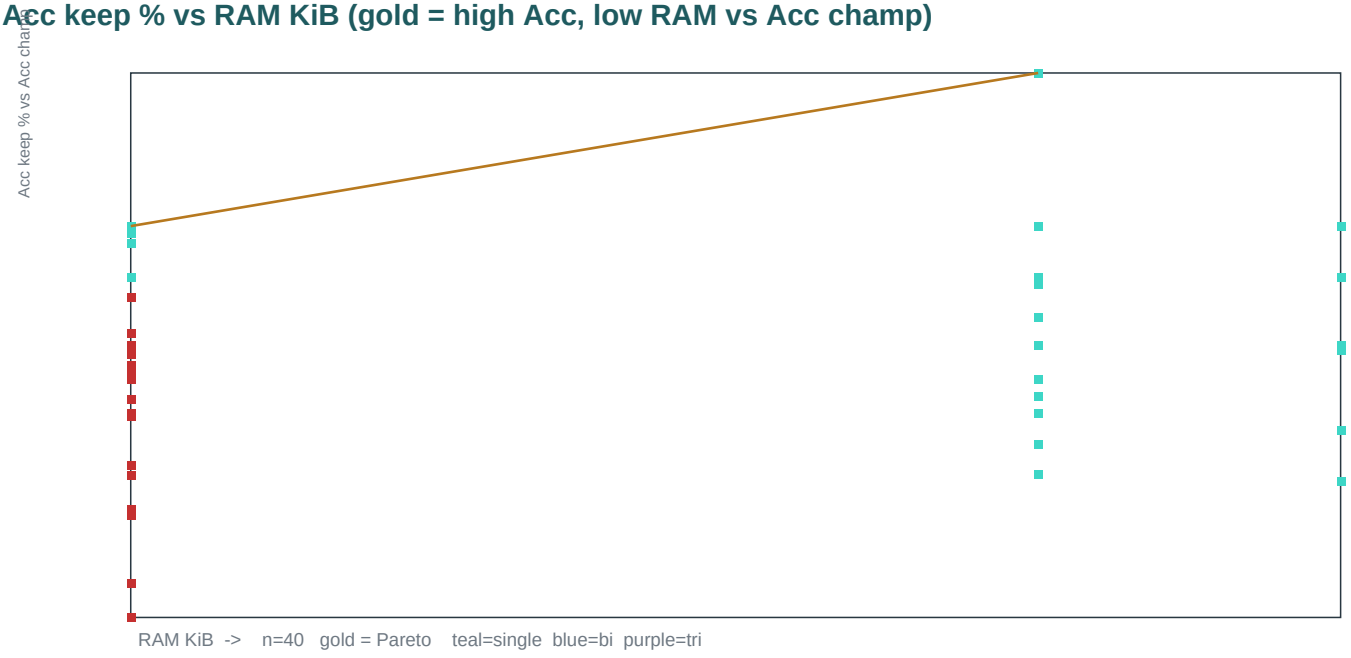
Consciousness rank - Q = geomean Acc/Thru/Avail keep

Band	Cell	Acc%	Thru%	Avail%	Q%	LPD	Thru	Avail
-	float32 [T][S][FP] single	76	100	77	84	26.82	205	19.4
acc	float32 [T][S][HP] bicameral	100	74	66	79	0.79	151	16.5
-	float32 Mesh[T][S][FP] single	78	40	100	68	21.69	82	25.1
-	float32 [T][S][HP]Async bicameral	79	39	57	56	0.56	79	14.2
-	float32 Mesh[T]Chain bicameral	70	56	37	53	0.53	115	9.2
-	float32 Mesh[T][S]Sparse tricameral	79	21	81	51	0.38	42	20.2
-	float32 Mesh[T][S]Sparse bicameral	71	18	85	48	0.48	36	21.3
-	float32 [T]Alt tricameral	71	41	33	46	0.35	83	8.4
-	float32 Mesh[T][S][FP] tricameral	71	18	54	41	0.31	38	13.5
-	float32 Step[T]Alt single	71	28	26	37	11.94	57	6.5

Trap - tiny RAM, Acc keep < 70% (Score/MiB and SoftAcc Score lie here)

Band	Cell	Acc%	Thru%	Avail%	Q%	RAM%	xSmall	LPD	Acc	Thru	KiB
trap	float32 sgd single	39	100	69	65	2	32.0	0.00	17.0	523	1.0
trap	float32 step_sgd single	29	100	43	50	2	32.0	0.00	12.5	329	1.0
trap	float32 tween single	44	100	58	63	2	32.0	0.00	19.1	406	1.0
trap	float32 tween_chain single	52	100	88	77	2	32.0	0.00	22.8	379	1.0
trap	float32 step_tween single	35	19	15	22	2	32.0	0.00	15.2	39	1.0
trap	float32 step_tween_chain single	64	84	43	61	2	32.0	0.00	27.8	172	1.0
trap	float32 MeshBP single	45	64	40	49	2	32.0	0.00	19.7	132	1.0
trap	float32 Mesh[T] single	58	100	48	65	2	32.0	0.00	25.3	231	1.0
trap	float32 Mesh[T]Chain single	54	100	64	70	2	32.0	0.00	23.8	280	1.0
trap	float32 [T][S] single	62	100	69	75	2	32.0	0.00	27.1	444	1.0

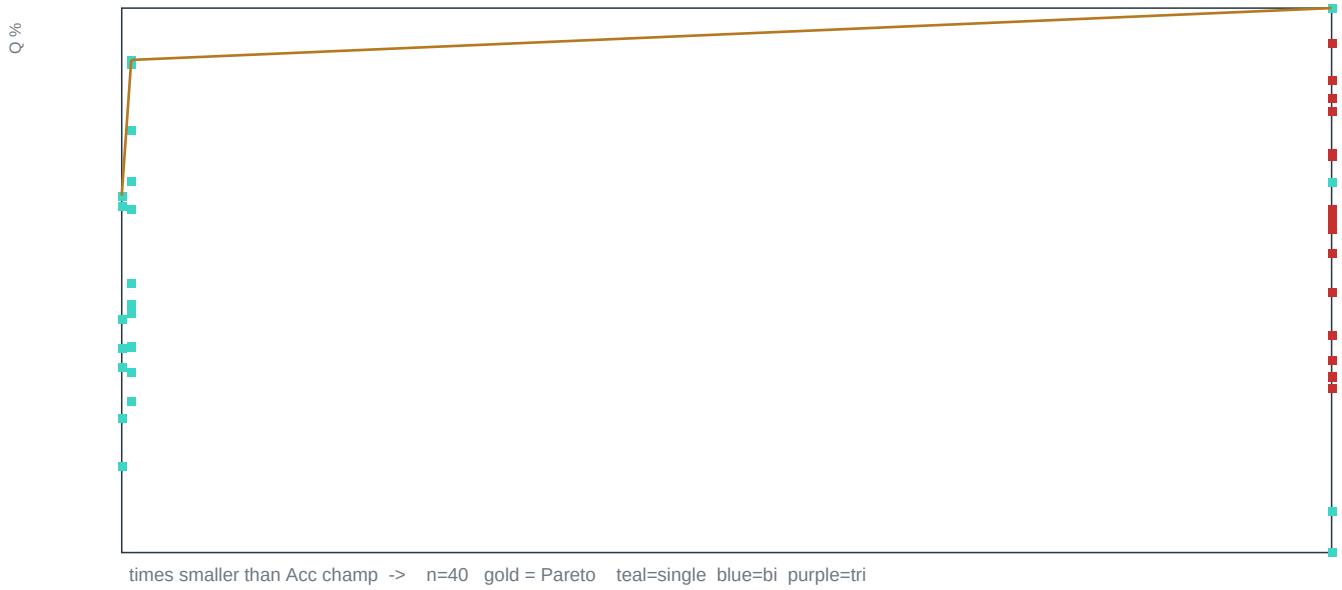
Acc keep % vs RAM KiB (gold = high Acc, low RAM vs Acc champ)



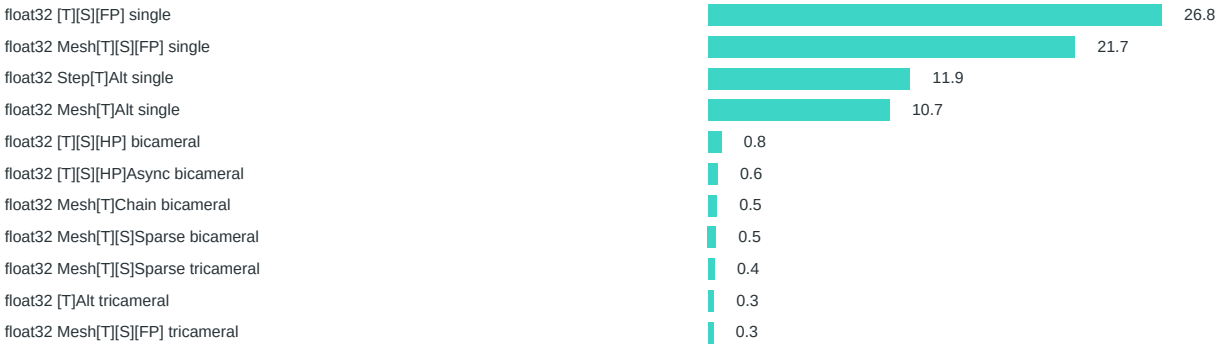
Q% vs RAM KiB (gold = high consciousness, low RAM)



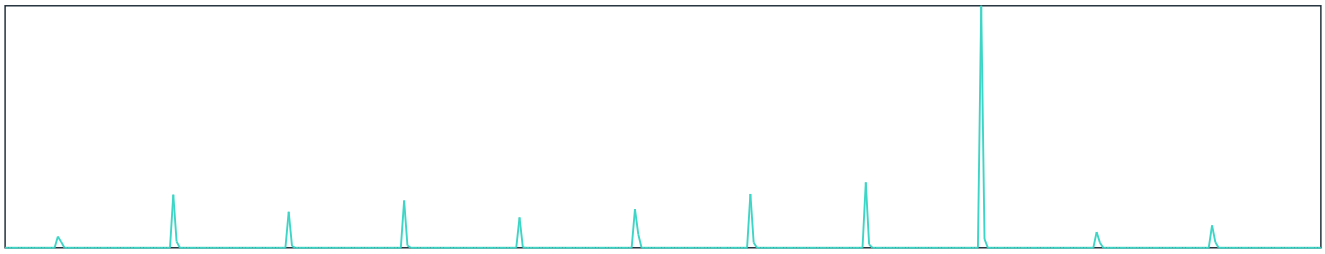
Q% vs shrink vs Acc champ (gold = upper right)



Top Lucy density (LPD)

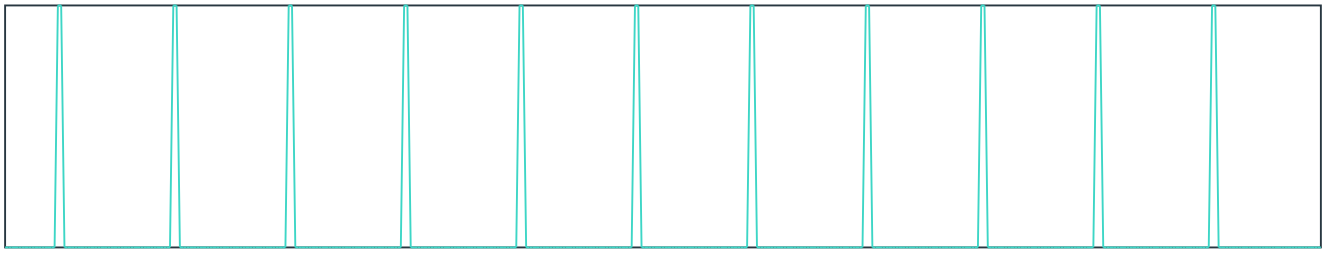


Live pulse (Score)



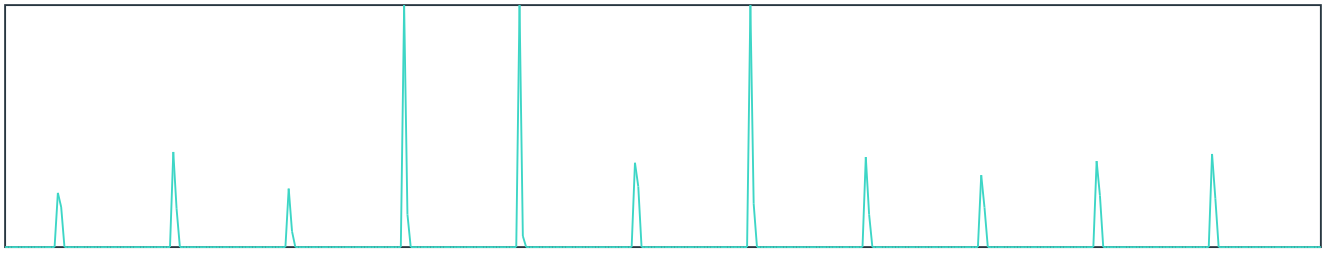
n=400 min=0.00 max=92.13

Live pulse (SoftAcc)



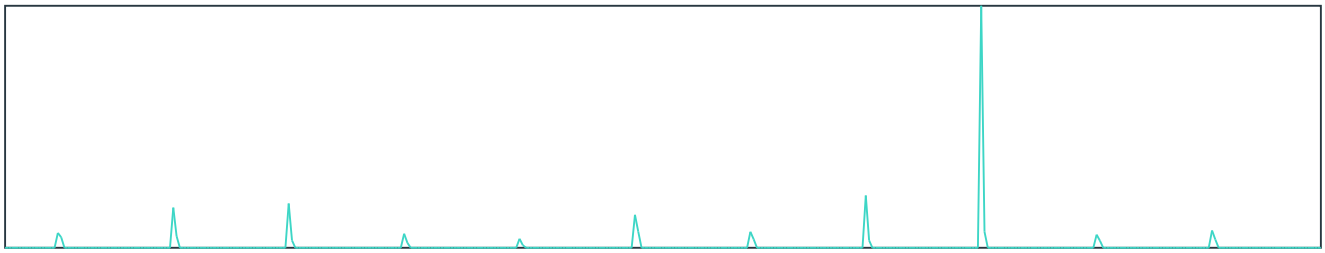
n=400 min=0.00 max=25.00

Live pulse (Availability)



n=400 min=0.00 max=100.00

Live pulse (Throughput)



n=400 min=0.00 max=1239.43

Queue by train mode (this epoch)

Mode	Done	Run	Left	Total