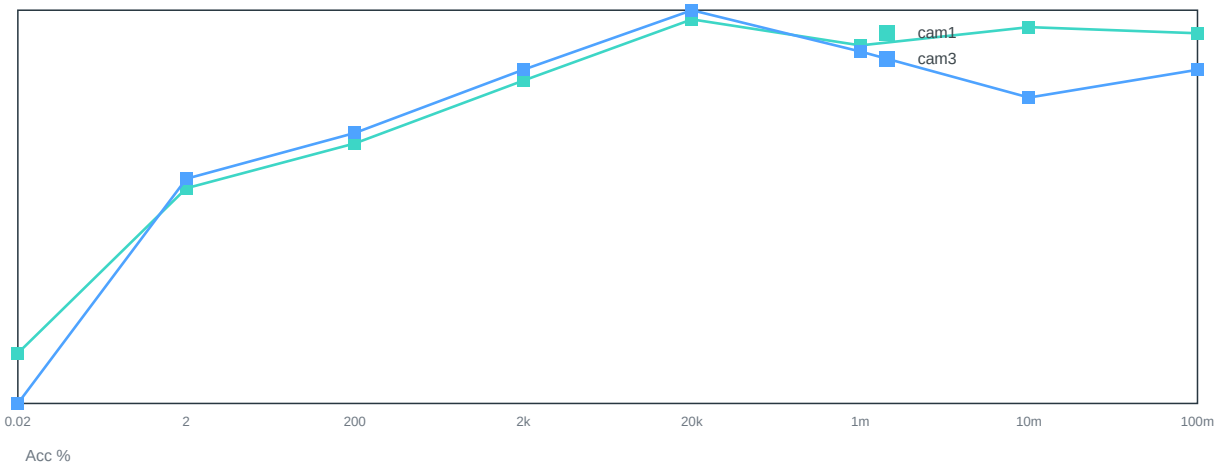
compare aai ocean

Matched cells share the same layer|dtype|mode recipe; LR comes from the |lr=... suffix in test53 cell IDs.

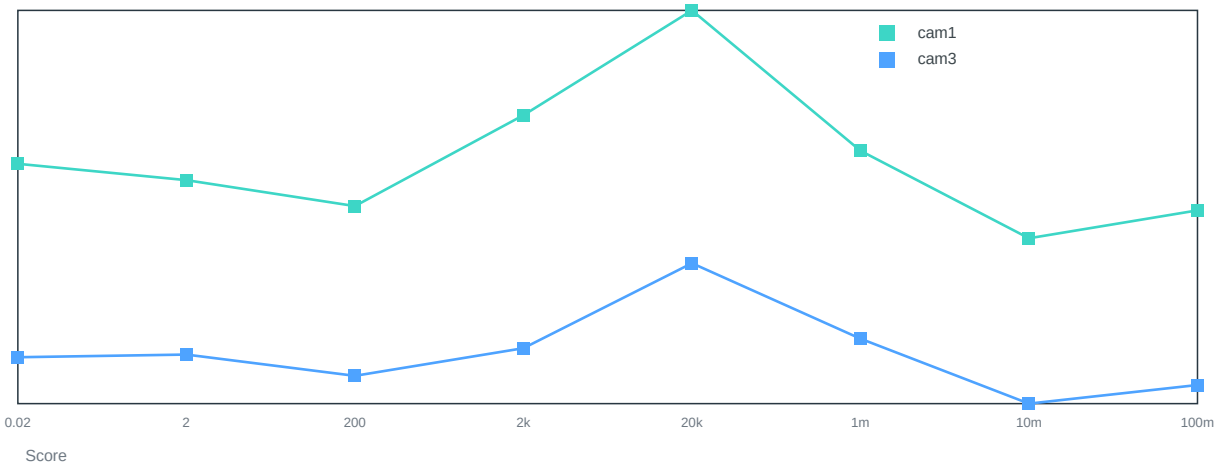
Generated 2026-08-27 11:15:18. Machines: cam1, cam3. LR steps: 8.

Charts

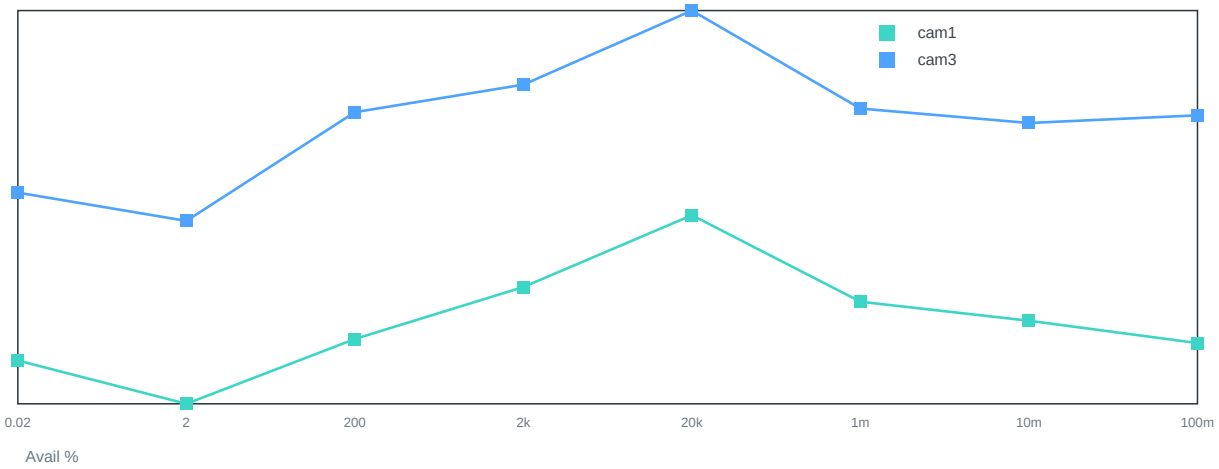
Mean Acc vs learning rate



Mean Score vs learning rate



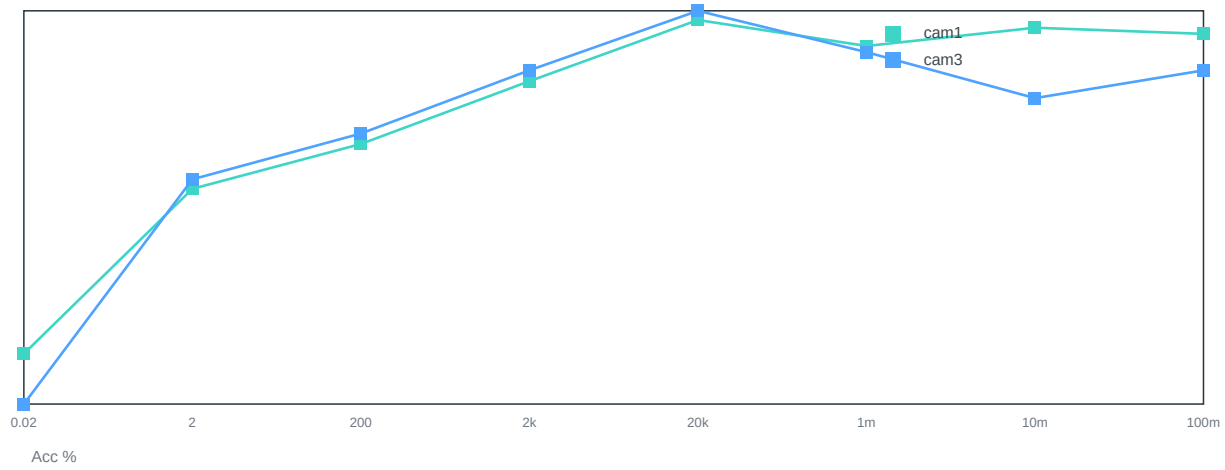
Mean Availability vs learning rate



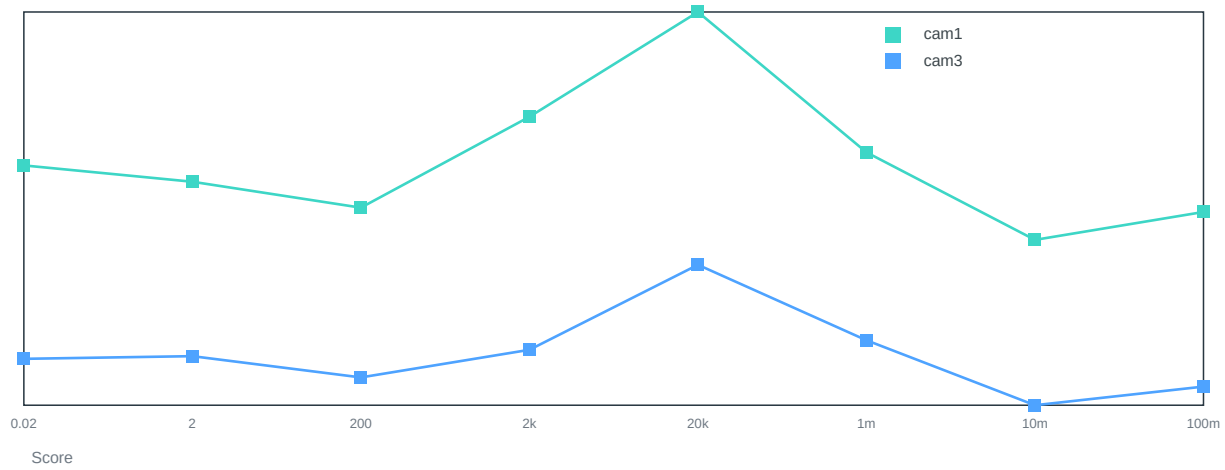
Cam cam3 vs cam1 (HI)

cam3 vs cam1 (hi band) - cam1 ahead on mean Acc (D -0.4 pp pooled).

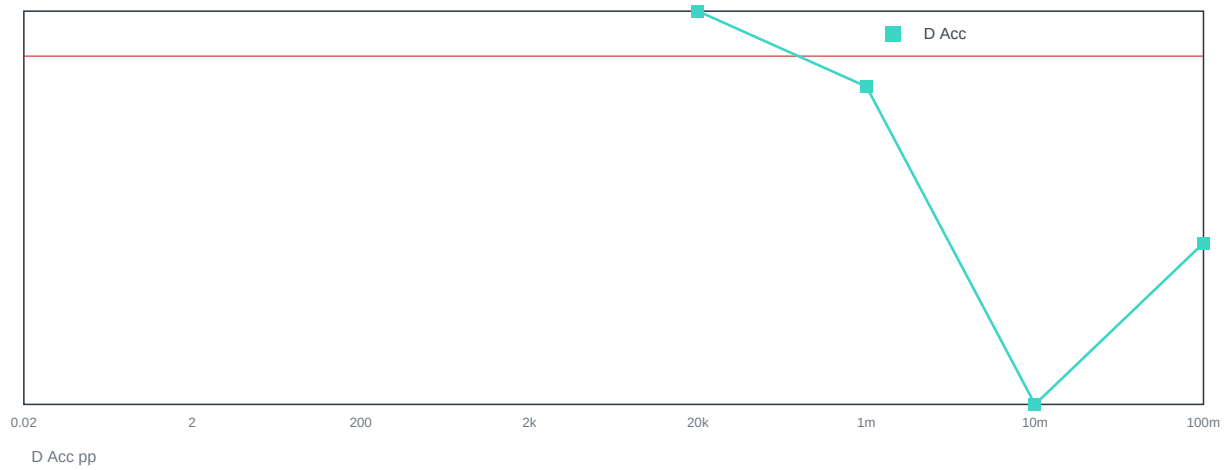
cam3 - cam1 - HI - mean Acc



cam3 - cam1 - HI - mean Score



cam3 - cam1 - HI - D Acc (other-base)

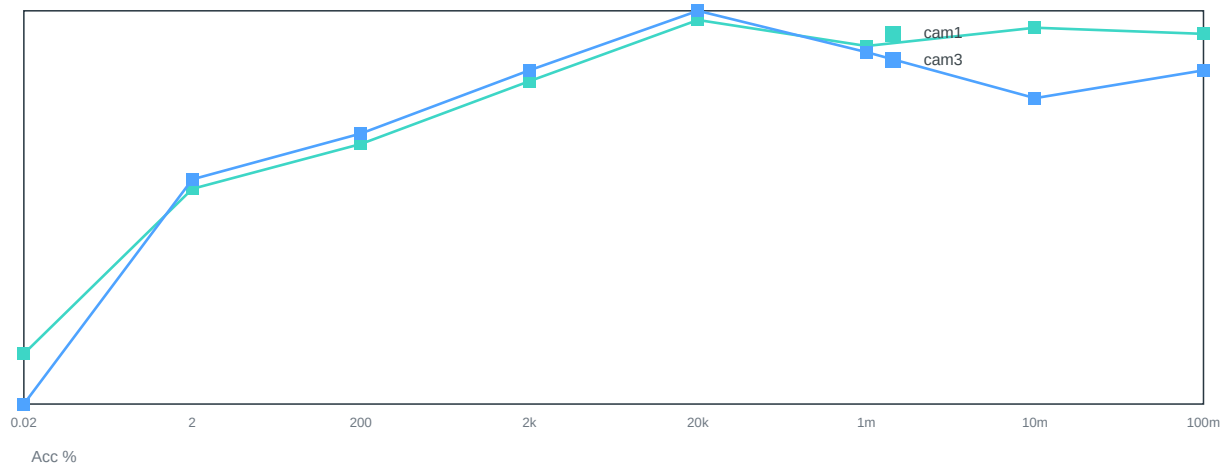


Cam cam3 vs cam1 (LO)

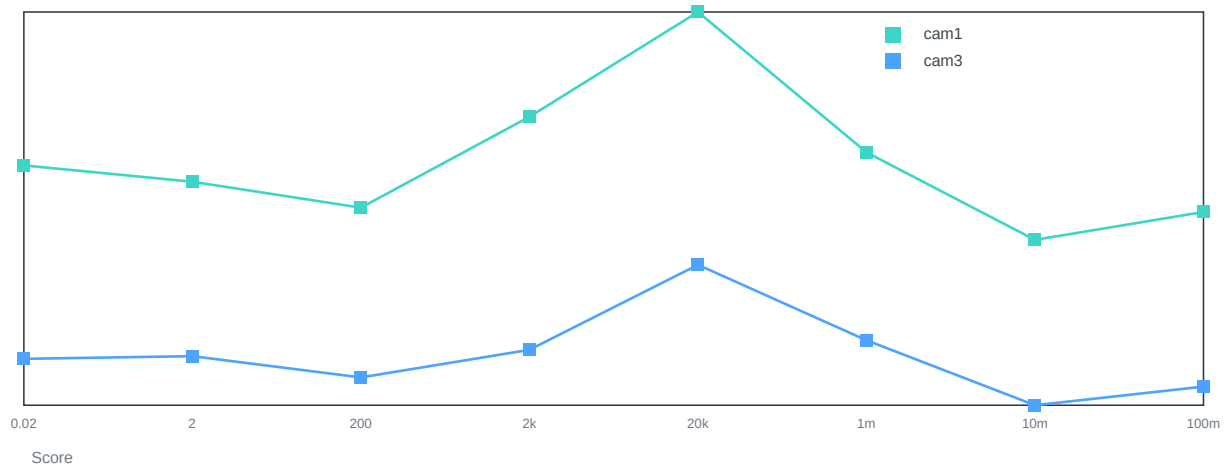
cam3 vs cam1 (lo band) - cam1 ahead on mean Acc (D -0.1 pp pooled).

cam3 - cam1 - LO - mean Acc

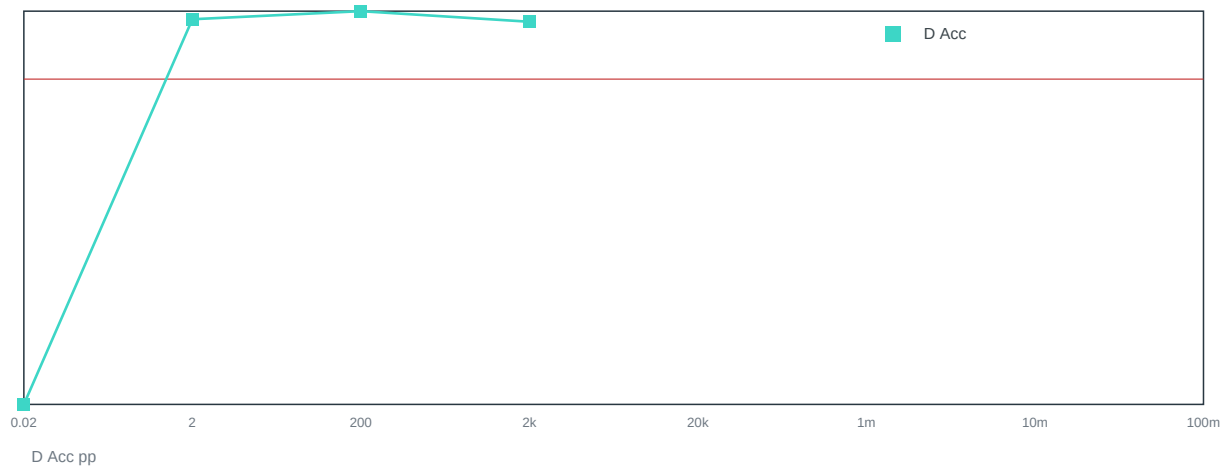
cam3 - cam1 - LO - mean Acc



cam3 - cam1 - LO - mean Score

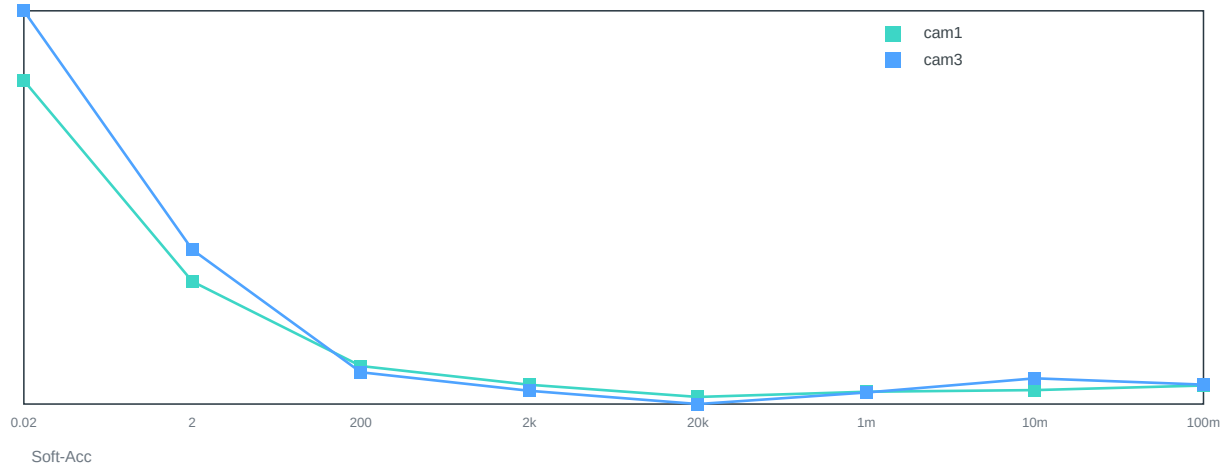


cam3 - cam1 - LO - D Acc (other-base)

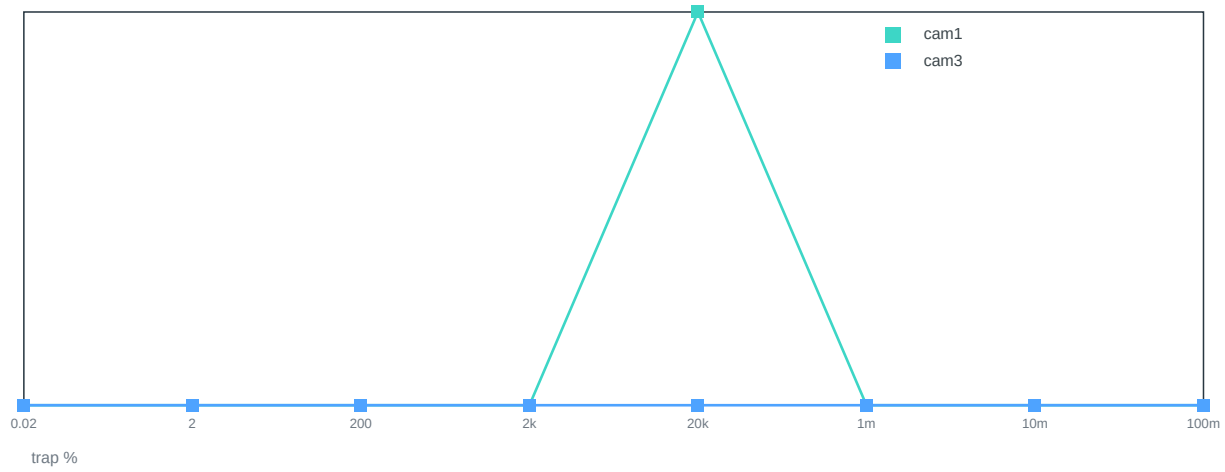


Soft-Acc gap vs LR (false confidence)

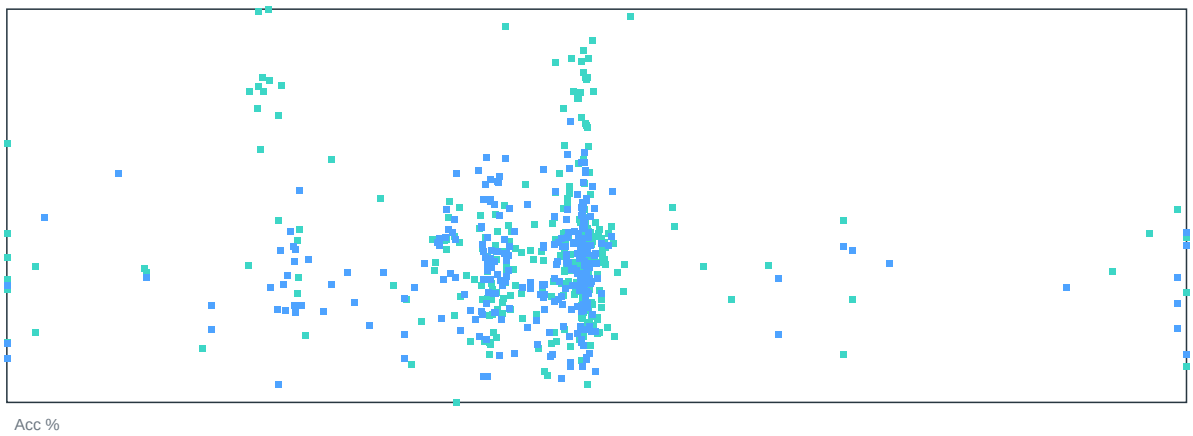
Soft-Acc gap vs LR (false confidence)



Trap rate vs LR

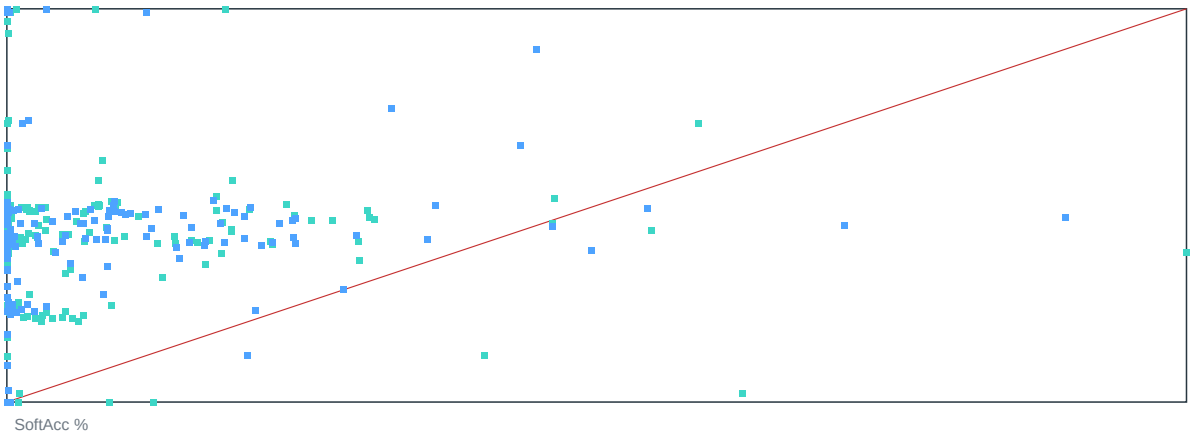


Acc x Availability

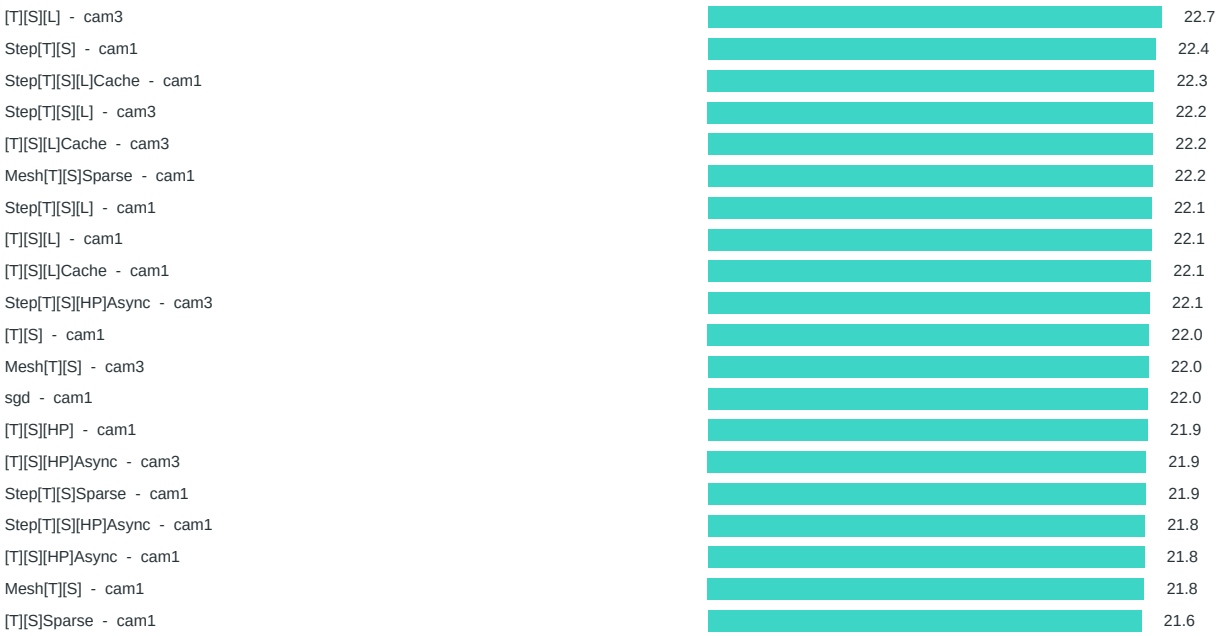


SoftAcc x hard Acc

SoftAcc x hard Acc



Mean Acc by train mode (top pairs)



Mode x LR Acc - cam1

Mode x LR Acc - cam1

	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	17	20	19	21	20	21	22	22
Mesh[T]	17	15	22	24	25	25	25	24
Mesh[T]Alt	24	20	21	20	22	20	22	20
Mesh[T]Chain	11	19	21	21	21	23	21	22
Mesh[T][S]	19	22	20	25	21	20	24	22
Mesh[T][S]Sparse	19	21	21	24	22	22	23	25
Mesh[T][S][FP]	16	19	22	23	25	21	22	22
Step[T]Alt	12	18	19	19	20	20	21	21
Step[T][S]	23	24	19	21	23	23	24	22
Step[T][S]Sparse	18	20	20	24	23	23	23	23
Step[T][S][FP]	18	20	21	20	23	24	21	23
Step[T][S][HP]	19	22	22	22	24	20	22	20
Step[T][S][HP]Async	21	22	23	20	22	22	24	21
Step[T][S][L]	18	23	23	22	23	23	22	23
Step[T][S][L]Cache	19	22	23	23	22	24	22	23
[T]Alt	20	18	19	23	22	22	24	23
[T][S]	22	19	23	22	22	22	22	23
[T][S]Sparse	19	18	19	24	23	24	23	23
[T][S][FP]	17	20	20	22	25	20	25	21
[T][S][HP]	15	20	22	24	24	23	24	24
[T][S][HP]Async	19	22	20	21	21	22	23	25
[T][S][L]	22	22	22	21	23	22	22	22
[T][S][L]Cache	19	22	23	22	23	23	24	22
sgd	23	20	23	22	20	24	20	23
step_sgd	12	18	20	21	24	23	22	24
step_tween	14	18	19	21	19	22	22	23
step_tween_chain	12	19	18	19	24	23	22	22
tween	13	23	21	19	24	22	22	24
tween_chain	21	20	22	22	25	21	21	20

Mode x LR Score - cam1

Mode x LR Score - cam1

	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	348	392	336	349	393	363	316	301
Mesh[T]	939	859	1754	2326	2851	2481	1902	1982
Mesh[T]Alt	330	295	243	270	333	245	221	197
Mesh[T]Chain	146	290	273	276	321	344	219	244
Mesh[T][S]	802	762	657	754	795	596	583	616
Mesh[T][S]Sparse	1619	1508	1372	1733	1720	1415	1250	1400
Mesh[T][S][FP]	661	710	716	792	978	664	578	646
Step[T]Alt	84	142	112	111	143	125	103	113
Step[T][S]	950	843	588	741	864	752	610	598
Step[T][S]Sparse	1387	1307	1255	1766	1687	1291	1282	1430
Step[T][S][FP]	682	702	664	713	832	694	554	735
Step[T][S][HP]	711	706	663	810	921	606	553	571
Step[T][S][HP]Async	777	658	639	666	756	605	621	621
Step[T][S][L]	569	617	551	580	634	485	472	480
Step[T][S][L]Cache	715	707	659	703	735	604	530	679
[T]Alt	320	348	250	274	376	282	249	258
[T][S]	935	655	752	726	843	698	564	584
[T][S]Sparse	1671	1264	1176	1579	1741	1526	1225	1345
[T][S][FP]	666	694	627	751	980	587	680	581
[T][S][HP]	609	695	665	819	991	725	679	626
[T][S][HP]Async	784	717	571	686	806	673	566	700
[T][S][L]	718	615	535	548	672	573	457	460
[T][S][L]Cache	717	720	644	652	824	657	571	550
sgd	342	332	298	274	305	370	224	250
step_sgd	255	384	337	348	551	455	322	315
step_tween	251	345	271	299	352	364	294	277
step_tween_chain	285	363	313	339	522	444	321	309
tween	209	359	267	220	392	314	242	255
tween_chain	339	308	268	275	410	301	236	203

Mode x LR Avail - cam1

Mode x LR Avail - cam1

	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	20	19	20	19	20	20	20	19
Mesh[T]	30	28	34	39	36	37	36	38
Mesh[T]Alt	13	13	13	13	14	13	13	11
Mesh[T]Chain	16	15	16	17	17	17	16	16
Mesh[T][S]	25	25	25	24	26	25	24	24
Mesh[T][S]Sparse	35	35	36	37	36	36	35	34
Mesh[T][S][FP]	25	25	26	25	27	26	26	25
Step[T]Alt	12	12	12	12	12	12	11	11
Step[T][S]	25	24	25	27	26	26	24	25
Step[T][S]Sparse	33	33	35	36	36	34	35	35
Step[T][S][FP]	24	24	26	26	26	26	26	26
Step[T][S][HP]	25	23	25	27	27	26	25	24
Step[T][S][HP]Async	23	23	24	24	25	25	26	25
Step[T][S][L]	22	22	22	23	23	22	23	20
Step[T][S][L]Cache	25	24	25	25	25	24	24	26
[T]Alt	12	13	12	12	14	12	14	13
[T][S]	25	24	25	26	27	25	24	24
[T][S]Sparse	35	34	35	35	36	35	34	36
[T][S][FP]	25	24	25	26	27	25	26	26
[T][S][HP]	25	24	26	27	28	25	27	26
[T][S][HP]Async	25	23	23	25	27	25	25	25
[T][S][L]	23	22	23	23	24	23	22	22
[T][S][L]Cache	25	24	24	23	26	25	25	24
sgd	17	17	17	17	19	18	16	17
step_sgd	20	19	18	19	20	20	18	18
step_tween	18	19	17	18	19	18	18	17
step_tween_chain	19	18	19	20	20	20	18	18
tween	17	17	17	16	18	17	16	17
tween_chain	17	16	16	17	18	17	17	16

Mode x LR SoftAcc - cam1

Mode x LR SoftAcc - cam1

	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	22	10	1	0	0	0	1	1
Mesh[T]	15	16	4	0	0	0	0	0
Mesh[T]Alt	19	5	0	0	0	0	0	0
Mesh[T]Chain	22	14	1	0	0	0	1	2
Mesh[T][S]	14	4	0	0	0	0	0	1
Mesh[T][S]Sparse	12	6	2	1	1	0	0	0
Mesh[T][S][FP]	19	8	2	1	2	1	1	1
Step[T]Alt	21	9	9	9	7	9	10	9
Step[T][S]	14	4	0	0	0	0	0	2
Step[T][S]Sparse	13	6	2	1	1	0	0	0
Step[T][S][FP]	19	9	2	1	2	1	1	2
Step[T][S][HP]	19	8	2	1	2	1	1	1
Step[T][S][HP]Async	12	1	0	0	1	1	1	1
Step[T][S][L]	13	1	0	0	1	1	1	1
Step[T][S][L]Cache	10	1	0	0	0	1	1	0
[T]Alt	19	4	0	0	1	0	0	0
[T][S]	15	3	0	0	0	0	0	0
[T][S]Sparse	13	6	2	1	1	0	1	0
[T][S][FP]	19	8	2	1	2	1	1	1
[T][S][HP]	19	9	1	1	2	1	1	1
[T][S][HP]Async	12	1	0	0	1	1	0	2
[T][S][L]	12	1	0	0	0	1	1	0
[T][S][L]Cache	9	1	0	0	1	1	1	0
sgd	23	10	1	0	0	1	1	1
step_sgd	20	9	1	1	2	3	2	5
step_tween	22	5	5	5	5	6	8	7
step_tween_chain	21	10	1	1	2	2	3	5
tween	23	6	6	7	5	5	7	6
tween_chain	23	10	1	0	0	0	1	2

Mode x LR Acc - cam3

Mode x LR Acc - cam3

	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	13	18	22	23	23	24	21	23
Mesh[T]	17	17	24	24	25	25	24	25
Mesh[T]Alt	18	21	23	24	23	24	23	22
Mesh[T]Chain	13	19	21	22	23	25	20	22
Mesh[T][S]	19	23	20	24	22	21	24	22
Mesh[T][S]Sparse	21	23	22	17	18	19	21	19
Mesh[T][S][FP]	14	22	20	25	25	20	22	22
Step[T]Alt	14	17	21	21	21	21	21	22
Step[T][S]	20	21	23	19	25	21	21	23
Step[T][S]Sparse	17	20	21	19	18	21	18	21
Step[T][S][FP]	18	18	20	23	26	22	22	23
Step[T][S][HP]	17	20	21	25	24	22	22	21
Step[T][S][HP]Async	22	22	23	22	22	22	22	22
Step[T][S][L]	23	22	21	21	23	23	22	22
Step[T][S][L]Cache	18	20	21	22	24	21	23	23
[T]Alt	18	21	22	24	23	22	22	22
[T][S]	23	24	20	21	22	23	20	21
[T][S]Sparse	20	20	22	19	19	19	18	21
[T][S][FP]	16	19	20	25	26	22	21	23
[T][S][HP]	16	20	21	25	26	22	22	20
[T][S][HP]Async	22	23	21	21	22	21	21	23
[T][S][L]	22	23	22	22	24	24	23	21
[T][S][L]Cache	20	22	23	23	22	23	23	22
sgd	11	20	21	22	22	23	23	22
step_sgd	15	20	17	22	24	24	22	22
step_tween	13	18	20	20	23	23	18	21
step_tween_chain	16	18	17	20	22	23	25	22
tween	11	20	21	21	21	21	20	21
tween_chain	14	20	22	21	24	23	22	23

Mode x LR Score - cam3

Mode x LR Score - cam3

	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	104	155	157	155	213	185	138	153
Mesh[T]	523	654	1374	1176	1991	1633	1371	1238
Mesh[T]Alt	129	169	134	136	173	172	127	127
Mesh[T]Chain	82	144	132	145	183	164	110	116
Mesh[T][S]	451	443	376	445	466	363	380	366
Mesh[T][S]Sparse	1961	1821	1435	1360	1624	1416	1309	1314
Mesh[T][S][FP]	318	449	345	500	552	383	347	390
Step[T]Alt	63	73	68	62	88	78	67	60
Step[T][S]	441	416	382	367	524	382	333	357
Step[T][S]Sparse	1463	1436	1388	1521	1493	1498	1139	1537
Step[T][S][FP]	375	341	356	462	550	385	347	369
Step[T][S][HP]	396	381	372	523	516	392	356	347
Step[T][S][HP]Async	448	377	405	464	439	357	327	374
Step[T][S][L]	391	317	269	305	366	302	271	281
Step[T][S][L]Cache	381	353	335	382	449	325	326	355
[T]Alt	126	195	153	167	219	197	141	160
[T][S]	508	461	338	410	499	436	315	323
[T][S]Sparse	1825	1606	1417	1424	1653	1484	1198	1366
[T][S][FP]	319	380	334	460	574	397	335	402
[T][S][HP]	350	376	358	506	592	422	362	364
[T][S][HP]Async	482	457	377	365	462	404	333	357
[T][S][L]	368	346	288	305	380	339	271	270
[T][S][L]Cache	425	384	376	403	442	390	328	319
sgd	65	148	125	131	138	147	151	113
step_sgd	135	173	139	168	196	204	165	143
step_tween	140	191	165	155	252	229	136	133
step_tween_chain	153	162	135	163	224	199	179	118
tween	89	174	151	127	184	173	132	125
tween_chain	96	132	132	112	189	153	122	123

Mode x LR Avail - cam3

Mode x LR Avail - cam3

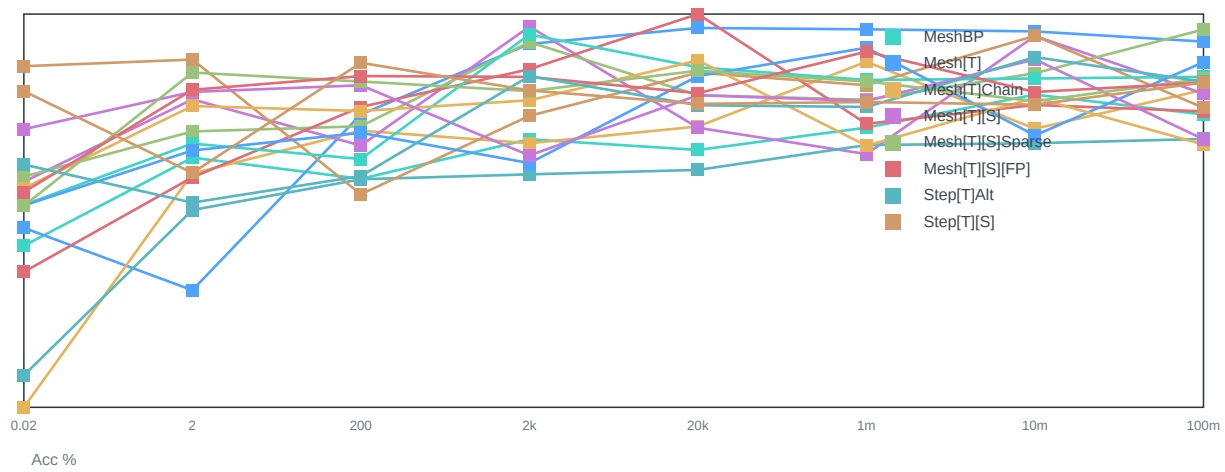
	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	19	17	18	17	20	18	18	18
Mesh[T]	32	31	42	45	43	43	43	41
Mesh[T]Alt	12	14	14	12	14	14	14	13
Mesh[T]Chain	17	15	16	17	18	17	16	17
Mesh[T][S]	26	25	28	27	27	26	27	27
Mesh[T][S]Sparse	48	49	50	50	51	51	48	49
Mesh[T][S][FP]	26	26	28	28	28	27	26	28
Step[T]Alt	13	13	12	12	14	12	12	11
Step[T][S]	26	25	26	27	28	27	26	26
Step[T][S]Sparse	47	48	49	49	49	49	48	50
Step[T][S][FP]	25	26	27	27	28	27	27	25
Step[T][S][HP]	25	25	26	28	28	27	27	26
Step[T][S][HP]Async	24	26	26	28	27	26	25	27
Step[T][S][L]	23	23	22	24	24	23	24	23
Step[T][S][L]Cache	25	24	26	25	26	25	26	25
[T]Alt	12	13	14	13	15	14	13	13
[T][S]	26	25	26	27	28	27	26	27
[T][S]Sparse	47	48	48	50	50	50	51	50
[T][S][FP]	26	26	26	28	28	27	26	28
[T][S][HP]	25	25	27	29	28	27	28	28
[T][S][HP]Async	25	26	26	26	27	27	27	25
[T][S][L]	23	23	23	23	24	24	23	25
[T][S][L]Cache	26	25	27	26	27	25	25	25
sgd	17	16	16	17	19	16	18	16
step_sgd	19	17	19	18	20	18	18	18
step_tween	19	18	18	19	20	19	18	18
step_tween_chain	18	17	18	20	19	19	18	18
tween	19	17	18	17	19	17	17	17
tween_chain	17	16	17	16	18	16	16	17

Mode x LR SoftAcc - cam3

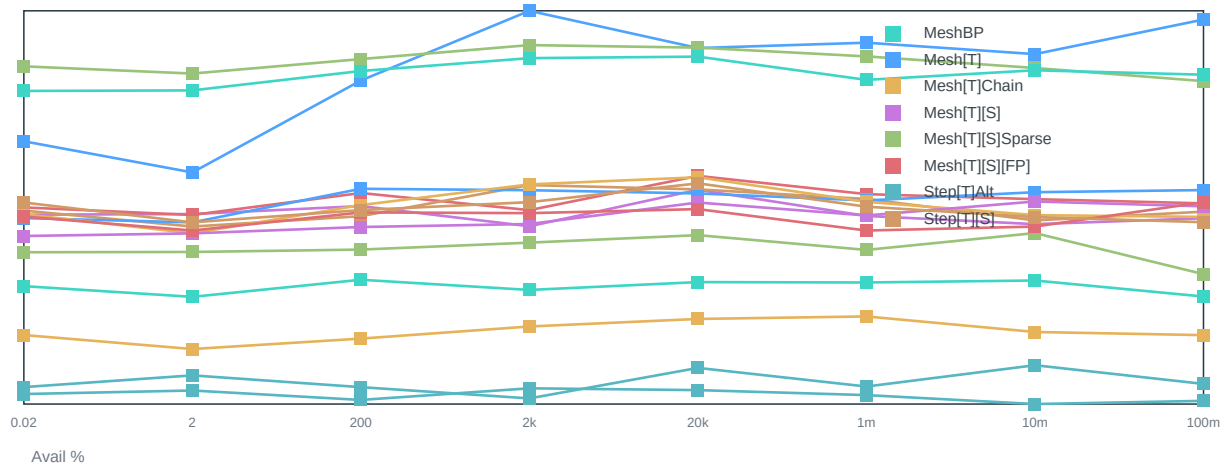
Mode x LR SoftAcc - cam3

	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	28	10	0	0	0	0	1	1
Mesh[T]	17	15	2	0	0	0	0	0
Mesh[T]Alt	23	10	0	0	0	1	1	0
Mesh[T]Chain	25	18	1	0	0	0	1	1
Mesh[T][S]	18	11	0	1	0	0	0	0
Mesh[T][S]Sparse	19	10	1	0	1	1	1	1
Mesh[T][S][FP]	26	13	2	1	2	1	1	1
Step[T]Alt	23	5	7	7	6	7	8	7
Step[T][S]	19	11	0	0	0	0	1	1
Step[T][S]Sparse	18	11	1	0	1	1	1	1
Step[T][S][FP]	26	12	2	1	1	1	1	1
Step[T][S][HP]	26	13	2	1	1	0	1	1
Step[T][S][HP]Async	13	0	0	0	0	1	1	1
Step[T][S][L]	15	1	0	0	0	0	1	0
Step[T][S][L]Cache	13	1	0	0	0	1	1	0
[T]Alt	23	10	0	1	0	1	1	0
[T][S]	21	12	0	0	0	0	1	2
[T][S]Sparse	17	10	1	0	1	1	1	1
[T][S][FP]	26	13	2	1	2	1	1	2
[T][S][HP]	26	13	2	1	1	0	1	1
[T][S][HP]Async	12	0	0	0	0	0	0	1
[T][S][L]	14	1	0	0	0	0	0	0
[T][S][L]Cache	14	1	0	0	0	0	0	0
sgd	27	11	1	0	0	1	1	1
step_sgd	23	10	2	2	2	3	3	3
step_tween	20	4	4	4	3	4	5	5
step_tween_chain	21	9	2	1	2	2	2	2
tween	23	5	4	4	3	4	5	5
tween_chain	28	11	1	0	0	0	0	1

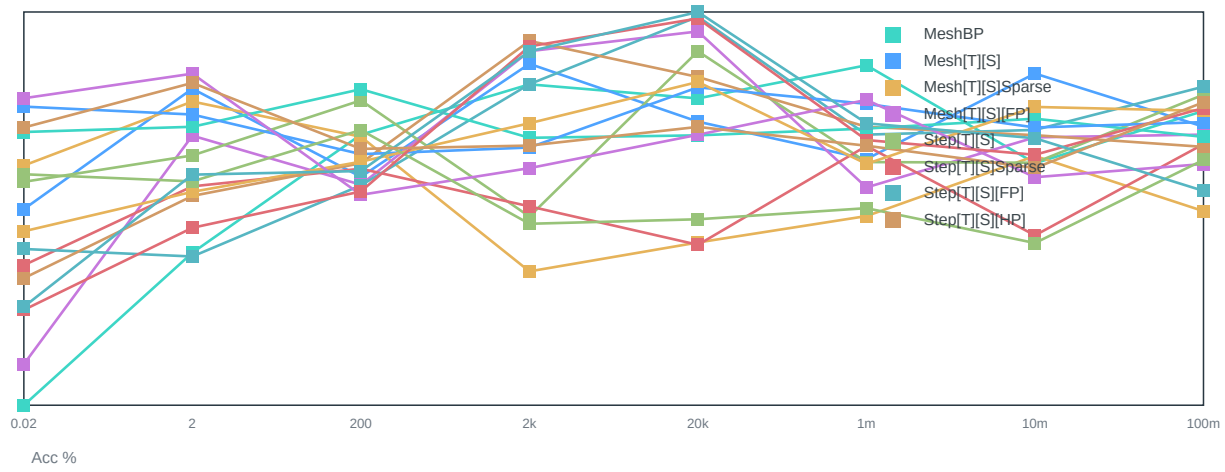
Train modes vs LR Acc - cam1



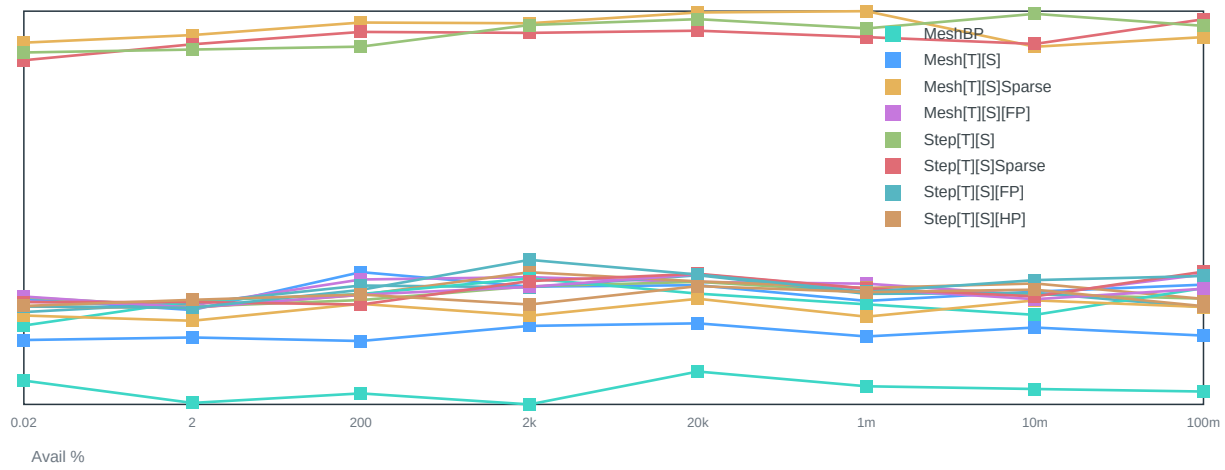
Train modes vs LR Avail - cam1



Train modes vs LR Acc - cam3

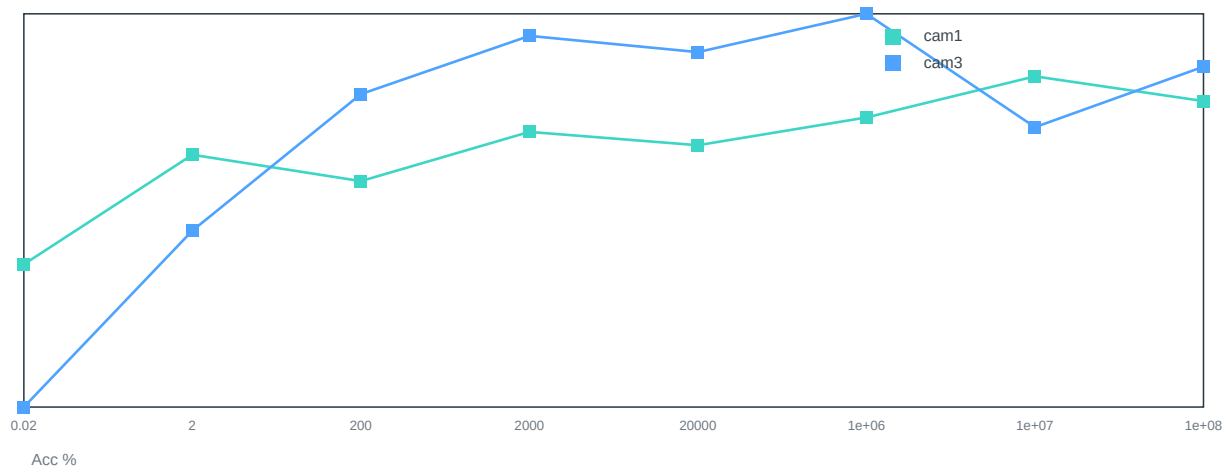


Train modes vs LR Avail - cam3

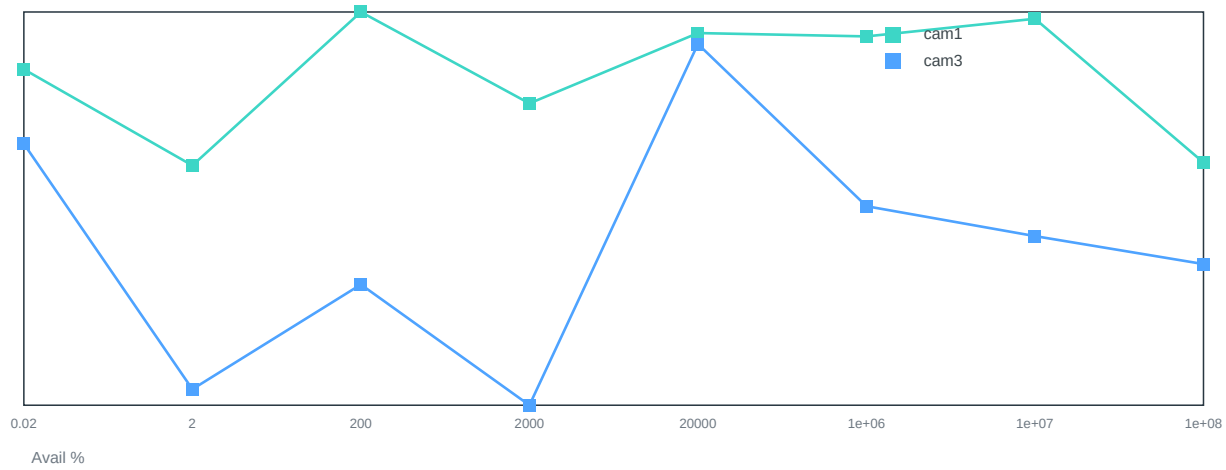


Mode MeshBP - machines vs LR Acc

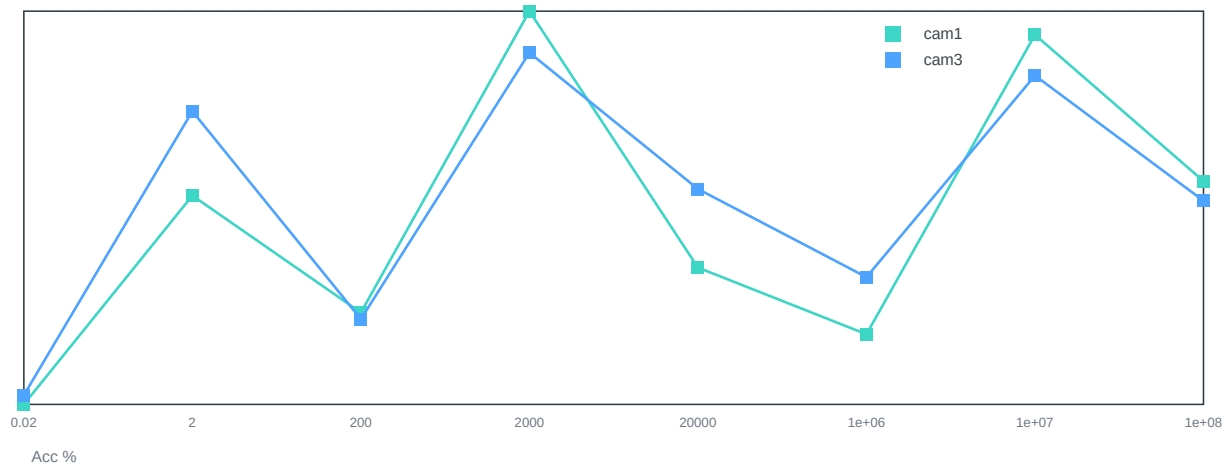
Mode MeshBP - machines vs LR Acc



Mode MeshBP - machines vs LR Avail

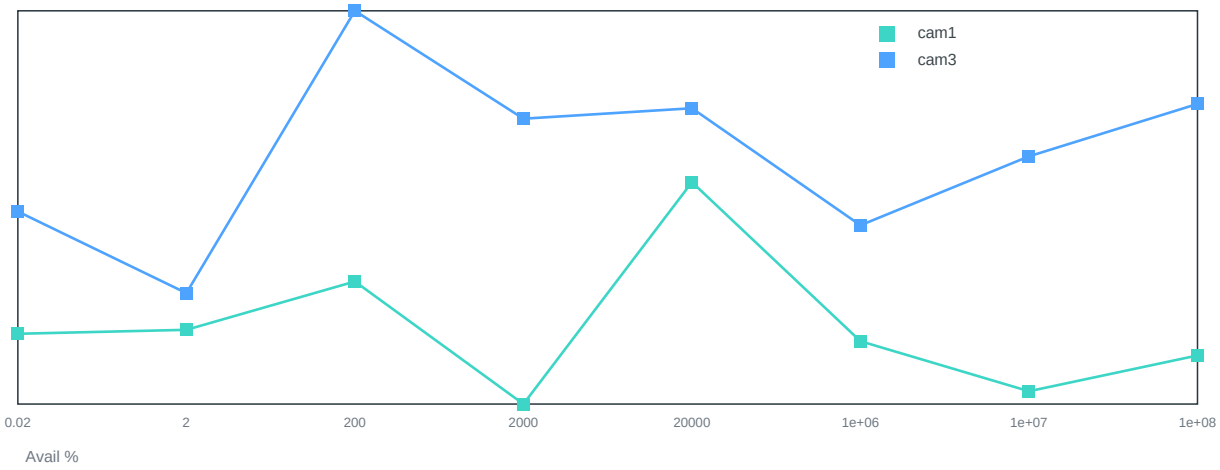


Mode Mesh[T][S] - machines vs LR Acc

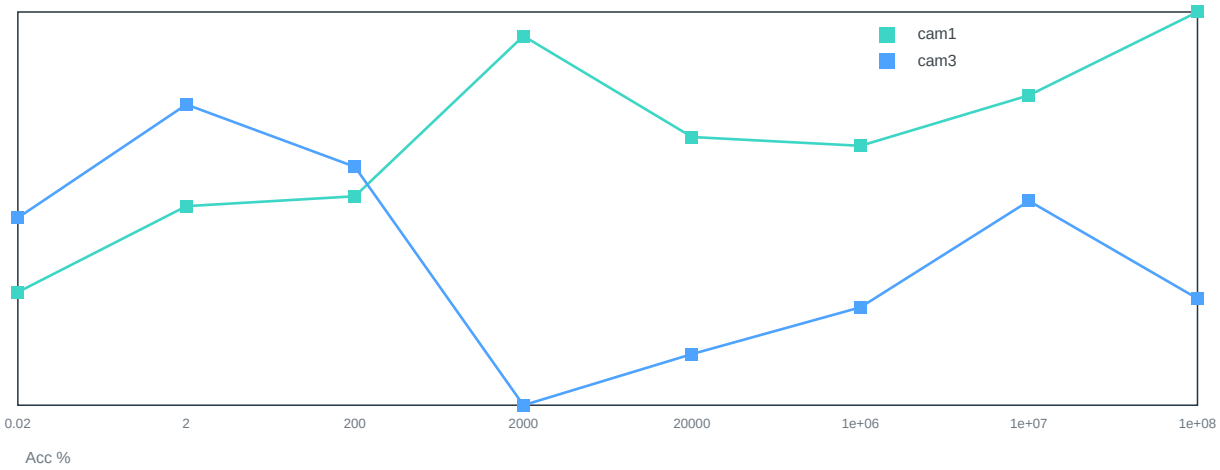


Mode Mesh[T][S] - machines vs LR Avail

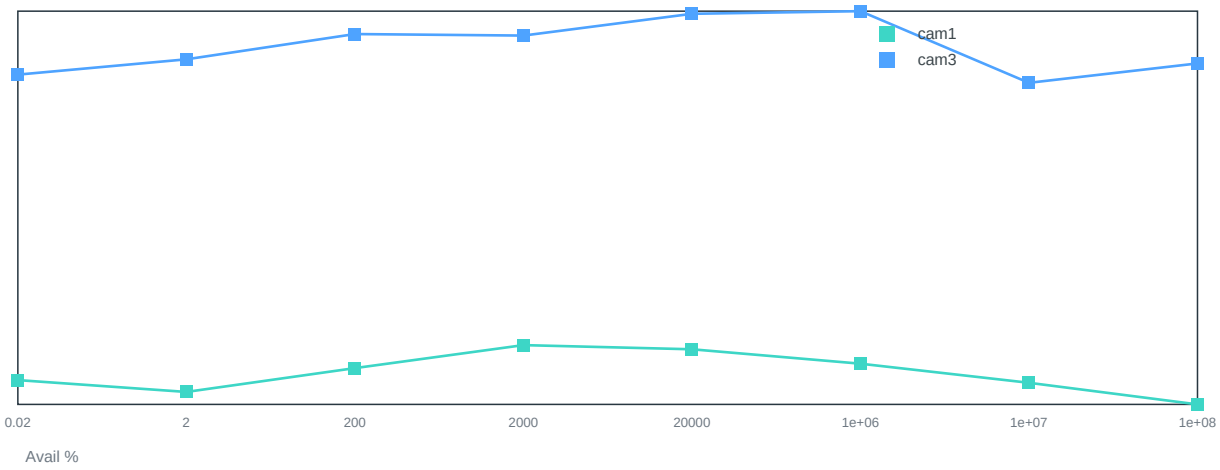
Mode Mesh[T][S] - machines vs LR Avail



Mode Mesh[T][S]Sparse - machines vs LR Acc

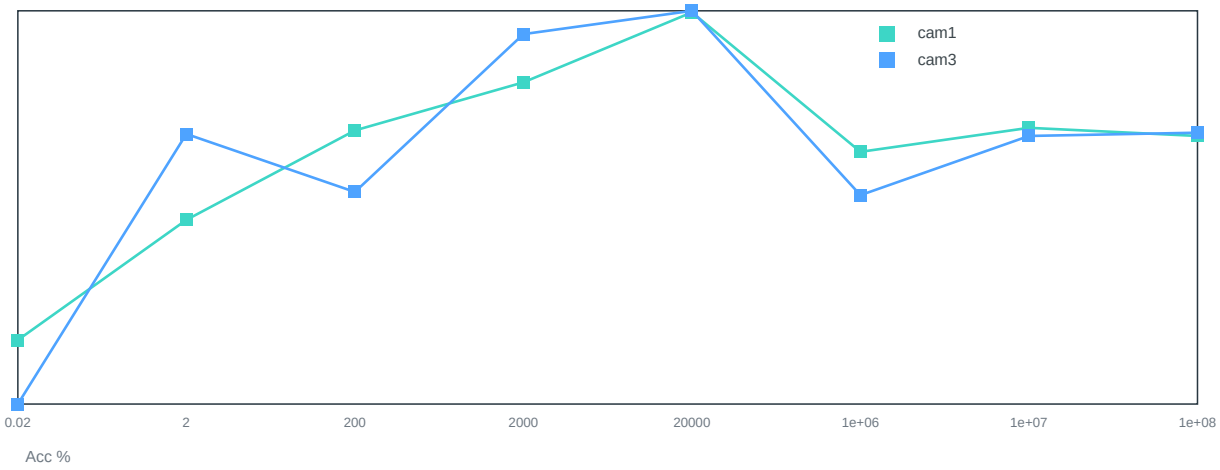


Mode Mesh[T][S]Sparse - machines vs LR Avail

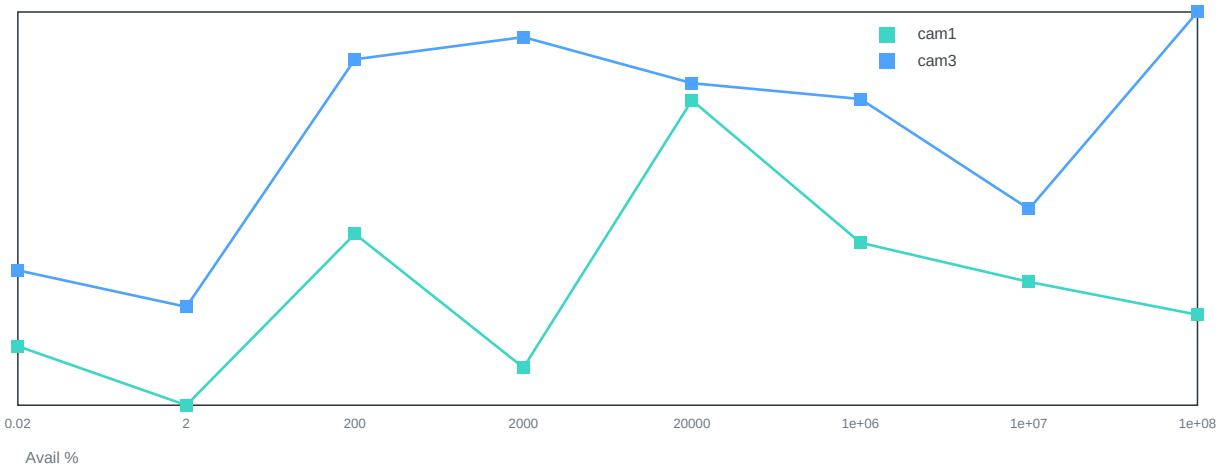


Mode Mesh[T][S][FP] - machines vs LR Acc

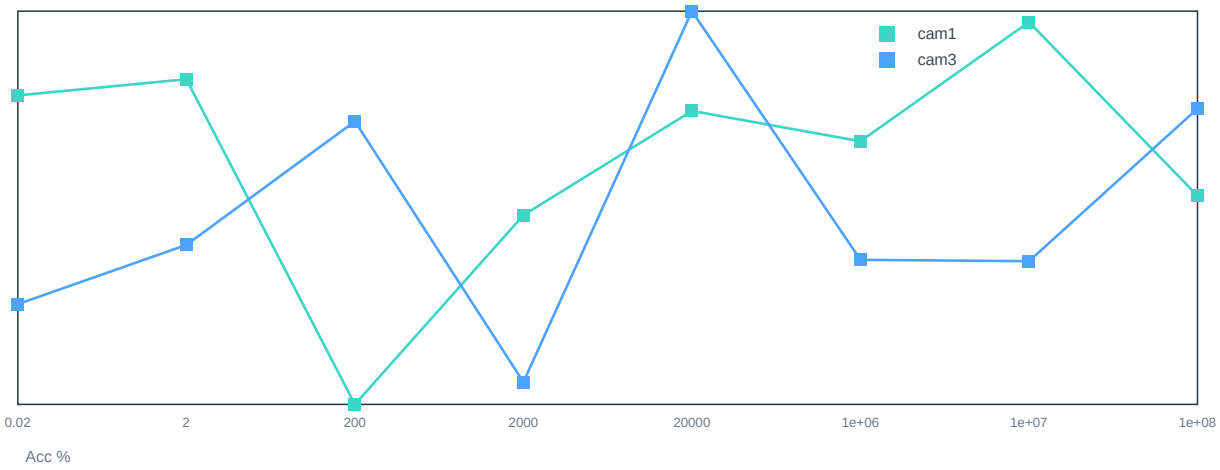
Mode Mesh[T][S][FP] - machines vs LR Acc



Mode Mesh[T][S][FP] - machines vs LR Avail

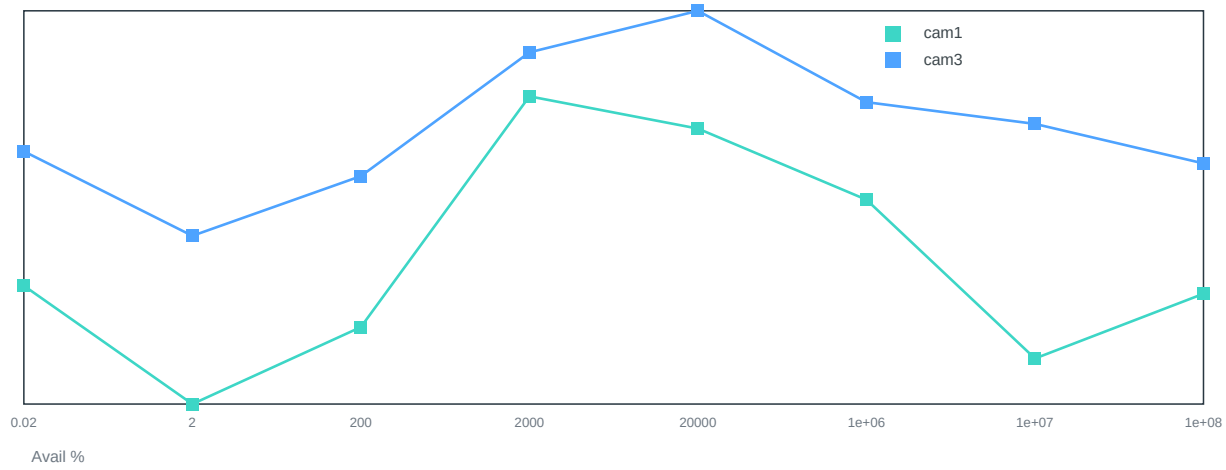


Mode Step[T][S] - machines vs LR Acc

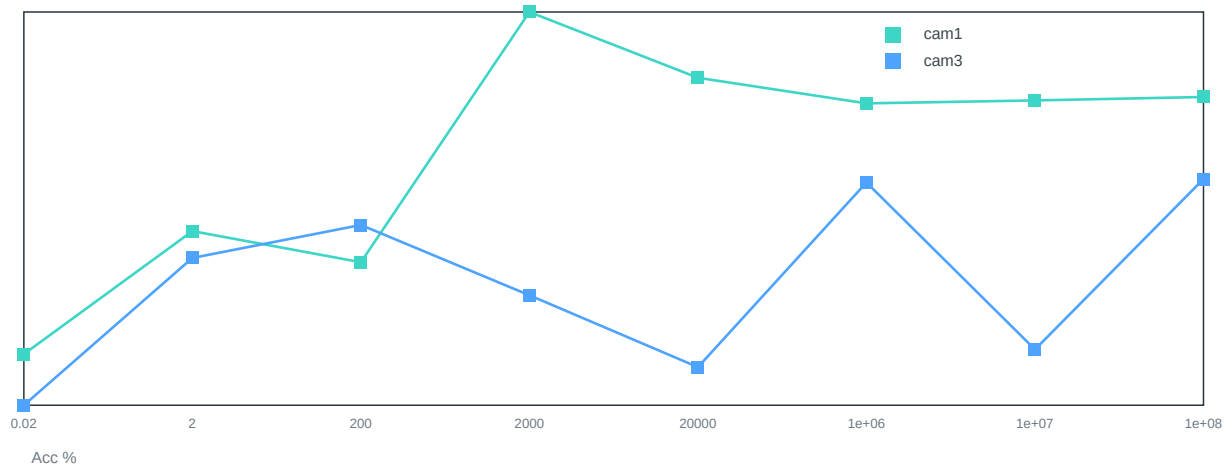


Mode Step[T][S] - machines vs LR Avail

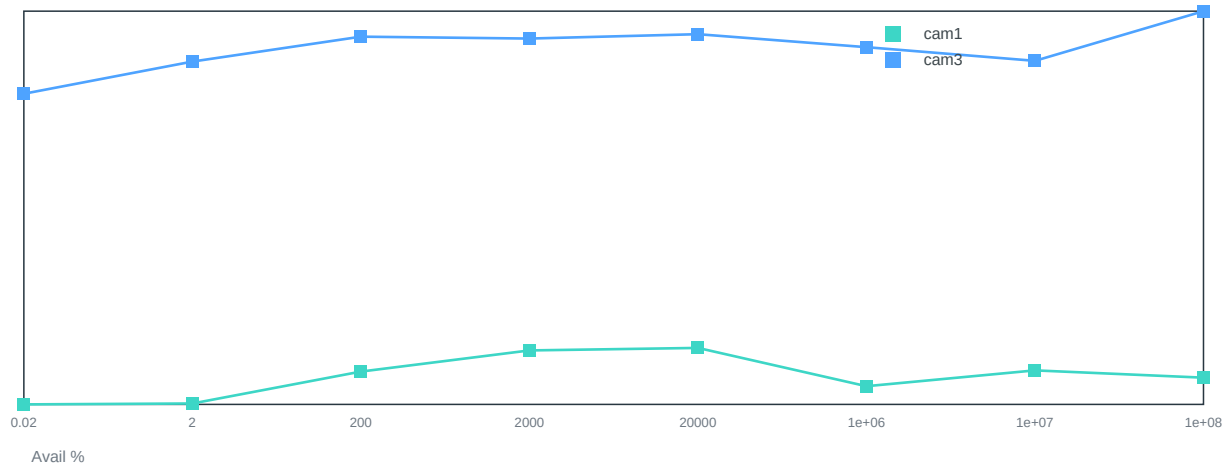
Mode Step[T][S] - machines vs LR Avail



Mode Step[T][S]Sparse - machines vs LR Acc

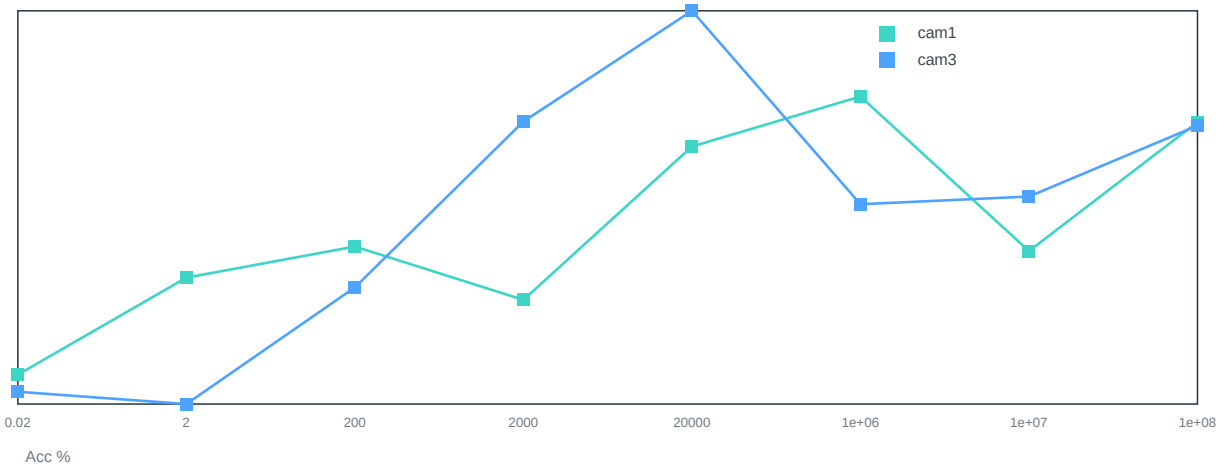


Mode Step[T][S]Sparse - machines vs LR Avail



Mode Step[T][S][FP] - machines vs LR Acc

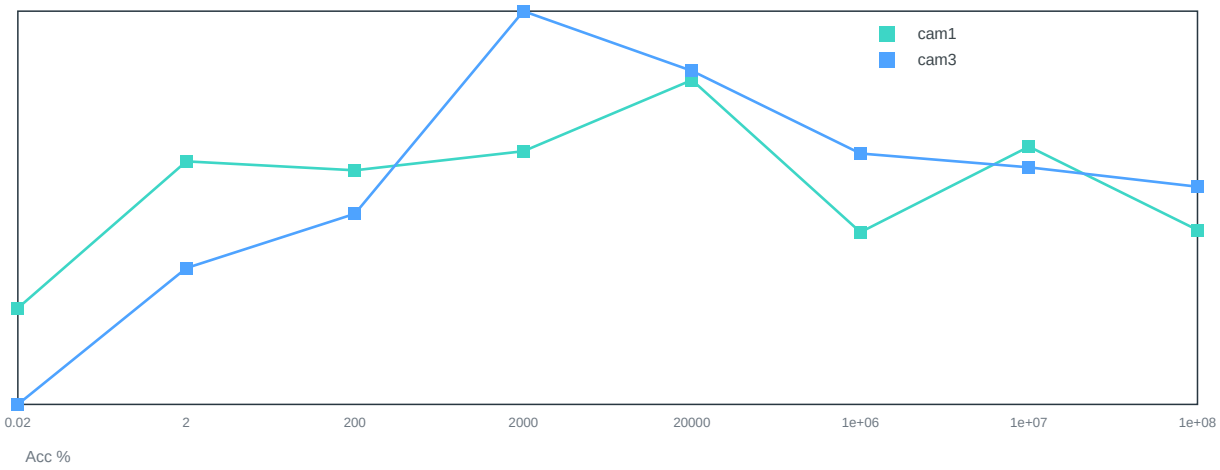
Mode Step[T][S][FP] - machines vs LR Acc



Mode Step[T][S][FP] - machines vs LR Avail

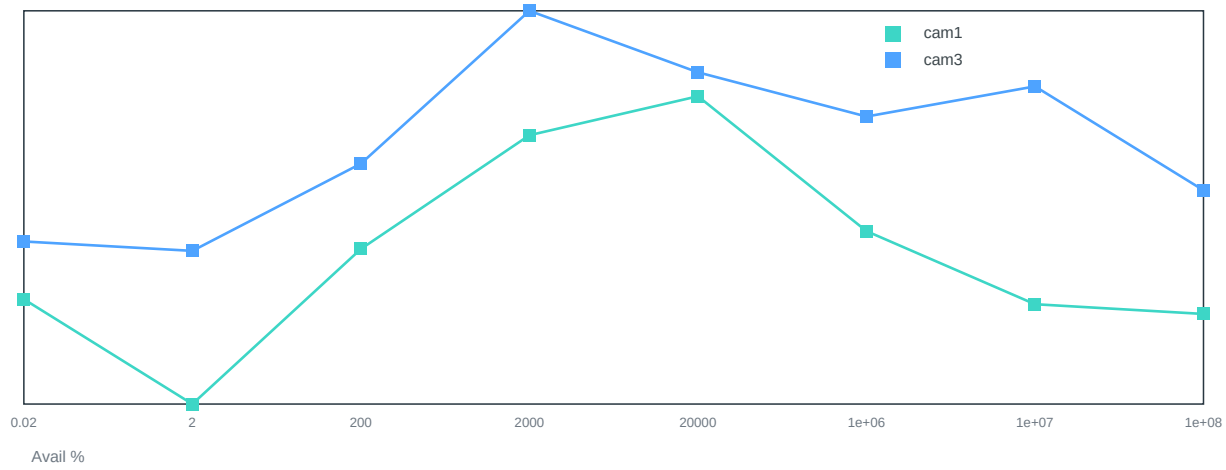


Mode Step[T][S][HP] - machines vs LR Acc

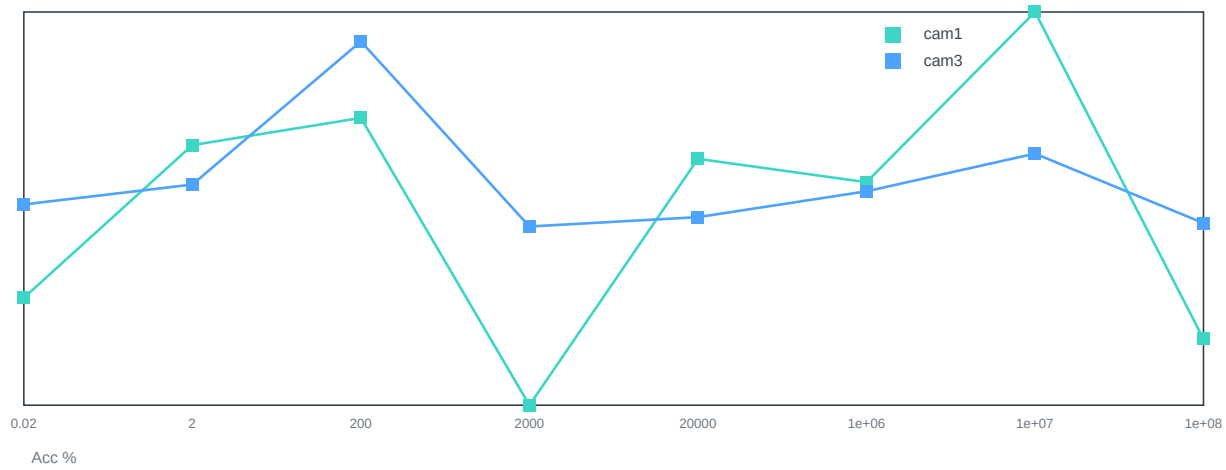


Mode Step[T][S][HP] - machines vs LR Avail

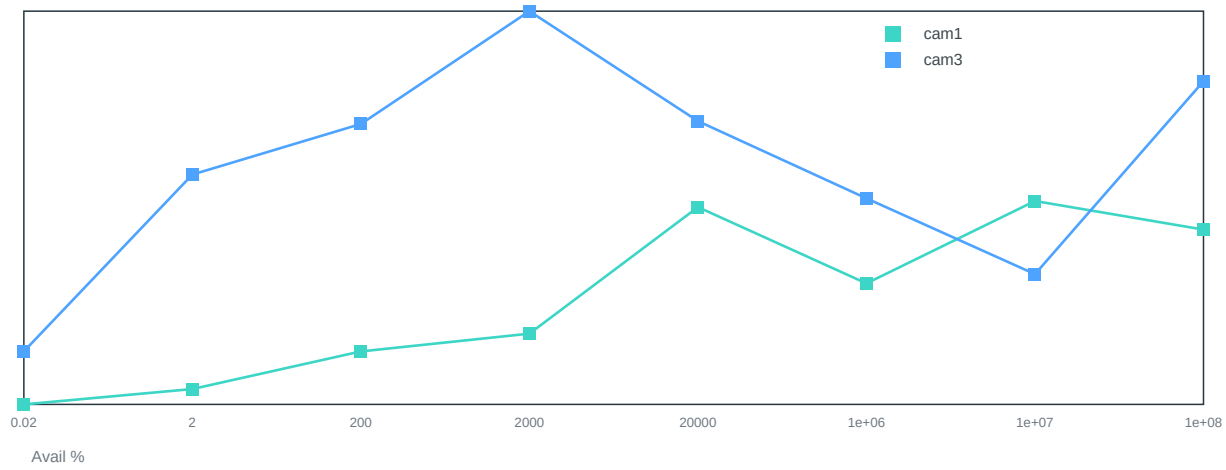
Mode Step[T][S][HP] - machines vs LR Avail



Mode Step[T][S][HP]Async - machines vs LR Acc

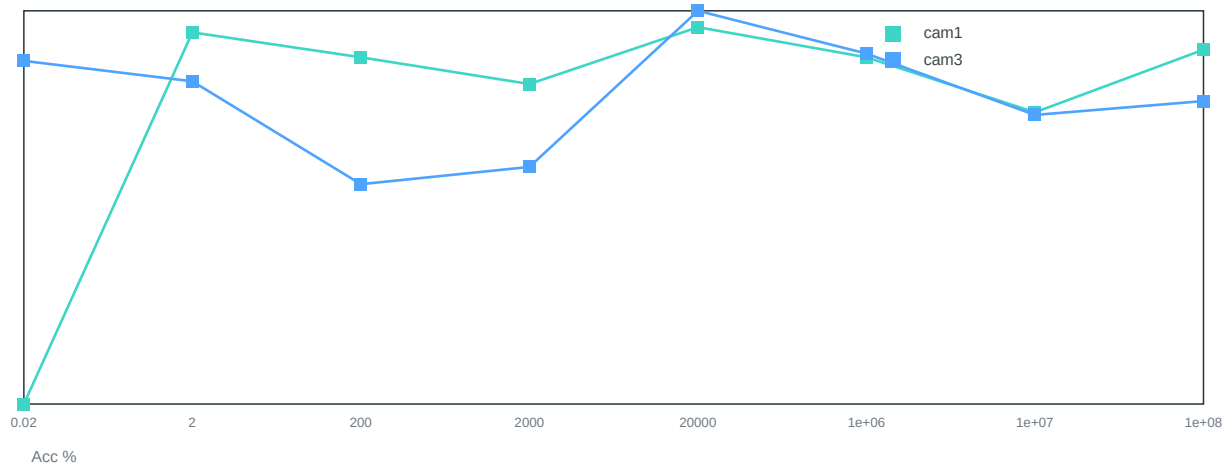


Mode Step[T][S][HP]Async - machines vs LR Avail



Mode Step[T][S][L] - machines vs LR Acc

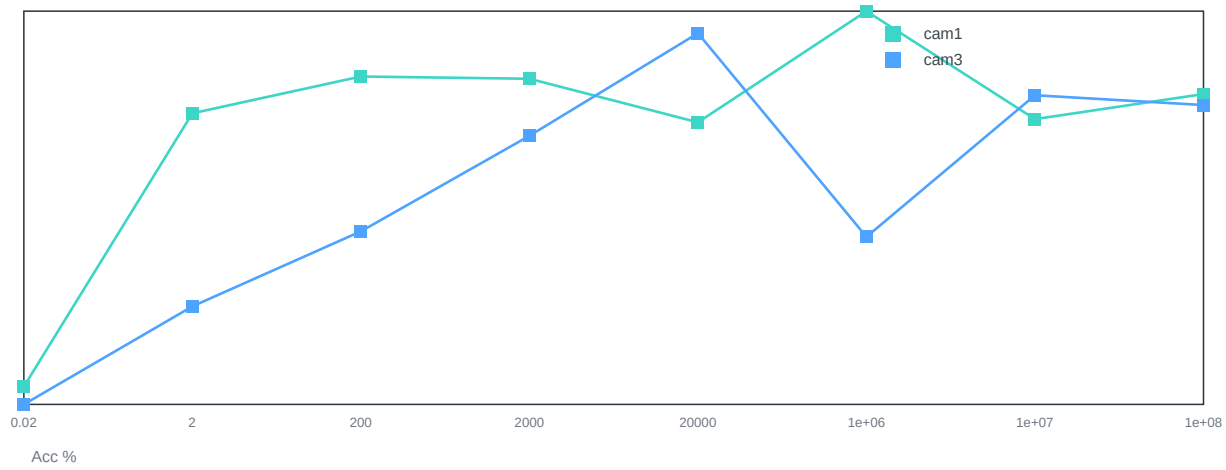
Mode Step[T][S][L] - machines vs LR Acc



Mode Step[T][S][L] - machines vs LR Avail

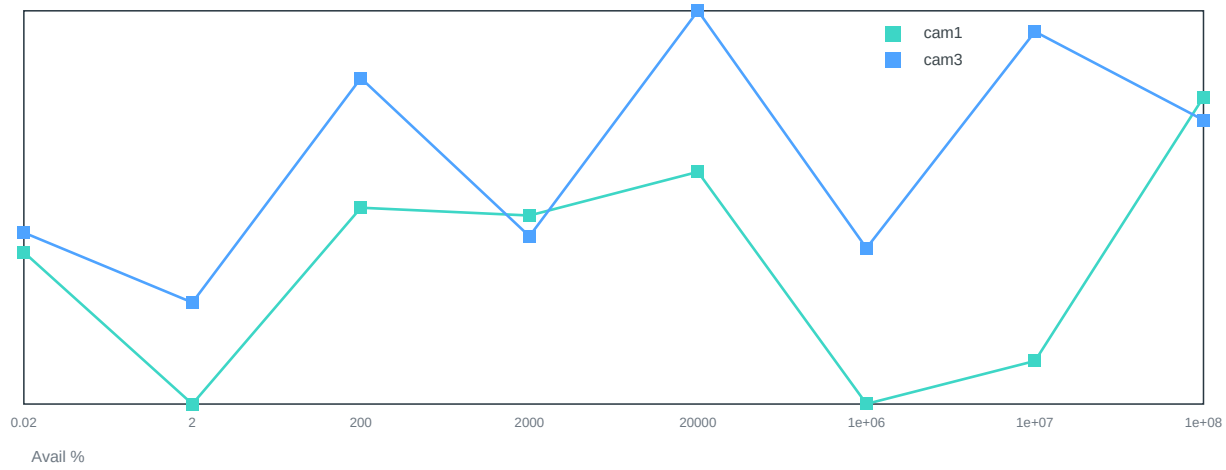


Mode Step[T][S][L]Cache - machines vs LR Acc

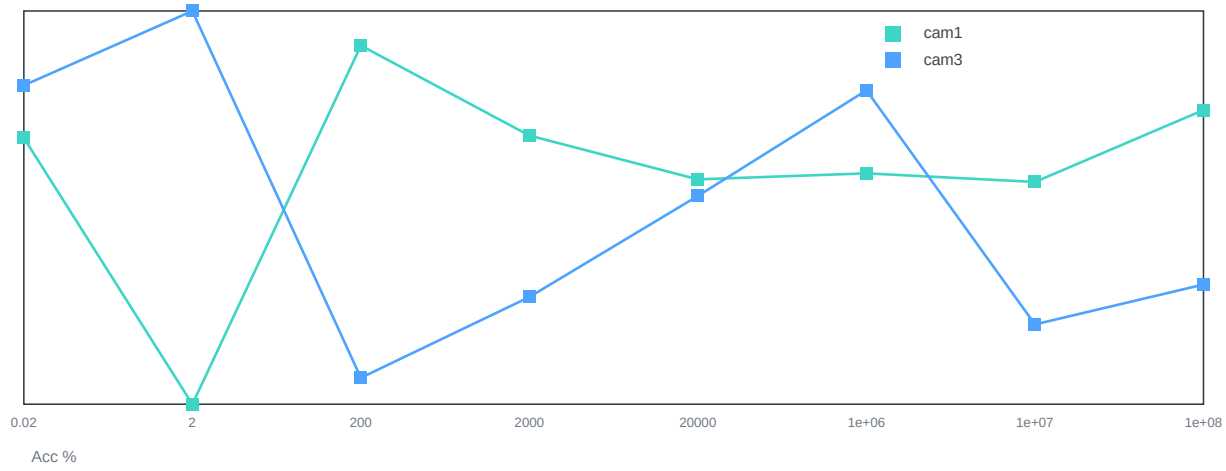


Mode Step[T][S][L]Cache - machines vs LR Avail

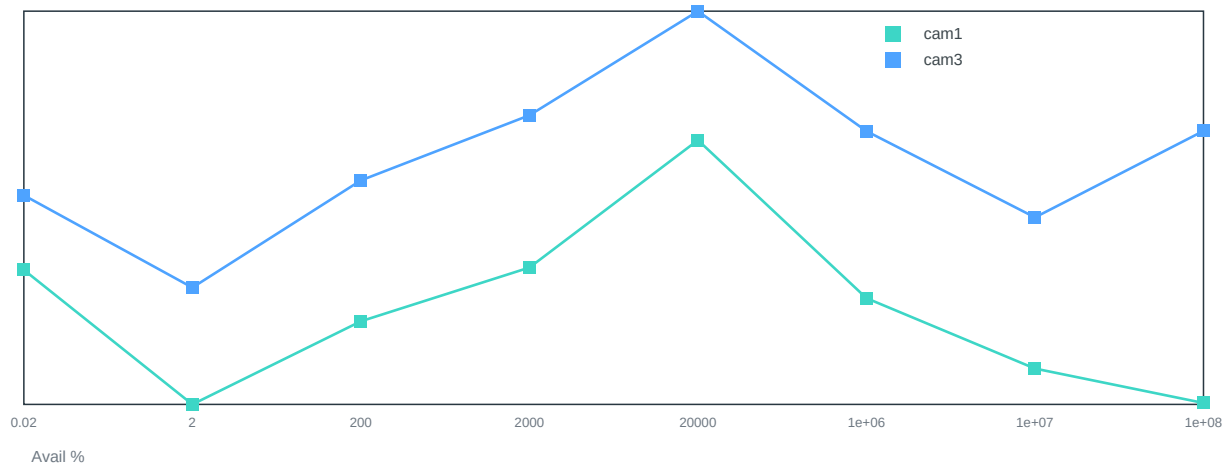
Mode Step[T][S][L]Cache - machines vs LR Avail



Mode [T][S] - machines vs LR Acc

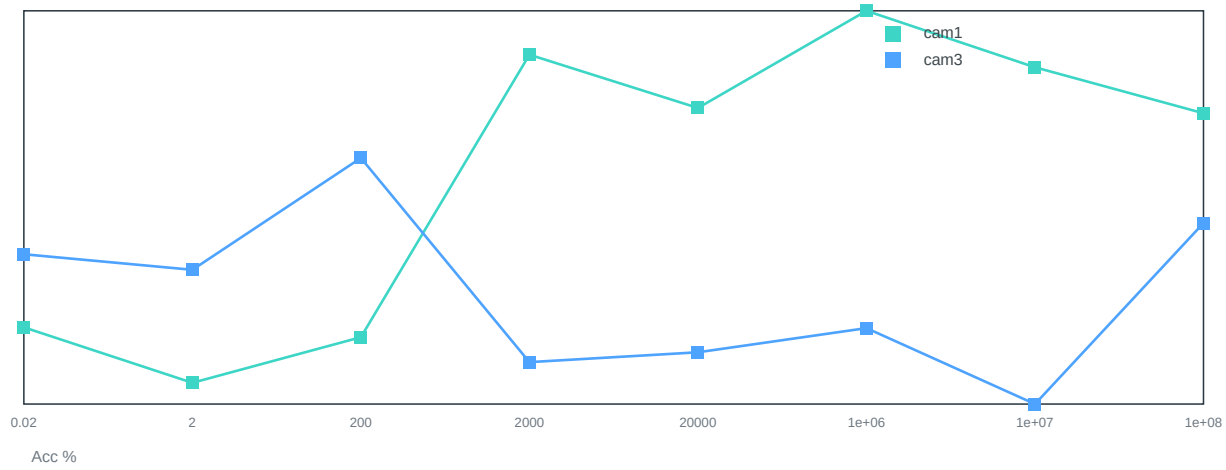


Mode [T][S] - machines vs LR Avail

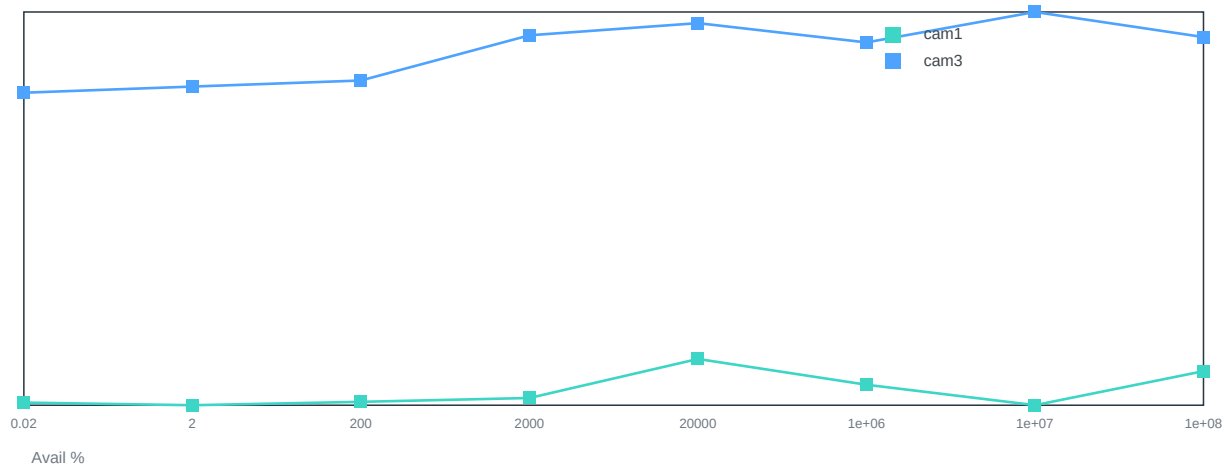


Mode [T][S]Sparse - machines vs LR Acc

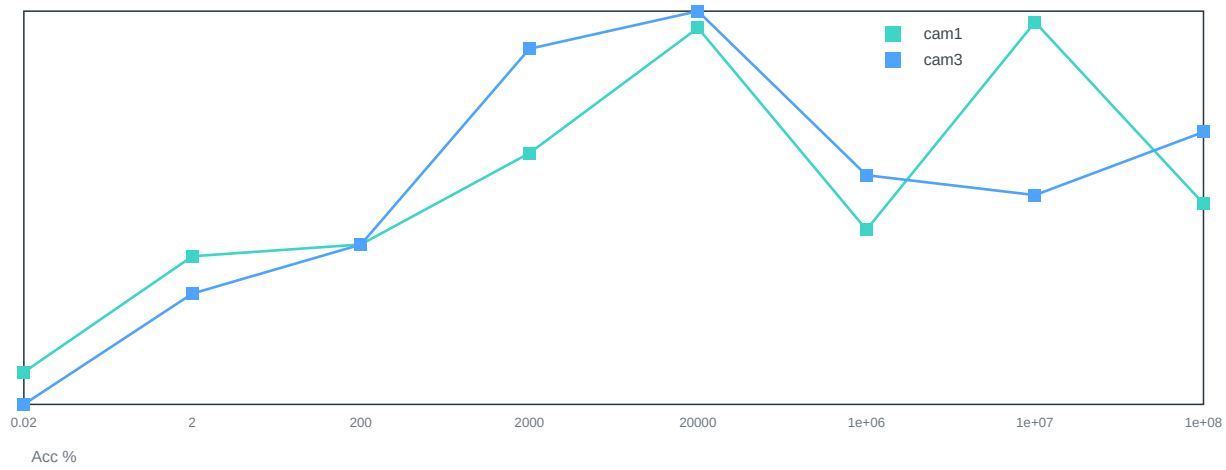
Mode [T][S]Sparse - machines vs LR Acc



Mode [T][S]Sparse - machines vs LR Avail

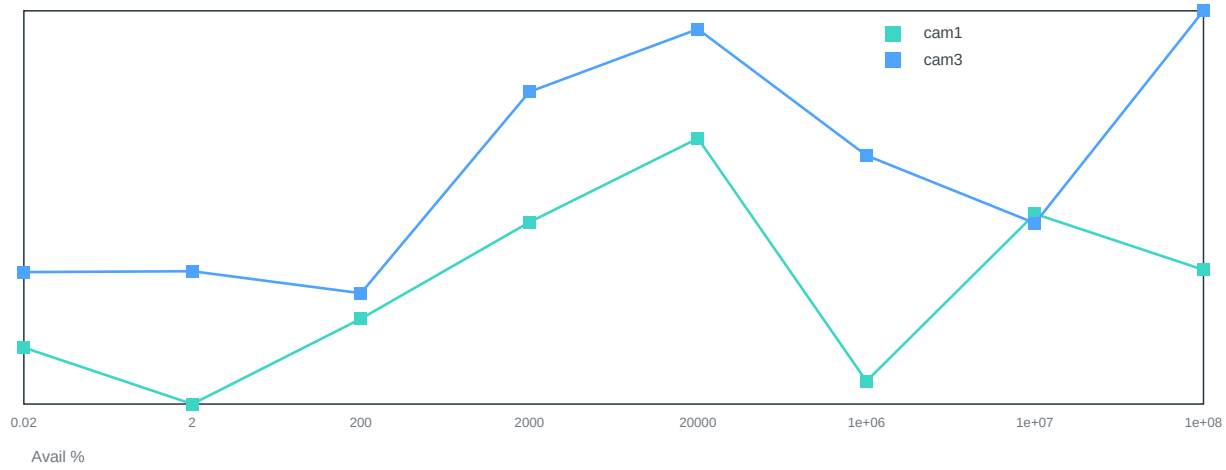


Mode [T][S][FP] - machines vs LR Acc

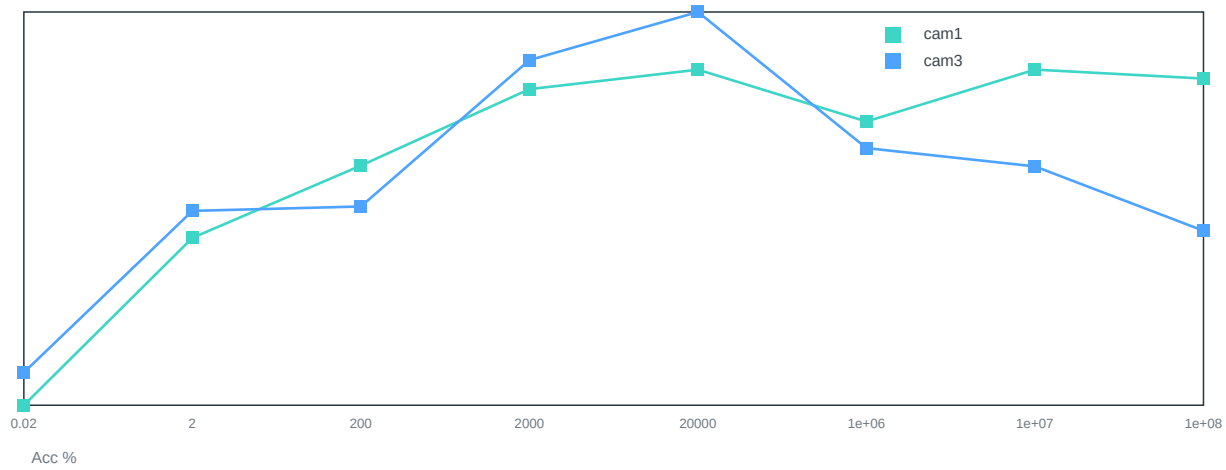


Mode [T][S][FP] - machines vs LR Avail

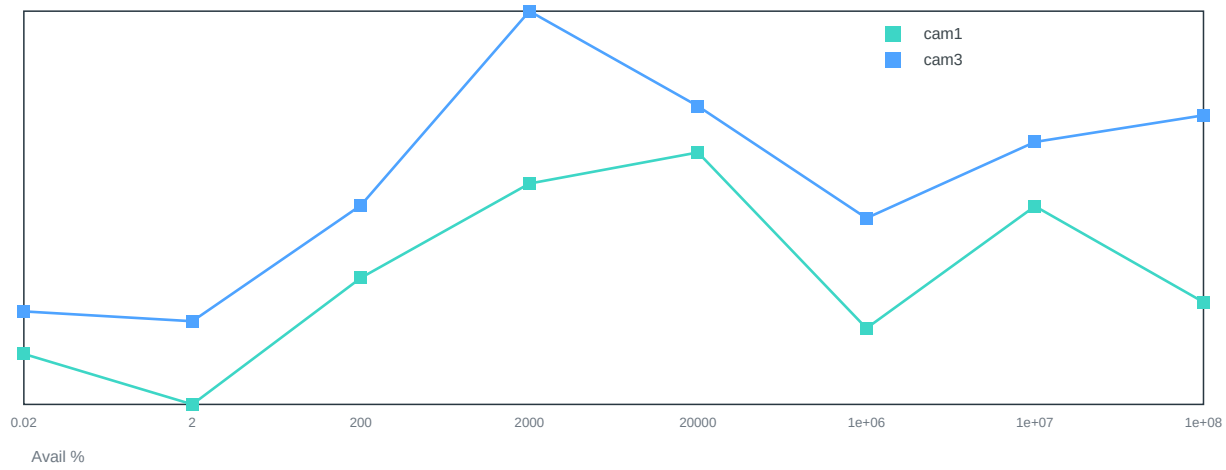
Mode [T][S][FP] - machines vs LR Avail



Mode [T][S][HP] - machines vs LR Acc

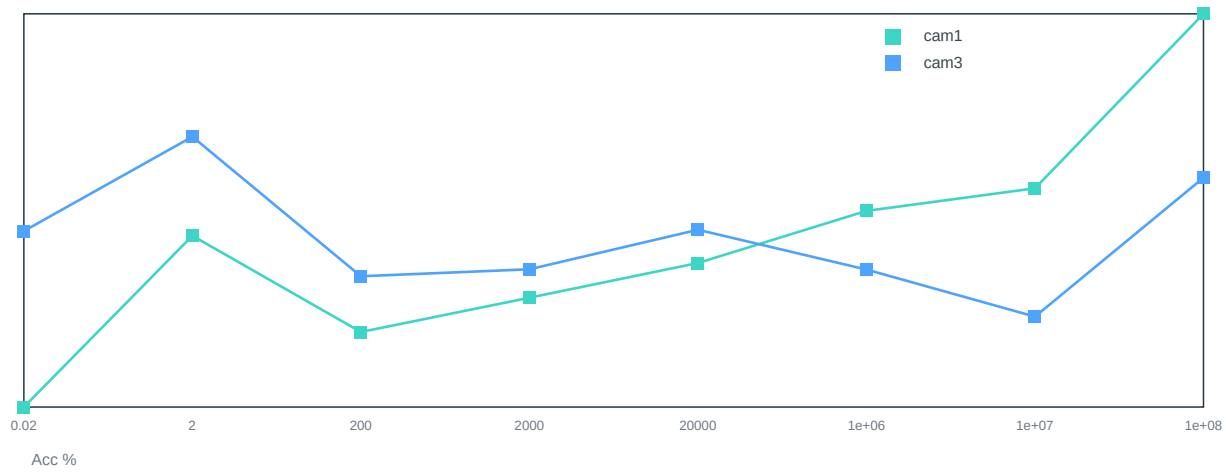


Mode [T][S][HP] - machines vs LR Avail

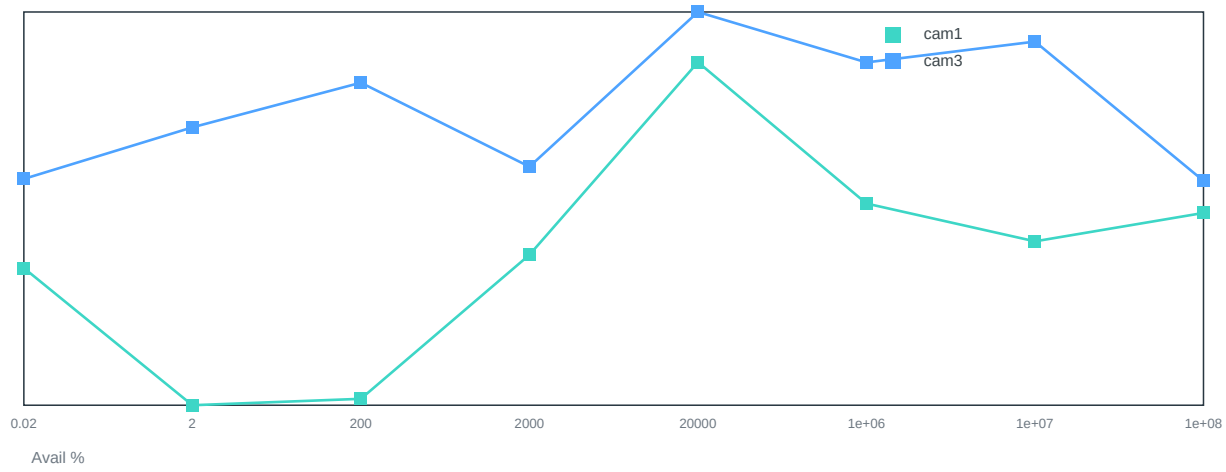


Mode [T][S][HP]Async - machines vs LR Acc

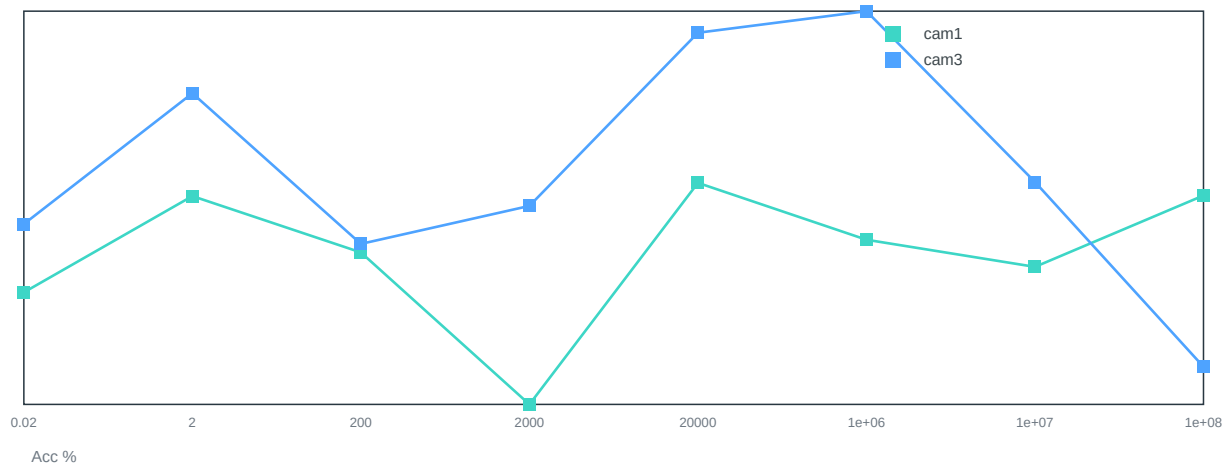
Mode [T][S][HP]Async - machines vs LR Acc



Mode [T][S][HP]Async - machines vs LR Avail



Mode [T][S][L] - machines vs LR Acc

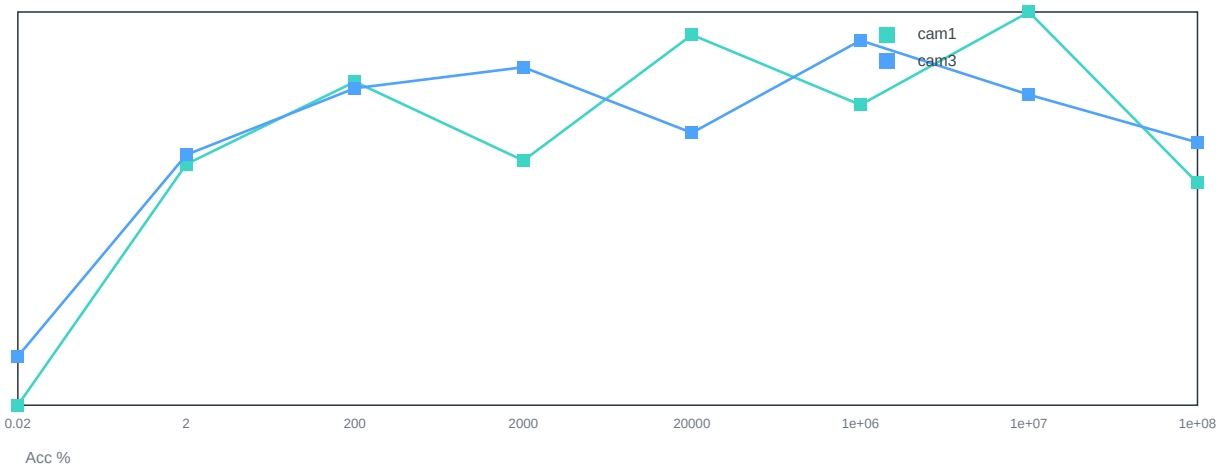


Mode [T][S][L] - machines vs LR Avail

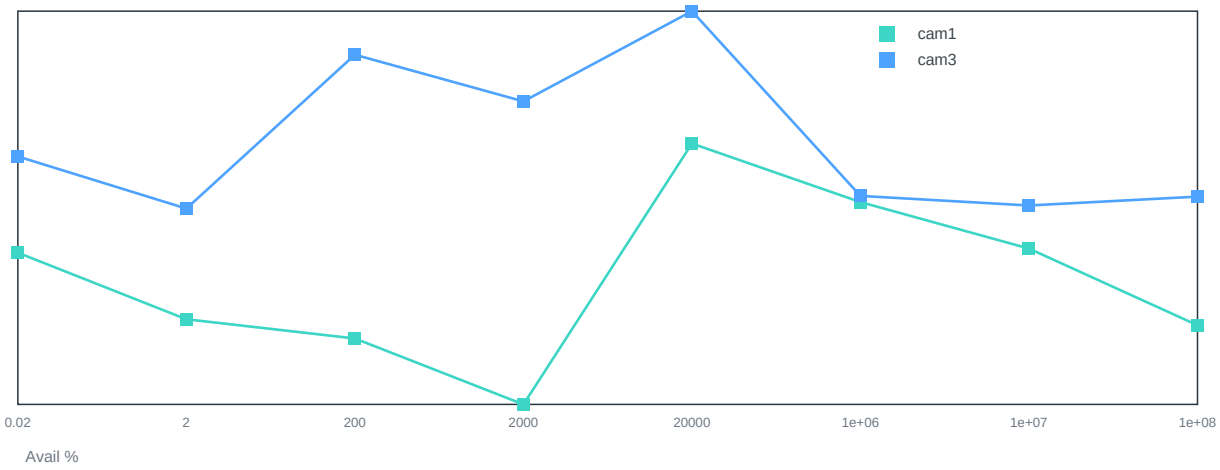
Mode [T][S][L] - machines vs LR Avail



Mode [T][S][L]Cache - machines vs LR Acc

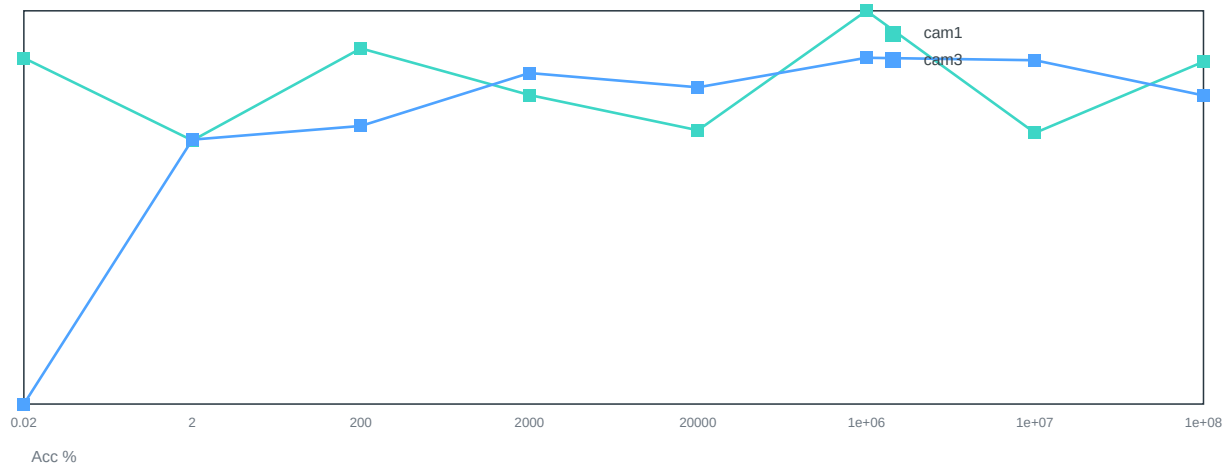


Mode [T][S][L]Cache - machines vs LR Avail

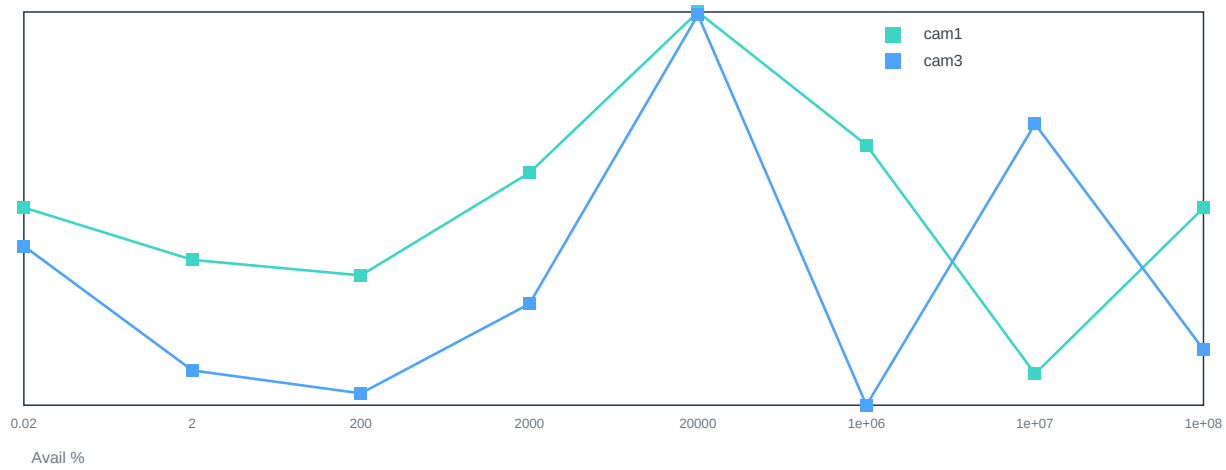


Mode sgd - machines vs LR Acc

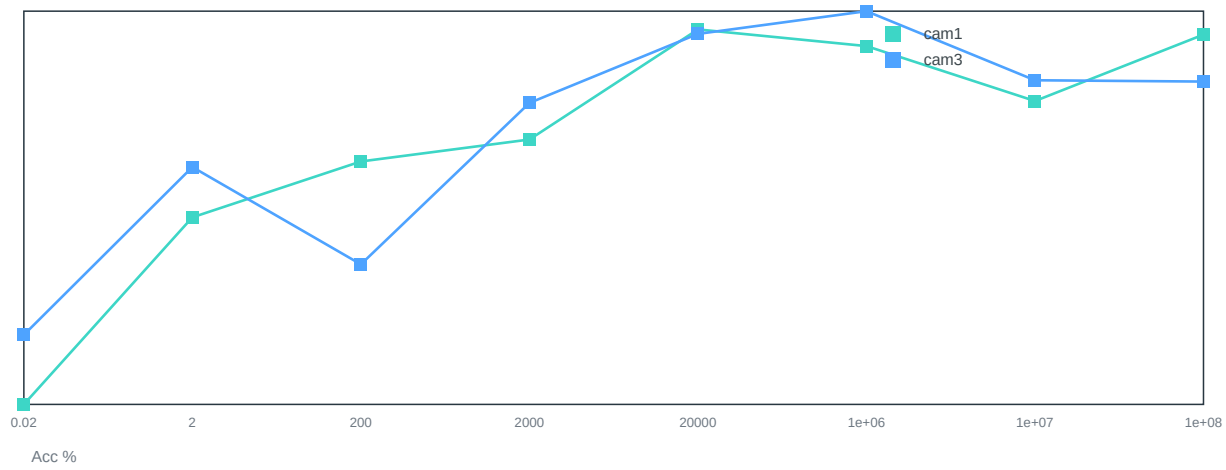
Mode sgd - machines vs LR Acc



Mode sgd - machines vs LR Avail

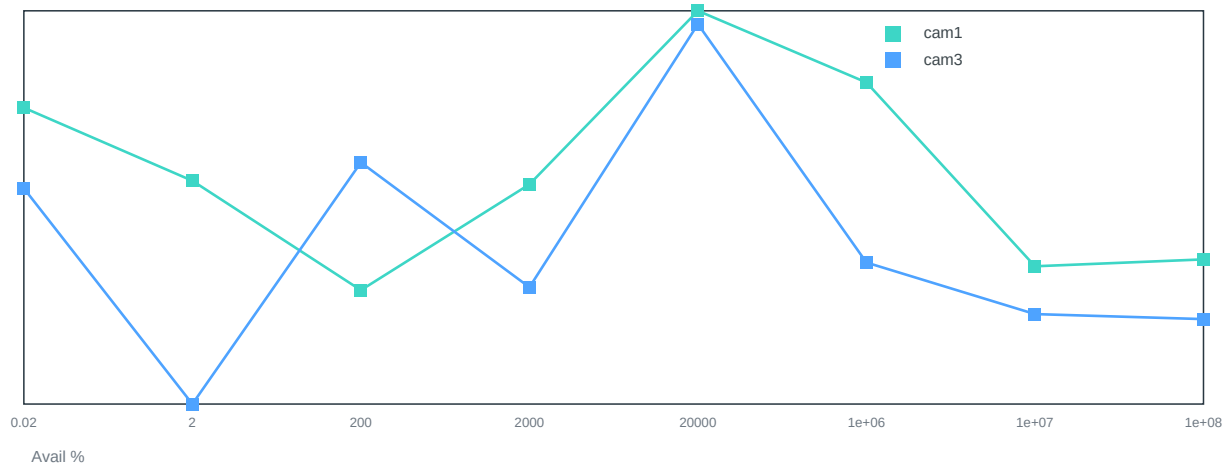


Mode step_sgd - machines vs LR Acc

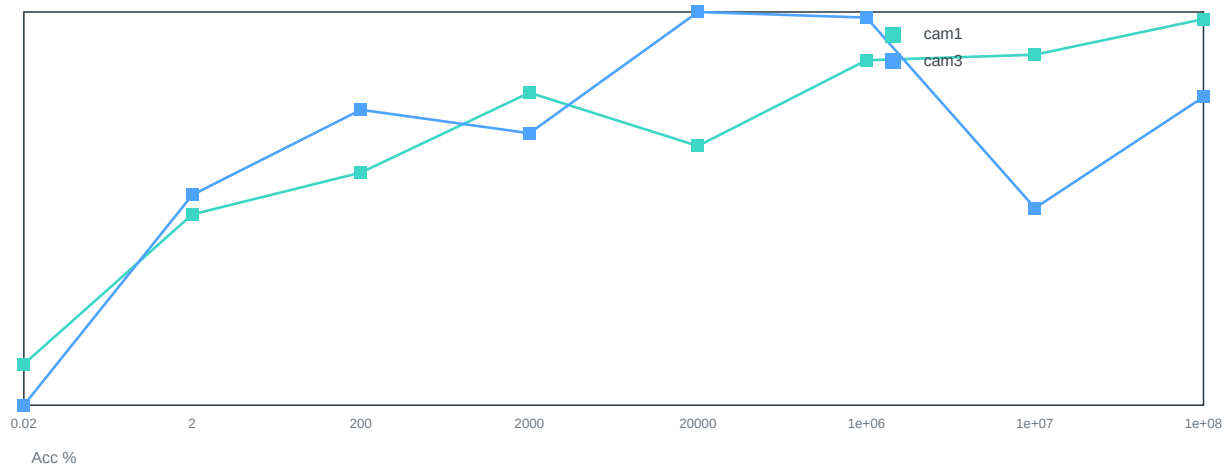


Mode step_sgd - machines vs LR Avail

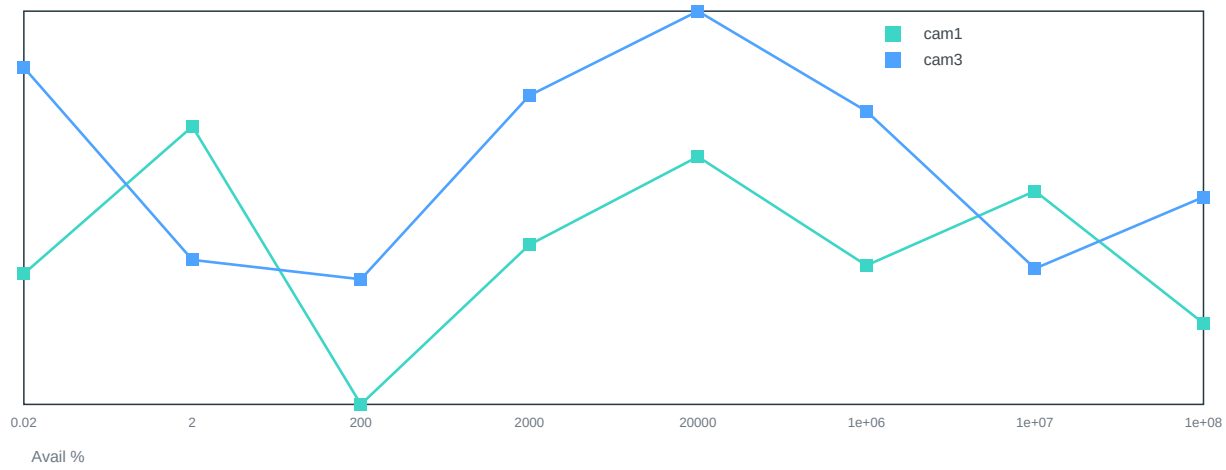
Mode step_sgd - machines vs LR Avail



Mode step_tween - machines vs LR Acc

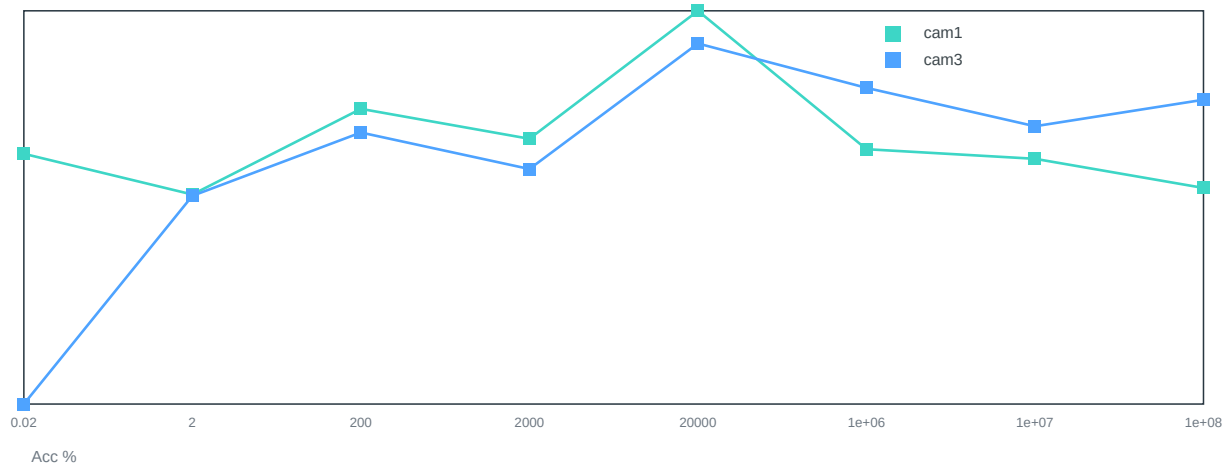


Mode step_tween - machines vs LR Avail

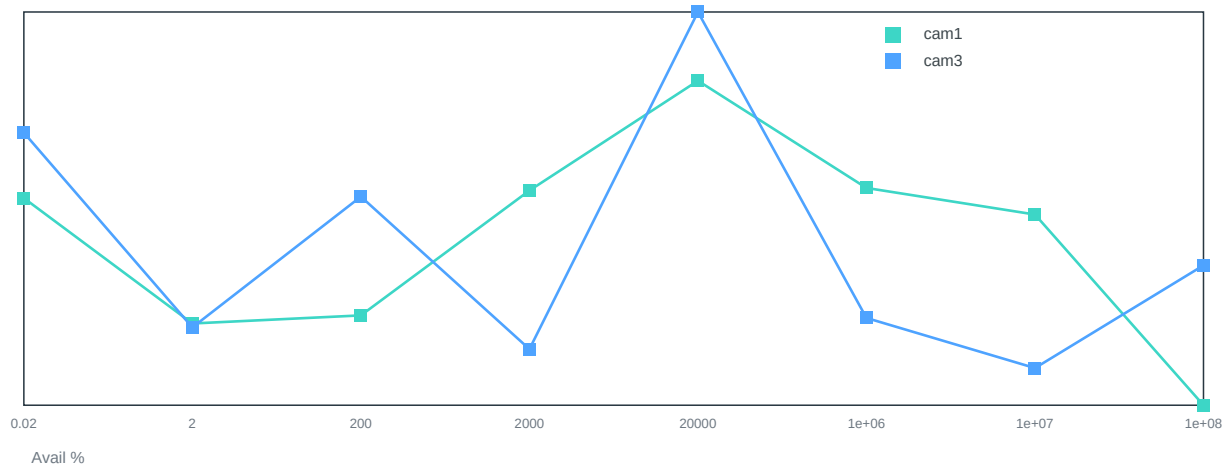


Mode tween_chain - machines vs LR Acc

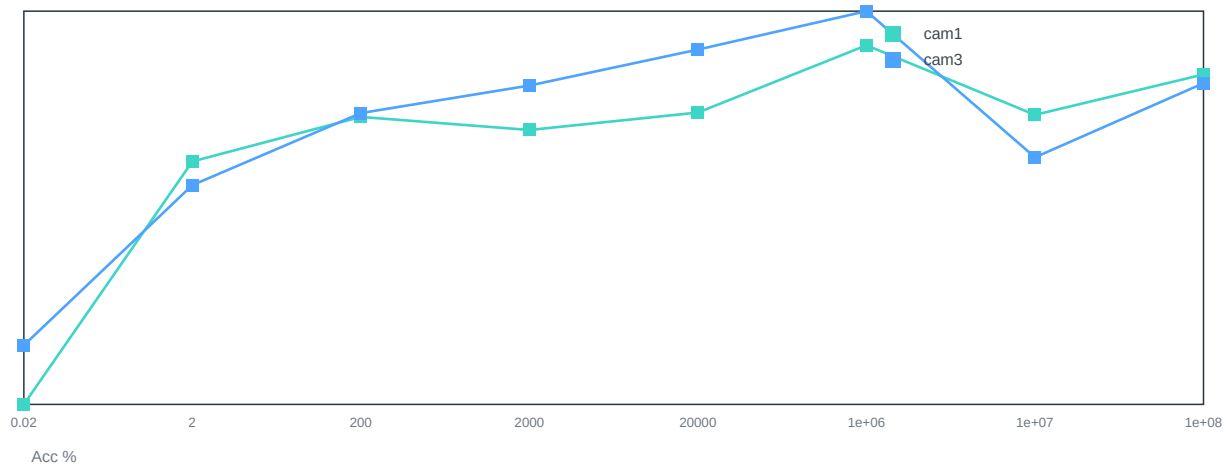
Mode tween_chain - machines vs LR Acc



Mode tween_chain - machines vs LR Avail

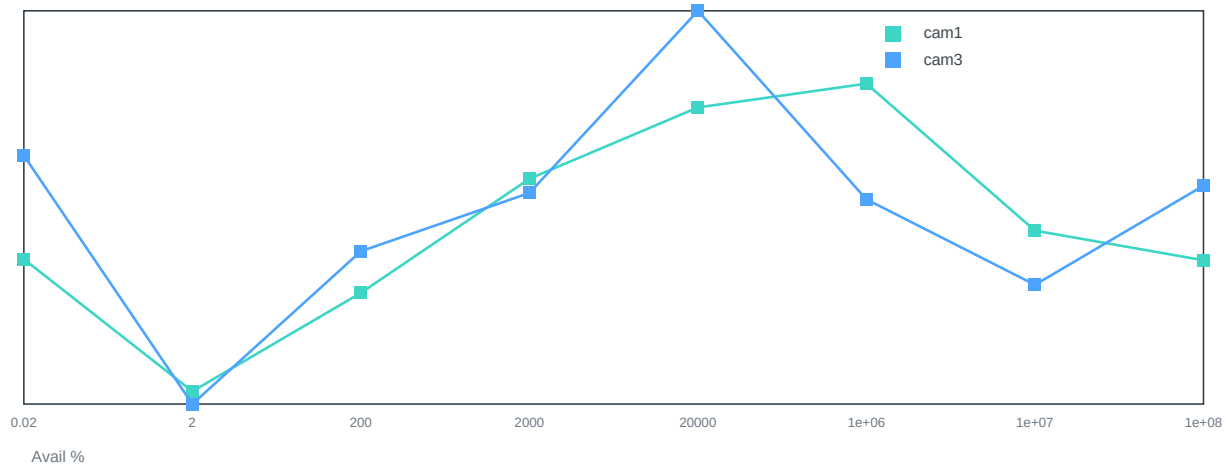


Mode Mesh[T]Chain - machines vs LR Acc

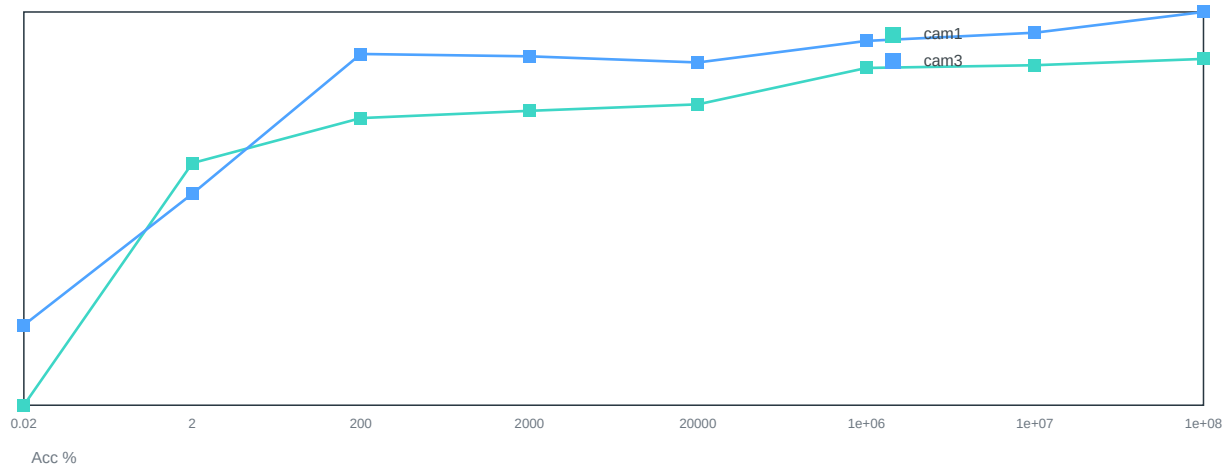


Mode Mesh[T]Chain - machines vs LR Avail

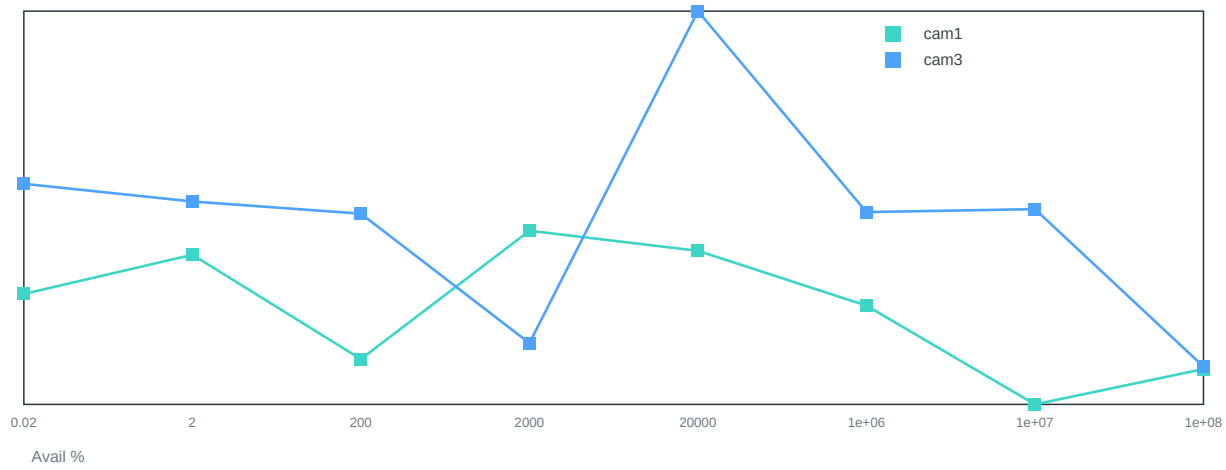
Mode Mesh[T]Chain - machines vs LR Avail



Mode Step[T]Alt - machines vs LR Acc



Mode Step[T]Alt - machines vs LR Avail

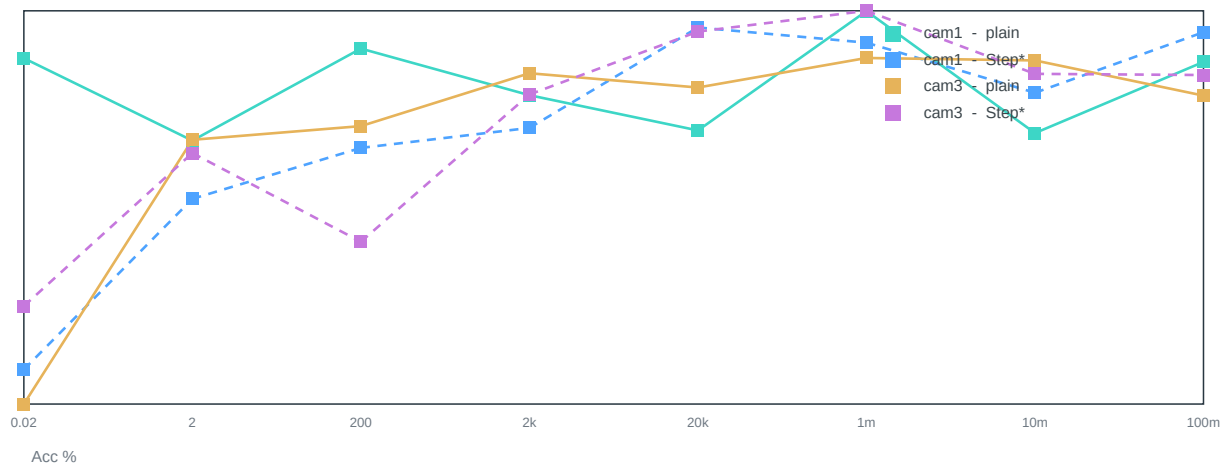


Mode sgd - cams x Step*/plain Acc

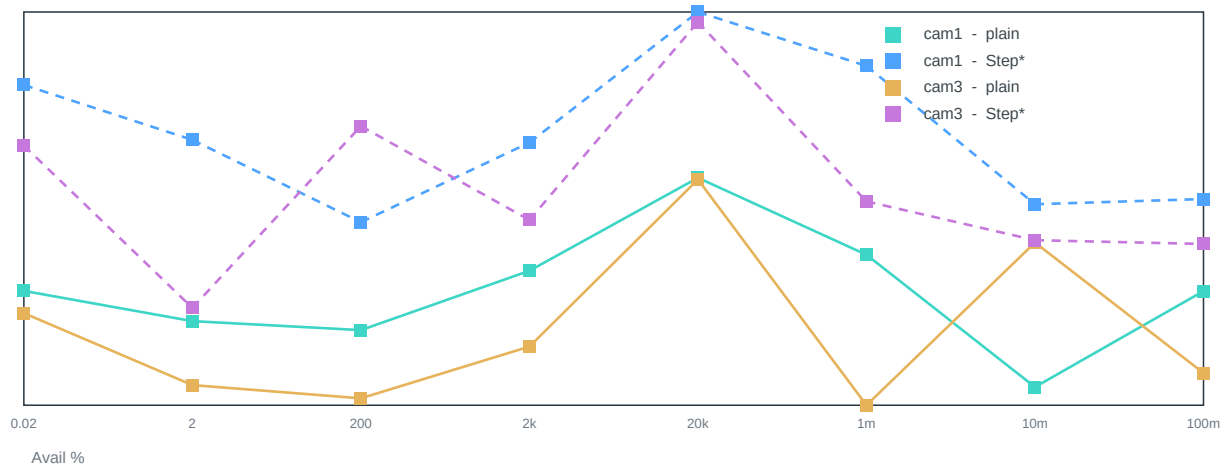
sgd - best mean Acc: cam1 - plain (22.0%). Solid = plain, dashed = Step*.

Mode sgd - cams x Step*/plain Acc

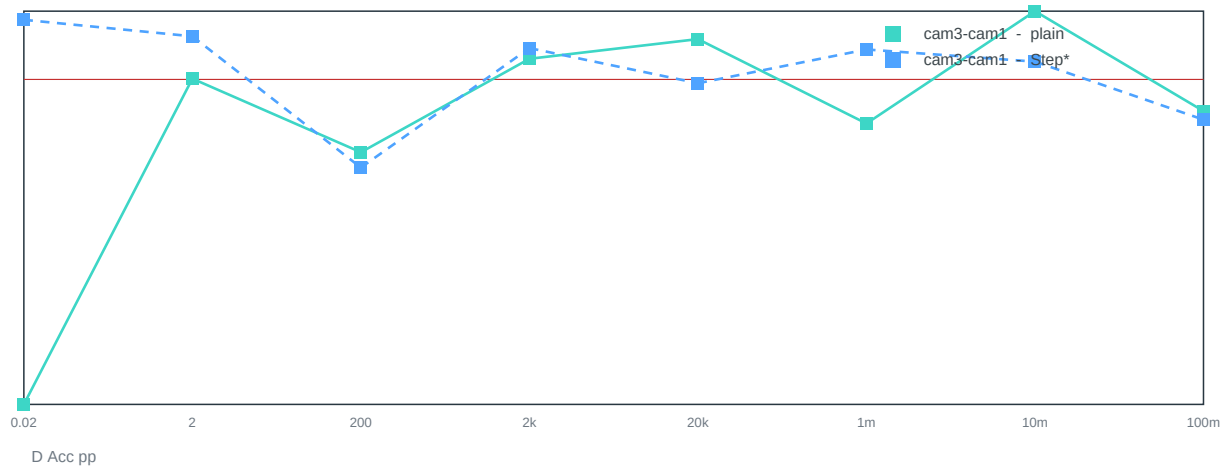
Mode sgd - cams x Step*/plain Acc



Mode sgd - cams x Step*/plain Avail



Mode sgd - D Acc vs cam1 (plain + Step*)

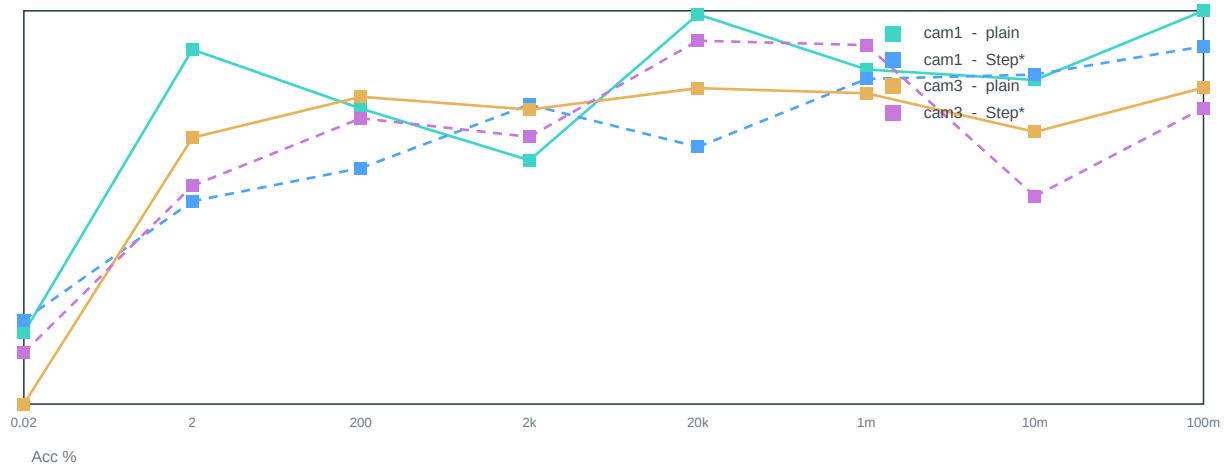


Mode tween - cams x Step*/plain Acc

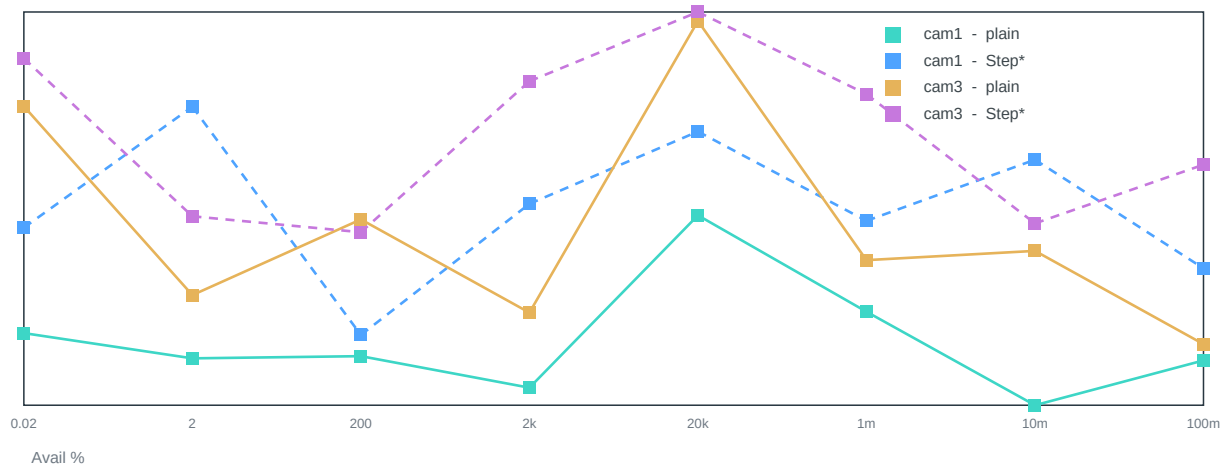
tween - best mean Acc: cam1 - plain (20.8%). Solid = plain, dashed = Step*.

Mode tween - cams x Step*/plain Acc

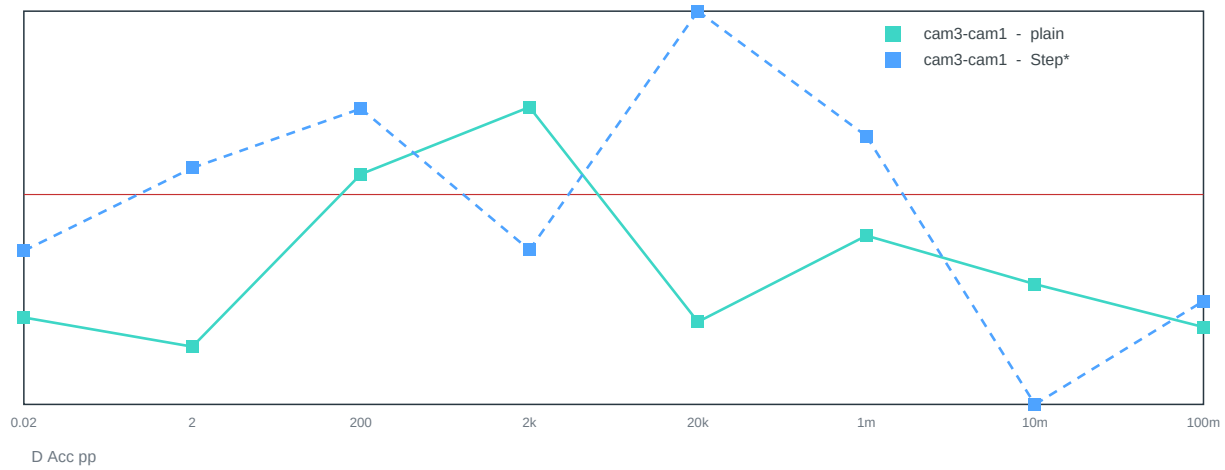
Mode tween - cams x Step*/plain Acc



Mode tween - cams x Step*/plain Avail



Mode tween - D Acc vs cam1 (plain + Step*)

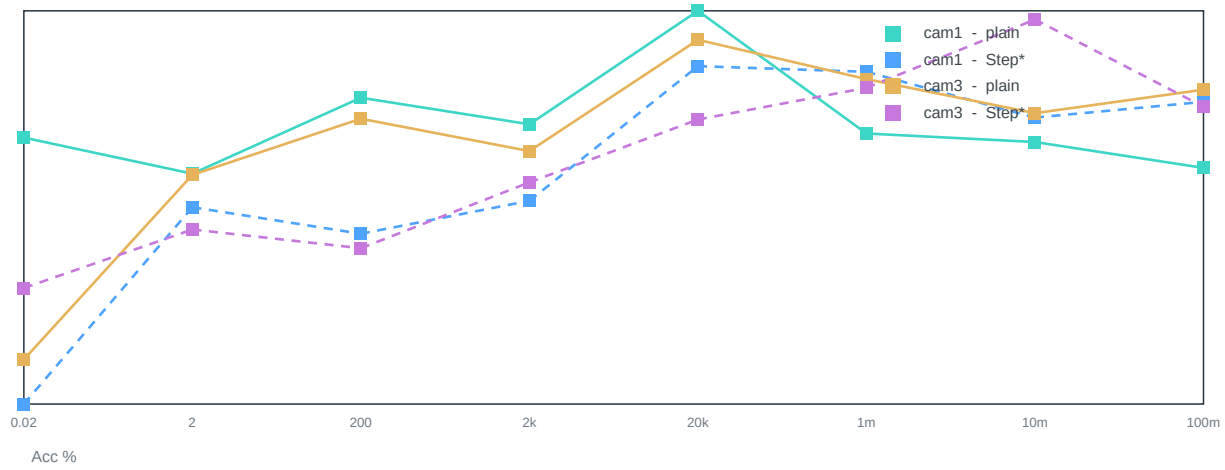


Mode tween_chain - cams x Step*/plain Acc

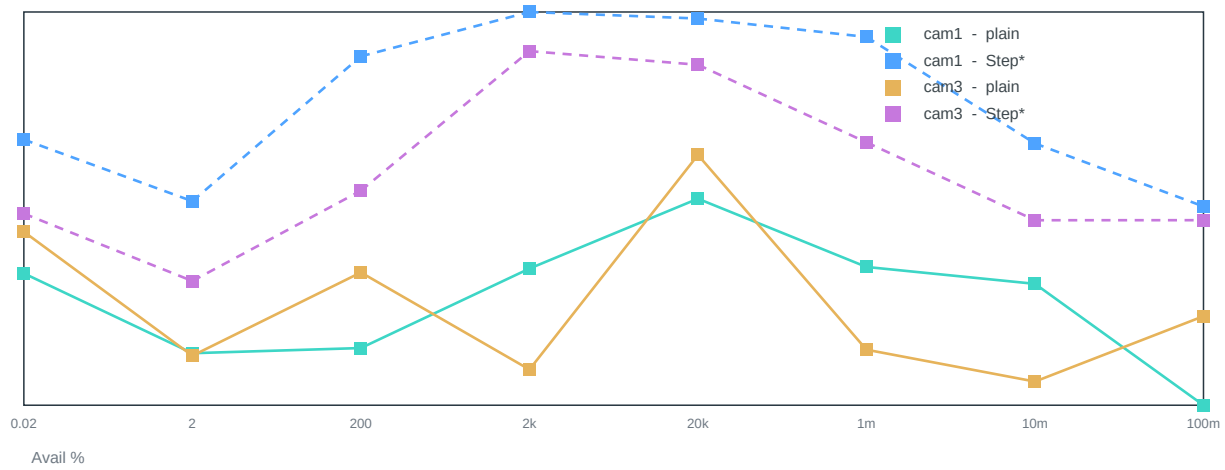
tween_chain - best mean Acc: cam1 - plain (21.6%). Solid = plain, dashed = Step*.

Mode tween_chain - cams x Step*/plain Acc

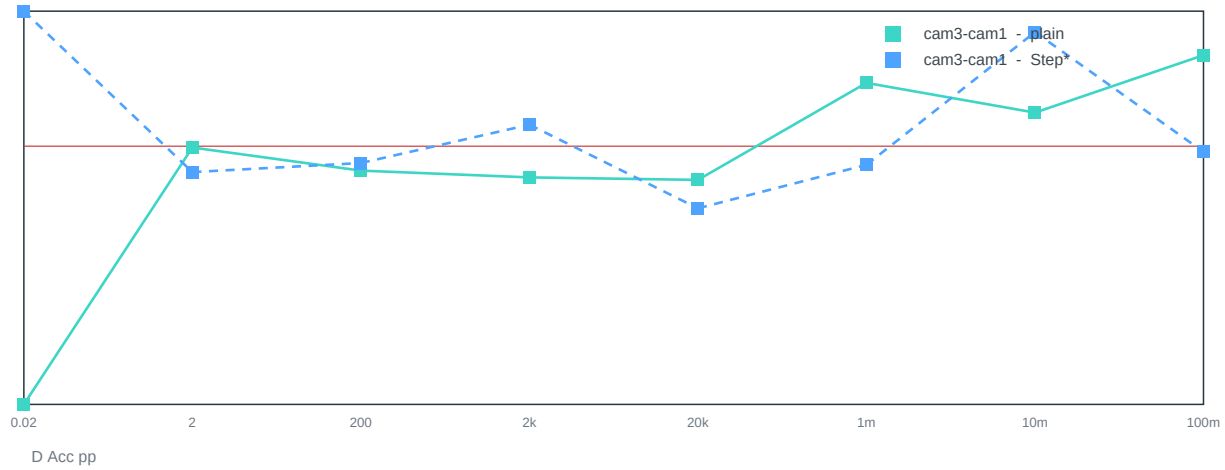
Mode tween_chain - cams x Step*/plain Acc



Mode tween_chain - cams x Step*/plain Avail



Mode tween_chain - D Acc vs cam1 (plain + Step*)

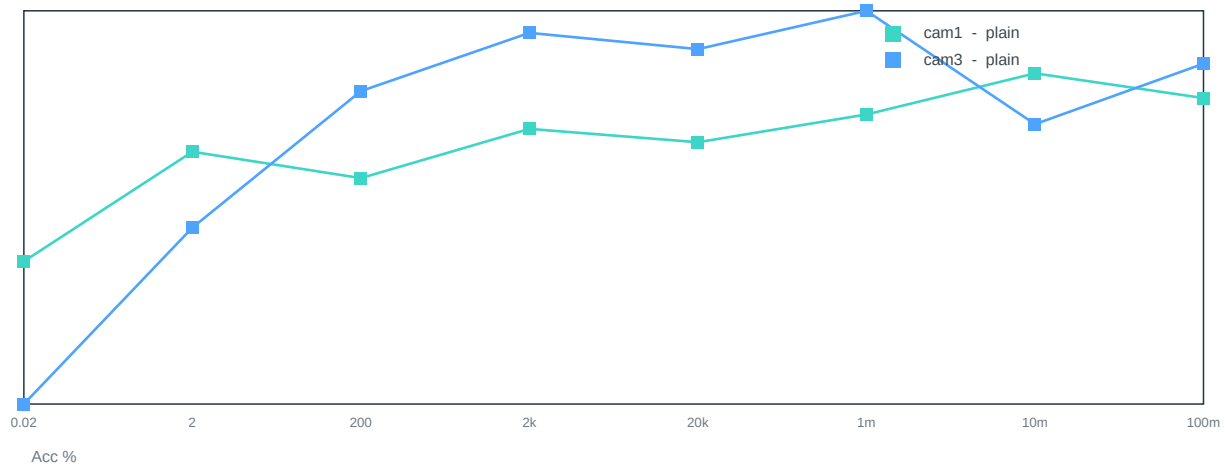


Mode MeshBP - cams x Step*/plain Acc

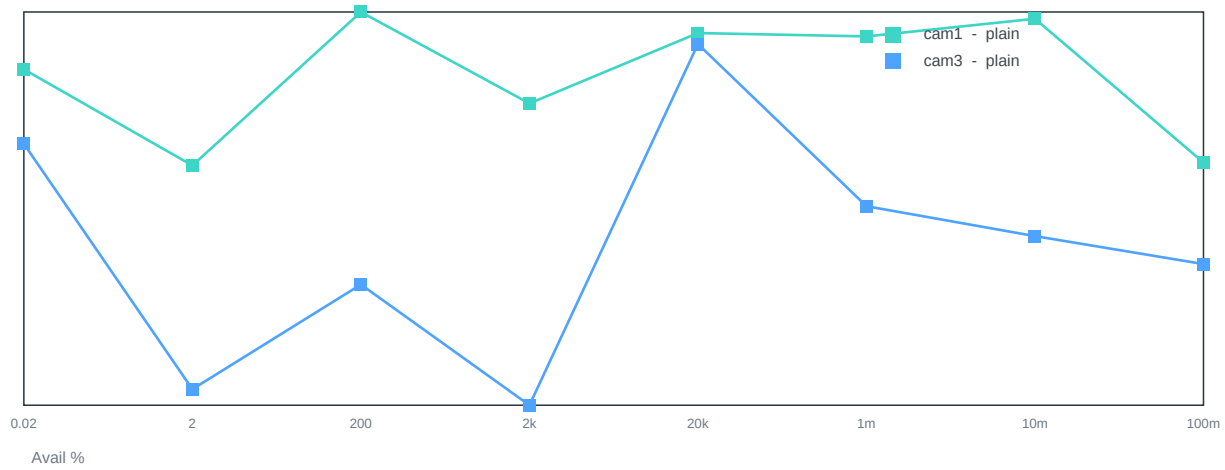
MeshBP - cams overlaid (no Step* mate in this farm).

Mode MeshBP - cams x Step*/plain Acc

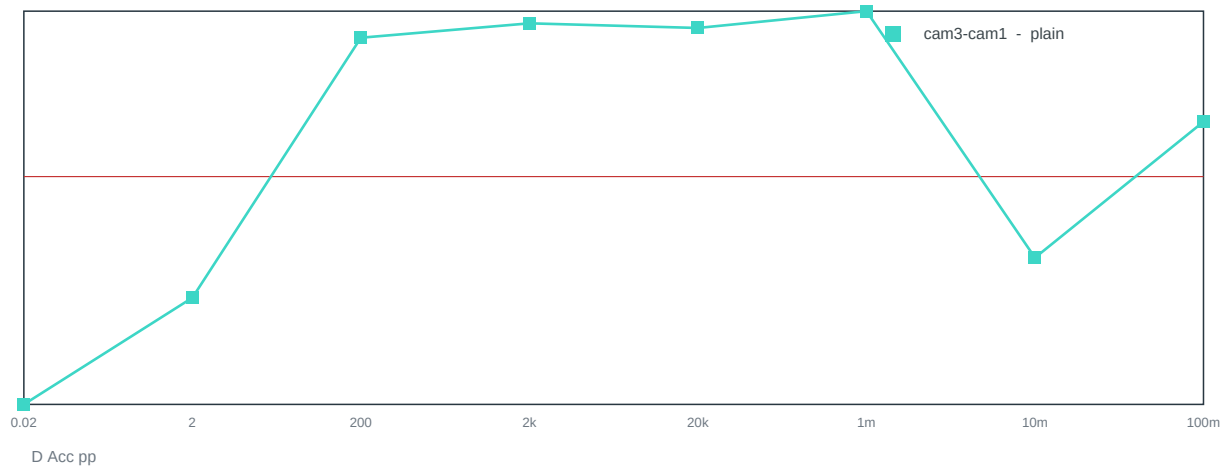
Mode MeshBP - cams x Step*/plain Acc



Mode MeshBP - cams x Step*/plain Avail

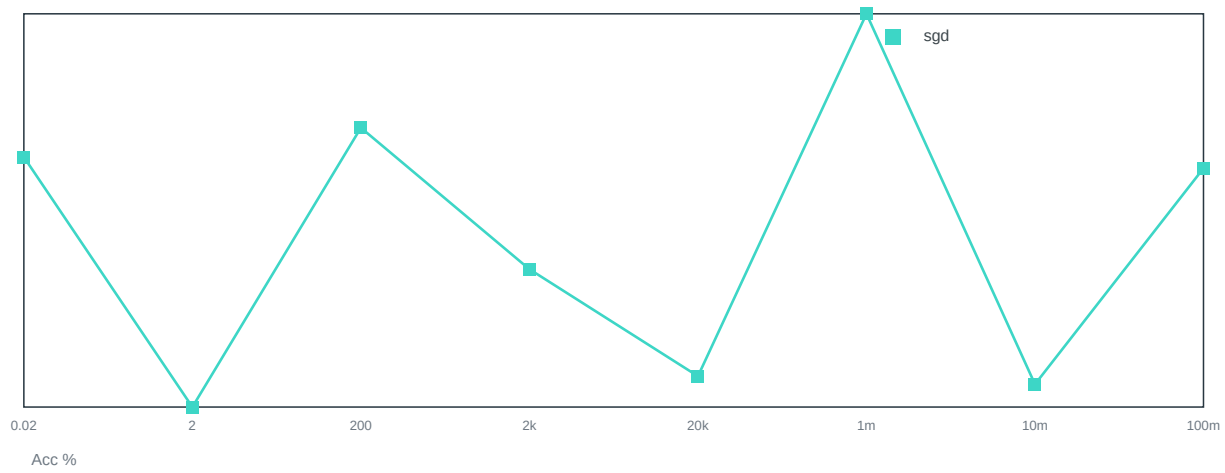


Mode MeshBP - D Acc vs cam1 (plain + Step*)

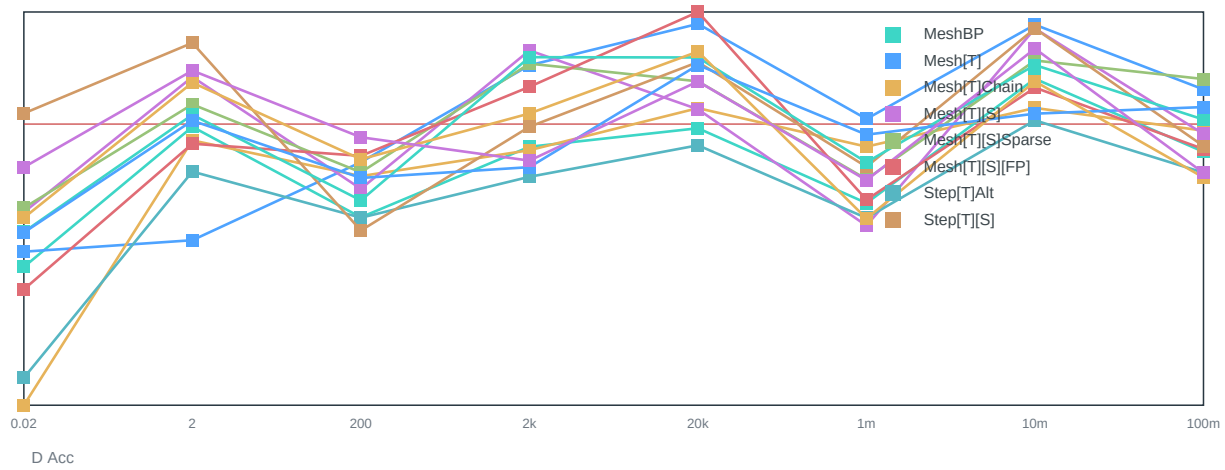


sgd baseline Acc vs LR - cam1

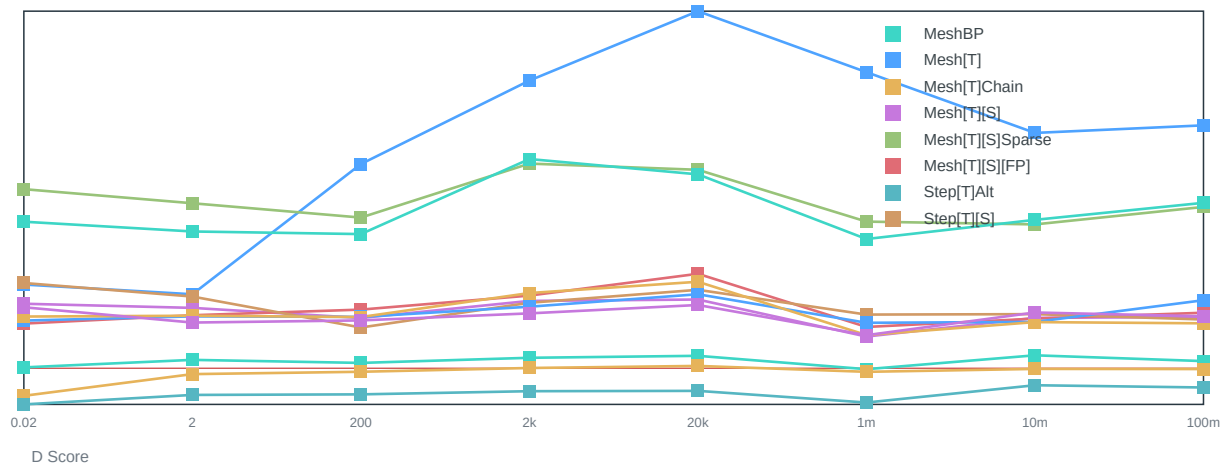
sgd baseline Acc vs LR - cam1



D Acc vs sgd - cam1

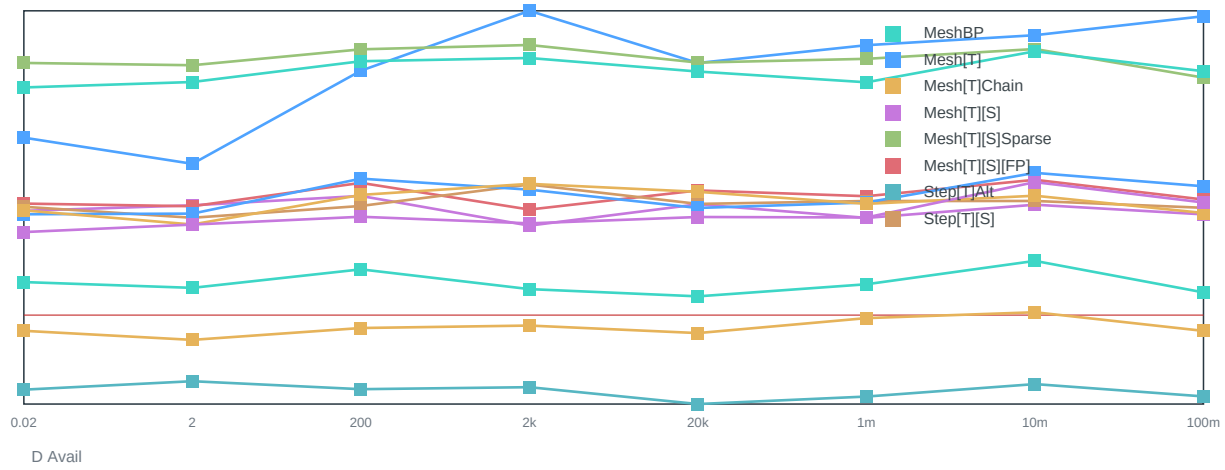


D Score vs sgd - cam1



D Avail vs sgd - cam1

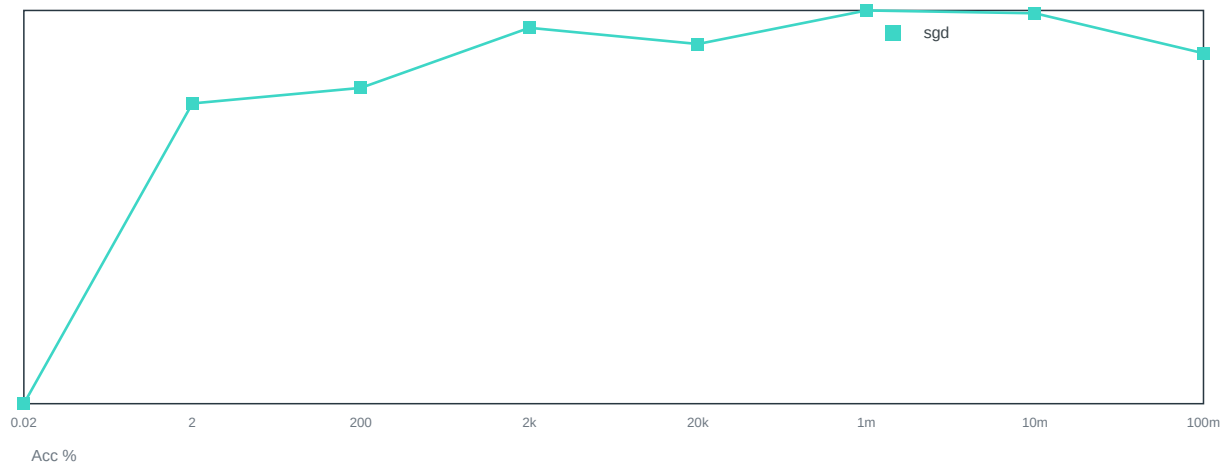
D Avail vs sgd - cam1



D Acc vs sgd - cam1

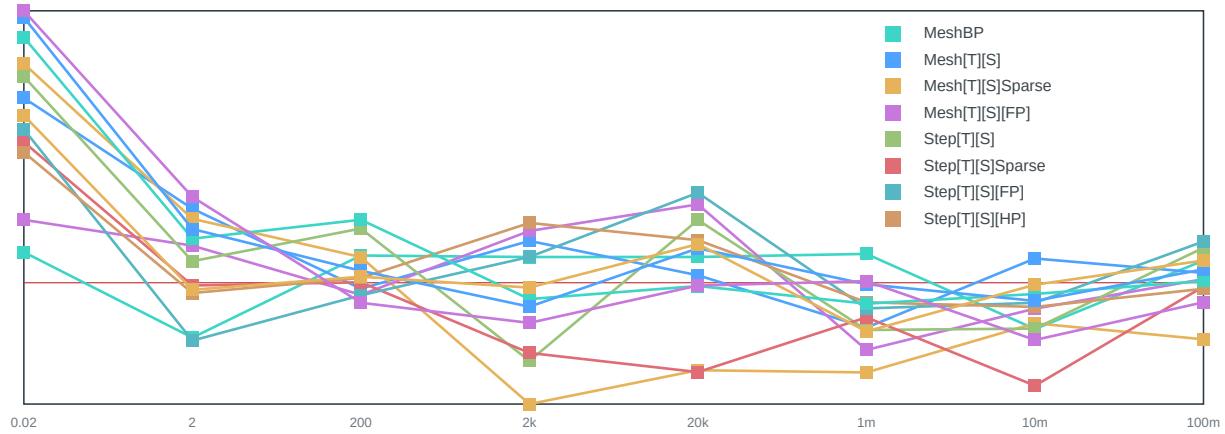
	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	-6	-0	-4	-1	-0	-3	+2	-1
Mesh[T]	-5	-5	-2	+2	+4	+0	+4	+1
Mesh[T]Chain	-12	-1	-2	-1	+1	-1	+1	-0
Mesh[T][S]	-4	+2	-3	+3	+1	-4	+4	-0
Mesh[T][S]Sparse	-4	+1	-2	+3	+2	-2	+3	+2
Mesh[T][S][FP]	-7	-1	-1	+2	+5	-3	+2	-1
Step[T]Alt	-11	-2	-4	-2	-1	-4	+0	-2
Step[T][S]	+0	+3	-5	-0	+3	-2	+4	-1
Step[T][S]Sparse	-5	+0	-3	+3	+3	-2	+3	+0
Step[T][S][FP]	-5	+0	-2	-2	+3	-0	+0	+1
Step[T][S][HP]	-4	+2	-1	+0	+3	-4	+2	-2
Step[T][S][HP]Async	-2	+2	-1	-2	+2	-2	+3	-2

sgd baseline Acc vs LR - cam3

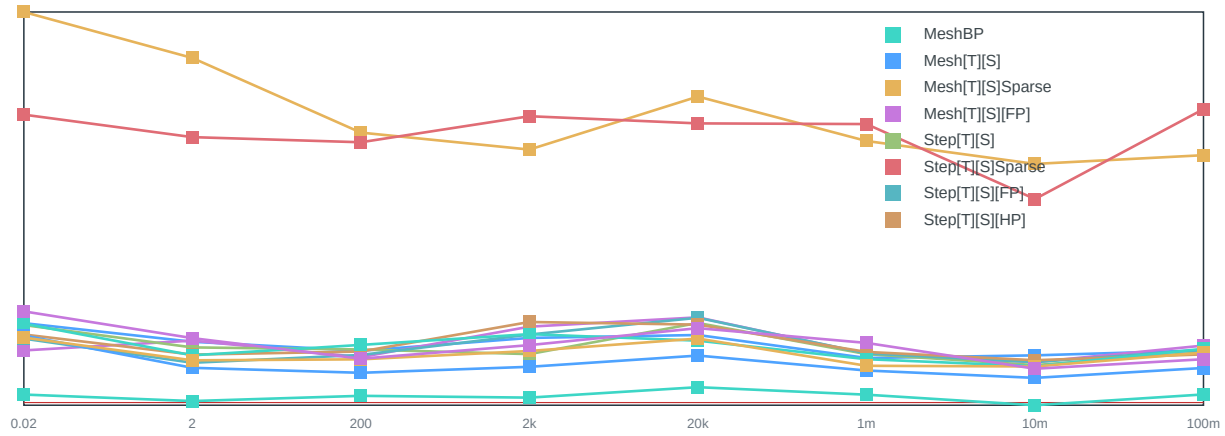


D Acc vs sgd - cam3

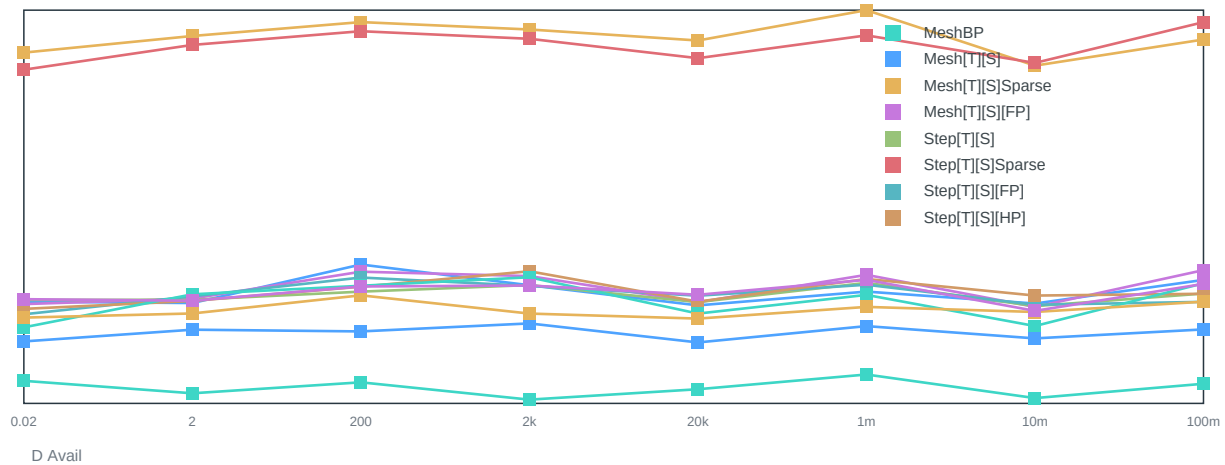
D Acc vs sgd - cam3



D Score vs sgd - cam3



D Avail vs sgd - cam3



D Acc vs sgd - cam3

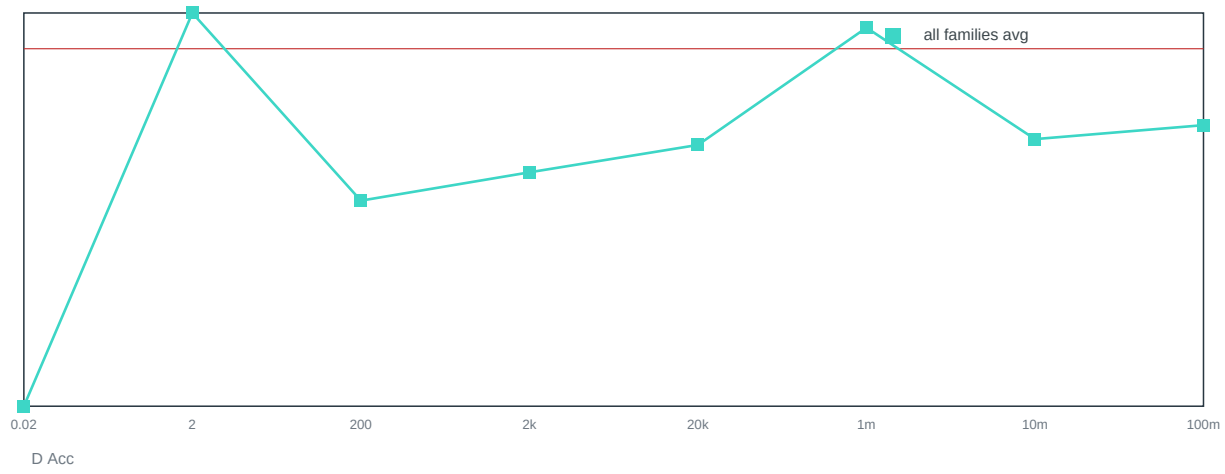
D Acc vs sgd - cam3

	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	+1	-2	+1	+1	+1	+1	-2	+1
Mesh[T][S]	+8	+3	-0	+2	+0	-2	+1	+0
Mesh[T][S]Sparse	+9	+3	+1	-5	-4	-4	-2	-2
Mesh[T][S][FP]	+3	+2	-1	+2	+3	-3	-1	+0
Step[T][S]	+9	+1	+2	-3	+3	-2	-2	+1
Step[T][S]Sparse	+6	-0	+0	-3	-4	-1	-4	-0
Step[T][S][FP]	+7	-2	-1	+1	+4	-1	-1	+2
Step[T][S][HP]	+6	-0	+0	+3	+2	-1	-1	-0
Step[T][S][HP]Async	+11	+2	+3	-1	-0	-1	-0	+0
Step[T][S][L]	+11	+2	+1	-1	+1	-0	-1	+1
Step[T][S][L]Cache	+7	-0	+0	-0	+2	-2	-0	+1
[T][S]	+12	+4	-1	-2	-0	+0	-2	-1

Step vs plain verdict - cam1

cam1: - plain wins Acc (-0.6 pp pooled) - plain wins Score (-7)
Acc: use plain (-0.6 pp) - Score: use plain (-7) - Avail: tie (+0.2 pp)
* Matched 2991 cells across 11 step/plain families.
* Families: 0 step wins Acc - 6 plain wins - 5 mixed - 0 collapsed (scheduler barely matters).
* Worst step loss: Step[T]Alt vs [T]Alt (-2.6 Acc pooled) - use plain here.
* Score/duty clock: plain ahead (-7) - full-chain updates may block serve less at this LR band.

Step wins Acc at these LRs? (avg DAcc all families) - cam1



Step* = 1D pipe (one sample per tick). Plain = full-chain update. D = step - plain on matched cells.

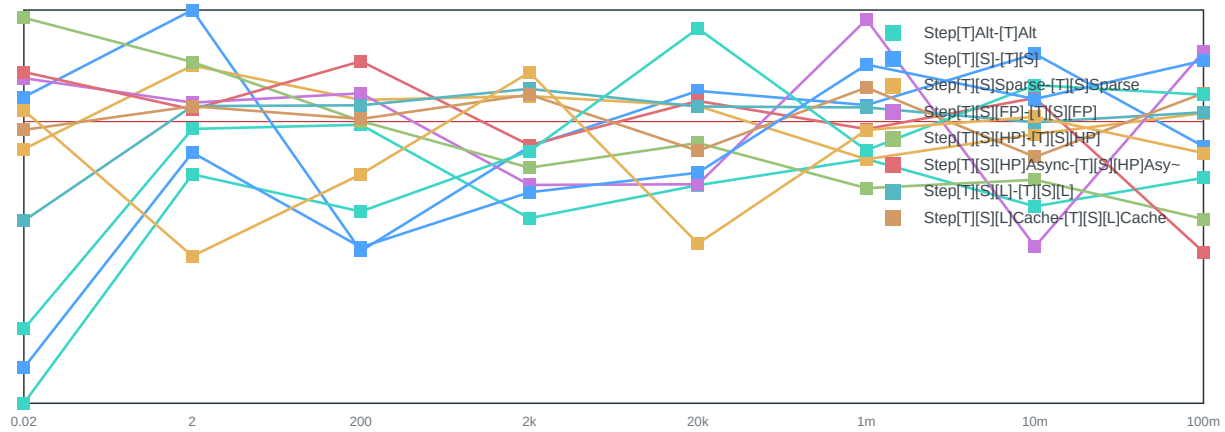
Step vs plain pooled DAcc - cam1



-1.8

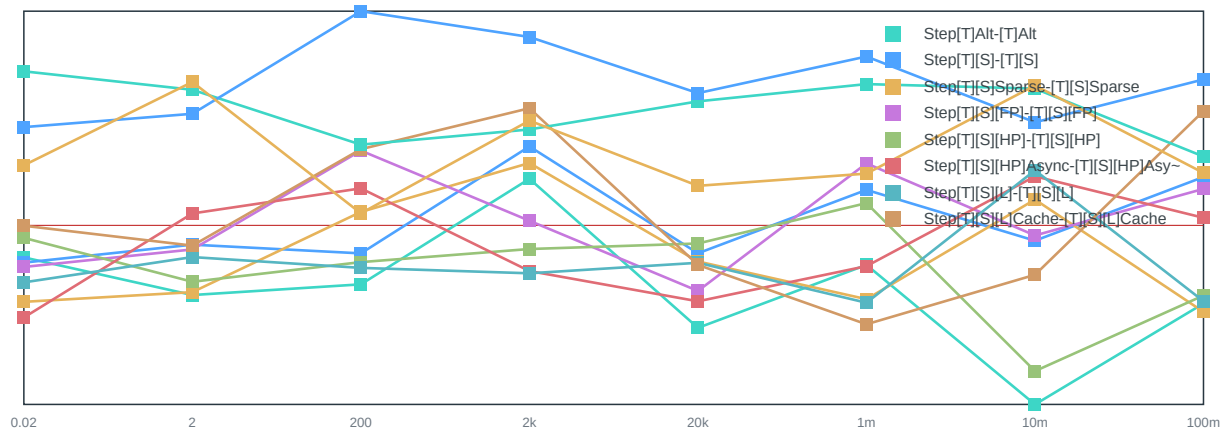
step_tween - tween -1.3

D Acc step-plain vs LR - cam1



D Acc

D Avail step-plain vs LR - cam1



D Avail

D Acc step-plain - cam1

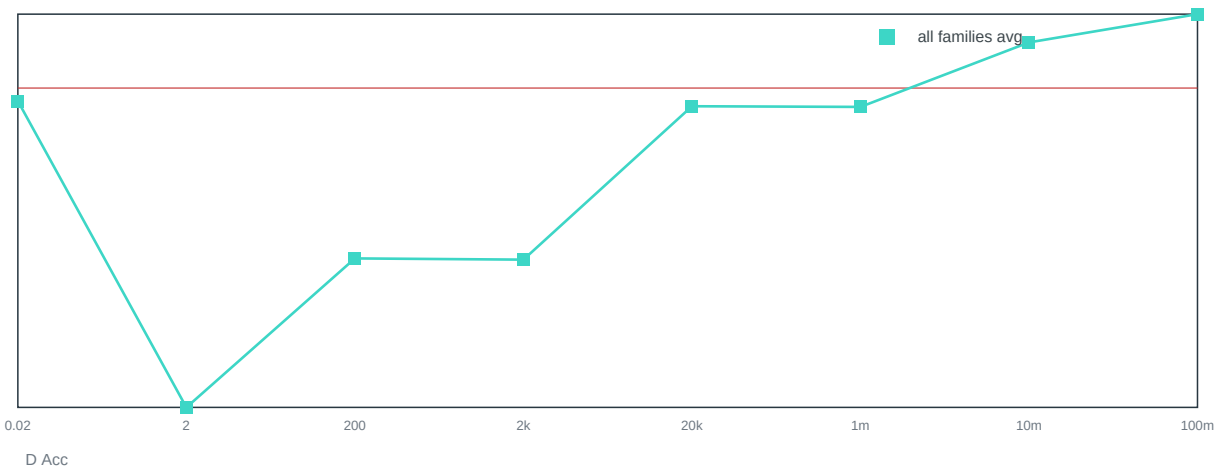
D Acc step-plain - cam1

	0.02	2	200	2k	20k	1m	10m	100m
Step[T]Alt-[T]Alt	-8	-0	-0	-4	-2	-1	-3	-2
Step[T][S]-[T][S]	+1	+4	-5	-1	+1	+1	+2	-1
Step[T][S]Sparse-[T][S]Sparse	-1	+2	+1	+1	+1	-1	-0	+0
Step[T][S][FP]-[T][S][FP]	+2	+1	+1	-2	-2	+4	-5	+3
Step[T][S][HP]-[T][S][HP]	+4	+2	+0	-2	-1	-2	-2	-4
Step[T][S][HP]Async-[T][S][HP]Async	+2	+0	+2	-1	+1	-0	+1	-5
Step[T][S][L]-[T][S][L]	-4	+1	+1	+1	+1	+1	-0	+0
Step[T][S][L]Cache-[T][S][L]Cache	-0	+1	+0	+1	-1	+1	-1	+1
step_sgd-sgd	-10	-2	-3	-1	+3	-1	+1	+1
step_tween_chain-tween_chain	-9	-1	-5	-3	-2	+2	+1	+2
step_tween-tween	+0	-5	-2	+2	-4	-0	+0	-1

Step vs plain verdict - cam3

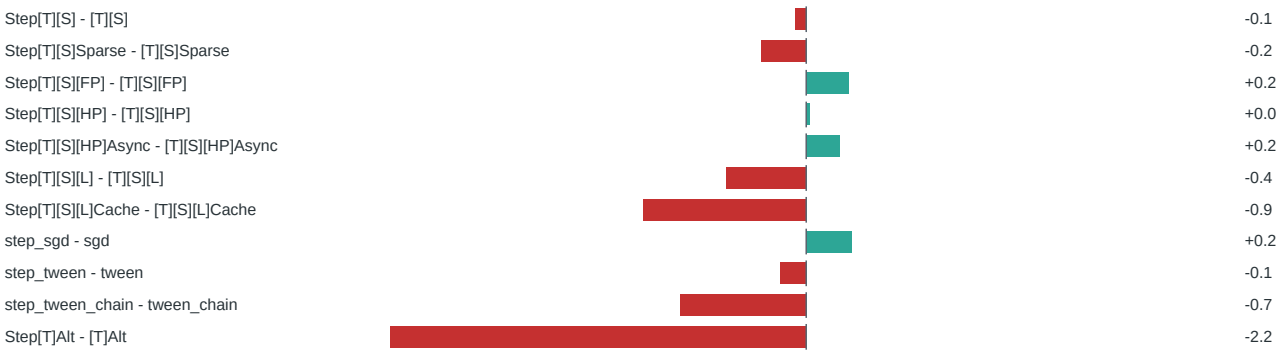
cam3: - Acc is a toss-up between step and plain - plain wins Score (-10)
Acc: tie (-0.4 pp) - Score: use plain (-10) - Avail: tie (+0.0 pp)
* Matched 2987 cells across 11 step/plain families.
* Families: 2 step wins Acc - 5 plain wins - 4 mixed - 0 collapsed (scheduler barely matters).
* Worst step loss: Step[T]Alt vs [T]Alt (-2.2 Acc pooled) - use plain here.
* Score/duty clock: plain ahead (-10) - full-chain updates may block serve less at this LR band.

Step wins Acc at these LRs? (avg DAcc all families) - cam3

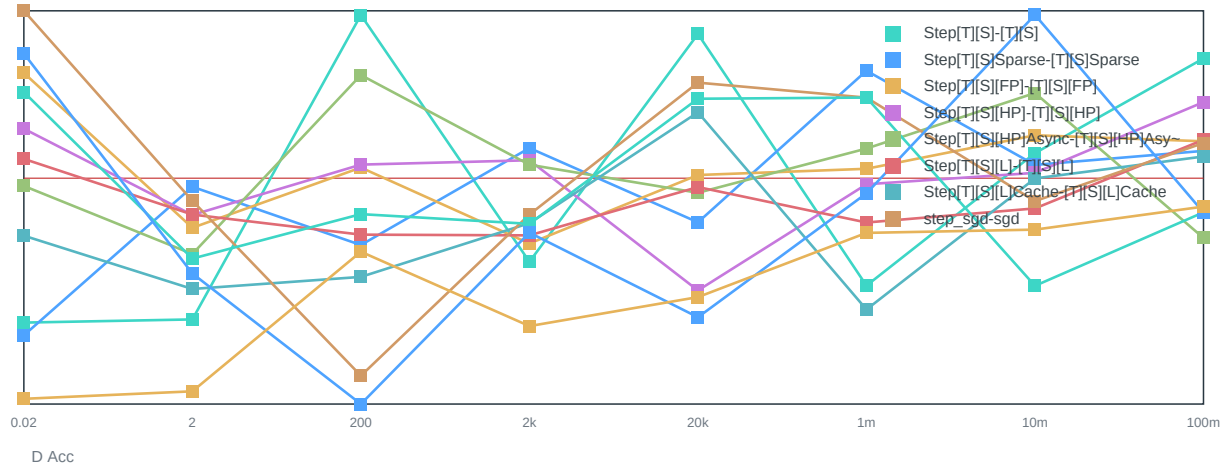


Step* = 1D pipe (one sample per tick). Plain = full-chain update. D = step - plain on matched cells.

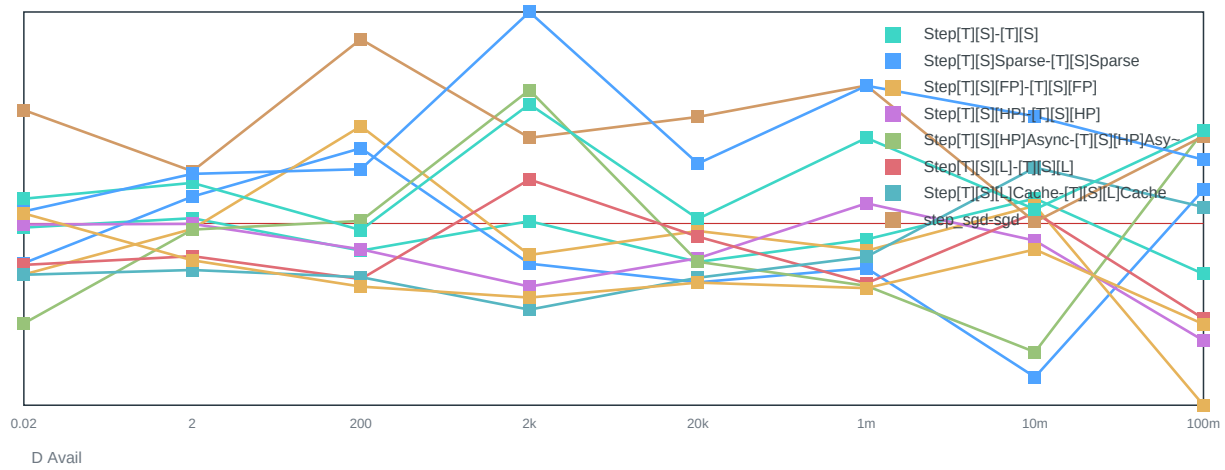
Step vs plain pooled DAcc - cam3



D Acc step-plain vs LR - cam3



D Avail step-plain vs LR - cam3



D Acc step-plain - cam3

	0.02	2	200	2k	20k	1m	10m	100m
Step[T][S]-[T][S]	-3	-3	+3	-2	+3	-2	+0	+2
Step[T][S]Sparse-[T][S]Sparse	-3	-0	-1	+1	-1	+2	+0	+1
Step[T][S][FP]-[T][S][FP]	+2	-1	+0	-1	+0	+0	+1	+1
Step[T][S][HP]-[T][S][HP]	+1	-1	+0	+0	-2	-0	+0	+1
Step[T][S][HP]Async-[T][S][HP]Async	-0	-1	+2	+0	-0	+1	+2	-1
Step[T][S][L]-[T][S][L]	+0	-1	-1	-1	-0	-1	-1	+1
Step[T][S][L]Cache-[T][S][L]Cache	-1	-2	-2	-1	+1	-3	-0	+0
step_sgd-sgd	+3	-0	-4	-1	+2	+2	-0	+1
step_tween-tween	+2	-2	-1	-1	+2	+2	-2	-1
step_tween_chain-tween_chain	+2	-2	-4	-1	-3	-0	+3	-1
Step[T]Alt-[T]Alt	-4	-4	-1	-3	-2	-1	-1	-1

Cam compare

Cam cam3 vs cam1 (HI)

cam3 vs cam1 (hi band) - cam1 ahead on mean Acc (D -0.4 pp pooled).
Pooled D on matched recipes (other - base):

LR	n	D Acc	D Score	wins other	wins base
20k	985	+0.13	-279	468	399
1m	986	-0.09	-208	465	447
10m	984	-0.98	-183	449	505
100m	983	-0.52	-195	485	481

Top matched recipe deltas:

LR	recipe	cam1	cam3	D	winner
20k	dense binary [T]Alt	46.9	0.4	+46.5	cam1
20k	dense ternary Step[T][S]	6.0	49.6	-43.6	cam3
20k	dense int2 Step[T]Chain	50.0	10.9	+39.1	cam1
20k	dense int5 MeshBP	12.5	50.0	-37.5	cam3
20k	dense int4 Mesh[T][S]Sparse	43.8	10.9	+32.9	cam1
20k	dense uint8 Step[T]Chain	7.8	39.5	-31.6	cam3
20k	dense uint32 Step[T][S]	50.0	18.9	+31.1	cam1
20k	dense uint4 [T][S]	18.9	50.0	-31.1	cam3
20k	dense int3 Step[T][S]	18.8	49.6	-30.8	cam3
20k	dense int5 Mesh[T][S]Sparse	42.2	11.5	+30.7	cam1
20k	dense int16 [T][S]	35.5	6.4	+29.1	cam1
20k	dense binary Mesh[T]Alt	20.5	49.6	-29.1	cam3
20k	dense int16 Step[T]Chain	21.6	50.0	-28.4	cam3
20k	dense uintptr [T]Chain	49.6	21.5	+28.1	cam1
20k	dense complex128 Step[T]~	0.0	28.1	-28.1	cam3
20k	dense int32 [T]Chain	20.8	48.8	-28.0	cam3
20k	dense uint4 StepBP	21.6	49.6	-28.0	cam3
20k	dense uint4 Step[T][S]	50.0	22.5	+27.5	cam1
20k	dense int8 StepBP	50.0	23.2	+26.8	cam1
20k	dense ternary Step[T]Alt	50.0	23.5	+26.5	cam1
20k	dense uint3 Step[T][S][FP]	24.0	50.0	-26.0	cam3
20k	dense uint8 [T]Alt	11.9	37.9	-26.0	cam3
20k	dense uintptr [T][S][FP]	24.2	50.0	-25.8	cam3
20k	dense uint4 Step[T][S][FP]	24.3	50.0	-25.7	cam3
20k	dense uint [T]Alt	50.0	24.5	+25.5	cam1
20k	dense uint16 [T]Chain	50.0	24.6	+25.4	cam1
20k	dense binary Mesh[T][S][FP]	24.9	50.0	-25.1	cam3
20k	dense int4 [T][S][HP]	24.9	50.0	-25.1	cam3
20k	dense uint32 Mesh[T]Alt	50.0	24.9	+25.1	cam1
20k	dense uint2 Step[T][S]	24.9	50.0	-25.1	cam3
20k	dense uintptr Mesh[T][S]	24.9	50.0	-25.1	cam3
20k	dense uint6 [T][S][HP]Async	0.4	25.4	-25.0	cam3
20k	dense uint3 Step[T][S]Spar~	49.6	24.7	+24.9	cam1
20k	dense uint4 [T]Alt	0.0	24.9	-24.9	cam3
20k	dense int32 [T][S]	24.7	49.6	-24.9	cam3
20k	dense uint2 [T][S][FP]	50.0	25.3	+24.7	cam1
20k	dense uint32 [T]Chain	50.0	25.3	+24.7	cam1
20k	dense complex128 Step[T]	0.0	24.7	-24.7	cam3
20k	dense int32 NormalBP	0.4	25.0	-24.6	cam3
20k	dense ternary [T]Alt	24.6	0.0	+24.6	cam1

Cam cam3 vs cam1 (LO)

cam3 vs cam1 (lo band) - cam1 ahead on mean Acc (D -0.1 pp pooled).
Pooled D on matched recipes (other - base):

LR	n	D Acc	D Score	wins other	wins base
0.02	985	-0.72	-215	476	438
2	984	+0.13	-192	534	409
200	985	+0.15	-187	501	457
2k	982	+0.13	-259	545	428

Top matched recipe deltas:

LR	recipe	cam1	cam3	D	winner
0.02	dense complex64 NormalBP	50.0	0.4	+49.6	cam1
0.02	dense int16 Step[T][S]	50.0	0.4	+49.6	cam1
0.02	dense float64 NormalBP	50.0	0.4	+49.6	cam1
0.02	dense uint2 [T][S][HP]	0.4	50.0	-49.6	cam3
0.02	dense int64 [T]Chain	50.0	0.4	+49.6	cam1
0.02	dense uint32 [T]	0.4	50.0	-49.6	cam3
0.02	dense float32 Step[T]Chain	0.4	50.0	-49.6	cam3
0.02	dense complex64 [T]Chain	49.6	0.4	+49.2	cam1
0.02	dense int32 [T]Chain	0.8	50.0	-49.2	cam3
0.02	dense float16 NormalBP	49.6	0.4	+49.2	cam1
0.02	dense int32 [T][S][HP]	0.4	49.6	-49.2	cam3
0.02	dense uint5 Mesh[T]	0.4	49.6	-49.2	cam3
0.02	dense float16 MeshBP	0.4	49.2	-48.8	cam3
0.02	dense complex128 StepBP	1.2	50.0	-48.8	cam3
0.02	dense complex128 Step[T]~	1.2	50.0	-48.8	cam3
0.02	dense uint Step[T]Chain	0.4	49.2	-48.8	cam3
0.02	dense fp8e5m2 MeshBP	49.6	0.8	+48.8	cam1
0.02	dense int32 NormalBP	50.0	1.2	+48.8	cam1
0.02	dense uint6 [T][S]Sparse	49.2	0.4	+48.8	cam1
0.02	dense uintptr NormalBP	0.4	48.8	-48.4	cam3
0.02	dense uint32 [T]Alt	48.8	0.4	+48.4	cam1
0.02	dense uint64 MeshBP	49.2	0.8	+48.4	cam1
0.02	dense float64 Mesh[T]Chain	0.4	48.8	-48.4	cam3
0.02	dense int32 Step[T]Chain	0.4	48.8	-48.4	cam3
0.02	dense float64 [T]Chain	50.0	2.0	+48.0	cam1
0.02	dense float64 Step[T]Chain	49.6	1.6	+48.0	cam1
0.02	dense uint16 StepBP	1.2	48.4	-47.3	cam3
0.02	dense uint2 Step[T]	50.0	3.4	+46.6	cam1
0.02	dense int32 Mesh[T][S]	46.5	0.4	+46.1	cam1
0.02	dense uint6 [T][S][FP]	0.4	45.3	-44.9	cam3
0.02	dense int64 Step[T]	2.0	46.5	-44.5	cam3
0.02	dense int64 Step[T]Chain	44.5	0.4	+44.1	cam1
0.02	dense uint16 Mesh[T]Alt	43.8	0.4	+43.4	cam1
0.02	dense int16 Mesh[T]Chain	42.2	0.4	+41.8	cam1
0.02	dense uintptr [T]Chain	41.8	0.4	+41.4	cam1
0.02	dense uint16 MeshBP	0.4	41.8	-41.4	cam3
0.02	dense complex64 MeshBP	0.4	41.4	-41.0	cam3
0.02	dense uint NormalBP	41.2	0.4	+40.8	cam1
0.02	dense int16 Step[T][S][HP]	0.4	40.2	-39.8	cam3
0.02	dense uintptr MeshBP	40.6	1.2	+39.5	cam1

Train modes x cams (Step* + plain)

Solid = plain, dashed = Step*. Each family overlays every cam on Acc / Avail / D Acc charts above.

* sgd - best mean Acc: cam1 - plain (22.0%). Solid = plain, dashed = Step*.
* tween - best mean Acc: cam1 - plain (20.8%). Solid = plain, dashed = Step*.
* tween_chain - best mean Acc: cam1 - plain (21.6%). Solid = plain, dashed = Step*.
* MeshBP - cams overlaid (no Step* mate in this farm).

Summary tables

Mean Acc vs LR (by machine)

LR	n	cam1 Acc	cam1 Score	cam3 Acc	cam3 Score
0.02	986	18.0	649	17.3	435
2	986	20.3	631	20.4	438
200	986	20.9	602	21.0	414
2k	986	21.8	703	21.9	445
20k	986	22.6	819	22.7	539
1m	986	22.3	663	22.2	456
10m	985	22.5	567	21.5	384
100m	986	22.4	597	21.9	404

Recipe wins per LR

LR	cam1	cam3
0.02	445	541
2	429	557
200	468	518
2k	438	548
20k	456	530
1m	484	502
10m	522	464
100m	494	492

vs sgd tables - cam1

sgd baseline mean Acc vs LR:

LR	sgd Acc	sgd Avail
0.02	22.8	17.2
2	20.1	16.9
200	23.2	16.8
2k	21.6	17.5
20k	20.4	18.5
1m	24.4	17.6
10m	20.3	16.1
100m	22.7	17.2

D Acc vs sgd:

mode	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	-6.1	-0.1	-4.0	-1.0	-0.2	-3.3	+1.9	-1.2
Mesh[T]	-5.4	-4.9	-1.6	+2.5	+4.2	+0.2	+4.2	+1.5
Mesh[T]Chain	-11.9	-0.7	-2.2	-1.1	+0.7	-1.0	+0.7	-0.3
Mesh[T][S]	-3.7	+2.0	-2.7	+3.1	+0.6	-4.3	+4.0	-0.4
Mesh[T][S]Sparse	-3.5	+0.8	-2.0	+2.6	+1.8	-2.3	+2.7	+1.9
Mesh[T][S][FP]	-7.0	-0.8	-1.3	+1.6	+4.7	-3.2	+1.5	-1.1
Step[T]Alt	-10.8	-2.0	-4.0	-2.2	-0.9	-4.0	+0.2	-2.1
Step[T][S]	+0.5	+3.4	-4.5	-0.1	+2.6	-1.8	+4.0	-0.9

Step[T][S]Sparse	-4.6	+0.4	-3.2	+2.8	+2.8	-1.6	+2.5	+0.2
Step[T][S][FP]	-4.6	+0.1	-2.3	-1.8	+2.5	-0.5	+0.4	+0.7
Step[T][S][HP]	-4.0	+1.8	-1.5	+0.4	+3.1	-4.0	+1.8	-2.3
Step[T][S][HP]Async	-1.8	+2.3	-0.6	-1.5	+1.8	-2.4	+3.2	-2.1

vs sgd tables - cam3

sgd baseline mean Acc vs LR:

LR	sgd Acc	sgd Avail
0.02	11.3	17.0
2	20.1	16.1
200	20.6	16.0
2k	22.3	16.6
20k	21.9	18.5
1m	22.8	15.9
10m	22.8	17.8
100m	21.6	16.3

D Acc vs sgd:

mode	0.02	2	200	2k	20k	1m	10m	100m
MeshBP	+1.3	-2.4	+1.2	+1.1	+1.1	+1.2	-2.0	+1.0
Mesh[T][S]	+7.9	+3.2	-0.3	+1.8	+0.3	-1.9	+1.0	+0.4
Mesh[T][S]Sparse	+9.4	+2.7	+1.1	-5.2	-3.8	-3.8	-1.7	-2.4
Mesh[T][S][FP]	+2.7	+1.6	-0.5	+2.2	+3.4	-2.9	-1.1	+0.2
Step[T][S]	+8.8	+0.9	+2.3	-3.4	+2.7	-2.0	-2.0	+1.5
Step[T][S]Sparse	+6.0	-0.1	+0.0	-3.0	-3.8	-1.5	-4.4	-0.2
Step[T][S][FP]	+6.6	-2.5	-0.5	+1.1	+3.9	-1.1	-0.9	+1.8
Step[T][S][HP]	+5.6	-0.4	+0.2	+2.6	+1.8	-0.8	-1.0	-0.3
Step[T][S][HP]Async	+10.5	+1.9	+2.7	-0.7	-0.1	-0.9	-0.5	+0.1
Step[T][S][L]	+11.4	+2.3	+0.5	-1.0	+1.5	-0.1	-0.8	+0.6
Step[T][S][L]Cache	+7.2	-0.3	+0.3	-0.2	+1.7	-2.1	-0.1	+1.0
[T][S]	+11.7	+3.7	-0.9	-1.7	-0.1	+0.1	-2.5	-0.8

Step vs plain verdict - cam1

cam1: - plain wins Acc (-0.6 pp pooled) - plain wins Score (-7)
* Matched 2991 cells across 11 step/plain families.
* Families: 0 step wins Acc - 6 plain wins - 5 mixed - 0 collapsed (scheduler barely matters).
* Worst step loss: Step[T]Alt vs [T]Alt (-2.6 Acc pooled) - use plain here.
* Score/duty clock: plain ahead (-7) - full-chain updates may block serve less at this LR band.

Step vs plain families - cam1

Verdict per row: Acc / Score / Avail. step-better LR = use Step* at those learning rates.

Step	plain	overall	Acc	Score	Avail	DAcc	step LRs	plain LRs	n
Step[T]Alt	[T]Alt	use plain	use plain	use plain	use plain	-2.56		0.02, 2k, 20k, 1~	272
Step[T][S]	[T][S]	depends on LR	tie	use Step*	tie	+0.33	0.02, 2, 20k, 1~	200, 2k, 100m	272
Step[T][S]Spar~	[T][S]Sparse	depends on LR	tie	use plain	tie	+0.23	2, 200, 2k, 20k	0.02, 1m	272
Step[T][S][FP]	[T][S][FP]	depends on LR	tie	use Step*	tie	+0.05	0.02, 2, 200, 1~	2k, 20k, 10m	272
Step[T][S][HP]	[T][S][HP]	use plain	use plain	use plain	use plain	-0.58	0.02, 2	2k, 20k, 1m, 10~	272
Step[T][S][HP]~	[T][S][HP]Async	depends on LR	tie	use plain	tie	+0.02	0.02, 200, 20k, ~	2k, 100m	272
Step[T][S][L]	[T][S][L]	use plain	tie	use plain	use plain	+0.01	2, 200, 2k, 20k,~	0.02	272
Step[T][S][L]Ca~	[T][S][L]Cache	depends on LR	tie	tie	tie	+0.16	2, 2k, 1m, 100m	20k, 10m	272
step_sgd	sgd	use plain	use plain	use Step*	use Step*	-1.50	20k, 10m, 100m	0.02, 2, 200, 2k~	272
step_tween_ch~	tween_chain	use plain	use plain	use Step*	use Step*	-1.77	1m, 10m, 100m	0.02, 2, 200, 2k~	272
step_tween	tween	use plain	use plain	use Step*	use Step*	-1.29	2k	2, 200, 20k, 10~	271

D Acc by LR (step - plain):

mode	0.02	2	200	2k	20k	1m	10m	100m
Step[T]Alt-[T]Alt	-7.6	-0.3	-0.1	-3.6	-2.3	-1.4	-3.1	-2.1
Step[T][S]-[T][S]	+0.9	+4.1	-4.8	-0.9	+1.1	+0.6	+2.5	-0.9
Step[T][S]Sparse-[T][S]Sparse	-1.0	+2.1	+0.8	+0.9	+0.6	-1.4	-0.5	+0.3
Step[T][S][FP]-[T][S][FP]	+1.6	+0.7	+1.0	-2.3	-2.3	+3.8	-4.6	+2.6
Step[T][S][HP]-[T][S][HP]	+3.8	+2.2	+0.0	-1.7	-0.8	-2.5	-2.1	-3.6
Step[T][S][HP]Async-[T][S][HP]Async	+1.8	+0.4	+2.2	-0.9	+0.8	-0.3	+0.9	-4.8
Step[T][S][L]-[T][S][L]	-3.7	+0.6	+0.6	+1.2	+0.6	+0.5	-0.0	+0.3
Step[T][S][L]Cache-[T][S][L]Cache	-0.3	+0.6	+0.1	+1.0	-1.1	+1.3	-1.3	+1.0
step_sgd-sgd	-10.4	-1.9	-3.3	-1.1	+3.4	-1.1	+1.3	+1.0
step_tween_chain-tween_chain	-9.1	-1.1	-4.6	-2.6	-1.9	+2.1	+0.8	+2.2
step_tween-tween	+0.4	-5.0	-1.9	+1.8	-4.5	-0.3	+0.2	-1.2

Step vs plain verdict - cam3

cam3: - Acc is a toss-up between step and plain - plain wins Score (-10)
* Matched 2987 cells across 11 step/plain families.
* Families: 2 step wins Acc - 5 plain wins - 4 mixed - 0 collapsed (scheduler barely matters).
* Worst step loss: Step[T]Alt vs [T]Alt (-2.2 Acc pooled) - use plain here.
* Score/duty clock: plain ahead (-10) - full-chain updates may block serve less at this LR band.

Step vs plain families - cam3

Verdict per row: Acc / Score / Avail. step-better LR = use Step* at those learning rates.

Step	plain	overall	Acc	Score	Avail	DAcc	step LRs	plain LRs	n
Step[T][S]	[T][S]	depends on LR	tie	use plain	tie	-0.06	200, 20k, 100m	0.02, 2, 2k, 1m	272
Step[T][S]Spar~	[T][S]Sparse	depends on LR	tie	use plain	tie	-0.24	2k, 1m, 100m	0.02, 200, 20k	272
Step[T][S][FP]	[T][S][FP]	depends on LR	tie	use plain	tie	+0.23	0.02, 10m, 100m	2, 2k	272
Step[T][S][HP]	[T][S][HP]	use plain	tie	use plain	use plain	+0.02	0.02, 100m	2, 20k	272
Step[T][S][HP]~	[T][S][HP]Async	depends on LR	tie	use plain	tie	+0.18	200, 1m, 10m	2, 100m	272
Step[T][S][L]	[T][S][L]	use plain	tie	use plain	use plain	-0.43	100m	2, 200, 2k, 1m, ~	272
Step[T][S][L]Ca~	[T][S][L]Cache	use plain	use plain	use plain	use plain	-0.87	20k	0.02, 2, 200, 2k~	272
step_sgd	sgd	use Step*	tie	use Step*	use Step*	+0.24	0.02, 20k, 1m, ~	200, 2k	272
step_tween	tween	use Step*	tie	use Step*	use Step*	-0.14	0.02, 20k, 1m	2, 200, 2k, 10m~	272
step_tween_ch~	tween_chain	use plain	use plain	use Step*	use Step*	-0.67	0.02, 10m	2, 200, 2k, 20k,~	271
Step[T]Alt	[T]Alt	use plain	use plain	use plain	use plain	-2.22		0.02, 2, 200, 2k~	268

D Acc by LR (step - plain):

mode	0.02	2	200	2k	20k	1m	10m	100m
Step[T][S]-[T][S]	-2.8	-2.8	+3.2	-1.6	+2.8	-2.1	+0.5	+2.3
Step[T][S]Sparse-[T][S]Sparse	-3.1	-0.2	-1.3	+0.6	-0.9	+2.1	+0.3	+0.5
Step[T][S][FP]-[T][S][FP]	+2.1	-1.0	+0.2	-1.3	+0.1	+0.2	+0.8	+0.7
Step[T][S][HP]-[T][S][HP]	+1.0	-0.7	+0.3	+0.3	-2.2	-0.1	+0.1	+1.5
Step[T][S][HP]Async-[T][S][HP]Async	-0.2	-1.5	+2.0	+0.3	-0.3	+0.6	+1.7	-1.2
Step[T][S][L]-[T][S][L]	+0.4	-0.7	-1.1	-1.1	-0.2	-0.9	-0.6	+0.7
Step[T][S][L]Cache-[T][S][L]Cache	-1.1	-2.2	-1.9	-0.9	+1.3	-2.6	-0.0	+0.4
step_sgd-sgd	+3.3	-0.4	-3.9	-0.7	+1.9	+1.6	-0.4	+0.7
step_tween-tween	+1.7	-1.6	-0.7	-0.9	+1.5	+1.6	-2.1	-0.7
step_tween_chain-tween_chain	+2.4	-1.9	-4.4	-1.1	-2.7	-0.3	+3.2	-0.7
Step[T]Alt-[T]Alt	-4.3	-4.2	-1.4	-2.9	-2.3	-1.1	-1.0	-0.6

Top matched recipe deltas (Acc A-B)

LR	cell	cam1 Acc	cam3 Acc	delta	winner
0.02	dense|uint2|[T][S][HP]	0.4	50.0	-49.6	cam3

0.02	dense|complex64|NormalBP	50.0	0.4	+49.6	cam1
0.02	dense|int16|Step[T][S]	50.0	0.4	+49.6	cam1
0.02	dense|float32|Step[T]Chain	0.4	50.0	-49.6	cam3
0.02	dense|uint32|[T]	0.4	50.0	-49.6	cam3
0.02	dense|float64|NormalBP	50.0	0.4	+49.6	cam1
0.02	dense|int64|[T]Chain	50.0	0.4	+49.6	cam1
0.02	dense|int32|[T][S][HP]	0.4	49.6	-49.2	cam3
0.02	dense|int32|[T]Chain	0.8	50.0	-49.2	cam3
0.02	dense|uint5|Mesh[T]	0.4	49.6	-49.2	cam3
0.02	dense|float16|NormalBP	49.6	0.4	+49.2	cam1
0.02	dense|complex64|[T]Chain	49.6	0.4	+49.2	cam1
0.02	dense|float16|MeshBP	0.4	49.2	-48.8	cam3
0.02	dense|uint6|[T][S]Sparse	49.2	0.4	+48.8	cam1
0.02	dense|complex128|StepBP	1.2	50.0	-48.8	cam3
0.02	dense|complex128|Step[T]Chain	1.2	50.0	-48.8	cam3
0.02	dense|int32|NormalBP	50.0	1.2	+48.8	cam1
0.02	dense|fp8e5m2|MeshBP	49.6	0.8	+48.8	cam1
0.02	dense|uint|Step[T]Chain	0.4	49.2	-48.8	cam3
0.02	dense|uint32|[T]Alt	48.8	0.4	+48.4	cam1
0.02	dense|uint64|MeshBP	49.2	0.8	+48.4	cam1
0.02	dense|float64|Mesh[T]Chain	0.4	48.8	-48.4	cam3
0.02	dense|uintptr|NormalBP	0.4	48.8	-48.4	cam3
0.02	dense|int32|Step[T]Chain	0.4	48.8	-48.4	cam3
0.02	dense|float64|[T]Chain	50.0	2.0	+48.0	cam1
0.02	dense|float64|Step[T]Chain	49.6	1.6	+48.0	cam1
0.02	dense|uint16|StepBP	1.2	48.4	-47.3	cam3
0.02	dense|uint2|Step[T]	50.0	3.4	+46.6	cam1
0.02	dense|int32|Mesh[T][S]	46.5	0.4	+46.1	cam1
0.02	dense|uint6|[T][S][FP]	0.4	45.3	-44.9	cam3
0.02	dense|int64|Step[T]	2.0	46.5	-44.5	cam3
0.02	dense|int64|Step[T]Chain	44.5	0.4	+44.1	cam1
0.02	dense|uint16|Mesh[T]Alt	43.8	0.4	+43.4	cam1
0.02	dense|int16|Mesh[T]Chain	42.2	0.4	+41.8	cam1
0.02	dense|uint16|MeshBP	0.4	41.8	-41.4	cam3
0.02	dense|uintptr|[T]Chain	41.8	0.4	+41.4	cam1
0.02	dense|complex64|MeshBP	0.4	41.4	-41.0	cam3
0.02	dense|uint|NormalBP	41.2	0.4	+40.8	cam1
0.02	dense|int16|Step[T][S][HP]	0.4	40.2	-39.8	cam3
0.02	dense|uintptr|MeshBP	40.6	1.2	+39.5	cam1
0.02	dense|uint32|[T]Chain	39.8	0.4	+39.4	cam1
0.02	dense|int16|[T][S][HP]	0.4	39.6	-39.2	cam3
0.02	dense|int2|Step[T][S]	39.1	0.4	+38.7	cam1
0.02	dense|uint16|Step[T][S][FP]	0.4	39.0	-38.6	cam3
0.02	dense|float32|NormalBP	39.9	1.6	+38.3	cam1
0.02	dense|uint32|StepBP	38.7	0.4	+38.3	cam1
0.02	dense|int2|Step[T][S][HP]	50.0	11.7	+38.3	cam1
0.02	dense|int32|Step[T][S][HP]	0.4	38.7	-38.3	cam3
0.02	dense|uintptr|Mesh[T]	39.1	1.3	+37.7	cam1
0.02	dense|int32|MeshBP	38.7	1.2	+37.5	cam1

Top Lucy LPD (keepers - all machines)

#	machine	LR	LPD	Acc	Score	Avail	RAM	band	cell

1	cam1	1m	5.233	49.6	4328	44.0	0	gold	dense|binary|[T][S]Sparse|lr=1m
2	cam1	2k	4.111	49.6	2098	26.8	0	acc	dense|binary|[T][S][HP]|lr=2k
3	cam1	2k	4.065	50.0	2028	27.6	0	acc	dense|binary|Mesh[T][S]|lr=2k
4	cam1	2	3.997	50.0	1928	27.3	0	acc	dense|binary|Step[T][S][L]|lr=2
5	cam3	2	2.565	46.9	4279	49.1	0	near	dense|binary|Mesh[T][S]Sparse|lr=2
6	cam1	1m	2.455	50.0	3577	36.4	0	near	dense|ternary|Mesh[T][S]Sparse|lr=1m
7	cam1	2k	2.287	50.0	2889	31.3	0	acc	dense|uint2|Step[T][S]Sparse|lr=2k
8	cam1	200	2.195	35.5	2556	33.8	0	-	dense|ternary|Mesh[T][S]Sparse|lr=2...
9	cam1	20k	2.193	46.9	319	11.3	0	acc	dense|binary|[T]Alt|lr=20k
10	cam1	10m	2.065	35.5	2127	40.6	0	-	dense|ternary|Step[T][S]Sparse|lr=1...
11	cam1	0.02	2.064	50.0	2124	28.8	0	acc	dense|ternary|[T][S][L]|lr=0.02
12	cam1	2	2.010	49.6	1961	24.1	0	acc	dense|ternary|Step[T][S]|lr=2
13	cam1	0.02	2.009	37.9	1960	27.7	0	-	dense|ternary|[T][S]|lr=0.02
14	cam1	1m	1.997	49.6	1924	32.6	0	acc	dense|ternary|Mesh[T][S][FP]|lr=1m
15	cam1	20k	1.897	50.0	1650	22.1	0	acc	dense|uint2|[T][S][FP]|lr=20k
16	cam1	1m	1.850	50.0	1531	27.6	0	acc	dense|uint2|Step[T][S][FP]|lr=1m
17	cam1	10m	1.827	49.6	1474	25.1	0	acc	dense|ternary|[T][S][HP]|lr=10m
18	cam1	2k	1.774	45.3	1349	24.3	0	acc	dense|uint2|[T][S]|lr=2k
19	cam3	20k	1.737	50.0	1329	29.9	0	acc	dense|binary|Mesh[T][S][FP]|lr=20k
20	cam1	1m	1.669	50.0	1124	18.6	0	acc	dense|uint2|Mesh[T][S]|lr=1m
21	cam1	20k	1.616	50.0	1020	19.3	0	acc	dense|int2|Step[T]Chain|lr=20k
22	cam3	2	1.607	46.5	1052	26.6	0	acc	dense|binary|Mesh[T][S][FP]|lr=2
23	cam1	0.02	1.598	50.0	986	18.4	0	acc	dense|int2|Step[T][S][HP]|lr=0.02
24	cam1	2	1.557	48.8	913	17.3	0	acc	dense|int2|Step[T][S][HP]|lr=2
25	cam1	0.02	1.545	39.1	891	18.8	0	-	dense|int2|Step[T][S]|lr=0.02
26	cam1	0.02	1.514	40.2	839	17.8	0	acc	dense|uint2|Step[T][S][L]Cache|lr=0...
27	cam1	1m	1.507	49.6	826	17.3	0	acc	dense|int2|[T]Chain|lr=1m
28	cam1	200	1.480	46.5	784	20.9	0	acc	dense|ternary|[T]|lr=200
29	cam1	10m	1.462	50.0	755	21.6	0	acc	dense|ternary|[T]|lr=10m
30	cam1	20k	1.456	49.6	2517	37.2	1	acc	dense|uint3|Step[T][S]Sparse|lr=20k
31	cam1	0.02	1.429	50.0	705	15.9	0	acc	dense|uint2|Step[T]|lr=0.02
32	cam1	2	1.427	42.2	702	17.5	0	acc	dense|uint2|Mesh[T][S]|lr=2
33	cam1	100m	1.353	50.0	598	15.8	0	acc	dense|uint2|MeshBP|lr=100m
34	cam1	1m	1.347	35.5	590	19.4	0	-	dense|uint2|[T]Chain|lr=1m
35	cam1	2k	1.324	50.0	4490	39.7	1	keep	dense|int4|[T][S]Sparse|lr=2k
36	cam1	2k	1.301	39.5	1795	44.5	1	-	dense|uint3|[T][S]Sparse|lr=2k
37	cam1	20k	1.300	50.0	531	15.3	0	acc	dense|ternary|Step[T]Alt|lr=20k
38	cam1	100m	1.294	50.0	1766	26.0	1	acc	dense|uint3|Step[T][S]Sparse|lr=100m
39	cam1	20k	1.283	50.0	1721	35.0	1	acc	dense|uint3|[T][S][FP]|lr=20k
40	cam3	2k	1.275	50.0	525	25.7	0	acc	dense|binary|StepBP|lr=2k

Top LPD - cam1

#	machine	LR	LPD	Acc	Score	Avail	RAM	band	cell
1	cam1	1m	5.466	49.6	4328	44.0	0	gold	dense|binary|[T][S]Sparse|lr=1m
2	cam1	2k	4.294	49.6	2098	26.8	0	acc	dense|binary|[T][S][HP]|lr=2k
3	cam1	2k	4.245	50.0	2028	27.6	0	acc	dense|binary|Mesh[T][S]|lr=2k
4	cam1	2	4.174	50.0	1928	27.3	0	acc	dense|binary|Step[T][S][L]|lr=2
5	cam1	1m	2.565	50.0	3577	36.4	0	near	dense|ternary|Mesh[T][S]Sparse|lr=1m
6	cam1	2k	2.388	50.0	2889	31.3	0	acc	dense|uint2|Step[T][S]Sparse|lr=2k
7	cam1	200	2.293	35.5	2556	33.8	0	-	dense|ternary|Mesh[T][S]Sparse|lr=2...
8	cam1	20k	2.291	46.9	319	11.3	0	acc	dense|binary|[T]Alt|lr=20k
9	cam1	10m	2.157	35.5	2127	40.6	0	-	dense|ternary|Step[T][S]Sparse|lr=1...

10	cam1	0.02	2.155	50.0	2124	28.8	0	acc	dense|ternary|[T][S][L]|lr=0.02
11	cam1	2	2.099	49.6	1961	24.1	0	acc	dense|ternary|Step[T][S]|lr=2
12	cam1	0.02	2.099	37.9	1960	27.7	0	-	dense|ternary|[T][S]|lr=0.02
13	cam1	1m	2.086	49.6	1924	32.6	0	acc	dense|ternary|Mesh[T][S][FP]|lr=1m
14	cam1	20k	1.982	50.0	1650	22.1	0	acc	dense|uint2|[T][S][FP]|lr=20k
15	cam1	1m	1.933	50.0	1531	27.6	0	acc	dense|uint2|Step[T][S][FP]|lr=1m
16	cam1	10m	1.909	49.6	1474	25.1	0	acc	dense|ternary|[T][S][HP]|lr=10m
17	cam1	2k	1.853	45.3	1349	24.3	0	acc	dense|uint2|[T][S]|lr=2k
18	cam1	1m	1.744	50.0	1124	18.6	0	acc	dense|uint2|Mesh[T][S]|lr=1m
19	cam1	20k	1.688	50.0	1020	19.3	0	acc	dense|int2|Step[T]Chain|lr=20k
20	cam1	0.02	1.669	50.0	986	18.4	0	acc	dense|int2|Step[T][S][HP]|lr=0.02

Top LPD - cam3

#	machine	LR	LPD	Acc	Score	Avail	RAM	band	cell
1	cam3	2	2.769	46.9	4279	49.1	0	near	dense|binary|Mesh[T][S]Sparse|lr=2
2	cam3	20k	1.875	50.0	1329	29.9	0	acc	dense|binary|Mesh[T][S][FP]|lr=20k
3	cam3	2	1.735	46.5	1052	26.6	0	acc	dense|binary|Mesh[T][S][FP]|lr=2
4	cam3	2k	1.376	50.0	525	25.7	0	acc	dense|binary|StepBP|lr=2k
5	cam3	1m	1.265	50.0	408	17.1	0	acc	dense|binary|MeshBP|lr=1m
6	cam3	2	1.132	35.5	292	16.8	0	-	dense|binary|NormalBP|lr=2
7	cam3	0.02	0.980	50.0	1515	32.7	1	acc	dense|uint2|Mesh[T]|lr=0.02
8	cam3	0.02	0.962	37.9	1434	36.6	1	-	dense|int2|Mesh[T]|lr=0.02
9	cam3	20k	0.939	49.6	1334	32.4	1	acc	dense|ternary|Step[T][S]|lr=20k
10	cam3	20k	0.914	49.6	154	9.6	0	acc	dense|binary|Mesh[T]Alt|lr=20k
11	cam3	1m	0.887	50.0	1125	32.2	1	acc	dense|ternary|[T][S][HP]|lr=1m
12	cam3	20k	0.877	50.0	1087	27.2	1	acc	dense|uint2|Step[T][S]|lr=20k
13	cam3	2	0.868	37.5	1053	34.7	1	-	dense|ternary|Mesh[T][S][FP]|lr=2
14	cam3	10m	0.838	45.3	950	32.2	1	acc	dense|ternary|Step[T][S][FP]|lr=10m
15	cam3	2k	0.829	43.4	919	31.9	1	acc	dense|int2|Step[T][S]|lr=2k
16	cam3	100m	0.822	49.6	895	25.5	1	acc	dense|ternary|Mesh[T][S]|lr=100m
17	cam3	2k	0.818	50.0	884	26.0	1	acc	dense|int2|Mesh[T][S][FP]|lr=2k
18	cam3	2k	0.773	49.6	746	23.3	1	acc	dense|uint2|[T][S][FP]|lr=2k
19	cam3	200	0.769	49.2	734	25.1	1	acc	dense|int2|[T][S]|lr=200
20	cam3	0.02	0.729	50.0	624	22.1	1	acc	dense|uint2|[T][S][HP]|lr=0.02

Top traps & soft-gap false negatives

#	machine	LR	band	Score	Acc	Soft	gap	Thru	Avail	cell
1	cam1	20k	trap	3454	24.7	0.0	-24.7	37574	37.3	dense|binary|Mesh[T]|lr=20k
2	cam3	0.02	soft-gap	2066	20.3	47.1	26.7	20858	48.7	dense|binary|Mesh[T][S]Sparse|l...
3	cam1	20k	trap	1102	24.6	0.0	-24.6	16564	27.1	dense|binary|Step[T][S]|lr=20k
4	cam1	20k	trap	1087	24.6	0.0	-24.6	16053	27.5	dense|binary|[T][S]|lr=20k
5	cam1	0.02	soft-gap	1031	20.8	39.9	19.1	17998	27.5	dense|int64|Mesh[T]|lr=0.02
6	cam1	0.02	soft-gap	897	21.6	33.6	12.1	16301	25.5	dense|uint2|Step[T][S]Sparse|lr...
7	cam1	2	soft-gap	855	17.4	36.0	18.7	17712	27.8	dense|fp8e4m3|Mesh[T]|lr=2
8	cam3	0.02	soft-gap	841	18.5	36.2	17.8	9610	47.3	dense|int3|[T][S]Sparse|lr=0.02
9	cam3	0.02	soft-gap	825	19.4	31.0	11.6	9596	44.4	dense|uint3|Mesh[T][S]Sparse|lr...
10	cam3	0.02	soft-gap	773	19.0	32.0	13.0	9326	43.7	dense|int3|Step[T][S]Sparse|lr=...
11	cam3	2	soft-gap	769	8.6	46.0	37.4	18422	48.6	dense|binary|Step[T][S]Sparse|l...
12	cam1	0.02	soft-gap	706	11.3	25.5	14.2	26146	23.8	dense|float64|Mesh[T]|lr=0.02
13	cam3	0.02	soft-gap	673	6.2	20.7	14.5	20930	51.5	dense|int32|Mesh[T][S]Sparse|lr...
14	cam3	0.02	soft-gap	657	17.9	37.1	19.2	11272	32.5	dense|uint4|Mesh[T]|lr=0.02
15	cam3	0.02	soft-gap	630	14.6	27.5	12.9	9349	46.3	dense|int3|Mesh[T][S]Sparse|lr=...

#	machine	LR	band	Score	Acc	Soft	gap	Thru	Avail	cell
16	cam1	20k	trap	584	24.4	0.1	-24.3	11580	20.7	dense|binary|StepBP|lr=20k
17	cam1	20k	trap	581	22.9	2.1	-20.8	11975	21.2	dense|binary|Step[T]Chain|lr=20k
18	cam1	0.02	soft-gap	575	22.7	33.5	10.7	8657	29.2	dense|uint3|[T][S][HP]Async|lr=...
19	cam1	0.02	soft-gap	564	17.6	28.5	10.9	14202	22.6	dense|nf4|[T][S]Sparse|lr=0.02
20	cam1	2	soft-gap	542	15.8	42.8	27.0	10152	33.7	dense|int5|Mesh[T]|lr=2
21	cam3	0.02	soft-gap	531	18.2	28.5	10.3	9885	29.6	dense|ternary|Step[T][S][HP]|lr...
22	cam3	0.02	soft-gap	520	19.7	31.1	11.3	9216	28.6	dense|ternary|[T][S][HP]|lr=0.02
23	cam3	0.02	soft-gap	519	20.5	37.0	16.4	7714	32.7	dense|int|Mesh[T]|lr=0.02
24	cam1	0.02	soft-gap	515	18.0	32.5	14.4	14507	19.7	dense|ternary|Step[T]Chain|lr=0...
25	cam1	20k	trap	491	20.9	2.3	-18.6	12456	18.9	dense|binary|Step[T]|lr=20k
26	cam1	20k	trap	488	24.6	0.0	-24.6	9794	20.2	dense|binary|NormalBP|lr=20k
27	cam1	0.02	soft-gap	475	22.4	33.0	10.6	11219	18.9	dense|uint2|[T][S]|lr=0.02
28	cam3	0.02	soft-gap	475	15.3	26.4	11.0	10378	29.9	dense|int4|Step[T][S][FP]|lr=0....
29	cam3	0.02	soft-gap	451	16.9	28.8	11.9	10317	25.8	dense|uint4|Mesh[T][S]|lr=0.02
30	cam1	0.02	soft-gap	445	17.1	32.2	15.1	13190	19.7	dense|ternary|StepBP|lr=0.02
31	cam3	0.02	soft-gap	443	24.9	37.1	12.2	5616	31.7	dense|int3|Mesh[T]|lr=0.02
32	cam3	0.02	soft-gap	441	16.0	30.6	14.6	8339	33.0	dense|int|Step[T][S][FP]|lr=0.02
33	cam1	0.02	soft-gap	436	11.9	26.0	14.1	15157	24.1	dense|ternary|Step[T][S][L]|lr=...
34	cam3	2	soft-gap	425	17.1	28.2	11.1	8800	28.2	dense|binary|[T][S]|lr=2
35	cam3	0.02	soft-gap	416	4.3	21.0	16.7	17708	54.7	dense|uint|[T][S]Sparse|lr=0.02
36	cam1	20k	trap	380	20.5	0.0	-20.4	9659	19.2	dense|binary|[T]Chain|lr=20k
37	cam1	0.02	soft-gap	355	6.7	19.1	12.4	19286	27.5	dense|ternary|[T][S][FP]|lr=0.02
38	cam3	0.02	soft-gap	346	18.8	37.7	19.0	8227	22.4	dense|int4|Step[T][S][L]|lr=0.02
39	cam3	0.02	soft-gap	332	5.7	18.1	12.4	14636	39.9	dense|uint2|[T][S]Sparse|lr=0.02
40	cam3	2	soft-gap	331	14.1	49.1	35.0	7139	32.8	dense|uintptr|Mesh[T]|lr=2
41	cam3	0.02	soft-gap	324	3.5	21.7	18.1	18852	48.8	dense|uint4|[T][S]Sparse|lr=0.02
42	cam1	0.02	soft-gap	320	15.8	33.6	17.7	10371	19.5	dense|int2|[T][S][HP]Async|lr=0...
43	cam1	0.02	soft-gap	318	22.9	40.7	17.8	9613	14.4	dense|int2|Step[T]|lr=0.02
44	cam3	0.02	soft-gap	313	17.5	28.4	10.9	6398	28.0	dense|fp8e5m2|Step[T][S][HP]Asy...
45	cam1	0.02	soft-gap	311	13.7	29.0	15.3	12137	18.8	dense|uint2|[T][S][HP]Async|lr=...
46	cam3	0.02	soft-gap	305	12.5	23.8	11.3	9227	26.4	dense|uint16|Mesh[T][S]|lr=0.02
47	cam3	0.02	soft-gap	304	26.0	36.3	10.3	5847	20.0	dense|fp8e4m3|[T][S][L]|lr=0.02
48	cam1	0.02	soft-gap	302	13.3	26.5	13.2	8665	26.3	dense|uint3|[T][S]|lr=0.02
49	cam1	0.02	soft-gap	291	18.7	35.7	17.0	7657	20.3	dense|int3|StepBP|lr=0.02
50	cam1	20k	trap	270	24.1	0.0	-24.1	8478	13.2	dense|binary|Mesh[T]Chain|lr=20k

Trap rate by machine x LR

machine	LR	n	traps	trap%	soft-gap n
cam1	0.02	986	0	0.0	266
cam1	2	986	0	0.0	38
cam1	200	985	0	0.0	7
cam1	2k	986	0	0.0	0
cam1	20k	985	12	1.2	2
cam1	1m	986	0	0.0	0
cam1	10m	985	0	0.0	1
cam1	100m	986	0	0.0	1
cam3	0.02	985	0	0.0	353
cam3	2	984	0	0.0	83
cam3	200	986	0	0.0	0
cam3	2k	982	0	0.0	0
cam3	20k	986	0	0.0	0

cam3	1m	986	0	0.0	1
cam3	10m	985	0	0.0	4
cam3	100m	983	0	0.0	2

Mean Acc by train mode (all LRs pooled)

mode	cam1 Acc	cam3 Acc
MeshBP	20.2	20.7
Mesh[T][S]	21.8	22.0
Mesh[T][S]Sparse	22.2	20.0
Mesh[T][S][FP]	21.3	21.1
Step[T][S]	22.4	21.5
Step[T][S]Sparse	21.9	19.6
Step[T][S][FP]	21.3	21.5
Step[T][S][HP]	21.4	21.4
Step[T][S][HP]Async	21.8	22.1
Step[T][S][L]	22.1	22.2
Step[T][S][L]Cache	22.3	21.3
[T][S]	22.0	21.6
[T][S]Sparse	21.6	19.8
[T][S][FP]	21.2	21.2
[T][S][HP]	21.9	21.4
[T][S][HP]Async	21.8	21.9
[T][S][L]	22.1	22.7
[T][S][L]Cache	22.1	22.2
sgd	22.0	20.4
step_sgd	20.5	20.7
step_tween	19.5	19.4
tween_chain	21.6	21.0
Mesh[T]Chain	20.0	20.6
Step[T]Alt	18.7	19.7