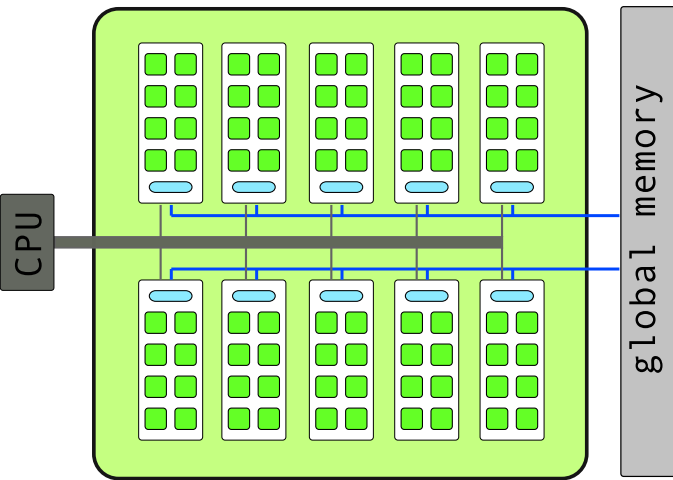


GPU Die



= compute unit



= processing element



= local memory