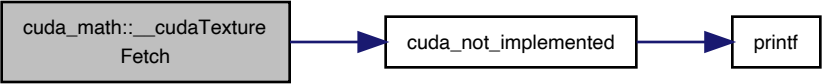


cuda_math::__cudaTexture
Fetch



```
graph LR; A["cuda_math::__cudaTexture  
Fetch"] --> B["cuda_not_implemented"]; B --> C["printf"]
```

cuda_not_implemented

printf