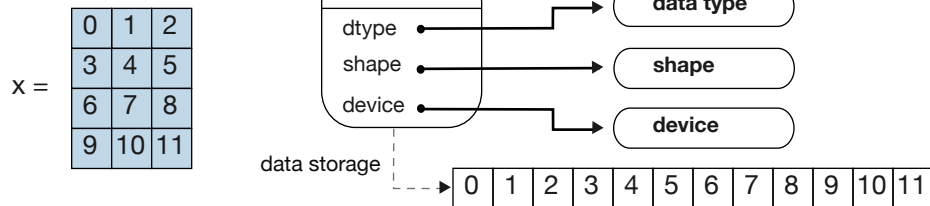
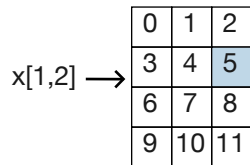


a Data structure

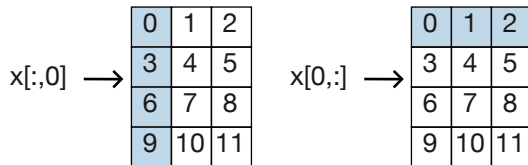


b Indexing

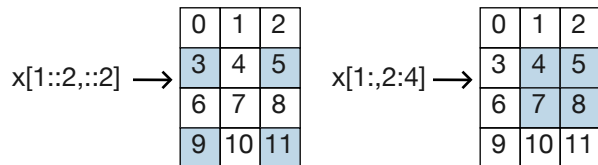
Single element



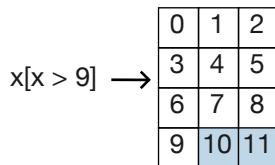
Single axis slice



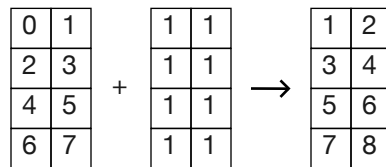
Multiple axis slices



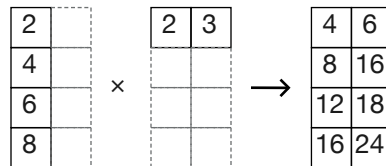
Boolean mask



c Vectorization



d Broadcasting



e Reduction

