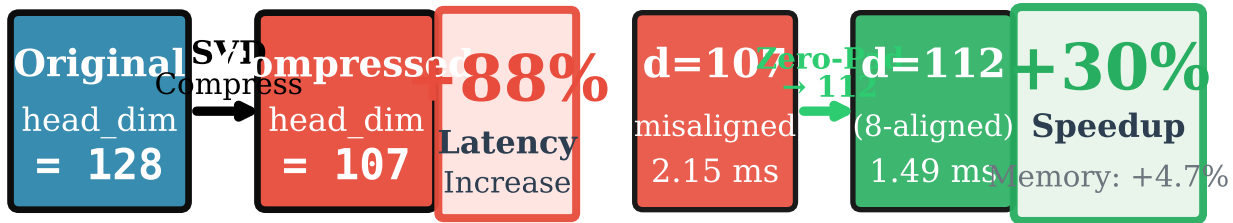


(a) Dimensional Collapse Problem (b) Dimension Repair Solution



$107 \% 8 \neq 0 \rightarrow GPU \text{ alignment violation}$

Bit-exact output preservation