```
template <typename Element_, typename Layout_>
class RegTile {
    DType data_[kNumel];
    Layout layout_;
    DEVICE DType& operator()(int x, int y);
};
```

(a)

```
template <class Tile_, class ChunkShape_>
class TileIterator {
    DType* data;
    DEVICE auto operator(int i)();
    DEVICE auto operator(int x, int y)();
    DEVICE auto operator(int x, const Underscore& y)();
    DEVICE auto operator(const Underscore& x, int y)();
};
```

(b)