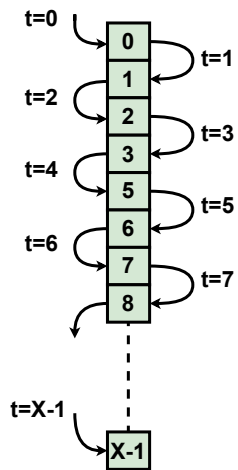
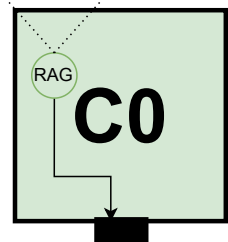
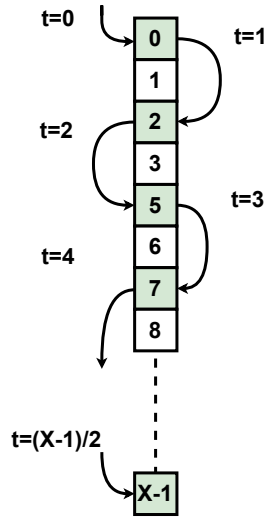
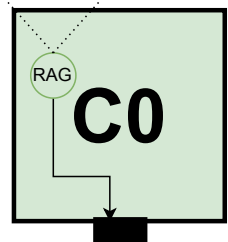


STREAM_1D:
 START_IDX: 0
 STATE: GENERATE
 X_MODIFY: +1
 X_COUNT: X



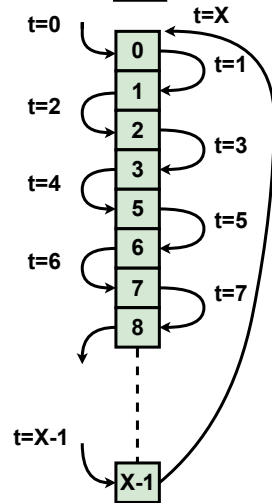
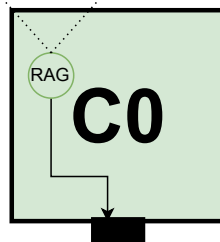
a

STREAM_1D_Strided:
 START_IDX: 0
 STATE: GENERATE
 X_MODIFY: +2
 X_COUNT: $X/2$



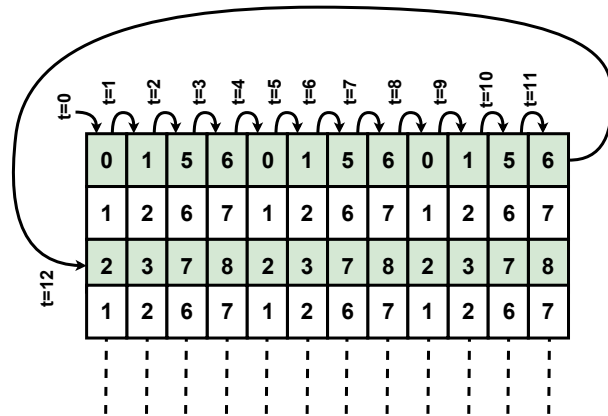
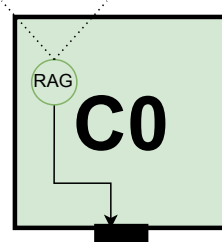
b

STREAM_1D_Loop'd:
 START_IDX: 0
 STATE: GENERATE
 X_MODIFY: +1
 X_COUNT: X
 Y_MODIFY: -X
 Y_COUNT: Y



c

STREAM_2D:
 START_IDX: 0
 STATE: GENERATE
 X_MODIFY: +1
 X_COUNT: X
 Y_MODIFY: $+(X+1)$
 Y_COUNT: $Y/2$



d