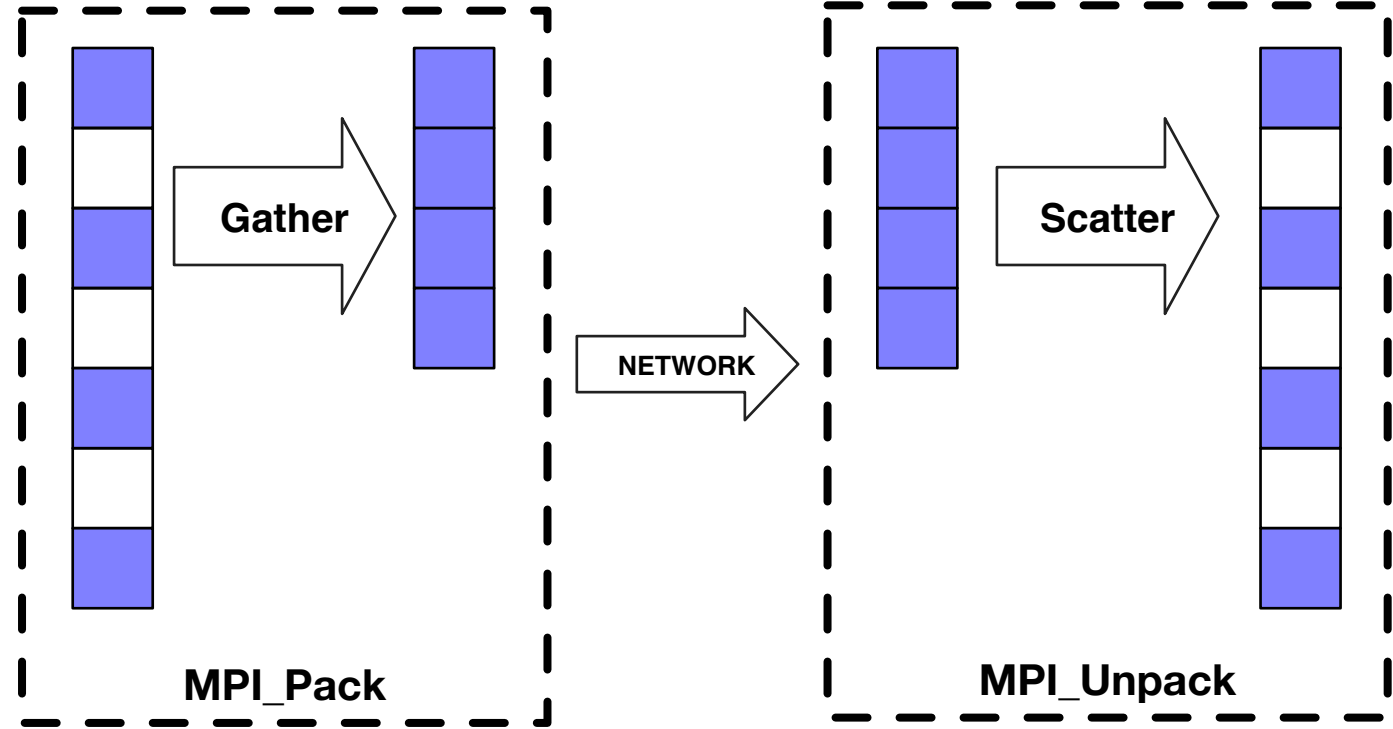


(a) Pack and Unpack with `memcpy`



(b) Pack and Unpack with `Gather` and `Scatter`