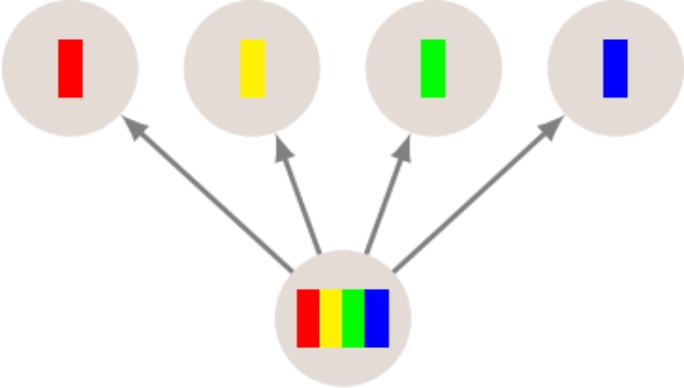
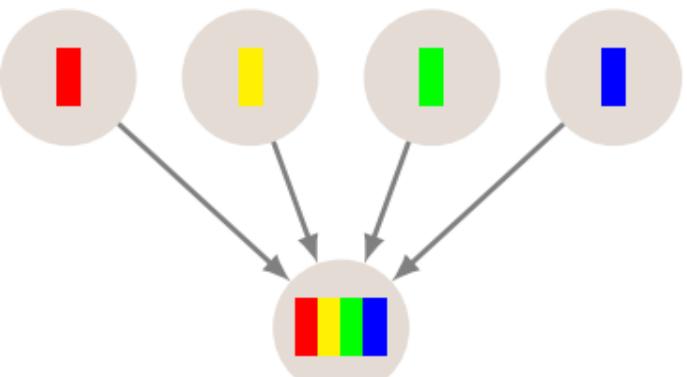


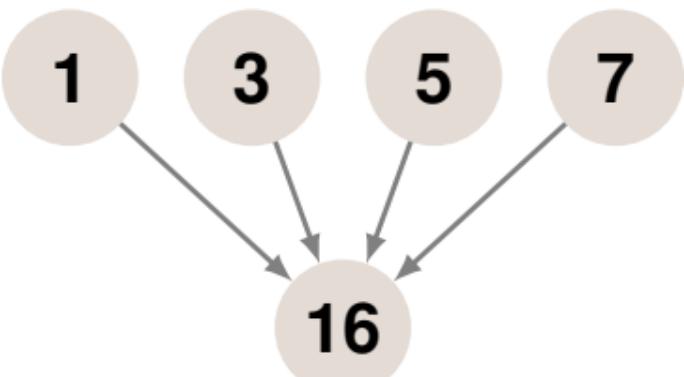
Broadcast



Scatter



Gather



Reduction