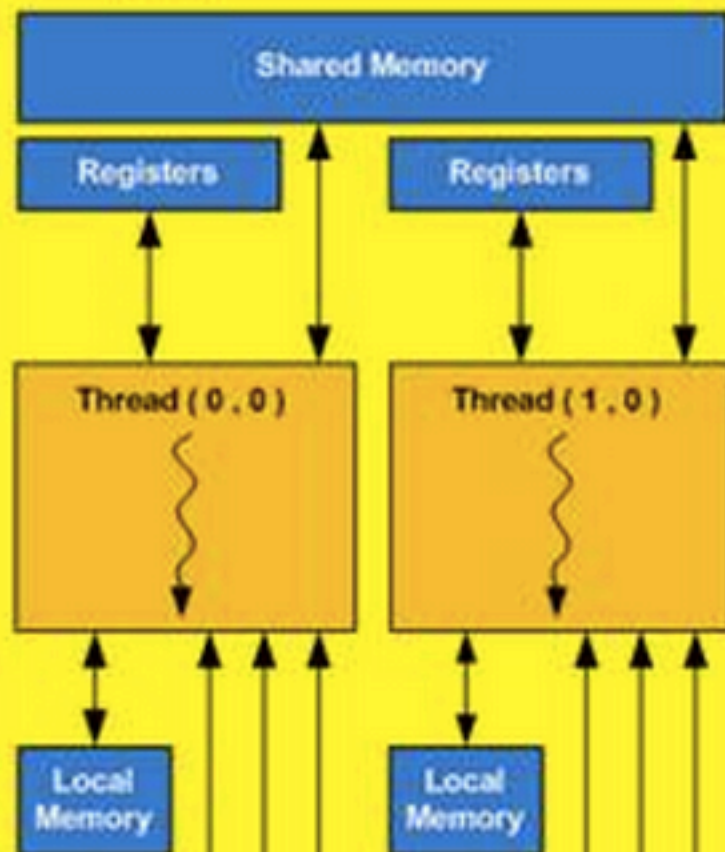
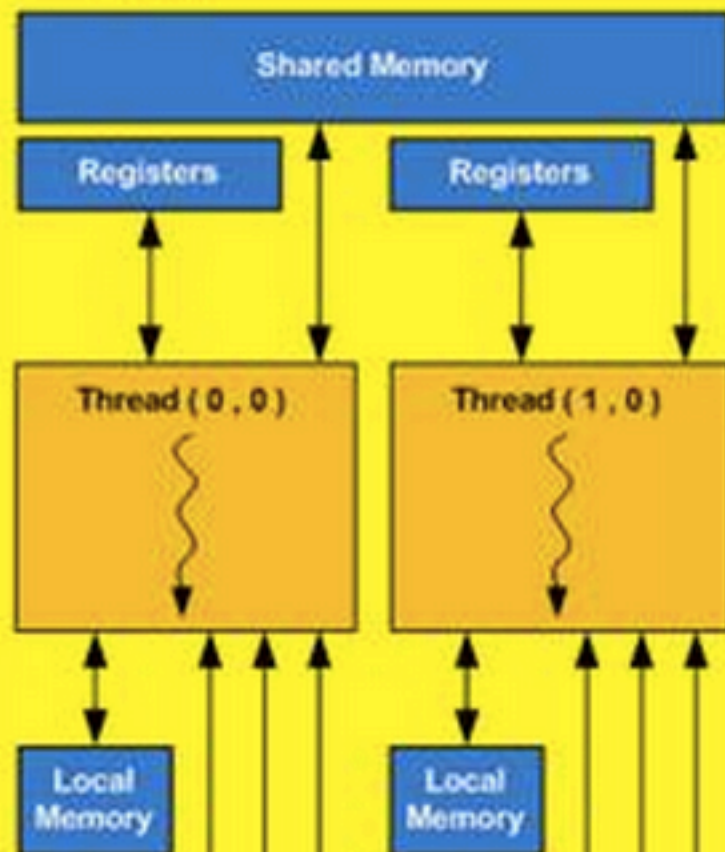


Block (0 , 0)



Block (1 , 0)



Global Memory

Constant Memory

Texture Memory