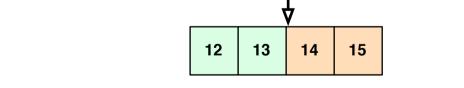
Main Memory

11 | 12

load<pack<float>,2>(0x10,0)

13

14 | 15

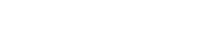


0E

0D

0F

10



16