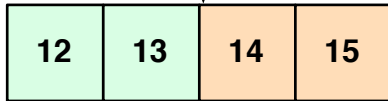
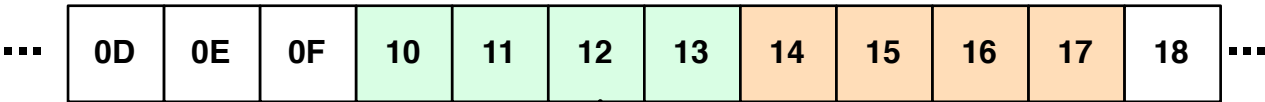


Main Memory



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