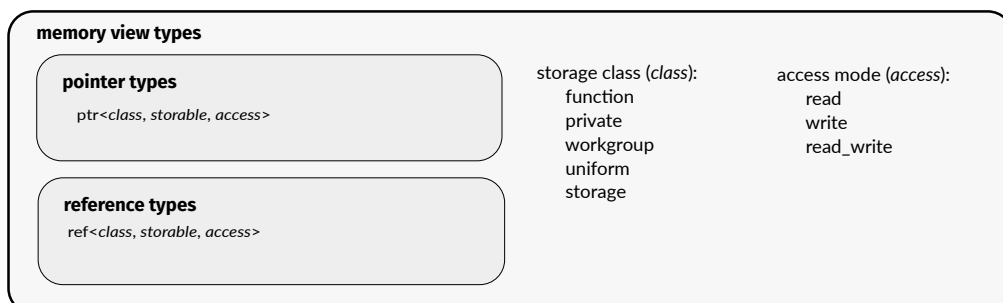
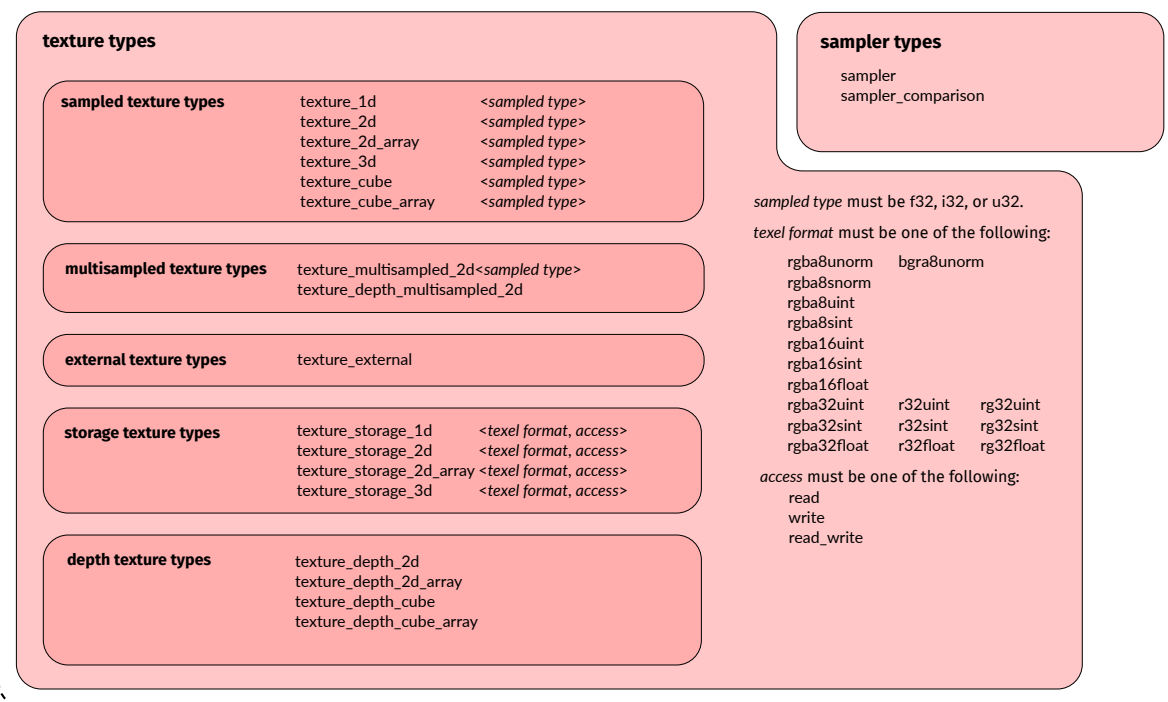
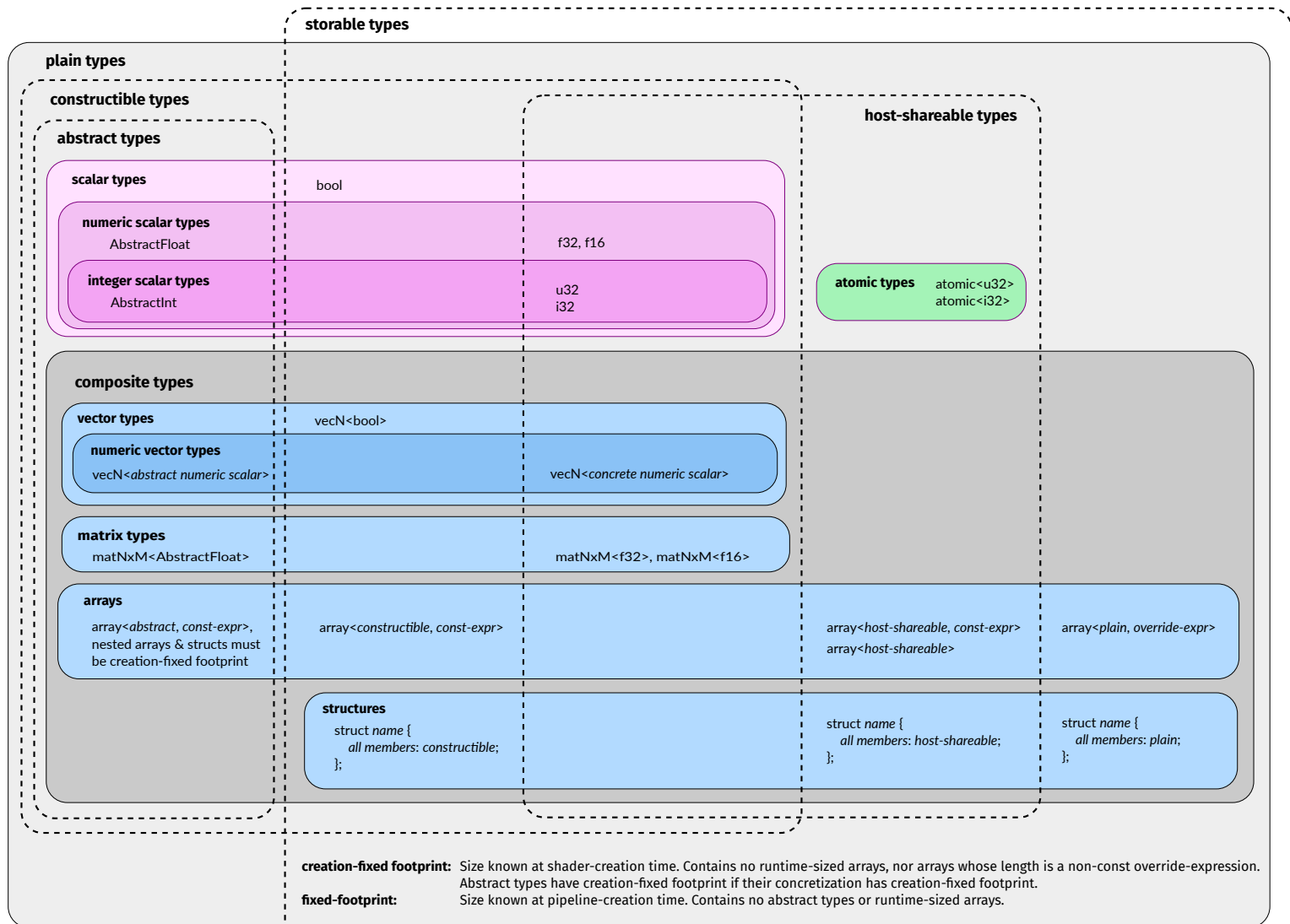


## WebGPU Shading Language (WGSL) type categories

 $(N, M = 2, 3, 4)$