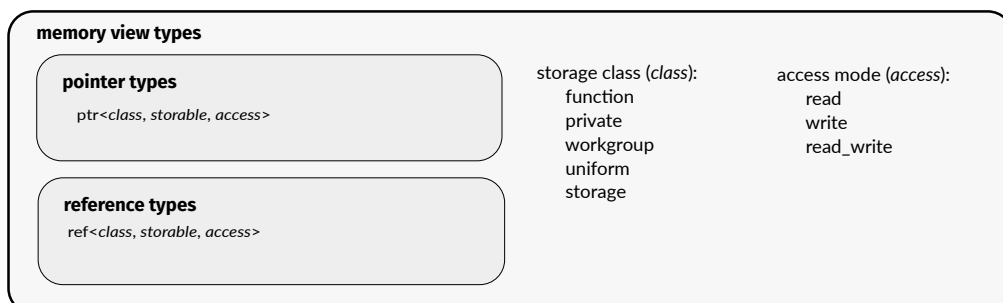
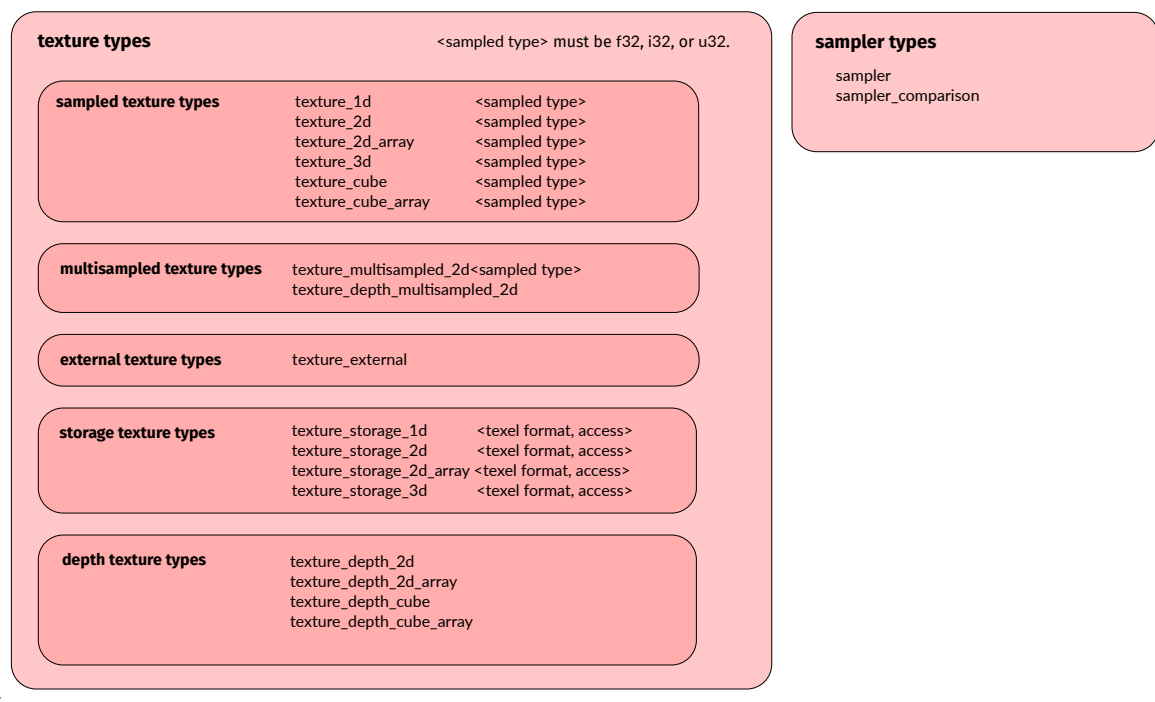
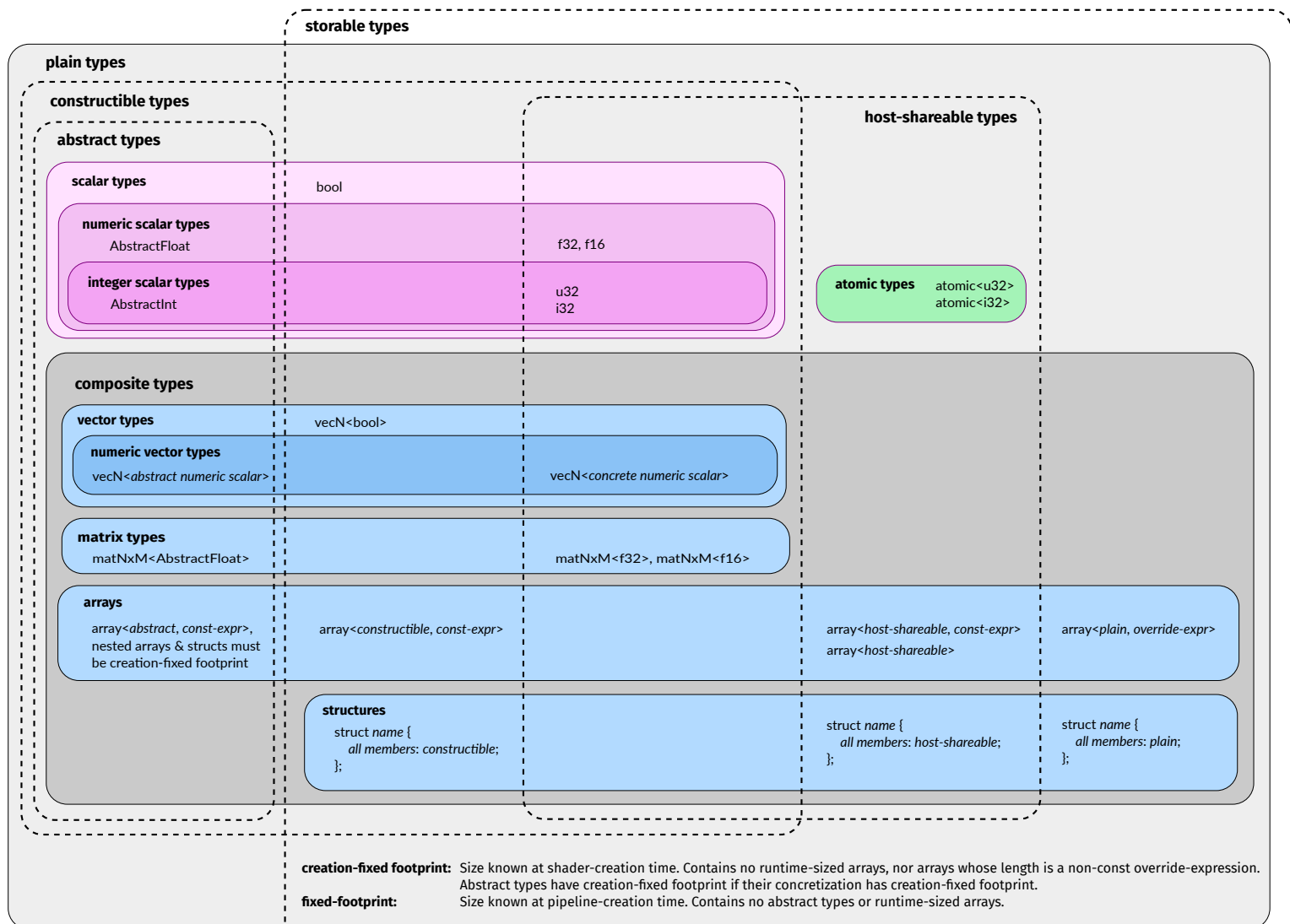


## WebGPU Shading Language (WGSL) type categories



(N, M = 2, 3, 4)