size	(S_a, S_s), where S_a is Array size, and S_s is Structure size
	$(S_a, S_s)=(l_a \times S_n, l_s \times S_n)$, where S_n is size of transpose unit, $l_s = \left\lvert \frac{S_s}{S_m} \right\rvert$, and $l_a = \left\lvert \frac{S_a}{S_n} \right\rvert$
Transpose mode	Normal : without transpose
	Transpose : AOS → ASTA / SOA
	Reversion : ASTA / SOA → AOS
	SparseConvert: COO → ELL
	DiagonalConvert: Layout → turn 45°
	Stride: Layout → get a+bi, where i=0,1,2…
Direction	host ⇆ device