increment (2x)



0123

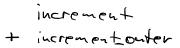
increment + increment outer

memory_index =
$$12$$

view_index = 12
coord = $[0, 4]$

Not how this case works -> flatten!





memory_index = 1
view_index = 1
coord =
$$\begin{bmatrix} 1 & 0 \end{bmatrix}$$

memory_index = 4
view_index = 2
coord =
$$\begin{bmatrix} 0 & 1 \end{bmatrix}$$

End starte

memory_index =
$$12$$

view_index = 7
coord = $[0, 4]$

