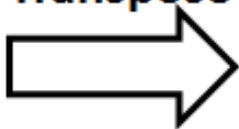


0	16	48	96
2	20	54	104
4	24	60	112
6	28	66	120

Transpose



0	2	4	6
16	20	24	28
48	54	60	66
96	104	112	120



Global memory