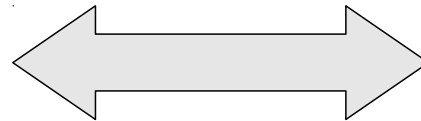
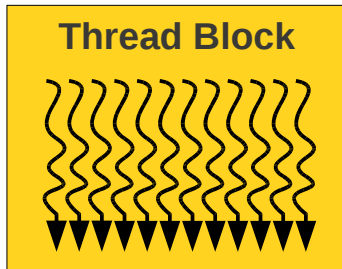
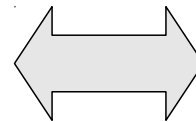
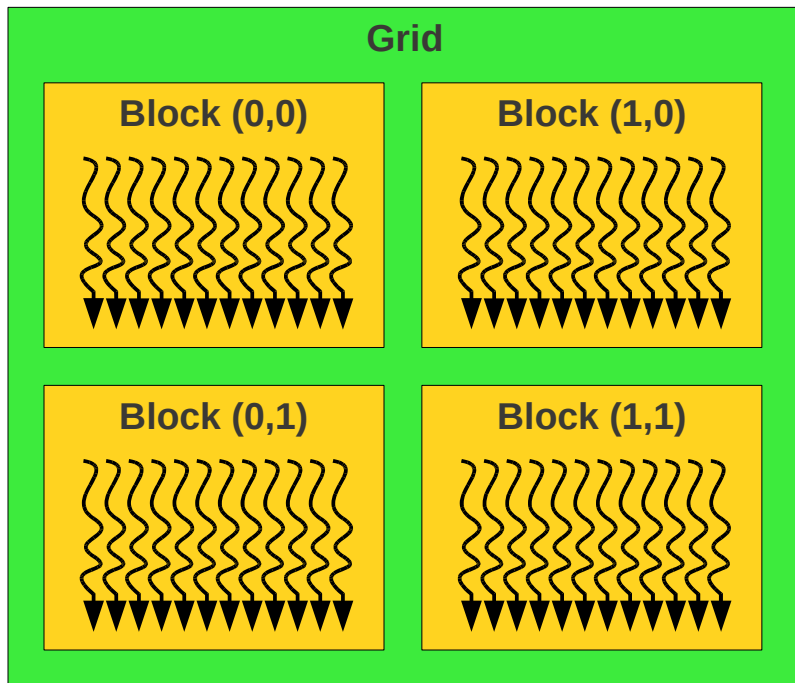


Register

Local
Memory



Shared
Memory



Constant
Memory

Texture
Memory

Global
Memory