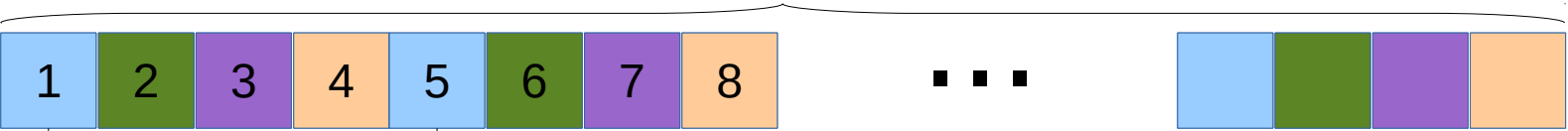
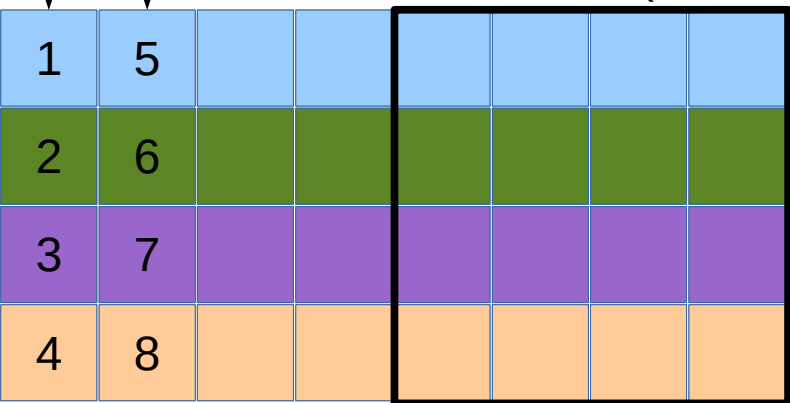


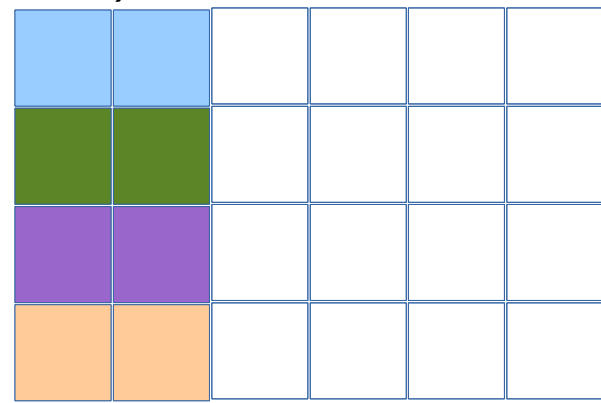
256 constants



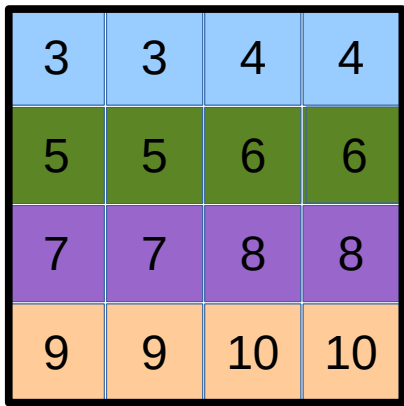
4x 64 constants (or 32x 64-bit banks)



Single 128-bit load by 1 warp



2-bank padding



64-bit bank

Shared memory banks accessed while loading