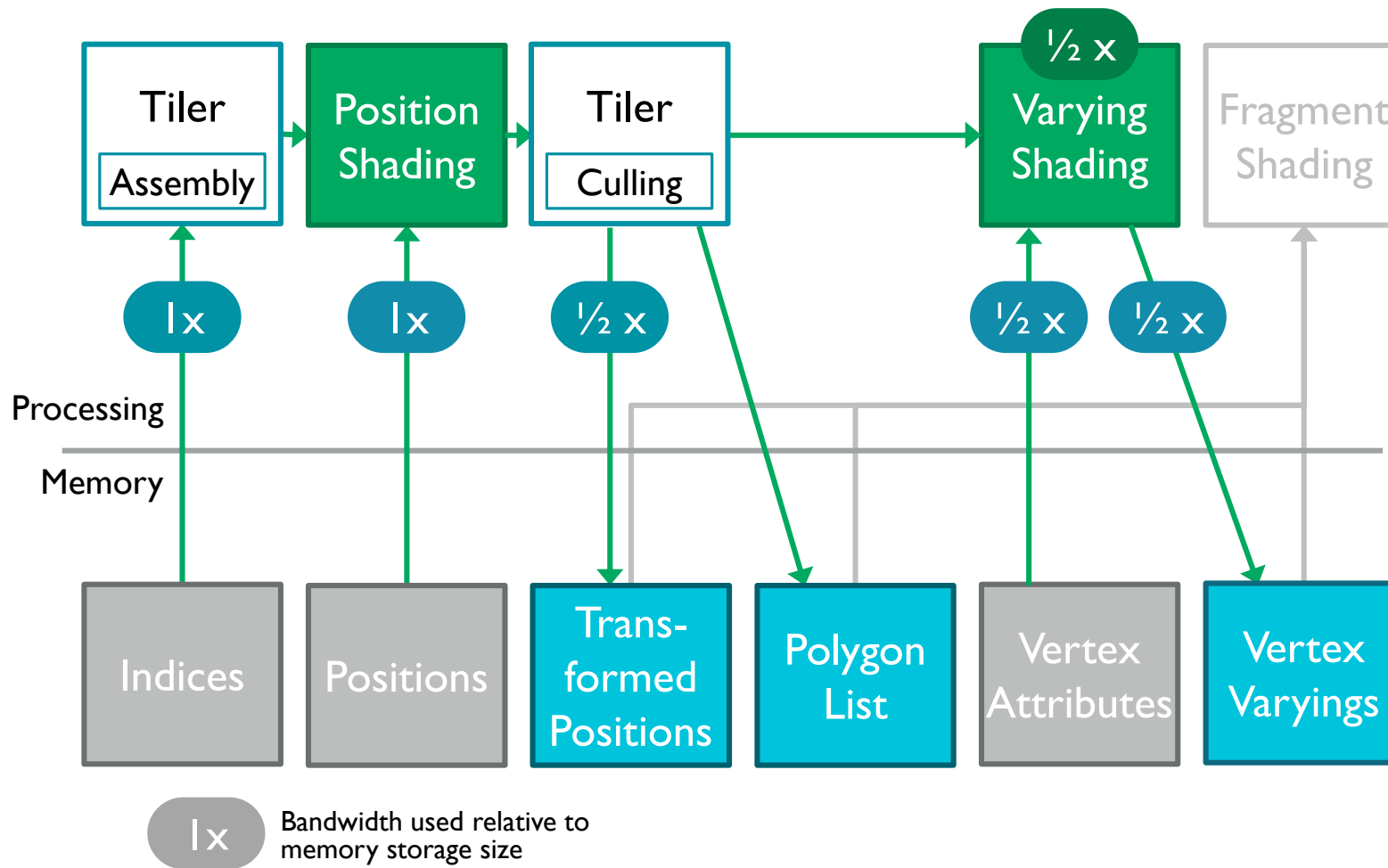


# Index-driven Position Shading



Read/write bandwidth  
[x times of storage size]

