

# Grid

Block (0, 0)

Thread (0, 0) Thread (1, 0) .....

Thread (0, 1) Thread (1, 1)

⋮

Block (1, 0)

Thread (0, 0) Thread (1, 0) .....

Thread (0, 1) Thread (1, 1)

⋮

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Block (0, 1)

Thread (0, 0) Thread (1, 0) .....

Thread (0, 1) Thread (1, 1)

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Block (1, 1)

Thread (0, 0) Thread (1, 0) .....

Thread (0, 1) Thread (1, 1)

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