Threads (0,1) and (1,1) need special treatment in loading N tile

$N_{0,0}$	$N_{0,1}$	$N_{0,2}$	
$N_{1,0}$	$N_{1,1}$	$N_{1,2}$	
$N_{2,0}$	$N_{2,1}$	$N_{2,2}$	

$N_{0,2}$	
$N_{1,2}$	

Shared Memory

$M_{0,0}$	$M_{0,1}$	$M_{0,2}$	
$M_{1,0}$	$M_{1,1}$	$M_{1,2}$	
$M_{2,0}$	$M_{2,1}$	$M_{2,2}$	

Shared Memory

$M_{2,0}$	$M_{2,1}$

$P_{0,0}$	$P_{0,1}$	$P_{0,2}$	
$P_{1,0}$	$P_{1,1}$	$P_{1,2}$	
$P_{2,0}$	$P_{2,1}$	$P_{2,2}$	
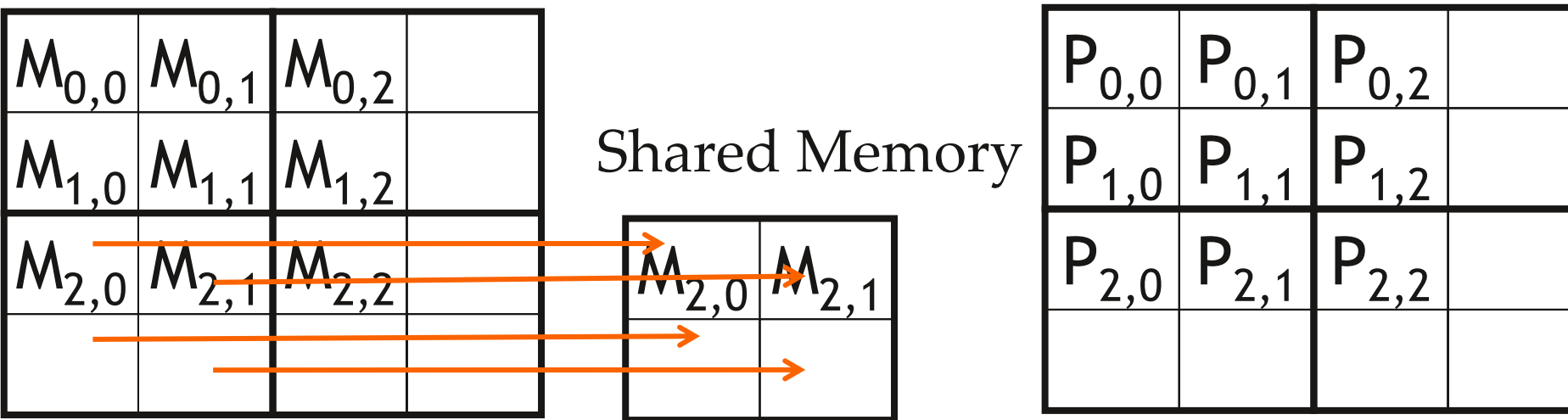
Threads (1,0) and (1,1) need special treatment in loading M tile