

Grid

Block (0,0)



Block (1,0)



Block (2,0)



Block (0,1)











Block (1,1)



Block (2,1)



Block (1,1)

Thread (0,0)	Thread (1,0)	Thread (2,0)	Thread (3,0)
			
Thread (0,1)	Thread (1,1)	Thread (2,1)	Thread (3,1)
			
Thread (0,2)	Thread (1,2)	Thread (2,2)	Thread (3,2)
