```
gridDim.x = 4096
                                                           threadIdx.x
 threadIdx.x
                   threadIdx.x
                                     threadIdx.x
                 blockIdx.x = 1
                                   blockIdx.x = 2
blockIdx.x = 0
                                                        blockIdx.x = 4095
       index = blockIdx.x
                            * blockDim.x + threadIdx.x
       index =
                  (2)
                                (256)
                                               (3)
                                                         = 515
```