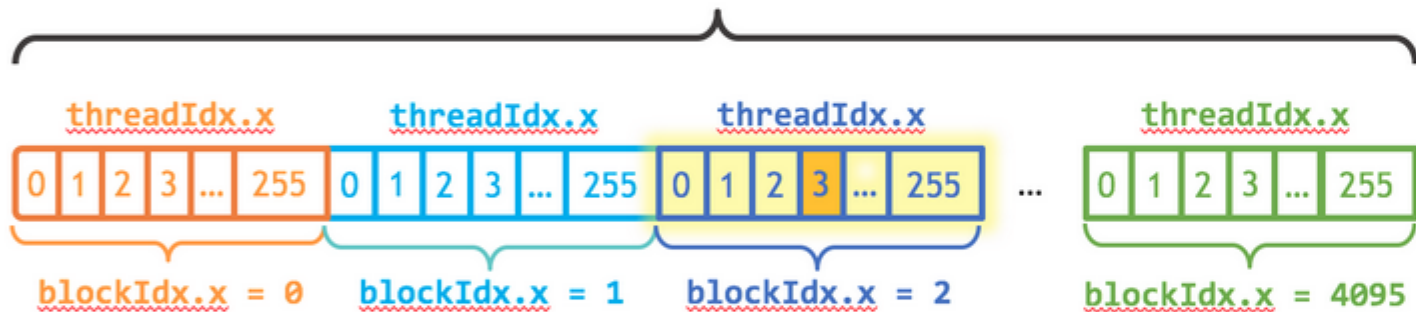


gridDim.x = 4096



$\text{index} = \text{blockIdx.x} * \text{blockDim.x} + \text{threadIdx.x}$

index = (2) \* (256) + (3) = 515