```
dot<<2,4>>(a, b, c)
                      cacheIndex = threadIdx.x = 0
blockDim.x = 4
gridDim.x = 2
                                         blockldx.x = 0
                                                     i = 0
  Block 0
                         i = 0, so end the pairwise sum.
  cache[0] = 123
  cache[1] = 54
                         The result for block 0 is cache[0] = 123.
  cache[2] = 22
  cache[3] = 40
```