

`dot<<2,4>>(a, b, c)`

`blockDim.x = 4`

`gridDim.x = 2`

`cacheIndex = threadIdx.x = 1`

`blockIdx.x = 0`

`i = 2`

Block 0

`cache[0] = 69`

`cache[1] = 14`

`cache[2] = 22`

`cache[3] = 40`

