

Matrix A 4x4 Grid(2,2) Block(2,2)

X, col		B(0, 0)		B(1, 0)			
Y, row		A[0][0], A[0] Bx 0= , By = 0 Tx = 0, Ty = 0 x = 0 , y = 0	A[0][1], A[1] Bx = 0 , By = 0 Tx = 1, Ty = 0 x = 1 , y = 0	A[0][2], A[2] Bx = 1, By =0 Tx =0 , Ty =0 x = 2 , y = 0	A[0][3], A[3] Bx = 1, By =0 Tx = 1, Ty =0 x = 3 , y =0	Bx = blockIdx.x	
		A[1][0], A[4] Bx =0 , By =0 Tx = 0, Ty =1 x = 0 , y =1	A[1][1], A[5] Bx = 0, By = 0 Tx = 1, Ty =1 x = 1 , y =1	A[][], A[] Bx = , By = Tx = , Ty = x = , y =	A[][], A[] Bx = , By = Tx = , Ty = x = , y =	By = blockIdx.y	
		A[][], A[] Bx = , By = Tx = , Ty = x = , y =	A[2][1], A[9] Bx =0 , By =1 Tx =1 , Ty =0 x = 1 , y =2	A[][], A[] Bx = , By = Tx = , Ty = x = , y =	A[][], A[] Bx = , By = Tx = , Ty = x = , y =	Tx = threadIdx.x	
		A[][], A[] Bx = , By = Tx = , Ty = x = , y =	A[][], A[] Bx = , By = Tx = , Ty = x = , y =	A[][], A[] Bx = , By = Tx = , Ty = x = , y =	A[][], A[] Bx = , By = Tx = , Ty = x = , y =	Ty = threadIdx.y	
		B(0, 1)		B(1, 1)			