

## Grid 1

Block (0,0)



Block (1,0)



Block (2,0)



Block (3,0)



Block (0,1)



Block (1,1)



Block (2,1)



Block (3,1)



## Block(2,1)

Thread(0,0)



Thread(1,0)



...

Thread(N,0)



⋮

⋮

Thread(0,M)



Thread(1,M)



...

Thread(N,M)

