

## Grid 0

Block (0, 0)



Block (1, 0)



Block (2, 0)



Block (0, 1)



Block (1, 1)



Block (2, 1)



## Grid 1

Block (0, 0)



Block (1, 0)



Block (0, 1)



Block (1, 1)



Block (0, 2)



Block (1, 2)



Global memory