

global memory

Matrix A

mPerBlock M		
kPerBlock {	K	0
		1
		2
		3
		4
		5
		6
		7

Matrix B

nPerBlock N	
	0
	1
	2
	3
	4
	5
	6
	7

Matrix C

nPerBlock		N				
mPerBlock {	M					

LDS

	mPerBlock							
kPerBlock	nPerBlock							
	0	1	2	3	4	5	6	7
kPerBlock	nPerBlock							
	0	1	2	3	4	5	6	7

registers

for ( $i = 0; i < 8; i++$ )

blockwise\_gemm\_v2(tileA<sub>*i*</sub>, tileB<sub>*i*</sub>, regC)