

## Grid

Block (0, 0)



Block (1, 0)



Block (2, 0)



Block (0, 1)



Block (1, 1)



Block (2, 1)



## Block (1, 1)

Thread (0, 0)



Thread (1, 0)



Thread (2, 0)



Thread (3, 0)



Thread (0, 1)



Thread (1, 1)



Thread (2, 1)



Thread (3, 1)



Thread (0, 2)



Thread (1, 2)



Thread (2, 2)



Thread (3, 2)

