

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)

