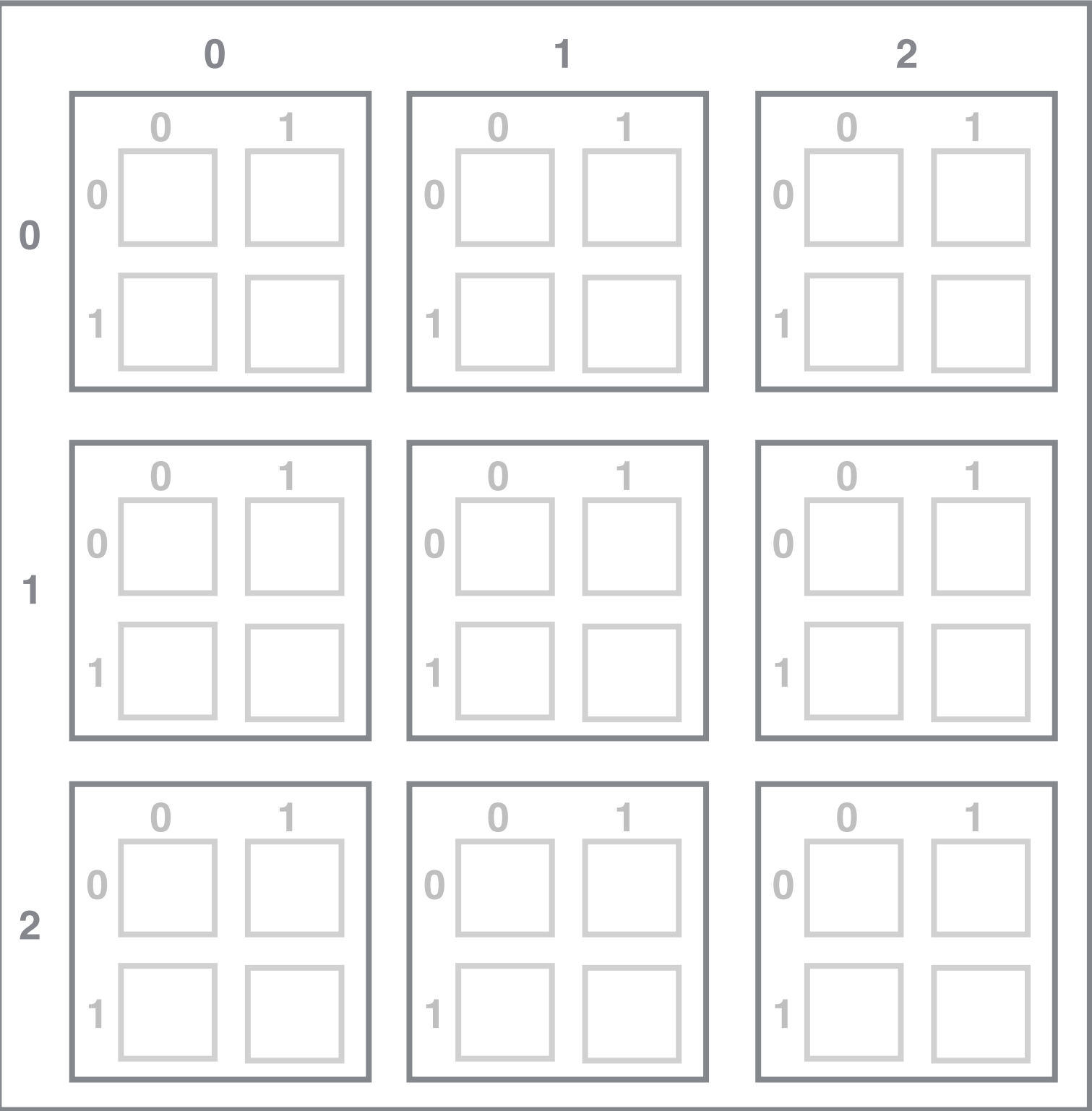


3x3 GRID = 9 blocks = 36 threads / grid



2x2 block = 4 threads/block

4x4 Matrix

	0	1	2	3
0	0,0	0,1	0,2	0,3
1	1,0	1,1	1,2	1,3
2	2,0	2,1	2,2	2,3
3	3,0	3,1	3,2	3,3