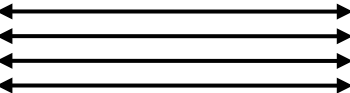


Thread



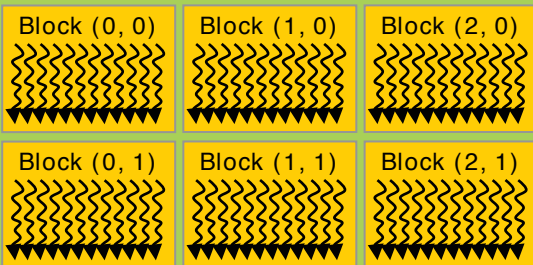
Per-thread local
memory

Thread Block

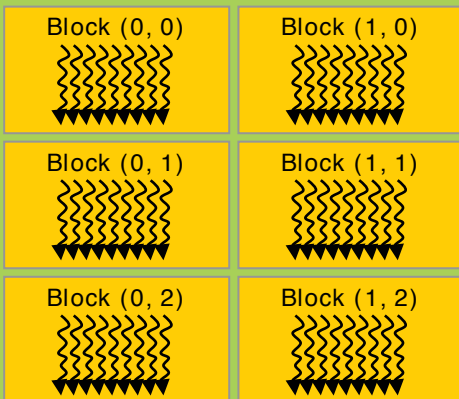


Per-block shared
memory

Grid 0



Grid 1



Global memory