

# 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)