



threadIdx:

$$x = \text{blockIdx.x} \times \text{blockDim.x} + \text{threadIdx.x} = 1 \times 4 + 3 = 7$$

$$y = \text{blockIdx.y} \times \text{blockDim.y} + \text{threadIdx.y} = 2 \times 4 + 1 = 9$$

$$\text{threadId} = 9 \times 16 + 8$$