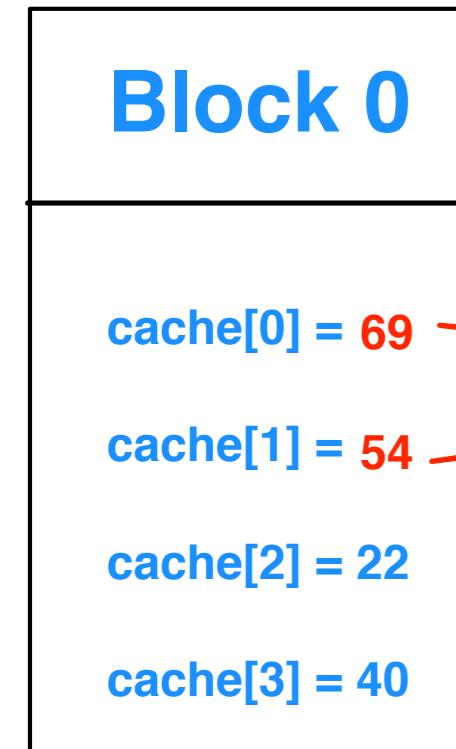


dot<<2,4>>(a, b, c)

blockDim.x = 4

gridDim.x = 2

cachelIndex = threadIdx.x = 0
blockIdx.x = 0
i = 1



123

cache[0]