

```
#include "../common/book.h"

#define imin(a,b) (a<b?a:b)

const int N = 33 * 1024;
const int threadsPerBlock = 256;

__global__ void dot( float *a, float *b, float *c ) {
    __shared__ float cache[threadsPerBlock];
    int tid = threadIdx.x + blockIdx.x * blockDim.x;
    int cacheIndex = threadIdx.x;
```