isExecuted_goofup<<<2,3>>>(dev_a, blockid = 1, threadid = 1);

isExecuted_goofup(dev_a, blockid = 1, threadid = 1, blockIdx.x = 0, threadIdx.x = 0, ...); → ***a_d is set to 0**

isExecuted_goofup(dev_a, blockid = 1, threadid = 1, blockIdx.x = 0, threadIdx.x = 1, ...); → ***a_d is set to 0**

isExecuted_goofup(dev_a, blockid = 1, threadid = 1, blockIdx.x = 0, threadIdx.x = 2, ...); → ***a_d is set to 0**

isExecuted_goofup(dev_a, blockid = 1, threadid = 1, blockIdx.x = 1, threadIdx.x = 0, ...); → ***a_d is set to 0**

isExecuted_goofup(dev_a, blockid = 1, threadid = 1, blockIdx.x = 1, threadIdx.x = 1, ...); → ***a_d is set to 1**

isExecuted_goofup(dev_a, blockid = 1, threadid = 1, blockIdx.x = 1, threadIdx.x = 2, ...); → ***a_d is set to 0**

If block 1 thread 1 finishes last, then ***a_d = 1.**
If block 1 thread 1 does not finish last, ***a_d = 0.**

We can't know or control which thread finishes last!