

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

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

const int N = 33 * 1024 * 1024;
const int threadsPerBlock = 256;
const int blocksPerGrid =
    imin( 32, (N+threadsPerBlock-1) / threadsPerBlock );
```