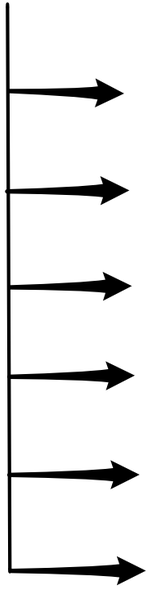
kernel<<<3, 2>>>();



kernel(blockIdx.x = 0, threadIdx.x = 0); x = 0 + 0 * 2 = 0

kernel(blockIdx.x = 0, threadIdx.x = 1); x = 1 + 0 * 2 = 1

kernel(blockIdx.x = 1, threadIdx.x = 0); x = 0 + 1 * 2 = 2

kernel(blockIdx.x = 1, threadIdx.x = 1); x = 1 + 1 * 2 = 3

kernel(blockIdx.x = 2, threadIdx.x = 0); x = 0 + 2 * 2 = 4

kernel(blockIdx.x = 2, threadIdx.x = 1); x = 1 + 2 * 2 = 5