

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

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