

dot<<2,4>>(a, b, c)

blockDim.x = 4

gridDim.x = 2

Block 0

cache[0] = 123

cache[1] = 54

cache[2] = 22

cache[3] = 40

cachelIndex = threadIdx.x = 0

blockIdx.x = 0

i = 1

__syncthreads();