

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

blockDim.x = 4

gridDim.x = 2

cachelIndex = threadIdx.x = 1
blockIdx.x = 0
i = 2

Block 0
cache[0] = 69
cache[1] = 14
cache[2] = 22
cache[3] = 40

+

54

cache[1]