

```

for (int Lid.y=0 ; Lid.y<BLOCK_SIZE; Lid.y++)
    for (int Lid.x=0 ; Lid.x<BLOCK_SIZE; Lid.x++) {
...
    ...
6    float Csub = 0.0f;
7    for (int Itera=0, Iterb=0; Itera<=uiWA/BLOCK_SIZE;
        Itera++, Iterb++) {
8        //Dead Code
9        //Dead Code
10       //barrier(CLK_LOCAL_MEM_FENCE);
11       for(int Iterk=0; Iterk<BLOCK_SIZE; ++Iterk)
12           Csub += A[(uiWA*BLOCK_SIZE*Gid.y+BLOCK_SIZE*Itera)
                       +uiWA*Lid.y+Iterk]
                       * B[(BLOCK_SIZE*Gid.x+BLOCK_SIZE*uiWB*Iterb)
                           +uiWB*Iterk+Lid.x];
13       //barrier(CLK_LOCAL_MEM_FENCE);
    }
14    C[(Gid.y*GROUP_SIZE_Y+Lid.y)*GLOBAL_SIZE_X+
        (Gid.x*GROUP_SIZE_X+Lid.x)] = Csub;
}

```