

```
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);
```