Dim3

- thread/block ID 只有 [0, n)
- func<<<1, dim3(10,10)>>>

```
__global__ void gpu_func(...) {
   int x = threadId.x;
   int y = threadId.y;
}
```



SHARED MEMORY - STATIC

- __shared__ int s[LEN];
- func<<< block, thread >>>();

```
#define LEN 1000
     __global__ void gpu_func(int *arr, int sz) {
        __shared__ int s[LEN];
         int id = threadId.x;
         int bs = blockDim.x;
         for (int i = 0; i < LEN / bs; i++) {
             s[i * bs + id] = arr[i * bs + id];
         __syncthreads();
         ...
12
     int main(int argc, char *argv[]) {
         gpu_func<<<1, 100 >>>(gpu_arr, LEN);
15
         return 0;
```

