



SITCON '21

Block&Thread

- 每個 thread 都做相同動作？ ？ ？

```
2  ✓ __global__ void gpu_func(int add, int *arr) {  
3      arr[0] += add;  
4  }
```

```
gpu_func<<<10, 100>>>(87, gpu_arr);
```

- blockIdx.x      threadIdx.x      blockDim.x

```
2  ✓ __global__ void gpu_func(int add, int *arr) {  
3      int bID = blockIdx.x;  
4      int tID = threadIdx.x;  
5      int blockSize = blockDim.x;  
6      arr[bID * blockSize + tID] += add;  
7  }
```

# Block & Thread index

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7  }
```

# Dim3

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

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