

```
__global__ void mul(float* Ad, float* Bd, float* Cd, int msize){  
  
    float Avalue, Bvalue;  
    float Cvalue = 0;  
  
    int i;  
    for ( i = 0; i < msize; i++){  
        Avalue = Ad[threadIdx.y * msize + i];  
        Bvalue = Bd[i * msize + threadIdx.x];  
        Cvalue += Avalue * Bvalue;  
    }  
  
    Cd[threadIdx.y * msize + threadIdx.x] = Cvalue;  
    //Cd[threadIdx.y] = 1;  
}
```