

```
__global__ void mul( float *Ad, float *Bd, float *Cd, int msize, int tilewidth){  
  
    int r = blockIdx.y * tilewidth + threadIdx.y;  
    int c = blockIdx.x * tilewidth + threadIdx.x;  
  
    float Cv = 0;  
    int i;  
    for( i = 0; i < msize; i++)  
        Cv += Ad[ r * msize + i] * Bd[ c + i * msize];  
  
    Cd[ r * msize + c] = Cv;  
}
```